



P100 Operating Manual



Part 2 - Software Installation, Set-up Utility, Expert Set-Up and Creating new sounds

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System Requirements

The setup utility is designed for installation on PC system running Windows only. There is no MAC version available.

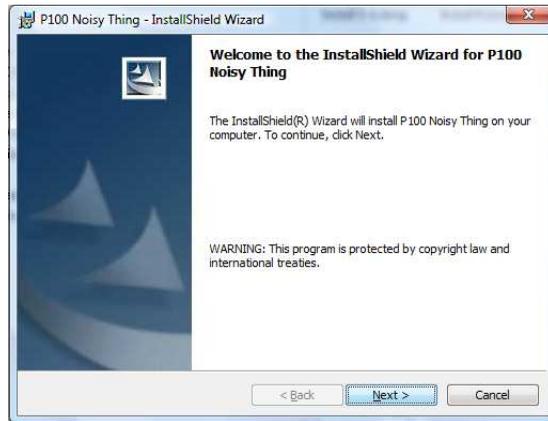
- Operating System:** Windows XP (SP1 or Higher)
Windows Vista
Windows 7
- USB Port:** Direct onto system. Do not use an external hub as this type of connection can be unreliable
- Available Disk Space:** 20MB dependent on sound files installed
- COM Port:** One available COM Port between COM1 and COM29
- Note: if more than one USB port is used, a separate COM Port will be assigned for each USB port on which a P100 has been plugged in
- Other Requirements:** A CD-ROM or DVD drive for software installation. If these are not available (for example on a net-book) the installation files can be copied onto the hard disk or a memory stick.

Software Installation

The software for the P100 setup utility is supplied on CD/DVD. If you do not have a CD/DVD drive on your machine (for example if you are using a super-compact laptop or a Netbook) copy across all the files on the installation disk to a memory stick using another machine.

To start the installation insert the CD/DVD into the drive on the machine. The installation will start to run automatically. If it does not, use the explorer to open the drive and run the file "setup.exe". This will run the setup application. After the system has performed some initial tasks the following screen is displayed.

Setup Utility



Click “Next >” to move onto the next stage.

This allows you to set up the type of installation. In most cases the “Typical” option should be selected. This installs the P100 setup utility, the sound files and the setup program for the audacity sound file editor.

The minimal option installs the P100 setup utility only. If the Audacity sound file editor or the sound files are required at a later date, re-run the installation to get them onto the system.

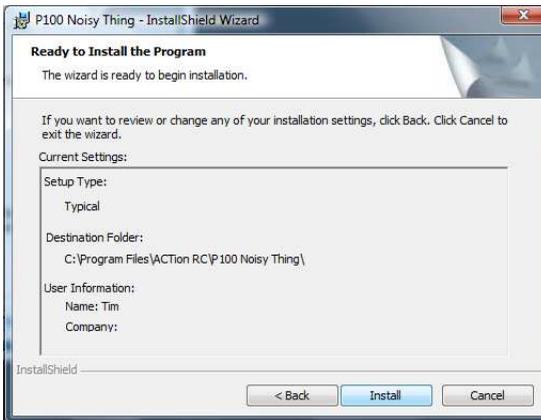
The custom option allows you to select whether to install the sound files or the Audacity sound file editor.

When the installation options have been selected, click “Next >” to move onto the next stage of the installation.

Setup Utility



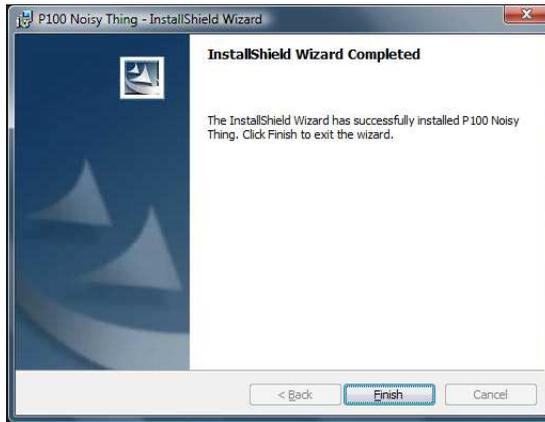
When the system is ready to install the software, the following screen will be displayed. This indicates the setup files options selected and the location where the application will be installed. Click “Install” to start the actual installation process.



Once the installation options have been selected the installation process will begin. The system will copy across all the files into the final directories on the computer and create the menu options and shortcuts.

Setup Utility

Once the installation is completed click the “Finish” button to close the setup application. The CD/DVD can be removed at this point.



The installation places the application and the sound files in a directory below “Program Files” on the system. Typically this will be “C:\Program Files\ACTion RC\P100 Noisy Thing”. The sound files are placed in a directory called “Sounds” below the main directory. This directory is used as the default directory for storing sound sets and source sounds, though other directories can be used.

Driver Installation - Windows XP

Before beginning the driver installation process ensure that the installation CD/DVD (or other medium if used) is in the computer. If the system tries to run the software installation process, cancel the installation process.

To start the driver installation process, connect the P100 to the computer using the supplied USB cable. LED D2 should illuminate indicating that power is being received from the USB cable. Once the P100 has completed its reset process, the “Found New Hardware Wizard” should start to run automatically.

The Wizard will first ask if Windows can connect to Windows Update to search for a new driver for the unit. Select the “No, not this time” option and click “Next >”

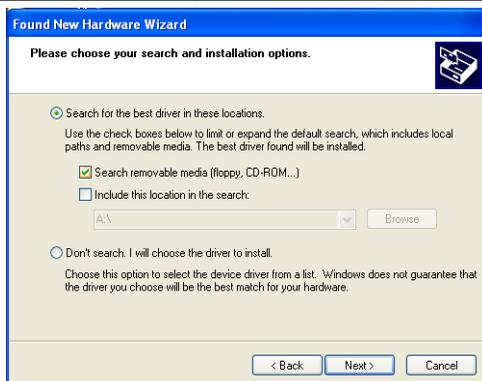


The Wizard will then tell you to insert the installation CD; this does not need to be done. Ensure that the Wizard indicates that it is helping you to install software for the “P100 Noisy Thing”. If it does, select the “Install from a list or specific location (Advanced)” option and click the “Next >” button to continue the installation process.

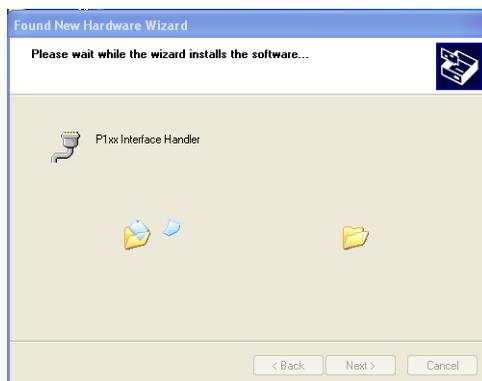


Select the “Search for the best driver in these locations” option and ensure that the “Search removable media (floppy, CD-ROM)” check box is checked as indicated below. Click “Next >” to continue the installation process.

Setup Utility



The computer will start to setup the drivers. If it has located the correct driver, it will indicate the system is installing software for the “P1xx Interface Handler”. This is how the P100 will be identified on the system.

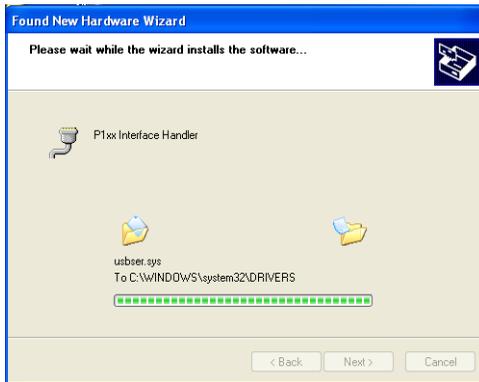


The system will display a warning that the software has not passed Windows Logo testing. Do not worry about this warning, the system actually uses Windows native drivers developed by Microsoft. The installation disk contains information files telling Windows how to associate the drivers with the P100. Click on the “Continue Anyway” to install the drivers

Setup Utility



The system will then download the drivers onto the system and set them up.



Click “Finish” to complete the installation

Driver Installation - Windows Vista

Before beginning the driver installation process ensure that the installation CD/DVD (or other medium if used) is in the computer. If the system tries to run the software installation process, cancel the installation process.

To start the driver installation process, connect the P100 to the computer using the supplied USB cable. LED D2 should illuminate indicating that power is being received from the USB cable. Once the P100 has completed its reset process, the “Found New Hardware” wizard should start to run automatically.

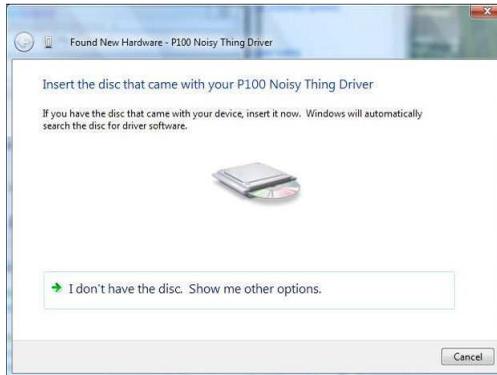
Click the “Locate and install driver software (recommended)”



The system will start by searching the Windows Update web site. This may take a little time to complete. While it is in progress there will be a small animated icon on the taskbar.

