



## **Wizard 10, Sound Distribution Board**

The Wizard 10 board will allow up to 8 audio tracks to be recorded and then played back via one of more selected output channels. The total recording time is limited to 4 minutes.

### **Connections**

Audio Input: 3.5mm jacket 320mV p-p for maximum volume

Output channels 1 through 8: 3.5mm jack 1V p-p buffered output.

Power Supply: 9-12V at 0.5A.

### **Track and output selection**

The board incorporates a switching matrix arranged in a series of 8 rows (the tracks) and 8 columns (the outputs) to allow any recorded audio track to be routed to any output socket.

The left hand side set of pin pairs marked "Track" corresponds to the number of the audio track being played back. Up to 8 tracks may be recorded – the first track will be track 1, the second, track 2 etc.

The remaining 8 sets of pin pairs relate to the selection of which audio track is routed to which output socket.

The output sockets are numbered A through H and correspond to the respective set of pin pairs.

A jumper inserted over a pin pair in columns a through H means that that corresponding audio track will be routed to that particular output- eg if you place a jumper in row 2 (ie track 2) of column F then when track 2 is selected it will be routed to output socket F. If you also happen to put a jumper in row 2 of column H, then when track 2 is played it will be routed to both output F and H.

Similarly, if you put jumpers in rows 2 and 4 of column (ie output) B then audio tracks 2 and 4 will be played through output B when they are selected.

In this way, all 8 audio tracks may be routed to all the 8 outputs.

The jumper configuration is read every time an audio track is selected for playback.

## Operation

### Recording

All audio tracks have to be recorded consecutively during the same session. It is not possible to edit one track on its own- all tracks must be re-recorded if one track needs to be changed.

Connect a suitable line level audio input to the Input socket (320mv p-p).

Place the MODE jumper in the R record position (centre pin and right hand side pin) to enter record Mode.

Short out and hold shorted any of the track select pin pairs to begin recording the first track.

The red LED will light and the board will continue to record while the pin pair is shorted.

At the end of the first track, remove the short. The red led will start to flash to indicate that the board is still in Record Mode.

To record the second track, press and hold any track select pin pair. The red led will stay lit whilst the pin pair is held shorted indicating recording is taking place. Release the pin pair to stop recording.

Continue as above until up to 8 tracks have been recorded or the length of the messages exceeds the total recording time.

To exit from recording mode, change the Mode jumper to the Playback position (jumper between the centre and LHS pins).

**It is important that this procedure is followed if either Sequential or Random Playback modes are to be used.**

## **Play-back**

There are 3 playback modes available depending on jumper positions on Track select pin pairs 7 and 8 at power-up:

### Normal mode- Track select mode (No jumpers on either track pin pair 7 or 8)

Ensure the Mode switch is set to Playback.

Short the required track pin pair- eg pin pair 1; the green LED will light and track 1 will be played though all outputs where there is a jumper in row 1 of the selection pin-pair sets.

Once the track has finished playing, the board will wait for further tracks to be selected (indicated by the flashing green led).

Pin pairs shorted whilst a track is being replayed will be disregarded.

### Sequential Playback Mode

#### **Switch off power from the board.**

Place a jumper over track pin pair 7- this action is read at power up and will put the board into sequential track mode until the board is powered down again.

Power up the board. Shorting Track pin pair 1 will play audio track 1. Shorting pin pair 1 again at the end of track 1 will play track 2. Subsequent tracks are similarly played returning to track 1 after the last track has been played.

### Random Track Playback mode

#### **Remove power from the board.**

Place a jumper over Track pin pair 8- this action is read at power up and will put the board into random track play until powered down again.

Power up the board. Shorting track pin pair 1 will cause the playback of one of the recorded tracks in a pseudo-random manner though all outputs that have a jumper in the row corresponding to the track number being played.