

obsidianusb

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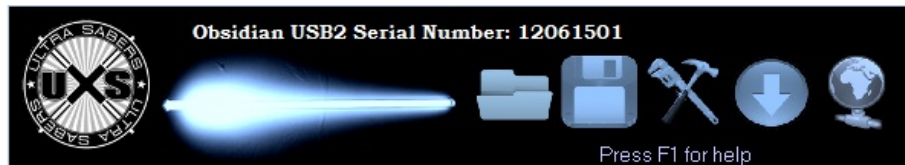
1. Connecting to Obsidian USB

To connect to Obsidian USB :

1. Make sure the Obsidian USB is connected to the battery pack.
2. Turn on the Obsidian USB board (you should hear the idle hum sound).
3. Connect the USB cable to the Obsidian USB sound board and to the PC. If this is the first time the board is connected, the PC should recognize it as "Light Saber". No driver configuration is required, your PC should use the already installed Windows HID driver.



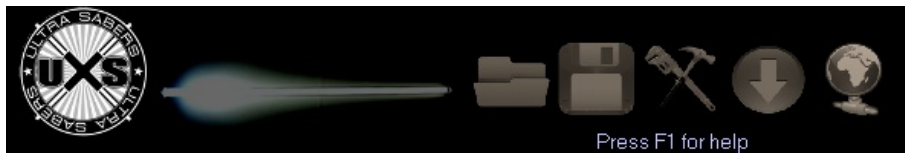
4. Start the Ultra Sabers Obsidian USB Launcher (obsidianusb.exe). If the connection was established then the program will light on the control buttons and display the serial number of your board. You are now ready to use the Obsidian USB Launcher to change the sound files and hardware configuration.



NOTE:

If the board is identified as "Obsidian USB" or "Obsidian USB 64" instead of "Obsidian USB2", this means you have an older version of the soundboard. It is still fully compatible with the current version of the Obsidian Launcher, except that Lockup flash time cannot be configured. Only the soundboards recognized as "Obsidian USB2" have configurable Lockup flash time !

5. If the control buttons are grey and the serial number is not displayed, it means the connection was not established. See the [troubleshooting](#) section for more details.



Important !!!

To resume the normal operation of the board, close the **Obsidian USB Launcher** application before disconnecting the board from the PC. This will send a message to the board that the communication session is over, otherwise you'll need to power the device off and back on to resume the normal operation.

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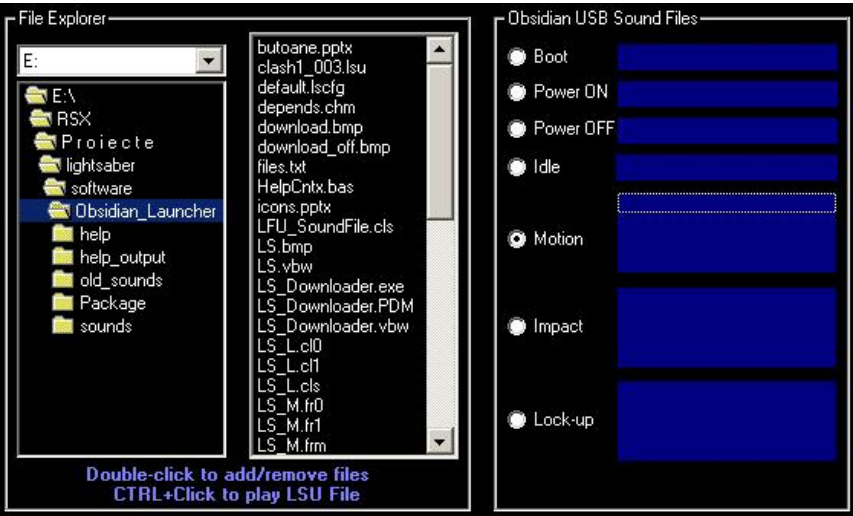
2. Configuring the sound files

- [How to configure the sound files](#)
- [How to download the sound files](#)
- [How to use the configuration files](#)

To configure the sound files :

The Obsidian USB Launcher interface has two frames:

- The *File Explorer* frame, which allows you to navigate on your hard drives.
- The *Obsidian USB Sound Files* frame, which allows you to assign sound files to the Obsidian sound categories.



The Obsidian USB sound board will only operate with LSU (*Light Saber Uncompressed*) sound files. LSU is a proprietary file format of Ultra Sabers LLC and such files can only be acquired from Ultra Sabers. You can play LSU sound files on your PC by selecting the file, either in the *File Explorer* or *Obsidian USB Sound Files* frame, and pressing CTRL + Left Click .