If the system does not detect the driver disk properly it may display the following dialogue in the wizard. If you have not got the installation disk in the drive, please insert it now. If this does not work then click the “I don't have the disc. Show me other options” message

Setup Utility

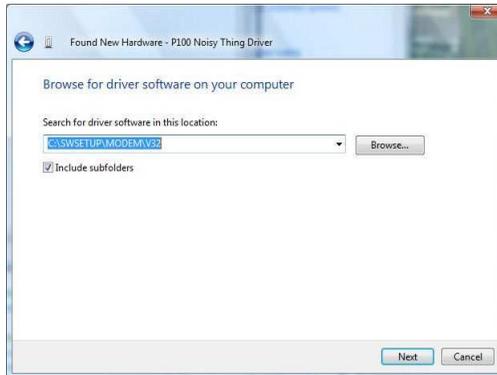


Click the “Browse my computer for driver software (advanced)” message to continue the process. This will allow you to select the location of the driver files.



The system will ask you to browse for driver software on your computer. Click on the browse button to start allow you to set the location of the driver files.

Setup Utility



Using the dialogue box to select the directory for the driver files. This will be the root directory of the CD-ROM/DVD drive (typically D: or E:). If the system has identified a possible location, the OK button will be enabled.



Note that if the setup utility has already been installed, you can also use the program directory for the setup utility.

When the system displays the warning that it cannot verify the publisher of the driver, click on the “Install this driver software anyway” message. There is no risk in installing the drivers as the

Setup Utility

P100 uses Microsoft generic drivers supplied with the system as part of the standard Vista install.



Once the software is installed, the system will report that it has installed software for the “P1xx Interface Handler” and the communications port that will be used when the P100 is connected on that USB port. If this is greater than COM29, the system will not work with the P100 as the utility will not communicate with higher numbered communication ports.



Click “Finish” to finalise the installation process.

Driver Installation - Windows 7

With Windows 7, if you have installed the P100 software but it does not recognise the P100 board when it is plugged in to the USB port, the drivers will need to be installed manually. These instructions also need to be followed if Windows reports an error when the P100 is plugged into the USB port. Before running this procedure ensure the P100 CD is in the drive on the computer and the P100 is plugged into a USB port.

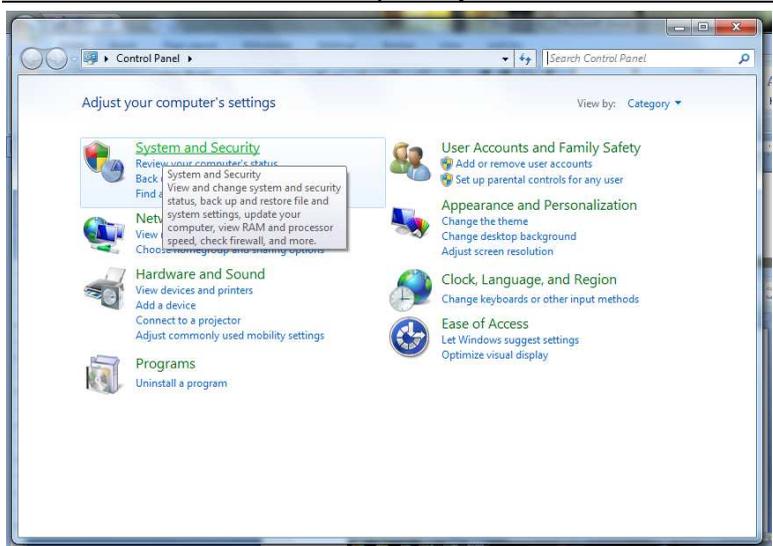
From the start menu select “Control Panel”



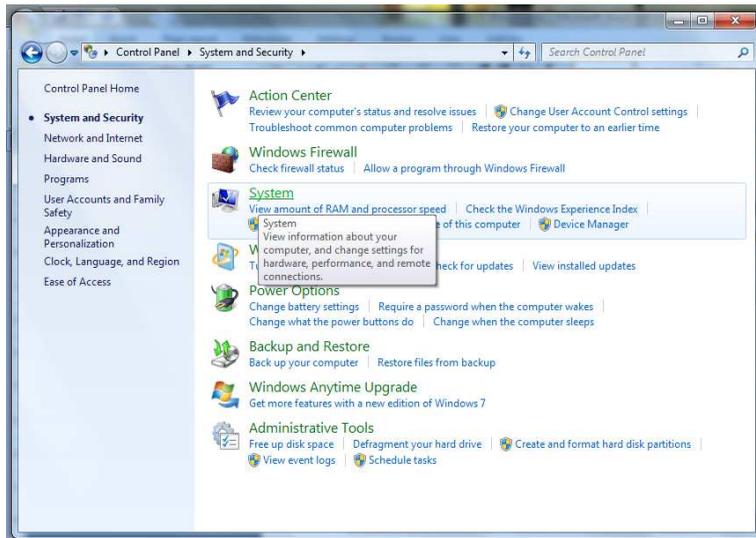
This will display the control panel application.

Select the “System and Security” option

Setup Utility



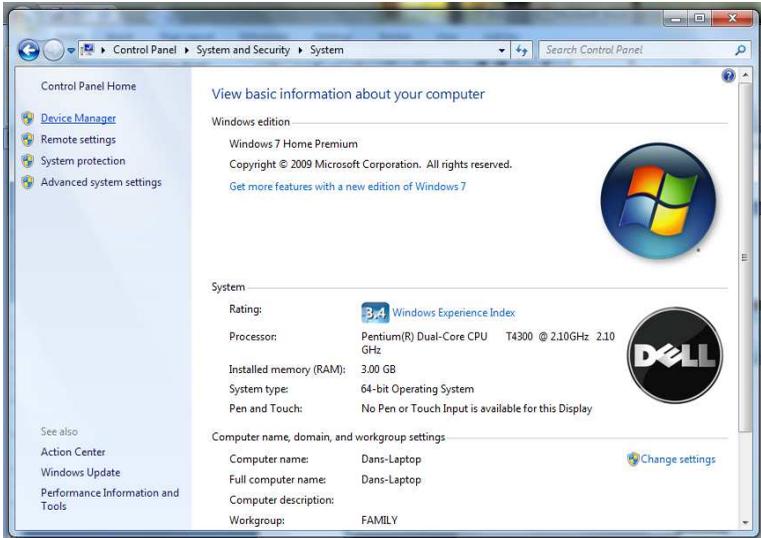
Select the "System" Option



This will display the system options screen

Setup Utility

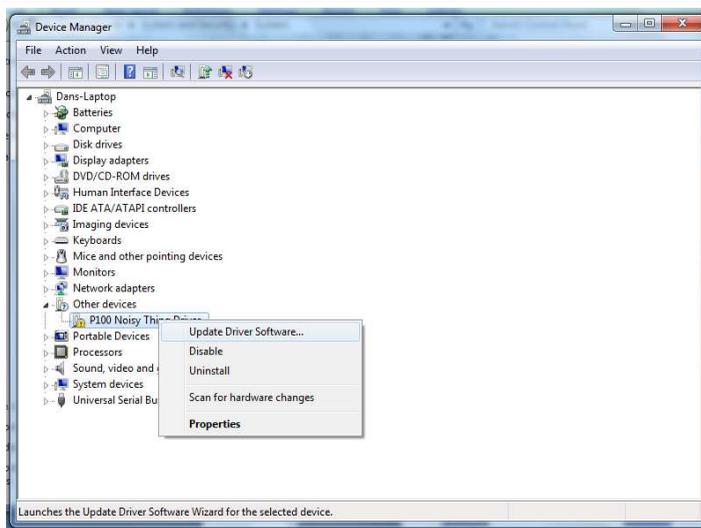
Select the “Device Manager” Option



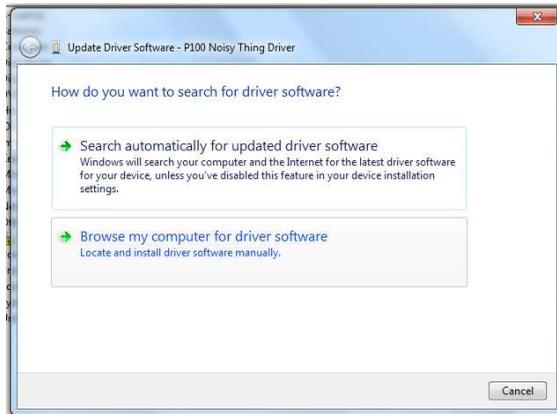
Note that some of the information on this screen is machine dependant and will be determined by your computer.

Select the “Other Devices” option on the list of devices. The “P100 Noisy Thing Driver” will be displayed with a yellow exclamation mark next to it. Right click on the “P100 Noisy Thing Driver” and select the “Update Device Driver” option.

Setup Utility



Select the “Browse my computer for driver software” option



Enter the drive letter for your CD drive into the “Search for driver software in this location” (normally the drive letter is “D:\”) or use the browse button to navigate to the CD/DVD drive. Then click “Next >”

Setup Utility

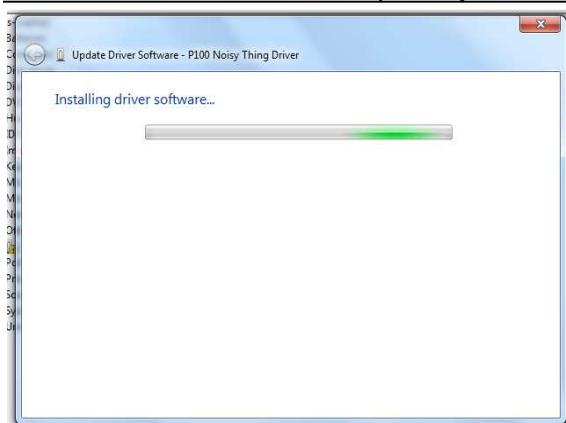


The system will display a warning that the publisher of the software cannot be verified. This is normal, however there is no reason to be concerned as the P100 only uses Microsoft drivers. Select the “Install this driver software anyway” option.

