

# Play\*comm™ Audio Software

## Handbook



# HANDBOOK

Play\*comm™ Audio Software

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## GENERAL PRODUCT INFORMATION

Play \* Comm™ is a software product that implements a media player controlled interactively via **serial**, ethernet, wifi, and through **the internet**.

It allows to distribute **audio** content.

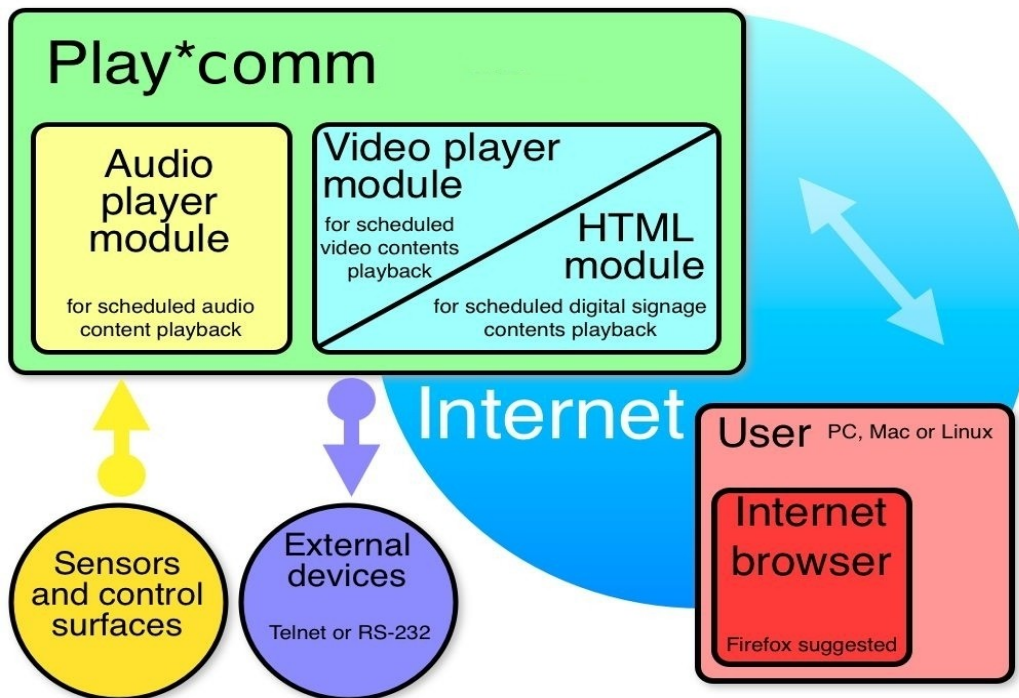
Play \* Comm™ can also be controlled by:

- physical and virtual sensors
- control surfaces (touch screen)

It also allows you to control **external devices** via:

- TELNET protocol;
- RS-232 protocol.

Play \* Comm allows for independent **programming** of **multimedia content** and control commands to **external devices**.



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## SWITCHING ON AND OFF

Play \* Comm ™ can be turned on and off in two different ways:

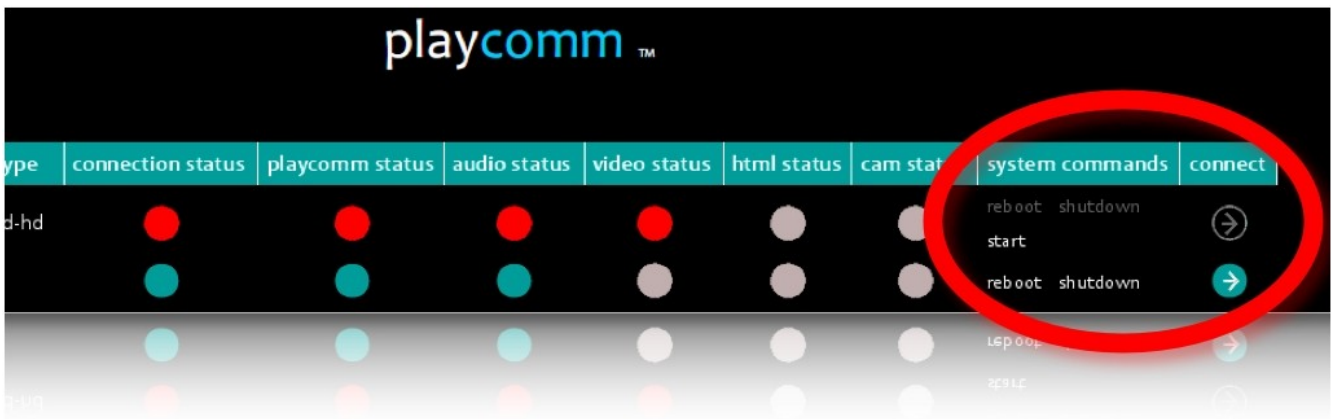
1. using the **front button** hw device

A single push of the button allows the start up, the boot time is around 30/60 seconds.

Similarly when the Play \* Comm ™ is active, a single press of the button determines the shutdown.

2. by using the browser 's **user interface**

After logging in, you access the modules page, here is the **start** command for starting up modules, via the network, using wake on LAN (this feature is only available in case of Central web services subscription and hardware devices that support it) and the **shutdown** command to shutdown, both present unbdber the system commands.



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3. you can automatically program the switching on and off of Play \* Comm ™ :

### Automatic start up:

Connect to the hardware device on which the Play \* Comm software is installed using a USB keyboard, and pressing the F2 key on the keyboard to enter the BIOS; under the menu item: **Power / Wake system from S5**, and by specifying the start time: **Wake up** hour. **It must be considered that such a time is managed by a clock that does not take into account daylight saving time, or the specific time zone, but it is possible to adjust the time manually always within the BIOS, under the heading: Main / System Time.**

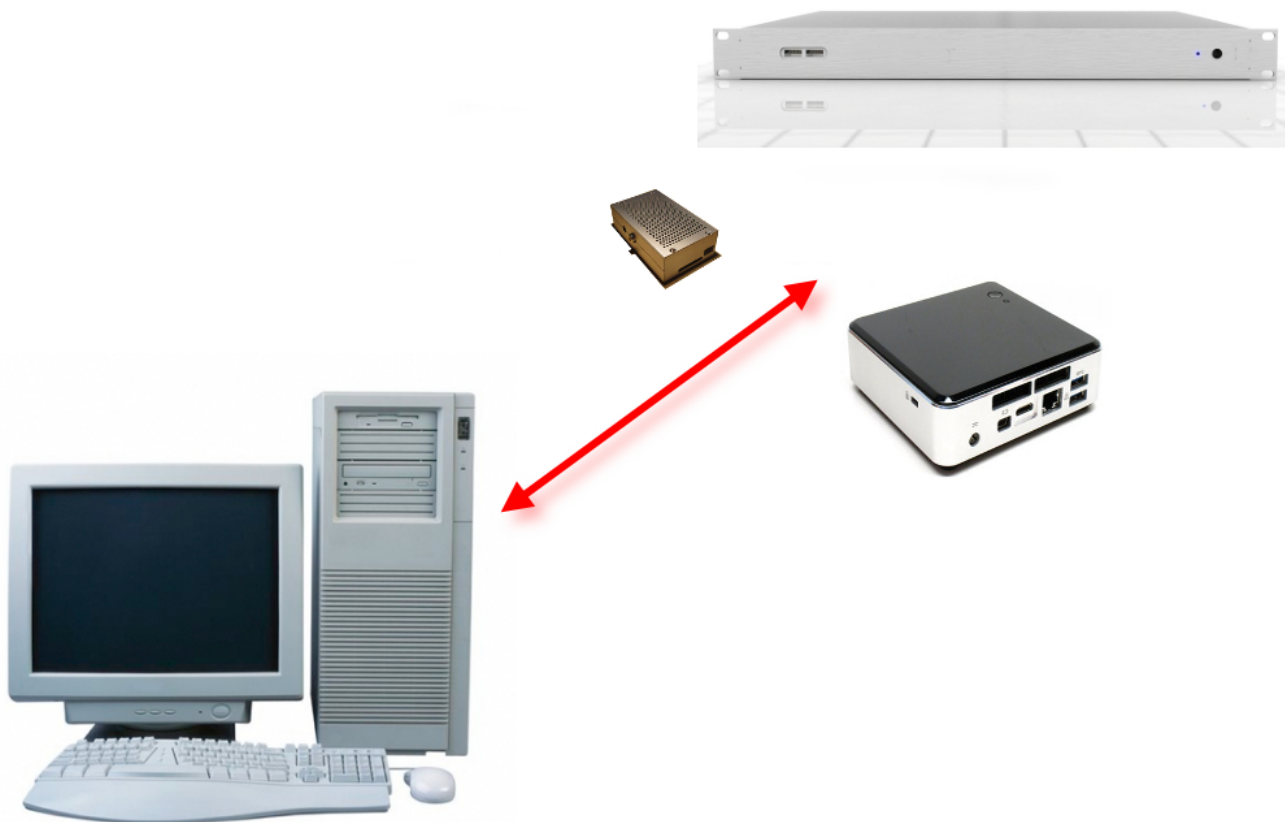
Automatic shutdown:

