

# SBLite TrailBox Message In A Speaker U-Turn Round Solar Sound Round

## Audio Encoding Guide

### INTRODUCTION

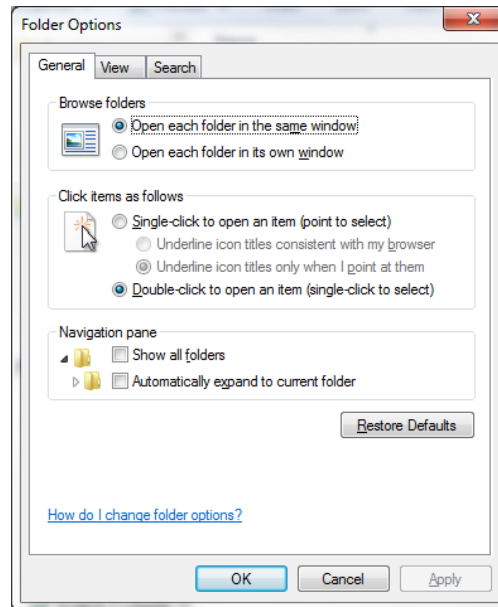
Thank you for purchasing your new SBLite, TrailBox, MIAS, U-Turn Round or Solar Sound Round. We hope that it provides many years of service. This guide will enable you to convert your audio content into the right format for your new unit. It has been produced using Windows 7 but you can follow along with Windows XP & Vista as well. You will need an SD card reader attached to your computer.

### PREPARATION

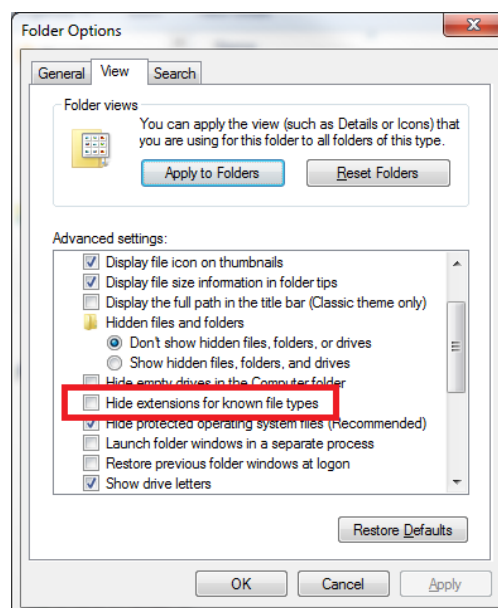
If you have a U-Turn Round or Solar Sound Round, you will need 8 audio files, one for each position on the selector dial. If you have fewer tracks than this, you will need to make the number to 8 either by repeating your existing tracks, or using blank files to fill the missing positions. You will find a blank track included in this package. You can always update these blank positions with new content in the future.

The TrailBox always has two tracks, one for each button, the Message In A Speaker can play between 1 and 8 tracks and the SBLite plays one track by default and up to 8 with an optional Button Extender.

In order to ensure that your audio files are correctly named, it is necessary to set Windows to display the full name of each file. To do this, open “My Computer” (“Computer” in Windows 7 & Vista) from either the Start Menu or Desktop, then from the menu bar (Windows 7 & Vista users may need to press “Alt” show the menu bar) select “Tools” then “Folder Options”. You will then see the window below:



