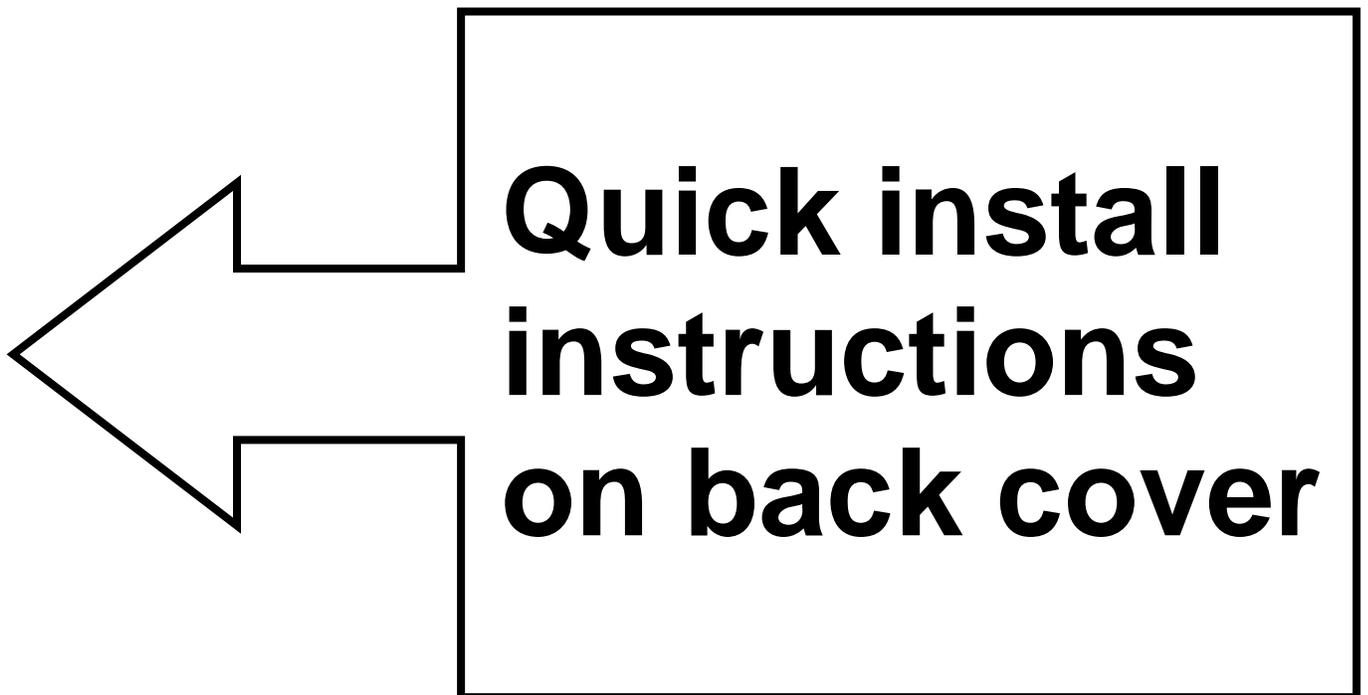


SoundBrick®

Model 1200

INSTALLATION AND OPERATION MANUAL



Please leave this manual with the unit at all times

Important warranty information enclosed

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WHAT IS THE SOUNDBRICK 1200?

The SoundBrick® Model 1200 is a solid-state digital audio recording and playback device designed to inject voice messages over the customer's background music (BGM) feed. It is most widely used for in-store broadcasting to provide the store's public address (PA) system with a continuous feed of music, interrupted with voice messages at a selected time interval, for example, every 5 minutes.

Voice messages load into the SoundBrick's digital memory automatically from your pre-recorded cassette tape.

Most commonly, messages are set to play on a timed basis, with a delay ranging from 10 seconds to 30 minutes between each one. In addition, message play cycle can be remotely activated by connecting devices such as buttons, switches, or motion sensors to the optional trigger cable.

The SoundBrick 1200 is the most versatile digital player of its kind, with a list of features that includes:

- ✓ Selectable 1, 4, 8, or 16 message capacity
- ✓ 4, 8, 16, 32, or 64 minutes of messages
- ✓ Internal motorized CD-style tape drawer
- ✓ Background music (BGM) input, timer, and fader
- ✓ Continuous, timed, and triggered message play
- ✓ Modern plastic case design
- ✓ User-friendly controls and indicators
- ✓ Wall-mountable
- ✓ Flash memory - no battery backup and no messages lost due to power outages
- ✓ Selectable 6.5KHz or 11.5KHz bandwidths
- ✓ ADPCM 96dB signal-to-noise ratio for clear, hi-fidelity audio
- ✓ Separate 8Ω and 1KΩ RCA output jacks
- ✓ Built-in 2-watt amplifier

Each SoundBrick is built to exacting quality standards using state-of-the-art SMT (surface mount) assembly for outstanding reliability and years of dependable service. To get the best possible performance from your SoundBrick, ***please take the time to read this manual*** and fully familiarize yourself with how the SoundBrick works before you begin installation.

IMPORTANT NOTE

Two items must be supplied by your messaging provider which are not included with the SoundBrick:

1. A pre-recorded cassette tape containing the voice messages
2. A background music (BGM) source with an RCA-style output

Use the space below to record information about the SoundBrick and about your messaging provider. You will need this information should you require assistance installing or configuring the unit, and when you need new voice messages or background music.

