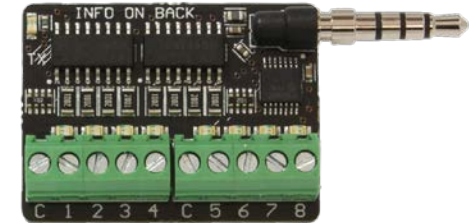




## Quick-Start Guide Sprite Input Adapter

PN: 437



### Sprite Setup

#### Setting the Control Mode

1. Press the Setup button on the Sprite's remote control.
2. Change the Video Output Mode to match your video file.
3. Set the Control Mode to "Serial Control".
4. Set the Baud Rate to 9600.
5. Exit the menu

#### Copying the Video Files

All files should be in the root directory. If you want an Ambient file to loop while the player waits to be triggered, that file should be named 000. Your triggered files should be named 001, 002, 003, etc. Leave any existing file extensions in tact.

Input	Video File
1	001
2	002
3	003
4	004
5	005
6	006
7	007
8	008

#### Video Glitches While Triggering

If you notice a video glitch when you trigger try another video mode, for example 1080P 50, 1080P 24, etc. The video mode should match the resolution of your audio files.

# Wiring Diagrams

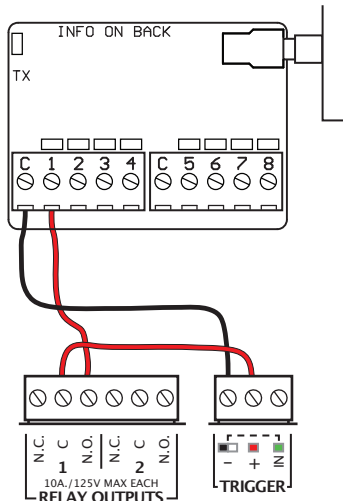
## About Optically-Isolated Inputs

The adapter's optically-isolated inputs prevent unwanted noise and interference from getting into the Sprite player. It also protects the Sprite from damage during wiring errors or short circuits.

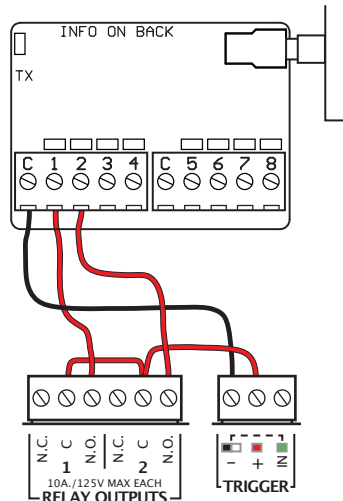
To maintain this optical isolation you will need to provide power to the inputs on the interface board. If you are using a controller you can usually just use the power from the controller. If you are using buttons, you will need to provide power from a battery or external supply. A battery would last a very long time in this case as power is only drawn from the battery when the buttons are pushed.



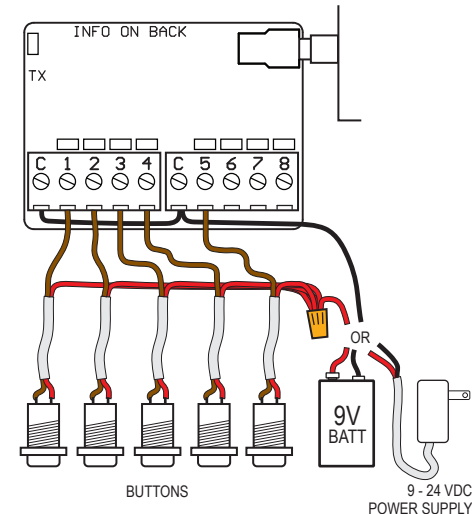
Be sure to use wire ties to mechanically secure the wires near the Sprite player. If your Sprite or SpriteDMX board gets damaged because a cable got yanked it will not be covered by warranty.



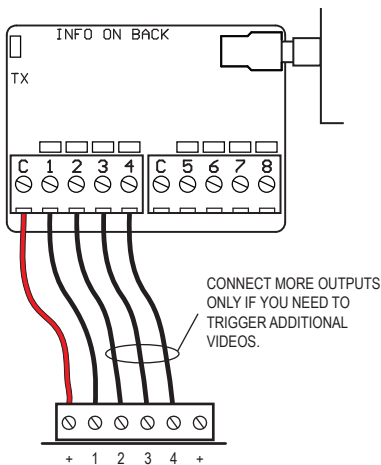
**TRIGGERING FROM A RELAY OUTPUT**  
(ALL PICOBOOS EXCEPT PICOBOO ONE)



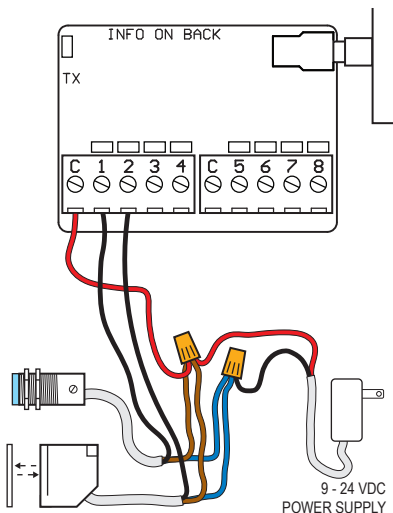
**TRIGGERING TWO VIDEOS FROM RELAY OUTPUTS**  
(ALL PICOBOOS EXCEPT PICOBOO ONE)



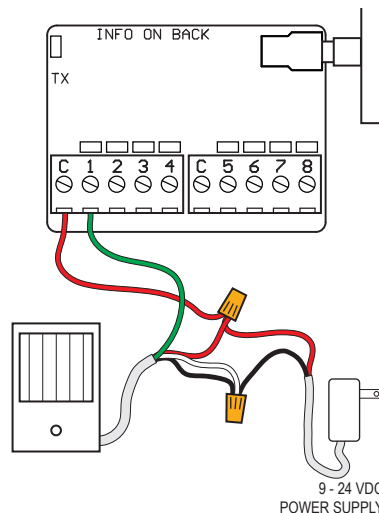
**BUTTONS**



**TRIGGERING FROM SOLID-STATE OUTPUTS**  
(FLEX, FLEXMAX, ESCAPEKEEPER, PICOBOO ONE)



**NPN OUTPUT SENSORS**  
(BEAM SENSOR, PROXIMITY SENSOR, ETC)



**NORMALLY-OPEN PIR MOTION SENSOR**