

SoundClip-16

Manual v1.4



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Thank you for purchasing the SoundClip-16

The SoundClip-8 is one of a range of products we offer specific to the heritage marketplace. We are confident that we have other products you will find useful and look forward to hearing from you again soon.

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1. What is the SC-16?

The SoundClip-16 is from our range of compact, stand-alone, high quality stereo audio players. It can be used to present audio through headphones via two 3.5mm audio jacks or 2 speakers via wired terminal.

The SC-16 can present audio in a looping fashion or be activated via 16 buttons with one button for a single message each. It can also work in a 'Play all' function upon button/PIR activation or in a 'Next / Previous' manner with a maximum of 99 tracks.

2. Supported Media Formats

The SC-16 supports audio in two formats;

- .mp3
- .wav

We recommend all files be used in .mp3 format, if you have issues playing any audio content we recommend you convert your audio using 'Format Factory'. This can be downloaded for free here:

<http://www.pcfreetime.com/>

3. In the Box



1. SoundClip-16
2. Terminal Blocks
3. Power Supply
4. Plug Adapters
5. Screwdriver, MicroSD to USB Converter, MicroSD Card

4. Setup Instructions

Setting up your SC-16 is simple. You will need the following;

- The SoundClip-16
- 12V DC Power Adapter
- Buttons or PIR (*if using button or PIR activated content, not included*)
- Headphones or speakers (*not included*)
- MicroSD Card with content on (*see programming section*)
- Terminal blocks for buttons and speakers
- Screwdriver for wiring terminal blocks

REAR VIEW



FRONT VIEW



1. Button 1-16 input
2. 12v Supply (*for PIR and Lighting*)
3. Speaker L/R
4. 12v DC in
5. Configuration switches
6. Adjust delay between message plays
7. Adjust maximum volume level
8. 2 x 3.5mm headphone input
9. MicroSD Slot
10. Button input for volume control - / +

Powering Your SC16

Connect the supplied 12V DC adapter to the '12V DC in' to give power to the device.

Connecting headphones to your SC-16

The SC-16 can support up to 2 headphones with the built in 3.5mm jack, simply connect them via the headphone 1 and 2 output.

Connecting AutoPlay headphones / device

The SC-16 can support our range of AutoPlay handsets and devices (supplied separately) simply connect the device as explained in the separate manual supplied with said device.

Connecting Speakers

Wire speakers to the 'Speaker Left' and 'Speaker Right' terminal block, follow the + and - directions if appropriate, insert wires and screw in place with provided screwdriver.

Connecting Activation Buttons

To utilise button activation of the SC-16 you must wire buttons to the designated terminals. Simply insert button wire ends and screw in place using the provided screwdriver.

Connecting Volume Buttons

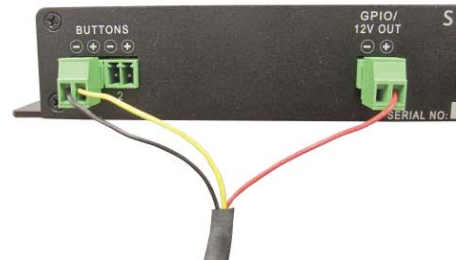
The SC-16 has dedicated volume terminals, allowing you to give visitors the ability to increase or lower the volume. Connect 2 buttons to the designated terminal to do so. Simply insert button wire ends and screw in place with the provided screwdriver.

Connecting Lighting

To add lighting (we recommend LED strip lighting) to the SC-16 you must wire them to the designated 'GPIO / 12v Out' terminal. As standard the lights will be activated when content is playing and deactivated when content stops.

Connect PIR (SC-2 pictured)

The SC-16 can be PIR (Passive Infra-red) activated, to add a PIR you must wire it into the button 1 terminal with the power connection wired into the + '12v Out' terminal (as pictured on a sc-2).



Add content to your SC-16

To add content to your SC-16 you must first add it to the supplied MicroSD Card and insert this into the MicroSD slot: see the 'Programming Content' section below for more details.

Configuring the SC-16

Deciding how the SC-16 is configured is completed using the 'Configuration Switches', this determines if it's looping, button activated or has a delay between content. See the 'Content Configuration' section for more details.

5. Programming Content

Content for your SC-16 is stored on the supplied MicroSD card. To add content you will need;

1. Audio Content in .mp3 format (*supports up to 99 audio files*)
2. A PC or laptop with Windows OS
3. MicroSD Card (*supplied*)
4. MicroSD to USB convertor (*supplied*)

How the content you add will be played (looping, button activated etc.) will depend on your configuration choices, find out more on this in the following 'Content Configuration' section.

The name of your audio files when added to the MicroSD card will determine the order in which they play.

Note: The SC-16 supports up to 99 files, these must be named 001, 002, 003 etc. The order in which files play is determined by their name, the first file must always be named 001, the second 002 and so on.

Properly named files can be added to the MicroSD card in bulk (i.e you can drag multiple files across onto the card as long as they are properly named).

