

ID-AL Event Video Player EVP380

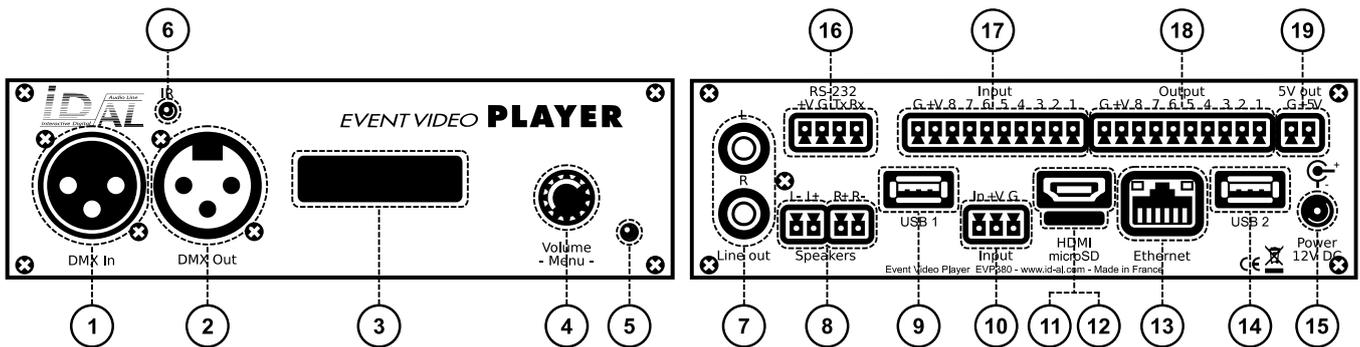
Quick Start Guide V1.0

1 Introduction

This guide explains how to quickly start up the EVP380 for a first use. **For further information, documentation, firmware, software, and examples, see the support page of the EVP380 on www.id-al.com.**

The EVP380 is a standalone and interactive show control and 4K HDR UHD video player capable of playing SC3 show control files synchronously with video, picture, or audio files. These files can be stored in an internal memory, on a microSD card, or on a USB flash drive. The playback can be programmed to start automatically, to follow a schedule, or to respond to external events (infrared remote control, input contacts, RS-232, TCP/IP, DMX512, or Art-Net).

2 Hardware Description



- 1 Isolated DMX512 input with built-in switchable 120 Ω termination and switchable pass-through to the DMX512 output, male XLR3
- 2 Isolated DMX512 output, female XLR3
- 3 Backlit LCD display
- 4 Clickable knob (volume and LCD menu)
- 5 Status LED
- 6 Infrared sensor
- 7 0 dBu line-level stereo audio output, RCA
- 8 Amplified stereo speaker output, pluggable terminal blocks
- 9 USB Host 2.0 for USB flash drive, type-A
- 10 Standalone opto-isolated input contact and power supply pass-through, pluggable terminal block

- 11 HDMI audio/video output, type-A
- 12 microSD card slot
- 13 10/100 Mbps Ethernet, RJ45
- 14 USB Host 2.0 for USB flash drive, type-A
- 15 External DC power supply chassis socket
- 16 RS-232 serial link and power supply pass-through, pluggable terminal block
- 17 8 combined opto-isolated input contacts and power supply pass-through, pluggable terminal block
- 18 8 MOSFET outputs and power supply pass-through, pluggable terminal block
- 19 5 V DC output, pluggable terminal block



Button	Description
	Short press: standby/wake-up. Long press: power off / restart.
	Mute/unmute.
	Skip 10 seconds backward/forward.
	Play/pause.
	Stop.
Red Green Yellow Blue A B	Programmable buttons: by default, play folder 1 to 6, respectively.
	Toggle on-screen information display.
	Exit.
	In menu context: up/down. In playback context: next/previous folder.
	In menu context: left/right. In playback context: previous/next file.
	In menu context: validate selection. In playback context: toggle on-screen information display.
	Toggle on-screen menu display.
	Back.
	Increase/decrease the volume.
	When selecting a value, typically with a slider control, skip many values.
0 1 2 3 4 5 6 7 8 9	In menu context: digit characters. In playback context: play folder 0 to 9.
	Dot character.
	Erase previous character.

