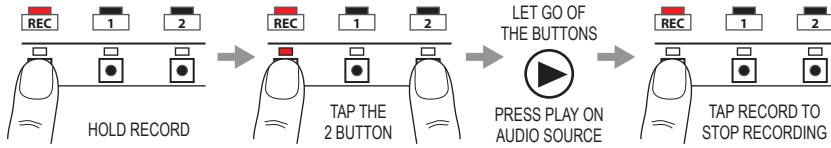


## Recording the Scare Sound

The PicoBoo can store a total of two minutes of sound that will playback during your scare. Note that you will also need to record animation once the Line In cable is removed for this sound to play when the unit is triggered.



## Previewing the Scare Sound

Press the 2 button to preview your Scare sound. You can let it play through or press it again to cancel playback.

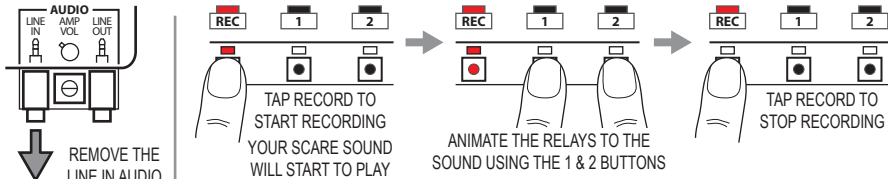
## Multiple Scare Sounds

The PicoBoo can store up to ten scare sounds, as long as they are under two minutes (see online manual).

## Ambient Sound

The PicoBoo can also record an Ambient sound that it will loop while it waits to be triggered. An Ambient sound must be recorded **before** the Scare sound. To record or preview the Ambient sound, follow the steps above using the 1 button instead of the 2 button. Once you're happy with the Ambient sound you may record the Scare sound, as long as they are under two minutes. To disable the Ambient sound, record silence for less than three seconds.

## Recording Animation



### Previewing your Scare

To preview your Scare press the 2 button. Press the 2 button again to stop it.

### 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 audio or animation.

- The PicoBoo may be write-protected. See *Write-Protecting Your Audio and Animation* above.
- If it's animation you can't record, make sure there is no audio cable in the PicoBoo's Line In jack.

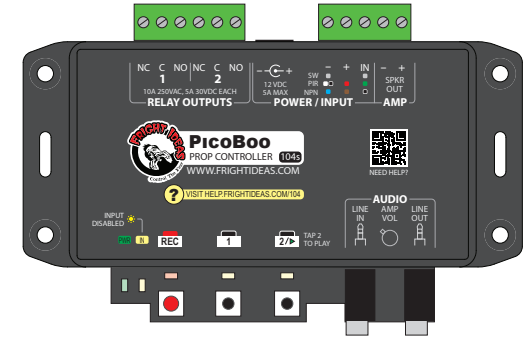
### The sound starts cutting out or sounds crackly.

- If you're NOT using the amplified output you may have recorded at too high a volume. Try re-recording the audio with the audio source set to a lower volume.
- If you're using the amplified output your power supply may be too small. Try turning down the volume or swapping out the power supply with one that has a higher current or wattage rating. If the audio clicks or pops when you turn an output off you may need diodes or capacitors on your solenoids. See the full manual for more details.



## Quick-Start Guide

### PicoBoo

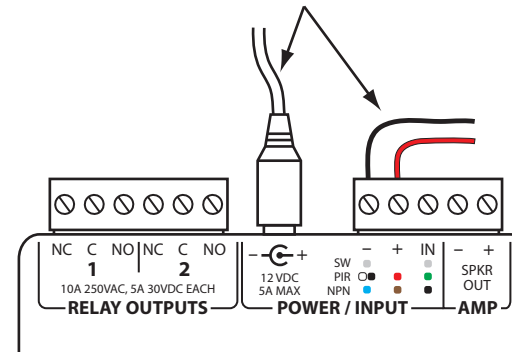


### NEED HELP?

There are videos available online at [help.frightideas.com/104](http://help.frightideas.com/104)

## Power Supply

POWER CAN BE SUPPLIED USING THE BARREL CONNECTOR OR THE TRIGGER TERMINAL BLOCK.



