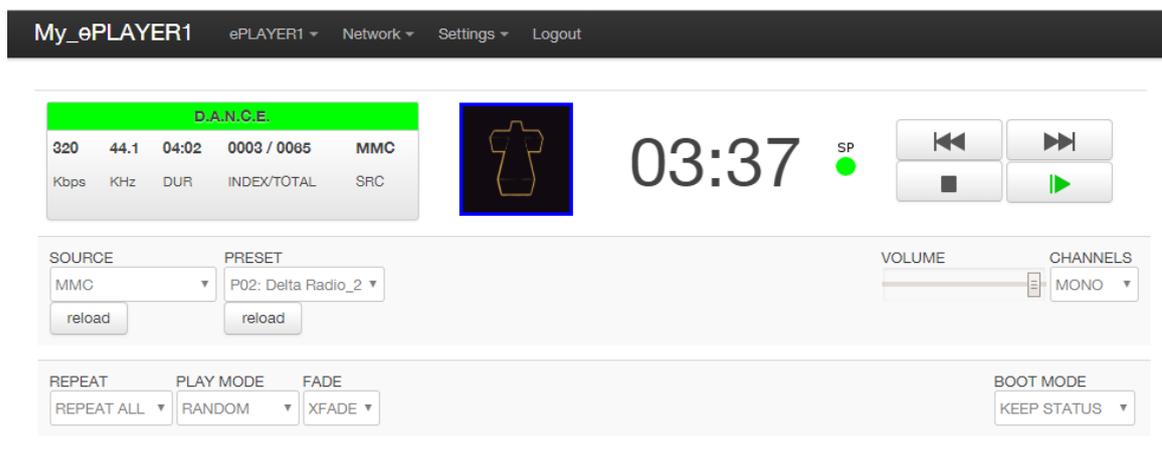


# ePLAYER1 - Web Application (v3.01r0)

## AUDIO PLAYER

### *Local and Streaming Audio Player*



The screenshot shows the ePLAYER1 web application interface. At the top, a dark navigation bar contains the text "My\_ePLAYER1" and several menu items: "ePLAYER1", "Network", "Settings", and "Logout".

The main content area features a table with audio metadata for the track "D.A.N.C.E.":

320	44.1	04:02	0003 / 0065	MMC
Kbps	KHz	DUR	INDEX/TOTAL	SRC

To the right of the table is a square album art placeholder showing a yellow cross on a dark background. Further right, the current playback time "03:37" is displayed next to a green "SP" (Speaker) indicator. Playback controls include buttons for previous, play/pause, and next, along with a volume slider.

Below the table and album art are two rows of controls:

- SOURCE**: MMC (dropdown), **PRESET**: P02: Delta Radio\_2 (dropdown), and **CHANNELS**: MONO (dropdown).
- REPEAT**: REPEAT ALL (dropdown), **PLAY MODE**: RANDOM (dropdown), **FADE**: XFADE (dropdown), and **BOOT MODE**: KEEP STATUS (dropdown).

# USER MANUAL

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## 1. INTRODUCTION

The ePLAYER1 includes a Web application embedded in the device itself (no additional software has to be installed). Using this application, you can configure device advanced options, create playlists, schedule calendar events, create scripts or have remote control of some basic functions. This application can be accessed from any device with an Ethernet network connection (cable or Wi-Fi) and a web browser.

## 2. FIRST STEPS

To access the ePLAYER1 Web application, the device must be connected to an Ethernet network, either via the RJ45 port (cable) or via the Wi-Fi interface. Consult chapters 4.1 and 4.2 to quickly and easily make the connection. Read on for detailed information:

- **ETHERNET:** the network address (IP) assignment mode can be selected via the configuration menu. Refer to the ePLAYER1 user manual for more information. If DHCP (the default mode) is selected, an IP address will be automatically assigned, so there is no need to configure it. If the STATIC option is selected, the following parameters have to be configured:
  - IP: device network address
  - MASK: subnet mask
  - GATEWAY: gateway
  - DNS1: Domain Name System 1
  - DNS2: Domain Name System 2

Make sure that the static IP network parameters are compatible with your local network and the existing IP range in the installation.

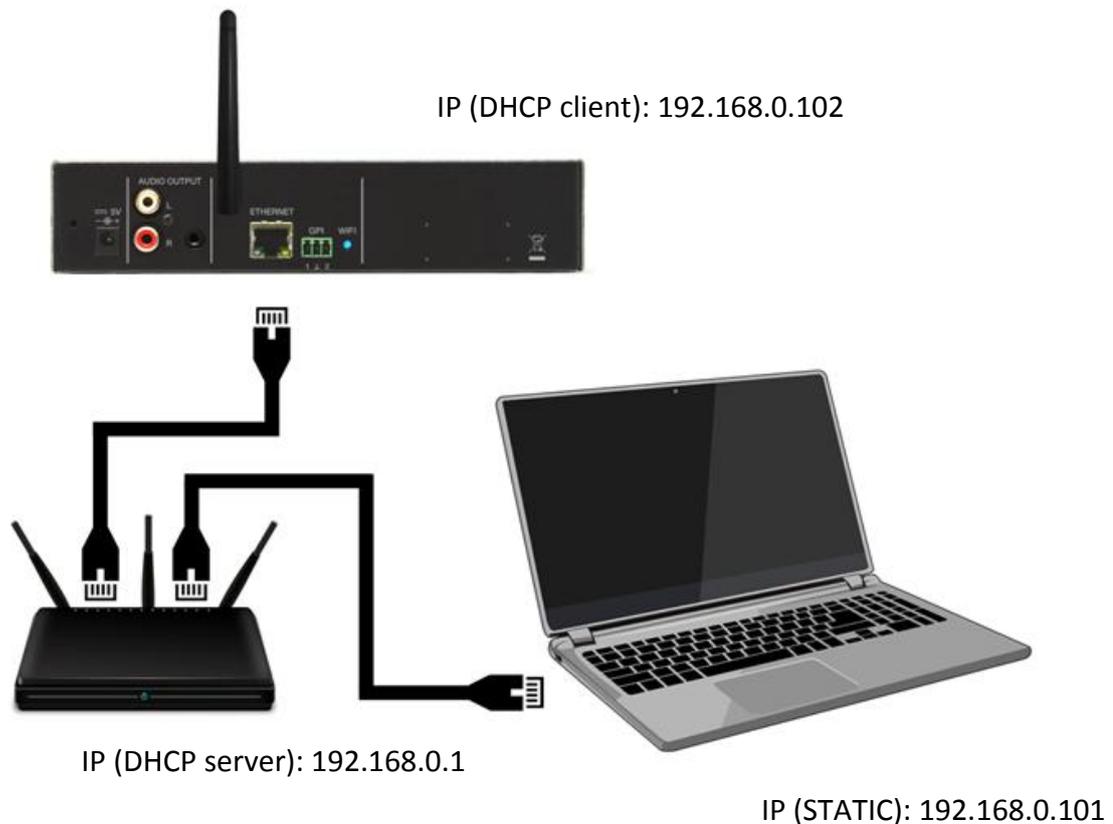


Figure 1: example of connection to a local network via the Ethernet interface (cable)

- **Wi-Fi:** the ePLAYER1 has a Wi-Fi network interface to receive audio streams from mobile devices and be configured wirelessly. There are two modes of operation: MASTER (point-to-point connection) or CLIENT (connection through a local Wi-Fi network).
    - **MASTER mode:** the Wi-Fi network interface of the ePLAYER1 is configured by default in this mode. Connect your Wi-Fi device (computer, smartphone, etc.) as an ePLAYER1 client via your Wi-Fi network wizard (connect it to the ePLAYER1-WiFi network, default SSID). The default password is: **0123456789**.
- Note:* this operating mode does not provide an Internet connection. However, it will be useful to open the Web application for the first time and configure the network parameters according to your needs.

- **CLIENT mode:** this connection mode allows the ePLAYER1 to connect to your preferred Wi-Fi network. Mobile devices must be connected to the same network to configure the ePLAYER1. If your Wi-Fi network has an Internet connection, both the ePLAYER1 and mobile devices will have Internet access.

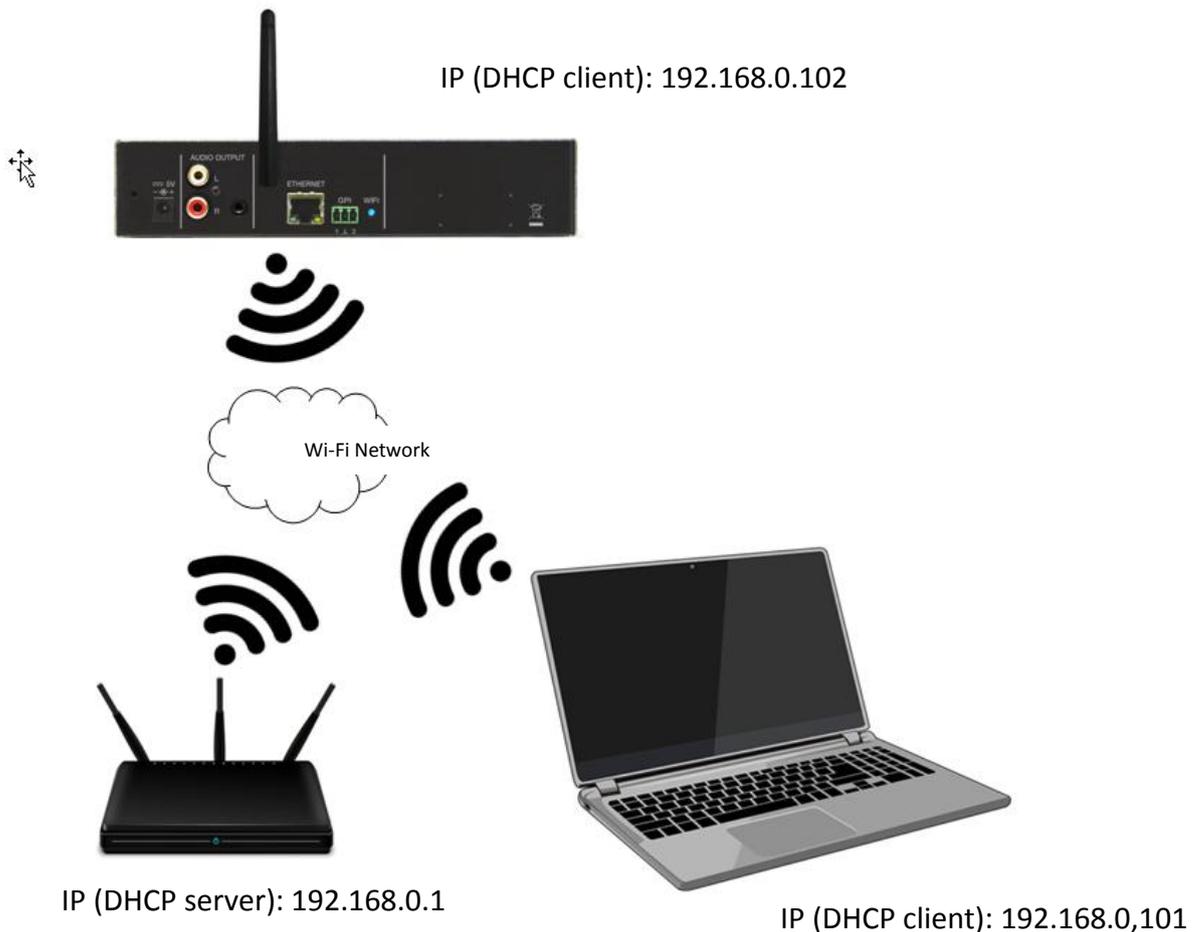


Figure 2: example of connection to a local network via the Wi-Fi network interface (wireless)

Once the connection is established, check the IP address assigned to the ePLAYER1 through the configuration menu:

- Press and hold the MENU key for a few seconds until you access this menu.
- Navigate by pressing the NEXT key until the display shows WIFI or ETHERNET, depending on the chosen connection.
- Press the rotary encoder (SELECT).

Enter this address in the URL bar of your browser (the IP shown in Figure 3 does not have to match the one assigned to your device). The welcome screen will be displayed. To access the application, the *username* and *password* are as follows (default):

- **Username:** root
- **Password:** ecler

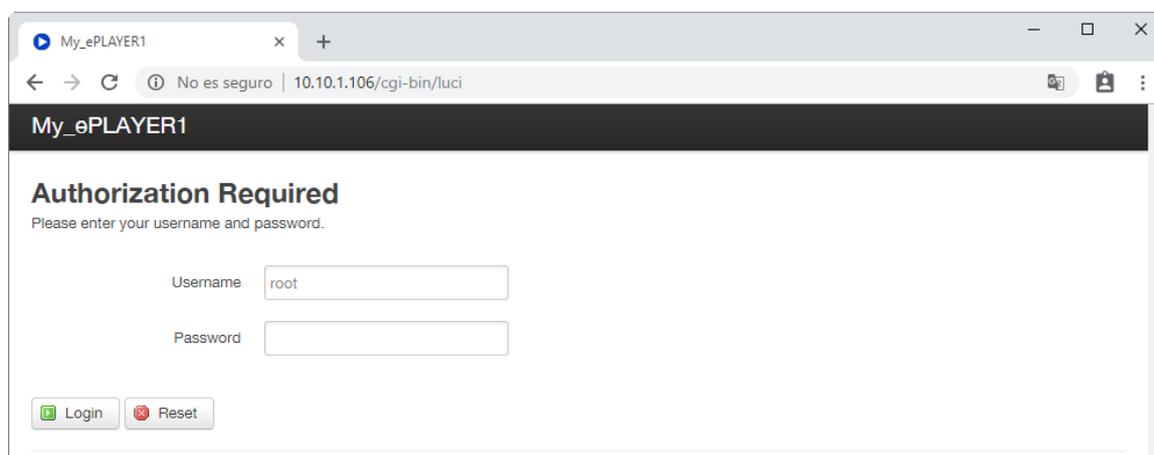


Figure 3: welcome page of the Web application

## 2.1. Quick guide for Ethernet connection

- Connect the ePLAYER1 to a switch/router via the Ethernet interface (default setting to DHCP).
- Connect the computer to the same switch/router via the Ethernet interface (make sure it is set to DHCP or dynamic addressing).
- Check the IP address assigned to the ePLAYER1 as follows:
  - Press and hold the MENU key for a few seconds until you access this menu.
  - Navigate by pressing the NEXT key until the display shows ETHERNET.
  - Press the rotary encoder (SELECT).
- Enter the IP address in your browser.

## 2.2. Quick guide for Wi-Fi connection

- Open the Wi-Fi network manager on your computer.
- Connect your computer to the ePLAYER1-WIFI network. Password: 0123456789
- Check the IP address assigned to the ePLAYER1 as follows:
  - Press and hold the MENU key for a few seconds until you access this menu.
  - Navigate by pressing the NEXT key until the display shows WIFI.
  - Press the rotary encoder (SELECT).
- Enter the IP address in your browser.

## 3. PLAYER PAGE

This ePLAYER1 menu page displays information about playback, streaming tags and detailed information about audio content, as well as the record sleeve\*. It also allows remote control of the basic controls, PLAY/PAUSE, STOP, PREV and NEXT; source and user presets selection; repeat, play and fade modes; channels (stereo/mono), volume control; and reset mode. Plus useful footer information such as firmware version\*\* and the Ecler Gallery registration key (information on this service is not yet available).

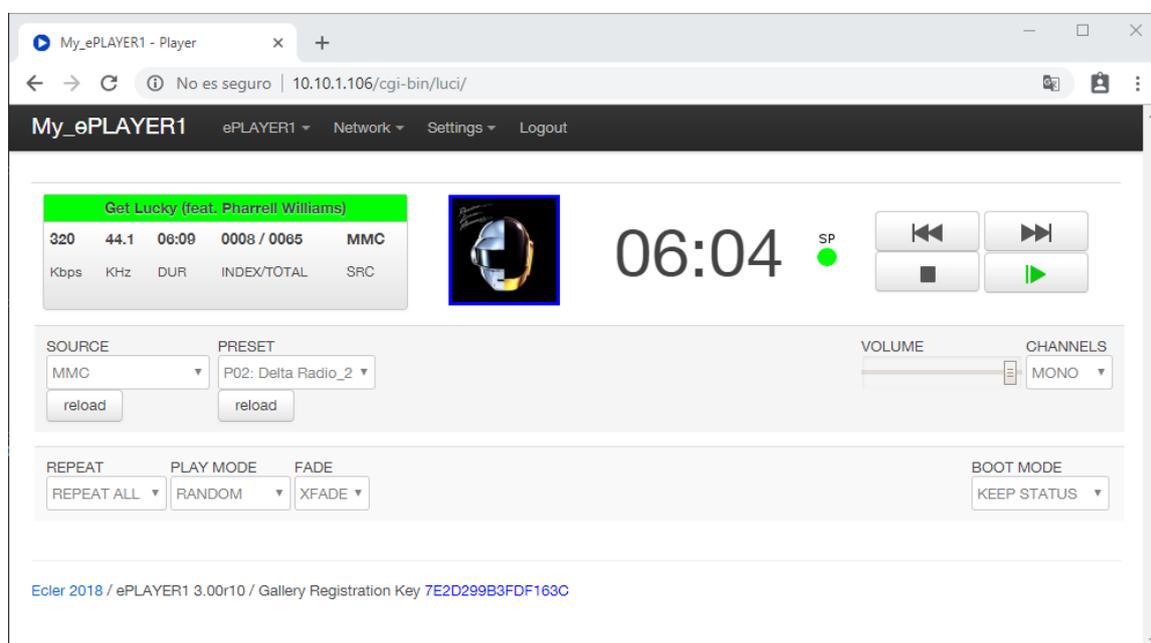


Figure 4: playback page (Player)

