
audioloop

cz manual 1.0

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Updated versions and tutorials available at <https://eshop.rgbloop.com/manual>

The miniature audio player AUDILOOP is an audio player for artists, collectors, museums, and galleries.

Automatic Power-On: The AUDILOOP automatically powers on and starts playing in a loop immediately after being connected to a power source or after a power outage.

Headphone Output: Allows for individual listening, ideal for busy environments.

Line-Out Output with Noise Suppression: Integrated system prevents unwanted sounds when powering on and off.

Activation via Photo Cell: Enables automatic playback when a visitor is detected.

Flexible Content Upload: Transfer files via USB-C or micro SD card.

Bilingual Guides Without Programming: Easy setup using physical buttons.

Easy Installation and Operation: Does not require technical knowledge or programming.

High Sound Quality: Supports up to 24bit/96kHz resolution, plays WAV and MP3 formats.

Flexible Usage: Compact size and simple setup for discreet placement.

Supported Audio Codecs:

MP3:

Format: All MP3 variants, maximum sampling rate 48kHz.

WAV:

Format: 8-, 16-, 24-, 32-bit PCM; 8-bit A-law and μ -law; 4-bit IMA ADPCM; 32-bit IEEE floating point; 32-bit DXD.

Maximum sampling rate: 384kHz.

Supported Operating Systems: UNIX, MAC, WIN

Connection Instructions:

1. Plug in the USB-C power adapter or connect AUDIOLOOP to a computer using a USB-C cable. It is also possible to connect the player to a power bank.

- when connected to the power adapter, the player will automatically turn on and start playing audio files in a loop.

- when connected to a PC, AUDIOLOOP will mount as an external drive, allowing you to upload audio or configuration files. Ejecting the drive software will reset the player and switch to playback mode, enabling functionality testing without physically disconnecting the USB-C cable. Pressing the reset button will attempt to remount the player as an external drive.

2. Connect speakers to the LINE-OUT jack or headphones to the HEADPHONES jack. Do not connect speakers to the HEADPHONES jack, only to LINE-OUT. The LINE-OUT jack is equipped with a click-pop suppressor to eliminate noise when powering on the device.

3. To turn off the device, simply disconnect the 5V power adapter from the outlet or computer.

AUDIOLOOP Modes:

AUDIOLOOP can be configured by creating a text file on the microSD card. For example, you can create an empty text file named "button" or "sampler". If no file is created, the player will operate in the default mode. It is possible to combine multiple modes simultaneously.

Default Mode:

The player will loop all files in the root directory upon startup.

Button Mode:

Upload an empty text file named "button" to the SD card. Connect buttons or sensors (e.g., photo cells) to GPIO pins B1, B2, B3. When contact between B1 and GND is made, the player will play the file named "1.wav" or "1.mp3". If B2 is triggered, it will play "2.wav" or "2.mp3", and so on. After playing the file, the player will stop. If the contact is triggered during playback, the track will restart from the beginning.

Sampler Mode:

Upload an empty text file named "sampler" to the SD card. Connect the middle pin of a 10kOhm potentiometer to pin A2 (analog input). Connect the other two pins to GND and 3V on AUDIOLOOP.

Combination of Button and Sampler Modes:

Upload empty text files named "sampler" and "button" to the SD card. Connect buttons and a potentiometer as described above.

Operation:

The player has a volume knob, four buttons, and 20 GPIO pins.

Default Mode: The volume knob adjusts volume, **<** - previous track, **>** - play/pause, **>|** - next track, **reset** - resets the player.

Button Mode: Navigation buttons are inactive, only GPIO pins B1, B2, B3 will trigger playback. The reset button remains active.

Sampler Mode: Navigation buttons are active. Connecting a potentiometer allows speed control of the playback.

Combination of Button and Sampler Modes: Navigation buttons are inactive except for the reset button. Connecting buttons or sensors to pins B1, B2, B3, along with a potentiometer, allows for both triggering playback and adjusting playback speed.