

# LIDL SOUNDBOARD

## User's manual

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#### 1. File architecture

The LIDL Soundboard installer should have installed the following files in the soundboard directory:

Dynamic Link Libaries:

- bass.dll
- bassflac.dll
- libeay32.dll
- libgcc\_s\_dw2-1.dll
- libstdc++-6.dll
- libwinpthread-1.dll
- Qt5AutoUpdaterCore.dll
- Qt5Core.dll
- Qt5Gui.dll
- Qt5Network.dll
- Qt5Widgets.dll
- ssleay32.dll
- /platforms/qwindows.dll
- /imageformats/qgif.dll
- /styles/qwindowsvistastyle.dll

Exectutable: Lidl\_Sounboard.exe

### 2. Getting Started

After opening, soundboard should look like this:

嶜 LIDL Sounboard 1.6.1	_		$\times$			
File Tools View Help <b>1</b>						
Sound Collections	Remotes	Shortcut	Mode			
2						
3 4 5	6		7			
Add Delete Edit	Play	St	top All			
1st Output (e.g. your speakers)						
<no device="" selected=""></no>		8	*			
Virtual Audio Cable output (optional)						
<no device="" selected=""></no>		*				
Setup microphone injection (optional)						
Open sound configuration						
Push to talk key to auto-hold: Pre	ss shortcut	11	lear			
Stop ALL sound shortcut: Pre	ss shortcut	12	lear			
Soundboard file not saved.						

#### 2.1 Menu Bar

File contains several functions such as saving your soundboard as JSON, opening a soundboard file, importing a JSON file from EXP soundboard, saving soundboard, quit.

Help contains a lidl guide, a welcome message, a link to GitHub to report bugs or request a feature and an 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 local file: Will open a file select prompt to allow you to add a sound to this collection from your device. You can also **drag and drop** files.

Delete: Will delete selected file from the collection.



Add from URL: You can play remote files from URLs, http and https protocols are supported.

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🖗 Lidl Sounboard Entry Editor — 🗆 🗙	📓 Lidl Sounboard Entry Editor — 🗆 🗙	🗑 Lidl Sounboard Entry Editor — 🗆 🗙
file:///D:/lidl manual files/music files/sample sound 1.mp3	File:///D:/lidl manual files/music files/sample sound 1.mp3         file:///D:/lidl manual files/music files/sample sound 1.mp3         Add local file       Add from URL         Delete         Q You can Drag and Drop files into this window.         Use drag and drop files into this window.         Use drag and drop files into this window.         Use drag and drop files out of a sound in the volume panel.	Lial soundoard Entry Editor
Add local file     Add from URL     Delete       Q You can Drag and Drop files into this window.     Use drag and drop to re-order the sound collection.       You can set the volume of a sound in the volume panel.       Volume       Main Output Volume       100%       VAC Output Volume       100%       Q You can set the volumes of each sound individually.	Volume     Special Effects     Distortion Chorus     Enable Distortion     Gain 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	<ul> <li>✓ Special Effects</li> <li>✓ Distortion Chorus</li> <li>✓ Enable Chorus</li> <li>Delay</li> <li>Delay</li> <li>Depth</li> <li>0% ♀</li> <li>Frequency</li> <li>Wet Dry Mix</li> <li>0% ♀</li> <li>Phase Differential</li> <li>♥</li> </ul>

Once you've added a sound, you can select it to adjust volume, or add special effects.

쭴 Lidl Sounboard Entry Editor	_		Х
file:///D:/lidl manual files/music files/sample sour	nd 1.mp	3	
Add local file Add from URL Q You can Drag and Drop files into this window. Use drag and drop to re-order the sound collection. You can set the volume of a sound in the volume par	nel.	Delete	
Special Effects			
Playback mode	al () Se	equential (a	uto)
Shortcut Set a shortcut to play the sound. Wait one second after last released key to apply. Press shortcut		Reset	
⚠ Don't use the same shortcut twice, it will not work			
Done!	Ab	ort missior	

Playback mode: 4 different playback modes are available:

- Singleton: a single file.
- Singleton (cancer): a single file, which you can spam if you hold the shortcut.
- 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.

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

Notice that the widget listing the sounds allows drag and drop to re-order them.

- 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:

1st Output (e.g. your speakers)	
Headphones (SteelSeries Arctis 5 Game)	
Virtual Audio Cable output (optional)	
Line 1 (Virtual Audio Cable)	

However, for the game to be able to pick up 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:

谢 Son							Х
Lecture	Enregistrement	Sons	Communications				
Sélect param	ionnez un périph iètres :	érique d'e	enregistrement o	ti-dessou:	s pour modif	ier ses	
Stereo Mix Realtek High Definition Audio Prêt							
Microphone SteelSeries Arctis 5 Chat Prêt							
3	Line 1 Virtual Au Périphériq	dio Cable ue par dé	faut				
<u>C</u> o	onfigurer			Par <u>c</u>	<u>d</u> éfaut ∣ <del>▼</del>	<u>P</u> ropriétés	
			(	Ж	Annuler	Applique	er

#### 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 set it up in 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:

Propriétés de : Microphone						
Général Écouter	Niveaux	Statistiques avancées				
Vous pouvez écou appareil par le bia branchez un micro retour.	iter un lec iis de cette ophone, v	teur de musique portable ou autre e prise jack Microphone. Si vous ous entendrez peut-être un signal de				
🗹 Écouter ce péri	phérique					
Lire sur ce périphé	érique :					
Line 1 (Virtual Au	dio Cable)	· ~				
Gestion de l'alin	nentation					
Continuer l'exécution lors du fonctionnement sur batteries						
O Désactiver automatiquement pour économiser l'énergie						
		OK Annuler <u>A</u> pplique	r			

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