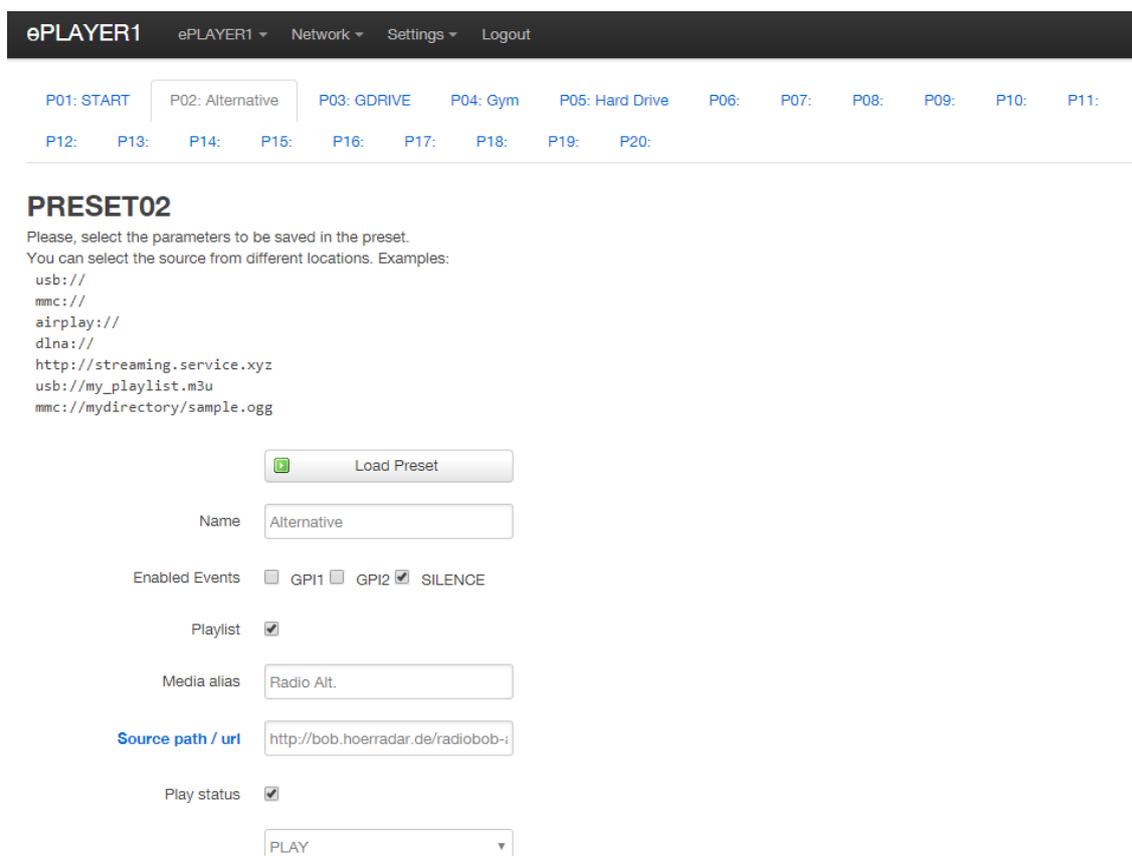
**\*NOTE:** for the correct display of the record sleeve, the ePLAYER1 must have an Internet connection. If you are unable to display the cover page, a default image will be displayed.

**\*\*NOTE:** the images shown in this manual may have a different firmware version at the foot of the page than v3.01r00 referred to in the manual. However, they have the same functionalities.

## 4. PRESETS PAGE

The Presets page of the ePLAYER1 menu allows the creation of up to 20 presets or user configuration memories. When you recall a preset, all settings that were saved are retrieved.

At the top of the page you can see the 20 presets (in blue) whose default names are: P01, P02... P20. Clicking on a name will access the configuration for that preset. These preset names can be edited within the preset configuration. After saving this setting in the preset, you will need to refresh the browser page (F5) to view these changes.



The screenshot shows the ePLAYER1 interface with a navigation bar containing 'ePLAYER1', 'ePLAYER1', 'Network', 'Settings', and 'Logout'. Below the navigation bar is a row of 20 preset buttons labeled P01 through P20. P01 is 'START', P02 is 'Alternative', P03 is 'GDRIVE', P04 is 'Gym', P05 is 'Hard Drive', and P06 through P20 are currently blank. The 'PRESET02' configuration page is displayed below, with the following fields and options:

- Load Preset:** A button with a green square icon.
- Name:** A text input field containing 'Alternative'.
- Enabled Events:** Three checkboxes: 'GPI1' (unchecked), 'GPI2' (unchecked), and 'SILENCE' (checked).
- Playlist:** A checkbox that is checked.
- Media alias:** A text input field containing 'Radio Alt.'.
- Source path / url:** A text input field containing 'http://bob.hoerradar.de/radiobob-;'. The text is highlighted in blue.
- Play status:** A checkbox that is checked, and a dropdown menu below it showing 'PLAY'.

Volume (%)

Play mode

Repeat mode

Fade mode

Stereo/Mono

Figure 5: preset configuration example

Settings that can be saved in a preset are:

- **Load Preset button:** loads the selected preset. Useful to load it right after editing it without having to change pages or manipulate the ePLAYER1.
- **Name:** preset name. This is the name that will be displayed from the ePLAYER1 main menu/PRESETS (LCD screen), in the presets list on the Player page and the header of the Presets page.
- **Enabled Events:** enables/disables the events triggered by GPIs (General Purpose Inputs) and the silence detection event in the preset. The GPIs and the silence detection event must be configured on the Events page. See chapter 5 for more information.
- **Playlist:** if this option is enabled, recalling the preset will replace the current playlist with the source entered in the Source path/url field.
- **Media alias:** alias of the source stored in the preset (Source path/url). This alias will be displayed in the main menu/SOURCE, as an available source, in addition to the default sources (USB, SD, etc.). It will also allow direct access from any preset to that medium from the Player page.
- **Source path/url:** stores a network or local address in the preset. This address must be a valid address for proper playback of audio content in the ePLAYER1. We recommend reading the document "[How to identify URLs audio streams on the Internet](#)". The instructions for the application may be consulted on how to enter local addresses (USB, SD, AirPlay...). You can click on "Source path/url" (in blue) to open a new browser tab with the address entered in this field. This option is available on several pages of the application. This is useful to check the correct operation of an audio source (Internet radio, for example), or copy the address to create playlists (.m3u file, for example). See [datasheet](#) for audio and *playlist* formats supported by the player.

- **Play status:** if this option is checked, loading the preset will overwrite the player settings.
- **Volume (%):** if this option is checked, loading the preset will overwrite the player volume/MUTE setting.
- **Play mode:** if this option is checked, the playback mode (sequential/random) will be overwritten.
- **Repeat mode:** if this option is checked, the repeat mode (play all, play one, repeat all, or repeat one) will be overwritten.
- **Fade mode:** if this option is checked, the transition mode between tracks within a playlist (off/fade/cross-fade) will be overwritten.
- **Stereo/Mono:** if this option is checked, the output selection (mono or stereo) for will be overwritten.
- **Save button:** saves the settings made in the currently edited preset.
- **Reset Button:** restores the last settings saved in the currently edited preset.

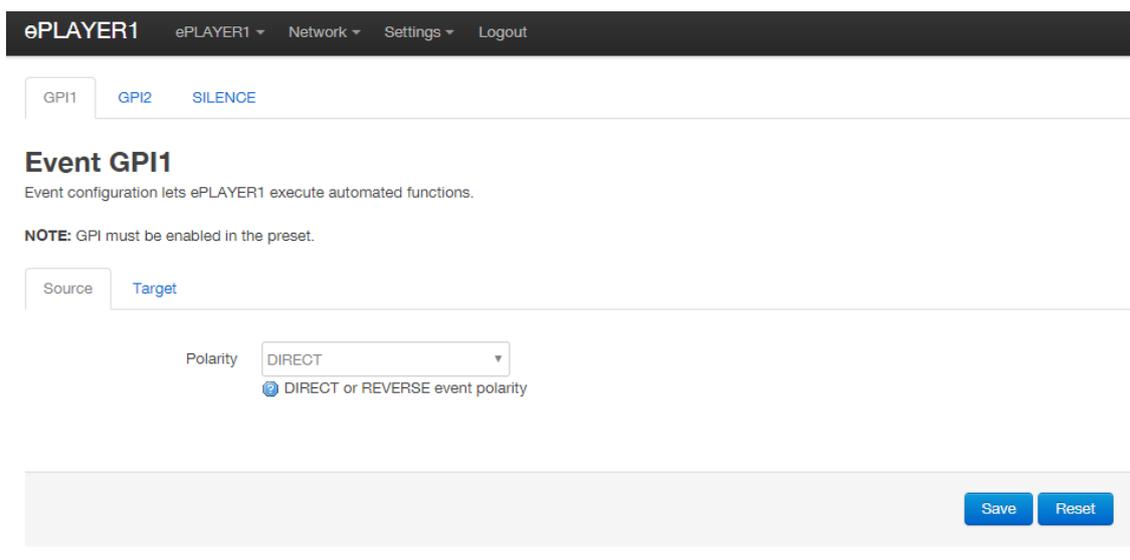
## 4.1. Examples of audio sources

Media Path	Media Location	Items included in the playlist (valid audio media only)
<b>usb://</b>	USB storage device, root folder	Media stored in the USB device root folder and up to the third level of sub-folders in it
<b>mmc://</b>	SD card, root folder	Media stored in the SD card root folder and up to the third level of sub-folders in it
<b>usb://musicfolder/jazz/</b>	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
<b>mmc://musicfolder/jazz/</b>	SD card, musicfolder\jazz folder	Media stored in the SD card \musicfolder\jazz folder and up to the third level of sub-folders in it
<b>mmc://evacuation_message.mp3</b>	SD card, root folder	mp3 single file named <b>evacuation_message.mp3</b>
<b>usb://evacuation_message.mp3</b>	USB storage device, root folder	mp3 single file named <b>evacuation_message.mp3</b>
<b>usb://...path.../my_collection.m3u</b> <b>mmc://...path.../my_collection.m3u</b>	Defined by the m3u playlist file	Media pointed by <b>my_collection.m3u</b> playlist <b>...path...</b> is the folder path where the m3u file is located
<b>usb://...path.../my_songs.m3u8</b> <b>mmc://...path.../my_songs.m3u8</b>	Defined by the m3u8 playlist file	Media pointed by <b>my_songs.m3u8</b> playlist <b>...path...</b> is the folder path where the m3u8 file is located
<b>usb://...path.../best_of_rock.pls</b> <b>mmc://...path.../best_of_rock.pls</b>	Defined by the pls playlist file	Media pointed by <b>best_of_rock.pls</b> playlist <b>...path...</b> is the folder path where the pls file is located
<a href="http://www.ecler.com/music/party_songs/party.m3u">http://www.ecler.com/music/party_songs/party.m3u</a>	Defined by the m3u playlist file	Media pointed by <b>party.m3u</b> playlist, and located at an Internet url (corporate web, etc.)
<a href="http://www.ecler.com/music/party_songs/party.pls">http://www.ecler.com/music/party_songs/party.pls</a>	Defined by the pls playlist file	Media pointed by <b>party.pls</b> playlist, and located at an Internet url (corporate web, etc.)
<a href="http://65.60.19.42:8040/">http://65.60.19.42:8040/</a>	Real-time streaming	Media served by an Internet audio streaming service with url <a href="http://nnn.nnn.nnn.nnn:port">http://nnn.nnn.nnn.nnn:port</a> (in the example <a href="http://65.60.19.42:8040/">http://65.60.19.42:8040/</a> )
<a href="http://stream1.megarockradio.net:8240">http://stream1.megarockradio.net:8240</a>	Real-time streaming	Media served by an Internet audio streaming service with url <a href="http://url:port">http://url:port</a>
<a href="http://195.55.74.211/cope/rockfm.mp3">http://195.55.74.211/cope/rockfm.mp3</a>	Real-time streaming	Media served by an Internet audio streaming service with url <a href="http://url/nnnn.mp3">http://url/nnnn.mp3</a>
<a href="http://208.92.53.90:443/LOS40_SC">http://208.92.53.90:443/LOS40_SC</a>	Real-time streaming	Media served by an Internet audio streaming service with url <a href="http://url/folder">http://url/folder</a>
<a href="http://media.musicradio.com/channel01.m3u">http://media.musicradio.com/channel01.m3u</a>	Real-time streaming	Media served by an Internet audio streaming service, a playlist with url <a href="http://url/playlist.m3u">http://url/playlist.m3u</a>

## 5. EVENTS PAGE

ePLAYER1 offers 3 events: 2 of them are triggered by the GPI ports (by closure of external potential-free contacts 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 of the ePLAYER1 menu. Select the tab corresponding to the event to access its configuration.

**Note:** note that for events to work properly, they must be enabled in the loaded preset at a given time.



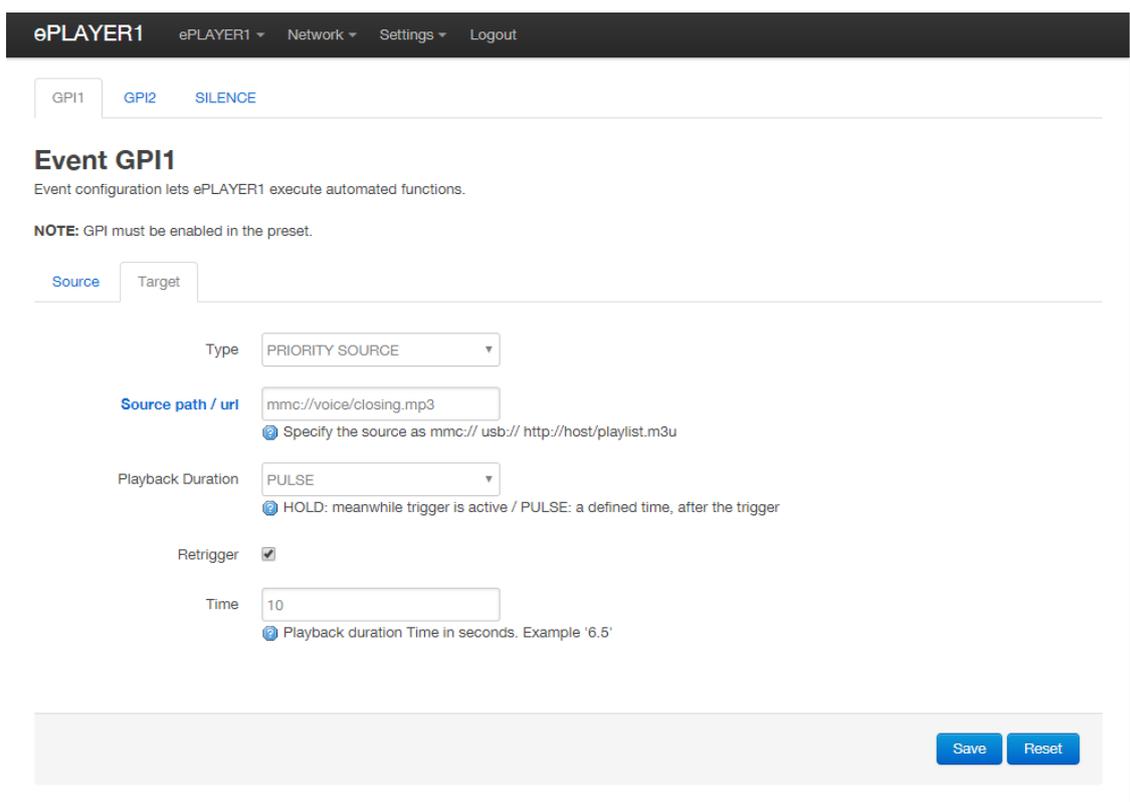
The screenshot shows the ePLAYER1 configuration interface. At the top, there is a navigation bar with the following items: ePLAYER1, ePLAYER1 (dropdown), Network (dropdown), Settings (dropdown), and Logout. Below the navigation bar, there are three tabs: GPI1, GPI2, and SILENCE. The GPI1 tab is selected. The main heading is "Event GPI1". Below the heading, there is a sub-heading "Event configuration lets ePLAYER1 execute automated functions." and a note: "NOTE: GPI must be enabled in the preset." Below the note, there are two tabs: Source and Target. The Target tab is selected. Under the Target tab, there is a "Polarity" label and a dropdown menu set to "DIRECT". Below the dropdown menu, there is a radio button selected for "DIRECT or REVERSE event polarity". At the bottom right of the configuration area, there are two buttons: "Save" and "Reset".

Figure 6: configuration example of a GPI event

## 5.1. GPI Events

There are 2 GPI events: GPI1 and GP2. Both can be configured to trigger differently and perform independent actions.

- **Source tab:** direct or reverse polarity; to define the trigger, e.g. by contact closing or opening
  - **Target tab:** selects the action that the ePLAYER1 will perform after GPI activation. There are several event options or types:
    - **Internal:** internal trigger. Useful for triggering actions within a script.
    - **Preset recall:** loads a preset. Select the preset to be loaded with GPI activation.
    - **Transport control:** current playback control, play/pause, play, stop, next, prev.
    - **Load & Play Source:** loads and plays from a source. The source must be specified in the "Source path/url" field.
    - **Priority Source:** playback of a source with priority over the audio program. The source specified in the "Source path/url" field attenuates the playing source (audio program). When the priority audio ends, the audio program gradually recovers its previous volume.
      - If you select the **HOLD option**, the source specified in the "Source path/url" field will be given priority WHILE the trigger is maintained (direct/reverse GPI, as indicated in the "Source" tab).
      - If you select the **PULSE option**, the source specified in the "Source path/url" field will be given priority for the time (in seconds) specified in the "Time" field. The "Retrigger" option allows to retrigger the priority event without waiting for it to end, restarting the timer.
- A priority event can be useful for playing announcements, pre-recorded warnings, emergency warnings, etc. For more information on priorities, please refer to the chapter 8.4.
- **Save button:** saves the settings made. You can configure the different tabs (Source, Target) before saving. The changes will not be lost.
  - **Reset Button:** restores the latest saved configuration.



**ePLAYER1** ePLAYER1 ▾ Network ▾ Settings ▾ Logout

GPI1 **GPI2** SILENCE

### Event GPI1

Event configuration lets ePLAYER1 execute automated functions.

