

aP58QWC16S Writer

User Manual

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APLUS Integrated Circuits Inc.

Introduction

The aP58QWC16S Writer is designed to support aP58Q6-SOP16 IC and DBQ6-S16 module.

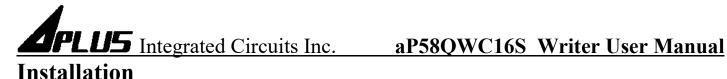
This development system serves main functions:

Compiler – to create rom file and flash file

Writer – to download the rom file and flash file into the aP58QWC16S Writer

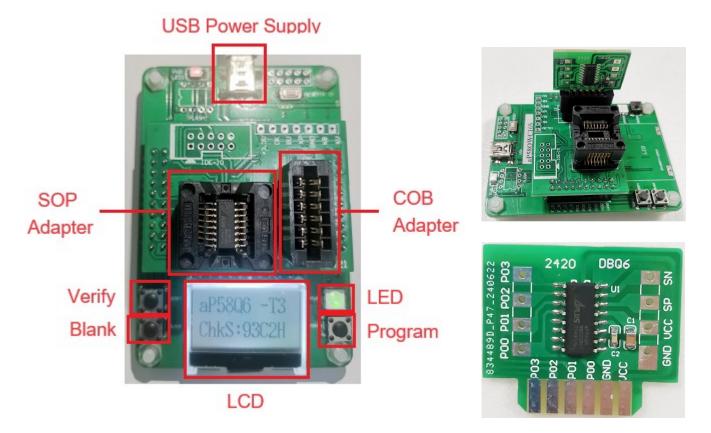
The **Compiler** is used to combine the edited voice files into the chip to form the desired Voice Group and to define the playback functions of each Voice Group by selecting different Options and Trigger Modes of each individual Voice Group.

The **Writer** is used to download the file into the aP58Q6 devices that resulted from the Compiler Function. A Writer Board connected to the PC via USB port is required.



Hardware Installation aP58QWC16S writer is a USB based writer programmer. It is intended to be used in Win7, Win8, Win10, Win11 computer.

aP58QWC16S writer does not need to be installed, just double click aP58Q Software.exe to start it.



aP58QWC16SV3

DBQ6-S16 (Ver.2)

Operate :

Power supply: The writer uses 5V power supply from the USB interface, and the red light turns on when powered on.

First Download the ROM File and Flash File to the Buffer of aP58QWC16SV3 writer.

BLANK Button: Press the blank key, the blue light is on, indicating that the blank is being checked The red light is on, indicating that the empty search has failed; The green light is on, indicating that the blank check has passed.

PROGRAM Button: Press the programming key, the blue light is on, indicating that programming is in Progress. The red light is on, indicating that the programming failed.

The green light is on, indicating that the programming is successful.

VERIFY Button: Press the verify key, the blue light is on, indicating that the verification is in progress The red light is on, indicating that the verification failed; The green light is on, indicating that the verification is successful.



Running The Software

Compiler accepts 16 Bit
MONO
WAV format.

Double click the file **aP58Q_Software.exe** to launch the software.

COMPILER:

1.		<u> </u>	D:\TST.dp5Q		_	4.											_		×
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Compiler 5.	Writer	About								8.									
IO Pins	I/O	Function	Sequence	On/Off	Trig Level	Hold	Trigger	Pull High	Init Out	'G *G ≻	(🛍 🛛 🕨		÷						
P00	input	TG	Sequential		level	unholdable	retrigger	7K/900K		Group	Loop								
P01	input	VOL++			🔒 edge	a unholdable	🔒 retrigger	7K/900K		Group 1		P00.Group	1(1)						
P02	input	VOL			🔒 edge	🔒 unholdable	🔒 retrigger	7K/900K		Group 2	-	P00.Group	2(1)						
P03	output	BusyH							low	9.									
										•									
	*} X	n a			ANS AND PCM	PCM Flash	······································			10. ⁺s *s >	. m •		L		 		_	_	
2↓ ∵	*} X			Play Bate			•			⁺s *s ≻	-	1	P03		 	0			
2↓ 'r Section	Name	Size	Smpl Rate	Play Rate	e Codec	Volume Spa	•			8	Codec	Location Flash	P03 Busyl	-	 				
2↓ ↓ ↓ Section 001.wav	Name			1	e Codec 25 AD5	Volume Spa 100% 1.0	ce Location			ts *s > Step 002.wav	Codec	Location	P03	-					
2↓ 1 T Section 001.wav 002.wav	Name	Size 68,085	Smpl Rate 16,000	Play Rate	e Codec 25 AD5	Volume Spa 100% 1.0	ce Location6 % Flash			⁺s *s > Step	Codec	Location	P03	-		···· •			
2↓ ↓ ↓ Section 001.wav	Name	Size 68,085	Smpl Rate 16,000	Play Rate	e Codec 25 AD5	Volume Spa 100% 1.0	ce Location6 % Flash			ts *s > Step 002.wav	Codec	Location	P03	-					
Section 001.wav 002.wav	Name	Size 68,085	Smpl Rate 16,000 16,000	Play Rate	e Codec 25 AD5	Volume Spa 100% 1.0	ce Location6 % Flash		14.	ts *s > Step 002.wav	Codec	Location	P03	-					

