

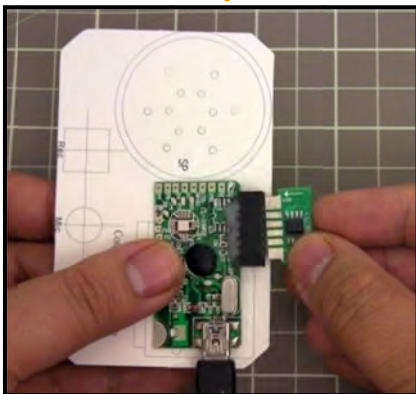
Sound Loader Instructions

v1.2.1.0

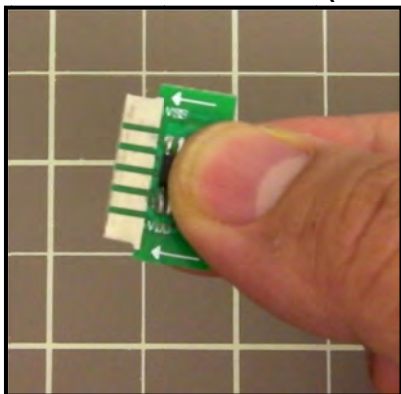


Step 1: Plug in the USB programmer into a free USB slot in your PC

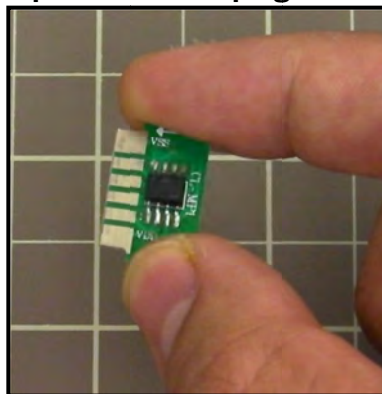
Step 2: Insert the chip into the USB programmer



NOTE: Always hold chip by the sides. Do not touch the chip surface. IMPORTANT - ALWAYS INSERT CHIP FACING UP (same direction as the components on the programmer)



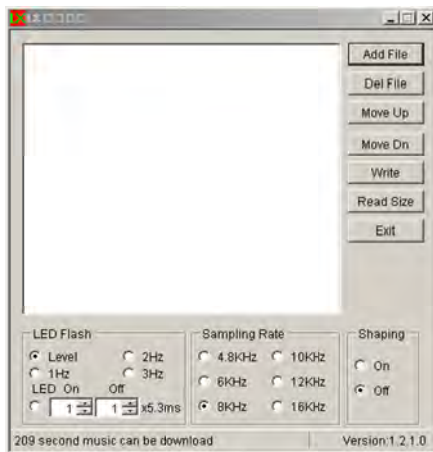
DO NOT TOUCH CHIP!



OK.

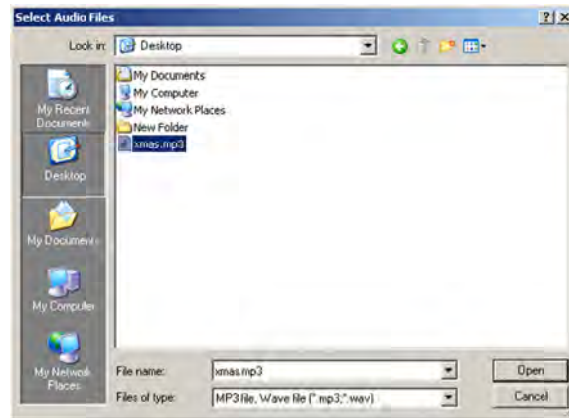
Step 3: Load the bigDAWGS Sound Loader

Click on START > PROGRAMS > Sound Loader > Sound Loader 128Mbit



Step 4: Load the sound clip

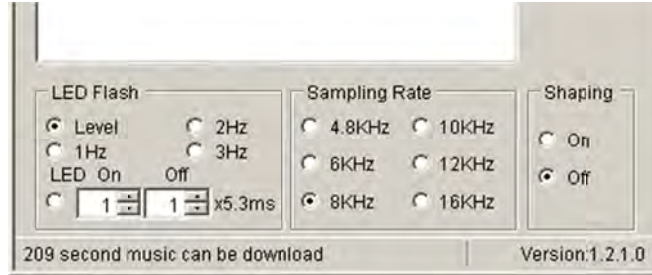
Click the **ADD FILE** button. Choose your sound file(s) (MP3 or WAV). Then click on **OPEN**. When done your sound file will be listed in the main box.