Obsidian sound files categories:

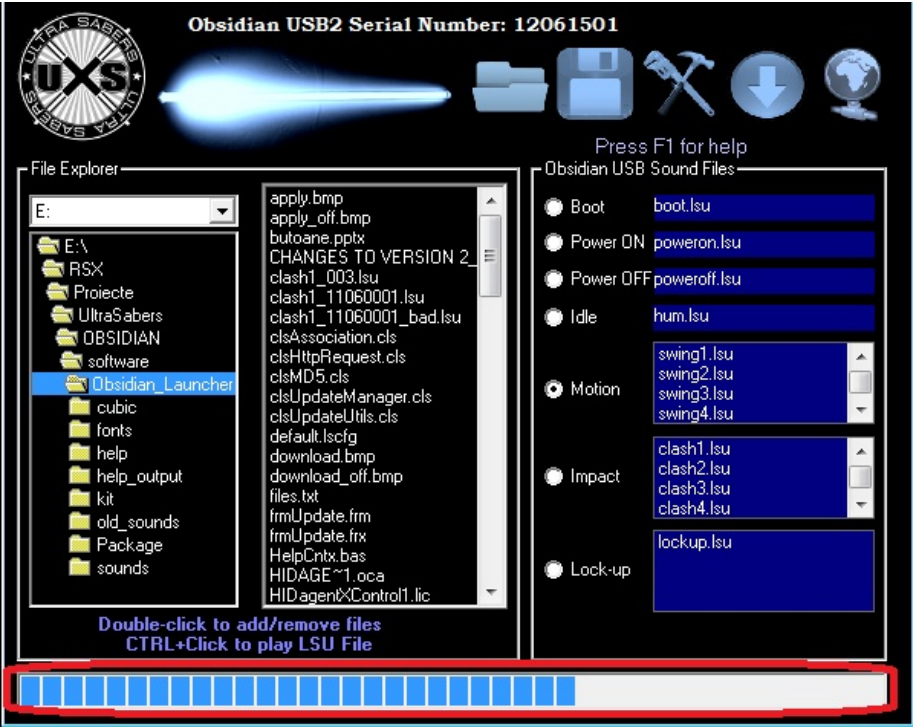
- Boot is the sound played when you first power the Obsidian sound board (connect it to the battery pack)
- Power on is the sound played when you turn on the light saber
- Power off is the sound played then you turn off the light saber
- Idle is the sound played when the light saber is turned on and no motion is detected
- Motion is the sound played when the light saber detects a swing motion. You can configure up to 12 motion files, from which the Obsidian will randomly select one at each motion detection.
- Impact is the sound played when the light saber detects an impact. You can configure up to 12 impact files, from which the Obsidian will randomly select one at each impact detection.
- Lock-up is the sound played when you press the lock-up button.

To add a sound file :

1. Select a category from the *Obsidian USB Sound Files* frame.
2. Select an LSU file from the *File Explorer* frame
3. Double-click on the sound file to add it to the selected category
4. Set the volume for the selected sound file (the range is 0 ... 100)



5. Observe the memory indicator on the bottom of the window. It will show you how much memory is still available on the Obsidian USB.

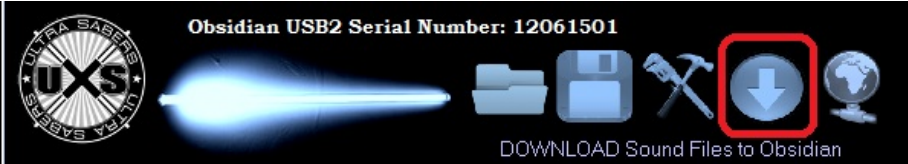


To remove a sound file :

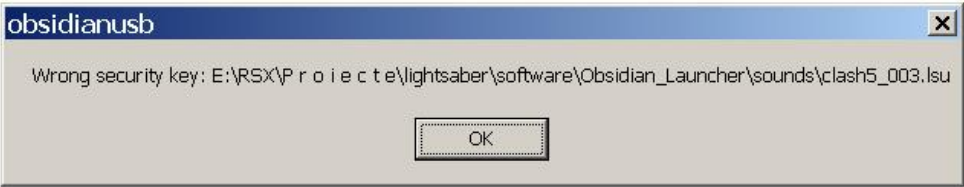
Double-click on the sound file from the *Obsidian USB Sound Files* frame