It can specify the switching off time through the Play \* Comm ™ user interface, under the heading:

**Settings / Server Settings / Schedule Shutdown**

## HOW TO COMMUNICATE WITH PLAYCOMM

It's possible to communicate with Play \* Comm ™ using a computer on which an Internet browser (**Mozilla Firefox 3.0 or later** is installed); the network card on your computer must be configured with an IP address that belongs to the same subnet as the IP address of Play \* Comm ™, it recommends a minimum graphics resolution of 1280 x 720/800/960/1024 pixels.



You can communicate with the Play \* Comm™ software, by directly connecting your computer to the hardware device on which it is installed via the ethernet cable rather than through an Ethernet switch.

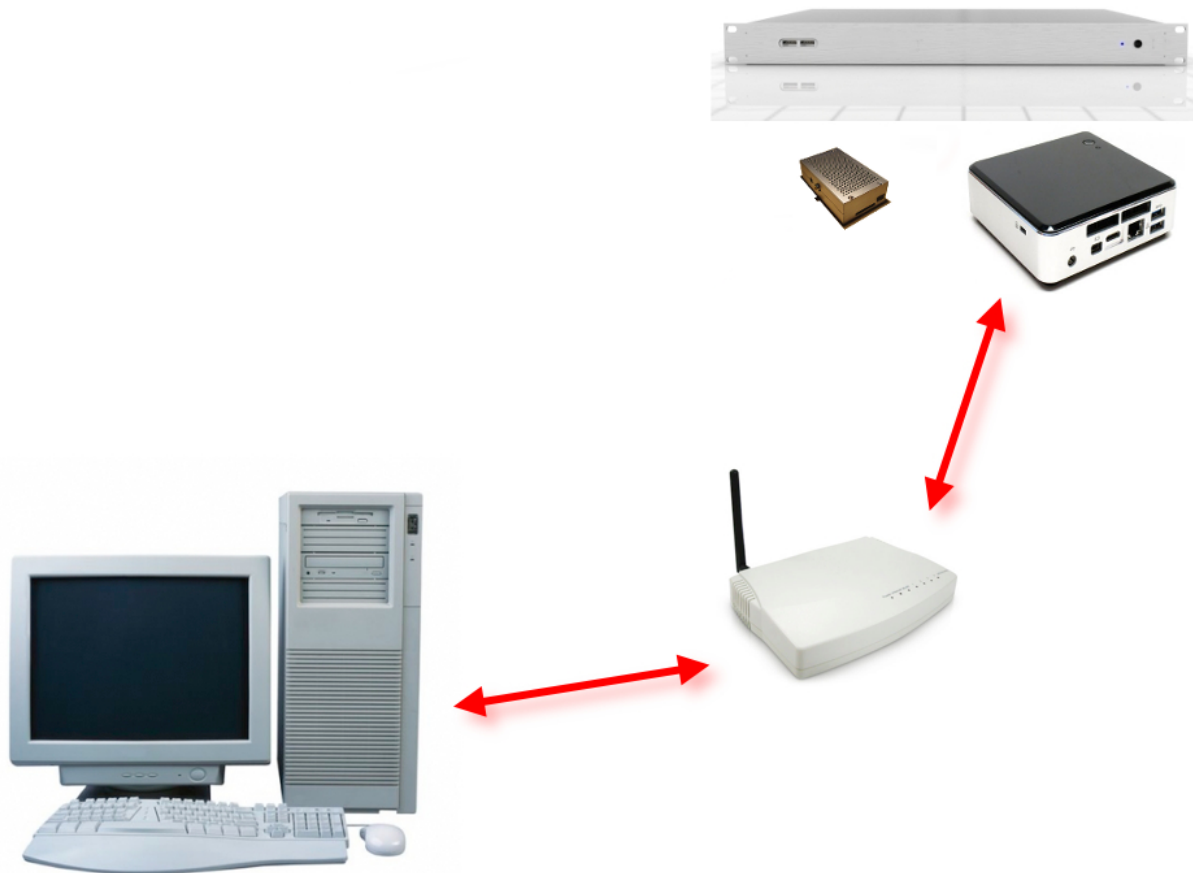
The initial IP address of Play \* Comm™ is <http://192.168.1.21> and the account information are as follows:

User: test  
Password: pass

It can change the IP address of the device, through the user interface, under the heading:

