



LIDL SOUNDBOARD

User's manual

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1. File architecture

The LIDL Soundboard zip should contain the following files architecture:

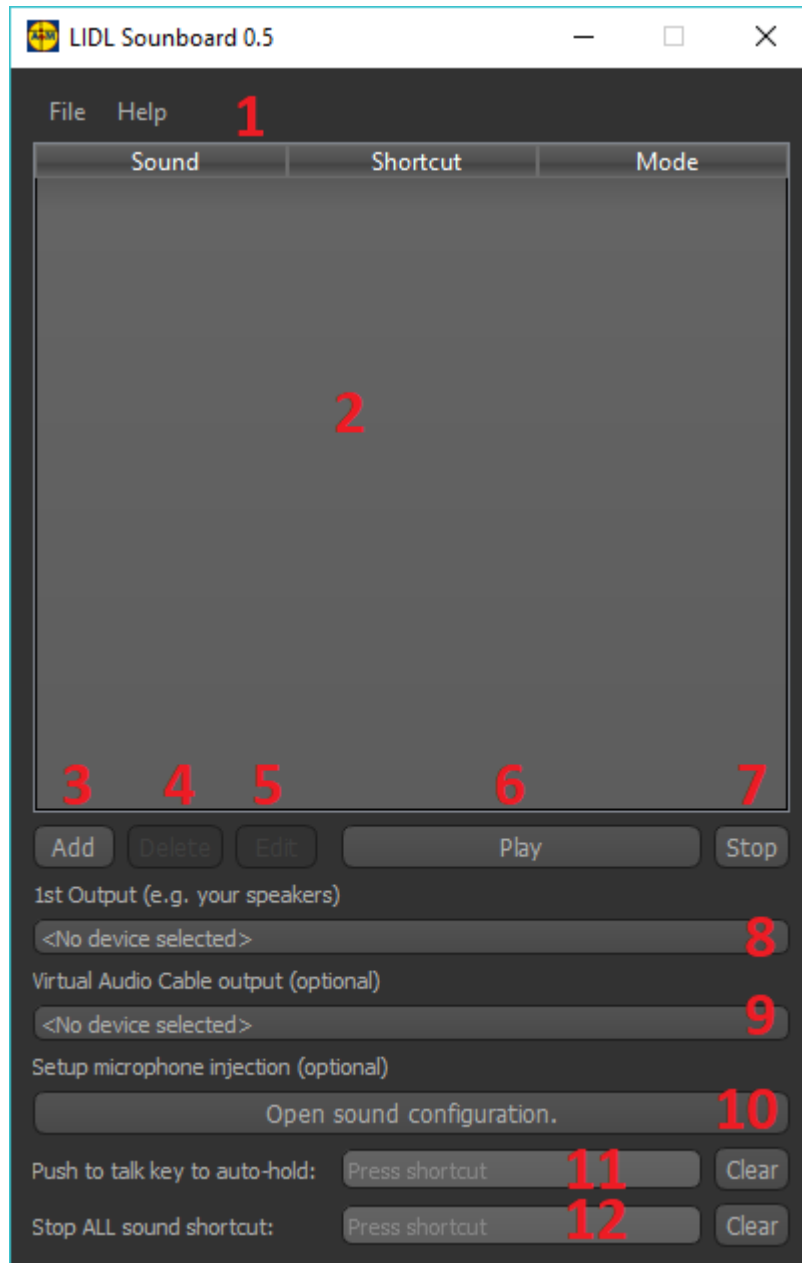
Dynamic Link Libraries:

- bass.dll
- libgcc_s_dw2-1.dll
- libstdc++-6.dll
- libwinpthread-1.dll
- Qt5Core.dll
- Qt5Gui.dll
- Qt5Widgets.dll
- /platforms/qwindows.dll

Exectutable: Lidl_Sounboard.exe

2. Getting Started

After opening, soundboard should look like this:



2.1 Menu Bar

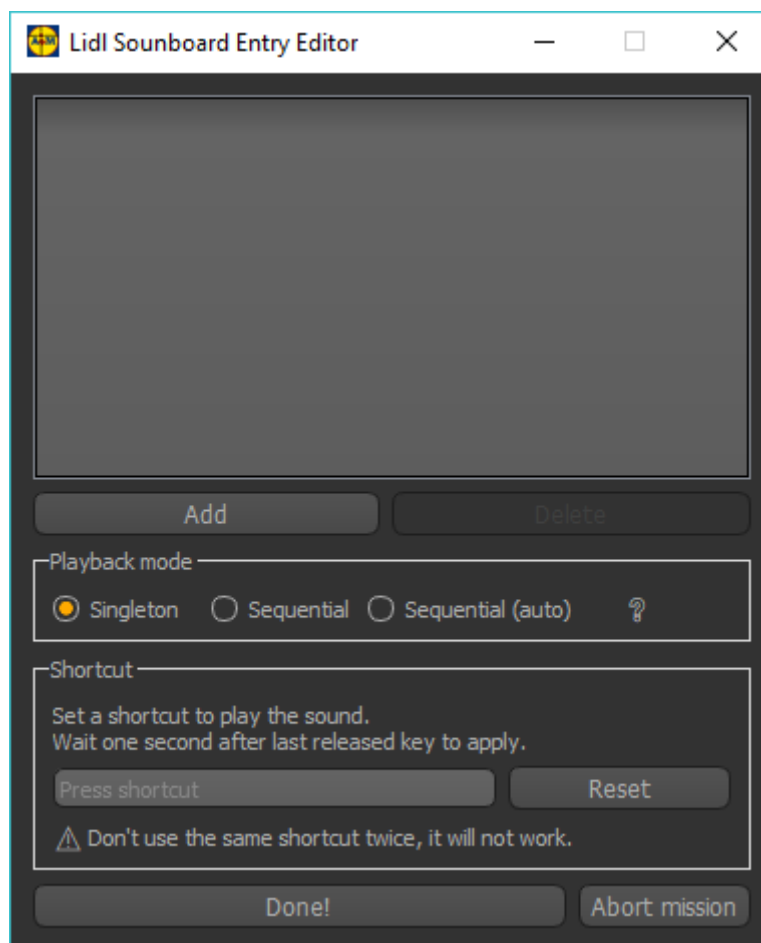
File contains several functions such as opening a json sounboard, importing a json file from EXP sounboard, saving soundboar, quit.

Help contains a link to github to report bugs, and a about prompt.

2.2 Sound list display: self-explanatory

2.3 Add sound

When adding a sound, you'll be given the following prompt:



Add: Will open a file select prompt to allow you to add a sound to this collection.

Delete: Will delete selected file from the collection.

Playback mode: 3 different playback modes are available:

- Singleton: a single file.
- Sequential: Several files. That will cycle every time you press the associated shortcut, or the play button.
- Sequential (auto): Same as sequential, but it will automatically cycle after one sound is finished..

Shortcut: Set shortcut to play the sound here. Available modifier are any combination of **CTRL**, **ALT** and **SHIFT**.

Once you've set up your sound collection and shortcut, press the done button to add it to the soundboard.