### Sizing your Power Supply

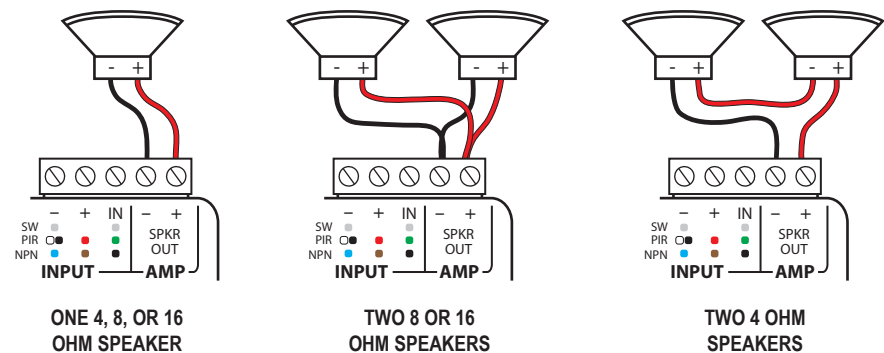
Your PicoBoo's power supply must be 12 volts DC. The wattage you'll need depends on whether you're using the internal amp, and if you're trying to power other devices from the same supply.

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, and 12 if you are.

### Example:

12 watts PicoBoo and internal amp  
+ 12 watts 2 x 12VDC 6 watt solenoids  
= 24 watts Total - Need at least 24 watts

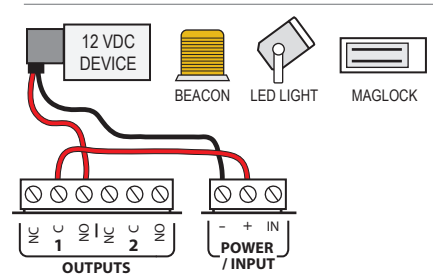
## Amplified Speaker Output



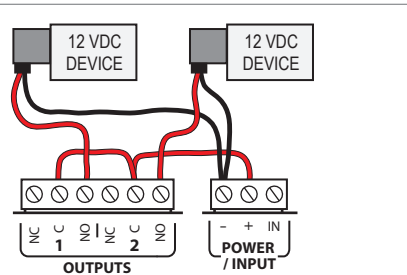
# Relay Output Wiring



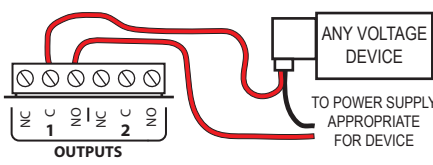
- Each output can handle up to 10 amps at 120VAC, 5 amps at 220VAC, or 5 amps at 30 VDC.
- The terminal blocks can be removed by pulling them out in the direction the wires exit the block.
- If you'd like the device to stay on by default and turn off when the output is energized use NC instead of NO.