3 Connecting the Hardware Interfaces

First, make sure that the player is off (mains adapter unplugged). Then, connect the hardware interfaces according to the needs:

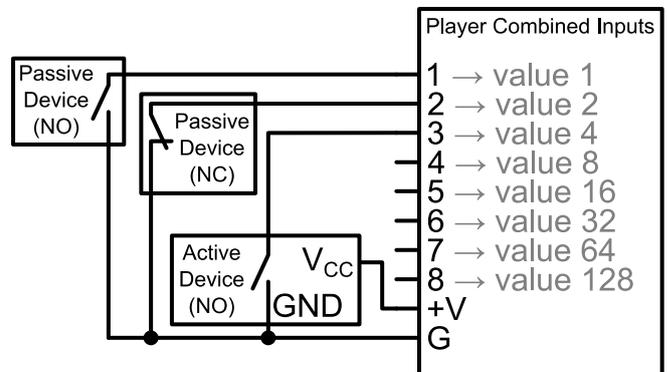
Interface	Usage
microSD and USB	If needed, prepare a storage device, then plug it into the player. See 5 Programming the Player.
Video output	Compatible with a wide range of HDMI displays.
Audio outputs	Connect non-amplified speakers to the amplified speaker output, or amplified speakers to the line-level audio output, or use the HDMI audio.
Ethernet network	Player time synchronization using NTP, access to the player storage through FTP, media stream playback, playback synchronization for a group of players, player control using a dedicated TCP/IP protocol or Art-Net, transmission on the DMX512 output or recording of an Art-Net stream.
Power supply outputs (pluggable terminal blocks)	Power supply for accessories requiring little power.
RS-232 serial link	Control of other devices, such as video projectors or PLCs, or control of the player from another device using a dedicated protocol.
DMX512 input and output	Connect them respectively to a DMX512 controller, such as a lighting console, and to DMX512 receivers, such as dimmers or moving lights.
Input and output contacts	Connect them as explained in the following sections.

3.1 Input Contacts

The 1 + 8 input contacts can be configured to trigger various actions, such as playback control, standby, wake-up, or sending a serial frame. Devices behaving like switches can be connected between these inputs and the ground of the player (e.g.: push-button, presence sensor, relay, PLC, SensoPad, IRPad). Active devices can use the power supply pass-through. Each input can be configured as normally open or closed.

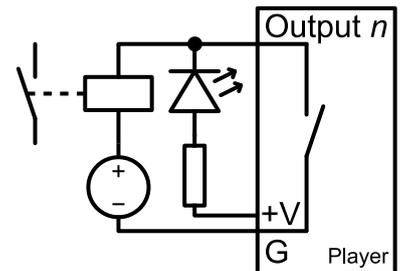
The 1st to 8th combined inputs are respectively associated with the following values when active: 1, 2, 4, 8, 16, 32, 64, 128. The action taken for these inputs depends on their combination, defined as the sum of the values of all the active inputs, which is simply the value of an input if it is the only one active. If more than 8 triggering devices are needed, the ID-AL Ext15In board or a diode-based circuit can be used to get more than 8 combinations from these devices.

By default, the standalone input plays folder 1, and the 8 combined inputs play the folder numbered with the active combination.



3.2 Output Contacts

The 8 outputs behave like normally-open switches between each contact and the ground of the player (up to 500 mA per output). They can be used to operate devices such as power relays, motor controllers, lights, or players.



4 Starting the Player

- After having connected all the required interfaces, turn the player on by plugging the mains adapter. The status LED should quickly get red, which signals that the player is booting.
- Wait for the status LED to turn green, which indicates that the player is ready.
- Press **⏏** on the remote control to display the menu, then configure the following if needed:
 - language: *System settings* → *Language*,
 - network: *System settings* → *Network*,
 - date and time: *System settings* → *Date & time*,
 - FTP server: *System settings* → *FTP server* (for security reasons, it is highly recommended to change the username and the password).
- Browse the menu for possible other useful settings.
- In order to make sure that the player benefits from the latest features and improvements, it is possible to perform a firmware update from *System settings* → *System update*. If an Internet connection is available, it is recommended to follow the automatic procedure using *Check for update*.

5 Programming the Player

5.1 General Rules

The player is programmed by organizing media files and other files in a specific way (see the example opposite) on a storage device, which can be a microSD card, a USB flash drive, or the internal storage. If an external storage device is chosen, it must initially be formatted using one of the supported file systems (FAT32 is recommended for common use cases), after which it can be filled using a computer then plugged into the player, or first plugged into the player then filled through FTP. The only means of accessing the internal storage is through FTP (default username and password: `idalftp` for both). The IP address of the player is indicated in the menu (☰), under `System settings` → `Network`. It is also possible to identify the player on a network using its mDNS name `EVP380-sernum`, `sernum` being the serial number indicated under `About` in the menu (☰).

