

**P104**

## Sound Selector Switch for P100 Noisy Thing



P104 Sound Selector Switch is just that - it allows the user to operate the P100 "Noisy Thing" in its Throttle mode and to select and play up to eight "general" sounds via a second radio channel. These general sounds are either part of a pre-installed P100 engine sound set or have been selected and installed by the user via the P100 Utility software.

P104 is fitted simply by pushing it firmly onto the eight sets of 3-pins on P100. It **MUST** be fitted with the body of P104 positioned over the large 40-pin microprocessor *and not the other way around*. It is vital to make sure also that the soldered contacts on the back of the circuit board are insulated from the body of the USB connector socket on P100 - use PVC insulating tape as shown over. Connect the 3-wire ribbon cable and plug to a spare channel on the receiver. This can be either a proportional channel (operated by a spring-centred stick or a 3 position switch or a rotary knob) or a 2-way switched channel. If the latter then chose the channel which is most conveniently to hand when you are holding the transmitter as if sailing. For example, the switch for Channel 6 of the Futaba 2.4GHz 6EXA is on the top of the transmitter on the right-hand side and easier to operate for a right-handed skipper than Channel 5. If you wish to fit the ABS cover supplied for P104 then follow the series of pictures and text on the reverse of this sheet.

P104 is operated by 'jabbing' the transmitter switch or stick as described below. For example, if you want to select sound #5 then you should jab and release the stick five times *in the same direction*. In the case of a 2-way switch, you should quickly switch it on and then off again five times. There will be a very slight delay between selecting the sound and hearing it play - this is quite normal. Also note that P104 has an Autoset feature which means that *you should not operate it immediately the set has been turned on*. You should leave the selection stick/switch alone for about ten seconds before using it.

The general sounds are played when the appropriate "select" input is made. They are prioritised by number - the lower the number, the higher the priority of the sound. If a higher-numbered sound e.g. #4 is playing and a lower-numbered sound e.g. #2 is then selected, the lower-numbered sound will play immediately.

If a lower-numbered sound is playing and a higher-numbered sound is then selected, the higher-number sound will not play until the lower-numbered sound has finished playing and is switched off.

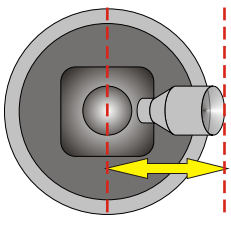
The behaviour of the sound depends on whether it has been programmed to 'loop' or not. If the sound is not set to loop it will play just once. The sound then finishes playing and the system will return to the current engine sound (or silence, if the engine is not running).

If the sound is programmed to 'loop', it will start to play when the input is activated and will continue playing. The sound is stopped playing only by selecting a lower-numbered sound. For example if sound 5 is set to loop and is playing, sounds 6, 7 and 8 will not play until sound 5 has been stopped (by playing any one of sounds 1,2,3 or 4). If you are installing your own selection of sounds then it's a good idea to leave sound slot #1 empty if you can; this allows you to stop any looped sound playing very easily without having to hear another sound play. It's also a good idea, if possible, to use the lower numbers for the sounds you will be playing most frequently.

There is a knack to selecting the right sound but it really is only a matter of getting the timing of the "jabs" right.

*We suggest you read this again and play around with the unit to see what it will do. If all of the connections to the unit and switches mentioned previously are correct then you won't be in danger of breaking anything!*

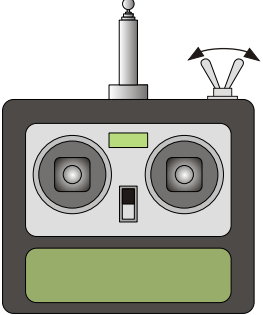
**Transmitter Stick**



Sounds 1-8 - 'Blip' stick to full throw in one direction and release quickly

Sound 1 = Blip>Release (x1)  
Sound 2 = Blip>Release>Blip>Release (x2)  
Sound 3 = Blip>Release>Blip>Release>Blip>Release (x3)  
ETC

**Switch channel**



Sounds 1-8 - Move switch to On and then back to Off quickly

Sound 1 - On>Off (x1)  
Sound 2 = On>Off>On>Off (x2)  
Sound 3 = On>Off>On>Off>On>Off (x3)  
ETC

### RECOVERY SERVICE

A recovery or repairs service ensures that you will not be left with a dead unit for any reason. The Service Charge for this kit is £10.00 including parts (including return shipping cost in UK).

