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PLAYER ONE

AUDIO PLAYER Local and Streaming Audio Player



USER MANUAL

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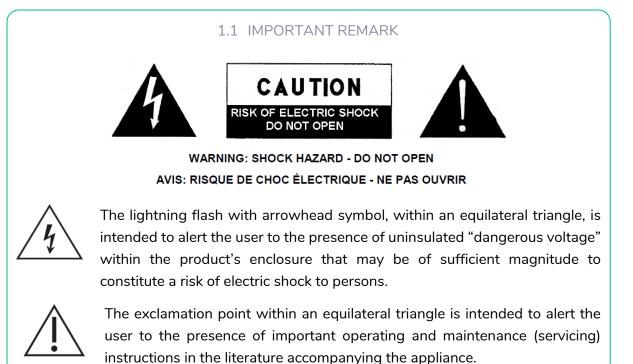
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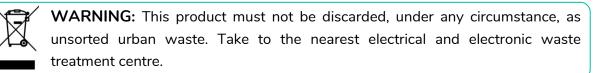
1. PRECAUTIONS



WARNING (If applicable): The terminals marked with symbol of "Ź" 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 socket-outlet 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. CONNECT

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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.
- 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.

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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.

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- 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.

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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.

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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

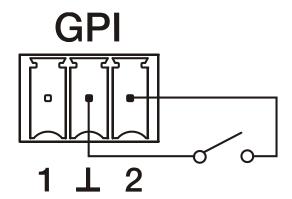


Figure 1: Connection example of GPI 2

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

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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.

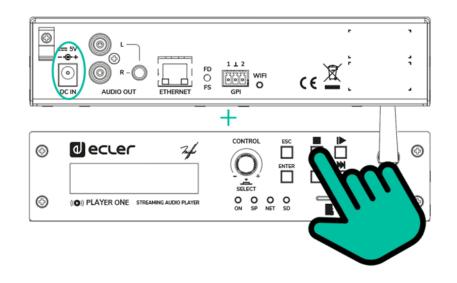
Plug the power cord into the back of the device to turn it on. A message will be displayed on the screen indicating that PLAYER ONE is starting.

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.

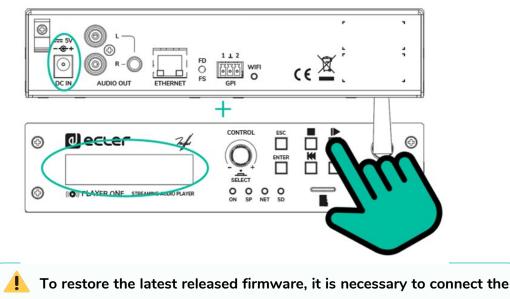


If this action is performed, all device settings and parameter values are lost. **Be sure** to save a backup copy of the device settings before executing this action.

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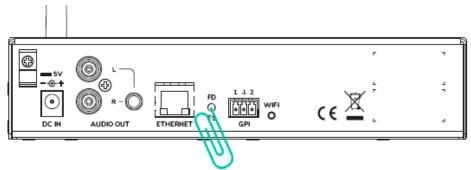
Update Firmware: you can install the latest firmware published on the Ecler website • or a firmware file hosted on one of the local storage systems (USB/MICRO SD) by turning on the device while holding down the PLAY button. Follow the instructions on the PLAYER ONE LCD screen.



device to a DHCP server with Internet access, to download the firmware.

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).

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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.
 - o 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.



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- 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

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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.

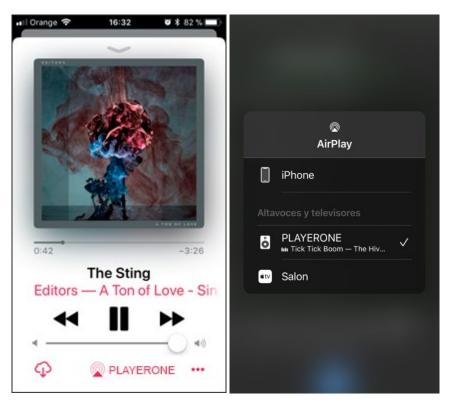


Figure 6: AirPlay streaming from iOS© device

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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.

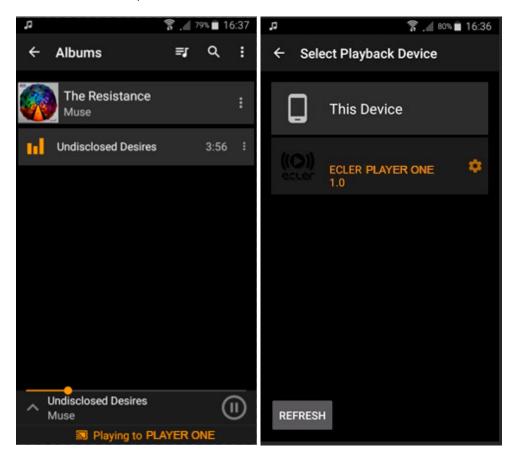


Figure 7: Android© device connected to an PLAYER ONE for streaming via DLNA

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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.

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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	е	•	m	p	3
	0	0	:	3	8								N	Е	т

Figure 10: PLAYER ONE playing an Internet stream

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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

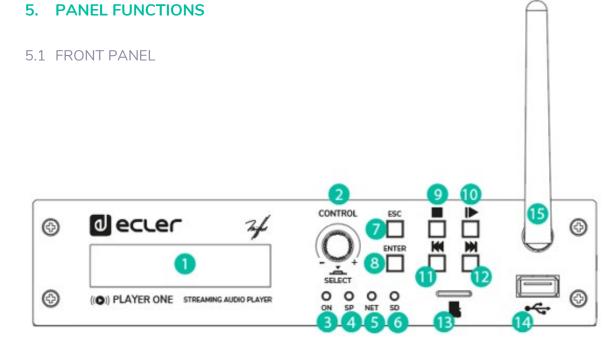
To access the lock menu, press and hold the ESC key for approximately 10 seconds. In the LOCK MODE menu, the following options appear (same navigation as in all other menus):

- 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



- **1.** LCD display: displays menus, player information, etc.
- 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.

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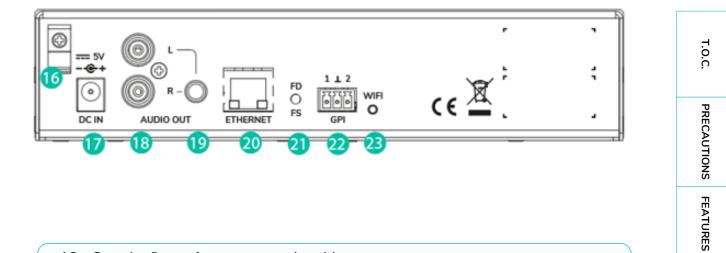
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- PREV (₩) key: skips to the previous song in the player playlist. Within the main or conFiguretion menu, allows you to navigate through the different (previous) settings.
- NEXT key (M): skips to the next song in the player playlist. Within the main 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.

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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

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6.1 TECHNICAL SPECIFICATIONS

PLAYER ONE			-4
DIGITAL ENGINE		ġ	
Processor	MIPS Single Core 64bits 580MHz		
AUDIO CONVERTERS			קק
Sampling rate	48kHz		۲۵ ۱۲
Resolution	16bit		PRECAUTIONS
Bit rate	32~320kbps		FFATURES
Frequency response	5Hz - 24kHz (-3dB)	Ĩ	
MEDIA PLAYER		co	INS
Audio sources	Local storage (USB & microSD), Internet radio, AirPlay, DLNA	& CONNECT	INSTALL
Dynamic range	From -80 dB to 0 dB	OPER	STAF
THD + Noise	< 0.008% (1kHz, 1Vrms)	& OPERATION	START-UP
ANALOGUE AUDIO OUTPUTS			~
Number of outputs	2 x Stereo output (unbalanced)	FUNCTIONS	PANEL
Connection type	RCA estéreo, minijack 3,5mm	SNOI	Ē
	-		Т.
Max output level	6dBV / 5k ohm	DATA	TECHNICAL
Output impedance	460 ohm	Þ	ICAL
Dynamic range	TBC	S	W
Crosstalk	TBC	rp-co	
CONNECTIVITY		CONTROL	≤ 0
Ethernet	RJ-45 10/100Mbps		WebGUI
Wi-Fi	2.4GHz Wi-Fi, 802.11 b/g/n		
Wi-Fi antenna	Front panel	Ŭ K	
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		

REAL-TIME CLOCK		•		
Retention time	240 hours aprox.			
Accuracy	±1 minute / month			
MONITORING AND CONTROL			1.0.0	1
Display	LCD Alphanumeric 2x16 cells		Ç	1
LED indicators	Front panel: NET, SP, SD, Power Rear panel: Wifi		PRECAUTIONS	1
Buttons	Front panel: Encoder, Enter, Esc, Play/pause, Next, Prev, Stop Rear panel: Factoty Defaults / Fail Safe (pin- hole)		TIONS FEATURES	
LOCAL STORAGE			RES]
Micro SD	Front panel micro SD slot Supports micro SD SDXC		& CONNECT	INSTALL
USB	Front panel USB female connector Support USB 2.0 High Speed (480 Mbps)		& OPERATION	START-UP
Capacity	Up to 2TB		NOI	Ρ
File system	Supports FAT16, FAT 32, VFAT and NTFS (read-only) Multi-partition up to 1		FUNCTIONS	PANE
Playable audio files	mp3, ogg, WAV, FLAC, AIFF, m3u, pls		ī	Ţ
Files analysis	65354 playable folders 65354 playable folders within each folder 65354 playable files within each folder			
Folder hierarchy	Up to 8 containing the root directory		TP-C	
Sorting	UNICODE Up to 100 folders, 100 files by folder (Folders/files over 100 sorted in the FAT order)		TP-CONTROL LUA-SDK	WebGUI
ELECTRICAL				
Power supply	External, universal, 5VDC (included)		PK	
AC mains requirement	90-264VCA 50-60Hz			
AC mains connector	International AC plugs set			
Power consumption	6 VA / 3 W			
Ventilation	Passive			

