Sound Signage
SD Talker
Application Manual

EASY CONTROL BY FILENAME!

The SD Talker has a wealth of functions to enable many persons to use it in a variety of places and situations. Almost all its functions can be set by **adding a character string to the filename**, enabling sophisticated settings to be made by anybody at all.
When making a setting, it is necessary to use a personal computer, tablet or smartphone that enables the filename of the file saved in the SD card to be changed.
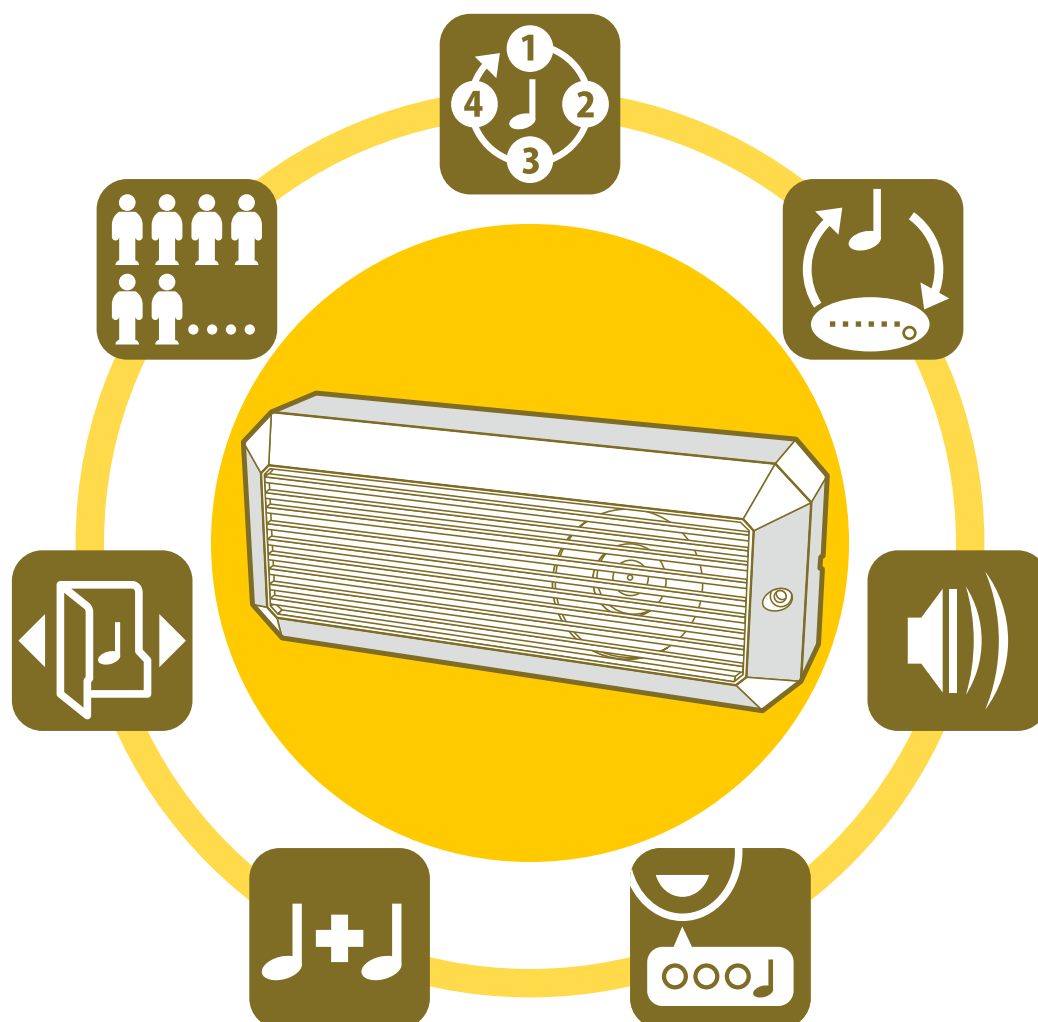
To set a function, simply **add a character string** to the filename!

Additional character string

Filename

WAV

.wav ※

Extension

SD

※When you make a setting that does not display the extension of the file, the extension is not displayed.

① How to determine the playback sequence

Playback sequence function

Additional character string
Filename

01 OOOO**.wav**
…02,03,…

The sound files are played back in the sequence of the added numbers (filenames).

● You can play a maximum of 100 sound files in the desired sequence.

