Decler

PLAYER ONE

AUDIO PLAYER Local and Streaming Audio Player





PRECAUTIONS

FEATURES

INSTALL & CONNECT

> PANEL FUNCTIONS

> TECHNICAL DATA

> > sw

START-UP &

USER MANUAL

T.O.C.

PRECAUTIONS FEATURES

INSTALL & CONNECT

START-UP & OPERATION

> PANEL FUNCTIONS

> TECHNICAL DATA

SW

TABLE OF CONTENTS

1.	PREC		NS	5
	1.1	Import	ant Remark	5
	1.2	Import	ant Safety Instructions	6
	1.3	Cleanii	ng	6
2.	FEAT	URES		7
	2.1	Main F	eatures	7
3.	INST	ALL & C	CONNECT	8
	3.1	Locatio	on, set up and ventilation	8
	3.2	AC cor	nnection and powering on	8
	3.3	Audio	output connections	9
	3.4	Ethern	et port for conFiguretion and Internet connection	9
	3.5	Wi-Fi i	interface for conFiguretion and Internet connection	9
	3.6	GPI rei	mote control ports	
4.	STAR	T-UP a	nd OPERATION	11
	4.1	Power	up	
	4.2	Main n	nenu	
	4.3	Local r	nedia playback	
		4.3.1	Playing files stored on USB storage devices	
		4.3.2	Playing files stored on MICRO SD memory cards	
	4.4	Audio	streaming playback	
		4.4.1	Audio streaming playback via AirPlay	
		4.4.2	Audio streaming playback via DLNA	
		4.4.3	Listening to an Internet radio station	
		4.4.4	Audio streaming playback over the Internet	
	4.5	ConFig	guretion Menu	
	4.6	Lock M	1enu	21
5.	PANE	EL FUNG	CTIONS	
	5.1	Front F	Panel	
	5.2	Rear P	Panel	
6.	TECH	INICAL	DATA	24
	6.1	Techni	ical Specifications	24
	6.2	Mecha	nical Diagram	
7.	Web	GUI (v1	00r0)	
	7.1	First St	teps	
		7.1.1	Quick Guide for Ethernet Connection	
		7.1.2	Quick Guide for WiFi Connection	

7.2	Device	2	
	7.2.1	Player	
	7.2.2	Presets	
	7.2.3	Events	40
	7.2.4	Calendar	
	7.2.5	Cloud Disk Sync	
	7.2.6	Store and Forward (rsync)	57
	7.2.7	Scripts / LUA	61
7.3	Netwo	ork	68
	7.3.1	Connection via RJ-45 cable	69
	7.3.2	Point-to-point wireless connection	72
	7.3.3	Connecting to a WiFi network	74
7.4	Syster	n	76
	7.4.1	Name and Time	76
	7.4.2	Security	78
	7.4.3	Backup, Restore and Firmware	
	7.4.4	USB/MMC Settings	
	7.4.5	Register	
	7.4.6	Reboot	
7.5	SSH s	erver conFiguretion for Store & Forward (rsync)	
	7.5.1	Content groups	
	7.5.2	Installing SSH on Linux	
	7.5.3	Creating users on Linux	91
	7.5.4	Generating SSH keys	
	7.5.5	Adapting SSH keys to the latest UBUNTU version	
	7.5.6	Adding audio content to the SSH server	
	7.5.7	Configurind the remote source in the player	
TP-CO	ONTRO	DL PLAYER JSON Commands PRODUCT OVERVIEW	97
8.1	Player	Commands	
8.2	ConFig	guretions Commands	
8.3	Preset	t Commands	
8.4	Event	Commands	
8.5	Calend	dar Commands	
8.6	Store	and Forward Commands	
8.7	Script	Commands	102
8.8	Regist	er Commands	102
8.9	Device	e Commands	102
8.10	Panel	Commands	103

8.

9.	PLAY	ER LUA	SDK Introduction	
	9.1	PLAYEI	R LUA SDK V1.02	
		9.1.1	Changelist	105
	9.2	How to	o use PLAYER module	105
		9.2.1	Conventions	106
		9.2.2	Player Functions	106
		9.2.3	Config. (CFG) Functions	109
		9.2.4	Preset Functions	110
		9.2.5	Event Functions	112
		9.2.6	Event Variables	112
		9.2.7	Calendar (CAL) Functions	113
		9.2.8	Store and Forward (SAF) Functions	114
		9.2.9	Register (LOG) Functions	114
		9.2.10	Device (DEV) Functions	115
		9.2.11	Panel Functions	116
		9.2.12	Finder Functions	117
		9.2.13	LCD Functions	117

T.O.C.

1. PRECAUTIONS



WARNING (If applicable): The terminals marked with symbol of "⁴/" may be of sufficient magnitude to constitute a risk of electric shock. The external wiring connected to the terminals requires installation by an instructed person or the use of ready-made leads or cords.

WARNING: To prevent fire or shock hazard, do not expose this equipment to rain or moisture.

WARNING: A device with Class I construction shall be connected to a mains socketoutlet with a protective earthing connection.



This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

T.O.C

PRECAUTIONS

FEATURES

CONNECT

OPERATION

1.2 IMPORTANT SAFETY INSTRUCTIONS

- **1.** Read these instructions.
- **2.** Keep these instructions.
- 3. Heed all warnings.
- **4.** Follow all instructions.
- 5. Do not use this device near water.
- 6. Clean only with dry cloth.
- **7.** Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
- 8. Do not install near any heat sources such as radiators, heat registers, stoves, or other device (including amplifiers) that produce heat.
- 9. Do not defeat the safety purpose of the polarized or grounding type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- **10.** Protect the power cord from being walked on or pinched particularly at the plugs, convenience receptacles, and at the point where they exit from the device.
- **11.** Only use attachments/accessories specified by the manufacturer.

- **12.** Unplug the device during lightening sorts or when unused for long periods of time.
- **13.** Refer all servicing to qualified personnel. Servicing is required when the device has been damaged in any way, such as power supply cord or plug is damaged, liquid has been spilled or objects have fallen into the device, the device has been exposed to rain or moisture, does not operate normally, or has been dropped.
- **14.** Disconnecting from mains: When switching off the POWER switch, all the functions and light indicators of the unit will be stopped, but fully disconnecting the device from mains is done by unplugging the power cable from the mains input socket. For this reason, it always shall remain easily accessible.
- **15.** Equipment is connected to a socketoutlet with earthing connection by means of a power cord.
- **16.** The marking information is located at the bottom of the unit.
- **17.** The device shall not be exposed to dripping or splashing and that no objects filled with liquids, such as vases, shall be placed on device.

1.3 CLEANING

Clean the unit with a soft, dry clean cloth or slightly wet with water and neutral liquid soap only, then dry it with a clean cloth. Be careful that water never gets into the unit through any hole. Never use alcohol, benzine, solvents or abrasive substances to clean this unit.

NEEC AUDIO BARCELONA, S.L. accepts no liability for any damage that may be caused to people, animal, or objects due to failure to comply with the warnings above.

CONNECT



Thank you for choosing our device Ecler PLAYER ONE! We appreciate your trust.

It is **VERY IMPORTANT** to carefully read this manual and to fully understand its contents before any connection in order to maximize your use and get the best performance from this equipment.

To ensure optimal operation of this device, we strongly recommend that its maintenance be carried out by our authorised Technical Services.

All ECLER products are covered by warranty, please refer to <u>www.ecler.com</u> or the warranty card included with this product for the period of validity and conditions.

2. FEATURES

PLAYER ONE is a compact stereo audio player able to play music content from local storage devices (USB/MICRO SD), Internet streaming services (online radios, etc.) and digital media exchange (DLNA, AirPlay).

2.1 MAIN FEATURES

- 1 unbalanced stereo audio output, RCA connector and mini-jack (with stereo/mono selection).
- Compatible with mp3, ogg, WAV, AIFF and FLAC audio formats.
- One USB port and one MICRO SD card slot for access to local media content.
- Ethernet interface with RJ-45 connector for communication with web setup application as well as Internet streaming reception.
- Wi-Fi interface (client or master mode) for communication with web application conFiguretion as well as Internet streaming reception.
- Fully conFigureble through web application (point-to-point or through the same LAN)
- 2 GPI (General Purpose Inputs) ports, to trigger the 2 available events.
- Silence detection event.
- Internal clock with up to 240h autonomy (without AC adapter) and automatic synchronization with NTP services.
- Front panel controls and indicators:
 - o LCD display.
 - Digital encoder to navigate in the menus and set the parameters.
 - 6 backlit keys with pre-assigned function: ENTER, ESC, STOP, PLAY/PAUSE, NEXT and PREV.

INSTALL

CONNECT

sw



- Modular firmware: PLAYER ONE has a firmware with modular services that allow each user to personalize its operation and adapt it to the size of his project or to his business model. The firmware includes, among other functions and services:
 - Calendar event triggering.
 - Synchronization of cloud content (Cloud Disk Sync): Store & Forward (rsync).
 - Execution of scripts (user-written instruction files in lua language www.lua.org).
 - Local file encryption (USB/MICRO SD)
 - o Activity Log

PLAYER ONE programming is done through the web application embedded in the unit. Refer to the <u>PLAYER ONE & PLAYER ZERO web GUI</u> application manual for more information.

3. INSTALL & CONNECT

3.1 LOCATION, SET UP AND VENTILATION

The PLAYER ONE has been specially designed to be used both as a desktop player and a 19" rackmount unit, occupying half a rack space (with 1UHRMKIT, optional mounting kit for standard rack cabinets).

In professional installations, it should preferably be placed in the same rack as the audio sources.

Since its power consumption is very low, forced ventilation is not necessary. However, avoid exposing the device to extreme temperature and the environment in which it is placed should be as dry and clean (no dust) as possible.

3.2 AC CONNECTION AND POWERING ON

The PLAYER ONE is powered by alternating current (AC) through its external power supply: 100-240 VAC, 50-60 Hz. This external power supply has several interchangeable connectors: American, European, British and Chinese.

The operating environment should be dry and be totally free of dust. Do not expose the unit to dripping or splashing. Do not place incandescent objects like candles on top of it.

If the unit requires any intervention and/or connection/disconnection, it must be powered off first. There are no user-serviceable parts within the unit. To avoid buzzing, do not allow the power cable to intertwine with audio shielded cables.

T.O.C.

INSTALL

CONNECT

OPERATION



3.3 AUDIO OUTPUT CONNECTIONS

The PLAYER ONE has 1 unbalanced stereo output on its rear panel.

The signal output connectors are $2 \times RCA$ and $1 \times stereo mini-jack$.

3.4 ETHERNET PORT FOR CONFIGURETION AND INTERNET CONNECTION

An RJ-45 connector allows the unit to be connected to an Ethernet network or even directly (point-to-point) to a computer.

This connection provides access to Internet contents, and to the conFiguretion of the unit using a web browser on the computer, which points to the IP address of the PLAYER ONE, showing the web application embedded in the unit. Refer to the <u>PLAYER ONE & PLAYER</u> <u>ZERO web GUI application</u> manual for more information.

3.5 WI-FI INTERFACE FOR CONFIGURETION AND INTERNET CONNECTION

A Wi-Fi interface allows the unit to be connected to a Wi-Fi network or even directly (point-to-point) to a computer by Wi-Fi.

This connection provides access to Internet contents, and to the conFiguretion of the unit using a web browser on the computer, which points to the IP address of the PLAYER ONE, showing the web application embedded in the unit. Refer to the <u>PLAYER ONE & PLAYER</u> <u>ZERO web GUI application</u> manual for more information.

T.O.C.



3.6 GPI REMOTE CONTROL PORTS

The PLAYER ONE has 2 GPI control inputs on its rear panel. These inputs can be connected to an external physical device (e.g. a contact closure) and associated with an PLAYER ONE function:

- Load and play previously configured audio content
- Preset recall
- Audio playback with priority over the music program
- Transport bar control (PLAY/PAUSE, STOP, etc.)
- Internal triggering, to interact with other player services (scripts for example)

GPI connectors use 3-position screw terminal blocks (Euroblocks). The wiring is as follows:

GPI terminal	>	– 1, 2 terminals
Ground	>	\perp terminal



Figure 1: Connection example of GPI 2

Connecting cables can be up to 500 meters long with a minimum section of 0,5 mm².

T.O.C.

PRECAUTIONS

FEATURES



4. START-UP and OPERATION

The PLAYER ONE has been designed to be used as a local media player, without prior conFiguretion. However, Ecler recommends configuring PLAYER ONE with your web application to enjoy its full functionality. Please refer to the <u>PLAYER ONE & PLAYER</u> <u>ZERO web GUI application manual</u> to know all the functionality it offers.

Plug the power cord into the back of the device to turn it on. A message will be displayed on the screen indicating that PLAYER ONE is starting.

Please check the firmware version of your device. It should be updated to the latest version to ensure that all features described in this manual are available. Visit <u>www.ecler.com</u> to download it.

4.1 POWER UP

The PLAYER ONE has two functionalities that can be executed when turning on the device:

• **Restore Factory Defaults**: factory settings can be restored by turning on the device while holding down the STOP key. Follow the instructions on the PLAYER ONE LCD screen.



If this action is performed, all device settings and parameter values are lost. **Be sure** to save a backup copy of the device settings before executing this action.

T.O.C.



• Update Firmware: you can install the latest firmware published on the Ecler website or a firmware file hosted on one of the local storage systems (USB/MICRO SD) by turning on the device while holding down the PLAY button. Follow the instructions on the PLAYER ONE LCD screen.



If this action is not performed correctly, you may lose all device settings and parameters. **Be sure to save a backup copy of the device settings before executing this action**.

They can also be done via the FD/FS button on the rear panel of the PLAYER ONE:



- Factory Default: Press and hold the FD/FS button on the rear panel for 10 seconds with a small pin or paper clip while the unit is powered on.
- Fail Safe (Restore firmware): while the unit is unplugged, press and hold the FD/FS button with a small pin or paper clip and then plug in the unit. The front LEDs will start flashing rapidly for 3 seconds (at this point the FD/FS button can be released).

CONNECT

OPERATION

T.O.C.

sw



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

ECHNICAL

sw

4.2 MAIN MENU

The PLAYER ONE main menu allows you to make playback adjustments, such as selecting the audio source, loading presets, etc.

The main menu is accessed by pressing the ENTER key. Navigation through the various menu items is performed using the NEXT ()) and PREV () keys, to respectively move to the next or previous one. Once you have chosen the item to be set, rotating the CONTROL & SELECT encoder allows you to select the different parameters. The selected parameter will start flashing until its selection is confirmed by pressing the CONTROL & SELECT encoder. If you change items (with the NEXT ()) and PREV () keys) or exit the menu by pressing ESC without confirming, the changes will not be applied, except for the volume whose changes are executed in real time.

To exit the main menu, press the ESC key.

The main menu consists of the following items:

- SOURCE: audio source. To select USB media (USB), MICRO SD/MICRO SDHC card (MMC), DLNA device (DLNA), AirPlay device (AIRPLAY) or any of the items previously configured as the source of a preset. <u>Refer to the PLAYER ONE & PLAYER</u> <u>ZERO web GUI application manual</u> to learn how to create audio sources. If the selected device is not found, cannot be read or if there is no connection available (DLNA/AirPlay), the display indicates that the device is not available (UNAVAILABLE).
- **PRESET**: preset (conFiguretion memory) recall. Allows you to select from 20 user presets. <u>Refer to the PLAYER ONE & PLAYER ZERO web GUI application manual</u> for information on how to configure presets.
- **VOLUME**: volume control. Allows real-time adjustment of the player volume. 0dB corresponds to the maximum value of the player. Press the CONTROL & SELECT encoder to mute the player output (MUTE). Press it again to deactivate MUTE.
- **REPEAT**: track repeat modes within a playlist.
 - PLAY ALL: plays the playlist only once.
 - PLAY ONE: plays the track only once.
 - REPEAT ALL: when the playlist ends, the same list starts playing again.
 - REPEAT ONE: when the track ends, the same track starts playing again.
- PLAY MODE: playback mode.
 - SEQUENTIAL: sequential playback (same alphanumeric order as the storage device).
 - RANDOM: random playback.



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

DATA

TECHNICAL

sw

- FADE: transition mode between audio tracks inside the playlist.
 - OFF: transition without fades. Once a track ends, the next track in the playlist starts playing.
 - XFADE: crossfade. the transition between tracks progressively reduces the volume level of the ending track as the next track volume level gradually increases, merging both tracks for a short time until the starting track reaches its nominal volume level.
 - FADE: the ending track fades out. After this, the next track fades in until it reaches its nominal volume level. There's no crossfade between tracks.
- BOOT MODE: reset mode. Allows you to adjust the startup parameters of the player.
 - KEEP STATUS: at start-up, the last settings made just before shutdown are retained: player status (PLAY/STOP), volume, repeat mode, *fade*, play mode and playlist.
 - LOAD PRESET1: at start-up, preset 1 is always loaded. The settings of this preset can be configured using the web application of the device.

4.3 LOCAL MEDIA PLAYBACK

4.3.1 PLAYING FILES STORED ON USB STORAGE DEVICES

Insert USB media containing audio files in the USB port. Then press the ENTER key to access the main menu. In the SOURCE submenu, select the USB source using the CONTROL & SELECT digital encoder to navigate through the different parameters and press the encoder to confirm (SELECT). The selected parameter will flash until your selection is confirmed. Press > in the transport bar to start playing content.

If no media is found or the media cannot be read, the display will show the message: USB UNAVAILABLE (flashing). If this occurs, please check that the media is properly inserted and that it meets the specifications. If there are no files with one of the accepted audio formats, the message "NOT FOUND" will be displayed. If this happens, please check that the files meet the specifications.

A	r	t	i	S	t	-	S	0	n	g	•	m	P	3	
	0	2	:	5	6								U	S	В

Figure 2: PLAYER ONE playing a file from USB media



The CONTROL & SELECT digital encoder allows you to access additional information about the playback track and the playlist. Press it once to access playback track information, displaying: track name, audio format (mp3, wav, etc.), bitrate (kbps), track duration (mm:ss), and sample rate (kHz).



Figure 3: playback track information

Press the CONTROL & SELECT encoder a second time to access playlist information. The display shows the position of the playing track and the total number of tracks in the playlist.



Figure 4: playlist information

4.3.2 PLAYING FILES STORED ON MICRO SD MEMORY CARDS

Insert a MICRO SD/MICRO SDHC card containing audio files in the slot. Then press the ENTER key to access the main menu. In the SOURCE submenu, select the MMC source using the CONTROL & SELECT digital encoder to navigate through the different parameters and press the encoder to confirm (SELECT). The selected parameter will flash until your selection is confirmed. Press > in the transport bar to start playing content.

If no media is found or the media cannot be read, the display will show the message: MMC UNAVAILABLE (flashing). If this occurs, please check that the media is properly inserted and that it meets the specifications.



Figure 5: PLAYER ONE playing a file from MICRO SD/MICRO SDHC card

T.O.C.



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

ECHNICAL

sw

4.4 AUDIO STREAMING PLAYBACK

The PLAYER ONE allows audio streaming playback, from its Ethernet or Wi-Fi interface.

It supports DLNA and AirPlay, so you can play files sent from your smartphone, tablet or PC via a wireless connection. It also plays Internet streaming services such as online radios or files from a server. A stable Internet connection is required.

4.4.1 AUDIO STREAMING PLAYBACK VIA AIRPLAY

Point-to-point audio content can be sent via AirPlay by connecting your device to the PLAYER ONE Wi-Fi interface or via a home Wi-Fi network. AirPlay also works with a wired Ethernet connection. Refer to the <u>PLAYER ONE & PLAYER ZERO web GUI application</u> <u>manual</u> for information on the different ways to connect to a LAN.

First, make sure that your device and PLAYER ONE are on the same local network or are point-to-point connected. Then press the ENTER key to access the main menu. In the SOURCE submenu, select the AIRPLAY source using the CONTROL & SELECT digital encoder to navigate through the different parameters and press the encoder to confirm (SELECT). The selected parameter will flash until your selection is confirmed. The AIRPLAY MODE message flashes on the display. The PLAYER ONE is now ready to receive AirPlay streams.



Figure 6: AirPlay streaming from iOS© device

lecler

4.4.2 AUDIO STREAMING PLAYBACK VIA DLNA

Point-to-point audio content can be sent via DLNA, connecting your device to the PLAYER ONE Wi-Fi interface or via a home Wi-Fi network. DLNA is not available via wired Ethernet connection. Refer to the PLAYER ONE & PLAYER ZERO web GUI application manual for information on the different ways to connect to a LAN.

First, make sure that your device and PLAYER ONE are on the same local network. Then press the ENTER key to access the main menu. In the SOURCE submenu, select the DLNA source using the CONTROL & SELECT digital encoder to navigate through the different parameters and press the encoder to confirm (SELECT). The selected parameter will flash until your selection is confirmed. The DLNA MODE message flashes on the display. The PLAYER ONE is now ready to receive DLNA streams.



Figure 7: Android© device connected to an PLAYER ONE for streaming via DLNA

T.O.C.

INSTALL

START-UP

4.4.3 LISTENING TO AN INTERNET RADIO STATION

Connect your PLAYER ONE to the Internet. You can use the Ethernet port or the Wi-Fi interface. Refer to the <u>PLAYER ONE & PLAYER ZERO web GUI application manual</u> for information about connecting to the Internet.

PLAYER ONE includes an Internet radio service that allows you to discover, listen and store in a very simple way different audio content such as music, news, sports, podcasts and Internet radios, among more than 120,000 radio stations worldwide.

Press the ENTER key to access the main menu. In the SOURCE submenu, select the INTERNET RADIO source using the CONTROL & SELECT digital encoder to navigate through the different parameters and press the encoder to confirm (SELECT).

INTERNET RADIO is at the top of the list, so turn the encoder counter-clockwise.

Turn the rotary encoder to navigate through the different menus, press the encoder to select a menu, and press the ESC key to return to the previous menu.



Figure 8: Internet radio service navigation menu

If you have already selected an Internet radio, press the MENU button again to recall the last selection. Press the ENTER key again to return to the beginning.

Press and hold the rotary encoder on an Internet radio for 2 seconds to preset this radio station. Turn the encoder to navigate between the different presets available and press it to store the radio station.



Figure 9: saving a preset

If the preset is empty, you must confirm by pressing the encoder. If you do not want to store in the selected preset, you can return to the previous menu and select another preset by pressing the ESC key.

If you want to overwrite a preset, you must confirm by pressing the encoder. If you do not want to store in the selected preset, you can return to the previous menu and select another preset by pressing the ESC key.