PANEL FUNCTIONS

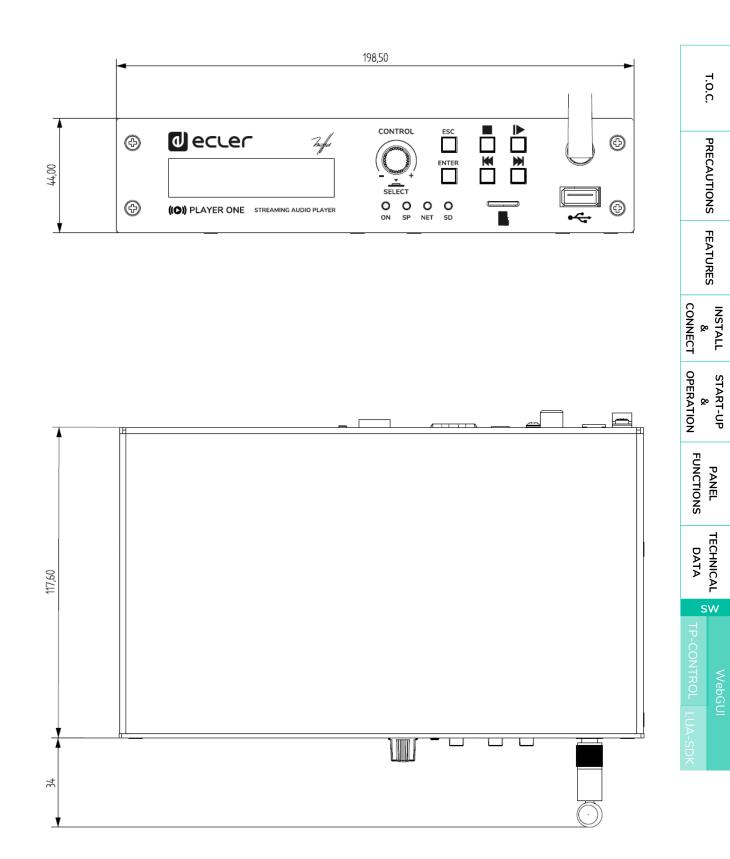
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PHYSICAL		
Operating temperature	Min 0°C, +32°F Max +35°C, +95°F	
Operating humidity	< 85% HR	T.
Storage temperature	Min -10°C, +14°F Max +50°C, +122°F	T.O.C.
Storage humidity	< 90% HR	PREC
Installation options	Desktop, rack (1/2 of 1UR)	PRECAUTIONS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



6.2 MECHANICAL DIAGRAM





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PLAYER ONE / PLAYER ZERO -Web GUI (v1.00r0) **AUDIO PLAYERS** Streaming and local media audio player ≡ PLAYERONE REFRESHING 02:05 320 44.1 04:08 0008 / 0019 MMC Kbps KHz DUR INDEX/TOTAL SRC RAD IO HEA MMC P02: WorldwideFM STEREO ~ ~ REPEAT ALL ~ SEQUENTIAL ~ XFADE ~ KEEP STATUS ~

USER MANUAL

Ecler 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC0B7



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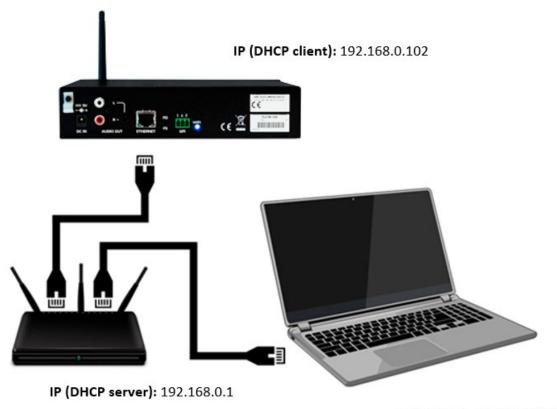
7. Web GUI (v1.00r0)

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)



- 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.

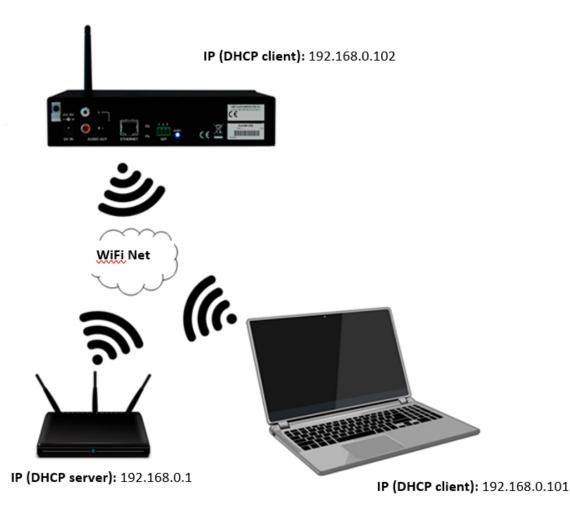


Figure 12: example of connection to a local network via WiFi network interface (wireless)

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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.

$\square \blacksquare PLAYERONE - Player \times + \leftarrow \rightarrow C \bigoplus http://playerone.local/$	
	Authorization
	Plaaca antar vour ucarnama ar

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	132.100.1.10	00.E0.4C.0C.B2.1F	
		Player One	192.168.1.9 DHCP	0C:CF:89:21:E6:FD	
		Player Zero	192.168.1.146 DHCP	30:EB:1F:2B:CB:E0	

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).

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

- Username: root
- Password: ecler

d ecter	PLAYERONE		
		Authorization Required Please enter your username and password. Username root Password end Password end	
		Eder 2021 / PLAYERONE 1.0010 / Galler	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.

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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.

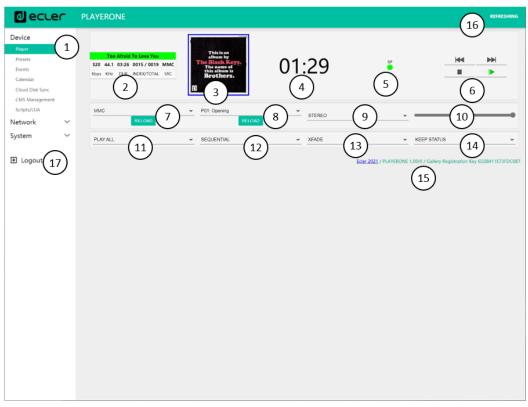


Figure 16: player page (Player)

- **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.)

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- **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.

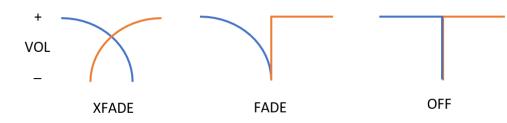
12. Play mode:

- 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.
- o 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.

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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	-	PLAYERO	NE															
Device Player	^	P01: Opening P18 1	P02: Closing P20:	P03: LOUD	P04: soft	P05:	P06:	P07:	P08:	P09:	P10:	P1 1:	P12:	P13:	P14:	P15:	P16:	P17:
Presets Events Calendar Cloud Disk Sync CMS Management Scripts/LUA Network System	> >	You can sel usb:// mmc:// dinac// http://str usb://my_p	ct the parameters ect the source from	m different loca		les:												
Eogout		\mathbf{D}		Name Q bibled Events = Playlist = Play status = Volume (%) 2 Mute = Play mode =	GP11 GP12		NCE											
				epeat mode 🛛 Fade mode 🗔														
			SI	tereo/Mono 🗆											•)(5	SAVE	RESET

Figure 17: Preset conFiguretion example

- 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.

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evice ^		\bigcirc	
Player Presets			
vents		\sim	
alendar Iloud Disk Sync	Enabled Events G _{GP1} G _{GP12}	subsidence 3	
MS Management	(4) Media alias Positive mood		
etwork 🗸	Source.path/url usb://my_collec	lon/	
stem ~	5 Play status		
Lengut	PLAY	~	
Logout	Volume (%)		
	6 100		
	Mute		
	7 Play mode 🖾 RANDOM		
	Repeat mode	~	
	8 REPEAT ALL	~	
	Fade mode		
	9 XFADE	~	
	(10) Stereo/Mono		
	STEREO	<u> </u>	
			SAVE

- **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.

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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.

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



7.2.3 **FVFNTS**

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.

	ſ	PLAYERONE
Device Player Prosets Events Calendar Cloud Disk Sync CMS Management Scripts/UUA Network	~	GPI 1 IFACE Event GPI1 Event configuration lets DEVICE execute aut 2 clions. NOTE: Event must be enabled in the preset.
System	~	3 DIRECT OF REVERSE event polarity SAVE A APRIX SAVE A AP

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.

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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.

decle	r	PLAYERONE
Device Player Presets Events Calendar Cloud Disk Sync CMS Management	^	GP1 GP2 SILINCE Event GP11 Fvent configuration lets DEVICE essents automated functions. NOTE Event must be enabled in the preset.
Scripts/LUA		Source Target
Network System	×	Polarity DRECT DIRECT DIRECT DIRECT
 Jogout 		

Figure 19: GPI conFiguretion, Source

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

d ecle	r	PLAYERONE	UNSAVED CHANGES: 6
Device Player Presets Events Calendar Cloud Disk Sync CMS Management	^	GP1 GP12 SILENCE Event GPI1 Event configuration lets DEVICE execute a NOTE: Event must be enabled in the prese	
Scripts/LUA	~	Source Target	PRIORITY SOURCE
System	~	Source path / u	r mmc//vace/campaigne/summer/promot.wav
€ Logout		Playback Duratic	Specify the source as mmc:// usb:// http://host/playlist.m3u PULSE HOLD: meanwhile trigger is active / PULSE: a defined time, after the trigger
		Retrigg	
		Tin	Playback duration Time in seconds. Example '6.5'
			SAVE & APPLY SAVE RESET Edler 2021 / PLAYERONE 1.0010 / Gallery Registration Key 6D28411E73FDC08



- **Target tab**: an action that the device will perform after GPI activation. There are several options or types of event (Type):
 - o 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>

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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".

	2	PLAYERONE UNSAVED CHANGES: 6
Playor Presets Events Calendar Cloud Disk Sync	^	GP1 GP2 SILENCE Event SILENCE Event configuration lets DEVICE execute automated functions. NOTE: Event must be enabled in the preset.
CMS Management Scripts/LUA		Source Target
	~	Detection time 20 v
2 Logout		Exter 2021 / PLAYERONE 1.000 / Gallery Registration Key 6026411E73TDC087

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. CONNECT

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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.

C01: Morning C02: Aftermoon C03: Working-days C04: Weekenc C16: C17: C18: C19: C20: C21: C22: C23: C24 Calendar 1	\cap	07: C08:	C09: C10	C11:	C12:	C13:	C14;	C15:
Calendar 1	\cup							
Calendar configuration lets DEVICE execute automated functions on dat	e event.							
General Source Target								
(-)	ile calendar							
		Ecler 202	L / PLAYERONE	1.00r0 / G	allery Regi	stration F	SAVE	RESET
	Enabled	Enabled Check this option to enable calendar	2 Enabled 12 Check this option to enable calendar Name Morning	2 Enabled C Check this option to enable calendar Name Morning	2 Enabled 12 Check this option to enable calendar Name Morning	2 Enabled S Check this option to enable calendar Name Morning	2 Enabled 12 Check this option to enable calendar Name Morning	2 Enabled S Check this option to enable calendar Name Morning

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:
 - o **General**: activation/deactivation of calendar events and their name
 - o **Source**: start/end date, start/end time, and event repeat conditions
 - o 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.

