



AUDIO MASTER G3

Audio Content Compiler



[USER MANUAL]

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System Requirements

OS

- Microsoft Windows 7: 32-bit SP2 or 64-bit
- Microsoft Windows Vista: 32-bit or 64-bit
- Microsoft Windows XP: 32-bit SP2 or SP3

CPU

- Microsoft Windows 7/Windows Vista: Intel Pentium 4 2GHz or above
- Microsoft Windows XP: Intel Pentium III 1GHz or above

RAM

- Microsoft Windows 7/Windows Vista : 1GB RAM or above
- Microsoft Windows XP: 512MB RAM or above

Disk Space

- 500MB Hard Disk Drive

Display

- Microsoft Windows 7/Windows Vista : 16 bit or (65000 colors)
- Microsoft Windows XP: 16 bit or (65000 colors)

※ Microsoft, Windows XP, Windows Vista and Windows 7 are the registered trademarks of Microsoft Corporation.

※ Intel and Pentium are the trademarks of Intel Corporation.

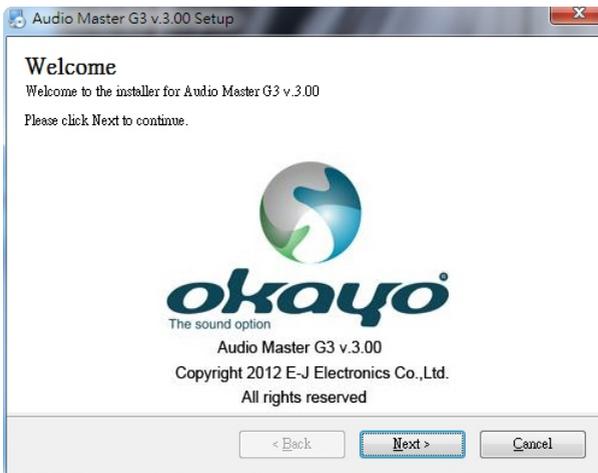
Program Setup

1. Insert disk and double click “Audio Master G3 setup.exe”, as fig. 1.



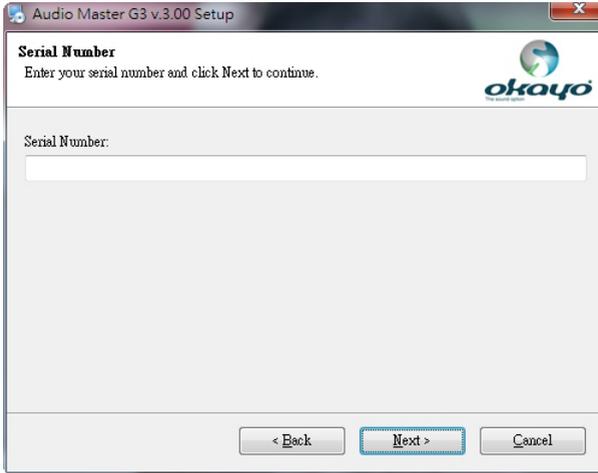
(Figure 1)

2. Click “Next” when you see fig. 2.



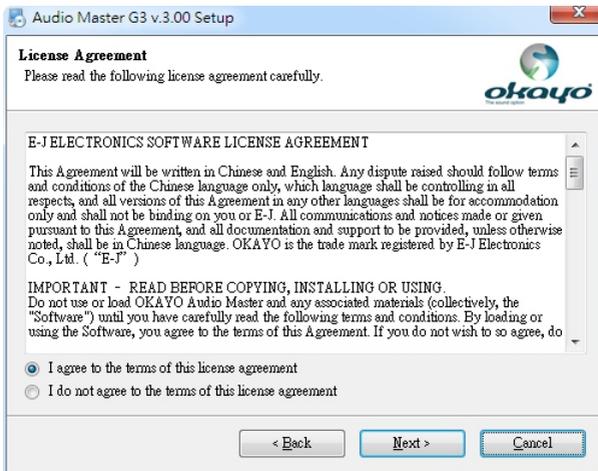
(Figure 2)

3. Input authorized serial number (offered as a hardcopy) and click “Next” to continue, as fig. 3.



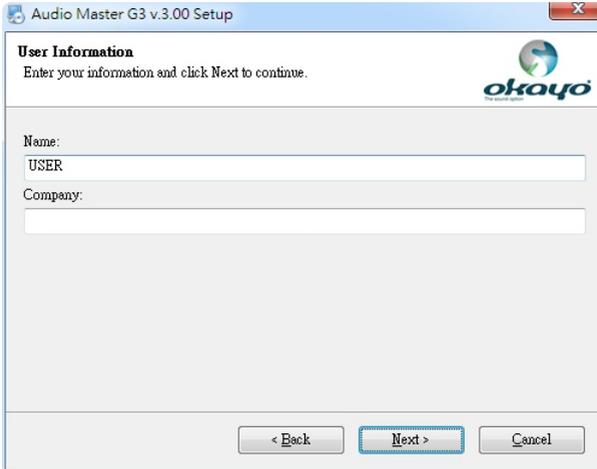
(Figure 3)

4. Click “Next” to continue when you agree to the terms of the license agreement, as fig. 4.



(Figure 4)

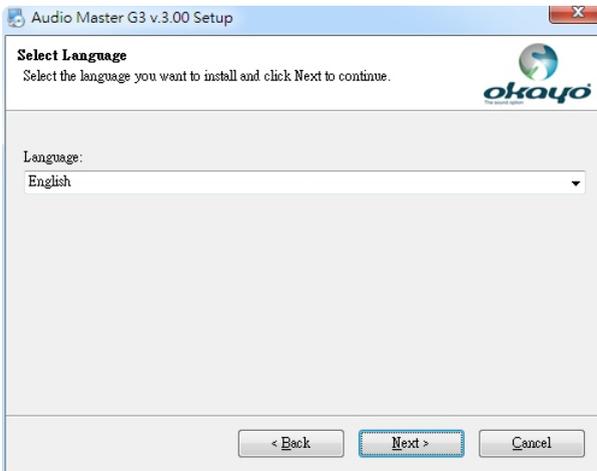
5. Input user name and company then click “Next” to continue, as fig. 5.



