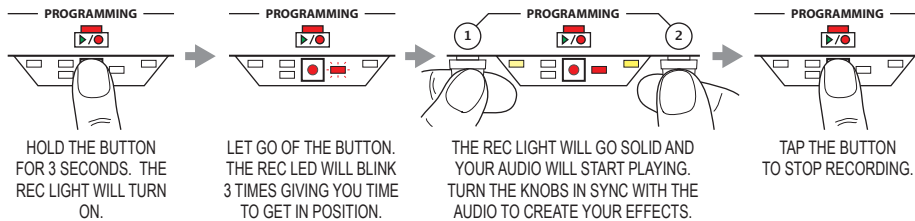


Recording Animation



OR



Previewing your Scare

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

Recording Ambient Animation

To toggle between recording Ambient or Input animation, hold the button for 10 seconds. When it starts to blink let go. Now use the recording steps above to start recording. Repeat the 10 second hold to switch back.

Write-Protecting Your Animation

You can write-protect your animation to protect it from being erased or overwritten. See `_PROTECT` in *Settings*.

Settings

The PicoFX 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 / INPUT1 folders depending on the option. All folder names must start with the underscore as shown. Substitute any # characters with a number.

Folder Name	Global Options - Put these in the SD card's ROOT folder.
_NODIM1	<i>Output 1 Dimming Disable</i> - Sets output 1 to a mode safe for ON/OFF only devices.
_NODIM2	<i>Output 2 Dimming Disable</i> - Sets output 2 to a mode safe for ON/OFF only devices.
_PROTECT	<i>Write Protect</i> - Disables recording to protect your animation.
_TDLY###	<i>Trigger Startup Delay</i> - The trigger will be ignored for # seconds at startup. Use with PIRs.

Folder Name	Ambient or Input Options - Put these in the AMBIENT or INPUT# folders.
_JUKEBOX	<i>JukeBox Mode (Ambient Only)</i> - Plays ALL audio files start to finish while looping any animation. The Ambient sound will also resume where it left off after playing a triggered scene.
FADINT#	<i>Fade on Interrupt (Ambient Only)</i> - Fade out when interrupted. (# = fade in rate 1-5)
PLAYALL	<i>Play All Audio</i> - Plays all the audio files in the folder instead of the one that matches the animation.
NCINPUT	<i>Normally-Closed Input (Input1 Only)</i> - Sets trigger input for use with normally-closed triggers.
MOMENT	<i>Momentary Input (Input1 Only)</i> - The scene will only play for as long as the trigger is active.
VOL-L##	<i>Volume</i> - Sets volume for this folder only. Use -R for right audio channel. (0-25, default 25)
PSD####	<i>Trigger Post Delay (Input 1 Only)</i> - The trigger will be ignored for # seconds after the scene plays.
_LENSND	<i>Scene Length = Sound Length</i> - Use this option if you want the particular scene to be exactly the same length as your sound. Using this will stop recording and playback when the sound is done.

Troubleshooting

The IN light blinks after power-up.

The PicoFX has determined that a PIR motion sensor is likely connected. It's ignoring the trigger input for one minute while the sensor warms up.

The REC button is not responding.

The PicoFX may be write-protected. See *Write-Protecting Your Animation* above.

The PicoFX will blink an error code using the REC light when it has a problem with the SD card.

REC LED ERROR CODES	
Blinks	Error Description
1	No SD Card
3	No INPUT1 folder
4	No 000.BIN file found for recording.
5	Error writing to the SD card



Quick-Start Guide

PicoFX & PicoStorm



NEED HELP?

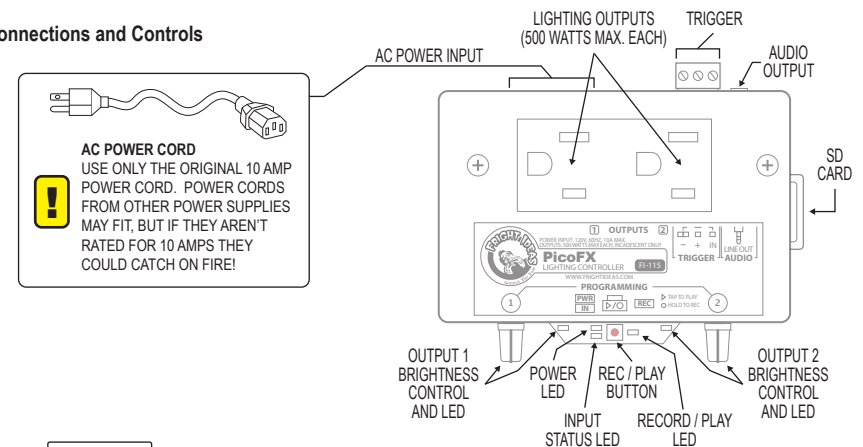
There are videos, a full manual, and more diagrams available online.