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decler	PLAYERONE REFRESHING UNSAVED CHANGES: 4
Device ~ Network ~ System ^	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 Firmwa USB/MMC Settings Register Reboot	General Settings Time Synchronization Local Time 178/2021 10:22:08 SYNC: WITH NTP: SETWER Hostname PLAYERONE Time zone EuropeModid
Eugout	Eder 2021 / PLAYERONE 1.000 / Gallery Registration Key 6020111E73FDC0E7

Figure 23: Name and Time conFiguretion

7.2.4.1 GENERAL

	r	PLAYER	ONE																UNSAVE	CHANGES: 4
Device Player	^	C01: Mornin C16: C1		Afternoon C19:	C03 C20:	: Working C21:	g-days C22:	C04: W C23:	eekend C24:	C05:	C06:	C07:	C08:	C09:	C10:	C11:	C12:	C13:	C14:	C15:
Presets Events Calendar Cloud Disk Sync CMS Management		Calendar	ndar configurat		VICE exe	cute auto	omated	functions	on date (event.										
Scripts/LUA letwork ystem	~ ~	Gene	al Sou	1	$\langle $	abled 🖾 Ch Name Mo	eck this	option t	o enable	calenda	r.									
) Logout													Ecler 20	21 / PLAY	ERONE 1	.00r0 / G	allery Reg	jistration	SAVE Key 6D28	RESET



- **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.



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7.2.4.2 SOURCE

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

	•	PLAYERO	NE																	
Player Presets Events Calendar	^	C01: Morning C16: C17: Calendar co	دıه dar 1		C20:	Working C21: ute auto	C22:		C24:	C05:	C06:	C07:	C08:	C09:	C10:	C11:	C12:	C13:	C14:	C15:
Cloud Disk Sync CMS Management Scripts/LUA Network	~	General Dat	Source and Tim																	
	~				Start T	ime 08	v : 00	· •												
Ð Logout					End E	ion <u>Cl</u> ale <u>17</u> ime 23	/ 88/ 202		-			~	-							
		We	ekly repet		re these c	lavs		₩e ¹² T			0									
		Da	ly repetiti			esat 🖾	-Tu-	We Th	h — Fr —	∙ Sa — Su										
						nval 01 mes 5	•:00	· · : 00	•											
				The event	will finis			button t	o refrest	1										
																			SAVE	RESET
													Ecler 20	21 / PLAY	ERONE 1.	.00r0 / Ga	illery Reg	istration	Key 6D28	411E73FD

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.

Date and Time interval			
Start Date	17/08/2021		
Start Time	08 🗸 : 00 🗸		
Duration	CUSTOM END DATE		<u>~</u>
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).

w	y repetition	
	Active these days Mo Tu Ve 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 dropdown 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.

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7.2.4.4 TARGET

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

		C01: Morning	C02: After	noon Ci	03: Worki	ng-days	C04: Weekend	C05:	C06:	C07:	C08:	C09:	C10:	C11:	C12:	C13:	C14:	C15:
levice	^	C16: C17:		19: C20			C23: C2						010.		C.L.	0.00	C.I.I.	0.05
Player																		
Presets Events		Calenc	lar 1															
Calendar				ats DEVICE a	ovecute a	utomated t	functions on dat	e event										
Cloud Disk Sync																		
CMS Management Scripts/LUA		General	Source	Target														
etwork	~				Туре	PRIORITY	SOURCE			~								
/stem	~			Source pa	th/url	mmc://voice	e/campaigns/sun	mer/promo	3.wav									
rstern						constitution	source as mmo	the sector of the	ter Monet	tedardiet e								
									up////050	piayinscar	1150							
Lanauk																		
l Logout																		-
Logout																	SAVE	RESET
Logout		_															SAVE	RESET
] Logout											Ecler 202	1 / PLAY	ERONE 1.0	00r0 / Gal	llery Regi	stration I		RESET
] Logout											Ecler 202	<u>1 / PLAYE</u>	ERONE 1.0	00r0 / Gal	llery Regi	stration I		
] Logout											Ecler 202	1 / PLAYE	ERONE 1.0	00r0 / Gal	llery Regi	stration I		
] Logout											Ecler 202	1 / PLAY	ERONE 1.0	00r0 / Gal	llery Regi	stration I		
] Logout											Ecler 202	1 / PLAYE	ERONE 1.0	00r0 / Gal	llery Regi	stration I		
] Logout											Ecler 202	1 / PLAYE	ERONE 1.0	00r0 / Gal	llery Regi	stration h		
] Logout											Ecler 207	<u>1</u> / PLAYI	ERONE 1.	00r0 / Gal	llery Regi	stration H		
] Logout											Ecler 202	<u>1</u> / PLAYI	ERONE 1.	00r0 / Gal	llery Regi	stration)		
] Logout											Ecler 202	1 / PLAY	erone 1.	D0r0 / Gal	llery Regi	stration H		
Logout											Ecler 202	<u>1</u> / PLAYE	ERONE 1.0	00r0 / Gal	llery Regi	stration)		
Logout											Ecler 202	<u>1</u> / PLAYE	ERONE 1.0	00r0 / Gal	llery Regi	stration I		
Logout											Ecler 202	1 / PLAYE	ERONE 1.0	00r0 / Gal	llery Regi	stration h		
Logout											Ecler 202	1 / PLAYE	ERONE 1.0	DDr0 / Gal	llery Regi	stration H		
Logout											Ecler 202	1 / PLAY	ERONE 1.	D0r0 / Gal	llery Regi	stration (
Logout											Ecler 202	1 / PLAYE	ERONE 1.6	D0r0 / Gal	llery Regi	stration #		
Logout											Ecler 202	1 / PLAY	ERONE 1.6	00r0 / Gal	llery Regi	stration (
] Logout											Ecler 202	1 / PLAYI	ERONE 1.0	DDr0 / Gal	llery Regi	stration H		
] Logout											Ecler 202	1 / PLAYE	ERONE 1.0	Dor0 / Gal	llery Regi	stration #		
] Logout											Ecler 207	<u>1</u> / PLAYE	ERONE 1.6	00r0 / Gal	llery Regi	stration H		
] Logout											Ecler 202	<u>1</u> / PLAYE	ERONE 1.	00r0 / Gal	llery Regi	stration N		
] Logout											Ecler 202	<u>1</u> / PLAYI	ERONE 1.	00r0 / Gal	llery Regi	stration #		
] Logout											Ecler 202	<u>1</u> / PLAYL	ERONE 1.4	00r0 / Gal	llery Regi	stration #		

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



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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.

Α	r	t	i	S	t	-	S	0	n	g	•	m	р	3	
	0	2	:	5	6		Ρ	С	0	1			U	S	В

Figure 30

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

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.

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.



d ecle	r	PLAYERONE
evice _{Player}	^	C01: Morning C02: Allemoon C03: Working-days C04: Workend C05: C06: C07: C08: C07: C10: C11: C12: C13: C14: C C16: C17: C18: C19: C20: C21: C22: C24:
Presets Events Colendar		Calendar 10
Cloud Disk Sync CMS Management		Calendar configuration lets DLVICL execute automated functions on date event. General Source Target
eripts/LUA	~	Enabled El Check this option to enable calendar
stem	~	Name Opining
Logout		SAC
		Ecter 2021 / PLAYERONE 1.00/0 / Gallery Registration Key 6028411

The calendar is enabled, and it is given an identifying name.



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 ecle	r	PLAYERONE	
Device Player Presets	^	C01: Morring C02: Afternoon C01: Working-days C04: Weekend C05: C06: C07 C16: C17: C18: C19: C28: C21: C22: C23: C24:	7: COB: CO9: C10: C11: C12: C13: C14: C15:
Freses Events Calendar Cloud Disk Sync		Calendar 10 Calendar configuration lets DEVICT execute automated functions on date event.	
CMS Management		General Source Target	
Scripts/LUA		Date and Time interval	
etwork	~	Start Date dd/mm/aasaa	
rstem	\sim	Start Time 09 🗸 : 45 🗸	
		Duration FOREVER	~
Logout		Weekly repetition	
		Active these days Mo Tu We Th Fr Sa Su	
		Daily repetition	
		Repeat 🗆	
			SM/E RESET



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

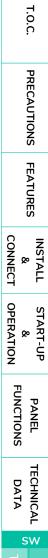


d ecte	r	PLAYERON	E													
Device Player	^		C02: Afternoon C18: C19:	C03: Working-day C20: C21: C		C05:	C06:	C07:	C08:	C09:	C10:	C11:	C12:	C13:	C14:	C15:
Presets Events		Calenda	ar 10													
Calendar Cloud Disk Sync		Calendar config	juration lets DEV	ICE execute automat	ed functions on date	event.										
CMS Management Scripts/LUA		General	Source Targ													
Network	~			Type LOAD	PLAY SOURCE			~								
System	~		Sourc		the source as mmc:/	/ usb:// h	ttp://host,	/playlist.m	13u							
➔ Logout															SAVE	RESET
									Eclar 202		DONE 1	00-0 / Ca	llon: Pog	stration (11E73FDC0B7
									ECIEF 202	(7 PDAT	KONE 1.	uuru / Ga	liery keg	suation	ey 6026	FTE/SPDC0B/

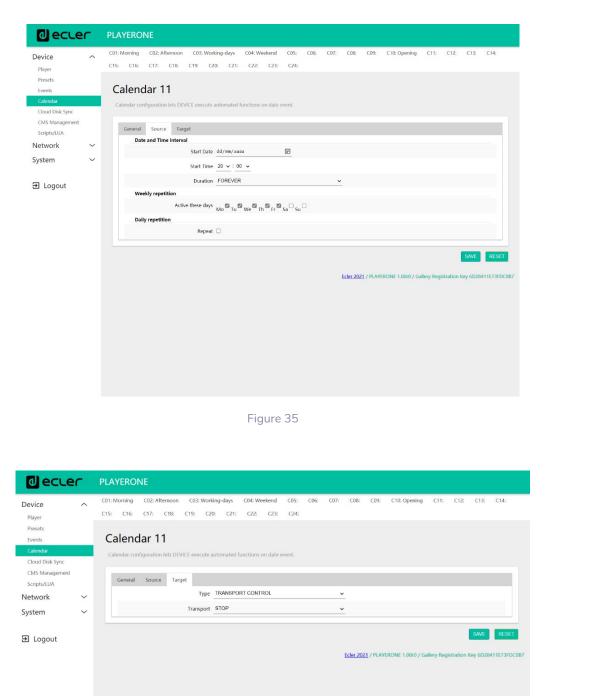
Figure 33

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.