All returns should include full Credit Card details (Name & Address of Cardholder, Card Number, Expiry date and Card Security Number)

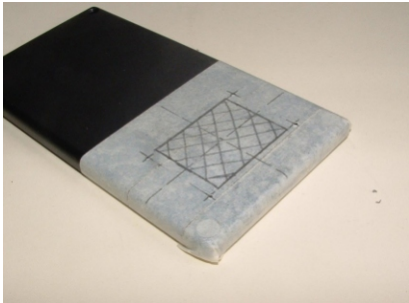
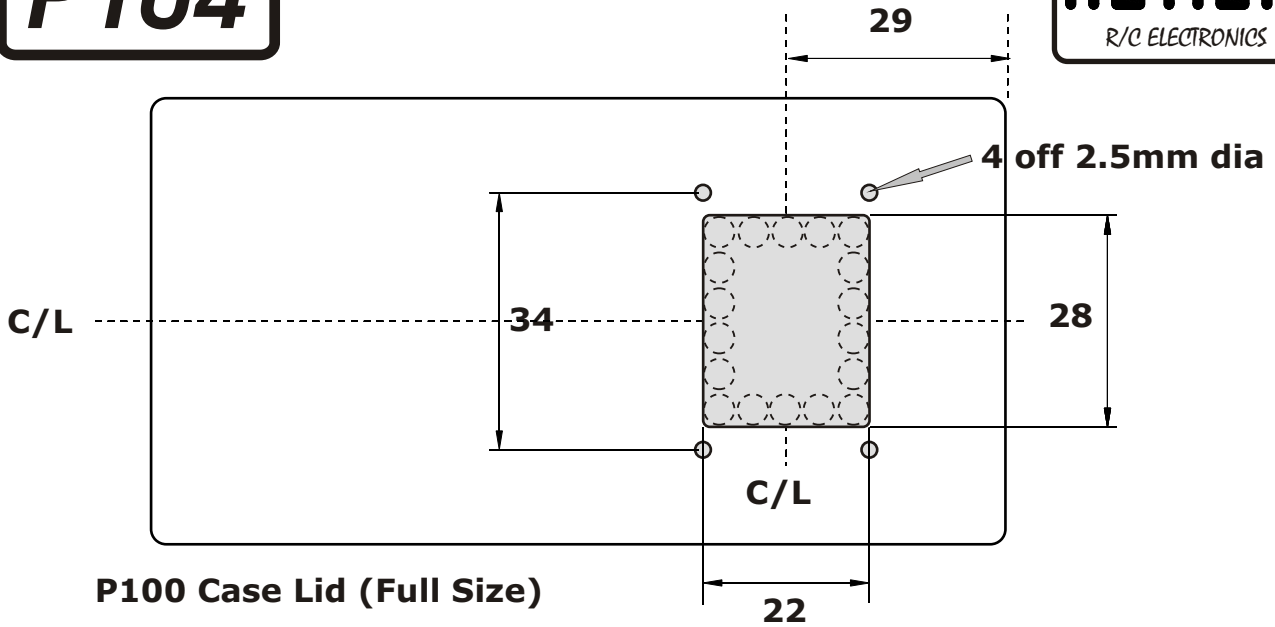
**ACTION R/C ELECTRONICS, 1 Llwyn Bleddyn, Llanllechid, Bangor LL57 3EF, United Kingdom**

### The small print.....

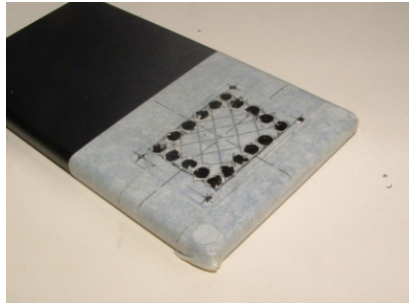
ACTION R/C Electronics guarantee all products to be free from manufacturing defects for 12 months from date of purchase. This does not cover suitability for specific applications; components worn or damaged by use, tampering or incorrect connection; alteration to original components; damage to batteries or other equipment through use; misuse, or shipping damage. Where goods are found to be faulty, the customer shall return them to ACTION R/C Electronics in their original condition and with their original instructions, packaging etc. Our liability is limited to repairing or replacing goods to their original specification and will not exceed the cost of the goods. By using the product the user accepts all liability. Where a fixed repair charge is applicable, ACTION R/C Electronics shall undertake repairs to the extent that they are judged economically viable. Where such is not the case then the customer will be offered the option of crediting the repair charge towards the cost of a new unit or having the faulty unit returned and the charge refunded (less the cost of return carriage). We reserve the right to modify this guarantee without notice.