COMPILER DESCRIPTION:

1.

New Project : Generate new page.

Open Project : Open old file. (*.dp5q)

Save : Save current project to hard disk.

Save Project as : Save as new file.

Build : Click Build to output .rom .flash . dp5q and .html , 4 files and save to the folder. Setup Options :

a. Audio Amplifier PWM ~ b. PWM Volume High ~ C. Volume Control Levels 16 ~	Power On PowerOn Play PowerOn Beep Error Beeps	Low Voltage Reset Off Key Trigger Debounce Time 20 ms f. Trigger Level Low Trigger	
Default 16 V	Sleep LDO_3V Off ~		Close



a. Select Audio Amplifier. --- DAC or PWM

b. Select PWM voice output volume. --- Low / Middle / High

c. Set Volume : There are three options of 16/8/4 level volume control setting available.

Warp : Enable Wrap, if continue to press VOL++, volume will reach to maximum, then return to the minimum volume. Same for VOL- ex Continue press VOL++ : Volume level 4 → 1 → 2 → 3 → 4, VOL- - : Volume level 4 → 3 → 2 → 1 → 4.

- d. Power On Play : Play immediately after power on Power On Beep : There will be a beep sound when the power is turned on.
 Error Beeps : When the power is turned on, if there is an abnormality in reading the flash a long beep and short beep sound will be emitted.
- e. Select if using Low Voltage Reset. --- There are 1.75v / 2.35v / off three options
- f. Select required Debounce time. --- $0ms \sim 170ms$.

Select Trigger Level --- Low Trigger or High Trigger can choose.

- 2.One key one sound : Directly configure one Group and one audio sourceOne key play sequentially : Place all sound sources in the same GroupCollect all resource files : When you can press this item, all relevant documents will be collected.
- 3. Select your required IC body. --- aP58Q6 / aP58Q7M / aP58Q8M
- 4. Select your required trigger mode.
 - --- SBT Mode / KEY(Matrix) Mode / 1-Wire Mode / 2-Wire Mode / 3-Wire Mode.
- 5. Select I/O function
 - --- The different i/o pin function will generate different function options according to your trigger mode.

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Setting ON/OFF enable/disable. (The function is only available in SBT MODE)

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D 😂 🛛	. 2) 🖸 📲	🦉 🗰 a	P58Q6	 ✓ FlashCo 	ode v SBT Mod	le ~		
Compiler	Writer	About							
IO Pins	I/O	Function	Sequence	On/Off	Trig Level	Hold	Trigger	Pull High	Init Out
P00	input	TG	Sequential	~	edge	unholdable	retrigger	10K/1M	
P01	input	VOL++	Sequential		a edge	🔒 unholdable	🔒 retrigger	10K/1M	
P02	input	VOL	Sequential	on/off	a edge	🔒 unholdable	🔒 retrigger	10K/1M	
P03	output	BusyH							low

Output : BusyH , BusyL , 3Hz , 6Hz , LED-dyna , StopH , StopL

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Compiler	Writer	About									
IO Pins	I/O	Function	Sequence	On/Off	Trig Level		Hold	Tr	igger	Pull High	Init Out
P00	input	TG	Sequential		edge	u	nholdable	ret	rigger	10K/1M	
P01	input	VOL++	Sequential		🔒 edge	🔒 u	nholdable	🔒 ret	rigger	10K/1M	
P02	input	VOL	Sequential		🔒 edge	🔒 u	nholdable	🔒 ret	rigger	10K/1M	
P03	output	BusyH 🗸									low
		BusyH BusyL 3Hz 6Hz Dyna StopH StopL									

