

S-PLAY



Contents

Safety	5
Package Contents.....	5
Physical Features	6
Physical dimensions.....	7
Mounting Options	7
Software Features	8
Diagrams.....	9
Connector Pin-Out.....	9
Female XLR5 (DMX512)	9
GPIO.....	9
Male DB9 (RS232).....	9
Relay.....	9
S-Play Connectivity.....	10
S-Play to Playback to DMX Systems	11
S-Play to Playback to Pixel Systems	12

S-Play Application Diagram.....	13
Getting Started.....	15
The LCD Menu	16
Controls	16
Layout	16
Home Screen	16
Playlist Screen	17
Settings Screen.....	17
Network Discovery	18
View the S-Plays LCD.....	18
Finding an S-Plays IP Address from NMU	18
Web interface	19
Home	19
Cue Library.....	20
Events.....	20
Triggers.....	21
Playlist	22
Scheduler	23
Settings.....	24
Status	26
Backup	27
Record.....	28
Static Cue	28
Dynamic Cue.....	30
Manual Recording Control.....	31
ArtNet Recording Control.....	32
Effects	33
Playback	34
Preview Cue	34
Playlists	35
Playlist Page Layout.....	35
Created Playlists	36
Global Playlist Control.....	36

List of Playlists	36
Available Cues and Controls	37
Playlist Attributes	37
Playlist Settings.....	38
Playlist Timeline and Media Tracks.....	39
Event and Trigger Tracks.....	39
Example Playlist.....	40
Control	41
Events.....	41
RS232	41
DMX.....	41
ArtNet.....	42
sACN	42
Relay.....	42
Triggers.....	43
OSC	43
RS232	43
DMX.....	44
Digital Input.....	44
Art-Net	44
sACN	45
Schedule.....	46
Created Schedules.....	46
List of Schedules.....	47
Schedule Name.....	47
Selected Playlist.....	47
Start Condition	47
End Condition	48
Frequency Type	48
Per Second.....	49
Per Minute	49
Hourly	49
Daily.....	49

Weekly.....	50
Monthly.....	51
Yearly.....	51
Astronomical.....	51
Setup	52
Changing the Network Settings.....	52
Changing the Network Settings Using LCD Interface.....	52
Change IP Using The Web Interface	53
S-Play Output.....	54
ArtNet Output Configuration.....	54
sACN output configuration	55
Change Date/Time and Location	55
Factory Reset.....	55
Factory Reset Via LCD	56
Factory Reset Via Web Interface	56
Backup	57
Restore	57
Storage.....	58
Select Storage.....	58
Export Playback Data.....	59
Locking the S-Play and User Management.....	60
How To Use The Lock Feature.....	60
Default Login and passwords	61
Status	62
Network Information.....	62
Output Information	62
System Information.....	62
Software Information.....	62
Specifications.....	63
Using Motion Sensors With The S-Play.....	64
Diagram	64
Steps	64

Safety

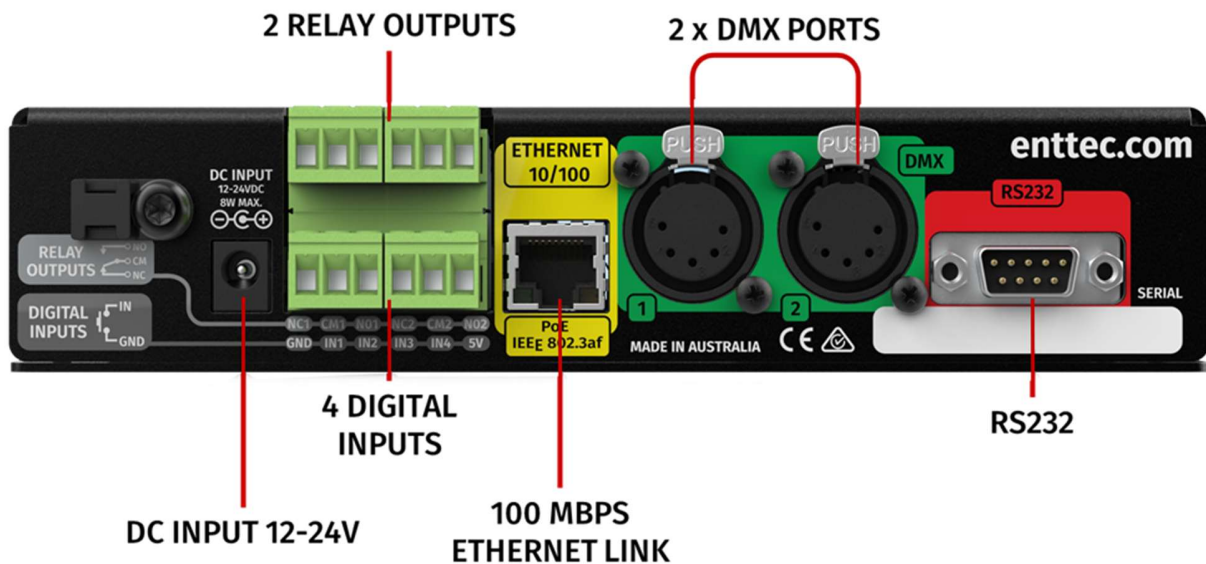
- This unit is intended for indoor use only.
- Do not expose this device to rain or moisture, doing this will void the warranty.
- Make all the connections before you plug in the mains power
- Do not remove the cover, there are no user-serviceable components inside.
- Never plug this unit into a dimmer pack
- Ensure proper earth connections
- Always be sure to mount this unit in an area that will allow proper ventilation. Allow about 6" (20 cm) between this device and a wall.
- Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, pay particular attention to the point they enter and exit the unit.

Package Contents

When you open the packaging, you should find these items in the box:

- S-Play (70092)
- 2m cat5 cable (79102)
- 1RU mount kit (79105)
- 1 X 12V PSU adaptor with international plugs
- ReadMe Card

Physical Features

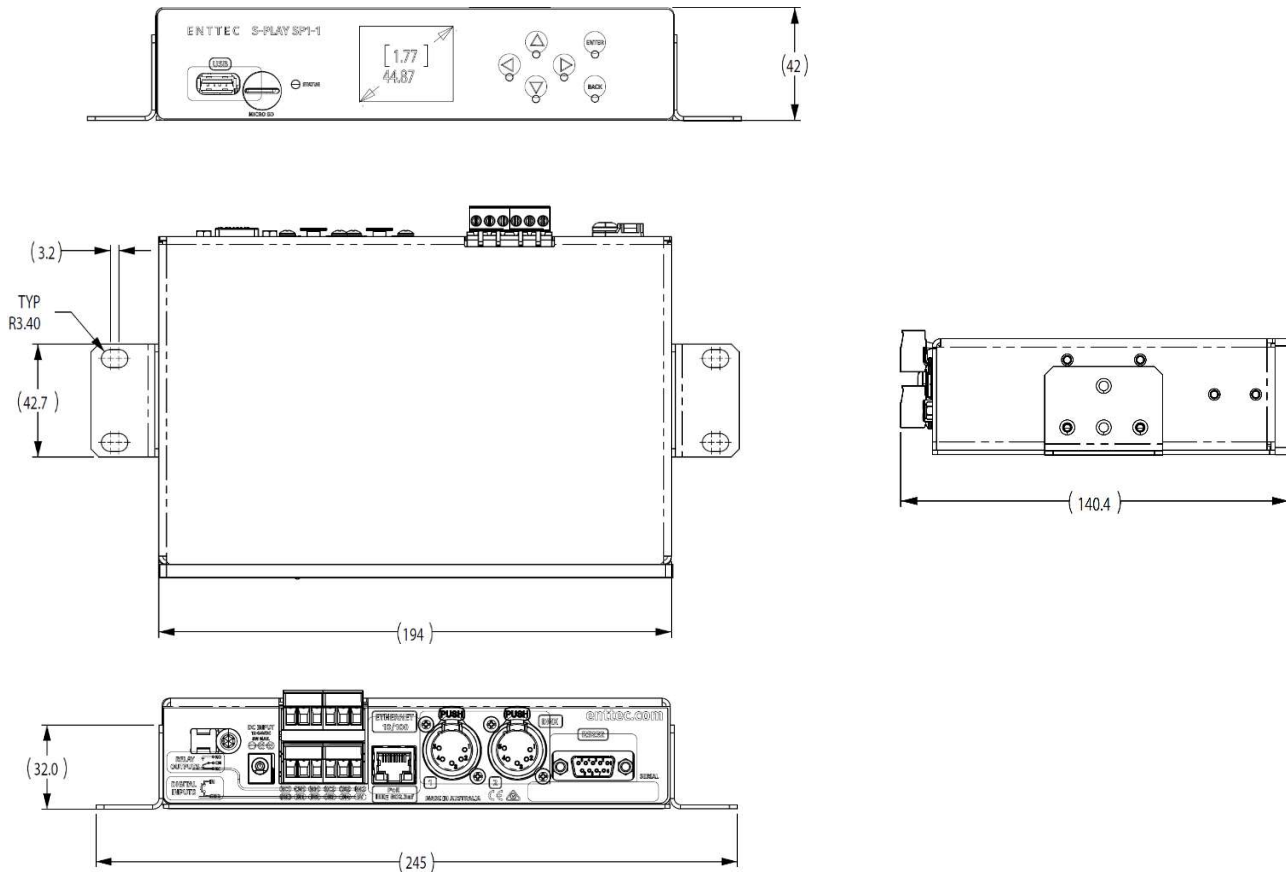


- 1U height – Half width
- Two bi-directional 5 Pin female DMX Ports
- Colour TFT LCD screen (160x128)
- Navigation LCD menu buttons
- 1 x USB Type A port
- 12 to 24v DC Input (8w max power draw) – *Power supplies over 5A should not be connected to the S-Play.*
- MicroSD card storage (Class 10 40/10 Mb/s Read/write performance)
- 100 Mbps Ethernet link featuring 802.3AF PoE
- 4 Digital Inputs (GPIO)
- 2 Relay outputs (NC, NO, COM)
- Solid-state design

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Physical dimensions

S-Play User Manual
Part No.: 51301



Note

All dimensions are in millimetres (mm).

Mounting Options

The S-Play is provided with ENTTEC's, 1RU mount kit (pn: 79105). To provide 9.5" rack and various surface/ wall mounting solutions.



Note

The S-Play mounting solution is not intended to be suspended above head height or audiences. Ensure all relevant legal safety guidelines are followed when installing this device.

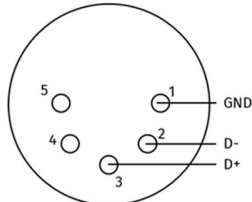
Software Features

- Supports DMX512
- Supports DMX over the network protocols:
 - DMX
 - Art-Net
 - sACN
- 2 Universe DMX output or input
- 32 Universe Art-Net and sACN output or input
- Create / edit DMX Scenes (static cue)
- Create / edit DMX Presets (dynamic cue)
- Preview cues being created
- Monitor the DMX values of cues being made
- Make playlists from DMX Presets (dynamic cue)
- Make live recordings using DMX/Art-Net/sACN
- Schedule Playlist
- Mapping different streams and protocols to different ports
- HTP merge between cues and Playlists
- Fade to black on Stop
- Hold last value on Pause
- Remote trigger options: RS232, HTTP, OSC, GPIO, ArtNet, sACN and DMX
- Configurable output refresh rate. (Max 60FPS)
- Lock usability for a registered user

Diagrams

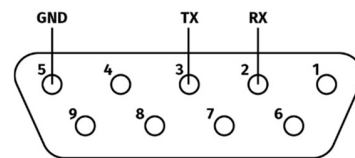
Connector Pin-Out

Female XLR5 (DMX512)



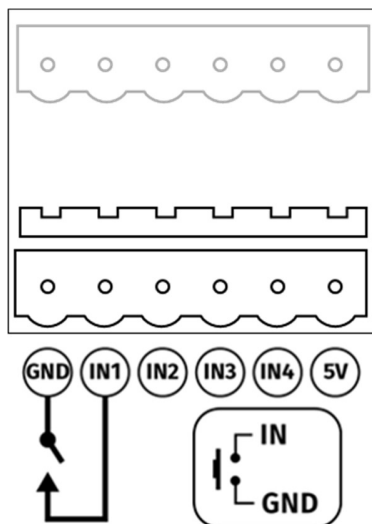
PIN	CONNECTION
1	GND
2	DATA -
3	DATA +
4	NC
5	NC

Male DB9 (RS232)

