PATLITE

Playlist Editor 2

Operation Manual

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PATLITE Playlist Editor 2 is the combination of programming MP3 data and alarm/ melody data, using the Windows® platform as an application to assign the sounds to a channel signal wire. Please refer to the "free version" page for details.

- Windows® is a registered trademark of the Microsoft Corporation of America, Japan and other countries.
- PATLITE Incorporated is a member of the SD Card Association.

1. Caution on Copyright EHV

1.1. Cautionary note when rewriting MP3 data EHV

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2. Playlist Editor 2 Data Rewriting EHV

An SD Card can be used for the MP3 data to be saved on the Main Unit memory to control the channel function assignments.

2.1. Necessary Items EHV

- An SD Card to save the data onto for rewriting (Recommended Parts : option part SDV-128P)
  Please refer to the help section in the PATLITE Playlist Editor 2 on how to create the data.
- Personal Computer with all hardware operating normally
- SD card reader/writer (if one is not built inside the personal computer)
- Application software (PATLITE Playlist Editor 2)
  Corresponding OS of Windows(R) XP, Windows Vista (TM) 32 bits/64 bit, Windows(R) 7 32bit/64 bit, Windows(R) 8 32bit/64 bits
  ※ Even if the PC doesn't use it, data rewriting can be done, but some functions have restrictions. Please refer to pg.39 for details.

Fig 1 Corresponding Application Software

Application Software	Usable	Outline
PATLITE Playlist Editor 2	○	This is a newer version of the PATLITE Playlist Editor. A playlist package can be created and the MP3 data and channel function assignment for the product can be rewritten.
FV-Win	×	This product is not compatible with the playlist created by FV-Win or the PATLITE Playlist Editor. However, the playlist can be changed into a playlist package using the PATLITE Playlist Editor 2.
PATLITE Playlist Editor	×	

Warning

- When rewriting data, be careful not to touch the wiring with the hand when inserting the SD Card.

Caution

- When inserting the SD Card, Do not attach the cover. Failure to comply may result in the damage of the SD card or the card slot.

Note

- It is recommended to format the SD Card before rewriting data. If the SD Card is used without formatting, it may take a longer time than usual to be read or written onto.

● SD Card Formatting Method

Open the "My Computer" window to select the drive containing the SD Card and right-click the drive to select "format". The format form should be selected as FAT16, FAT32, or FAT.

Executing a format command will eliminate all data on the SD Card.

2.2. Data Creation EHV

Rewriting MP3 data has two methods, using PATLITE Playlist Editor 2, or manually entering data onto an SD Card. Refer to the table below for each method.

Fig 2 Differences between Application Software and Manual Editing

Item	When to Use Application	When it's not necessary to use Application
Number of MP3 Data per message	Maximum of 16 data files (It is combined freely and can playback in order)	1 data file
Individual MP3 data settings are made	When setting up sound volume, end of playback blank-time, and Repeat Playback.	Cannot Set up manually
Assigning Channel function	When setting up to choose "playback", "sound reduction", "stop", and "clear".	All are assigned for "playback".

- For more details, refer to the help section in the PATLITE Playlist Editor 2 application software.

2.2.1. When using PATLITE Playlist Editor 2 EHV

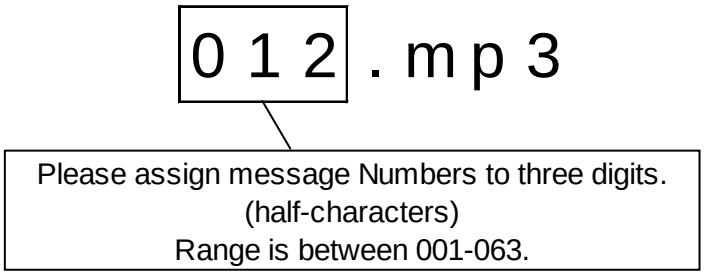
Data can be created by using PATLITE Playlist Editor 2. For more details, refer to the help section in the PATLITE Playlist Editor 2 application software for the method to create the data.

Hint

- Neither FV-Win nor PATLITE Playlist Editor can be used. When using the messages attached to FV-Win, read the messages registered in the FV-Win CD with PATLITE Playlist Editor 2 to rewrite.

2.2.2. When not using PATLITE Playlist Editor 2 EHV

Arbitrary message Numbers can be assigned by changing the MP3 data file name as followed:



Example 1）002.mp3 …MP3 Data which is assigned to message No.2

Example 2）013.mp3 …MP3 Data which is assigned to message No.13

- The file name can use either upper case or lower case letters.

Note

- If an MP3 tag is contained in the MP3 data, it may not play back properly. Be sure to remove any MP3 tags beforehand. Also, if the MP3 data is set as read-only, it can prevent from automatically attaching an MP3 tag to the MP3 data.

