

DMX- MP3 PLAYBACK BOARD

TESTING PROCEDURES

Version 1.0
01/10

Testing DMX MP3 Playback Module

*ENTTEC USB to DMX Interface
and PRO Utility Software*

1. Format USB Memory Drive.
(See Format Guide - MACINTOSH OR PC COMPUTER)
2. Drag and Drop MP3 Test Sound Files 1 - 32 on to USB Memory drive.
3. Setup ENTTEC USB- DMX Interface to computer and to DMX MP3 Board.
(see Hardware Setup guide)
4. Install ENTTEC Software "Pro Utility" on computer if not already installed.
(see DMX User Guide for details)
5. Setup DMX MP3 board to Base Address 1.
(see Hardware Setup guide)
6. Insert USB Drive with Test MP3 Audio Files 1-23 into DMX VMusic2 Module.
7. Power ON - DMX MP3 Player and Amp module.
8. Launch ENTTEC Software Application "Pro Utility" and follow MP3 Testing instructions Guide Steps 1- 14 and Steps 1-6.
(see Software Application guide)



**ENTTEC
PRO Utility
Software**



MP3 Player Module

Audio Files 1-32



**USB Memory
Drive**

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10-Ch MP3 Audio Controller & USB Flash Drive Formatting Drives

Formating USB Flash Drive for Macintosh Computer

Macintosh OS X Operating System - USB Flash Drive Formatting

- 1. Disk Utility Application**
- 2. Select USB Flash Drive**
- 3. Erase - Set to MS-DOS FAT**
- 4. Partition- Current**
- 5. ERASE**

Macintosh OS X Operating System - USB Flash Drive Formatting Method -2

Right click on the display of the drive icon and choose the "Format to" option along with the file system type to format (FAT, FAT16).

- 1. Place the flash drive on the desktop.**
- 2. Start the "Disk Utility." Click on flash drive. Use the "Erase" button.**
- 3. Select the "MS-DOS File System" in "Volume Format."**
- 4. Provide a new name for the drive. (SOUNDS) Click the "Erase" button.**
- 5. Perform the instructions given on the screen and finish the formatting.**



USB Flas

Audio Files 1-32



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Audio Controller & USB Flash Drive Formatting Drives

Formating USB Flash Drive for PC (Windows Platform (OS) Method - 1



Windows Platform (OS)

1. Start your computer and plug in the flash drive in the USB port.
2. Click on "My Computer." Click on "Manage" in the "Explorer" window of "My Computer."
3. Open the "Device Manager" and locate your USB Drive installed under the "Disk Drives" tab. Right click on "Removable Disk Drive" and click on "Properties" from the menu.
4. Click on the "Policies" tab and choose "Optimize for Performance" from the options. Click "OK" and continue.
5. Click on "My Computer" and choose the format on the flash drive.
6. Choose "or "MSDOS, FAT, FAT16" depending on the type you want from the dropdown menu box.
7. Click "OK" to complete the format.

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MP3 Audio Controller & USB Flash Drive Formatting Drives

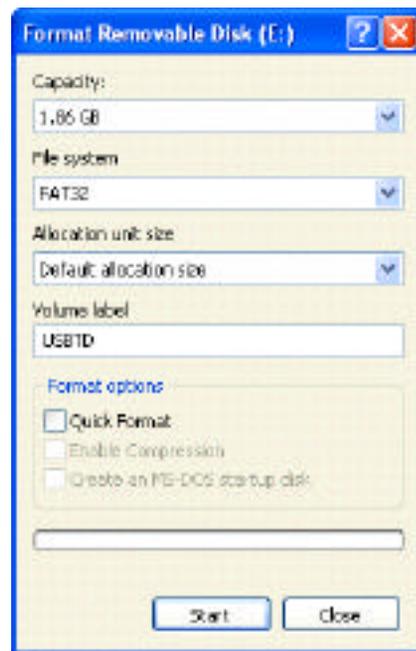
Formating USB Flash Drive for PC (Windows Platform (OS) Method - 2



1. Formatting a drive, of any kind, will wipe out all of the data on that drive. Make sure you've copied any files from your USB thumb drive to a different location before formatting.
2. Plug in the device and open My Computer. Right-click the USB drive and select Format....



3. Select the File System to FAT, FAT16, and give the drive a name in the Volume label field. Click Start to format the drive.



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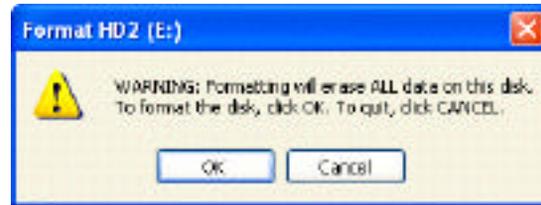
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MP3 Audio Controller & USB Flash Drive Formatting Drives

Formating USB Flash Drive for PC (Windows Platform (OS) (Method - 2 Cont.)



4. Click OK on the warning window.



5. Once the format has completed, click **OK**



6. USB Thumb Drive, Formatted, ready for sound files to be copied to drive.

Devices with Removable Storage

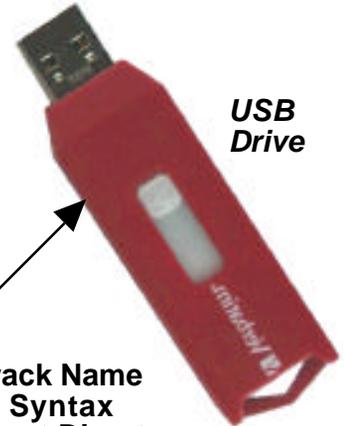


MP3 Audio Files & USB Flash Drive

**DRAG AND DROP
MP3 TEST FILES**



Open the extracted zip file of test sounds and Drag and Drop the Test Sounds "001.MP3" to "032.MP3" on to the USB Memory Drive