6. 1 ... AD5 bcdefghij k l m n o а

- (6a) Enable Sort mode button : Turn on the sorting function of Section listing
- (6b) Add Voice : Add Voice Section
- (6c) Add Mute : Add Mute Section
- (6d) Delete : Delete the selected Section (press shift or ctrl to select)
- (6e) Clear All : Clear all Sections
- (6f) Replace Voice : Replace the selected portion of the waveform file (blue word)
- (6g) Play : Play the selected Section (press shift or ctrl to select)
- (6h) Stop : Stop play

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(6i) Move Up : Move the selected Voice Section up one position (6j) Move Down : Move the selected Voice Section down one position (6k) AD5 : Use AD5 compression for the selected Voice Section

- (61) AD6 : Use AD6 compression for the selected Voice Section
- (6m) AD8 : Use AD8 compression for the selected Voice Section
- (6n) PCM10 : Use PCM10 compression for the selected Voice Section

(60) PCM12 : Use PCM12 compression for the selected Voice Section

7. Loading the required *.wav files

Different compression methods can be selected for each sound source ---- AD5 / AD6 / AD8 / PCM10 / PCM16.

$x \Rightarrow X$	0 🙃		合 👎 AD5	AD6	AD8	PCM PCM PCM 8 10 12	Flash	-
File Name	Size	S.R.	Play Rate	Тур	е	Use %		3.
s01.wav	2,790	12,000	11,719	AD5	~	0.1 %		
s02.wav	5,286	12,000	11,719			0.1 %		
				AD6 AD8 PCM1 PCM1				

8.



- (8a) Add Group : Add a Group at the end of the Group List
- (8b) Insert Group : Insert a new Group at the selected Group position
- (8c) Delete Group : Delete the selected Group (press shift or ctrl to select)
- (8d) Clear All Group : Clear all Groups in the current TG
- (8e) Play Group : Play selected Group
- (8f) Stop : Stop play

9. Setting your required voice sections.

10.



- (10a) Add Step : Add a new Step at the end of Step List
- (10b) Insert Step : Insert a new Step at the selected Step position
- (10c) Delete Step : Delete the selected Step (press shift or ctrl to select)
- (10d) Clear All Step : Clear all Steps in the current Group
- (10e) Play Step : Play the selected Step (press shift or ctrl to select)

(10f) Stop : Stop play

- (10g) Move Up : Move the selected Step up one position (press shift or ctrl to select multiple items)
- (10h) Move Down : Move the selected Step down one position (press shift or ctrl to select multiple items)



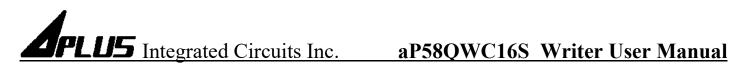
11. Show the voice content placed by GROUP. Operation method first go to the upper right box and click Group, then go to the lower left box and click the required voice, and then enter the lower right box to indicate success.

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Compiler	Writer	About															
IO Pins	I/O	Function	Sequence	On/Off	Trig Level	Hold		Trigger	Pull High	Init Out	⁺ G * G ×	1		ŀ			
P00	input	TG	Sequential		level	unholdab	le r	retrigger	7K/900K		Group	Loop					
P01	input	VOL++			🔒 edge	🔒 unholdab	le 🔒 r	retrigger	7K/900K		Group 1		P00.Group1	(1)			
P02	input	VOL			🔒 edge	🔒 unholdab	le 🔒 r	retrigger	7K/900K		Group 2		P00.Group2	(1)			
P03	output	BusyH								low							
		-							/				T		 	 2	
		tores toresde			1	PCM Flash		1	/	/					 	 2	_
Section I		Size	Smpl Rate	Play Rate	e Codec	Volume	Space	Location	/		Step	Codec	Location	P03		2	
Section I 01.wav		Size 68,085	Smpl Rate 16,000	Play Rate 15,6	25 AD5	Volume 100%	Space 1.6 %	Flash		/						 2	
Section I 001.wav		Size	Smpl Rate	Play Rate	25 AD5	Volume	Space	2000 - CONSCI - AN			Step	Codec	Location	P03			
2↓ ↓ Section I 001.wav 002.wav		Size 68,085	Smpl Rate 16,000	Play Rate 15,6	25 AD5	Volume 100%	Space 1.6 %	Flash			Step	Codec	Location	P03			
Section I 001.wav		Size 68,085	Smpl Rate 16,000	Play Rate 15,6	25 AD5	Volume 100%	Space 1.6 %	Flash	_	/	Step	Codec	Location	P03			
Section I 001.wav		Size 68,085	Smpl Rate 16,000	Play Rate 15,6	25 AD5	Volume 100%	Space 1.6 %	Flash			Step	Codec	Location	P03			
Section I 01.wav		Size 68,085	Smpl Rate 16,000	Play Rate 15,6	25 AD5	Volume 100%	Space 1.6 %	Flash			Step	Codec	Location	P03			

- 12. The check sum value of the burning file for copier use.
- 13. Rom Space : Show Function(OTP) rom memory usage.
- 14. Flash Space : Show Voice Data flash memory usage.

