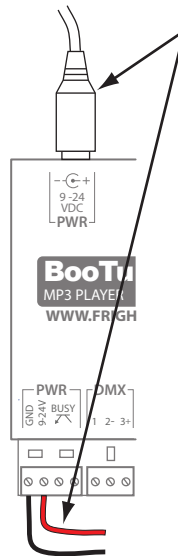


Quick-Start Guide BooTunes

MORE INFO AVAILABLE ONLINE
Scan the QR code here or on the controller's enclosure. Or visit: help.frightideas.com



Power Supply



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

Connecting the Power Supply

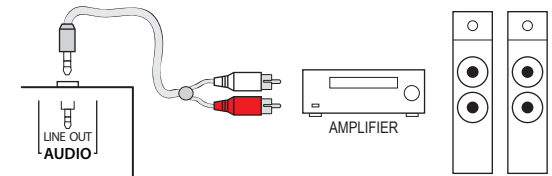
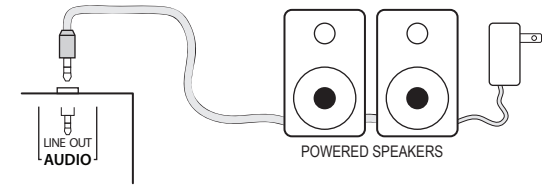
The BooTunes ships with a 12 volt DC 1 amp power supply. Simply connect it to the barrel connector in the back.

If you're integrating the BooTunes into a system that already has a suitable power source, you can connect that power to the front terminal block. Same goes if you want to share the BooTunes' power supply with another device.

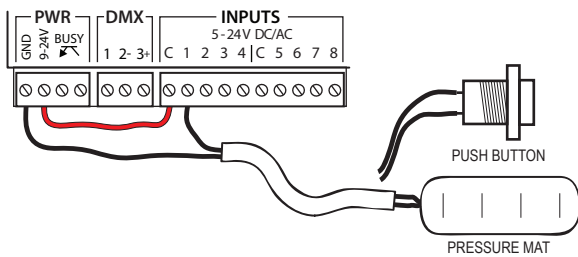
The BooTunes power supply must be between 9 and 24 volts DC. It requires about 10mA of current when it's idle, and 20 when it's playing audio.

Audio Output

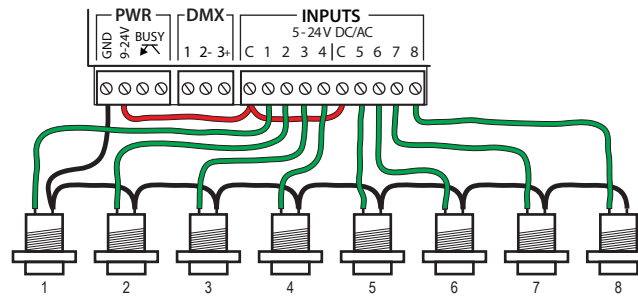
The BooTunes audio output is designed to connect to powered speakers or external amplifiers.



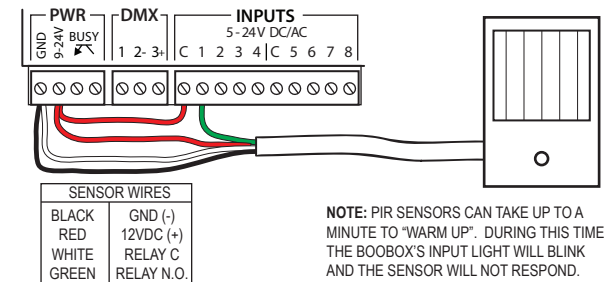
Trigger Input Wiring



PRESSURE MAT OR PUSH BUTTON

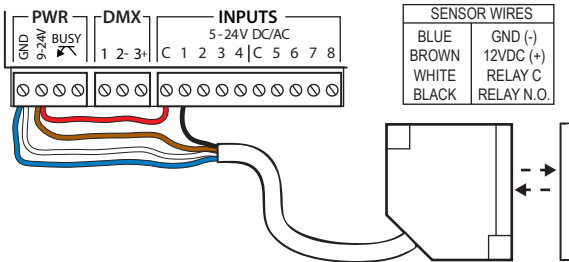


EIGHT PUSH BUTTONS

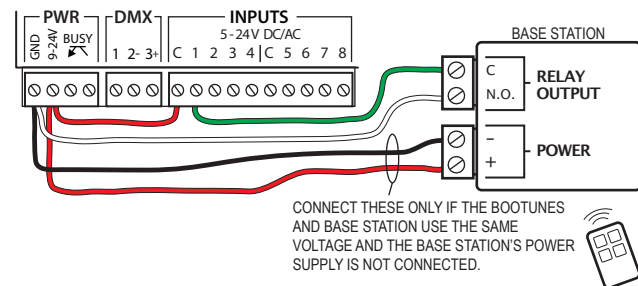


NOTE: PIR SENSORS CAN TAKE UP TO A MINUTE TO "WARM UP". DURING THIS TIME THE BOOBOX'S INPUT LIGHT WILL BLINK AND THE SENSOR WILL NOT RESPOND.