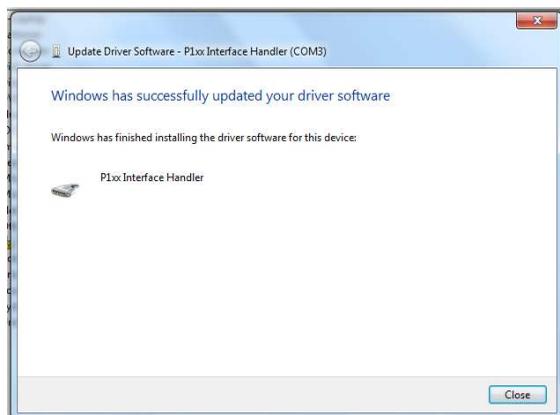


The system will install the drivers. The following screen will be displayed:

Setup Utility



Once the installation is completed, the following screen will be displayed. Note that the “COM” number may be different on your machine. This is not a problem as long as the P100 is installed on COM1 to COM3. Click “Close” to finish the process.



If the process has completed correctly, the P100 will be detected by windows when it is plugged into the computer. The P100 software will then detect the presence of the P100 when it is started.

Using the Setup Utility

The setup utility allows you to download sounds into the P100. This can be done using a predefined sound set or by selecting individual sounds to build up your own setup.

File Types

The setup utility uses three file types:

NTS Files: Noisy Thing Sound Set - these are complete sound setups for the P100. Downloading one of these into the P100 fully configures it, including the various settings for the connection to the receiver.

ASF Files: Audio Sound Files - these are the sound files for individual sounds in the format used by the P100.

WAV Files: Wave files - these are standard Windows format wav files used to give a preview of the sound before downloading into the P100. Wav files are not necessary for the operation of the system.

NTS files are generated and opened by the setup utility and no other applications are required to manage them. ASF files can be generated by any wave file editor which is capable of producing RAW files. The ASF file format is RAW file (header-less) using unsigned 8 bit PCM encoding.

Connection to the P100

To program the P100, it needs a USB connection to the PC running the setup utility. It is recommended that the P100 is connected directly to the computer rather than going through a hub as this will give a more reliable connection.

When defining a sound set, it is not necessary to have the P100 connected to an amplifier, however a connection so the sounds can be played back through the P100 will make it possible to fine tune the playback of sounds.

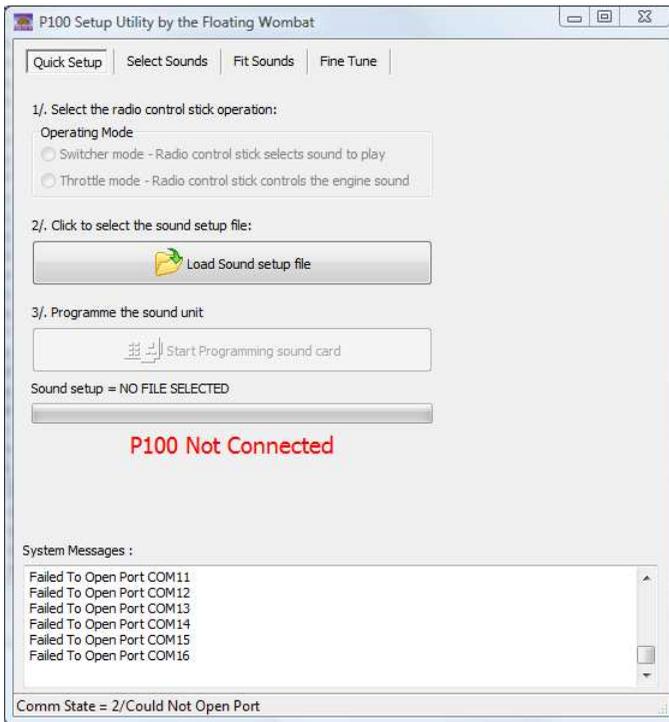
Any amplifier capable of being driven by a standard line level signal can be used for fine-tuning, though the best results will be obtained if you use the amplifier that will be used on the final installation, preferably installed in the model as it will be used.

Setup Utility

The P100 can be connected to the computer before or after the setup utility is started. Once a connection has been established though, the connection must not be disturbed until setup of the P100 is complete. Once the connection with the P100 is broken, the utility must be restarted to ensure reliable data transfer.

Starting the Utility

Start the utility by double clicking on the icon on the desktop or from the Start menu. This shows the main screen:

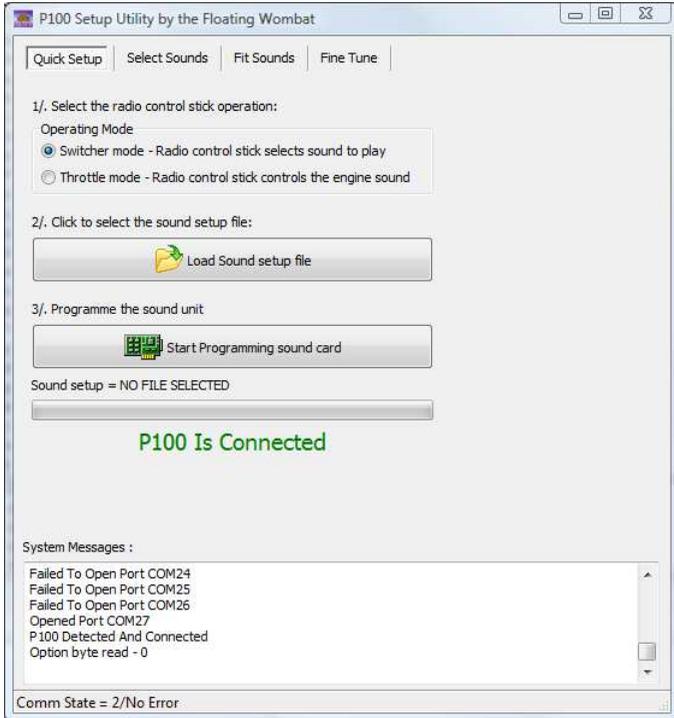


The operating modes are selected from the tabs at the top of the screen. While there is no P100 connected, the display is as above. The system message area is used to report on what the system is currently doing. At the bottom of the screen is the status indication. This reports any errors in communication.

Once the connection is established, the display will change as shown below. The utility reports that it has detected a P100 and that it is connected. It also reads the option byte that defines the

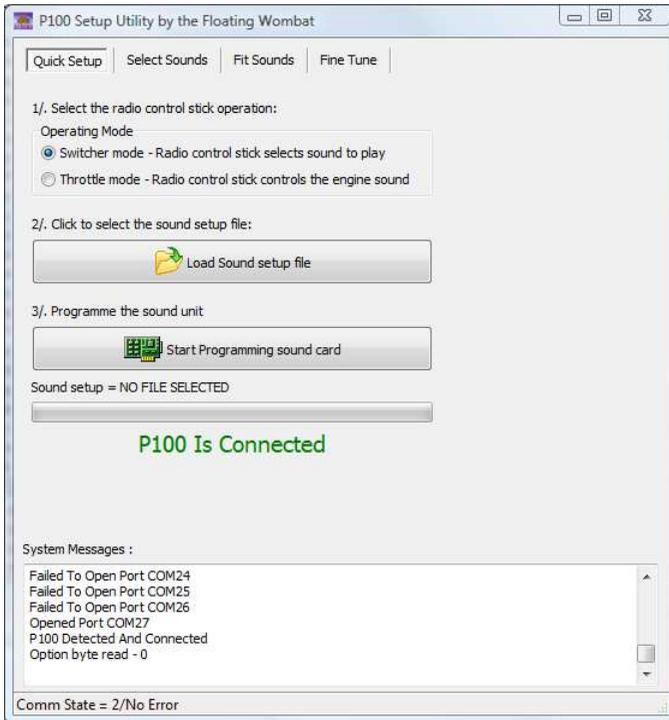
Setup Utility

operating mode the P100 currently using. This sets up the operating mode radio buttons ready for use.



Quick Setup Mode

The quick setup screen is used to setup the P100 from a sound-set file (NTS file). The data on the P100 is erased and replaced with the data in sound-set. The quick setup screen is also used to setup the operating mode.



Selecting the Operating Mode

The operating mode is switched between Switcher mode and Throttle mode by selecting the appropriate radio button. The utility software sets up the operating state as soon as the radio button is clicked.

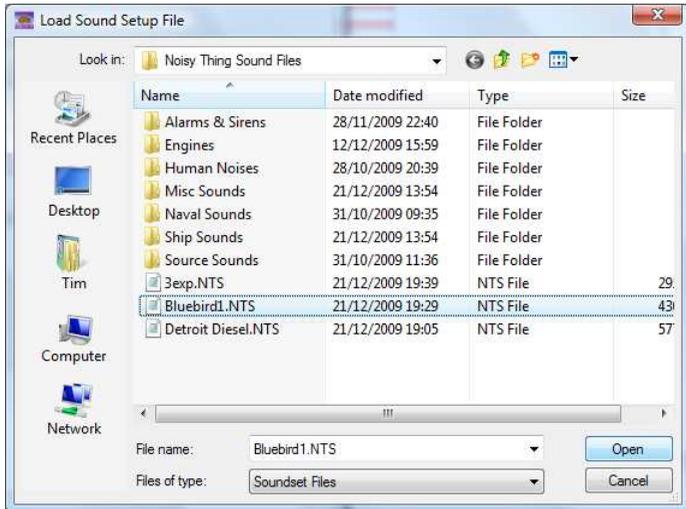
If you just want to set the operating mode, connect the P100 to the computer, start the utility software, set the operating mode as required and then disconnect the P100 and close the software.