SD

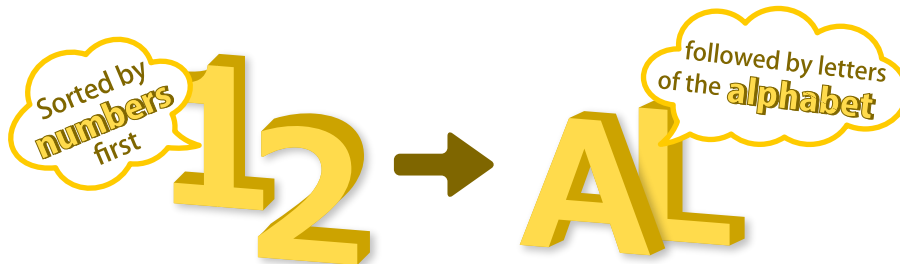Playback sequence

01 Guidance C.wav
02 Guidance B.wav
03 Guidance A.wav

*Files are sorted by filenames using up to 47 characters from beginning of filenames.

【Character sorting sequence】

Sorted by **numbers** first

12 → AL

followed by letters of the **alphabet**

② How to set the interval time

Mute time adjustment function

Filename
Additional character string

OOO**mute□.wav**
□=0～2,000,000 (The unit is "second.")

Set the interval time (mute time) to start immediately after playback of a sound file.

● You can set the mute time freely for each sound file to between 0 and 2,000,000 seconds.
(If you do not set a mute time, a value of 1 second will be set automatically.)

SD

01 Guidance mute3.wav
└ Mute time 3 seconds
02 Guidance mute0.wav
└ Mute time 0 seconds
03 Guidance mute300.wav
└ Mute time 300 seconds

*Ensure that the number of characters in the filename excluding the extension is no more than 59 characters.

*Set the mute time to between 0 and 2,000,000 (the unit is "second.")

*Ensure that characters cannot be inserted after the mute time setting character string.
 If there is a character after the character string, separate them from each other using a space, for example.

*If you do not set a mute time, a value of 1 second will be set automatically.

③ How to adjust the sound volume for each sound file

Sound volume adjustment for each file function

Filename / **Additional character string**

OOO **vol ±□** **.wav**

(Lower case characters) + (Increase) − (Decrease) □ = Numbers over the range from 0 to 31

You can adjust the sound volume for each sound file.
(Adding + or − increases or decreases the sound volume. The number corresponds to the number of times that the sound volume button is pressed.)

● Even if the sound volume balance between multiple sound files is poor, you can adjust the volume for each file individually.

SD

01 Guidance.wav

02 Guidance vol+5.wav

Playback starts with volume + button pressed 5 times.

03 Guidance.wav

04 Guidance vol-10.wav

Playback starts with volume - button pressed 10 times.

*This is a relative sound volume adjustment which performs an adjustment for a described part, with reference to the main volume control on the main unit.

*The described increased or decreased part is the same as the number of times the sound volume button on the main unit of the SD Talker is pressed. (+/-2 db per press)

*Ensure that the number in the filename excluding the extension is no more than 59 characters.

*Please describe in the range of -31 to +31. (The practical values are around -10 to +10.)

* Ensure that there are no characters after the sound volume character string. If there are numbers, separate them from each other using a space, for example.

④ How to describe playback contents when turning on the power

Sound content announcement function

Additional character string / **Filename**

#00 OOO **.wav**

The sound file that is headed by the additional character string "#00" is played once only after the power is switched on.

● By playing the contents confirmation sound of the SD card (or folder) only once at the beginning, you can prevent the insertion of the wrong card. You can also use this function as a sound effect when switching folders.

