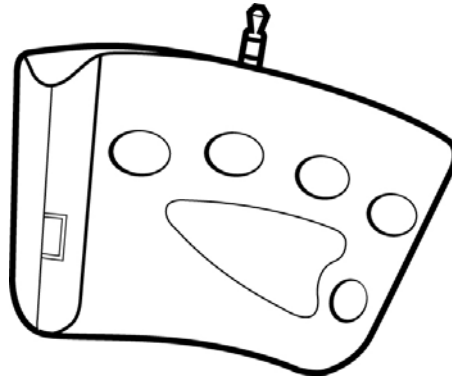


User Manual



Trash Talk for Xbox 360™ v1.0

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1. Introduction

Congratulations on your purchase of Datel's havoc-wreaking *Trash Talk*!

You now have the ultimate weapon to flame, taunt and ridicule your buddies over Xbox Live! – But *you*'ve gotta choose the ammo!

Connecting between your Xbox 360 controller and headset, *Trash Talk* can magically 'inject' audio samples of your choice into any game with headset support. No longer will you have to rely on your own wit to trash your opponents. You can choose any audio sample in the world to do it for you!

2. Getting Started

Trash Talk is totally straightforward to use. Follow these simple instructions and you'll be blazing your opponents in no time!

2.a. Pack Contents

Before getting started, please check that all parts are present. If anything is missing, please contact customer services (see end of manual).

- *Trash Talk* Audio Device
- *Trash Talk* Loader PC Software CD
- USB to Mini USB Cable
- This User Manual

2.b. System Requirements

Because *Trash Talk* includes a PC application for loading audio samples onto the device itself, to get the most out of *Trash Talk*, you need access to a PC that meets the following minimum system requirements:

MINIMUM SYSTEM REQUIREMENTS

Computer / Processor	• Personal computer with 800Mhz processor • 256Mb RAM • 800x600 SVGA display
Hard Drive	• 5Mb free hard drive space for installation • Up to 100Mb free hard drive space for storing audio samples
Connectivity	• At least one free USB port
O/S	• Microsoft Windows XP Home or XP PRO

2.c. Installing the Trash Talk Loader PC Software

Insert the *Trash Talk* Loader CD ROM and follow the on-screen prompts to install the software on your PC. If the CD does not auto-run, browse to the CD and run the 'SETUP' program.