Programming the P100 with a Sound-set

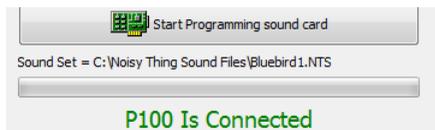
Steps 2 and 3 on the quick setup screen are used to program the P100 from a pre-defined sound-set. The first stage is to select a sound-set to program. The second is to actually program it into the P100.

Selecting the Sound-set

Click the “Load Sound Set button” - this will display the Sound-set selection dialog box. Select the required sound-set and click “Open”.



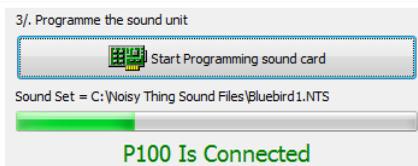
When the file is loaded, the Sound set text under the programming button will indicate the sound-set file that has been selected:



Programming the Sound-set into the P100

The sound-set is programmed into the P100 by clicking the “Start Programming sound card” button. This will start the download process. The progress of the download is shown on the progress bar:

Setup Utility



When the download to the P100 is complete, the system shows a message box.



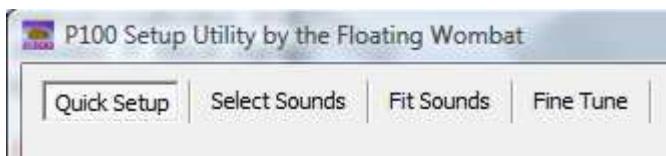
Click OK to finish the programming procedure.

Once the programming process is complete, disconnect the P100 and close the application. The P100 is ready to use.

Expert Setup Mode

Expert setup mode allows you to setup your own sound sets by selecting individual sound files, fitting them into the memory and then fine tuning them to give the best results. This can be done without a connection to an amplifier, however, this will not allow you to fine tune the sounds as you will not be able to hear them.

For the fine tuning process it is recommended that the P100 is connected to the amplifier and speaker that will be used in the model, for preference with the speaker mounted in the model as it will be used.



To set up the P100 in expert mode, start by selecting the “Select Sounds” tab to choose the individual sounds. Once the sounds have been selected select the “Fit Sounds” tab to fit the sounds into the memory and program them into the P100. The last stage of the process is to fine tune the setup using the “Fine Tune” tab.

Selecting the Sounds

Before actually placing the sounds onto the P100, it is worth planning out what sounds you actually want on the system. There are a number of things to consider:

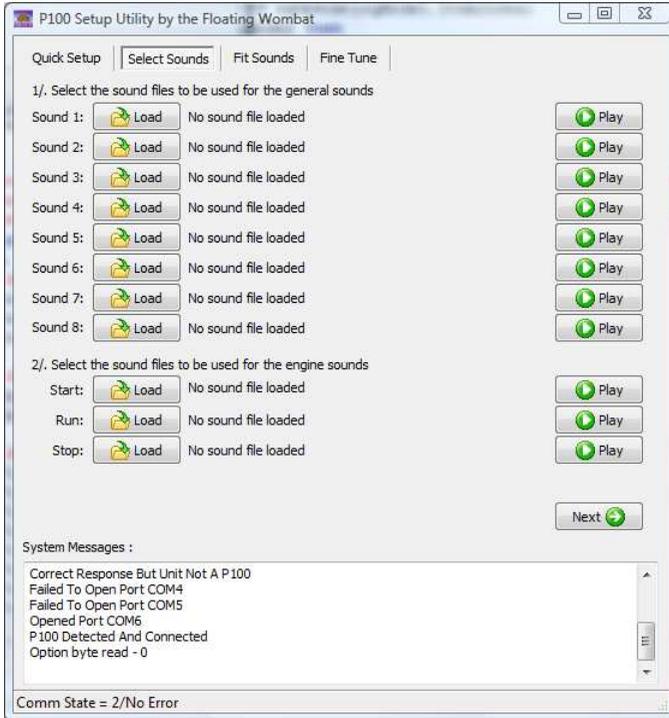
If you are going to loop sounds, it may be worthwhile to have sound 1 left empty so it can be used to stop the looped sounds from playing.

The length of sounds you want to play needs to be considered. If you try to load too much onto the unit it is possible you will run out of memory. Try to keep the length of the sounds as short as possible.

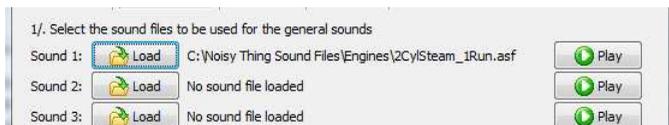
If you are setting up engine sounds, try to make sure the sounds properly match each other to prevent sudden changes in tone and speed.

Setup Utility

To select the sounds, start by clicking the “Select Sounds” tab to bring up the sound selection page.



To select a sound file for a particular sound, click the appropriate “Load” button. This will display the file selection dialog box for the sound. Select the required file and click the “Open” button to select the file. The utility will update the label for the sound to indicate the file selected.



If you want to remove a sound, double-click on the label and it will be removed from the setup.

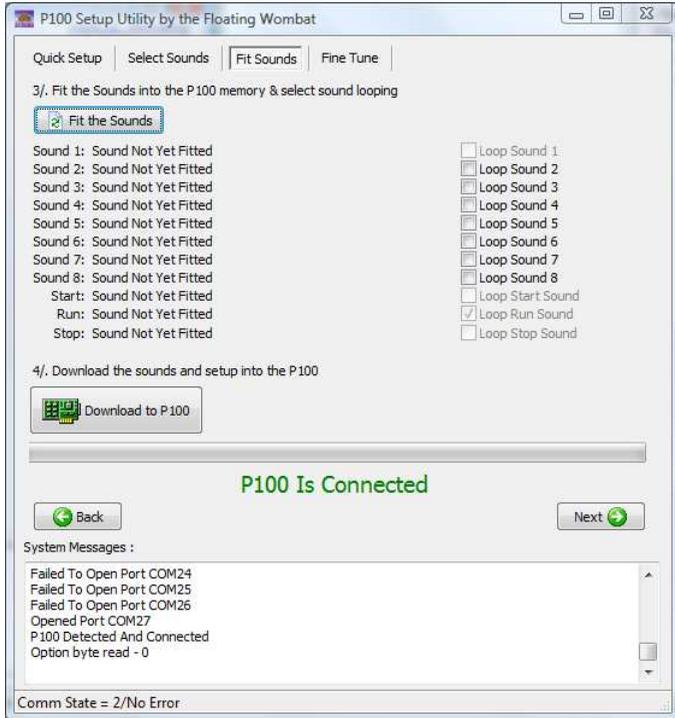
To play a preview of the sound click the “Play” button. If there is a preview sound this will play it to give an idea of the sound. If there is no preview sound available, the system will give a warning message box.

Setup Utility

Once the sounds have been selected, click the “Next” button or the “Fit Sounds” tab to move onto the next stage.

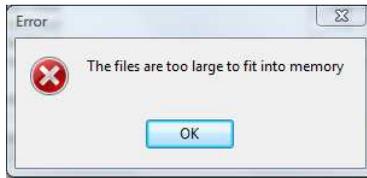
Fitting the sounds

Once the sounds have been selected, it is necessary to fit them into the memory and select whether the sounds are looped. Fitting determines where in the P100 memory the sounds are placed but does not place them into the P100 memory.



The sounds are fitted by clicking the “Fit the Sounds” button, which makes the system allocate the memory for the sounds. If the sounds are too large to fit in the memory a message box is displayed.

Setup Utility



If this is shown, use the “Back” button to return to the select sounds form and reselect the sounds. Try removing some sounds or choosing smaller sounds until the sounds fit.

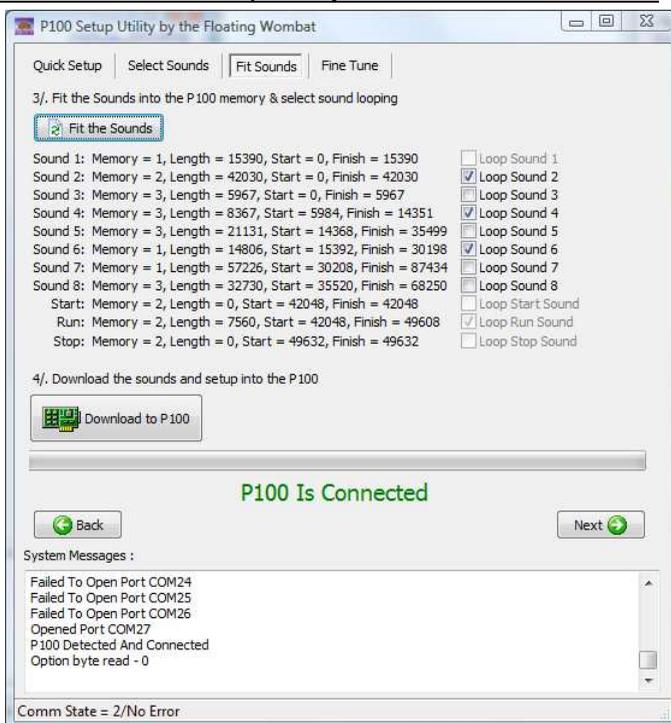
Another problem may be that while there is enough memory space to fit the sounds in, because of the sizes of the individual sounds, the system cannot place them. In this case the system will report



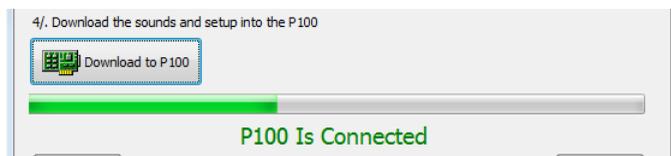
In this case go back to the “Select Sounds” tab and try re-ordering Sounds 1 to 8 to put the larger sound files into the lower numbered sounds.