SD

Playback once only → #00 This is BGM for weekdays♪.wav

Playback sequence

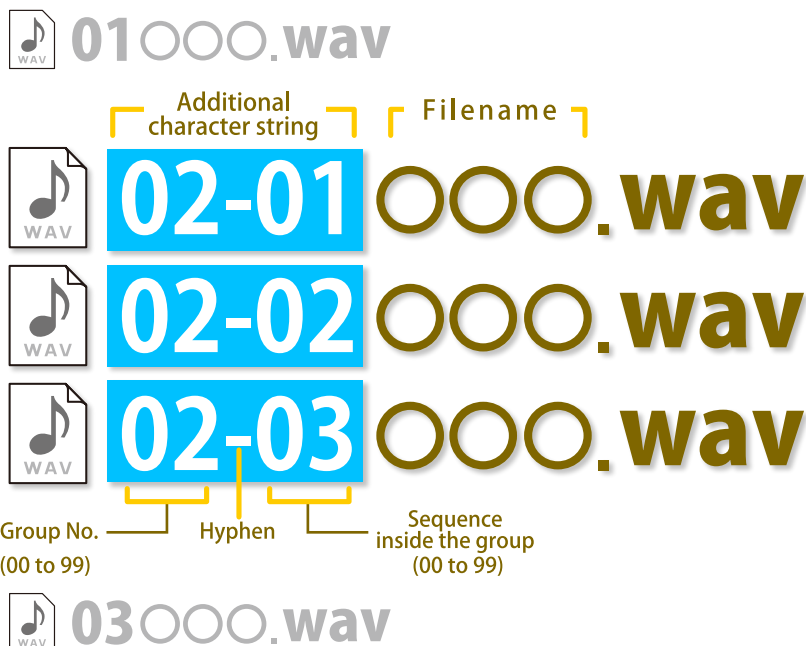01 In-store BGM – C.wav

02 In-store BGM – B.wav

03 In-store BGM – A.wav

*Ensure that there are no numbers after "#00." If there are numbers, separate them from each other using a space etc.

*If the file is inserted into the folder, it is played when the folder changes over.

⑤ How to play back multiple sound files as a single sound

♪+♪

01○○○.wav

Additional character string

Filename

02-01 ○○○.wav

02-02 ○○○.wav

02-03 ○○○.wav

Group No. — Hyphen — Sequence inside the group
(00 to 99) (00 to 99)

03○○○.wav

By adding a hyphen plus a 2-digit number (sequence inside the group) to a group number (playback sequence of sound files), playback of the bonded (grouped) will take place.

● Normally, each time the sensor responds, only one sound can be played back.
However, by grouping files, multiple sound files can be bonded to form a single sound file which can be played back.

SD

Playback sequence

Bonding

♪ 01 In-store guidance 1.wav

♪ 02-01 OP music.wav

♪ 02-02 Big sale.wav

♪ 02-03 ED music.wav

♪ 03 In-store guidance 2.wav

*Attach the additional character string to the head of the filename.
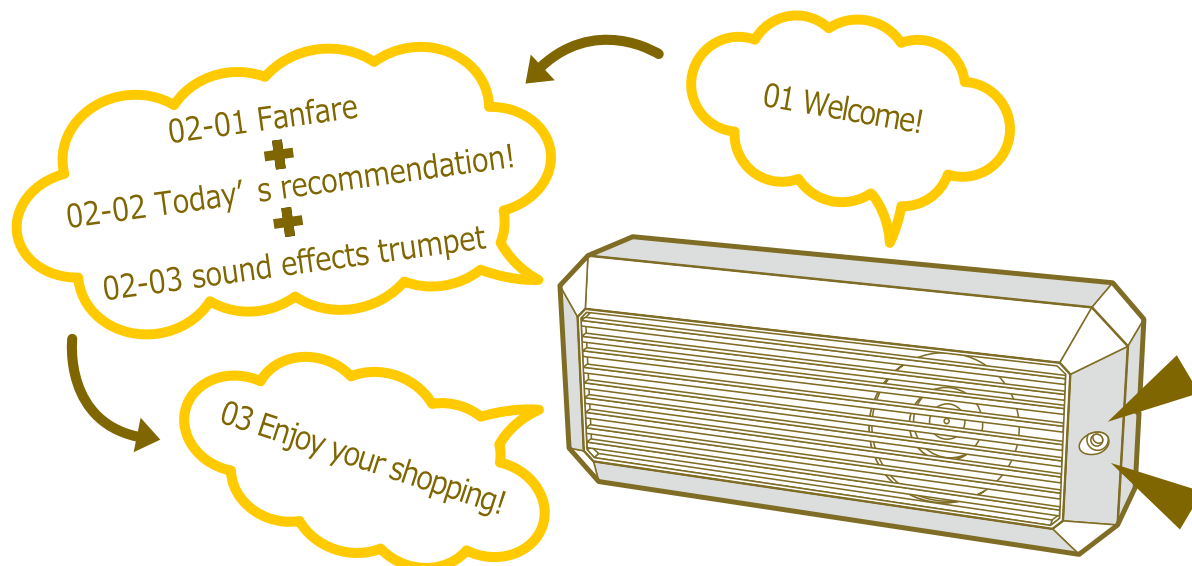
*Describe the additional character string using 5 digits consisting of [Group No. (2-digit No.)] + [Hyphen] + [sequence inside the group (2-digit No.)].