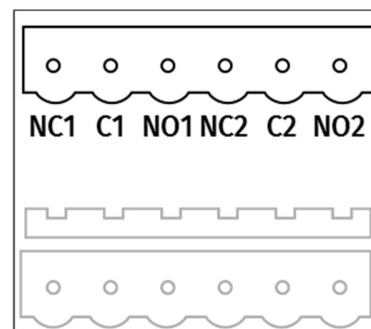


PIN	CONNECTION
1	NC
2	RX
3	TX
4	NC
5	GND
6	NC
7	NC
8	NC
9	NC

GPIO



Relay



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S-Play Connectivity

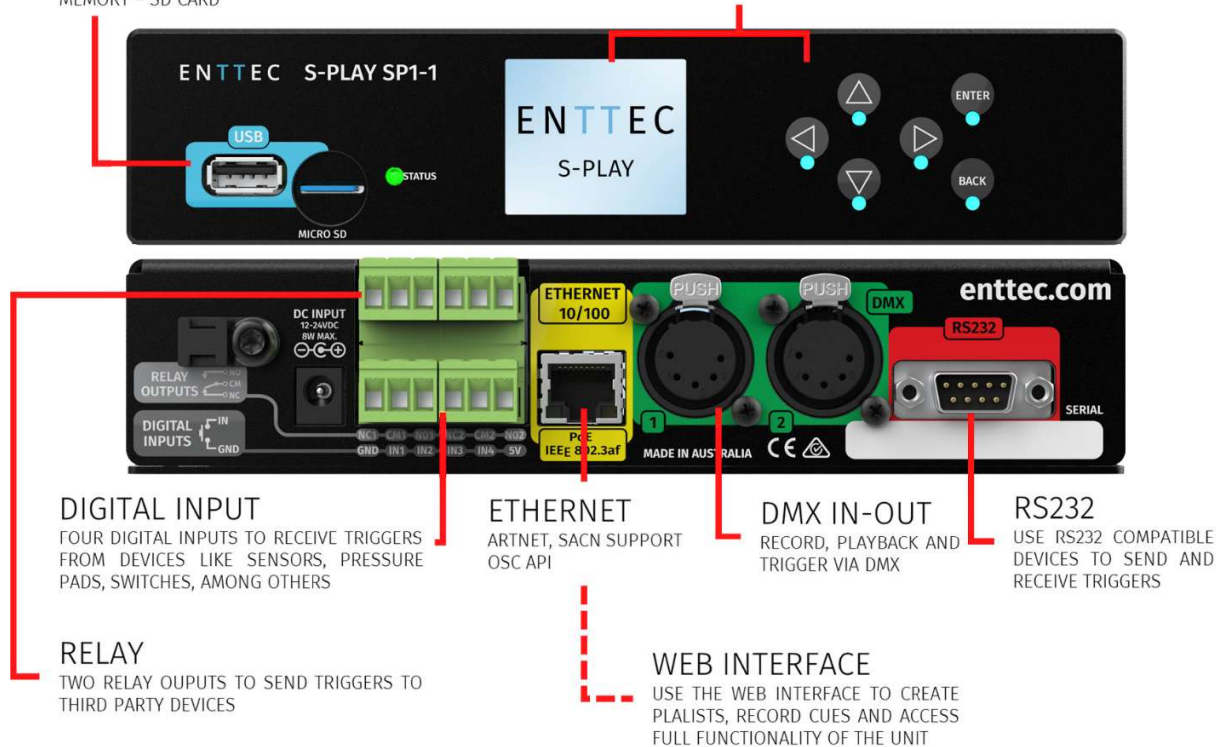
S-Play User Manual
Part No.: 51301

USB

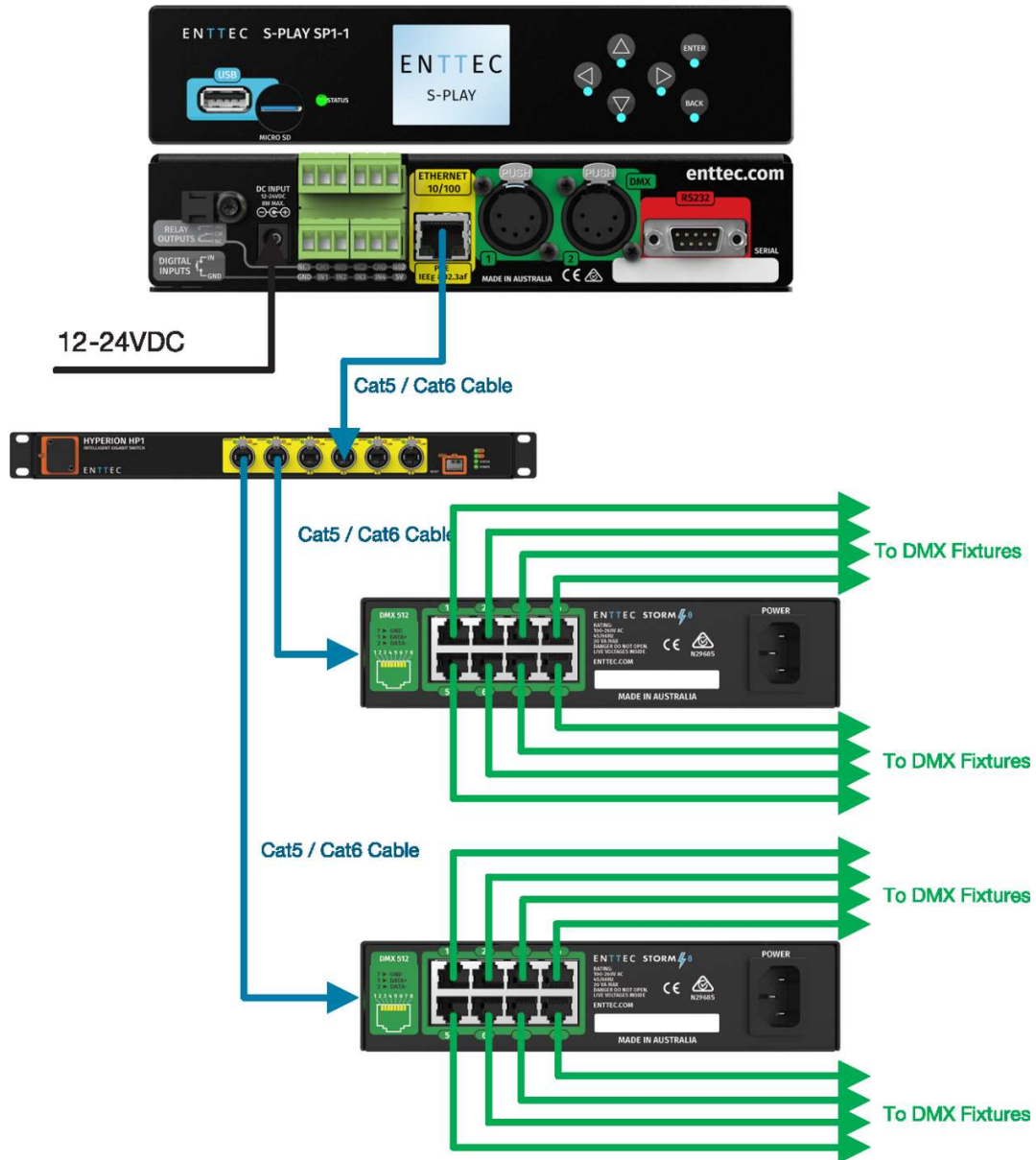
USE A USB DRIVE OR SD CARD TO BACKUP AND RESTORE FILES
SELECT BETWEEN INTERNAL AND EXTERNAL MEMORY – SD CARD

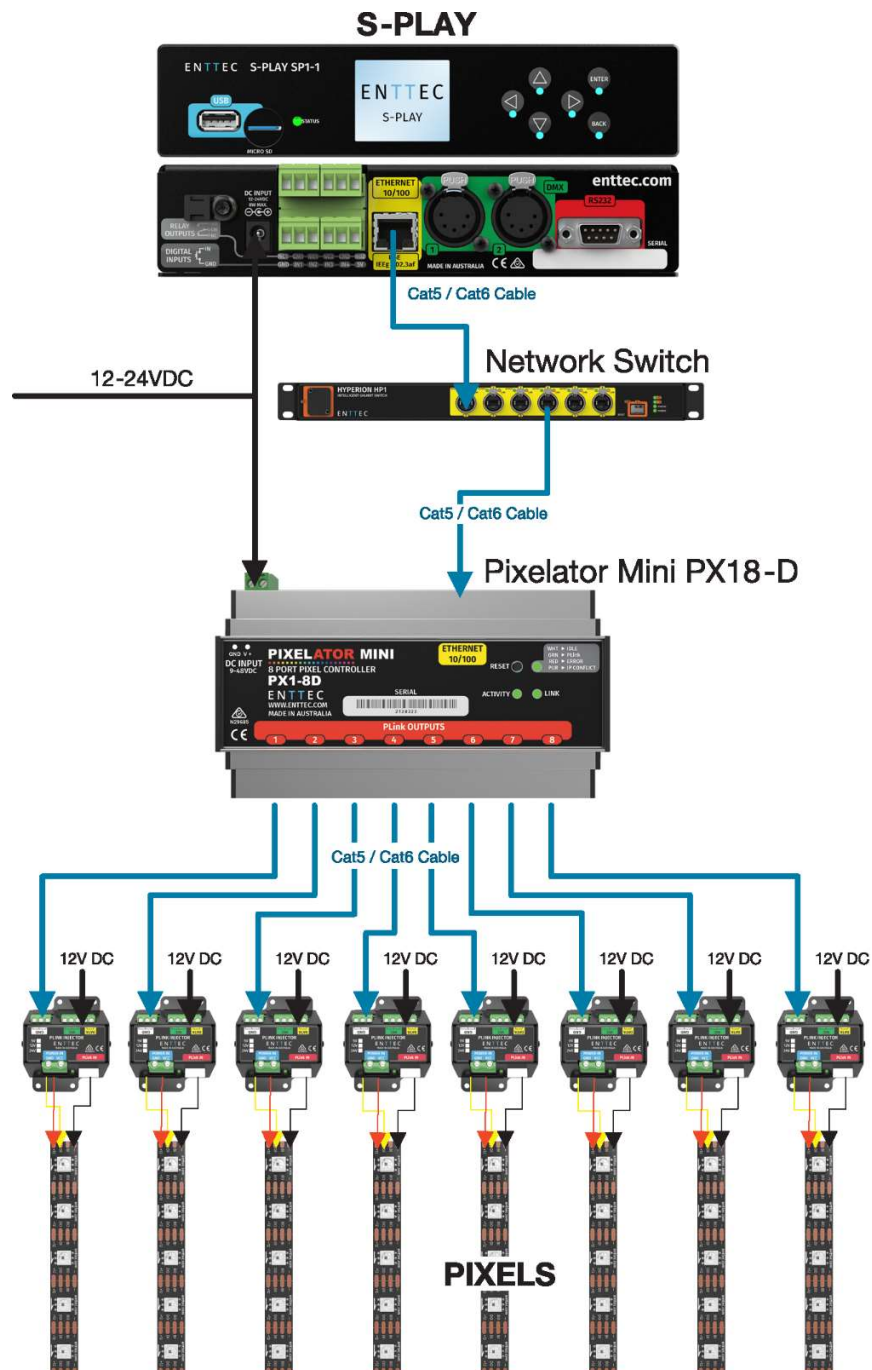
USER INTERFACE

LCD SCREEN MENU AND NAVIGATION
BUTTONS TO ACCESS PLAYLISTS AND CUES

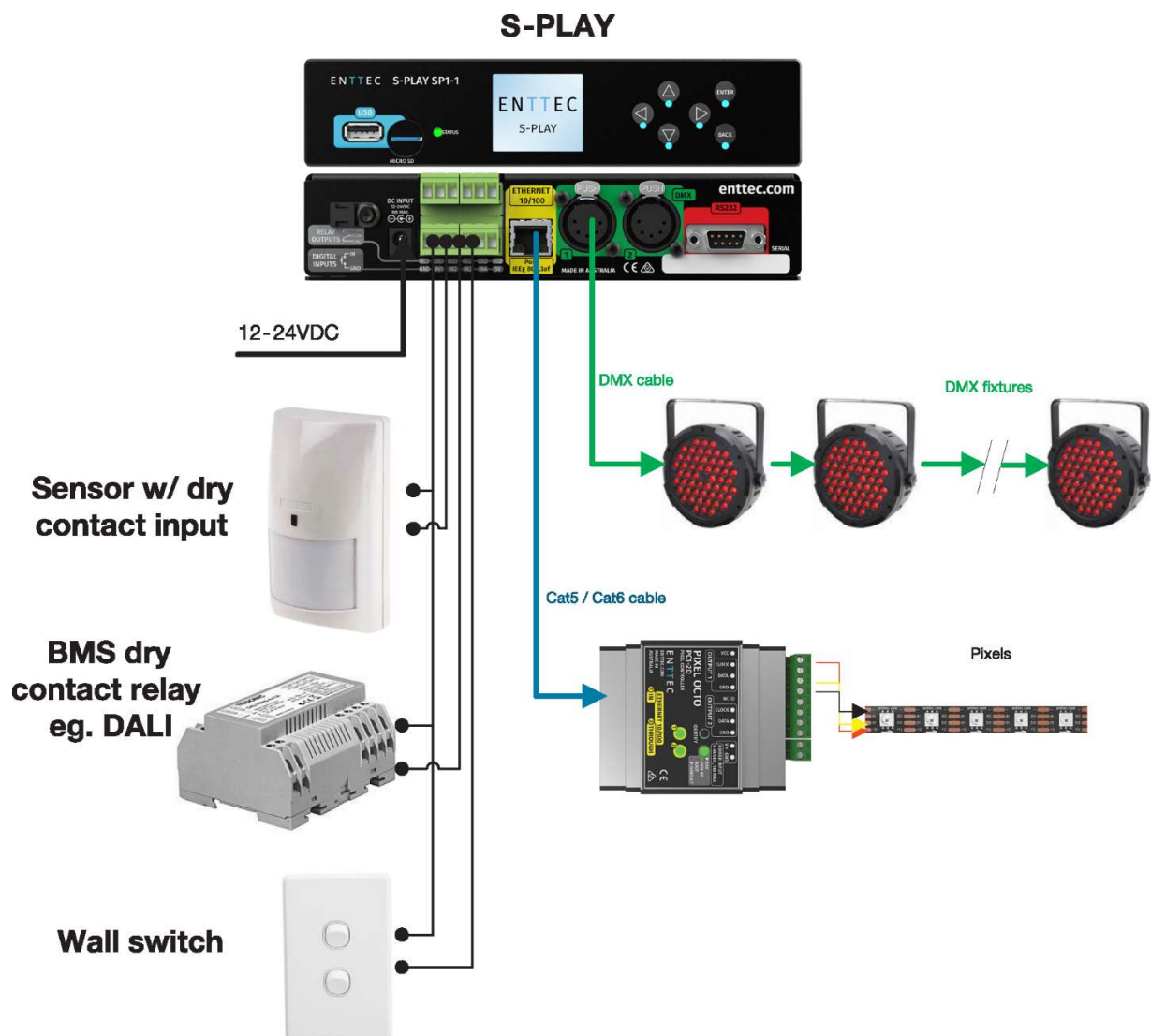


S-Play to Playback to DMX Systems





S-Play Application Diagram



Connection to Relays

The S-Play contains relays designed for use with low power devices and to provide switching logic for higher power devices.

To ensure a safe installation it is imperative that the power connected to the S-Play relays is within safe operating limits:

The S-Plays relay specifications are as follows:

Maximum Current Rating:	2A
Maximum Voltage Rating:	50V DC
Total switchable power of each S-Play relay:	60W.

