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› [XLW](#) /

› [XLW CH9300-FL Voice Playback Module Instruction Manual](#)

XLW CH9300-FL Voice Module-5P

XLW CH9300-FL Voice Playback Module Instruction Manual

Model: CH9300-FL Voice Module-5P

1. PRODUCT OVERVIEW

The XLW CH9300-FL Voice Playback Module is an intelligent sound module designed for voice broadcasting applications. It features integrated IO segmentation triggering, standard MP3 decoding, and 8 selectable playback modes. With 16Mbyte of memory, it is suitable for a wide range of audio applications, including broadcasting hosts, digital music players, and public address systems in shopping malls, schools, gymnasiums, office buildings, and other public places.

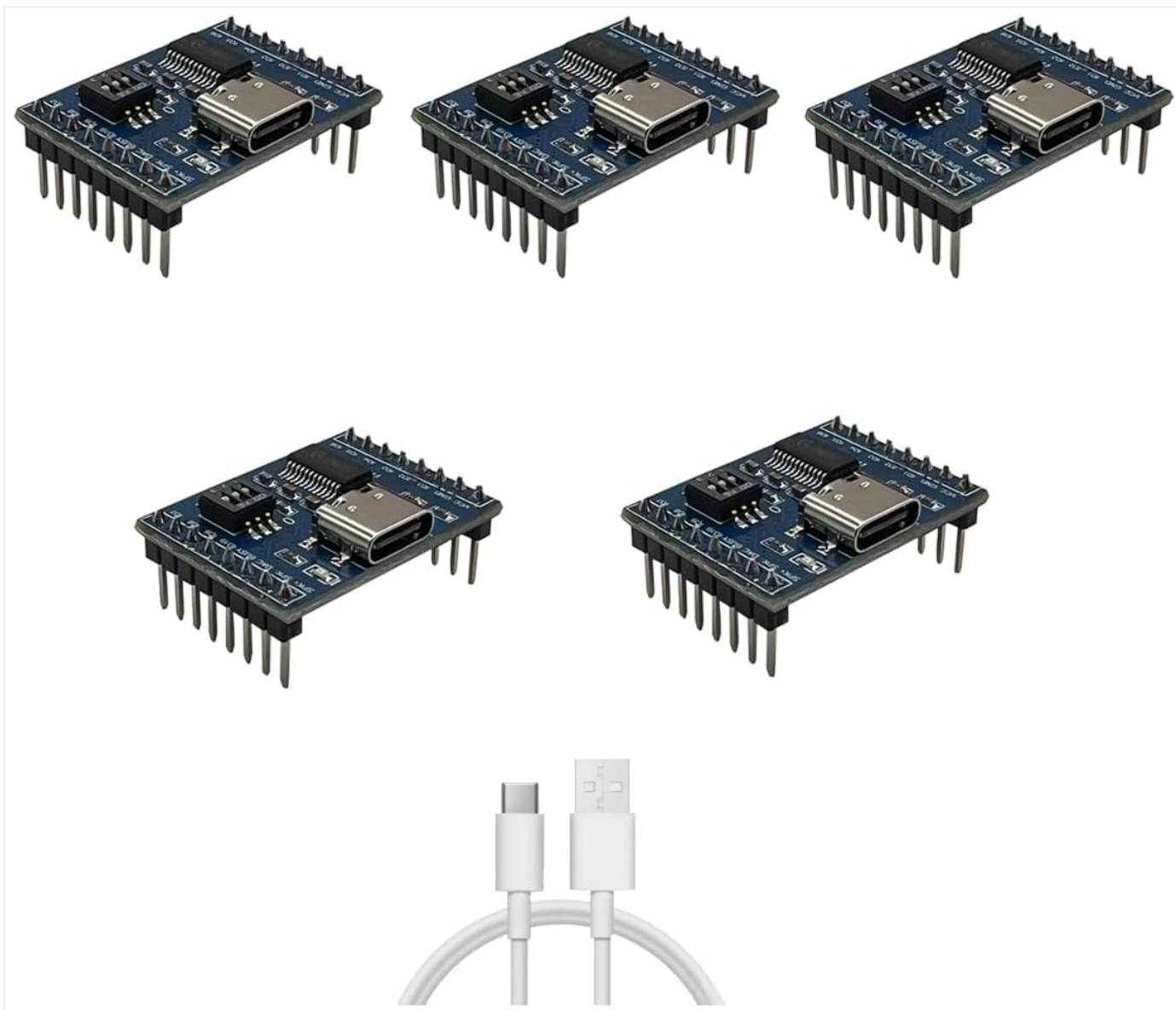


Figure 1: XLW CH9300-FL Voice Playback Modules (5-pack) with USB-C cable.

CH9300-FL SOUND MODULE



Figure 2: Detailed view of the CH9300-FL Sound Module, showing its USB-C port and pin headers.

2. SETUP AND AUDIO MANAGEMENT

2.1. Connecting to a Computer for Audio Transfer

The module features 16Mbyte of memory and can be connected to a computer via its TYPE-C USB port to copy audio files. Ensure the audio files are in MP3 format and named with five digits (e.g., 00001-00010).

1. Connect the module to your computer using a TYPE-C USB data cable. The computer should automatically recognize it as a removable disk.
2. Double-click the newly appeared "U disk" drive to open it.
3. Delete any existing audio files if you wish to replace them.
4. Copy your desired MP3 audio files into the module's drive. Ensure file names are 5 digits (e.g., 00001.mp3, 00002.mp3).

Update audio

1. TYPE-C USB Connect the data cable to the computer and the computer will automatically recognize it as shows in the figure below:



2. Then double-click the newly popped-up "U disk" and copy the audio file you want to place into it.

Note: The audio file must be in mp3 format, and the file name must be 5 digits: 00001-00010.



IO1	00001
IO2	00002
IO3	00003
IO4	00004
IO5	00005
IO6	00006
IO7	00007
IO8	00008
IO9	00009
IO10	00010

trigger port Corresponding audio
file name

Figure 3: Instructions for updating audio files on the module via USB-C connection.

2.2. Connecting Power and Speaker

Connect the power supply (DC3.6-5.2V, 5V recommended) and a 3W speaker to the module's designated pins. Refer to the pinout diagram in the Specifications section for correct connections.

The module supports 10 IO trigger inputs (IO1-IO10). Each IO input corresponds to a specific MP3 audio file (00001-00010). When an IO interface is triggered by connecting it to GND, the corresponding audio file will play.

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Video 1: Demonstration of connecting the module to power and speaker, and triggering audio playback via IO pins.

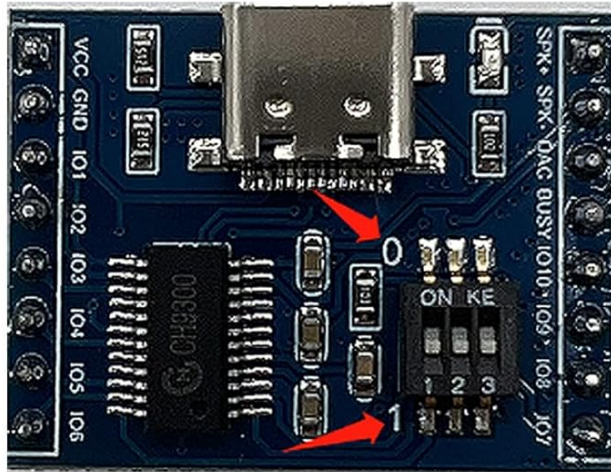
3. OPERATING MODES

The CH9300-FL module offers 8 different playback modes, selected using a 3-digit DIP switch on the module. The position of the DIP switches (0 or 1) determines the playback behavior.

Play mode description

The playback mode is selected through the 3-digit DIP switch on the module. There are 8 modes in total.

The corresponding functions are as follows::



(CH9300-FL)

- As shown in the picture, the silk screen on the module.
- Set DIP switches 1, 2, and 3 to the silk screen "0" position on the top/right side, which means setting "0".
- Hitting the "1" position on the bottom/left side of the silk screen means setting "1". There are three levels in total.

