

# **the** **Player**

## USER MANUAL



Version 1.1.2  
Revised March 27, 2023

# TABLE OF CONTENTS

OVERVIEW .....	3
CONFIGURATION .....	4
<i>Properties</i> .....	4
<i>Setup</i> .....	5
CONTROLS .....	6
<i>Controls</i> .....	6
<i>Playback</i> .....	6
<i>Settings</i> .....	9
<i>Outputs</i> .....	9
APPENDIX A: CONTROL PINS .....	10
<i>Duck</i> .....	10
<i>Output (per channel)</i> .....	10
<i>Playback</i> .....	10
<i>General</i> .....	11
SUPPORT .....	12

# OVERVIEW

The Player plugin by Forward Thinking Designs is a full-featured audio player plugin for QSC® Q-SYS™. The Player automatically ramps audio playback in and out for smooth, natural starts and stops in your venue. Featuring three fade options, triggerable ducking, a user definable Loop Gap, and 1 – 64 channel configurability, The Player by Forward Thinking Designs is made to perfectly fit all project needs.

The Player requires a license key to function but can be used in demo mode for 10 minutes to evaluate the plugin. The 10-minute period can be restarted by restarting the Q-SYS™ design. Use of the plugin in demo mode for commercial purposes is prohibited. The Player is offered for free by Forward Thinking Designs. To obtain a free license key, visit the Plugin Store at [www.ForwardThinkingDesigns.com](http://www.ForwardThinkingDesigns.com).

The screenshot displays the 'The Player' interface with the following sections:

- Header:** 'the Player' logo by Forward Thinking Designs.
- Controls:** Includes play/pause, stop, previous, next, and repeat buttons. A 'Scrub' bar is visible above the 'Progress' (00:02:34) and 'Remaining' (00:03:44) indicators. The 'Status' shows 'OK: 44.1kHz, 16-bit, 16-track'.
- Settings:**
  - Playback Gain: 0dB
  - Duck Trim: -12.0dB
  - Loop Gap (h:m:s): 00:00:00
  - Root: Audio/
  - Directory: Multichannel/
  - Filename: Track 1.wav
  - Playlist: (empty)
  - Attack/Release: 0
  - Attack/Release: 1.00 / 3.00
  - Restart Playing File: Disabled
- Outputs:** A 16-channel output level meter. Each channel has a gain control (all set to 0dB) and a mute button. The current output levels are:
 

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
-20.3dB	-5.42dB	-14.4dB	-8.99dB	-6.54dB	-5.66dB	-5.37dB	-4.12dB	-5.54dB	-17.5dB	-14.2dB	-16.7dB	-11.9dB	-57.0dB	-47.3dB	-16.3dB

# CONFIGURATION

## Properties

Property	Function	Choices
License Key	Enter the license key here to activate the plugin.	
Channels	Sets the number of output channels for the Component.	1-64
Fade Curve	Sets the fade exponential curve of the fade in and fade out.	Linear -3dB -6dB
Show Debug	Allows display of the plugin debug window.	Yes No (default)

Properties	
The Player Properties	
License Key	
Channels	2
Fade Curve	-6dB ▼
Show Debug	No ▼