The `SYSTEM` folder is dedicated to configuration files and other files used by the entire system. The usual media files (MP4, MKV, MOV, WAV, MP3, M4A, OGG, JPG, PNG, BMP, etc.) must be placed into numbered playback folders located at the root (0 to 999, optionally prefixed with zeroes, used as an identifier for commands), without using subfolders. If the player needs to follow synchronized playback requests, the media files to be played when receiving these requests must be numbered and placed into the `SYNCHRO` folder, without using subfolders.

The playback folders can have an arbitrary working name after their number. Various directives, called tags, can be added between square brackets. These tags can be used to control the playback, the volume, and the output contacts, to send serial frames, or to block commands from a configurable list of sources. E.g., `[J1]` instructs the playback engine to jump to folder `1` at the end of the playback of the folder having this tag. For the complete tag specification, see the quick reference handbook or the user guide.

The media files inside the playback folders can also have tags. They can be numbered to ease sorting in sequential playback mode.

5.2 Streaming

In order to play a video or audio stream, a file with the extension `.stream` must be placed into a playback folder like a regular media file. This file describes the stream and gives its network address. See the quick reference handbook or the user guide for details.

5.3 Show Control Playback

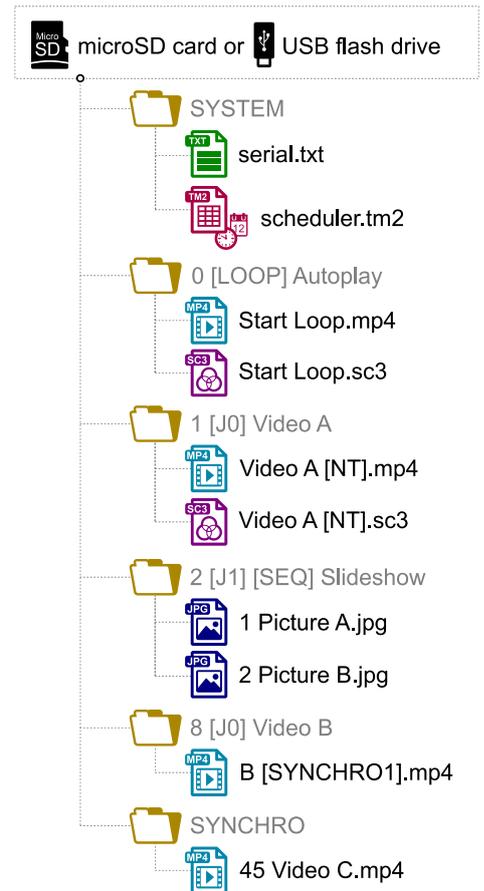
For the standalone control of a show (i.e. to control the output contacts, to send serial frames, and to send packets on the DMX512 output during a time frame), a file with the extension `.sc3` containing show data must be placed into a playback folder like a regular media file. If there is a media file in this folder with the same name apart from the extension, then both files are played synchronously. Otherwise, the `.sc3` file is played alone. This file can be generated either with the Show Control Editor software (downloadable from www.id-al.com) on a computer, or by recording a DMX512 or Art-Net show directly from the player. See [6 Show Control Subsystem](#).

5.4 Serial Frames

The serial frames that the system needs to send must be listed in a file named `serial.txt`, which must be created with a raw text editor on a computer according to a specific syntax, then placed into the `SYSTEM` folder. The transmission of the serial frames can be programmed using folder or file tags, or `.sc3` files. See the quick reference handbook or the user guide for details.

5.5 Scheduler

In order to schedule commands, a file named `scheduler.tm2` must be generated on a computer thanks to the Scheduler software (downloadable from www.id-al.com), then placed into the `SYSTEM` folder.



The media files inside the playback folders can also have tags. They can be numbered to ease sorting in sequential playback mode.

5.6 Further Configurations

Various aspects of the playback and of the usage scenario can be configured in the menu (☰), under **Playback engine settings** and **Scenario settings**, respectively. Contrary to all the other settings, the scenario settings are linked to the specific use case programmed on the storage device. That's why they are saved by the player in `SYSTEM\scenario-config.json` on the current storage device in order to make them easily portable to other players.

