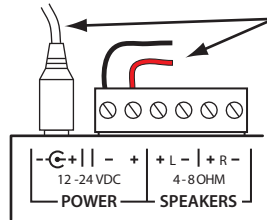


Quick-Start Guide BooTunes Amped

MORE INFORMATION ONLINE

This guide covers only the most common features of the BooTunes Amped. A full manual is available online.

Power Supply



POWER CAN BE SUPPLIED USING THE BARREL CONNECTOR OR THE TRIGGER TERMINAL BLOCK. THESE ARE CONNECTED INTERNALLY.

Selecting your Power Supply

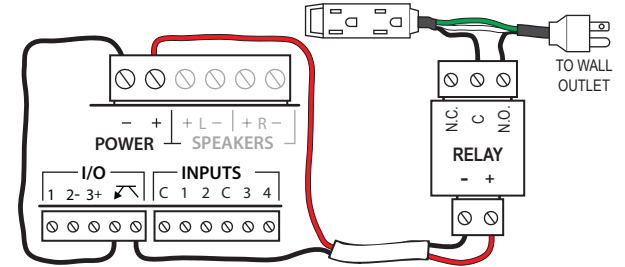
The BooTunes Amped can operate on any voltage from 12 to 24 volts DC. It draws about 50mA of current when the amplifier is not used, or up to 2.5A when it is. We recommend a 24 volt 2.5A (60 watt) power supply to get the most volume. A 12 volt power supply will still be loud, but you may hear distortion when approaching higher volumes.



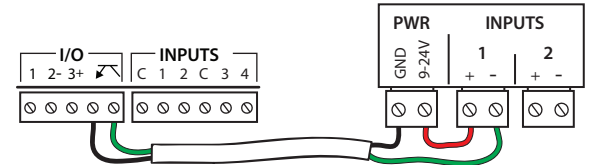
If you are supplying your own power supply it **MUST** be regulated. Unregulated power supplies rated for 24 VDC will output a much higher voltage than shown on the label when not under load. Any voltage above 24 VDC will damage the amplifier.

Busy Output

The BooTunes has a busy output that becomes active when a triggered sound file is playing. This can be used to drive a relay connected to a light, solenoid, or other device you'd like to turn on during playback. The busy output can only output 100mA. **DO NOT** connect a solenoid directly to this output as they generally draw a minimum of 250mA.

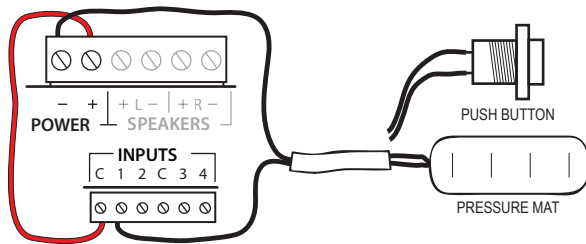


TURNING ON A 110 VOLT DEVICE WITH A RELAY

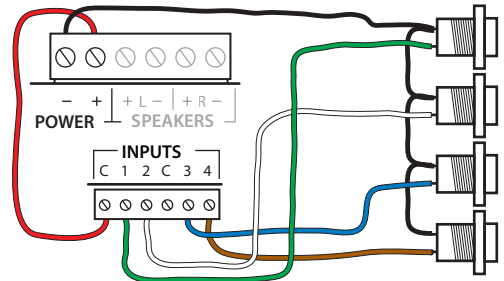


AN OPTICALLY-ISOLATED CONNECTION TO A PLC OR CONTROLLER

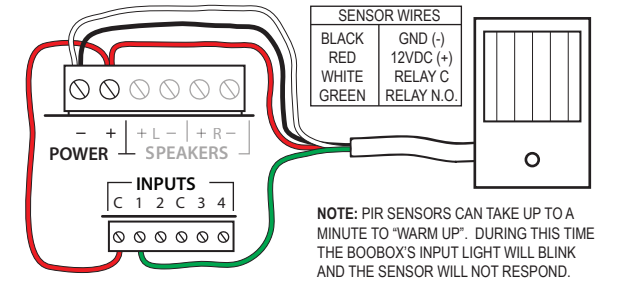
Trigger Input Wiring



PRESSURE MAT OR PUSH BUTTON

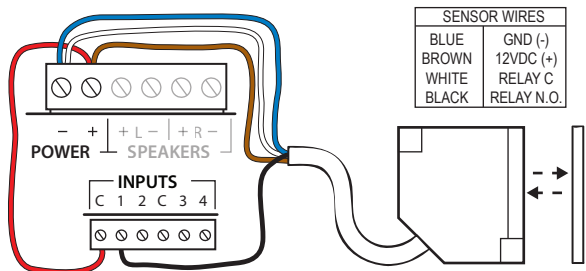


FOUR PUSH BUTTONS

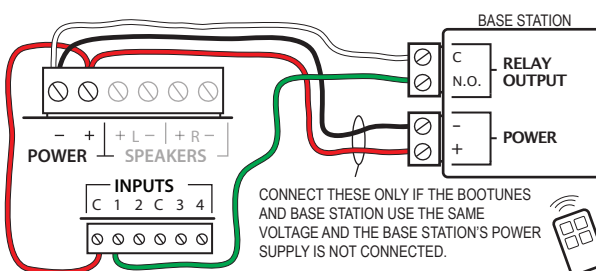


NOTE: PIR SENSORS CAN TAKE UP TO A MINUTE TO "WARM UP". DURING THIS TIME THE BOOBOX'S INPUT LIGHT WILL BLINK AND THE SENSOR WILL NOT RESPOND.