Once the sounds are fitted into the memory without any errors being reported, select the sounds to be looped by clicking the “Loop Sound” check boxes.

Setup Utility



You cannot set sound 1 or the engine sounds to be looped as these are controlled by the system. Once the sounds have fitted and the looped sound selected, click the “Download to P100” button. This downloads the sound data into the P100 ready for fine tuning. The progress of the download is shown on the bar:



Once the download is completed a message box is displayed. Click on “OK” to continue

Setup Utility



When the sounds have been downloaded click the “Next” button or the “Fine Tune” tab to move to the fine tune stage.

Fine Tuning the Setup

The last stage of setting up a sound-set on the P100 is to fine tune the sounds. This involves fine adjusting the playback speeds of each of the sounds, setting up the idle and maximum playback speeds for the engine and setting up the neutral position and maximum throttle positions of the radio control system.

To be able to fine tune the sounds, it is necessary to have the p100 connected to an amplifier and speaker to be able to hear the actual playback from the P100. To set up the maximum and minimum throttle positions, the P100 needs to be connected to a receiver.

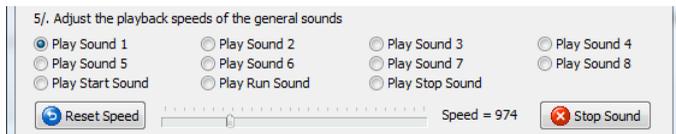
The fine tune mode is selected by clicking on the “Fine Tune Tab”:

Setup Utility



Fine tuning the General Sounds

To fine tune the general sounds, click on the radio button for the sound to be fine tuned. This will cause the sound to play over the amplifier. Adjust the speed slider to set the playback speed that is desired for the sound



To stop the sound playing, click the “Stop Sound” button. If you want to reset the speed for the sound back to the point before it was last adjusted, click the “Reset Speed” button.

To select another sound, click the appropriate radio button to select it. It will play automatically.

Setup Utility

Setting up the engine sounds

Engine sound setup is only required if the P100 will be operated in throttle mode. The engine sounds are setup by clicking the “Play Run” button. This will play the programmed engine run sound.



Adjust the “Adjust Idle Speed” slider to set the engine idle speed. This also sets the playback speed for the engine start and engine stop sounds. Adjust the “Adjust Full Speed” slider to set the full throttle speed of the engine.

Setting Up the Receiver

To set up the receiver parameters, the P100 needs to be connected to the receiver that will be used in the model. This must be correctly bound to the transmitter (in the case of a 2.4GHz set) and the transmitter and receiver must be powered.



To setup the neutral throttle position (for idle speed playback), place the transmitter stick in the neutral position, wait for a couple of seconds to allow the system to stabilise and click the “Set stick to minimum throttle and click this button” button. The speed legend will indicate the neutral position reading.

To set the maximum throttle position, place the transmitter stick in the maximum throttle position, allow a couple of seconds for the system to stabilise and click the “Set stick to minimum throttle and click this button” button. The speed legend will indicate the maximum throttle position reading.

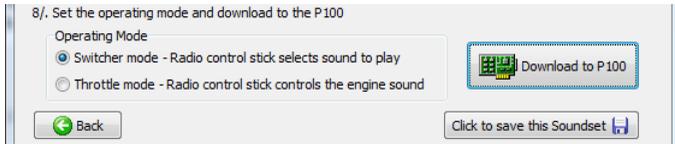
The maximum throttle position can be either the full forward or full reverse throttle position, though it is better to use the full forward throttle position.

Finalising the Fine Tune Settings

The last stage of fine tuning the settings is to set the operating mode and download the updated speed and receiver settings to the P100. This is done by clicking the radio button to select the

Setup Utility

operating mode. This sets the unit to either throttle or switcher mode.



Click the “Download to P100” button. This downloads the updated settings to the P100. When the parameters have been downloaded, the system displays a message box reporting the download is finished



If you want to save the sound-set for later use or to share it with others click the “Click to save this Soundset” button. This will allow you to save the setup to the computer. The P100 can be later reprogrammed with this sound-set using the Quick setup screen.

The P100 is ready for use and can be disconnected from the laptop. Close the utility when the P100 is disconnected.

Creating New Sounds For The P100

It is possible to create new sounds for the P100 using a wave file editor that will produce raw 8 bit unsigned PCM sound files. The P100 installation disk includes a copy of "Audacity" which is an open source issued under the GPL license terms.

Recommendations

These recommendations are not compulsory, but may help when setting up your own sound files.

When creating new sounds, always create a WAV file format sound using the same resolution and sampling rate of the ASF file. Store this with the same filename (but using a .wav extension rather than a .asf extension) and in the same directory as the sound file. This will allow a preview of the sound in the setup utility.

When creating new sound files always arrange the sound file so that the sound starts and finishes at the zero level (178 or 128 for 8 bit unsigned PCM) as this will prevent clicks and pops at the start and finish of the sound playback.

When setting up engine sounds with start and stop sounds, ensure they are all taken at idle so that there are no changes in tone when the P100 switches from one to the next.

When setting up engine run sounds, try to gather several seconds of sound to give a reasonably varied playback, but do not make the sound playback too long (a few seconds should be enough). When setting up the playback, ensure that you stop end the sound at the right point otherwise the engine will sound like it has a chronic misfire. It may take some experimenting to sort this out.

Try to keep the sounds as short as possible - this preserves memory space.

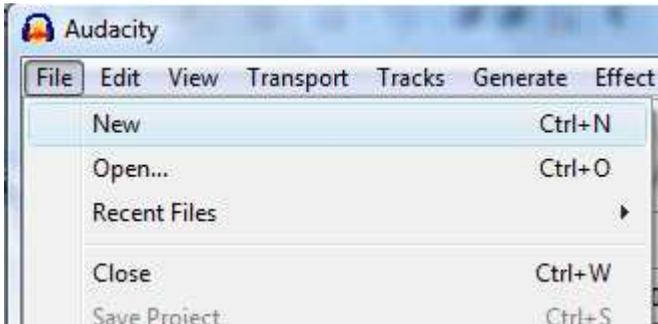
Where possible use a sampling rate of 8000 Samples per second. More than that will give no audible improvement in the playback quality and will limit the range over which the engine sound can be adjusted. Use an 8 bit unsigned PCM resolution. This may not sound like much, but it is more than adequate for the application.

Setting Up A New Sound

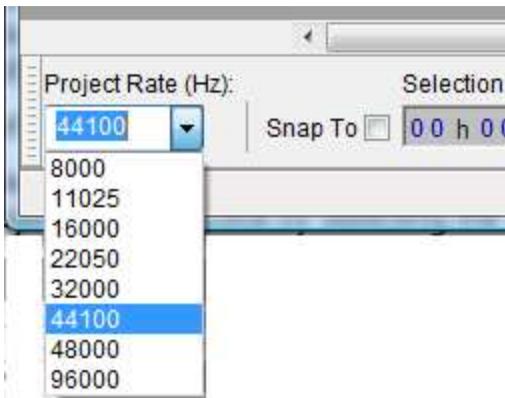
To create a new sound for the P100, the first stage of the process is to setup the basic parameters. We recommend that you setup the sound with a sample rate of 8KHz (8000 samples per second). To do this perform the following steps:

Start the Audacity Program

Select “New” from the menu bar to create a blank project

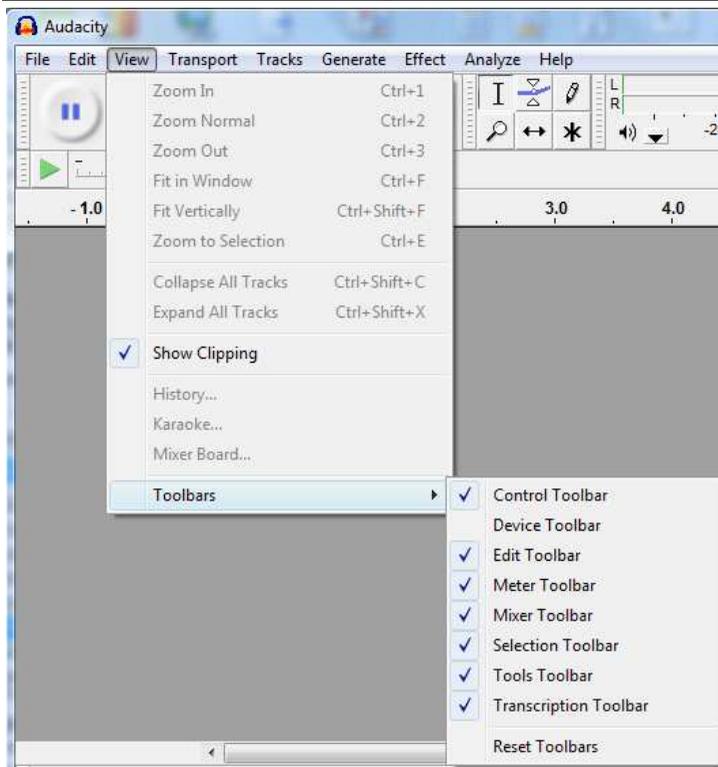


Set the sample rate to 8000Hz using the drop down list in the Project Rate (Hz) box by selecting the 8000 option from the list. If 8000 is not shown then type it into the box



If the project rate box is not shown, it can be displayed using the View -> Toolbars menu option. This displays a list of the toolbars. Ensure that the “Selection Toolbar is clicked as shown.