Step1

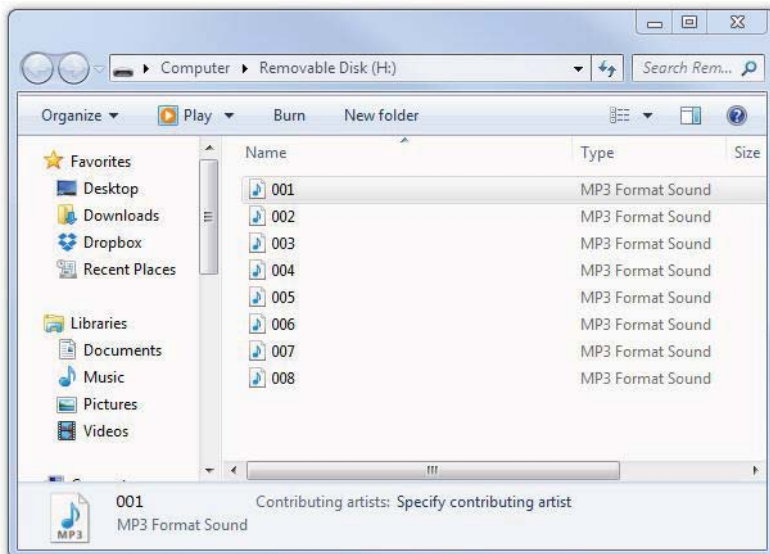
Prepare your audio files for transfer, we recommend you use .mp3 files however .wav files are also supported. Rename them '001, 002, 003' etc. depending on the order you want them played.

Step2

Insert the MicroSD card into the MicroSD - USB convertor, and connect to your PC.

Step3

Transfer all of your content onto the SD card.



Step4

Insert MicroSD card into the SC-16, test files play as planned. How files are activated is determined by how the dip switches are configured. See following section.



6. Content Configuration

Content is added to the SC-16 via MicroSD card, how this content is played is set via the dip switches located on the front of the device.

Using a screwdriver click these switches into either a Down or Up position to turn On or Off.

Dip Switch Settings: Down = On, Up = Off

1 - Interruptible Playback

When switch 1 is in the Down (on) position the SC-16 is set to un interruptible this means when a file starts to play it will finish no matter if an additional input is activated. When in the Up (off) position files can be interrupted.

2 - Looping Playback

When switch 2 is in the Down (on) position the SC-16 will be in looping mode. All content on the MicroSD card will play in a sequential manner from power up and then begin again from the start. The 'Delay' control will specify how long the unit waits before beginning a new loop.

3 - Play All

When switch 3 is in the Down (on) position the SC-16 will be in 'Play All' mode, this means when triggered via button or PIR it plays through all audio files once. When in this mode the SC-16 is uninterruptible even with switch 1 set to Up (off).

4 - Next / Previous

When switch 4 is in the Down (on) position the SC-16 is in 'Next / Previous' mode. This means users can navigate through all files on the MicroSD card by pressing button 1 for next and button 2 for previous.

When powered on in this mode the SC-16 will always start on audio file 1, it will then remain on the last file it played.

5 - AutoPlay/Auto Retract Mode

If using the SoundClip with an AutoPlay Handset or AutoRetractor with AutoPlay you will need to place dipswitch 5 into the Down (on) position.

When in this position file 001 will play automatically upon pick up. Add a button to button 2 to allow users to move to the next track (if one exists). When in AutoPlay mode button 2 operates as 'Next Track'.

When powered on in this mode the SC-8 will start on audio file 1, it will then remain on the last file played until it resets to file 1 - this is specified by the delay timer setting (5-60sec).

Note: If the delay timer is set to 0, the track will not reset.

6 - LCD & Button Pad Activation

Put in the down (on) position to place the SC-16 in compatibility mode for the LCD display and Button Pad add-on (*sold separately*).

7 - Delay Range

The delay control allows you to determine how long between the end of an audio file a new file can be activated. When switch 7 is in the Up (off) position, the control ranges from 0 - 60 seconds.

When switch 7 is in the Down (on) position, the delay control will range from 0 - 4 minutes.

8 - Currently Unassigned on this Model

This will put the SC-8L into programming mode for the lighting controller. However in the SC-2/8/16 the lighting simply turns on when audio is being played and off when audio ends.

16 Button Mode

When all switches are in the Up (off) Position, the SC-16 is in 16 button mode as standard, this means Button 1 plays file 1, and Button 2 plays file 2 etc.

With switch 1 in the Up (off) position files are interruptible, put switch 1 in the Down (on) position to make playback uninterruptible.

Sequential PIR mode

When switches 1 and 4 are in the Down (on) position the SC-16 will be in Sequential PIR mode, this means it will activate one audio track at a time via PIR sensor - moving onto the next audio track in sequence after each activation.

This allows you to activate track 001 then 002 then 003 etc. one at a time.

Hold To Play

When switches 1,2,4,5 are in the Down (on) position users must HOLD the button down to play a track, when released the track will stop.

7. Delay and Master Volume Control

Two controls on the front of the device allow you to alter the Delay timer and Master Volume.

Delay

The delay control allows you to specify how long between playing content the unit must wait before more content can play. This is mainly used in conjunction with a PIR input, establishing how long between activation the unit must wait to play more content.

However it can also be used with all other modes if desired. Switch 7 when Off (up) makes the delay control range from 0-60 seconds, when On (down) it ranges from 0-4 minutes.

Master Volume

The SC-16 has dedicated volume inputs to allow users volume control. The Master Volume dictates the maximum volume available to them.

When powered up the SC-16 is set to around half the Master Volume level, this allows users to reach the maximum volume through the use of dedicated button controls.

Bear this in mind when setting the Master Volume, we recommend you set the volume to maximum through button controls before deciding what the maximum volume you require is.

8. Status LED

Red - On/Off

The red LED will be lit when unit is powered on, and off when unit is powered down.

Green - Status

The Green LED will be lit when content is being played and blink on/off in 1 second intervals when unit is in 'Delay Mode' to indicate this.

Update Notes:

V1.1 - Minor formatting changes

V1.2 - AutoPlay Support

- Added autoplay support functionality
- Button 2 becomes next track in 'AutoPlay' Mode
- Delay timer sets when to revert to track 001 in above modes

V1.3 - AutoPlay Instructions

- Added instructions for AutoPlay range

V1.4 - Hold to Play

- Added Hold to Play functionality