You can store an Internet radio in a preset without listening it.

Once an Internet radio has been stored in a preset, it is available in the SOURCE submenu as an audio source, at the position corresponding to the preset number. T.O.C.

PRECAUTIONS

sw

4.4.4 AUDIO STREAMING PLAYBACK OVER THE INTERNET

Connect your PLAYER ONE to the Internet. You can use the Ethernet port or the Wi-Fi interface. Refer to the <u>PLAYER ONE & PLAYER ZERO web GUI application manual</u> for information about connecting to the Internet.

Press the ENTER key to access the main menu. In the SOURCE submenu, select your playlist as the source, whether it is a preset Internet radio or a previously created playlist pointing to streaming content (see the <u>PLAYER ONE & PLAYER ZERO web GUI application</u> <u>manual</u> to learn how to set up a playlist), by turning the CONTROL & SELECT digital encoder to navigate through the different parameters and pressing the encoder to confirm (SELECT). The selected parameter will flash until your selection is confirmed. Press **>** in the transport bar to start playing content.

If playlist playback does not start, please check your Internet connection and/or the network settings of your device.

r	a	d	i	0	-	0	n	1	i	n	e	•	m	P	3
	0	0	:	3	8								N	Е	т

Figure 10: PLAYER ONE playing an Internet stream



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

ECHNICAL

sw

4.5 CONFIGURETION MENU

The conFiguretion menu allows you to **set network parameters, date and time, the audio output mode** (mono/stereo) and view relevant device information.

The conFiguretion menu is accessed by holding down the ENTER key for a few seconds. Menu navigation and parameter setting are the same as in the main menu (see chapter <u>Main menu</u>).

The conFiguretion menu consists of the following items:

- CHANNELS: to set the output to stereo or mono.
- WIFI: to configure the Wi-Fi interface.
 - \circ OFF: disables the Wi-Fi interface.
 - ON: enables the Wi-Fi interface. Press the CONTROL & SELECT encoder to display the IP address assigned to the device. In MASTER mode this IP will be 192.168.189.1 (refer to the PLAYER ONE & PLAYER ZERO web GUI application manual for details).
 - RESTORE DEFAULTS: resets the default Wi-Fi conFiguretion parameters.
- **ETHERNET:** to set the Ethernet interface to DHCP or static (dynamic or static addressing). Turn the CONTROL & SELECT encoder to select one of the two options:
 - **DHCP**: press the CONTROL & SELECT encoder to display the IP address assigned to the device (DHCP).
 - STATIC: if you have selected static addressing, you can edit the network parameters from the front panel by pressing the CONTROL & SELECT encoder to access the IP submenu. If you want to change the IP address, turn the encoder. To select the next parameter (byte), press the NEXT key.

Each time you press the encoder, you can navigate through the different network parameters: IP, MASK, GATEWAY, DNS1, DNS2 and APPLY+REBOOT. The latter option is available only if you have made changes to any of the network parameters.

To confirm changes to network parameters, select YES in the APPLY+REBOOT submenu. The device will restart with the new network settings.

- DATE: displays date in YEAR/MONTH/DAY format
- TIME: displays time in HH:MM format
- GALLERY: under construction.
- VERSION: displays the current firmware version of the device.



4.6 LOCK MENU

To access the lock menu, press and hold the ESC key for approximately 10 seconds. In the LOCK MODE menu, the following options appear (same navigation as in all other menus):

- UNLOCK ALL: unlocks all front panel keys.
- UNLOCK USER: locks access to the device conFiguretion menu (administrator functions) but allows you to use all other features. A submenu appears in which you must enter the password that protects access to the device's conFiguretion functions. Turn the CONTROL & SELECT digital encoder to select the desired digit. Press the NEXT key to advance to the next digit. To confirm the password, press the CONTROL & SELECT digital encoder.

The next time you try to access the lock menu, you will be prompted for the password to unlock the administrator functions. After a while without pressing any key, and as a precaution, the conFiguretion menu will be locked again. It will be necessary to return to the lock menu and select UNLOCK ALL to prevent the unit from locking the conFiguretion menu after a few seconds of user inactivity.

• LOCK ALL: locks all front panel keys. To unlock them, proceed in the same way as to unlock the conFiguretion menu (UNLOCK ALL).

CONNECT



CONNECT

ECHNICAL

sw

DATA

5. PANEL FUNCTIONS

d ecter

5.1 FRONT PANEL

Φ

θ



((O)) PLAYER ONE STREAMING AUDIO PLAYER

- 2. CONTROL & SELECT digital encoder: allows menu navigation, parameter selection, etc.
- 3. ON LED: power indicator.
- 4. SP LED: signal present indicator.
- 5. NET LED: network traffic indicator.
- 6. SD LED: Micro SD source operation indicator.
- ESC key: allows you to exit the menu (return to the main screen). It also provides access to the lock menu.
- 8. ENTER key: provides access to the main menu and device conFiguretion.
- STOP key (■): stops the current playback.

 PLAY/PAUSE (▶ II) key: starts/pauses playback of the loaded item.

2 CONTROL

0 0

Zf

ESC

- 11. PREV (₩) key: skips to the previous song in the player playlist. Within the main or conFiguretion menu, allows you to navigate through the different (previous) settings.
- 12. NEXT key ()): skips to the next song in the player playlist. Within the main or conFiguretion menu, allows you to navigate through the different (next) settings.
- MICRO SD/MICRO SDHC slot: for local audio content playback. Up to 2TB. FAT16/32 format.
- USB 2.0 port: for local audio content playback. Up to 2TB. FAT16/32 and NTFS format.
- 15. WiFi Antenna.



æ



5.2 REAR PANEL



- 16. Security flange for power supply cable
- 17. External power supply connector
- **18.** 2 x RCA stereo output
- 19. Stereo mini-jack output
- 20. RJ-45 connector
- 21. Factory Default / Fail Safe button
- 22. GPI Port
- 23. Indicator Light, WIFI

INSTALL START-UP PANEL TECHNICAL & WebGUI & & & FUNCTIONS DATA TECHNICAL & TP-CONTROL LUA-SDK



TECHNICAL DATA 6.

6.1 TECHNICAL SPECIFICATIONS

PLAYER ONE			
DIGITAL ENGINE			T.0.0
Processor	MIPS Single Core 64bits 580MHz		.,
AUDIO CONVERTERS			PRE
Sampling rate	48kHz		CAUT
Resolution	16bit		IONS
Bit rate	32~320kbps		FEAT
Frequency response	5Hz - 24kHz (-3dB)		URES
MEDIA PLAYER		ŝ	IZ
Audio sources	Local storage (USB & microSD), Internet radio, AirPlay, DLNA	WNECT	STALL
Dynamic range	From -80 dB to 0 dB	OPER,	STAR
THD + Noise	< 0.008% (1kHz, 1Vrms)	* ATION	, T-UP
ANALOGUE AUDIO OUTPUTS		Ë	
Number of outputs	2 x Stereo output (unbalanced)	NCTIO	PANEL
Connection type	RCA estéreo, minijack 3,5mm	SN	
Max output level	6dBV / 5k ohm	DA	TECHI
Output impedance	460 ohm	ΤA	VICAL
Dynamic range	TBC	S	W
Crosstalk	ТВС	FP-CC	
CONNECTIVITY		ONTRO	We
Ethernet	RJ-45 10/100Mbps		bGUI
Wi-Fi	2.4GHz Wi-Fi, 802.11 b/g/n		
Wi-Fi antenna	Front panel		
Programing and control	Web Application, RePLayer & Gallery. Third party integration: JSON		
REMOTE CONTROL CONNECTIONS			
GPIs	2 ports, Dry contact to ground, 3 pin Terminal block		

Retention time	240 hours aprox.	
Accuracy	±1 minute / month	
MONITORING AND CONTROL		T.0
Display	LCD Alphanumeric 2x16 cells	ò
LED indicators	Front panel: NET, SP, SD, Power Rear panel: Wifi	PRECAU
Buttons	Front panel: Encoder, Enter, Esc, Play/pause, Next, Prev, Stop Rear panel: Factoty Defaults / Fail Safe (pin- hole)	TIONS FEATU
LOCAL STORAGE		RES
Micro SD	Front panel micro SD slot Supports micro SD SDXC	INSTALL & CONNECT
USB	Front panel USB female connector Support USB 2.0 High Speed (480 Mbps)	START- & OPERAT
Capacity	Up to 2TB	-UP
File system	Supports FAT16, FAT 32, VFAT and NTFS (read-only)	P/ FUN
	Multi-partition up to 1	ANEL
Playable audio files	mp3, ogg, WAV, FLAC, AIFF, m3u, pls	ANEL TE
Playable audio files Files analysis	Multi-partition up to 1 mp3, ogg, WAV, FLAC, AIFF, m3u, pls 65354 playable folders 65354 playable folders within each folder 65354 playable files within each folder	ANEL TECHNICAL W
Playable audio files Files analysis Folder hierarchy	Multi-partition up to 1 mp3, ogg, WAV, FLAC, AIFF, m3u, pls 65354 playable folders 65354 playable folders within each folder 65354 playable files within each folder Up to 8 containing the root directory	ANEL TECHNICAL & TP-C
Playable audio files Files analysis Folder hierarchy Sorting	 Multi-partition up to 1 mp3, ogg, WAV, FLAC, AIFF, m3u, pls 65354 playable folders 65354 playable folders within each folder 65354 playable files within each folder Up to 8 containing the root directory UNICODE Up to 100 folders, 100 files by folder (Folders/files over 100 sorted in the FAT order) 	ANEL TECHNICAL & WebGUI
Playable audio files Files analysis Folder hierarchy Sorting ELECTRICAL	Multi-partition up to 1 mp3, ogg, WAV, FLAC, AIFF, m3u, pls 65354 playable folders 65354 playable folders within each folder 65354 playable files within each folder Up to 8 containing the root directory UNICODE Up to 100 folders, 100 files by folder (Folders/files over 100 sorted in the FAT order)	ANEL TECHNICAL & WebGUI CTIONS DATA A TP-CONTROL LUA-SE
Playable audio files Files analysis Folder hierarchy Sorting ELECTRICAL Power supply	Multi-partition up to 1 mp3, ogg, WAV, FLAC, AIFF, m3u, pls 65354 playable folders 65354 playable folders within each folder 65354 playable files within each folder Up to 8 containing the root directory UNICODE Up to 100 folders, 100 files by folder (Folders/files over 100 sorted in the FAT order) External, universal, 5VDC (included)	ANEL TECHNICAL & WebGUI DATA TP-CONTROL LUA-SDK
Playable audio files Files analysis Folder hierarchy Sorting ELECTRICAL Power supply AC mains requirement	Multi-partition up to 1 mp3, ogg, WAV, FLAC, AIFF, m3u, pls 65354 playable folders 65354 playable folders within each folder 65354 playable files within each folder Up to 8 containing the root directory UNICODE Up to 100 folders, 100 files by folder (Folders/files over 100 sorted in the FAT order) External, universal, 5VDC (included) 90-264VCA 50-60Hz	ANEL TECHNICAL & WebGUI DATA O TP-CONTROL LUA-SDK
Playable audio files Files analysis Folder hierarchy Sorting ELECTRICAL Ower supply AC mains requirement AC mains connector	 Multi-partition up to 1 mp3, ogg, WAV, FLAC, AIFF, m3u, pls 65354 playable folders 65354 playable folders within each folder 65354 playable files within each folder Up to 8 containing the root directory UNICODE Up to 100 folders, 100 files by folder (Folders/files over 100 sorted in the FAT order) External, universal, 5VDC (included) 90-264VCA 50-60Hz International AC plugs set 	ANEL TECHNICAL & WebGUI DATA DATA TP-CONTROL LUA-SDK
Playable audio files Files analysis Folder hierarchy Sorting ELECTRICAL Ower supply AC mains requirement AC mains connector Power consumption	Multi-partition up to 1 mp3, ogg, WAV, FLAC, AIFF, m3u, pls 65354 playable folders 65354 playable folders within each folder 65354 playable files within each folder Up to 8 containing the root directory UNICODE Up to 100 folders, 100 files by folder (Folders/files over 100 sorted in the FAT order) External, universal, 5VDC (included) 90-264VCA 50-60Hz International AC plugs set 6 VA / 3 W	ANEL TECHNICAL & WebGUI DATA DATA TP-CONTROL LUA-SDK

PHYSICAL	
Operating temperature	Min 0°C, +32°F
Operating temperature	Max +35°C, +95°F
Operating humidity	< 85% HR
Storage temperature	Min -10°C, +14°F
Storage temperature	Max +50°C, +122°F
Storage humidity	< 90% HR
Installation options	Desktop, rack (1/2 of 1UR)
	AD/DC Power Supply, WiFi antenna, adhesive
Included accessories	rubber feet, rack tray screws , GPI connector,
	warranty card and standard user guide
Optional accessories	1UHRMKIT
Dimensions (W x H x D)	198.5 x 44 x 132 mm / 7.81" x 1.73" x 5.19"
Weight	0.8 Kg / 1.76 lb
Shipping dimensions (W \times H \times D)	220 x 60 x 450 mm / 8.66" x 2.36" x 17.71"
Shipping weight	1 Kg / 2.20 lb

T.O.C.

PRECAUTIONS FEATURES



6.2 MECHANICAL DIAGRAM





PLAYER ONE / PLAYER ZERO – Web GUI (v1.00r0)

AUDIO PLAYERS

Streaming and local media audio player

320 44	4.1 04:08	0008 / 0019	ммс	IN/ RAINBOWS	02.	75 🌷		
Kbps Ki	Hz DUR	INDEX/TOTAL	SRC	IN RACION/S IN RACIONS/ IN RACIONS RADICIEA_D RADICIEA_D	02.			
ММС	RE	ELOAD	~	P02: WorldwideFM	~	STEREO ~	_	_
REPE	AT ALL	~		SEQUENTIAL ~	XFAI	DE ~	KEE	P STATUS

USER MANUAL

T.O.C.



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

ECHNICAL DATA

sw

7. Web GUI (v1.00r0)

PLAYER ONE / PLAYER ZERO has a web application, embedded in the device itself, that allows you to configure it. It is not necessary to install any additional software. With this application, you can configure the device's advanced options, create playlists, schedule calendar events, create scripts or control basic functions remotely. The application can be accessed in a web browser from any device that is connected to the same local network, via Ethernet (wired) or WiFi.

7.1 FIRST STEPS

In order for the device to access the PLAYER ONE / PLAYER ZERO web application, **it must be connected to the network, either via a cable (RJ-45 connector) or wirelessly (WiFi).**

- Wired (Ethernet connection): By default, PLAYER ONE / PLAYER ZERO is set to DHCP mode. It will be assigned an IP address automatically.
 - Make sure that the static IP network parameters are compatible with your local network and the existing IP range of the system.



IP (STATIC): 192.168.0.101

Figure 11: example of connection to a local network via the Ethernet network interface (wired)



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

ECHNICAL

sw

- WiFi: PLAYER ONE / PLAYER ZERO has a WiFi network interface, which means that mobile devices can stream audio to the device. It can be configured wirelessly. There two modes of operation:
 - MASTER mode: point-to-point connection. The device's WiFi network interface is set to this mode by default. Connect your WiFi device (computer, smartphone, etc.) as a client of the device via your WiFi network wizard (connect to the PLAYER-WIFI network, default SSID). The default password is: 0123456789.

Please Note: in this operating mode, no Internet connection is available. However, it will be useful when opening the web application for the first time and configuring the network parameters according to your needs.

CLIENT mode: this connection mode allows the device to connect to your preferred WiFi network. Mobile devices must then be connected to the same network in order to be able to configure PLAYER ONE / PLAYER ZERO. If your WiFi network has an Internet connection, both PLAYER ONE / PLAYER ZERO and the mobile devices will have Internet access.



Figure 12: example of connection to a local network via WiFi network interface (wireless)



PLAYER ONE / PLAYER ZERO devices use the mDNS service so that they can be accessed intuitively through a web browser on the same local area network (LAN). To access the web application easily, enter "devicename.local/" into the search bar of your browser. By default this is, "**playerone.local/**" for PLAYER ONE, "**playerzero.local/**" for PLAYER ZERO.

$\square \blacksquare PLAYERONE - Player \times + \leftarrow \rightarrow \bigcirc \bigoplus http://playerone.local/$	
	Authorization

Figure 13: access via mDNS service

If you prefer (or if the mDNS service is not available), you can also access the device using the IP assigned to the PLAYER ONE / PLAYER ZERO:

• PLAYER ONE:

- Press and hold the MENU button for a few seconds until the conFiguretion menu appears.
- Navigate by pressing the NEXT button, until the display shows WIFI or ETHERNET, depending on the chosen connection.
- Press the rotary encoder (SELECT)

• PLAYER ZERO:

As there is no screen to show you the IP, you need to find it on the web GUI of the DHCP server (Switch/Router). Refer to the manufacturer's documentation.

	\blacksquare	TOL	REALTER SEMICONDUCTOR CORP		00.20.40.00.02.11	لسا
		Ţ]	Player One	192.168.1.9 DHCP	OC:CF:89:21:E6:FD	Ð
		Ţ	Player Zero	192.168.1.146 DHCP	30:EB:1F:2B:CB:E0	
ľ						

Figure 14: web GUI Router example

Type the IP address of the device into the navigation bar of your browser (the IP shown in Figure 15 does not have to match the one assigned to your device).

CONNECT

sw



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

DATA

sw

You will see the welcome screen. To access the application, the *username* and *password* are as follows (preset):

- Username: root
- Password: ecler

PLAYERONE	
PLAYERONE	Authorization Required Please enter your username and password. Username root Password
	Ecler 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC087

Figure 15: web application welcome page

7.1.1 QUICK GUIDE FOR ETHERNET CONNECTION

- **1.** Connect the PLAYER ONE / PLAYER ZERO to a switch/router via the Ethernet interface (wired).
- 2. Connect the computer/smart device to the same network.
- **3.** Enter "playerone.local/" for PLAYER ONE, or "playerzero.local/" for PLAYER ZERO, into your browser.

7.1.2 QUICK GUIDE FOR WIFI CONNECTION

- Connect the computer/smart device to the PLAYER-WIFI network. Password: 0123456789
- **2.** Enter "playerone.local/" for PLAYER ONE, or "playerzero.local/" for PLAYER ZERO, into your browser.



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

ECHNICAL DATA

sw

7.2 DEVICE

7.2.1 PLAYER

This page in the PLAYER ONE / PLAYER ZERO menu displays information about playback, *streaming tags* and detailed information about the audio content, and in addition, it shows the album art. It also allows basic functions to be controlled remotely, such as PLAY/PAUSE, STOP, PREV and NEXT; source selection and user presets; repeat, play, and fade modes; channels (stereo/mono), volume control; and reset mode. There is useful information at the bottom of the page as well, such as the firmware version and the <u>Ecler</u> <u>Gallery</u> registration key.



Figure 16: player page (Player)

- **1.** Navigation menu: displays the web application's different navigation menus and submenus.
- **2. Streaming information**: displays information about the stream or the audio file (depending on the way it is configured). If this information is not available, the default value is displayed, which is the URL.
 - o ID3 Tags: title, artist, album, etc.
 - Kbps: bit rate/s
 - KHz: sampling frequency
 - DUR: duration
 - o INDEX/TOTAL: index or position within all the files
 - SRC: source (USB, MMC, NET, etc.)

PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

DATA

TECHNICAL

sw

- **3.** Album art: displays the album art for the file. For the album art to be correctly displayed, the device needs to have an Internet connection. If the album art cannot be displayed, it will show a default image.
- 4. Playback time: time elapsed since the start of playback of the URL or audio file.
- **5. Signal presence**: this will be green if the device has an audio signal at its output. If the device is not playing any audio, or if the volume level is too low, or the device is muted, it will be grey. This virtual LED will be the same colour as the SP LED on the front of the device. It is useful for dealing with issues when there is no audio signal.
- **6. Playback controls**: allow the device's playback controls to be operated remotely: PREV, NEXT, STOP, PLAY/PAUSE.

Please Note: PLAYER ZERO has no playback controls on the front panel.

- **7. Sources**: allows one of the available sources to be selected. The RELOAD button allows the current source to be reloaded.
- 8. **Presets**: allows one of the available presets to be selected. The RELOAD button allows the current preset to be reloaded. If changes are made to the current preset, a reload is required in order for the changes to be applied.
- **9. Stereo-mono**: selection of stereo output (left and right channels) or mono output (same signal on left and right channel).
- **10. Volume**: allows the volume to be controlled remotely.

Please Note: PLAYER ZERO does not have a volume control on the front panel.

11. Repeat mode:

- PLAY ALL: Plays through the entire playlist once.
- PLAY ONE: Only plays the first item in the playlist.
- REPEAT ALL: Repeats the entire playlist on a loop.
- REPEAT ONE: Only repeats the first item in the playlist.

12. Play mode:

- SEQUENTIAL: Plays through the entire playlist in alphanumeric order.
- RANDOM: plays through the entire playlist in pseudo-random order.



13. Transition mode, for transitions between audio files:

- XFADE: The file that is playing fades out at the end of playback, as the next file increases in volume. There is a smooth transition between files (approx. 5 sec.). There is some overlap between tracks.
- FADE: The file that is playing fades out at the end of playback (approx. 2.5 sec.). There is a smooth transition between files. There is no overlap between tracks.
- OFF: deactivated. There is an abrupt transition between files. There is no attenuation or overlap between audio files.



PLEASE NOTE: if the playback file is short (2-3 sec. tone, for example) and XFADE transition mode is used together with REPEAT ONE/ALL repeat mode, special attention must be paid to the playback times of the files, and the transitions. This may cause unexpected behaviour.

14. Reset mode:

- KEEP STATUS: when the device is reset, the playback status will be maintained: source, preset, playback (PLAY, STOP, etc.) repeat mode, etc.
- LOAD PRESET 1: when the device is reset, it automatically loads preset 1.

15. Information: this displays the following relevant information:

- Year of development
- o Device firmware version
- Ecler Gallery platform registration key
- **16. Screen refresh**: allows the screen refresh to be paused (SP, playback time, file information, etc.). It also shows the number of changes made to a conFiguretion before it is saved.
- **17. Logout**: this logs you out of the web application. You will be redirected to the welcome screen.

T.O.C.



