



AAPlayer

The **Art's** Audio Player

AUDIO DECODER WITH IR TARGET IDENTIFICATION FOR ARTISTIC SITES

AAplayer System Features

LAYOUT

- ❑ 109x55x22mm

POWER SUPPLY

- ❑ 230mA full audio power play with reference headphone
- ❑ 6 hours continuous play. 12 hours typical usage

OPERATING TEMPERATURE

- ❑ 0° - 40° operating temperature range

REFERENCE HEADPHONES

- ❑ Sony MDR-G52, 100mW

BATTERY

- ❑ GS-Melcotech LP15, Li-Ion, 1500mAH, rechargeable. Battery low voltage set at 3.2V

AUDIO DATA MEMORY

- ❑ Internal NAND Flash 64MB (32MB or 128MB on request)

- ❑ external SmartMedia audio flash 16/32/64/128MB.
- ❑ Internal 64MB memory guarantees 4 hours at speech quality audio (32kbit/s), 2 hours at FM quality audio (64kbit/s), and 1 hour at CD quality audio (128kbit/s)

TARGET

- ❑ Communication with target (i.e. work of art), is made by infrared technology, 38KHz carrier
- ❑ Target is supplied either by LI-Ion button battery, or by small form factor solar cell.

INTERNAL AUDIO MEMORY PROGRAMMING

- ❑ Easily made by insertion of properly programmed external SmartMedia. Does not require USB link or Personal Computer Host.

Design Details

HARDWARE

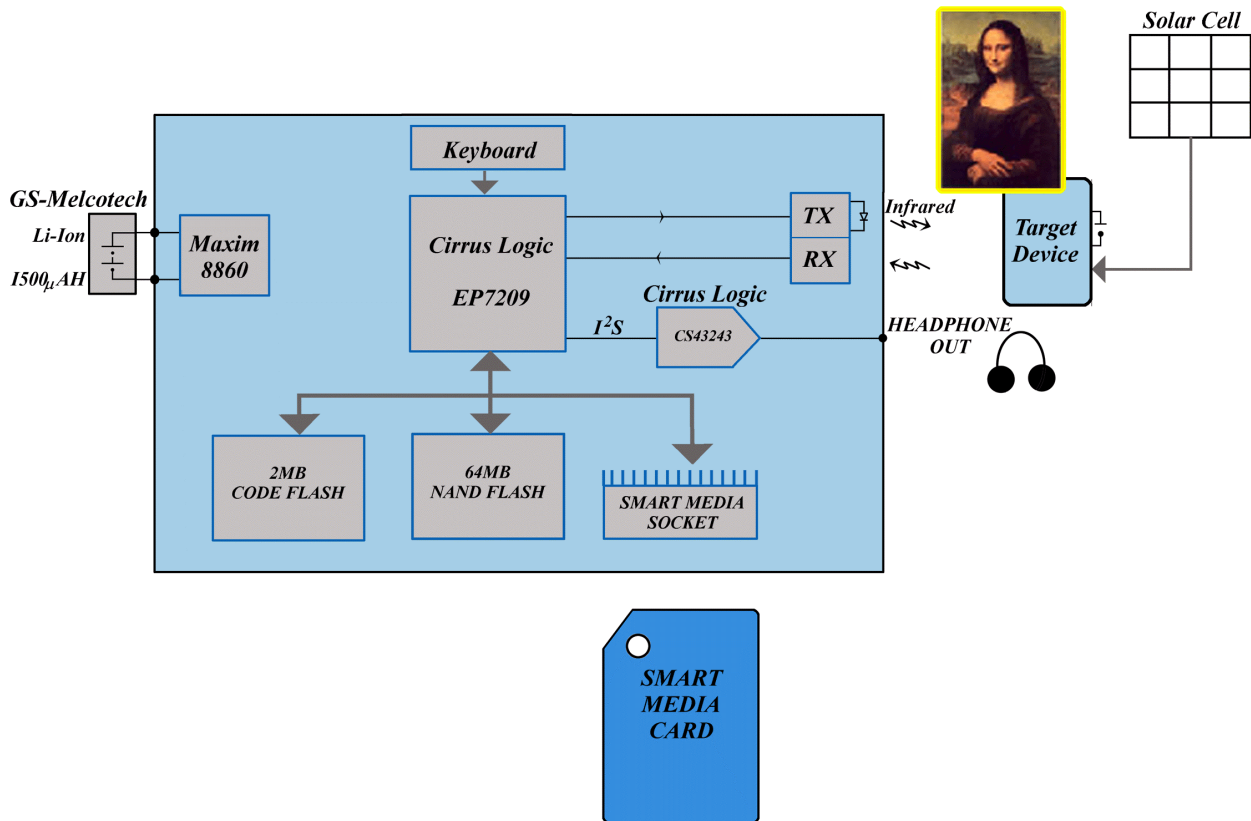
- ❑ Processor: Cirrus Logic EP7209, 74MHz
- ❑ Internal CODE memory: 2MB NOR Flash
- ❑ Current application requires 100kB
- ❑ Internal RAM mamory: 37.5KB (on chip)

SOFTWARE

- ❑ Decoding algorithm is based on Cirrus Logic mp3 decoder library.
- ❑ Automatic internal memory programming from external SmartMedia
- ❑ Automatic standby after inactivity
- ❑ Volume control, Play / Pause control

SCHEMATIC BLOCK DIAGRAM

AAPLAYER



Contacts

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