PlayAUDIO 12™

User Guide



iConnectivity
innovative interfaces

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Introduction

Thank you for purchasing the PlayAUDIO12, a unique audio/MIDI interface and integrated failover system that has been designed to provide compact and easy-to-operate failover protection for the live performance arena.

Your PlayAUDIO12 offers superb sound quality and flexible MIDI capabilities, and integrates performance and peace-of-mind by providing fail-safe control and playback of backing tracks, virtual instruments, and MIDI devices in a live setting.

Key Features

Key features of the PlayAUDIO12 include:

- (10) 1/4” TRS balanced audio outputs for low noise connections on any stage. (All outputs are +48v phantom power resistant.)
- (1) 1/4” TRS stereo headphone output for convenient headphone monitoring.
- (2) USB-B ports for connection of up to 2 computers simultaneously.
- Studio sound quality for the live arena: up to 24-bit/96kHz DA conversion.
- Automatic and manual computer switching modes, for lightning-fast switching between connected computers.
- USB MIDI host port, offering up to 8 ports of USB MIDI for class-compliant controllers and/or modules.
- Ethernet MIDI for rugged, long-distance MIDI connections.
- Simple, manual control over PlayAUDIO12's key features from the front panel.
- *Control In* footswitch input that allows for manual computer switching and/or user-assignable controls.
- *Control Out* connection for slaving additional PlayAUDIO12 units.
- USB Audio 2.0 and USB MIDI 1.0 class-compliant.

In the Box

- The PlayAUDIO12 Audio/MIDI interface.
- (1) USB-A to USB-B cable for connecting a MacOS or Windows computer to your PlayAUDIO12.
- The PlayAUDIO12 power supply.



System Requirements

Macintosh

- Mac OSX 10.8 or later
- (1) free USB port

Windows

- Windows 7 or later
- (1) free USB port

iOS

- iOS 8.0 or later with Lightning connector
- Apple Camera Connection Kit
- CoreMIDI-compatible application

Visit http://www.iconnectivity.com/support-system for the most up-to-date compatibility requirements, as these are subject to change.

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Hardware Connections

Front Panel



- **Stereo Headphone Jack**
- **USB-A Host MIDI port**. This USB 2.0 jack supports up to eight 16-channel MIDI Ports from eight USB MIDI class-compliant devices.
- **USB-B Device Ports**. Use these ports to connect up to two computers or iOS devices simultaneously.
- ***Control In* Jack**. Use this TRS input to attach a footswitch for manual failover switching.
- ***Control Out* Jack**. Use this TRS output to chain additional PlayAUDIO12 units.
- **Interactive touch panel display**. The PlayAUDIO12's touch panel makes it easy to set output levels/-gain and to create audio/MIDI *Scenes* that can be recalled later.
- **Rotary Control Dial.** For manual adjustment of volume/gain levels, saving settings to memory, and powering the unit ON and OFF.

Rear Panel



- **Power Jack.** Connect the included PlayAUDIO12 power supply here.
- **Balanced Analog Outputs.** The PlayAUDIO12's 10 analog outputs provide low noise, phantom power-resistant connections that boast up to 24-bit/96kHz DA conversion.
- **MIDI Ethernet Port.** Use this port for long-distance MIDI connections.

Getting Started

Install iConfig and Upgrade Your PlayAUDIO12 Firmware

Before you begin using your PlayAUDIO12, we recommend that you upgrade your unit's firmware to the latest version using iConnectivity's *iConfig* application. Follow these steps to install the iConfig software and perform the firmware upgrade:

1. **Download the latest version (4.2.6) of the iConfig software installer.**
   i. Go to https://www.iconnectivity.com/software/iconfig
   ii. Follow the instructions for downloading the iConfig software installer specific to your computer.
2. **Connect your computer to the PlayAUDIO12.** For Mac and Windows computers, use the USB-A to USB-B cable that came in the box to connect your computer to the USB Device Port 1 on the front panel of your PlayAUDIO12 unit.
3. **Launch the *iConnectivity iConfig* installer file.** Connect your computer to the internet. Then, with your computer connected to the **Play**AUDIO^{12}, double-click the **iConnectivity iConfig** installer.
4. **Accept the firmware upgrade if your unit detects that newer firmware is available.** The iConfig software will prompt you to upgrade if a newer firmware version is available. Verify that your device is connected to USB Device Port 1 and click **Yes** to continue with the upgrade. An *Upgrade Complete* prompt will appear when the process completes, at which point iConfig's *Device Info* page will refresh with your PlayAUDIO12's device statistics.