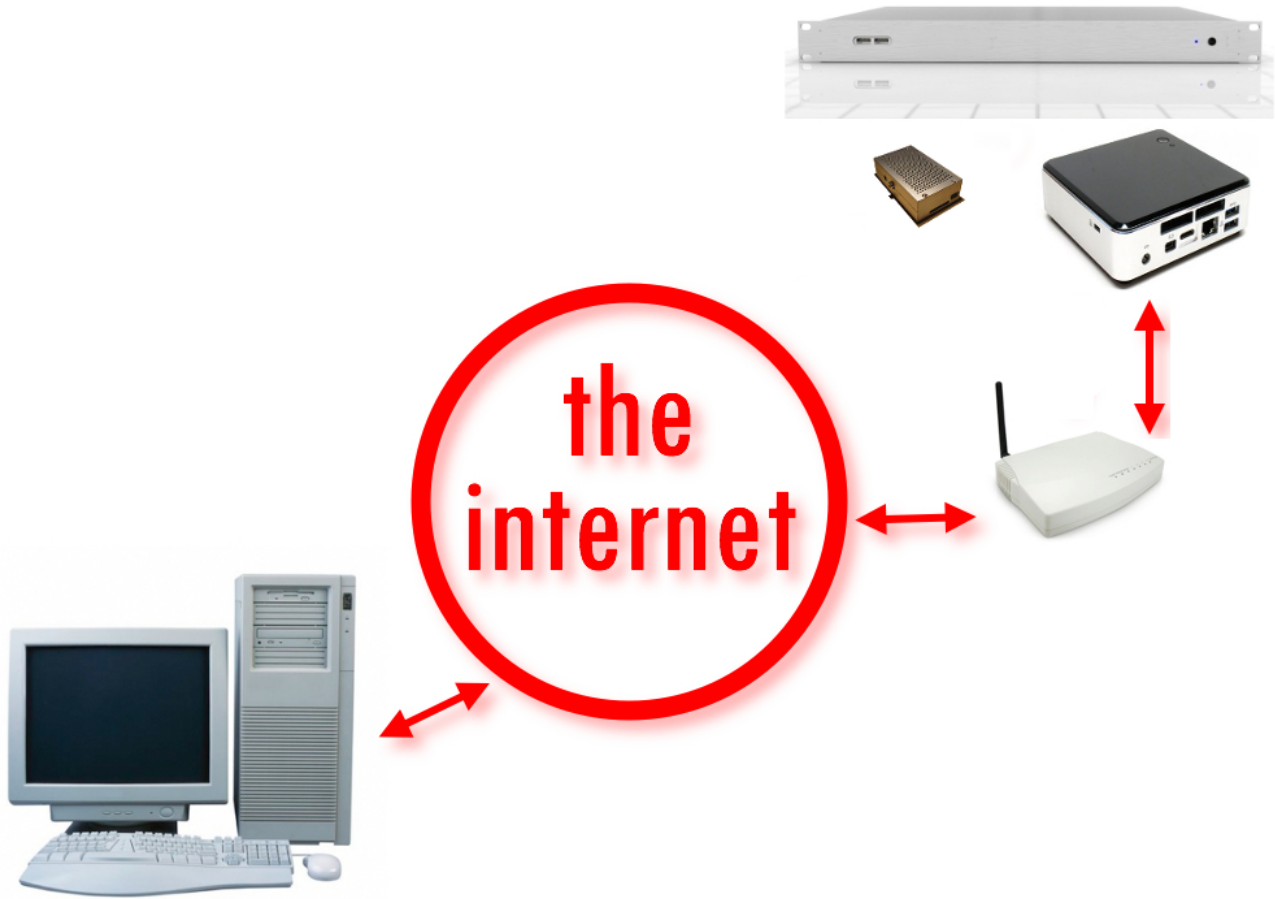
**Settings / Network Settings**

This setting is not possible, for obvious safety reasons, if the connection to the product is via internet by means of web services Central.



As you mentioned earlier you can communicate with Play \* Comm ™ via the Internet, starting the Web service Central Lite / Enterprise (you can request the web service **activation** by contacting us at the following email address [info@nu-tech.it](mailto:info@nu-tech.it) ).

**Central** allows management / remote monitoring of Play \* Comm ™ modules, from a single **central interface** accessed via Web Browser.



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In order to use the Play \* Comm ™ remote management service via intrnet you need a computer connected to the Internet and an Internet browser.

- Start the internet browser (**Mozilla Firefox 3.0 or later**)
- Connect to Central Service (you will receive the connection details when your account is activated)

Enter user and password in the fields (please contact the email address [info@nu-tech.it](mailto:info@nu-tech.it) for more details on access to this service and its rates).





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Once logged in, the states of all Play \* Comm <sup>™</sup> modules are displayed, associated with your user, listed in tabular form. There are also power controls, shutdown and restart commands of the modules.

You can then manage each module, clicking on the arrow shaped icon to access it.

The Central **user interface** is **identical** to the user interface of the software Play \* Comm <sup>™</sup> installed on the modules.

playcomm™

logout

module	type	connection status	playcomm status	audio status	video status	html status	cam status	system commands	connect
playcomm-gold	gold-hd	●	●	●	●	●	●	reboot shutdown start	➤
web server		●	●	●	●	●	●	reboot shutdown	➤
playcomm-basic	basic	●	●	●	●	●	●	reboot shutdown start	➤
playcomm-gold 2	gold-hd	●	●	●	●	●	●	reboot shutdown start	➤
playcomm-gold HD	gold-hd	●	●	●	●	●	●	reboot shutdown start	➤
playcomm-gold HD ext gold-html		●	●	●	●	●	●	reboot shutdown start	➤

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playcomm™

logout

module	type	connection status	playcomm status	audio status	video status	html status	cam status	system commands	connect
playcomm-gold	gold-hd	●	●	●	●	●	●	reboot shutdown start	➤
web server		●	●	●	●	●	●	reboot shutdown	➤
web server		●	●	●	●	●	●	reboot shutdown	➤
playcomm-basic	basic	●	●	●	●	●	●	reboot shutdown start	➤

playcomm™

type	connection status	playcomm status	audio status	video status	html status	cam status	system commands	connect
gold-hd	●	●	●	●	●	●	reboot shutdown start	➤
	●	●	●	●	●	●	reboot shutdown	➤
	●	●	●	●	●	●	reboot shutdown	➤
	●	●	●	●	●	●	reboot shutdown	➤

8:

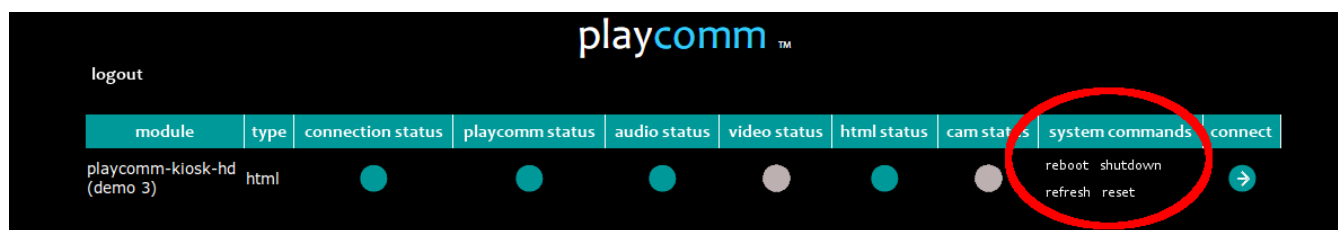
## USER INTERFACE

The IP address of Play \* Comm ™ is <http://192.168.1.21> and the account information are as follows:

User: test / password: pass

After entering the IP address within your internet browser (Mozilla Firefox is required) you will load the login page user interface of the product.

After logging will load the page containing the operating states and shutdown commands / restart.



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It's possible to manage the player, click on the **arrow** shaped icon to **access**.

The main Play \* Comm ™ functionalities are so manageable and configurable:

- Audio Player (vedi pag. 12)
- Audio Streaming (vedi pag. 17)
- Multimedia content updating (vedi pag. 19)
- Multimedia content programming (vedi pag. 23)
- Management of external devices (RS232 / Telnet) (vedi pag. 25)
- Management via RS232/Telnet (vedi pag. 27)
- Configurations (vedi pag. 27)

# AUDIO PLAYER



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The audio player is an audio playlist player that can play different formats (mp3, ogg, wav). This player is always active.

On the left side of the interface the following sections are listed:

- Directories (within this section you can view and edit the folders containing audio files). It's possible to add the individual audio folders to the playlist currently playing or a new playlist when playlist editor is active (**open playlist editor**).



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- Songs (this section displays the individual audio files that are filtered according to extensions compatible with the player; it is however possible to turn off this filter by pressing the **audio disable filter** button).  
It's possible to add the individual audio files to the playlist currently playing or a new playlist when playlist editor is active (**open playlist editor**).
- Playlists (within this section you can view and edit audio playlists).

Each audio **playlists** can be programmed in time, clicking **on the clock shaped icon** next to each playlist (see pag. 23).