2.2.3. Converting a Playlist (SLP File) EHV

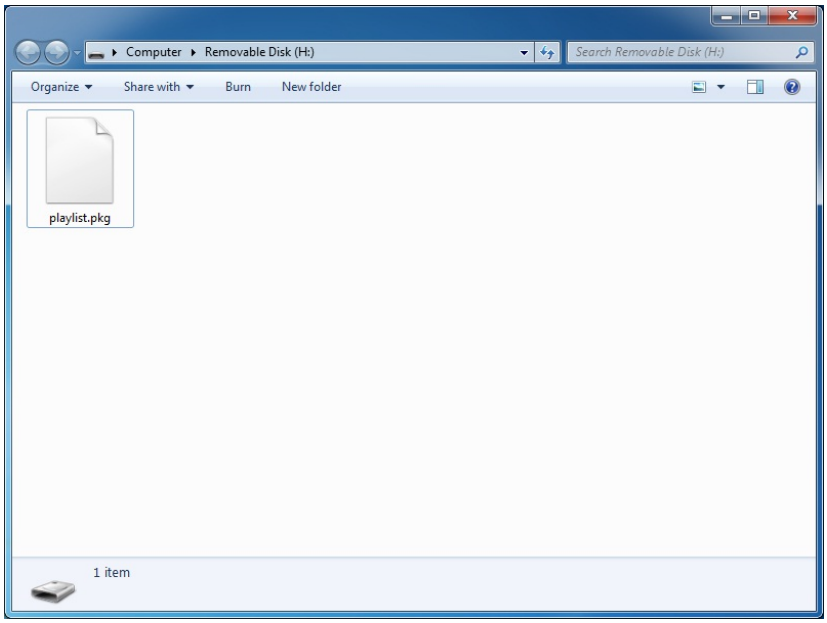
If a playlist (PLAYLIST.SLP) was created using FV-Win and the PATLITE Playlist Editor, it is possible to use PATLITE Playlist Editor 2 to change it into a playlist package. For details, please refer to the PATLITE Playlist Editor 2 help.

2.3. Data Arrangement EHV

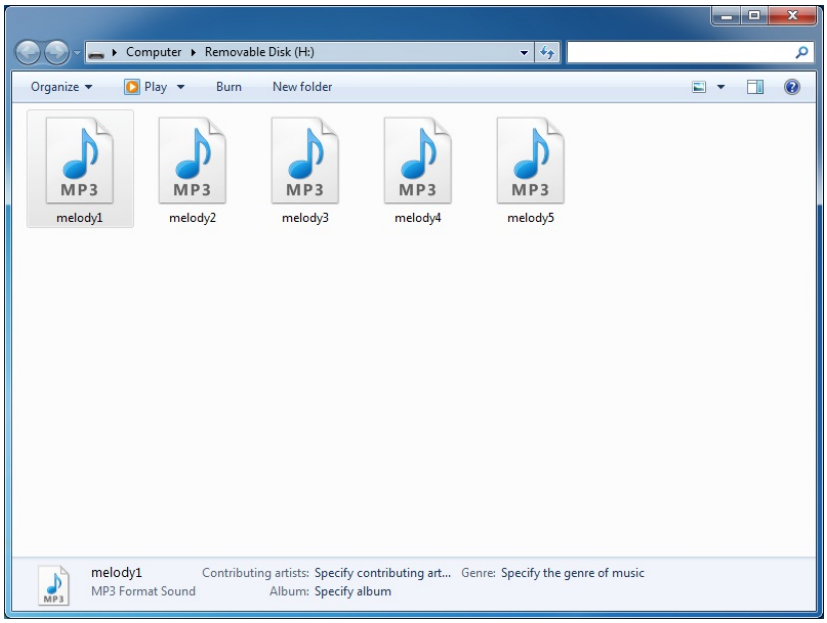
After data rewriting has been created from the "Data Creation" explanation, preparation is completed by arranging the data created into the route folder in the SD Card.　If data created from the application software is mixed with data created manually, the data made from the application software will take priority when it is rewritten.

- **When using PATLITE Playlist Editor 2**

Be sure to arrange the file to "playlist.pkg" (upper case or lower case letters are ok).



- **When not using PATLITE Playlist Editor 2**



2.4. Data Rewriting Process EHV

① Place the product into a standby status

Do not enter a signal wire, and turn OFF any forced inputs before turning on the power source.

② Insert the SD card into the SD card slot

Insert the SD card with the saved data for rewriting into the SD Card slot. Data rewriting starts automatically.

- An alarm sound "beep" will announce that the data rewriting process has started.
  When a short beep sound is heard, it indicates the rewriting sequence is complete and the SD Card can be removed from the slot, and when there is an error, the alarm will sound in combination with the contents of the error.
- Data rewriting takes a maximum of 60 seconds.
- If the power is turned off during data rewriting or the SD card is extracted, rewriting will not be completed normally. Redo the process from the beginning to rewrite again.
- Rewriting will eliminate all the current MP3 data written into the product memory.

③ Check that data is rewritten properly

Verify that the MP3 data was rewritten normally by playing back the data.

When data is created using PATLITE Playlist Editor 2, check that the channel function assignment is correct, and adjust accordingly if necessary.

Note

- Rewriting may be impossible when using some SD Cards, except the SDV-128P SD card.
- When formatting an SD card, only use FAT16 or FAT32. The SD card will not be recognized if its format is in any form outside the appointed format. Refer to pg. 38 (10.1 SD Card Formatting) for the SD Card formatting method.