To download the sound files :

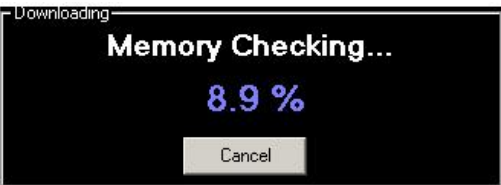
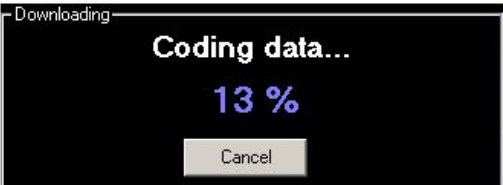
- 1. Make sure at least one file is configured for each category
- 2. Press the DOWNLOAD control button



If any category doesn't have at least one sound file, a **"file is missing"** message will appear. If you're trying to download an LSU file which was locked for a different board than the one you purchased, a **"Wrong security key"** message will appear.



The downloading operation requires three steps: coding, downloading and checking. You should receive the following messages:



- 3. When the downloading operation is complete, you should receive the **Success** message:



The device will reset itself to use the new sound files, so it will:

- Play the power on sound
- Loose the PC connection
- Reestablish the PC connection automatically

Important !!!

Pressing the Cancel button or disconnecting the board while the download operation is in progress may result to unstable behaviour and, in some cases, to permanent damage to the board. If, for any reason, the downloading operation was canceled, try the following rescue procedure:

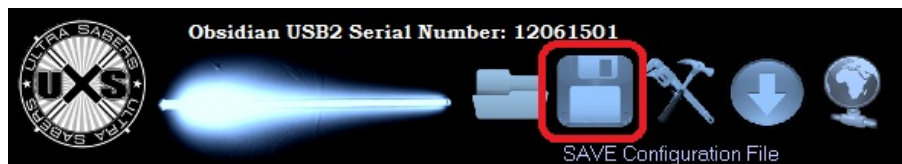
- Connect the board (unpowered !) to the PC using the USB cable
- Start the Obsidian Launcher software in offline mode
- Power on the Obsidian soundboard
- Download the sound files

Using the configuration files:

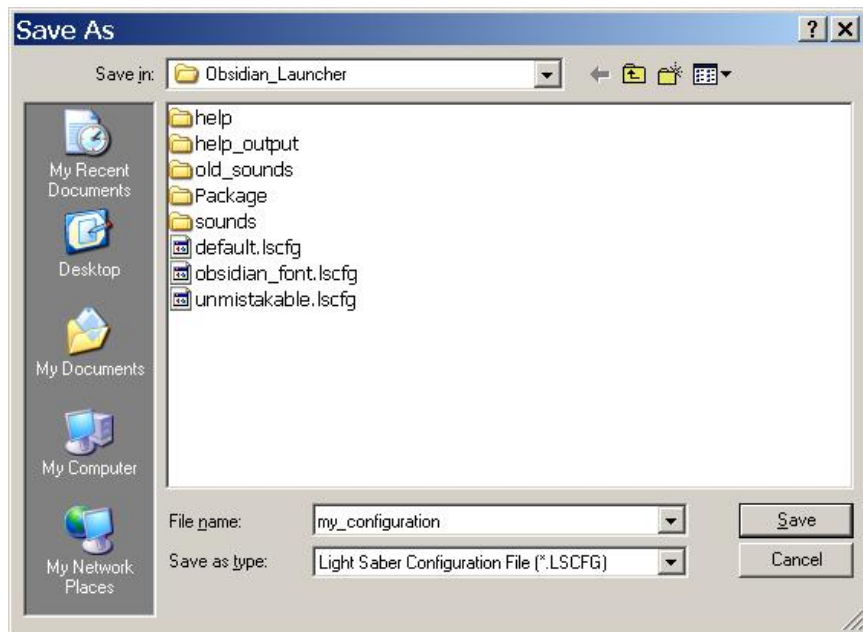
Once you have a valid sound files configuration, you can save and restore it using configuration files.