In addition, the audio playlist can be customized by specifying a particular radio **clock**, by pressing the **dir cascade** button next to each playlist (see pag. 15).

The default audio playlist is required if you use Play \* Comm™ for streaming audio and the **audio** option is enabled in the **streaming** section. This option allows immediate playback of a default playlist when audio streaming is not available due to any external malfunctions.

On the right side of the user interface you can control audio playback:



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It contains the following commands:

**previous:**

It allows you to jump to the previous audio file.

**play:**

enables playback of audio playlist.

**play sync:**

start simultaneously the audio playlist on all Play \* Comm ™ configured (to configure the synchronization see pag. 28).

**next:**

It lets go to the next audio file.

**pause:**

It allows you to pause the audio file.

**stop:**

It allows you to put in stop the audio file.

**repeat:**

It allows to repeat the cycle current playlists.

**random:**

It allows you to turn random play on the player.

**xfade:**

It allows to activate a time in sec. cross fade between a song and another.

You can change the volume of the audio player playback using the volume sliding bar.

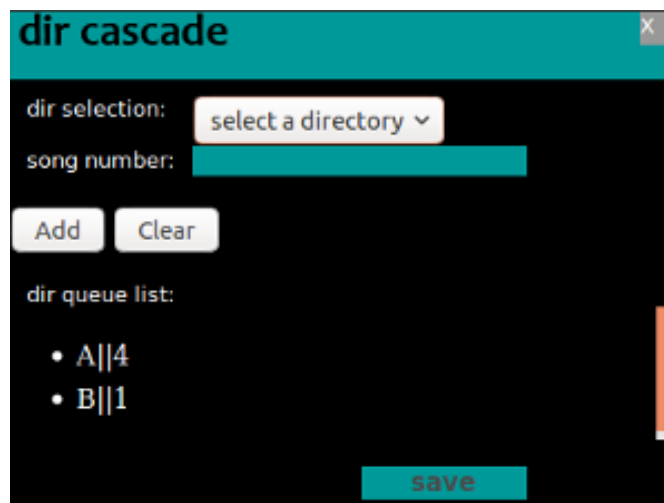
Activating the **autoinput** button you can make the player automatically update your current playlist, depending on the audio content that gradually is transferred on the device on which Play \* Comm™ is installed.

The contents are transferred on board Play \* Comm™ in the following ways:

- upload of individual files or a compressed archive containing all the files *upload* button (see pag. 19)
- synchronization of files by means of an rsync external server (**update** button is **schedule update**) (see pag. 21)
- transfer by USB stick (if activates the **automatic load usb** mode) present to the voice **settings / server settings** (see pag. 20).

It's possible to refresh the information status of the player by pressing the **refresh** button.

## Radio Clock



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The radio clock is made on the basis of the folders containing the audio tracks that are located on board of the hardware device on which the Play \* Comm software has been installed.

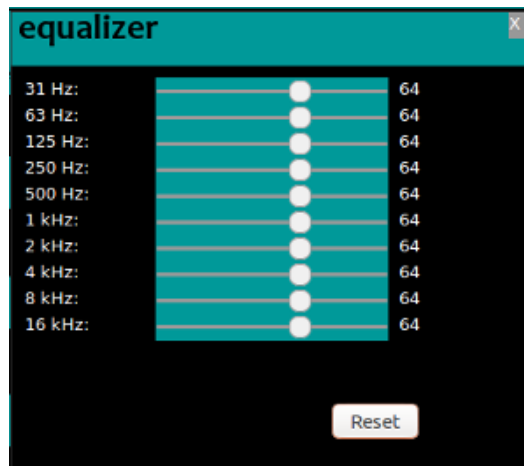
In particular the graphical interface that the software provides allows you to select the **folder** and the **amount of songs** that are to be played in sequence, fishing from it, and so on for each folder in the library.

## Equalizer



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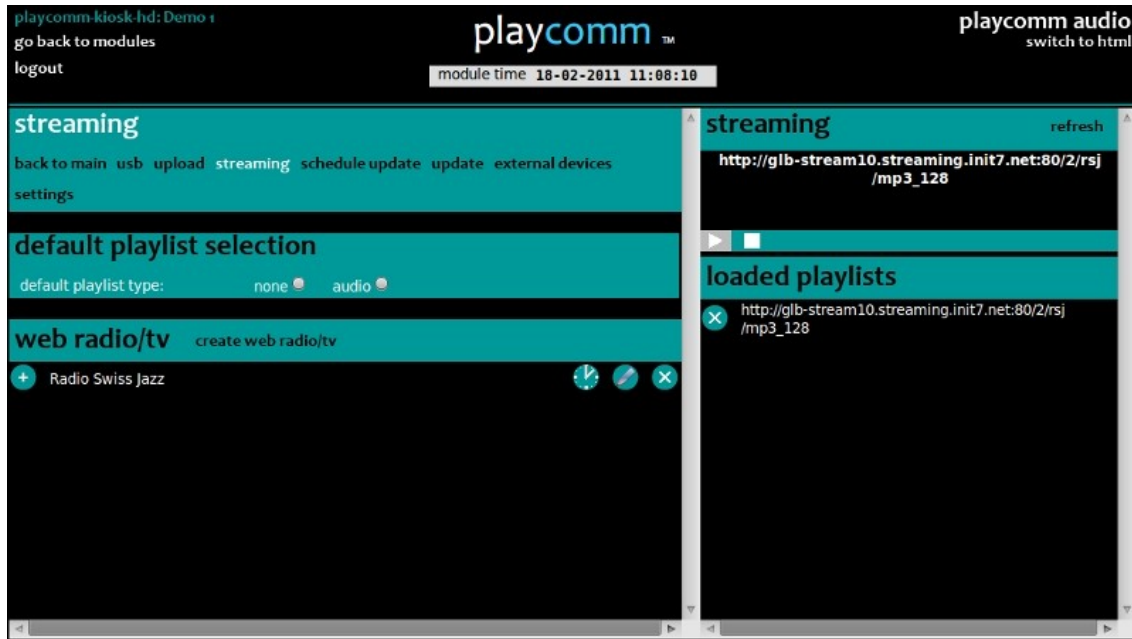
The audio player is equipped with a software equalizer with 10 frequency bands, accessed by pressing the **equalizer** button, located at the top right, above the player timeline.



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## Audio Streaming



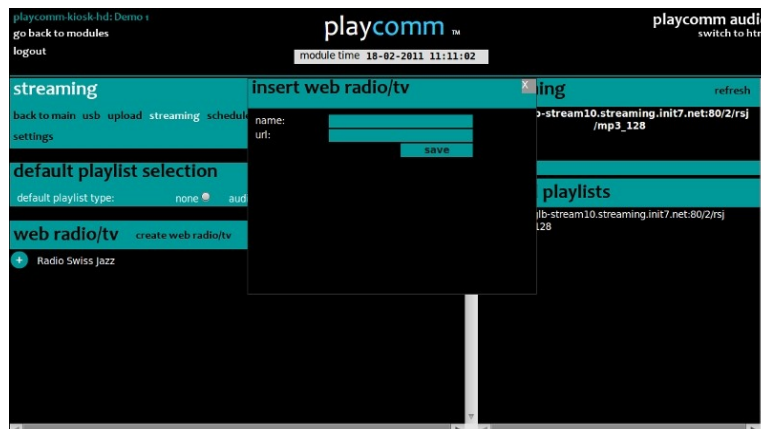
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Alternatively to the direct playback of audio, Play \* Comm ™ also offers the ability to manage and play audio streaming.