SoundBrick and Messaging Provider Contact Info.

Dealer name:					
Contact person:					
Phone:					
Address:					
Serial number: (11 digits)					
Memory (circle one):	4 Min.	8 Min.	16 Min.	32 Min.	64 Min.

SYSTEM OVERVIEW

Front Panel

The monitor speaker, tape drawer eject button, and indicator lights are located on the front panel.

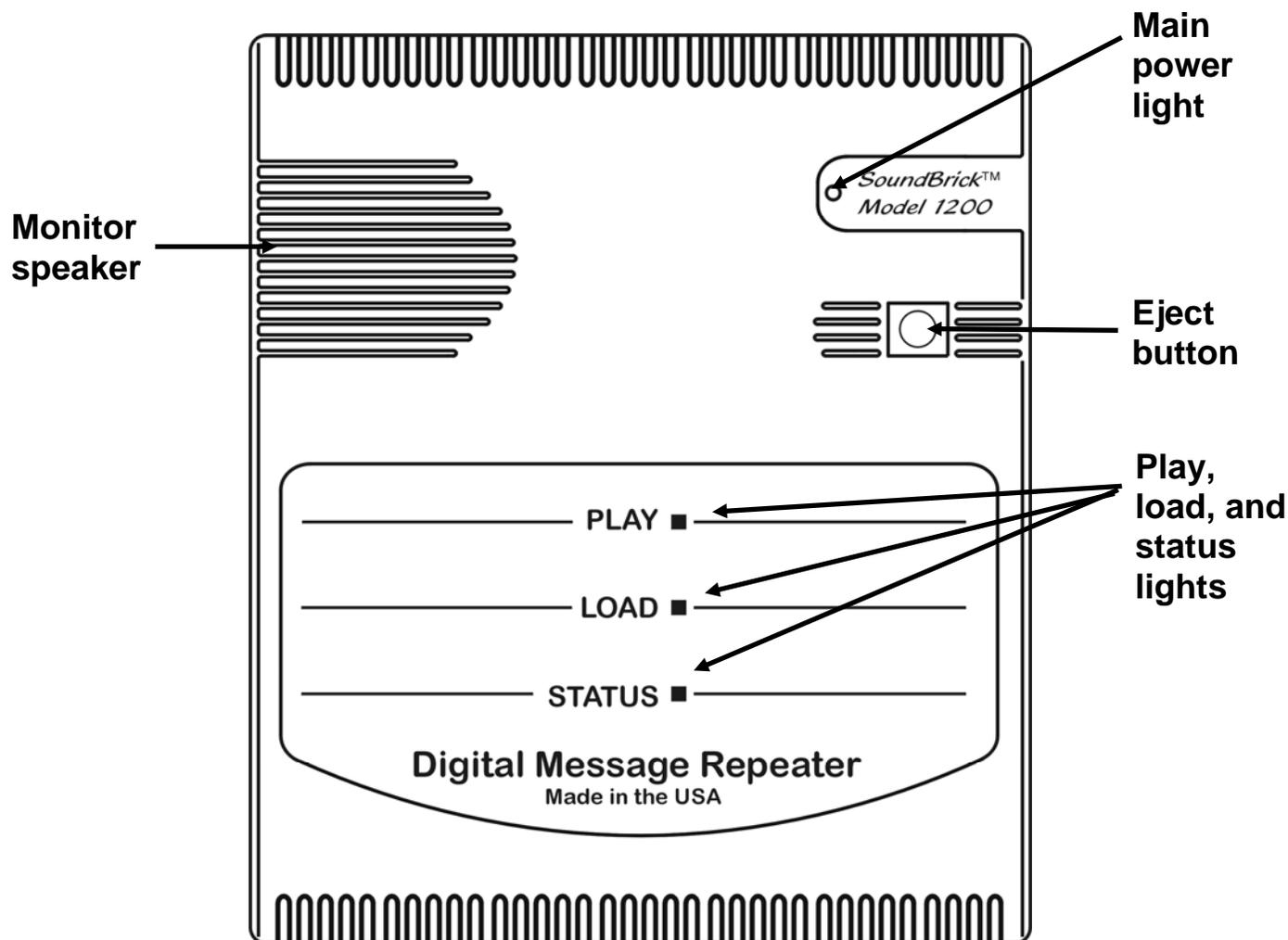


Figure 1 - Front Panel Diagram

Main power light – When lit, indicates the power supply is connected and plugged into an AC outlet and the power switch is on.

Monitor speaker – A built-in speaker, useful for previewing the tape while downloading, reviewing messages, or listening to the combined audio output (background music and voice messages) during operation. Note that the speaker's volume is not adjustable.

Eject button – Opens and closes the motorized tape drawer for tape loading and removal. Momentarily pushing the motorized tape drawer will also result in a closure.

Play, Load, and Status lights

Play and Load lights — These lights together indicate the current status of the unit.

Play light	Load light	Indication
Off	Slow flash	No messages loaded (initializing for tape load or no tape in machine)
Off	Fast flash	Searching tape for next message
Off	On (no flash)	Loading message now
On (no flash)	Off	Message playing now
Slow flash	Off	No message playing (time interval)
Flashing simultaneously		Tape load error

Status light	Indication
On	Power on self test complete
Fast flash	Memory error

Table 1 - Front Panel Lights—Unit Status Indications

Connections Panel

The left side panel is where the connectors are for external equipment including the power supply, background music source, the sound system that receives the SoundBrick's output, and the optional external trigger cable. Also located here are two volume controls, one to adjust only the background music level, and the other to adjust the combined BGM and voice message output level.