To save the sound file configuration:

1. Press the SAVE control button



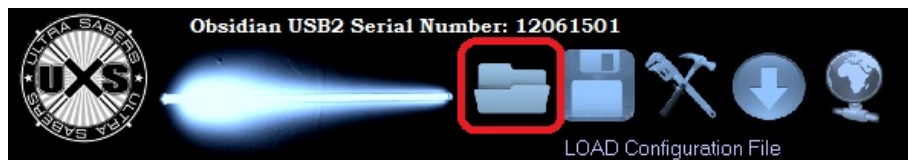
2. Type a file name (the LSCFG extension will be added by default)



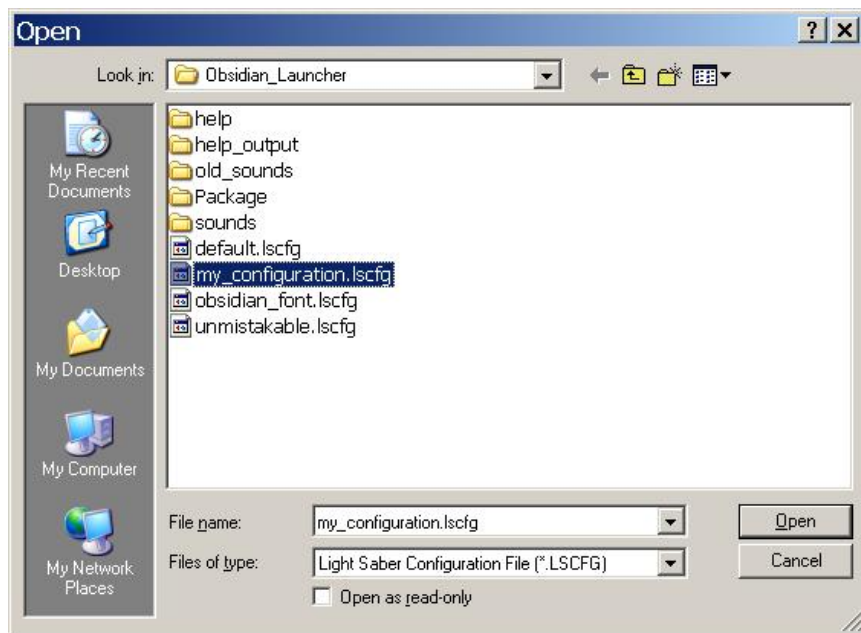
3. Press the Save button

To restore the sound file configuration:

1. Remove all the files from the current configuration
2. Press the LOAD control button



3. Select an LSCFG file and press Open



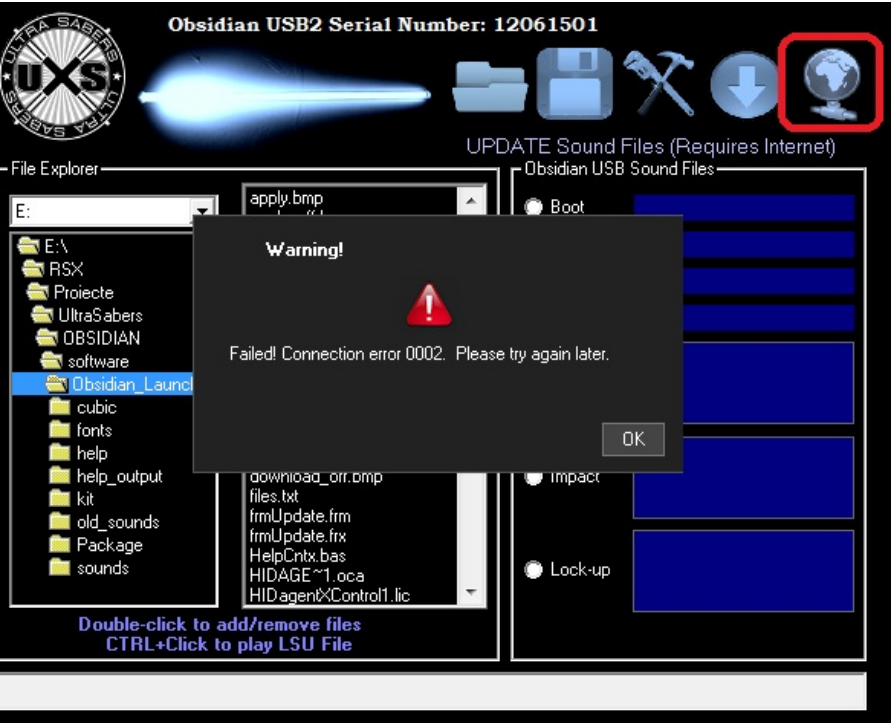
4. Wait until the configuration is completely loaded

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3. Updating sound fonts

Update the sound fonts:

This function is temporary unavailable. Pressing the "Update" button will result in a connection error !



