



FragTag HQ-SFX Programmer Users Manual

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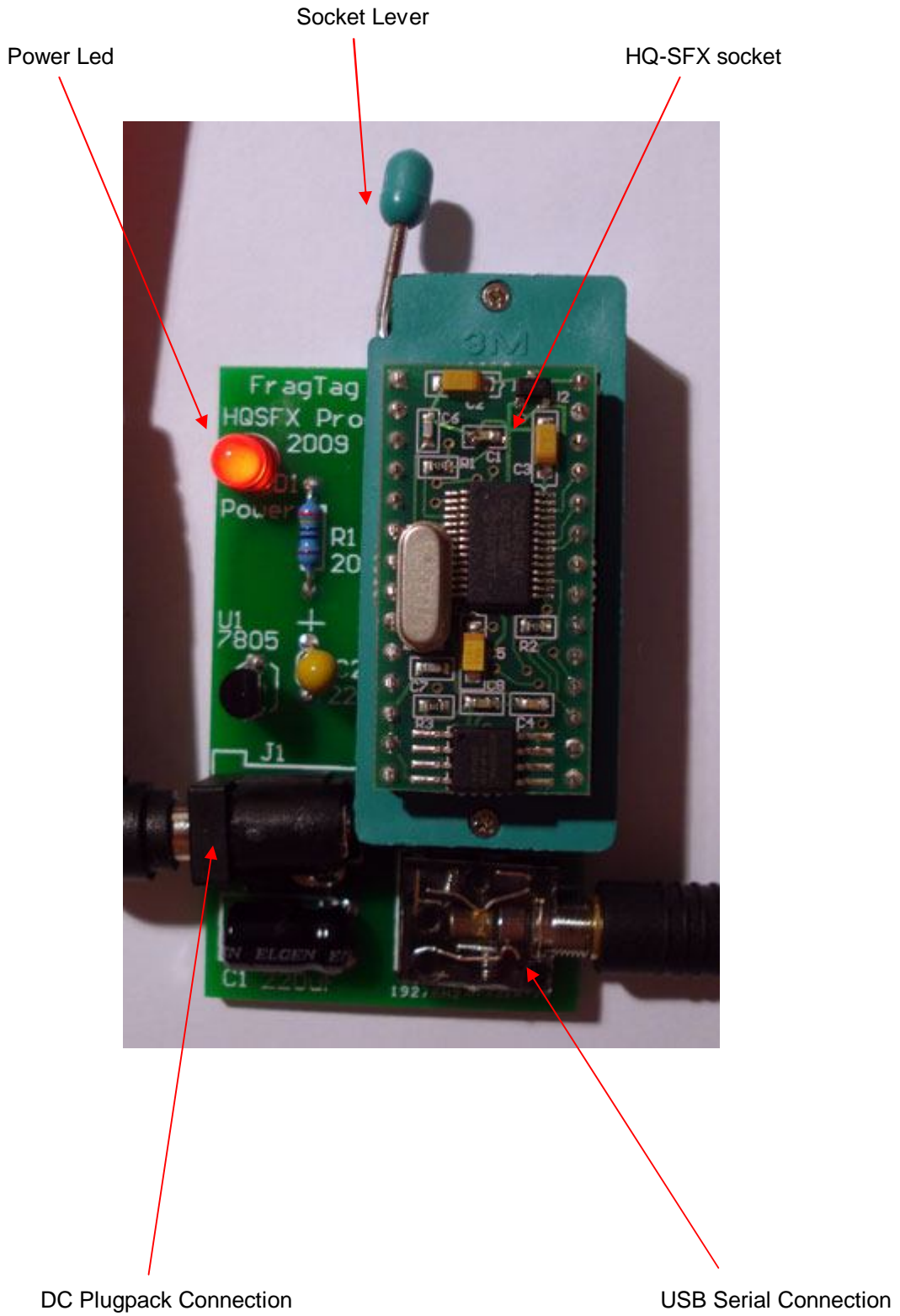
Introduction

Welcome to FragTag©, a highly advanced, dual format commercial 'laser' tag system.