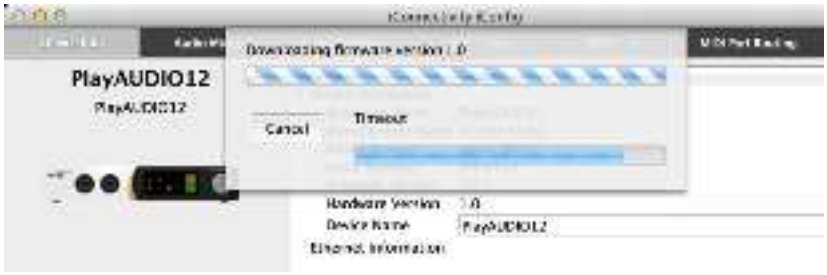


Figure 1: Updating the PlayAUDIO12 firmware

PlayAUDIO12 Failover Redundancy

How the PlayAUDIO12's Failover System Works

Your PlayAUDIO12 unit comes equipped with two discrete failover mechanisms: *Automatic Failover* and *Manual Failover*. This failover redundancy is designed to ensure that your backup system can always be engaged instantly and seamlessly, whether via auto-detection or through manual switching. Taking advantage of both of these failover mechanisms is recommended for all live performance scenarios.

Automatic Failover uses a test tone sent from your DAW to establish an audio-recognition sync lock between your primary playback device and your PlayAUDIO12 interface on a dedicated internal audio channel. Once armed, the PlayAUDIO12 instantly switches to your secondary device if any break in the test tone signal is detected, providing a seamless failover to your backup system without audio or MIDI interruption.

Manual Failover allows you to connect a footswitch to the PlayAUDIO12's *Control In* jack and instantly switch between your primary and backup computers on the fly, enabling you to manually move to your backup system in the event of an emergency, or if you anticipate an issue with your primary system before it actually occurs.

How to Arm the PlayAUDIO12 for Automatic Failover

A test tone generator is required to arm the PlayAUDIO12 for Automatic Failover. If a test tone generator isn't included with your Digital Audio Workstation, download and install iConnectivity's ***LifeSine*** *test tone plugin from https://www.iconnectivity.com/downloads/.*

Follow the steps below to arm the PlayAUDIO12 for automatic failover and test your unit's failover capability:

1. Connect Computer A (your primary playback device) to USB Device Port 1.
2. Connect Computer B (your failover playback device) to USB Device Port 2.
3. Verify that the PlayAUDIO12 is set to **Scene A** (green LED indicator). If the LED indicator light is red (indicating that Scene B is active), touch the *Scene* LED once to toggle the button state and make Scene A the active scene.



Figure 2: *Scene A* must be the active Scene on the PlayAUDIO12 to arm the unit for Automatic Failover

4. On both computers (Computer A and Computer B), open your Digital Audio Workstation and load your playback project.
5. On Computer A (your primary playback device), instantiate your test tone plugin on a free track and assign it to the PlayAUDIO12's audio **output 13** (Control Tone). When your PlayAUDIO12 unit detects the test tone, the green *Scene A* LED light will blink, indicating that the PlayAUDIO12 is armed for automatic failover.

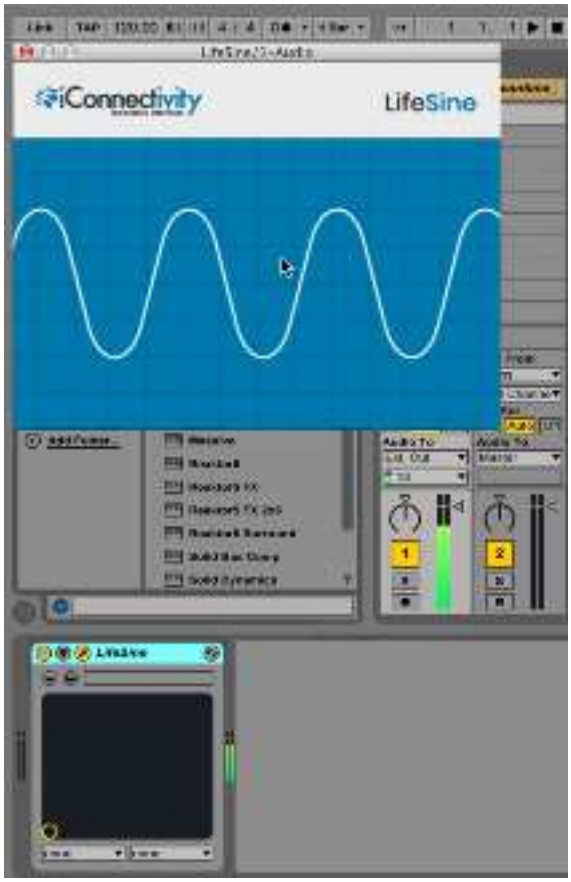


Figure 3: Sending the test tone to the PlayAUDIO12's audio output 13 from Ableton Live 9

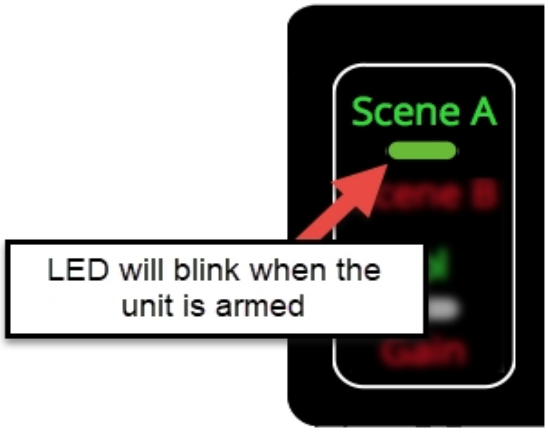


Figure 4: The *Scene A* LED indicator will blink steadily when the unit is armed for automatic failover

6. Connect a MIDI external controller to the USB host port. Ensure that both DAWs are configured so that playback can be triggered on both DAWs simultaneously.
7. With the unit armed, use the attached MIDI external controller to trigger simultaneous playback on Computer A and Computer B.

