



## SoundClip V2 / 12 Manual

## Contents

Safety Guide.....	3
Product Codes.....	4
Warranty.....	4
Your new SoundClip.....	5
Overview.....	5
Connections.....	6
Configuration Modes.....	7
Programming Content.....	8
Master Volume.....	9
Status LED.....	9
Trigger and Buttons.....	9
Unique AutoPlay functionality.....	9
GPIO Connection.....	9
Troubleshooting.....	9
Triggers and Buttons.....	9
Autoplay Functionality.....	9
Technical Information.....	10
Technical Drawings.....	11

# Safety Guide

*Read this guide carefully before using or installing the product.*

## Warning

- This product is not designed to be resistant to moisture or excessive dirt / dust. When deciding on a suitable installation point ensure there is reasonable protection from environmental damage.
- If there is damage to the power supply in any way, arrange for a replacement unit by contacting blackbox-av. If you wish to source your own power supply a CE, FC or UKCA certified double insulated and regulated supply is required. The SoundClip has an output rating of 12vDC at 2A, 24W. Using a power supply with a higher voltage will irreparably damage the SoundClip unit.
- Do not place the unit in direct sunlight.
- For disposal of old electrical equipment, please follow the guidelines associated with your country / territory or ship the unit back to blackbox-av and we will dispose/recycle the unit. The symbol below indicates that this product shall not be treated as household waste.
- If you dispose of this unit correctly you will be helping prevent future harm to the environment which is caused by poor waste management of this type of equipment.

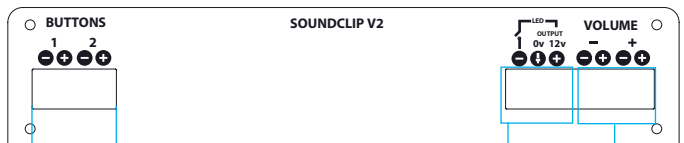
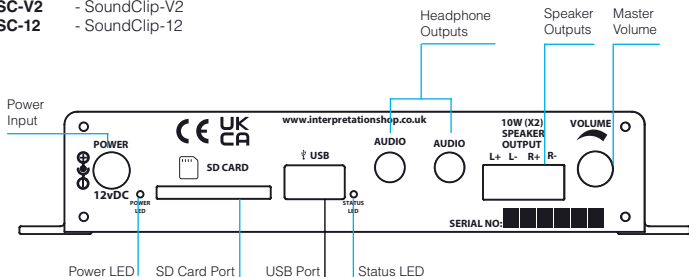
## Preventing damage to the product and malfunctions

- If the unit is not being used for long periods of time it is recommended to turn off the power as it will prolong the life of it's electronic circuitry.
- Do not operate the unit below -10 or above 50 degrees Celsius. Do not bring the unit from a very cold environment to a warm environment without allowing it time to acclimatise as condensation may affect its operation.
- When using different types of push buttons, PIR's and other hardware connected to the button inputs and GPIO connections make sure they are compatible with the device. Please see the technical spec page for details on these connections. Failure to use care with these connections may result in damaging the device and subsequently affect the blackbox-av warranty.
- When attaching headphones or speakers please use certified and good quality accessories. Failure to use care with these connections may result in damaging the device and subsequently affect the blackbox-av warranty.



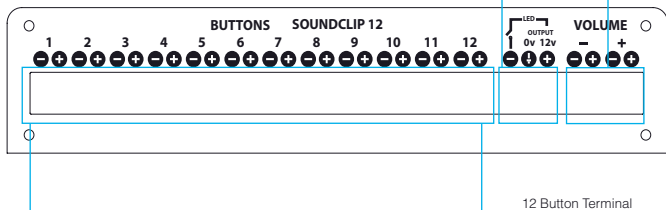
# Product Codes

- SC-V2** - SoundClip-V2  
**SC-12** - SoundClip-12



GPIO /  
12V Terminal

Volume Button Terminal



12 Button Terminal

## Warranty

Blackbox-av provides a 12 month return-to-manufacturer warranty with this product. For further information or advice please contact **info@blackboxav.co.uk**

# Your new SoundClip

## In the Box:

- SoundClip
- SD Card or USB Stick
- Precision Screwdriver
- 12V DC Power Supply (suitable for destination country)
- Terminal Blocks
- User Manual

## SoundClip

The SoundClip is our range of compact, standalone, high-quality stereo audio players. They can be used to present audio through headphones via two 3.5mm audio jacks or stereo speakers via wired terminal.