7.2.2 PRESETS

PLAYER ONE/ PLAYER ZERO allows up to 20 presets or user conFiguretion memories to be created. If you recall a *preset* stored in the device at a later date, it will recall all the settings that are stored in that preset.

decler	PLAYERONE	
Device ·	P01: Opening P02: Closing P03: LOUD P04: soft P05: P06: P07: P08: P09: P10: P11: P12: P13: P1 P11: 1 P20:	4: P15: P16: P17:
Presets Events Calendar Cloud Disk Sync CMS Management Scripts/LUA Network	PRESETO1 Please, select the parameters to be saved in the preset. You can select the source from different locations. Examples: ub:// at:ps.ly// dlas:// thts://treamlay.surviceyr. who //we calculat at the preset.	
System	3 LOAD PRESET	
	Enabled Events Great Gre	
	Play status	
	100 Mute	
	Play mode	
	Fade mode Stereo/Mono	5
		SAVE RESET

Figure 17: Preset conFiguretion example

- **1. Page header**: this will show the 20 *presets*. Their default names are: P01, P02...P20. When you click on the name, it will display the conFiguretion for that *preset*. The names that appear for the *presets* can be edited within the preset conFiguretion. After this setting is saved in the preset, you need to refresh the browser page (F5) in order to display the changes in the header.
- 2. Information: displays useful information for configuring the presets.
- 3. ConFiguration options for the selected preset.
- 4. Save button: saves the settings made to the *preset* that is being edited.
- **5. Reset button**: resets the changes made to the last conFiguretion that was saved in the *preset* that is being edited.

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

CONNECT
decler

d ecler	PLAYERONE
Clear	PLAYERONE
	Eder 2021 / PLAYERONE 1.000 / Gallery Registration Key 6029411F73/f00097

- **1.** Load Preset button: loads the selected preset. This is useful as you can load the preset right after editing it, without having to change pages or handle the device.
- 2. Name: name of the preset. This is the name that will be displayed on the PLAYER ONE main menu/PRESETS (LCD screen), in the preset list on the Player page, in the Presets page header, and in the RePlayer application.

Please Note: PLAYER ZERO does not have an LCD screen.

3. Enabled Events: enables/disables events triggered by GPIs (General Purpose Input) and the silence detection event in the preset. The GPIs and the silence detection event must be configured on the Events page. See chapter Events for more information.

Please Note: for the GPI event to work correctly it must be configured and enabled in the preset, and the preset must be loaded. If a preset is loaded when the GPIs are disabled, the GPIs will not work.

- **4. Playlist:** if this option is enabled, when the preset is recalled, the playlist that is currently playing will be replaced by the source that is entered in the Source path/url field.
 - Media alias: alias of the source that is hosted in the preset (Source path/url). This alias will be displayed on the PLAYER ONE main menu/SOURCE (LCD screen) as an available source, in addition to the default sources (USB, SD, etc.). It will also allow you to directly access that media from any preset, from the Player page or the RePlayer application.

CONNECT

OPERATION

T.O.C.

sw



Source path/url: this stores a network or local address in the preset. This address must be a valid address for the correct playback of audio content on the device. You can refer to the application prompts for entering local addresses (USB, SD, AirPlay, etc.). You can click on "Source path/url" (blue) to open the address that is entered in this field in a new browser tab. This option is available on several pages within the application. It is useful for checking that an audio source (Internet radio, for example) is functioning correctly, or for copying the address to create playlists (.m3u file, for example). See technical information (datasheet) for audio and playlist formats that are supported by the player.

Please Note: Internet radios saved via the front panel of PLAYER ONE are stored in the Playlist field.

- **5. Play status:** if this option is enabled, the status of the player will be overwritten when loading the preset.
- **6.** Volume (%) /MUTE: if this option is enabled, the volume/MUTE of the player will be overwritten when loading the preset (in %).
- **7. Play mode**: if this option is enabled, the play mode (sequential/random) will be overwritten.
- 8. Repeat mode: if this option is enabled, the repeat mode (play all, play one, repeat all or repeat one) will be overwritten.
- **9.** Fade mode: if this option is enabled, the transition mode between tracks within a playlist (off/fade/cross-fade) will be overwritten.
- **10. Stereo/Mono**: if this option is enabled, the mono or stereo output selection will be overwritten.

CONNECT

T.O.C.

sw



PRECAUTIONS

FEATURES

INSTALL & CONNECT

START-UP & OPERATION

> PANEL FUNCTIONS

> TECHNICAL DATA

> > sw

7.2.2.1 EXAMPLES OF AUDIO SOURCES

Please Note: the addresses shown are **examples**, these Internet radio or local file addresses may not work on your player.

Media Path	Media Location	Items included in the play queue					
		(just valid audio media)					
	USB storage device	Media stored in the USB root folder					
usb://	root folder	and up to the third level of sub-					
		folders in it					
	SD card storage	Media stored in the SD card root					
mmc://	device, root folder	folder and up to the third level of					
		sub-folders in it					
	USB storage device,	Media stored in the USB device					
usb://musicfolder/jazz/	\musicfolder\jazz	\musicfolder\jazz folder and up to					
	tolder	the third level of sub-folders in it					
	SD card storage	Media stored in the SD card					
mmc://musicfolder/jazz/	device,	\musicfolder\jazz folder and up to					
	\musicfolder\jazz	the third level of sub-folders in it					
	tolder						
mmc://evacuation_message.mp3	SD storage device,	mp3 single file named					
,	root folder	evacuation_message.mp3					
usb://evacuation_message.mp3	USB storage device,	mp3 single file named					
······································	root folder	evacuation_message.mp3					
		Media pointed by					
usb://path/my_collection.m3u	Defined by the m3u	my_collection.m3u playlist					
mmc://path/my_collection.m3u	playlist file	path is the folder path where					
		the m3u file is located					
		Media pointed by my_songs.m3u8					
usb://path/my_songs.m3u8	Defined by the m3u8	playlist					
mmc://path/my_songs.m3u8	playlist file	path is the folder path where					
		the m3u8 file is located					
		Media pointed by best_of_rock.pls					
usb://path/best_of_rock.pls	Defined by the pls	playlist					
mmc://path/best_of_rock.pls	playlist file	path is the folder path where					
		the pls file is located					
	Defined by the m3u	Media pointed by party.m3u					
http://www.ecler.com/music/party_songs/party.m3u	playlist file	playlist, and located in a Internet url					
	payasence	(corporate web, etc.)					
	Defined by the pls	Media pointed by party.pls playlist,					
http://www.ecler.com/music/party_songs/party.pls	playlist file	and located in a Internet url					
		(corporate web, etc.)					
		Media served by an Internet audio					
http://65.60.19.42:8040/	Real-time streaming	streaming service with url					
<u>IIC().// 05.00.15.42.0040/</u>	Rear and sucarning	http://nnn.nnn.nnn.nnn:port (in the					
		example <u>http://65.60.19.42:8040/</u>)					
		Media served by an Internet audio					
http://stream1.megarockradio.net:8240	Real-time streaming	streaming service with url					
		http://url:port					
		Media served by an Internet audio					
http://208.92.53.90:443/LOS40_SC	Real-time streaming	streaming service with url					
		http://url/folder					
		Media served by an Internet audio					
<u>http://media_</u> musicradio.com/channel01.m3u	Real-time streaming	streaming service, a playlist with					
		url http://url/playlist.m3u					



7.2.3 EVENTS

3 events are available: 2 of them are triggered by the GPI ports (by means of external, potential-free contact closures, which are connected to the GPI ports on the rear panel of the unit) and the other is triggered by silence detection. Both types of events can be configured on the Events page. By selecting the tab that corresponds to the event, you can access its conFiguretion.

Please Note: bear in mind that, for the events to work correctly, they must be enabled in the *preset* currently in operation.

d ecter	-	PLAYERONE
Device Player Presets Events Calendar Cloud Disk Sync	^	GP1 1 LENCE Event GPI1 Event configuration lets DEVICE execute autr 2 clions. NOTE: Event must be enabled in the preset.
Scripts/LUA Network System	> >	Source Target 3 Polarity DIRECT DIRECT OF REVERSE event polarity SAVE A APPLY SAVE RESET
		Eder 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC087

Figure 18: GPI event conFiguretion example

- **1. Page header**: displays GPI and silence events. When you click on the name, it will display the conFiguretion for that event.
- 2. Information: displays useful information for configuring the events.
- 3. ConFiguration options for the selected event.
- **4.** Save & Apply button: saves the changes made to the GPI that is being edited and applies them. If the *preset* that is currently in operation has such an event enabled, it is not necessary to reload the *preset*.
- **5. Save button**: saves the changes made to the GPI that is being edited without applying them. In this way, if the *preset* that is currently in operation has such an event enabled, the changes will only be applied when the *preset* is reloaded.
- 6. Reset button: resets the changes made to the last saved conFiguretion in the event that is being edited.

Please Note: you can configure the different tabs (Source, Target) before saving, and the changes are retained.

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

CONNECT



PRECAUTIONS

FEATURES

INSTALL & CONNECT

START-UP & OPERATION

> PANEL FUNCTIONS

> TECHNICAL DATA

> > sw

7.2.3.1 GPI EVENTS

There are 2 GPI events: GPI1 and GPI2. They can each be configured to trigger in different ways and perform independent actions.

d ecce	ſ	PLAYERONE
Device Player Presets Events	^	GP1 GP2 SILENCE Event GP11 Event GP11 Event configuration lets DEVICE execute automated functions.
Calendar Cloud Disk Sync CMS Management		NOTE: Event must be enabled in the preset.
Scripts/LUA Network	\sim	Polarity DRECT V
System	~	DIRECT or REVERSE event polarity
➔ Logout		AND A RESET Edge 2021 / PLAYERONE 1.000 / Gallery Registration Key 6D28411E73FDC087

Figure 19: GPI conFiguretion, Source

- Source: source
 - **Polarity**: polarity, direct or inverse; to define the trigger, by contact closure or contact release.

d ecler	PLAYERONE UNSA	VED CHANGES: 6
Device ^	GPI1 GPI2 SILENCE	
Presets	Event GPI1	
Events	Event configuration lets DEVICE execute automated functions.	
Calendar Cloud Disk Sync	NOTE: Event must be enabled in the preset.	
CMS Management	Source Target	
Network ~	Type PRIORITY SOURCE V	
System ~	Source path / url mmc://voice/campaigns/summer/promo1.wav	
,	Specify the source as mmc// usb:// http://host/playlist.m3u	
➔ Logout	Playback Duration PULSE	
	HOLD: meanwhile trigger is active / PULSE: a defined time, after the trigger	
	Retrigger 🖾	
	Time 10	
	Playback duration Time in seconds. Example '6.5'	
	SAVE & APPLY SAVE Ecler 2021 / PLAYERONE 1.000 / Gallery Registration Key 61	E RESET

- **Target tab**: an action that the device will perform after GPI activation. There are several options or types of event (Type):
 - Internal: internal stimulus. This is useful for triggering actions within a Script.
 - **Preset** recall: loading a preset. Select the preset you want to load with the GPI activation.
 - **Transport control**: control of current playback, play/pause, play, stop, next, prev.
 - **Load & Play Source**: loading and playback of a source. The source must be specified in the "Source path/url" field.
 - Priority Source: playback of a source with priority over programmed audio. The source specified in the "Source path/url" field attenuates the source that is playing (programmed audio). When the priority audio ends, the programmed audio resumes playing, gradually returning to its previous volume.
 - If the HOLD option is selected, the source specified in the "Source path/url" field will be given priority WHILE the stimulus is held (GPI direct/reverse, as specified in the "Source" tab).
 - If the PULSE option is selected, the source specified in the "Source path/url" field will be prioritized for the time (in seconds) specified in the Time field. The Retrigger option allows the priority event to be re-triggered without waiting for it to finish and restarting the timer.

Please Note: a priority event can be useful for playing announcements, pre-recorded announcements, emergency announcements, etc. For more information on priorities see chapter <u>Regarding Priorities</u>.

CONNECT

OPERATION

T.O.C.

PRECAUTIONS



7.2.3.2 SILENCE DETECTION EVENT

PLAYER ONE/ PLAYER ZERO has a special event, the SILENCE detection event: absence of a real analogue audio signal at the unit's outputs. This allows the player to continue playing the media when the programmed audio that is being played ends, or is interrupted for any reason, which may sometimes happen due to certain problems that may arise (loss of Internet, accidental disconnection of the network cable, bad files, etc.): "*The show must go on*".

	r	PLAYERONE UNSAVED CHANGES: 6
Device Player Presets Events Calendar Cloud Disk Sync	^	GP1 GP2 SILENCE Event SILENCE Event configuration lefs DEVICE execute automated functions. NOTE: Event must be enabled in the preset.
CMS Management Scripts/LUA Network	~	Source Target Detection time 20
System	~	Silence duration in seconds
Eogout		Edet 2021 / PLAYERONE 1.0040 / Gallery Registration Key 6028411E731DC087

Figure 21: silence event conFiguretion

- **Source tab:** waiting time, or trigger threshold (detection time). Select the time allowed for silence (no audio signal) before the event is triggered.
- **Target tab**: select the action that PLAYER will perform when the specified waiting time has elapsed.
 - Internal: internal stimulus. This is useful for triggering actions within a Script.
 - **Preset recall:** loading a preset. Select the preset you want to load when the silence event is activated.
 - **Load & Play Source**: loading and playback of a source. The source must be specified in the "Source path/url" field.

Tip: configure the uploading of local audio content (hosted on USB or uSD) as an action. This will ensure that you always have audio available, regardless of network connection issues that may occur outside of the player. Likewise, if you want to load a preset, ensure that the audio address stored in the selected preset is a local one (e.g. usb://) and that this preset has Play Status overwrite enabled, so that the PLAY option is selected. This will force the local medium to play, ensuring the continuity of the musical programme.



7.2.4 CALENDAR

The Calendar page allows calendar-triggered events to be configured.

A calendar event performs a certain action, such as loading a message with priority, in accordance with conFigureble parameters: date, time, repetitions, etc.

d ecter	PLAYERONE	
Device -	C01: Morning C02: Afternoon C03: Working-days C04: Weekend C05: C06: C07: C08: C07: C10: C11: C12: C13: C14: C C16: C17: C18: C19: C20: C21: C22: C21: C24: 1	215:
Presets Events Calendar Cloud Dick Sync	Calendar 1 Calendar configuration lets DEVICE execute automated functions on date event.	
CMS Management Scripts/LUA	General Source Target	
Network	Enabled C Check this option to enable calendar	
System	Name Morning	
E Logout	SWE	RESET
	Eder.2021 / PLAYERONE 1.0040 / Gallery Registration Key 6028411	1E73FDC0B7

Figure 22: example of configuring a calendar event

- PLAYER ONE/ PLAYER ZERO has 24 calendar events available, each of which are fully conFigureble. The default names are: C01, C02...C24. When you click on the name, it will take you to the conFiguretion for that calendar event. The names that appear for the calendar events can be edited within the preset conFiguretion. After this setting is saved in the calendar event, you need to refresh the browser page (F5) in order to display the changes.
- **2.** The conFigureble parameters of each calendar event are grouped into 3 tabs:
 - **General**: activation/deactivation of calendar events and their name
 - o Source: start/end date, start/end time, and event repeat conditions
 - Target: action to be performed when the event is triggered

Please Note: before configuring calendar events, make sure that the time zone is set correctly: System/Name and time.

T.O.C.



PRECAUTIONS

FEATURES

INSTALL & CONNECT

START-UP & OPERATION

> PANEL FUNCTIONS

> TECHNICAL DATA

> > sw

decler	PLAYERONE REFRESHING UNSAVED CHANGES 4
Device \checkmark Network \checkmark System \land	Name and time Here you can configure the basic aspects of your device like its hostname or the timezone.
Name and time Security Backup, Restore and Firmw USB/MMC Settings Register Reboot	General Settings Time Synchronization Local Time 176/2021 10.22.08 SYNC WITH NITP-SERVER Hostname PLAYERONE EuropeMedrid
Eugout	SVUL IS APPLY • SOUR REGISTRATION Key 6028411E73F0C087

Figure 23: Name and Time conFiguretion

7.2.4.1 GENERAL

d ecle	ſ	PLAYER	ONE																UNSAVE	CHANGES: 4
Device Player	^	C01: Morning C16: C17:	C02: A C18:	fternoon C19:	C03: C20:	Working C21:	-days C22:	C04: We C23:	ekend C24:	C05:	C06:	C07:	C08:	C09:	C10:	C11:	C12:	C13:	C14:	C15:
Presets Events Calendar Cloud Disk Sync		Calendar of	dar 1	n lets DE	/ICE exe	cute auto	mated f	functions c	on date e	vent.										
CMS Management Scripts/LUA Network	~	Genera	Sourc	° (1	Ena	bled 🖬														
System	~			2) •	lame Mo	ming	option to	enable	carenda			-							
E Logour													Ecler 202	21 / PLAY	ERONE 1	.00r0 / G	allery Reg	istration	SAVE Key 6D28	RESET

Figure 24: configuring a calendar, General

- **Enable**: allows you to enable or disable the calendar. If the calendar is enabled (ready for activation by dates/times), it will be enabled in all *presets*.
- Name: name of the calendar.



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

ECHNICAL

sw

7.2.4.2 SOURCE

In the SOURCE tab, the parameters for the triggering time/date and event replay conditions are configured.

d ecte	r	PLAYERO	NE																	
Device Player	^	C01: Morning C16: C17:	C02: A C18:	ternoon C19:	C03: C20:	Working C21:	-days C22:	C04: W	eekend C24:	C05:	C06:	C07:	C08:	C09:	C10:	C11:	C12:	C13:	C14:	C15:
Events Calendar Cloud Disk Sync		Calendar co	dar 1	n lets DE	/ICE exe	cute auto	omated	functions	on date	event.										
CMS Management Scripts/LUA		General	Sourc	Tarş	pet															
Network	\sim	Dat	e and Tin	e interv	al Start I	Date 17	/08/20	21		Ē										
System	~				Start 1	Time 08		. v												
➔ Logout					Dura	tion C	USTOM	END DATE	-			v	<u></u>							
a ,					End	Date 17	/88/28	0		Ē										
					End 1	lime 23	v : 0) v												
		vre	еклу гере	Activ	e these	days M	S	a	B., 5	a.o.,										
		Dal	ly repetit	on	Re	peat 🖾	/ 10			38 30										
					Inte	erval 01	v : 0) v : 00	÷											
					т	mes 5							_							
				The event	will finis	h at 13	00:00 :ss 'Savi	' button t	a refrest	h										
																			SAVE	RESET
													Ecler 20	21 / PLAY	ERONE 1	.00r0 / Ga	illery Reg	istration	Key 6D28	411E73FDC0

Figure 25: configuring a calendar, Source

7.2.4.3 DATE AND TIME INTERVAL

Defines the date and time when the event starts and the date and time when the event ends, if there is a specific end date and time.

- Start date: start date for the event. This field is not mandatory. If no specific date is selected ("dd/mm/yyyy"), the event will start on the same day as the changes are applied. If you select a date that is before the current date, the event will be valid as of the day the changes are applied.
- **Start time**: start time for the event. This field is mandatory. If there is a repeat condition, this will be the time at which the event is triggered for the first time each day.
- **Duration**: duration or validity of the calendar event. This allows calendar event duration settings to be selected.
 - **FOREVER:** This option is selected by default. The calendar event will not have an end date.
 - **CUSTOM END DATE**: end of the calendar event. This allows you to set the date and time when the calendar event will be triggered for the last time, regardless of repeat conditions.

Start Date 17/08/2021	[11]		
Start Time 08 🗸 : 00 🗸			
Duration CUSTOM END DA	ΤE	~	
End Date 17/08/2022	:::		
End Time 23 🗸 : 00 🗸			

Figure 26: interval example



7.2.4.3.1 WEEKLY REPETITION

Weekly mask, or days of the week on which the calendar event will be repeated, at the time indicated in "Start Time".

For example, if you select Monday to Friday (weekdays), the configured event will not be triggered on Saturdays and Sundays (weekends).

Weekly repetition				
Ac	ive these days Mo Tu We	Th Fr Sa Su		



Please Note: if you do not select at least one day of the week, the calendar event will never be triggered. Also, if you set an event to be triggered on a day of the week which is not selected in the weekly mask, it will never be triggered.

7.2.4.3.2 DAILY REPETITION

Daily repetitions. This option is set to be deselected by default. Selecting it will open a drop-down menu where you can configure the repetition conditions:

- Interval: repetition interval. This indicates how often the calendar event triggering is repeated, beginning at the Start Time.
- Times: number of repetitions. This indicates the number of times that the calendar event will be repeated, with time in between as indicated by the value in "interval". The first time the event is triggered each day does not count as a repetition, so if you want an event to be triggered twice a day, "times" should be set to 1 (the first time + 1 repetition). This value must be equal to or greater than 1.

Daily repetition		
Repeat		
Interval	01 • : 00 • : 00 •	
Times	5	
The event will finish at	13:00:00	
	Press 'Save' button to refresh	



"The event will finish at" indicates the time at which the calendar event will run for the last time each day. This parameter cannot be configured (read only). It is intended to help the user configure the "Interval" and "Times" parameters in a more efficient way.

T.O.C.

PRECAUTIONS FEATURES

CONNECT

INSTALL

START-UP



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

ECHNICAL DATA

sw

7.2.4.4 TARGET

An action that is executed each time the calendar event is triggered.

d ecle	ſ	PLAYERONE
Device Player	^	C01: Morning C02: Afternoon C03: Working days C04: Weekend C05: C06: C07: C08: C09: C10: C11: C12: C13: C14: C15: C16: C17: C18: C19: C20: C21: C22: C23: C24:
Presets Events Calendar		Calendar 1 Calendar configuration lets DEVICE execute automated functions on date event.
Cloud Disk Sync CMS Management Scripts/LUA		General Source Target
Network	\sim	Type PRIORITY SOURCE v
System	~	Source path / url mmrc/voice/campagns/summer/promo3 wav Specify the source as mmrc// usbz/ http://host/playlist.m3u
🔁 Logout		SWE RESET
		Eder 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC01

Figure 29: calendar event example, Target

This action may be:

- **1. Internal**: internal stimulus (does not perform an action directly, but allows actions to be triggered via scripts)
- 2. Preset recall: loading a preset
- **3. Transport control**: pressing a button on the transport bar; STOP, PLAY, PREV, NEXT, PLAY/PAUSE
- 4. Load & Play source: loading and playback of a source
- **5. Priority source**: playback of a source with priority. The source with priority will overwrite the source that is currently playing. When the priority announcement/message ends, the source that was playing will start to play again.