How to Test Automatic Failover

1. Ensure that the unit is armed and playback has been triggered on both computers. To force failover from Computer A to Computer B, remove the cable from USB Device Port 1. The PlayAUDIO12 will instantly switch over to Computer B as Audio and MIDI playback continues uninterrupted. The Scene indicator LED will change to red, indicating that Scene B is now the active scene.

How to Configure the PlayAUDIO12 for Manual Failover

1. Connect a 2-button TRS footswitch to the **Control In** jack on the PlayAUDIO12's front panel.
2. With the footswitch connected, engage either footswitch channel to activate failover to the opposing Scene. The *Scene* LED on the touch panel will toggle to indicate the Scene that is active. (Additionally, note that pressing the *Scene* button on the touch panel also allows you to toggle the active Scene.)

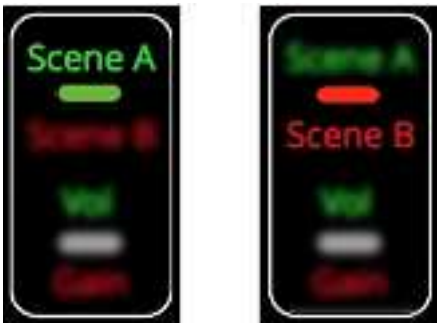


Figure 5: .Scene A active (left). Scene B active (right).

Controls

Interactive Touch Panel Display



The PlayAUDIO12's Interactive Touch Panel Display is a capacitive touch panel that provides the following features:

- Eight touch zones for intuitive control over Scene selection, level adjustment to the PlayAUDIO12's analog outputs, and headphone levels.
- Dual 8-stage LED meters and independent metering modes for select functions.
- A Rotary Control Dial for dialing in gain/level adjustments. The Rotary Control Dial also performs auxiliary functions, such as:
    - **Committing Settings to Memory**: Press the dial once to commit the current settings to memory.
    - **Powering down the unit**: Press and hold the Rotary Control Dial until both meter columns show red and yellow LED indicators at the top of the display. Then, release the dial to power the unit OFF. From the OFF state, press the dial once to power the unit back ON.

Note: The Rotary Control Dial is continuous and can make fine or coarse adjustments depending on how quickly you rotate the dial. Fine adjustments are recommended if there is a risk of signal overload.

Using the Touch Panel

Pressing any of the PlayAUDIO12 touch zones toggles the zone to the next available state. The color of the LED status indicator corresponds to the color of the display text and indicates the active function for the zone:

Scene

Press once to toggle between Scene A and Scene B.

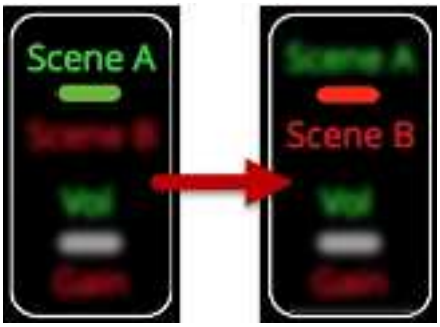


Figure 6: Press once to toggle between Scenes.

Volume/Gain

Press once to toggle between Volume display mode and Gain display mode.

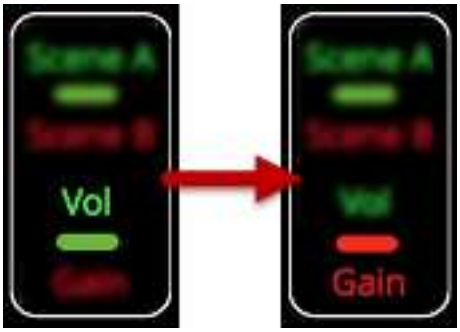


Figure 7: Press once to toggle between Volume display and Gain display modes.

Outputs

Output zones have three states and will toggle successively in this order:

- Odd-numbered output
- Even-numbered output
- Stereo output pair



Figure 8: Pressing the touch zone successively will select (in this example) Output 1, Output 2, or Stereo Output 1/2

Phones

Press once to toggle between Volume mode and Gain mode.

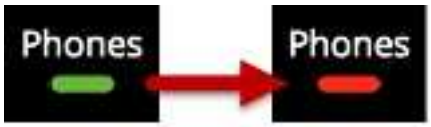


Figure 9: Press once to toggle Phones to *Gain Set* mode.