To calculate the total power your circuit will pass through the relay, multiply the circuit voltage by the current you intend to pass through it. This value must be lower than 60W

	Example 1	Example 2	Example 3
Current	1.2A	2A	2A
Voltage	50V	30V	50V
Maximum Power	60W	60W	100W

If your application requires mains power switching or high current applications, ENTTEC recommends the use of a DMX switch pack controlled by the S-Play's DMX output, or wire the S-Plays relay outputs to connect to the primary coil of a DIN mount high powered relay.

Getting Started

Right out of the box, the S-Play is factory configured to:

- DHCP – *Allowing you to plug it directly into your existing router and it will receive a network address.*
- Output to DMX ports
- Update its internal clock based on the NTP server to update the date and time based on the selected time zone.

To begin your installation please follow these steps:

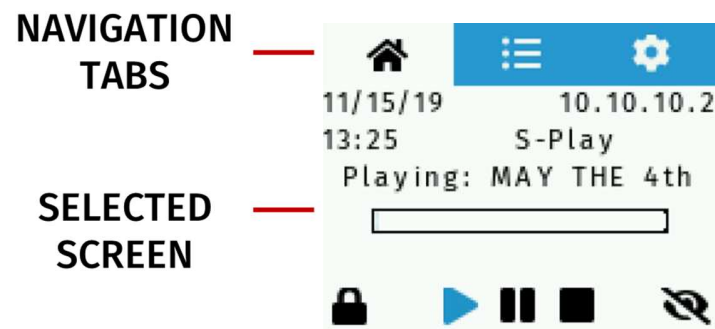
- Unpack the unit from the box. Inspect the S-Play for any damage that might have occurred in shipping and verify that it looks to be in good condition before plugging it into power.
- S-Play occupies a half width 1RU space, you will need to attach the mounting bracket kit included in the box to use the S-Play within a half width rack.
- Using a Cat5, Cat5e or Cat6 cable, connect the S-Play to an ethernet network.
- If the unit is connected to a compatible PoE (IEEE 802.3aF) router or switch skip this step. Otherwise, use the provided AC->DC power adapter to power up the unit by plugging it into your mains outlet and the rear of the S-Play.
- Once the unit is powered on, you will be able to see its IP address on the LCD display. The IP address will be automatically assigned by the network, if connected to a DHCP network. If you are connected to a static network, navigate to the devices settings to define a static IP address to allow you connect with the unit's web interface.

The LCD Menu

Controls

- **Direction arrows** – Can be used to move between menu tabs and increase or decrease the value in the field with numbers such as IP address, (using the side arrows will allow numerical values to be changed in steps of 10).
- **Back**- Used to return to the main menu from a sub-menu.
- **Enter** - Used to move down to a menu, access sub-menu options, set a numerical value or select options.

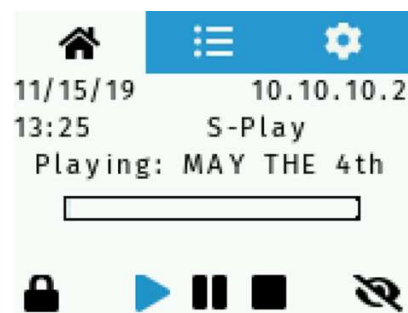
Layout



Home Screen

The home screen displays the following:

- Current date and time
- Device IP Address
- Device Name
- Playlist Status
- Lock Screen
- Playlist control
- Brightness control



Playlist Screen

The playlist screen allows the user the following:

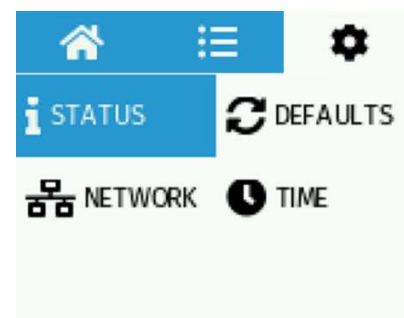
- Navigate playlists
- Play, pause and stop playlists
- Monitor playlist playback status



Settings Screen

The settings screen allows the user the following:

- Display system status
- Change network configuration (displayed when connected to a network)
- Display time and date
- Restore to factory defaults
- Create a USB backup
- Restore a backup from a USB



To create or restore a backup from a USB you must insert a USB drive into the S-Plays front USB port and navigate to the backup and restore menu.

To load an S-Play backup onto the S-Play, the backup file must be named **splay_backup.bak** for it to be accepted on the device.

Both backup and restore will take up to 1 minute to complete.

DO NOT remove the USB thumb drive whilst creating or restoring a backup.

Network Discovery

To configure your S-Play you will be required to use its web interface, to find your S-Plays IP Address you can either:

View the S-Plays LCD

1. Ensure your S-Play is physically hooked up to your network (or WiFi router) using an ethernet cable – DHCP is recommended for first time use.
2. Power up the device.
3. Monitor the LCD menu. The LCD will display the IP address in the LCD home page. If your S-Play's LCD shows 'DISCONNECTED' check even when your S-Play is set to the correct IP setting (either Static or DHCP) and power cycle the device.
4. Using a browser on a device within the same network range, type in the IP address shown on the LCD in order to access the web interface to load the S-Play web interface. All configuration can be done using the devices web page.

Finding an S-Plays IP Address from NMU

ENTTEC provides free software (available for Windows and MacOS) called Node Management Utility (NMU) that find the S-Play and display its IP address.

Note: The S-Play is only supported by NMU v1.93 and above.

Please follow these steps:

1. Download NMU from www.enttec.com
2. S-Play should be connected physically by an ethernet cable to the same physical network (or router) as the computer on which you will run NMU.
3. Open NMU. If prompted to, select your computers network interface that your S-Play is connected to.
4. Press the Discovery button and wait until NMU finds all supported ENTTEC devices
5. Once found, select 'S-Play' and press 'Configure' to be directed to your S-Plays Web interface.

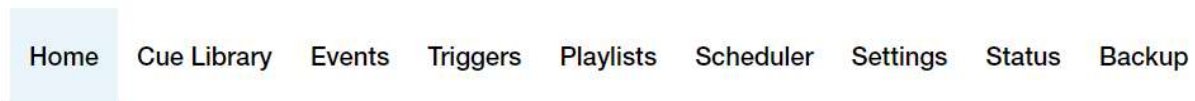
Note: When the S-Play is set to a static IP, the default gateway **MUST** be the same for both the S-Play and your computer for NMU to discover the S-Play.

Web interface

The S-Play can be configured and controlled through a web browser on a computer, located on the same Local Area Network (LAN) as the device. Either click on the 'configure' button within in NMU or type the IP address (as detected by NMU e.g. 10.10.3.156) into your web browser to access the web interface.



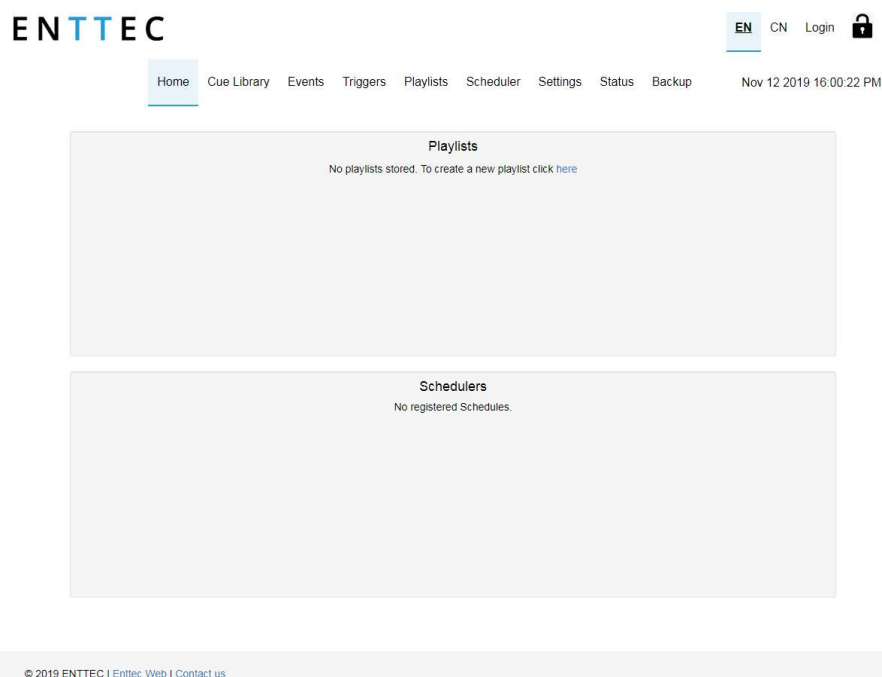
The S-Plays web interface consists of the following pages:



Home

The home page displays the following information and actively allows the control of the following items:

- Created Playlists:
 - Edit, Play, Pause, Stop, Intensity, Progress and Delete.
- Created Schedules:
 - Activate and Pause schedules



Cue Library

The Cue Library consists of a list of 256 cues, which can either be **Static**, **Dynamic** or **Effects**.

- A **Static** cue is a snapshot of up to 32 universes of data captured at a given time instance.
- A **Dynamic** cue is a recording of up to 32 universes of data captured from a given time duration.
- An **Effect** cue is a cue type capable of creating internal effects from within the S-Play without requiring a DMX source.

The Cue Library page allows the user to:

- Access all recorded or generated cues
- Preview and stop cues

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Home Cue Library Events Triggers Playlists Scheduler Settings Status Backup Nov 12 2019 16:00:49 PM

Show 20 Cues Search Cues ...

ID	Name	Type	Duration
1	Cue 001	Static	0.0
2	Cue 002	Static	0.0
3	Cue 003	Static	0.0
4	Cue 004	Static	0.0

Please select a cue to begin editing

- 256 Cues to choose from.
- To see more cues, use Previous and Next button at the bottom, or select number of Cues shown from top.
- Order by name, number or type (Click on title to order)
- Search by cue name or ID to filter the cues
- Select the cue, and more options will appear in this area to edit Cue.
- A cue can be either Static (DMX scene) or Dynamic (DMX recording)
- To save the cue either Edit Scene or Record

Once this page is accessed on the Web UI, playback will be stopped.

Events

The events page allows the user to do the following:

- Access all event options
- Create, edit and delete events

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Home Cue Library Events Triggers Playlists Scheduler Settings Status Backup Nov 12 2019 16:01:11 PM

Show 20 Controls Search Controls ...

ID	Name	Protocol
1	Event 000	N/A
2	Event 001	N/A
3	Event 002	N/A
4	Event 003	N/A

Events are commands that are sent from S-Play using the desired protocol.


- 128 Events entries to configure
- To see more events, use the navigation buttons on the bottom of the page
- Click the name of the column to sort the list
- Search by event name, protocol type or event ID
- Click on the event row to display options
- Once saved, you can use the events in the Playlist Page.

Triggers

The triggers page allows the user the following:




- Access all trigger options
- Create, edit and delete triggers

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EN CN Login 

Home Cue Library Events **Triggers** Playlists Scheduler Settings Status Backup May 27 2020 16:57:25 PM

Show Controls

ID 	Name 	Protocol 
1	Trigger 000	N/A
2	Trigger 001	N/A
3	Trigger 002	N/A
4	Trigger 003	N/A

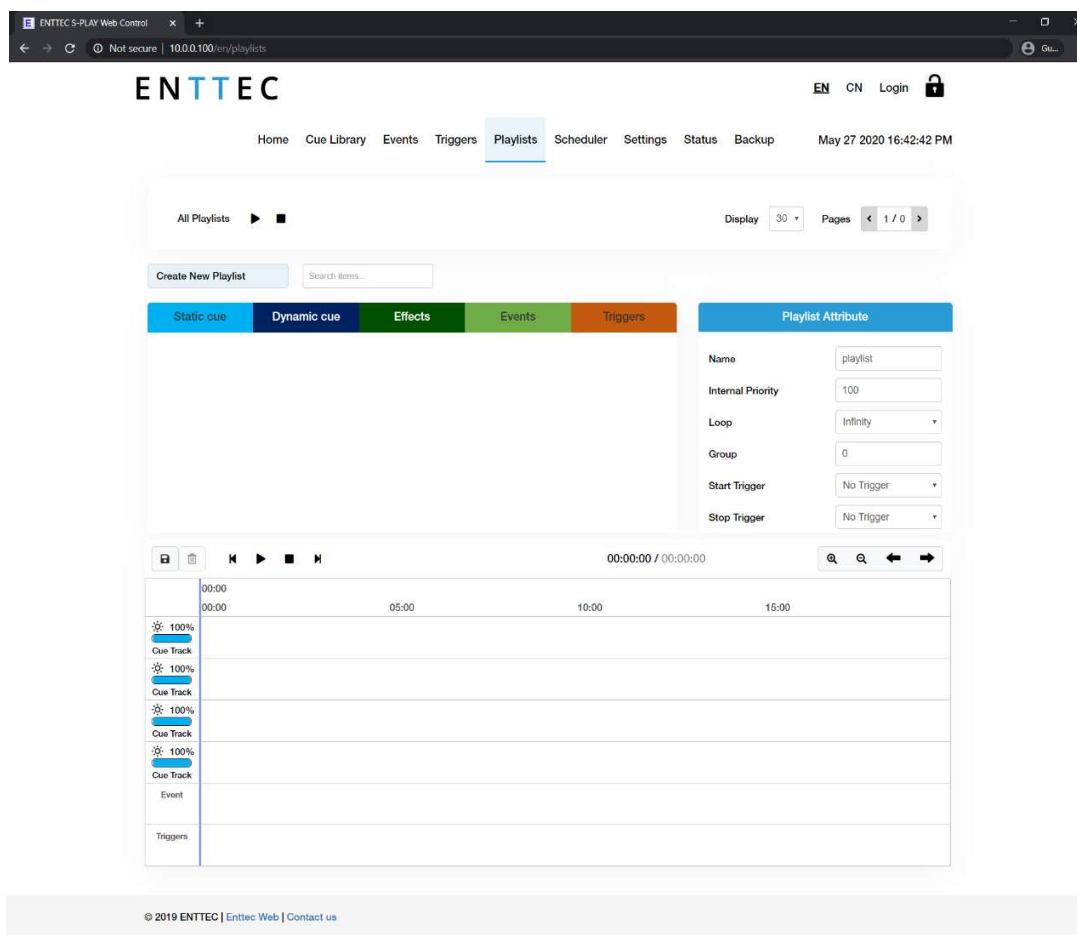
Triggers are commands that the S-PLAY will wait for before activating a playlist.