Getting Familiar

PicoFX vs PicoStorm

A PicoStorm is actually a PicoFX programmed to power up and loop a thunder and lightning scene. You basically just plug in your lights and you're done. Recording is disabled so the program can't be changed inadvertently. A PicoFX, on the other hand, is shipped ready to be programmed by the user. A PicoFX can easily be converted to a PicoStorm, and vice-versa, by simple moving some folders on the SD card. See the README file on the SD card for details.

Connections and Controls

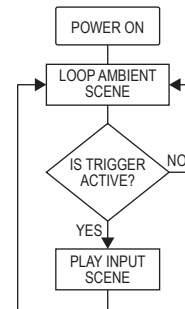


Operation

When the PicoFX starts up it will immediately start looping the Ambient scene. If an Ambient scene doesn't exist, it'll set the brightness of the lighting outputs to the that indicated by the control knobs and sit idle waiting for a trigger signal.

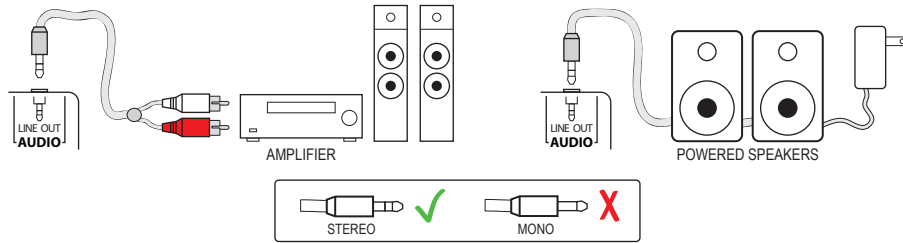
If a trigger is activated any time during the playback of an Ambient scene, the Ambient scene will be interrupted and the Input scene will be played. Additional triggers on the input will be ignored during playback of the Input scene. When the Input scene has finished, the Ambient scene will start again from the beginning.

The Input scene can be manually triggered or stopped at anytime by pressing the button. This is the PicoFX's default behavior. It can easily be altered to suit different applications, see the *Settings* section for more information.



Connecting Speakers

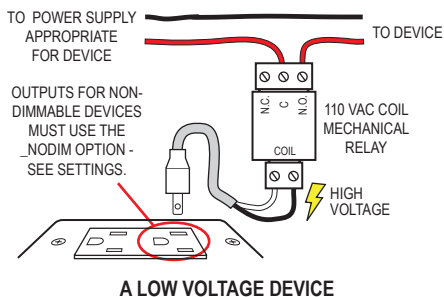
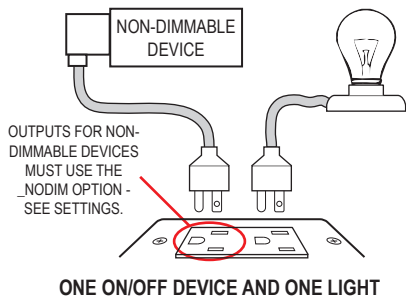
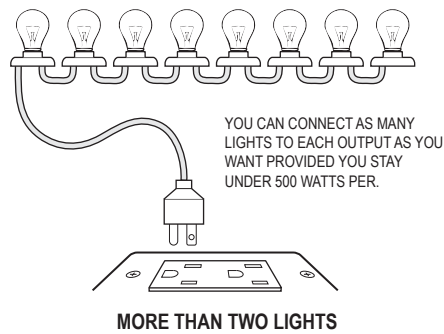
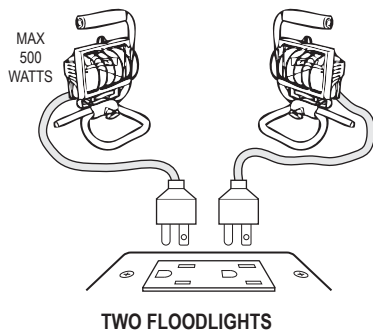
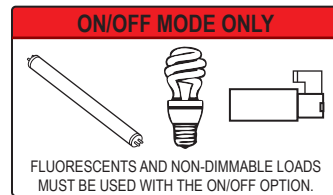
The audio output is designed to connect to powered speakers or external amplifiers.



