

Self-Talker ST-100A / ST-100AL / ST-100AS User's Guide

MODELS

ST-100A: with built-in motion sensor
ST-100AL: with long push button for back mounting
ST-100AS: with short push button for front mounting

PACKAGE CONTENTS

1 x Player Unit, 1 x 5V DC Adaptor, 1 x Mounting Bracket & Screws, 4 x Rubber Feet

SPECIFICATIONS

Number of Messages: 1 ~ 99, played sequentially
File Format: mono WAV, 8-bit uncompressed PCM
- 8, 11, 16 or 22 KHz sample rate
Message Storage: Micro SD, Micro SDHC (up to 32GB)
Power Supply: 5V regulated DC adaptor or four AA batteries
Standby Current: 50uA (low standby mode), 20mA (regular)
Operating Current: 50~150mA (speaker volume dependent)
Max. Output Power: 0.25W
Physical Dimensions: 8" x 6" x 1.8"

OPERATION

The unit can read the flash card and play up to 99 different sound files sequentially, one per activation. Sound files must be in a compatible WAV format (see Specifications) and reside in the card's root directory.

For identification purposes, each file must be assigned a unique three-digit file number at the beginning of the filename, e.g. "001 original_name.wav. File numbers must be consecutive starting from 001. The files will be played in the numbering order: 001 first, 002 second and etc. After the last file is played the sequence restarts from 001.

CONFIGURATION

Remove the back cover to access the DIP switches inside the unit. All switches are factory set to the OFF position.

Switches 1 & 2

In order to prevent annoying excess activation (mainly from the motion sensor in a high traffic area), the unit can be disabled automatically for a period of time after each activation. Switches 1 & 2 are used to set the disable time:

Never Disable: 1 = OFF, 2 = OFF
1 Minute: 1 = ON, 2 = OFF
2 Minutes: 1 = OFF, 2 = ON
3 Minutes: 1 = ON, 2 = ON

Switch 3: Not used.

Switch 4

Turn on switch 4 to enable the low standby mode which shuts down the power amplifier after each activation in order to

save power. The drawbacks are (a) a popping noise can be heard when the power amplifier turns on and off, (b) the unit cannot be disabled no matter how switches 1 & 2 are set. The low standby mode can be enabled regardless of whether the unit is powered by a DC adaptor or batteries.

MOTION SENSOR

The motion sensor works by detecting changes of light intensity. The detection range is 2 to 8 feet depending on the lighting condition. The sensor must "look out" through a hole at least the same size as the sensor hole on the unit. If the unit is installed behind a thick panel then the hole should be even larger.

The sensor is most sensitive when someone walks between the sensor and the lighting source, casting a shadow on the sensor. Therefore the unit should be installed to facilitate this whenever possible.

Under poor lighting conditions (too dark or too bright) the sensor may not work properly. To minimize false triggering, avoid pointing the sensor to flickering light sources such as TV and flashing neon lights.

BATTERY LIFE

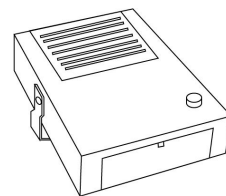
It is difficult to estimate the battery life which is affected by the following factors:

- activation frequency
- battery type (NiCad not recommended due to lower voltage)
- speaker volume (louder sound = shorter life)
- motion sensor (shorter life) or push button (longer life)

INSTALLATION

Front Mounting (Bracket in the Back)

With this option the unit is tamper proof as the back cover cannot be removed without dismantling the unit, but it's also harder to adjust volume and change batteries. Stick four rubber feet on the back (one at each corner) so that the unit sits tight against the surface for a secure installation.



Back Mounting (Bracket in the Front)

With this option the unit is easy to service as the back cover can be easily removed without dismantling the unit, but it's also not tamper proof if the back side is exposed. Stick four rubber feet on the front (one at each corner) so that the unit sits tight against the surface for a secure installation. Holes need to be drilled on the panel for the speaker and the push button (or the motion sensor).

