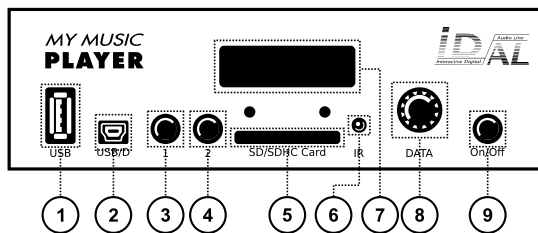


# Waves System My Music Player and My Music Player LE

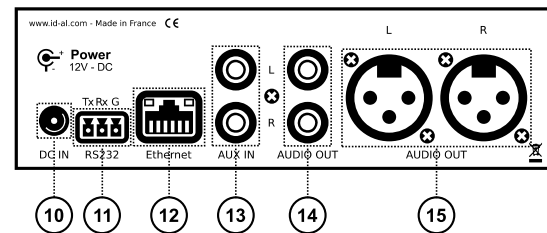
## Quick Start Guide V1.1

### 1 Introduction

#### My Music Player

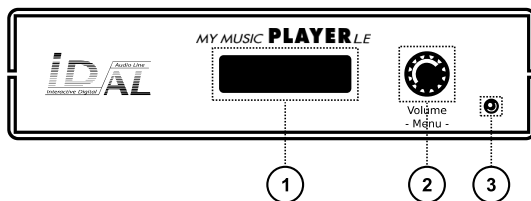


1. External USB host receptacle for USB flash drive
2. USB device Mini-B receptacle (update from a computer)
3. Button 1 – Play/stop
4. Button 2 – Next file (or next web radio)
5. SD/SDHC memory card slot
6. Infrared sensor
7. LCD
8. Clickable knob (control and setup)

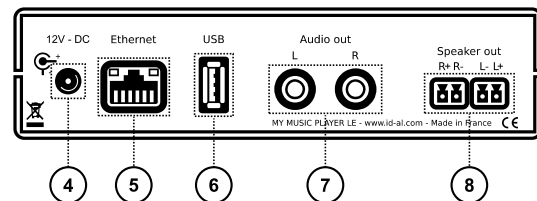


9. On/off switch
10. Power supply input
11. RS-232 serial link
12. RJ45 connector for the Ethernet network
13. RCA auxiliary line-level stereo audio input
14. RCA line-level stereo audio output
15. XLR balanced line-level stereo audio output

#### My Music Player LE



1. LCD
2. Clickable knob (control and setup)
3. Infrared sensor
4. Power supply input



5. RJ45 connector for the Ethernet network
6. USB host receptacle for USB flash drive
7. RCA line-level stereo audio output
8. Amplified stereo audio output

The My Music Player and the My Music Player LE are standalone background music players supporting WAV or MP3 files stored on a storage device in great quantity, web radios, as well as local audio sources. The playback can be programmed to start automatically after power-on ("AutoPlay" feature), to follow a timetable, and to respond to external events (front panel, web, or RS-232 commands), without recurrence. The player provides various online and offline media update schemes. This quick start guide explains how to set up and run the player for a first use. Please refer to the support page of the player on [www.waves-system.com](http://www.waves-system.com) for the user guide, the software, the examples, etc.

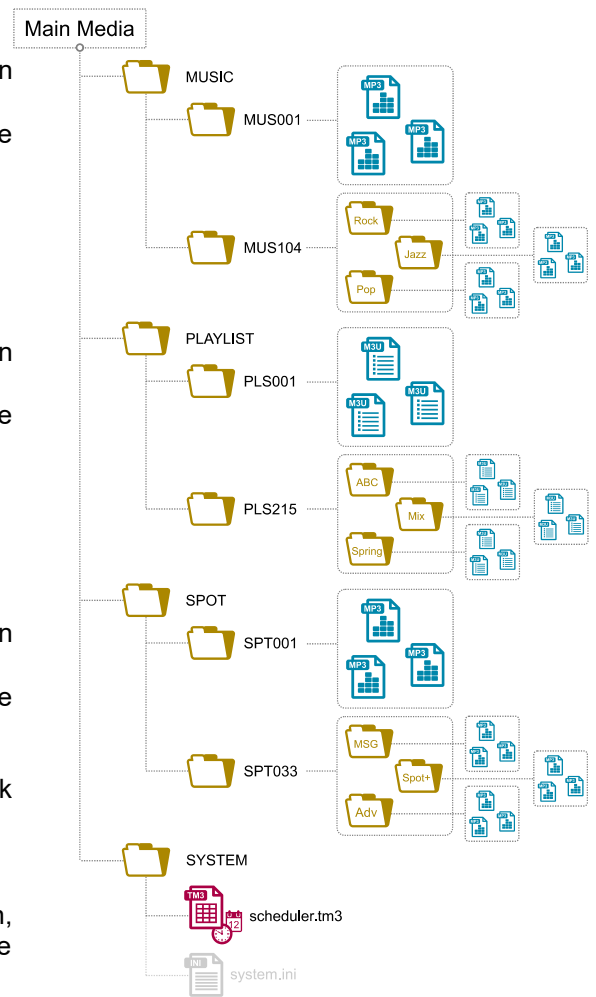
### 2 Preparation of the Main Storage Device (Main Media)