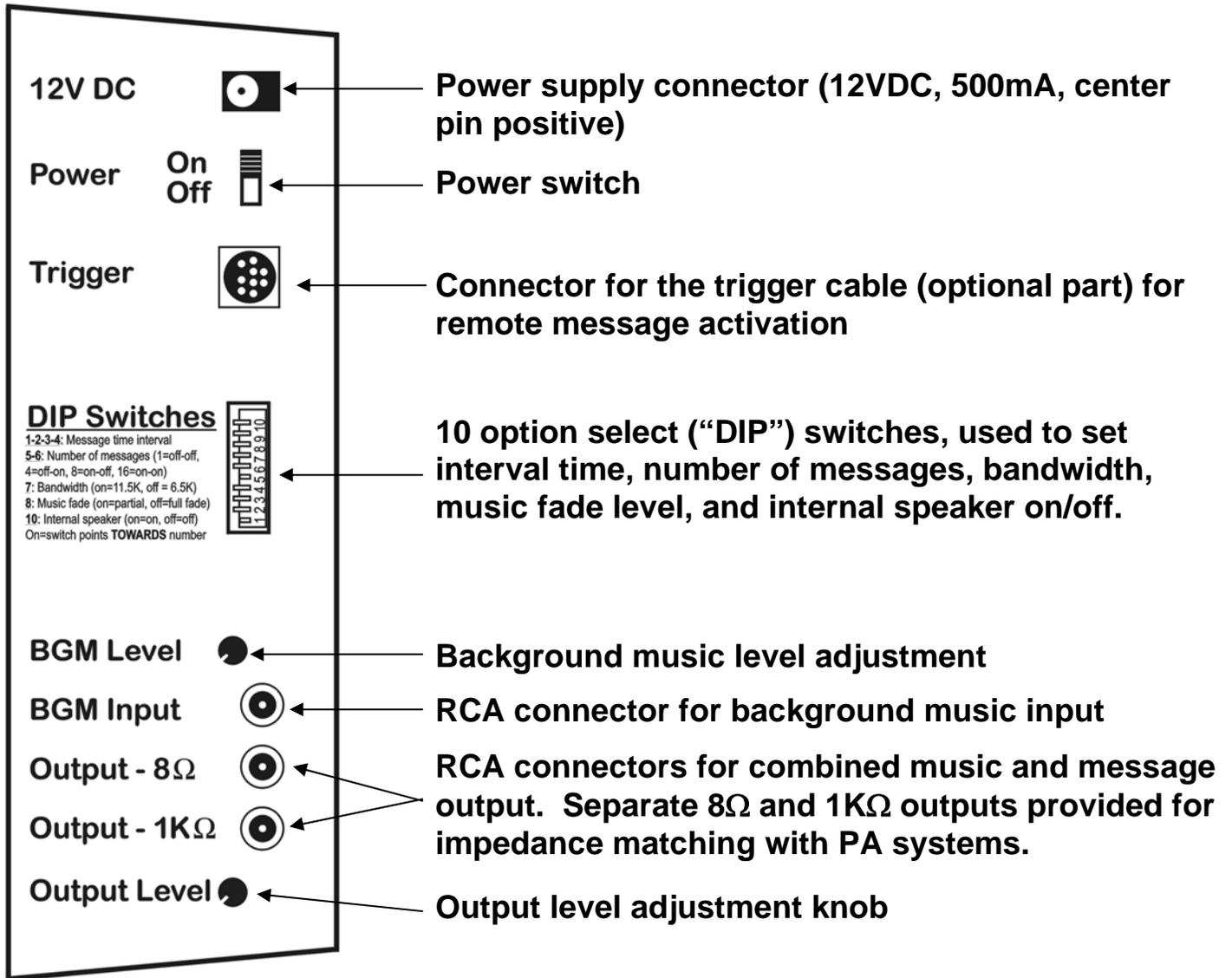


Figure 2 - Side Panel Diagram

TAPE PREPARATION INSTRUCTIONS

To get the best audio reproduction, it is essential to start with a high-quality recording. In order to load into memory properly, your audio tape program must conform to the following guidelines exactly.

1. Use only **normal bias** (Type I) tapes not exceeding 90 minutes in capacity.
2. **Do not** use high bias, chrome, or metal tapes.
3. **Do not** use DOLBY[®] or any other noise reduction system.
4. Record your production in 2-channel mono. The audio level should average 0dB while peaking no hotter than +6dB.
5. Start the first message no later than 20 seconds from the beginning of the tape.
6. Leave 15 seconds of silence between messages.
7. Messages cannot have embedded passages averaging less than -25dB for longer than 5 seconds, because the unit interprets this as silence, signifying a break between messages or the end of the load.

MESSAGE LENGTH TABLES

Message length is determined by three factors: the memory size of your unit, the bandwidth setting, and the number of messages setting. It is very important that no message on your tape is longer than this time, because during tape load the message will spill into the next message slot, resulting in cut off, split, and/or missing messages upon playback.