(Figure 5)

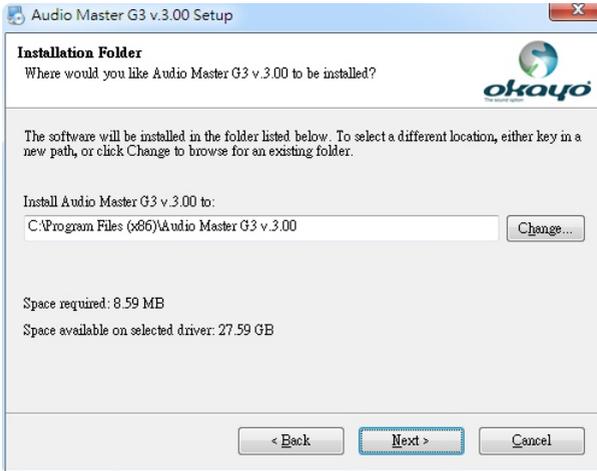
6. Select a desired language to install and click “Next” to continue, as fig. 6.

※ Right now, only English is available.



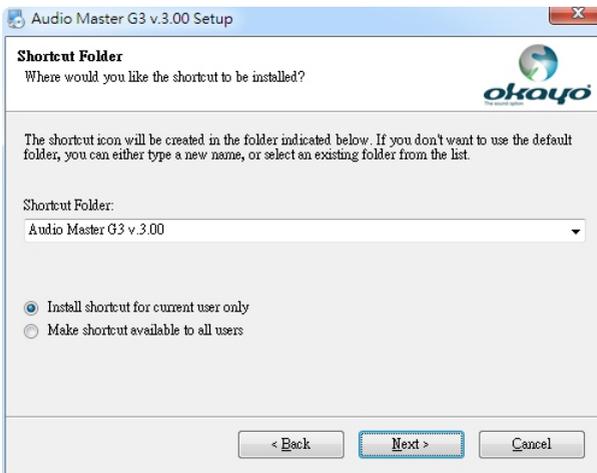
(Figure 6)

7. Set a route for installation of Audio Master G3. Click “Next” to continue, as fig. 7.



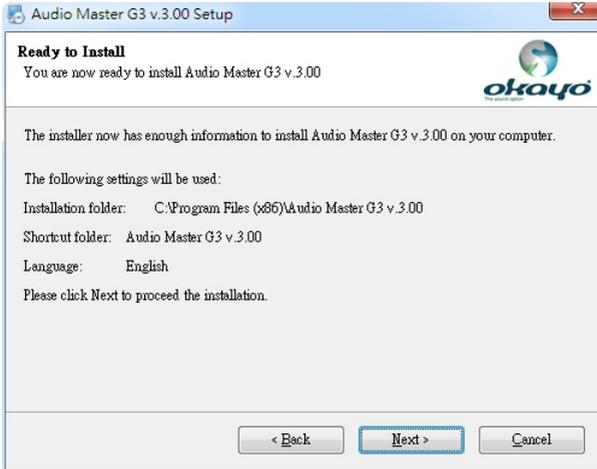
(Figure 7)

8. Create a shortcut for this program, as fig. 8.



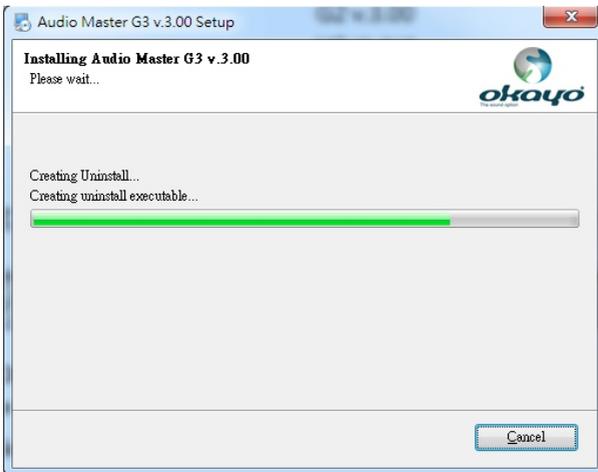
(Figure 8)

9. Click “Next” when the information shown is correct, as fig. 9.



(Figure 9)

10. Installation is running, as fig. 10.



(Figure 10)

11. Click “Finish” when the installation is succeeded, as fig. 11. A shortcut icon, as fig. 12, will be available on desktop.



(Figure 11)



(Figure 12)

12. Now, select and double click “GoogleEarthWin.exe”, as fig. 13, shown in the disk.



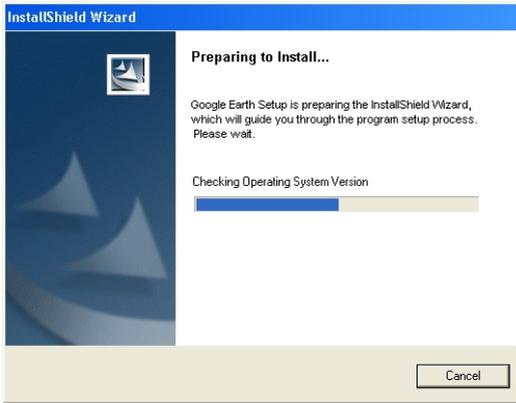
(Figure 13)

13. 1st step of initial installation is in progress, as fig. 14.