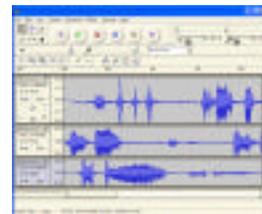
USB Drive

Audio Track	Track Name
SFX Track - 1	001.MP3
SFX Track - 2	002.MP3
SFX Track - 3	003.MP3
SFX Track - 4	004.MP3
SFX Track - 5	005.MP3
SFX Track - 6	006.MP3
SFX Track - 7	007.MP3
SFX Track - 8	008.MP3
SFX Track - 9	009.MP3
SFX Track -10	010.MP3
SFX Track -11	011.MP3
SFX Track -12	012.MP3
SFX Track -13	013.MP3
SFX Track -14	014.MP3
SFX Track -15	015.MP3
SFX Track -16	016.MP3
SFX Track -17	017.MP3
SFX Track -18	018.MP3
SFX Track -19	019.MP3
SFX Track -20	020.MP3
SFX Track -21	021.MP3
SFX Track -22	022.MP3
SFX Track -23	023.MP3
SFX Track -24	024.MP3
SFX Track -25	025.MP3
SFX Track -26	026.MP3
SFX Track -27	027.MP3
SFX Track -28	028.MP3
SFX Track -29	029.MP3
SFX Track -30	030.MP3
SFX Track -31	031.MP3
SFX Track -32	032.MP3

Track Name Syntax on Root Directory of USB Drive

HINT:
The optional software program "Audacity" can be used to work with MP3 Audio Files.
(Check Internet for "Audacity Software")

