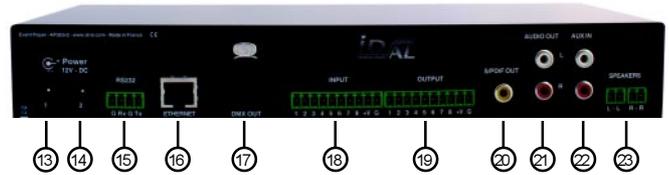


EventPlayer - Quick start guide

1 - Connections



- 1 - USB port - For SD card update only
- 2 - USB connection indicator
- 3 - Infrared sensor
- 4 - Slot for SD memory card
- 5 - USB HOST port - Connection for USB device, stick or hard disk
- 6 - USB HOST connection indicator
- 7 - Configurable button No.1
- 8 - Configurable button No.2
- 9 - LCD display
- 10 - Set-up button
- 11 - On/Off button
- 12 - Power indicator

- 13/14 - Power supply - second socket to power another device
- 15 - RS232 serial link
- 16 - Ethernet link
- 17 - DMX output
- 18 - Dry contact Inputs
- 19 - Outputs on opto-coupler
- 20 - Co-axial S/PDIF digital audio output
- 21 - Line level output
- 22 - Line level auxiliary input
- 23 - Amplified output for speakers

2 - SD and USB stick memory

Choose a **quality** memory card of minimum size **256Mo** - We recommend Sandisk SD card. **SD/HC are not compatible !!!**

3 - Operation of the EventPlayer

The EventPlayer plays MP3 and WAV audio files and SC2 sequence files created with the V2 Show Control software). Operation of the player and the way files are broadcast are fully defined by the names allocated to directories and files.

Directory 000 to 999 :

Only ONE directory level is allowed at the root. The first three digits represent the directory No. and thereby its main name. To modify the default settings of the player, just add optional parameters to the directory name.

Directory : 001 [option 1] [option 2] directory name

001 = Directory Number Optional behaviour parameters Name of your choice

List of options:

- [Jxxx] - Jump to directory xxx after reading the current directory. To loop in the directory, xxx = name of the current directory.
- [AUX] - Select the auxiliary input after reading the current directory.
- [RET] - Return to the previously read directory after reading the current directory. Stay in current directory after reading is the default setting.
- [SEQ] - Specifies sequential playback mode for the current directory. By default, without parameter, random mode is selected.
- [Rxxx] - Enable / Disable one or several output contacts.
- [V+xx] or [V-xx] - Set the volume level of the directory - Relative value, increase or decrease xx from the general volume.
- [NT] or [DT] - Define the interruption mode of the current directory. [NT] : directory will NOT be interrupted . [DT] : Interruption instruction is stored and will be executed at the end of the directory. No option, the file in the directory can be interrupted.

Files (63 characters max) 000 to 999 :

The file names are made up of 3 digits and a name of your choice. If the files are read in RND mode, then the File Number is not necessary. The playback mode can be modified using optional instructions inserted in the file name, such as file volume level or triggering of outputs.

File : 001 [option 1] [option 2] nom du fichier.mp3/wav/sc2

001 = File Number Options to modify playback mode Name of your choice File extension

List of options:

- [Jxxx] - Jump to directory xxx after reading the current file.
- [V+xx] ou [V-xx] - Change volume level of the file. Relative value, increase or decrease xx from the general volume.
- [Rxxx] - Enable / Disable one or several output contacts.
- [NT] or [DT] - Define the interruption mode of the current file . [NT] : file will NOT be interrupted . [DT] : Interruption instruction is stored and will be executed at the end of the file. No option, the file can be interrupted.



EventPlayer - Quick start guide

Scheduler and Show Control functions

The EventPlayer can be programmed to create broadcast schedules ; to do so, use the ID-AL scheduler software.

The EventPlayer is a show controller reading audio and sequences files ; shows can be created with the IDAL Show Control V2 software. Software and user manuals are available, in free download, from the ID-AL web site www.id-al.com.

If you use the scheduler function, you need to set up date and time in the option menu.

Input contacts

Input triggers can be used to start playing directories, launch a sound & light show...

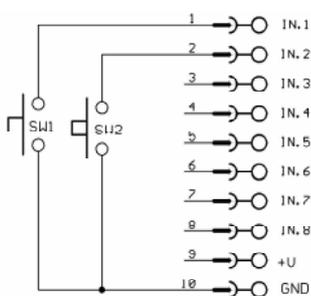
Example of connections:

The inputs are opto-couplers actioned by a contact between the input and the ground. Onto the inputs, you can connect various types of contacts: push button, relay, presence detector, output of a remote receiver, light or heat sensor, IDAL SensoPad.

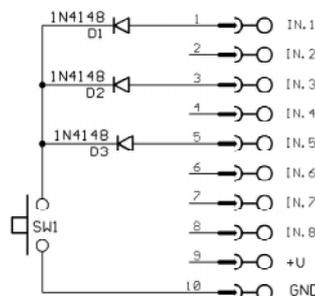
By combining inputs, you can obtain up to 255 triggers. You can use diodes, relays or a multiplexer to create binary combinations (see annex for the connections).

The activated input(s) triggers the associated directory No.

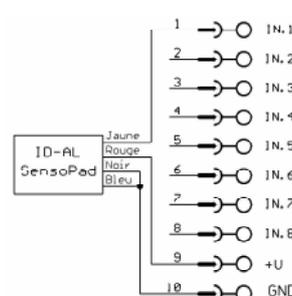
- Input 1: Directory 001
- Input 2: Directory 002
- Input 3: Directory 004
- Input 4: Directory 008
- Input 5: Directory 016
- Input 6: Directory 032
- Input 7: Directory 064
- Input 8: Directory 128



Example with push buttons to start directory 1 & 2



Example of input combination to start directory 21

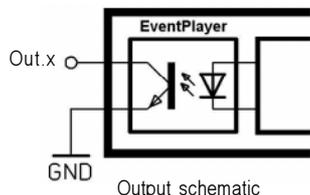


Example of external trigger using power supply of the player

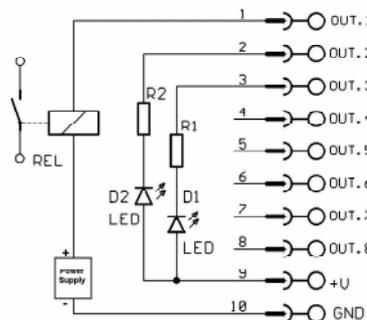
Output contacts

The EventPlayer can enable output contacts to operate various devices. You can switch on lamps, relays, motors ... The output contacts are activated by directory or file names, remotely via the Ethernet or RS232 link or by scheduled programming.

The output contacts of the EventPlayer are opto-couplers (see diagram below). The power output is limited (switching up to 60V/50mA max) and only low power devices can be controlled, such as LED or small relays. To switch high power devices you must use an interface between the outputs and the device to be controlled such as the ID-AL MicroSwitch.



Note : V+ is voltage output from the main power supply. With a 12V power supply, V+ will be 12V out. Max output is 300mA.



Example of output to control LEDs and a relay with an external power supply.

DMX link

The EventPlayer can also read sequence files in order to operate DMX512 devices.

Using the Show Control Sequencer (free download from www.id-al.com) you will be able to create complete scenarii managing both broadcast of sound and sending of commands to devices connected on the DMX port, in perfect synchronisation. You are invited to refer to the software manual to use this function.