- A list of 128 Triggers allowing for configuration
- To see more triggers, use the navigation buttons at the bottom of the page or increase the quantity displayed per page.
- Click the name of the column to sort the list
- Search by trigger name, protocol type or trigger ID
- Click on the trigger row to display options
- Once saved, you can use the trigger in the Playlist Page.

Playlist

The playlist page allows the user the following:

- Access all playlists
- Play and stop playlists
- Delete playlist
- Create and Edit Playlists



Scheduler

The scheduler page allows the user the following:


- Access all schedules
- Play and pause schedules
- Monitor status of the schedule
- Create and edit schedules


No Registered Schedules

Create New Scheduler

Schedule Name:



Select Playlist: - Select a Playlist - ▾

Loop: 

Start: 

Time: Time ▾


▾

End: ☒  

☐ **After:** **Repetitions**

Frequency Type:

- ☐ Per Second
- ☐ Per Minute
- ☒ Hourly
- ☐ Daily
- ☐ Weekly
- ☐ Monthly
- ☐ Yearly
- ☐ Astronomical

Every **Hour(s)** 

Save Scheduler
Delete

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Settings

The settings page allows the user the following:

- Set S-Play Outputs
- Configure ArtNet and sACN output universes and destination IP's
- Configure output protocol refresh rate
- Configure DMX output ports
- Define the OSC Input Port
- Set the date, time and location
- Change the S-Play's network configuration
- Reset to factory defaults
- Update firmware



S-PLAY Outputs

All ArtNet

Universe 1:	ArtNet 1	Universe 2:	ArtNet 2	Universe 3:	ArtNet 3	Universe 4:	ArtNet 4
Universe 5:	ArtNet 5	Universe 6:	ArtNet 6	Universe 7:	ArtNet 7	Universe 8:	ArtNet 8
Universe 9:	ArtNet 9	Universe 10:	ArtNet 10	Universe 11:	ArtNet 11	Universe 12:	ArtNet 12
Universe 13:	ArtNet 13	Universe 14:	ArtNet 14	Universe 15:	ArtNet 15	Universe 16:	ArtNet 16
Universe 17:	ArtNet 17	Universe 18:	ArtNet 18	Universe 19:	ArtNet 19	Universe 20:	ArtNet 20
Universe 21:	ArtNet 21	Universe 22:	ArtNet 22	Universe 23:	ArtNet 23	Universe 24:	ArtNet 24
Universe 25:	ArtNet 25	Universe 26:	ArtNet 26	Universe 27:	ArtNet 27	Universe 28:	ArtNet 28
Universe 29:	ArtNet 29	Universe 30:	ArtNet 30	Universe 31:	ArtNet 31	Universe 32:	ArtNet 32

Update Outputs

ArtNet

Configure ArtNet

sACN

Configure sACN

DMX Output

Refresh Rate: 44 fps

Update DMX Settings

OSC Settings

OSC Port: 8000

Update OSC Export Playlists

Date & Time

Set Date Manually: On

Date: 26 June 2020

Time: 16:09

Time Zone: GMT+0

NTP Server: 0.au.pool.ntp.org

Update Clock

Location

GMT offset: 0 Hrs: 00 Min: 00

Latitude: 55° 25' North South

Longitude: 100° 11' East West

Calculated: Sunrise: 16:45 Sunset: 09:58

Update Location

Network Interface

DHCP: Off

IP Address: 10.0.0.100

Net Mask: 255.0.0.0

Gateway: 10.0.0.1

Update Network Settings

Reset to Factory Defaults

Click RESET to clear all user-entered configuration and return to factory defaults. After resetting, the

- Web password will be admin
- IP address might be reset (if set to DHCP)
- All cues and playlists will be wiped and reset

Warning: This will RESET all options & settings to factory default. All cues and playlists will be wiped and reset.

Reset to factory defaults

Firmware Update

Upload New Firmware: Browse Update Firmware

Status

The status page displays the following:

- The network information of the device
- The current output protocols
- System information including:
 - CPU status
 - Storage status
 - Device name
 - System uptime
 - Hardware ID
- Software version information
 - Firmware version

Network Information ⓘ

IP Address:	10.0.0.100
Subnet Mask:	255.0.0.0
Broadcast Address:	10.255.255.255
Mac Address:	00:50:C2:08:12:8B
Serial No.:	0050C208128B

Output Information ⓘ

	Universe 1	Universe 2	Universe 3	Universe 4	Universe 5	Universe 6	Universe 7	Universe 8	Universe 9	Universe 10	Universe 11
Protocol	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet
Universe	40	50	60	70	3	5	6	7	8	9	10
IP Address	Broadcast	Broadcast	Broadcast	Broadcast	Broadcast	Broadcast	Broadcast	Broadcast	Broadcast	Broadcast	Broadcast

System Information ⓘ

System Status:	✓ STARTED	STOP ENGINE	REBOOT
Activity:	No Playlist is Playing		
CPU Status:	Load: 5.9 % Temp: 40.4 °C		
Disk Space:	<div> <div>5.46 % used</div> <div>16.2 GB free out of 17.1 GB</div> </div>		
System Name:	S-PLAY		
System Uptime:	2 hours, 16, minutes		
Hardware ID:	165166c90541318f		

Software Information ⓘ

Software Version:	1.2.0 - Fri 08 May 2020 09:35:05 AM UTC
Web Version:	20200527.2
Engine Version:	20200520.1
DMX Driver Version:	1.5

Backup

The backup page allows the user the following:

- Settings backup
- Restore
- Storage location select

Settings Backup

Note! Backup includes:

- Settings
- Cues
- Events and Triggers
- Playlist
- Schedules

Save the .bak file by clicking on it. This file can be used to restore the files and setting to any S-Play.

Backup

Restore

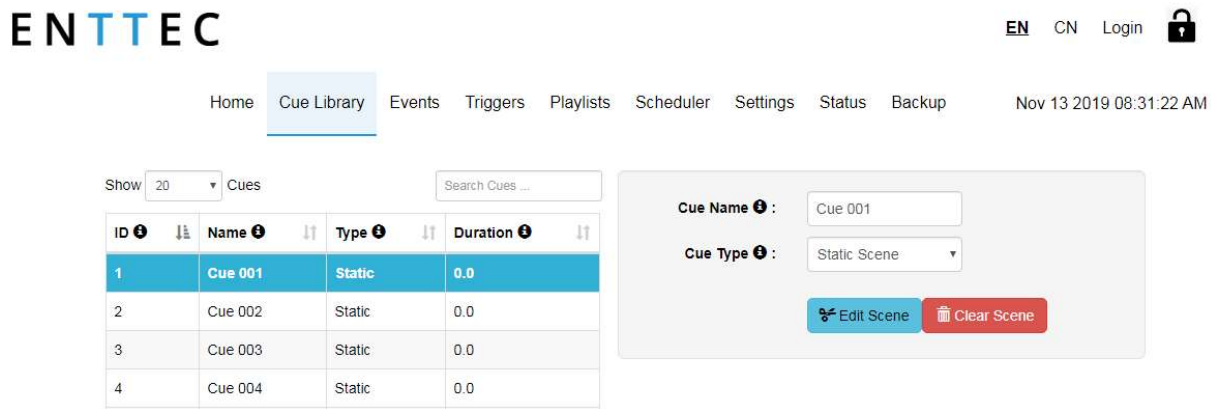
Note! Please ensure you are using the correct file
For example: *backup_IP_Address.sbak*

Warning! Restoring will **REPLACE** all current network settings & cue/playlist configuration on this unit.

Browse
Restore Settings

Record

To record Cues, select any cue in the library as shown in the image below.



Select the cue type to be recorded or created:

- **Static**
- **Dynamic**
- **Effects**

The S-Play allows previews of recordings or effects to be played back without the need to create a playlist.

If using the preview functionality, to avoid issues ensure your device is not set to preview a DMX output on the same port you are recording data on.



When recording either ArtNet or sACN be sure not to play back any recordings on the S-Play at the same time that are set to broadcast or Multicast data. This can result in conflicting data streams and an outcome dissimilar to the stream you were aiming to record.

Static Cue

1. Select Static Scene as the cue type
2. Press edit scene button
3. Provide cue name to aid identification
4. Select one of the following options for data capture:
 1. DMX (up to 2 Universes / 1024 Channels)
 2. Art-Net (up to 32 Universes / 16,384 Channels)
 3. sACN (up to 32 Universes / 16,384 Channels)
5. Specify the universes for capturing data

- Once the option for capturing is selected (either manually defined or a live snapshot), press on the capture button to take a snapshot of your input data at a specific time.

Toggle All Inputs – Selects all input universes

Save Scene - used to save the cue created

Close - Close edit window without saving

Preview – Observe the capture using DMX ports. This will stop any current playbacks

Stop Preview – Stop output of captured data through DMX ports

The DMX values captured will be shown for the corresponding universe, as shown in the image below:

The screenshot shows the 'DMX Scene Editor' window. At the top, there's a 'Cue Name' field with 'Cue 001' and a 'Toggle All Inputs' button. Below this is a row of buttons: 'DMX' (blue), 'Art-Net' (yellow), and 'sACN' (orange). To the right of these are 'SET' (1), 'THRU' (512), '@' (255), 'Set DMX' (green), and 'Capture' (green). The main area is a grid of 32 input universes, each with a header (In 1 to In 32) and a row of 32 input fields. The first row of input fields contains values from 0 to 15, and the second row contains values from 16 to 31. A tooltip with the value '201' is visible over the input field for In 22. At the bottom, there are four buttons: 'Save Scene' (green), 'Close' (red), 'Preview' (green), and 'Stop Preview' (red).

Dynamic cues recording can be started manually or by sending an ArtNet trigger.

N.B. During ArtNet recording, ensure that no other active ArtNet/sACN device is outputting (including the S-Play) to eliminate interference loopback, which leading to the incorrect recording.

[illegible]

Manual Recording Control

1. Select Dynamic Scene as the cue type
2. Select **Manually** from the Rec. Control option
3. Press the **Edit Record** button

4. Provide cue name to aid identification
5. Select one of the following options for data capture:
 1. Snapshot DMX (up to 2 Universes / 1024 Channels)
 2. Snapshot Art-Net (up to 32 Universes / 16,384 Channels)
 3. Snapshot sACN (up to 32 Universes / 16,384 Channels)
6. Specify the universes for capturing data
7. Once the option for capturing is selected, press on the start rec button to start the recording. The timer in the right bottom part of the window should start running as soon as data is captured.

The DMX values captured will be shown for the corresponding universe.

Toggle all inputs – Selects all input universes

Save scene - used to save the cue created

Close - Close edit window without saving

Preview – Observe the capture using DMX ports. This will stop any current playbacks

Stop Preview – Stop output of captured data through DMX ports

N.B. During Art-Net or sACN recording check that no active output is broadcasting from your S-Play to eliminate unwanted frame loopback.

ArtNet Recording Control

1. Select Dynamic Scene as the cue type
2. Select **ArtNet Trigger** from the Rec. Control option
3. Set the desired universe, channel and value to activate the trigger

Rec Control ⓘ : ArtNet Trigger ▼

Uni ⓘ : In 10
Net: 0 Subnet: 0 Uni: 10

Channel ⓘ : 5 ▼

Val ⓘ : 240 ▼

Edit Record Clear Record

4. Press edit record button
5. Provide cue name to aid identification
6. Select one of the following options for data capture:
 1. Snapshot DMX (up to 2 Universes / 1024 Channels)
 2. Snapshot Art-Net (up to 32 Universes / 16,384 Channels)
 3. Snapshot sACN (up to 32 Universes / 16,384 Channels)
7. Specify the universes for capturing data
8. Once the option for capturing is selected, press on the start rec button to start the recording.
9. S-Play will wait then for the trigger to be active before it starts recording
10. The timer in the right bottom part of the window should start running as soon as the Trigger is active, and data is captured

The DMX values captured will be shown for the corresponding universe.

Toggle all inputs – Selects all input universes

Save scene - used to save the cue created

Close - Close edit window without saving

Preview – Observe the capture using DMX ports. This will stop any current playbacks

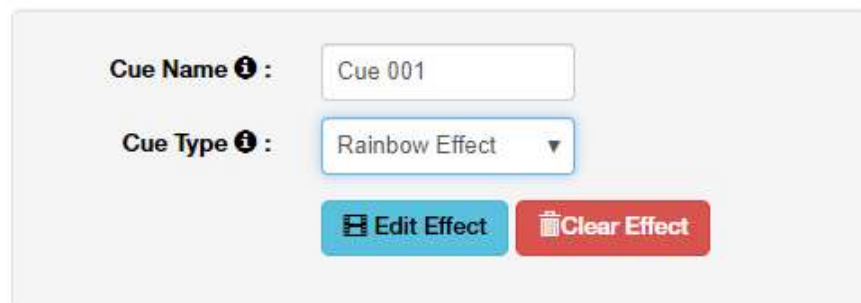
Stop Preview – Stop output of captured data through DMX ports

N.B. During Art-Net recording check if no active Art-Net output is broadcasting to eliminate frames loopback, which leads to the incorrect recording.

N.B. The Art-Net trigger will be active, once the value of the channel is equal to or greater than the value set in the trigger.