To access this section, simply press the button inside the streaming audio player.

You can enable a default **audio** playlist so that Play \* Comm ™ automatically activate it every time the streaming resource is not available.

You can insert the web radio you want on the left side, just press the button create web radio / TV, to access the input panel:



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## SYNCRONIZE AUDIO PLAYERS

The Play \* Comm ™ audio player can be **synchronized** by simply connecting more Play \* Comm ™ products to the same **LAN network**.

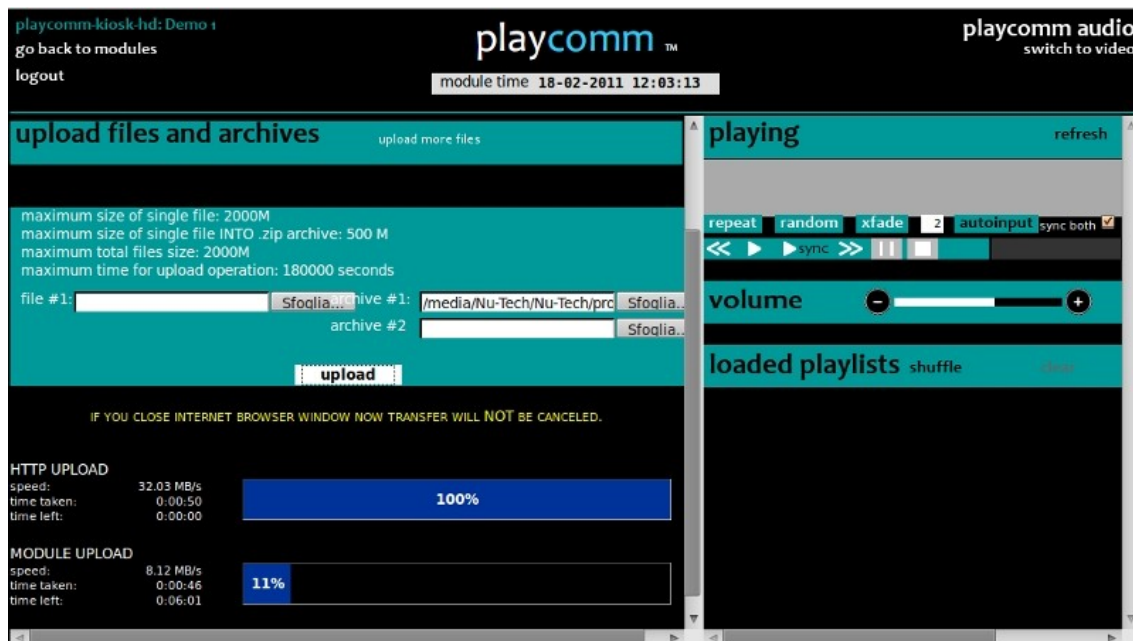
It's necessary to **preload** the content you want to sync on different Play \* Comm ™ products and then identify which device to use as a **master** sync.

On the master device, you must configure **IP addresses** and **passwords** for access to Play \* Comm ™ instances you want to synchronize, including the master Play \* Comm ™ (127.0.0.1) (see pag. 28).

Finally, to begin synchronization, just press the **play** button **sync** located in the audio player control panel.

# MANAGING CONTENTS

## Upload



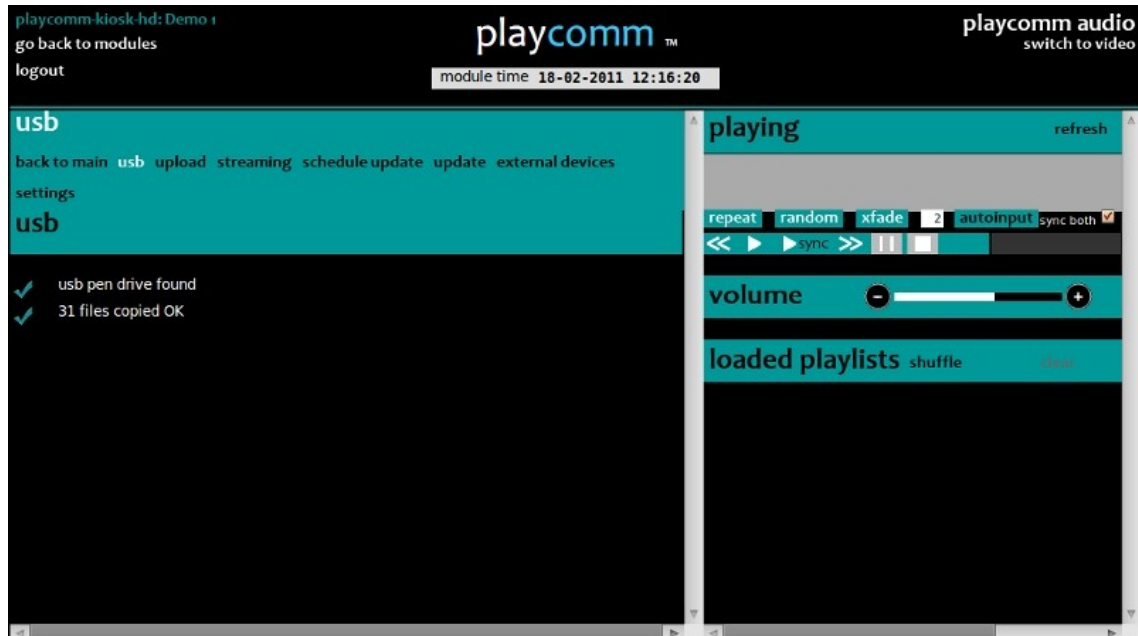
18

Pressing the **upload** button located in different Play \* Comm™ user interface sections (Audio), you can upload files and file archives respectively in the folder **sections**. The web interface limits the maximum size of the loadable files till 2GB.

Either **zip** archives and **tar.gz** archives can be uploaded, decompression of archives is handled automatically by Play \* Comm™.

In the case of Zip archives Play \* Comm™ is able to handle archives containing files whose single dimension can not exceed 500MB.

## Usb



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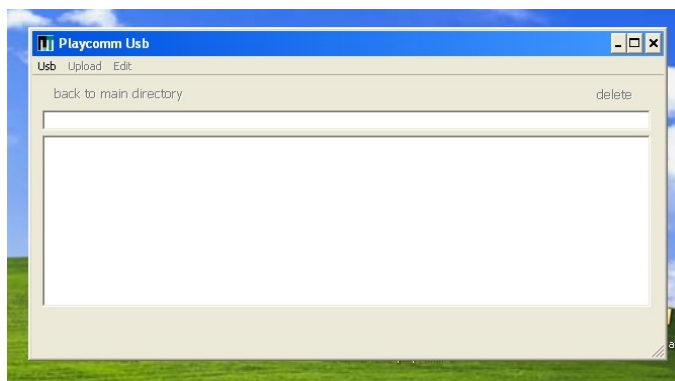
Pressing the **USB** button of the different Play \* Comm™ web interface sections (audio) you can start copying files from the USB key respectively to the **sections** folders.

Alternatively you can also transfer files from the **USB** stick, without using the web interface of Play \* Comm™, simply having previously activated the **automatic usb load** option present in the server settings (see pag. 30).

In this way Play \* Comm™ **automatically** a few seconds after inserting the USB flash drive, copy the contents into sections corresponding to the files type.