PIR MOTION SENSOR

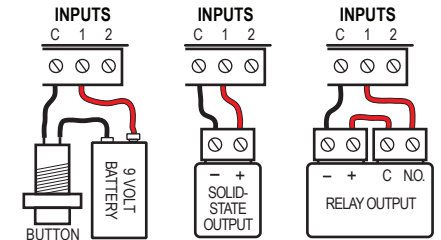


BEAM SENSOR



WIRELESS TRIGGER

CONNECT THESE ONLY IF THE BOOTUNES AND BASE STATION USE THE SAME VOLTAGE AND THE BASE STATION'S POWER SUPPLY IS NOT CONNECTED.



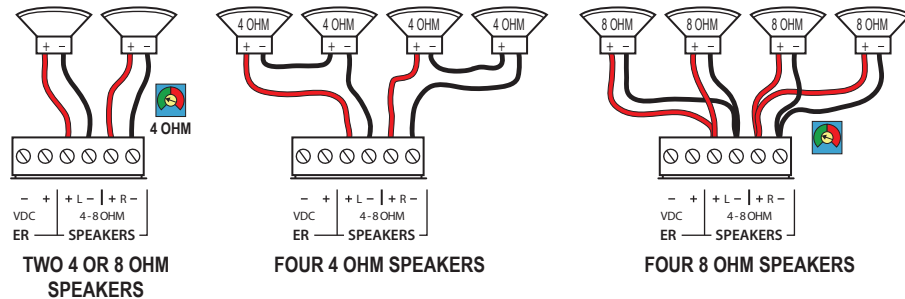
OPTICALLY-ISOLATE CIRCUITS FROM DIFFERENT POWER SUPPLIES, OR WHEN WIRE LENGTHS ARE EXCESSIVE.

OPTICALLY-ISOLATED INPUT

Speaker Wiring

Using the Amplified Speaker Outputs

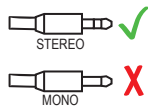
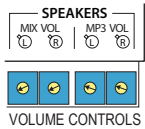
The BooTunes Amped includes a 50 watt (2 x 25 watt) Class D stereo amplifier. To take full advantage of this amplifier, the power supply needs to be 24 volts and have at least 50 watts of power. The left and right outputs can also be combined to output 50 watts into a single 4 ohm speaker. See the full manual for details.



= DO NOT turn the volume past 50% if using a 24 volt power supply in this configuration.

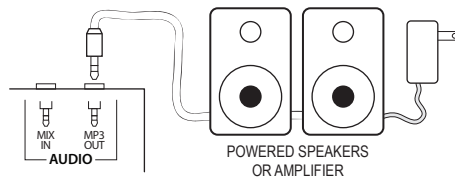
Internal Amplifier Volume Controls

Use the MP3 volume controls for audio coming from the BooTunes. Use the MIX volume controls to adjust the volume of an external line-level audio source you'd like to mix in.



Connecting Amplified Speakers

The BooTunes audio output is designed to connect to powered speakers or external amplifiers.



DMX

Master Mode

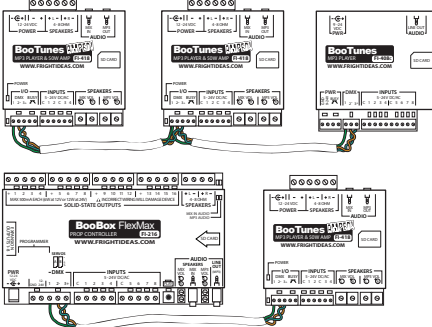
The BooTunes Amped can be a master to other slave BooTunes Amped or BooTunes. When an input is triggered on the master, the slaves will follow along.

Slave Mode

The BooTunes can also be setup as a slave to a Flex or FlexMax controller. This is the best way to add more audio channels to a show.

DMX Slave

The BooTunes can also be a generic DMX slave. This will allow any DMX software or console to trigger audio.



To set the BooTunes into any of these DMX modes you must create one of the settings folders below. The folders begin with an underscore and must be located in the root folder of the SD card.