Refer to the following tables to find your maximum message length. Use Table 2 for 6.5KHz bandwidth or Table 3 for 11.5KHz bandwidth.

Number of Messages	Memory Equipped				
	4 min.	8 min.	16 min.	32 min.	64 min.
1	4 min.	8 min.	16 min.	32 min.	64 min.
4	1 min.	2 min.	4 min.	8 min.	16 min.
8	30 sec.	1 min.	2 min.	4 min.	8 min.
16	14 sec.	30 sec.	1 min.	2 min.	4 min.

Table 2 - Message Length @ 6.5KHz Bandwidth

Number of Messages	Memory Equipped				
	4 min.	8 min.	16 min.	32 min.	64 min.
1	2 min.	4 min.	8 min.	16 min.	32 min.
4	30 sec.	1 min.	2 min.	4 min.	8 min.
8	15 sec.	30 sec.	1 min.	2 min.	4 min.
16	7 sec.	15 sec.	30 sec.	1 min.	2 min.

Table 3 - Message Length @ 11.5KHz Bandwidth

INSTALLATION

Step 1 – Set the option switches

Set the option select “DIP” switches to match your requirements for time interval, number of messages, bandwidth, and fade level.

Switch	Option	ON	OFF
1, 2, 3, 4	Time interval	See Table 5	
5, 6	No. of messages	See Table 6	
7	Bandwidth	11.5 KHz	6.5 KHz
8	Fade level	Partial	Full
9	Not used		
10	Internal speaker	On	Off

Table 4 - Option Select Switches

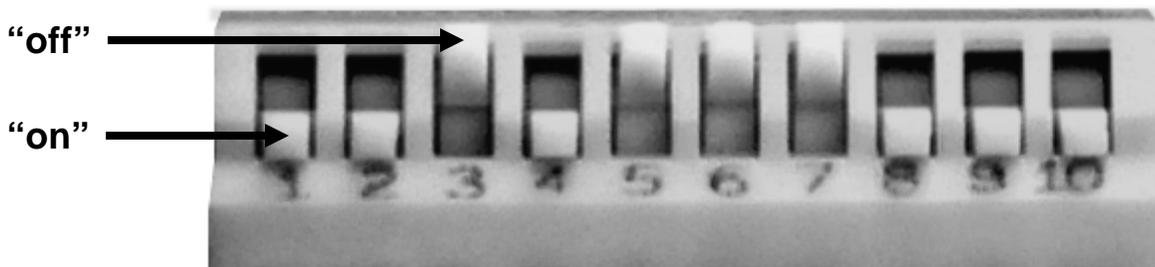


Figure 3 - Option Select Switches

***This picture is for illustrative purposes only.
Your actual switch settings will vary.***

A switch is “on” when it is pointing **TOWARDS** the switch numbers and “off” when it is pointed **AWAY FROM** the switch numbers. In the example above, switches 1, 2, 4, 8, 9, and 10 are “on” while switches 3, 5, 6, and 7 are “off.”

IMPORTANT NOTE: Switch settings are only read at the moment the power switch is turned on. Therefore, any changes made do not take effect until power is recycled (turn the unit off, wait 10 seconds, then turn it back on).

IMPORTANT NOTE: If you change the bandwidth and/or number of messages settings, you must recycle power AND reload messages. If there is already a tape inside the unit, turn off power, wait 10 seconds, turn power back on. If there is no tape in the unit, turn power off, wait 10 seconds, turn power back on, press the eject button to open the tape drawer, insert tape, then press the eject button, or momentarily push the drawer to close. The tape drawer will automatically close and the download will begin when the SoundBrick detects the presence of the tape.

Time Interval, Switches 1-2-3-4

Sets how long of a delay occurs between messages in the timed play sequence. There are numerous pre-set intervals from which to choose, ranging from continuous play (no delay between messages) up to 30 minutes between message play. During the time interval, only the background music is heard over the sound system. When set for external trigger, messages will not play unless triggered.

Time Interval	SW1	SW2	SW3	SW4
Continuous	OFF	OFF	OFF	OFF
10 sec.	ON	OFF	OFF	OFF
20 sec.	OFF	ON	OFF	OFF
30 sec.	ON	ON	OFF	OFF
40 sec.	OFF	OFF	ON	OFF
1 min.	ON	OFF	ON	OFF
2 min.	OFF	ON	ON	OFF
3 min.	ON	ON	ON	OFF
4 min.	OFF	OFF	OFF	ON
5 min.	ON	OFF	OFF	ON
8 min.	OFF	ON	OFF	ON
10 min.	ON	ON	OFF	ON
15 min.	OFF	OFF	ON	ON
20 min.	ON	OFF	ON	ON
30 min.	OFF	ON	ON	ON
External trigger	ON	ON	ON	ON

Table 5 - Time Interval

Note: There is a three second BGM Fade Time, before and after message play, except for continuous.

Number of Messages, Switches 5-6

Sets the total number of messages you can load (1, 4, 8, or 16). The available memory is divided evenly into this number of message slots. For example, an 8-minute machine set for 8 messages has 8 slots of 1 minute each (6.5KHz bandwidth), or 8 slots of 30 seconds each (11.5KHz bandwidth).