decler	PLAYERONE
Device ^ Player	C01: Morning C02: Afternoon C03: Working days C04: Weekend C05: C06: C07: C08: C09: C10: Opening C11: C12: C13: C14: C15: C16: C17: C18: C19: C20: C21: C22: C23: C24:
Presets Events Calendar	Calendar 11 Calendar configuration lets DEVICE execute automated functions on date event.
Cloud Disk Sync CMS Management Scripts/LUA	General Source Target
Network ~ System ~	Enabled 🖬 Check this option to enable calendar Name Closing
3 Logout	SWE
	Ecter 2021 / PLAVERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC087











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.

	r	PLAYERONE
Device Player	^	C01: Morning C02: Afternoon C02: Working-days C04: Weekend C05: C06: C07: C08: C09: 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	~	Enabled
System	~	Check this option to enable calendar Name Closing message
Eogout		Eder 2021 / PLAYERONE 1.000 / Gallery Registration Key 6028411E73FDC087



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 ecle	ſ	PLAYER	ONE															
Device Player	^	C01: Morning C15: C16:		fternoon C18:		orking-days C20: C21:		eekend C23:	C05: C24:	C06:	C07:	C08:	C09:	C10: Opening	C11: Closing	C12:	C13:	C14:
Presets Events Calendar Cloud Disk Sync		Calendar o			VICE execu	te automated	functions	on date	event.									
CMS Management Scripts/LUA Network	~	Genera Da	Sour		əl				Ē									1
System	~				Start Tir	te dd/mm/aa ne <u>19 ∨</u> : 4	15 🗸											
∃ Logout		w	eekly repe			95 Mo ¹⁰ Tu		h 🖾 Fr 🖾	sa su		~							
		D	aily repeti			at 🖾												
						ral <u>00 ∨</u> : '	10 🗸 : 00) ~										
				The event		es 1 at 19:55:00												
						Press 'Sav	e' button		1							SAVE	RES	
												Ecler 202	11 / PLAY	ERONE 1.00r0 / Ga	illery Registration	Key 6D2	3411E73F	DC087



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

d ecle	ſ	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 Scripts/LUA		General Source Target
letwork ystem	×	Type PRIORITY SOURCE Source path / url mmc?/dosing way
•••••		Specify the source as mmc// usb:// http://host/playlist.m3u
Logout		SME RESET
		Ecler 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC087

Figure 39

1.1.1.1 CALENDAR FOR CHRISTMAS CAMPAIGN

	ſ	PLAYERO	NE											
Device Player	^	C01: Morning C13: C14:	C02: Afterno C15: C1		Vorking-days C18: C19:	C04: Weekend C20: C21:	C05: C22:	C06: C23:	C07: C24:	C08:	C09:	C10: Opening	C11: Closing	C12: Closing message
Presets Events Calendar		Calenc												
Cloud Disk Sync CMS Management			_		ute automated	functions on date	event.							_
Scripts/LUA	~	General	Source	Target Enabl	led 🗹									
System	~			Na	Check this me Xmas	option to enable	calenda	r						
➔ Logout														SAVE RESET
										Ecler 2021	[/ PLAY	ERONE 1.00r0 / Ga	llery Registration	Key 6D28411E73FDC0B7

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.

d ecler	PLAYERONE												
Device ^	C01: Morning C02: /	Afternoon C03: Wo	rking-days	C04: We	ekend	C05:	C06:	C07:	C08:	C09:	C10: Opening	C11: Closing	C12: Closing message
Player	C13: C14: C15:	C16: C17: C	18: C19:	C20:	C21:	C22:	C23:	C24:					
Presets		10											
Events	Calendar ⁻	13											
Calendar Cloud Disk Sync	Calendar configuration	on lets DEVICE execute	automated	functions o	on date e	event.							
CMS Management	General Sour	ce Target											
Scripts/LUA	Date and Ti	me interval											
Network 🗸		Start Date	15/12/20	21									
System 🗸		Start Time	10 🗸 : 0	0 🗸									
➔ Logout		Duration	CUSTOM	END DATE				~					
		End Date	15/01/20	22									
		End Time	20 🗸 : 0) v									
	Weekly rep	etition											
		Active these days	Мо Ти	и we 🖾 тн	10 Fr 10	Sa [□] Su							
	Daily repeti	tion											
		Repea											
		Interva	00 🗸 : 3	0 • : 00	~								
		Time	19										
		The event will finish a	19:30:00										
			Press 'Save	e' button to	o refresh								
													SAVE RESET
									Ecler 202	1 / PLAY	ERONE 1.00r0 / Ga	llery Registration	Key 6D28411E73FDC08

Figure 41

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

	PLAYERONE
Device ^	C01: Morning C02: Afternoon C03: Working-days C04: Weekend C05: C06: C07: C08: C09: C10: Opening C11: Closing C12: Closing message C13: Xmas C14: C15: C16: C17: C18: C19: C20: C21: C22: C23: C24:
Presets Events	Calendar 13
Calendar Cloud Disk Sync	Calendar configuration lets DEVICE execute automated functions on date event.
CMS Management Scripts/LUA	General Source Target Type PRIORITY SOURCE
Network ~ System ~	Source path / unl usb://xmas.wav
∃ Logout	Specify the source as mmc:// usb:// http://host/playlist.m3u SWE RESET Ecter 2021 / PLAYERONE 1.000 / Gallery Registration Key 6028411E73FDC087





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.

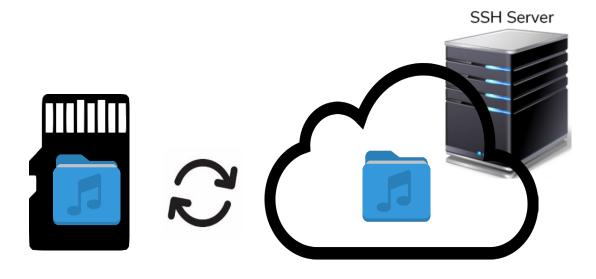


Figure 43: syncing folders with Store and Forward (rsync)

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

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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.

Device ^G oogle Drive Store and Forward (rsync) Player Chara and Forward (rsync)	decler		PLAYERONE
Presis Store and Forward (Tsync) Cad back spin Image: Cad back spin Network System Image: Cad back spin Cad back spin Image: Cad back spin	Device Player Presets Events Calendar Cloud Disk Sync CMS Management Scripts/LUA Network System	~	Google Drive Store and Forward (rsync) Store and Forward (rsync) Image: Constant of the store of the stor

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.



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7.2.6.1 GENERAL

	ſ	PLAYERONE	
Device Player Presets Events Calendar Cloud Disk Sync CMS Management	^	Google Drive Store and Forward (rsync) Store and Forward (rsync) Store&Forward module lets DEVICE download remote media content to local storage devices (USB/MMC), daily, and recall PRESET1 to automatically play it. General Remote Source Local Target Log Enabled	T.O.C.
Scripts/LUA Network System D Logout	* *	Check this option to enable daily Store&Forward process Time 03 v : 00 v Time (HH:MM) when synchronization will be executed Audio playback will be interrupted SAVE RESET	PRECAUTIONS
		Ecler 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC087	FEATURES
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			P

Figure 45: S&F, General

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

decler

7.2.6.2 REMOTE SOURCE

	r	PLAYERONE
Device Player Presets Events Calendar	^	Google Drive Store and Forward (rsync) Store and Forward (rsync) Store&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		General Remote Source Local Target Log
CMS Management Scripts/LUA		Host 10.02.15
Network	\sim	Host or IP Address
System	\sim	Port 22
,		Folder /home/hotels/hotels
➔ Logout		Host Folder where contents are stored
		Username hotels
		Private Key
		Timeout 10
		Timeout in seconds [5.30]
		SAVE RESET
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- 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.

T.O.C.



7.2.6.3 LOCAL TARGET

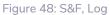
	-		
	ſ	PLAYERONE	
Device	^	Google Drive Store and Forward (rsync)	
Player			
Presets		Store and Forward (rsync)	
Events Calendar		Store&Forward module lets DEVICE download remote media content to local storage devices (USB/MM	C), daily, and recall PRESET1 to automatically play it.
Cloud Disk Sync			
CMS Management		General Remote Source Local Target Log	
Scripts/LUA		Path mmc://sandf/	
Network	\sim	Defined by PRESET1 Playlist Path field	
System	~		SAVE
➔ Logout			Ecler 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC087

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

decler PL	AYERONE
Player Presets S Events s Calendar	egite Drive Store and Forward (rymc) Store and Forward (rsync) StoreGroward module lets DEVICE download remote media content to local storage devices (USR/MMC), daily, and recall PRESETS to automatically play it.
Cloud Disk Sync CMS Management Scripts/LUA	General Remote Source Local Target Log /usr/eclar/spss/eclar_set_sh: line 3: dropbercomert: not found
Network ~ System ~	
2 Logout	Image:



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

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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.

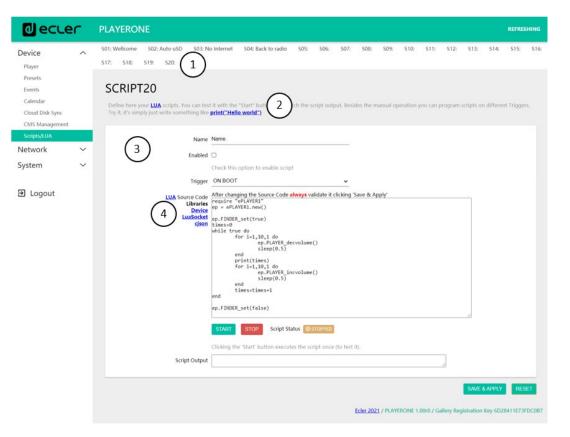


Figure 49: Script example

- 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:

decler

Trigger	ON BOOT	~
	ON BOOT	- 10
LUA Source Code	ON EVENT	g 'Sav
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.

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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.



ig the start button executes the script once (to tes

Figure 51: script execution buttons

- **Status**: shows the status of the script: RUNNING (flashing) the script is running, or STOPPED (steady), the script has finished or stopped.
- 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!