Creating Sounds

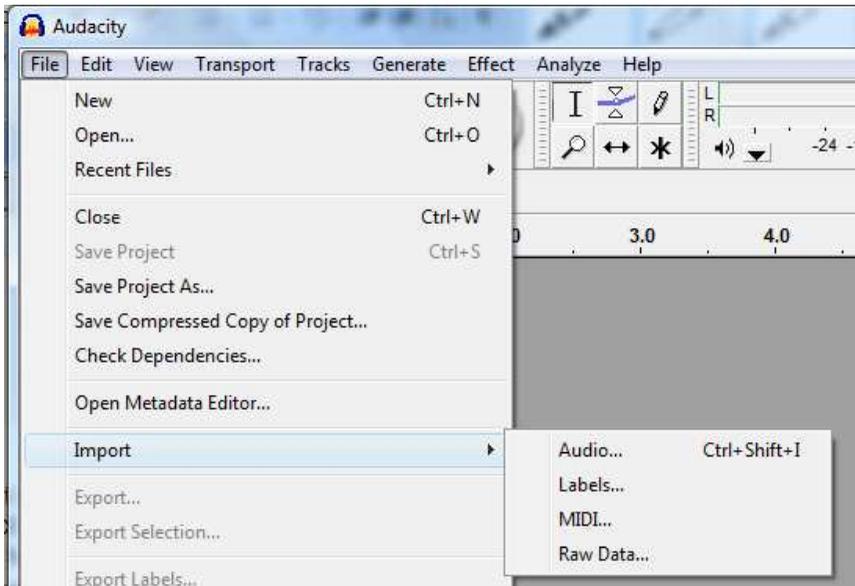


Importing The Source Data

The next stage of creating a new sound is to import the source data. This can be any audio file recognised by Audacity. The commonest format is Microsoft WAV format (wav file) though any supported format can be used.

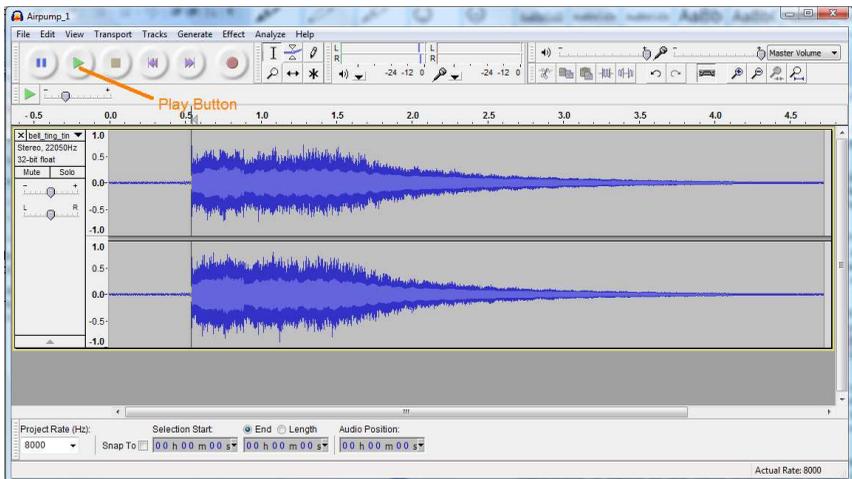
To import the data select the Import option from the main menu bar. Click on "File" to display the menu, then click on (or hover over) the "Import" option to display the sub-menu and then select "Audio" to pull in the audio data.

Creating Sounds



This displays a file selection dialog box. Use this to select the file to be converted to P100 format.

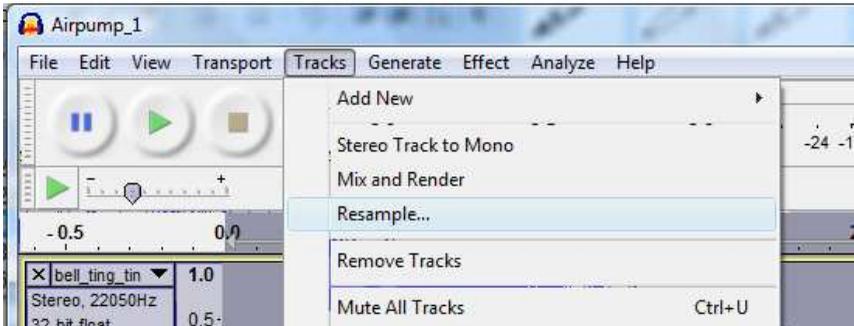
If the audio has been imported has been successfully imported you should see data in the main screen of Audacity. To check the sound click the play button to make the sound play



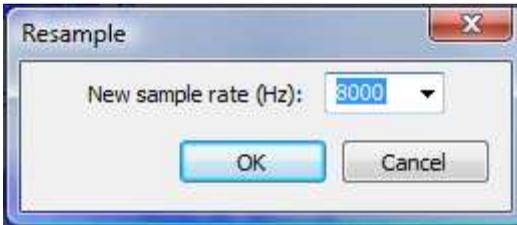
If the sound plays successfully then the process can continue. If there is a problem check the file is not corrupt.

Setting Up The Sound 1

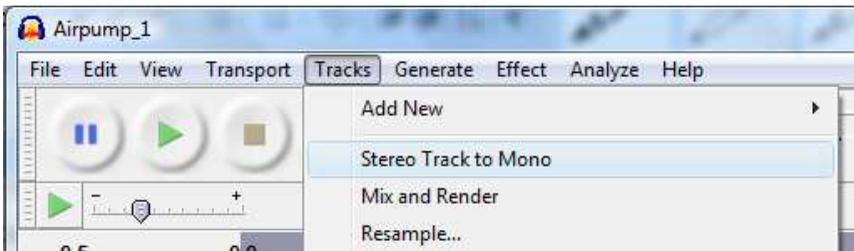
The next stage of setting up the sound is to convert the sound to mono and resample it to 8000Hz (Samples per second). This gets the sound to the basic setup for the P100.



Select the “Tracks” menu option and click on the resample option. This displays the Resample dialog box:

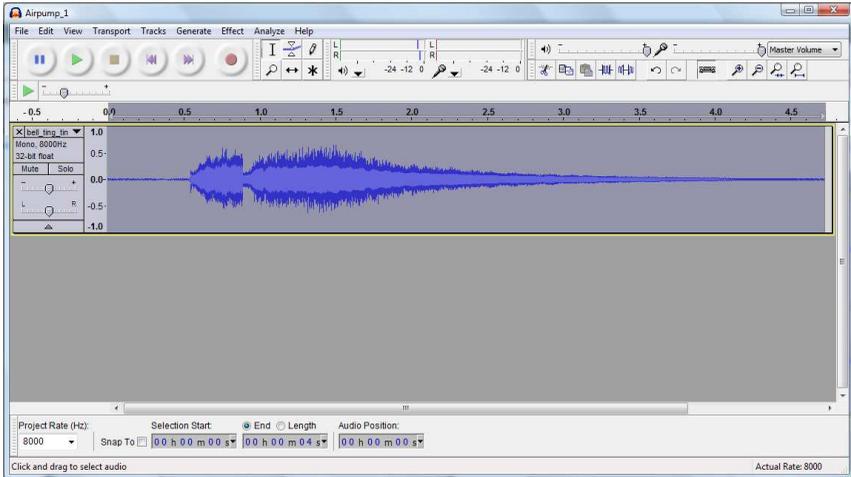


If the New sample rate is not set to 8000 enter it into the box and click OK. This will perform the resample operation. Once this has been done, click the “Stereo Track To Mono” option



Creating Sounds

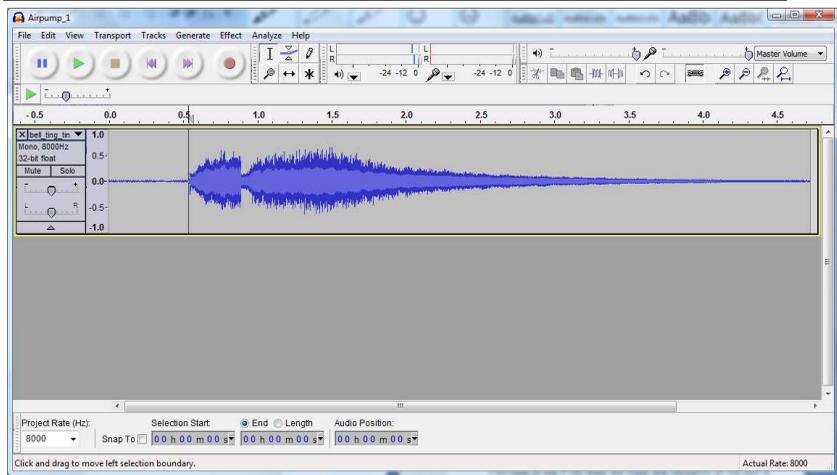
This will have processed the sound into the correct format for the P100. The sound should be displayed as a single trace:



Editing the Sound

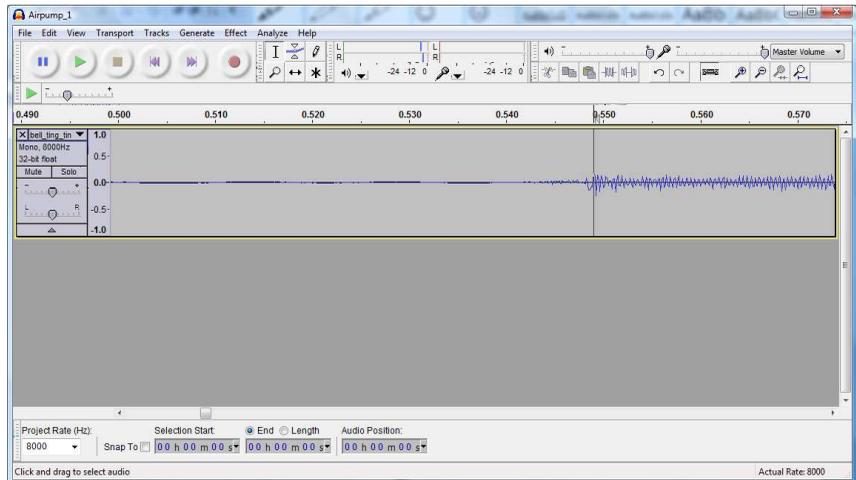
This is where things start to get a little more complicated and where you start to manipulate the sound as required. The main thing you need to do is to select the parts of the sound that you actually wish to play - for example removing silence off the start and finish of the sound. Ideally you want to make the sound as short as possible while keeping all the elements that you want in the final sound. The first stage is to crop off the bits off the start of the sound you don't wish to keep.