The files must be loaded on the stick through the sw Free **PlaycommUsb** (compatible with Windows operating system), available for download at the following web address:

<http://www.nu-tech.it/download/PlaycommUsb-1.0-Setup.exe>



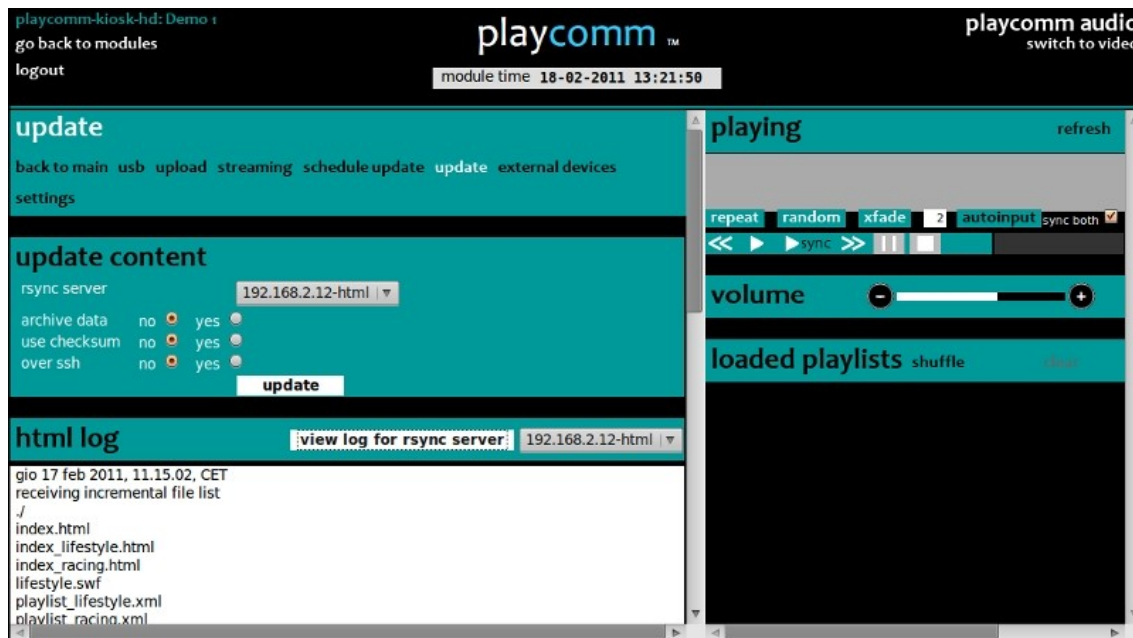
20

Alternatively, you can manually re-create the usb pen folder tree, where copying your media files, as follows, starting from the root folder:

*audio*

Finally, you must enable the USB stick by copying a *protection file* and require our support address: support@playcomm.it

## Rsync server



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Pressing the **update** button of Play \* Comm ™ web interface page that allows you to synchronize the contents with an external rsync server.

You can choose the following parameters:

- **archive data**: it allows you to compress data prior to transmission via the Internet.
- **use checksum**: it allows you to synchronize based on the checksum instead of the date / time of the file.
- **over ssh**: it allows you to synchronize with an rsync over ssh server.

In order to be able to add, edit, delete rsync servers see pag. 28.

The rsync log can be viewed by pressing the **view log** button **for rsync server** and selecting the rsync server you want.

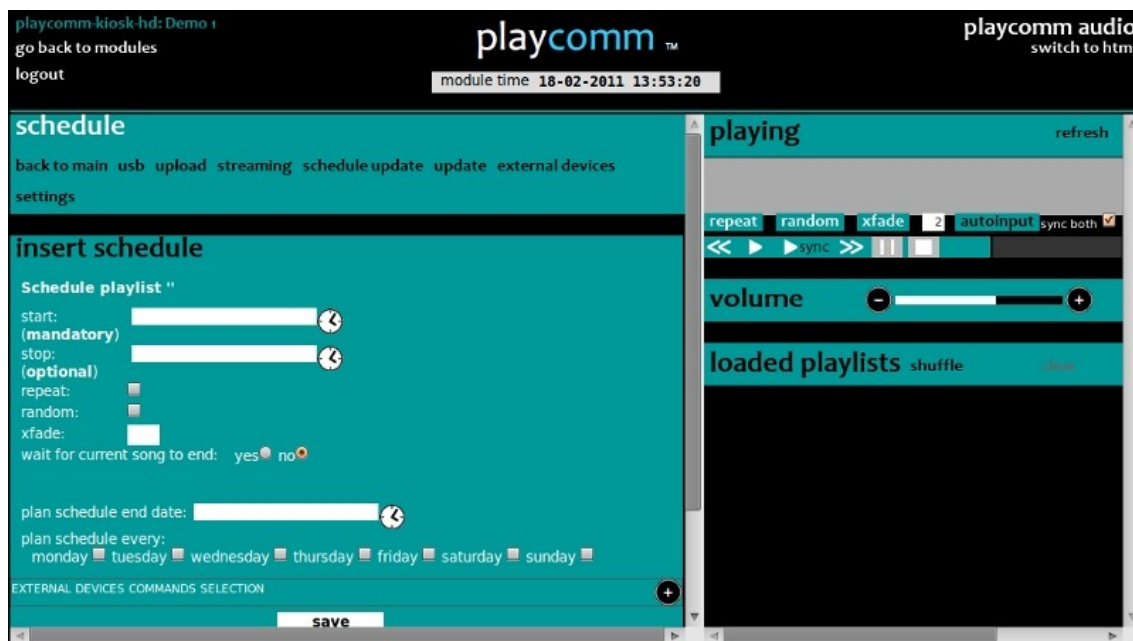
It's also possible scheduling the sync by pressing the update schedule button and accessing a special page where to specify rsync server with which to schedule, the start date / time and the time in minutes after which synchronization it is repeated.



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For more information regarding the time schedule synchronizations see pag. 23.

# PROGRAMMING CONTENT



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The execution of the following operations can be planned:

- **audio** playlist playback
- sending telnet / RS232 commands

You can just press the **watch** shaped icon in their respective sections of the Play \* Comm™ web interface.

The programming is done by specifying the following fields:

- **start**: date and time of playback **start**, pressing the watch shaped icon you have access to a calendar with which you can enter the start date and time
- **stop**: date and time of playback **stop**, pressing the watch shaped icon you have access to a calendar with which you can enter the start date and time
- **plan schedule end date**: date and time by which **to repeat** the **procedure** according to the schedule of days specified to the next item **schedule every plan**



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It's possible to move back hours and minutes of the calendar by clicking on the relevant time by holding down the shift key while simply clicking.

- **plan schedule every:** days of the week for which to repeat scheduling

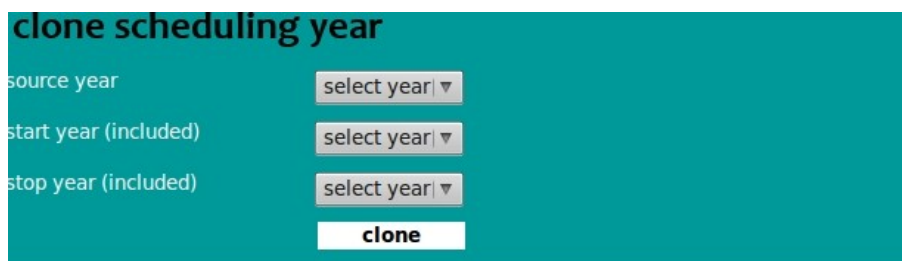
It's also possible to send Telnet commands / Rs232 to external devices for a certain scheduled event, selecting the desired command and selecting (start) or (stop) options.