Figure 4: Location of the 3-digit DIP switch on the CH9300-FL module.

3.1. Playback Mode Selection Table

DIP Switch Position (123)	Play Mode	Function Description (e.g., external buttons)	Multi-channel Simultaneous Trigger Function Description
000	Pulses are repeatable	Press the button and the music will start playing. No matter how long you press it, it will only play once. Pressing the button during the playback process will interrupt the currently playing voice and execute a new command.	If triggered at the same time, only the last triggered file will be played once.
001	Pulses are not repeatable	Music starts playing when the button is pressed. It only plays once no matter how long it is pressed. Pressing the button during playback has no effect.	If they are triggered at the same time, the later triggers will be invalid if pressed during playback, and the triggers will be valid if pressed again after not playing.

DIP Switch Position (123)	Play Mode	Function Description (e.g., external buttons)	Multi-channel Simultaneous Trigger Function Description
010	Level hold can be cycled	Press the button to start playing music, keep pressing and the music will continue to play in a loop, and release to stop playing immediately.	If multiple channels are triggered at the same time, the audio files triggered at the same time will be played in a large loop.
011	Level trigger can interrupt	Press once to play once, and press again during playback to start playing from the beginning. If there are other signals the audio of other signals will be played. If you keep pressing it will continue to play in a loop.	Multiple simultaneous triggers will play the last triggered audio file in a loop.
100	Level trigger cannot be interrupted	Press the button once and the music will play once. During the playback process, other signal triggers will be invalid. If the button is kept pressed it will continue to play in a loop.	Multiple simultaneous triggers will only play the audio file that was triggered first in a loop.
101	Single loop/stop	If you press the button once, the music will continue to play in a loop, and if you press it again, the music will stop. During the playback process, other signals will be interrupted, and the single will play other audio in a loop.	Does not support multiple simultaneous triggers
110	MP3 mode - large loop	Power on and play all the audio in a large loop. The corresponding functions of IO1-IO8 are: IO1 previous song, IO2 next song, IO3 volume +, IO4 volume -, IO5 play/pause, IO6 play/stop, IO7 previous song/volume -, IO8 next song/volume +, Track and volume band memory.	Does not support multiple simultaneous triggers
111	MP3 mode - single loop	The single is played in a loop when the power is on. The corresponding functions of IO1-IO8 are: IO1 previous song, IO2 next song, IO3 volume +, IO4 volume -, IO5 play/pause, IO6 play/stop, IO7 previous song/volume -, IO8 next song/volume +, Track and volume band memory.	Does not support multiple simultaneous triggers

Table 1: Detailed description of playback modes based on DIP switch settings.

3.2. Power-On Beep Configuration

To configure a power-on beep, copy an MP3 file named "poweron.mp3" to the root directory of the module's USB flash drive. This file will play once every time the module is powered on.

3.3. Background Music Insertion

For continuous background music, create a folder named "CB" on the module's USB flash drive and copy your desired background music MP3 files into it. The music in the "CB" folder will loop continuously after power on.

When any of the IO1-IO10 trigger pins are connected to GND, the background music will pause, and the corresponding triggered audio file (00001-00010) will play. Once the triggered audio finishes, the background music will resume.

4. SPECIFICATIONS

Parameter	Value
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Parameter	Value
Model Number	CH9300-FL Voice Module-5P
Memory Storage Capacity	16 Mbyte
Audio Format Support	MP3 (all bitrates 11172-3 and ISO13813-3 layer3 audio decoding)
Sampling Rate Support	8, 11.025, 12, 16, 22.05, 24, 32, 44.1, 48 KHz
Input Voltage	DC3.6-5.2V (5V recommended)
IO Level	3.3V
Rated Current	Standby: 8mA, Operating: <500mA
Operating Temperature	-40°C to 85°C
Humidity	5%~95%
Dimensions (L x W)	29mm x 22mm (approx. 1.1" x 0.8")
USB Port	TYPE-C
Speaker Power Output	3W
Compatible Devices	Laptop, Apple Systems Computer, Mac Computer, Desktop computers, Windows Systems Computer

Table 2: Technical Specifications of the CH9300-FL Voice Playback Module.