When you complete the settings, click Build and save file name. It will create .rom .flash .dp5Q .htm , 4 files.

.rom are re-programmable. But should be under same AP58Q software version. If rom is compiled by different AP58Q software version, it will re-program fail.



aP58Q Software ver 1.23 Copyright(c) 2024 Aplus Integrated Circu	its Inc. All Rights Reserved. (*)		-	×
[💊 Save DP5Q File		×		
(← → ∨ ↑ <mark></mark> [●] ≪ 本機磁碟 (D:) → aP58Q_v1.17_202	40131 • · C	搜尋 aP58Q_v1.17_20240 ,		
組合管理 ▼ 新増資料夾		≣ • 💡	op	
- bec	名稱 ^	修改日期 2024/2/1 上午 11:01	P00.Group1 (1) P00.Group2 (1)	
 ✓ ■ 本機 > ■ 本機磁碟 (C:) 	TEMP	2024/2/5 下午 06:58 2024/2/5 下午 06:58		
 > — 本機磁碟 (D:) > ② DVD RW 磁碟機 (E:) HeliosTool230916 > ③ DVD RW 磁碟機 (E:) HeliosTool230916 	The second secon	2024/2/1 上午 11:01		
檔案名稱(N): test01 存檔類型(T): Project Files (*.dp5q)		~	P03 Type Location BZH PCM12 Flash	
▲ 陽藏資料夾		存檔(S) 取消		
Flash Space		8,180 / 4,194,304 Bytes	<u> </u>	

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Compiler	Writer	About												
IO Pins	I/O	Function	Sequence	On/Off	Trig Level	Hold	Trigger	Pull High	Init Out	⁺g *g ≻		▶ ■ � ₩		
P00	input	TG	Sequential		level	unholdable	retrigger	7K/900K		Group	Loop			
P01	input	VOL++			🔒 edge	a unholdable	a retrigger	7K/900K		Group 1		P00.Group1 (1)		
P02	input	VOL			🔒 edge	a unholdable	🔒 retrigger	7K/900K		Group 2		P00.Group2 (1)		
P03	output	BusyH							low	_				
			Info	rmation										
Ž↓ ⁺ J Section			Smpl Rat	i	file sav	ed : D:\TST.aP5	8Q6.flash	ок						
001.wav		68,085	16,0					1		- 151				
002.wav		67,430	16,000	15,6	25 AD5	100% 1.	.6 % Flash							
ChkSun	n : F056	ROM	M Space			12 %			Fla	sh Space		135,605 / 4,194,304 Bytes		

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	aP580	Q6 VOICE DL	IRATION TA	BLE	
Coding	AD5	AD6	AD8	PCM10	PCM12
SR = 4.6K	23 min.	19.4 min.	14.5 min.	11.6 min.	9.7 min.
SR = 5.8K	18.6 min.	15.5 min.	11.6 min.	9.3 min.	7.7 min.
SR = 6.6K	16.3 min.	13.5 min.	10.1 min.	8.1 min.	6.7 min.
SR = 7.8K	13.9 min.	11.6 min.	8.7 min.	6.9 min.	5.8 min.
SR = 9.3K	11.6 min.	9.7 min.	7.2 min.	5.8 min.	4.8 min.
SR = 11.7K	9.3 min.	7.7 min.	5.8 min.	4.6 min.	3.8 min.
SR = 15.6K	6.9 min.	5.8 min.	4.3 min.	3.4 min.	2.9 min.
SR = 23.4K	4.6 min.	3.8 min.	2.9 min.	2. 3 min.	1.9 min.

In **SBT mode**, **KEY(Matrix) mode**, some function selections can be made for a single segment of TG. The function selection is one of two, there are Edge/Level, Holdable/Unholdable, Retrigger/Non-retrigger. The following will be done for the function explain

Edge and Level Trigger :

For both Edge and Level trigger, the chip starts to play when the trigger button is pressed. For Level Trigger, if the trigger key is pressed and keep holding at the pressed position, the chip will continue to play the same sound again and again until the trigger key is released.

However, if the chip is programmed to Edge Trigger, the chip will play the sound only for one time even the trigger key is kept pressing.

