

Copying Sound Files and Settings

Copying your Sounds

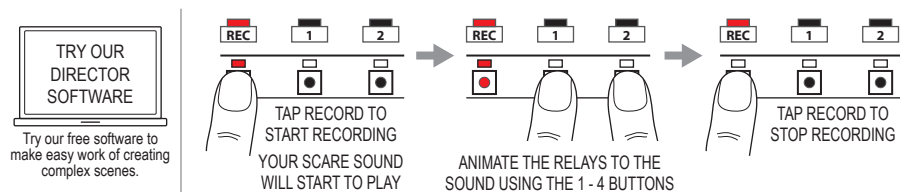
Before copying any files to a MicroSD card, insert it into the PicoBoo and power it up for about 10 seconds. The MicroSD card must be 32GB or less and formatted FAT16 or FAT32, which is the format they have when you buy them. The PicoBoo will create the folder structure and a README.TXT file in each folder. Please read the README.TXT files for instructions on where to copy the files and how to name them.

Adjusting Settings and Options

The PicoBoo MP3 has many powerful features that can be enabled by simply creating folders with special names. The README.TXT files mentioned above will describe what options each folder has. A few of the popular options are listed below:

- JukeBox Mode* - Plays ALL audio files start to finish while looping any animation.
- Ambient Resume* - Resume audio from where it left off when returning to Ambient.
- Fade on Interrupt* - Fade the audio out instead of cutting it off abruptly when the scene is interrupted.
- Play All Audio* - Plays all the audio files in the folder instead of the one that matches the animation.
- Normally-Closed Input* - Set trigger input for use with normally-closed triggers.
- Momentary Input* - The scene will only play for as long as the trigger is active.
- No Loop* - Make sure the scene doesn't loop if the trigger is kept active.
- Run Once* - Only let the scene run once. Once the other input is triggered will it be able to play again.
- Trigger Pre & Post Delay* - If you need a delay before a scene plays, or to ignore a trigger after the scene plays.

Recording Animation



Previewing your Scare

To preview your scene press the 4 button. Press the 4 button again to stop it.

Recording One, Two, or Three Outputs at a Time

Hold the REC button for a few seconds until all the output LEDs turn on. While holding REC, tap the output buttons to toggle the outputs you'd like to record. If the light is on that output will record, if it's off it will play back. Once you've selected the outputs you'd like to record, let go of the REC button.

Recording Input 2 or Ambient Animation

Hold the 3 button until the REC light turns blue then let go. Lights 1 through 3 should be lit. Tap the 1 button to work with input 1, the 2 button for input 2, or 3 for Ambient. Once selected, recording and playing will use the sounds and animation from the selected scene.

Leaving an Output On when Animation Completes

Escape Rooms often need an output to stay on at the end of a scene. If you hold the output's button when you tap REC to stop recording that output will stay on until the next animation is played. This would usually be when Input 2 is triggered. This option won't work if you are also using Ambient animation.

Write-Protecting Your Animation

Power up holding the 2 button until the REC light blinks blue to toggle the write-protect setting. During boot, the REC light will flash green at the last step if it's protected, or red if it's not.

TroubleShooting

Audio distorts or sounds crackly

If it sounds OK at lower volumes you need a larger supply. If not, try reducing the MP3 bitrate to 160.

It won't let me record

Make sure it's not write-protected. See Boot Process to determine that. See above to toggle.

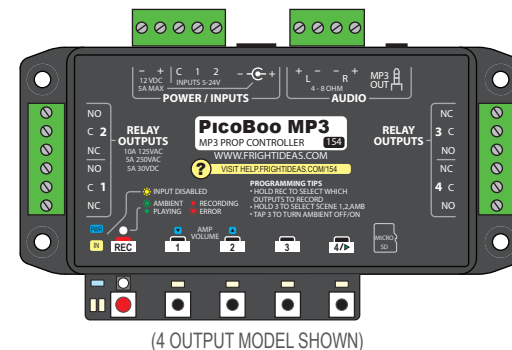
The REC light is blinking red continuously

This is an error code. If just the 1 light is flashing you need to insert an SD card. Almost any other pattern indicates an SD card error. Make sure the card's format is correct and it's 32GB or less.



Quick-Start Guide

PicoBoo MP3



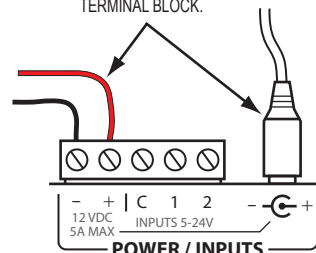
MORE INFORMATION AVAILABLE ONLINE

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.