The functioning of the player requires a reference media storage device called Main Media. Choose a quality USB flash drive (or an alternative storage device type if the player allows it), and format it using FAT32. The files and folders within the Main Media must comply with a specific organization. Each folder at the root of the device pertains to a type of playback or programming:

- **MUSIC**: folder containing the background music folders.
- **PLAYLIST**: folder containing the background music playlist folders.
- **SPOT**: folder containing the folders for the messages and the commercials.
- **SYSTEM**: folder containing the timetable file and the advanced system files.
- **TMP**: folder containing the playback history files generated by the player.

When a Main Media is set up, the player automatically creates the **MUSIC**, **PLAYLIST**, **SPOT**, and **SYSTEM** folders. The contents of these folders must be organized as explained below.

- **Inside **MUSIC** – Music Folders**
  - Folder naming: **MUS** prefix + 3-digit number between 001 and 999 + optional arbitrary name.
  - Organization and naming of the subfolders and the files are free.
  - Supported file types: WAV, MP3, and encrypted MP3.
  - All the files of the folder are played in a loop.
  - Playback mode: random or sequential.
  - Playback history reset option available.
- **Inside **PLAYLIST** – Playlist Folders**
  - Folder naming: **PLS** prefix + 3-digit number between 001 and 999 + optional arbitrary name.
  - Organization and naming of the subfolders and the files are free.
  - Supported file types: M3U.
  - All the files of the folder are played in a loop.
  - Playback mode: random or sequential.
  - Playback history reset option available.
- **Inside **SPOT** – Message and Commercial Folders**
  - Folder naming: **SPT** prefix + 3-digit number between 001 and 999 + optional arbitrary name.
  - Organization and naming of the subfolders and the files are free.
  - Supported file types: WAV, MP3, and encrypted MP3.
  - All or only X file(s) are played, then the initial playback context resumes.
  - Playback mode: random or sequential.
- **Inside **SYSTEM** – System Management Files**
  - Organization and naming: subfolders are forbidden, and the naming of the files depends on the feature (e.g., the timetable file is named `scheduler.tm3`).
  - Supported file types: TM3, INI, TXT, and ZIP.



*Characters allowed in file and folder names*

0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
U	V	W	X	Y	Z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x
y	z	!	#	\$	%	&	'	(	)	+	"	,	-	.	;	=	@	[	]	^	_	`	{	}	~	(Space)			

### 3 First Startup




1. Make sure that the mains adapter is unplugged.
2. Connect the selected audio output to an audio system.
3. Optional: connect the player to the Ethernet network.
4. Optional: connect the RS-232 serial link (My Music Player only).
5. Insert the prepared Main Media into the chosen storage device connector of the player.
6. Plug the mains adapter (and press the On/Off switch of the My Music Player).

Only with the My Music Player:

- Follow the instructions of the user interface on the front panel in order to define the storage device connector where the Main Media is plugged.
  - The player restarts...
7. The LCD displays `My Music Player SN:XXXX` (serial number) and `vXXXX` (firmware version). The player is operational.

## 4 Front Panel User Interface

The front panel features an LCD and a clickable knob aimed at viewing the player state, controlling the player, and configuring it. The following states and menus are available:

Groove Song.mp3 MUS001 00:02:34	<b>Information Displays:</b> By default, when no menu has been entered, the LCD displays information according to the player status: serial number, firmware version, playback file and folder, playback source, remaining time, etc.	
SOURCE: MUSIC 001 Jazz	<b>“Quick Launch” menu:</b> Press the knob shortly (< 5 s) from the information displays in order to open this menu, which allows to launch the playback of a music folder (MUSIC) or a web radio. In order to play other audio sources from the LCD menu, please refer to the “Advanced” menu.	
-10dB	<b>Main volume control:</b> From the information displays, turn the knob counterclockwise to decrease the volume, and clockwise to increase the volume.	
ETHERNET 192.168.000.024	<b>“Advanced” menu:</b> Press the knob for a long time (≥ 5 s) from the information displays in order to open this menu, which allows to select an audio source with the advanced options, to execute a special command, and to configure the player. This menu is composed of USER and ADMINISTRATOR sections.	

In the “Quick Launch” and “Advanced” menus:

- To display the previous or next menu item, turn the knob respectively counterclockwise or clockwise.
- To select a menu item, press the knob.
- After a timeout of 30 seconds, the menu is exited automatically.