Audacity

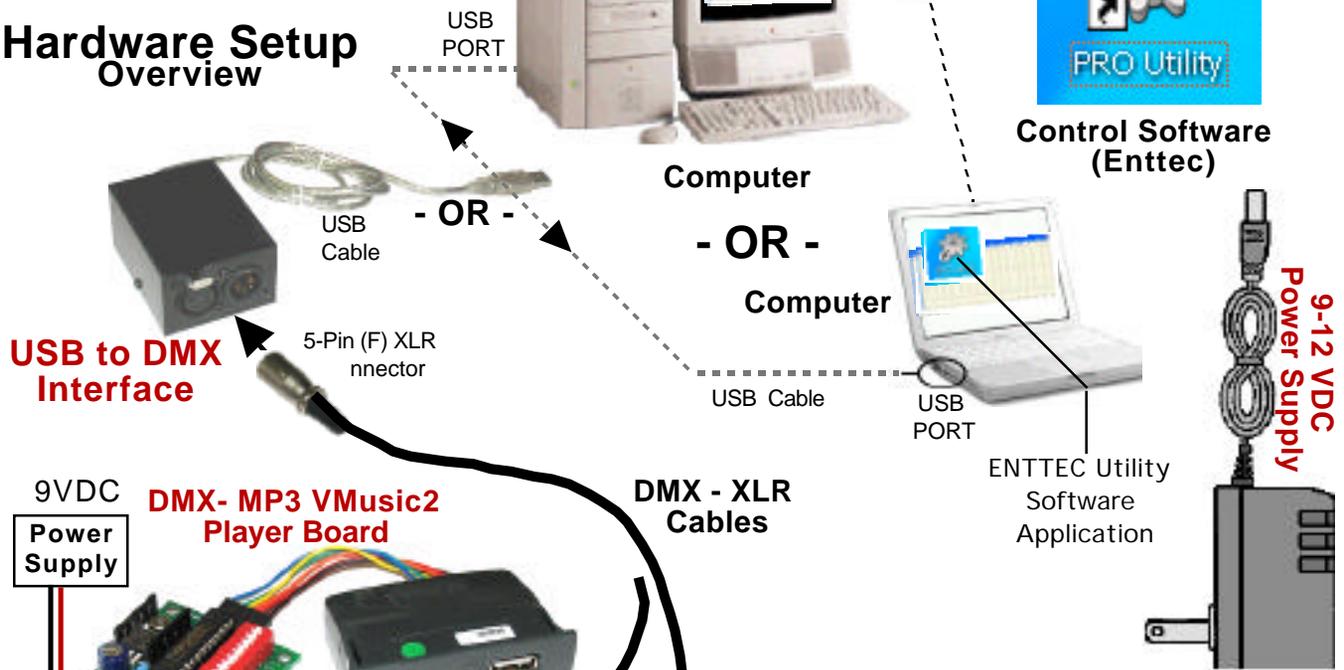


Testing DMX MP3 Playback Module

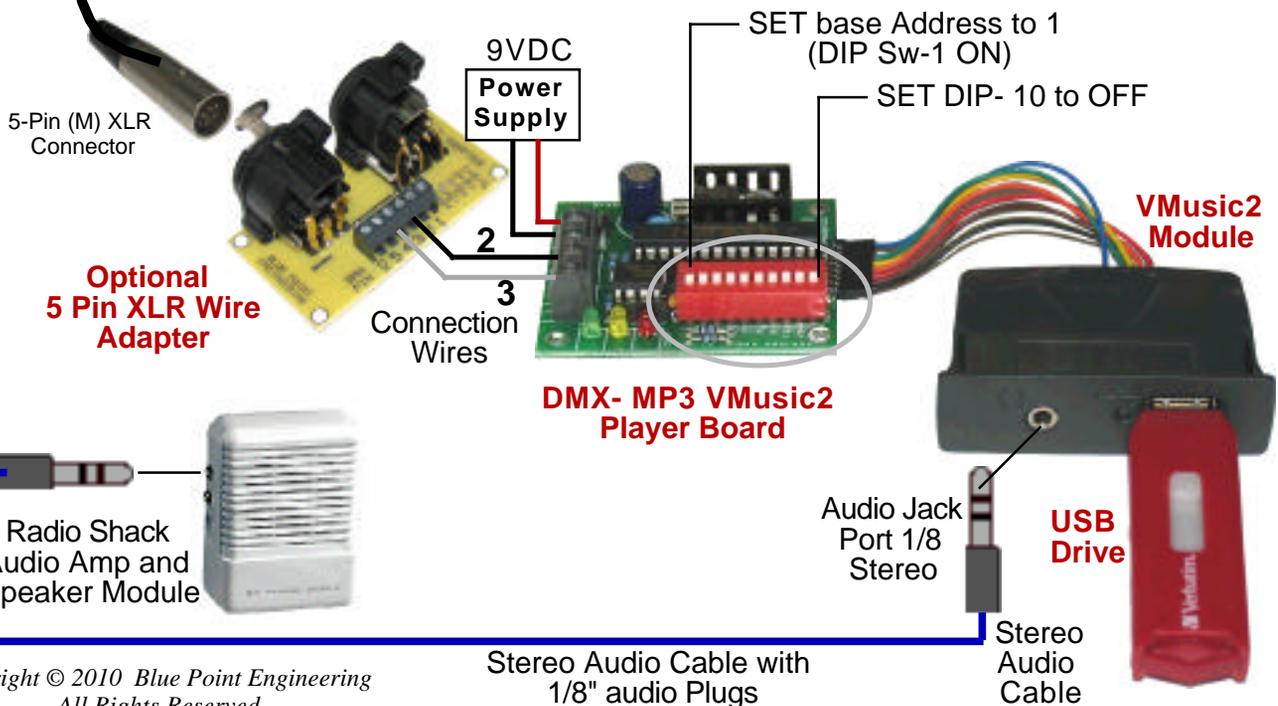
ENTTEC USB to DMX Interface and PRO Utility Software

Instruction I

Hardware Setup Overview



Setup DMX MP3 Hardware
DMX cable to wire or DMX to optional XLR wire adapter



Testing DMX MP3 Playback Module

ENTTEC USB to DMX Interface and PRO Utility Software

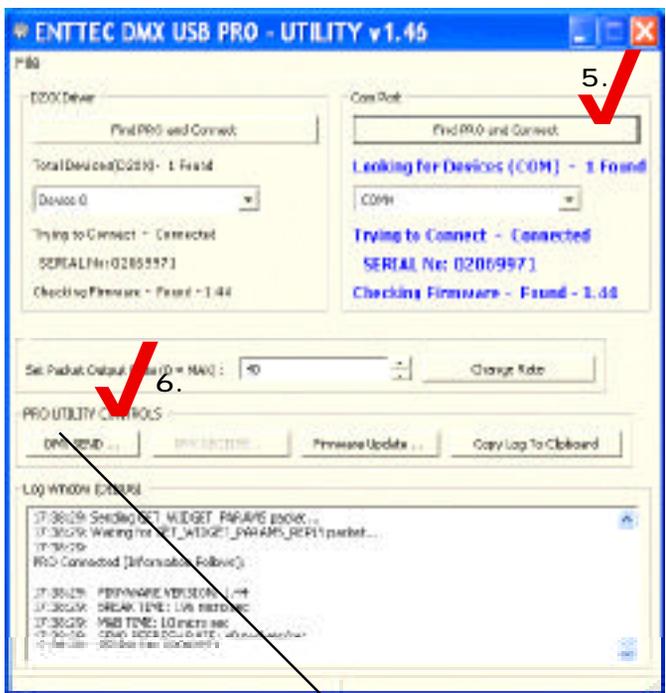


4. **Launch ENTTEC Software Application (PRO Utility)**

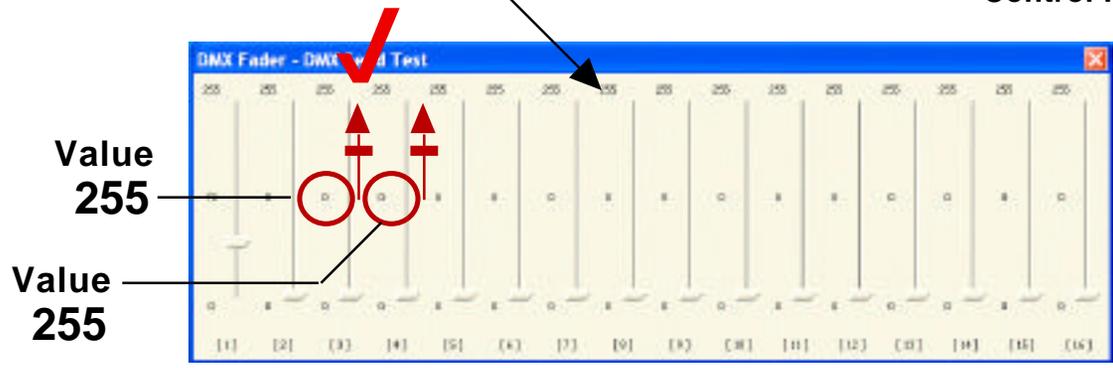
Launch "PRO Utility" software from the computer connected to the USB to DMX Interface