7.2.4.5 REGARDING PRIORITIES

Calendar events have **lower** priority than events that are triggered by GPI. Therefore, different degrees of priority can be established. For example, in a shop, calendar-based events can be used to trigger voice messages indicating an offer, while GPI events can be used to trigger an evacuation message.

In addition, there is a higher level index that determines priority if it is the case that 2 calendar-based triggers occur at the same time. For example, CALENDAR02 is set to repeat a message every hour and CALENDAR03 is set to repeat a message every two



hours (both events have the same start time). The messages will alternate every hour, as CALENDAR03 will take precedence over CALENDAR02.

If a calendar event is playing and then a second event comes in, the last event to arrive will overwrite the one that is playing, regardless of their indexes.

When a priority event is playing, it can be seen on the PLAYER ONE screen. The characters **PC01** indicate: **P**, event with Priority; **C**, calendar event; and **01**, calendar index, from 01 to 24.

If this is an event triggered by a GPI, PI01 or PI02 will be shown on the screen, indicating: **P**, event with Priority; **I**, GPI event; and **01**, GPI input index, from 01 to 02.



Figure 30



7.2.4.6 PRACTICAL EXAMPLE OF CONFIGURETION OF CALENDAR EVENTS

An establishment whose business hours are 10:00 a.m. to 8:00 p.m., and which is open from Monday to Friday, requires background music, and will periodically make announcements to its customers.

- **Background music**: this will always be the same audio *stream*. It will start playing at 9:45 a.m., and it will play continuously until 8:00 p.m. At this time, there should no longer be audio playing in the establishment.
- Announcements: every day, the closing time of the establishment will be indicated (pre-recorded message) 15 minutes before closing. It will be recalled again 5 minutes before closing.
- **Campaigns**: there will be a special Christmas campaign from 15 December to 15 January indicating an offer (pre-recorded message). This message is to be repeated every day during this period, every 30 minutes.

Please Note: there may be several methods of meeting these requirements. This example attempts to illustrate the most relevant features of calendar events in a simple way.

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION



7.2.4.6.1 CALENDARS FOR BACKGROUND MUSIC

2 calendar events will be created: one to load the *stream* and play it, and another to stop it.

The colordari	ia anahlad	and it is given	an identifying	n n m n
The Catendar I	is enableu.	and it is diven	an identifyind	name.
	,			

d ecler	PLAYERONE
Device ^ Player	C01: Marning C02: Alternoon C03: Working-days C04: Weekend C05: C04: C07: C08: C09: C10: C11: C12: C13: C14: C15: C16: C17: C18: C19: C28: C21: C22: C23: C24:
Presets Events Calendar Cloud Disk Sync	Calendar 10 Calendar configuration lets DEVICE execute automated functions on date event.
CMS Management Scripts/LUA	General Source Target Endelod 12
System V	Check this option to enable calendar Name Opponeg
➔ Logout	SAR RESET
	Eder 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D29411E73/DC087



Since no start date is specified, "Start date" is left as the default value ("dd/mm/yyyy"). This means that the event is active from the day the changes are applied. The time is known (9:45 a.m.), and it is to be played every day, without an end date (FOREVER).

Since the event is to be repeated from Monday to Friday, the corresponding days are selected in the weekly mask.

d ecter	-	PLAYERONE
Device Player	^	C01: Morning C02: Afternoon C01: Working-days C04 Weekend C05: C06: C07: C08: C09: C10: C11: C12: C12: C14: C15: C16: C17: C18: C19: C20: Q21: C22: C23: C24:
Presets Events Caleodar		Calendar 10
Cloud Disk Sync		Calendar configuration lets DEVICE execute automated functions on date event.
Scripts/LUA		General Source Target Date and Time interval
Network System	ž	Start Date (dd/mm/assas
₽ Logout		buration FOREVER v
2		Weekly repetition Active these days 10 m,
		Daily repetition
		SWE RESET
		Eder 2021 / PLAYERONE 1.0000 / Gallery Registration Key 6026411673/EDC087





The action of loading and playing the specified stream is configured.

Figure 33

The calendar event that will stop the playback of the background music is configured in the same way as the last one. The only difference is that this time the action in question is to stop the playback; STOP. This calendar event will be given a different name and start time.









T.O.C. PRECAUTIONS FEATURES INSTALL & CONNECT START-UP & OPERATION FUNCTIONS PANEL TECHNICAL DATA sw

Figure 36



7.2.4.6.2 CALENDAR FOR CLOSING ANNOUNCEMENTS

Every day, the closing time of the establishment will be indicated (pre-recorded message) 15 minutes before closing. It will be recalled again 5 minutes before closing.

decler	PLAYERONE
Device ^ Player	C01: Morning C02: Afternoon C03: Working-days C04: Weekend C05: C06: C07: C08: C07: C10: Opening C11: Closing C12: C13: C14: C15: C16: C17: C18: C19: C20: C21: C22: C24:
Presets Events Calendar	Calendar 12
Cloud Disk Sync CMS Management Scripts/LUA	General Source Target
Network \checkmark	Enabled
System 🗸	Check this option to enable calendar Namo Closing message
€ Logout	LEGET 2021 / PLAVERONE 1.000 / Gallery Registration Key 6028411E73TDC007



The message should be played twice a day: 15 minutes before closing (at 7:45 p.m.) and 5 minutes before closing (at 7:55 p.m.). Therefore, it will be necessary to configure a calendar event that repeats one time, 10 minutes after it is triggered for the first time. This is achieved by enabling *Repeat* and configuring the *Interval* and *Time* parameters correctly.

d ecte	ſ	PLAY	/EROI	NE															
Device Player	^	C01: M C15:	C16:	C02: A C17:	fternoon C18:	C03: W C19:	'orking-days C20: C21	C04: V : C22:	Veekend C23:	C05: C24:	C06:	C07:	C08:	C09:	C10: Opening	C11: Closing	C12:	C13:	C14:
Presets Events Calendar Cloud Disk Sync		Cal	ilenc	lar 1	2 n lets DEV	ICE execu	te automateo	function	s on date	event.									
CMS Management Scripts/LUA		Ŀ	General Date	Source and Tin	e Tarç	jet I													
System	~					Start Da Start Tir	ite dd/mm/a ne 19 v :	aaa 45 🗸											
∃ Logout			Wee	kly repe	tition	Durati	FOREVE	R				~							
			Dail	y repetit	Activ	e these da	^{ys} Mo [™] Tu	We 🖾	Th Fr	^I sa [□] su									
						Interv	nat ⊑a ral <u>00 ∨</u> :	10 🗸 : 0	0 ~										
					The event	Tim will finish	es 1 at 19:55:00												
							Press 'Sav	ve' button	to refresh	1							SAVE	RESI	T
													Ecler 202	1 / PLAY	ERONE 1.00r0 / Ga	llery Registration	Key 6D28	3411E73F	DC0B7

sw



PRECAUTIONS

FEATURES

INSTALL & CONNECT

START-UP & OPERATION

> PANEL FUNCTIONS

DATA

sw

Finally, the message located on the SD card ("mmc://...") will be announced with priority.

d ecce	r	PLAYERONE
Device Player	^	C01: Morning C02: Afternoon C03: Working days C04: Weekend C05: C06: C07: C08: C09: C10: Opening C11: Closing C12: Closing message C13: C14: C15: C16: C17: C18: C19: C20: C21: C22: C23: C24:
Presets Events		Calendar 12
Calendar Cloud Disk Sync		Calendar configuration lets DEVICE execute automated functions on date event.
CMS Management		General Source Target
Network	\sim	Type PRIORITY SOURCE V
System	\sim	Source path / url mmc//dosing wav
∋ Logout		Specify the source as mmc// usb:// http://host/playlist.m3u
<u> </u>		SAVE RESET
		Icter 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC087

Figure 39

1.1.1.1 CALENDAR FOR CHRISTMAS CAMPAIGN

decler	PLAYERONE
Device ^ Player	C01: Morning C02: Afternoon C03: Working-days C04: Weekend C05: C06: C07: C08: C09: C10: Opening C11: Closing C12: Closing message C13: C14: C15: C16: C17: C18: C19: C20: C21: C22: C23: C24:
Presets Events Calendar	Calendar 13
Cloud Disk Sync CMS Management	Calendar configuration lets DEVICE execute automated functions on date event.
Scripts/LUA	General Source Target
etwork 🗸	Check this option to enable calendar
/stem 🗸	Name Xmas
	Ecler 2021 / PLAYERONE 1.000 / Gallery Registration Key 6028411E73FDC08

Figure 40

As this is for a specific calendar interval (15/12/21 to 15/01/22), an end date is set by choosing CUSTOM END DATE and setting the *End date* and *End time* parameters correctly.



Regarding repetitions, the message has to be played every 30 minutes, and it is known that the establishment closes at 8:00 p.m. As there will be no audio at 8:00 p.m., we will set the number of repetitions in such a way that the last time the event is triggered is 30 min before closing.

	ſ	PLAY	eroi	NE														
Device	^	C01: Mc	orning	C02: Af	ternoon	C03:	Workin	g-days	C04: W	eekend	C05:	C06:	C07:	C08:	C09:	C10: Opening	C11: Closing	C12: Closing message
Player		C13:	C14:	C15:	C16:	C17:	C18:	C19:	C20:	C21:	C22:	C23:	C24:					
Presets					-													
Events	_	Ca	lenc	lar 1	3													
Calendar Cloud Disk Sync		Caler	ndar con	figuratio	n lets DE\	/ICE exec	ute aut	omated	functions	on date	event.							
CMS Management		0	eneral	Source	Tarr	ret												_
Scripts/LUA			Date	and Tim	e interva	al.												
Network	\sim					Start D	Date 1	/12/20	21									
System	~					Start T	ime 1	0 🗸 : 0) ~									
E Logout						Dura	tion C	USTOM	END DAT	E			~					
Eugoar						End E	Date 1	/01/20	22		Ē							
						End T	ime 2	0 🗸 : 0) v									
			Wee	kly repet	ition													
					Activ	re these o	days M	. ¹² ти ¹⁵	и we и	'h 🖾 Fr 🖾	sa□ su							
			Daily	y repetiti	on													
						Rep	peat 🗹											
						Inte	erval 0	0 🗸 : 3	0 • : 00	· •								
						Ті	mes 19	•										
				1	The event	will finis	h at 19	:30:00						_				
							Pr	ess 'Save	' button	to refresh	1							
																		SAVE RESET
														Ecler 20	1 / PLAY	ERONE 1.00r0 / Ga	llery Registration	Key 6D28411E73FDC0B7



Finally, the message located on the USB device ("usb://...") will be announced with priority.

d ecce	ſ	PLAYERONE
Device Player	^	C01: Morning C02: Afternoon C03: Working-days C04: Weekend C05: C06: C07: C08: C07: C08: C10: Opening C11: Closing C12: Closing message C13: Xmas C14: C15: C16: C17: C18: C19: C20: C21: C22: C23: C24:
Presets Events Calendar Cloud Disk Sync		Calendar 13 Calendar configuration lets DEVICE execute automated functions on date event.
CMS Management Scripts/LUA		General Source Target Type PRIORITY SOURCE
System	~	Source path / url usb://xmas.wav Specify the source as mmc// usb// http://host/plavist.m3u
∃ Logout		SWE
		Ecler 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC087





7.2.5 CLOUD DISK SYNC

The Cloud Disk Sync module allows the device to download remote audio content to local storage media (USB/uSD). When it is active, it checks a remote location that hosts audio content on a daily basis, compares it to the current content stored on local media (USB/uSD) and, if necessary (if differences are detected), syncs the local content to make it an exact copy of the remote content. This is a safe method of playing content during the device's working hours (during the day), as it is stored on local media, and does not carry the same risks as receiving real-time *streaming*.



Figure 43: syncing folders with Store and Forward (rsync)

PLAYER ONE/PLAYER ZERO enables syncing through Store and Forward (rsync).

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

CONNECT



7.2.6 STORE AND FORWARD (RSYNC)

The Store & Forward module allows you to sync the content of the USB/uSD device with a folder that is hosted on a remote server on a daily basis. It also allows for automatic playback of this content, in combination with the *Load preset1* reboot mode. This service uses the rsync (Remote Sync) sync tool.

decler	PLAYERONE
Device ^ Player Presets Events Calendar Cloud Disk Sync CMS Management Scripts/LUA Network ~ System ~ Device for the sync System ~	copy Dire Street and Forward (respuc) () () () () () () () () () ()

Figure 44: Store & Forward module

- 1. General: enables the S&F service and selects the sync time.
- 2. Remote source: remote server conFiguretion.
- 3. Local target: conFiguretion of the local folder where the content is stored.
- 4. Log: activity log for the S&F module

For more information on the Store & Forward service, please <u>refer to the chapter</u> <u>ConFiguretion of an SSH server for Store & Forward (rsync).</u> T.O.C.



PRECAUTIONS

FEATURES

INSTALL & CONNECT

START-UP & OPERATION

FUNCTIONS

PANEL

TECHNICAL DATA

SW

7.2.6.1 GENERAL

decler	PLAYE	
Device A Player Presets Events Calendar	Google Dr Store	ive Store and Forward (rsync) Te and Forward (rsync) Forward module lets DEVICE download remote media content to local storage devices (USB/MMC), daily, and recall PRESET1 to automatically play it.
Cloud Disk Sync CMS Management Scripts/LUA Network System	Gen	Interview Local Target Log Enabled Image: Check this option to enable daily Store&Forward process Time 03 v : 00 v Time (HH:MM) when synchronization will be executed Audio plaNadak will be interrupted
Ð Logout		SAVE RESET

Figure 45: S&F, General

- Enabled: This enables/disables the running of the daily sync.
- **Time**: time at which the daily sync is run.



7.2.6.2 REMOTE SOURCE

- devices (USB/MMC), daily, and recall PRESET1 to automatically play it.
6629171kuQ7V2959CT165NHott+11 SUm 4240407D10KLSY8g517h EAV77H027F3C7A, GAUTHABEEL Trk Y0755007f50007f500, GAUTHABEEL Trk Y0755007f5007f5007f500 UPF00F007f5007f5007f500 DF00F007f50007f5007f500 DF00F007f50007f500000000 DF00F007f50000000000000000000000000000000
arenasan key
BPYPIZZITH dI uplane addes zisi - //



- Host: host or IP address of the server.
- **Port**: server port, by default, 22
- **Folder**: directory within the server where the audio content that is to be synced is stored.
- Username: user or name of the content group
- **Private key**: private password generated for the indicated user or content group.

Please Note: for security and efficiency reasons, the remote server where the content is hosted must be **SSH**, and public and private passwords must be enabled and used.



7.2.6.3 LOCAL TARGET

decler	PLAYERONE
Device ^ Player Prosets Events Calendar	Geogle Differ Store and Forward (type) Store and Forward (rsync) Storebroward module into DEVICE download remote media content to local storage devices (DER/MAC), daily, and recall PRESETI to automatically play it.
Cloud Dlak Sync CMS Management Scripts/LUA Network ~	Gerwal Remote Source Local Target Log Fash mec/Mandf Defined by PRISTIT Playful Path Red
System ~	TARK AND
ع Logout	Eddr. 2021 / PLANERONE 1.000 / Gallery Argititution Key 602411E73F0C087

Figure 47: S&F, Local target

• **Path**: defined by the Playlist Path field for PRESET01. This can be changed in the *preset* settings.

7.2.6.4 LOG

d ecler	PLAYERONE
Device ^ Player Presets Events Calendar	Coogle Drive Store and Forward (rymc) Store and Forward (rsync) Store&Forward module lets DEVICE download remote media content to local storage devices (USE/MMC), daily, and recall PRESETT to automatically play it.
Cloud Disk Sync CMS Management Scripts/LUA Network × System ×	General Remote Source Local Target Log /usr/ecler/aps/ecler_jaf.sh: Lise 8: dropbercomert: not found
2 Logout	Edge 2021 / FLAXERONE 1.000 / Gallery Registration Key 6028411173100087

Figure 48: S&F, Log

• This displays information and activity in relation to the *rsync* syncing process. It is useful for debugging possible server or device conFiguretion problems.

T.O.C.

PRECAUTIONS



7.2.7 SCRIPTS / LUA

A *script* is a simple program; a file of instructions written by the user in LUA language (<u>https://www.lua.org/</u>).

Each *script* can be thought of as a script that the player runs; a series of pre-programmed tasks that are run when a certain stimulus is received.





- 1. PLAYER ONE/ PLAYER ZERO has 20 scripts available, each of which is completely conFigureble. The default names are: S01, S02...S20. When you click on the name, it will take you to the conFiguretion for that script. The name that appears here for the script can be edited within the script conFiguretion. After this setting is saved in the script, you need to refresh the browser page (F5) in order to display the changes.
- 2. Useful information for script conFiguretion and Lua reference manual.
- **3.** Parameters of each *script* that can be configured:
 - **Name:** name given to the *script* by the user. This name will appear in the header of the Scripts/LUA page.
 - Enable: enables or disables the script.
 - **Trigger:** stimulus that triggers the execution of the *script*. There are different ways to trigger a *script* or automate tasks:

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

CONNECT

decler

Trigger	ON BOOT	~
	ON BOOT	a 'S a
LUA Source Code	ON EVENT	J Sa
Libraries	ON PRESET	
<u>Device</u>	ON CALENDAR	
LuaSocket	ON CLOUD DISK SYNC	
<u>cjson</u>	ON LAN	
	ON WAN	
	ON MMC	
	ON USB	
	ON PORTAL	
	ON ERROR	
	for i=1,10,1 do	

Figure 50: available stimuli

- **ON BOOT**: when the device boots up. Start-up tasks can be configured.
- ON EVENT: when a GPI event (GPI1 or GPI2), or the silence detection event (SILENCE), is triggered
- **ON PRESET**: after loading a *preset*. One of the 20 *presets* has to be selected, and when it is recalled the *script* will be triggered.
- **ON CALENDAR**: when a calendar event is triggered. One of the 24 calendar events has to be selected, which will, in turn, trigger the script.
- **ON CLOUD DISK**: when syncing with a remote server is successfully completed (with sync result "OK"). It must indicate the server it synced with *rsync*.
- ON LAN: when detecting whether the LAN (local network) is available or not.
- **ON WAN**: when detecting whether the WAN (Internet access) is available or not.
- **ON MMC**: when a uSD card is connected or disconnected, and recognized correctly by the device.
- **ON USB**: when a USB device is connected or disconnected, and recognized correctly by the device.
- **ON PORTAL**: when syncing with the Ecler Gallery is successfully completed (with sync result "OK").
- ON ERROR: when the error indicated in "Error code" with a code occurs. A table of error codes can be found in the PLAYER ONE PLAYER/ZERO programming library (programmer's appendix).
- LUA Source Code: the text of the *script* must be entered in this field.

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

ECHNICAL

sw

4. Execution buttons: script execution and stop buttons. The START button runs the *script* immediately, without the need for the programmed stimulus to occur. The *script* must be saved before you click on this button in order for the changes to be applied. This is useful for testing. The STOP button stops the running of the *script*. These functions are especially useful during *script* programming, as they allow you to check the actions executed by each *script* and debug the code.



• **Script output**: output/return value of the *script*. You can write output messages that will appear on this screen. This is useful for debugging scripts.

Script Output	Returned value: 0	//
	Figure 52: example of a script return value	

• **Documentation for programmers:** links (blue) available on the device for consultation (Internet connection required):

- LUA: LUA programming language manual
- Device: PLAYER ONE/PLAYER ZERO LUA library (programmer's annex).
 Details the objects, functions, and parameters of the library. Interface between LUA and the firmware of the device using the JSON protocol.
- LuaSocket: LuaSocket library documentation.
- cjson: LUA CJSON module documentation. Provides JSON support for LUA.

The following chapters show a number of examples of simple scripts. Keep in mind that this PLAYER ONE/PLAYER ZERO programming and customization tool is very powerful, as the same script can execute several tasks which can be linked together, depending on various circumstances, and thus implement an entire logic and intelligence in the way it works.

The only limit is your imagination!



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

ECHNICAL DATA

sw

7.2.7.1 EXAMPLE SCRIPT01:

Write messages on the LCD screen

The following is an example of how to write a message on the LCD. This message has been configured so that, when the player starts up, the message "Hello Ecler" is displayed on the screen for 10 seconds.

Please Note: this is only available for PLAYER ONE. PLAYER ZERO does not have an LCD screen.

d ecle		PLAYERONE
Device Player Presets Events Calendar	^	S01: Wellcome S02: Auto uSD S03: No Internet S04: Back to radio S05: S06: S07: S08: S09: S10: S11: S12: S13: S14: S15: S16: S17: S18: S19: S20: SCRIPTO1 Define here your LUA scripts. You can test it with the "Start" button and watch the script output. Besides the manual operation you can program scripts on different Triggers.
Cloud Disk Sync CMS Management		Try it, it's simply just write something like print("Hello world")
Scripts/LUA Network	~	Name Wellcome
System	~	Check this option to enable script Trigger ON BOOT
휜 Logout		LUA Source Code Libraries "ePLAYER1" Device "ePLAYER1" LuaSocket sizen
		START STOP Script Status Image: State St
		Script Output
		SAVE & APPRY RESET
		Figure 44

- require "PLAYER"
- ep = PLAYER.new()
- ep.LCD_print2({line1="Hello",line2="Ecler",center="true",timeout=10})



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

ECHNICAL DATA

sw

7.2.7.2 EXAMPLE SCRIPT02:

Automatically play uSD cards when inserted

There are applications in which the local storage medium will change depending on the user. For example, an activity room in a gym where, for each session, different instructors will change the music. In other words, they will connect their USB device or uSD card to play their content. This can be automated so that users simply have to insert their device into the device, and playback starts automatically. This avoids unauthorised tampering and/or saves them from having to read the manual for the device.