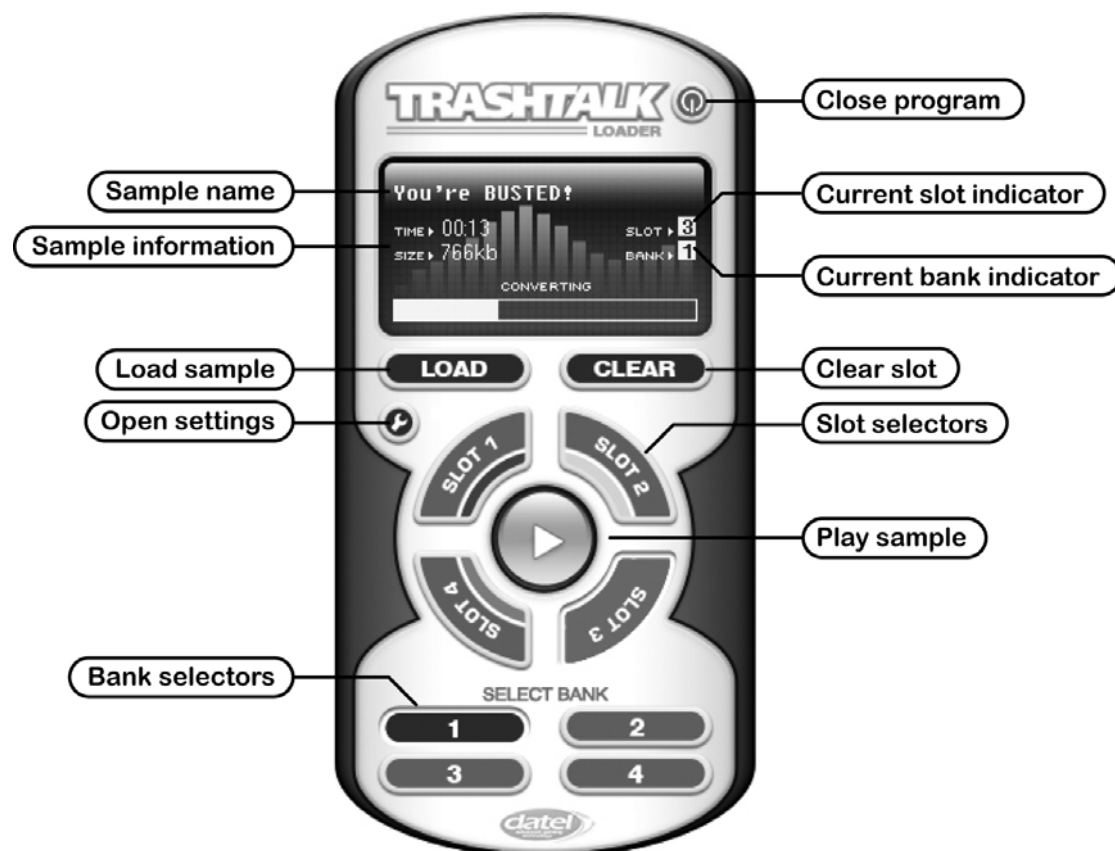
After installation, leave the CD ROM in your drive until you connect *Trash Talk* to your PC (see next section). At this point you should be prompted to install drivers for the new device. Direct Windows to the root of the installation CD for these drivers. Once this has happened, you can remove the software CD.

At the end of the installation, you have the option to have a short-cut icon created on your desktop.

3. Loading Trash Talk with Audio Samples

To load audio samples onto *Trash Talk*, use the included Trash Talk Loader PC software. Once you've installed the software (see previous chapter), double-click the desktop icon to launch the program.

3.a. Program Overview



Close program Use this button to close the *Trash Talk* Loader program.

Sample name The name of the sample you load from your PC is displayed here.

Load sample	Click this button to browse for a sample on your PC to load into the current slot and bank.
Open settings	Click this button to open the Settings Dialogue Box.
Bank selectors	Click any of the four banks to choose which bank you're loading.
Current slot indicator	As well as the button being highlighted, the currently-selected slot is confirmed here on the display.
Current bank indicator	As well as the button being highlighted, the currently-selected bank is confirmed here on the display.
Clear slot	Click this button to clear any audio clips from the currently-selected slot.
Play sample	Press the Play button to hear the currently-loaded audio sample through your PC speakers / headphones.
Sample information	The sample information area on the display tells you the length of the currently-selected sample and also the percentage of the total memory it uses.

3.b. Connecting Trash Talk To Your PC

In order to use the *Trash Talk* loader PC software, you must first connect your *Trash Talk* device to your PC using a USB cable (provided).

Trash Talk doesn't need to be attached to your headset or Xbox 360 controller in order to connect to your PC.

Connect one end of the cable to the mini USB port on the *Trash Talk* device itself and the other end to a free USB port on your computer. Windows should detect the new hardware and ask you to install the necessary drivers, if you've not done so already. The drivers are located in the root directory of the installation CD.

The *Trash Talk* Loader software switches to its enabled state once it's able to communicate with the *Trash Talk* device.

3.c. Adding Audio Samples To Slots – Step By Step

Once you have connected the *Trash Talk* device to your PC and loaded the *Trash Talk* Loader software, you're ready to start adding clips to its individual slots.