5. **Click on "Find PRO and Connect" Bar Button**

6. **Click on "DMX SEND..." bar button**



DMX Fader - DMX Send Test Control Panel



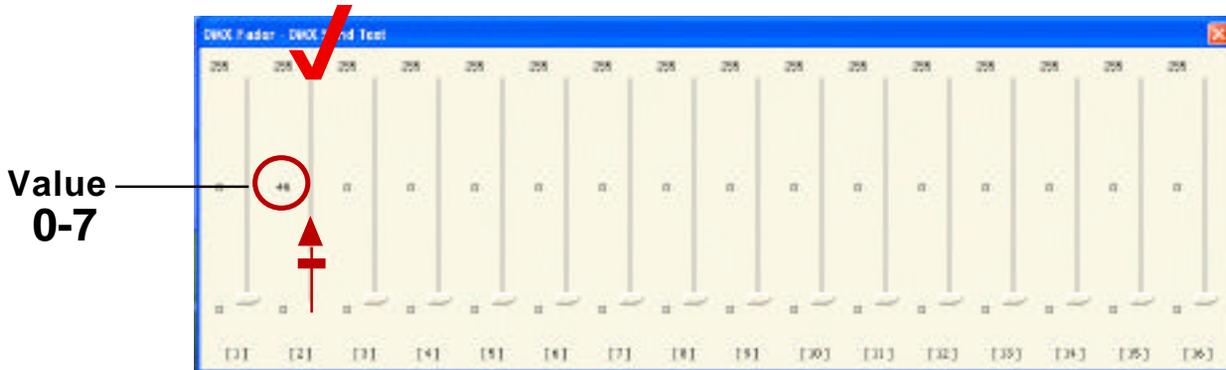
6A. **Slide Ch3 (3) and Ch4 (4) Fader Up to full sound volume L/R. value 255 (Volume Control L/R CH: 0 (Mute sound) - 255 (Full Volume))**

Testing DMX MP3 Playback Module Testing Sound Channels

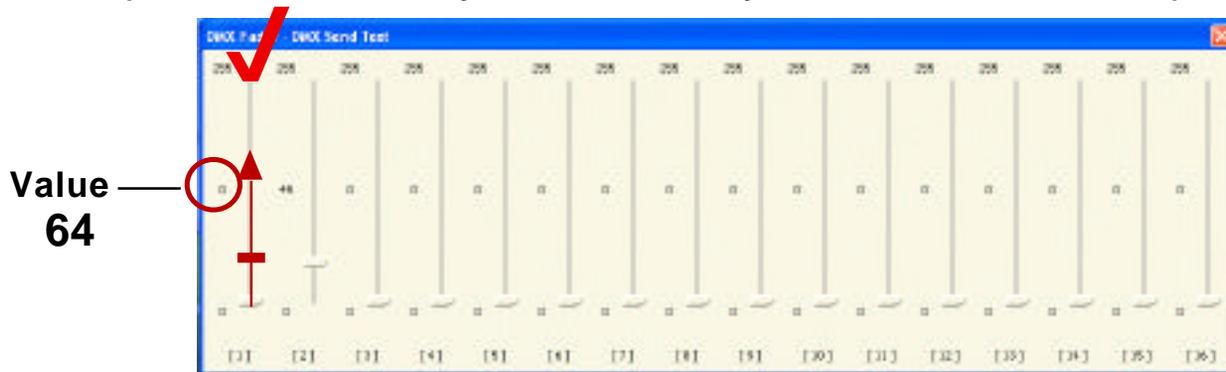
Instruction

I

- Slide Ch2 (2) Fader Up to value 7 to select MP3 Audio Sound file No.1
(See DMX-MP3 Player Command Syntax for Audio Sound Values)

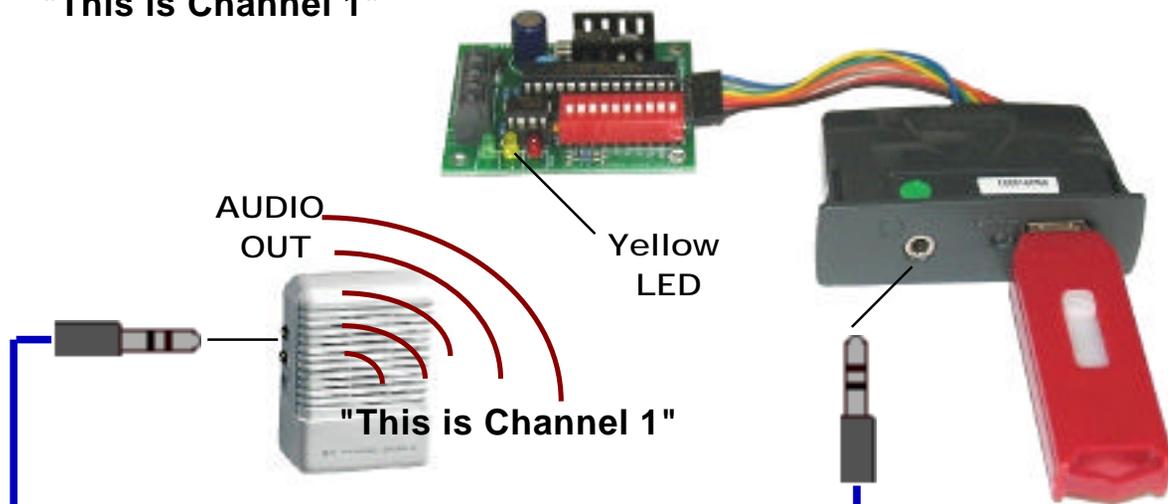


- Slide Ch1 (1) Fader Up to value 64 to Playback Sound (Value = 64)
(See DMX-MP3 Player Command Syntax for Channel Value)



- Yellow LED on DMX MP3 Board should flash and sound selected should play back through remote audio amp.