So, the following example *script* automatically plays the uSD card as soon as it is inserted. You could create a *script* to do the same thing with the USB device, by simply changing the trigger and the URL.

decle	r.	PLAYERONE REFRESHING
Device Player Presets Events Calendar Cloud Disk Sync CMS Management	^	S01: Wellcome S02: Auto uSD S03: No Internet S04: Back to radio S05: S06: S07: S08: S09: S10: S11: S12: S13: S14: S15: S16: S17: S18: S19: S20: S11: S12: S13: S14: S15: S16: SCRIPTO2 Start* button and watch the script output. Besides the manual operation you can program scripts on different Triggers. Try it, it's simply just write something like print("Hello world")
Scripts/LUA		Name Auto uSD
Network	\sim	Cabled 12
System	\sim	Enabled Ga
€ Logout		Trigger ON MMC MMC action PLUG IUPA Source Code After changing the Source Code always validate it clicking 'Save & Apply' IUPArises require "erLAVER1" Device op = ePLAYER1.nev() ep.PLAYER.open(url="mmc://") START Stopp Script Status @STOPPED
		Clicking the 'Start' button executes the script once (to test it). Script Output Returned value: 0
		SAVE & APPLY RESET Eder 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC087

Figure 54

- require "PLAYER"
- ep = PLAYER.new()
- ep.PLAYER_open{url="mmc://"}



7.2.7.3 EXAMPLE SCRIPT03:

Messages can be configured for practical uses. The following *script* displays a "NO INTERNET" message that flashes when the Internet (WAN) connection is lost. It has also been written in such a way that we can use the "blink" function multiple times within the same *script*. In addition, it loads *preset1*, which has local audio content stored and set to play (PLAY) when loaded, in order to ensure continuity of the music program.

d ecle	ſ	PLAYERONE												REFRES	HING
Device Player	^	S01: Wellcome S02: Auto uSD S03: No In S17: S18: S19: S20:	rnet S04: Back to radio	S05:	S06:	S07:	S08:	S09:	S10:	S11:	S12:	S13:	S14:	S15:	S16:
Presets Events Calendar Cloud Disk Sync CMS Management		SCRIPT03 Define here your LUA scripts. You can test it y Try it, it's simply just write something like pri	th the "Start" button and w ("Hello world")	atch the s	cript outp	out. Besid	des the m	anual op	peration	/ou can p	program	scripts or	n differen	t Trigger	S.
Scripts/LUA		Name No	nternet												
Network	\sim	Enabled 🗹													
System	\sim	Ch	k this option to enable scri	ot											
		Trigger OI	WAN			~									
➔ Logout		Network event Ut	WAILABLE			~									
		LUA Source Code Libraries Device LuaSocket cjson	<pre>changing the Source Code inc "opeAVFRI" opeAVFRIT" opeAVFRITNew() tion blink(textI, textI for blink=1,nTimes op.LCD_prin sleep(0.5) end k("NO", "Internet", 5) LAYER_open((preset=1)) ART STOP Script SI ing the 'Start' button execution ing the 'Start' button ex</pre>	always va , nTimes ,1 do t2({line t2({line atus 0	lidate it c) 1=text1, 1=" ", 1 TOPPED	licking 'S line2= .ine2="	Save & Aj text2, < ", cente	oply enter=" r="true	true"}) "})						
		Script Output	irned value: 0	tes the se	ipt once	(10 1031)									
		output output									11				
							Ecler 202	1 / PLAY	ERONE 1	00r0 / Ga	allery Reç	SAVE a	& APPLY Key 6D2	RES	ET DC0B7

Figure 55

DATA TP-CONTROL IIIA CON

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

ECHNICAL DATA

sw

7.2.7.4 EXAMPLE SCRIPT04:

Play an Internet radio station when the Internet connection is restored

The following *script* loads a *preset* when an available Internet connection (WAN) is detected. It can be good to use this in combination with the silence detection event:

The device is playing an Internet radio station, however, due to a network problem, it no longer has access to the radio. After a few seconds without audio, the silence detection event is triggered, and the device starts playing content from the uSD card (back-up music). However, you want the radio that was playing to start up again automatically once the Internet connection is available again.

d ecte	<u>e</u> C	PLAYERONE REFRESHING
Device Player Presets Events Calendar Cloud Disk Sync CMS Management	^	S01: Wellcome S02: Auto uSD S03: No Internet S04: Back to radio S05: S06: S07: S08: S09: S11: S12: S13: S14: S15: S16: S17: S18: S19: S20: SCRIPT04 Drefine here your LUA scripts. You can test it with the "Start" button and watch the script output. Besides the manual operation you can program scripts on different Triggers. Try it, it's simply just write something like print("Hello world")
Scripts/LUA	~	Name Back to radio
System	~	Enabled Check this option to enable script
Ð Logout		Network event AVAILABLE Network event AVAILABLE LUA Source Code After changing the Source Code always validate it clicking 'Save & Apply' Lubaries "equire" "ePLAYER!" Device be ePLAYER!.new() LuaSocket sp. PLAYER_open((preset=2)) START STOP Stript Status @STOPPED
		Clicking the 'Start' button executes the script once (to test it). Script Output
		SAVE & APPLY RESET Eder 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC087

Figure 56

require "PLAYER"

ep = PLAYER.new()

ep.PLAYER_open({preset=2})



PRECAUTIONS

FEATURES

INSTALL

& CONNECT

START-UP & OPERATION

> PANEL FUNCTIONS

DATA

TECHNICAL

sw

7.3 NETWORK

PLAYERONE decler REFRESHING Interfaces Global network options Device \sim Interfaces Network \sim Protocol: Static address Uptime: 7d 0h 36m 34s MAC: 0C:CF:89:21:E6:FD RX: 0 B (0 Pkts.) TX: 4.68 KB (23 Pkts.) IPv4: 192.168.189.1/24 LAN Wireless び (ご言) br-lan RESTART STOP EDIT DELETE System col: DHCP client ➔ Logout WAN Uptime: 7d 0h 36m 30s MAC: 0C:CF:89:21:E6:FD XX: 650.57 MB (3028454 Pkts.) TX: 62.53 MB (568741 Pkts.) IPv4: 192.168.1.9/24 RESTART STOP EDIT th0.2 RESET Ecler 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC08

Allows you to configure the Ethernet and WiFi network interfaces.



- Interfaces: allows parameters to be edited for the wired connection, RJ-45 Ethernet port (LAN/WAN).
- Wireless: allows parameters to be set for the wireless connection, WiFi interface.

Please Note: for detailed information on all network parameters, click on this <u>link</u>.



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

ECHNICAL DATA

sw

7.3.1 CONNECTION VIA RJ-45 CABLE

By default, PLAYER ONE/PLAYER ZERO has automatic network addressing (DHCP). To change to manual addressing (editing network parameters), access the web application and go to the Network/Interfaces menu.

d ecte	r	PLAYERONE		REFRESHING
Device	~	Interfaces Global network of	ptions	
Network	^	Interfaces		
Interfaces Wireless System	~	LAN ^{(2**} *) br-lan	Protocol: Static address Uptimer 27 dh 35m 34s MAC: 05:CF58921E63FD RX:0 8 (0) 78ks, TX: 456 80 (23 Fkts,) IPv4: 192.165,1051/24	RESTART STOP EDIT DELETE
Ð Logout		WAN State eth0.2 ADD NEW INTERFACE	Protocol: DHEP client Uptime: 7d 01 36m 1 MAC: 0CCF89215670 1 TR: 0537 HB (102645 PRs.) 1 TR: 0537 HB (102645 Prs.) 1 IPweb 192.1661.3/24 1	8633447 5109 1007 106278 2
				SAVE & APRY 1 SAVE RESET



1. Network information: checking network parameters and network information

- **Protocol:** DHCP client/static address
- Uptime: connection time
- MAC: MAC address of the device
- **RX:** amount of data received
- TX: amount of data transmitted
- IPv4: IP address of the device

2. Edit network parameters: accesses the Ethernet interface conFiguretion

Press the EDIT button to access the Ethernet interface conFiguretion.

Device	~	Interfaces Global network options	
Vetwork	^	Interfaces	
Interfaces Wireless System	~	LAN Uptime: 72 (01 36m 344) Ø (25%) br-tan TK 4.64 80 (21 PKs) IV-4.64 80 (21 PKs) IV-4.44 80 (21 PKs)	RESTARY STOP COR DELETE
€ Logout		WAN Uptime: 70 of 36m 305 gm ee6.2	TESTART STOP
		ADD NEW INTERFACE	
			SAVE & APPLY + SAVE RESET
			Ecter 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC

Figure 59 : accessing the network conFiguretion

decler

0	ecler	PLAYERONE		REFRESHING
Device	~	Interfaces C	obal network options	
Netwo		Interface		
Interfa Wirele	Interfaces » W	/AN		
Syster	General Settings	Advanced Settings	Physical Settings	
Ð Lo		Status	Device: eth0.2 Uptime: 0h 4m 5s MAC: 0:C:F89:2156:F0 RX: 488 (212 PMs.) Tx: 505:51 K8 (1394 PMs.) IPv4: 192:168.1.9/24	
		Protocol	DHCP client	
		Bring up on boot	2	
	Hostname to	send when requesting	PLAYERONE	ESET
		DICF	DISMI	SS SAVE

Figure 60: editing network parameters

Select *Static address* mode and press the SWITCH PROTOCOL button to edit the network addressing manually.

٩	ecler	PLAYERONE			REFRESHING	
Device Netwo Interf	Interfaces » W	Interfaces Git Interfaceor	bal network options			
Syster	General Settings	Advanced Settings Status Status		 		



Figure 61



_ (] (ECLEC PLAYERON	E REFRESHING U	INSAVED CHANGES: 1
Device	V Interfaces	Global network options	
Netwo	Interface	.e	
Interfa	Interfaces » WAN		
Wireles			
System	General Settings Advanced Settings	Physical Settings	
Ð Log	Statu	5 ∰" Device: eth0.2 Uptime: 0h Bm 5s MAC: 0C:CE9821166FD RX: 645.46 (8) 3767 Pets.) TX: 813.06 R(2258 Pets.) IPv4: 192.168.1.9/24	
	Protoco) Static address	
	Bring up on boo		
	IPv4 addres	s 192.168.1.9	RESET
	IPv4 netmas	★ 255.255.255.0 •	E73FDC0B
	IPv4 gatewa	y 192.168.1.1 (wan)	
	IPv4 broadcas	t 192.168.1.255	
	Use custom DNS server	s	
	IPv6 assignment lengt	h disabled •	
		Assign a part of given length of every public IPv6-prefix to this interface	
	IPv6 addres	Add IPv6 address	
	IPv6 gatewa	y	
	IPv6 routed prefi	x	
		Public prefix routed to this device for distribution to clients.	
	IPv6 suffi	x <u>=1</u>	
		Optional. Allowed values: 'eui64', 'random', fixed value like '::1' or '::1:2'. When IPv6 prefix (like 'abs:::da:') is received from a delegating server, use the suffix (like '::1 form the IPv6 address ('abs:::da:') for the interface.	1') to
		DISMISS	SAVE

Configure the network parameters according to your infrastructure:



- IPv4 address: device network address
- IPv4 netmask: subnet mask
- IPv4: gateway (switch/router with Internet access)
- DNS1: Domain Name System 1 (optional)
- DNS2: Domain Name System 2 (optional)

Save the changes on the Edit page, and apply them on the Network/Interfaces page.



7.3.2 POINT-TO-POINT WIRELESS CONNECTION

PLAYER ONE/PLAYER ZERO can establish a point-to-point wireless connection with a WiFi interfaced device (PC, *smartphone*, *tablet*, etc.), either for accessing the web application or for *streaming* via AirPlay/DLNA.

Make sure that the wireless connection is enabled and the device is set to MASTER (Access Point) mode.

d ecu	er	PLAYERONE				REFRESHING
Device Network	~	Wireless Overview	MediaT	ek MT76x8 802.11bg	n	DESTART SCALL ADD
Wireless System ~			Channel: 11 (2.462 GHz) Bitrate: ? Mbit/s SSID: PLAYER-WIF Mode: Master BSSID: 0C:CF:09:21:E6:FC Encryption: (VTX*CK (CCMP)			DISABLE EDIT REMOVE
➔ Logout		Associated Stations				T
		Network	MAC-Address	Host No informatio	Signal / Noise	RX Rate / TX Rate
					<u>Ecler 2021</u> / PLAYERG	SAVE & APPLY SAVE RESET

Figure 63: WiFi interface conFiguretion

In your device's WiFi settings, select your device's WiFi network (factory default: PLAYER-WIFI), and enter the password (0123456789). A point-to-point wireless connection will be established.

•••० Orange 🗢	11:48	56 % 🔳 🔿
Ajustes	Wi-Fi	
Wi-Fi		
PLAYER-WIF	1	₽ 奈 (j
SELECCIONA UN	A RED	

Figure 64: WiFi settings on a smartphone

T.O.C.

PRECAUTIONS


If you have more than one Ecler player in the same system, or you simply want to customize the parameters with which the network is displayed, we recommend changing the SSID and password of the WiFi network of your device(s). To do this, click on the EDIT button and adjust the WiFi network parameters according to your needs. When you have made the changes, save and apply them.

Wireless Network: Master "PLAYERONE-WIFI" (wlan0) General Setup Advanced Settings Status Status Wireless network is enabled The operating frequency N Status Channel Word Operating frequency N Status Specifies the maximum transmit power the wireless radio may use. Depending on regulatory requirements and wireless usage, the actual transmit power may be rescribed by the diver. General Setup Wireless Security MacFilter Advanced Settings General Setup Wireless Coore the network(s) you want to attach to this wireless interface or fill out the custom field to define a new network. Hie ESSD Wireles WirelesSecurity Wireles WirelesSecurity Wireles					
General Setup Advanced Settings Status			Wireless O		
General Setup Advanced Settings Status Image: Status Mode: Channel Mode: Image: Status Madimum transmit power Image: Status Status Image: Status Image: Status Status Image: Status Image: Status Status Image: Status Image: Status Mode: Image: Status Image: Status Mode: Image: Status Image: Status Mode: Image: Statu	w	ireless Netw	ork: Master "PLA	YERONE-WIFI* (wlan0)	
Status Imperprise Workers (SED): PLAYERONE-WITH DRAWER (C.C.M) Derroyation: Wineless network is enabled Imperprise Mode Channel Winth Noise: 0 allow Binatic data ************************************	11	General Setup	Advanced Settings		11
Wireless network is enabled Mode Channel Width Operating frequency N 11 (2432 Mbu) × 20 MBz × Madmum transmit power driver default - Current power: 20 dBm Specifies the maximum transmit power mixeless radio may use. Depending on regulatory requirements and wireless usage, the actual transmit power may be reduced by the drive. General Setup Wireless Security MAC-Filter Advanced Settings Ketwork Essip N Chorie the network(s) you want to attach to this wireless interface or fill out the custom field to define a new network. Hide ESSID WMM Mode Image: Security Mode Security	95		Status	Mode: Master SSID: FLAYERONE-WIFI 	
Mode Channel Width Operating frequery N 11 (2452 hhz) 20 MHz Maalmum transmit power driver default - Current power: 20 dBm Specifies the maximum transmit power the wireless radio may use. Depending on regulatory requirements and wireless usage, the actual transmit power may be reduced by the driver. General Setup Wireless Security MAC-Filter Advanced Settings Mode Access Point - Close the network(s) you want to attach to this wireless interface or fill out the custow field to define a new network. Hide [SSID - WMMM Mode -		Win	eless network is enabled	DISABLE	
Operating frequency N 11 (2462 Mbg) × 20 MHz × Maximum transmit power diver default • Current power: 20 dBm Specifies the maximum transmit power Specifies the maximum transmit power the wireless radio may use. Depending on regulatory requirements and wireless usage, the actual transmit power may be reduced by the driver. General Setup Wireless Security MAC-Filter Advanced Settings Mode Access Point • ESSID Mode • Wireless interface or fill out the custore field to define a new network. Hide ESSID • WMM Mode •				Mode Channel Wildth	
Maximum transmit power default • Current power: 20 dBm Specifies the maximum transmit power the wireless radio may use. Depending on regulatory requirements and wireless usage, the actual transmit power may be reduced by the driver. General Setup Wireless Security MAC-Filter Advanced Settings Mode Access Point • SSID MM-PLAYER • Chose the network(s) you want to attach to this wireless interface or fill out the custow field to define a new network. • Hide ISSID • WMM Mode •			Operating frequency	N v 11 (2462 Mhz) v 20 MHz v	
Specifies the maximum transmit power the wireless radio may use. Depending on regulatory requirements and wireless usage, the actual transmit power may be reduced by the driver.		Ν	laximum transmit power	driver default 🗸 Current power: 20 dBm	
General Setup Wireless Security MAC-Filter Advanced Settings Mode Access Point • ESSID • • Network • • Choose the network(s) you want to attach to this wineless interface or fill out the custom field to define a new network. • Hide [SSID • WMM Mode •				Specifies the maximum transmit power the wireless radio may use. Depending on regulatory requirements and wireless usage, the actual transmit power may be reduced by the driver.	
Mode Access Point SSD: MV.PLAVER Network This 22 WM/LAVER Choose the network(s) you want to attach to this wireless interface or fill out the custom field to define a new network. Hide ISSD: WM/IM Mode		General Setup	Wireless Security	MAC-Filter Advanced Settings	- 1
INV-PLAYER Network Choose the network(s) you want to attach to this wireless interface or fill out the custoer field to define a new network. Hide ISSID WMMI Mode			Mode	Access Point	ы
Network Int: 20 20 Choose the network(s) you want to attach to this wireless interface or fill out the custom field to define a new network. Hide ESSID WMM Mode			ESSID	MY-PLAYER	
Choose the network(s) you want to attach to this wireless interface or fill out the custom field to define a new network. Hide <u>ESSID</u> WMM Mode			Network	lan: 20 🖬	
Hide ESSID WMM Mode				Choose the network(s) you want to attach to this wireless interface or fill out the custom field to define a new network.	
WMM Mode 🖾			Hide ESSID	0	
			WMM Mode	2	
	1				J

Figure 65: editing WiFi network SSID

$\leftarrow \rightarrow$	° C ≜ №	o seguro playerone	local/cgi-bin/luci/admin/network/wireless and Q 💋	E (Invitado 😰) …
0 e	cler	PLAYERONE		REFRESHING
Device Netwo Interfac Wireles	↔ Wireless Netw	Wireless O ork: Master "MY	PLAYER" (wlan0)	٦
System	General Setup	Advanced Settings		_
Ə Loç		Status	Mode: Master SSID: NY-PLAYER +37 dbm/BSSID: OCC/#392145#C Encryption: mixed WPA/WPA2 PSK (CCMP) Channet: 11 (2.442 GH2) Tx-Power 20 dBm Signat: -47 dBm; Noise: 0 dBm Bitnet: 10 M0/05; [Country: 00	NECT
	Wir	eless network is enabled	DISABLE	
		Operating frequency	Mode Channel Width N → 11 (2452 1/hz) → 20 1/i+z →	RESET
	N	faximum transmit power	anver detault • - Current power: z0 dBm Specifies the maximum transmit power the wireless radio may use. Depending on regulatory requirements and wireless usage, the actual transmit power ma reduced by the driver.	y be
	General Setup	Wireless Security	MAC-Filter Advanced Settings	
		Encryption	WPA-PSK (medium security)	
		Cipher	auto	
		Key		
		VVL111 1831 118190011	Enables fast roaming among access points that belong to the same Mobility Domain	
			Com	ISS SAVE

Figure 66: editing WiFi password

T.O.C.



7.3.3 CONNECTING TO A WIFI NETWORK

PLAYER ONE/PLAYER ZERO can connect to the Internet via a home WiFi network to access network addresses, such as Internet radios or remote file syncing services.



On the WiFi interface conFiguretion page, click SCAN.

Figure 67

Select your home WiFi network.

Please Note: PLAYER ONE/PLAYER ZERO is only compatible with 2.4GHz wireless networks.

d e	CLEC PLA	YERONE					REFRE	SHING
Device Netwo i	~	Nirolass Ovorview						
Interfac	Join Network: Wire	less Scan						
Wireles	Signal	SSID	Channel	Mode	BSSID	Encryption		
sten	🚄 - 37 dBm	_2.4	7	Master	04:D9:F5:B4:4C:21	WPA2 PSK (CCMP)	JOIN NETWORK	
Log	🚄 -49 dBm	_2.4	7	Master	18:31:8F:49:F4:C9	WPA2 PSK (CCMP)	JOIN NETWORK	
	🚄 -59 dBm	_2.4	7	Master	04:D9:F5:E5:F6:A0	WPA2 PSK (CCMP)	JOIN NETWORK	
	🚄 -66 dBm	-3522.d	1	Master	FA:8F:CA:52:7A:AA	None	JOIN NETWORK	
	🛋 -78 dBm	_68A8	11	Master	34:57:60:9C:68:AA	WPA2 PSK (CCMP)	JOIN NETWORK	
							STOP REFRESH DISMISS	3ET
						Eder 2021 / PLAYERONI	E 1.00r0 / Gallery Registration Key 6D28411E73	

PRECAUTIONS FEATURES INSTALL & CONNECT OPERATION START-UP & FUNCTIONS PANEL *TECHNICAL* DATA sw

T.O.C.



PRECAUTIONS

FEATURES

INSTALL & CONNECT

START-UP & OPERATION

> PANEL FUNCTIONS

> TECHNICAL DATA

> > sw

Enter the password of the WiFi network you want to connect to and press the SUBMIT button.

