SPECIFICATIONS

Messages

Message storage medium 1 * SD Flash Card
Maximum SD Card capacity 4 Gbytes SD not HDSD
Maximum number of messages 15
Message encoding format Windows PCM (*.wav)
Message sampling rate/type 44.1 KHz / 128kbs 16 bit mono
or 22.05 KHz/352 16 bit mono

Message Output

2 Channel Output Playback sample rate/type 44.1 KHz/16 bit mono
Audio output 2W into 8ohm speaker

Button Input

15 programmable buttons with audio content
2 volume buttons with volume up/down and track selection

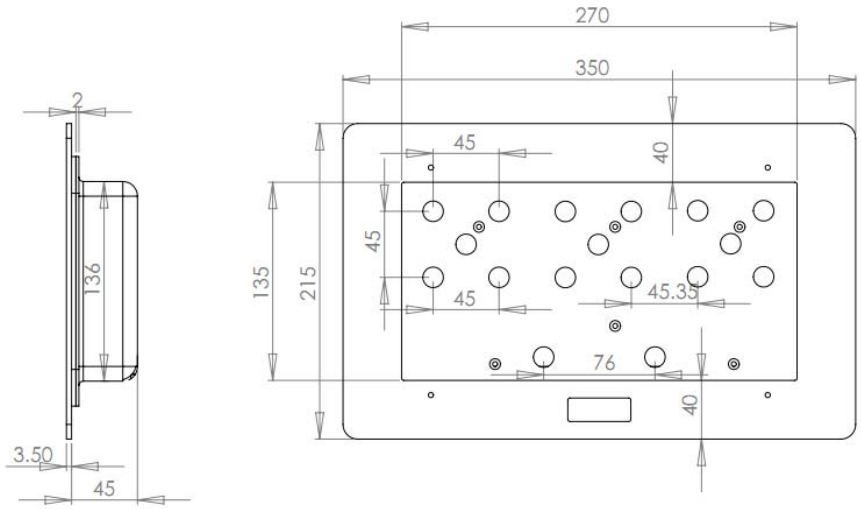
Power

12V 1Amp regulated power

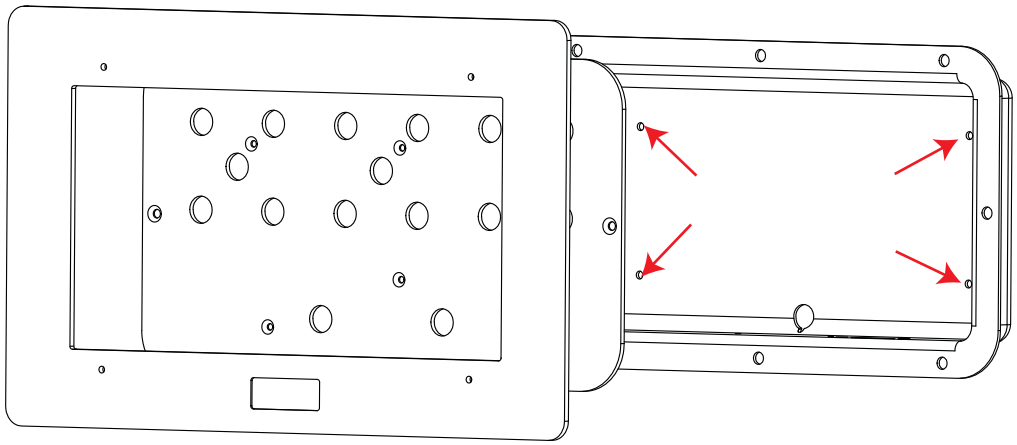
Weight

Boxed 2KG

Size mm



WALL MOUNTING



To fix the Audio Frame 15 you will need to take the unit apart and fix through the back plastic box.

1. Ensure that the power is disconnected.
2. Remove the SD card cover (2 screws at the base of the unit) and SD card from the unit.
3. Remove the 4 screws holding the grey ABS frame to the unit.
4. Remove the 4 Screws holding the clear plastic to the black back box.
5. Disconnect the power and audio devices from the circuit board.
6. Using the 4 holes on the flat back of the audio frame back black box mark and fix through the box to attach to the wall/panel.
7. Reconnect the ciruit board, audio output devices and then refit the circuit board. artwork and frame to the audio frame.

GENERAL INFORMATION

Before you start

You must think about what information you have and how you want to display the information to your visitors/ users

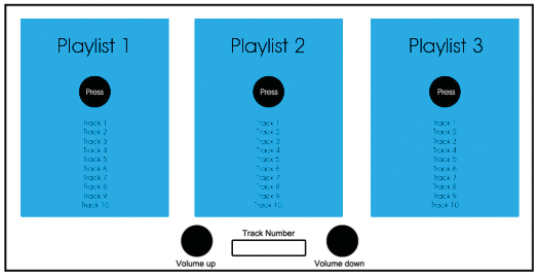
Button Layout

You can use the 15 buttons in any configuration that you want.