(Figure 14)

14. 2nd step of initial installation is in progress, as fig. 15.



(Figure 15)

15. Click “Install” to continue, as fig. 16.



(Figure 16)

16. The installation of Google Earth is running, as fig. 17.



(Figure 17)

17. Tick options you like, then click “Finish” to complete the installation, as fig. 18. A shortcut icon, as fig. 19, will be available on desktop.



(Figure 18)



(Figure 19)

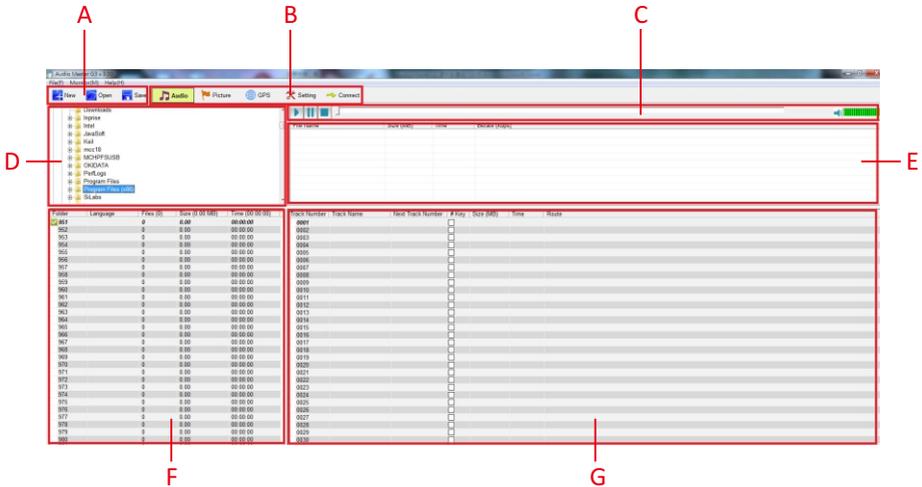
Double click shortcut icon to activate audio compiler “Audio Master G3”, as fig. 20. The patent page, as fig. 21, will be appeared for seconds before control console is coming out.



(Figure 20)



(Figure 21)



A. Project management zone

You are able to create, to open, to revise or to save a project in this zone.

B. Function management by category

Audio – click this tag to manage all audio files.

Picture – click this tag to manage all image files.

GPS – click this tag to manage GPS location of each audio content.

Setting – click this tag to set all auxiliary settings.

Connect – click this tag to upload audio contents to an audioguide.

C. Audio file monitor

To play and verify a selected audio file in real-time.

D. Route explorer

For quick exploration to audio sources.

E. Source audio folder summary

Present all available audio files from a target folder, for content compiling.

The compatible audio format shall be MPEG1 Layer 3, with bit rate < 128kbps.

F. Target language folders

32 language folders are available, from 951 to 982.

G. Target folder programming zone

9999 audio tracks are available for audio tour, per language folder, from number code 0001 to 9999.

※ Create new project:

Click “New” to create a new project, as fig. 22-1.



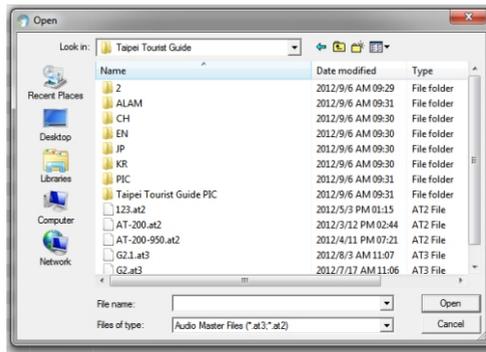
(Figure 22-1)

※ Open an existing project:

Click “Open” to access an existing project, as fig. 22-2. Select a desired project on the list, as fig. 22-3.



(Figure 22-2)



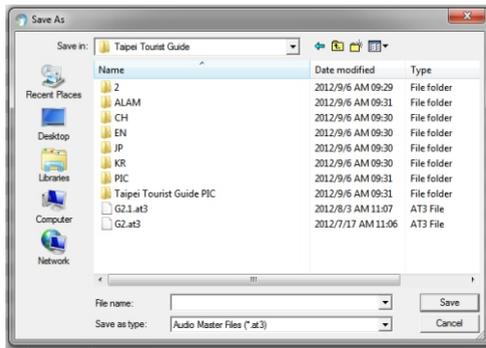
(Figure 22-3)

※ Save a project:

Click “Save” to store your project when finishing the audio compiling, as fig. 22-4. Give a file name to the project and save it, as fig. 22-5.



(Figure 22-4)

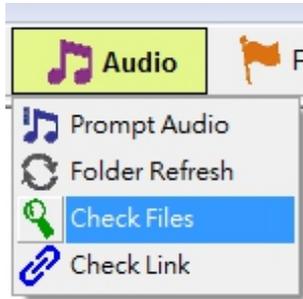


(Figure 22-5)

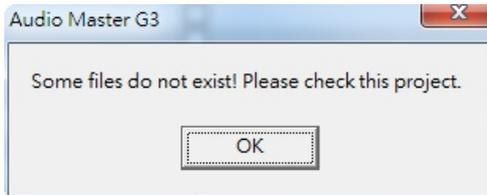
※ Verify if source files are available or not

Click “Check Files” (as fig. 22-6) to verify if all audio files which are allocated to respective languages are available or not. A talk window (as fig. 22-7) will come out if some audio file doesn’t exist or the route of files is missing.