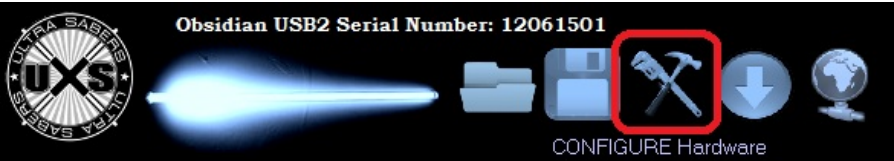
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4. Configuring the hardware

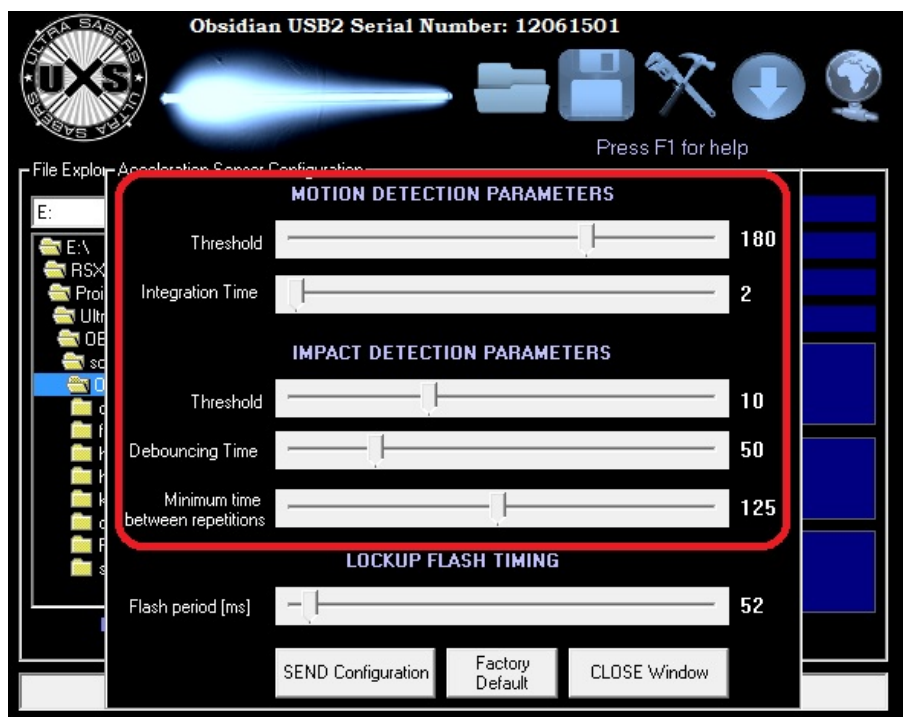
- [How to configure the acceleration sensor](#)
- [How to configure the Lockup flash time](#)

To configure the acceleration sensor :

1. Press the SETUP control button



2. Configure the following acceleration sensor parameters:



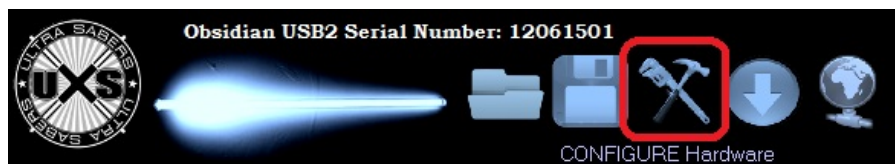
- MOTION DETECTION - Threshold: the sensitivity of the Obsidian USB to swing motion (the higher the threshold the less sensitive the device will be)
- MOTION DETECTION - Integration time: a higher value of the integration time will decrease the sensitivity without affecting the threshold. This should help you to avoid fake motion triggers.
- IMPACT DETECTION - Threshold: the sensitivity of the Obsidian USB to impact (the higher the threshold the less sensitive the device will be)
- IMPACT DETECTION - Debouncing Time: a higher value of the debouncing time will decrease the sensitivity without affecting the threshold. This should help you to avoid fake impact triggers.
- IMPACT DETECTION - Minimum time between repetitions: once an impact is detected the board will play an impact sound and disable the impact detection to avoid repeated triggers. This parameter sets the disable time,

