



NanoPlayer headphone - Quick start guide (firmware v2.0U)

1 - Connections

Memory card :

We recommend the use of a quality SD/SDHC card of a minimum size of 64Mo.

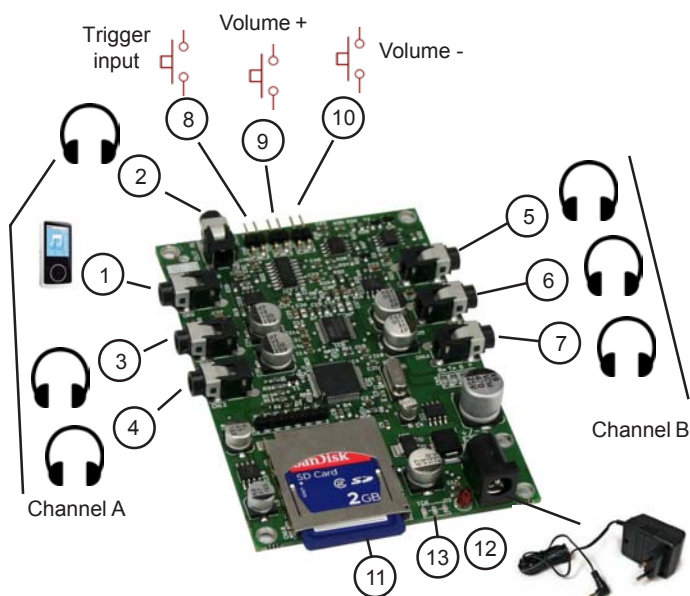
A brand new card is usually pre-formatted in «FAT». It is also possible to use format FAT32 for cards over 512Mo capacity.

The SD/SDHC card must only be inserted or removed whilst the NanoPlayer is NOT POWERED ON.

Files compatibility :

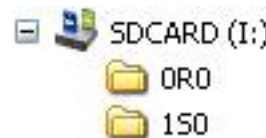
- Stereo MP3 files, 44.1KHz, from 112kbit/s to 320kbit/s (CBR and VBR)
- Stereo Wav files, 44.1kHz, 16 bits

- 1 - Audio input (with detector)
- 2 - Headphone out - A1
- 3 - Headphone out - A2
- 4 - Headphone out - A3
- 5 - Headphone out - B1
- 6 - Headphone out - B2
- 7 - Headphone out - B3
- 8 - Trigger input on dry contact
- 9 - Push button «Volume +»
- 10 - Push button «Volume -»
- 11 - SD card connector
- 12 - Power supply
- 13 - IR sensor option



3 - Operating the NanoPlayer headphone

Files are organized into two folders ; folder names are composed of 3 digits:
 Folder 0 contains the files to be read on powering on and played back in loop
 Folder 1 contains the files to be read when the input contact is triggered (mode 0)



Naming of the folders - composed of 3 characters

● Main/Autoplay folder «0xy»

0xy : Folder 0 is the default directory, automatically read when the player is powered on

x = playback mode :

- 0Ry : **R** for random mode (RND) - All the files of the folder are read randomly
- 0Sy : **S** for sort mode, i.e. playback in a defined order (SORT) - All the files of the folder are read in a sequenced order

y = Contact input mode

- 0x0 : The trigger contact input play the folder «1xy» (see below) -> Mode 0
- 0x1 : The trigger contact input play next file in the folder «0xy» (no need of the 1xy folder) -> Mode 1

The 4 possibilities are : **0R0 / 0S0 / 0R1 / 0S1**

● Mode 0 : Folder «1xy» is read when the input contact is triggered with the case 0R0 or 0S0

1xy : Folder 1 has 4 playback modes when a contact is detected on the input

x = playback mode :

- 1Ry : **R** for random mode (RND) - All the files of the folder are read randomly
- 1Sy : **S** for sort mode, i.e. playback in a defined order (SORT) - All the files of the folder are read in a sequenced order
- 1Ny : **N** Read one file only - On each trigger input contact, the next file (and only this one) is read in random mode
- 1Ty : **T** Read one file only - On each trigger input contact, the next file (and only this one) is read in a defined order mode

y = trigger activation mode

- 1x0 : The trigger folder is launched by an impulse in **Non re-activation mode**, a new impulse has no effect
- 1x1 : The trigger folder is launched by an impulse in **Re-activation mode**, a new impulse stops current playback to broadcast a new file.
- 1x2 : The trigger folder is read as long as the input contact is activated. Playback PAUSE when the contact is released
- 1x3 : The trigger folder is read as long as the input contact is activated. A new contact read from the beginning.

Possibilities are : 1R0 / 1R1 / 1R2 / 1R3 / 1S0 / 1S1 / 1S2 / 1S3 / 1N0 / 1N1 / 1N2 / 1N3 / 1T0 / 1T1 / 1T2 / 1T3

Download complete manual from web site www.id-al.com

Naming of the audio files included in the folders

- In random mode, naming of files is free. Only the extension is meaningful: name.mp3 for MP3 files or name.wav for WAVE files
- In sequential mode, i.e. in ordered playback mode, file names must include 3 figures to define the sequence number of the file. The 3 figures may or may not be followed by a chosen name
 Example : «001 my song.mp3» or «001.mp3» or «001.wav» or «001 my song.wav»