Folder Name	DMX Options - Put these in the SD card's ROOT folder.
_SLAVE	<i>BooTunes Slave</i> - Use when this BooTunes is a slave to another BooTunes or Flex / FlexMax.
_MASTER	<i>Master</i> - Use when this is the master BooTunes controlling other slave BooTunes.
_DMX###	<i>DMX Slave</i> - Sets the BooTunes to act as a generic DMX slave. Substitute ### with the DMX channel number 1-512. See the full manual for a list of commands.

Operation

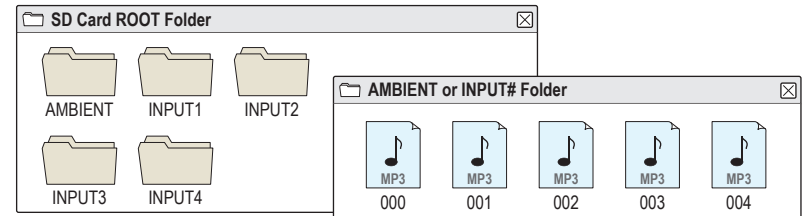
When the BooTunes starts up it will immediately look in the AMBIENT folder located in the root of the SD card. If there's a sound in there it will start playing it. Once that sound is done it will play the next one. Once all files in the folder have been played it will start back at the first one.

If a trigger is activated any time during the playback of an ambient sound, the ambient sound is immediately cancelled and the triggered sound is played. Once a triggered sound is playing, any additional triggers will be ignored until the triggered sound finishes and the BooTunes returns to Ambient mode to start playing the next sound. These default behaviors can be changed by adjusting some settings, see the *Settings* section below.

SD Card Layout

Your audio files must be located in folders named AMBIENT or INPUT1 - INPUT4. Create these folders on a blank SD card, then copy your audio files into one of them depending on when you want them to play.

NOTE: The SD card must be 32GB or less and formatted FAT16 or FAT32, which is their default format.



Filename are not important unless the files must play back in a certain order. Start with 000 if order is important.

Settings

The BooTunes has many powerful features that can be enabled by simply creating folders with special names. The folders must be located in either the SD Card's ROOT folder, or the AMBIENT / INPUT# folders depending on the option. All folder names must start with the underscore as shown. Substitute any # characters with a number as directed. See the tables below for a list of available features. See the full manual online for more information.

Folder Name	Global Options - Put these in the SD card's ROOT folder.
_MVOL##	<i>Master Volume</i> - Adjust master volume output level. (0-25, default 25)
_AMPMONO	<i>Mono Speaker Output</i> - Pour 50 watts into a single 4 ohm speaker. See speaker diagrams.
_NOMUTE	<i>Disable Auto Mute</i> - By default amp is muted when no mp3 playing. If using Line In use this.
_TMR####	<i>Input 1 Timer</i> - Automatically trigger input 1 every #### seconds.

Folder Name	Ambient or Input Options - Put these in the AMBIENT or INPUT# folders.
_RND	<i>Random</i> - Play a random sound from folder. If used in Ambient, at least one input needs to be triggered to seed the random number generator.
_RESUME#	<i>Resume</i> - Resume Ambient sound where interrupted (<i>Ambient Only</i>). (# = fade in rate 1-5)
_VOL-L##	<i>Volume</i> - Sets volume for this folder only. Use -R for right audio channel. (0-25, default 25)
_FADINT#	<i>Fade on Interrupt</i> - Fade out when interrupted. (# = fade in rate 1-5)

Folder Name	Input Options - Put these in the INPUT# folders.
_INT	<i>Interruptible</i> - Sounds played from this folder will be interruptible. By default they are not.
_PRED###	<i>Pre Delay</i> - Delay ### seconds after the trigger before playing sounds in this folder. (1-255)
_POST###	<i>Post Delay</i> - Ignore triggers on this input for ### seconds after the sound is finished. (1-999)
_MOM	<i>Momentary</i> - Only play the sound for as long as the input is active.
_SELFINT	<i>Self-Interruptible</i> - Allow the same input to be pressed again to play the next sound.
_VOLUP#	<i>Volume Adjust</i> - Turns input into a volume up button. Use _VOLDN# for dn. (# = step rate 1-5)
_DUCK##	<i>Duck Volume</i> - Ramp MP3 volume to ## while input is active. Use before announcements. (0-25)
_HOLD#	<i>Hold</i> - Mute volume over # seconds then pause. When input released audio resumes. (1-5)
_PAUSE#	<i>Pause</i> - Turns the input into a pause button. (# = fade rate 1-5)
_NEXT	<i>Next Sound</i> - Turns the input into a next track button. Use _PREV for previous track.
_NOLOOP	<i>No Looping</i> - Prevent the audio from looping if the input is still triggered once the audio is finished.
_LOOPONE	<i>Loop One Sound</i> - Loop the next sound file in the folder until interrupted.
_LOOPALL	<i>Loop All Sounds</i> - Loop through all the sounds files in the folder until interrupted.
_PLAYALL	<i>Play All Sounds Once</i> - Play through all the sounds in the folder once.