Device: > Network: 2.4* Joining Network: 2.4* Replace wireless configuration: Creat: this option to delete the existing networks from this sasis. Diver: Name of the new network: www.mem The allowed characters are 1-2. this option to delete the existing networks from this sasis. The allowed characters are 1-2. this option to delete the existing networks from this sasis. WPA passipherse	decler	PLAYERON	E	REFRESHING
Interface Joining Network: 2.4* System Replace wireless configuration Deck this option to delete the existing perivoka from this sadis. Dial Name of the new network wan The allowed characters and -2 ard 0-9 and WFA passphrase Instead of joining any network with a matching SSID, only connect to the ESSID 041091F951E414C122I. Instead of joining any network with a matching SSID, only connect to the ESSID 041091F951E414C122I. Instead of joining any network with a matching SSID, only connect to the ESSID 041091F951E414C122I. Instead of joining any network with a matching SSID, only connect to the ESSID 041091F951E414C122I. Instead of joining any network with a matching SSID, only connect to the ESSID 041091F951E414C122I. Instead of joining any network with a matching SSID, only connect to the ESSID 041091F951E414C122I. Instead of joining any network with a matching SSID, only connect to the ESSID 041091F951E414C122I. Instead of joining any network with a matching SSID, only connect to the ESSID 041091F951E414C122I. Instead of joining any network with a matching SSID, only connect to the ESSID 041091F951E414C122I. Instead of joining any network with a matching SSID, only connect to the ESSID 041091F951E414C122I. Instead of joining any network with a matching SSID, only connect to the interface. Select unspecified to remove the interface from the associated zone of Ell out the custom field to deline a new conne and attach the interface to it. Instead of joining any network with a matching SSID, only connect to the ESSID 041091F951E414C122I.	Device ~	Wireless	: Overview:	
System Replace wireless configuration Check this option to delete the existing networks from this radio. Dete Name of the new network WFA passphrase Specify the secret encryptic (ex) from. Specify the secret encryptic (ex) from. Check to 5550 Instead of joining any network with a matching SSD, only connect to the ESSD @4109:F55:E84:46:22. Create / Assign freewill-zone you want to assign to this interface. Select unspecified to remove the interface from the associated zone or fill out the cuazow field to define a new zone and attach the interface to it.	Joining Net	work: 2.4		
Name of the new network wwan The allowed characters as 122, 122, 123, 129, 199, and 1 Specify the secret encryptic (tery here. Lock to 5550 Instead of joining any network with a matching SSID, only zonnect to the BSSID (04)1092:E518414C121, Creete / Assign finewall-zone wan Choose the finewall-zone you want to assign to this interface. Select unspecified to remove the interface from the associated zone or fill out the cuazow field to define a new zone and attach the interface to it.	System Replace	wireless configuration	Check this option to delete the existing networks from this radio.	
WPA passphrase	D Log Nar	me of the new network	wan The allowed characters and 1+Z , (0+2), (0+9) and	
Lock to BSSID Instead of joining any network with a matching SSID, only connect to the ESSID (04109): F51:8414C121, Create / Assign finewall-zone wan Choose the finewall-zone you want to assign to this interface. Select unspecified to remove the interface from the associated zone or fill out the custom field to define a new zone and attach the interface to it. CARCEL ULUMIT		WPA passphrase	Specify the secret encrypting key here.	
Create / Assign finewall-zone wan Choose the finewall zone you want to assign to this interface. Select unspecified to remove the interface from the associated zone or fill out the custom field to define a new CANCEL ULUMIT CANCEL ULUMIT		Lock to BSSID	Instead of joining any network with a matching SSID, only connect to the BSSID (84:009:F5:84:14C:21).	ALL CONTRACT
	Create	e / Assign firewall-zone	wan Choose the firewall zone you want to assign to this interface. Select unspecified to remove the interface from the associated zone or fill out the custom field to define a new zone and attach the interface to it. CANCEL SUBMIT	
			1	

Figure 69

The WiFi network settings are shown below. Press the SAVE button if you do not need to make any additional changes.

Please Note: the operating mode has changed to Client.

0	ecler	PLAYERONE	REFRESHING	UNSAVED CHANGES: 10
Device Netwo Interfac Wireles	Wireless Netv	Wireless Overview vork: Client *2.4* (radio0.network2)		
System	General Setup	Advanced Settings Status Status Mode: Client SSID: 2.4		- 8
		Inteless network is enabled Intellige Intellig	tual transmit power m	ry be
	General Setup	Wireless Security Advanced Settings Mode Client ISSID		(73FDC687
			05	



d ecu	er	PLAYERONE				REFRESHING
Device Network	~	Wireless Overview				
Interfaces Wireless		🛫 radio0	MediaTek MT76x8 802.1 Channel: 7 (2.442 GHz) Bitrate:	1bgn 65 Mblt/s		RESTART SCAN ADD
System	~	alsabled	SSID: MY-PLAYER Mode: M Wireless is disabled	aster		ENABLE EDIT REMOVE
ə Logout		🚄 -24 dBm	SSID: Opie_2.4 Mode: Cli BSSID: 0C:CF:89:21:E6:FC Encryption: W	ent IPA2 PSK (CCMP)		DISABLE EDIT REMOVE
		Associated Stations				
		Network	MAC-Address	Host	Signal / Noise	RX Rate / TX Rate
		🔮 Client "Ople_2.4" (wlan0)	04:D9:F5:B4:4C:21	7	🚄 -35 dBm	144.4 Mbit/s, 20 MHz, MCS 15, Short GI 65.0 Mbit/s, 20 MHz, MCS 6, Short GI
					<u>Ecler 2021</u> / Pi	SAVE & APPLY • SAVE RESET

A wireless connection to your WiFi network will be established.



7.4 SYSTEM

In the Settings menu you can make changes as an administrator, such as changing the device name, or the password for accessing the web application, or local media encryption, resetting the device to factory settings, saving backups, updating firmware, etc.

7.4.1 NAME AND TIME

Device name and time sync settings.

Device Network System Soury Backing, Rastore and Hanes With Adding Senting Region Concern Senting Unit Rastore and Hanes Concern Sen	REFRESHIN					PLAYERONE	.er	ി ടെപ
Name and sime Security Time Synchronization USAUAR, Sections Concert Sectings Time Synchronization USAUAR, Sections Concert Sectings Time Synchronization Belost Lister PLAYERONE Time Synchronization Concert Sectings Defended and Image Concert Mathematic Sectings P Logott Concert Mathematic Sectings Time Synchronization			or the timezone.	your device like its hostnan	time re the basic aspects of	Name and Here you can configur	~ ~	evice etwork /stem
Compared and the same of the			SYNC WITH NTP-SERVER	n 19/8/2021 16:59:34 SYNC WITH BROWSER PLAYERONE Europe/Madrid	Time Synchronizatio Local Time Hostname Timezone	General Settings	and Firmwar ngs	Name and time Security Backup, Restore a USB/MMC Setting Register Reboot
	XVE RESET	SAVE & ASPLY • SAVE & ASPLY • SAVE & ASPLY • SAVE & ASPLY • SAVE RONE 1.000 / Callery Registration Key						Logout

T.O.C. PRECAUTIONS FEATURES INSTALL & CONNECT OPERATION START-UP FUNCTIONS PANEL *TECHNICAL* DATA sw

Figure 72: Name and Time, General settings



7.4.1.1 GENERAL SETTINGS

- Local Time: setting the time on the device. You can sync it with the browser time (Sync with Browser), and/or you can sync it via NTP server: recommended if you have an Internet connection and you are using calendar-triggered events.
 Please Note: syncing with an NTP server means you don't have to worry about summer and winter time changes.
- Hostname: device name. Name that will be displayed on other services such as AirPlay, RePLAYER control application or mDNS. By default, this is "playerone" for PLAYER ONE and "playerzero" for PLAYER ZERO. Enter "hostname.local/" in your browser's search bar to access the device's web GUI: playerone.local/ or playerzero.local/ by default.
- **Timezone**: setting the time zone. It is important to set this correctly if you are managing calendar events.

7.4.1.2 TIME SYNCHRONIZATION

d ecler	PLAYERONE REFRESHING
Device \checkmark Network \checkmark System \land	Name and time Here you can configure the basic aspects of your device like its hostname or the timezone.
Name and time Security Backup, Restore and Firmwar USB/MMC Settings Register	General Settings Time Synchronization Enable NTP client Provide NTP server Use DHCP adventiond servers. P
Degout	NTP server candidates 0.openwrLpool.ntp.org 2 1.openwrLpool.ntp.org 2 2.openwrLpool.ntp.org 2 3.openwrLpool.ntp.org 2
	SAVE & ADULY + SAVE REDET

Figure 73: Name and time, Time synchronization

Enable/disable time syncing with an NTP server. This also allows you to manage the candidate servers for syncing.

Please Note: PLAYER ONE/PLAYER ZERO has an internal clock that means that you won't lose the time setting if it is not connected to the mains or not synced with an NTP service. However, please note that this clock has an accuracy of ±1 minute/month.

CONNECT



PRECAUTIONS

FEATURES

INSTALL & CONNECT

START-UP & OPERATION

> PANEL FUNCTIONS

> TECHNICAL DATA

> > sw

7.4.2 SECURITY

On this page, changes can be made to prevent unauthorized personnel from tampering with the player.

7.4.2.1 WEB PASSWORD

Password for accessing the web application. By default, ecler.

Please Note: the user is always **root**. This cannot be changed.

decler	PLAYERONE
Device ~ Network ~ System ^ Name and time	WEB Panel Replayer WEB Password Changes the WEB password for accessing the device
Security Backup, Restore and Firmwar USB/MMC Settings Register Reboot	Password •••• • Repeat password •••• •
D Logout	Eder 2021 / PLAYERONE 1.00/0 / Gallery Registration Key 6D28411E73FDC087

Figure 74

7.4.2.2 FRONT PANEL FUNCTIONS

Setting the front panel button lock to prevent unauthorised tampering or changing of administrator settings. **O**nly available on PLAYER ONE.

decler	PLAYERONE
Device 🗸 🗸	WEB Panel Replayer
Network ~ System ^ Name and time	Front Panel Functions Device front panel functions LOCK settings UNLOCK ALLs allows access to User and Admin functions UNLOCK MLLs allows access to User functions (Admin functions are locked)
Security Backup, Restore and Firmwar USB/MMC Settings Register	LOCK ALL lock access to all User and Admin functions
Reboot	UNLOCK Password 2021 8 characters long [0-9 A-Z - + -]
	Eder 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6028411E73FDC087

Figure 75

• LOCK mode: selection of the lock mode

 \circ UNLOCK ALL: unlocks all buttons on the front panel.

• **UNLOCK USER**: locks access to the device conFiguretion menu (administrator functions), allowing the use of all other functionalities.

 \circ LOCK ALL: locks all buttons on the front panel.

• UNLOCK Password: Password for unlocking. If the device is in lock mode, once you have entered the password, you will have a window of time in which to use the device. After you stop using it, the device will automatically lock the controls again.



PRECAUTIONS

FEATURES

INSTALL & CONNECT

START-UP & OPERATION

> PANEL FUNCTIONS

> TECHNICAL DATA

> > sw

7.4.2.3 REPLAYER

4-digit PIN for accessing the device via the RePLAYER control application. Click on this <u>link</u> to find all the information and documentation related to the control application.

decler	PLAYERONE
Device ~ Network ~ System ^ Name and time	WEB Panel Replayer Replayer PIN Replayer is the smartphone app to control DEVICE friendly. It required to set the PIN Download <u>Android</u> version or IOS version
Security Backup, Restore and Firmwar USB/MMC Settings Register Reboot	PIN 1234 4 digits long [0000-9999]
€ Logout	Eder 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6028411E73FDC087

Figure 76

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

DATA

sw

7.4.3 BACKUP, RESTORE AND FIRMWARE

Manage backups of your device and retrieve conFiguretion files, and also update the firmware version.

PLAYERONE
Backup, Restore and Firmware
Backup
Backup type ADMIN SETTINGS Select ONLY URGE SETTINGS to export only PLAYER, PRESETs, Select ONLY URGE SETTINGS to a provide to provide prov
Save backup
Downloads folder in your computer, tablet, etc. Save backup to local storage SWET0
Restore Restore Restore
To restore configuration files, you can upload a previously generated backup archive here.
Restore backup Elegirarithivo No se ha selecionado ningún archivo HESIORE Image: This action will restore the backup file from your computer, tablet, etc. Image: This action will restore the backup file from your computer, tablet, etc.
Restore backup from RESIDENC FROM
Restore default settings RESIGNE
Firmware
Select a compatible firmware file (firmware PLAVER_v[n]_ini)_tin) bin to replace the running firmware. Mark Keep settings to retain the current configuration Keen settings
Flash firmware Elegir archivo No se ha seleccionado ningún archivo FLASH
In a action will main new immare from your computer, tablec, etc. Flash firmware from TLASH FROM
Select a remote url path (http:// or http:// type) or Device local storage filename path for the settings file (<u>6.0</u> ; mcl//temarec/timese_trusts_cojens.std)
Ecter 2021 / PLAYERONE 1.00-0 / Gallery Registration Key 6028411E73FDC0E7

Figure 77: System. Backup, restore and firmware

7.4.3.1 MAKE BACKUPS

Backup type	ADMIN SETTINGS 🗸
	Select ONLY USER SETTINGS to export only PLAYER, PRESETs, EVENTS, CALENDAR, CLOUD DISK, CMS, and SCRIPTs settings
Save backup	SAVE
	This action will save the backup file into your default Downloads folder in your computer, tablet, etc.
Save backup to local storage	SAVE TO
	Select an Device local storage filename path for the settings file (e.g.; ub://my_backup.com/a)



- Backup type: type of backup.
 - ADMIN SETTINGS: saves all settings (both administrator and user settings).
 - \circ USER SETTINGS: only saves the user settings.
 - **GALLERY SETTINGS**: saves the settings that are compatible with the Ecler Gallery platform.



ADMIN SETTINGS	USER SETTINGS	GALLERY SETTINGS
\checkmark	\checkmark	\checkmark
\checkmark	✓	√ *
\checkmark	\checkmark	×
\checkmark	\checkmark	✓
\checkmark	✓	✓
\checkmark	×	✓
\checkmark	×	×
	ADMIN SETTINGS ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓	ADMIN SETTINGS USER SETTINGS ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ × ✓ × ✓ × ✓ × ✓ × ✓ × ✓ × ✓ × ✓ × ✓ × ✓ × ✓ × ✓ × ✓ × ✓ ×

*Partial: no playlist

Figure 78: types of backup or conFiguretion files

- **Save Backup:** generates a backup that will be stored in the download folder which is configured in your browser.
- Save backup to local storage: generates a backup that will be saved to the specified local storage address, with the specified name. For example, "mmc://backups/copy1.config" (example of a folder on a uSD card inserted in the player)

7.4.3.2 RESTORE BACKUPS AND FACTORY SETTINGS

Restore			
To restore configuration files, you can upload a previously generated backup archive here.			
Restore backup	Elegir archivo No se ha seleccionado ningún archivo RESTORE		
Restore backup from	This action will restore the backup file from your computer, tablet, etc. RESTORE FROM Sect a remote url path (http:// or https:// type) or Device local storage filename path for the settings file (g.g. unit/rm_secure.comfg)		
Restore default settings	RESTORE		



- **Restore backup:** restores a conFiguretion file (or backup) hosted on your computer, *tablet*, server, etc.
- **Restore backup from:** restores a conFiguretion file hosted on one of the device's storage media, USB or uSD. You can also restore a file hosted in a remote location, URL address.
- **Restore default settings:** restores the device to factory defaults. Administrator and user settings will be lost.

Please Note: if encryption is being used and you restore it to factory settings or restore an administrator file, the content on the storage media will not be able to be recovered.

sw



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

ECHNICAL DATA

sw

7.4.3.3 FIRMWARE UPDATE

Firmware				
Select a compatible firmware file (firmware_PLAYER_v(n)_fn)_r(n).bin) to replace the running firmware. Mark Keep settings to retain the current configuration				
Keep settings				
Flash firmware	Elegir archivo No se ha seleccionado ningún archivo FLASH			
	This action will flash new firmware from your computer, tablet, etc.			
Flash firmware from	FLASH FROM			
	Select a remote url path (http:// or https:// type) or Device local storage filename path for the settings file (@.g. ==c://timeare.ftmare.geturdt_uz_gets.btn)			



- **Keep Settings:** keeps the device's current settings. If you want to return to factory settings after updating the firmware, deselect this box. It is selected by default.
- Flash Firmware: updates via a firmware file hosted on your computer, *tablet*, server, etc.
- Flash Firmware from: updates via a firmware file hosted on one of the device's storage media, USB or uSD. You can also use a file hosted in a remote location with a URL address.

•

7.4.4 USB/MMC SETTINGS

This allows you to view the space used on the local storage media and manage the encryption function, if desired: for reasons of **security**, data **protection**, to protect the music content stored on the uSD card or USB device, etc. In this way, if the local storage media is removed without authorisation, the data will still be protected, as it will only be readable by the device that encrypted it.



Figure 81: encryption concept



It operates as follows:

- **1.** The device encrypts the media, formatting the external drive. This process **deletes all content** from the memory of the uSD or USB device.
- **2.** This process **may take several minutes**. "FORMATTING..." is displayed on the LCD screen for the duration of the process (PLAYER ONE only).
- **3.** At the end of the process, "NO FILES" will be displayed on the LCD screen, indicating that it has been **formatted correctly** and there are no audio files on the external media (PLAYER ONE only).
- **4.** The external drive is now ready to download content using the **"Cloud disk sync"** tool **Store and Forward (rsync)**.

Please Note: once this feature is disabled, if you re-enable it, you will need to restart the process described above.

Some **considerations** with regards to the encryption function:

- The encryption process is **destructive**, as formatting the external drive deletes all the files on it.
- Once this function is enabled, any other external device (uSD or USB) that is
 inserted into the corresponding port, and which does not contain the encryption
 keys, will be encrypted and therefore all files will be deleted. As a result, it will
 not be able to play content other than that which is hosted on the media that the
 device itself has encrypted.
- The external storage media **cannot be read by any other device** (including other PLAYER ONE/PNeeLAYER ZERO) that does not have the encryption keys.
- The content can be read by the device that encrypted it, **as long as** the encryption option **is not changed**. That is, if the encryption function is disabled, the device will stop using this function and therefore will be able to read any external storage media. However, it loses the keys to the previously encrypted external media, and you will therefore not be able to play the content stored on them.

Please Note: encryption is a tool that is **designed to be used in conjunction with** content syncing **tool**: "Store and Forward" (rsync). The external storage media, as it is encrypted, cannot be read or written to (copy contents) by any device, such as a computer. Therefore, the only device capable of copying content onto the media is the player that encrypted it. The "Store and Forward" (rsync) tool make this possible.

T.O.C.

PRECAUTIONS FEATURES

CONNECT

OPERATION

INSTALL

START-UP



decler	PLAYERONE
Device ~ Network ~ System ^	USB/MMC parameters Enter here your USR/MMC parameters like encryption. Warning: applying changes will remove all data on USB or MMC
Name and time Security	USB device parameters
Backup, Restore and Firmware USB/MMC Settings Register Reboot	Encryption enabled APPLY LNCKYPT NOW Encrypting this device will format the USB device This operation could take a long time (USB FORMATING)
Ð Logout	Disk Usage E1940 / 1527548 (1%)
	MMC device parameters
	Encryption enabled APR/YENCEXPTF NoW Encryption the device will format the MMC device Encryption could also a leng time (MMC FORMATING)
	Once finitimed. NO FLES will be displayed. Disk usage 224MB 77404MB 0219
	Eder 2021 / PLAVERONE 1.000 / Gallery Registration Key 6028411£73/PCO87

Figure 82: USB/MMC Settings

- **Encryption enabled:** enables/disables media encryption, USB or uSD. If you save this setting, the device will encrypt the disk the next time the drive is mounted, either when the media is inserted or when the device is rebooted.
- Apply Encrypt now: immediately encrypts the media.
- **Disk Usage**: capacity of the storage media in MB, and percentage of the storage media that is in use (%), uSD card and USB device respectively. If no media is found, "NO DISK" will be displayed on the LCD screen (PLAYER ONE only)

T.O.C.



7.4.5 REGISTER

The **register** allows you to keep a **detailed record of the** device's **activity**. This information can be useful for troubleshooting, monitoring device activity, checking for correct programming, etc.

The **lines in the register** contain information about actions performed by the device, errors and/or announcements, along with time information (when different events occur). The register page displays a list of the register lines reported by the device.

The device register is updated daily, and also when it is rebooted. The previous register lines are deleted. However, a copy of each day's register can be kept on local storage media. This feature allows you to view the register for several days.



• **Backup to:** allows you to save a copy of the register file for each day to a local storage medium. The path must be specified ("usb://registers", for example).



PRECAUTIONS FEATURES

INSTALL &

START-UP &

PANEL

TECHNICAL DATA

sw

7.4.6 REBOOT

Allows you to reboot the device from the web application. Click the PERFORM REBOOT button to force the player to reboot.

ال ودرو	r	PLAYERONE
Device	~	Pehaat
letwork	\sim	Reboots the operating system of your device
ystem	^	
Name and time		PERFORM REBOOT
Security		Edar 2021 / DLAVEDONE 1 (000 / Colleny Denistration Key ED20411E73ED/007
Backup, Restore and	Firmwar	EACH EACH / FORTERONE ROOM / SAMELY REGISTION OF REFORE TO COM
Register		
Reboot		
Logout		

Figure 84: Reboot



7.5 SSH SERVER CONFIGURETION FOR STORE & FORWARD (RSYNC)

The Cloud Disk Sync module, Store and Forward, on the PLAYER ONE/PLAYER ZERO allows the device to download remote audio content to local storage media (USB/uSD). When active, it daily checks a remote location that hosts audio content, compares this content with the current content stored on its local media (USB/uSD) and if necessary (if differences are detected), synchronises the local content so that it is an exact copy of the remote content. This is a safe method of playing content with the device during working hours (during the day), storing it on a local media without the risks associated with real-time streaming.

Store and Forward utility for synchronizing music content remotely uses rsync (Remote Sync) tool for it.

In this guide, it is shown an example of how to configure a **SSH server using Linux** (Ubuntu Desktop 18.04.2 LTS). It is important, that all machines, server and clients, are connected to the same network (LAN/Intranet).

Important note: for configuring Store and Forward cloud-based, would be necessary to hire a VPS (Virtual Private Server) service in order to get a Public IP and access to the SSH server over the Internet.



Figure 85: S&F synchronization

T.O.C.

PRECAUTIONS



7.5.1 CONTENT GROUPS

A content group is a group if devices that synchronize the same audio content using the Store and Forward utility. It is necessary to create a different user for each content group. Thus, a device assigned to a content group can access only to the content assigned to that group, and not to other content. This procedure states for security. Each content group will manage its private key to access assigned content in the server that hosts all the music, advertisements, voice messages, etc.

Each content group, or user, can have associated multiple connections at the same time. The maximum number of simultaneous connections will depend on the power of the hardware (server).

So, we will be creating as many content groups, or users on Linux, as contents (music folder e.g.) we want to manage.



Figure 86: content groups

For a simple conFiguretion, it is possible to create a single user, so, every device can access to its content using the same user and key. It is skipped security level in this conFiguretion. A skilled user could configure the Store and Forward using the embedded web server in the player (changing the folder assigned to it), in order to access to any content in the SSH server, since the key is known.

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

CONNECT



It is recommended to create a user per content group for professional applications in which the same SSH server hosts content for different companies. However, if the final user is generating its own content, a single user would be enough.



Figure 87: single user

7.5.2 INSTALLING SSH ON LINUX

First of all it is necessary to install the SSH package on Linux. Open a terminal and type:

sudo apt-get install ssh

You can open a terminal by using the shortcut {**ctrl + alt + T**}.