Hardware Parameters

Name	parameter
MP3 file format	1、 Supports all bitrates 11172-3 and ISO13813-3 layer3 audio decoding
	2、 Sampling rate support (KHZ):8/11.025/12/16/22.05/24/32/44.1/48
	3、 Supports Normal, Jazz, Classic, Pop, Rock and other sound effects
USB port	TYPE-C
Input voltage	DC3.6-5.2V, 5V power supply recommended; IO level is 3.3V
Rated current	Standby current 8MA, operating current <500MA
Size	29*22mm
Speaker power	3W
Operating temperature	-40 degrees~85 degrees
humidity	5%~95%

Figure 5: Visual representation of hardware parameters and dimensions.

4.1. Pinout Diagram



PIN NO.	PIN NAME	Function description	Remark
1	VCC	Power input positive	DC3.6–5.2V
2	GND	Negative pole of power supply	GND
3	IO1	Trigger input port 1	Trigger on GND and play the audio of "00001.mp3"
4	IO2	Trigger input port 2	Trigger on GND and play the audio of "00002.mp3"
5	IO3	Trigger input port 3	Trigger on GND and play the audio of "00003.mp3"
6	IO4	Trigger input port 4	Trigger on GND and play the audio of "00004.mp3"
7	IO5	Trigger input port 5	Trigger on GND and play the audio of "00005.mp3"
8	IO6	Trigger input port 6	Trigger on GND and play the audio of "00006.mp3"
9	IO7	Trigger input port 7	Trigger on GND and play the audio of "00007.mp3"
10	IO8	Trigger input port 8	Trigger on GND and play the audio of "00008.mp3"
11	IO9	Trigger input port 9	Trigger on GND and play the audio of "00009.mp3"
12	IO10	Trigger input port 10	Trigger on GND and play the audio of "00010.mp3"
13	BUSY	Busy signal output pin	When playing, the output is low level 0V and normal high level is 3.3V.
14	DAC	Audio signal output	Main chip internal audio signal, external power amplifier
15	SPK-	Speaker port	Regardless of positive or negative connect to passive speakers below 3W/8R
16	SPK+		

Figure 6: Pinout diagram and corresponding function descriptions for the module.

5. MAINTENANCE

The XLW CH9300-FL Voice Playback Module is designed for durability and requires minimal maintenance. Keep the module clean and free from dust and moisture. Avoid exposing it to extreme temperatures or physical shock. No user-serviceable parts are inside.

6. TROUBLESHOOTING

If you encounter issues with your XLW CH9300-FL Voice Playback Module, consider the following common troubleshooting steps:

- **No Sound Output:**
 - Ensure the speaker is correctly connected to the SPK+ and SPK- pins.
 - Verify the power supply is within the recommended DC3.6-5.2V range and correctly connected to VCC and GND.
 - Check if the audio files are correctly formatted (MP3) and named (5 digits, e.g., 00001.mp3).
 - Confirm the correct DIP switch settings for your desired playback mode.
- **Module Not Recognized by Computer:**
 - Try a different USB-C cable.
 - Connect the module to a different USB port on your computer.
 - Ensure the module is powered off before connecting the USB cable for file transfer.
- **Incorrect Playback Behavior:**
 - Review the "Playback Mode Selection Table" (Table 1) and adjust the DIP switches accordingly.

- Ensure audio file names are sequential and correct for IO triggering (00001-00010).

If the problem persists after attempting these steps, please contact customer support for further assistance.

7. WARRANTY AND SUPPORT

7.1. Warranty Information

Specific warranty details for the XLW CH9300-FL Voice Playback Module are not provided in this manual. Please refer to the product packaging or the retailer's website for applicable warranty terms and conditions.

7.2. Customer Support

For technical support, inquiries, or further assistance, please visit the official XLW Store on Amazon or contact the seller directly through the Amazon platform. You can find the XLW Store at: [XLW Store](#).