Creating Sounds



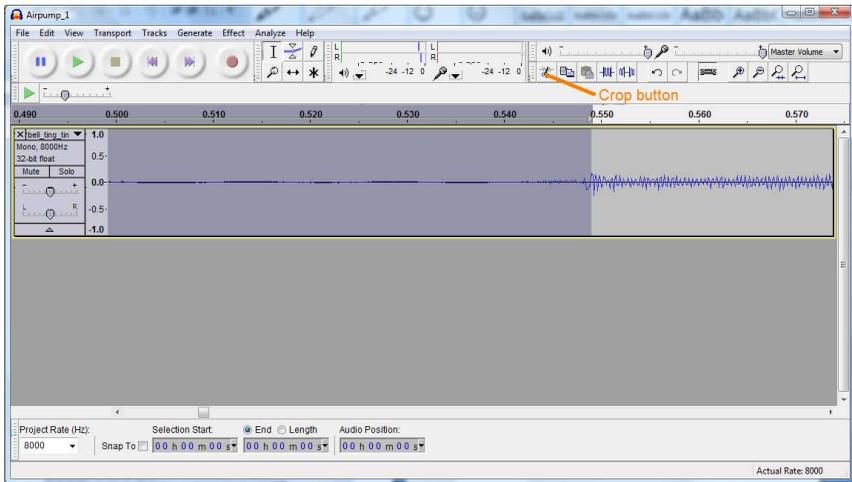
Click on the start of the sound to roughly select the start position - this will place a marker line onto the display. Click the '+' button to zoom into the sound to get close to the start point.

Once the zoom is in enough to see the start of the sound clearly, click to place the cursor onto a point where the sound crosses the centre line.



Click Shift+J to highlight from the cursor to the start of the sound file:

Creating Sounds

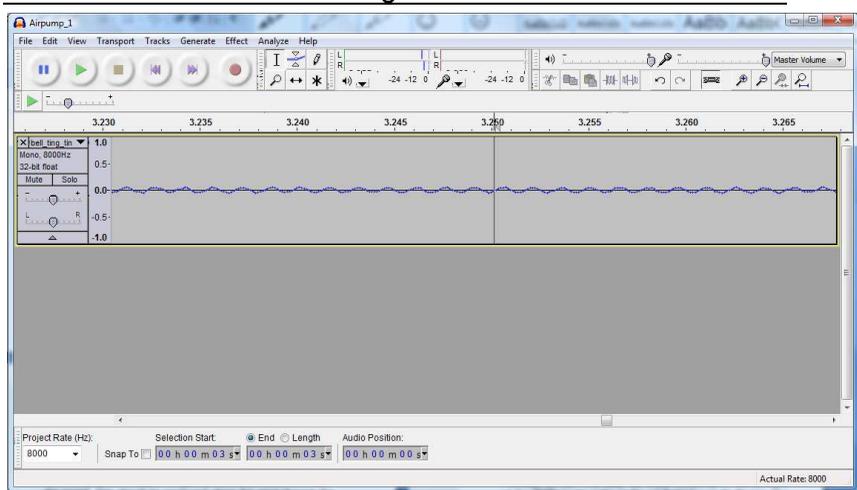


Then click the Crop button to delete the selected data.

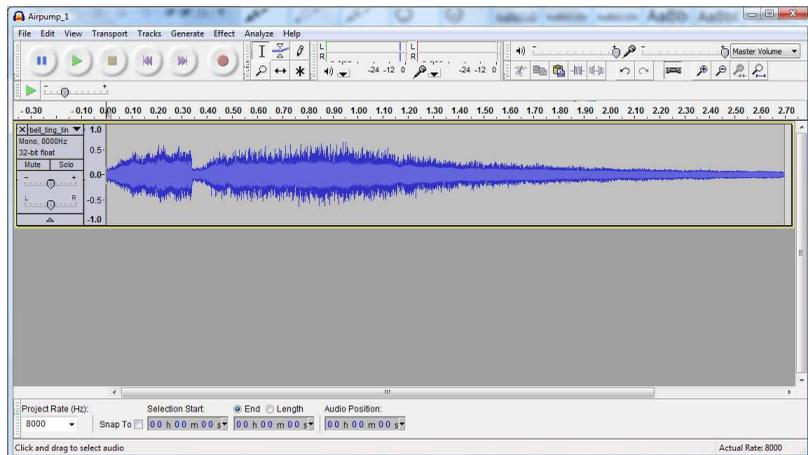
Setting Up The Sound 2

Once the start of the sound has been sorted out, the process can be repeated on the end of the sound. Click Ctrl+F to fit the sound to the window and identify the approximate end of the sound. Zoom in and identify the approximate end of the sound that you want in the P100. Click on the position where you want the end of the sound. This should be positioned where the wave crosses the centre line.

Creating Sounds



Press Shift+K to select the sound from the cursor to the end of the sound. Then click the crop button to delete the highlighted section.



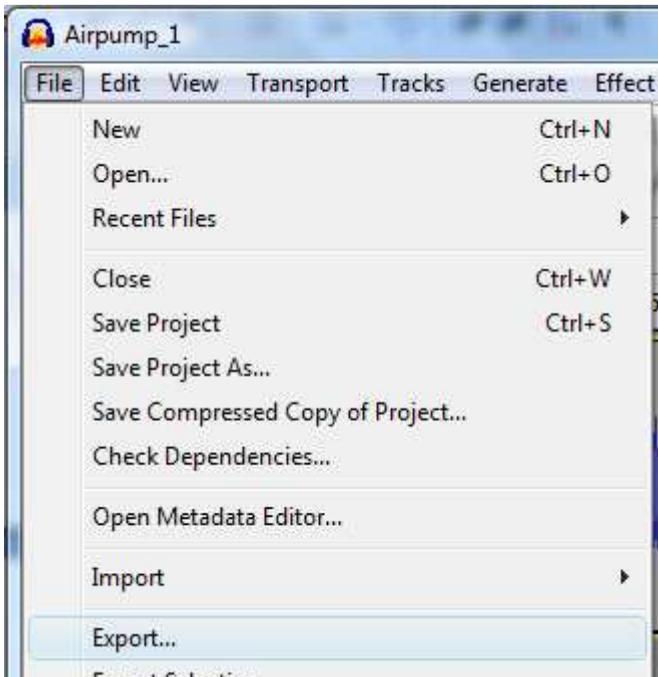
This should give you the sound you want. Select "Play" or "Loop Play" from the "Transport" menu to play the sound to make sure it is correct and there are no unwanted clicks or pops. Use "play" for a sound that will be played once. Use "Loop Play" for a sound that will be looped.

Creating Sounds



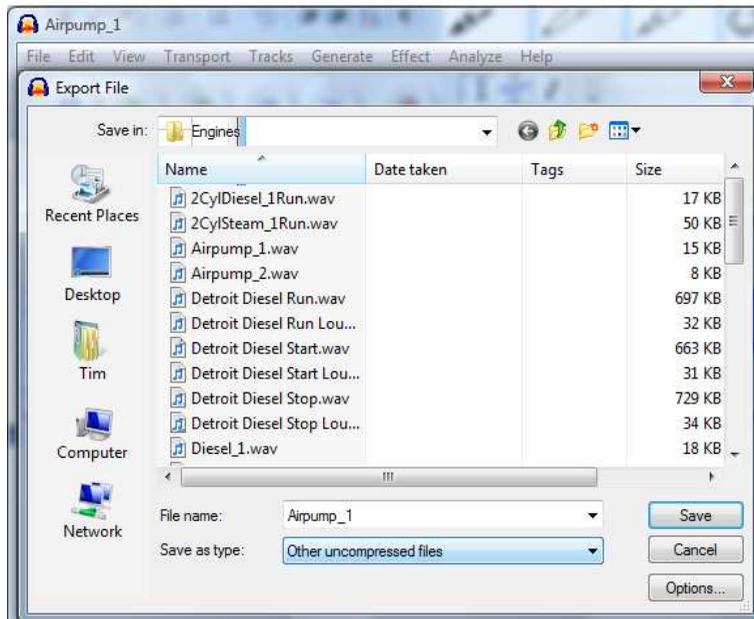
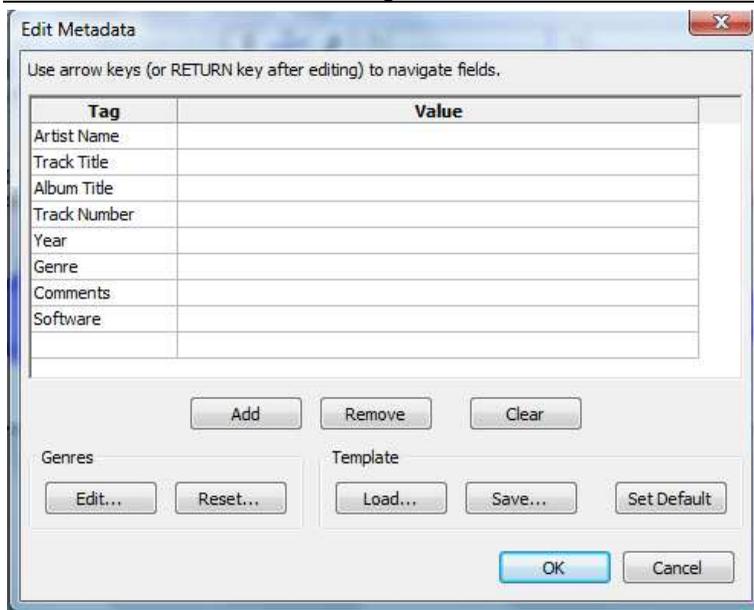
Saving the Sound - P100 Format

To export the sound for the P100 select the Export option from the file menu.