Number of Messages	SW5	SW6
1	OFF	OFF
4	OFF	ON
8	ON	OFF
16	ON	ON

Table 6 - Number of Messages

Bandwidth, Switch 7

Sets the fidelity of audio messages. The minutes of memory equipped on your unit (4, 8, 16, 32, or 64) is printed on the serial number label on the bottom of the unit, and assumes a bandwidth 6.5KHz. The 11.5KHz bandwidth setting provides better audio quality, but reduces the amount of recording time by one-half (i.e. a 16 minute unit becomes an 8 minute unit).

Fade Level, Switch 8

Sets how far the background music fades when a message plays. Full fade lowers the background music volume 100% so only the message is heard. Partial fade lowers it about 90%, so the music can still be heard softly underneath the message. With either setting, BGM volume is restored to full when the message is over.

Note: There is a three second BGM Fade Time, before and after message play, except for continuous.

Step 2 – Connections

Locate the SoundBrick 1200 within 6 feet of a 110VAC outlet. The unit is designed to be placed on a flat, level surface or securely mounted on a wall. Be sure to leave clearance for connections and adjustments.

Important: Devices that emit strong electromagnetic fields such as computer monitors and fluorescent lights may interfere with message loading, so locate the unit at least a few feet away (or farther if necessary) from such devices.

To help protect against power surges and other electrical problems, the use of a quality surge suppressor strip (which is different from a standard multi-outlet power strip) is strongly recommended. Damage caused by power surges, lightning, or other electrical problems are not covered under warranty.

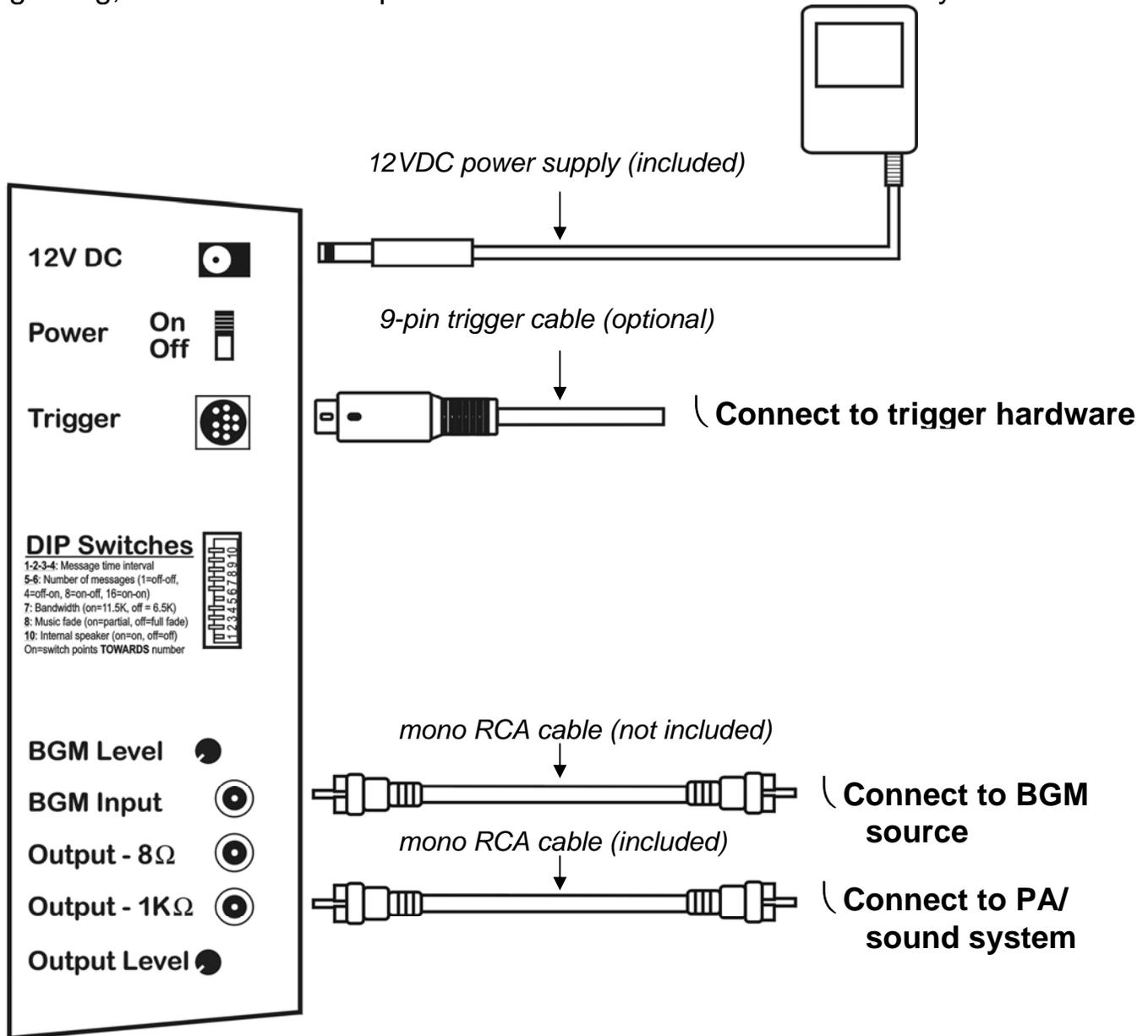


Figure 4 - Installation Diagram

Connection Instructions

1. Turn the power switch OFF. Plug the included power supply into a normal 110VAC wall outlet and the 12VDC jack on the SoundBrick 1200. Only use the power pack provided with the unit (12VDC, 500ma, center pin positive). Many power supplies look alike, but provide different output. Using the wrong one will void your warranty and may damage the unit.
2. Connect either the 8 Ω or 1K Ω audio output jack to the PA sound system input using a mono RCA-to-RCA cable (included). If the sound system does not have an RCA-style input, an adapter may be required (not included).
3. Connect the BGM input jack to your background music source using another mono RCA-to-RCA cable (not included). For proper operation, the background music source should have a low impedance output. If the BGM source does not have an RCA-style output, an adapter may be required (not included).
4. Connect the optional 9-pin trigger cable to the external trigger jack if you are using this feature.

