

# Time Line Model User Guide

## Description

The time line model is a touch model display which plays audio files corresponding to the item touched. There are 12 items that act as triggers. They can be triggered in any order and each trigger ends the previous file and starts a new audio file. This model utilizes the Bare Conductive Touch Board, available online at: <https://www.bareconductive.com/collections/touch-board>. Full documentation can be found on their website. There is also a speaker amplifier that leads to two speakers in either corner of the model.

## Audio Files

Audio Track names on the SD Card correspond to the button that is being touched on the board. Audio files must be name in the format: TRACK000.mp3, where "000" is the button number. For example, TRACK002.mp3 will trigger the object located on pin E02. The track names and descriptions are shown below. Files can be updated by replacing files on SD card. The SD card only holds audio files.

Track Names	Description	Track Names	Description
TRACK000.mp3	Crushed Glass	TRACK007.mp3	Cardboard
TRACK001.mp3	Plastic Bale	TRACK008.mp3	New Glass
TRACK002.mp3	Crushed Cans	TRACK008.mp3	Plastic Factory
TRACK003.mp3	Cardboard	TRACK010.mp3	Bauxite
TRACK004.mp3	Glass Jar	TRACK011.mp3	Tree
TRACK005.mp3	Plastic Bottle		

## Code Files

Code files are located at <https://github.com/arcanaworkshop>

For information on reprogramming the board, see the README document in the TimeLine repository at the link above. This code structure is similar to the Arduino environment and includes settings on proximity detection and object order.

## Troubleshooting

### Model Won't Turn On

Check power for model. There is one power cord for the model which powers the speaker and control board. Ensure the power is on and there is a light on the speaker amplifier and control board.

### Audio Files Don't Play When Touching Object

Check speaker amplifier volume adjustment. Also ensure the wires from each object is connected to the control board. These are small wires that run on the backside of the model.

### The Wrong Audio Files Plays When Touching Object

Check the audio file naming scheme on the SD Card. See Audio File section for correct formatting.