"This is Channel 1"

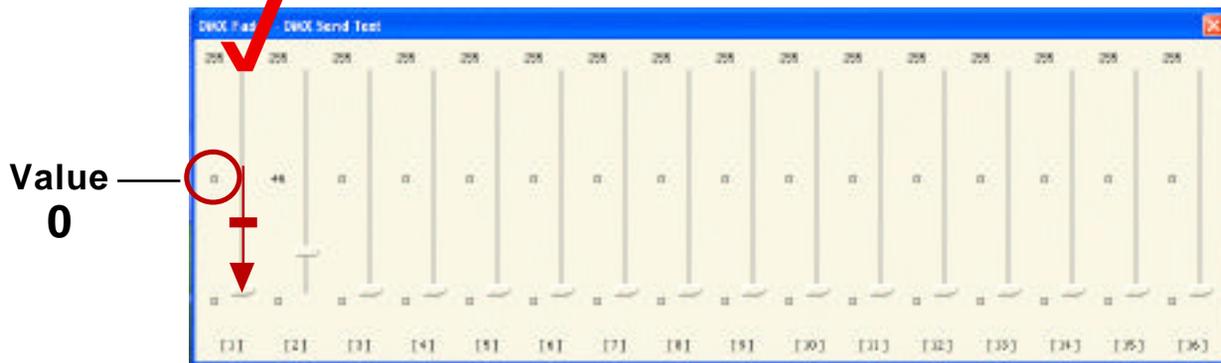


Testing DMX MP3 Playback Module Testing Sound Channels

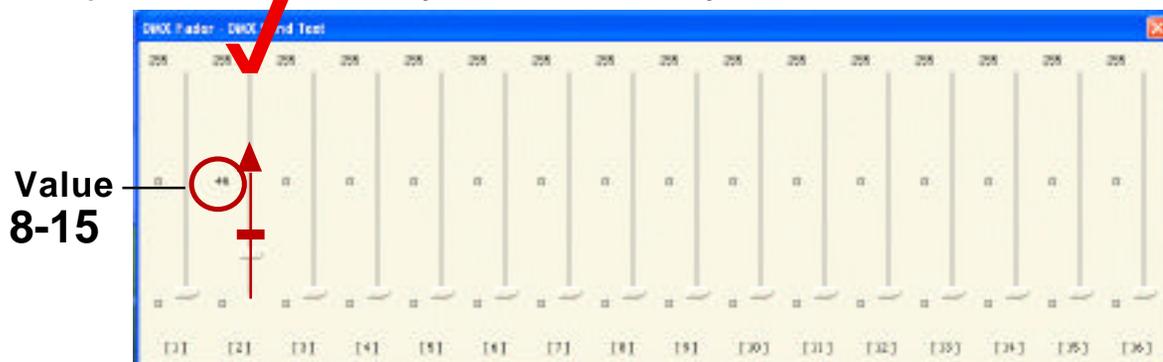
Instruction

I

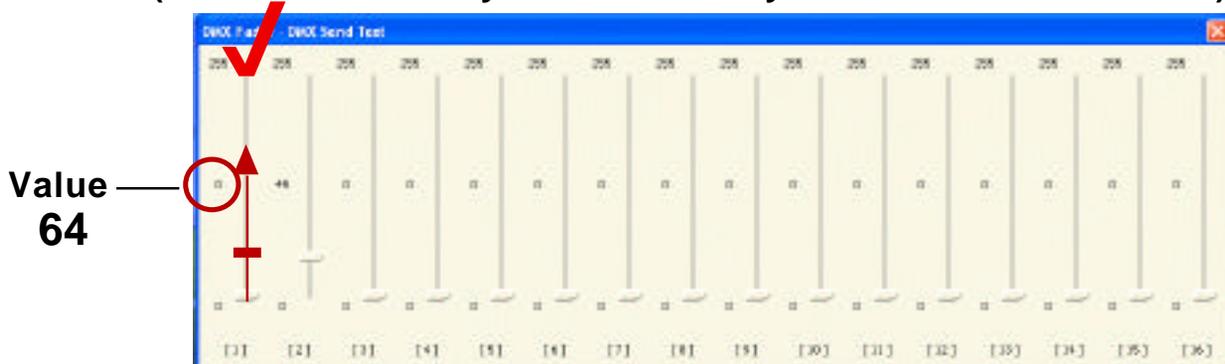
10. Slide Ch1 (1) Fader down to 0 (This will stop / reset playback)



11. Slide Ch2 (2) Fader Up to select MP3 Audio Sound File 2 (Value = 8)
(See DMX-MP3 Player Command Syntax for Audio Ch Values)

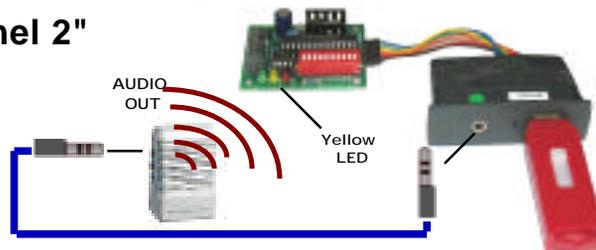


12. Slide Ch1 (1) Fader Up to Play Audio File Selected (Value = 64)
(See DMX-MP3 Player Command Syntax for Channel Values)



13. Yellow LED on DMX MP3 Board should flash and sound selected should play back through remote audio amp.

"This is Channel 2"

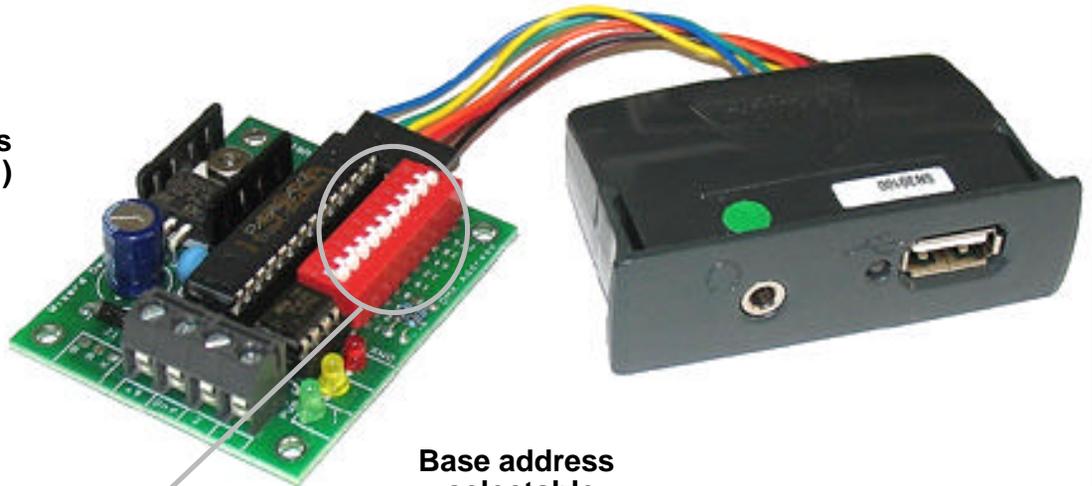
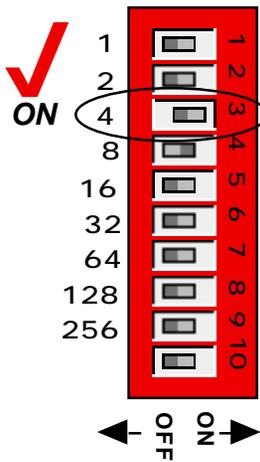


