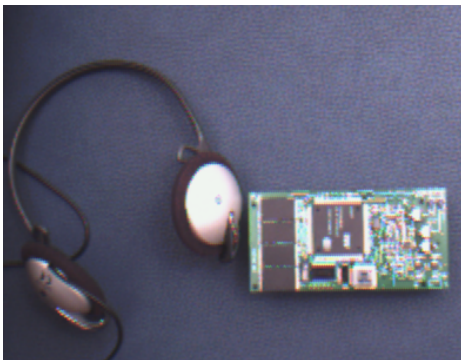




APlayer

The **Art's** Audio Player

AUDIO DECODER WITH IR TARGET IDENTIFICATION FOR ARTISTIC SITES



FEATURES

- ❑ Artistic target site recognition with InfraRed. Plays audio track related to the specific target.
- ❑ Decodes MP3 64/128/160kbps audio stream files
- ❑ Headphone audio output
- ❑ 2 hours continuous CD-quality music and speech, 4 hours FM-quality
- ❑ 64MB internal NAND flash (32MB or 128MB on request) for audio data storage
- ❑ 3.6 V rechargeable Li-Ion battery
- ❑ 8 hours continuous battery duty without recharge
- ❑ Specific battery charger (2 hours to full charge)
- ❑ Based on Cirrus Logic EP7209 32 bit ARM based processor, 74MHz, firmware reconfigurable for specific needs
- ❑ 109x55x22mm
- ❑ RAM expansion board for emulation for development and debug
- ❑ Battery energized Target device. Solar cell supply option.

TOOLS

- ❑ Removable Smartmedia (data programming) up to 128MB

SYSTEM DESCRIPTION

APlayer is a reference design for a full Mpeg1-2 layer III decoder, specifically targeted for artistic sites (museums, open archaeological environments, theaters).

The device has headphone output, optimised for Sony MDR-G52, and internal media for audio file storage. Audio tracks are easily re-programmable by using the removable SmartMedia card tool.

The user typically has to point the device to the specific work of art, which will answer with proper Infrared message. The related audio track will then be heard by the listener.

Each work of art, or artistic point of interest has to be equipped with a tiny, self-energized IR device (IR002-A). The Target is energized either by Li-Ion battery, or by solar cell technology thus avoiding battery replacement.

CONTACTS

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