# P104

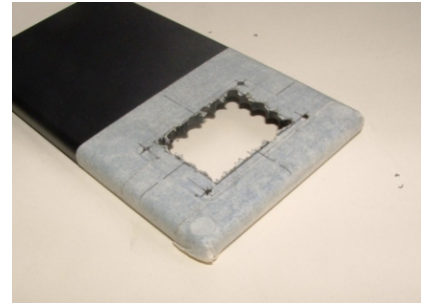
## Sound Selector Switch



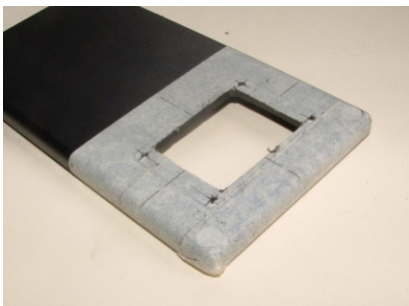
1. Cover end of case lid with masking tape and mark cut-out and holes with pencil.



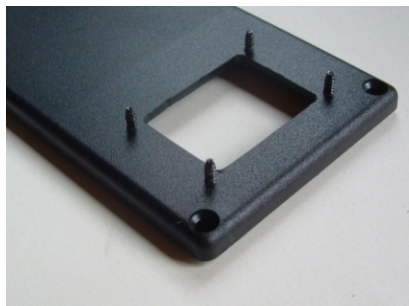
2. Drill 4 x 2.5mm holes for screws. Chain-drill around inside of cut-out marks



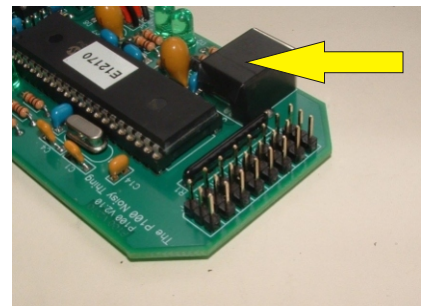
3. Remove scrap material from cut-out area by cutting between chain-drilled holes.



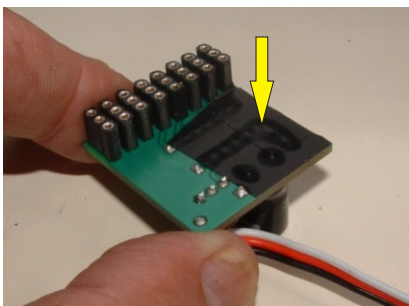
4. File/sand/scrape edges of cut-out smooth.



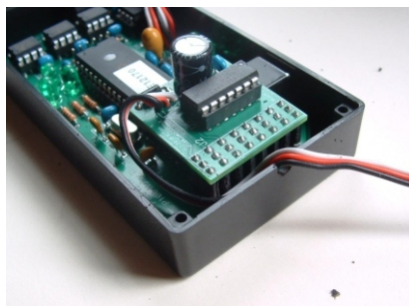
5. Remove tape. Position screws through from underside of P100 case lid.



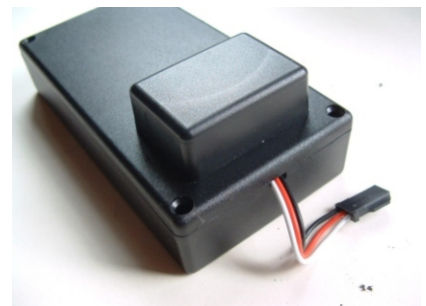
6. Insulate USB connector body on P100 with PVC tape.



7. Insulate underside of P104 board with PVC tape. Soldered connections must NOT ground to USB connector body!



8. File groove in top edge of P100 case for P104 cable exit. Push P104 onto pins of P100.



9. Fit #2006 cover to P100 case lid with #2 screws. Refit assembly to P100 case base.