NOTE: You can load as many sound files up to the number of buttons/switches your module has. For example, if your module has 3 buttons, you can load 3 sound files. Each sound file loaded will play on a different button. You can use the **MOVE UP**, **MOVE DN** and **DEL FILE** buttons to edit the playlist and arrange which sound plays on which button.

Step 5: Choose the appropriate settings

Description of settings:



LED Flash (ignore)

Does not apply to this module. Changing this setting will have no effect.

Shaping

Default is OFF. Depending on the type of sound the program can run filters that may improve the sound quality. However in most cases this setting can be left at OFF.

Sampling Rate

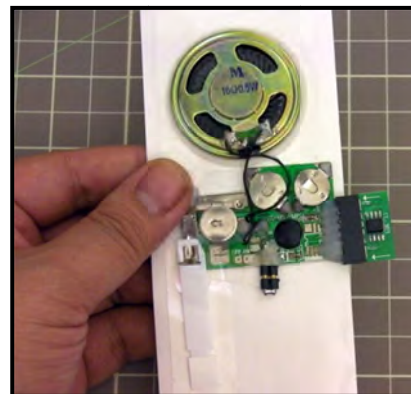
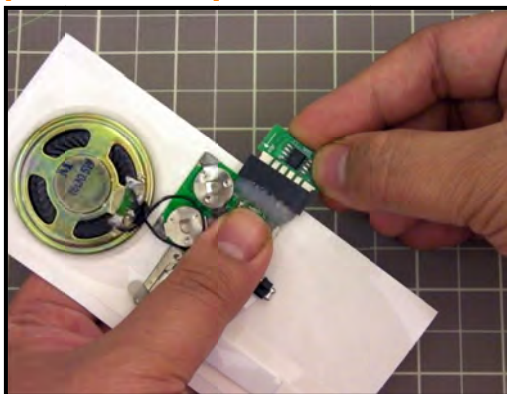
This is the quality vs. duration setting. The higher the setting the higher the sound quality. However the higher the setting the less amount of sound (duration) you can fit onto the chip. Likewise the lower the setting the lower the sound quality, but also the more amount of sound you can fit.

For each setting, the program will display (at the bottom) how much sound you can fit. This is an estimate only so the actual limit may be about 2-3 seconds less.

Step 6: Write the sound file onto the chip

Click on the **WRITE** button.

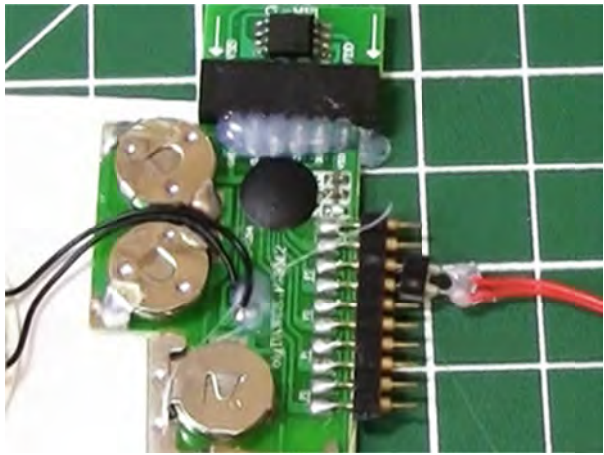
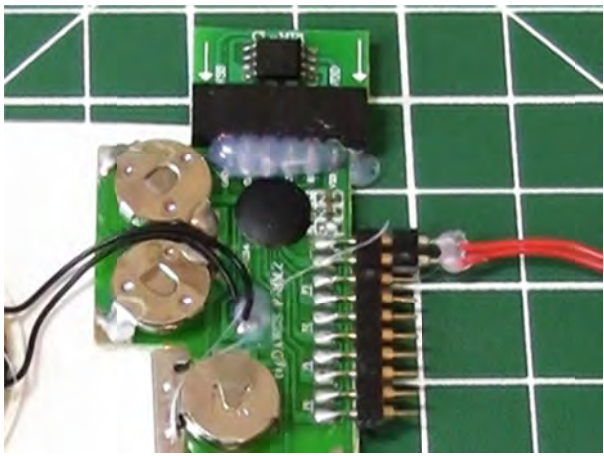
Step 7: Insert chip into module and test





Remember to hold the chip by the sides. Try not to touch the chip surface.

