NanoPlayer box - Quick start guide (firmware v2.x)

1 - Connections

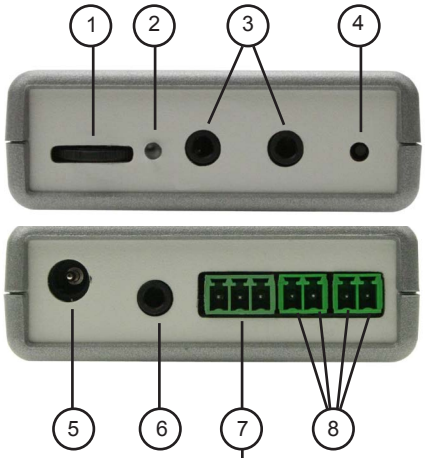
Memory card :
We recommand the use of a quality SD/SDHC card of a minimum size of 64Mo.

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

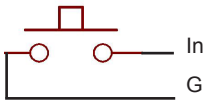
The SD/SDHC card must only be inserted or removed whilst the NanoPlayer is NOT POWERED ON.

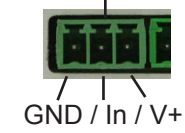
Files compatibility :
• Stereo MP3 files, 44.1KHz, from 32kbit/s to 128kbits/s (CBR and VBR)
• Stereo Wav files, 44.1kHz, 16 bits

1 - Volume settting + trigger
2 - Luminous indicator
3 - Headphone output
4 - Infrared sensor
5 - Power supply socket
6 - Audio output on line level
7 - Trigger input on dry contact
8 - Amplified audio output
9 - SD card connector



+ **Power supply** -
12V - DC





2 - Operating the NanoPlayer box

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

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 :
0**R**y : **R** for random mode (RND) - All the files of the folder are read randomly
0**S**y : **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
0x**0** : The trigger contact input play the folder «1xy» (see below)
0x**1** : The trigger contact input play next file in the folder «0xy» (no need of the 1xy folder)

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

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

0R0 ou 0S0 -> Trigger = Play folder 1xx
0R1 ou 0S1 -> Trigger = Play next file in the current folder

● **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 :
1**R**y : **R** for random mode (RND) - All the files of the folder are read randomly
1**S**y : **S** for sort mode, i.e. playback in a defined order (SORT) - All the files of the folder are read in a sequenced order
1**N**y : **N** Read one file only - On each trigger input contact, the next file (and only this one) is read in random mode
1**T**y : **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
1x**0** : The trigger folder is launched by an impulse in **Non re-activation mode,** a new impulse has no effect
1x**1** : The trigger folder is launched by an impulse in **Re-activation mode**, a new impulse stops current playback to broadcast a new file.
1x**2** : The trigger folder is read as long as the input contact is activated. Playback PAUSE when the contact is released
1x**3** : The trigger folder is read as long as the input contact is activated. A new contact read from the begining.

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

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.
Example : «001.mp3» or «999.mp3» or «001.wav» or «099.wav»

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