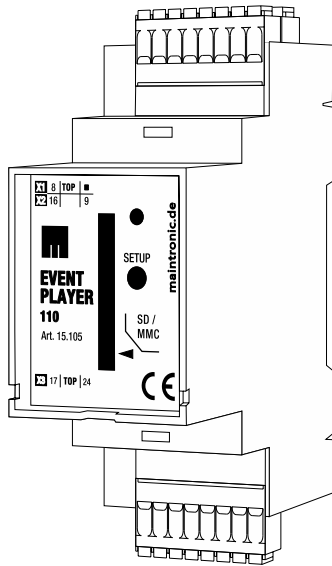


Eventplayer110


Infotainment Audio System

Item.no. 15.105 | Item no. 15.106

Installation guide EN



Gültig ab Version / Valid from Version		
Type:	Item no.	Hard- Firmware
EVP110	15.105	H1 F1.4.1
EVP110-DMX	15.106	H1 F1.1.0
Document: 15105_IN_en_EVP110_20201030		



1

IMPORTANT

Please read the users manual carefully before initial operation.

- Only install the device in locations with good ventilation and without humidity or high temperatures.
- Be sure that the existing mains voltage corresponds with the specified operating voltage before operating the device.

Functions

- XML free programmable audio player
- Standalone operation or as a network
- Extensive audio playback functions
- Push button sensor connection
- 7 Binary inputs and outputs
- RS485 interface (15.105 only)
- IN/OUT strings triggering (15.105 only)
- DMX 512 interface (15.106 only)
- Decentralized extensions
- Stereo Line / Phone output
- Delay function up to 4 hours
- Free configuration software
- Firmware update option

Product	Item no.	Product name	Construction
EVP110	15.105	Eventplayer 110 RS485	2TE REG
EVP110-DMX	15.106	Eventplayer 110 DMX	2TE REG



Further information Applicable documents
<http://qr.maintronic.de/15105de>

2

Software

The software „Infotainment Configurator“ is necessary for programming - please visit our website for information and download.

Storage card

The event players work with standard size SD cards. MMC, SD, and SDHC cards up to 32GB are accepted. For the reason of simplicity the term SD-Card is used in this manual.

The SD-card must be formatted in the FAT32 file system.

Audio data

The following audio formats are supported:

- MPEG1 layer 3 MP3 (.mp3) - Sampling frequency 44.1 kHz; compression rate from 32 to 256 Kbps
- Uncompressed audio data (.wav) (only stereo encoded with 16 bit PCM)



IMPORTANT - Audio files are processed at the standard sample rate of 44.1 kHz and with a sample size of 16 bit. The player only process stereo files!

File names

The file system of the Eventplayers uses the 8.3-FAT32 file system with short file names, i.e. 8 usable characters for the file name (prefix) and 3 characters as file type designation after the separator (suffix). - Example: track001.mp3

Folder names and structure

The folder names, like the file names, may only have a maximum of 8 characters. Any number of subfolders can be created.

3

Konfiguration und Installation

The player works with events and actions in response to an event. Events are states that affect the player, such as an SD-card is inserted, a key is pressed or a command in the form of a string is sent via the COM port.

These events are interpreted as commands and executes an action as confirmation. This action can be that e.g. a certain track is playing or a binary output is switched.

With the software „Infotainment Configurator“ the necessary programming of the system is done. The programming generated with the software is stored in an config.xml file. The player uses the commands created with the software, reads them and saves the configuration in the RAM memory after inserting the SD card.

To activate the new configuration the player must be restarted (briefly disconnect power supply).

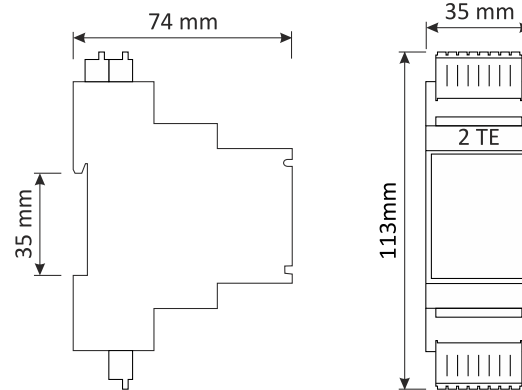
After the Player has been restarted, it automatically loads the new configuration into the memory and is ready for operation.

Hardware

- Audio player module
- SD card slot
- 7 binary Bin I/O connections, useable as input and output max 5V DC
- Setup button for selecting the device / update
- 1 unbalanced (alternatively balanced) stereo line output for left and right
- RS485 interface for serial communication or COM 1 (alternatively DMX)
- LED for status indication of the device

Technical view

The housing design as top-hat rail module for quick mounting in a switch cabinet.