Effects

1. A slot from the Cue Library
2. Provide cue name to aid identification
3. Select your desired effect type within the **Cue Type** field.
4. Press the **Edit Effect** button

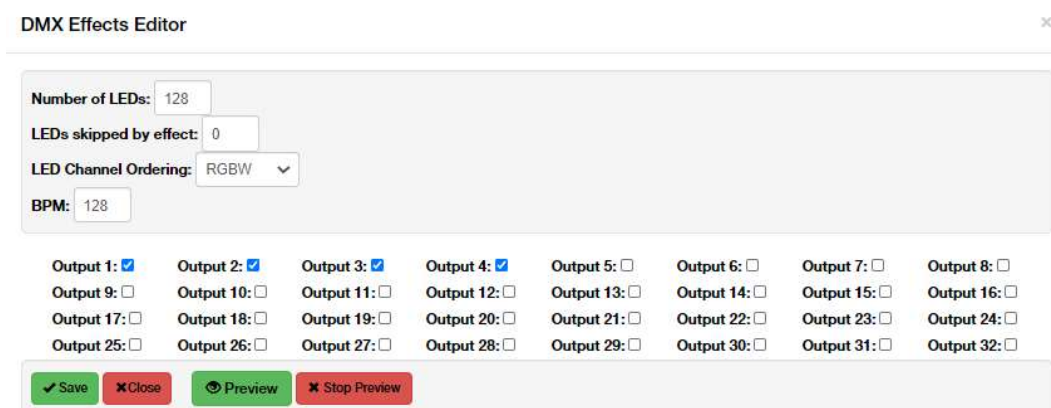


Cue Name ⓘ : Cue 001

Cue Type ⓘ : Rainbow Effect ▼

5. Configure your desired effects using the onboard parameters. – The S-Plays colour effects have been primarily designed around LED and RGBW fixtures.



DMX Effects Editor





Number of LEDs: 128

LEDs skipped by effect: 0

LED Channel Ordering: RGBW ▼

BPM: 128

Output 1: <input checked="" type="checkbox"/>	Output 2: <input checked="" type="checkbox"/>	Output 3: <input checked="" type="checkbox"/>	Output 4: <input checked="" type="checkbox"/>	Output 5: <input type="checkbox"/>	Output 6: <input type="checkbox"/>	Output 7: <input type="checkbox"/>	Output 8: <input type="checkbox"/>
Output 9: <input type="checkbox"/>	Output 10: <input type="checkbox"/>	Output 11: <input type="checkbox"/>	Output 12: <input type="checkbox"/>	Output 13: <input type="checkbox"/>	Output 14: <input type="checkbox"/>	Output 15: <input type="checkbox"/>	Output 16: <input type="checkbox"/>
Output 17: <input type="checkbox"/>	Output 18: <input type="checkbox"/>	Output 19: <input type="checkbox"/>	Output 20: <input type="checkbox"/>	Output 21: <input type="checkbox"/>	Output 22: <input type="checkbox"/>	Output 23: <input type="checkbox"/>	Output 24: <input type="checkbox"/>
Output 25: <input type="checkbox"/>	Output 26: <input type="checkbox"/>	Output 27: <input type="checkbox"/>	Output 28: <input type="checkbox"/>	Output 29: <input type="checkbox"/>	Output 30: <input type="checkbox"/>	Output 31: <input type="checkbox"/>	Output 32: <input type="checkbox"/>

6. Effects are applied on a per universe basis and do not cascade across multiple. – Select each of the S-Plays universes that you wish to apply the effect to
7. After the parameters have been set, the S-Play allows effects to be previewed using the **Preview** button.
8. Once happy with the effect created this can be Saved to the S-Plays memory.

Playback

Preview Cue

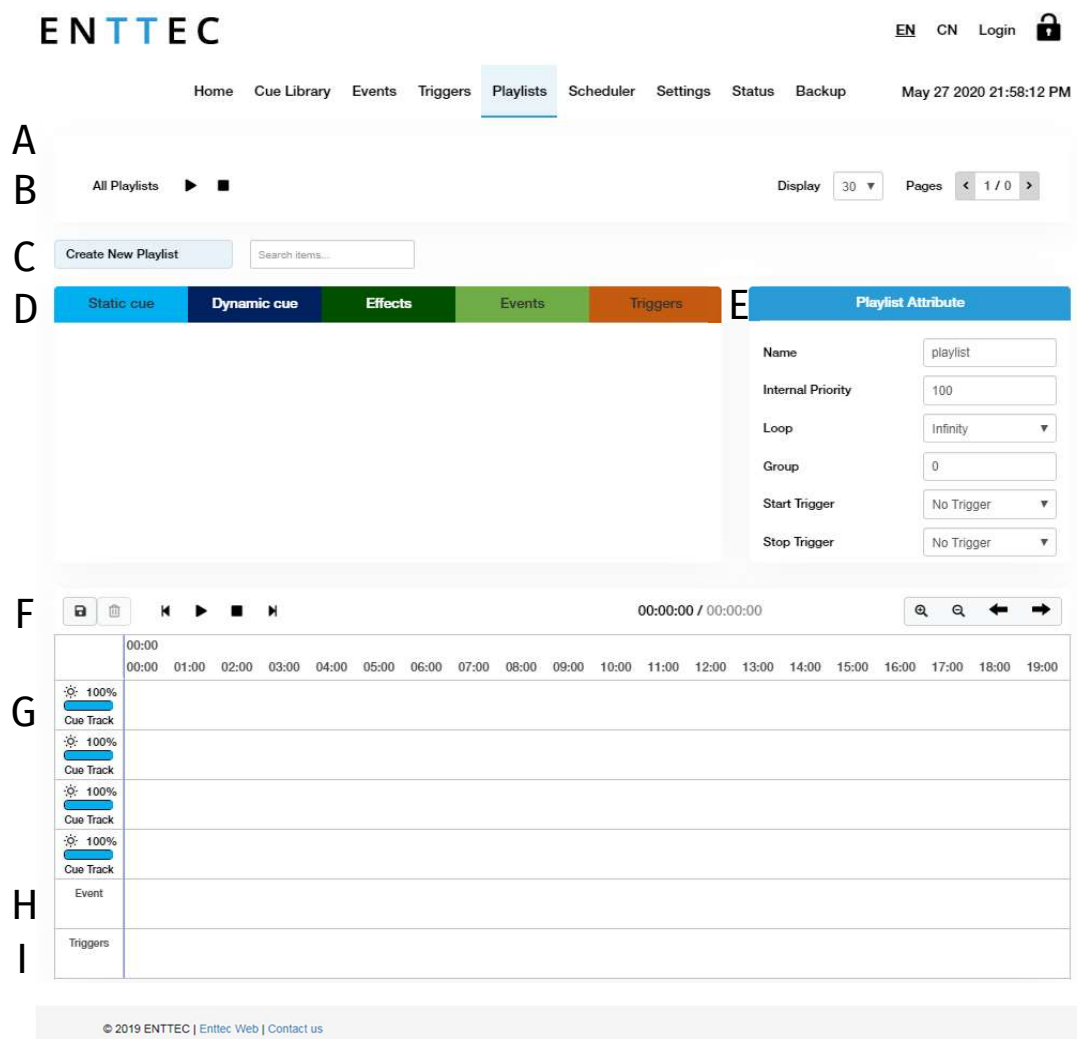
- Select a Cue within the **Cue Library** and enter edit mode.
- Click **Preview Cue**.
- The **Cue** is previewed on the selected output ports as defined within the S-Plays **Settings** page.

When previewing a cue, be sure to stop the preview when done.

Playlists

The playlist page allows the user to add multiple cues (static or dynamic), events and triggers in a sequence to be stored and played back at any given point.

Playlist Page Layout



The playlist page is comprised of 9 key elements:

A. Created Playlists

B. Global Playlist Control

Playlist Editor

C. List of Playlists

D. Available cues and controls

E. Playlist attributes

F. Playlist settings

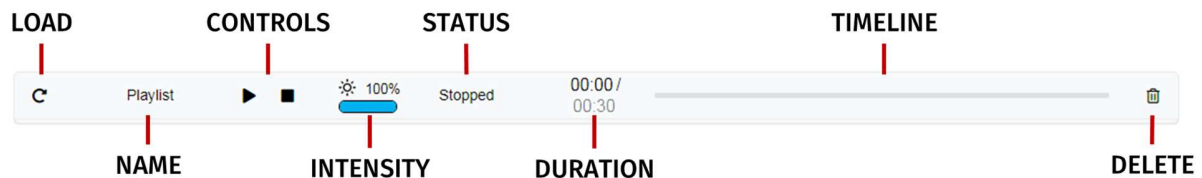
G. Playlist timeline and Media tracks

H. Event track

I. Trigger track

Created Playlists

This section lists all the playlist created. The section displays basic information like the playlist name and duration and gives the user basic control over a playlist



Load: loads the playlist in the timeline and media track for editing

Name: Display the name of the playlist set in the playlist attribute section

Controls - Play/Pause, Stop

Play: Play the selected playlist, also the Playlist is loaded into the timeline and media track section

Pause: Pause the selected playlist. By pausing a playlist, S-Play holds the las DMX value.

Stop: Stops the selected playlist. By stopping a playlist, S-Play stops outputting any data (set DMX value t 0)

Intensity: real-time control of the master intensity of the playlist. By default, it is set to 100% and it can be changed when the playlist is playing.

Status: states the status of the playlist. It can be: *Playing, Paused, Stopped, Waiting for Trigger.*

Duration and Timeline: real-time count down of the playlist. Actual time / Duration of the Playlist. Once the playlist is done playing, S-Play stops outputting any data.

Delete: Deletes the playlist and schedules where the playlist is used.

Global Playlist Control

Gives control over all the created playlists. When pressing play on the global control, all the playlists start playing. If there are conflicts in channels, the values are merged on a Highest takes Precedence (HTP) basis, meaning that, the playlists with higher **internal priority** override the other values played.

List of Playlists

This dropdown menu lists all the created playlist. For editing select a playlist from the list. To create a new Playlist, select "Create New Playlist" from the list. This entry will always be the first entry of the menu.

Available Cues and Controls

Lists all the media that can be used in the playlist. It is categorized by Static Cues, Dynamic Cues, Effects, Events and Triggers.

To use any media, drag and drop the desired cue into any of the media tracks. Please note that triggers and events have dedicated tracks.

Playlist Attributes

Name: Set the name of the playlist.

Internal Priority: when playing multiple playlists, for any conflict between channels, the playlist with higher priority will drive the output. If the playlist has the same priority the channels will merge following HTP (Highest takes precedence) method.

Loop: Determine the number of times that the playlist will play until it stops

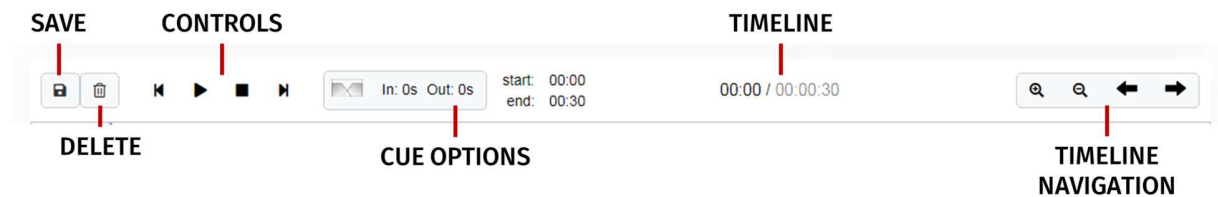
Group: Define a group of playlists to override the output. Groups with the highest hierarchy drive the S-Play's output when the groups of the same number have universe conflicts the S-Play references Internal Priority.

Start Trigger: A list of triggers set in Triggers page, except "On Power Up" which triggers playlist right after Splay is powered on. These triggers are used to start the playlist. To use this feature, select a Trigger from the dropdown menu; the Playlist will play by either pressing play or activating the trigger.

Stop Trigger: A list of Triggers set in Triggers page. These triggers are used to stop the playlist. To use this feature, select a Trigger from the dropdown menu; the Playlist will stop when the trigger conditions are met.

Playlist Attribute	
Name	<input type="text" value="playlist"/>
Internal Priority	<input type="text" value="100"/>
Loop	<input type="text" value="Infinity"/>
Group	<input type="text" value="0"/>
Start Trigger	<input type="text" value="No Trigger"/>
Stop Trigger	<input type="text" value="No Trigger"/>

Playlist Settings



Save: Saves any change on the Playlist. S-Play will ask to save any change before playing a Playlist.

Delete: Deletes the playlist loaded in the Playlist Editor

Control: Gives navigation and playback over the playlist loaded in the Playlist Editor

Cue Options: Options for any cue added into the cue track. The cue options are also active when a cue in the cue track is selected.

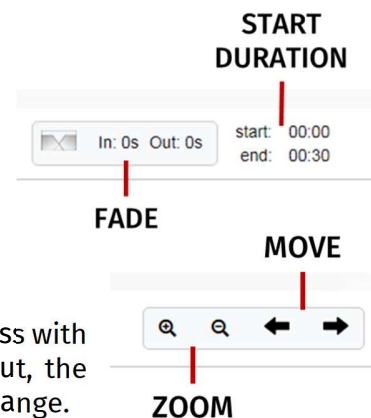
Fade: Set the fade in and fade out time for a cue. It will go from 0 to max intensity in the set period.

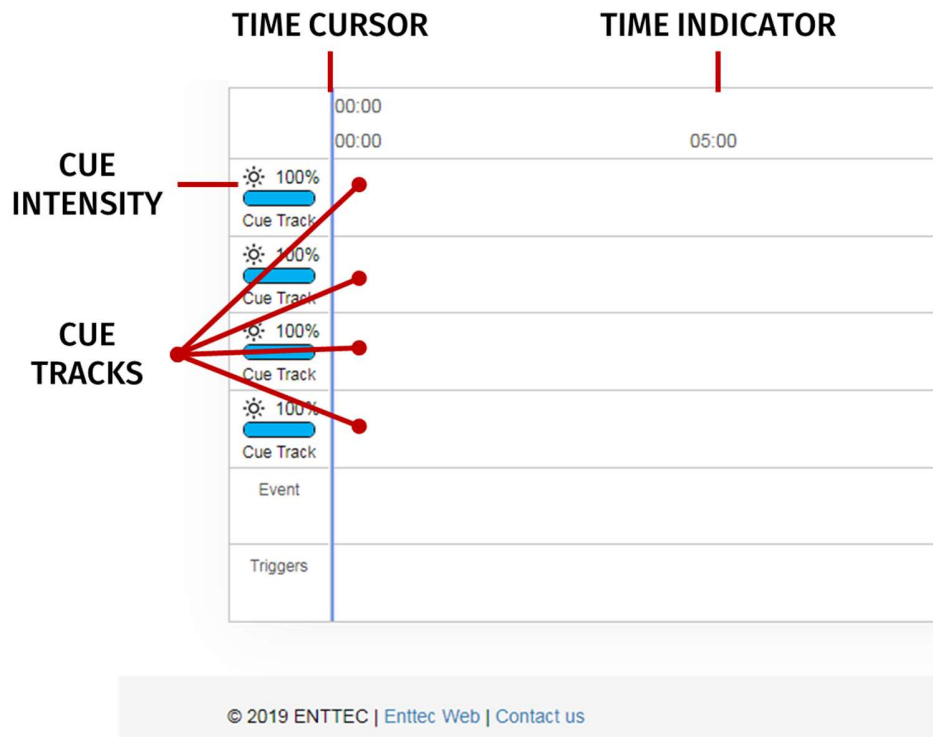
Start/Duration: Manually add the start time for the selected cue. On a static cue, you can change the duration by also editing the end time. On a Dynamic cue, the duration is set according to the recording.

