

Wave To Play Owners Manual

Packing List

- 1 - Wave To Play
- 1 - Owners Manual
- 2 - Mounting Screws
- 1 - 6' Control/Link Cable
- 1 - 2' Control/Link Cable
- 1 - 6' Power/Trigger Cable For Using Wave To Play as a Dry Contact Switch



Basic Operation of the Wave To Play

The Wave To Play can be used with our interactive media players (VP71, VP71XD, VP72, VP90, VP92, HD2700D and HD2700M+), with most 3rd party media players and as a “dry contact” switch. When a Videotel digital media player is purchased and bundled with the Wave To Play proximity sensor then the solution is preset and ready to plug and play right out of the box. The SD card has also been pre-loaded with 2 sample videos: 000.mov (stand by or “attract” screen) and 001.mov (plays when the Wave To Play sensor is triggered). Simply follow the connection and file name instructions to trigger the “sample video #1” by waving your hand over the Wave To Play sensor.

Connections

The Wave To Play will connect to any of our interactive media players with a 4 pin I/O cable. This cable can be made in any length up to 50'. Connect the I/O cable to the back of the media player and then to either jack on the Wave To Play.



When connecting multiple Wave to Play devices, simply use another 4 pin I/O cable and connect the additional Wave To Play as shown below.



Naming Files When Using SD/USB/LAN/FTP

Load 1 video per Wave to Play and 1 looping “attract / welcome” video on your SD/USB (for LAN and FTP - see VP90/VP92 manual). These files will need to be labeled 000.mov (mov, mp4, mp3, etc.), 001.mov, 002.mov, 003.mov, etc. The video file 000.mov represents the video that will loop endlessly until the Wave To Play is triggered. When using 1 Wave To Play the file 001 is set on the “File to Play” dial and video 001.mov will play once when triggered. If a second Wave Device is used, the dial can be set to 002 and video 002 will play once when triggered.

Any SD / USB				
Name	Date Modified	Size	Kind	
000.mov	Dec 30, 2013 at 5:10 PM	242.2 MB	QT movie	
001.mov	May 21, 2014 at 2:58 PM	76 MB	QT movie	
002.mov	May 21, 2014 at 3:08 PM	83.6 MB	QT movie	
003.mov	May 21, 2014 at 3:18 PM	80 MB	QT movie	

Connections, File To Play, Power & Trigger

- Either I/O jack can be used for Videotel Media Players, RS232, TTL or dry contact trigger
- When the Wave To Play is connected the “Power” LED will illuminate green
- When the Wave To Play senses a hand in close proximity the “Trigger” LED will illuminate blue



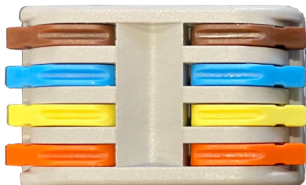
Adjusting Sensitivity

The Wave To Play has four sensitivity settings. The thicker and denser the material you place in front of the sensor, the higher the sensitivity setting should be. The Wave To Play is capable of sensing movement up to 3” through wood, plastic or glass. To adjust sensitivity, simply press either the “Min” or “Max” button on the side of the Wave To Play. Note: The sensor is on the bottom of the case where the mounting holes are located.



Connecting Dry Contact Switch Terminal

The Wave To Play can be used as a dry contact switch. When the Wave To Play is triggered an internal relay is switched from the normally open position (N.O.) to normally closed (N.C.) for 1 second. Simply connect the 6 pin I/O cable with the orange 4 conductor terminal block (shown below) into the Wave To Play. The terminal block is labeled and requires 5VDC on the outside connections. The 2 inside connections are the switch.



**Ground
Switch
Switch
+5VDC**



For additional instructions, videos and help with connecting the Wave To Play to our networked players or to a 3rd party player, please scan QR code