

# MUSICAL CAR HORN



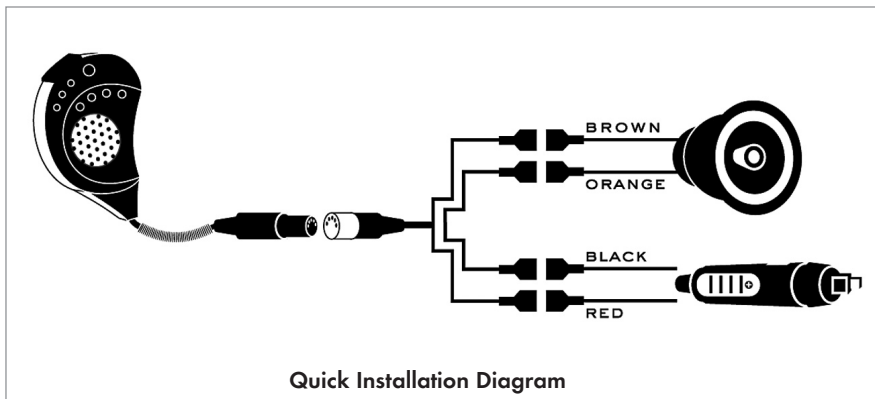
Intended for off road use only. Not intended to be used in a moving vehicle.  
Check your local ordinances for laws affecting your community.  
Please use this product in a courteous and respectful manner.



## I QUICK INSTALLATION

For quick installation, simply locate the horn in a convenient location, then connect the horn, along with the cigarette lighter adapter, as shown in the diagram below. Your COGApa is now ready for use!

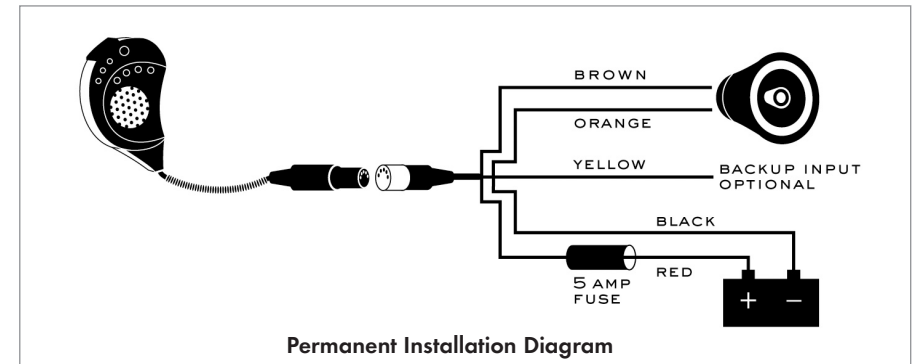
There may be an additional yellow wire in the wiring harness. This is for an optional backup alarm. It should be left unconnected if you do not wish to use this feature.



Please note that in this configuration, anything that is stored in memory locations **M1-M4** and any recorded sound will be lost if power is removed by unplugging the cigarette lighter. In addition, on some vehicles, power is cut off to the cigarette lighter when the ignition is turned off. To avoid this situation, we recommend the permanent installation procedure as described in the next section.

## II PERMANENT INSTALLATION

1. Mount horn under the hood. Adjust horn to point in desired direction of maximum sound.
2. Run horn speaker wires through firewall and connect horn system as shown in the diagram below.



3. The yellow wire is for an optional backup alarm. You may leave it unconnected if you do not wish to use this feature. If connected to a signal that becomes active when the car is placed in reverse, it will create a "Beep Beep Beep" backup sound as long as the signal is active. It is suggested that this wire be connected to the backup lamp.
4. Check installation by pressing the **GROUP** and **NEXT** buttons. If sound does not come from horn, make sure the **PROGRAM/PLAY** switch is in the **PLAY** position. Make sure the volume control is not rotated to the lowest volume. If horn still does not operate, re-check all wiring connections.
5. Once wiring is complete, you may want to mount the plastic clip on your dash with the double-sided tape. Locate it such that the COGApa can be easily accessed.

### III OPERATION



**PROG/PLAY** This switch is located on the side of the unit. **PLAY** is used for normal operation and for the Public Address (PA) feature. All sounds come out of the horn. **PROG** (program) is used for setting memory locations **M1-M4** to frequently used songs or sounds, or for recording your own sounds into **M4**. All sounds come out of the internal speaker without being sent to the horn.

- GROUP KEY** Selects one of several groups or categories of different songs and sound effects. Press to select the next group and hear the first selection in that group.
- NEXT KEY** Selects the next song or sound within the selected group. Press to select and play the next selection within the group.
- STORE KEY** Used to Store the current selection into one of the memory keys, **M1** to **M4**. Once the desired song or sound is selected, press Store, then **M1**, **M2**, **M3**, or **M4** to store that selection to that memory location.
- M1-M4 KEYS** Plays the selection stored in this location. If pressed after pressing store, stores the current selection to this location.
- M4 KEY** Same as memory keys **M1-M3**, except that this location can also be used to store your own recorded sounds.
- TALK/RECORD** In **PLAY**, press and hold this key and talk into the microphone to use the Public Address (PA) feature. In **PROGRAM**, press and hold this key and talk or play sounds or music into the microphone to create your own recording. This recording will automatically get stored into memory location **M4**.
- MIC ACTIVE** Lights whenever the microphone is active for the PA or during the recording process.
- MICROPHONE** In **PLAY**, used for Public Address (PA) function. In **PROGRAM**, used to record your own sounds.
- VOLUME** Adjusts the volume of the Horn output.