14. Continue to test Audio channels 3- 32, repeat steps 10 through 13 with new selected MP3 file channel values each time.

Testing DMX MP3 Playback Module Testing DMX Addressing

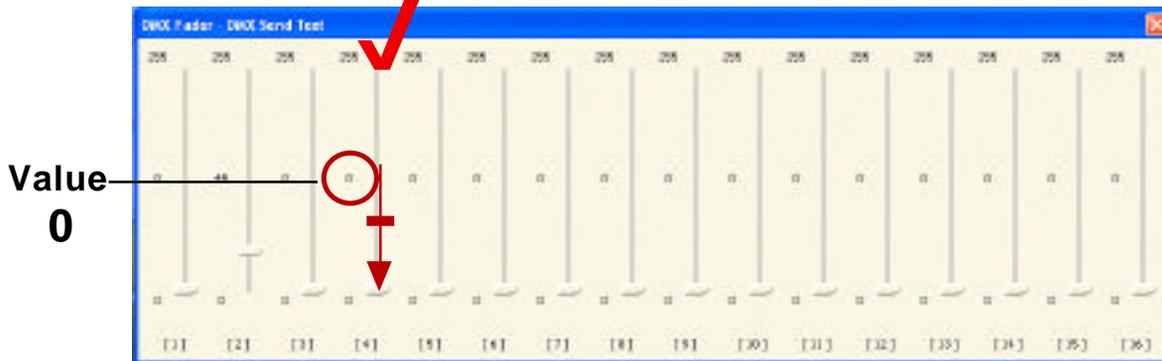
1. Turn Power OFF to DMX Mp3 Module
Set the DMX MP3 address to a value of 4 (See switch settings)

DIP Switches
(Addressing)

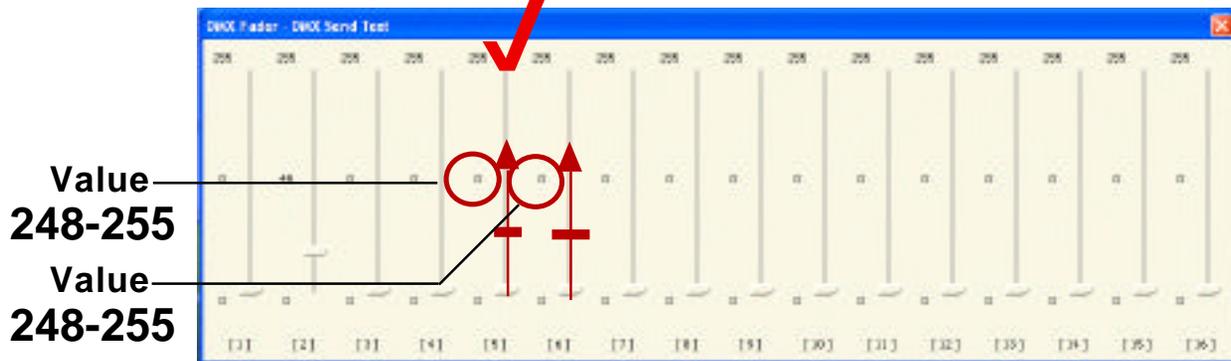


Base address
selectable
between 1 and 510

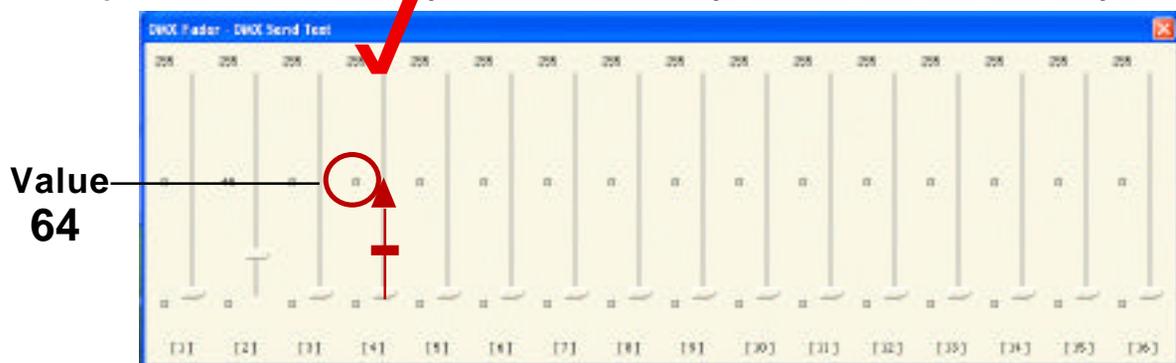
2. Slide Ch4 (4) Fader down to 0 (will stop / reset any Audio in Playback)



- Slide Ch6 (6) and Ch7 (7) Fader Up for full sound volume to value 255
- Slide Ch5 (5) Fader Up to Value 248 (This is Audio Sound File 32)
(See DMX-MP3 Player Command Syntax for Sound File Values)