**NOTE:** GPI must be enabled in the preset.

Source Target

Type: PRIORITY SOURCE ▾

Source path / url: mmc://voice/closing.mp3  
Specify the source as mmc:// usb:// http://host/playlist.m3u

Playback Duration: PULSE ▾  
HOLD: meanwhile trigger is active / PULSE: a defined time, after the trigger

Retrigger:

Time: 10  
Playback duration Time in seconds. Example '6.5'

Save Reset

Figure 7: configuration example of a GPI event with priority

## 5.2. SILENCE: silence detection event

The ePLAYER1 offers a special event, the SILENCE event or silence detection event (**absence of real analogue audio signal** at the unit outputs). Allows the player to continue playing media when the currently played audio program ends or is interrupted for any reason, sometimes due to problems that may arise (loss of Internet, accidental disconnection of network cable, erroneous files, etc.): "*The show must go on.*"

- **Source tab:** timeout, or detection time. Selects the silence (no audio signal) timeout before the event triggering.
- **Target Tab:** selects the action that the ePLAYER1 will perform once the timeout is reached.
  - **Internal:** internal trigger. Useful for triggering actions within a script.
  - **Preset recall:** loads a preset. Select the preset to be loaded with the silent event triggering.
  - **Load & Play Source:** loads and plays from a source. The source must be specified in the "Source path/url" field.

**Tip:** set the local audio content loading (from USB or SD) as action to ensure that audio will always be available, regardless of accidents that may occur on the network connection, outside the player. In the same way, if you want to load a

preset, make sure of two things: the audio address saved in the selected preset must be local (e.g. usb://) and the preset must allow the overwriting of the player status (Play Status), so that the PLAY option is selected. This will force the playback of local media.

## 6. CALENDAR PAGE

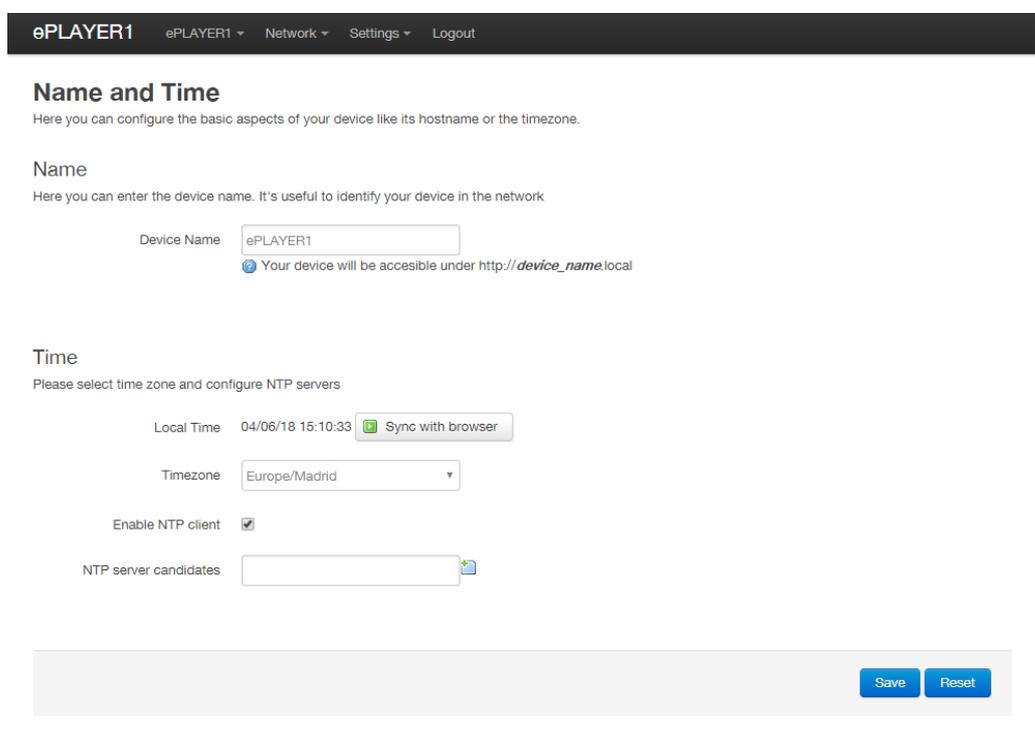
The *Calendar* page of the ePLAYER1 menu allows the configuration of calendar-triggered events.

A calendar event performs a specific action, such as loading a message with priority, according to configurable parameters: date, time, repetitions, etc.

The ePLAYER1 offers 24 fully configurable events. The configurable parameters of each calendar event are divided into 3 tabs:

- **General:** activating/deactivating and naming calendar events
- **Source:** start/end date, start/end time and event repeat settings
- **Target:** action triggered by the event

**Note:** before configuring calendar events, make sure that the time zone and NTP service are correctly configured: "Settings" menu / "Name and Time" page.



The screenshot shows the 'Name and Time' configuration page. At the top, there's a dark navigation bar with 'ePLAYER1' and links for 'ePLAYER1', 'Network', 'Settings', and 'Logout'. Below this, the page title is 'Name and Time' with a subtitle: 'Here you can configure the basic aspects of your device like its hostname or the timezone.' The 'Name' section has a text input for 'Device Name' containing 'ePLAYER1' and a note: 'Your device will be accessible under http://device\_name.local'. The 'Time' section has a 'Local Time' display showing '04/06/18 15:10:33' with a 'Sync with browser' button, a 'Timezone' dropdown menu set to 'Europe/Madrid', a checked 'Enable NTP client' checkbox, and an empty 'NTP server candidates' text input. At the bottom right, there are 'Save' and 'Reset' buttons.

Figure 8: Name and Time configuration page

At the top of the page you can see the 24 calendars (in blue) whose default names are: C01, C02... C24. Clicking on a name will access the configuration for that calendar event. These calendar event names can be edited within the calendar event configuration. After saving this setting in the calendar event, you will need to refresh the browser page (F5) to view these changes.

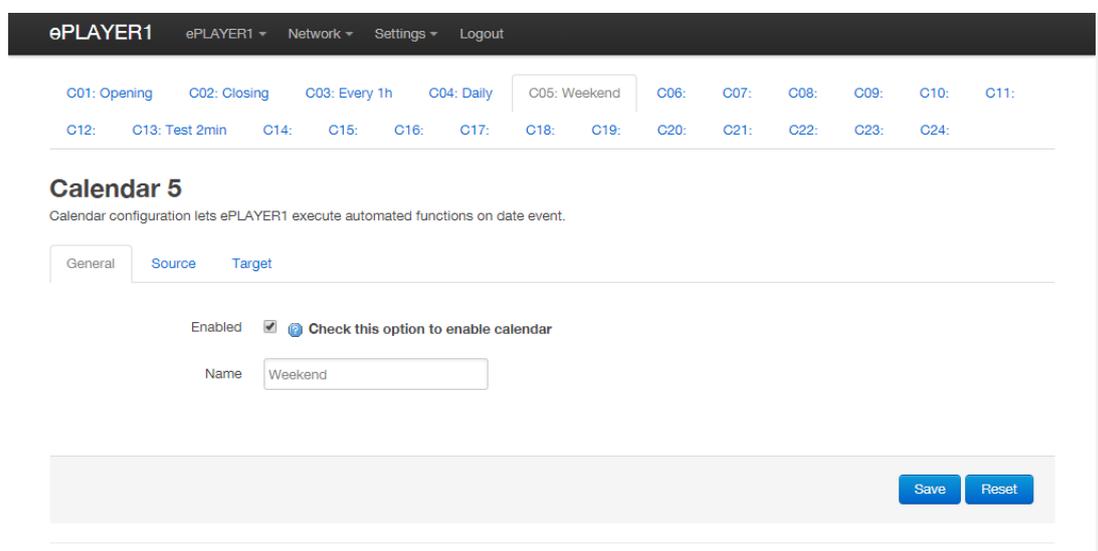


Figure 9: configuration example of a calendar event

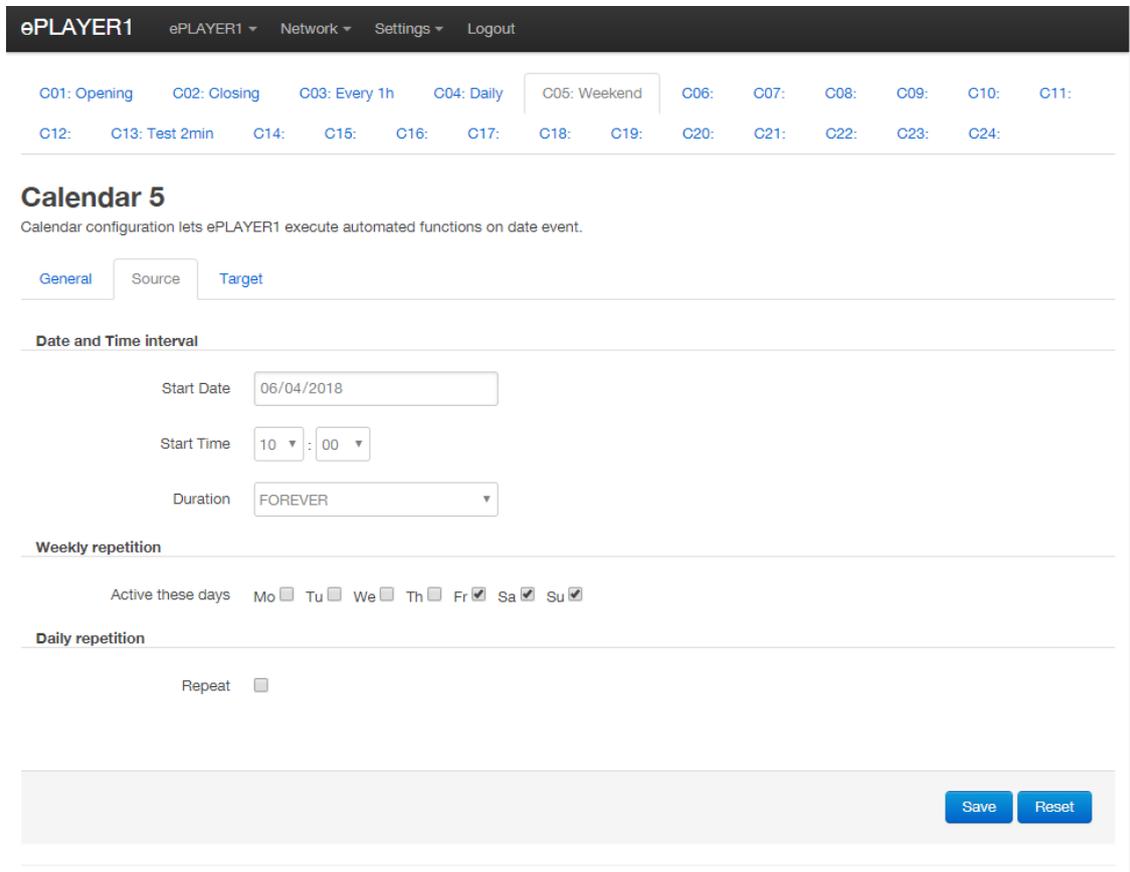
## 6.1. General

This tab contains 2 parameters (see Figure 9):

- **Enable:** allows you to enable or disable the calendar. If the calendar is enabled (ready for activation by date/time), it will appear in all presets.
- **Name:** calendar name.

## 6.2. Source

In the SOURCE tab, you can configure time/date parameters and event repeat settings:



The screenshot shows the 'ePLAYER1' interface with the 'Source' tab selected for 'Calendar 5'. The configuration options are as follows:

- Navigation:** ePLAYER1, ePLAYER1, Network, Settings, Logout
- Event Selection:** C01: Opening, C02: Closing, C03: Every 1h, C04: Daily, C05: Weekend (selected), C06:, C07:, C08:, C09:, C10:, C11:, C12:, C13: Test 2min, C14:, C15:, C16:, C17:, C18:, C19:, C20:, C21:, C22:, C23:, C24:
- Calendar 5:** Calendar configuration lets ePLAYER1 execute automated functions on date event.
- Tabs:** General, Source (selected), Target
- Date and Time interval:**
  - Start Date: 06/04/2018
  - Start Time: 10 : 00
  - Duration: FOREVER
- Weekly repetition:** Active these days: Mo  Tu  We  Th  Fr  Sa  Su
- Daily repetition:** Repeat
- Buttons:** Save, Reset

Figure 10: Source tab

### 6.2.1. Date and Time interval

Defines the event triggering date and time and its ending date and time (if applicable).

- **Start date:** start date of the event. This field is not mandatory. If no specific date ("dd/mm/yyyy") is selected, the event will start on the same day the changes are applied. If you select a date earlier than the current date, the event will be valid from the day on which the changes are applied.
- **Start time:** start time of the event. This field is mandatory. If there is a repetition setting, this will be the time the event is first triggered each day.
- **Duration:** duration or validity of the calendar event. Allows to select calendar event duration.
  - **FOREVER:** This option is selected by default. The calendar event will have no end date.
  - **CUSTOM END DATE:** end of calendar event. Allows to set the date and time at which the calendar event will be triggered for the last time, regardless of repeat settings.

#### Date and Time interval

---

Start Date	<input type="text" value="06/04/2018"/>
Start Time	<input type="text" value="10"/> : <input type="text" value="00"/>
Duration	<input type="text" value="CUSTOM END DATE"/>
End Date	<input type="text" value="22/12/2018"/>
End Time	<input type="text" value="07"/> : <input type="text" value="00"/>

Figure 11: example of Date and Time interval

### 6.2.2. Weekly repetition

Weekly input mask or days of the week on which the calendar event will be repeated at the time indicated in "Start Time".

Figure 12 shows an example where Monday to Friday (working days) were selected. Therefore, the configured event will not be triggered on Saturdays and Sundays (weekend).

#### **Weekly repetition**

---

Active these days   Mo    Tu    We    Th    Fr    Sa    Su

Figure 12: example of a weekly mask

If you do not select at least one day of the week, the calendar event will never be triggered. Same if you configure an event to trigger a day of the week that is not selected in the weekly mask.

### 6.2.3. Daily repetition

Daily repetitions. This option is deselected by default. Selecting it will open a drop-down list to configure the repeat settings:

- **Interval:** repetition interval. Indicates how often the calendar event is triggered from the "Start Time".
- **Times:** number of repetitions. Indicates the number of times the calendar event will be repeated, spaced in time by the value selected 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 2 times 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 7

The event will finish at 16:00:00

 Press 'Save' or 'Save & Apply' button to refresh

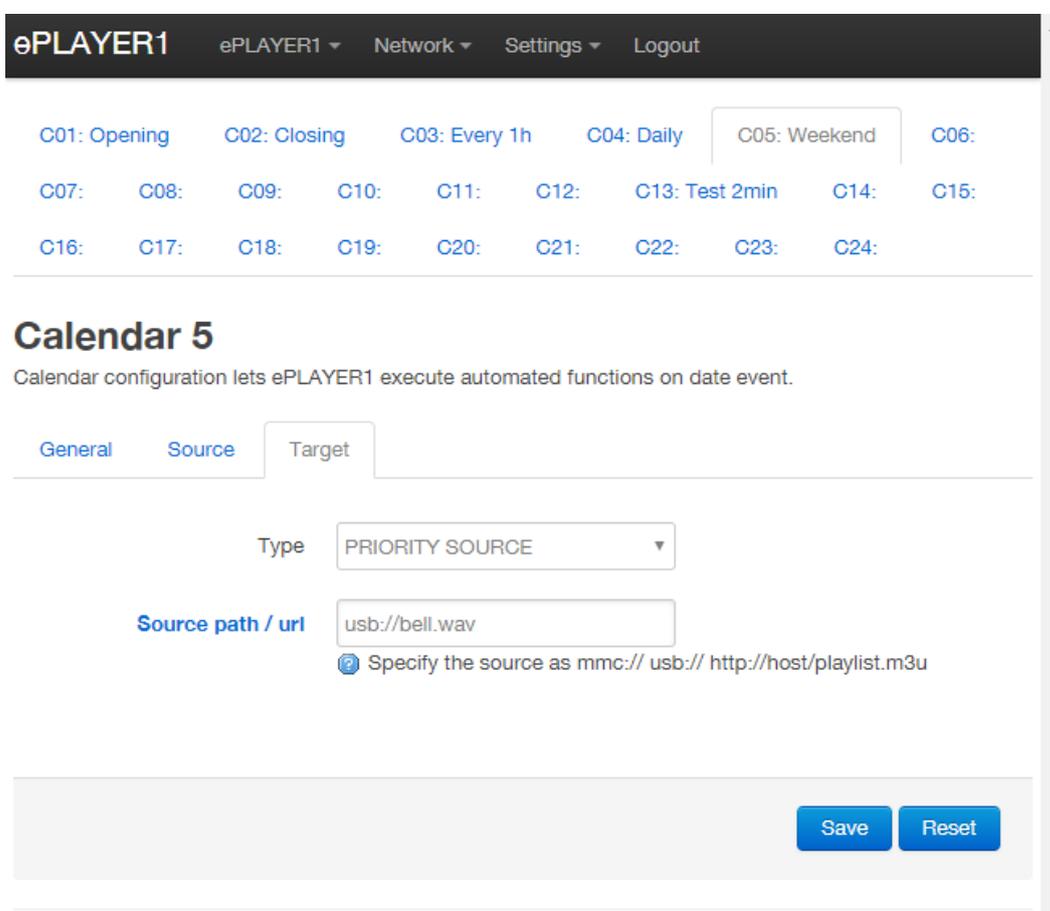
Figure 13: example of Daily repetition

**"The event will finish at"** indicates the time at which the calendar event will be executed for the last time each day. It is not a configurable parameter (read only). It is intended to help the user configure the "Interval" and "Times" parameters in a more efficient way.

### 6.3. Target

Action that is executed each time the calendar event is triggered. Several actions can be configured:

- **Internal:** internal trigger (does not directly perform an action, but allows actions to be triggered by scripts)
- **Preset recall:** loads a preset
- **Transport control:** presses a transport bar button; STOP, PLAY, PREV, NEXT, PLAY/PAUSE
- **Load & Play source:** loads and plays from a source
- **Priority source:** playback of a source with priority. The priority source will override the current playback source. When the priority notification/message ends, the previously played source will return.