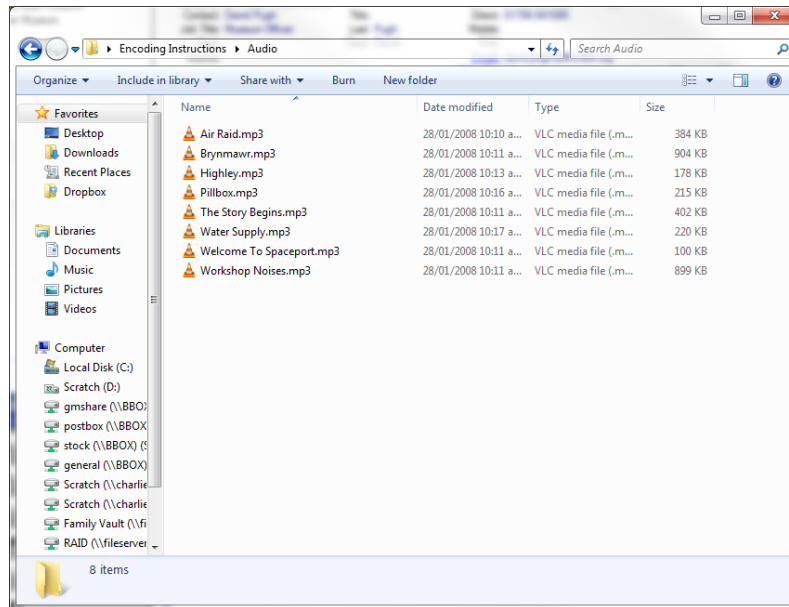
From this window, select the “View” tab at the top, then scroll down the list of Advanced Settings until you come to the entry “Hide extensions for known file types”. This should be deselected as shown below, then press OK to exit:



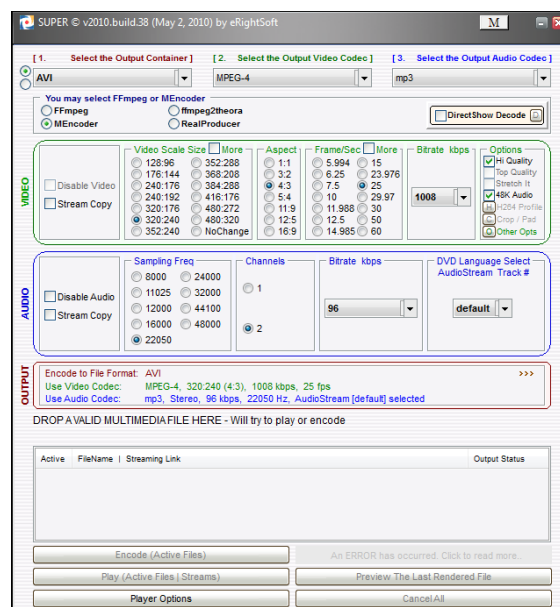
Finally the conversion software, "SUPER", needs to be installed, by running the "SUPERsetup" file included in this package.

## CONVERSION

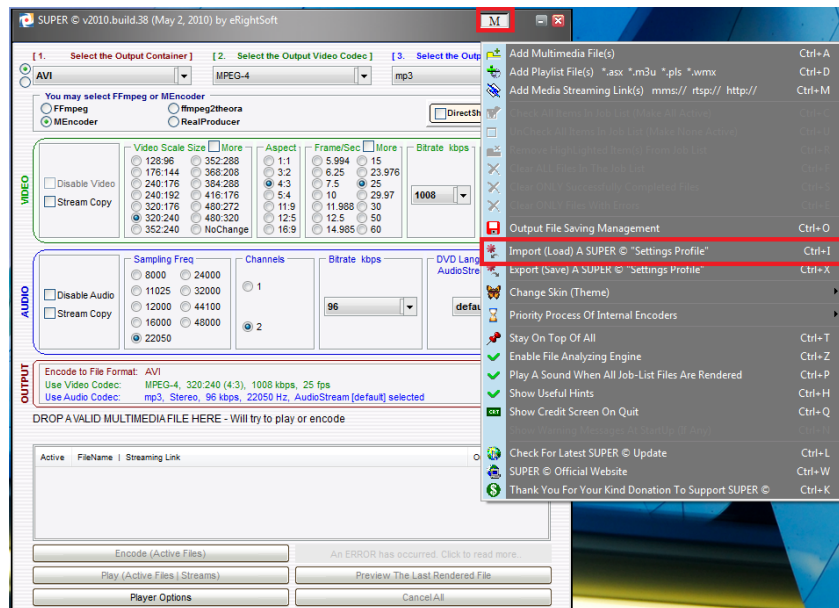
We recommend that you organise all your audio files into one folder, as shown with the sample files below:



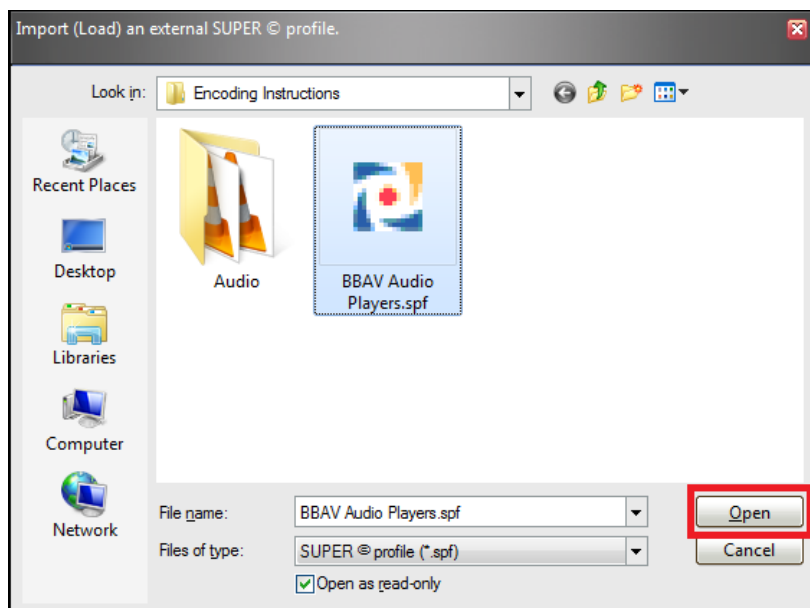
Next, run SUPER from the Start Menu, once it has loaded you will be presented with the following screen:



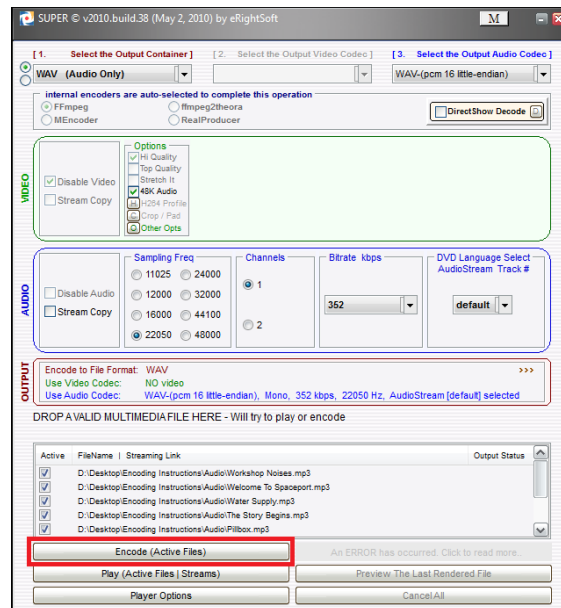
To load the correct conversion profile, click on the M button in the top right of the window, then select "Import (Load) a SUPER Settings Profile":



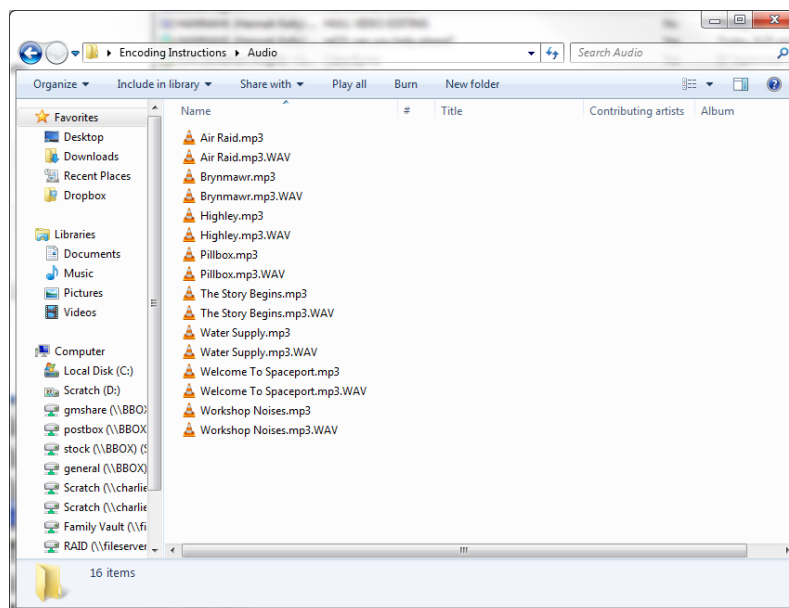
From the dialogue box select the "BBAV Audio Players" file and press open:



Next, drag your audio files onto the SUPER window, they will appear in the encode list as shown below, then press "Encode (Active Files)" to start the encoding process:



The encoding process will convert each file in turn, when it is finished your folder will contain two versions of each file as below:



## MODE FILE

If you have an SBLite or Message In A Speaker you can modify its behaviour with the MODE File, which is a text file saved to the SD card along with the audio files. The MODE File should not be used with the U-Turn Round or Solar Sound Round. You can find a sample MODE file in this package, and shown below:

```
DX030
DY030
M1=I
M2=I
M3=N
M4=N
M5=R
M6=r
M7=P
M8=P
```

### DX030

This specifies a delay time between the unit being power on and accepting the first button or PIR trigger. This is useful with the Message In A Speaker

### DY030

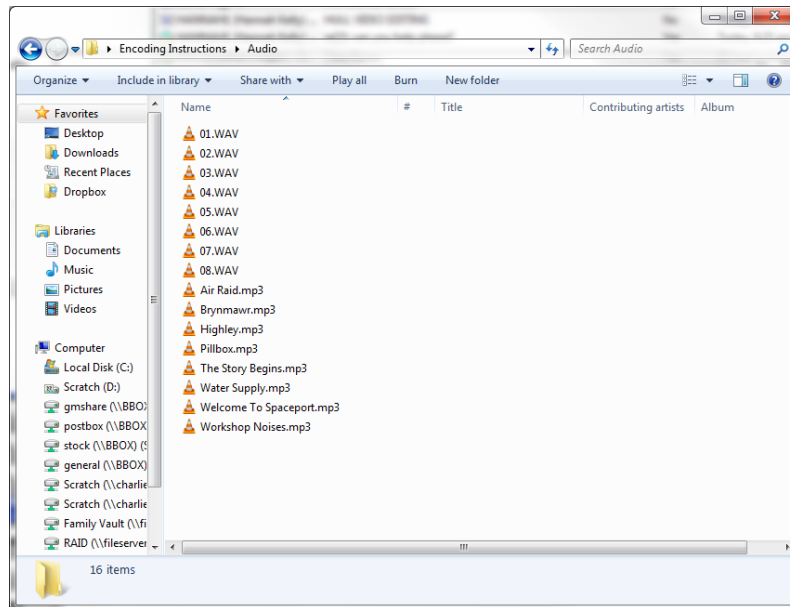
This specifies a delay time between the end of a track and accepting another button or PIR trigger. This can be used with a shot track on the Message In A Speaker to prevent the track from playing continuously in a busy environment.

- N – Track is non-interruptible, no other track can be played until the current track finishes.
- I – Track is interruptible, pressing any other button will stop playback and start playing the new track
- R – Track is non-interruptible and as random
- r – Track is interruptible and set as random
- P – Tracks plays whilst button is pressed and stops when it is released