HQ-SFX is a digital audio sound effects playback device, offering high quality and extremely fast response time.

This Manual details the procedure for programming HQ-SFX with audio data, using the HQ-SFX Programmer PCB.

HQ-SFX Programmer Board Layout



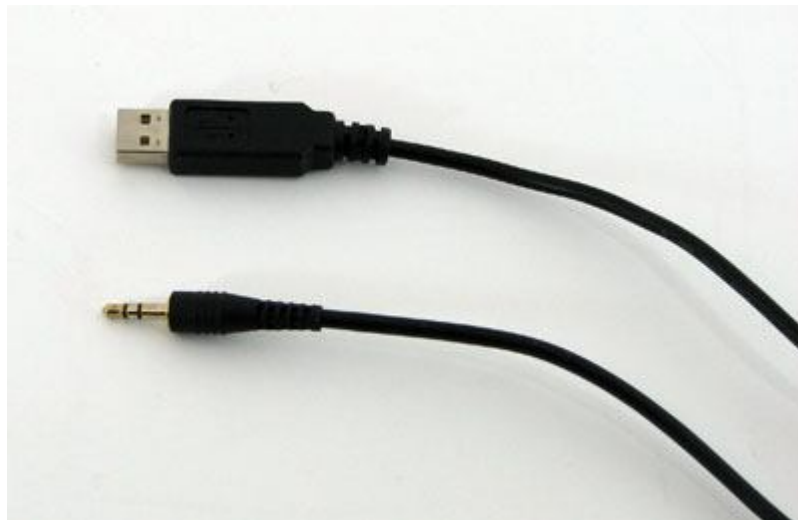
Procedure

To program HQ-SFX with audio data, follow this procedure.

1. Connections

- Ensure power to the Recorder PCB is switched off
- Carefully insert the HQ-SFX into the large green Zero Insertion Force socket. Ensure the lever is pointing upwards before inserting the module. Refer picture above for the correct way to position the module.
- Move the lever to the horizontal position to lock the HQ-SFX module in place
- Connect a FragTag USB serial adaptor cable to the 3.5mm socket on the recorder PCB. Connect the other end to a PC running Microsoft Windows. A copy of FragScore must be installed on the PC.
- Connect a DC plugpack to the power socket of the Recorder. This plugpack must be between 6 and 9 volts DC, with the centre tip being positive. Caution: Failure to observe the correct voltage or polarity may damage the Recorder PCB and will not be covered under warrantee.
- When power is applied correctly, the Red power Led on the Recorder PCB will illuminate.