The screenshot shows the ePLAYER1 web interface. At the top, there is a navigation bar with 'ePLAYER1', 'ePLAYER1', 'Network', 'Settings', and 'Logout'. Below this is a grid of calendar event buttons labeled C01 through C24. C01 is 'Opening', C02 is 'Closing', C03 is 'Every 1h', C04 is 'Daily', C05 is 'Weekend', and C06 is empty. C07-C15 and C16-C24 are also empty. Below the grid is the 'Calendar 5' configuration section. It has three tabs: 'General', 'Source', and 'Target'. The 'Target' tab is active. Under 'Type', a dropdown menu is set to 'PRIORITY SOURCE'. Under 'Source path / url', a text box contains 'usb://bell.wav'. Below the text box is a help icon and the text 'Specify the source as mmc:// usb:// http://host/playlist.m3u'. At the bottom right of the configuration area are 'Save' and 'Reset' buttons.

Figure 14: example of Target

## 6.4. About priorities

Calendar events have **lower** priority than events triggered by GPI. Therefore, different degrees of priority can be set. For example, in a store, calendar-based events can be used to trigger voice messages about an offer, while GPI events can be used to trigger an evacuation message.

Furthermore, a higher index determines the priority in case 2 calendar-based events are triggered at the same time. For example, CALENDAR02 is set to repeat one message every hour and CALENDAR03 another message every two hours (both events with the same start time). The messages will alternate every hour, as CALENDAR03 will take precedence over CALENDAR02.

If a calendar event is being played and a second event occurs, the last event that occurred replaces the current one, regardless of the index it has.

When a priority event is being played, it is visible on the ePLAYER1 screen. **PC01** characters indicate: **P**, event with Priority; **C**, calendar event; and **01**, calendar index, from 01 to 24.

If it is an event triggered by a GPI, PI01 or PI02 will be displayed, indicating: **P**, event with Priority; **I**, GPI event; and **01**, index of the GPI socket, from 01 to 02.

A	r	t	i	s	t	-	s	o	n	g	.	m	p	3		
▶	0	2	:	5	6		<b>P</b>	<b>C</b>	0	1				U	S	B

## 6.5. Practical example of a calendar event configuration

An establishment with business hours from 10:00 to 20:00 and working days from Monday to Friday requires background music and periodical launch of specific announcements to its customers.

- **Background music:** it will always be the same audio *stream*, starting playback at 9:45, playing continuously until 20:00. After this time, there should be no more audio in the establishment.
- **Warnings:** the closing time of the establishment will be announced (pre-recorded message) 15 minutes before closing every day. It will be repeated 5 minutes before closing.
- **Publicity campaigns:** there will be a Christmas campaign from December 15th to January 15th announcing a special offer (pre-recorded message). This message must be repeated every day and every 30 minutes during this period.

**Note:** there may be several ways to meet these requirements. This example tries to illustrate the most relevant features of calendar events in a simple way.

### 6.5.1. Calendars for background music

2 calendar events will be created: one to load the *stream* and play it; another to stop it.

The calendar is enabled and given an identifying name.

**Calendar 10**  
 Calendar configuration lets ePLAYER1 execute automated functions on date event.

General Source Target

Enable   Check this option to enable calendar

Name

Figure 15

Since no start date is specified, "Start date" is left at its default value ("dd/mm/yyyy") so that the event is active from the day the changes are applied. The time is known (09:45), and it must occur every day without an end date (FOREVER).

Since the event has to be repeated from Monday to Friday, the corresponding days are selected in the weekly input mask.

### Calendar 10

Calendar configuration lets ePLAYER1 execute automated functions on date event.

General Source Target

---

**Date and Time interval**

Start Date

Start Time  :

Duration preset

---

**Weekly repetition**

Active these days Mo  Tu  We  Th  Fr  Sa  Su

---

**Daily repetition**

Repeat

Figure 16

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

### Calendar 10

Calendar configuration lets ePLAYER1 execute automated functions on date event.

General Source Target

---

Type

Source

 Specify the source as mmc:// usb:// http://host/playlist.m3u

Figure 17

The calendar event that will stop the background music playing is configured the same as the previous one, except that on this occasion the action to be carried out is to stop the playing (STOP). The calendar event will be given a different name and start time.

### Calendar 11

Calendar configuration lets ePLAYER1 execute automated functions on date event.

General Source Target

Enable   Check this option to enable calendar

Name

Figure 18

### Calendar 11

Calendar configuration lets ePLAYER1 execute automated functions on date event.

General Source Target

**Date and Time interval**

Start Date

Start Time  :

Duration preset

**Weekly repetition**

Active these days Mo  Tu  We  Th  Fr  Sa  Su

**Daily repetition**

Repeat

Figure 19

### Calendar 11

Calendar configuration lets ePLAYER1 execute automated functions on date event.

General Source Target

Type

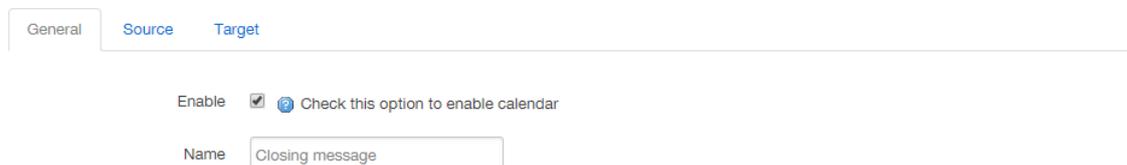
Transport

Figure 20

## 6.5.2. Calendar event for closing announcements

### Calendar 12

Calendar configuration lets ePLAYER1 execute automated functions on date event.



General Source Target

Enable  Check this option to enable calendar

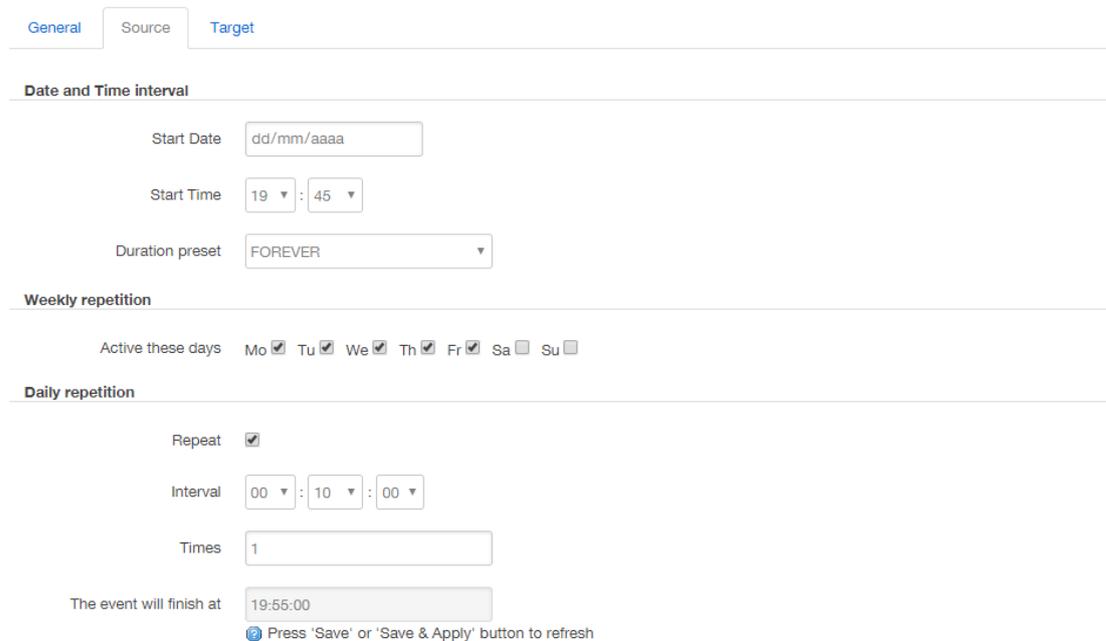
Name

Figure 21

The message must be broadcast twice a day: 15 minutes before closing (19:45) and 5 minutes before closing (19:55). Therefore, it will be necessary to set up a calendar event that repeats itself once, 10 minutes after it was first triggered. This is achieved by enabling repetitions (*Repeat*) and setting the *Interval* and *Time* parameters correctly.

### Calendar 12

Calendar configuration lets ePLAYER1 execute automated functions on date event.



General Source Target

**Date and Time interval**

Start Date

Start Time  :

Duration preset

**Weekly repetition**

Active these days Mo  Tu  We  Th  Fr  Sa  Su

**Daily repetition**

Repeat

Interval  :  :

Times

The event will finish at

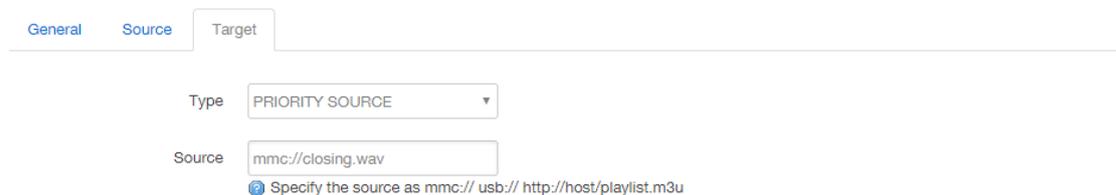
Press 'Save' or 'Save & Apply' button to refresh

Figure 22

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

### Calendar 12

Calendar configuration lets ePLAYER1 execute automated functions on date event.



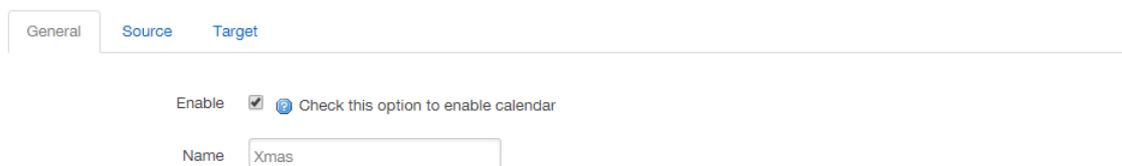
The screenshot shows the configuration interface for Calendar 12. It has three tabs: 'General', 'Source', and 'Target'. The 'Source' tab is active. The 'Type' dropdown menu is set to 'PRIORITY SOURCE'. The 'Source' text input field contains 'mmc://closing.wav'. Below the input field, there is a blue information icon and the text 'Specify the source as mmc:// usb:// http://host/playlist.m3u'.

Figure 23

## 6.5.3. Christmas campaign calendar event

### Calendar 13

Calendar configuration lets ePLAYER1 execute automated functions on date event.



The screenshot shows the configuration interface for Calendar 13. It has three tabs: 'General', 'Source', and 'Target'. The 'General' tab is active. The 'Enable' checkbox is checked, and there is a blue information icon with the text 'Check this option to enable calendar'. The 'Name' text input field contains 'Xmas'.

Figure 24

As a specific calendar period is given (15/12/17 to 15/01/18), an end date is set: select CUSTOM END DATE and set the *End Date* and *End Time* parameters correctly.

As for repetitions, the message must be broadcast every 30 minutes, and it is known that the establishment closes at 20:00. As there will be no audio at 20:00, we will set the number of repetitions so that the last time the event is triggered is 30 minutes before closing.

## Calendar 13

Calendar configuration lets ePLAYER1 execute automated functions on date event.

General Source **Target**

---

**Date and Time interval**

Start Date

Start Time  :

Duration preset

End Date

End Time  :

---

**Weekly repetition**

Active these days Mo  Tu  We  Th  Fr  Sa  Su

---

**Daily repetition**

Repeat

Interval  :  :

Times

The event will finish at

Press 'Save' or 'Save & Apply' button to refresh

Figure 25

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

## Calendar 13

Calendar configuration lets ePLAYER1 execute automated functions on date event.

General Source **Target**

---

Type

Source

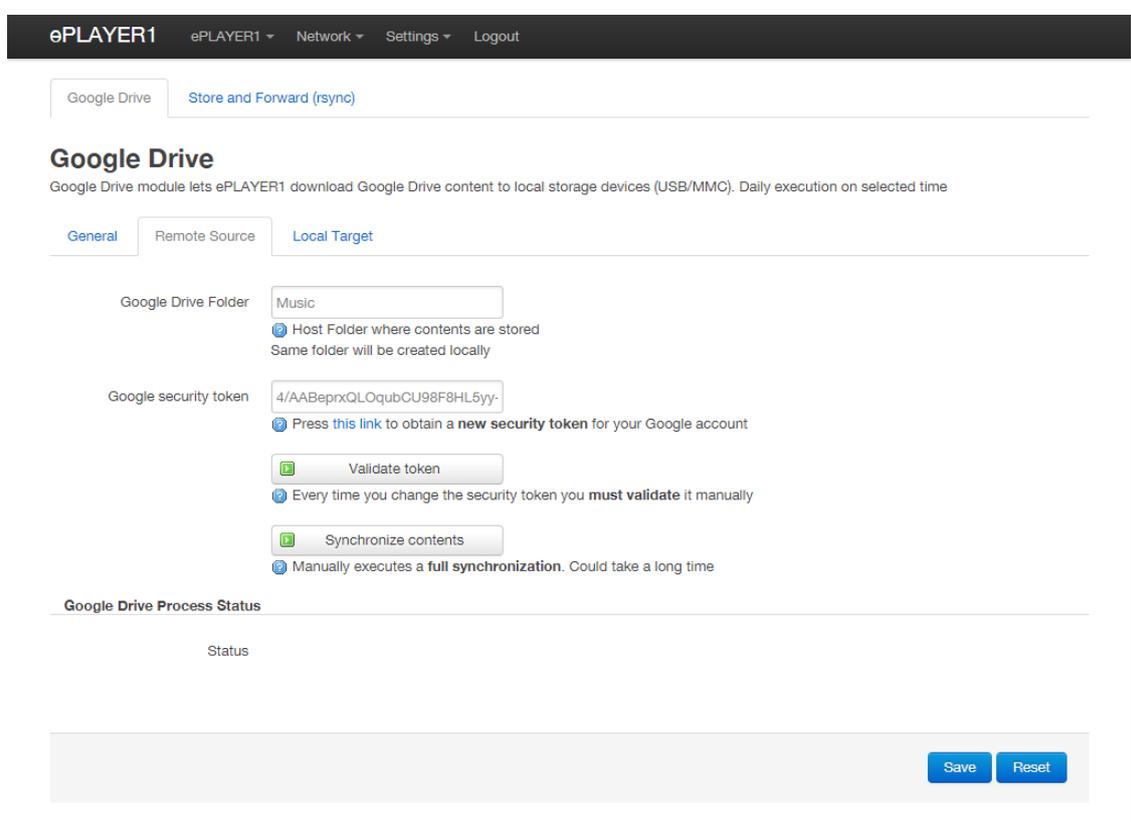
Specify the source as mmc:// usb:// http://host/playlist.m3u

Figure 26

## 7. CLOUD DISK SYNC PAGE

The Cloud Disk Sync module on the ePLAYER1 menu allows the device to download remote audio content to local storage media (USB/SD). 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/SD) 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 ePLAYER1 during working hours (during the day), storing it on a local media without the risks associated with real-time streaming.

The ePLAYER1 offers the possibility to synchronise via 2 services: Google Drive and Store and Forward (rsync). Both services are supported, but we recommend **using only one of the two**, because if there is an overlap between running services, synchronisation with Google Drive may not work.



The screenshot shows the 'ePLAYER1' interface with a navigation bar containing 'ePLAYER1', 'ePLAYER1', 'Network', 'Settings', and 'Logout'. Below the navigation bar, there are two tabs: 'Google Drive' (selected) and 'Store and Forward (rsync)'. The main heading is 'Google Drive', with a sub-heading: 'Google Drive module lets ePLAYER1 download Google Drive content to local storage devices (USB/MMC). Daily execution on selected time'. There are three sub-tabs: 'General' (selected), 'Remote Source', and 'Local Target'. The 'General' tab contains the following fields and controls:

- Google Drive Folder:** A text input field containing 'Music'. Below it, a help icon and text: 'Host Folder where contents are stored. Same folder will be created locally'.
- Google security token:** A text input field containing '4/AABeprxQLQubCU98F8HL5yy-'. Below it, a help icon and text: 'Press this link to obtain a new security token for your Google account'.
- Buttons:** A 'Validate token' button with a green checkmark icon, and a 'Synchronize contents' button with a green play icon.
- Help text for Synchronize contents:** 'Manually executes a full synchronization. Could take a long time'.

At the bottom of the configuration area, there is a 'Google Drive Process Status' section with a 'Status' label. At the bottom right of the page, there are 'Save' and 'Reset' buttons.

Figure 27: Google Drive configuration page

## 7.1. Google Drive

In the first tab (Google Drive) of the Cloud Sync Storage page, the synchronisation with Google cloud storage system is configured. The configurable parameters of this service are divided into 3 tabs:

- **General:** activation/deactivation of the synchronisation service with Google Drive and time configuration.
- **Remote Source:** Google Account configuration and synchronisation.
- **Local Target:** local storage configuration.

**Note:** you'll need to create a Google Account before you can use this service.

### 7.1.1. General

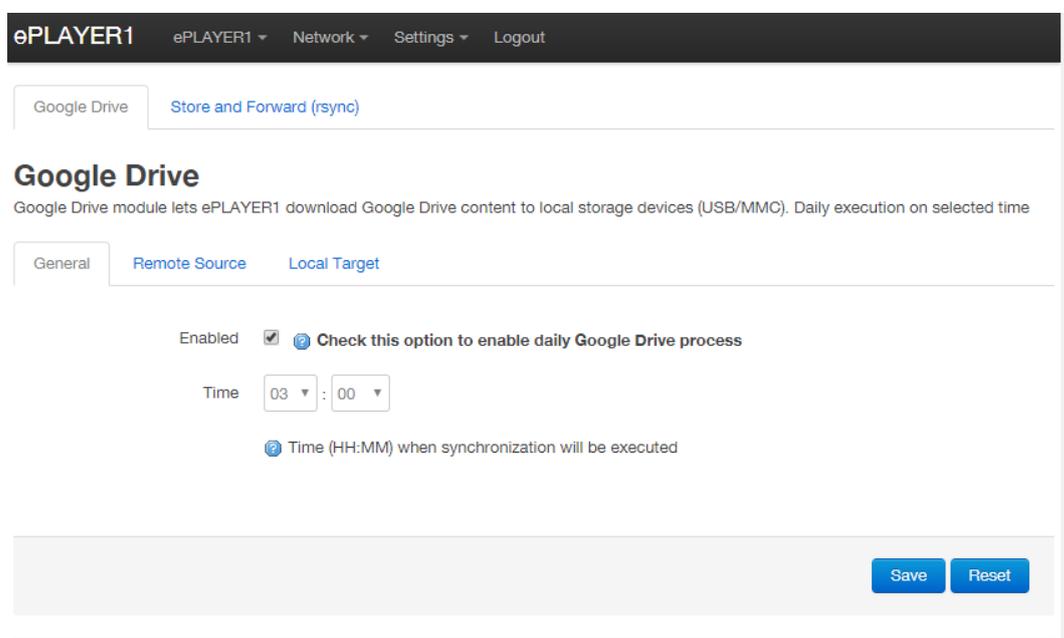


Figure 28: General tab

- **Enable:** if this box is checked, the synchronisation service is enabled.
- **Time:** daily synchronisation time. Google Drive synchronisation will run every day at the specified time.

