VooDooFx

Sound FX Unit 1

Hal 9000

Circuit Board Diagram:

5-V **+ Vin**   5-V - Gnd   Gnd   Gnd

**USB
PORT →**

**SPEAKERS
← L&R**

TRIGGER PORTS 0-10   **Gnd**
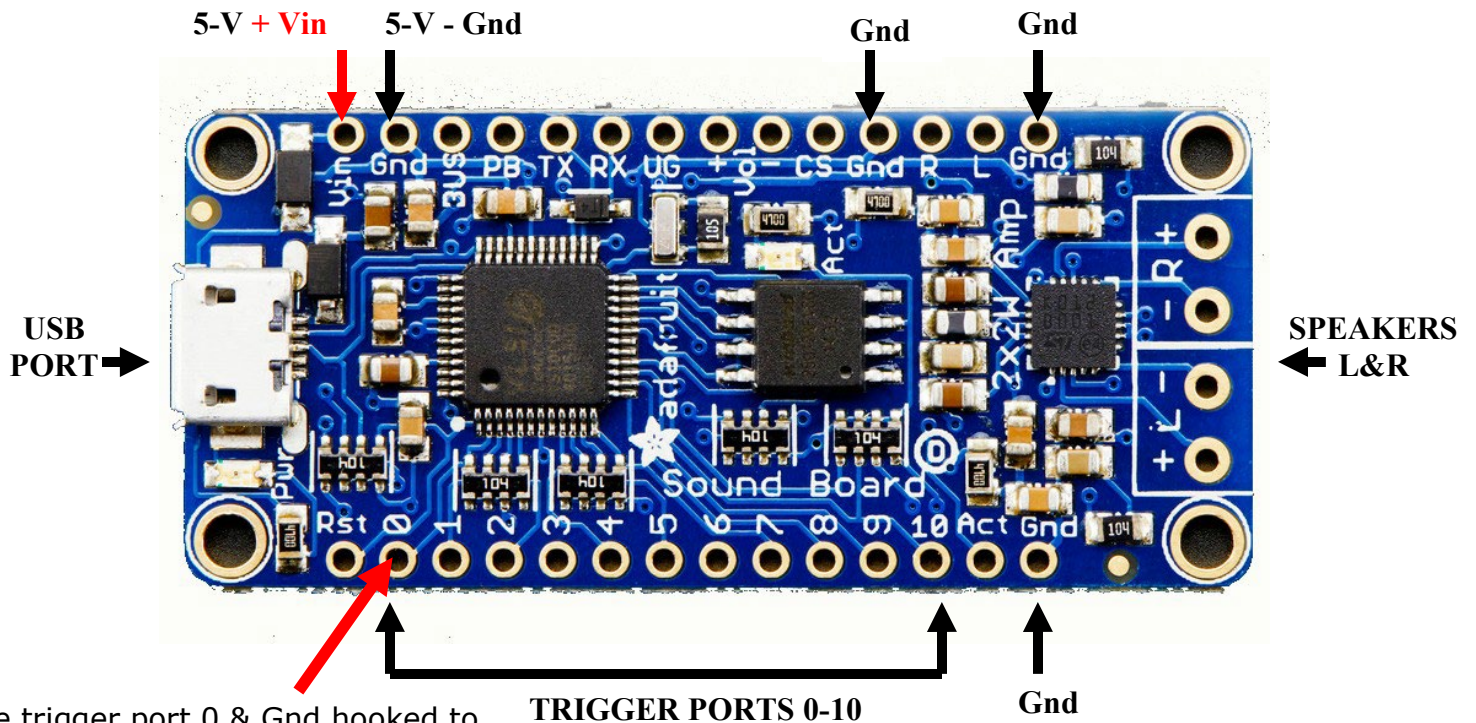
Use trigger port 0 & Gnd hooked to
the sound trigger switch to activate
the sound file.