Sizing your Power Supply

Your PicoBoo's power supply must be 12 volts DC. The wattage you'll need depends on whether you're using the internal amp, and 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 if you're not using the amp, or 35 if you are.

Example:

35 watts	PicoBoo MP3 and internal amp
+ 5 watts	2 x 12VDC 2.5 watt solenoids
= 40 watts	Total - Need a 12 volt power supply, 40 watts minimum.

Operation

Boot Process

When the PicoBoo MP3 powers up it will go through it's boot sequence:

- **Firmware Check** - Firmware is checked for corruption. If a firmware update is on the card it will blink green for about 90 seconds as it updates.
- **Version Display** - Current firmware version is displayed on output lights in two steps.
- **Folder Creation** - If necessary, folders or README.TXT files are created on the card.
- **Options Display** - If NC Inputs are enabled, those IN lights will turn on at this step.
- **Scene Status** - Lights 1-3 will represent which scenes have animation. The REC light will be red if recording is enabled, or green if write-protected.

Error Codes

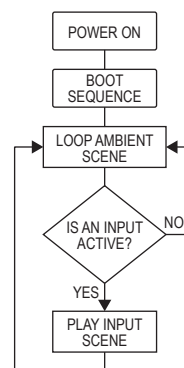
If the REC light flashes red it's indicating an error. See Troubleshooting for details.

Normal Operation

After boot, it will immediately start looping any Ambient scene or sound. If an Ambient scene doesn't exist, it'll sit idle waiting for a trigger to be activated.

If a trigger is activated any time during the playback of an Ambient scene, the Ambient scene will be interrupted and the Input scene will be played. Additional triggers while an input scene is playing are ignored by default, but scenes can be set to be interruptible if necessary. When the Input scene has finished the Ambient scene will start again.

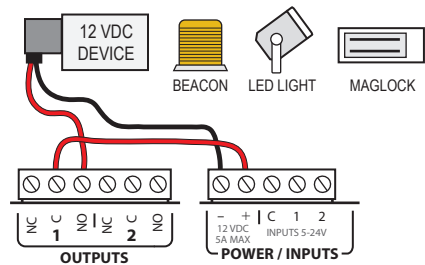
The Input scene can be manually triggered or stopped at anytime by pressing the 4 button. The Ambient scene can be toggled on/off by pressing the 3 button.



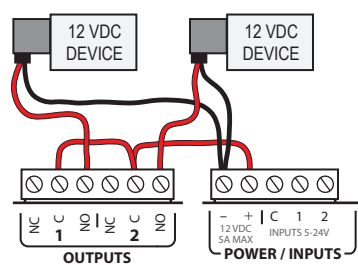
Relay Output Wiring



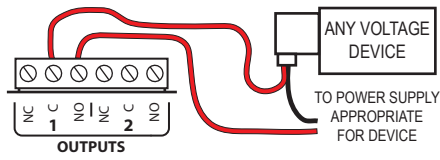
- Each output can handle up to 10 amps at 120VAC, 5 amps at 220VAC, or 5 amps at 30 VDC.
- The diagrams below show outputs 1 & 2. Outputs 3 & 4 work the same if you have the 4 output model.
- The terminal blocks can be removed by pulling them out in the direction the wires exit the block.
- If you'd like the device to stay on by default and turn off when the output is energized use NC instead of NO.