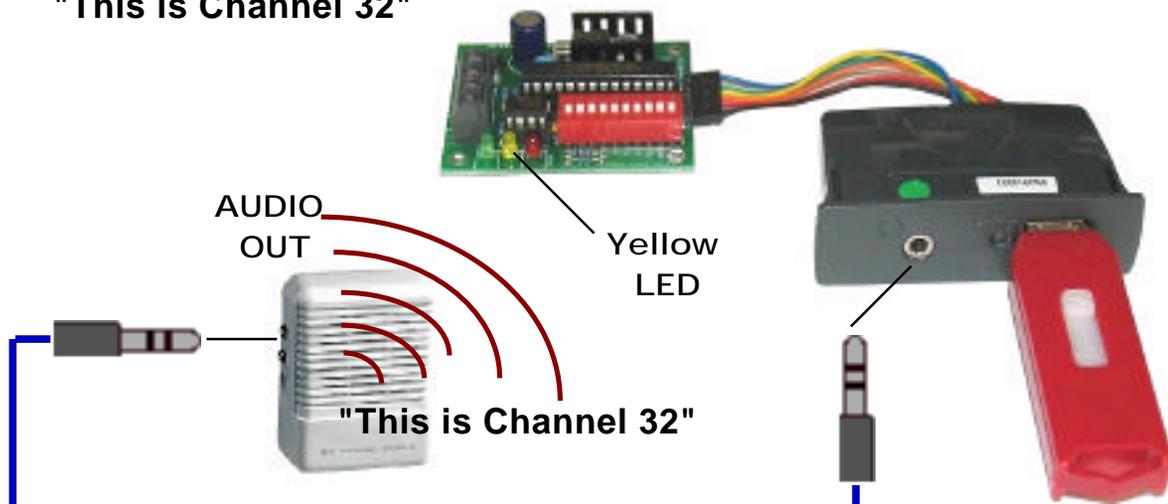


- Slide Ch4 (4) Fader Up to Play Audio File Selected (Value = 64)
(See DMX-MP3 Player Command Syntax for Channel Play Values)



- Yellow LED on DMX MP3 Board should flash and sound selected should play back through remote audio amp.

"This is Channel 32"



DMX Control Command Syntax - Sound Tracks / Channels

Command Value	Operation
0 - 63	Stop Playback
64 - 191	Play or Resume Currently Selected Track
192 - 255	Pause Playback
0 - 255	Sound Files= 001.MP3 to 032.MP3 Files



DMX Control Channel - 2 Command Syntax

DMX- MP3 Player

Audio Track	Command Value	Track Name	Audio Description
SFX Track - 1	0 - 7	001.MP3	
SFX Track - 2	8 - 15	002.MP3	
SFX Track - 3	16 - 23	003.MP3	
SFX Track - 4	24 - 31	004.MP3	
SFX Track - 5	32 - 39	005.MP3	
SFX Track - 6	40 - 47	006.MP3	
SFX Track - 7	48 - 55	007.MP3	
SFX Track - 8	56 - 63	008.MP3	
SFX Track - 9	64 - 71	009.MP3	
SFX Track -10	72 - 79	010.MP3	
SFX Track -11	80 - 87	011.MP3	
SFX Track -12	88 - 95	012.MP3	
SFX Track -13	96 - 103	013.MP3	
SFX Track -14	104 - 111	014.MP3	
SFX Track -15	112 - 119	015.MP3	
SFX Track- 16	120 - 127	016.MP3	
SFX Track -17	128 - 135	017.MP3	
SFX Track -18	136 - 143	018.MP3	
SFX Track -19	144 - 151	019.MP3	
SFX Track -20	152 - 159	020.MP3	
SFX Track- 21	160 - 167	021.MP3	
SFX Track- 22	168 - 175	022.MP3	
SFX Track- 23	176 - 183	023.MP3	
SFX Track- 24	184 - 191	024.MP3	
SFX Track -25	192 - 199	025.MP3	
SFX Track- 26	200 - 207	026.MP3	
SFX Track- 27	208 - 215	027.MP3	
SFX Track- 28	216 - 223	028.MP3	
SFX Track- 29	224 - 231	029.MP3	
SFX Track -30	232 - 239	030.MP3	
SFX Track- 31	240 - 247	031.MP3	
SFX Track- 32	248 - 255	032.MP3	

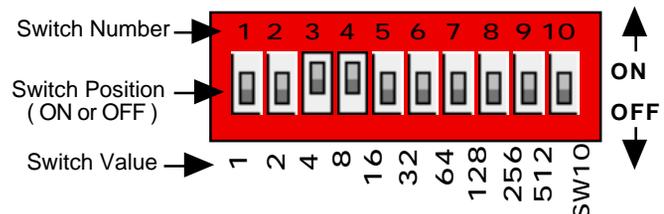
Board Base Address Range

1 - 510

Address 0 is treated as 1

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DIP Switches
(Addressing)