**Tip:** select a synchronisation time outside the player working hours. Note that downloading cloud content may take several minutes (depending on the size and number of files you need to download and the available Internet connection). Do not turn off the player during this operation or before running it.

### 7.1.2. Remote Source

Before configuring the Remote Source, make sure there is a folder with valid audio content in your Google Drive account that you want to synchronise. Only one folder can be synchronised.

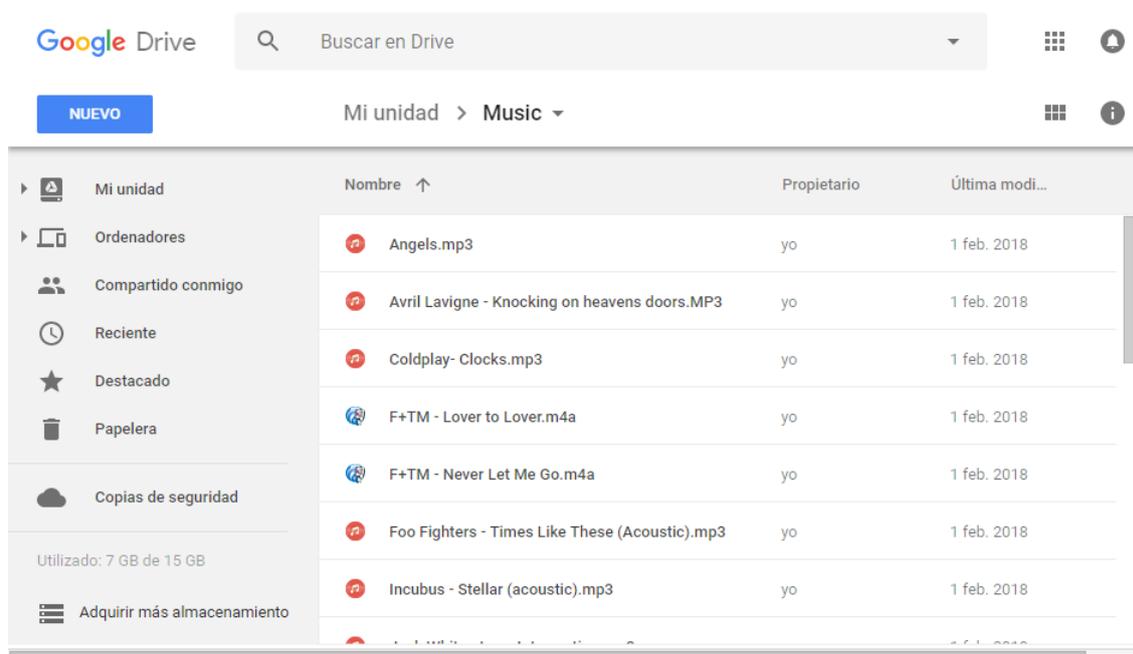


Figure 29: Google Drive folder example

In the Remote Source tab, you must configure:

- Google Drive Folder:** folder you want to synchronise with the ePLAYER1 unit. This folder must contain valid audio files. Please check the available space for storing content on your local storage device (USB/SD). If the folder in the cloud you want to synchronise is larger than the chosen storage media on the ePLAYER1 (USB/SD), the files will be downloaded in alphabetical order until the memory (USB or SD) is full.

Figure 29 shows the "Music" folder at the root of Google Drive as an example. Therefore, you would have to type "Music" in the Google Drive Folder field to synchronise it with the ePLAYER1 unit.

- Google security token:** the security token for your Google account must be entered in this field.

To generate a new security token, click on "this link" (see Figure 30). A new tab of the Google application will open. Sign in with your Google Account and accept the required permissions. A key will be generated which you must copy and paste into the Google security token field (see Figure 31).

Finally, when the token is entered, click on the "Validate token" button. If the process is successfully completed, a green OK icon will be displayed for "Status" (see Figure 32). If an error occurs, it will be indicated by "Failed" (see Figure 33). If the latter occurs, please check your Internet connection, that the token is correct, that the folder you entered exists (Google Drive folder), that the destination exists (USB/SD) and that it is not write-protected. After these checks, repeat the validation process. Note that some work networks may have filters that prohibit access to applications such as Google Drive.

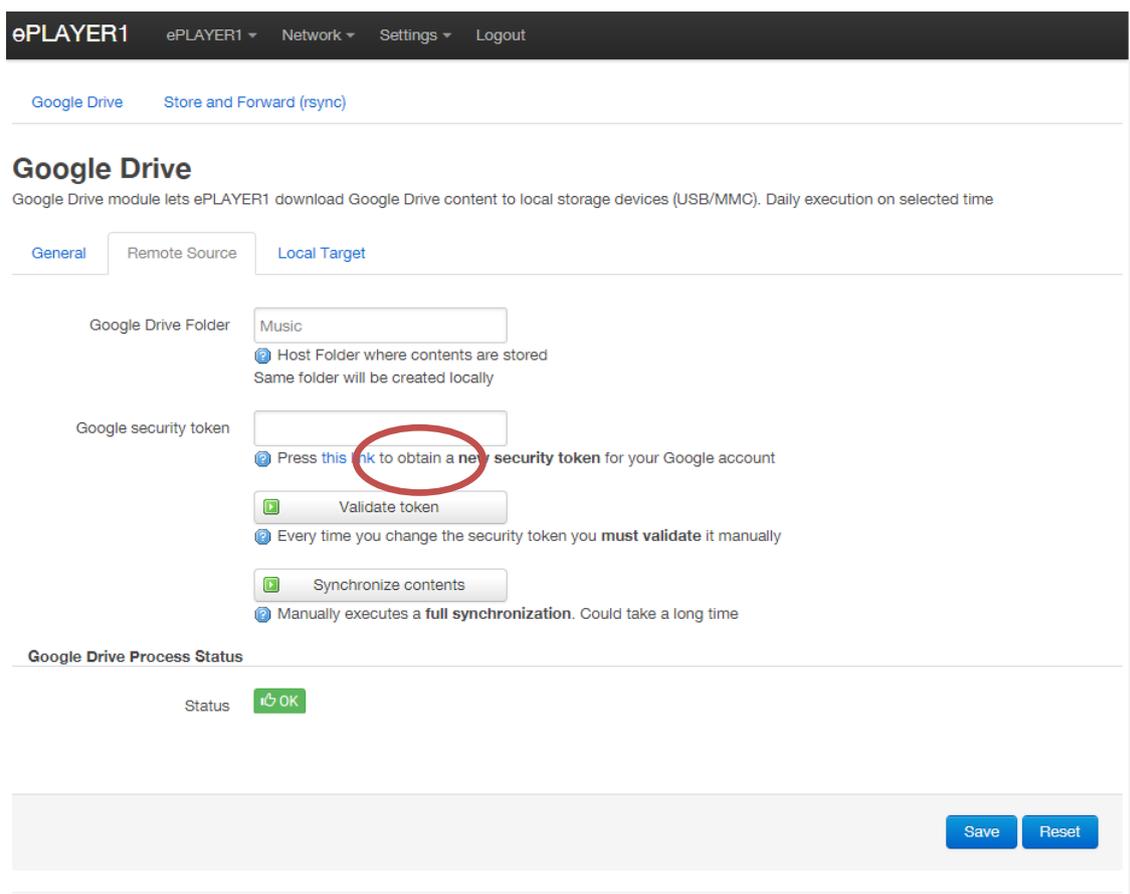


Figure 30: link to generate the security token

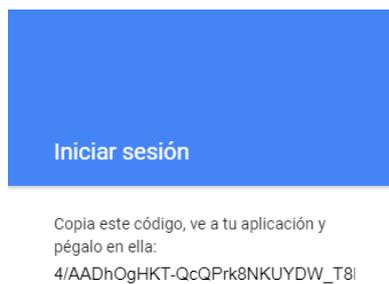


Figure 31: security token example (full key not shown)

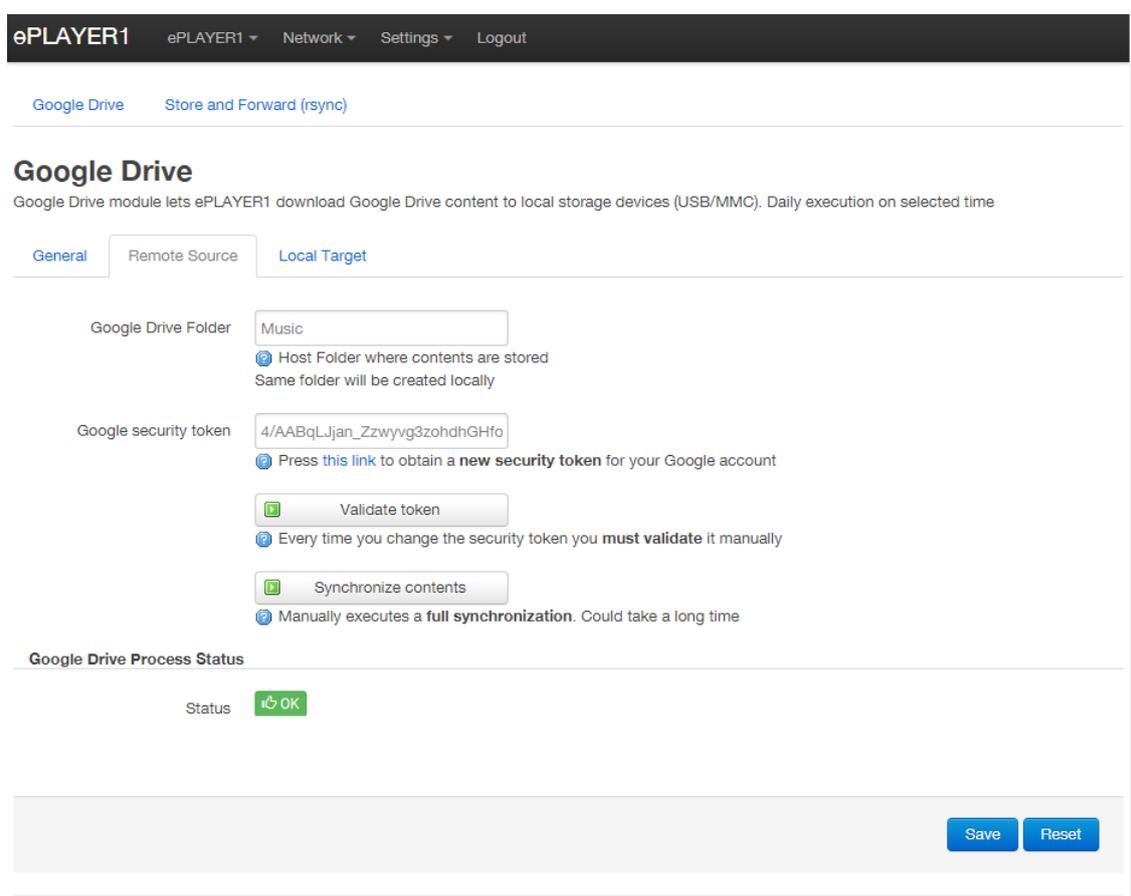


Figure 32: token correctly validated

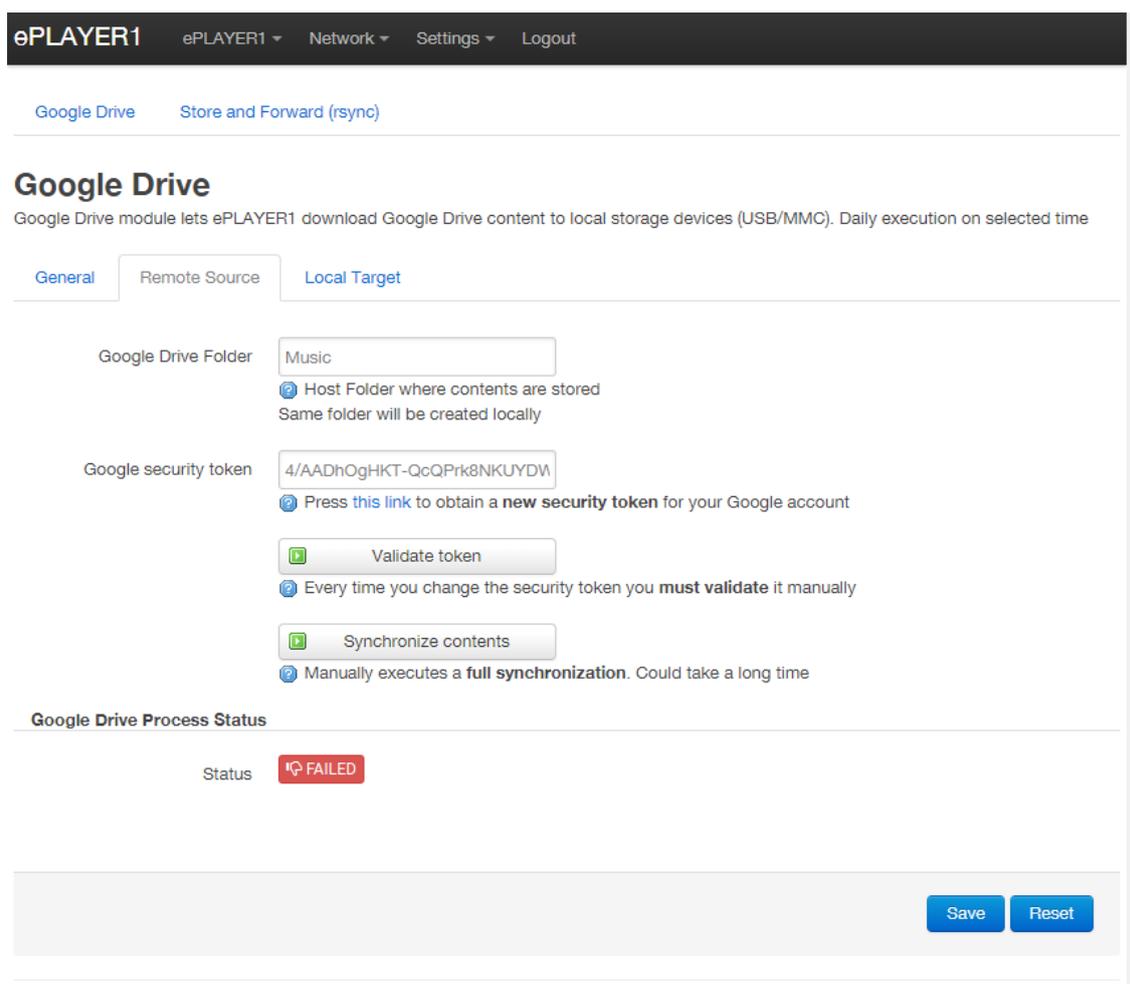


Figure 33: failed token validation process

- **Synchronize contents:** executes synchronisation immediately (without waiting for the time set in the General tab). Recommended if this is the first time you run the service.
- **Google Drive Process Status:** indicates the content synchronisation status.
  - **OK:** synchronisation successfully completed.
  - **RUNNING:** synchronisation process is running.
  - **FAILED:** synchronisation error.

**Note:** please note that the synchronisation process may take several minutes the first time you run it, or if significant changes are made to the Google Drive folder.

### 7.1.3. Local Target

To complete the configuration of Google Drive synchronisation, it is necessary to enter the path where the contents will be downloaded. This path must be a previously created folder on your storage media.

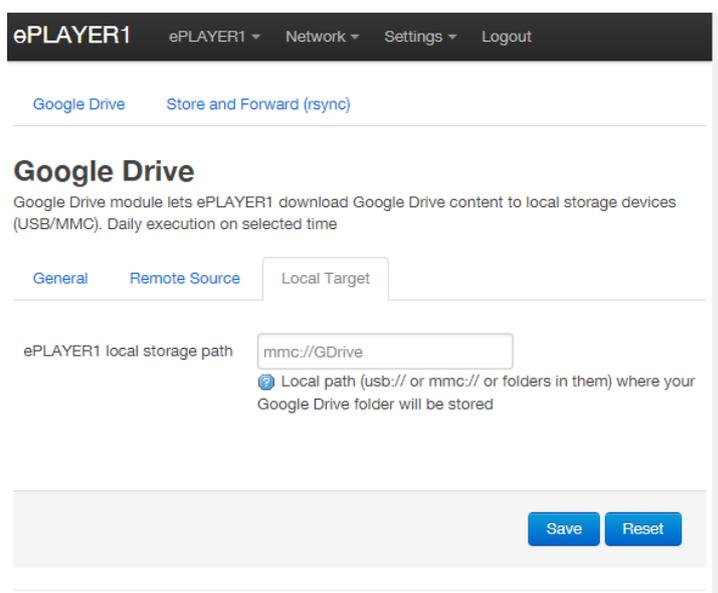


Figure 34: Local Target configuration

## 7.2. Store and Forward (rsync)

### Store and Forward (rsync)

Store&Forward module lets ePLAYER1 download remote media content to local storage devices (USB/MMC), daily, and recall PRESET1 to automatically play it.

