Teensy Bat Detector: interface based on version 1.3



again to activate function.

Teensy Bat Detector: Settings

Using the SETTINGS MENU

Press L-enc to set the L-Encoder to MENU_mode. Turn L-enc until it shows "SETTINGS" and press L_Enc again to select this option. The display will now show the **STARTUP DEFAULTS** settings page.

Once in the settings, rotate L-enc to highlight the option you want to change and then turn R-enc to change its value.

Accessing other pages:

Turn the L-enc until the page header (STARTUP DEFAULTS) is highlighted and then turn R-enc to cycle through other settings-pages.

Important note:

When finished changing settings, it is possible either:

- to simply exit the settings-menu (without saving) by pressing L-enc,
- or to save the changes by pressing the R-enc before exiting the settings-menu.

Exit without saving: changes are directly applied but will be kept only until the next power off.

When powering the device on again it will revert to the previous stored settings.

Save then exit: changes are applied and stored in EEPROM so they can stay in effect after powering off and on again.

If an SD card is present, settings will be written to a file on that SD card. You can keep a copy of that file (located in the root: TB_V13.cfg) on a computer for safekeeping. These configuration files can be shared between devices and with other users.

RESET settings:

At startup Settings can be restored to "factory" defaults and or to stored configuration files on an SD card.

To restore to "factory" defaults, keep the L-Button pressed when starting the Teensy Bat. The display will notify the reset to defaults.

To restore the settings to a previously saved configuration file (located in root: TB_V13.cfg) on an SD card press the R-Button during startup.

Teensy Bat Detector: Page 1 – STARTUP DEFAULTS

₩ C= 001k on a @ 17:33	Detectormede
V≣G≣ 201K 20.3 € 17.33	Signal processing used at newer on
STARTUP DEFAULTS	Signal processing used at power-on.
Detectormode TExpansion	Options are:
Display waterfall	Heterodyne = H = Heterodyne Hode
Volume 050	Affecterodyne = $A - H T$ = auto neterodyne
Gain 32.0	TEXPANSION = TE = TIME EXpansion (default)
AGC OFF	FreqDiv = F-D = frequency division
AGC increase(ms) 500.0	Passive = Pass = no processing
AGC_decrease(ms) 5.0	
HighPass 34 kHz	Display: Type of graphical signal display.
HighPass stages 01	waterfail(default) / Horizontal Waterfail (14.1 only) / Spectrum/
HighPass Q 1.10	no Graphs.
CompleRate 201	Volume ? Coin. Default cound volume and signal amplification
SampleRate 201 SampleRate Play 1/10	volume & Gain: Default sound volume and signal amplification
SampleRate Play 1710	used at startup.
	ACC: Automatic gain control ON ar OFF
MENU ^ change/Save	Automatic gain control UN of UFF.
this shows the defaults	When on, the gain setting will be used as the maximum gain.
	I incoming signal gets too strong, gain will be reduced to
	prevent saturation. When signal lowers again, gain will
	progressively increase back to the default value.
	AGC increase: Time in milliseconds before the gain increases
	while getting back to chosen gain. Default set to 500ms to allow
	slow recovery
	AGC decrease: Time in milliseconds between reductions in gain
	in case of strong signal. Default set to 5 ms to allow a fast
	reaction to too strong incoming signals.
	HighPass: All signals lower than the chosen frequency will be
	attenuated. The further below from this frequency a signal is,
	the stronger the attenuation will be. Depending on the Q setting
	of the HighPass this will also attenuate frequencies above the
	HighPass-filter.
	HighPass Stages (1 to 4) : Strength of the attenuation. One
	stage of HighPass will give a filter with 12dB attenuation per
	octave, each additional stage will add 12 dB. The filter therefore
	becomes steeper.
Note about the Q factor:	HighPass Q: The Q value sets the shape of the overall filter; a
Q values below or above 1 can also	higher Q will make the filter steeper and a lower will attenuate
arrect frequencies above the chosen	more frequencies above the Filter-frequency.
The provide a setting of Q = Q Q	
For example, a setting of $Q = 0.3$,	SampleRate: Number of samples per second * 1000.
HighPass = 8KHz and stages = 3	Should be set to at least twice the maximum frequency you
attenuates frequencies up to 30kHz.	want to record. For example, to record up to 140kHz, Sample
Read about filter Q on the internet and	rate should be <u>at least</u> 280 K.
test setting before using in the field.	
	SampleRate Play: Time Expansion slowdown factor used for
	playback of recordings.