SOUND BOARD CIRCUIT DIAGRAM:

HAL LED LIGHT

470 **RESISTOR**

ON/OFF SWITCH

5V BATTERY BOX

AAA Battery

AAA Battery

AAA Battery

AAA Battery

SOUND BOARD

SPEAKER

SOUND TRIGGER SWITCH
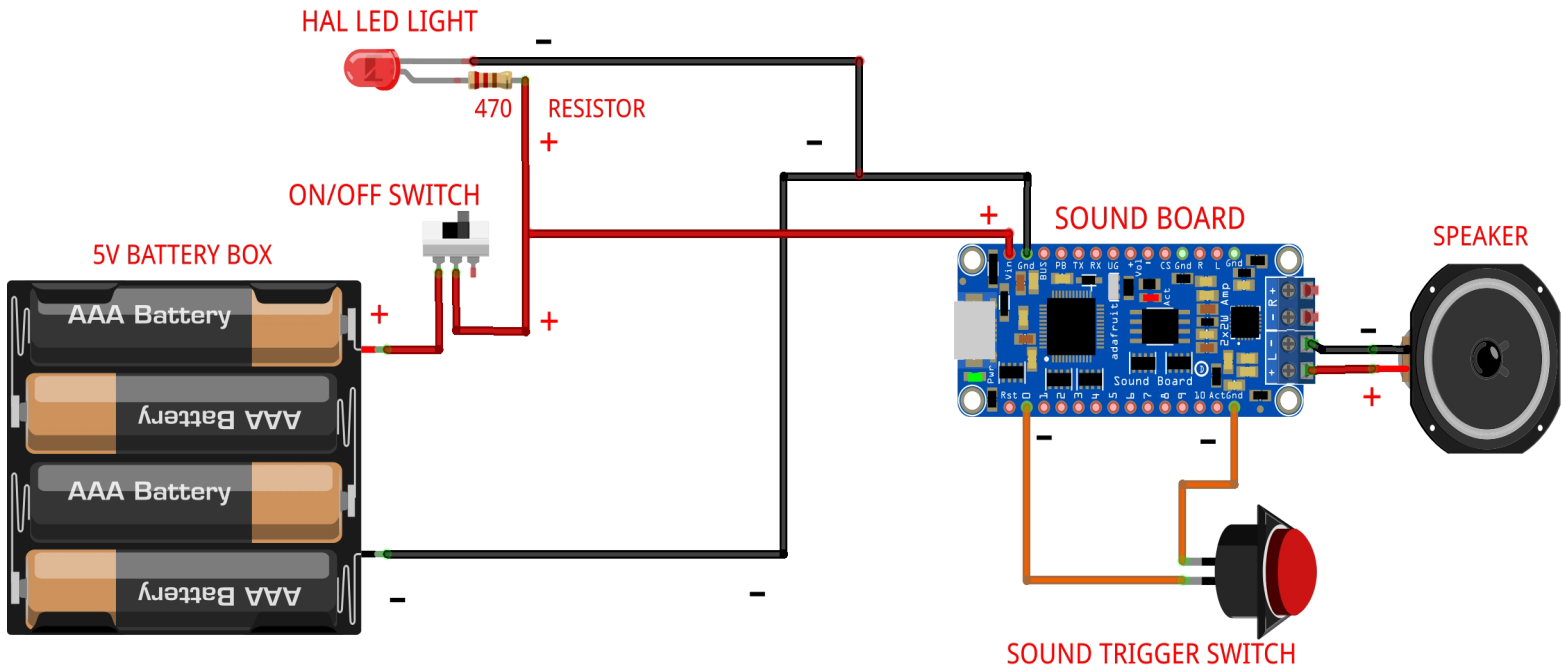
fritzing

If your going to use the trigger switch you will need to drill out a hole on the side of the face plate. The speaker grill area will also need to be drilled out to improve sound quality.
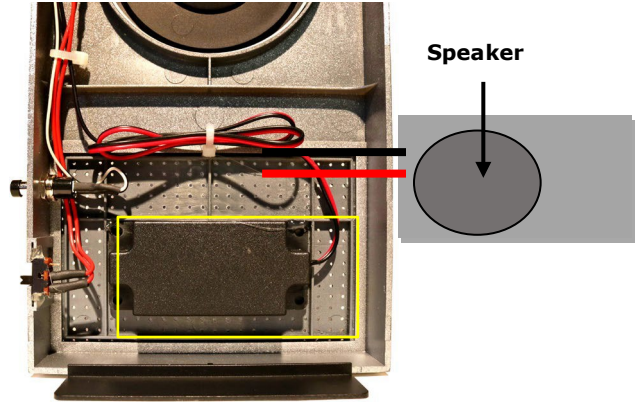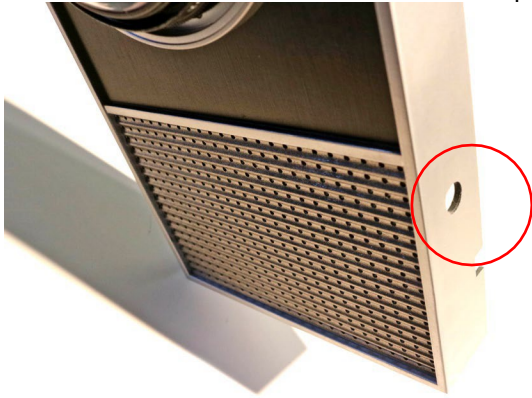
Speaker

Sound board information:

Please note you cannot connect these to another amplifier. The built in amp means they are for direct-to-speaker connection only. This product includes the Audio FX sound board, header strip, and two 2-pin terminal blocks.

- No Arduino or other microcontroller required! It is completely stand-alone, just needs a 3 to 5.5VDC battery
- Built in storage - yep! you don't even need an SD card, there's 16MB of storage on the board itself. Good for a few minutes of compressed stereo, and maybe half a minute of uncompressed stereo. Double that if you go with mono instead of stereo.
- Plug any micro USB cable into the Sound Board and your Windows computer, you can drag and drop your files right on as if it were a USB key
- Compressed or Uncompressed audio - Go with compressed Ogg Vorbis files for longer audio files, or uncompressed WAV files
- High Quality Sound - You want 44.1KHz 16 bit stereo? Not a problem! The decoding hardware can handle any bit/sample rate and mono or stereo
- 11 Triggers - Connect up to 11 buttons or switches, each one can trigger audio files to play
- Stereo line out - We breakout the line out levels so you can connect up headphones if desired
- 2 x 2W Class D Amplifier - Get booming instantly, we baked in a stereo amplifier that can drive 4-8 ohm speakers, up to 2.2W with only 1% distortion