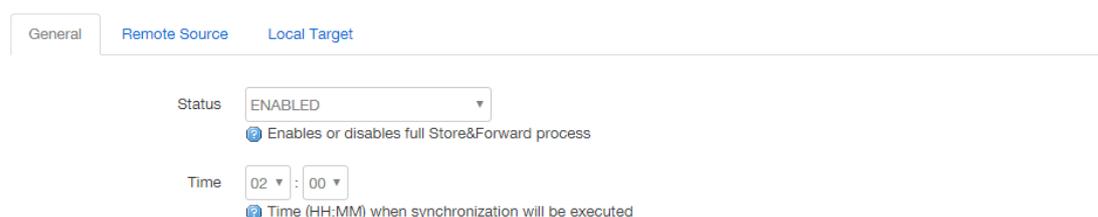


Figure 35: Store & Forward module

- **General:**
  - **Status:** completely activate/deactivate the Store & Forward process.
  - **Time:** time (HH:MM) of synchronisation.
- **Remote Source:**
  - **Host:** host or IP address.
  - **Port.**
  - **Path:** address of the host where the contents are hosted.
  - **Username.**
  - **Private key:** RSA/OPENSSH private password.

*Note:* for security and efficiency, the remote server where the content is hosted must be SSH, and public and private keys must be enabled and used.

- **Local Target:**
  - **Path:** defined by the Playlist Path field of PRESET01.

## 8. CMS MANAGEMENT PAGE

CMS stands for Content Management System.

The ePLAYER1 can be configured in this mode and behave as a "slave" of a CMS platform, then following a schedule (calendar events, playlists, announcements, etc.) that the CMS company manages over the Internet.

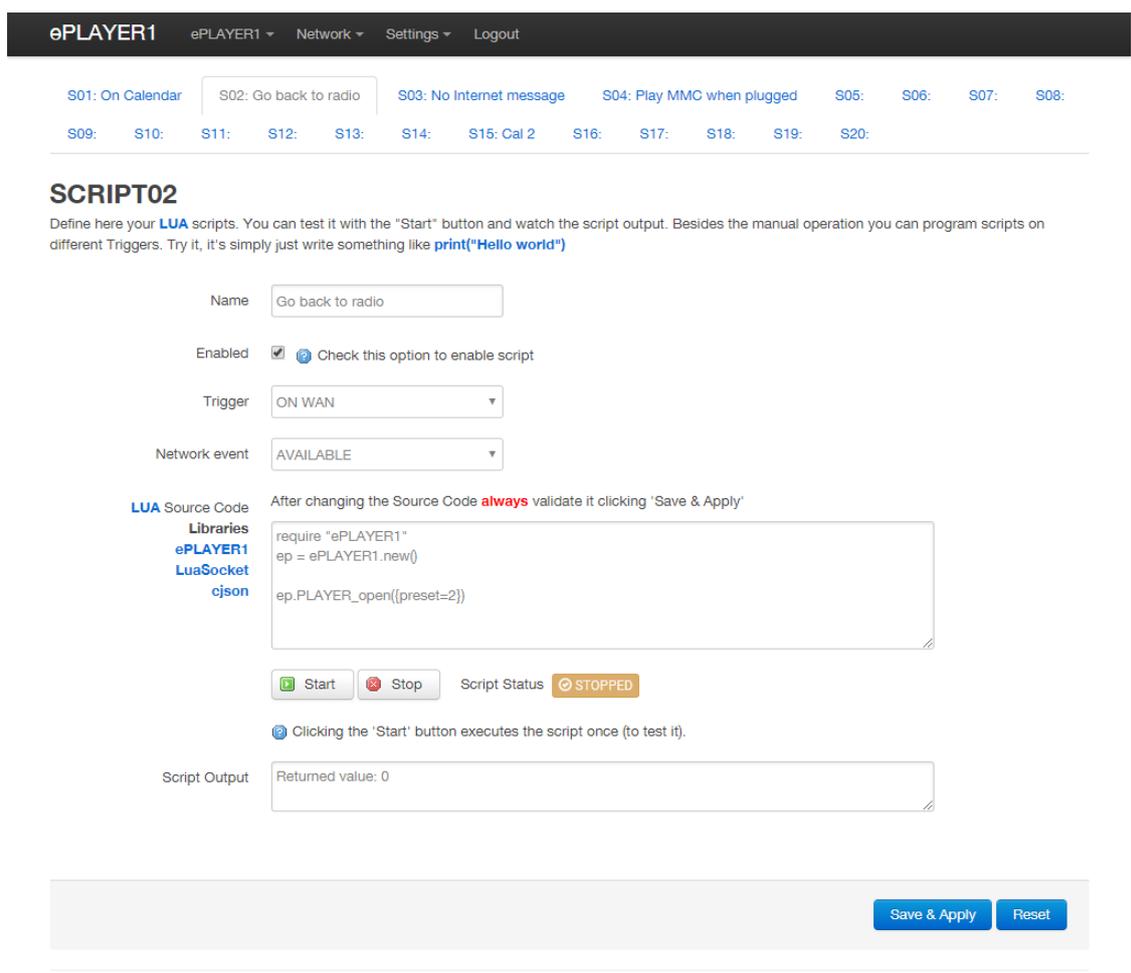
This page is available to support CMS companies that make use of this functionality, but this feature has evolved into the "**Player Profile**" function. Go to the chapter 13.4 for more information.

## 9. SCRIPTS/LUA PAGE

A script is a simple program, an instruction file written by the user in LUA language (<https://www.lua.org/>).

Each script is a series of pre-programmed tasks or available functions executed by the ePLAYER1 when a specific trigger is received.

The ePLAYER1 offers 20 scripts, which can be configured independently. The page header shows the 20 scripts (in blue) whose default names are: S01, S02...S20. Clicking on a name will access the configuration of this script. The name of the scripts can be edited within the script configuration. After saving this setting in the script, you will need to refresh the browser page (F5) to view these changes.



The screenshot shows the 'ePLAYER1' web interface. At the top, there is a navigation bar with 'ePLAYER1', 'ePLAYER1', 'Network', 'Settings', and 'Logout'. Below this is a menu of script triggers: S01: On Calendar, S02: Go back to radio, S03: No Internet message, S04: Play MMC when plugged, S05:, S06:, S07:, S08:, S09:, S10:, S11:, S12:, S13:, S14:, S15: Cal 2, S16:, S17:, S18:, S19:, S20:.

The main section is titled 'SCRIPT02' and contains the following configuration options:

- Name:** Go back to radio
- Enabled:**  Check this option to enable script
- Trigger:** ON WAN
- Network event:** AVAILABLE
- LUA Source Code:** After changing the Source Code **always** validate it clicking 'Save & Apply'
 

```
require "ePLAYER1"
ep = ePLAYER1.new()
ep.PLAYER_open({preset=2})
```
- Libraries:** ePLAYER1, LuaSocket, cJSON
- Start/Stop buttons:** Start (green play icon), Stop (red stop icon)
- Script Status:** STOPPED (orange stop icon)
- Script Output:** Returned value: 0

At the bottom right, there are 'Save & Apply' and 'Reset' buttons.

Figure 36: example of script configuration

- **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:** trigger for script execution. There are different ways to trigger a script or automate tasks:
  - **ON BOOT:** when the device is booted. Start-up tasks can be configured.
  - **ON EVENT:** on activation of a GPI event (GPI1 or GPI2) or the silence detection event (SILENCE).
  - **ON PRESET:** after loading a preset. You must select one of the 20 presets, the loading of which will trigger the script.
  - **ON CALENDAR:** triggering by calendar event. You must select one of the 24 calendar events, which will trigger the script.

- **ON CLOUD DISK:** triggered by the correct completion of the synchronisation with a remote disk (with synchronisation result "OK"). The disk must be indicated: Google Drive or rsync.
- **ON LAN:** on detecting that the LAN (local network) is available or not.
- **ON WAN:** on detecting that the WAN (Internet access) is available or not.
- **ON MMC:** when inserting and removing an SD card and when the ePLAYER1 unit correctly recognised it.
- **ON USB:** when inserting and removing a USB device and when the ePLAYER1 unit correctly recognised it.
- **ON PORTAL:** *under construction (related to Ecler Gallery)*.
- **ON ERROR:** when the error indicated in "Error code" occurs. An error code table can be found in the ePLAYER1 programming library (Programmers' Appendix).

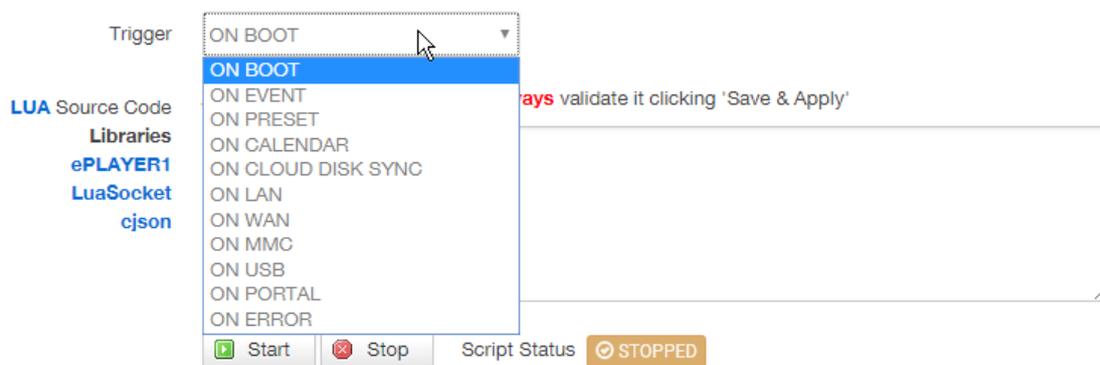


Figure 37: available script triggers

- **LUA Source Code:** the script text is entered into this field.
- **Libraries (for programmers):** there are some links (blue) available in the ePLAYER1 for consultation, these are:
  - **LUA:** LUA programming language manual.
  - **ePLAYER1:** ePLAYER1 LUA library (or Programmers' Appendix). Details the objects, functions, and parameters of the library. Interface between LUA and ePLAYER1 firmware using the JSON protocol.
  - **LuaSocket:** LuaSocket library documentation.
  - **cjson:** LUA CJSON module documentation. Provides JSON support for LUA.

- **Start/Stop buttons:** the Start button immediately executes the script, without the need for the programmed trigger. The script must have been saved before pressing this button for the changes to be applied. Useful for tests. The Stop button stops the execution of the script. These functions are especially useful when programming scripts, to check the actions executed by each script and debug its code.
- **Script Status:** determines the status of the script. RUNNING (flashing) if it is running. STOPPED if it is stopped (finished).
- **Script Output:** output messages can be written, and they will appear on this screen. Useful for debugging scripts.

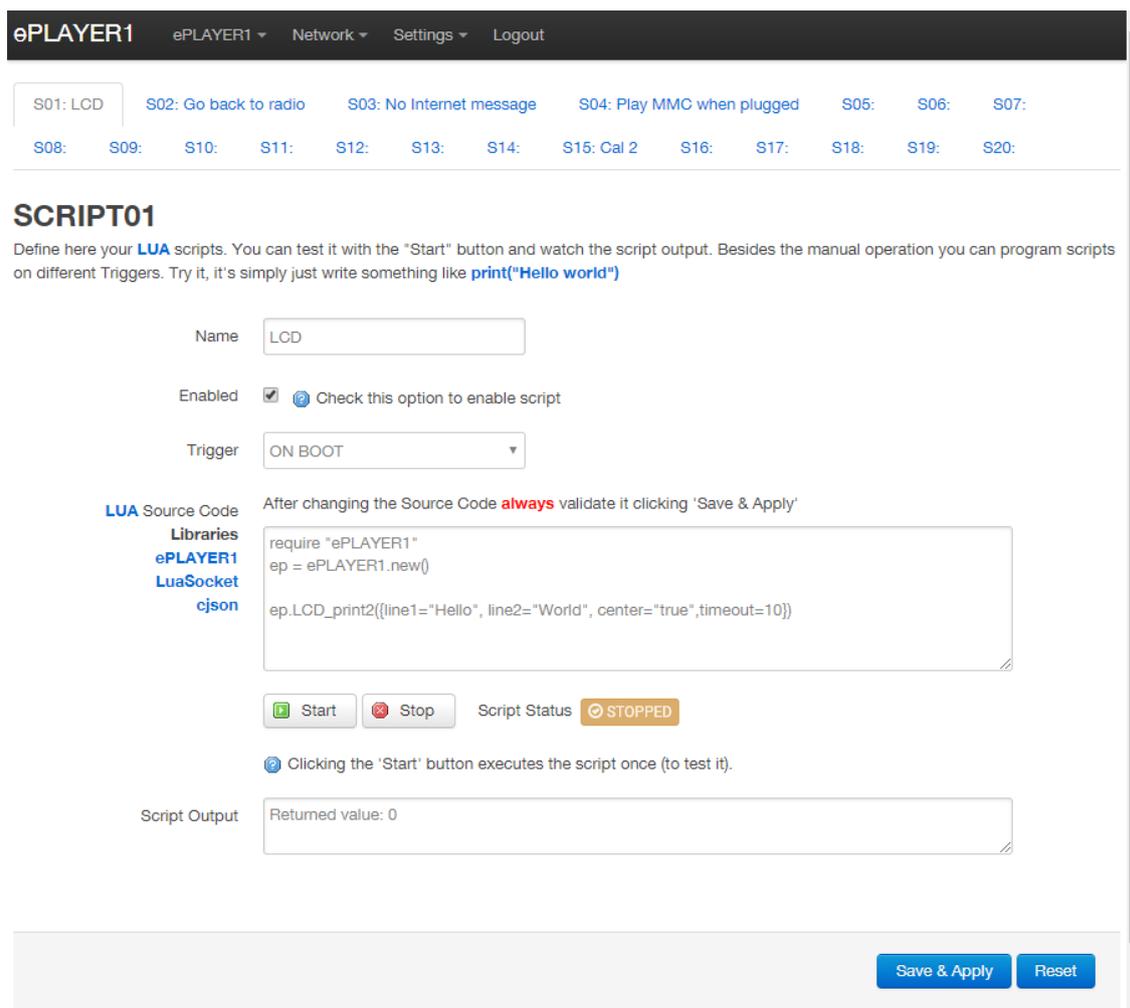
The following chapters describe a series of simple script examples. Note that this is a very powerful tool for programming and customisation of the ePLAYER1, since the same script can execute various tasks that can be concatenated, depend on different circumstances and implement a whole logic and "intelligence" in its way of working.

The only limit is your imagination!

## 9.1. Example Script01:

### Writing messages on the LCD screen

Here is an example of how to write a message on the LCD screen. This message has been configured so that when the player is switched on, it displays a "Hello World" message on the screen for 10 seconds.



The screenshot shows the ePLAYER1 web interface. At the top, there's a navigation bar with 'ePLAYER1', 'ePLAYER1', 'Network', 'Settings', and 'Logout'. Below that, a grid of script thumbnails is visible, with 'S01: LCD' selected. The main content area is titled 'SCRIPT01' and contains the following configuration:

- Name:** LCD
- Enabled:**  Check this option to enable script
- Trigger:** ON BOOT
- LUA Source Code:** After changing the Source Code **always** validate it clicking 'Save & Apply'
 

```
require "ePLAYER1"
ep = ePLAYER1.new()
ep.LCD_print2({line1="Hello", line2="World", center="true", timeout=10})
```
- Script Status:** STOPPED
- Script Output:** Returned value: 0

At the bottom right, there are 'Save & Apply' and 'Reset' buttons.

Figure 38: example Script01

```
require "ePLAYER1"
ep = ePLAYER1.new()
ep.LCD_print2({line1="Hello", line2="World", center="true", timeout=10})
```

These messages can be configured to be of practical use. The following script displays a "NO INTERNET" message blinking when the WAN connection is lost. In addition, it has been written in such a way that we can use the "blink" function several times within the same script.

Name

Enabled  [?](#) Check this option to enable script

Trigger

Network event

**LUA Source Code** After changing the Source Code **always** validate it clicking 'Save & Apply'

**Libraries**  
**ePLAYER1**  
**LuaSocket**  
**cjson**

```
require "ePLAYER1"
ep = ePLAYER1.new()

function blink(text1, text2, nTimes)
  for blink=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", "Internet", 5)
```

Script Status

[?](#) Clicking the 'Start' button executes the script once (to test it).

Script Output

Figure 39: script01 example - No Internet

```
require "ePLAYER1"

ep = ePLAYER1.new()

function blink(text1, text2, nTimes)

  for blink=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

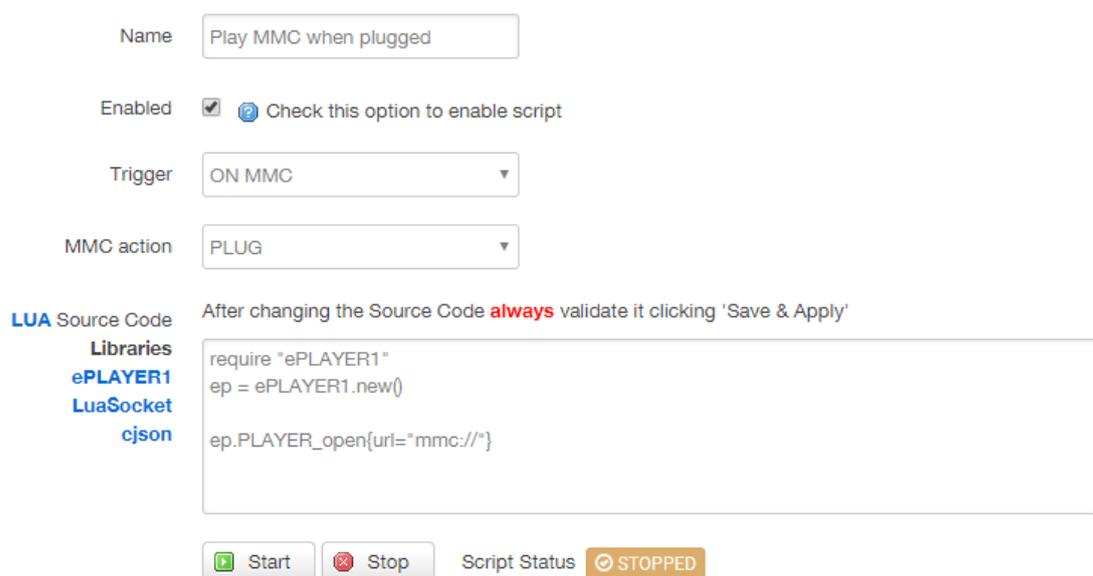
blink("NO", "Internet", 5)
```

## 9.2. Example Script02:

### Automatic reading when the SD card is inserted

There are applications where the local storage media changes depending on the user. For example, a workout room in a gymnasium where each instructor changes the music for its own session. In other words, they connect their own USB device or SD card to play its contents. This could be automated in such a way that users simply insert their device into the ePLAYER1 and playback begins automatically, avoiding tampering and/or the need to read the device manual.