TO TEST: Remove the **PLASTIC TAB** under the slider switch to test.

1-PUSH BUTTON CONFIGURATION (SINGLE PUSH BUTTON MODULE ONLY)

	SETTING	PLAYBACK EFFECT
	<p>Pins 3-4 (away from the chip):</p>	<ul style="list-style-type: none"> • Multiple message playback. • Each activation plays the next message. • If activated during playback, it will immediately skip to the next message.
	<p>Pins 1-2 (away from the chip):</p>	<ul style="list-style-type: none"> • Single message playback. Plays sound 1 only. • Start/stop activation • If activated during playback, message will stop playing. • If activated again, module will start playback from the beginning of the message.

Troubleshooting: (software)

PROBLEM	CAUSE	REMEDY
	Cannot read chip: <ul style="list-style-type: none"> • Chip not inserted • Chip not inserted properly • Chip inserted upside-down. 	<ul style="list-style-type: none"> • Insert chip (chip side facing up). • Remove chip and reinsert.
	Chip contacts are dirty	<ul style="list-style-type: none"> • Clean contacts of chip with a damp cloth and alcohol. • Lightly scratch off any dirt with a sharp tool (such as a small flat screwdriver).
	Sampling Rate setting is set to high or sound file is too long.	<ul style="list-style-type: none"> • Choose a lower setting. • Cut sound file shorter using sound editing software (eg. Audacity).
	Chip contacts are dirty	<ul style="list-style-type: none"> • Clean contacts of chip with a damp cloth and alcohol. • Lightly scratch off any dirt with a sharp tool (such as a small flat screwdriver).
Program freezes or hangs	One of the above errors occurred, but the program failed to display the error.	<ul style="list-style-type: none"> • Press the ESC button. • Look at the taskbar for any related windows and close them. • Try the above remedies and try to WRITE again.

Troubleshooting: (module)

PROBLEM	CAUSE	REMEDY
Module does not play message and beeps when triggered.	Cannot read chip: <ul style="list-style-type: none"> • Chip not inserted • Chip not inserted properly • Chip inserted upside-down. 	<ul style="list-style-type: none"> • Insert chip (chip side facing up). • Remove chip and reinsert. • Try swapping chips with another module.
	Chip contacts are dirty	<ul style="list-style-type: none"> • Clean contacts of chip with a damp cloth and alcohol • Lightly scratch off any dirt with a sharp tool (such as a small flat screwdriver).
Module will not play, and <u>does not</u> beep when triggered.	Slider switch is dirty.	<ul style="list-style-type: none"> • Clean dirt from under the slider switch (between the two metal contacts). • Lightly scratch off any dirt with a sharp tool (such as a small flat screwdriver).
	Battery problem.	<ul style="list-style-type: none"> • Wiggle the batteries around in their place. • Completely remove the batteries and reinsert them. You may gently pry off any hot glue that may be in the way.

Additional Troubleshooting:

If your sound is too long, or if your sound is too soft, you can use sound editing software to adjust your sound file.

Many of our customers use “Audacity” which is free and can be downloaded at <http://audacity.sourceforge.net>

You can also find resources on YouTube showing how to edit sound files.

YOUTUBE SEARCH RESULTS FOR “AUDACITY CUTTING SONGS”

http://www.youtube.com/results?search_query=audacity+cutting+songs

YOUTUBE SEARCH RESULTS FOR “AUDACITY AMPLIFY VOLUME”

http://www.youtube.com/results?search_query=AUDACITY+AMPLIFY+VOLUME