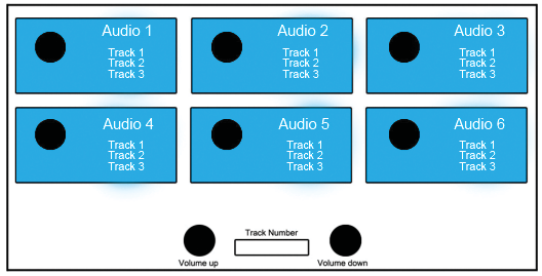
Minimum use: 1 button with 1 track
Maximum use: 15 buttons with 10 tracks
Volume up / down cannot be used for audio content.

Artwork Layout

Here are some example layouts to give you some ideas, but remember you can use the audio frame any way you require.

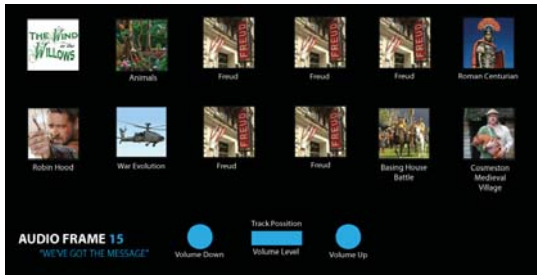


3 buttons containing 10 tracks.



6 buttons containing 3 tracks.

8 single buttons containing 1 tracks and 1 button with 3 tracks.



12 single buttons containing 1 tracks.

ARTWORK

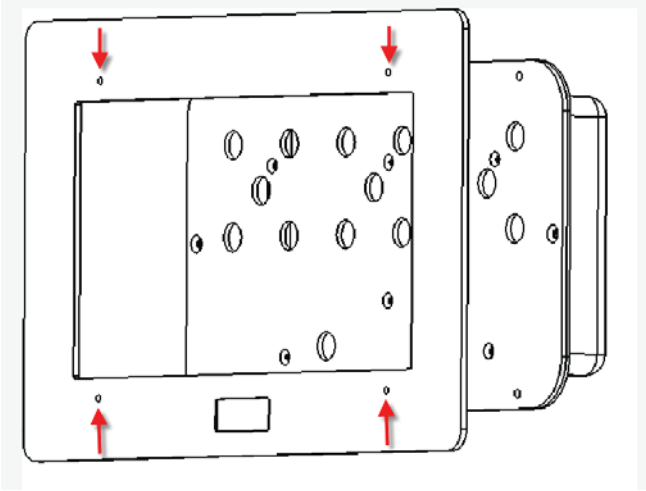
Once you have decided on the audio content and how you want to lay out the buttons you will need to produce the artwork for the frame.

You can download a template from the Audio Frame 15 page or our webstie.
URL: http://www.blackboxav.co.uk/product-downloads/audio_frame_15/audio_frame_15_artwork_template.pdf

If you need help creating the artwork we are able to do this for a small fee - ask our sales staff for further details.

We recommend printing on 120GSM paper and laminating in 150MIC. Before laminating cut out the LED Indicator rectangle. Punch 4 holes to allow screws to secure the artwork in place.

To load new artwork you must undo the 4 screws to remove the front grey ABS frame. Punch holes in the artwork to allow the screws to pass through and secure in place.

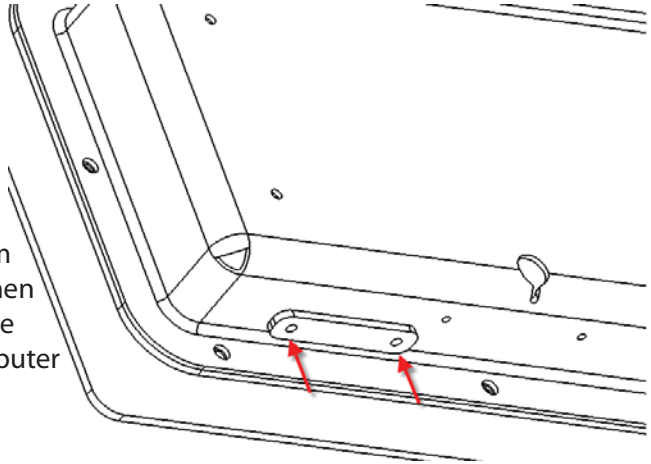


Audio Files

Audio Frame 15 reads .wav audio files from an SD card. The files must be 16-bit mono sampling preferably at 44.1 KHz. The maximum number of .wav files you can use with the software is 150; each button can store up to 10 tracks. You will need to assign each .wav file a specific name.