Step 3 – Load Messages

Messages load into the SoundBrick 1200's digital FLASH memory from a cassette tape supplied by your messaging provider.

Tape Load

Make sure the option select switches for number of messages and bandwidth are set to match the contents of your tape. This is especially important if you are loading a new tape over an existing set of messages, because the new tape might have a different number of messages, or messages of a different length.

Turn the power switch on. The motorized tape drawer on the right side of the unit opens like a CD-ROM drive on a computer. Place the tape into the drawer by gently sliding it under the metal retaining clip, then press the eject button, or momentarily push the drawer to close. The SoundBrick detects the presence of the tape and begins the load process automatically.

While waiting for the load to begin, the Load light flashes slowly. The unit rewinds the tape and, if option select switch 10 (internal speaker) is on, plays a preview of approximately 10 seconds of the first message on the tape through the internal speaker, then pauses for 5 seconds. This pause provides an opportunity to cancel the tape load by removing the tape. After the pause, the tape rewinds again, and message loading begins. If option select switch 10 is off, there is no preview or pause. **NOTE: Never eject the tape while it is loading.**

During tape load, the Load light display the load progress:

Load Light	Indication
Slow flash	No tape in machine or rewinding tape
Fast flash	Searching tape for next message
On (no flash)	Loading message now

Table 7 - Load Light Indications (Tape Load)

Once the unit detects audio on the tape, it begins loading message #1, and continues until it detects 15 seconds of silence, then starts loading message #2, and so on until either 25 seconds of silence is detected or the number of messages you set have been loaded, whichever comes first. At that point, the tape rewinds and the unit automatically begins playing the messages.

If the messages are cut off, split, or missing upon playback, chances are that the tape messages are too long to fit into the message slots. In this case, refer to the message length tables and option select switch information earlier in this

manual, or contact your messaging provider to find the proper switch settings for your tape.

Important: It is not necessary to leave the tape in the unit after loading. Since the SoundBrick uses non-volatile Flash memory, messages are not erased during power outages or when the unit is unplugged or turned off. If you do decide to remove the tape, **LEAVE IT OUT**. Every time you insert a tape with the power switch on, all messages are erased and the tape load process begins.

Step 4 – Adjust Volume

BGM Level (Analog Pot) - The BGM output level should be adjusted while the BGM is playing. Since this is an analog adjustment it can be done at anytime.

Stored Audio Level (Digital Pot) – The stored audio level can only can be adjusted while a message is playing. After the message is played this setting will be stored into memory.

Timed Message Play

Music and messages play back over your sound system according to how the unit is configured. Messages play in numerical order, starting with message #1, at the time interval you set. Between messages the background music is heard. This timed message play is the typical mode of operation.

Play Light	Indication
Slow flash	No message playing (time interval)
On (no flash)	Message playing now

Table 8 - Play Light Indications (Message Playback)

EXTERNAL TRIGGER

The external trigger function lets you activate message play remotely by using the optional 9-pin trigger cable, available from your messaging provider.

One end of the trigger cable plugs into the SoundBrick's connections panel, the other end contains two wires. Message play is triggered by **momentarily shorting the wires.**

The 8-wire trigger cable is also compatible with the SoundBrick 1200. This cable contains 8 color-coded wire leads and one ground lead. For this cable, message play is triggered by **momentarily shorting the brown-colored lead wire (pin 1) to ground (pin 9).**

When a trigger is detected, the next message number after the last message played will play once. While a triggered message is playing, any other triggers are ignored until the message is over. Only then can another trigger be activated.

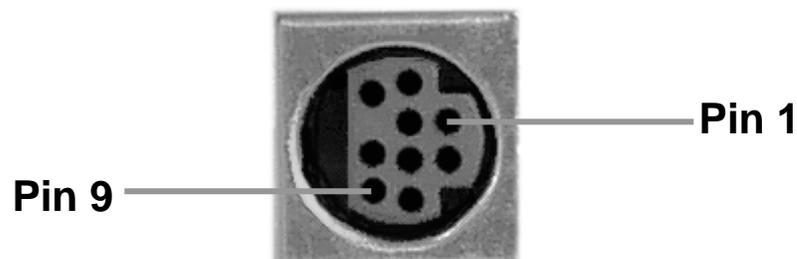


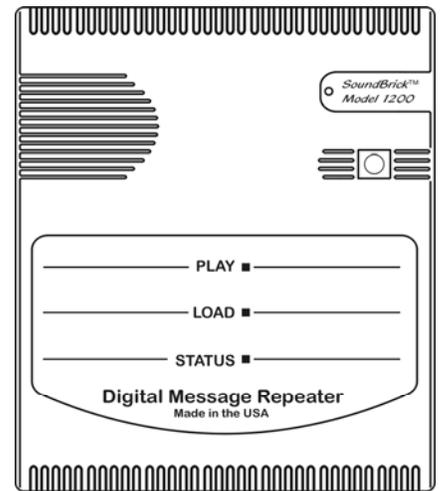
Figure 5 – Trigger Pin Numbers (jack on side of unit)