## Power Adapter

Connect your supplied 12V DC adapter to the '12V DC in' to give power to the device. Once turned on, the power LED will light up.

## SD Card and USB

Store your content on either a USB or SD Card (one will be supplied with 128MB of storage).



SoundClipV2



SoundClip12



## Overview

### Button Inputs

The SoundClip-V2 can accept up to two buttons / triggers. The SoundClip-12 accepts up to 12.

### Headphone Output

This device has 2 x stereo high-quality headphone 3.5mm jack outputs (headphone amplified).

### Volume

Adjustable in order to dictate the maximum volume available to users.

### Status LED

The blue LED indicates the player state.

### Speaker Outputs

The onboard amplifier has 2 x 10w into 8Ω speakers connected via terminal blocks. These can be connected to various speakers.

### GPIO Out

This GPIO is switched on during audio playback. It can be used to power LED's or relays etc.

### Button Volume

Dedicated volume terminals allow users the ability to increase or decrease the volume.

## Connections

The SoundClip supports the following connections:

### Headphones

Up to 2 headphones can be connected through the 3.5mm jacks.

### AutoPlay Headphones / Devices

The SoundClip range supports our AutoPlay Headphones. For connection instructions please refer to the individual headphone manuals.

### Speakers

Wire speakers to the 'Speaker Left' and 'Speaker Right' terminal blocks. Follow the '+' and '-' directions as appropriate and insert wires by screwing into place with the supplied screwdriver.

### PIR

To utilise a PIR trigger, you must wire the trigger cable (yellow +) and ground wire (black -) into the button 1 terminal, with the power connection (red +) wired into the 12V out terminal. Follow the first colour coded diagram below. (1)

### Activation Buttons

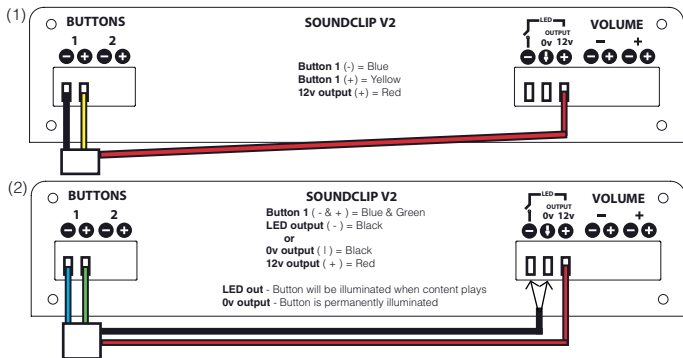
Connect 2 - 12 buttons to the designated terminals. To do this simply insert the wire ends and screw in place with the supplied screwdriver.

### Volume Buttons

Connect 2 buttons to the designated terminals. To do this simply insert the button wire ends and screw in place with the supplied screwdriver.

### Lighting

To use lighting with the SoundClip, connect the LED positive wire to 12v (+), and connect the LED negative wire to LED (-). The lights will be activated when content is playing and deactivated when content stops. Alternatively, connecting the negative wire to 0v (I) will keep the light permanently illuminated. Follow the second colour coded diagram below for more details. (2)



## Configuration Modes

How the SC plays content can be configured via the Mode.txt file. You must power on / off your SoundClip after changing modes.