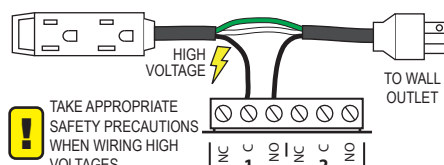
ANY 12 VDC DEVICE



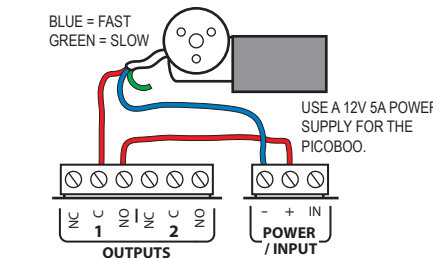
TWO 12 VDC DEVICES



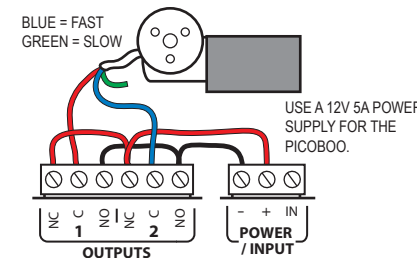
ANY DEVICE THAT'S NOT 12 VDC



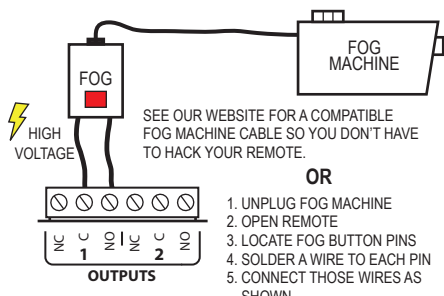
ANY 110 VOLT LOAD



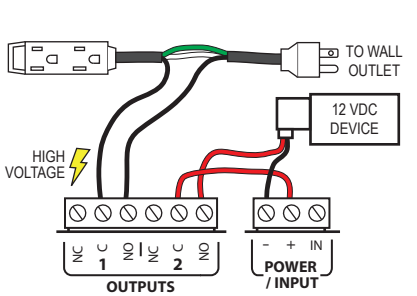
12 VDC MOTOR ON/OFF IN ONE DIRECTION



12 VDC MOTOR FORWARD AND REVERSE



FOG MACHINE



ONE 110 VOLT DEVICE, ONE 12 VDC DEVICE

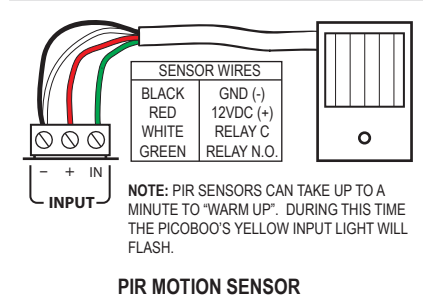
# Trigger Input Wiring



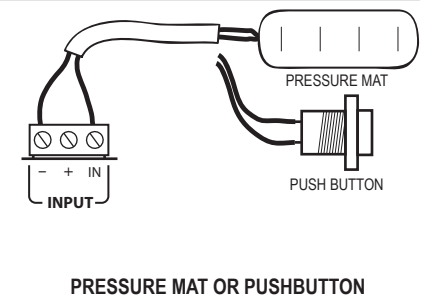
By default, the animation & sound will play once when the trigger is activated. If the trigger is still active when the animation ends it will loop. Enable "Single Shot" mode if you want to prevent looping.

## Toggle Single Shot Mode

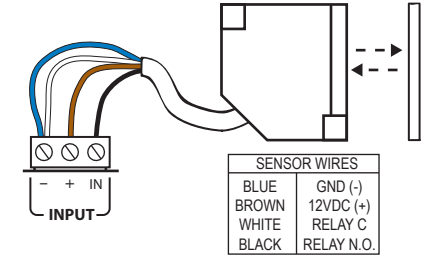
1. Hold the middle 1 button while powering up the PicoBoo.
2. Keep holding the 1 button for about 10 seconds until the light above it comes on and stays on, then let go. Repeat the same steps to disable.



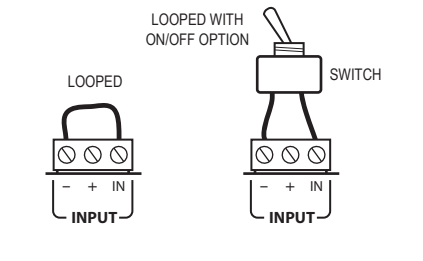
PIR MOTION SENSOR



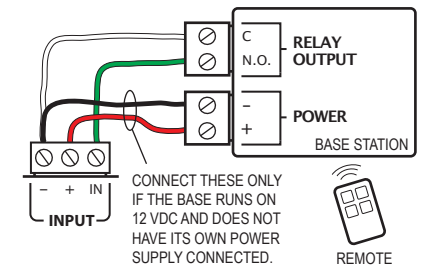
PRESSURE MAT OR PUSHBUTTON



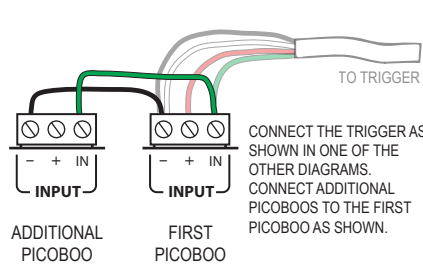
BEAM SENSOR



CONTINUOUS PLAY (LOOPED)



WIRELESS TRIGGER



MULTIPLE PICOBOOS WITH ONE TRIGGER

# Recording Audio

## Connect Audio Source and Speakers