3. Press the **SEND Configuration** button. The device will reset itself to use the new parameters, so it will:

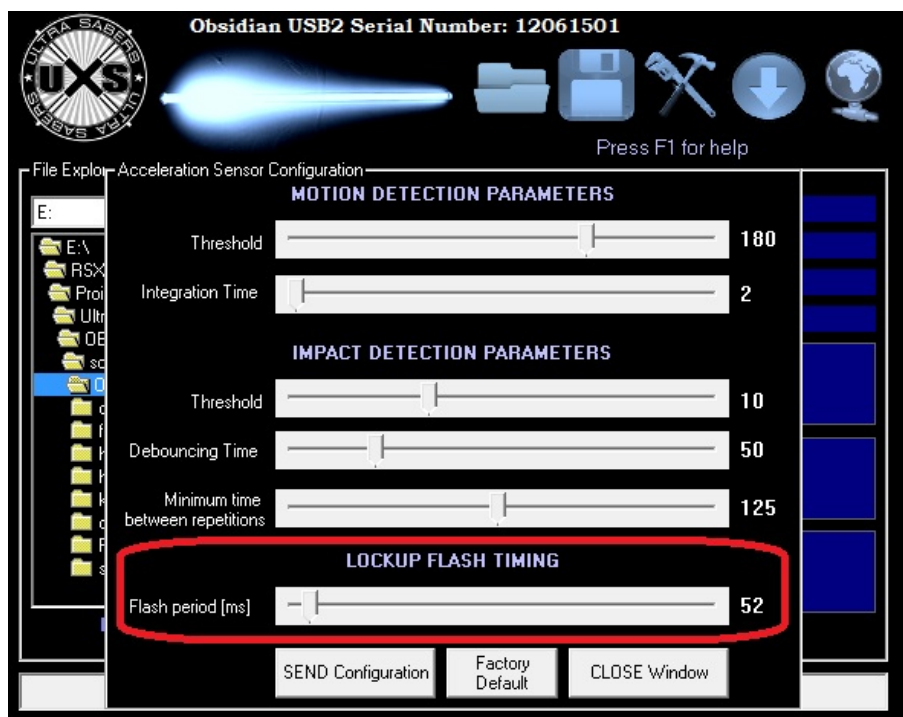
- Play the power on sound
- Loose the PC connection
- Reestablish the PC connection automatically

To configure the Lockup flash time :

1. Press the SETUP control button



2. Configure the following parameter:



- LOCKUP FLASH TIMING - Flash period: this represents the blinking period (in milliseconds) of the Flash-on-Crash LED, triggered by pressing the Lockup button.

3. Press the **SEND Configuration** button. The device will reset itself to use the new parameters, so it will:

- Play the power on sound
- Loose the PC connection
- Reestablish the PC connection automatically

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5. Troubleshooting

- [Device not detected](#)
- [USB Device not recognized](#)
- [Communication not established](#)
- [Memory checking error](#)
- [Board stalls after PC communication](#)

If the device is not detected when first connected to the PC:

1. Check if the board is powered (connected to the battery pack)
2. Check if the battery voltage is higher than 3.6 V
3. Check if the board is turned on (you should hear the idle hum)
4. Check if the USB cable is connected both to the PC and the Obsidian USB
5. Try to reset the board by powering off and then back on
6. Try to use a different USB cable

If the PC detects the Obsidian USB but doesn't recognize it ("USB device not recognized" message):

1. Disconnect the board from the PC
2. Turn the board on (you should hear the idle hum)
3. Reconnect the board to the PC

If the problem persists:

1. Check if the battery voltage is higher than 3.6 V
2. Try to reset the board by powering off and then back on
3. Try to use a different USB cable

If the device was recognized but communication with the **Obsidian USB Launcher** application cannot be established:

1. Check if the board is powered (connected to the battery pack)

- 2. Check if the battery voltage is higher than 3.6 V
- 3. Check if the USB cable is connected both to the PC and the Obsidian USB
- 4. Try to reset the board by powering off and then back on
- 5. Try to use a different USB cable

If you receive a "Memory Checking error" message after downloading the sound files:

- 1. Check if the battery voltage is higher than 3.6 V
- 2. Try to use a different USB cable
- 3. Reset the board by powering off and then back on, then try downloading again
- 4. Check if the sounds are played correctly. If the flash memory is damaged or there was a communication error, it is very possible that the corruption of the sound files cannot be detected by hearing.

If the board stalls after PC communication (cannot be turned on):

You probably disconnected the board without closing the *Obsidian USB Launcher* application. Reset the board by powering off and then back on.

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6. About

Ultra Sabers Obsidian USB Launcher v2.2.2

The Obsidian USB sound board and the accompanying software are developed by:

Resonance Electronix SRL



www.rsx.ro

exclusively for

Ultra Sabers LLC



www.ultrasabers.com

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