Thus, the following example script automates the SD card playback as soon as the card is inserted. You could create a script that would do the same with the USB device, simply by changing the trigger and the URL.



The screenshot shows a configuration form for a script named "Play MMC when plugged". The form includes the following fields and options:

- Name:** Play MMC when plugged
- Enabled:**  Check this option to enable script
- Trigger:** ON MMC
- MMC action:** PLUG
- LUA Source Code:** After changing the Source Code **always** validate it clicking 'Save & Apply'
- Libraries:** ePLAYER1, LuaSocket, cJSON
- Source Code:**

```
require "ePLAYER1"
ep = ePLAYER1.new()
ep.PLAYER_open{url="mmc://"}

```
- Buttons:** Start, Stop, Script Status (STOPPED)

Figure 40: example Script02

```
require "ePLAYER1"

ep = ePLAYER1.new()

ep.PLAYER_open{url="mmc://"}

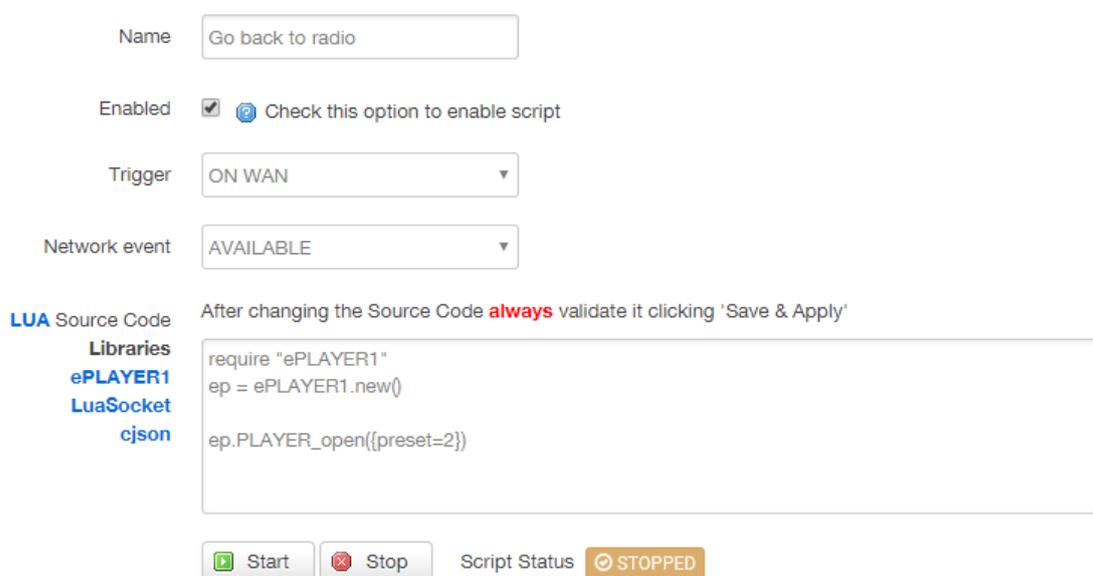
```

### 9.3. Example Script03:

#### Playing an Internet radio stream when the Internet connection is restored

The following script loads a preset when an available WAN is detected, i.e. when Internet access is detected. It may be interesting to combine it with the silence detection event:

The ePLAYER1 is playing an Internet radio stream, however, due to a network problem, it has no longer has access to that radio. After a few seconds without audio, the silence detection event is activated, and the ePLAYER1 starts playing SD card content (backup music). However, you want to play back the previous radio automatically when the Internet connection becomes available again.



The screenshot shows a configuration window for a script named "Go back to radio". The "Enabled" checkbox is checked. The "Trigger" is set to "ON WAN" and the "Network event" is set to "AVAILABLE". Below these settings is a text area for the "LUA Source Code" containing the following code:

```
require "ePLAYER1"
ep = ePLAYER1.new()
ep.PLAYER_open({preset=2})
```

At the bottom, there are "Start" and "Stop" buttons, and a "Script Status" indicator showing "STOPPED".

Figure 41: example Script03

```
require "ePLAYER1"
ep = ePLAYER1.new()
ep.PLAYER_open({preset=2})
```

## 10. NETWORK MENU

This menu allows you to configure the Ethernet and Wi-Fi network interfaces.

- **Wired interface:** allows to edit the connection parameters for the RJ45 Ethernet port.
- **Wi-Fi interface:** allows to edit the Wi-Fi interface parameters.

### 10.1. RJ45 cable connection

Connect the RJ45 cable to the Ethernet port. If DHCP is selected, an IP address will be assigned automatically, so there is no need to configure it. If the STATIC option is selected, the following parameters have to be configured:

- **IP:** device network address
- **MASK:** subnet mask
- **GATEWAY:** gateway
- **DNS1:** Domain Name System 1
- **DNS2:** Domain Name System 2

### 10.2. Point-to-point wireless connection

The ePLAYER1 can establish a point-to-point wireless connection with a device (PC, smartphone, tablet, etc.) equipped with a Wi-Fi interface, either for access to the web application or for streaming via AirPlay/DLNA. Make sure the device is configured in MASTER mode (access point).

#### Wifi Interface

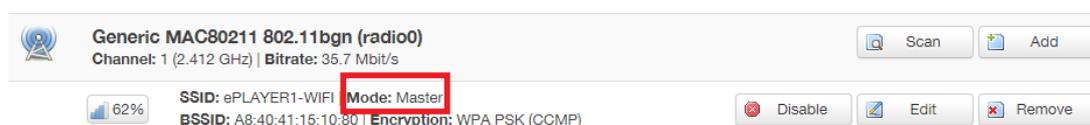


Figure 42: configuration of the Wi-Fi interface in Master mode

Go to your device's Wi-Fi settings, select ePLAYER1-WIFI and enter the password (0123456789). A point-to-point wireless connection will be established.



Figure 43: smartphone Wi-Fi settings

**Tip:** if you have more than one ePLAYER1 in the same installation, or simply want to customise the parameters with which the network is displayed, we recommend changing the SSID and password for the Wi-Fi network of your ePLAYER1(s). To do so, click on "Edit" and adjust the Wi-Fi network parameters according to your needs.

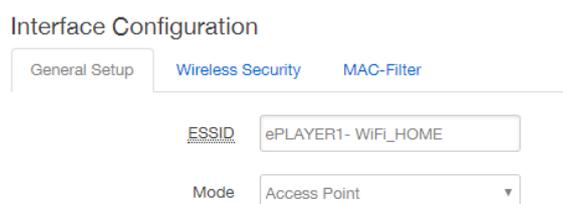


Figure 44: changing the Wi-Fi network SSID

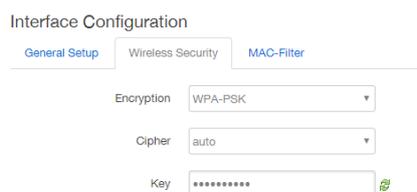


Figure 45: changing the Wi-Fi network security key

### 10.3. Connection to a Wi-Fi network

The ePLAYER1 can connect to the Internet via a home Wi-Fi network to access the network addresses stored in the presets.

Press SCAN on the Wi-Fi interface configuration page. Select your home Wi-Fi network and enter your password. Press SUBMIT. On the next page, press SAVE & APPLY (you can make advanced parameter settings on this page).

#### Wifi Interface



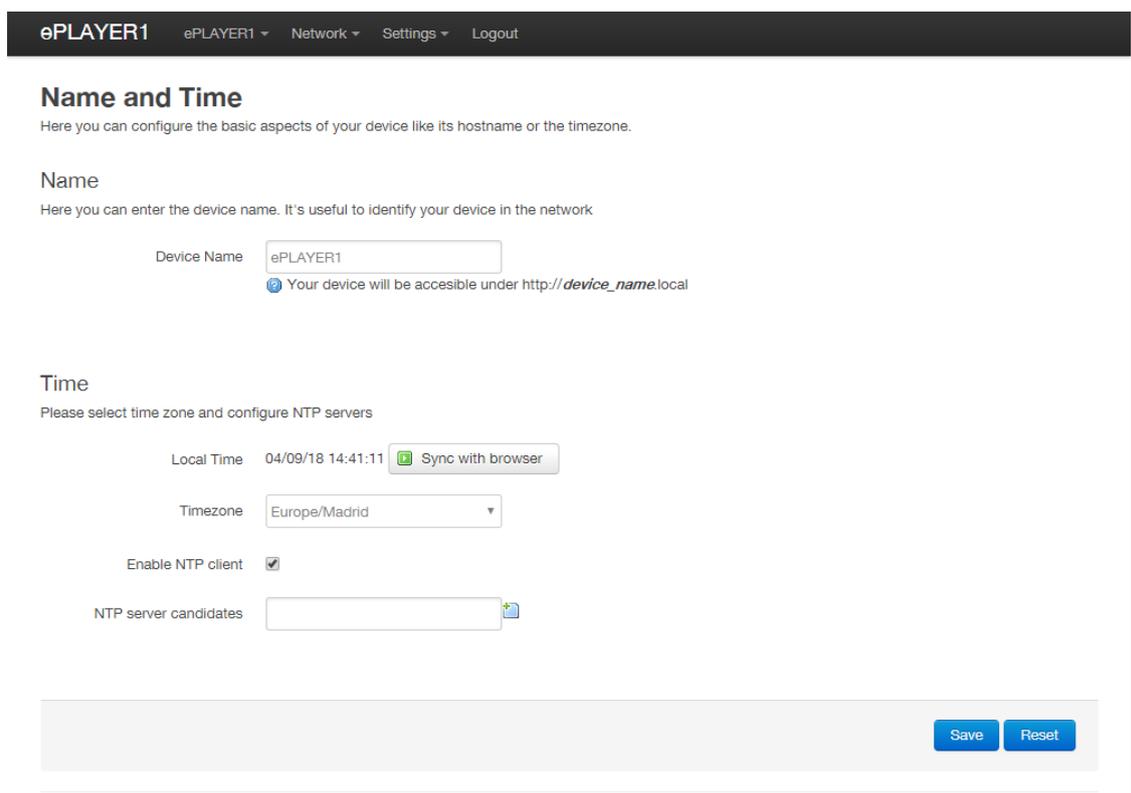
Figure 46: configuring the Wi-Fi interface in Client mode

A wireless connection to your home Wi-Fi network will be established.

## 11. SETTINGS MENU

Administrator settings, such as changing the device name, the access password to the Web application, local media encryption, reset to factory settings, saving backups, updating firmware, etc., can be made in the Settings menu.

### 11.1. Name and Time page



**ePLAYER1** ePLAYER1 ▾ Network ▾ Settings ▾ Logout

### Name and Time

Here you can configure the basic aspects of your device like its hostname or the timezone.

#### Name

Here you can enter the device name. It's useful to identify your device in the network

Device Name

🔗 Your device will be accesible under `http://device_name.local`

#### Time

Please select time zone and configure NTP servers

Local Time 04/09/18 14:41:11

Timezone

Enable NTP client

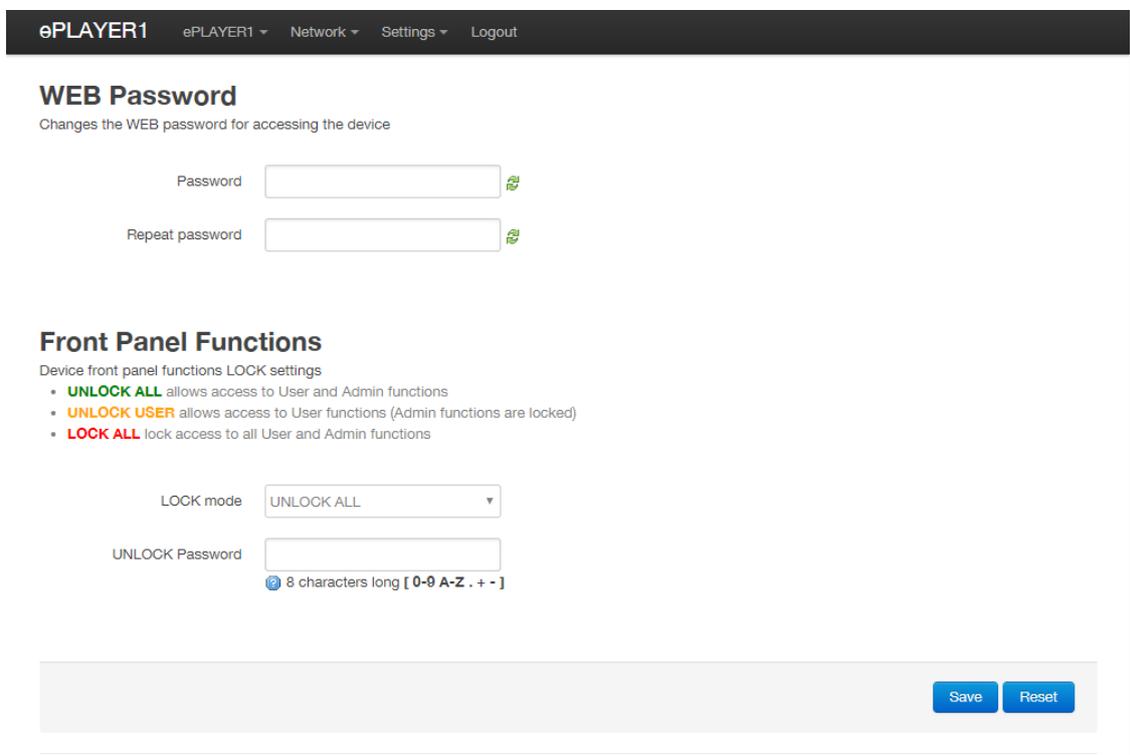
NTP server candidates

Figure 47: Name and Time page

- **Name:** device name. Name that will be displayed on other devices (e.g. AirPlay devices, RePLAYER control application, etc.).
- **Time:** time setting of the device. It can be synchronised with the browser time (Sync with browser) and can enable time synchronisation via NTP (recommended if there is an Internet connection and calendar-triggered events are being used).

## 11.2. Security Page

Adjustments can be made on this page to prevent tampering by unauthorised personnel.



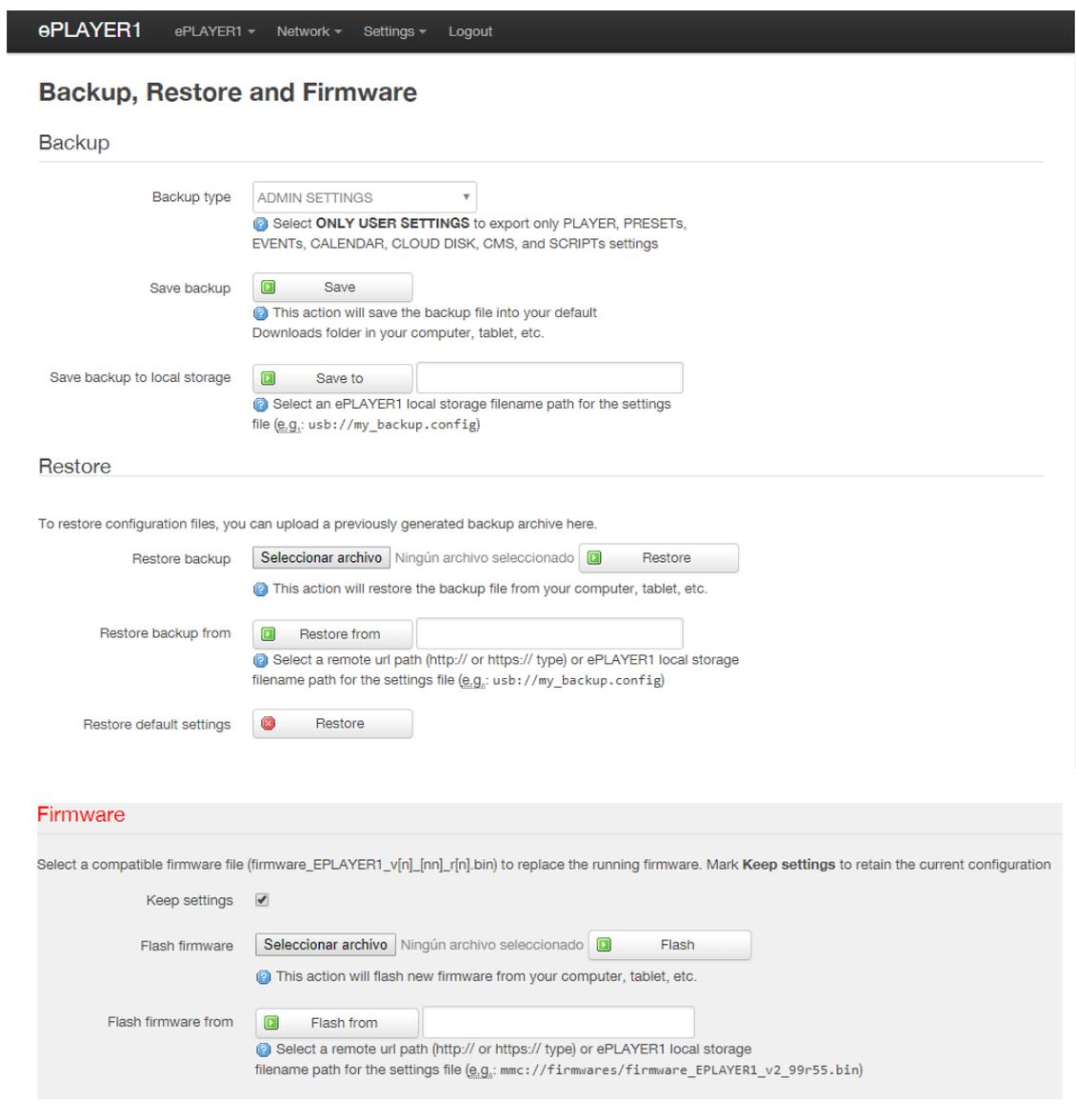
The screenshot shows the ePLAYER1 web interface. At the top, there is a navigation bar with 'ePLAYER1', 'ePLAYER1', 'Network', 'Settings', and 'Logout'. The main content area is titled 'WEB Password' and includes a sub-header 'Changes the WEB password for accessing the device'. Below this are two input fields: 'Password' and 'Repeat password', each with a green eye icon for visibility toggling. The next section is 'Front Panel Functions', with a sub-header 'Device front panel functions LOCK settings'. It lists three options: 'UNLOCK ALL' (allows access to User and Admin functions), 'UNLOCK USER' (allows access to User functions, Admin functions are locked), and 'LOCK ALL' (locks access to all User and Admin functions). Below the list is a 'LOCK mode' dropdown menu currently set to 'UNLOCK ALL'. Underneath is an 'UNLOCK Password' input field with a blue lock icon and a note '8 characters long [ 0-9 A-Z . + - ]'. At the bottom right of the form area are 'Save' and 'Reset' buttons.