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For more information on adding, editing, deleting external devices and related Telnet / Rs232 see pag.25.

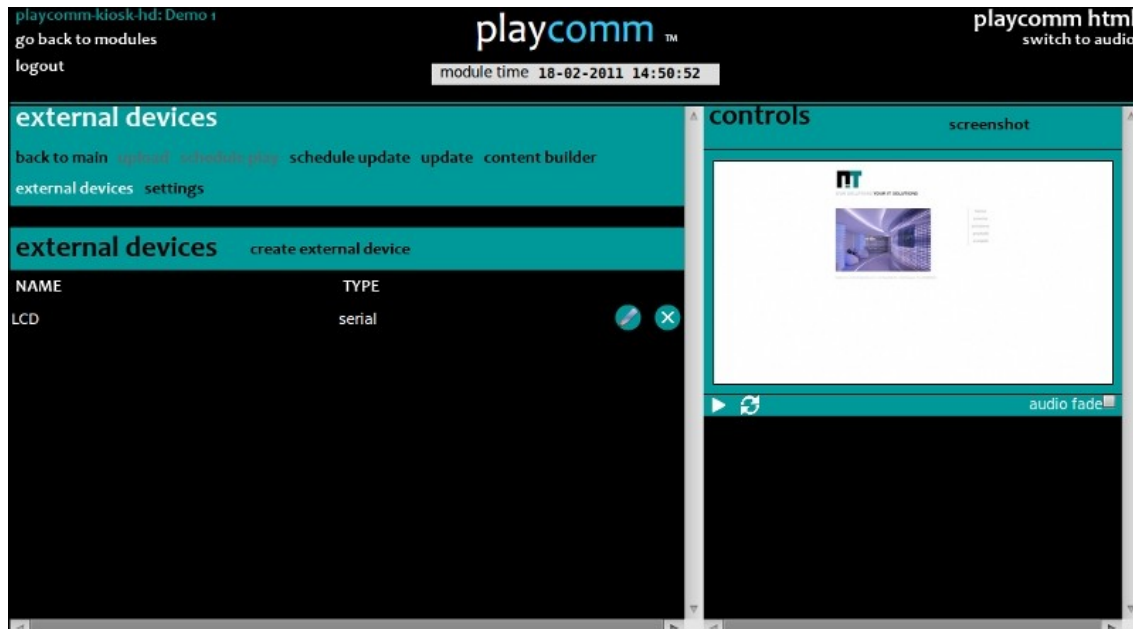
You can also plan a whole year schedule over several successive years by using the clone button, you specify the year to be copied, and the interval in years to which to copy.



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## HOW TO MANAGE EXTERNAL DEVICES VIA TELNET/RS232



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You access the management page of the external devices by pressing the external devices button. From this page you can **add new devices** by pressing the create external device button that opens a form where you need to specify whether it is a serial or Ethernet device, and its name.

The screenshot shows a form titled 'insert external device'. It has two radio buttons for 'type': 'serial' (selected) and 'ethernet'. Below this is a text input field for 'name:' and a 'save' button.

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You can **add** previously stored **commands** to each device by clicking on the added device and pressing the **create command** button in order to open the new command form.

insert external device command

name:

command:  
max. 1024 chars  
chars left: 1024

execute on boot: no  yes

execute on shutdown: no  yes

save

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You need to insert the command identification name (**name**), the command string (**command**) and the options for specifying whether to run the startup command (**execute on boot**) or at the shutdown (**execute on shutdown**).

playcomm-kiosk-hd: Demo | playcomm™ | playcomm html switch to audio

go back to modules | module time 18-02-2011 14:46:34 | logout

external devices | controls | screenshot

back to main | update | schedule update | update | content builder

external devices | settings

current device: back to devices

NAME	COMMAND	
switch on	6f6e	<input type="button" value="edit"/> <input type="button" value="delete"/>

audio fade

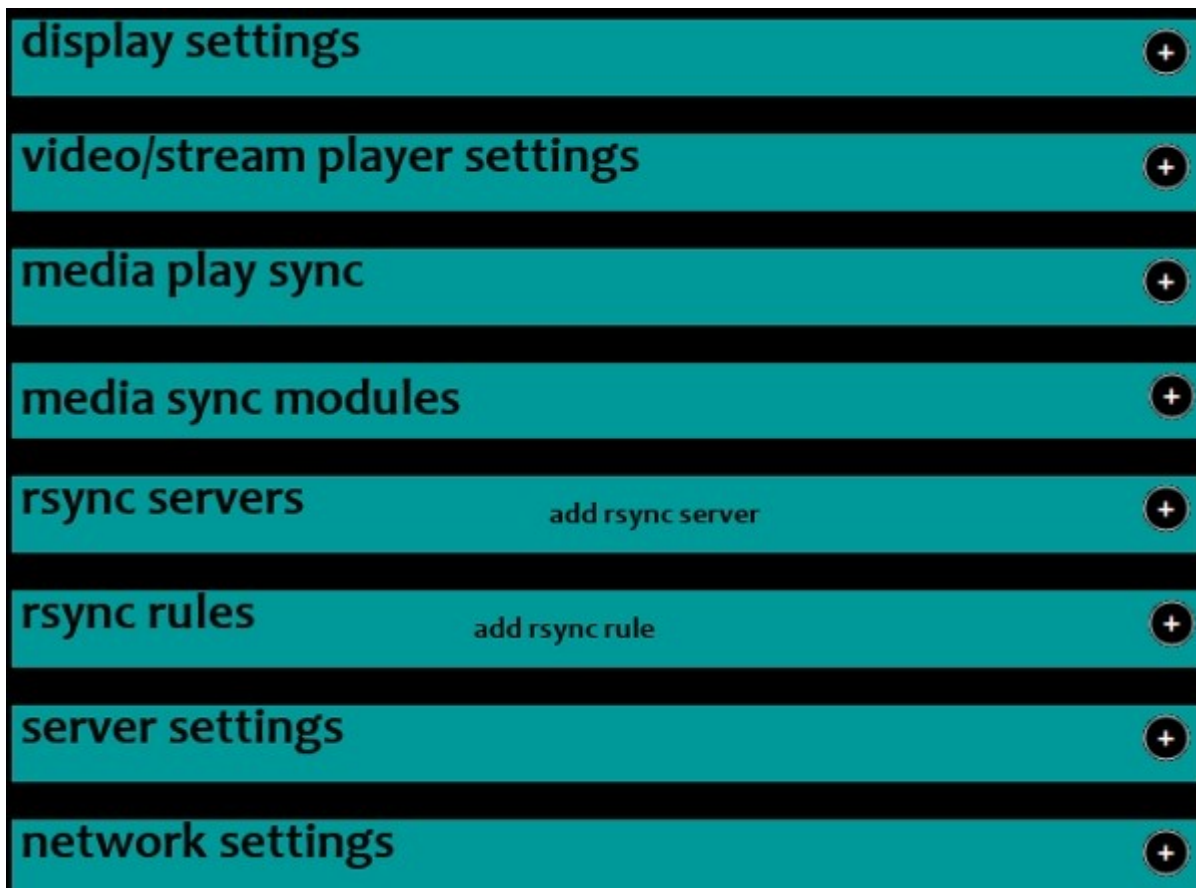
30

## HOW TO MANAGE PLAY\*COMM VIA RS232/TELNET

Play \* Comm ™ can be controlled via Telnet commands remotely from another device on its own Ethernet network or via RS232 commands using a device connected via serial port to the serial input of the hardware device on which it is installed.