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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.

decler	PLAYERONE REFRESHING
Device ^ Player Presets Events Calendar Cloud Disk Sync	S01: Wellcome S02: Auto uSD S03: No Internet S04: Back to radio S05: S06: S07: S08: S09: S10: S11: S12: S13: S14: S15: S1 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. Try it, it's simply just write something like print("Hello world")
CMS Management Scripts/LUA Network System Subscripts Logout	Name Wellcome Enabled Image: Check this option to enable script Check this option to enable script Check this option to enable script Trigger ON BOOT LUA Source Code After changing the Source Code always validate it clicking 'Save & Apply' LUA Source Code After changing the Source Code always validate it clicking 'Save & Apply' LUA Source Code After changing the Source Code always validate it clicking 'Save & Apply' Device p = ePLATREN'
	Levce ep.LCD_print2({line1="Hello",line2="Ecler",center="true",timeout=10}) START STOP Start 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 6D28411E73FDC00

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



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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	er -	PLAYERONE REFRESHING
Device Player	^	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:
Presets Events Calendar Cloud Disk Sync CMS Management		SCRIPTO2 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. Try it, it's simply just write something like print("Hello world")
Scripts/LUA		Name Auto uSD
Network	\sim	Enabled
System	\sim	Check this option to enable script
		Trigger ON MMC 🗸
➔ Logout		MMC action PLUG ~
		LUA Source Code Libraries Dexice = ePLAYER1" LuaSocket cjson
		START STOP Script Status ØSTOPPED
		Clicking the 'Start' button executes the script once (to test it).
		Script Output Returned value: 0
		SAVE & APPLY RESET Ecler 2021 / PLAYERONE 1.0000 / Gallery Registration Key 6D28411E73FDC08

Figure 54

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



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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.

decler	PLAYERONE REFRESHING		
Device ^ Player Presets	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:		
Events	SCRIPT03		
Calendar Cloud Disk Sync CMS Management	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. Try it, it's simply just write something like print("Hello world")		
Scripts/LUA	Name No Internet		
Network \checkmark System \checkmark	Enabled		
System	Check this option to enable script Trigger ON WAN		
➔ Logout	Network event UNAVAILABLE		
	LUA Source Code Librards Device ge = ePLAYER1 (usSocket sison eq.(inc)=print2(line1=***, line2=**, center=*true*)) sleep(0.5) eq.(iDp.print2(line1=***, line2=**, center=*true*)) eq.(iDp.print2(line1=***, line2=***, center=*true*)) eq.(iDp.print2(line1=***, line2=***, center=*true*)) eq.(iDp.print2(line1=***, line2=***, center=*true*)) eq.(iDp.print2(line1=****, line2=****, center=*true*)) eq.(iDp.print2(line1=**********, line2=************************************		
	START STOP Script Status O STOPPED		
	Clicking the 'Start' button executes the script once (to test it).		
	Script Output Returned value: 0		
	Eder 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC087 Figure 55		
roquiro "PLAY	ED"		
require "PLAY			
ep = PLAYER.			
	text1, text2, nTimes)		
for blir	nk=1,nTimes ,1 do		
	ep.LCD_print2({line1=text1, line2=text2, center="true"}) sleep(0.5) ep.LCD_print2({line1=" ", line2=" ", center="true"}) sleep(0.5)		
end			
end			
blink("NO", "In	nternet", 5)		
	ep.PLAYER_open({preset=1})		
-	· · · · · · · · · · · · · · · · · · ·		



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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.

	er (PLAYERONE REFRESHING
Device Player Presets Events Calendar Cloud Disk Sync CMS Management	^	S01: Welkome 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:
Scripts/LUA		Name Back to radio
Network	\sim	Enabled
System	\sim	Check this option to enable script
Ð Logout		Trigger ON WAN ~ Network event AVAILABLE ~ LUA Source Code After changing the Source Code always validate it clicking 'Save & Apply'
		Script Output
		SAVE & APPLY RESET

Figure 56

require "PLAYER"

ep = PLAYER.new()

ep.PLAYER_open({preset=2})



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7.3 NETWORK

d ecler PLAYERONE Interfaces Global network options Device \sim Interfaces Network ~ 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 Wireless LAN ジ (ごき) br-lan RESTART STOP EDIT DELETE System Protocol: DHCP client Jptime: 7d 0h 36m 30s MAC: 0C:CF:89:21:E6:FD 650.57 MB (3028454 Pkts.) ➔ Logout WAN RESTART STOP EDIT DELETE geth0.2 TX: 62.53 MB (568741 Pkts.) IPv4: 192.168.1.9/24 NEW INTERFACE RESET Ecler 2021 / PLAYERONE 1.00r0 / Gallery Registration Key 6D28411E73FDC087

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 link.



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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.

	≥r	PLAYERONE		REFRESHING
Device	~	Interfaces Global network opti	ons	
Network	^	Interfaces		
Interfaces Wireless System	~	LAN 部(語意) br-lan	Protocol: Static address Uptime: 70 dh 36m 34s MAC DCCF/8921567D RC: 0 8 (0 Pits) TDC 4.68 K8 (22 Pits) IPv4: 192.166.195.1/24	RESTART STOP COT DELETE
€ Logout		WAN	Protocol: DHCP client Uptime: 7d oh 5em 30s MAC: 02CCF992:1567D R0: 6305 7MB (026454 Pfts.) TX: 6253 MB (0569741 Pfts.) IPv4: 192.168.13/24	2 (2)
		ADD NEW WITH FACE		SAVE & APPLY • SAVE PESET Edet 2021 / PLAYERONE 1.000 / Gallery Registration Key 6D26411E73FDC087



- 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.

d ecu	er	PLAYERONE	REFRESHING
Device	~	Interfaces Global network options	
Vetwork	~	Interfaces	
Interfaces Wireless System	~1	LAN Protocol: Static address Uptime: 7.0 m Sen 34: Uptime: 7.0 m Sen 34: Ø [#] (2 ^{±±} m) MAC: 0CC: 999:21:E6FD br-lan TR: 0.6 #87:27.861.87 IPv4: 120:21:661.87 TR: 0.6 #87:27.861.87	REBINARY STOP COT DELET
➔ Logout		WAN Protocol: Dict? Client 20 MAC 0CCF89216670 em0.2 Dict 60.557 MB (202645 PR4s) Ttc 62.53 MB (562741 PK4) Dict 61.37674	
		ADD NEW INTERFACE	
			SAVE & APPLY + SAVE & RESET

Figure 59 : accessing the network conFiguretion



9 ل	ecler	PLAYERONE		REFRESHING
Device Netwo	~	Interfaces of	obal network options	
	Interfaces » W	/AN		
Syster	General Settings	Advanced Settings	Physical Settings	
Ð Lo		Status	Device: eth0.2 Uptime: 0h 4m 5s MAC: 0:C:F:8921E6FD RX: 422.34 KB (212) Pfks) TX: 50.55 KB (1394) Pfks) IPvd: 192.168.1.9/24	
		Protocol	DHCP client	
		Bring up on boot	2	
	Hostname to	send when requesting DHCP	PLAYERONE	ESET
			DISMISS	SAVE 73FDC087

Figure 60: editing network parameters

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

0	ecter	PLAYERONE			REFRESHING
Device Netwo	Interfaces » W	Interfacer	obal network options		h
Syster	General Settings	Advanced Settings Status Protocol Really switch protocol Bring up on boot	Physical Settings Device: eth0.2 Uptime: 0h 5m 20s MAC: 00:CF8921166FD RX: 474.14 KB (2565 Pkts,) TX: 556.295 KB (1567 Pkts,) IPv4: 192.168.1.9/24 Static address SW1CH PROTOCOL	-	DEMESS SAVE
					nang kahang kegalananan nag karawa sa ^g MDC087

Figure 61



0	ecler	PLAYERONE	REFRESHING UNSA	VED CHANGES: 1
Device	~	Interfaces G	obal network options	
Netwo		Interfaced		
Interfac	Interfaces » V	VAN		
Wireles				
System	General Settings	Advanced Settings	Physical Settings	
Ð Log		Status	Device: eth0.2 Uptime: 0h 8m 5s MAC: 0:C:C:R82:15:67E0 RX: 645:46 K8 (3767 Ptrts) TX: 813:04 (3258 Ptrts) IPv4: 192:168:1.9/24	
		Protocol	Static address 🗸	
		Bring up on boot	2	
		IPv4 address	192.168.1.9	RESET
		IPv4 netmask	255.255.255.0	E73FDC0B
		IPv4 gateway	192.168.1.1 (wan)	
		IPv4 broadcast	192.168.1.255	
	U	se custom DNS servers		
		IPv6 assignment length	disabled •	
			Assign a part of given length of every public IPv6-prefix to this interface	
		IPv6 address	Add IPvG address +	
		IPv6 gateway		
		IPv6 routed prefix		
			Public prefix routed to this device for distribution to clients.	
		IPv6 suffix		
			Optional. Allowed values: 'eui64', 'random', fixed value like '::1' or '::1:2'. When IPv6 prefix (like 'abx::d::') is received from a delegating server, use the suffix (like '::1') to form the IPv6 address (abx::d::1) for the interface.	·
			DISMISS	AVE

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.



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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.

	٢	PLAYERONE				REFRESHING
Device Network Interfaces	× ^	Wireless Overview	Medial	ek MT76x8 802.11b	n	RESTART SCAN ADD
Wireless System	~	di dBm	Channel: 11	I (2.462 GHz) Bitrate: ? N LAYER-WIF Mode: Maste I:E6:FC Encryption 2017	tbit/s	DISABLE EDIT REMOVE
∃ Logout		Associated Stations		1		1
		Network	MAC-Address	Host No informati	Signal / Noise	RX Rate / TX Rate
					<u>Ecler 2021</u> / PLAYERC	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.

•••॰ Orange 🗢	11:48	56 % 🔳 🔿
Ajustes	Wi-Fi	
Wi-Fi		
PLAYER-WIF	₽ \$ (j)	
SELECCIONA UN	A RED	

Figure 64: WiFi settings on a smartphone



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.