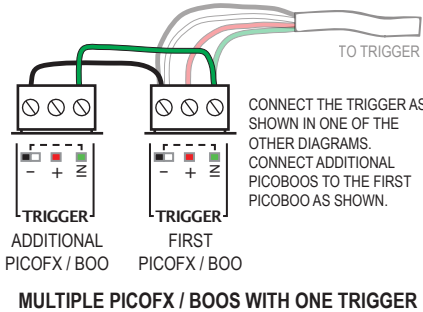
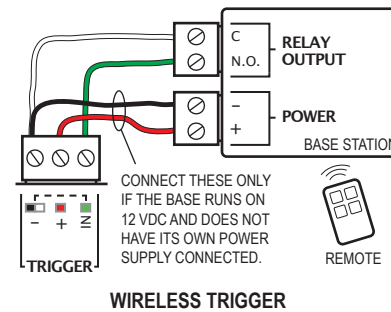
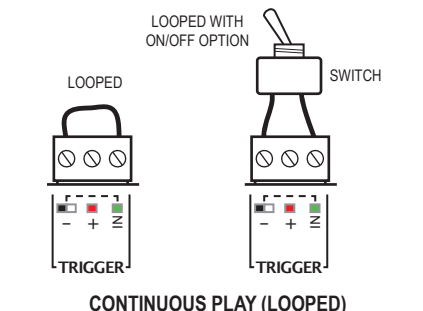
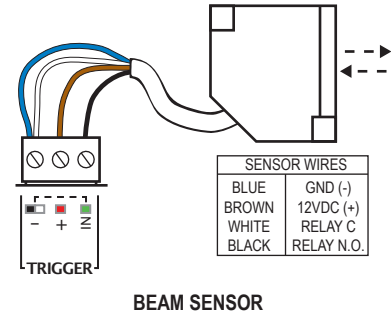
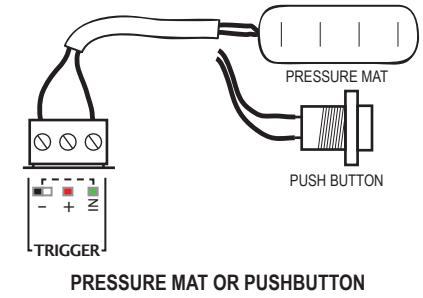
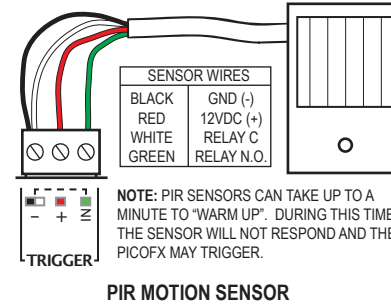
Lighting Outputs

The lighting outputs of the PicoFX can only be used to dim incandescent lights, or lights specifically designed to be used with traditional dimmer switches. Plugging fluorescent lights, solenoids valves, relays, or other non-dimmable devices into these outputs may damage the PicoFX or your device. These loads can only be controlled if the ON/OFF setting is used for the output. See the *Settings* section for details on using this setting.

Each output is rated for a maximum of 500 watts. There is an internal 10 amp fuse for overload protection.

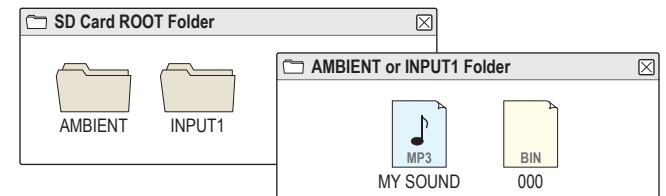


Trigger Input Wiring



SD Card Layout

Your SD card will have an AMBIENT and INPUT1 folder. Put your MP3s in the appropriate folder depending on when you want them to play. The filenames of the MP3s are not important unless you want the sounds to play in a particular order. If you aren't sure how to copy the files, download our free Director software. It'll put the files in the right place and make sure they're in the correct format.



Ignore any BIN files in these folders. The PicoFX uses these to store your scene animation.