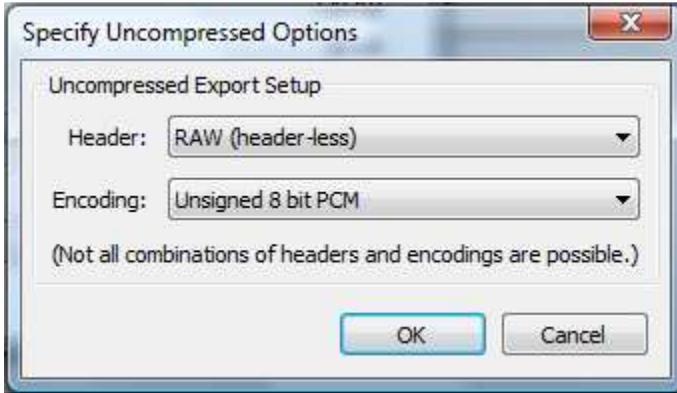
Click on the "Export" button to display the Export dialog.

Creating Sounds



Creating Sounds

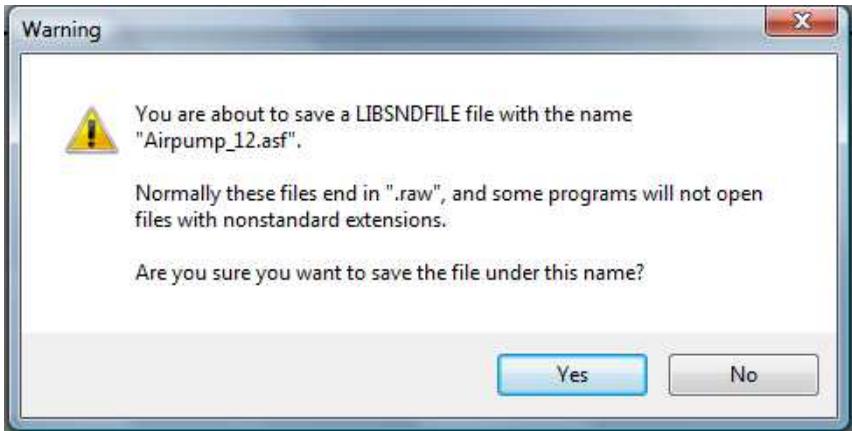
Click on the OK button to display the Export File dialog box. Select the “Save as type” to be “Other uncompressed files” and then click on the “Options” button to display the options dialog,



Select the Header as “RAW (header-less)” and the encoding as “Unsigned 8 bit PCM” and then click “OK” to return to the Export File dialog box.

Enter the file name for the file into the File name dialogue box. This should have a .ASF extension to be used with the P100.

Click OK to save the file. Audacity will display the following dialogue box:

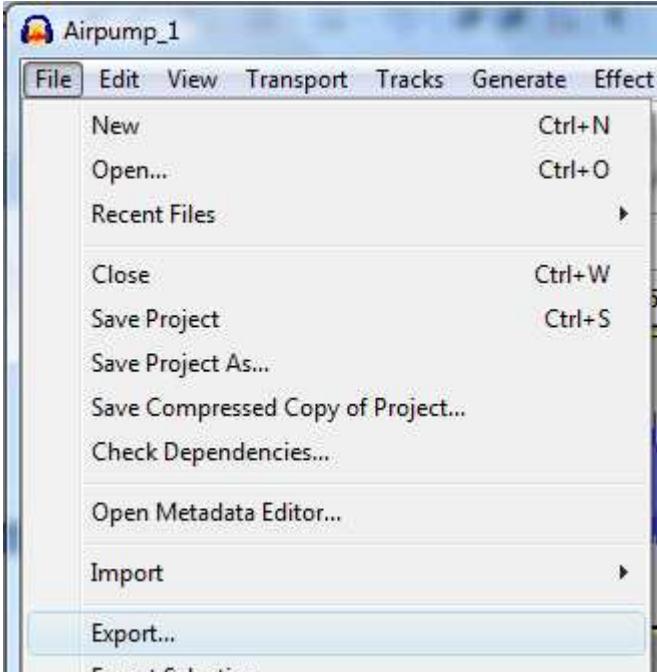


Click on “Yes” to save the file.

Saving the File - WAV Format

If you want to save a preview file to playback within the P100 setup utility, you need to produce a WAV format file of the sound and save it into the same directory as the .ASF file

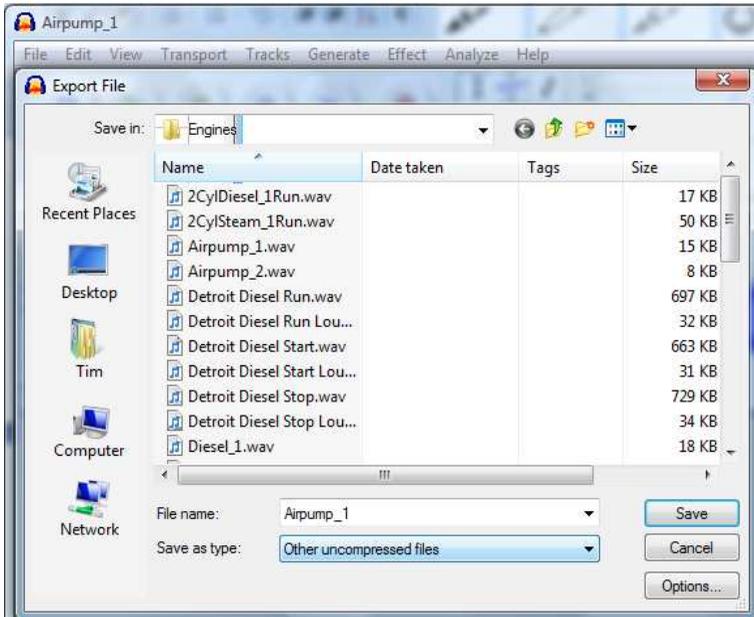
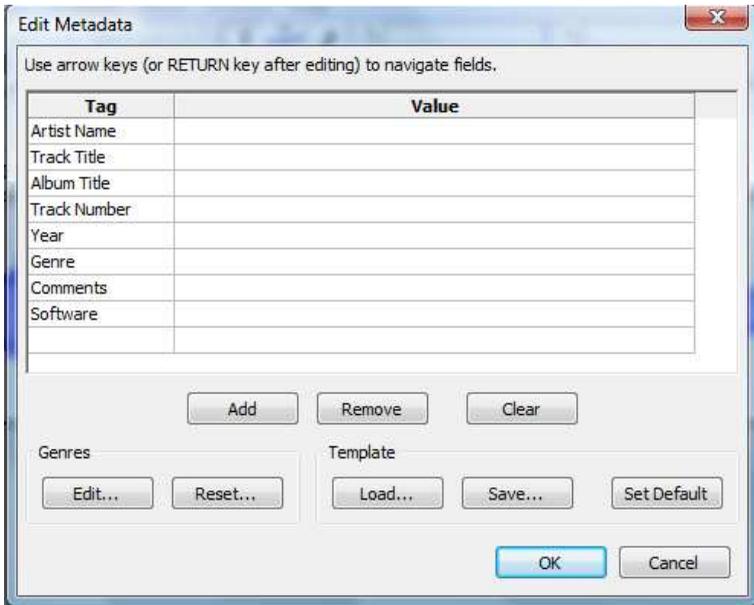
To export the preview sound select the Export option from the file menu.



Click on the "Export" button to display the Export dialog.

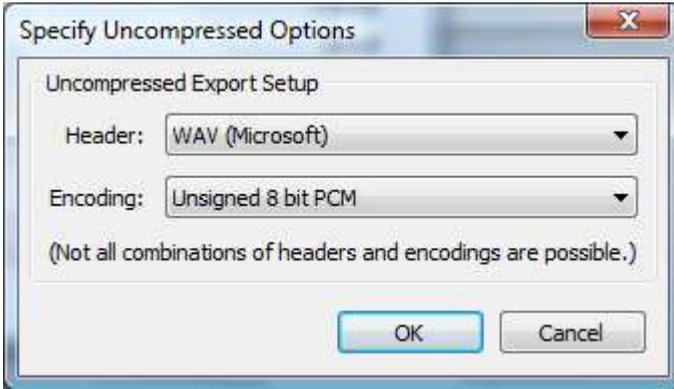
Once the sound and the preview have been saved, Audacity can be closed or a new file created. There is no need to save an Audacity project unless you want to do further processing of the file.

Creating Sounds



Creating Sounds

Click on the OK button to display the Export File dialog box. Select the “Save as type” to be “Other uncompressed files” and then click on the “Options” button to display the options dialog,



Select the Header as “WAV (Microsoft)” and the encoding as “Unsigned 8 bit PCM” and then click “OK” to return to the Export File dialog box.

Enter the file name for the file into the File name dialogue box. This should have a .wav extension to be used with the P100.

Click OK to save the file.

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The Audacity system is provided under the provisions of the GPL license. The terms of this license can be found at www.gnu.org/licenses/gpl.html. The source code for audacity can be found in the installation disk in accordance with the terms of the GPL license.

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