Ceneral Setup Advanced Settings Ceneral Setup Advanced Settings Status Statu			PLAYERONE		REFRESH
Writess Network: Master *PLACENONE-WIFF* (wlam) Server: a Start Centeral Start Advanced Setting Start	ie:	~			
Wreless Network: Master 'PLAYERONE-WIFI' (wland) Vertex General Setup Main Main Mereiss network: master 'PLAYERONE-WIFI' (wland) Status Main Mai	/0		Wireless O	uoniow	- 22
General Setup Advanced Settings Setup Status Setup Setup Setup Setup Mode Channel Vide Setup Setup Setup Setup Setup Setup Mode Setup Mode Setup Mode Setup Mode Setup Mode Setup Mode <td></td> <td>Vireless Netw</td> <td>ork: Master "PLA</td> <td>YERONE-WIFI" (wlan0)</td> <td></td>		Vireless Netw	ork: Master "PLA	YERONE-WIFI" (wlan0)	
Centered Setting Status Status Status Image: Status Mode Operating frequency N Y Y Status Status Status Maximum transmit power Image: Status Mode Status Mode Access Point Mode Status Mode Access Point Image: Status Image: Status Image: Status Image: Status </td <td>ter.</td> <td></td> <td></td> <td></td> <td></td>	ter.				
Of Image: Security in the second section is wireless interface or fill out the custom field to define a new network. Image: Security in the second second section is wireless interface or fill out the custom field to define a new network. Image: Security in the second s	in	General Setup	Advanced Settings		18
Mode Channel Width Operating frequency N 11 (2402 Mbg) 2 00 Mbg 2 Maximum transmit power dwer 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 Specifies the maximum transmit power the wireless radio may use. Depending on regulatory requirements and wireless usage, the actual transmit power may be General Setup Mode Access Point - Issue - - - Network - - - Chose the network(5) you want to attach to this wireless interface or fill out the custow field to define a new network. - Hide ESSD: - - -	oç		Status		
Mode Channel Width Operating frequency N 11 (2462 Mis) 2 20 Mis 2 Maximum transmit power dmer detault - 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 Specifies the maximum transmit power the wireless radio may use. Depending on regulatory requirements and wireless usage, the actual transmit power may be General Setup Mode Access Point - ESSID Mode Access Point - ESSID Mode Access Point - Choose the network(2) you want to attach to this wireless interface or fill out the custom field to define a new network. - Hide ESSID -		Wr	eless network is enabled	DISARLE	
Operating frequency N 11 (2462 Mrd) < 20 MH2					
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.			Operating frequency		
General Setup Wireless Security MAC-Filter Advanced Settings Mode Access Point • ESSID MV-PLAVER • Network • • 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 •			faximum transmit power	driver default 🗸 - Current power: 20 dBm	179
Mode Access Point ESSID MY-PLAVER Network Int: IIII IIIIIIIIIIIIIIIIIIIIIIIIIIIIII	L			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.	
ESSID MM-PLAVER Network Imm: 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 Imm	Ľ	General Setup	Wireless Security	MAC-Filter Advanced Settings	
Network Iam: 25 @ Choose the network(s) you want to attach to this wireless interface or fill out the custom field to define a new network. Hide ISSID:			Mode	Access Point	
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			ESSID	MY-PLAYER	
			Network	Lan: 💯 🙊	
				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 2			Hide ESSID	0	
			WMM Mode	8	
DISMUSS SAVE					1
	3.00				

Figure 65: editing WiFi network SSID

$\leftarrow \rightarrow$	C 🔺 🛚	o seguro playerone	ocal/cgi-bin/luci/admin/network/wireless a& Q	f= (Invitado 🞱	
0 e	cler	PLAYERONE		REFRESH	IING
Device Netwo merts V	↔ Wireless Netw	Wireless O rork: Master "MY	renview PLAYER" (wlan0)		
System	General Setup	Advanced Settings			
₽ Log		Status	Mode: Master SSID: MY-PLAYER 47 @@.,BSSID: OCC/F8921165/C Encryption: mixed WPA/WPA2 PSK (CCMP) Channel: 11 C44C CH2) Tz-Power 20 dbm Signal: -77 dbm, Neiter 0 dbm Bitrate: 10 Molt/S County: 00		
	We	reless network is enabled	DISABLE		
		Operating frequency		RESE	KOE7
		annun carant power	Specifies the maximum transmit power the wireless radio may use. Depending on regulatory requirements and wireless usage, the actual transmit powe reduced by the driver.		
	General Setup	Wireless Security	IAC-Filter Advanced Settings	_	
		Encryption	WPA-PSK (medium security)		
		Cipher	auto		
		Key			
		802.11r Fast Transition			
			Enables fast roaming among access points that belong to the same Mobility Domain	DISMISS SAVE	

Figure 66: editing WiFi password



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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.

~	PLAYERONE					FRESHING
	PLATERONE					
~	Wireless Overview				_	
	😤 radio0	MediaTe Channel: 11	k MT76x8 802.11bgn (2.462 GHz) Bitrate: 7 Mbit/s		RESTART SCAN ADD	
~	dBm	SSID: PLAY BSSID: 0C:CF:89:21:	ERONE-WIFI Mode: Master E6:FC Encryption: WPA PSK	(CCMP)	DISABLE PREMOVE	
	Associated Stations					
	Network	MAC-Address	Host	Signal / Noise	RX Rate / TX Rate	
			No information	n available		
					SAVE & APPLY + SAVE	RESET
				Ecler 2021	/ PLAYERONE 1.00r0 / Gallery Registration Key 6D28411	E73FDC087
	× ^	Wireless Overview Wireless Overview	Wireless Overview Wireless Overview	Wireless Overview Wireless Overview Imade radio market radio market markett market	Wireless Overview MediaTek MT76x8 802.11bgri Channel 11 0.462 (drij) Bittser / Moly, Sameri - Attractive Wireless / Moly, Machadress Network Machadress Attractive Attr	Wireless Overview Image: rasked Media Tek MT76x8 802.11bgn Channes: 11.0445 (kt) [Bitales F Mally) Image: rasked Channes: 11.0445 (kt) [Bitales F Mally) Image: rasked Channes: 11.0445 (kt) [Bitales F Mally) Image: rasked Channes: 11.0445 (kt) [Bitales F Mally) Image: rasked Stable Putry Reserve Image: rasked BISBD: 00.07/89.2168/50 [Encryption: WPA PSK (CCMP) Image: rasked MAC-Address Metwork MAC-Address Ab information available

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.

~	Wireless Overview						
in Network: Wir	eless Scan						
Signal	SSID	Channel	Mode	BSSID	Encryption		
📶 -37 dBm	_2.4	7	Master	04:D9:F5:84:4C:21	WPA2 PSK (CCMP)		NNETWORK
🚄 -49 dBm	_2.4	7	Master	18:31:8F:49:F4:C9	WPA2 PSK (CCMP)		N NETWORK
🚄 -59 dBm	_2.4	7	Master	04:D9:F5:E5:F6:A0	WPA2 PSK (CCMP)	308	NNETWORK
🚄 -66 dBm	-3522.4	1	Master	FA:8F:CA:52:7A:AA	None	300	NNETWORK
🚛 -78 dBm	_68A8		Master	34:57:60:9C:68:AA	WPA2 PSK (CCMP)	JOI	N NETWORK
						STOP REFRES	H DISMISS
					Ecter 2021 / PLAVER	IONE I filled / Gallery Registra	Son Key 602841 1273FDC



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

0	ECLEC PLAYERON	E	REFRESHING
Device			
Netwo		: Overview	
Interfa	Joining Network: 2.4	•	
Wicele			
System	Replace wireless configuration		
		Check this option to delete the existing networks from this radio.	
Đ Log	Name of the new network		
		The allowed characters are 1-Z, a-Z, 0-9 and	
	WPA passphrase		
		Specify the secret encryption key here.	
	Lock to BSSID		
		Instead of joining any network with a matching SSID, only connect to the BSSID @4:D9:F5:B4:4C:21.	RESET
	Create / 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.	67.3FDC.067

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.

d ec	ler	PLAYERONE			REFRESHING	UNSAVED CHANGES: 10
Device Netwo	~	Wireless O	vorview			
Interta Wi	ireless Netw	ork: Client *	_2.4* (radio0.network2)			
System	General Setup	Advanced Settings				
🕀 Log		Status	Mode: Client SSID: 2.4 dBm Wireless is not associated			
	Wi	reless network is enabled	DISABLE Mode Channel Width			
		Operating frequency	N • 11 (2462 Mhz) • 20 MHz •			
		daximum transmit power	and the second	 Current power: unknown ireless radio may use. Depending on regulatory requirements and wir 	eless usage, the actual transmit power ma	y be
	General Setup	Wireless Security /	Advanced Settings			
			Client	~		1731 D C007
			_2.4			
		BSSID				
		Network	wware: #			
			Choose the network(s) you want to attach to	this wireless interface or fill out the custom field to define a new netw	rork.	
					DISM	



ecler	PLAYERONE				REFRESHING
Device \checkmark Network \land	Wireless Overview				
Interfaces Wireless	👳 radio0	MediaTek MT76x8 802 Channel: 7 (2.442 GHz) Bitrate	.11bgn :: 65 Mbit/s		RESTART SCAN ADD
System 🗸	alsabled	SSID: MY-PLAYER Mode: Wireless is disabled	Master		ENABLE EDIT REMOVE
➔ Logout	🚄 -24 dBm	SSID: Opic_2.4 Mode: C BSSID: 0C:CI:89:21:E6:FC Encryption:	lient WPA2 PSK (CCMP)		DISABLE EDIT REMOVE
	Associated Stations				
	Network	MAC-Address	Host	Signal / Noise	RX Rate / TX Rate
	👮 Client "Opie_2.4" (vilan0)	04:D9:F5:84:4C:21	7	📶 -35 dBm	144.4 Mbit/s, 20 MHz, MCS 15, Short GI 65.0 Mbit/s, 20 MHz, MCS 6, Short GI
				108:2821/P	SAUE & APPLY + SAUE BOOK REPAIRS

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.

decler	PLAYERONE ****	RESHING
Device ~ Network ~ System ^	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 Reboot	General Settings Time Synchronitation Local Time 196:0221 15:59 34 SYNC WITH NUM Seconcer Hostname PLAYERCALE Timezone EuropeNadrid V	
Eogout	SAVE & APRY • NVT . [2]	



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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

0 ecler	PLAYERONE	REFRESHING
Device \checkmark Network \checkmark System \land Name and time	Name and time Here you can configure the basic aspects of your device like its hostname or the timezone.	
Security Backup, Restore and Firmwar USB/MMC Settings Register	General Settings Time Synchronization Enable NTP client Provide NTP server	
Reboot	Use DHCP advertised servers NTP server candidates @_openwrt.pool.ntp.org I openwrt.pool.ntp.org Comment pool.ntp.org Comment poo	
	2.openwit.pool.ntp.org 2 3.openwit.pool.ntp.org 2 2	
	SAVE & A Ecter 2021 / PLAYERONE 1.0010 / Gallery	

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.



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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 ···· · · · · · · · · · · · · · · · ·
휜 Logout	Eder 2021 / PLAVERONE 1.000 / 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 \checkmark Network \checkmark	WEB Panel Replayer Front Panel Functions
System ^ Name and time Security Backup, Restore and Firmwar	Device front panel functions LOCK settings UNLOCK ALLs allows access to User and Admin functions UNLOCK VEBR allows access to User functions (Admin functions are locked) LOCK ALL lock access to all User and Admin functions
USB/MMC Settings Register Reboot	LOCK Mode LOCK ALL ~ UNLOCK Password 2021
➔ Logout	8 characters long [0-9 A-Z - + -] SAVE RESET
	Eder 2021 / PLAVERONE 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.

o 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.



