

Faux Fone Manual
Ver 1.0
By: Dark Tech Effects
www.darktecheffects.com



*Phone and RJ11 cable not included

Faux Fone Puzzle directions:

Configuration file – All audio file names must use 8.3 naming convention (short filename) with a max of eight characters and then .wav (ex: testfile.wav). The file should be in lower case and not include any spaces or special characters. Audio files must have a sampling rate of 22 KHz, 8 bit, mono wav file.

Users may try an online conversion tool if necessary for their audio files:
<http://audio.online-convert.com/convert-to-wav>

All settings are controlled via a configuration file on the Micro SD card. Please edit the configuration file for your individual setup before first use. Example files are provided on the included microSD card.

Configuration Settings:

Dial Tone Option:

A default dial tone will be included on the SD card, however, the user can change this by adding their own wav file and entering the file name here.

```
dialTone=filename.wav
```

Automatic Ring Mode Style:

(Optional) Connect a push button to the Ring Terminals. When this “Ring” button is pushed it will cause the phone to ring (when it is on the hook). There are (3) options of ringing style.

```
autoRingStyle=
```

manual - Causes the phone to ring as long as the button is held down

us - Mimics the US ring style of ringing, pause, ringing... this will continue for as long as the button is held down

uk - Mimics the UK ring style of double ringing, pause, double ringing... this will continue for as long as the button is held down

Ring Pickup Audio:

Option to play an audio file if the user picks up the phone (off-hook) while the above "Ring" button is held down.

```
ringPickupAudio=filename.wav
```

Failure Options:

Any number entered that does not appear in the sequences, plays a failure wav file. The wav file is user selected.

```
failAfter=number of digits (ex: 10)
```

```
failAudio=filename.wav
```

Fail After option will automatically play the failure wav file after the user enters that many number of digits (unless it is a correct sequence). You should make sure that this number is equal to or longer than all of your codes and reset sequences.

A hang-up will start the code entering process from the beginning.

Unlock Mode Setting:

The relay has two options:

```
unlockMode=
```

immediate - Causes the relay to trigger as soon as the top sequence in the configuration file is entered on the phone. The `shouldLoop` option (see below) will only work in this sequence if user implements the immediate setting.

delayed - Will delay the relay triggering till after the audio file finishes playing or the phone is hung up whichever occurs first. `shouldLoop` will not work in delayed mode.

Reset Sequence Options:

Once the reset code is entered the relay will reset and the phone will go back to playing the dial tone.

```
resetSequence=01010101 (as an example)
```

Number of digits must be less than or equal to `failAfter` Setting.

Success Option:

Users can enter up to a 50 digit number (phone number, number clue, words spelled out on the phone, etc.) for successful completion.

```
sequence=123456789 (as an example)
```

```
audio=filename.wav
```

Only the top sequence in the configuration file will trigger the relay. All subsequent success sequences will only play the audio file. Users can enter as many success codes as they want (for example, 911, 0, 8675309, etc. have fun including hidden easter eggs).

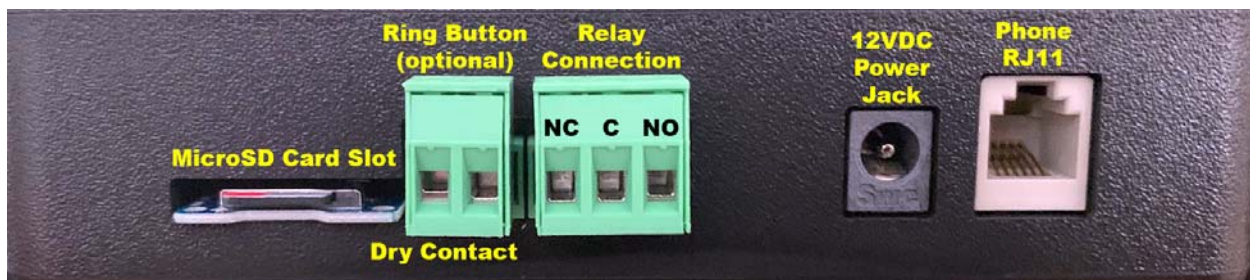
```
shouldLoop=true
```

[Audio file play option] –

If `shouldLoop=true` appears after the `success=filename` line, the audio will loop as long as the phone is off the hook.

If no `shouldLoop` option is set, the default is to NOT loop.

***Users can enter any code at any time, it does not matter in what order they appear in the configuration file. However, the top sequence is the one that will trigger the relay.**



Connections outside of the puzzle:

MicroSD Card – Holds the audio files and configuration file. Example files are included on the SD card.

Ring Button Connection – (Optional) Connect any dry contact button to the terminals. When pushing the button the phone will ring. There are three options how the phone rings in the configuration file.

Relay Connection– Connect a maglock or other activated device. This will be triggered when the top successful code in the configuration file is entered. Provided are normally closed, common, and normally open terminals. User must provide power for the device they are controlling. Relay is rated for 2A at a max of 250VAC, 220VDC.

DC power Jack – 12VDC power supply will be provided with the puzzle.

RJ11 Phone hookup – User can connect any standard touch tone phone that uses an RJ11 cable to work with this puzzle.