2.4 Delete sound: self-explanatory

2.5 Edit sound: self-explanatory

2.6 Play: self-explanatory

2.7 Stop all sound: self-explanatory

2.8 Main output device: (see setting up section)

2.9 VAC Output: (see setting up section)

2.10 Setup Microphone Injection: (see setting up section)

2.11 Push to talk key to auto-hold: (see setting up section)

2.12 Stop ALL sound shortcut: self-explanatory

3. Setting up

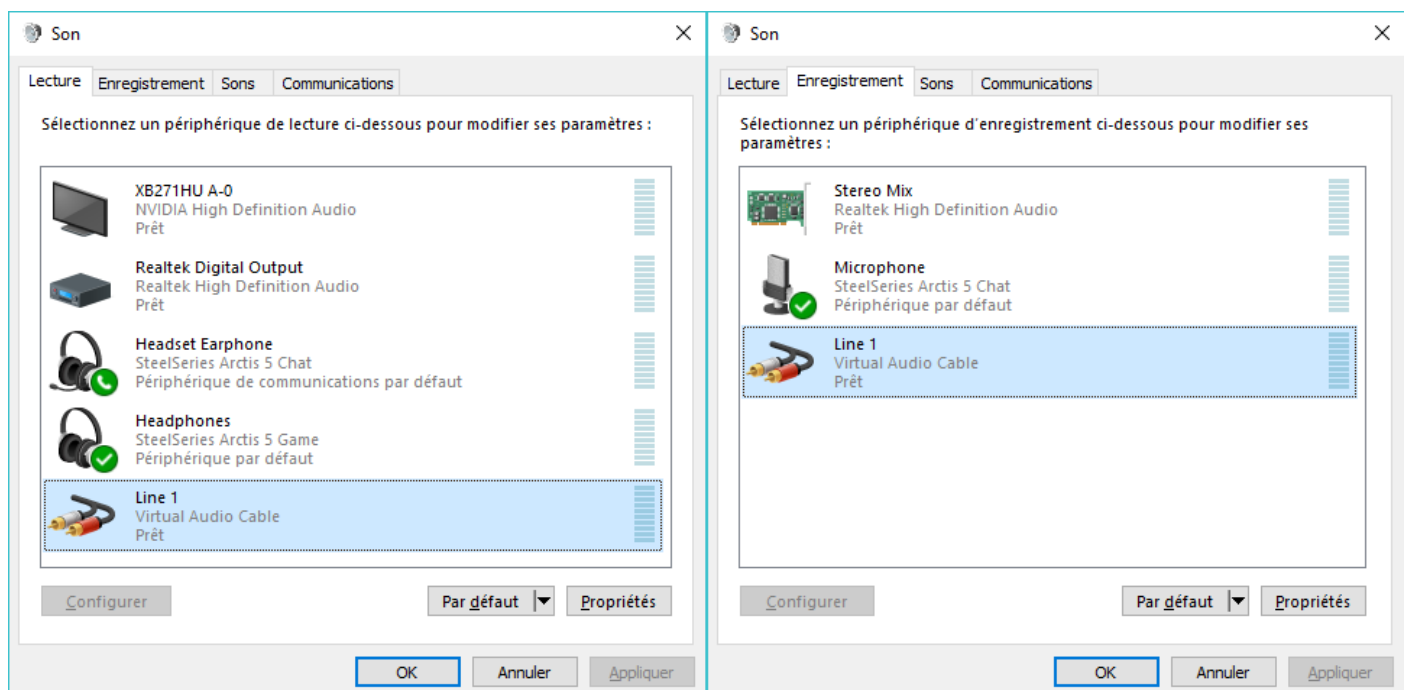
3.1. Audio Output to Game

Before being able to output a sound, you need to set-up the sound devices in the 8 and 9 list.

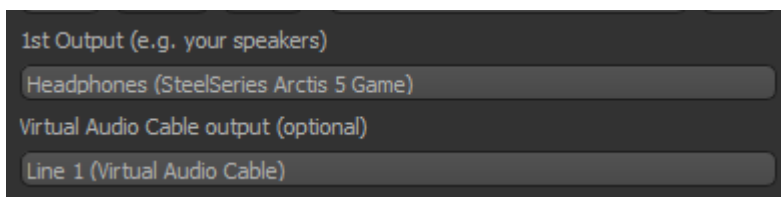
The way the soundboard works is that it will output the sound in your main audio device and then into the VAC audio output.

The Virtual Audio Cable is a virtual device that redirects output into input.

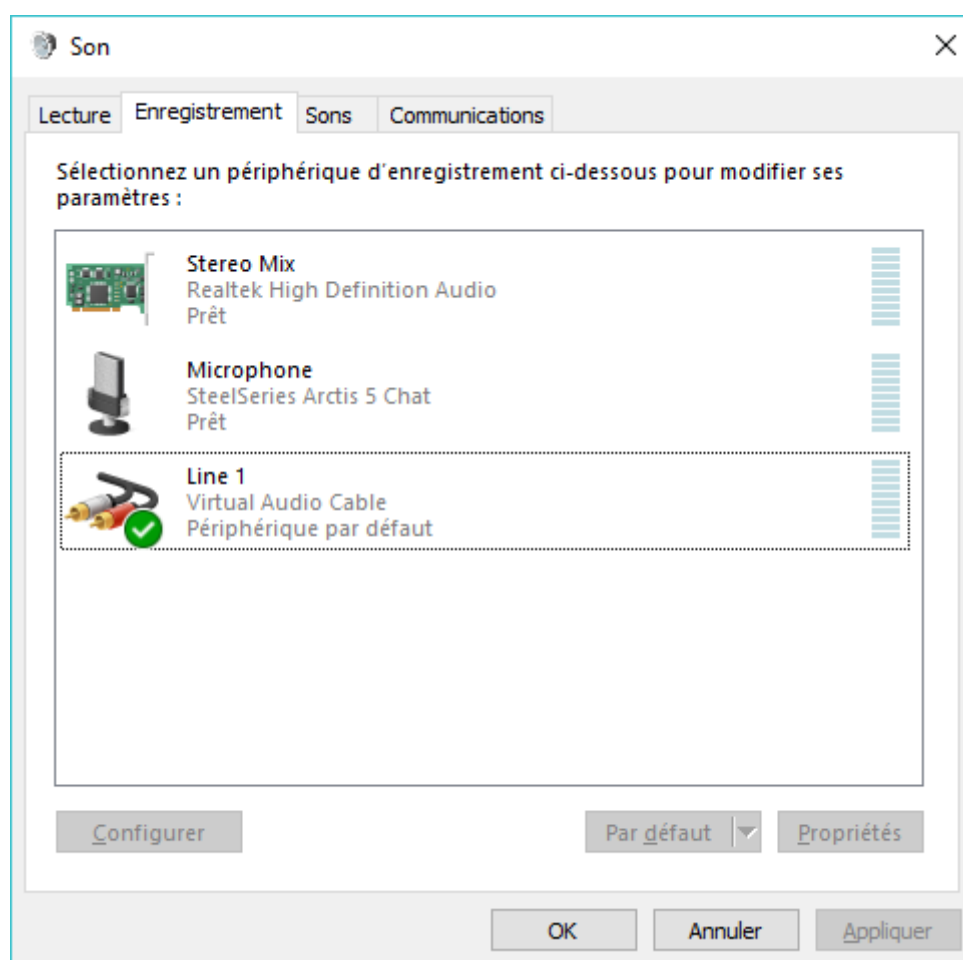
After installing such a device, it should appear in both your output and input peripheral