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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.

0 ecler	PLAYERONE
Device \checkmark Network \checkmark System \land	WEB Panel Replayer Replayer PIN
Name and time Security Backup, Restore and Firmwa USB/MMC Settings Register	Replayer is the smartphone app to control DEVICE friendly. It required to set the PIN Download Android version or IOS version PIN 1234 4 digits long [0000-9999]
Reboot	SAVE RESET

Figure 76

T.O.C.

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7.4.3 BACKUP, RESTORE AND FIRMWARE

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

decler	PLAYERONE
Device \checkmark Network \checkmark	Backup, Restore and Firmware
System ^ Name and time	Backup
Security Backup, Restore and Firmware USB/MMC Settings	Backup type ADMIN SETTINGS ADMIN SETTINGS
Register Reboot	EVENTs, CALENDAR, CLOUD DISK, CMS, and SČRIPTs settings Save backup SAVE This action will save the backup file into your default
E Logout	Downloads folder in your computer, tablet, etc. Save backup to local storage SWE TO
-	© Select an Device local storage filename path for the settings file (<u>e.g.</u> ; wat//w ₂ , <u>unicup.confi</u>) Restore Restore
	To restore configuration files, you can upload a previously generated backup archive here.
	Restore backup Elegit archiva No se ha selecidonado ningún archiva RESTORE Image: The section will restore the backup file from your computer, tablet, etc. Image: The section will restore the backup file from your computer, tablet, etc.
	Restore backup from RESTORE FROM General a remote up that (http:// or http:// type) or Device local storage filename path for the settings file (g.g. uni//m, satisp.com/a)
	Restore default settings
	Firmware
	Select a compatible firmware file (firmware PLAYER v[n] [nn] i[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 FLASHFROM
	Select a remote uni path (http:// or https:// type) or Device local storage filename path for the settings file (ggg sec//transve/transve/unixs.gg.perts.sto)
	Ecter 2021 / PLAYERONE 1.00rd / Gallery Registration Key 6D28411E73FDC0

Figure 77: System. Backup, restore and firmware

7.4.3.1 MAKE BACKUPS

Backup type	ADMIN SETTINGS V
	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 (g.g.; unb://my_backup.com/tg)



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

Player	✓	\checkmark	\checkmark
Presets	\checkmark	\checkmark	✓ *
Calendars	\checkmark	\checkmark	×
Events	\checkmark	\checkmark	\checkmark
Scripts	\checkmark	\checkmark	\checkmark
Store and Forward	\checkmark	×	\checkmark
Front panel lock settings	✓	×	×
Network settings	✓	×	×
System: Name, Time & NTP	✓	×	×
Player Profile	✓	×	×
Encryption	✓	×	×
Web password	✓	×	×

*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	
	This action will restore the backup file from your computer, tablet, etc.	
Restore backup from	RESTORE FROM	
	Select a remote url path (http:// or https:// type) or Device local storage filename path for the settings file (grg; ubc//my_backup.comfig)	
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.

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7.4.3.3 FIRMWARE UPDATE

Firmware	
Select a compatible firmware file (firmware_PLAYER_v[n]_[nn]_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 (<u>e.g.</u> ; mc://firmare.flumare.flumare.getArtq_vz_ymrs.bin)



- **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.

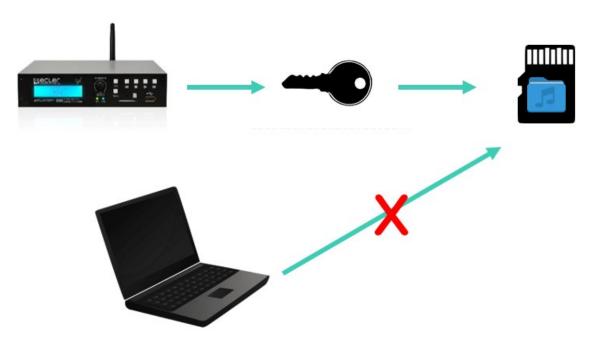


Figure 81: encryption concept



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.

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d ecler	PLAYERONE	
Device \checkmark Network \checkmark System \land	USB/MMC parameters Enter here your USB/MMC parameters like encryption. Warning	: applying changes will remove all data on USB or MMC
Name and time Security Backup, Restore and Firmware	USB device parameters	
USB/MMC Settings Register Reboot	Encryption enabled	APPLY ENCRYPT NOW Encrypting this device will format the USB device This operation could take a long time (USB FORMATING) Once finished, NO-ELS will be delipsyed.
∃ Logout	Disk Usage	E19MB / 15275MB (1%)
	MMC device parameters	
	Encryption enabled	APPLY ENCRYPT NOW
	Disk usage	Encrypting this device all format the MMC device This operation could take a long time (MMC GRNATING) Once finisher, Ox FLES will be displayed. 24MB / 7404MB (2%)
		SAVE RESET
		Edler 2021 / PLAVERONE 1.00v0 / Gallery Registration Key 6D28411E73FDC087

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)

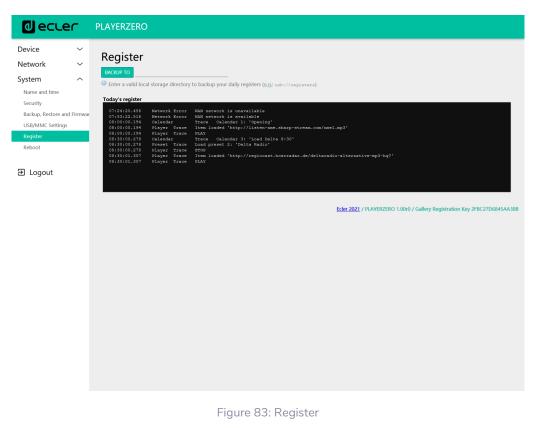


7.4.5 REGISTER

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).



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.

decler	PLAYERONE		0.C.
Device Network System Name and time Security Backup, Restore and Firmw USB/MMC Settings	Reboot Reboot Reboot PERFORM REBOOT	FDC087	PRECAUTIONS
Register Reboot			FEATURES
			INSTALL & CONNECT
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			PANEL FUNCTIONS
	Figure 84: Reboot		TECHNICAL DATA



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.

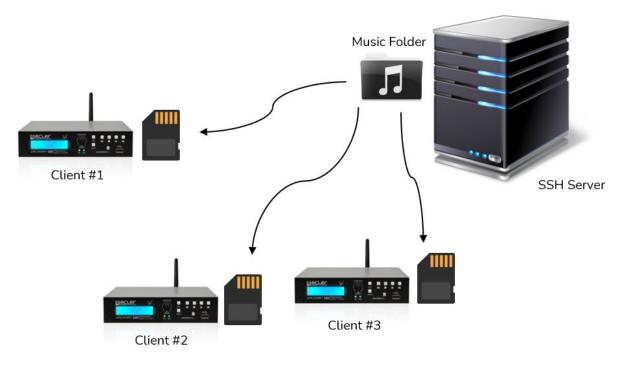


Figure 85: S&F synchronization



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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.

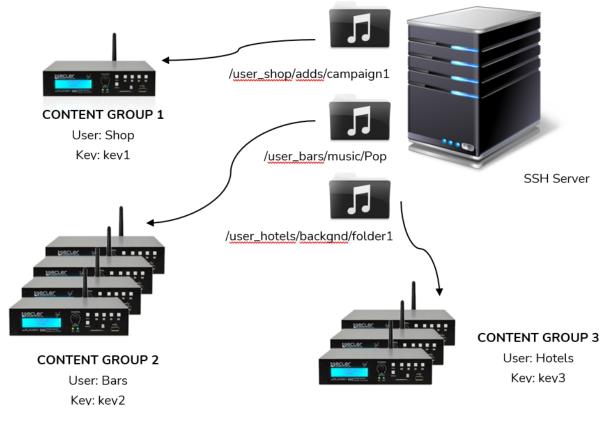


Figure 86: content groups

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.



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.

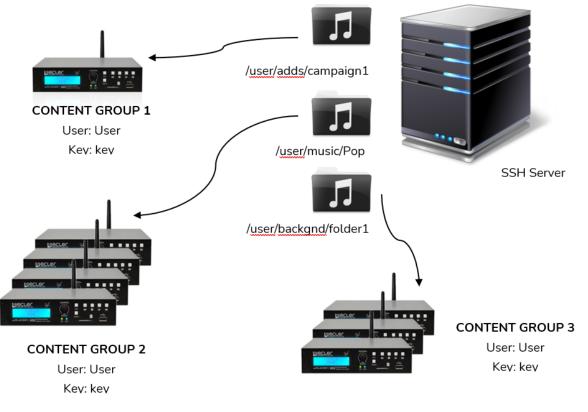


Figure 87: single user

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** $\}$.