*Set a 2-digit No. over the range between 00 and 99.

*Ensure that the number of characters in the filename excluding the extension is no more than 59 characters.

*You cannot bond sound files that start with # (announcement function files, etc.).

*If there is no interval time setting, the intervals between files in the group will be set to 0 seconds.
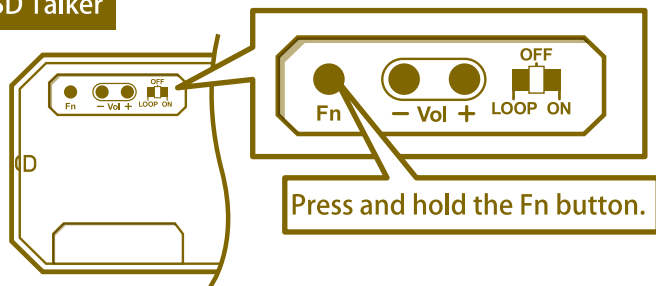
02-01 Fanfare
+
02-02 Today's recommendation!
+
02-03 sound effects trumpet

01 Welcome!

03 Enjoy your shopping!

⑥ How to insert multiple scenes in a single SD card and change over the folders

Folder changeover function

Back of SD Talker

Press and hold the Fn button.

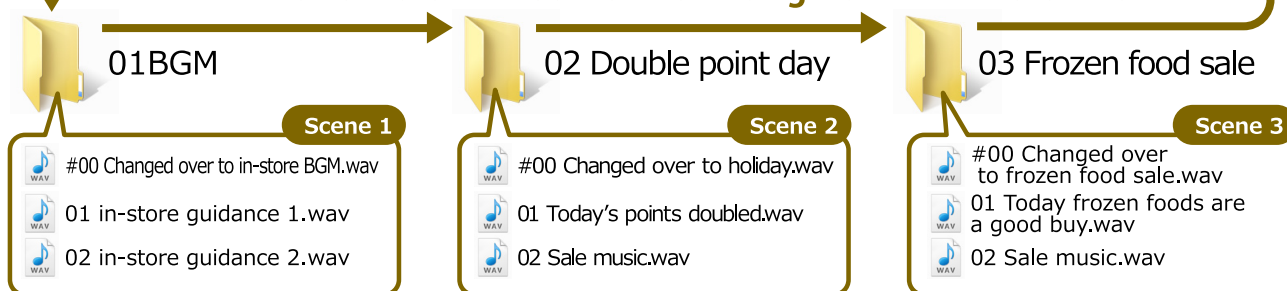**Press and hold the Fn button at the back of the SD Talker to change over the folders inside the SD card.**

Press and hold the button to change over the folders.

01BGM

Scene 1
- #00 Changed over to in-store BGM.wav
- 01 in-store guidance 1.wav
- 02 in-store guidance 2.wav

02 Double point day

Scene 2
- #00 Changed over to holiday.wav
- 01 Today's points doubled.wav
- 02 Sale music.wav

03 Frozen food sale

Scene 3
- #00 Changed over to frozen food sale.wav
- 01 Today frozen foods are a good buy.wav
- 02 Sale music.wav

● By creating a multiple folder group in a single SD card, you can change over between multiple scenes and campaigns. There is no need to obtain multiple SD cards, thus making for great economy.
By combining this function with a sound announcement function, you can also reliably check the changeover in a short time.

*The folder changeover function is effective only when there is no sound file in the root directory.
  (The root directory in this case is directly beneath the SD card.)
*Only a folder that is placed on the first layer of the root directory can be changed over.
*You can create a maximum of 20 folders. The changeover sequence is the folder name sequence.
*Set the number of characters in the filename excluding the extension to no more than 63 characters.
*The changeover folder remains memorized even after the power has been switched off.

⑦ Recording the number of times that the motion sensor responds

Function that records the number of sensor playback operations

COUNT.TXT

Insert an empty text file whose filename is [COUNT.TXT] in the root directory of the SD card (directly beneath the SD card).

You can record the number of playback operations performed in the motion sensor mode, in the SD card.

● You can also perform a simple survey of traffic while using the SD Talker as a sound POP.
  You can easily check or reset the recorded data by using a text editor (memo pad) such as a personal computer.

*This function is effective only when both [COUNT.TXT] and the sound file to be played back exist in the SD card.