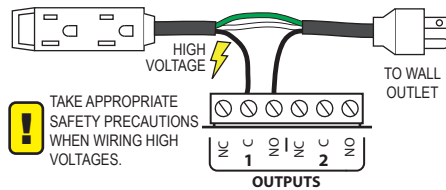
ANY 12 VDC DEVICE



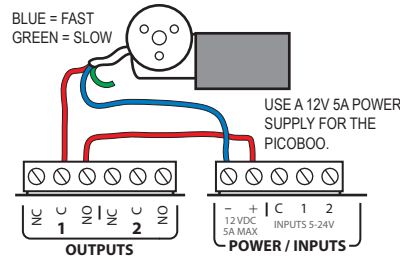
TWO 12 VDC DEVICES



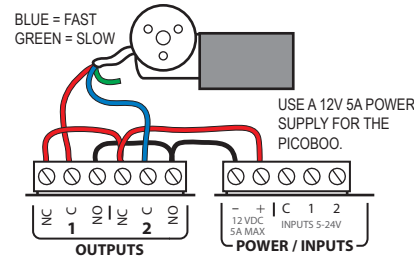
ANY DEVICE THAT'S NOT 12 VDC



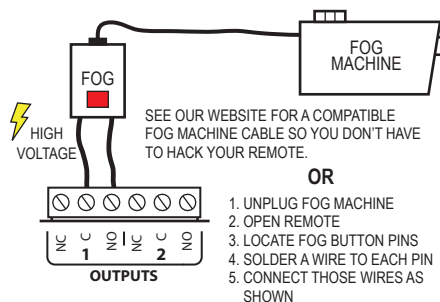
ANY 110 VOLT LOAD



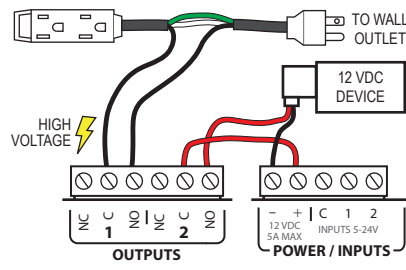
12 VDC MOTOR ON/OFF IN ONE DIRECTION



12 VDC MOTOR FORWARD AND REVERSE



FOG MACHINE

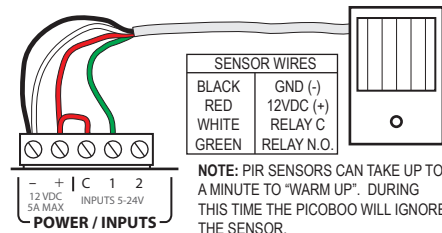


ONE 110 VOLT DEVICE, ONE 12 VDC DEVICE

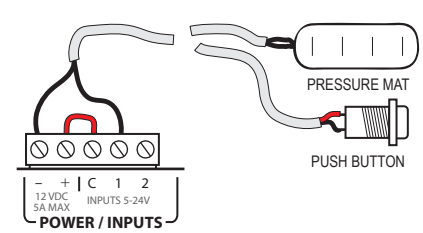
Trigger Input Wiring



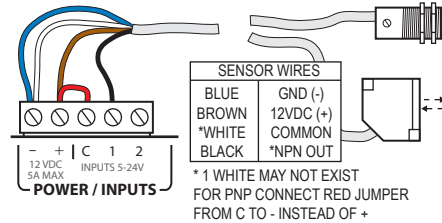
- The PicoBoo MP3 will ignore the trigger inputs when the IN lights are flashing. It does this for short periods after buttons are pressed to prevent triggering during recording. Wait, or play a scene to completion to clear.
- See the README.TXT files in the INPUTX folders to enable options like Post Delays, No Looping, Run Once, Normally-Closed, Momentary playback, etc.
- Most diagrams shown below are connected to input 1. Just connect to 2 instead of 1 for input 2.
- If you are using 12 volt outputs you may also have wires in - / + jumping over to the relays. That's fine.
- If the device you are using to trigger the PicoBoo can output 5-24V, just connect its output directly to C and #.



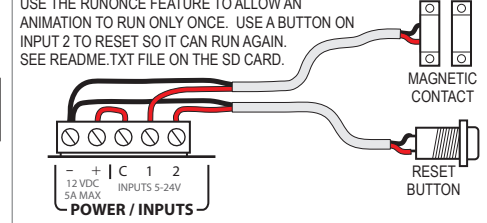
PIR MOTION SENSOR



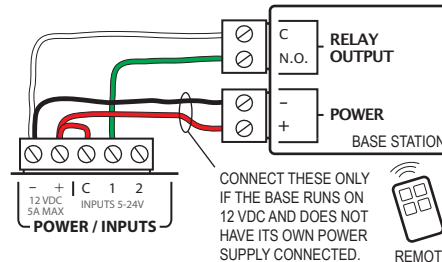
PRESSURE MAT OR PUSHBUTTON



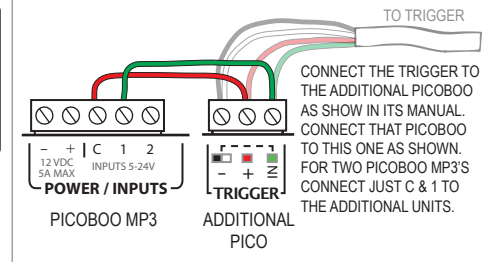
BEAM SENSOR



RUN ONCE WITH RESET BUTTON



WIRELESS TRIGGER



MULTIPLE UNITS WITH ONE TRIGGER

Audio and Speaker Outputs



Units shipped before Nov 2021 had L polarity swapped on label. Correct polarity for ALL units shown below.

Using the Speaker Outputs
Use 4 or 8 ohm speakers. 8 ohm speakers will not utilize the amplifier to its full potential. Use 4 ohm speakers if you want every watt.

Adjusting the Volume
Tap or hold the 1/2 buttons to adjust the speaker volume. When the light blinks red you're at the limit. If the audio starts to distort or crackle at higher volume levels your power supply is probably too small.