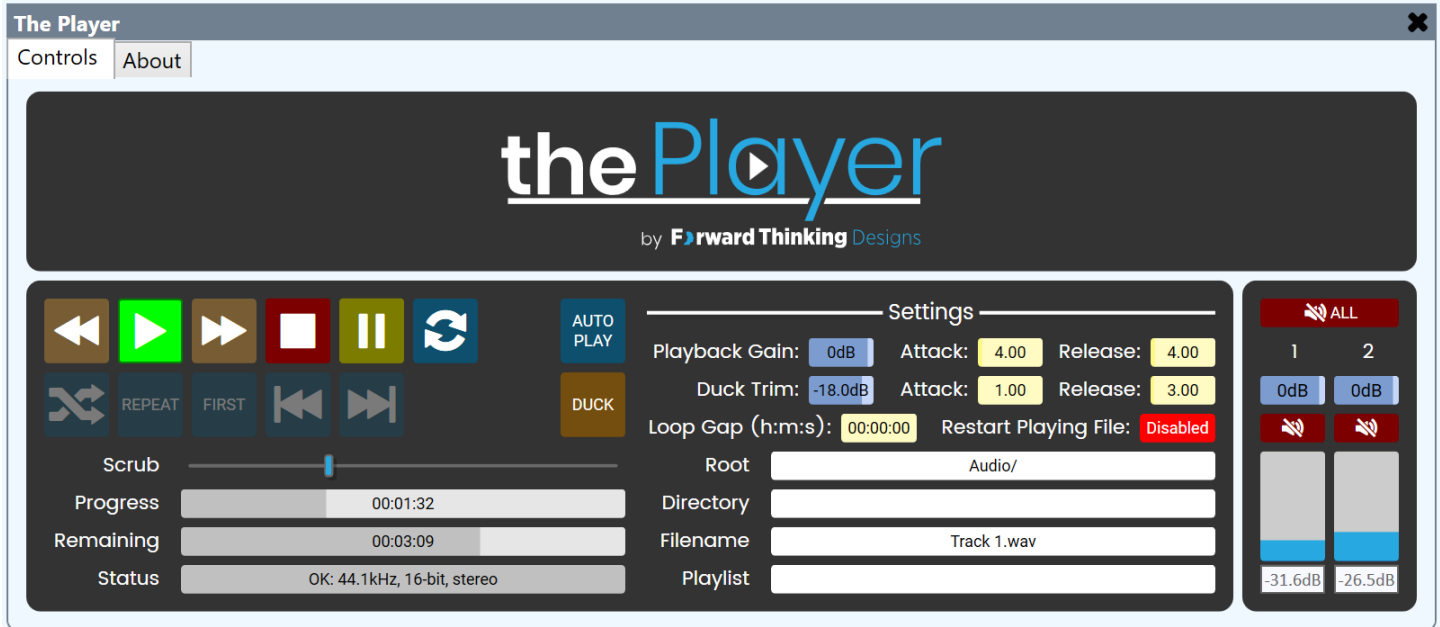
## Setup

To configure The Player, follow these steps:

1. Enter the License Key provided with the download of the plugin in the Properties window. Without a license the plugin will only function for 10 minutes.
2. Choose the desired number of Audio Channels in the plugin Properties panel. This configures the number of Audio Channels for The Player component. Max Audio Channels per plugin is 64.
3. Select the desired Playback Fade Type. This configures the type of fade and dB difference when using the ramp features on The Player.
4. Wire the desired outputs to the channel outputs on the component.
5. The offline plugin settings are now finished, and the plugin should be run on an active Q-SYS™ Core using *Save to Core & Run*.
6. Congratulations, The Player is now ready to use!

# CONTROLS

## Controls



## Playback

**Rewind** – The Rewind button is a standard audio player type feature. Press and hold to move backwards in the file until you reach the location desired.

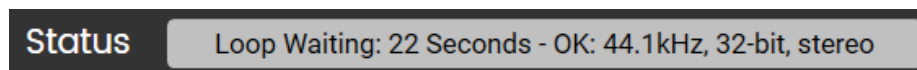
**Play** – The Play button starts playing the selected audio file from either the beginning, or from where it was paused. The Play indicator lights green when the file is playing.

**Fast Forward** - The Fast Forward button is a standard audio player type feature. Press and hold to move forward in the file until you reach the location desired.

**Stop** - The Stop button stops playing the selected audio file. The file is then reset to the beginning. The Stop indicator flashes red while fading down before a stop and lights red when the file is stopped.

**Pause** – The Pause button temporarily stops playing the selected file. The Pause indicator lights yellow when the file is paused. The file must be playing to pause the playback. You can resume playing the file by clicking either the Play or Pause buttons.

**Loop** – The Loop button allows continuous playing of the selected file. The Loop indicator illuminates light blue when the button is engaged. To discontinue the looping, press the Loop button again. If a Loop Gap is set you will see a Loop Waiting countdown in the status field, as shown below.



**Auto Play** – Enables the selected file to automatically begin playing when the design is saved to the core and run.

**Shuffle** – Sets files in the Playlist to be played in a random order. If Shuffle is not enabled, the files play in the order of the Playlist.

**Repeat** – Sets the playlist to repeat the Playlist when all files in the Playlist have played.

**First** – Jumps to the first file in the Playlist order or Shuffle order.

**Previous** – Plays the previous file in Playlist order or Shuffle order. If the current song is the first in either order, this button is inactive.

**Next** – Plays the next file in Playlist order or Shuffle order. If the current song is the last in either order, this button is inactive.

**Duck** – Ducks The Player plugin to the levels determined in the settings section.

**Scrub** – Drag the scrub fader to move back and forth throughout the currently playing file. The file will continue playing from where the scrub bar is left.

**Progress** – Indicates how long the file has been playing, the format is HH:MM:SS.

**Remaining** – Indicates the play-time remaining for the current audio file, the format is HH:MM:SS.

**Status** – Displays information about the file currently playing.

For example:

- *OK: 44.1kHz, 16-bit, stereo*
- *OK: 16kHz, 16-bit, mono*
- *Invalid or corrupt file*

**Root** – Sets the root directory to any of the existing directories. This restricts the available Directories and Files to those beneath the selected Root directory.

There is a blank selection at the top of the Root drop-down to remove the filter for the Directory drop-down. When the filter is removed, the Directory drop-down displays all directories and sub-directories containing audio files.