WALL MOUNTING INSTRUCTIONS

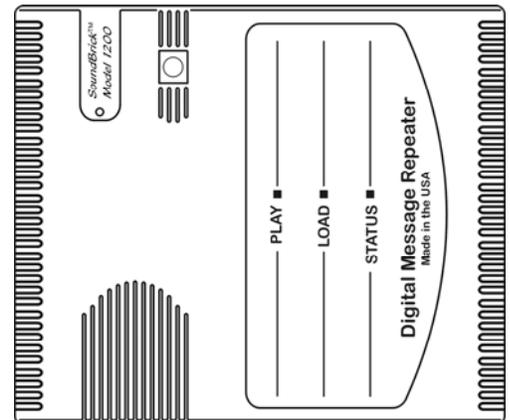
Using the screw holes on the back plate as a guide, secure two screws into the wall where you want to mount the unit. Then, hang the unit on the screws.

Consider the weight of the SoundBrick when choosing a mounting wall. Make sure the wall's construction is sufficiently strong to support the weight of the unit securely. Make sure both screws are driven into studs or other sturdy supports, not just into plain drywall.

To mount in this orientation, the distance between the centerpoints of the mounting screws should be **3 11/32"**.



To mount in this orientation, the distance between the centerpoints of the mounting screws should be **5 3/8"**.



TECHNICAL SPECIFICATIONS

Frequency response.....	User-selectable 200Hz to 6.5KHz or 11.5KHz
Encoding.....	16-bit ADPCM
Signal to noise	96 dB (theoretical)
Distortion	<1% THD @ 1KHz, 0dB
Memory type.....	Non-volatile FLASH
Memory capacity	4, 8, 16, 32, or 64 min. @ 6.5KHz
Number of messages	1, 4, 8, or 16
Message loading	Cassette (normal bias) using built-in tape deck,
Message playback.....	Continuous, timed, and triggered
Power supply	110VAC 60Hz to 12VDC 500mA, center pin positive
Background music input	Mono RCA jack for low-impedance background music source Adjustable volume
Audio output	Mono RCA jack for combined message and music output Adjustable volume
Audio output impedance.....	6.0V p-p @ 8 Ω or 12V p-p @ 1K Ω
Size.....	8.5" x 7.5" x 3" (H x W x D)
Weight	3.5 pounds (excluding power supply)

TROUBLESHOOTING

If you have trouble installing or operating the SoundBrick 1200, refer to the table below to help find a solution. If you are unable to solve the problem yourself, contact your dealer for further assistance.

Problem or Indication	Possible cause and solution
Cut-off, split, or missing messages	Messages too long for configuration – see message length tables. Adjust switch settings (bandwidth, number of messages) and reload tape.
Tape load error (play + load lights flashing together)	Tape is worn out or not prepared to guidelines – obtain another tape from your messaging provider.
	Possible interference from strong electromagnetic field (i.e. computer monitor or fluorescent lights) – relocate unit away from source of interference.
No background music	Check background music equipment and wiring.
	Adjust BGM level knob.
No messages	May be set for long time interval – check option select switches 1-4.
	Adjust output level knob.
	Check amplifier or speakers.
	May be in trigger mode – check option select switches 1-4.
Tape drawer won't open	If the drawer doesn't open when you press the eject button, press eject again.
Tape stuck in deck or deck is "eating" tapes	Never eject tape during download. Follow proper tape load procedure. To remove stuck tape: Turn power off, wait 10 seconds, turn power on. Wait for deck to disengage play head before ejecting.
When adjusting the output level, the background music level also changes	The output level knob adjusts the background music level at the same time as it adjusts the voice message level. Adjust both knobs until the combined message and music output is to your liking.
Doesn't trigger	Check trigger wiring
No power-main power light is off	Check the power switch (should be on) and power pack
	Check AC source to make sure it is not controlled by a switch.

Table 9 - Troubleshooting

FCC Notice

WARNING: This equipment has been tested and found to comply with the limits for a Class A digital device pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference when this equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his/her own expense.

This digital apparatus does not exceed the Class A limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de la Class A prescrites dans le Règlement sur le brouillage radioélectrique édicté par le ministère des Communications du Canada.

Limited Warranty

TERMS: Nel-Tech warrants to the original purchaser ("Buyer") that the Product sold is free from defects in material and workmanship at the time of purchase. The warranty extends five (5) years from the date of original purchase and covers parts and labor. Buyer must provide written notice to Nel-Tech within the warranty period of any defective part or conditions. If the defect is not the result of improper use, service, maintenance or installation, and if the equipment has not been otherwise damaged or modified after shipment, Nel-Tech or its authorized representative shall either replace or repair the defective Product at Nel-Tech's option. No credit shall be allowed for work performed by Buyer or unauthorized parties. Out-of-warranty repairs will be invoiced at the current Nel-Tech hourly rate plus the cost of parts, shipping and handling. IN THE EVENT THAT THE PRODUCT SERIAL NUMBER IS MISSING OR HAS BEEN TAMPERED WITH IN ANY WAY, THE FOREGOING WARRANTY IS VOID AND WITHOUT EFFECT AND NEL-TECH SHALL HAVE NO LIABILITY WHATSOEVER ON ACCOUNT OF DEFECTS TO SUCH PRODUCT.