The list of Telnet and RS232 commands available in the Appendix A (see pag. 37) and B (see pag. 38) of this manual respectively.

## CONFIGURATIONS



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## **Configure audio players synchronization:**

It's possible to synchronize streams generated by multiple Play \* Comm ™ modules, using one of the modules as **master** machine and the rest as slaves. The master machine will generate and send the synchronism to the slave machines, as well as to keep synchronized streams played on all modules.

You need to activate the master module by selecting the **master** option under **settings / media play sync**.

It's possible to add IP addresses and the access password of the Play \* Comm ™ modules you want to synchronize, inserting the **module ip address** and **password** under the voice **settings / media play sync**.

The list of modules is listed under **settings / media sync modules**.

You must also enter the IP address of the master module (127.0.0.1).

In order to make the changes effective you need to apply the change by pressing the **Apply Changes** button.

## **Rsync server configuration**

It's possible to add different Rsync servers from which to synchronize files and directories for the following types of target content:

- audio

To add a new Rsync server with which to synchronize, you must press the **add rsync server** button, placed under **settings / rsync servers** void; a form is opened for the insertion of the relative server data:

### **ip address:**

IP address of the server with which you are synchronizing

### **module name:**

Rsync name of the module with which to synchronize, if you prefer to use an explicit path you can specify it in anticipation of the string with the special character /

### **destination:**

destination section and associated folder

### **use username and password:**

option to choose to use user and password

### **username**

### **password**

**autofilter:**

automatic filter useful when you want to avoid synchronizing files currently used by the system (no need to use this option when it is activated autoinput mode for that type of target content)

In order to make the changes effective you need to apply the change by pressing the **Save** button.

It's possible to insert a single rsync server for each type of section/content.

## **Configuring Rsync rules/filters**

It's possible to manually add rules to exclude particular files or directories from synchronization. You just press the **add rsync rule** button under **settings rsync / rsync rules** to activate form useful to the insertion of the new rule. The following information is required:

**rsync server:**

You have to select an rsync server from those previously entered

**rule name:**

name for identifying the rule

**dir relative path:**

path to the directory in which you want to include or exclude files

**don't exclude?:**

option to include the files / directories listed in the string **do not exclude**

**don't exclude string:**

string containing the files / directories to be included

**exclude?:**

option to exclude files / directories listed in the **exclude** string

**exclude string:**

string containing the files / directories to be excluded

In order to make the changes effective you need to apply the change by pressing the **Save** button.

## **General Configurations**

A list of different general configurations is manageable under **settings / server** settings.

It's possible to activate a limiter on incoming network flows, useful if you experience difficulty in playing during the simultaneous files upload, simply activate the **bandwidth throttling** option.

It's also possible to transfer multimedia content without the aid of the computer, using **the USB key**, on which have been previously uploaded content, using the free software dedicated **PlaycommUsb** and activating the **auto usb load** option.

With this option enabled, simply put into a USB slot, the USB key in order to automatically transfer them on board; when the Play \* Comm ™ transfer is completed it will communicate completion with a beep.

It's possible to disable / enable the display of the cursor pointer deselecting / selecting the **hide cursor** option.

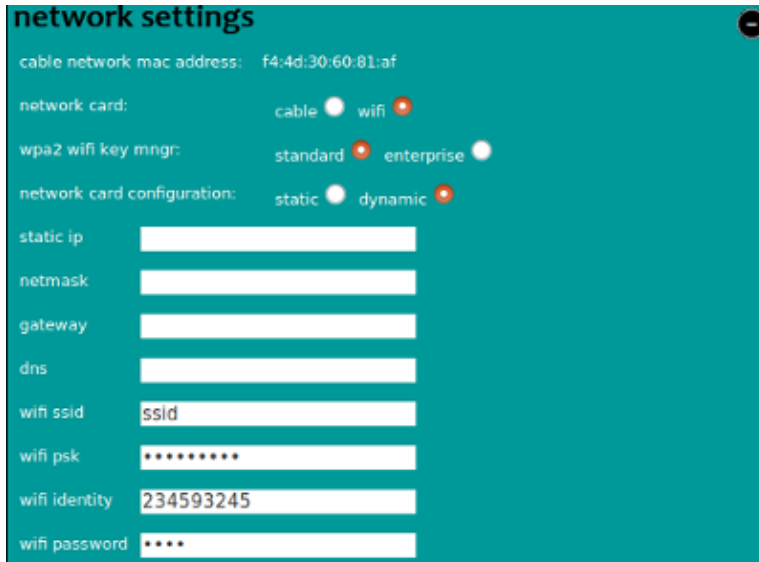
To activate the automatic daily shutdown of the device is necessary to enter the time **(hh)** and the time exact minute **(mm)** under **schedule shutdown**.

In order to make the changes effective you need to apply the change by pressing the Save button.

## **Network Configuration**

The Play \* Comm ™ network configuration is manageable under **settings / network settings**.

It's useful to take note of the **mac address**, read-only field, so as to uniquely identify the product, for any communication with the after sale.



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The Play \* Comm software allows the configuration both of the **ethernet** and **wifi** cards.

It's possible to statically set the IP address of Play \* Comm™ and gateway for access to the Internet, enabling the **network card configuration static** option and inserting the **static IP, netmask, gateway** and dns fields. In order to **set the address using DHCP** you need to activate the network card configuration option dynamic.

If you use a Wifi configuration **WPA2** is supported as Wifi Key Manager in both **standard** and **enterprise** mode.

In order to make the changes effective you need to apply the change by pressing the **Save** button.

The configuration of the network is not available if you access the module via web service Central, in order to avoid erroneous remote configurations that can affect the accessibility of the product itself.

## NOTES OF USE

The device on which the Play\*comm software is installed must be turned on and off using the appropriate switch on and off commands, force a shutdown could cause damage. Nu-Tech Sas is not responsible in case of misuse of the product.

Play \* Comm ™ is compatible with standard profiles POPAI S1-S12 and porifli extended E1-E12.

The Audio Player supports the following files:

MP3, Ogg Vorbis, FLAC, MP4/AAC, Mod, Musepack, WAV (solo se codificati PCM)

e tag/metadata:

ID3 (id3v1 and id3v2), MP3s, FLACs, AACs, Vorbis (Oggs and FLACs), apeg2 (musepack), MP4 (MP4/AACs)

The maximum resolution supported depends on the hardware device on which the Play \* Comm software is installed.



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Play\*comm™ User Manual V1.7

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## APPENDIX A – TELNET commands

### *Audio Player:*

**stop** (port 6600)

stops audio player

**play** (port 6600)

activates playback of the current audio playlist in the case where the audio player is stopped

**audio-play** <file-name> <loop> <force play> (port 6600)

enables playback of a specific audio file, activating or not to loop playback and allowing to force playback even when the audio player is stopped.

### *Media Sync:*

**media-sync** <audio/video> <sync both> <playlist index> (port 6600)

enables playback of audio playlist synchronously across multiple Play \* Comm <sup>™</sup> products

## APPENDIX B – RS232 commands

### *Player Audio:*

#### **stop**

stops audio player

#### **play**

activates playback of the current audio playlist in the case where the audio player is stopped

**audio-play** <file-name> <loop> <force play>

enables playback of a specific audio file, activating or not to loop playback and allowing to force playback even when the audio player is stopped.

### *Media Sync:*

**media-sync** <audio/video> <sync both> <playlist index>

enables playback of audio playlist synchronously across multiple Play \* Comm <sup>™</sup> products