

# HNC SmartLink Product Sound Library Configuration Instruction

## Sound Library Function



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# Catalogue

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## I. Overview

The "Sound Library" function stores and manages collections of sound files, primarily enabling WAV audio playback Text-to-speech conversion. These sound files can be called and played on HMI devices to meet diverse application requirements.

## II. Configuration Project

### 1. New Project Creation

In the "Project Browser", navigate to **【Audio】 - 【Sound Library】** to open the configuration window.

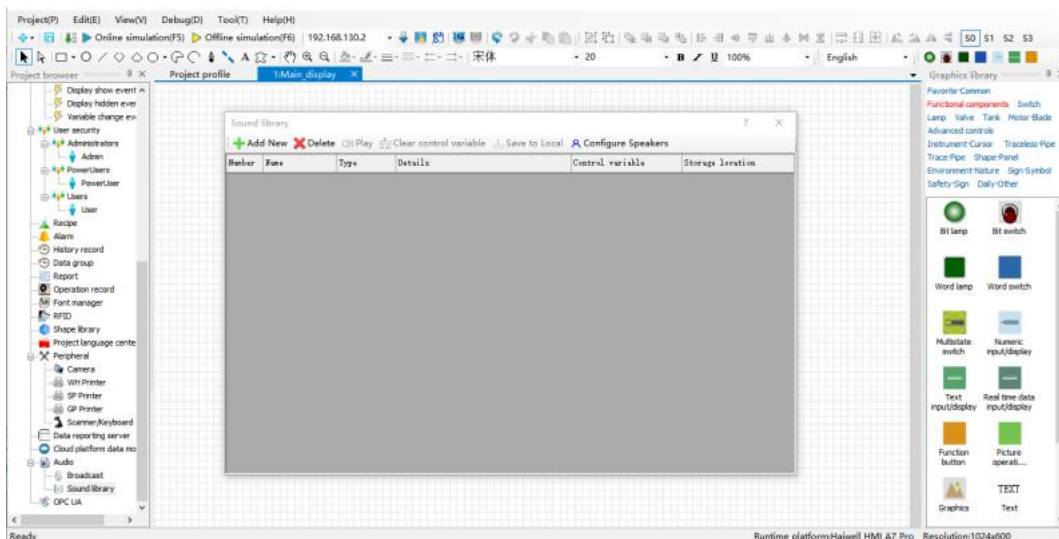


Figure1 Sound Library

As shown, click **【New Project】** to open the project properties window. Name the project (e.g., "XXX Project"), select the corresponding runtime platform, and click **【OK】** to complete creation.

### 2. Basic Settings

#### (1) Function Button Descriptions

Table 1 Function Button Descriptions

Add New	Entry to add audio files.
Delete	Remove selected audio files and control variables.
Play	Preview selected audio files.
Clear control variable	Delete selected control variables.
Save to Local	Export project-stored audio files to the computer . (path:C:\Users\he\Documents\HTCcloud Designer\Caches\AudioCache).
Control Variables	Add variables to control audio playback. (0 = stop, 1 = play once, 2 = pause, 3 = loop)

#### (2) Audio Content Configuration

Click **【Add】** in the Sound Library to open the **【Sound Configuration】** window.