A exclamation mark can be observed beside number code, as fig. 22-8.



(Figure 22-6)



(Figure 22-7)

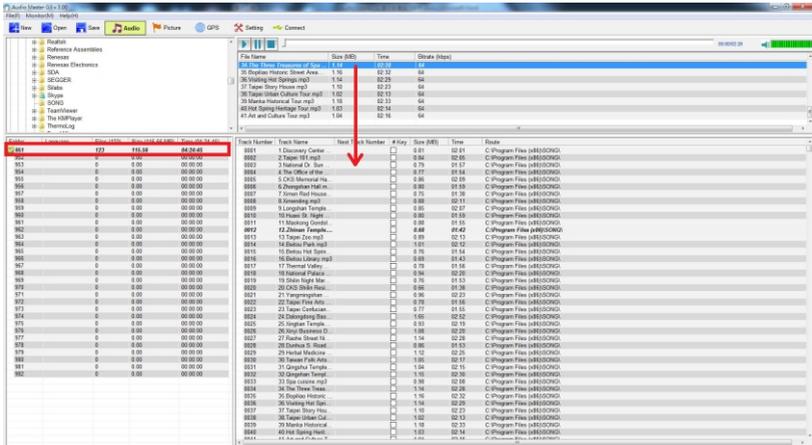
Track Number	Track Name	Next Track Number	#Key	Size (MB)	Time	Route
0001	1.Discovery Center ...	0500	<input type="checkbox"/>	0.81	02:01	D:\Taipei Tourist Guide\EN\
0002			<input type="checkbox"/>			
0003			<input type="checkbox"/>			
0004			<input type="checkbox"/>			
0005			<input type="checkbox"/>			
0006			<input type="checkbox"/>			

(Figure 22-8)

Audio Master G3 | Operation

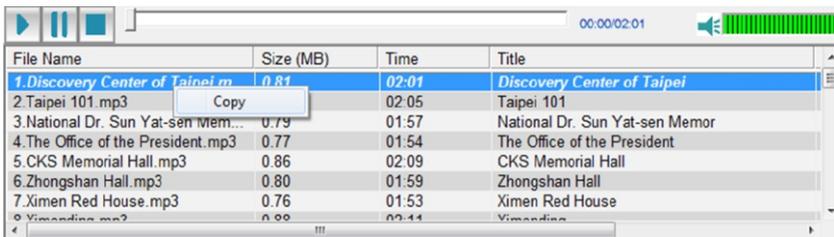
※ How to compile audio files to a designated language

Click a designated language folder, say 951, and drag/double-click desired audio files from Source Folder Summary to Target Folder Programming Zone, as fig. 23.



(Figure 23)

You can also copy an audio file from Source Folder Summary and paste it to Target Folder Programming Zone, as fig. 23-1.



(Figure 23-1)

※ Monitor an audio file

Click an audio file that you want to monitor, and click “play icon” to listen to audio content, as fig. 23-2.



(Figure 23-2)

You can access various functions, such as “Cut”, “Paste”, “Delete”, “Insert”, “Check Files” and “Update Selected” in Target Folder Programming zone with a right click on the mouse, as fig. 23-3.

Track Number	Track Name	Next Track Number	#Key	Size (MB)	Time	Route
0001	1.Discovery Cer...		<input type="checkbox"/>	0.81	02:01	D:\Taipei Tourist Guide\EN\
0002	2.Taipei 101.mp3		<input type="checkbox"/>	0.84	02:05	D:\Taipei Tourist Guide\EN\
0003	3.National Dr. Su...		<input type="checkbox"/>	0.79	01:57	D:\Taipei Tourist Guide\EN\
0004	4.The Office of th...		<input type="checkbox"/>	0.77	01:54	D:\Taipei Tourist Guide\EN\
0005	5.CKS Memorial		<input type="checkbox"/>	0.86	02:09	D:\Taipei Tourist Guide\EN\
0006	6.Zhongshan Hal		<input type="checkbox"/>	0.80	01:59	D:\Taipei Tourist Guide\EN\
0007	7.Ximen Red Hou		<input type="checkbox"/>	0.76	01:53	D:\Taipei Tourist Guide\EN\
0008	8.Ximending.mp3		<input type="checkbox"/>	0.88	02:11	D:\Taipei Tourist Guide\EN\
0009	9.Longshan Temple...		<input type="checkbox"/>	0.85	02:07	D:\Taipei Tourist Guide\EN\

(Figure 23-3)

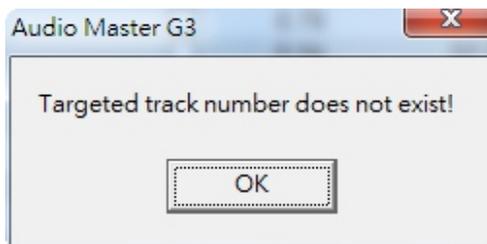
※ Next track and linear tour

“Next Track Number” is designed specially for tour planners to propose a linear tour. You can input a next track number on any other available audio track numbers. For example, when inputting “20” to next track number followed audio track number 0001, as fig. 24, the users can access audio track number 0020 when he or she presses Play button after the playback of 0001 ends.

☞ Any number that is input to “Next Track Number” must be really available on the list, or there will come out an error message, as fig. 24-1.