## 5 Web Server

The player provides an embedded web server, which can be used from a web browser to check the player status, or for advanced commands and configuration. The accessible web pages depend on the account used to log in (user or administrator).

1. In a web browser address bar, enter the HTTP address of the player (with the serial number of the player, e.g. <http://mmp-8b0a>, or the IP address of the player, e.g. <http://192.168.0.104>).
2. Click on **Log In**, and enter a username and a password in order to get access to the different pages of the web server:
  - Default user login credentials: username = `user`, password = `user`.
  - Default administrator login credentials: username = `admin`, password = `admin`.

In order to log out, click on **Log Out**. For maximum security, it is highly recommended to set proper usernames and passwords for the user and administrator accounts.

## 6 Scheduler

The player can be programmed thanks to the Scheduler, according to a timetable provided on the Main Media. It manages the playback of all the audio sources available (Main Media contents, web radio, auxiliary input, etc.) thanks to play, stop, resume, and volume commands. It also allows to schedule Main Media updates over FTP at specific date and time.

### Creation and application of a schedule:

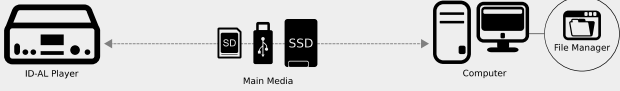
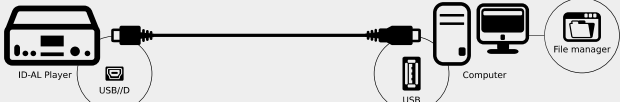

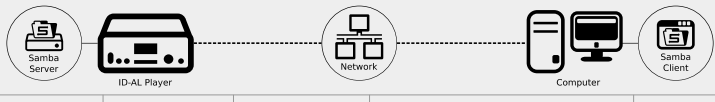

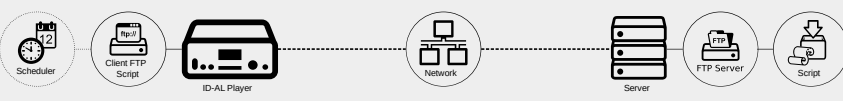

1. The timetable is stored in a TM3 file, to be generated with the Scheduler software. The Scheduler file must be named exclusively `scheduler.tm3`. The Scheduler software and its user guide are downloadable from the player support page on [www.waves-system.com](http://www.waves-system.com).
2. Once the `scheduler.tm3` file has been created, please copy it into the `SYSTEM` folder of the Main Media storage device.

## 7 Management of the Main Storage Device Contents

All the files and folders of the Main Media (audio contents, playlists, Scheduler, etc.) can be added, deleted, renamed, or moved using various methods. The most suitable method depends on the context of use.

The following table describes the available methods and their characteristics, defined below:

- **Network:** required network access to the player:
  - None: no network.
  - Local: through a local network (LAN).
  - Remote: through the Internet.
- **Handling:** whether a local handling of the player is required.
- **Scheduler:** whether the content update can be programmed with the Scheduler.
- **Deployment:** expected scale of the number of players to update.
- **Provider Skills:** skill level of the provider required to prepare and deploy a content update.

Method	Network	Handling	Scheduler	Deployment	Provider Skills
<b>Main Media connected to a computer</b>	None	Yes	No	Small	Low
Directly accessing the Main Media with a computer. Recommended for a single player update by the end user, or for preparation prior to installation or maintenance, player by player.					
<b>Player as Computer USB Device</b>	None	Yes	No	Small	Low
Using the USB device connector of the player. Recommended for a single player update by the end user, or for preparation prior to installation or maintenance, player by player.					
<b>Embedded FTP Server</b>	Local or remote	No	No	Small or medium	Medium
Using FTP client software. Recommended if the update is performed over a local network or over the Internet, player by player, or for a group of players with FTP client tools supporting automation.					
<b>Embedded Samba Server</b>	Local	No	No	Small or medium	Medium
Using a Samba client (most file explorers). Recommended if the update is performed over a local network, player by player.					
<b>Synchronization with Remote FTP Server(s)</b>	Local or remote	No (or yes)*	Yes	Small, medium, or large	Medium
Using FTP synchronization between the player contents and a server contents. Recommended to update any number of players over a local network or over the Internet, manually or with the Scheduler.					
<b>Remote FTP Server(s) with Script</b>	Local or remote	No (or yes)*	Yes	Small, medium, or large	High
Using an FTP server containing a script file and update contents. Recommended to update any number of players over a local network or over the Internet, manually or with the Scheduler.					
<b>Removable Storage Device with Script</b>	None	Yes	No	Small, medium, or large	High
Using a storage device containing a script file and update contents. Recommended if the player is in a distant location and not accessible through the network.					

\* If the Scheduler is not used, the content update can be launched either from the embedded website or from the front panel user interface of the player.