Teensy Bat Detector: Page 2 – SETUP

	Time / date: Can be used to manually set the current time and date. These values are automatically set if the optional GPS module is installed and powered. Setting the time/date is done using a combination of the R-Enc and R-Button. First select time or date. The part of time/date between [] can be changed using the R-Enc, the position of the [] can be changed by pressing the R-Button.
MENU ^ change/Save	Encoder: Sets the orientation of the two encoders' rotation (not all encoder models work in the same way). Set it and forget it but don't forget to SAVE menuColor / highlightColor / backColor: use this to change the colors used in the interface for text, selected text and backgrounds.
this shows the defaults	ColorScheme: Different color sets are available for the spectrogram display (see below). When selected the screen will show a preview of the ColorScheme on the bottom.
	Backlight (OPTIONAL): Software controlled backlight intensity. This normally is set as low as possible to get a screen that is good readable in the dark and uses less energy. This feature is only present when PWM is enabled to control the brightness of the TFT.

Available color schemes:



Teensy Bat Detector: Page 3 – TIME-EXPANSION LIVE





The interval between calls is used to play back the slowed down call.

That way, as long as the call interval is a lot shorter than the slowed call duration, all calls will be heard.

Time expansion live in image

Teensy Bat Detector: Page 4 – AUTO RECORDING



Teensy Bat Detector: Page 5 – GPS STATUS



GPS data, like temperature and other parameters, will be stored in the recorded wav files, according to the GUANO standard (see https://guano-md.org/)

You can see this data with a simple text editor, at the end of the wav file.

Please note that current wav editing software will lose the guano metadata when exporting/saving wave files.

	NUL
	NULGUANO Version: 1.0
4899	Make: TeensyBat
4900	Firmware Version: vl.3(dev)
4901	TB Gain: 15.5dB
4902	Filter HP: 20Khz
4903	Samplerate: 281000
4904	Original Filename: 20210918T214513.wav
4905	Timestamp: 2021-09-18T21:45:13
4906	Loc Position: 50.644932 3.188472
4907	Loc Accuracy: 7.00
4908	Loc Elevation: 12.0
4909	Temperature Ext: 21.7
4910	NULNUL
4911	NUE
	NIGHA (NIGHA

Teensy Bat Detector: using the pre-buffer on for recording (Teensy 4.1 only)

The teensy board 4.1 can be upgraded during assembly with one or two PS ram chips, providing 8 or 16Mb of additional memory.

This memory can then be used by the code to continuously record incoming sounds into an endless ring buffer. Once the buffer is full the Teensy Bat will continue writing into the buffer from the starting position again, overwriting the oldest audio first.

If enabled (when compiling), this ring buffer is by default set to provide up to 4.5 seconds of prerecording. This setting can be changed by the user. In theory a 16Mb PSRAM can be used to collect nearly 30 seconds of audio at 281K sampling. Currently the code is only using part of the available PSRAM for this purpose. The defaults are 10000 sample-blocks (each 128 samples) for the ring buffer and 2000 sample-blocks (of 128) for the buffer during recording.

When the recording is manually triggered (by pressing the L-Button), the past 4.5 seconds of sound, present in the ring buffer, are directly written to the SD card, but the recording starts also directly and will continue until the L-Button is pressed again.

Then the ring buffer starts to fill up again, and so on.

This enables the user to actively listen to incoming sounds, and decide to record them if they are interesting. When the recording starts, the recorded file will always contain the sound that triggered the user to press the recording button.

These 4.5 seconds are more than enough to compensate for human reaction time, have some time to decide whether to record or not, and in the end get a complete recording, including the sounds made by the animal as it was approaching, before it was even audible.

The ring buffer can also be used with auto recording, by default it will not add 4.5 seconds to each auto-recording but a user-set amount (see settings).

That way, there will be a better chance of getting sounds that were emitted by the approaching animal, but not yet strong enough to trigger the recording.