

MicroPlayer mkIII+

Interactive and amplified audio player

Compact and multi purposes, dedicated to the playback of messages, comments or music



A multi purpose player for your audio project

Flagship of the range, the MicroPlayer mkIII is a professional audio solution designed to fulfill a wide scope of playback scenarios.

On switching on the player, the playback is performed precisely and offers among others a loop playback. Backed on the interactivity skills of the MicroPlayerMkIII, the playback can be controlled with motion sensor, push buttons or an RS-232 link. Its 2 outs are able to control leds, relays or machinery.

Its energy mode saving allows an outdoor installation with solar panels or batteries.

Its built-in amplifier and headphone out ease your installations. With a small size and without any risk of heat, the MicroPlayer mkIII can be installed in a storage array or directly within your productions.

Reliable and proven technology

Thanks to its ingenious content organization system, your scenarios are created by simply modifying file and folder names using a file manager. Numerous options are available for your applications, from the simplest to the most complex.

USE CASES:

• Animations on points of sale, information and sound of showcases

• In **museums**, broadcasting information or sound effects depend on events triggered by sensors or push buttons.

• In **terminals, POS or displays** to broadcast music and information.

• Within **speaking objects** by integrating the player inside.

• For **outdoor terminals** in parks and gardens

• In a **19" bay** to create a multizone diffuser.



Interfacing and connectivity

- LED status indicator
- Infrared sensor - Protocol: Sony SIRC, 12 bits, 38 kHz carrier
- SD card slot
- USB Host 2.0 Full Speed (12 Mb/s)
- 2 configurable buttons
- Volume potentiometer for the amplified audio output
- RS-232 serial link - 3.81 mm pluggable terminal block (9600, 19200, or 38400 bauds)
- 4 configurable opto-isolated inputs - 3.81 mm pluggable terminal block
- 2 MOSFET outputs (500 mA per output, max 20 V) - 3.81 mm pluggable terminal block
- 2 power supply outputs dispatched on the pluggable terminal blocks
- 0 dBu unbalanced line-level stereo audio output on standard RCA connectors
- Headphone stereo audio output on a standard 3.5 mm (TRS) jack
- Class D amplified speaker stereo audio output - 3.81 mm pluggable terminal blocks
- External DC power supply chassis socket - Plug \varnothing 2.1 mm / 5.5 mm

Supported audio file formats

- MP3 (.mp3): MPEG-1/2 Audio Layer III, mono/stereo, 16 bits, 44.1 kHz, from 32 kbit/s to 320 kbit/s, CBR (Constant Bit Rate) or VBR (Variable Bit Rate) files, with or without ID3v1/2 tags1
- WAV (.wav): mono/stereo, 16 bits LPCM, 44.1kHz, WAVE_FORMAT_PCM or WAVE_FORMAT_EXTENSIBLE
- Proprietary obfuscated MP3 (.mp3): to protect MP3 audio content

Storage devices

- Accepted storage device types: SD/SDHC cards, USB flash drives
- File system supported: FAT32 (read/write)
- Supports long filenames limited to 63 characters maximum including extension
- Up to 1000 folders at the root, containing up to 999 files each

Audio amplifier

- **Headphone output:**
 - 2 × 85mW - 32 Ω , THD+N = 0,1%, 1kHz
 - 2 × 110mW - 32 Ω , THD+N = 10%, 1kHz
 - 2 × 200mW - 8 Ω , THD+N = 0,1%, 1kHz
 - 2 × 325mW - 8 Ω , THD+N = 10%, 1kHz
- **Speaker output:**
 - 2 × 8W - 8 Ω , THD+N = 1%, 1kHz
 - 2 × 10W - 8 Ω , THD+N = 10%, 1kHz
 - 2 × 15W - 4 Ω , THD+N = 1%, 1kHz
 - 2 × 19W - 4 Ω , THD+N = 10%, 1kHz

Miscellaneous

- Player power supply input: 12V DC
- Current consumption (12V supplied) :
 - Playback content on an SD card, without amplifier: up to 100 mA
 - Playback content on an SD card, with amplifier: up to 2 A
 - Standby mode: less than 15 mA
- Operating ambient temperature: from 0 to +60 °C
- Storage temperature: from -20 to +60 °C
- Dimensions :
 - Width: 143 mm - 1/3 of 19" rack
 - Height: 44mm - 1U
 - Depth (with terminal block): 208mm
- Weight: 543 g (with terminal block)

Accessories

- Rack support 19"- 1U
- Support plate for wall mounting
- Sensors and push buttons