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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:	
F ' 00	

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	
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:	
Retype new UNIX password:	
passwd: password 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	
Password:	
hotels@ecler:/home/ecler\$	

Figure 89



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:

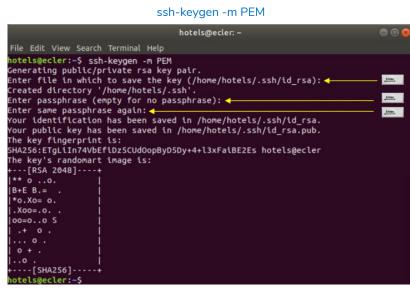


Figure 90

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: ~	00
File Edit View Search Terminal Help	
<pre>File Edit View Search Terminal Help Copy from hotels@ecler:-\$ cat .ssh/id_rsa.pub >> .ssh/authorized_keys hotels@ecler:-\$ cat .ssh/id_rsaBEGIN RSA PRIVATE KEY MIIEowIBAAKCAQEAp9ZG6QXw2QlkwvaE0gFBCC6Dw7ScqGSyARq0bg4ntmzhHmit VyD+l/gnaapM2MTSmXwk1Cl0q2fkync8zBdaff3Edv5cm1jRpOCrx69p0KowK4r6 QTrC0vUiz1tE/YS1Q+qA7IhSNCfruh2sSTg3KyVbkSBu110HVMVtSIVZHzeSByeL SkLqAp2Ye8Y4M3iWSIVNOhT9TiEoDZ5gpKkozBU13iV7oobtEaFhKs+Z+P0U2Ww4 xeA4J10I9JnImVq1tRBD1aEdQkoApBBVUW4IK2CzbfbU0VAQ52WsREqGi/BKSC10 bY0rG08q1F2njDVtXEaTICSPcvdg2VaK0cW20IAQABA0IBAFsANa23ECW9KCKd o1pyT5SuCgd80EwKxkm0/zGE/0dMNatXzacmPqSLamNCcTQ/U6jgxNB8MwQU6tpU WGaYQmtXVYR/Whrox5LMNpeopoj7He8eBZ6E18nyHBMF0MGMyPOHINjTt7Onj11 hVqV3mF1377k21A2e/Qcr6tU12RizjADP42W2V1ZKFZS926+9JRIUP2WLZShCT dgfAgnNlDuqceTEBNTSAWFicNX40gRd9Ehv8Hp/1E0Xf0yLRpsyqPFQo6t+uRNyh VOXL4Eb4R3CzyIsmRTfkwctZki/TrzeGuSmbnJkgP0Q2R+bdbm3k+sCgVEAycps WpqK2JPvDLW8088Vq04KS8QQktnEWz2BZ80svZtxPQWmwLGVILcagZcw18kH3I V9KgyaKMfds1kVDWFJUAK6TL84/c6dp2svTxPQMmwLGVILcagZcw18kH3I V9KgyaKMfds1kVDWFWgpWKG0dpziJ00JfGessa9QM0kFftnMF J200kaHEddBV9k7iusyFmm+0mZQc6r7LT/11KicCgYEA92GFJxCB6TkcEcYePky FaLAc1LwuJ76QwBNyivVLmXH6T84+aR0mU7LC/CEfHa0ZLeC0pA4UJcMrYG7 xX/eQ0KBgEYwKgpWKG0vzij09THK9MjA1BRpTarLxUBWJ00A7FbNzDT1 hx3eansLZ7rP+HokjE5S8CgYB0yU4NAhH8BaZsvmTswEoAu46hkh1Ee0oFhbpL 6\xm39XCAHYPQGFZ/HWXC5BWUG3cvEwy7dhUu2XC41Ds3+xQ0aPVHKV7KV9 S1tqt67XnpKF+wnFNrCdWS19BVFNdxM0F154cMa7KV9i2F99c+00LAFarQWEX8BU hXvm39XCAHYPQGFZ/HW7C5BWUG3cvEwy7dhUu2XC41Ds3+xQ0aPVHKV7KV9 S1tqt67XnpKF+wnFNrCdWS19BVFNdxM0F154cMa7KV9i2F99c+00LAFarQWEX8BU hXvm39XCAHYPQGFZ/HWXESBV9KMDL4Vk/IGFVWFrXc01DaFarQWEX8BU hXvm39XCAHYPQGFZ/HWXC5BWUG3cvEwy7dhUu2XC41Dc3+xQ0aPVHKV7KV9 S1tqt67XnpKF+wnFNrCdWS19BVFNdxM0F144cM9R4VL7C4UCcE[EhEND RSA PRIVATE KEX ID here</pre>	
hotels@ecler:~\$	

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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:

General	Remote Source Local Target Log
Kev	is a ssh-rsa kev
	e key to '/tmp/saf-dropbear.key'
	name=Tech-Support
	name=192.168.0.67
time	out=25
port	=22
sour	ce=/home/documents/bgm
targ	et=/media/usb/
	Connection to Tech-Support@192.168.0.67:22 exited: No matching algo hostkey
rsyn	c: connection unexpectedly closed (0 bytes received so rar) [Receiver]
rsyn	c 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



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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.

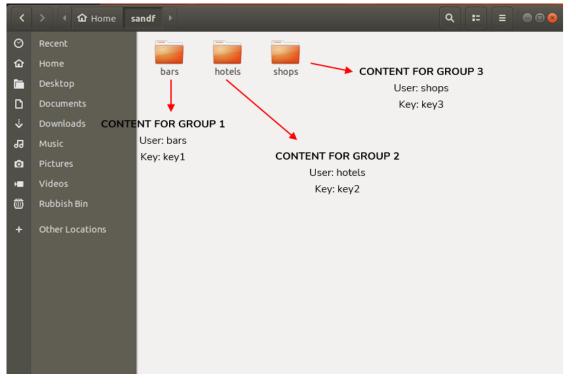


Figure 92

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.



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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.

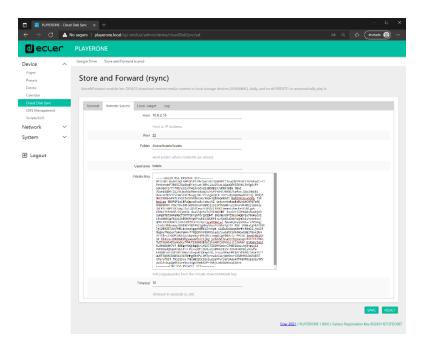
• Host: is the IP of the SSH server. To check it you can type on the Terminal:

ifconfig

in t 10.0.2.15 inet6 fe80::a9c ether 08:00:27: RX packet5 3109 RX errors 0 dr TX packets 1493 TX errors 0 dr Lo: flags=73 <up,l00pbac< th=""><th>ROADCAST,RUNNING,MULTICAST> mtu 1500 Detmask 255.255.255.0 broadcast 10.0.2.255 4:b724:7e2f:3f7 prefixlen 64 scopeid 0x20<link/> 36:08:13 txqueuelen 1000 (Ethernet) bytes 2947550 (2.9 MB) opped 0 overruns 0 frame 0 bytes 182308 (182.3 KB) opped 0 overruns 0 carrier 0 collisions 0</th><th></th></up,l00pbac<>	ROADCAST,RUNNING,MULTICAST> mtu 1500 Detmask 255.255.255.0 broadcast 10.0.2.255 4:b724:7e2f:3f7 prefixlen 64 scopeid 0x20 <link/> 36:08:13 txqueuelen 1000 (Ethernet) bytes 2947550 (2.9 MB) opped 0 overruns 0 frame 0 bytes 182308 (182.3 KB) opped 0 overruns 0 carrier 0 collisions 0	
inet 10.0.2.15 inet6 <u>fe80::a9</u> ether 08:00:27: RX packets 3109 RX errors 0 dr TX packets 1493 TX errors 0 dr Lo: flags=73 <up,l00pbac< td=""><td><pre>netmask 255.255.255.0 broadcast 10.0.2.255 1b724:7e2f:3f7 prefixlen 64 scopeid 0x20<link/> 36:08:13 txqueuelen 1000 (Ethernet) bytes 2947550 (2.9 MB) opped 0 overruns 0 frame 0 bytes 182308 (182.3 KB) opped 0 overruns 0 carrier 0 collisions 0</pre></td><td></td></up,l00pbac<>	<pre>netmask 255.255.255.0 broadcast 10.0.2.255 1b724:7e2f:3f7 prefixlen 64 scopeid 0x20<link/> 36:08:13 txqueuelen 1000 (Ethernet) bytes 2947550 (2.9 MB) opped 0 overruns 0 frame 0 bytes 182308 (182.3 KB) opped 0 overruns 0 carrier 0 collisions 0</pre>	
lo: flags=73 <up,loopbac< td=""><td></td><td></td></up,loopbac<>		
inet6 ::1 pref loop txqueuele RX packets 376 RX errors 0 dru TX packets 376	netmask 255.0.0.0 ixlen 128 scopeid 0x10 <host> n 1000 (Local Loopback) bytes 35340 (35.3 KB) opped 0 overruns 0 frame 0 bytes 35340 (35.3 KB) opped 0 overruns 0 carrier 0 collisions 0</host>	



- 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.



THIRD-PARTY CONTROL PROTOCOL

PLAYER ONE- JSON Commands



USER MANUAL



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}

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```
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"}

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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 AVAILABLE 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"]}
```

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"}

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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"}

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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"}

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}

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 conFiguration 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.

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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.



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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"



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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()



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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.

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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)

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9.2.4.1 PRESET VARIABLES

Preset name
List of enabled events separated by % (GPI1%GPI2%SILENCE)
1 to overwrite playlist
url of the playlist. Must be enabled using presetNN.settings.bPlaylist
Alias of the enabled playlist. It appears as source
1 to overwrite status
Preset status must be PLAY or STOP
1 to overwrite preset volume
Preset volume in % (from 0 to 100)
1 indicates mute, 0 to unmute
1 to overwrite play mode
RANDOM or SEQUENTIAL
1 to overwrite repeat mode
PLAY ALL, PLAY ONE, REPEAT ALL or REPEAT ONE
1 to overwrite fade mode
OFF, XFADE or FADE
1 to overwrite stero/mono mode
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})
```



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
	if target_type=LOAD & PLAY SOURCE or target=PRIORITY SOURCE put here the url you want to load and play

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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 CFG_set and 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

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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

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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()			PREC
Description: Get the PLAYER firmware version			PRECAUTIONS
Return: txtVersion – string containing PLAYER firmware version formatted			
Function: DEV_update(urlFirmware)			FEATURES
Description:			RES
Installs a new PLAYER firmware version. After installation device is rebooted automatically Arguments:		CO	IN
urlFirmware – Url containing the path where PLAYER firmware resides. Must be a local storage device or http/https url.		& CONNECT	
Function: total, used, percent = DEV_get(devUrl)		ទួ	S
Description: Get the PLAYER firmware version Arguments:		& OPERATION	START-UP
devUrl – url of local storage device. Must be mmc:// or usb://			
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	PANEL FUNCTIONS		
Example:			TEC
require "PLAYER" ep=PLAYER.new()		DATA	TECHNICAL
		4	CAL
print("usb", ep.DEV_get("usb://"))		S	SW
		TP-C	
total,user,percent=ep.DEV_get("mmc://")			Ş
print("mmc", total, user, percent)		NTROL L	WebGUI
usb 7823420 4223365			
mmc 15629312 68912 0		×	
Function: DEV_boot(nBoot)			

Description:

Set device boot mode to nBoot

Arguments:

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

Function:

bEncrypt = DEV_isEncrypted(devUrl)

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Description: Get local storage encrypted flag
Arguments: devUrl – string must be mmc:// or usb://
Return: bEncrypt – boolean, true, if local storage is encrypted
Function: bEncrypt = DEV_isEncrypted(devUrI)
Description: Get local storage encrypted flag Arguments: devUrl – string must be mmc:// or usb:// Return: bEncrypt – boolean, true, if local storage is encrypted Function:
bEncrypt = DEV_mac() Description: Get device MAC address Return: jsonMAC – json string representing MAC address value
require "PLAYER" device=PLAYER.ne w()
{"mac":"A8 40 41 16 47 D6"}

{"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.

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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>

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