Figure 48: security page

- **Web Password:** allows to change the Web application access password. By default, this is **ecler**.
- **Front Panel Functions:**
  - **UNLOCK ALL:** unlocks all front panel keys.
  - **UNLOCK USER:** blocks access to the configuration menu of the device (administrator functions), allowing all other functionalities to be used.
  - **LOCK ALL:** locks all front panel keys.

### 11.3. Backup, Restore and Firmware page

This page allows you to manage the backups of your ePLAYER1 device as well as update the Firmware version.



**ePLAYER1** ePLAYER1 ▾ Network ▾ Settings ▾ Logout

## Backup, Restore and Firmware

### Backup

Backup type: ADMIN SETTINGS ▾  
 ⓘ Select **ONLY USER SETTINGS** to export only PLAYER, PRESETS, EVENTS, CALENDAR, CLOUD DISK, CMS, and SCRIPTS settings

Save backup:   
 ⓘ This action will save the backup file into your default Downloads folder in your computer, tablet, etc.

Save backup to local storage:    
 ⓘ Select an ePLAYER1 local storage filename path for the settings file (e.g.: usb://my\_backup.config)

### Restore

To restore configuration files, you can upload a previously generated backup archive here.

Restore backup:  Ningún archivo seleccionado   
 ⓘ This action will restore the backup file from your computer, tablet, etc.

Restore backup from:    
 ⓘ Select a remote url path (http:// or https:// type) or ePLAYER1 local storage filename path for the settings file (e.g.: usb://my\_backup.config)

Restore default settings:

### Firmware

Select a compatible firmware file (firmware\_EPLAYER1\_v[n]\_[nn]\_r[n].bin) to replace the running firmware. Mark **Keep settings** to retain the current configuration

Keep settings:

Flash firmware:  Ningún archivo seleccionado   
 ⓘ This action will flash new firmware from your computer, tablet, etc.

Flash firmware from:    
 ⓘ Select a remote url path (http:// or https:// type) or ePLAYER1 local storage filename path for the settings file (e.g.: mmc://firmwares/firmware\_EPLAYER1\_v2\_99r55.bin)

Figure 49: Backup, Restore and Firmware page

### 11.3.1. Saving backups

- **Backup type:** allows you to select a type of backup.
  - **ADMIN SETTINGS:** saves all settings (administrator and user). PLAYER, PRESETS, EVENTS, CALENDAR, CLOUD DISK STORAGE, CMS, SCRIPTS, NAME AND TIME, SECURITY, PLAYER PROFILE, USB/MMC SETTINGS (encryption) and network settings.
  - **USER SETTINGS:** saves user settings only. PLAYER, PRESETS, EVENTS, CALENDAR, CLOUD DISK STORAGE, CMS and SCRIPTS.
  - **GALLERY SETTINGS:** *under construction.*
- **Save backup:** generates a backup that will be stored in the download folder configured in your browser.
- **Save backup to local storage:** generates a backup that will be stored at the specified local storage address, with the specified name. For example, "mmc://backups/copy1.config" (example of a folder on an SD card inserted in the ePLAYER1 unit)

#### Backup

---

Backup type

 Select **ONLY USER SETTINGS** to export only PLAYER, PRESETS, EVENTS, CALENDAR, CLOUD DISK, CMS, and SCRIPTS settings

Save backup

 This action will save the backup file into your default Downloads folder in your computer, tablet, etc.

Save backup to local storage

 Select an ePLAYER1 local storage filename path for the settings file (e.g.: usb://my\_backup.config)

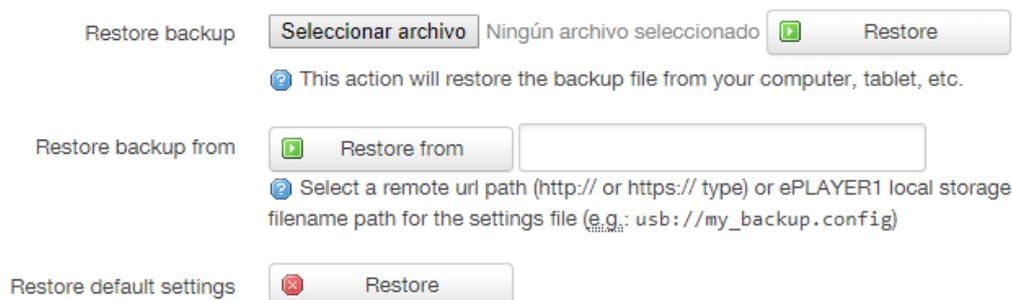
Figure 50: backup

### 11.3.2. Restore backups and factory settings (Restore)

- **Restore backup:** restores a configuration file (or backup) stored on your computer (or tablet, etc.).
- **Restore backup from:** restores a configuration file stored on one of the ePLAYER1 storage media, USB or SD. It can also restore a file stored on a remote site (via URL address).
- **Restore default settings:** restores the device factory settings.

#### Restore

To restore configuration files, you can upload a previously generated backup archive here.



Restore backup  Ningún archivo seleccionado

 This action will restore the backup file from your computer, tablet, etc.

Restore backup from

 Select a remote url path (http:// or https:// type) or ePLAYER1 local storage filename path for the settings file (e.g.: usb://my\_backup.config)

Restore default settings

Figure 51: restore

### 11.3.3. Firmware update (Firmware)

- **Keep Settings:** select this option if you want to keep the current device settings. If you do not check this option, updating the firmware will return the device to its factory settings.
- **Flash Firmware:** updates using a firmware file stored on your computer (or tablet, etc.).
- **Flash Firmware from:** updates using a firmware file stored on one of the ePLAYER1 storage media, USB or SD. It can also use a file stored on a remote site (via URL address).



**Firmware**

Select a compatible firmware file (firmware\_EPLAYER1\_v[n]\_[nn]\_r[n].bin) to replace the running firmware. Mark **Keep settings** to retain the current configuration

Keep settings

Flash firmware  Ningún archivo seleccionado

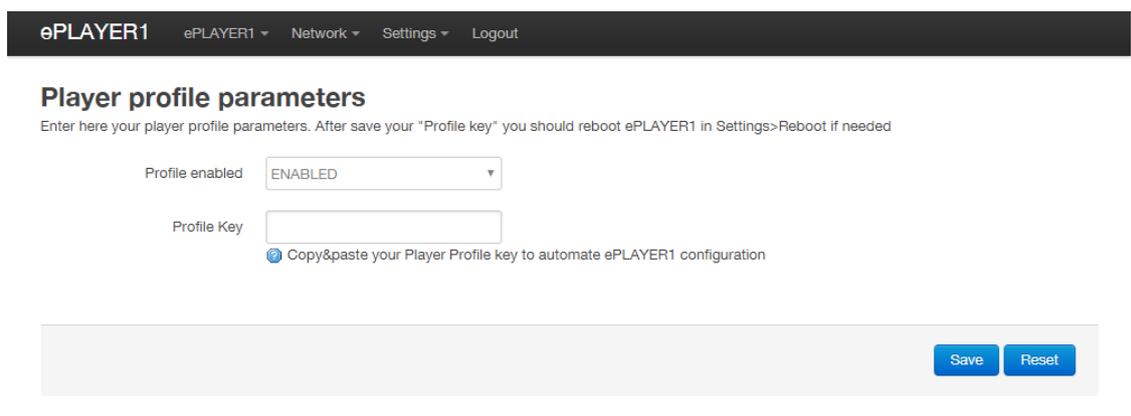
 This action will flash new firmware from your computer, tablet, etc.

Flash firmware from

 Select a remote url path (http:// or https:// type) or ePLAYER1 local storage filename path for the settings file (e.g.: mmc://firmwares/firmware\_EPLAYER1\_v2\_99r55.bin)

Figure 52: firmware

## 11.4. Player Profile page



**ePLAYER1** ePLAYER1 ▾ Network ▾ Settings ▾ Logout

### Player profile parameters

Enter here your player profile parameters. After save your "Profile key" you should reboot ePLAYER1 in Settings>Reboot if needed

Profile enabled

Profile Key

[Copy&paste your Player Profile key to automate ePLAYER1 configuration](#)

Figure 53: Player Profile page

The Player Profile function allows a player to automatically adopt a specific, preset operating configuration by entering a unique key. This key (also called "client key") can be entered during the equipment manufacturing process (subject to minimum quantity agreements, etc.) and/or subsequently by the customer.

For example, the ePLAYER1 can be configured with a specific Player profile, so that it behaves as a "slave" of a CMS (Content Management System) platform, following a schedule (calendar events, playlists, announcements, etc.) that the CMS company manages over the Internet.

You can enable or disable this function. If enabled, you will need to enter your Profile Key so that the ePLAYER1 unit automatically adopts the operating profile preset by this key (provided by the CMS company with which you have contracted a service, etc.).

## 11.5. USB/MMC Settings page

This page displays the space used on local storage media and the encryption of these devices and allows activating the encryption function when required: for security and data protection reasons, certain applications require the protection of music content stored on the SD card or USB device. Thus, in the event of theft of the local storage media, data will be protected, as it will only be readable by the device that encrypted it.

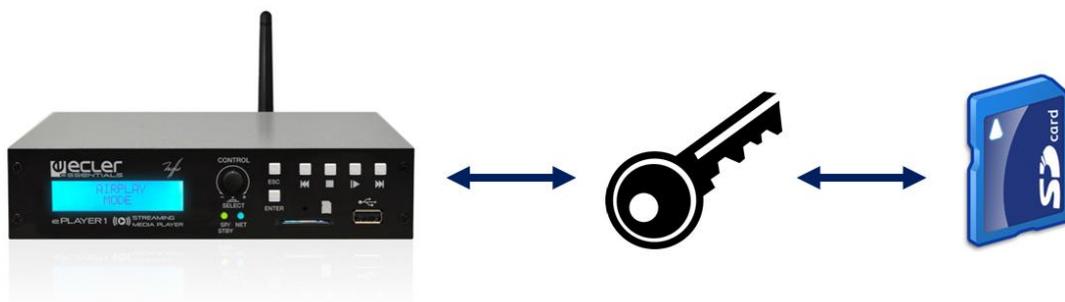


Figure 54: encryption of local storage media

ePLAYER1 ePLAYER1 ▾ Network ▾ Settings ▾ Logout

### USB/MMC parameters

Enter here your USB/MMC parameters like encryption. Warning: applying changes will remove all data on USB or MMC

#### USB device parameters

Encryption enabled

Apply Encrypt now

ⓘ Encrypting this device will erase all data on it

Disk Usage 290347MB / 953834MB (30%)

#### MMC device parameters

Encryption enabled

Apply Encrypt now

ⓘ Encrypting this device will erase all data on it

Disk usage NO DISK

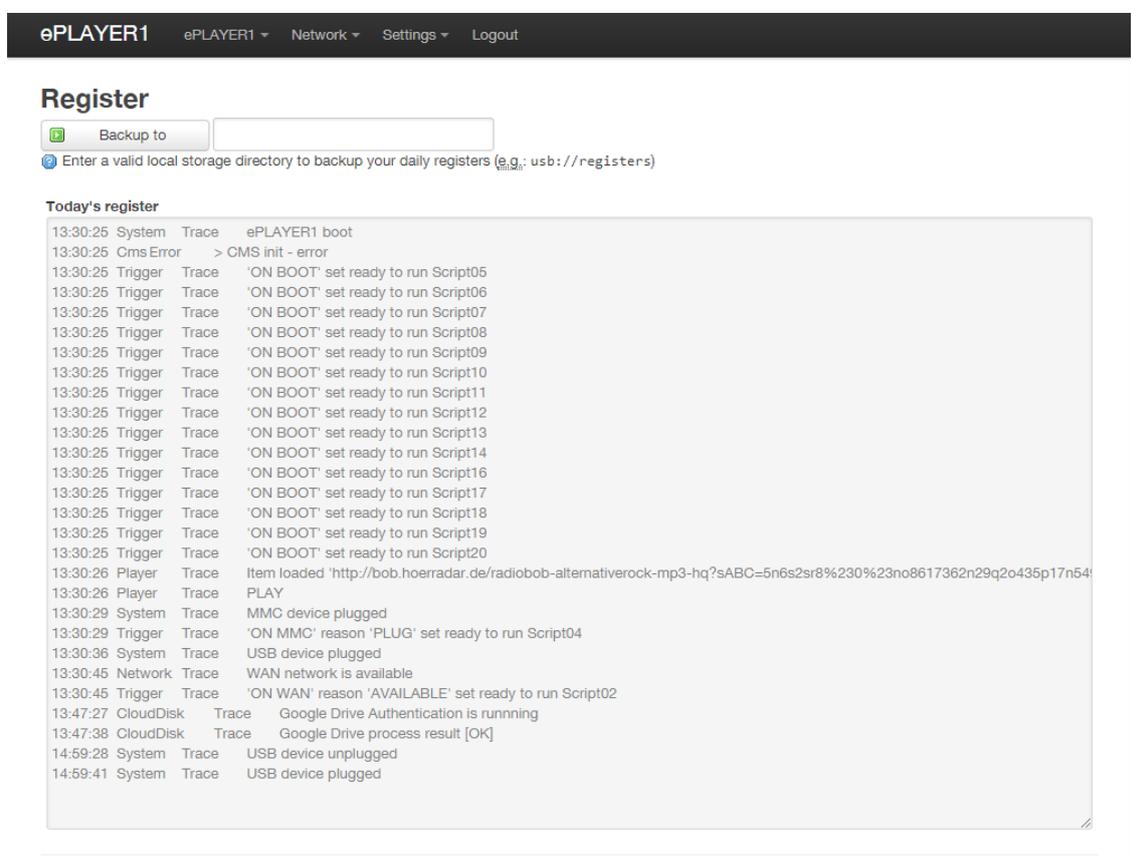
Save
Reset

Figure 55: USB/MMC parameters

- **Encryption enabled:** enable/disable USB or SD media encryption. If you check this option, the device will encrypt the media the next time it is mounted, either when you insert the media or when you reboot the device.
- **Apply Encrypt now:** immediately executes media encryption.
- **Disk Usage:** displays the storage space used (MB), the total storage capacity of the media (MB) and the available storage space (%). If no media is found, "NO DISK" will be displayed.

## 11.6. Register page

This page shows an activity log for the ePLAYER1 unit ("Log file"). All events or actions that are executed in the device are logged along with the time they occurred. This log file is generated daily and can be stored.



The screenshot shows the ePLAYER1 web interface. At the top, there is a navigation bar with "ePLAYER1", "ePLAYER1", "Network", "Settings", and "Logout". Below this is the "Register" section, which includes a "Backup to" button and a text input field. A note below the input field says: "Enter a valid local storage directory to backup your daily registers (e.g.: usb://registers)".

The main content area is titled "Today's register" and displays a log of events. The log entries are as follows:

```

13:30:25 System Trace ePLAYER1 boot
13:30:25 CmsError Trace > CMS init - error
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script05
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script06
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script07
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script08
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script09
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script10
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script11
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script12
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script13
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script14
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script16
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script17
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script18
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script19
13:30:25 Trigger Trace 'ON BOOT' set ready to run Script20
13:30:26 Player Trace Item loaded 'http://bob.hoerradar.de/radiobob-alternativerock-mp3-hq?sABC=5n6s2sr8%230%23no8617362n29q2o435p17n54'
13:30:26 Player Trace PLAY
13:30:29 System Trace MMC device plugged
13:30:29 Trigger Trace 'ON MMC' reason 'PLUG' set ready to run Script04
13:30:36 System Trace USB device plugged
13:30:45 Network Trace WAN network is available
13:30:45 Trigger Trace 'ON WAN' reason 'AVAILABLE' set ready to run Script02
13:47:27 CloudDisk Trace Google Drive Authentication is running
13:47:38 CloudDisk Trace Google Drive process result [OK]
14:59:28 System Trace USB device unplugged
14:59:41 System Trace USB device plugged
  
```

Figure 56: Register page

- **Backup to:** allows you to save daily copies of the log file on a local storage media (indicating the path).

## 11.7. Reboot page

Allows you to reboot the ePLAYER1 from the Web application.

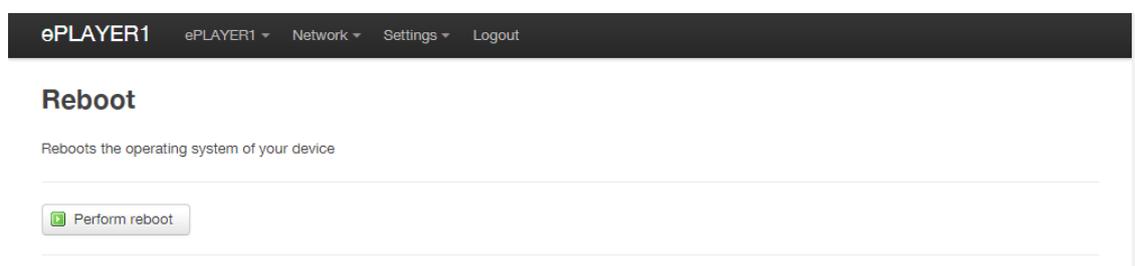


Figure 57: Reboot page

All product characteristics are subject to variation due to production tolerances. **NEEC AUDIO BARCELONA S.L.** reserves the right to make design or manufacturing changes that may affect these product specifications.

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