USB Serial Adaptor Cable



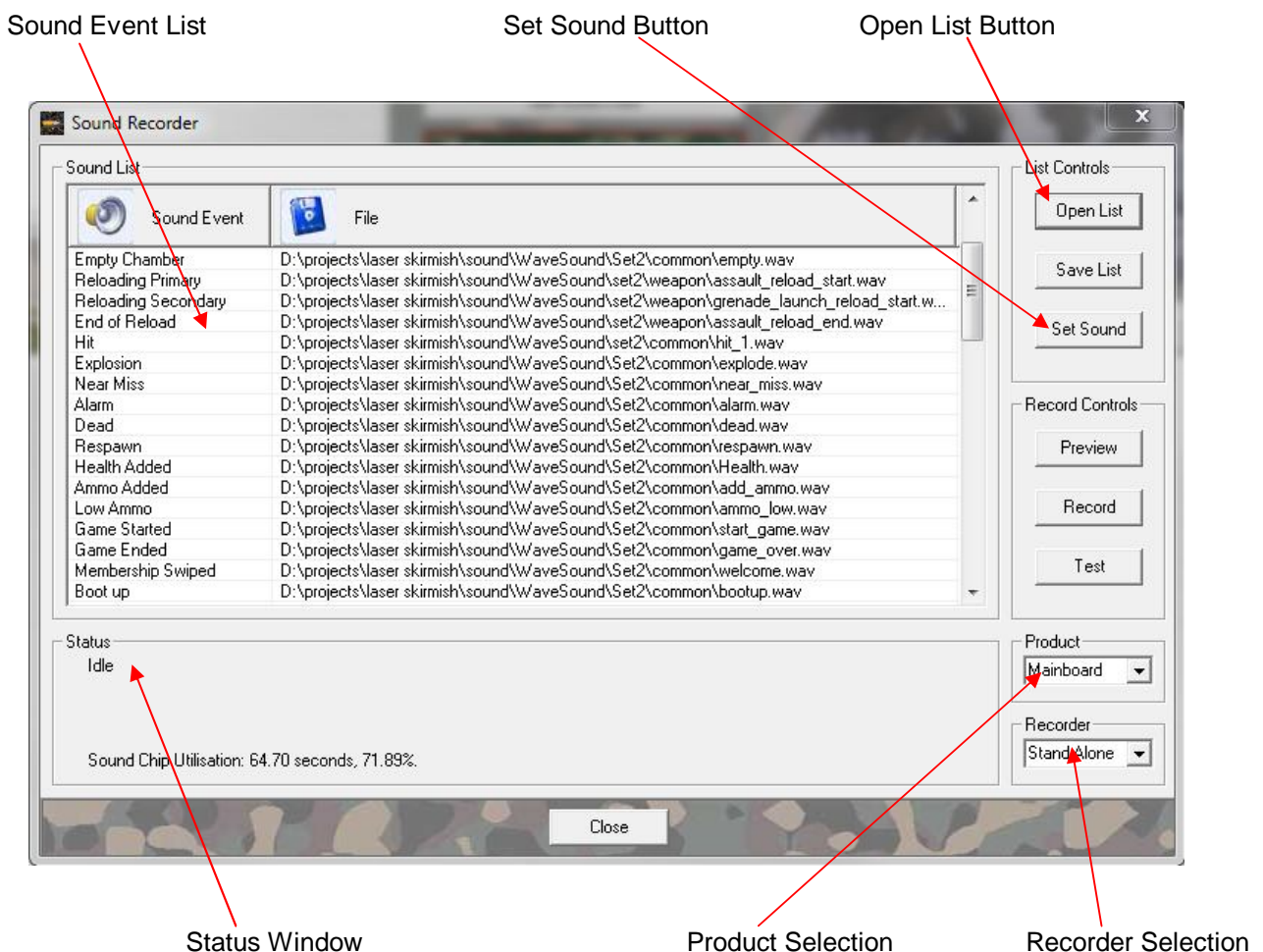
2. Preparing Sound Files

- Open FragScore on the PC. Ensure that the setting for the comm. port matches that of your USB adaptor (Settings -> Communications Port)
- Select Tools -> Sound Recorder
- In the lower right section, make sure that the Product selection matches the PCB that you wish to fit HQ-SFX too. For example, if you are programming a HQ-SFX for a Mainboard, select "Mainboard" For a Cerberus Claymore, select "Cerberus" etc.
- In the bottom right corner, ensure the Recorder type is set to "Stand Alone"
- In the Sound List area note the list of Sound Events. These correspond to the sound events in the product, for example when a Mainboard is configured as an Assault Rifle and is fired, the sound event Assault 1 Fire 1 is played.
- If you have a saved list of sounds from prior recording, you can load it using the Open List button. This will recall saved data. If you do not, you need to obtain sound files for all of the events, and assign them to each event using the Set Sound button. For example, to assign a sound file to the event "Hit", select Hit from the list, and then press Set Sound. You will be prompted to select a wave file for this sound event. Continue through all sound events.

- Note that the sound files must follow this format:

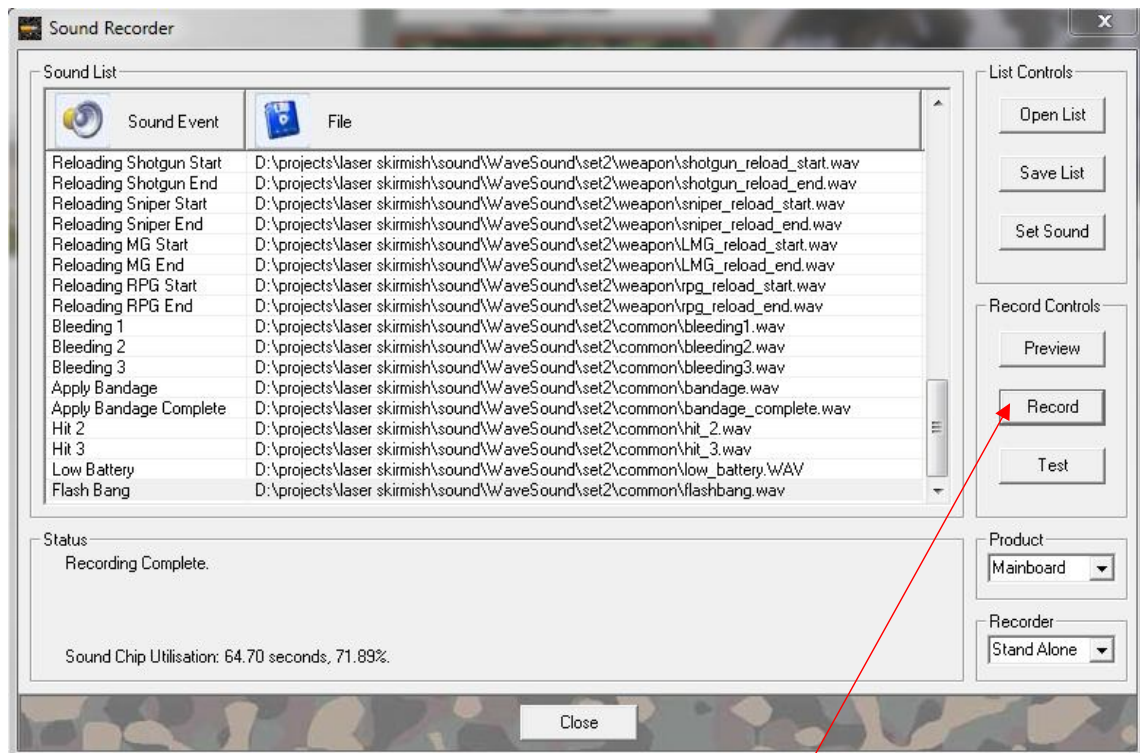
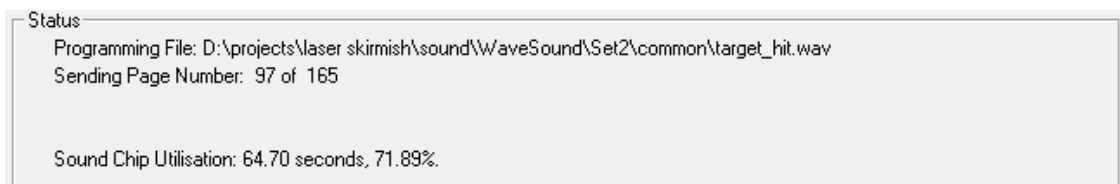
| Number of Bits | Sample rate | Format | Number of Channels |
|----------------|-------------|------------|--------------------|
| 8 | 22 Khz | Wave (wav) | 1 (mono) |

- When you have assigned all sound files to the events, press Save List and save it somewhere safe for later use.



3. Programming

- Press the Record button. If everything is correct, the Status window should show “Erasing” followed by counting of the audio data as it programs
- Wait for completion (approximately 10 minutes)
- If you get the message “Recording Complete” then it has been successful. Switch off the power, and move the socket lever to the vertical position. Carefully remove HQ-SFX from the socket, and transfer it to the PCB that it will be used in. Take care to avoid bending any pins, and that it is inserted the correct way around.
- If you get an error message, check the following to ensure they are OK:
 - i. Check that the Red power Led is illuminated
 - ii. Check Serial adaptor cable is fully inserted
 - iii. Check FragScore communications port setting is correct
 - iv. Check HQ-SFX module is inserted the correct way around in the socket
 - v. If all of the above is correct, switch off everything and close FragScore, and repeat all steps being very careful to proceed in the exact order described above. If this fails again, contact FragTag Technical Support for further guidance.



Record Button