PROGRAMMING THE AUDIO FRAME 15

Witin the base of the Audio Frame 15 you will see a black cover - this protects the SD card from unauthorised removal.



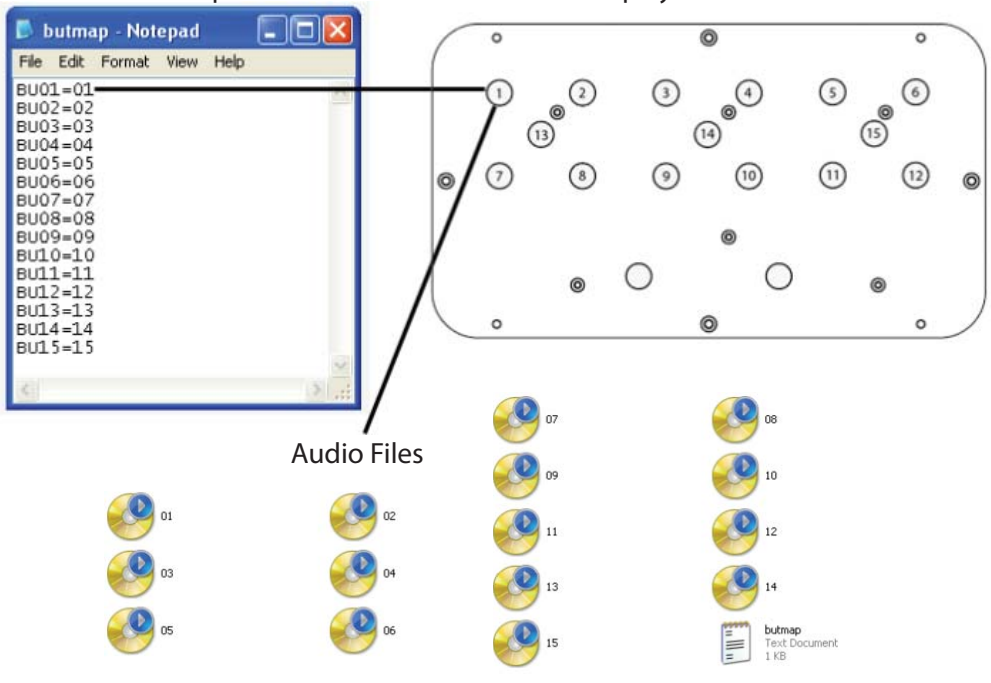
To add audio content you will need to remove the SD card from the unit. Undo the two screws then push the SD card in to release the card. Connect the card to a computer to add new content.

The SD must contain:

1. a text file (called 'butmap') This file lets the audio frame know which buttons you want to use.

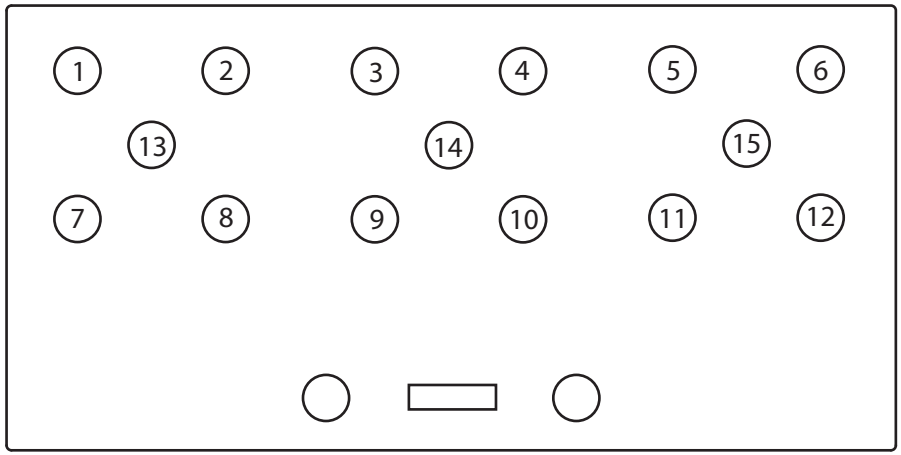
2. The audio files (stored as a .wav file) These are the audio files that get triggered when a button is pressed. You must call the audio file a specific name depending on which button you want it to be used by.

