

## Additional notes for Installer regarding sound line planning(2022-09-04 version)

**Please read following diagrams carefully.** MIB radios without AMI port, but has two USB and Aux port, you do not required to connect, code or modify anything, but choose External Audio Source in the Media section of Audi MMI system.

### 3G MMI/MIB with AMI

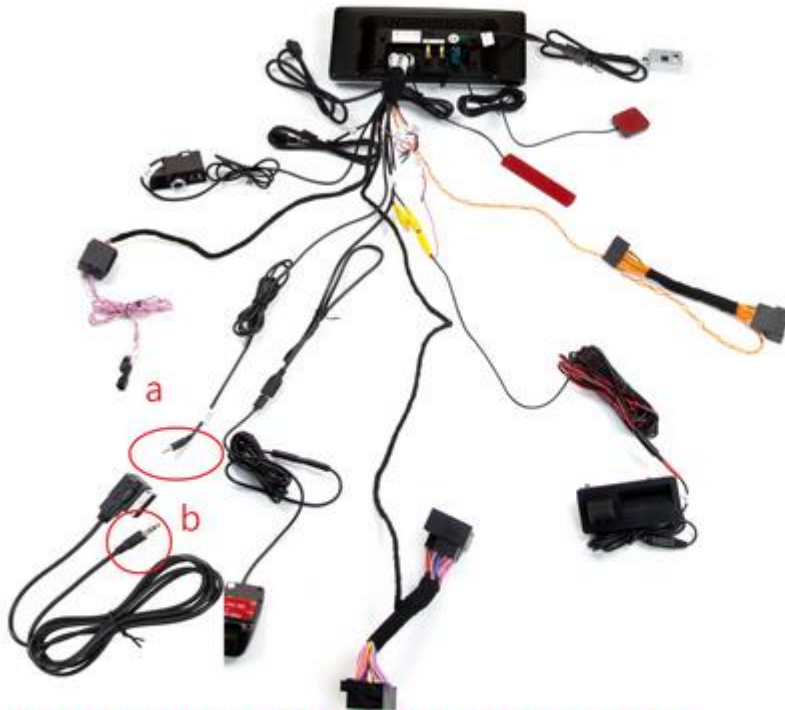
**a AND b ARE NOT USED FOR FACTORY AUDIO. DO NOT CONNECT ANYTHING UNLESS YOU NEED THEM FOR AFTERMARKET RADIO. (3G MMI only)**



**Do not connect AMI to AUX adaptor's audio plug to the the audio output of RSNV S4.**

That makes **redundant** loop of audio circuit and sound quality will be worsened and bass is gone.

# Concert/Symphony Radio



Connect Aux here.

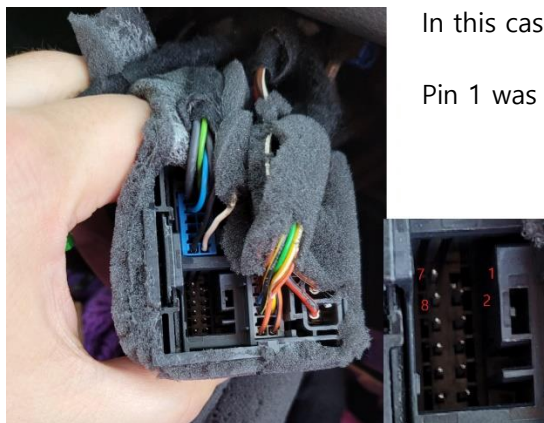


Connect AMI to AUX here

Only for concert/symphony radio a and b need to be connected. use double female 3.5mm audio aux adaptor. No coding for these radio.

Use the male audio plug to connect AMI to Aux adaptor unlike 3G MMI. Without this, you will have no sound at all. Remember, if S4 sounds bad like old AM radio, that means there is loop connection that affecting frequencies. If sound balance isn't right, then there is poor pin connection. It could be RSNV S4 main connector or the quad lock plug.

FAQ: Sound imbalanced or losing 1 channel only? Check PINs!



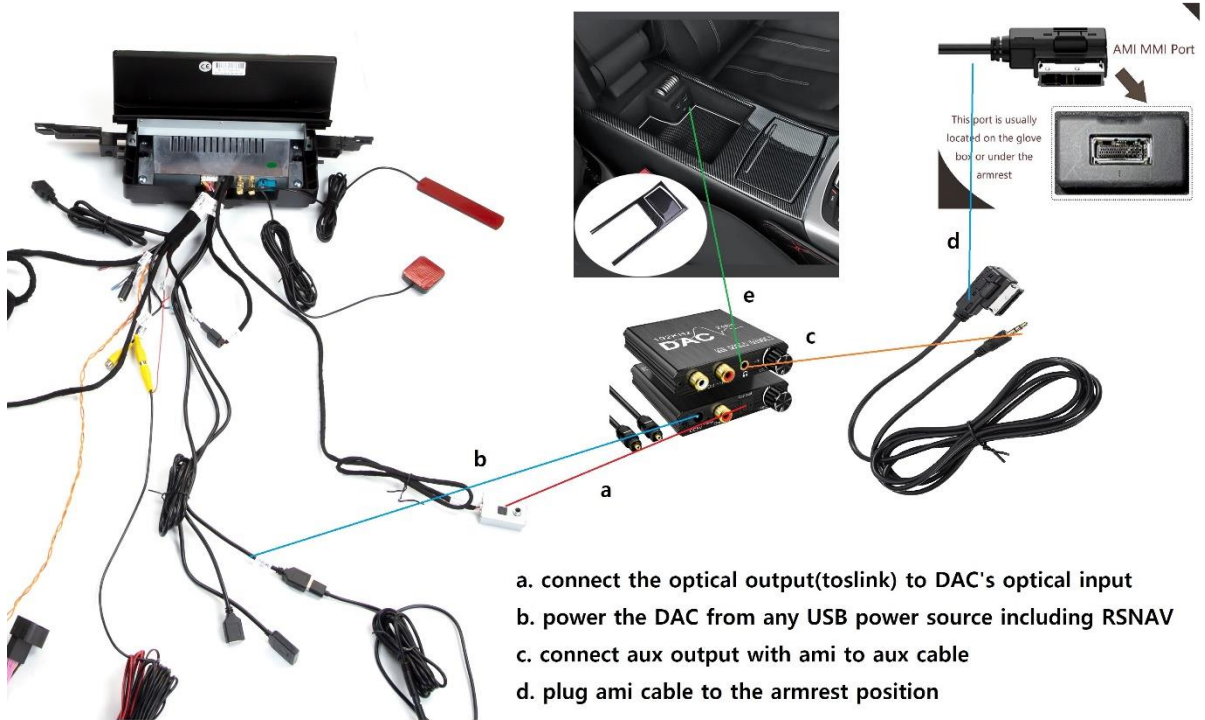
In this case,

Pin 1 was crushed

- 1. Audio ground
- 2. Audio Right Channel
- 7. Audio left channel
- 8. Audio shielding

**Optional:** Using S4 TOSLINK out put with Toslink to AUX DAC for aftermarket installation or factory equipment eliminating any change to ground interference.

**Recommended DAC: 192Khz DAC with Volume Control Knob (<\$30 USD)**



- a. connect the optical output(toslink) to DAC's optical input
  - b. power the DAC from any USB power source including RSNNAV
  - c. connect aux output with ami to aux cable
  - d. plug ami cable to the armrest position
- or
- e. plug aux output of DAC to the aux input under the armrest using male to male audio cable

Following modification of T harness is required for the above optional sound routing.