Timeline: Shows the current time of the playlist out of the total duration of it.

Timeline navigation: Zoom in and Out using the magnifying glass with the plus and minus symbol. Note that when you zoom in/out, the values in the timeline change and the size of the cue boxes change.

Use the arrows to move on time in the playlist timeline.





S-Play has 4 different cue tracks where any cue from the playlist media section can be dragged on.

Intensity: Each track has its own intensity and it affects all the media on the same level.

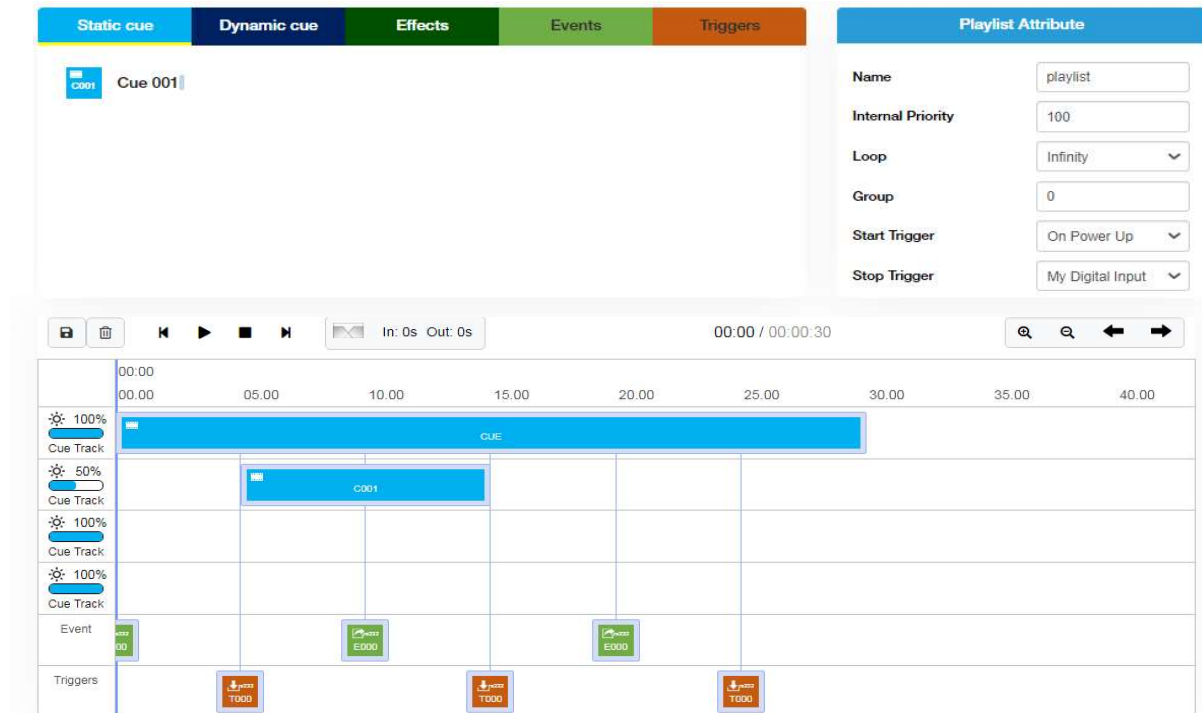
Cue tracks: Drag and drop media to this section. To remove a cue from the tracks, select the cue and click on the red **x** next to the right edge of the box.

When playing multiple media at the same time. i.e. 2 cues on 2 different tracks, S-Play will use HTP (Highest value Takes Priority) merging.

Event and Trigger Tracks

These tracks are reserved for events and triggers respectively. The vertical line shows the exact moment playlist will pause to wait for the trigger to be active, or the playlist executes the event. When using triggers, the playlist pauses and holds the last value on the output. To continue, activate the selected trigger or press play again.

Example Playlist



This example is showing a playlist named "playlist" that will start on power up and will loop until manually stopped (Loop: Infinity)

The static cue "CUE" will play while sending an RS232 Event. By second 5 the playlist will pause and wait for the GPIO trigger to be sent an C001 will start playing with 50% intensity. The playlist will then continue sending Events and waiting for triggers. At second 30 it will loop back sending the first RS232 Event out.

Control

Events

Use events to allow integration between S-Play and other devices. S-Play can send commands over multiple protocols and interact with Relays.

RS232

Make sure the receiver has the correct communication setup:

- Baud rate: 9600
- Data: 8bit
- Parity: None
- Stop: 1bit
- Flow Control: none

N.B. ASCII Command text limited to 32 Characters only.

DMX

Send a value over a specified channel on the DMX port of your choosing.

Set the following:

- DMX Port
- Channel
- Value

ArtNet

Unicast or broadcast a value over a specified channel and universe over Art-Net

Set the following:

- IP Address (if unicasting)
- Output Universe
- Channel
- Value

sACN

Unicast or multicast a value over a specified channel and universe over sACN.

Set the following:

- IP Address (if unicasting)
- Output Universe
- Channel
- Value

Relay

Control the relay action

- NO: Normally Open
- NC: Normally Closed

N.B. On system power-up, the Relays position is set to be normally open.

Triggers

Use triggers to take control of the timeline of the playlist. When using a trigger, the timeline will pause until the selected trigger is active.

Triggers can be used to start a playlist or at any point within the timeline.

When a playlist is waiting for a trigger, it will play by either activating the trigger or by pressing play. This way there is full control of the playback even when the triggers are not available.

OSC

The S-Play can receive OSC through two key methods:

1). Triggers that can be created to start and resume playlists.

2). Integration with the S-Plays OSC API to enable control of:

- Master intensity
- Play, pause and stop all playlists
- Play, pause and stop individual playlists
- Per-playlist intensity control

The screenshot shows the 'Control Options' form for an OSC Trigger. It includes fields for 'Control Name' (OSC Trigger), 'Type or Protocol' (OSC), and 'Command' (/s-play/play). A blue box contains instructions: 'Trigger will be ready, when, entered Command is matched.', 'Command must be received on UDP Port configured in OSC Settings.', and 'OSC Command must start with leading / sign.'. At the bottom are 'Save Control' and 'Reset Control' buttons.

Within the S-Plays Settings page, the global OSC receive port can be set, in addition to an 'Export Playlists' button that exports the ID's of each playlist for use within the OSC API.

Visit www.enttec.com to download the OSC API, or follow this [link](#).

RS232

RS232 Communication settings:

- Baud Rate: 9600
- Data: 8bits
- Parity: none
- Stop: 1bit
- Flow Control: None

N.B. Command text is limited to 32 Characters only.

The screenshot shows the 'Control Options' form for an RS232 Trigger. It includes fields for 'Control Name' (RS232 Trigger) and 'Output Type' (RS232). A blue box contains instructions: 'A Trigger will be activated when an incoming command matches the user defined RS232 command.', 'RS232 communication information Baud rate : 9600, Data : 8 bit, Parity : none, Stop: 1 bit, Flow Control: none', and 'Command text is limited to 32 characters only.'. At the bottom are 'Save Trigger' and 'Reset Trigger' buttons.

DMX

DMX trigger will be active when the trigger value is equal and greater than the selected trigger value.

Set the following:

- DMX Port
- Channel
- Value

N.B. If DMX is selected as output protocol in the setting page, the DMX triggers will be disabled in the playlist.

Control Options

Control Name: DMX Trigger

Type or Protocol: DMX

When used in a playlist, S-Play will wait to receive the selected DMX value over the specified Port and Channel

DMX Port: Port 2

Trigger Channel: 6

Trigger Value: 182

Save Control Reset Control

Digital Input

S-Play has 4 Digital input ports to activate triggers. **The triggers will be activated when the digital input is in low position (normally closed).** If the input remains on low position while the timeline goes over the trigger, the playlist won't pause.

Use GPIO triggers with sensors, pressure pads, wall switches, etc.

Control Options

Control Name: GPIO Trigger

Type or Protocol: Digital Input

Idle position for digital input is high
Trigger is executed when digital input position is low

PORTS ROW: DIGITAL INPUTS

Ports: 1

Save Control Reset Control

Art-Net

Art-Net trigger will be active when the trigger value is equal and greater than the selected trigger value.

Art-Net trigger can be unicasted or broadcasted to S-Play.

It is recommended not to use the same universe used in playback.

Set the following:

- Input Universe
- Channel
- Value

Control Options

Control Name: Art-Net Trigger

Type or Protocol: Art-Net

When used in a playlist, S-Play will wait to receive the selected DMX value over the specified Art-Net Universe and Channel

Universe: In 1 Net: 0 Subnet: 0 Uni: 0

Trigger Channel: 1

Trigger Value: 0

Save Control Reset Control

sACN

sACN trigger will be active when the trigger value is equal and greater than the selected trigger value.

sACN triggers can be either unicasted or multicast to the S-Play.

It is recommended not to use the same universe used in playback.

Set the following:

- Input Universe
- Channel
- Value

The screenshot shows the 'Control Options' window for configuring an sACN trigger. It includes input fields for 'Control Name' (set to 'sACN Trigger'), 'Type or Protocol' (set to 'sACN'), 'sACN Uni' (set to '150'), 'Trigger Channel' (set to '9'), and 'Trigger Value' (set to '216'). A light blue informational box states: 'When used in a playlist, S-Play will wait to receive the selected DMX value over the specified sACN Universe and Channel'. At the bottom are 'Save Control' and 'Reset Control' buttons.

Control Options	
Control Name ⓘ :	sACN Trigger
Type or Protocol ⓘ :	sACN ▼
<div>• When used in a playlist, S-Play will wait to receive the selected DMX value over the specified sACN Universe and Channel</div>	
sACN Uni ⓘ :	150
Trigger Channel ⓘ :	9 ▼
Trigger Value ⓘ :	216 ▼
<div>✓ Save Control ⚙ Reset Control</div>	

Schedule

To set up a schedule you need to create a playlist first. The scheduler will play the playlist at a set time until the end condition is met. i.e. *PlaylistA* can be played every day on sunset from the 1st of February until the last Friday of October.

The playlists played by the scheduler will play next if there is a playlist playing when the initial condition is met. In the previous example, if S-Play is playing *PlaylistB* right before sunset, S-Play will wait for it to finish to play *PlaylistA* set in the scheduler.

Give attention to the setup of Date & Time and Location settings for the correct work of Schedulers.

ENTTEC

The page has 7 different sections:

a. Created Schedules

Scheduler Editor

b. List of Schedules

c. Schedule name

d. Selected playlist

e. Start condition

f. End condition

g. Frequency type

Created Schedules

PLAY PAUSE	STATUS	SCHEDULER NAME	PLAYLIST NAME	PLAYLIST LOOP	SCHEDULER FREQUENCY	START TIME	START DATE	END DATE	DELETE
<div> <div>⏸</div> <div>⏮</div> </div>	<div> <div>●</div> <div>Activated</div> </div>	ONCE A YEAR	Playlist	Infinity	Frequency: Hourly	Time: 20:30	Start: 2019-11-18	End: 2019-11-18	<div> <div>🗑</div> </div>

The created schedulers list gives information at a glance of the parameters set on each scheduler.

Pause/Play: Gives control of the scheduler. If a scheduler is paused, the status light will become yellow.

Load: Load scheduler into the Scheduler Editor to update or change any parameter

Status: Displays the status of the scheduler

- Green: Active Scheduler. An active scheduler still has instances to play
- Red: Expired Scheduler. An expired scheduler does not have any instances left to play.

- Yellow: Paused Scheduler. The scheduler will not play until it's active and the end condition is not met.

Scheduler name: Name set in the scheduler editor

Playlist name: Playlist selected in the scheduler editor

Playlist Loop: loop set in the scheduler editor, by default this is the same value configured in the playlist attributes

Scheduler frequency: frequency set in the scheduler editor

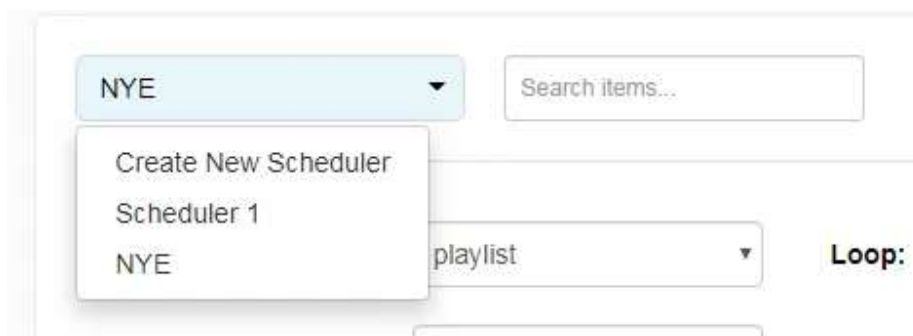
Start time: Time set in the scheduler editor

Start date: Start date set in the scheduler editor

End condition: End condition set in the scheduler editor. To set an infinitely looping schedule, set the end time to be identical to the beginning

Delete: Delete selected scheduler

List of Schedules



Lists all the schedules saved and shown in the created scheduler section. When an option is selected, its parameters are loaded into the scheduler editor.