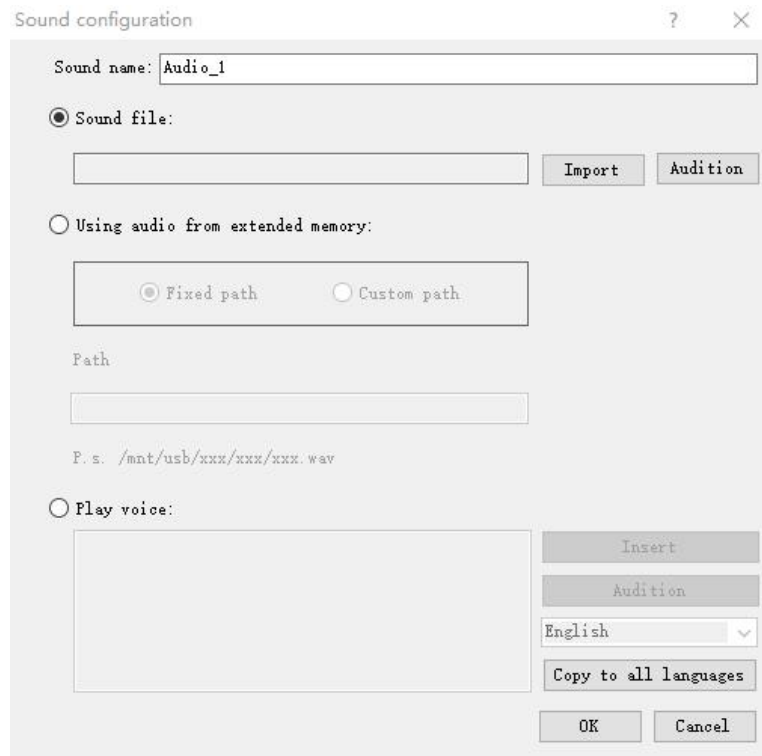


Figure2 Sound Configuration

### ① Sound file

Import: Select WAV format audio files from the computer.

Audition: Play the selected audio once (button changes to "Stop" for termination).

(Note: Recommended file size <5MB; oversized files will trigger a warning.)

### ② Using audio from extended memory

Play audio files stored on a USB drive.

Fixed Path: Enter the audio file path and name in the "File Path" field.

Custom Path: Bind a variable to dynamically change the playback path. Variable values must follow the format of fixed paths.

(Note: Example format: /mnt/usb/xx/xx.wav. The prefix "/mnt/usb/" is non-editable; xx/xx.wav represents the USB audio path/filename.)

### ③ Play voice

Enter text in the Play voice window (use commas for pauses). Click **【Audition】** to convert text to speech. Insert variables to dynamically read variable names, variable full names, descriptions, and values.

(Note: Text length  $\leq 300$  characters, supporting Chinese and English.)

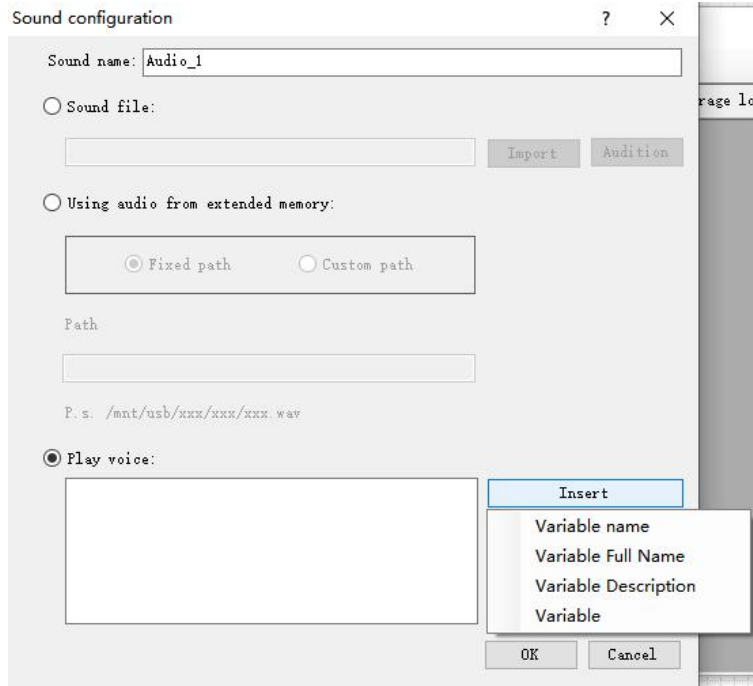


Figure3 Play voice

### 3. Sound Library Usage

#### (1) Graphic Configuration

Sound configuration is supported for specific functional components, including: Bit switch, Multistate switch, Numeric input/display, Text input/display, Real time data input/display, Function button, Picture operation button.

#### (2) Alarm Configuration

Alarm sounds can be configured to announce alarm content when triggered, enabling timely alert notification. For details, refer to the Alarm section.

### 4. Reference Example

In the "Project browser", navigate to **【Audio】** - **【Sound Library】** and create a new audio entry. Drag a Bit switch graphic onto the project screen. Double-click the graphic, bind a variable in the properties window, enable **【Play the audio after execution】**, and configure the post-execution audio file. Download the project to the device. Activating the Bit switch graphic will trigger the configured audio playback.

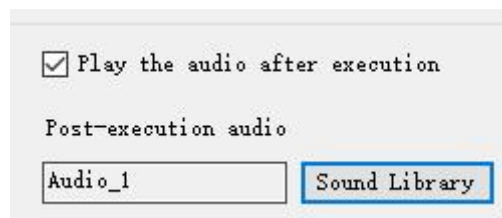


Figure4 Graphic Audio Configuration