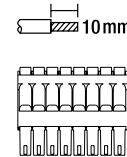


Installation

Snap onto a DIN top-hat rail with clamps on the back of the housing in a switch cabinet or small distributor.

In- and outputs

8 pole push-in spring connection for 0.2...1.5 mm² fine- or single-wires. The connectors are encoded to avoid mix-ups.

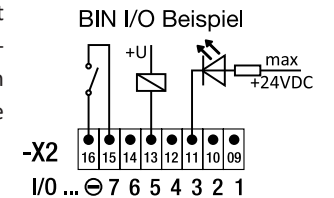


Connections on top / Terminal top (-X1, -X2)

Terminal (-X1) Connections for bus signal and power supply (DC voltage between 12 and 24 Volt).

The binary inputs and outputs are located at the terminal (-X2), these can be configured as inputs or outputs. The binary I/O may be wired with max. 5V DC.

If a binary output is switched it assumes the state „High“ (means switch closed) if the switch is opened it assumes the state „Low“.



IMPORTANT - Max. 5V DC may be connected to the Binary I/O.

-X1	
01	power supply + 24V DC
02	power supply + 24V DC
03	Ground GND -
04	Ground GND -
05	Ground GND -
06	Data + / DMX +
07	Data - / DMX -
08	Power supply + 24V DC

-X2	
09	Binary I / O 1
10	Binary I / O 2
11	Binary I / O 3
12	Binary I / O 4
13	Binary I / O 5
14	Binary I / O 6
15	Binary I / O 7
16	Masse GND -

Interfaces

Eventplayer110 RS485 (Item No. 15.105):

The RS485 interface (-X1 Pin 6, 7) can be used as a serial RS485 or COM1 interface. The selection is made by the configuration in the software.

Eventplayer110 DMX (Item No. 15.106):

When connected to DMX 512, the terminal (-X1 pin 6, 7) is used for the DMX protocol.

Connections bottom / Terminal bottom (-X3)

A stereo amplifier (e.g. AV30), active speaker or alternatively a headphone can be connected to the audio outputs (-X3). The audio input signal can be connected balanced or unbalanced.

-X3	
17	Ground GND
18	NF active
19	Input L +
20	Input L Shield
21	Input L -
22	Input L +
23	Input L Shield
24	Input L -

Input symmetrical / balanced 3-wire (Pin 19 ... 24)

A balanced input is suitable for long cable lengths up to 300m.

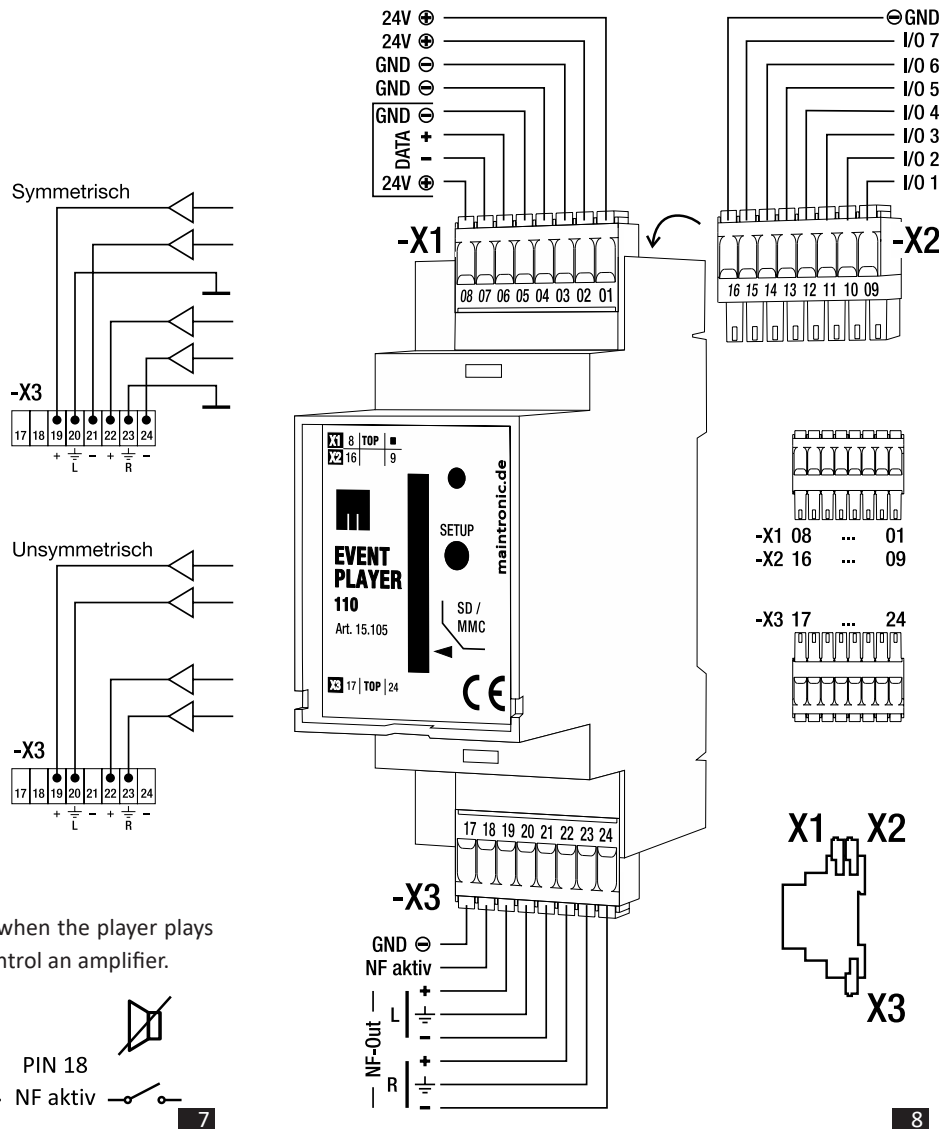
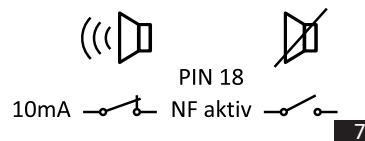
Sometimes there is the problem with hum loops. For this purpose, the ground of the input sockets (of the connected amplifiers) needs to be separated from the ground conductor with a ground lift switch.