Track Number	Track Name	Next Track Number	#Key	Size (MB)	Time	Route
0001	1.Discovery Center...	20	<input type="checkbox"/>	0.81	02:01	D:\Taipei Tourist Guide\EN\
0002	2.Taipei 101.mp3		<input type="checkbox"/>	0.84	02:05	D:\Taipei Tourist Guide\EN\
0003	3.National Dr. Sun ...		<input type="checkbox"/>	0.79	01:57	D:\Taipei Tourist Guide\EN\
0004	4.The Office of the ...		<input type="checkbox"/>	0.77	01:54	D:\Taipei Tourist Guide\EN\
0005	5.CKS Memorial Ha...		<input type="checkbox"/>	0.86	02:09	D:\Taipei Tourist Guide\EN\
0006	6.Zhongshan Hall.m...		<input type="checkbox"/>	0.80	01:59	D:\Taipei Tourist Guide\EN\
0007	7.Ximen Red House...		<input type="checkbox"/>	0.76	01:53	D:\Taipei Tourist Guide\EN\
0008	8.Ximending.mp3		<input type="checkbox"/>	0.88	02:11	D:\Taipei Tourist Guide\EN\
0009	9.Longshan Temple...		<input type="checkbox"/>	0.85	02:07	D:\Taipei Tourist Guide\EN\
0010	10.Huaxi St. Night ...		<input type="checkbox"/>	0.80	01:59	D:\Taipei Tourist Guide\EN\
0011	11.Maokong Gondol...		<input type="checkbox"/>	0.77	01:55	D:\Taipei Tourist Guide\EN\
0012	12.Zhinan Temple...		<input type="checkbox"/>	0.68	01:42	D:\Taipei Tourist Guide\EN\
0013	13.Taipei Zoo.mp3		<input type="checkbox"/>	0.89	02:13	D:\Taipei Tourist Guide\EN\
0014	14.Beitou Hot Sprin...		<input type="checkbox"/>	0.70	01:45	D:\Taipei Tourist Guide\EN\
0015	15.Beitou Hot Sprin...		<input type="checkbox"/>	0.76	01:54	D:\Taipei Tourist Guide\EN\
0016	16.Beitou Library.mp3		<input type="checkbox"/>	0.69	01:43	D:\Taipei Tourist Guide\EN\
0017	17.Thermal Valley ...		<input type="checkbox"/>	0.78	01:56	D:\Taipei Tourist Guide\EN\
0018	18.National Palace ...		<input type="checkbox"/>	0.94	02:20	D:\Taipei Tourist Guide\EN\
0019	19.Shilin Night Mar...		<input type="checkbox"/>	0.76	01:53	D:\Taipei Tourist Guide\EN\
0020	20.CKS Shilin Resi...		<input type="checkbox"/>	0.66	01:38	D:\Taipei Tourist Guide\EN\
0021	21.Taipei Fine Arts ...		<input type="checkbox"/>	0.78	01:56	D:\Taipei Tourist Guide\EN\
0022	22.Taipei Confucian...		<input type="checkbox"/>	0.77	01:55	D:\Taipei Tourist Guide\EN\
0023	23.Xingtian Temple...		<input type="checkbox"/>	0.93	02:19	D:\Taipei Tourist Guide\EN\
0024	24.Yangmingshan ...		<input type="checkbox"/>	0.96	02:23	D:\Taipei Tourist Guide\EN\
0025	25.Taipei Urban Cul...		<input type="checkbox"/>	1.02	02:13	D:\Taipei Tourist Guide\EN\

(Figure 24)



(Figure 24-1)

※ Create and access 2nd level audio track (via # key)

2nd level audio track can be accessed at any time through a press on “#” key. During audio playback, users can press # key to leave where he/she is and then listen to a new audio track. When the new audio track is finished, or users want to escape from it, he or she can press # key again to come back to where he/she is.

☞ Only a track number that is clicked in # key column can be performed with # key, as fig. 24-2.

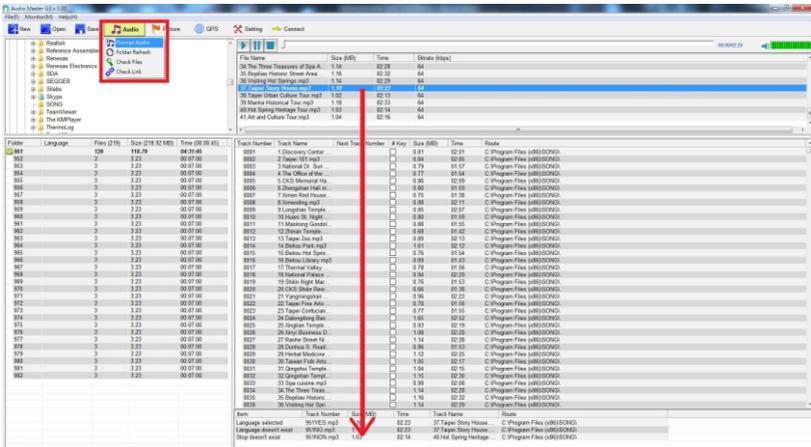
☞ “Next track number” and “# key” can’t be existed at the same time.