PIR MOTION SENSOR

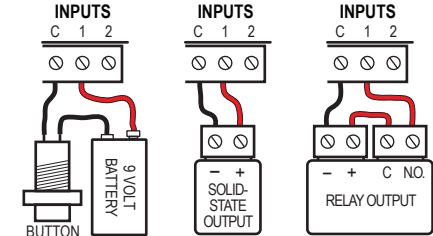


BEAM SENSOR



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

WIRELESS TRIGGER



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

OPTICALLY-ISOLATED INPUT

Operation

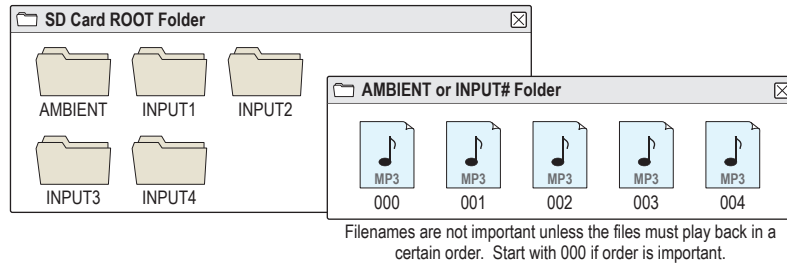
When the BooTunes starts up it will immediately look in the AMBIENT folder located in the root of the SD card. If there's a sound in there it will start playing it. Once that sound is done it will play the next one. Once all files in the folder have been played it will start back at the first one.

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.

SD Card Layout

Your audio files must be located in folders named AMBIENT or INPUT1 - INPUT8. 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.



Settings

The BooTunes has many powerful features that can be enabled by simply creating EMPTY folders with special names. The folders must be located in either the 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.

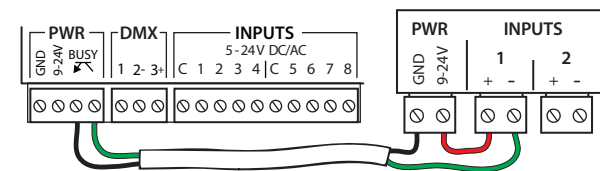
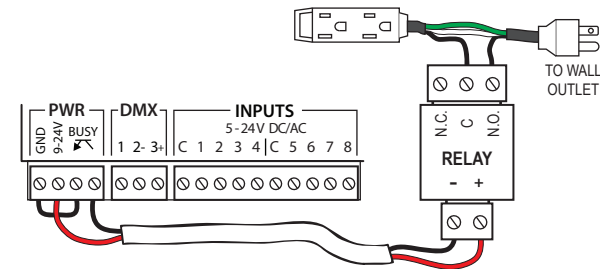
Folder Name	Global Options - Put these in the SD card's ROOT folder.
_MVOL##	Master Volume - Adjust master volume output level. (0-25, default 25)
_TMR####	Input 1 Timer - Automatically trigger input 1 every #### seconds.

Folder Name	Ambient or Input Options - Put these in the AMBIENT or INPUT# folders.
_RND	Random - 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#	Resume - Resume Ambient sound where interrupted (<i>Ambient Only</i>). (# = fade in rate 1-5)
_VOL-L##	Volume - Sets volume for this folder only. Use -R for right audio channel. (0-25, default 25)
_FADINT##	Fade on Interrupt - Fade out when interrupted. (# = fade in rate 1-5)

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

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.



DMX

Master Mode

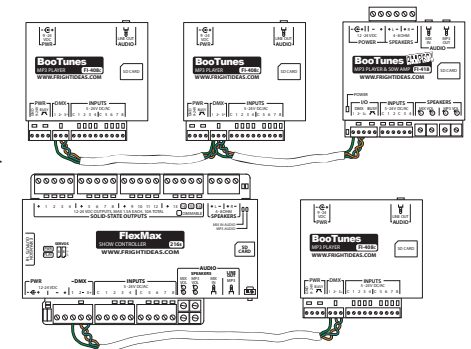
The BooTunes can be a master to other slave BooTunes or BooTunes Amped. When an input is triggered on the master, the slaves will follow along.

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. Leave the folders empty.

Folder Name	DMX Options - Put these in the SD card's ROOT folder.
_SLAVE	BooTunes Slave - Use when this BooTunes is a slave to another BooTunes or Flex / FlexMax.
_MASTER	Master - Use when this is the master BooTunes controlling other slave BooTunes.
_DMX###	DMX Slave - 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.
_DMXVOL	DMX Volume Control - If this option is enabled the second DMX channel will control the volume. Example: With _DMX016, 16 will be the command channel, 17 will be the volume.