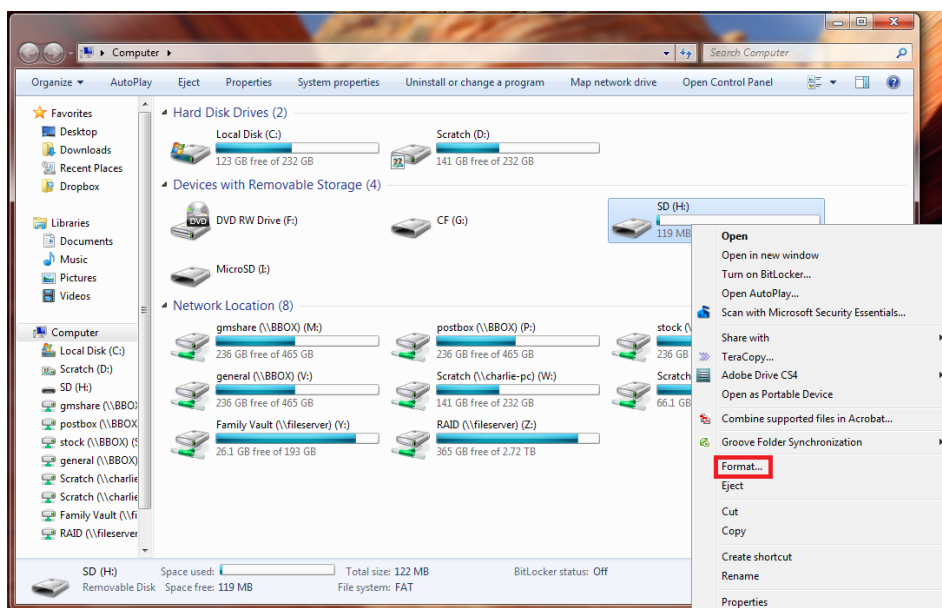
The tracks marked as random will be played at random when any associated button is pressed, in the example above pressing either button 5 or 6 will randomly play track 5 or 6. Once a random track has been played it is unavailable for playback until all random tracks have been played, which prevents repetition.

## FILENAMES & SD CARD

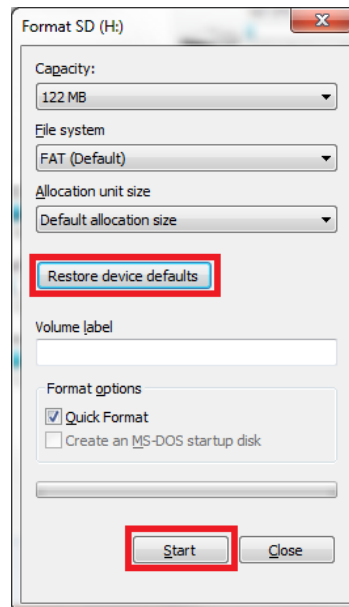
The converted “.WAV” files now need to be renamed to “01.wav” , “02.wav” etc up to “08.WAV” , the number corresponding to the associated button or dial position. Once this is completed, the files will look as follows:



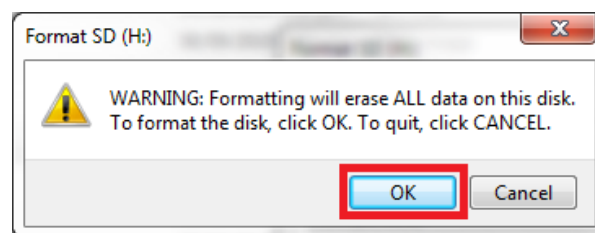
Your audio player has been supplied with an SD card containing product information and sample content, this card can be re-used to store your own content. Insert the card into your SD card reader, then open “My Computer” (“Computer” in Windows 7 & Vista). Select the icon for the SD card, right click on it and select “Format...”:



In the Format window, click on “Restore device defaults” then “Start”. Check that “File system” has “FAT” selected and that the “Volume label” box is blank. Also, double check that you definitely have the SD card selected before proceeding:



Click “OK” to start the format:



When the format is complete, open the SD card from “My Computer” (“Computer” in Windows 7 & Vista) and copy your converted audio files (and MODE File if applicable) to the SD card. When the files have finished copying, remove the SD card from the SD card reader and insert it into your SBLite, Message In A Speaker or TrailBox as appropriate.

If you have a U-Turn Round or Solar Sound Round, please consult the separate programming guide for more instructions.

We hope you and your visitors enjoy your new blackbox-av audio player, please don’t hesitate to contact us for any further support!