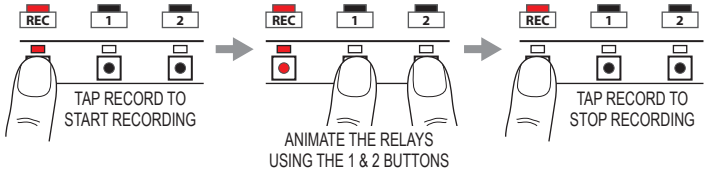
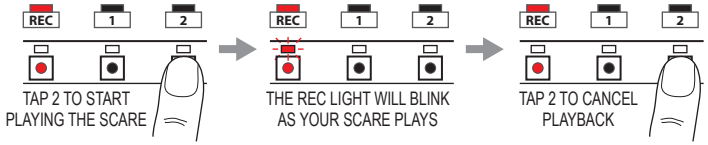
Recording Animation

Recording Animation
The PicoBoo JR can record up to 4 minutes of animation.



Previewing your Scare



Write-Protecting Your Audio and Animation
The write-protect setting can be toggled on or off by powering up the PicoBoo while holding the 2 button. When the red light flashes a few times the write-protect has been toggled.

Leaving an Output On when Animation Completes
Escape Rooms often need an output to stay on after the animation finishes playing. To do this, hold the output's button as you are tapping REC to stop recording. The output(s) will stay on indefinitely. To turn them off tap the 1 button, or re-trigger the controller to restart the scene.

Troubleshooting

Factory Reset
If at any point you want to start from scratch, power up while holding the REC button for 10 seconds to factory reset.

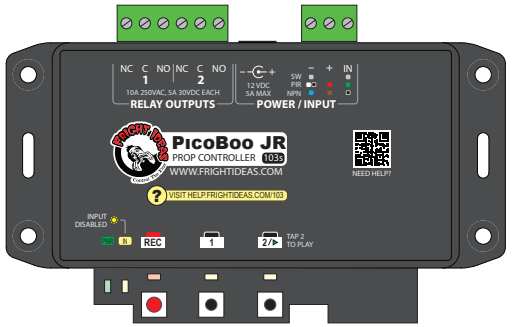
The yellow IN light is flashing or throbbing and the PicoBoo won't trigger.
The PicoBoo is currently ignoring the trigger. It does this at startup to allow a PIR motion sensor to warm up, or anytime a triggered scene is cancelled by pressing the 2 button. It will resume normal operation shortly.

The REC button is not responding. Can't record animation.
• The PicoBoo may be write-protected. See *Write-Protecting Your Audio and Animation* above.

Don't see your problem here? Check our website for more information.

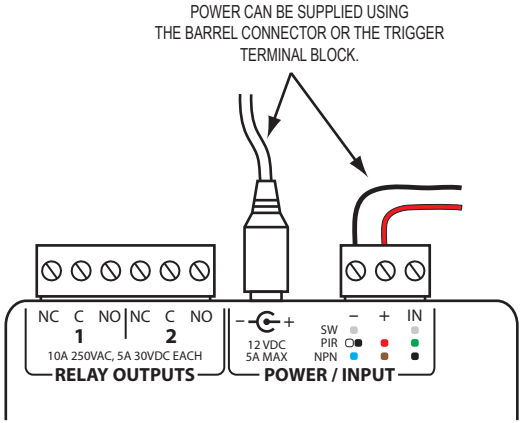
Quick-Start Guide

PicoBoo JR



NEED HELP?
There are videos available online at help.frightideas.com/103

Power Supply



Sizing your Power Supply
Your PicoBoo's power supply must be 12 volts DC. The wattage you'll need will vary if you're trying to power other devices from the same supply.

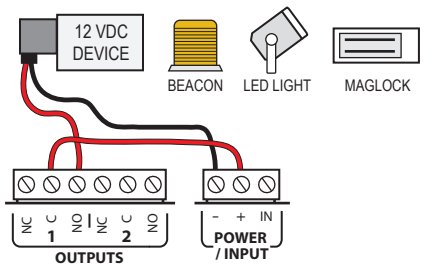
Add up the wattage of all the devices that will be used at the same time and make sure your power supply's wattage is equal to or higher than that number. Use 2 watts for the PicoBoo.

Example:

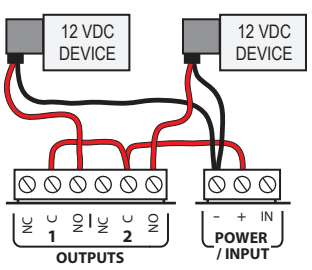
2 watts	PicoBoo
+ 6 watts	1 x 12VDC 6 watt solenoids
= 8 watts	Total - Need at least 8 watts

Relay Output Wiring

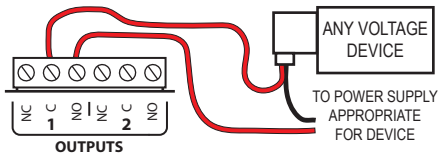
- Each output can handle up to 10 amps at 120VAC, 5 amps at 220VAC, or 5 amps at 30 VDC.
- The terminal blocks can be removed by pulling them out in the direction the wires exit the block.
- If you'd like the device to stay on by default and turn off when the output is energized use NC instead of NO.