With this VAC installed, the soundboard configuration is as follow:

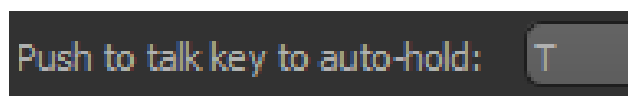


However, for the game to be able to pickup the audio, you need to either set your game input device as the Virtual Audio Cable device, OR (if not available in the game configuration), as windows default input device:



3.2.Push to talk auto-hold

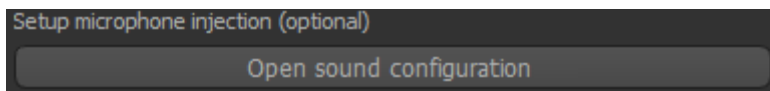
Set this bind to the same PTT key the program you want to send audio in uses For instance, for PUBG:



Once this is done, you are ready to propagate cancer in your favorite games.

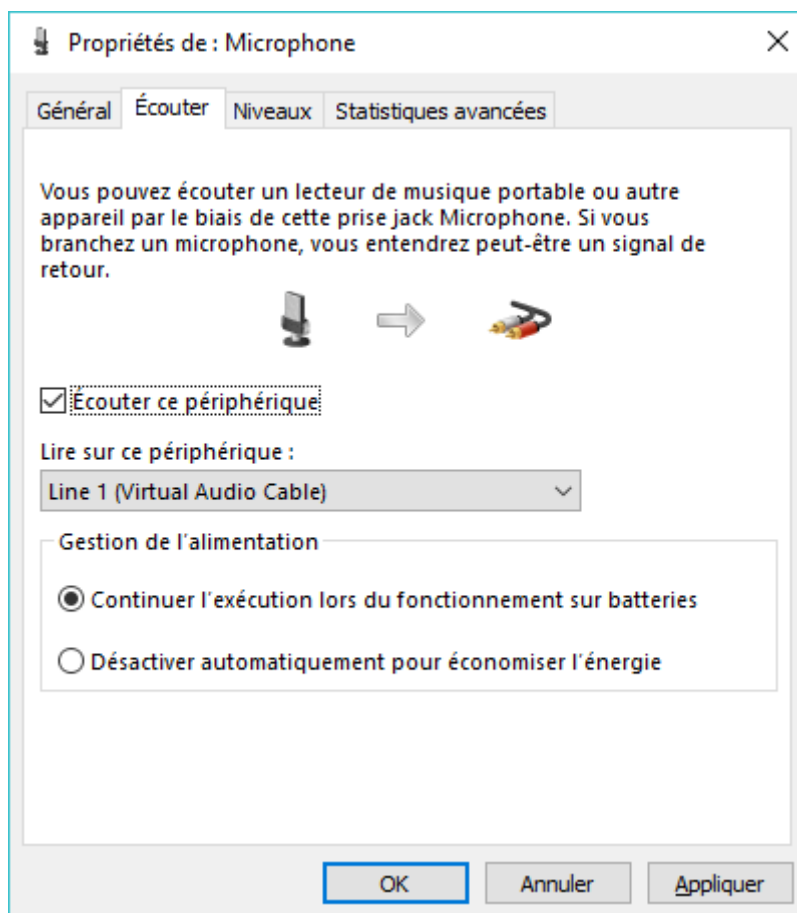
3.3.Setting up Microphone Injection

To be able to talk AND send sounds at the same time, you need to go into windows sound settings



Once opened, you need to listen your physical microphone through the Virtual Audio Cable.

Open properties window, and go to the listen tab, and set it up:



Once this is done, your soundboard is perfectly configured and you are ready to go.