To create a new scheduler, select "Create New Scheduler" option.

Schedule Name

Name to aid Schedule identification.

Selected Playlist

List of available Playlist to be scheduled.

Start Condition

Set a schedule to start at a specific time, at sunrise or sunset. The sun phase is calculated based on the location set in the settings page. It takes into consideration:

- GMT Offset
- Latitude
- Longitude

To set the start of the scheduler to a specific time do the following:

- Select “Time” from the dropdown menu
- Click the first two digits on the second dropdown menu and set the hour using the dial. Note that the inner circle show hours past noon (>12) and the outer circle show hours before noon (1AM to 12).

The screenshot displays the S-Play scheduler configuration interface. At the top, the 'Start' date is set to '2019-11-18'. Below it, the 'End' date is '2019-11-19'. The 'Frequency Type' is set to 'Hourly'. The 'After' field is '1' and 'Repetitions' is '1'. The 'Time' dropdown menu is open, showing '20:30'. Below this, there are two circular dials. The top dial is for the hour, with an inner circle for hours past noon (13-24) and an outer circle for hours before noon (1-12). The bottom dial is for the minutes, ranging from 00 to 55 in 5-minute increments. The time '20:30' is displayed in the input field above the dials.

- To set the minutes, click on the last two digits and use the dial to select the desired time.

End Condition

The scheduler will be expired once the end condition is met. It can be on a specific date or after a desired amount of repetitions.

Frequency Type

Set the frequency when the playlist set will play.

Frequency Type:

- ☒ Per Second
- ☐ Per Minute
- ☐ Hourly
- ☐ Daily
- ☐ Weekly
- ☐ Monthly
- ☐ Yearly
- ☐ Astronomical

Every Second(s) ⓘ

Save Scheduler

Delete

Per Second

Start the selected playlist after the specified seconds.

Per Minute

Start the selected playlist after the specified minutes.

Hourly

Start the selected playlist after the specified hours.

Daily

Start the selected playlist either every day or every number of days specified.

Frequency Type:

- ☐ Per Second
- ☐ Per Minute
- ☐ Hourly
- ☒ Daily
- ☐ Weekly
- ☐ Monthly
- ☐ Yearly
- ☐ Astronomical

☒ Every Day

☐ Every days

Save Scheduler

Delete

Weekly

The selected playlist will play on the selected days every week or as specified in the text box. In the example, the playlist will play every week on Wednesdays and Tuesdays.

Frequency Type:

- ☐ Per Second
- ☐ Per Minute
- ☐ Hourly
- ☐ Daily
- ☒ Weekly
- ☐ Monthly
- ☐ Yearly
- ☐ Astronomical

- ☐ Monday
- ☐ Wednesday
- ☐ Friday
- ☐ Sunday
- ☐ Tuesday
- ☐ Thursday
- ☐ Saturday

Monthly

The selected playlist will play a specific day of every month as specified. In the example above, the playlist will play the 1st Day of every month.

Frequency Type:
☐ Per Second
☐ Per Minute
☐ Hourly
☐ Daily
☐ Weekly
☒ Monthly
☐ Yearly
☐ Astronomical

☒ Day 1 of every 1st month
☐ The 1st Monday of every 1st month

Yearly

The selected playlist will play a specific day of the year. In the example above, the playlist will play every year on the 1st of January.

Frequency Type:
☐ Per Second
☐ Per Minute
☐ Hourly
☐ Daily
☐ Weekly
☐ Monthly
☒ Yearly
☐ Astronomical

☒ The January 1
☐ On the 1st Monday of January

Astronomical

The selected playlist will play depending on the phase of the moon. In the example above, the playlist will play every new moon.

Frequency Type:
☐ Per Second
☐ Per Minute
☐ Hourly
☐ Daily
☐ Weekly
☐ Monthly
☐ Yearly
☒ Astronomical

☒ New Moon
☐ First Quarter
☐ Full Moon
☐ Third Quarter

Setup

Changing the Network Settings

Changing the Network Settings Using LCD Interface

1. Use the up or down navigation buttons located next to the screen to move to the Settings tab
2. Use the down button to navigate to the Network settings page

The Network page can be used for the following:

- Enable or disable DHCP
- Set static IP value
- Set netmask
- Set Gateway



Use the arrows and enter keys to get the desired network settings

Setting an IP

1. Toggle between DHCP and Static by pressing enter to change options and the up-down arrow to change between options
2. Press the Enter button to select and confirm each field of the IP address
3. Use the arrows to assign a number for each byte in IP; press on the right-left arrow to move in increments of 10, or use the up-down arrow to move in increments of one.
4. Once the desired IP is set, press enter button to move to Netmask settings
5. Repeat step 3 to set the desired netmask.
6. Once desired netmask has been set, press enter to specify the gateway settings – (this can be set to any IP on the same Subnet as your S-play if a gateway is not required)
7. Press Enter to move out of network settings;
8. Use the arrows to navigate to the **OK** button and press **Enter**
9. All network settings assigned will get saved once the **OK** button is selected

Change IP Using The Web Interface

Change the Network settings between DHCP and Static IP, Netmask and Gateway.

After modifying an IP address, it is good practice to power cycle the S-Play device.

Network Interface ⓘ

DHCP: ☐ Off

IP Address: . . .

Net Mask: . . .

Gateway: . . .

[Update Network Settings](#)

Network Interface ⓘ

DHCP: ☒ On

[Update Network Settings](#)

S-Play Output

Change outputs independently between ArtNet, sACN and DMX.

S-PLAY Outputs ⓘ

All Artnet ▾

Universe 1:	DMX Port 1 ▾	Universe 2:	DMX Port 2 ▾	Universe 3:	ArtNet 3 ▾	Universe 4:	ArtNet 4 ▾
Universe 5:	ArtNet 5 ▾	Universe 6:	ArtNet 6 ▾	Universe 7:	ArtNet 7 ▾	Universe 8:	ArtNet 8 ▾
Universe 9:	ArtNet 9 ▾	Universe 10:	ArtNet 10 ▾	Universe 11:	ArtNet 11 ▾	Universe 12:	ArtNet 12 ▾
Universe 13:	ArtNet 13 ▾	Universe 14:	ArtNet 14 ▾	Universe 15:	ArtNet 15 ▾	Universe 16:	ArtNet 16 ▾
Universe 17:	ArtNet 17 ▾	Universe 18:	ArtNet 18 ▾	Universe 19:	ArtNet 19 ▾	Universe 20:	ArtNet 20 ▾
Universe 21:	ArtNet 21 ▾	Universe 22:	ArtNet 22 ▾	Universe 23:	ArtNet 23 ▾	Universe 24:	ArtNet 24 ▾
Universe 25:	sACN 1 ▾	Universe 26:	sACN 2 ▾	Universe 27:	sACN 3 ▾	Universe 28:	sACN 4 ▾
Universe 29:	None ▾	Universe 30:	None ▾	Universe 31:	None ▾	Universe 32:	None ▾

Update Outputs

Use the Default configurations option in the top part of the section to Select between Art-Net, sACN, DMX or No Output.

ArtNet Output Configuration

- Configure output refresh rate for all ArtNet output stream
- Set output ArtNet each of the 32 universes
 - Universe
 - Unicast IP address
 - Broadcast
- Save after any change by pressing "Update ArtNet"

Art-Net ⓘ

Refresh Rate: 44 ▾ fps

Output:

ArtNet 1: 0 Net:0 Subnet:0 Universe:0

On Unicast IP: 192 . 168 . 0 . 1

Update Art-Net

SUCCESS. Art-Net updated successfully.

N.B. max refresh rate = 60FPS

sACN output configuration

- Configure output refresh rate for all sACN output stream
- Set output sACN each of the 32 universes
 - Universe
 - Unicast IP address
 - multicast
- Save after any change by pressing "Update sACN"
- Generate sACN ID
- Set S-Play sACN priority

N.B. max refresh rate=60FPS

Change Date/Time and Location

Set time, date and location. This information is critical when setting schedules.

When the **Set Date Manually** is off and the S-Play is connected to an NTP server, the S-Play will automatically update the system time information upon power-up.

If the S-Play's system time is set manually the S-Play will stay locked to a set time. The user must manually update the time to reflect daylight saving time twice a year.

Factory Reset

A factory reset can be undertaken using either the web interface or LCD providing the user account is logged in. Performing a factory reset will result in:

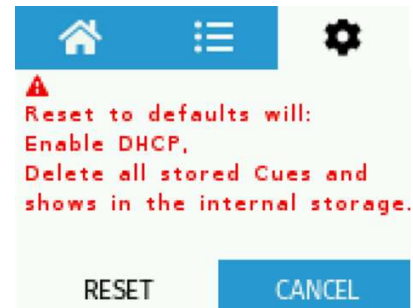
- The IP address will go back to DHCP
- All cues, playlists and schedulers stored internally will be deleted
- The output universes will return to DMX1 and DMX2

- Art-Net output will be set to broadcast
- sACN output will be set to multicast

Factory Reset Via LCD

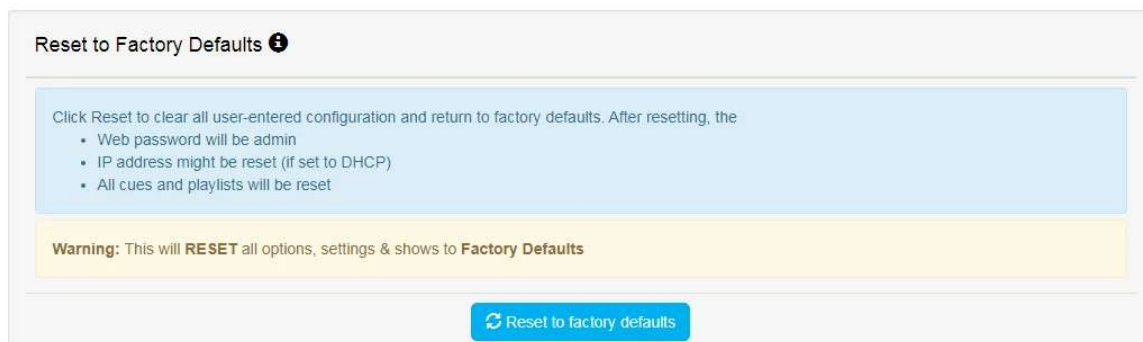
- Navigate to settings
- Locate Reset to Defaults
- Select “RESET”

Following a factory reset, for best practice ENTTEC recommends that the S-Play is power cycled.



Factory Reset Via Web Interface

Go to settings page, scroll down to the end of the page and click “Reset to factory Defaults”



Following a successful factory reset and the device re-powering, ENTTEC recommends removing power for 10 seconds, then re-plugging your device in order to fully flush the S-Plays RAM.

Backup

S-Play produces a package that includes:

- ✓ Cues
- ✓ Playlist
- ✓ Schedules
- ✓ Settings

The backup can be done via LCD and web interface.

Go to Backup page, click “Backup”. The process produces a *.bak* package that can be downloaded and saved to any location in your computer.

The screenshot shows the S-Play web interface after a successful backup. At the top, a green banner reads "SUCCESS. backup succeed". Below this, the interface is split into two panels. The left panel, titled "Settings Backup", contains a blue note box stating: "Note! Preserves all the general settings of your S-Play that are not recordings. This backup file can be used to restore later." Below the note is a yellow warning box: "Warning! recorded cue files are not included, please either use FTP, or a USB thumb-drive and use front LCD to backup recorded cues." At the bottom of this panel is a blue button labeled "Backup Settings" and a file icon next to the text "backup_10_10_10_69.bak", which is highlighted with a red rectangle. The right panel, titled "Settings Restore", contains a blue note box: "Note! Please make sure you are using the correct file For example: backup_IP_Address.sbak" and a yellow warning box: "Warning! This will REPLACE all options, network settings & cue/playlist configurations on this unit." Below the warnings is a dropdown menu set to "internal" and two buttons: "Browse" and "Restore Settings".

Restore

Use the created *.bak* file to restore cues, playlists, schedules and output settings.

Go to the *Backup* menu in the web interface

- Select the desired memory location (internal or external)
- Click browse and look for the *.bak* file
- Insert and click on restore

Once the restore is complete, a confirmation message will appear on the top of the page.

The screenshot shows the S-Play web interface during the restore process. The "Settings Restore" panel is active. It features a blue note box: "Note! Please ensure you are using the correct file For example: backup_IP_Address.sbak" and a yellow warning box: "Warning! Restoring will REPLACE all current network settings & cue/playlist configuration on this unit." Below the warnings is a dropdown menu set to "internal" and two buttons: "Browse" and "Restore Settings". Below the buttons, a message states: "backup File: backup_10_10_10_69 (1).bak is selected" and "Selected File Name: backup_10_10_10_69 (1).bak". At the bottom of the interface, a green banner reads "SUCCESS. Restore succeeded".

Storage

Static Cue

Snapshots are comprised of a single DMX frame. The maximum file size of a frame of one universe with associated metadata is 4.5Kb. To calculate the file size of a Static Cue.

To calculate the theoretical file size of a static cue, multiply 4.5Kb by the quantity of universes you intend to capture as part of the static cue. This calculation will give a file size in Kb.

$$((4.5\text{Kb}) * (\text{Quantity of Universes to be captured})) = \text{Cue Size (Kb)}$$

Dynamic Cue

A dynamic cue can be thought of as a stream of Static Cues. To calculate the theoretical file size of a Dynamic Cue the size of a single 1 universe DMX frame (4.5Kb) should be multiplied by the quantity of universes being captured, the quantity of frames being recorded per second and duration of recording (in seconds).

$$((4.5\text{Kb}) * (\text{Quantity of Universes to be captured}) * (\text{Quantity of Frames per Second [produced by the DMX source]}) * (\text{Intended Recording Length [seconds]})) = \text{Recording Size (Kb)}$$

Triggers & Events

Triggers and Events each have a maximum file size of 4.5Kb. To calculate the theoretical storage size all Triggers and Events your configuration will occupy, multiply the total quantity of Triggers and Events you will use by 4.5Kb.