Input unsymmetrical / unbalanced 2-wire

For unbalanced the + and the shield is used. Output signal is reduced by 6dB

NF active Pin 18

Open Collector output that is activated when the player plays music. This contact is used to remote control an amplifier.



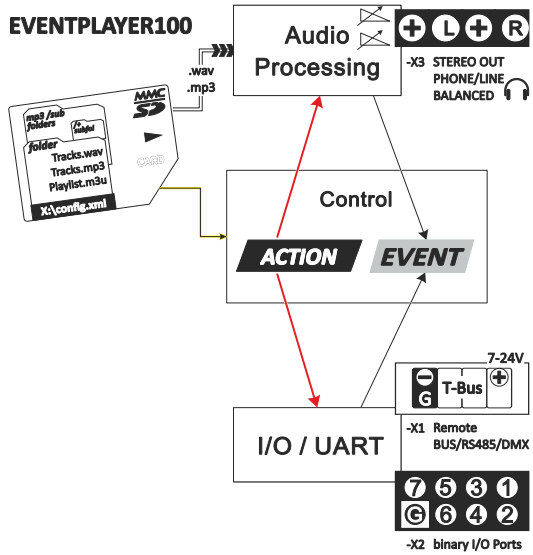
Specifications /technical data		
POWER: 12-24V DC	Play Mode Line 600 Ohms 7V 60mA / 0,4 W ..24V 25 mA / 0,6W	Play mode 16 Ohms headphone Max. 1,75W
AUDIO Low Power	Stereo Balanced Outputs (also with stereo unbalanced outputs available) +6dB 2Veff / 600 Ohms Line THD 0,001% / 1 KHz Loads > 16 Ohms (headphones THD 0,5% /1KHz)	
Memory Cards	~up to 32 GB SDHC / SD FAT 32 formatted	
Supported Audio files - All bit rate (only stereo)	(.MP3) Layer III /44,1kHz 32 ... 256 kbps (.WAV) – Stereo 16 Bit PCM	
Audio Converter 24Bit StereoDAC	Analog Characteristic 18Hz~ 20kHz +/- 0,02dB	Sampling-Speed: 44,1kHz (16kHz~96 kHz) S/N A=> @ 92dB
7 x Combination binary I/O Ports	Input: Low Active ca. 2,5 mA	Output: Open Collector max. 24V 300mA
Remote I/O extended controls	RS485 serial (item.no 15.105) * DMX 512 (Option item no. 15.106)	
Gehäuse /BOX Größe/Size	fastened to DIN rail 113x74x35 mm 2 TE/DIN Units. Self-extinguishing Blend PC/ABS	
protection class	IP40 > DIN EN 60529	
weight	ca. 90g	
ambient temperature	-35°C ... +55°C	

Detailed technical data can be found in the data sheet.

	LED-display	status
● green	green	Ready for operation (not playing)
● red	red	No SD-Card inserted
☀	flashes green	Play Audio Track

Block diagram

EVENTPLAYER100



© 2019 - maintronic® GmbH reserve the right to make technical changes and product improvement without prior notice. Mistakes and typing errors reserved. All rights reserved..



MTC maintronic GmbH
Carl-Zeiss-Str. 10-14
D-97424 Schweinfurt/Germany

Tel: +49 (0)9721-7766-0
www.maintronic.de
support@maintronic.de