Track Number	Track Name	Next Track Number	#Key	Size (MB)	Time	Route
0001	1.Discovery Center ...	0020	<input type="checkbox"/>	0.81	02:01	D:\Taipei Tourist Guide\EN\
0002	2.Taipei 101.mp3	0021	<input type="checkbox"/>	0.84	02:05	D:\Taipei Tourist Guide\EN\
0003	3.National Dr. Sun ...	0022	<input type="checkbox"/>	0.79	01:57	D:\Taipei Tourist Guide\EN\
0004	4.The Office of the ...	0023	<input type="checkbox"/>	0.77	01:54	D:\Taipei Tourist Guide\EN\
0005	5.CKS Memorial Ha...	0024	<input type="checkbox"/>	0.86	02:09	D:\Taipei Tourist Guide\EN\
0006	6.Zhongshan Hall.m...	0025	<input type="checkbox"/>	0.80	01:59	D:\Taipei Tourist Guide\EN\
0007	7.Ximen Red House...		<input checked="" type="checkbox"/>	0.76	01:53	D:\Taipei Tourist Guide\EN\
0008	8.Ximending.mp3		<input checked="" type="checkbox"/>	0.88	02:11	D:\Taipei Tourist Guide\EN\
0009	9.Longshan Temple...		<input checked="" type="checkbox"/>	0.85	02:07	D:\Taipei Tourist Guide\EN\
0010	10.Huaxi St. Night ...		<input checked="" type="checkbox"/>	0.80	01:59	D:\Taipei Tourist Guide\EN\
0011	11.Maokong Gond...		<input checked="" type="checkbox"/>	0.77	01:55	D:\Taipei Tourist Guide\EN\
0012	12.Zhinan Temple....		<input type="checkbox"/>	0.68	01:42	D:\Taipei Tourist Guide\EN\
0013	13.Taipei Zoo.mp3		<input type="checkbox"/>	0.89	02:13	D:\Taipei Tourist Guide\EN\
0014	14.Beitou Hot Sprin...		<input type="checkbox"/>	0.70	01:45	D:\Taipei Tourist Guide\EN\
0015	15.Beitou Hot Sprin...		<input type="checkbox"/>	0.76	01:54	D:\Taipei Tourist Guide\EN\
0016	16.Beitou Library.mp3		<input type="checkbox"/>	0.69	01:43	D:\Taipei Tourist Guide\EN\
0017	17.Thermal Valley....		<input type="checkbox"/>	0.78	01:56	D:\Taipei Tourist Guide\EN\
0018	18.National Palace ...		<input type="checkbox"/>	0.94	02:20	D:\Taipei Tourist Guide\EN\
0019	19.Shilin Night Mar...		<input type="checkbox"/>	0.76	01:53	D:\Taipei Tourist Guide\EN\
0020	20.CKS Shilin Resi...		<input type="checkbox"/>	0.66	01:38	D:\Taipei Tourist Guide\EN\
0021	21.Taipei Fine Arts ...		<input type="checkbox"/>	0.78	01:56	D:\Taipei Tourist Guide\EN\
0022	22.Taipei Confucian...		<input type="checkbox"/>	0.77	01:55	D:\Taipei Tourist Guide\EN\
0023	23.Xingtian Temple....		<input type="checkbox"/>	0.93	02:19	D:\Taipei Tourist Guide\EN\
0024	24.Yangmingshan ...		<input type="checkbox"/>	0.96	02:23	D:\Taipei Tourist Guide\EN\
0025	25.Taipei Urban Cul...		<input type="checkbox"/>	1.02	02:13	D:\Taipei Tourist Guide\EN\

(Figure 24-2)

※ Create assistive audio track (prompt audio)

Prompt audio is helpful to users to identify if the number code they input is correct or not. Select “Prompt Audio” under “Audio” tag then a programming sheet will come out on the bottom. Follow the same way (as fig. 25) you have learned previously to move audio files from Source Folder Summary to Prompt-Audio Programming Sheet.



(Figure 25)

※ Set default language

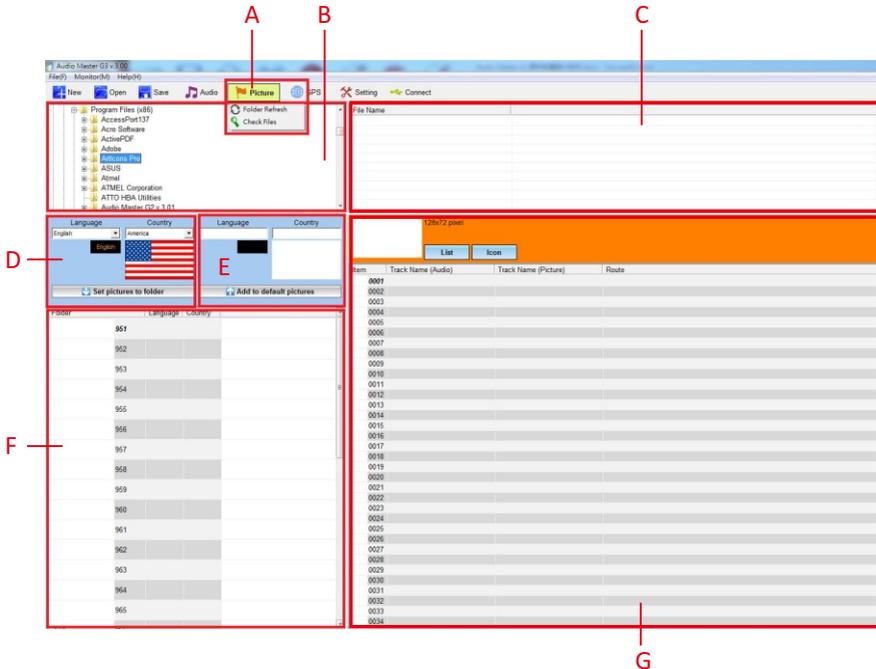
Move the arrow to desired language with a right click then you can set it as default language, as fig. 25-1. A mark will be located beside selected language, as fig. 25-2.