6 Show Control Subsystem

The show control subsystem of the player can receive packets from the DMX512 input and two Art-Net universes. These packets can:

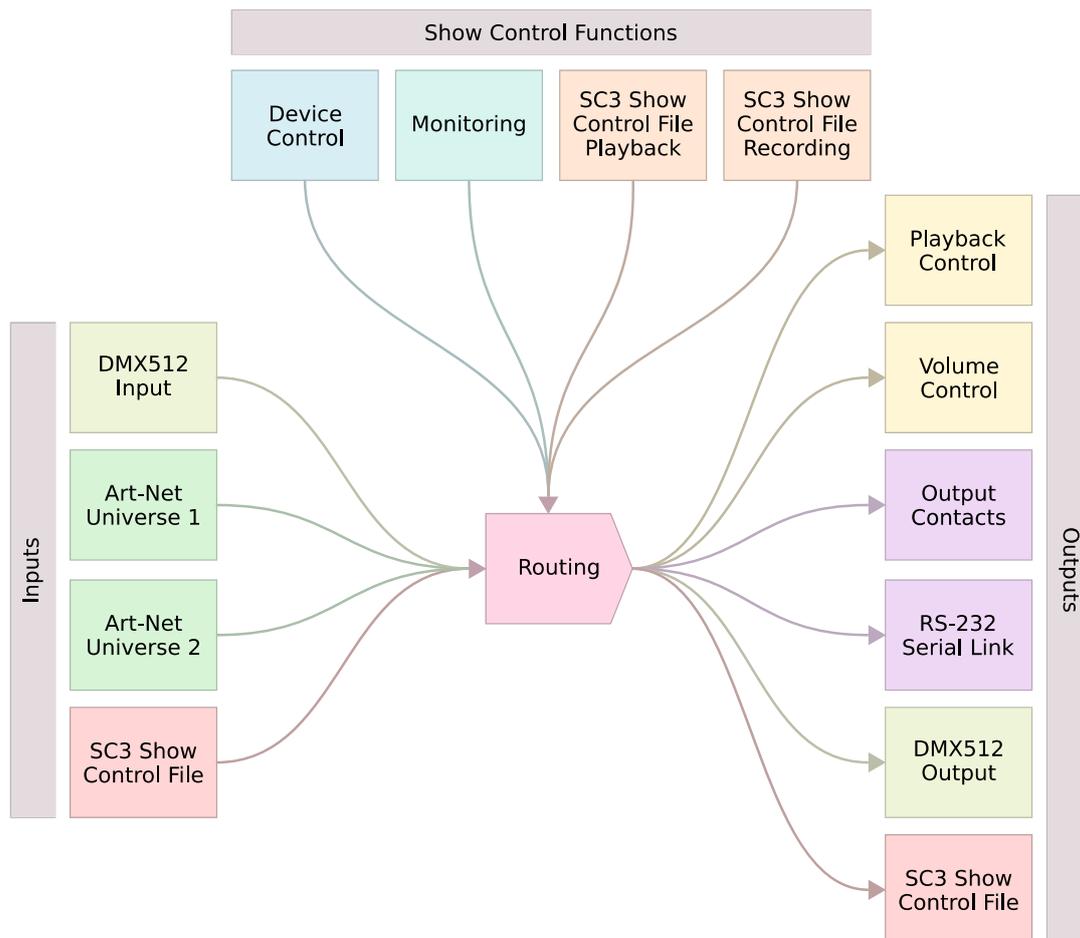
- control the playback, the volume, and the output contacts, and send serial frames, according to the specified DMX512 mapping (see the quick reference handbook or the user guide),
- be forwarded to the DMX512 output,
- be recorded in `.sc3` files using various recording start and stop conditions, including a configurable recording control channel with a threshold.

The packets contained in the `.sc3` files (see [5.3 Show Control Playback](#)) can:

- control the output contacts and send serial frames,
- be forwarded to the DMX512 output.

Besides the regular playback and recording modes, the show control subsystem offers a monitoring mode that can be used in a preparatory stage to try out the DMX512 or Art-Net sources without changing the production settings.

The show control modes can be enabled and configured from the menu (☰), under **Show control**.



7 Further Steps

Go to the support page of the EVP380 on www.id-al.com for the advanced features, further information, documentation, firmware, software, and examples.