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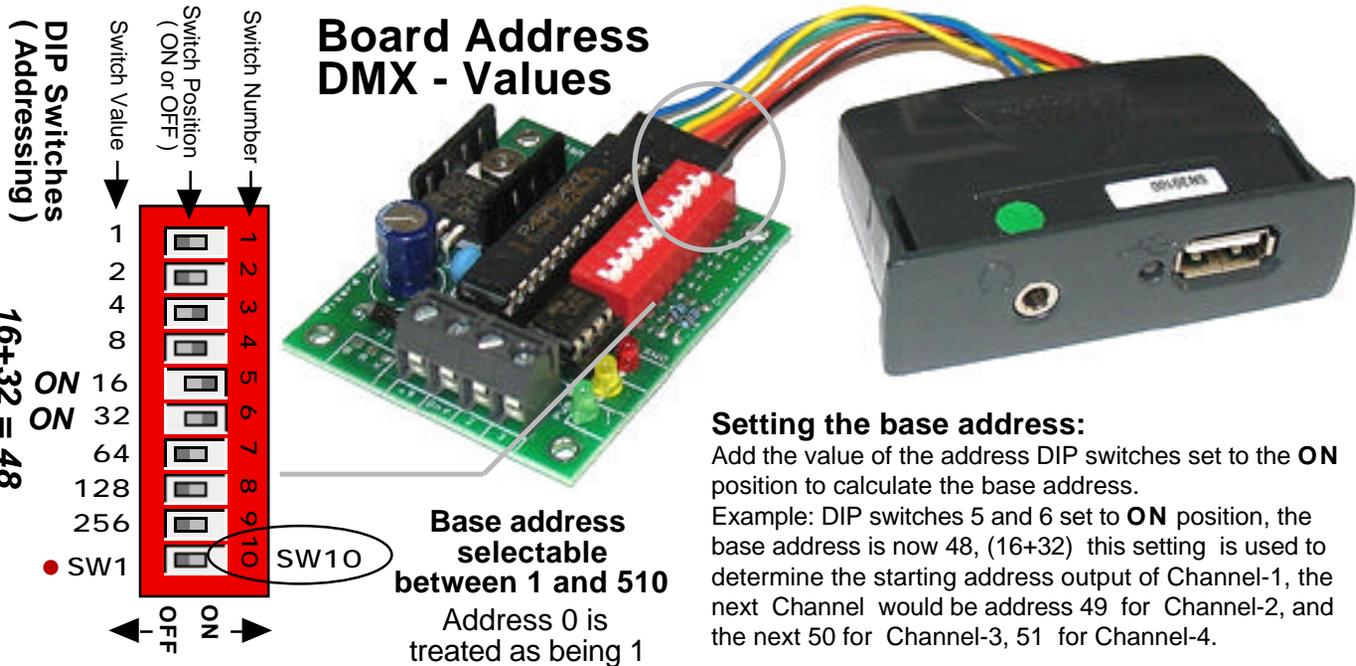
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DMX MP3 VMusic2 Player

Overview

Board Address DMX - Values



DIP Switches (Addressing)	Switch Value	Switch Position (ON or OFF)	Switch Number
1	1	OFF	1
2	2	OFF	2
4	4	OFF	3
8	8	OFF	4
16	16	ON	5
32	32	ON	6
64	64	OFF	7
128	128	OFF	8
256	256	OFF	9
SW10	10	OFF	10

Base address selectable between 1 and 510
Address 0 is treated as being 1

Setting the base address:
Add the value of the address DIP switches set to the ON position to calculate the base address.
Example: DIP switches 5 and 6 set to ON position, the base address is now 48, (16+32) this setting is used to determine the starting address output of Channel-1, the next Channel would be address 49 for Channel-2, and the next 50 for Channel-3, 51 for Channel-4.

CHANNEL-1
Command Byte

Value	Playback Function
0-63	Stop
64-191	Play or resume currently track
192-255	Pause

CHANNEL-2 (See Track Chart for full Listing)
Command Byte

Value	Audio Track Number 1-32
0-7	001.MP3 (Sound FX Track)
8-15	002.MP3 (Sound FX Track)
16-23	003.MP3 (Sound FX Track)

CHANNEL-3 • If SW10 is Set to ON
Command Byte

Value	Operation - Volume
0-255 (0 is Mute)	Volume for both the Left and Right Audio Channels

• If SW10 is Set to OFF

0-255 (0 is Mute)	Volume for Left Audio Channels
-------------------	--------------------------------

CHANNEL-4 • If SW10 is Set to OFF
Command Byte

Value	Operation - Volume
0-255 (0 is Mute)	Volume for Right Audio Channels

Command Syntax

Base address is read continuously and may be set from 1 to 510

The DMX-VMusic2 Interface requires 3 or 4 consecutive control channels.

- Channel-1 = Playback Operation- Stop, Play, Pause
- Channel-2 = Audio Tracks 1-32 (001.MP3, 002.MP3, 003.MP3..... .. 032.MP3)
- Channel-3 = Operation- Volume (SW10- ON) - Volume control for both Left and Right Audio Channels)
- Channel-3 = Operation- Volume (SW10- OFF)- Volume control for Left Audio Channels)
- Channel-4 = Operation- Volume(SW10- OFF)- Volume control for Right Audio Channels)

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DMX- MP3 Audio Playback Controller - Troubleshooting

Version 1.0
01/09

Troubleshooting

NOTE: any number of file can be recorded from 1 to 32 audio files. The length of the recorded audio files available is determined by the size of the USB Flash Memory Drive.

Min number=1 file (000.mp3) and the Max number=32 file (032.mp3)

Audio File Size= As large as the USB Flash memory Drive capacity is.

Q. I have recorded my sounds, but nothing plays back when I activate the trigger switch or test button.

- A. Check to see that you have named the audio files correctly. For example, if you only have 5-MP3 audio files on the drive, they would be named "001.mp3" "002.mp3" "003.mp3" "004.mp3" "004.mp3"
- A. Check to see if your Hide File Extension display is turned ON in your computer, if so, then the files probably have double extensions added, "001.mp3.mp3. - " file009.mp3.mp3. **The second extension is incorrect, should be 001.mp3**" to "023.mp3, Turn Hide OFF and rename the files.
Try using just the file name "001" without a period.
- A. Check to see that the audio files you are using are not a different format, The audio file must be MP3 type.
- A. Check your USB Flash Memory Drive to see that it has been formatted as a blank drive, before adding you new sound files, Some USB Flash Memory Drives have a security or Auto Boot feature that prevents the MP3 player from using the sound files correctly even when formatted. Re-format your USB Flash Memory Drive removing any security or Auto Boot formats first. **(Format USB Flash Drive as a MS-DOS FAT)**
Try a different USB Flash Memory Drive type, as some manufacture brands operate different than others.

Hardware

Q.

A.

Other

Q.

A.