Folder	Language	Files (160)	Size (145.72 MB)	Time (05:40:28)
951	English	40	36.43	01:25:07
952	Chinese T	40	36.43	01:25:07
	Set Default Language	0	36.43	01:25:07
954	Korean	40	36.43	01:25:07
955		0	0.00	00:00:00
956		0	0.00	00:00:00

(Figure 25-1)

Folder	Language	Files (160)	Size (145.72 MB)	Time (05:40:28)
951	English	40	36.43	01:25:07
952	Chinese T	40	36.43	01:25:07
953	Japanese	40	36.43	01:25:07
954	Korean	40	36.43	01:25:07
955		0	0.00	00:00:00
956		0	0.00	00:00:00

(Figure 25-2)



A. Manage and compile your image files

By clicking “Picture”, a downward menu with various function tags will come out for further image management.

B. Route explorer

For quick exploration to image files.

C. Source image folder summary

Present all available images from a target folder, for content compiling. The compatible image shall be in BMP or JPG format.

D. Language and flag data bank

11 languages and flags are available in data bank, as system default.

Only those languages and flags in data bank can be set to target language folder.

E. Add new languages and flags to data bank

F. Target language folders

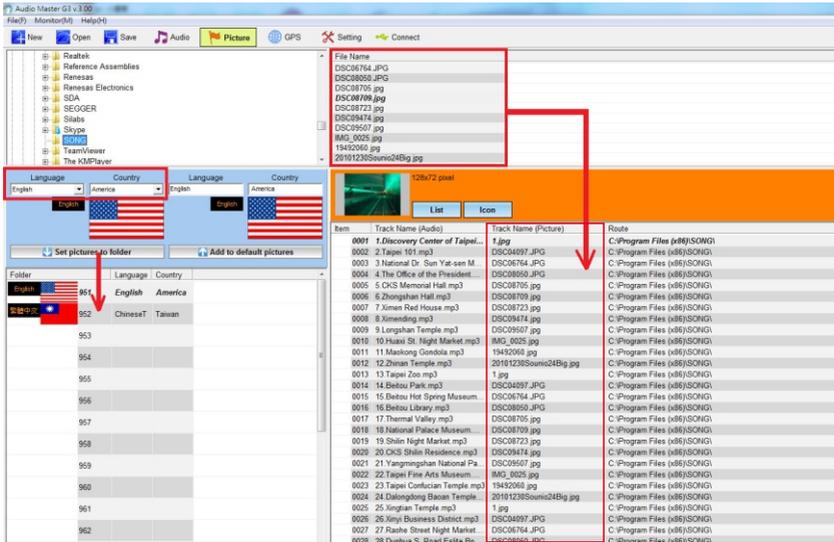
32 language folders are available, from 951 to 982.

G. Target folder programming zone

Drag desired images to respective audio track, from number code 0001 to 9999.

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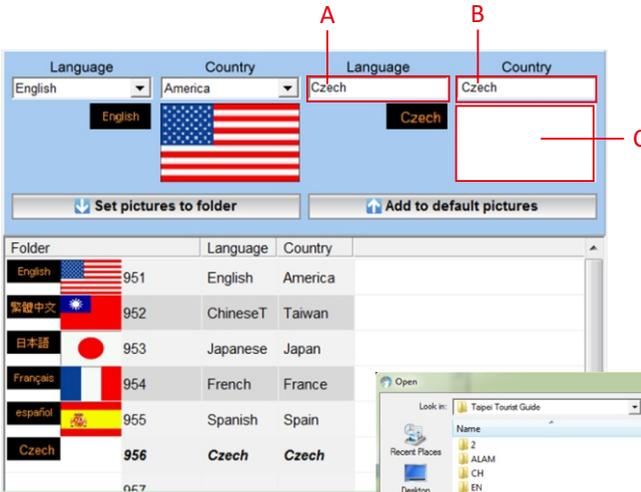
Allocate images to respective audio tracks by dragging it; follow the same way as you do when compiling audio files, as fig. 26. The images shall be in BMP and JPM format. The maximum size of every single image shall keep at 128 x 72 pixels.



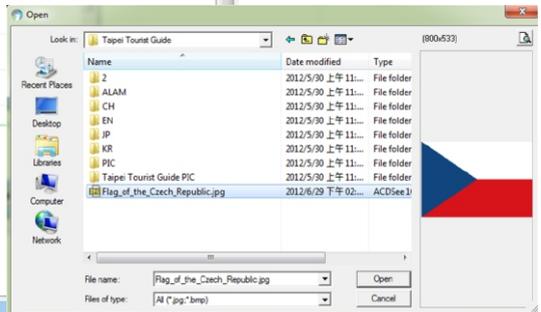
(Figure 26)

※ Create new languages and flags

- I. Input language in A, as fig. 26-1.
- II. Input country in B, as fig. 26-1.
- III. Double clicks on left button of the mouse in C; you can select a desired flag from source files, as fig. 26-2.
- IV. With a click on “Add to default pictures”; then you can find it in language and flag data bank. Set it to target folder as you want, as fig. 26-3.



(Figure 26-1)



(Figure 26-2)



(Figure 26-3)

※ GPS location setup

A. Enter specific location

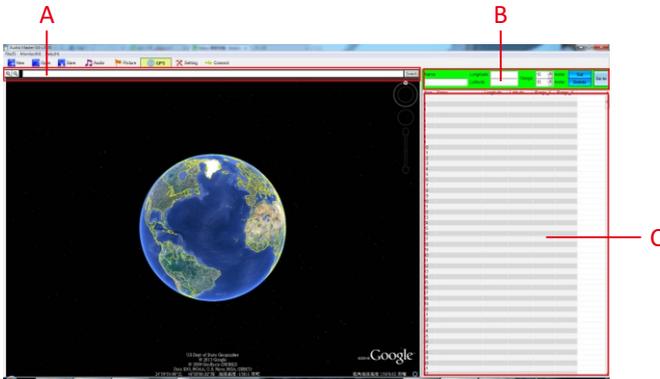
Click “search” after specific address or location name is entered.

