

DMX MP3 Player, Part # 1-554



Control all your sound effects and musical tracks from the DMX network with this MP3 standard player.

The DMX-MP3 Player simply connects to your existing DMX network to allow the central lighting desk full control over the playing and volume of all required sound effects and musical tracks.

The DMX-MP3 Player requires 4 DMX channels and the base address may be set anywhere between channels 1 and 509 by setting the front panel selector switches.

The MP3 player provides quality stereo audio at line output levels for further amplification in your existing sound system. The audio volume and balance can be fully controlled via the DMX network.

The DMX MP3 Player takes standard Compact Flash cards and includes full Windows software for loading and arranging tracks onto CF cards. Cards with up to 4 Gigabytes capacity can be used with this equipment.

We strongly recommend SanDisk Media CF cards.

Connections

DMX Dual 5-pin XLR connections

Power 2.1mm socket, centre positive. Power requirements are 9V DC at 0.5Amps

Line Outputs Dual BNC connectors

Compact Flash:

The system is a digital sound output module utilizing the MPEG 1, Layer III (MP3) coding algorithm. The memory is a CompactFlash module with standard DOS/Windows formatting. The system algorithm is designed to handle FAT12, FAT16 and FAT32 volumes, although the FAT32 functions have not yet been verified. The CompactFlash must be programmed using a standard CompactFlash reader/writer. Make sure the files on the compact flash are renamed 001.mp3, 002.mp3, 003.mp3 etc.

Data preparation software (QV 300s2i) may be downloaded from the following site:

<http://www.quadravox.com/frameset/qvframeset.htm>

Command Syntax

The DMX-MP3 Player requires 4 consecutive control channels and may be configured to run either in **Direct Mode** (the default supplied mode) where it is possible to send the unit discrete command data bytes or in **Percentage Mode** when the unit can be commanded from a standard slider type control desk:

Channel 1- Command Byte	Direct Mode (Byte Value)	Percentage Mode (Slider Value)	Action
	1	0-10%	Play current track
	2	11-20%	Stop playing
	3	21-30%	Pause Play
	4	31-40%	Resume Play
	5	41-50%	Looping Play of current Track
	6	51-60%	End Looping Play
	7	61-70%	Mute Left Channel
	8	71-80%	Un-mute Left Channel
	9	81-90%	Mute Right Channel
	10	90-100%	Un-mute Right Channel

Channel 2- Select Track (For use with command # 1- Play current track)

Direct Mode 1-255 Tracks 1 to 255

Percentage Mode **Tracks 1 to 25**

Tracks centred on following slider values:

1 = 3%, 2 = 8%, 3 = 10%, 4 = 16%, 5 = 20%, 6 = 23%, 7 = 27%, 8 = 30%, 9 = 35%, 10 = 39%, 11 = 43%, 12 = 47%, 13 = 50%, 14 = 54%, 15 = 59%, 16 = 62%, 17 = 67%, 18 = 71%, 19 = 75%, 20 = 78%, 21 = 82%, 22 = 86%, 23 = 90%, 24 = 94%, 25 = 98%.

Channel 3- Set Volume (same operation for both modes)

0-255 0 is mute, 255 is full volume

Channel 4- Set Balance (same operation for both modes)

0-255 127 is Mid-way
0 is Left Channel Off
255 is Right Channel Off

Base Address Selection

The Base Address is read ONLY at power-up.
The Base address may be set between 1 and 509
Addresses greater than 509 are treated as being 509
Address 0 is treated as being 1.

Indicators

Power LED

Correct power applied -Solid RED

Reg Office: Pointer Farm, Great North Rd, Peckfield, South Milford, LEEDS LS25 5LH United Kingdom

Reg Number: 4222329

Tel 01977 683665

Fax 01977 681465

www.milinst.com

DMX Status LED

Receiving valid DMX signal- Solid Green, No DMX signal, flashing Green

Card Status LED

MP3 not ready- Orange LED

Card Playing- Green LED

Mechanical Case size: 135x135x52mm

Starting up:

N.B. The 1-554 is supplied as standard in Direct Mode. To operate the 1-554 DMX MP3 player in percentage mode remove the cover and place the supplied Jumper across the JMP1 pins, only the first 25 tracks on the CF card will be accessible in percentage mode.

Set the player base address (say 10).

Connect an amplifier to the line outputs

Power up the player the red power led should be lit.

the DMX led should be flashing green to indicate no valid DMX is being received. The card status led should be flickering (orange). There should be a short two-tone bleep from the amplifier.

Connect to the DMX control source- the DMX led should now be steady green.

Insert the flash card- you should hear a two-tone bleep from the amplifier and the flashing card status led extinguishes.

Set up the controlling DMX signals:

Set the balance value (channel 10+3) to 127

Set the volume value (channel 10+2) to 0

Send the 'Stop' command: value 2 / **11-20%** (channel 10+0)

Send the 'Play' command: value 1 / **0-10%** (channel 10+0) the card status led should change to green.

Send the track number: eg value 3 / **10%** (channel 10+1)- the track will now begin playing.

Adjust the volume to the required level (channel 10+2).

To switch tracks whilst the player is still playing, just send the appropriate track number (channel 10+1) the player will stop the present track immediately and start the new track.

Note: After a power-up, the volume control must be adjusted after setting the player to the 'Play' otherwise the volume will be zero.