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

CONNECT



7.5.3 CREATING USERS ON LINUX

There will be created as many users as content groups have to be managed. To add a new user, type:

sudo adduser <new_user_name>

Where <new_user_name> stands for the name you want to give to the content group, for example:

sudo adduser hotels	
ecler@ecler: ~	
File Edit View Search Terminal Help	
ecler@ecler:~\$ sudo adduser hotels Adding user `hotels' Adding new group `hotels' (1001) Adding new user `hotels' (1001) with group `hotels' Creating home directory `/home/hotels' Copying files from `/etc/skel' Enter new UNIX password:	
Is the information correct? [Y/n] y < Enter "Y" + ecler@ecler:~\$	

Figure 88

Now, login as the new user:

su <user_name>

And enter the password introduced in the step before.

In this example:

su hotels

hotels@ecler: /home/ecler	
File Edit View Search Terminal Help	
<pre>File Edit View Search Terminal Heip ecler@ecler:~\$ sudo adduser hotels Adding user `hotels' Adding new group `hotels' (1001) Adding new user `hotels' (1001) with group `hotels' Creating home directory `/home/hotels' Copying files from `/etc/skel' Enter new UNIX password: passwdr updated successfully Changing the user information for hotels Enter the new value, or press ENTER for the default Full Name []: Room Number []: Work Phone []: Home Phone []: Other []: Is the information correct? [Y/n] y ecler@ecler:~\$ su hotels </pre>	



T.O.C.

PRECAUTIONS

FEATURES



7.5.4 **GENERATING SSH KEYS**

Before generating the SSH keys, it is necessary to go first to the home folder of the new user. To do this:

cd

Then use the following command to generate the keys and press enter to each question showed up:



Figure 90

Add the public keys to the authorized keys. Use the following command:

cat .ssh/id_rsa.pub >> .ssh/authorized_keys

Display the private key you will need to introduce in the PLAYER's Store and Forward conFiguretion page:

cat .ssh/id_rsa	
hotels@ecler: ~	90
File Edit View Search Terminal Help	
Copy from hotels@ecler:-\$ cat .ssh/id_rsa.pub >> .ssh/authorized_keys hotels@ecler:-\$ cat .ssh/id_rsa BEGIN RSA PRIVATE KEY MIEwoIBAAKCAQEAp9ZG6QXw2QlkwvaE0gFBCC6Dw7ScqG5yARq0bg4ntmzhHm1t Vy0+1/gnaapM2MTSmXwk1Cl0q2fkync8z8daIf3Edv5cm1jRpOcrx69pBKowK4r6 QTrC0vUiziTE/YS1Q+qA7Ih5NCfruh2sSTg3KYbk58u110HVMVt5lVZHzeSByeL SkLqAp2Ye8Y4N3IW5LVNOh791LE0D25gpKkozBU13iV7oob+EaFhKs+Z+POU2Ww4 xeA4J1019JnImVq1tRBD1aEdQkoApBBVUW4IK2CzbfbU0VAQ52WsREqG/BKSC10 bY0rG08q1F2njDVtXET1CSPc2vdg2V4K0cW2QIDAQABA0IBAFSANa23ECW9kCKd o1pyT5Stucgd80EwKtkm0/zCE/bdMNatXzacmPq5LamNCCTQ/U6jgXN88MwQU6tpU WGaYQmiXVYR/Whrox5LMBpeopj7He8BZ6EL8nyHBMF0MGMyPOWHIMjTt70nj11 hVqV3mP1377k2LA2e/Qcr6tUJ2RijJUm+DgaxgRIInUycJBzz19mZkJvov1Tj+ tF2jKwvOWn/L3SM03bW1jR69a0dfLF1XpKXbntt8+CCSr4pu0PhWMpKj04C7otr4 W6U1jsyQKnjY+fH83tilVTQ/WkSmUJ3gBCpA2VM56+Nt53HZLLqTm4Ko14gEkf8L hN13v0kCgYEA10zJK1LC1r3MLHA2/JSP9FRW2v1ZkKF2S9Z6+9JRIUP24WL2shCT dgfAgnNLDuqceTEBNTSAWF1cNX40gRd9fbVBHJf1EOT6JQLRpsyQFP0ot+uRNyh VOXL4Eb4RJCzyJsmRTfkw6tZk1/TrzeGuSmbnJkg0Q2R+b4Bmjk+SCgYEAycps WpqK2JPvD1WB08BVQ4KS82QktnEWz2BzBosvZtxPQWmw1GV1LcAgZGwt18kBH3I V9KgyaKMfd51KVDUFM/2UA4jG0dp5xoCvhj6LAU30EJDU1CE0s5a30M0kFftnMF J200kaHEddBV9k7iusyFmm+0m2Qc6r7LT/11K1cCgYEAs9G8FyXCB6TkcEcYePky FaLAc1LwUJ760WBNytVVLmXH6f1B4+aR0mU7LC/CFHa0ZLeCQDAAUJCMETyjG78 xJVyF57SBDSDKUBPVWKgpwKdGowz1j09TJHKbWJA1BBaZzvmTswEoAu46hkh1Ee0oFhbpL 61xVn39XCAHYF0QEFz/HVW7C5MU3G2vEWy7dhUU2Xc41b539A2040FVWK7VV9 S1tqt677npKF+wnFrCdMS19BVFNMXg04C49BUVHA1H8BaZzvmTswEoAu46hkh1Ee0oFhbpL 61xVn39XCAHYF0QEFz/HVW7C5MU3G2vEWy7dhUU2Xc41b539A20A0VWK7VV9 S1tqt677npKF+wnFrCdMS19BVFNMXg0K4583GVKT9VF0L4Vk/IGfWbFxC01LDakFarQWEX8eU h3va1+rTs+tjne0Dex7xwmC8Luh0S1FgOCUd82cMwZTmHNDEL4VLC9DFF	
hotels@ecler:~S	

T.O.C.

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

DATA

sw

7.5.5 ADAPTING SSH KEYS TO THE LATEST UBUNTU VERSION

Newer Linux versions have out-dated the RSA algorithms used by PLAYERs.

PLAYER Store & Forward LOG will display an error message as follows:

Je	neral Remote Source Local larget Log
	Kev is a ssh-rsa kev
	Wrote key to '/tmp/saf-dropbear.key'
	username=Tech-Support
	hostname=192.168.0.67
	timeout=25
	port=22
	source=/home/documents/bgm
	target=/media/usb/
	ssh: Connection to Tech-Support@192.168.0.67:22 exited: No matching algo hostkey
	rsync: connection unexpectedly closed (0 bytes received so rary [meceiver]
	rsync error: error in rsync protocol data stream (code 12) at io.c(226) [Receiver=3.1.3]

Due to that, the server configuration must be modified to allow PLAYER RSA running.

To quick solve this, we recommend you use the following command in the server terminal:

sudo sh -c 'echo "HostKeyAlgorithms +ssh-rsa" >> /etc/ssh/sshd_config'

sudo sh -c 'echo "PubkeyAcceptedAlgorithms=+ssh-rsa" >> /etc/ssh/sshd_config'

sudo systemctl restart sshd



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

ECHNICAL DATA

sw

7.5.6 ADDING AUDIO CONTENT TO THE SSH SERVER

The next step is to place the correct audio content in the SSH server for each specific user or content group. Thus, it will be created a folder inside the home directory of each content group:

sudo cp -r <path_with_content> <path_to_place_it>

In this example, it will be copied the audio content in directory

sudo cp -r /home/ecler/sandf/hotels /home/hotels

Notice that in directory /home/ecler/sandf/ it is storage all the different audio content, for each content group or user, organized in folders.



Figure 92

Copy the new directory created <u>/home/hotels/hotels</u>. It is the folder where audio contents are storage in the host and need to be copied into PLAYER ONE/PLAYER ZERO S&F's conFiguretion page.



7.5.7 CONFIGURIND THE REMOTE SOURCE IN THE PLAYER

Finally, it can be configured the remote source (SSH server) in the S&F application.

• Host: is the IP of the SSH server. To check it you can type on the Terminal:

ifconfig

ecler@ecler: ~	
File Edit View Search Terminal Help	
ecler@ecler:~\$ ifconfig	
enp0s3: flags=4163 <up,broadcast,running,multicast> mtu 1500</up,broadcast,running,multicast>	
in <mark>e</mark> t 10.0.2.15 netmask 255.255.255.0 broadcast 10.0.2.255	
inet6_fe80::a9e4:b724:7e2f:3f7_prefixlen_64_scopeid_0x20 <link< td=""><td><></td></link<>	<>
ether 08:00:27:36:08:13 txqueuelen 1000 (Ethernet)	
RX packets 3109 bytes 2947550 (2.9 MB)	
RX errors 0 dropped 0 overruns 0 frame 0	
TX packets 1493 bytes 182308 (182.3 KB)	
lo: flags=73 <up.loopback.running> mtu 65536</up.loopback.running>	
inet 127.0.0.1 netmask 255.0.0.0	
inet6 ::1 prefixlen 128 scopeid 0x10 <host></host>	
loop txqueuelen 1000 (Local Loopback)	
RX packets 376 bytes 35340 (35.3 KB)	
RX errors 0 dropped 0 overruns 0 frame 0	
TX packets 376 bytes 35340 (35.3 KB)	
TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0	
ecler@ecler:~\$	



- Port: Port of the SSH server. 22 (by default)
- Folder: the directory inside the SSH server with the audio content to sync
- Username: user or name of content group
- Private key: key generated for the user or content group





This conFiguretion is the same for every device in the content group.

Repeat steps 3 to 6 for every content group you want to configure for Store & Forward.

FEATURES



THIRD-PARTY CONTROL PROTOCOL

PLAYER ONE- JSON Commands



USER MANUAL

T.O.C.



8. TP-CONTROL PLAYER JSON Commands PRODUCT OVERVIEW

JSON (JavaScript Object Notation) is a lightweight data-interchange format that allows PLAYER ONE to communicate with third-party devices and platforms, such as EclerNet Manager. JSON is a text format that is completely language independent but uses conventions that are familiar to programmers of the C-family of languages. Visit the official website for more information: <u>https://www.json.org</u>

- The communication with can be established using Ethernet or WiFi and the TCP/IP transport protocol, always by means of the **2003 TCP port**.
- To check IP address, hold ENTER button for 2-3 seconds to enter admin menu.
- To let some control systems (like CRESTRON®, EXTRON®, AMX®, RTI®, VITY®, MEDIALON®, etc.) process the messages more easily, PLAYER ONE allows to the end of each message with a CR (\n) -line feed, character 10-.
- All commands answer {"result":true} (success) or {"result":false} (something failed)

8.1 PLAYER COMMANDS

SET PLAYER STEREO/MONO

```
Mono mode
{"jsonrpc":"2.0","method":"Player.Stereo","Stereo":false}
Stereo mode
{"jsonrpc":"2.0","method":"Player.Stereo","Stereo":true}
```

SET PLAYER FADE

```
No fade
{"jsonrpc":"2.0","method":"Player.Fade","Fade":0}
Cross Fade
{"jsonrpc":"2.0","method":"Player.Fade","Fade":1}
Fade
{"jsonrpc":"2.0","method":"Player.Fade","Fade":2}
```

SET PLAYER MODE

Player mode Sequential
{"jsonrpc":"2.0", "method":"Player.Mode", "PlayMode":0}
Player mode Random
{"jsonrpc":"2.0", "method":"Player.Mode", "PlayMode":1}

SET PLAYER REPEAT

Play all
{"jsonrpc":"2.0","method":"Player.Repeat","Repeat":0}
Play one
{"jsonrpc":"2.0","method":"Player.Repeat","Repeat":1}

T.O.C.

CONNECT

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

ECHNICAL DATA

sw

```
Repeat all
{"jsonrpc":"2.0","method":"Player.Repeat","Repeat":2}
Repeat one
{"jsonrpc":"2.0","method":"Player.Repeat","Repeat":3}
```

GET SHORT PLAYER INFORMATION

```
{"jsonrpc":"2.0","method":"Player.GetStats"}
{"title":"Brian Hyland - Sealed With a
Kiss","counter":"19:30","txtSource":"NET","status":1}
```

GET FULL PLAYER INFORMATION

```
{"jsonrpc":"2.0","method":"Player.GetStatsEx"}
{"title":"Elvis Presley -
Judy","counter":"07:02","txtSource":"NET","status":1,"SourceList":
["","MMC","USB UNAVAILABLE","DLNA","AIRPLAY","JVL
PLAYLIST","MUSICUP"],"source":6,"preset":1,"volume":100,"txtVolume":"0dB",
"stereo":1,"repeat":
2,"playmode":0,"fade":1,"bootpreset1":0,"sp":1,"bitrate":"128","duration":
"--:--","freq":"44.1","playlist_index":" 0006 / 0056"}
```

PLAYER ADD NEXT PLAYLIST ITEM

With this function user can manage device playlist simply inserting next item before the end of current item.

set next item to "next_item.mp3"

```
{"jsonrpc":"2.0","method":"Player.QueueNextElem","url":"mmc://next_item.mp
3"}
```

PLAYER INSERT PRORITY ITEM

With this function user can insert a priority item that will be played "over" the actual playing item. Current playing item will be fade.

set next item to "priority_item.mp3"

```
{"jsonrpc":"2.0","method":"Player.PrioritySetElem","url":"usb://priority_i
tem.mp3"}
```

PLAYER PLAY

If the player is paused or stopped use this function to start current loaded item reproduction, otherwise the player is paused.

{"jsonrpc":"2.0","method":"Player.Play"}

PLAYER STOP

{"jsonrpc":"2.0","method":"Player.Stop"}

PLAYER NEXT

```
{"jsonrpc":"2.0","method":"Player.Next"}
PLAYER PREVIOUS
```

{"jsonrpc":"2.0","method":"Player.Prev"}

INCREMENT VOLUME

Increment volume just one dB
{"jsonrpc":"2.0", "method":"Player.Volume", "Action":"inc"}

DECREMENT VOLUME

```
Decrement volume just one dB
{"jsonrpc":"2.0", "method":"Player.Volume", "Action":"dec"}
```

SET VOLUME

Param volume is expressed in %. To set volume to 50% use next command.
{"jsonrpc":"2.0", "method":"Player.Volume", "Volume":50}

OPEN PLAYLIST URL

Url param must be any valid device url.
{"jsonrpc":"2.0","method":"Player.Open","Url":"http://50.7.181.186:8060"}

OPEN PRESET INDEX 10

Preset param must be a valid preset index 1 to 20
{"jsonrpc":"2.0", "method":"Player.Open", "Preset":10}

OPEN SOURCE INDEX 4 AIRPLAY (FROM AVAILABLE SOURCES LIST)

Source must be a valid player source index. Please check "Get of list available sources" to know all valid sources. {"jsonrpc":"2.0", "method": "Player.Open", "Source":4}

GET LIST OF AVAIABLE SOURCES

This command returns the list of available sources.
{"jsonrpc":"2.0", "method":"Source.GetList"}
{"SourceList":["", "MMC", "USB UNAVAILABLE", "DLNA", "AIRPLAY", "ROCK
80s", "DISCO
80s"]}

T.O.C.

sw

8.2 CONFIGURETIONS COMMANDS

RESET DEVICE SETTINGS

Restore device factory default settings. All your settings will be lost.
{"jsonrpc":"2.0", "method":"Settings.Reset"}

RESTORE DEVICE SETTINGS FROM URL

Restore device settings to values in url file.

{"jsonrpc":"2.0","method":"Settings.Restore","url":"<u>http://ecler.com/my_pl</u> ayer_config.config"}

BACKUP CURRENT DEVICE CONFIGURETION

Backup device settings to url. Available conFiguretions: user, admin or gallery.
{"jsonrpc":"2.0", "method": "Settings.Backup", "url": "mmc://backups/gim.confi
g", "user": "admin"}

GETTING DEVICE VARIABLE VALUE

This function returns a device variable value. Please check the Player LUA manual in order to check all the interface.settings.variable values.

In order to retrieve preset01.settings.bname (preset name) user should send next command to the PLAYER ONE:

{"jsonrpc":"2.0","method":"CFG.get","interface":"preset01","section":"sett
ings","variable":"bname"}

{"value":"AFTERNOON PRESET"}

SETTING DEVICE VARIABLE VALUE

This function set a device variable value. Please check the Player LUA manual in order to check all the interface.settings.variable values.

In order to set preset01.settings.bname (preset name) user should send next command to the PLAYER ONE:

{"jsonrpc":"2.0","method":"CFG.set","interface":"preset01","section":"sett
ings","variable":"bname","value":"MIDNIGHT PRESET"}

STORE CHANGES IN DEVICE INTERNAL MEMORY

This function stores all interface variables to the internal device memory. Should be called after set all the changes. PLAYER ONE must reload the data using <u>reload functions</u>. {"jsonrpc":"2.0", "method":"CFG.commit", "interface":"preset01"}

T.O.C.

PRECAUTIONS

FEATURES



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

ECHNICAL DATA

sw

8.3 PRESET COMMANDS

Preset variables for GFG.get and CFG.set. Please check Player LUA manual._Preset variables.

RELOAD PRESET

Reload indicated preset index. Index should be a valid preset index 1..20. Must be called after modifiying preset variables and call commit command {"jsonrpc":"2.0", "method": "Preset.Reload", "Index":1}

8.4 EVENT COMMANDS

Event variables for GFG.get and CFG.set. Please check Player LUA manual. Event variables.

RELOAD EVENT

Reload indicated event. Name should be: GPI1, GPI2 or SILENCE. Must be called after modifying event variables and call commit command.

{"jsonrpc":"2.0","method":"Event.Reload","Name":"GPI1"}

8.5 CALENDAR COMMANDS

Calendar variables for GFG.get and CFG.set. Please check Player LUA manual. Preset variables

RELOAD CALENDAR

Reload indicated calendar. Calendar index should be a number 1..24. Must be called after modifying calendar variables and call commit command. Reload calendar 24 example: {"jsonrpc":"2.0", "method": "Calendar.Reload", "Index":24}

8.6 STORE AND FORWARD COMMANDS

SAF variables for GFG.get and CFG.set. Please check Player LUA manual. SAF variables

RELOAD SAF

Reload SAF conFiguretion. Must be called after modifing SAF variables and call commit command.

{"jsonrpc":"2.0","method":"SAF.Reload"}



8.7 SCRIPT COMMANDS

Script variables for GFG.get and CFG.set. Please check Player LUA manual. Script variables.

RELOAD SCRIPT

Reload script conFiguretion. Index should be script index 1 to 20. Must be called after modifying Script variables and call commit command. Reload script 7 example: {"jsonrpc":"2.0", "method":"Script.Reload", "Index":7}

EXECUTE SCRIPT 6

{"jsonrpc":"2.0","method":"Script.Command","Index":6,"Command":"Start"}

KILL SCRIPT 3

{"jsonrpc":"2.0","method":"Script.Command","Index":3,"Command":"Stop"}

QUERY SCRIPT 11 STATUS

```
{"jsonrpc":"2.0","method":"Script.Status","Index":11}
{"status":"Idle"}
```

8.8 REGISTER COMMANDS

ADD REGISTER LINE

Add line to device LOG. Possible line values are: Trace, Warning, Error. Add a warning line example: {"jsonrpc":"2.0","method":"Device.Log","Severity":"Trace","Message":"This is a warning message"}

8.9 DEVICE COMMANDS

DEVICE REBOOT

{"jsonrpc":"2.0","method":"Device.Reboot"}

GET DEVICE VERSION

```
{"jsonrpc":"2.0","method":"Device.GetVersion"}
{"version":"3.04r0"}
```

DEVICE UPDATE FIRMWARE

With this function user could update device firmware to an specific version. User must provide firmware url. Device setting will be saved.

{"jsonrpc":"2.0","method":"Device.Update","url":"https://www.ecler.com/new_f
irmware.bin"}

T.O.C.

PRECAUTIONS

DEVICE BOOT CONFIG COMMAND

Available BootPreset1 options are: 1 - PRESET1, 2 - keep status
{"jsonrpc":"2.0", "method":"Device.BootPreset1", "BootPreset1":2}

DEVICE GET MAC

```
{"jsonrpc":"2.0","method":"Device.GetMac"}
{"mac":"32 41 41 20 40 42"}
```

DEVICE GET GALLERY REGISTRATION KEY

```
{"jsonrpc":"2.0","method":"Device.GetRegkey"}
{"regkey":"2E1BB146B2DB2WA1"}
```

8.10 PANEL COMMANDS

PANEL SET LOCK SETTINGS

Set panel Lock to "UNLOCK ALL" "UNLOCK USER" "LOCK ALL". Set panel password to Pass.

{"jsonrpc":"2.0","method":"Device.Panel","Lock":"LOCK ALL","Pass":"1234"}

PANEL GET LOCK SETTINGS

{"jsonrpc":"2.0","method":"Device.GetPanel"}
{"Lock":"UNLOCK ALL","Pass":""}

FINDER COMMANDS

Start/stop finder operation
{"jsonrpc":"2.0", "method":"Device.Finder", "Finder":true}

LCD FUNCTIONS

Print text on device frontal display. Two lines are available and aligned centre if Centre variable is true. Is possible to specify the display timeout in seconds.

{"jsonrpc":"2.0","method":"Device.Print","Line1":"Hi","Line2":"Bye","Cent
er":true,"Timeout":3}

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

ECHNICAL DATA

sw

d ecter

9. PLAYER LUA SDK Introduction

PLAYER is a Lua extension library that acts as interface between LUA and PLAYER firmware using the well-known PLAYER JSON protocol.

Basically is composed by different kind of objects:

- PLAYER access player functions.
- CFG access conFiguretion. With this object you can access all the PLAYER conFiguretion.
- PRESET PRESET settings. There are 20 presets that act as memories where you can store all the PLAYER player settings like url, play mode, repeat mode, fade mode, etc.
- EVENT Event conFiguretion lets PLAYER execute automated functions. There are 3 possibilities GPI1, GPI2 and SILENCE settings.
- CAL Calendar conFiguretion lets PLAYER execute automated functions on date event. There are up to 24 different calendar.
- SAF Store and Forward settings.
- SCRIPT Manage PLAYER scripts. Is possible to execute scripts based on different kind of triggers like BOOT, EVENT, LOAD PRESET, CALENDAR, NETWORK, etc.
- LOG Register functions that allows the user to write to the PLAYER internal REGISTER.
- DEV Device status and other setups (like install new firmwares).
- PANEL Panel lock mode settings and status.
- FINDER use FINDER settings to discover your PLAYER.
- LCD Allow access to PLAYER LCD display.