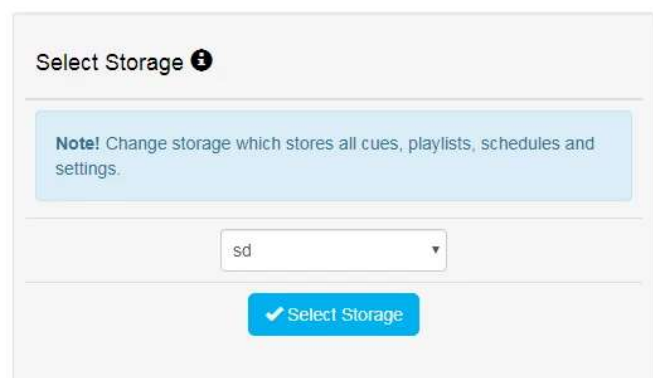
$$((4.5\text{Kb}) * (\text{Quantity of Triggers and Events})) = \text{Total Trigger and Event Size (Kb)}$$

Select Storage

S-Play contains internal memory of 8GB+. However, if the storage is getting full, the user can switch memory to an external Class 10 SD Memory card designed for high load video recording is used. (i.e. Samsung Pro Endurance series).

S-Play can only operate from a single memory source so make sure to move all the files from the internal memory to the external SD card. To do so, please refer to the next section in the user manual “Export Playback Data”

When a SD card is inserted into the S-Play it will be wiped and re-formatted to support the Linux EXT3 file format before shows are saved onto it. Ensure all files are removed from your SD card before inserting it into the S-Play.



Export Playback Data

The Export Playback Data function moves:

- Cues
- Playlists
- Schedules

from the internal memory to an external SD card inserted in the front slot of the unit or vice versa.

When moving files across make sure the desired storage is selected in “Select Storage” section on the web interface.

The files are copied from one location to another. Which means that they are not deleted from the original location.

The status of both memory devices can be tracked down in the “Status” page.

Export Playback Data ⓘ

Note! Export data from one storage to another replacing previous playback data on target storage

From:

To:

✓ Export Storage

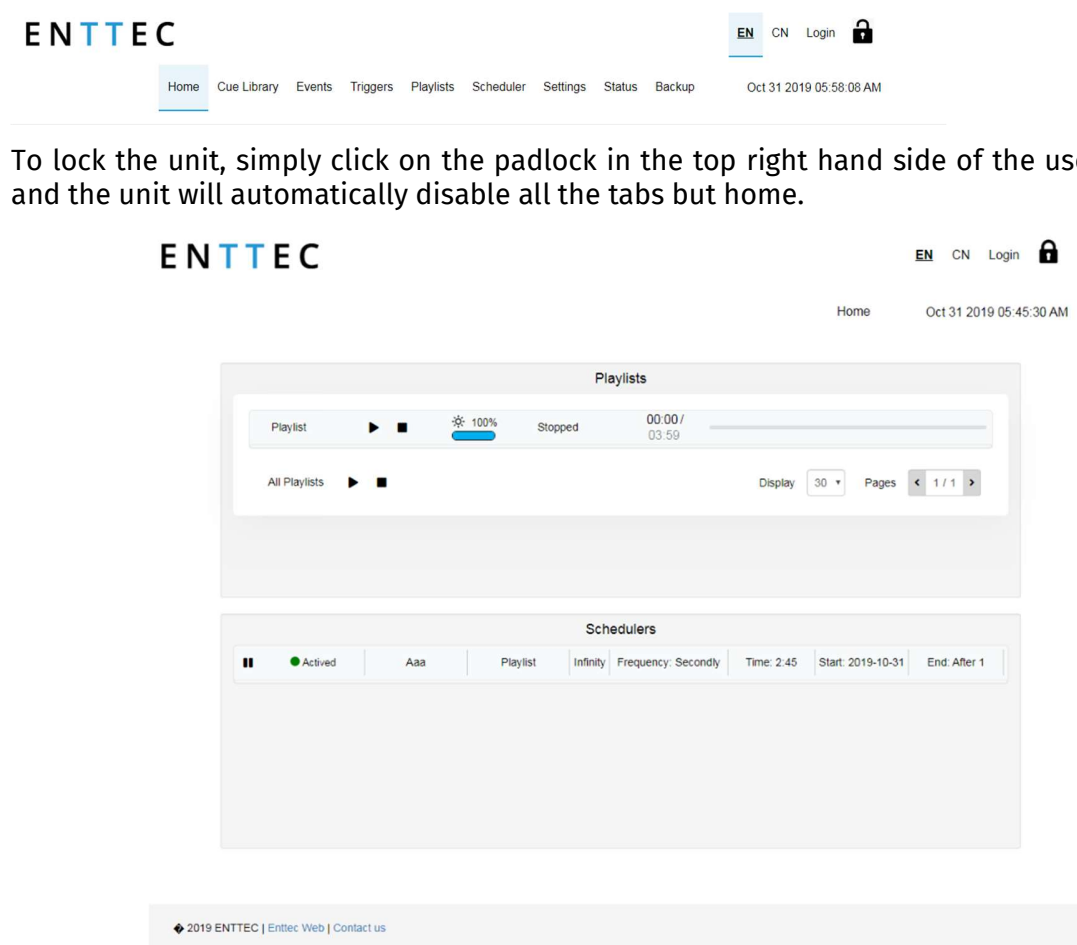
Locking the S-Play and User Management

S-Play includes a locking system to prevent changing settings, deleting playlists, cues and schedulers from unauthorized users.

How To Use The Lock Feature

Out of the box, S-Play is unlocked which means when connected to a network any computer within the network can change settings, create cues, create playlists, trigger playlists, etc.

If the lock on the top right corner of the screen is open, as shown below, the unit is unlocked and accessible within the network.



When the S-Play is locked, users can:

- Play and Stop any playlist
- Play and Stop all playlists
- Pause and Resume Schedules
- Navigate the LCD to preview cues, activate playlists and **display** settings

To enable full functionality the user needs to log in.

When a user is logged in, the unit can remain locked for the rest of the users accessing from other locations/browsers. Within the network. However, the unit will ensure that only one browser is open at the same time when accessing "Home", "Cue Library" and/or "Playlist Page". This is to avoid having conflicting commands that can jeopardize any part of the recording process.

To unlock the unit, just click on the padlock icon on the top right corner of the web interface

Default Login and passwords

USERS	DEFAULT PASSWORD
User	123456



Before setting a password take a full backup of your show data and settings. If the password is forgotten or lost, contact the ENTTEC support team for assistance to use the **Admin** log-in functionality. A full factory reset of the device is the only method to return the password to default.

Status

Network Information ⓘ											
IP Address:	10.10.10.118										
Subnet Mask:	255.255.255.0										
Broadcast Address:	10.10.10.255										
Serial No. / Mac Address:	00:50:C2:07:F0:73										

Output Information ⓘ											
	Universe 1	Universe 2	Universe 3	Universe 4	Universe 5	Universe 6	Universe 7	Universe 8	Universe 9	Universe 10	U
Protocol	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet	ArtNet	A
Universe	0	1	2	3	4	5	6	7	8	9	1
IP Address	192.168.0.1	192.168.0.1	192.168.0.1	192.168.0.1	192.168.0.1	192.168.0.1	192.168.0.1	192.168.0.1	192.168.0.1	192.168.0.1	1

System Information ⓘ											
System Status:	<div> STARTED STOP ENGINE REBOOT </div>										
Activity:	No Playlist is Playing										
CPU Status:	Load: 16.8 % Temp: 34.9 °C										
Disk Space:	<div> <div>5.38 % used</div> <div>7.39 GB free out of 7.81 GB</div> </div>										
	<div> <div>5.35 % used</div> <div>13.76 GB free out of 14.53 GB</div> </div>										
	sd mounted on Wed 23 Oct 12:25:18 AEDT 2019										
System Name:	S-PLAY										
System Uptime:	1 day, 16 minutes										
Hardware ID:	165166cb0a818b9b										

Software Information ⓘ											
Software version:	19092018-92 (updated: 19/09/2018)										
DMX driver version:	version: 1.41										

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The Status page displays the following information:

Network Information

- IP Address
- Subnet Mask
- Broadcast Address
- MAC Address
- Engine Address

Output Information

- Protocol
- Universe
- Output IP Address, (if applicable)

System Information

- Status
- Activity
- CPU Status
- Disk Space (internal and external)
- System Uptime
- Hardware ID

Software Information

- Software Information
- DMX Driver Version

ENTTEC

Specifications

S-Play User Manual
Part No.: 51301

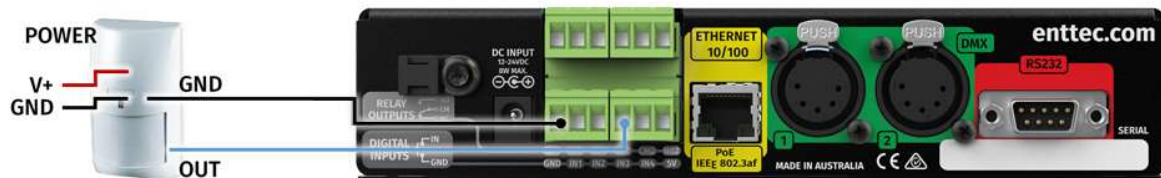
Item	Value
Input Voltage	12 V DC to 24 V DC
PoE	IEEE 802.3af
Supported Protocols	Art-Net 1/2/3, sACN, DMX
Supported Universes	32U Art-Net / sACN 2U DMX
Internal Storage	8GB minimum
Operating Temperature	-10 to 50°C
Connectors	2X XLR5 Female (DMX) 1X RJ45 (Network) 1X DB9 Male (RS232) 1x DC Jack (Power) 1x USB Type-A Host 1x Micro SD Card Slot 4x Dry Inputs 2x Relay Outputs
IP Rating	IP 20
Cooling Method	Convection
Shipped Weight	1.25 Kg / 2.76 lb
Packaging Dimensions	272 X 204 X 102mm

Due to continuous improvements and innovation of all ENTTEC products, specifications and features are subject to change without notice.

Using Motion Sensors With The S-Play

Diagram

CONNECTION



Show 20 Controls

Search Controls ...

ID	Name	Protocol
1	Trigger 000	RS232
2	Trigger 001	OSC
3	Trigger 002	DMX
4	Trigger 003	Art-Net
5	Trigger 004	sACN
6	Trigger 005	Digital Input
7	Trigger 006	N/A
8	Trigger 007	N/A
9	Trigger 008	N/A
10	Trigger 009	N/A

Control Options

Control Name: Trigger 005

Output Type: Digital Input

Idle position for digital input is high

Triggers can be executed when the digital input position is low

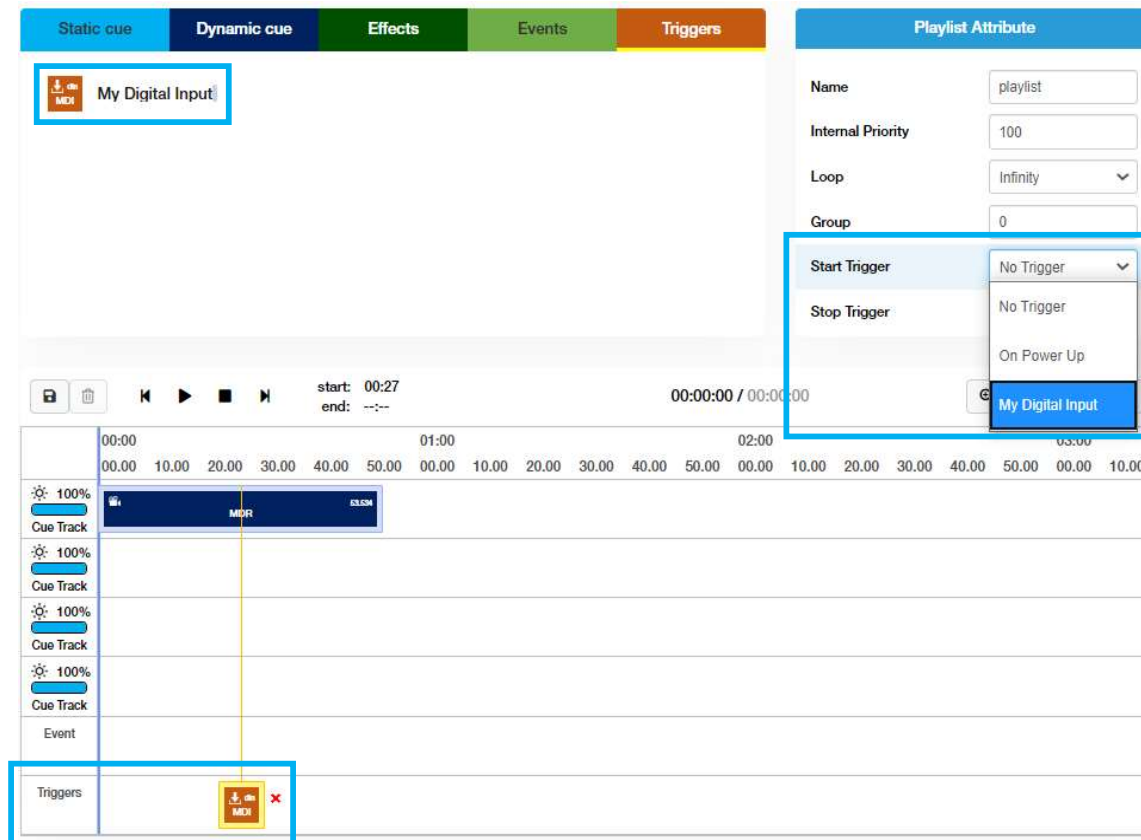
Ports: 3

Save Trigger Reset Trigger

Steps

1. Connect out dry input from sensor to Port3 (or any other port on the bottom connector) in the GPIO trigger connector in S-Play.
2. Connect ground from sensor to GND connector in the GPIO trigger connector in S-Play.
3. Go to web interface:
 - Go to "Triggers"
 - Click on an empty entry
 - Change name on control name
 - Select Digital Input from "Type"
 - Change to Port 3 in "Ports" (or to the corresponding port the OUT cable was connected to)
 - Click on save control

4. Trigger is saved in the unit and it is ready to be used in a Playlist or as a trigger to start a playlist



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