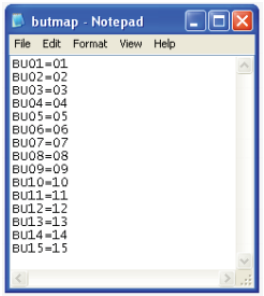
butmap tells audio frame what tracks to play



CREATING A BUTMAP FILE

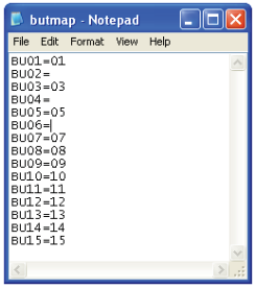
Audio Frame 15 Button Layout



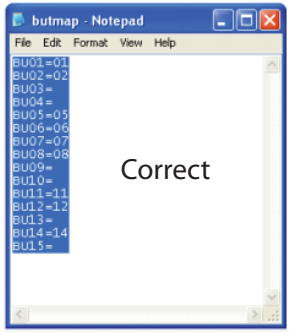


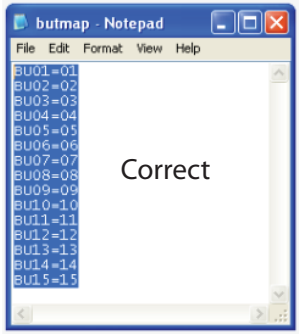
You can create the 'butmap' file using Notepad or any text editor. The example butmap.txt file (left) is telling the audio frame to play 15 audio files, 1 for each of the buttons.

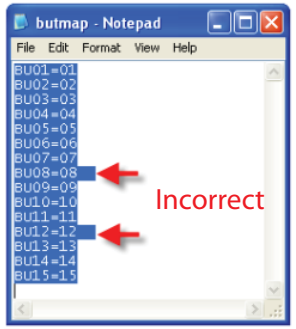
If you do not want to some of the buttons simply delete the number after the = sign. The butmap file (right) tells the audio frame that there is no message to play on buttons number 2, 4 and six.



Once you have set out your butmap you will need to check that the file is correct by selecting all the text which will turn blue to show it's highlighted.





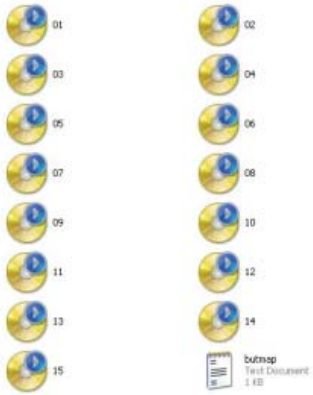


AUDIO FILES

Next you will need to gather the audio files that you wish to use with the Audio Frame 15.

Naming Audio Files: Single Tracks

Files must be named as numbers. Using the previous butmap as an example we have 15 single audio files.



Bu01=01. The audio file must be called 01.wav
Bu02=01. The audio file must be called 02.wav
Bu03=03. The audio file must be called 03.wav

Once you have renamed all the files the folder should look like this:

Naming Audio Files: Multiple Tracks

To have multiple tracks on one button you will need to Call the tracks the buttonnumber_thetracknumber eg:
01_01
01_02
01_03
01_04
02
03
04
Files arranged like this would mean button 1 has 4 tracks and button 2, 3 and 4 all have one.
The maximum number of tracks is 10 per button.

LED Indicator

The LED indicator shows which track the button is on. (Up to 10) If the volume buttons are pressed this also shows the volume level.

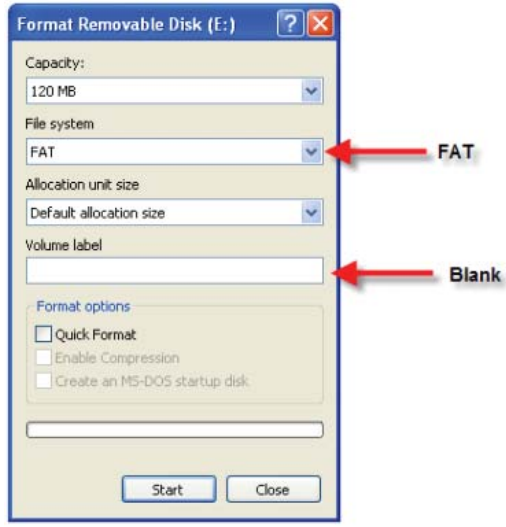
SD Card

The card is positioned at the base of the unit, so it is easily accessible to change content although it does have a cover to prevent unauthorised removal.

Reformatting the SD Card

Insert the SD card to your computer. Within the “my computer” window right click on the card and click format.

The SD card needs to be formatted as a FAT 16. (FAT not FAT 32) and the volume label must be blank. Then click start.



Volume Control

The Audio Frame 15 has a volume control positioned on the artwork - Volume up and volume down. This level has been preset, but you can adjust this if required.

You will need to open the audio frame to do this. Ensure that the power is disconnected. Unscrew the 4 screws holding the grey frame on. Then remove the SD cover and SD Card. Remove the 4 further screws holding the clear plastic to the back box. Carefully reconnect the SD card and power. Using the volume up button on the front of the unit adjust the volume to the maximum, then turn the blue volume control on the circuit board (clockwise to increase) to set a new maximum volume level.