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

PANEL FUNCTIONS

ECHNICAL

sw

105

9.1 PLAYER LUA SDK V1.02

9.1.1 CHANGELIST

• v1.02 - xxxx/xx/xx

- ✓ Added DEV_reboot function
- ✓ Added CFG_backup2 function with type parameter: user, admin and gallery
- ✔ Bug fix CFG_backup was calling to Device.Backup instead Settings.Backup
- ✔ Typo, Calendar general_enabled changed to bEnabled
- ✓ Typo, Scripts enabled change to bEnabled
- v1.01 2018/03/14
 - ✓ Added DEV_mac function
 - ✔ Added DEV_regkey function
- v1.00 2018/02/08
 - ✔ First version of the document also named "Preliminary version"

9.2 HOW TO USE PLAYER MODULE

In order to use PLAYER module you must include it in your source code using require statement. PLAYER automates this function for you, but you can also include PLAYER module manually and create your PLAYER object as you need using the next two lines of code:

require "PLAYER" mydev = PLAYER.new()

In this case you can program actions directly to your PLAYER device, but also it is possible to access PLAYER directly from your PC (in this case it is recommended to use some LUA development tool like Eclipe/LUA)

If you want to use PLAYER directly from your PC you can call "new" function with IP and PORT parameters as shown next:

require "PLAYER" mydev = PLAYER.new("10.120.120.4", 2003)

Where 10.120.120.4 is the PLAYER IP address, that you can check by pressing ENTER button for 10 seconds and going to WIFI or ETHERNET menu. 2003 is the JSON port.

One time PLAYER object is created is possble to access all functions in it.

Let see what you can do.



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

DATA

PANEL

TECHNICAL

sw

9.2.1 CONVENTIONS

- **n** indicates number
- **b** indicates Boolean
- **txt** indicates text

9.2.2 PLAYER FUNCTIONS

Access player functions like repeat, fade, etc.

Functions

Function: PLAYER_stereo(bStereo) Description: Set the player output mode to stereo or mono Parameters: bStereo - boolean, set to true for stereo output, otherwise mono output is selected Function: PLAYER_fade(nFade) Description: Set the player fade mode Arguments: nFade - integer 0-OFF, 1-XFADE, 2-FADE Function: PLAYER_mode(nPlayMode) Description: Set the player playlist sequence mode Arguments: nPlayMode - integer 0-SEQUENTIAL, 1-RANDOM Function: PLAYER_repeat(nRepeat) Description: Set the player repeat mode Arguments:

nRepeat -- integer 0-PLAY ALL, 1-PLAY ONE, 2-REPEAT ALL, 3-REPEAT ONE

Function: PLAYER_getStats()

Description:

Get the player statistics and status

Return:

String – xml string containing all the player status

In the next example you could see how to obtain the player stats and how to parse it using cjson library.

require "PLAYER"



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

ECHNICAL

sw

ep=PLAYER.new() json_text=ep.PLAYER_getStats() print(json_text)

cjson=require "cjson"
value=cjson.decode(json_text)
print("SourceList[3]=" ..

output

{"title":"The White Stripes - Seven Nation
Army","counter":"52:52","txtSource":"NET","status":1,"SourceList":
["","MMC","USB","DLNA","AIRPLAY","rock
alternativo"],"source":5,"preset":1,"volume":100,"txtVolume":"0dB","stereo":1,"repeat":2,"playmode":0,"
fade":1,"
bootpreset1":0,"sp":1,"bitrate":"192","duration":"--:--","freq":"44.1","playlist_index":" 0001 /
0001","playlist_url":"mmc://radiobob-alternativerock-mp3-hq?
sABC=5n6s2sr8%230%23no8617362n29q2o435p17n54928n16s5%23gharva&amsparams=playerid:tune
in;skey:15 17236200","priority":""}
SourceList[3]=USB

Function:

PLAYER_queue(urlNextElem)

Description:

Add next playlist item. Using this function you can compose your own playlist. In order to do a continous play it is necessary to queue next item prior to the end of the current one. Arguments:

urlNextElem - url of the item to add

Function:

PLAYER_priority(urlElemePriority)

Description:

Use this function to play priority sounds over the normal playlist. It apply

Return:

String – url of the priority element

Function:

PLAYER_play()

Description:

If the player is paused or stopped use this function to start current loaded item reproduction, otherwise the player is paused.

Function:

```
PLAYER_stop()
```

Description:

Use this function to stop the current player reproduction.

Function:

PLAYER_next()

Description:

Use this function to advance to the next item. It retains the play state after advance is done.

Function: PLAYER_previous()



PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

DATA

sw

Description:

Use this function to move back to the previous item. It retains the play state.

Function:

PLAYER_incvol = function()

Description:

Use this function to increase the player volume

3dB. Function:

PLAYER_decvol = function()

Description:

Use this function to decrease the player volume 3dB.

Function:

PLAYER_setvol = function(perc)

Description:

Use this function to set the current player volume

Arguments:

nVolume - integer 0 to 100

Function:

PLAYER_setvol = function(perc)

Description:

Call this function to set the mute player parameter.

Arguments:

bMute - boolean set to true to mute the player, otherwise unmute the player.

Function:

PLAYER_open = function(options)

Description:

Call this function to open/load a preset or source or url

Arguments:

url (optional) -- String of the url you want to open e.g. mmc://my-music/ http:://my.server/musicmp3 preset (optional) -- integer from 1 to 20. Indicates the preset you want to open source (optional) -- integer from 1 to 24 representing MMC, USB, DLNA, AIRPLAY and presets from PRESET1 to PRESET 20 (preset must be configured properly)

How to load "PRESET 12"?

require "PLAYER"

ep = PLAYER.new()

ep.PLAYER_open({preset=12})

How to load url "http:://my.server/music-mp3"?

require "PLAYER"

ep = PLAYER.new()

ep.PLAYER_open({url="http://my.server/music-mp3"})

How to load source "AIRPLAY"?

require "PLAYER"

ep = PLAYER.new()

ep.PLAYER_open({source=4})

*note the { } around the parameter which indicates optional arguments


9.2.3 CONFIG. (CFG) FUNCTIONS

Set and get PLAYER parameters: PRESET, SAF, CAL, EVENT, SCRIPT and LOG. Please refer to the corresponding section to check how to set/get each parameter.

Functions

Function:

CFG reset()

Description:

Restore PLAYER conFiguretion to its initial state (factory defaults). Please note that using this function you will lost all your changes.

Function:

CFG_restore(urlRestore)

Description:

Restore PLAYER settings from the urlRestore file e.g. mmc://good-settings.config http:://my.server/PLAYER/mycompany.settings

Arguments:

urlRestore – String indicating the url where settings you want to restore

Note:

If you wan to apply all settings you must call DEV_reboot or call every XXX_reload function to apply changes one per one.

Function:

CFG_backup(urlBackup, bUser)

Description:

Backups PLAYER settings to urlBackup.

Arguments:

urlBackup – String indicating the url where settings are stored e.g. mmc://goodsettings.config http:://my.server/PLAYER/mycompany.settings bUser – Boolean set to true for user settings only, otherwise all the settings are backuped to the target destination

Function:

CFG_backup2(urlBackup, type)

Description:

Backups PLAYER settings to urlBackup.

Arguments:

urlBackup – String indicating the url where settings are stored e.g. mmc://good-settings.config http:://my.server/PLAYER/mycompany.settings

type – String available possibilities are: user, admin and gallery. Select gallery for Player, Events, , Scripts, Player Profile and Network settings. Select user for Player, Presets, Events, Calendar, Cloud Disk, and Scripts. Select Admin for all the available settings.

Function:

CFG_get = function(interface, section, variable)

Description:

Return the value of the selected variable "interface.section.variable"

Arguments:

interface – must be a valid interface: preset, saf, calendar(01..24), event (gpi1,gpi2, silence),

, script and log.

section – variable's section. Most of the cases is "settings"

variable - variable's name.

Return:

String with the variable value.

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION



Function:

CFG_set = function(interface, section, variable, value)

Description:

Set the value of the selected variable "interface.section.variable" to "value" Arguments:

interface – must be a valid interface: preset, saf, calendar(01..24), event (gpi1,gpi2, silence), gdrive, script and log. section – variable's section. Most of the cases is "settings" variable – variable's name. value – variable's value.

Function:

CFG_commit = function(interface)

Description:

Commit interface changes. After changes all variables in one interface it's necessary to dump changes to PLAYER internal memory. Do it one time for each modified interface. Arguments:

interface – must be a valid interface: network, wireless, preset, saf, calendar(01..24), event (gpi1, gpi2, silence), gdrive, script and log.

9.2.4 PRESET FUNCTIONS

Set and get PLAYER PRESET parameters. There are 20 presets available. Each preset can configure: name, events enabled, playlist, media alias, play status, volume, mute, play mode, repeat mode, fade mode, stereo/mono.

Functions

Function: PRESET_reload(index)

Description:

Reload preset conFiguretion. Call it after modify the preset conFiguretion using CFG_set and CFG_commit

Arguments:

index - number indicating the preset number (from 1 to 20)

T.O.C.

PRECAUTIONS

FEATURES

d ecler

T.O.C.

PRECAUTIONS FEATURES

INSTALL

START-UP

PANEL FUNCTIONS

DATA

sw

9.2.4.1 PRESET VARIABLES

presetNN.settings.bname	Preset name
presetNN.settings.eventList	List of enabled events separated by % (GPI1%GPI2%SILENCE)
presetNN.settings.bPlaylist	1 to overwrite playlist
presetNN.settings.loadPlaylist	url of the playlist. Must be enabled using presetNN.settings.bPlaylist
presetNN.settings.mediaAlias	Alias of the enabled playlist. It appears as source
presetNN.settings.bStatus	1 to overwrite status
presetNN.settings.status	Preset status must be PLAY or STOP
presetNN.settings.bVolume	1 to overwrite preset volume
presetNN.settings.volume	Preset volume in % (from 0 to 100)
presetNN.settings.mute	1 indicates mute, 0 to unmute
presetNN.settings.bPlayMode	1 to overwrite play mode
presetNN.settings.playMode	RANDOM or SEQUENTIAL
presetNN.settings.bRepeatMode	1 to overwrite repeat mode
presetNN.settings.repeatMode	PLAY ALL, PLAY ONE, REPEAT ALL or REPEAT ONE
presetNN.settings.bFadeMode	1 to overwrite fade mode
presetNN.settings.fadeMode	OFF, XFADE or FADE
presetNN.settings.bStereo	1 to overwrite stero/mono mode
presetNN settings stored	MONO or STEREO

• All variables are optional.

• NN indicates a number 01 to 20

require "PLAYER"

```
ep = PLAYER.new()
```

```
ep.CFG_set("preset03", "settings", "bname", "My first preset")
ep.CFG_set("preset03", "settings", "bPlaylist", 1)
ep.CFG_set("preset03", "settings", "mediaAlias", "Alias of my first preset")
ep.CFG_set("preset03", "settings", "bVolume", 1)
ep.CFG_set("preset03", "settings", "volume", 100)
ep.CFG_set("preset03", "settings", "loadPlaylist", "mmc://")
ep.CFG_set("preset03", "settings", "eventList", "GPI1%SILENCE")
ep.CFG_commit("preset03")
```

```
ep.PRESET_reload(3)
```

9.2.4.2 PRESET EXAMPLES

At this moment you can load the configured preset with this instruction:

```
ep.PLAYER_open({preset=3})
```

d ecler

9.2.5 EVENT FUNCTIONS

Event functions lets PLAYER execute automated functions. There are 3 possibilities GPI1, GPI2 and SILENCE settings.

Functions

Function: EVENT_reload(txtEvent)

Description:

Reload event conFiguretion. Call it after modify the preset conFiguretion using CFG_set and CFG_commit

Arguments:

¥

txtEvent – String indicating the event to reload (GPI1, GPI2 or SILENCE)

9.2.6 EVENT VARIABLES

When programmaing GPI1 or GPI2 these variables are available

gpiN.settings.source_polarity	Event polarity DIRECT or REVERSE
gpiN.settings.target_type	INTERNAL, PRESET RECALL, TRANSPORT CONTROL,
	LOAD & PLAY SOURCE or PRIORITY SOURCE
gpiN.settings.target_preset	If target_type=PRESET RECALL put here the preset number
	1 to 20
gpiN.settings.target_transport	If target_type=TRANSPORT CONTROL enter here one of
	this options: STOP, PLAY, PREV/RW, NEXT/FW
gpiN.settings.target_loadsource	if target_type=LOAD & PLAY SOURCE or
	target=PRIORITY SOURCE put here the url you want to load
	and play
gpiN.settings.target_priomode	If target_type=PRIORITY SOURCE enter here the priority
	mode. Choose between HOLD or PULSE
gpiN.settings.target_prio_retrigger	If target_priomode=PULSE set to 1 to active retrigger option.
	0 to disable it
gpiN.settings.target_prio_pulse_time	If target_prio_retrigger=1 put here the playback duration

N should be 1 or 2 (for GPI1 or GPI2)

While programming SILENCE these variables are available

silence.settings.source_detecttime	Put here the detection time in seconds
silence.settings.target_type	INTERNAL, PRESET RECALL, LOAD & PLAY SOURCE
silence.settings.target_preset	If target_type=PRESET RECALL put here the preset number 1 to 20
silence.settings.target_loadsource	if target_type=LOAD & PLAY SOURCE or target=PRIORITY SOURCE put here the url you want to load and play

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

d ecler

9.2.7 CALENDAR (CAL) FUNCTIONS

Calendar functions lets PLAYER execute automated functions on a date/time. There are 24 different calendar events available.

Functions

Function: CAL_reload(nIndex)

Description:

Reload calendar conFiguretion. Call it after modify the calendar conFiguretion using ${\sf CFG_set}$ and ${\sf CFG_commit}$

Arguments:

nIndex - number indicating the calendar to reload (1 to 24)

9.2.7.1 CALENDAR VARIABLES

calendarNN.settings.general_description	Calendar name or description
calendar01.settings.bEnabled	Set to 1 to enable this calendar
calendarNN.settings.source_start_date	Start date (YYYY/MM/DD). Could be blank
calendarNN.settings.source_start_time	Start time (HH:MM). Could be blank.
calendar.settings.source_end_enable	Could be FOREVER or CUSTOM END DATE
calendarNN.settings.source_end_date	If CUSTOM END DATE is selected put here the calendar end date (YYYY/MM/DD)
calendarNN.settings.source_end_time	If CUSTOM END DATE is selected put here the calendar end
	time (HH:MM)
calendarNN.settings.source_week_nonactive	Week mask where calendar is not active. Should be a string of days. Each day is represented by his 2 first letters (MoTuWeThFrSaSu)
calendarNN.settings.source_repeat_enable	1 indicates that the calendar must repeat the selected interval time up to the number indicated in times variable. 0 no repetition
calendarNN.settings.source_repeat_interval	If repeat is enabled this parameter indicates the repetition time
calendarNN.settings.source_repeat_times	If repeat is enalbed this parameter indicates the repetition's number
calendarNN.settings.target_type	INTERNAL, PRESET RECALL, TRANSPORT CONTROL, LOAD & PLAY SOURCE or PRIORITY SOURCE
calendarNN.settings.target_preset	If target_type=PRESET RECALL put here the preset number 1 to 20
calendarNN.settings.target_transport	If target_type=TRANSPORT CONTROL enter here one of this options: STOP, PLAY, PREV/RW, NEXT/FW
calendarNN.settings.target_loadsource	if target_type=LOAD & PLAY SOURCE or target=PRIORITY SOURCE put here the url you want to load and play



9.2.8 STORE AND FORWARD (SAF) FUNCTIONS

Store and Forward module let PLAYER download remote media content from a rsync/ssh server to local storage devices (same as PRESET1), daily, and recall PRESET1 to automatically play it.

Functions

Function: SAF reload()

Description:

Reload Store and Forward conFiguretion. Call it after modify the Store and Forward conFiguretion using CFG_set and CFG_commit

9.2.8.1 STORE AND FORWARD VARIABLES

saf.settings.bEnabled	Set to 1 to enable daily Store and Forware synchronization
saf.settings.time_param	Enter here the synchronization hour (HH:MM)
saf.settings.host	Put here the rsync/ssh server address
saf.settings.port	Enter here the rync/ssh port (default 22)
saf.settings.source_path	Enter here the server folder where the contents are stored
saf.settings.source_user	SSH/rsync username parameter
saf.settings.source_key	Enter here your private SSH/rsync key
saf.settings.source_timeout	Enter here the SSH/rsync operation timeout (in seconds)

9.2.9 REGISTER (LOG) FUNCTIONS

Register functions that allows the user to write to the PLAYER internal REGISTER

Functions

Function:

```
LOG_trace(txtLog)
```

Description:

Add to PLAYER LOG register a trace line

Arguments:

txtLog – String containing the text you want to add. The source of the register line will be equal to "ScriptNN" where NN represents the script calling LOG_trace

Function:

LOG_warning(txtLog)

Description:

Add to PLAYER LOG register a warning line

Arguments:

txtLog – String containing the text you want to add. The source of the register line will be equal to "ScriptNN" where NN represents the script calling LOG_warning

Function: LOG_error(txtLog)

Description:

Add to PLAYER LOG register a error line

Arguments:

txtLog – String containing the text you want to add. The source of the register line will be equal to "ScriptNN" where NN represents the script calling LOG_error

T.O.C.

PRECAUTIONS

FEATURES

decler

9.2.10 DEVICE (DEV) FUNCTIONS

Device functions allows the user to setup firmware and general PLAYER conFiguretions.

Functions

Function: DEV_reboot()		T.O.C.	
Description: Reboot the PLAYER inmediatly.	-		
Function: txtVersion = DEV_version()	PRECAUTIONS		
Description: Get the PLAYER firmware version			
txtVersion – string containing PLAYER firmware version formatted	_	E	
Function: DEV_update(urlFirmware)			
Description: Installs a new PLAYER firmware version. After installation device is rebooted automatica Arguments: urlFirmware – Url containing the path where PLAYER firmware resides. Must be a local storage device or http://ttps.url	lly	ES INSTAL & CONNEC	
Function: total_used_percent = DEV_get(dev[]rl)	-	Ч F	
Description: Get the PLAYER firmware version Arguments:		& DPERATION	START-UP
Return: total – number representing total number of bytes of external storage device used – number of bytes representing the used size percent – number parameter representing the used percentadge		FUNCTIONS	PANEL
Example:		_	TEC
ep=PLAYER.new()		HNICAL)ATA	
print("usb", ep.DEV_get("usb://"))		S TP-C	W
total,user,percent=ep.DEV_get("mmc://") print("mmc", total, user, percent)		ONTROL	WebGl
usb 7823420 4223365			
mmc 15629312 68912 0		¥	
Function:			
DEV_DOOT(NBOOT)			

Set device boot mode to nBoot

Arguments:

nBoot - number indicating load PRESET1 (bBoot=2) or keep settings (nBoot=1)

Function:

bEncrypt = DEV_isEncrypted(devUrl)

decler

T.O.C.

PRECAUTIONS

FEATURES

INSTALL

START-UP

CONNECT

OPERATION

FUNCTIONS

PANEL

TECHNICAL DATA

sw

Description:
Get local storage encrypted flag
Arguments:
devUrl – string must be mmc:// or usb://
Return:
bEncrypt – boolean, true, if local storage is encrypted
Function:
DENCRYPT = DEV_ISENCRYPTEd(devOri)
Description:
Get local storage encrypted flag
Arguments:
devUrl – string must be mmc:// or usb://
Return:
bEncrypt – boolean, true, if local storage is encrypted
bEncrypt = DEV_mac()
Jescription:
Get device MAC address
isonMAC – ison string representing MAC address value
require "PLAYER"
device=PLAYER.ne
w()
("mac", "AS 40 41 16 47 D6")
τ mac . Ao 40 41 10 47 DO β

{"mac":"A8 40 41 16 47 D6"} Function: bEncrypt = DEV_regkey()

Description: Get device Registration Key code Return:

jsonMAC - json string representing Registration Key code

require "PLAYER" device=PLAYER.new()

print(device.DEV_regkey())

{"regkey":"A269FCEAB4F1C20B"}

9.2.11 PANEL FUNCTIONS

Panel functions allows the user to setup firmware and general PLAYER conFiguretions.

Functions

Function: PANEL_set=function(lockMode, password)

Description:

Set the panel lock mode and password

Arguments:

lockMode – string indicating lock mode. Possible options are UNLOCK ALL, UNLOCK USER, LOCK ALL password – string with the LOCK/UNLOCK password. Max length is 8. Valid characters are: 0-9 A-Z

. + -



Function:

lockMode, password = PANEL_get()

Description:

Set the panel lock mode and password

Return:

lockMode – string representing lock mode. Possible values are UNLOCK ALL, UNLOCK USER, LOCK ALL password – string with the LOCK/UNLOCK password

9.2.12 FINDER FUNCTIONS

Finder functions allows the user to run finder operation on PLAYER.

Functions

Function:

FINDER_set(bLigth)

Description:

Start or Stop finder operation. If finder is active, PLAYER display blinks.

Arguments:

bLigth – boolean, set to true to start finder operation (display blink). Set to 0 to stop finder operation (normal state)

9.2.13 LCD FUNCTIONS

LCD functions allows the user to show messages on PLAYER LCD display. The texts are limited to LCD physical dimensions: 2 lines per 16 columns.

Functions

Function:

LCD_print(txtLine1, txtLine2, center, timeout)

Description:

This functions shows a message on the PLAYER LCD display Arguments: txtLine1 – String corresponding to the text on the first LCD line txtLine2 – String corresponding to the text on the second LCD line center – Booelan, set to true to center the text on the LCD display timeout – Number of seconds that message is showed in PLAYER LCD display

Function:

LCD_print2({txtLine1, txtLine2, bCenter, nTimeout})

Description:

This functions shows a message on the PLAYER LCD display. Parameters are optional. Arguments:

txtLine1 (optional) – String corresponding to the text on the first LCD line txtLine2 (optional)– String corresponding to the text on the second LCD line center (optional) – Booelan, set to true to center the text on the LCD display nTimeout (optional) – Number of seconds that message is showed in PLAYER LCD display T.O.C.

PRECAUTIONS

FEATURES

INSTALL

CONNECT



T.O.C.

decler

All product characteristics are subject to variation due to production tolerances. **NEEC AUDIO BARCELONA S.L.** reserves the right to make changes or improvements in the design or manufacturing that may affect these product specifications.

For technical queries contact your supplier, distributor or complete the contact form on our website, in <u>Support / Technical requests.</u>

Motors, 166-168 -08038 Barcelona - Spain-(+34) 932238403 | information@ecler.com | www.ecler.com