Holdable and Unholdable Trigger :

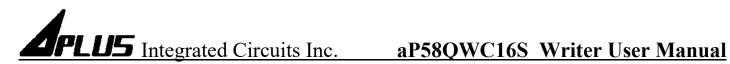
For Holdable Trigger, the chip will play only when he trigger key is kept pressing. Sound playback will stop immediatly once the key press is released.

For Unholdable Trigger, the sound section will be played to finished once the trigger is pressed no matter the trigger key is kept pressing or released.

Retrigger and Non-retrigger :

For retrigger option, the currently playing sound will be stoped and new sound section will be played when another trigger key is pressed.

For non-retrigger option, new trigger action will not be granted until the current sound section is finished playing.

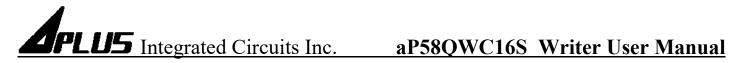


WRITER :

aP58Q Software ver 1.27 ::	D:\ppp.dp5Q		- 🗆 X
D 🚅 📃 🗮 📓 🕢 📲	aP58Q6 V FlashCode V SBT Mode V		
Compiler Writer About			
ROM File D:\ppp.	aP58Q6.rom		
ChkSum : 4748	Program ROM		
Flash File D:\ppp.	aP58Q6.flash		6
ChkSum : A921	Erase Flash		
,			Download
ChkSum : F069 ROM	Space 12 %	Flash Space	135,605 / 4,194,304 Bytes

WRITER DESCRIPTION:

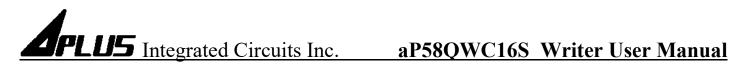
- 1. Loading rom file. (xxx.rom) : Function data file with checksum (ex 5903)
- 2. Loading flash file. (xxx.flash) : Voice data file with checksum (ex E204)
- 3. Download the File to the Buffer of aP58QWC16SV3.
- 4. This is for COPIER using only.

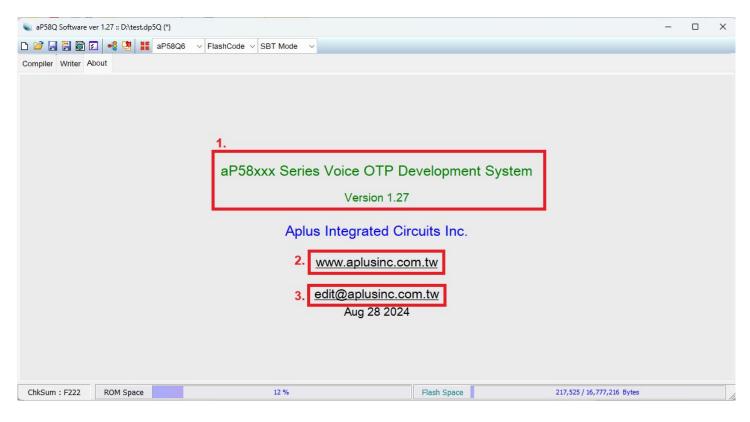


IMPORTATN Note:

P03 supports TG, V++, V--, RST and Output. But Reset is OTP option. When P03 set in Reset, re-compile other function can not be effective. P03 will still keep Reset.

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Compiler	Writer	About									
IO Pins	I/O	Function	Sequence	On/Off	Trig Level	Hold	Trigger	Pull High	Init Out	'G 'G X Ⅱ ▶ Ⅲ ♠ ╄	
P00	input	TG	Sequential		level	unholdable	retrigger	7K/900K		Group Loop	
P01	input	VOL++			🔒 edge	🔒 unholdable	a retrigger	7K/900K			
P02	input	VOL			🔒 edge	🔒 unholdable	a retrigger	7K/900K			
P03	input	RST									
			Info	rmation		ed : D:\ppp.aP58 ed : D:\ppp.aP58					
				rmation	file sav	ed : D:\ppp.aP58 g !	Q6.flash	and cannot b	e changed a	after ROM programming.	
2↓ ⁺r Section I			C	rmation	file sav	ed : D:\ppp.aP58 g !	Q6.flash	and cannot b	e changed :	after ROM programming.	





ABOUT DESCRIPTION:

- 1. Show software version.
- 2. Show website of Aplus Integrated Circuits Inc.
- 3. Contact for technical issues.



HISTORY

09 July 2024

aP58QWC16S Writer User Manual.

12 August 2024

Modify Page. 3 aP58QWC16S writer picture add LCD. Renamed aP58QWC16SV3.

02 September 2024

Add annotation Page 8 and Page 12