B. Enter GPS data

Longitude and latitude can be edited directly for location search.

C. Location list

This is a list of location which has been edited.



1. Enter specific address or location name.

2. Click “Search” and image of the location will show up below.

3. This is the location image after being searched.

4. Location name, longitude, latitude and distance range can also be set up here.

☞ Minimum distance range is 15 meters. However, since it does exist tolerance of 5 meters, please make sure the distance between 2 locations is more than 20 meters.

5. Once all location data in step 4 are edited, it will be listed below after “Set” is clicked.

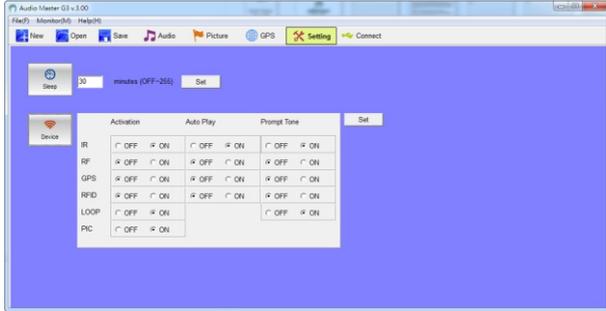
6. Each item number in the list refers to each track number. For example, track number 0001 will play the audio content of item 1 in the list.

7. If you would like to know specific location in the list, simply choose one of them, then click “Go to” and you'll see the location image on the left.



※ Settings

Click tag “Setting” to access various settings to make the audioguide more flexible and fit different application. Two segments are available for various settings, as fig. 27.



(Figure 27)

※ Set shut down (sleep) time

Define a time for audioguide to shut down automatically when it's not being in use. The default shut down time for audioguide is set on 30 minutes, which means audioguide will turn off automatically when not in use after 30 minutes. Fig.27-1 gives a good example. When it is set on OFF, which means audioguide will NOT shut down automatically until the battery energy is out. You must click “Set” to finalize and fix shut down time setting.



(Figure 27-1)

※ There are various technologies employed in the audioguide with different function modules. This control sheet (see Fig.27-2) simply gives a command to supported firmware built in audioguide itself. You need respective hardware (device) to perform required function! You must click “Set” to finalize and fix function setting.

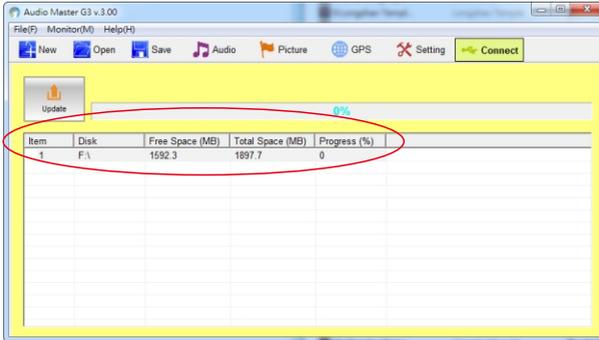
The screenshot shows a control interface for the Audio Master G3. It features a 'Device' icon on the left and a 'Set' button on the right. The main area is divided into three columns: 'Activation', 'Auto Play', and 'Prompt Tone'. Each row represents a different technology with radio buttons for 'OFF' and 'ON'.

	Activation	Auto Play	Prompt Tone
IR	<input type="radio"/> OFF <input checked="" type="radio"/> ON	<input type="radio"/> OFF <input checked="" type="radio"/> ON	<input type="radio"/> OFF <input checked="" type="radio"/> ON
RF	<input checked="" type="radio"/> OFF <input type="radio"/> ON	<input checked="" type="radio"/> OFF <input type="radio"/> ON	<input checked="" type="radio"/> OFF <input type="radio"/> ON
GPS	<input checked="" type="radio"/> OFF <input type="radio"/> ON	<input checked="" type="radio"/> OFF <input type="radio"/> ON	<input checked="" type="radio"/> OFF <input type="radio"/> ON
RFID	<input checked="" type="radio"/> OFF <input type="radio"/> ON	<input checked="" type="radio"/> OFF <input type="radio"/> ON	<input checked="" type="radio"/> OFF <input type="radio"/> ON
LOOP	<input type="radio"/> OFF <input checked="" type="radio"/> ON		<input type="radio"/> OFF <input checked="" type="radio"/> ON
PIC	<input type="radio"/> OFF <input checked="" type="radio"/> ON		

(Figure 27-2)

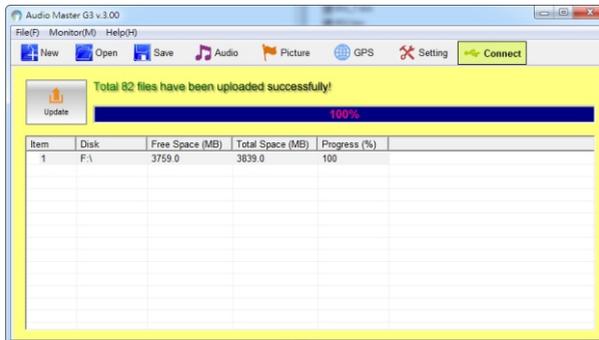
※ Connect and upload

Make sure the audioguide is connected with your computer or laptop before you do data uploading. When you click “Update”, all data will be uploaded to audioguide, as fig. 28.



(Figure 28)

A progress bar will bring uploading status to your attention during data uploading. You can also see a successful uploading message when the uploading is done, as fig. 28-1.



(Figure 28-1)