When adding audio clips to your *Trash Talk*, bear in mind the device has a total storage capacity of one minute. You can fill this one minute however you like, whether you choose to have two 30-second clips or 16 three and a half-second clips. If you find you don't have enough space to store a new sample, try removing samples from other slots.

1. *Trash Talk* has four banks and four slots in each bank, giving you a total of 16 different locations to store samples. Use a combination of the 'Slot selector' and the 'Bank selector' buttons to choose which location you would like to load your sample into.

2. Click the 'Load' button to browse your PC for an audio sample you would like to load into this location. Use the browse dialogue box to find the sample (mp3, wav etc.) and click 'OK' when you're ready.
3. *Trash Talk* Loader now converts the audio sample into the correct format for the *Trash Talk* device. You see a progress bar display the status of the conversion. Once complete, the audio sample are converted and loaded onto your *Trash Talk* device.
4. Press the 'Play' button to hear your sample.

You can replace the sample in a slot with a new sample simply by loading a new sample over the top of it. The old sample is removed and replaced by the new sample.

3.d. Clearing Audio Samples From Slots

From time to time you may want to clear a sample from a slot without replacing it with another sample. For example, if you're trying to free up space for a larger sample in another slot. To do this, simply select the slot and bank you would like to clear (use the 'Play' button to check you've got the right sample) and press the 'Clear' button.

3.e. Program Settings



Click the 'Open settings' button (spanner icon) on the *Trash Talk* Loader to access the program's Settings dialogue.

Make changes (as detailed below) before clicking 'Save' or 'Cancel' to close the dialogue box.

Bank Display Mode

Use the drop-down to choose between 'Bar Graph' and 'Single LED'. In Bar Graph Mode, the currently-selected bank is displayed by a bar of LEDs, one LED for Bank One, two LEDs for Bank Two and so on. In Single LED Mode the currently-selected bank is indicated by a single LED illuminated in a position corresponding to the selected bank.

Repeat Timeout

Change the minimum delay before a sample can be repeated using the Repeat Timeout drop-down. Choose a delay between five milliseconds and one second.

Power-Down Timeout

Change the amount of time it takes for the *Trash Talk* device to go into Power-Down Mode. Going into Power-Down Mode stops the *Trash Talk* device from draining the batteries of your Xbox 360 controller (if you're using a wireless controller). Choose a delay somewhere between five minutes and never.

4. Using Trash Talk in your Games

Once you've loaded *Trash Talk* with your chosen audio sample, you're ready to connect it up and start trashing your opponents in-game!

4.a. Connecting Trash Talk

Trash Talk sits between your Xbox 360 and your headset. Push *Trash Talk* into your Xbox 360 controller (with the buttons facing up) and ensure it has connected properly. Next, connect your Xbox 360 headset to the bottom of the *Trash Talk* unit. Again, ensure it makes a good connection.

4.b. Playing Samples

To use your *Trash Talk* you must be in a chat lobby or a game that supports voice chat.

Use the coloured buttons to play the samples you've loaded into Slots One to Four and then use the black button to change between Banks One to Four (providing you with up to 16 samples in total).

Lights will illuminate to indicate which bank is active. One light indicates 'Bank One', two lights indicate 'Bank Two' and so on.

You can start a sample before the previous one has finished. The minimum gap for how quickly a sample can be restarted is controlled by the sample repeat setting configurable in the Settings dialogue on the *Trash Talk* Loader PC software.

Note: You cannot switch banks while a sample is being played. Wait for the sample to finish, then try again.

4.c. Waking-Up your Trash Talk Device

Depending upon the 'Power-down timeout' you have set for your device (see section 3.e) your *Trash Talk* device will switch itself off after a period of inactivity to conserve power.

To wake-up the device when it has powered itself down; press the yellow button. The device will wake immediately.

5. Technical Support & Customer Services

If you're experiencing difficulties with any aspect of your *Trash Talk*, please ensure you've read and understood the contents of this user manual before contacting Datel's Technical Support or Customer Services departments.

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