If the Root directory specified by The Player no longer exists, this field turns red, along with the Directory and Filename fields.

**Directory** – With nothing selected in Root, this drop-down list displays all directories and sub-directories on the Core containing valid audio files. The Audio Files directory is selected by default.

When a directory is selected from the list, the File drop-down list is filtered to display only the files in the selected subdirectory.

If a different directory is selected when a file is playing, and the file is not in the selected subdirectory, the file stops playing and the Status displays "Missing file". If the file is in the newly selected directory, the file stops playing, Status is OK, you must click the Play button to continue playing the file.

If the Directory specified in this field by The Player no longer exists, this field turns red, along with the Filename field.

**Filename** – Enter the name of the file to play or use the drop-down list to display the available files and select the one to be played. The drop-down list displays any audio files in the selected Directory.

If a new file is selected during playback, playback stops. The new file does not begin to play until the Play button is pressed.

If a file is playing, and the name of the file is changed, or the file is deleted or corrupted, The Player stops playback and the Filename field turns red. The Player continues to look for the file, and if it is found, the status is updated, but playback does not start until the Play button is pressed.

**Playlist** – Use the drop-down list to display the available Playlists and select the one to be played. The Play button must be clicked to begin playback.

In addition to selecting Playlists, you can select <All Files> or <None>.

<All Files> plays all the files in the directory selected in the Directory field and in any subdirectories of the selected directory.

<None> allows selecting a file in the Filename field. When anything other than <None> is selected, the Filename field is not accessible.



## Settings

---

**Playback Gain** – Master Gain Level for all The Player Outputs.

**Attack** – Fade in time (in seconds) up to the Playback Gain level when Play is pressed.

*The fade type is determined during set up in the Fade Curve property.*

**Release** – Fade out time (in seconds) when Stop is pressed.

**Duck Trim** – Determines the ducking level when the Duck button is enabled.

**Attack** – Determines the fade time to the Duck Trim level (in seconds) when the Duck button is enabled.

**Release** – Determines the fade time to the Playback Gain level (in seconds) when the Duck button is disabled.

**Loop Gap** – When Loop is enabled, Loop Gap is the time The Player will wait before starting the file again. The format is HH:MM:SS.

**Restart Playing File** – Enables / Disables the ability to press Play and have the playing file restart from the beginning.

## Outputs

---

**Mute** – Master Mute for all output channels.

**Output Gain** – Gain level for each specific output channel.

**Output Mute** – Mute for each specific output channel.

# APPENDIX A: CONTROL PINS

## Duck

Pin Name	Control Type	Value Range	Pin Direction
Attack	Float	0 - 60	Input / Output
Enable	Boolean	True / False	Input / Output
Release	Float	0 - 60	Input / Output
Trim	Float	-100dB – 0dB	Input / Output

## Output (per channel)

Pin Name	Control Type	Value Range	Pin Direction
Gain	Float	-100dB – 10dB	Input / Output
Meter	Float	-120dB – 20dB	Output
Mute	Boolean	True / False	Input / Output

## Playback

Pin Name	Control Type	Value Range	Pin Direction
Allow Replay	Boolean	True / False	Input / Output
Attack	Float	0 - 60	Input / Output
Auto Play	Boolean	True / False	Input / Output
Directory	String		Output
Filename	String		Output
Gain	Float	-100dB – 10dB	Input / Output
Location	String		Input
Loop	Boolean	True / False	Input / Output
Loop Delay	Float	00:00:00 – 23:59:59	Input / Output
Mute	Boolean	True / False	Input / Output
Pause	Trigger		Input / Output
Paused	Boolean	True / False	Output
Play	Trigger		Input / Output
Playing	Boolean	True / False	Output
Playlist	String		Output
Playlist First	Trigger		Input / Output
Playlist Next	Trigger		Input / Output
Playlist Previous	Trigger		Input / Output
Playlist Repeat	Boolean	True / False	Input / Output
Playlist Shuffle	Boolean	True / False	Input / Output
Progress String	String	00:00:00	Output
Progress Value	Float	Seconds	Output
Release	Float	0 - 60	Input / Output
Remaining String	String		Output
Remaining Value	Float	Seconds	Output
Rewind	Boolean	True / False	Input / Output
Root	String		Output
Scrub	Float	0 - 1	Input / Output
Status	String		Output
Stop	Trigger		Input / Output
Stopped	Boolean	True / False	Output

## General

Pin Name	Control Type	Value Range	Pin Direction
Disable	Boolean	True / False	Input / Output

# SUPPORT

For plugin support and feedback please contact us at:

[ForwardThinkingDesigns.com](http://ForwardThinkingDesigns.com)

[support@forwardthinkingdesigns.com](mailto:support@forwardthinkingdesigns.com)

+1 407-850-8093

+1 800-4840-FTD