Type	Description	Mode
<b>Non-Interruptible Button Triggers</b>	<ul style="list-style-type: none"> <li>- Buttons 1 – 12 are assigned to individual tracks of the same number.</li> <li>- When playing, tracks <b>cannot</b> be interrupted by another button press.</li> <li>    <i>Button 1 = Track 01.mp3</i></li> <li>    <i>Button 2 = Track 02.mp3 Etc...</i></li> </ul>	<b>6</b>
<b>Interruptible Button Triggers</b>	<ul style="list-style-type: none"> <li>- Buttons 1 – 12 are assigned to individual tracks of the same number.</li> <li>- When playing, tracks <b>can be</b> interrupted by another button press.</li> <li>    <i>Button 1 = Track 01.mp3</i></li> <li>    <i>Button 2 = Track 02.mp3 Etc...</i></li> </ul>	<b>5</b>
<b>PIR Activation</b>	<ul style="list-style-type: none"> <li>- When used with a PIR trigger, detected movement activates a single track (Track 01.mp3).</li> </ul>	<b>6</b>
<b>PIR - Cycle to next track.</b>	<ul style="list-style-type: none"> <li>- When used with a PIR trigger, each trigger also cycles to the next track.</li> <li>- For use with speakers.</li> </ul>	<b>7</b>
<b>Holding Track Active</b>	<ul style="list-style-type: none"> <li>- Track 00.mp3 will play on loop until another input is selected.</li> <li>    <i>Button 1 = Track 01.mp3</i></li> <li>    <i>Button 2 = Track 02.mp3 Etc...</i></li> <li>- When activated track ends, holding track will begin again.</li> </ul>	<b>3</b>
<b>Single Button Next</b>	<ul style="list-style-type: none"> <li>- Button 1 - Unused.</li> <li>- Button 2 - Activates Track 01.mp3, pressing again activates Track 02.mp3, then 03.mp3 and so on.</li> </ul>	<b>1</b>
<b>Next / Previous (SC12 Only)</b>	<ul style="list-style-type: none"> <li>- Button 2 activates Track 01.mp3</li> <li>- Button 2 then activates the next track(s)</li> <li>- Button 3 activates the previous track(s).</li> </ul>	<b>1</b>
<b>Autoplay / Next</b>	<ul style="list-style-type: none"> <li>- For use with our Autoplay handsets.</li> <li>- Lifting the handset activates track 01.mp3</li> <li>- Button 2 moves to track 02.mp3, pressing again activates track 03.mp3 and so on.</li> </ul>	<b>1</b>
<b>Autoplay / Next &amp; Previous (SC12 Only)</b>	<ul style="list-style-type: none"> <li>- For use with our Autoplay handsets.</li> <li>- Lifting the handset activates track 01.mp3</li> <li>- Button 2 then activates the next track(s) while button 3 activates previous track.</li> </ul>	<b>1</b>
<b>Autoplay with buttons 2 - 12 (SC12 Only)</b>	<ul style="list-style-type: none"> <li>- Lifting the handset activates track 01.mp3.</li> <li>- Buttons 2 – 12 activates tracks 02.mp3 – 12.mp3.</li> </ul>	<b>2</b>
<b>Multiple Tracks within Folders</b>	<ul style="list-style-type: none"> <li>- Button 1 activates Track 01.mp3 in folder 01.</li> <li>- Pressing button 1 again moves to Track 02.mp3 in folder 01 and so on.</li> <li>- Button 2 activates Track 01.mp3 in folder 02</li> <li>- Pressing button 2 again moves to Track 02.mp3 in folder 02 and so on.</li> <li>- Buttons 3 – 12 do the same for folders 03 – 12.</li> </ul>	<b>4</b>

# Programming Content

Content for your SoundClip is stored on an SD card (supplied pre-programmed to mode 5). We suggest you use this as a template for uploading your own content. You can also use a USB Stick for this process.

*Should you need to use a different SD Card we suggest you format the new card first to 'FAT' or 'FAT32'.*

To program your content you will need;

1. A PC or laptop with Windows OS.
2. Audio Content in .mp3 format (supports up to 99 files).
3. SD Card or USB Stick (128MB)

## 1. Windows OS

Windows OS is required to program your SoundClip using a PC or Laptop (Xp – 11).

**MacOS is not supported due to hidden files generated by the OS.**

## 2. Mode File

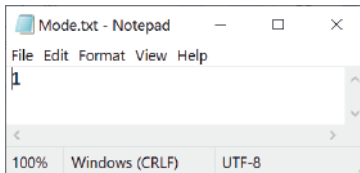
You will need to create a config file in order to set the SoundClip's mode.

