



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.

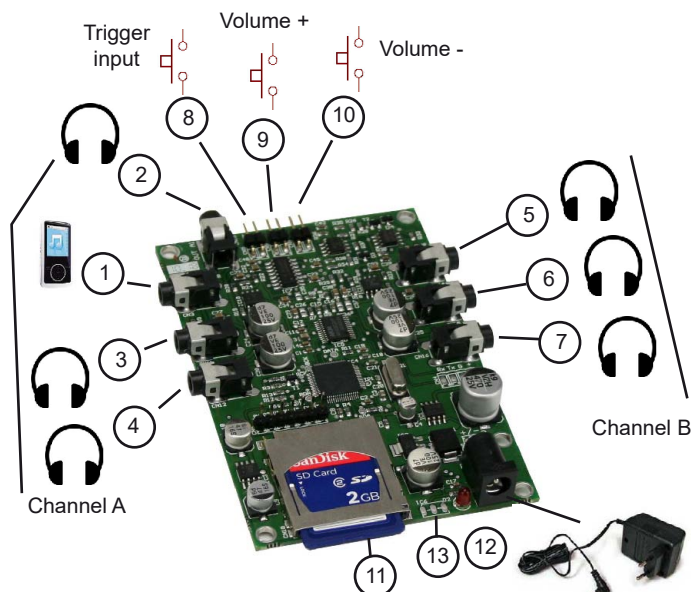
The SD/SDHC card must only be inserted or removed whilst the NanoPlayer is NOT POWERED ON.

Files compatibility :

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

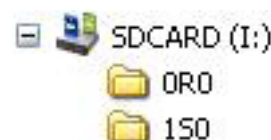
- 1 - Audio input (with detector)
- 2 - Headphone out - A1
- 3 - Headphone out - A2
- 4 - Headphone out - A3
- 5 - Headphone out - B1
- 6 - Headphone out - B2
- 7 - Headphone out - B3
- 8 - Trigger input on dry contact
- 9 - Push button «Volume +»
- 10 - Push button «Volume -»
- 11 - SD card connector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

Power supply
12V - DC



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

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»

Modulation detector :

• The modulation detector is active at power-on or when an audio signal is detected. The audio signal is then routed towards the headphone outputs and the player side is no longer heard. The detection is deactivated after about 30 seconds without any audio signal to come back to the listening of the audio player side.