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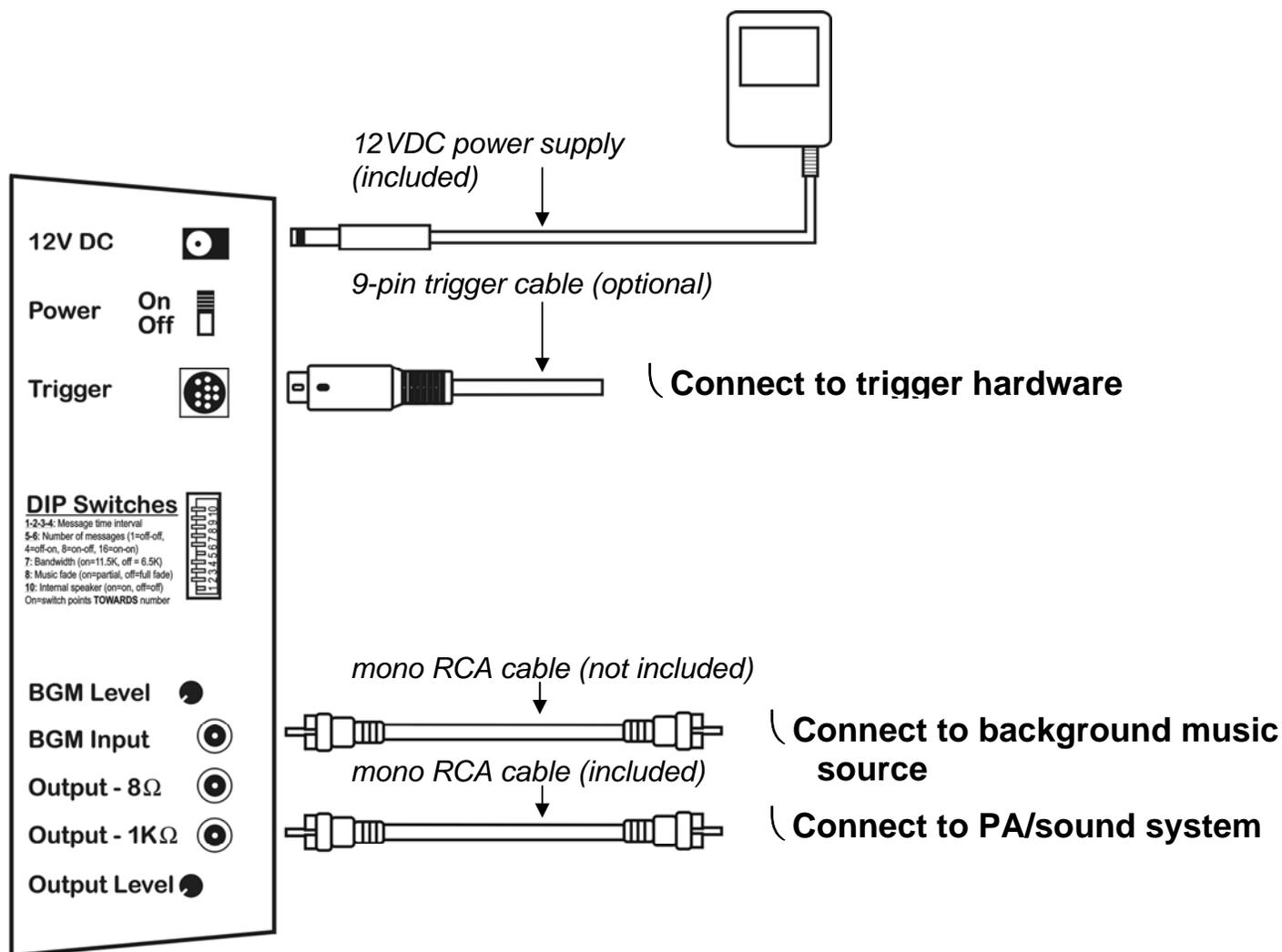
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QUICK INSTALL INSTRUCTIONS



For more detailed instructions, read the inside of the manual.

1. Consult message length tables on page 10 if needed. Set option (DIP) switches:
 - Time interval, switches 1-2-3-4 (table 5, page 12)
 - Number of messages, switches 5-6 (table 6, page 12)
 - Bandwidth, switch 7 (off=6.5KHz, on=11.5KHz)
 - Background music fade level (off=full fade, on=partial fade)

Note: A switch is on when it is pointing towards the switch numbers and off when it is pointing away from the switch numbers.

2. Connect the power supply, background music source, and PA/sound system as shown above. Connect optional trigger cable, if applicable.
3. Turn the power switch on. Press the eject button on front of the SoundBrick to open the motorized tape drawer. Insert the cassette into the tape drawer, audio side facing front, then press the eject button, or momentarily push the drawer to close.
4. Loading of tape messages occurs automatically. After tape load, message playback begins automatically.