- Five different trigger effects - by changing the name of the files, you can create five different types of triggers which will cover a large range of projects *without* any programming

What is a triggered effect? Well, depending on your project you may need to have audio play in different ways. The five most common needs are built it into the Sound Board so you just rename the file to get the effect you want.

1. Basic Trigger - name the file Tnn.WAV or Tnn.OGG to have the audio file play when the matching trigger pin nn is connected to ground momentarily
2. Hold Looping Trigger - name the file TnnHOLDL.WAV or .OGG to have the audio play only when the trigger pin is held low, it will loop until the pin is released
3. Latching Loop Trigger - name the file TnnLATCH.WAV or .OGG to have the audio start playing when the button is pressed momentarily, and repeats until the button is pressed again
4. Play Next Trigger - have up to 10 files play one after the other by naming them TnnNEXT0.WAV thru TnnNEXT9.OGG. Will start with #0 and each one on every momentary button press until it gets through all of them, then go back to #0
5. Play Random Trigger - just like the Play Next trigger, but will play up to 10 files in random order (TnnRAND0.OGG thru TnnRAND9.OGG) every time the button is pressed momentarily

The sound board is designed to be simple: it does not have polyphonic ability, can't play MP3's (MP3 is patented and costs $ to license, so this board uses the similar but not-patented OGG format, there's tons of free converters that will turn an MP3 into OGG), isn't reprogrammable or scriptable, and you can't have any other kind of trigger type. However, there's a good chance the project you want to make will work great.

We designed this board specifically for people who wanted to make props, costumes, toys, and other small portable projects. Check Note: The terminal blocks included with your product may be blue or black.

Indemnity
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