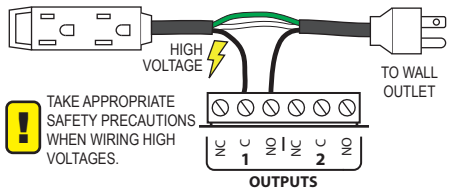
ANY 12 VDC DEVICE



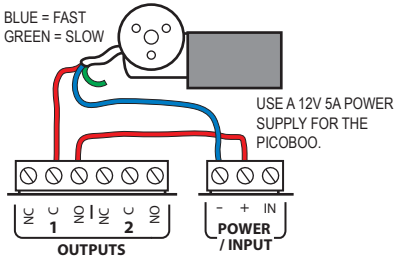
TWO 12 VDC DEVICES



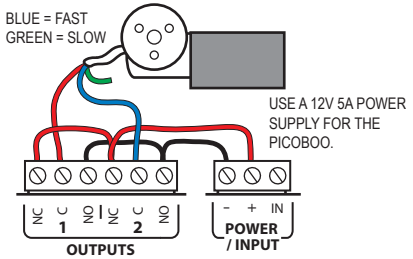
ANY DEVICE THAT'S NOT 12 VDC



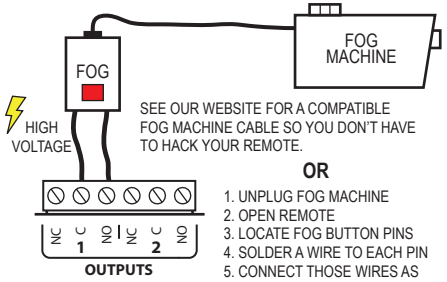
ANY 110 VOLT LOAD



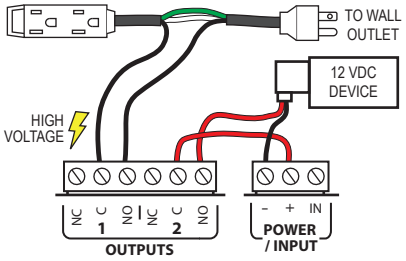
12 VDC MOTOR ON/OFF IN ONE DIRECTION



12 VDC MOTOR FORWARD AND REVERSE



FOG MACHINE



ONE 110 VOLT DEVICE, ONE 12 VDC DEVICE

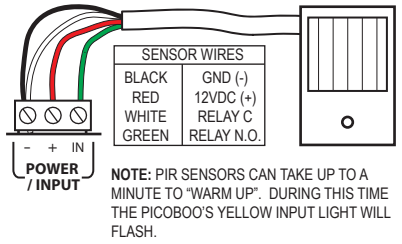
Trigger Input Wiring

By default, the animation will play once when the trigger is activated. If the trigger is still active when the animation ends it will loop. Enable "Single Shot" mode if you want to prevent looping.

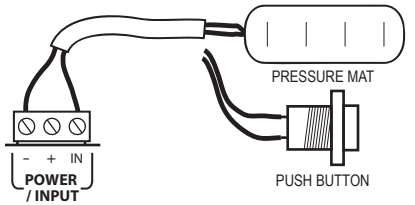
Toggling Single Shot Mode

1. Hold the middle 1 button while powering up the PicoBoo.
2. Keep holding the 1 button for about 10 seconds until the light above it comes on and stays on, then let go.

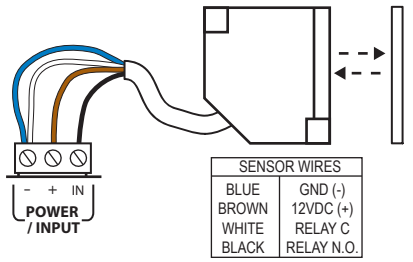
Repeat the same steps to disable.



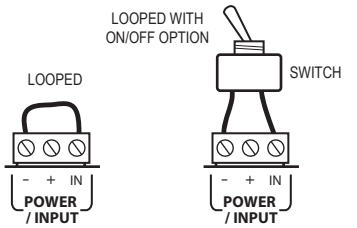
PIR MOTION SENSOR



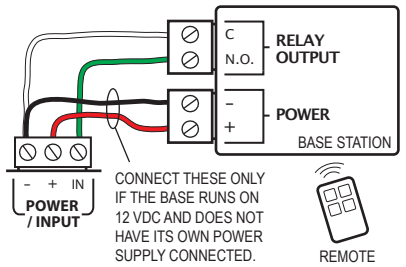
PRESSURE MAT OR PUSHBUTTON



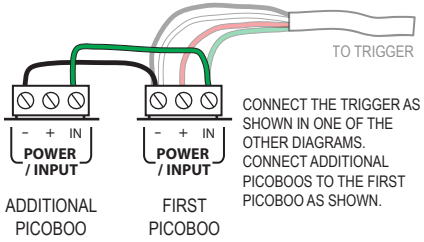
BEAM SENSOR



CONTINUOUS PLAY (LOOPED)



WIRELESS TRIGGER



MULTIPLE PICOBOOS WITH ONE TRIGGER