## IV USAGE EXAMPLES

### Set M1 to Cow Moo sound.

- Slide **PROGRAM/PLAY** to **PROGRAM**.
- Press **GROUP** until you hear the first animal sound (Duck Quack).
- Press **NEXT** to select and play the next sound (Cow Moo).
- Press **STORE**.
- Press **M1**.
- Slide **PROGRAM/PLAY** switch to **PLAY**.

*Memory location M1 is now programmed to play Cow Moo.*

### Use Public Address System.

- Slide **PROGRAM/PLAY** to **PLAY**.
- Press and hold the **TALK/RECORD** button.
- Hold the unit close to your mouth and speak into the microphone.
- Release the **TALK/RECORD** key when done.

### Record your own sound for playback.

- Slide **PROGRAM/PLAY** to **PROGRAM**.
- Press and hold the **TALK/RECORD** button.
- Talk or play sounds or music into the microphone.
- Release the **TALK/RECORD** key when done.
- Press **M4** to preview your recording.
- Slide **PROGRAM/PLAY** to **PLAY**.

Memory location **M4** now contains your recording. Simply press **M4** to play. This will override anything previously stored in **M4**.

Note: The COGApa can record for approximately 10 seconds. If you hold down the **TALK/RECORD** key longer than that, the Mic Active indicator light will turn off, indicating that you have filled the entire memory.

## V SONGS, SOUND EFFECTS & VOICES

Many different songs, sound effects and voice sayings are pre-programmed into the COGApa. These are accessed by using the **GROUP** key to select the first listed item in the group, then by using the **NEXT** key to scroll through items within the group.

When you find one you like, press **STORE** then one of the memory buttons, **M1** to **M4**, to save it in one of the four memory locations for easy access.

You can "audition" sounds by switching **PROGRAM/PLAY** to Program so that sounds only comes from the internal speaker, not the horn.

### Group I PATRIOT MUSIC

- 1 America The Beautiful
- 2 Wild Blue Yonder
- 3 Bugle Call
- 4 Star Spangled Banner
- 5 Yankee Doodle
- 6 When The Caissons Go Rolling Along
- 7 Battle Hymn of the Republic
- 8 Reveille

### Group II HORNS

- 1 Car Horn
- 2 Vintage Car Horn
- 3 Bus Horn
- 4 Aoogha
- 5 Fog Horn
- 6 Small Car Horn
- 7 Space Horn
- 8 Honk
- 9 Tug Boat Horn
- 10 Beep

## V SONGS, SOUND EFFECTS & VOICES (continued)

### Group III FAVORITE MUSIC

- 1 LaCucaracha
- 2 William Tell Overture
- 3 Beethoven's Fifth
- 4 Alouette
- 5 The Toreador Song
- 6 Can Can
- 7 Flight of the Bumble Bee
- 8 Dixie
- 9 Hava Nagila
- 10 When Irish Eyes are Smiling
- 11 Sole Mio

### Group IV ANIMAL SOUNDS

- 1 Duck quack
- 2 Cow moo
- 3 Pig snort
- 4 Dolphin call
- 5 Chicken cluck
- 6 Donkey hee haw
- 7 Chimp chuckle
- 8 Horse hoof beats
- 9 Horse whinny
- 10 Elephant roar
- 11 Frog ribbet
- 12 Wolf howl
- 13 Cat meow
- 14 Small dog bark
- 15 Large dog bark

### Group V SEASONAL MUSIC

- 1 Jingle Bells
- 2 Auld Lang Syne
- 3 Deck the Halls
- 4 O Come All Ye Faithful
- 5 O Christmas Tree

### Group VI VOICES

- 1 "Danger Danger" (male)
- 2 "Step away from the vehicle" (male)
- 3 "Excuse me" (male)
- 4 "Backing Up" (male)
- 5 Wolf Whistle
- 6 Kissing sound
- 7 "Hey" (male)
- 8 "Hey baby" (male)
- 9 "Hey baby" (female)
- 10 "Sorry" (female)
- 11 "Move It!" (male)
- 12 "Let's Go!" (male)

### Group VII SPECIAL OCCASION MUSIC

- 1 Charge (sports)
- 2 Here Comes The Bride
- 3 Pomp & Circumstance (graduation)
- 4 Call to the Post
- 5 Shave and a Haircut
- 6 Taps
- 7 Scary music 1
- 8 Scary music 2
- 9 Trumpet Arpeggio
- 10 Horn Riff
- 11 Nyaa Nyaa

### Group VIII SOUND EFFECTS

- 1 Cuckoo Clock
- 2 Space ship
- 3 Laser sounds
- 4 Laser blast
- 5 Bicycle Bell
- 6 Car accelerating
- 7 Bicycle horn
- 8 Boing
- 9 Rubber Duck
- 10 Car revving up
- 11 Truck passing by