Right Click > New > Text Document.

You must rename this to 'Mode'.

Open your Mode file and simply type a number between 1 and 6. Setting a number will assign a playback mode for the device. More details are on the previous page.

Templates are available on our website.



## 3. Audio Content

The SoundClip can play up to 99 .mp3 tracks. These are stored in the root of the USB stick / SD card.

*You must number your files 01 – 99. The order in which your files play and the buttons they are assigned to is dependent on their name and / or folder structure.*


## 4. Add Content


Once you have your audio files ready and correctly named, you simply need to load this all onto a USB stick / SD card.


Insert the USB stick / SD card into a spare port on your PC and open the folder.


Now simply drag and drop all the required files onto the USB stick / SD card.


Insert the USB stick / SD card into your SoundClip and power on.


 01.mp3


 02.mp3


 03.mp3


 04.mp3

 05.mp3

 06.mp3

 07.mp3

 08.mp3

 Mode.txt



## Master Volume

The master volume sets the default volume level. If volume buttons are used users are able to decrease this level but are unable to go beyond it.

The SoundClip will automatically reset to the default level when powered down / on.

## Status LED

### Red - On/Off

The red LED will be lit when the unit is powered.

### Blue - Status

The Blue LED is lit when the device is powered on. It will also blink on / off when content is being played.

## GPIO Connection

The GPIO port can be used to connect power to other circuitry such as LED's or a sensor such as PIR.

## Triggers and Buttons

### Connecting Buttons

Buttons are wired directly to the screw terminals at each of the two inputs.

Push-buttons work as standard with the player and are required to be the normally open 'push to close' type.

Piezo, vandal and water-resistant buttons can be purchased from our online shop if your installation requires a more robust switch.

### Other Triggers

Other triggers can be connected such as a PIR or Wave Sensor. If you want to attach different hardware to the SoundClip, you need to ensure the device is compatible or uses optical or mechanical relays to isolate its circuitry.

The inputs are 3.3V maximum.

## Autoplay Functionality

The SoundClip has been specifically designed to work with our AutoPlay range of handsets and headphones. These give the functionality of being able to lift the headphone or handset to automatically trigger your content. See the manual for your specific handset / headphone for in-depth connection instructions.

## Troubleshooting

If you have any trouble with the SoundClip unit, make sure your program files are correctly formatted. Performing a on / off reset may also resolve issues.

If you require further assistance contact us at [support@blackboxav.co.uk](mailto:support@blackboxav.co.uk)

## Technical Information

<b>Unpackaged Weight</b>	0.4Kg
<b>Dimensions</b>	155 x 130 x 28mm
<b>Message Storage Medium</b>	USB Stick or SD Card
<b>Maximum Number of Audio Files</b>	99 Files (mode dependant)
<b>Number of Lighting Outputs</b>	1 via the 'GPIO / 12V Out' terminal
<b>12V Out</b>	Power accessories such as low power LED's or PIR Sensors
<b>LED Power Output</b>	1.2W @ 12V
<b>Output Max Switching</b>	Open Collector 45V, 100mA
<b>Message Encoding Format</b>	.MP3
<b>Speaker Audio Output</b>	10W per channel into 8Ω Speakers
<b>Frequency Response</b>	20Hz - 22KHz
<b>Headphone Audio Output</b>	2 x 3.5mm audio jack (headphones / handsets etc.)
<b>Speaker Output</b>	Screw terminals (phoenix)
<b>Power Supply</b>	External 5.5 x 2.1 DC12V 2A Power Connector
<b>Power Consumption</b>	Standby - 0.75W Playback - 0.9W
<b>Included</b>	
1 x SoundClip, 1 x USB Stick / SD Card (128MB), 1 x Precision Screwdriver, 1 x 12V DC Power Supply (suitable for destination country), 1 x Manual & 5/6 x Terminal Blocks	

# Technical Drawings

(not to scale)

