



WallboxPlayer – Installation - CDWB

www.wallboxplayer.com

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The WallboxPlayer is a device that turns your wallbox into a music player. This manual provides basic instructions on how to connect/install a WallboxPlayer.

1 General Description

The WallboxPlayer supports a range of pulse-controlled jukeboxes. Power to the player is provided from the wallbox, reducing the need for an extra power supply. Music is stored on a microSD card and can be filled matching the wallbox titles. The on-board player accepts a user-filled microSD card. It has a jack plug for headphones or external audio. The board has an optional data microSD-slot for supporting functions. There are buttons for HW reset on the microprocessor and 'select' to do the setup, cancel, or add a play. LEDs indicate pulses coming in or going out and an optional credit pulse being made. The board features header connectors for an external 16x2 I2C LCD display. All settings are done in the setup through software and stored.

The MP3 SD card slot can be found on the top left under the MP3 player. The contacts should be on your side and visible before inserting. The MP3 files are stored on a micro-SD card. Ensure the card is clicked in. The microSD card **MUST** be formatted as FAT32 (max 16GB). The number of (.MP3/.WAV) files can be as many as the wallbox can select, with some extra music files that will be played in AutoPlay mode. Music files can be saved in the root, numbered in an /MP3/ folder, or in an Album-mode. See the manual for details on how to best put your music files onto the music SD card.

Speaker output is via the (optional) onboard amplifier, two speakers (max 2*3W, at least 8ohm) can be connected using short cables. These speakers can be within the wallbox or external. The speaker output is via the connector labeled SpL+ SpL-, SpR+ and SpR-. Note the difference between wiring two separate speakers or a 3-wire speaker connection (see further below in this document).

LEDs onboard are used to display status:

- ExtVcc24V [green] Lights when external 24V is connected (converted to 5V), supplying the board.
- InP [yellow] – lights up when a wallbox pulse is detected.
- Cntrl [blue] – indicates second relay on/off.
- Ready [green] – shows that system is listening/ready to accept inputs (from wallbox or app).

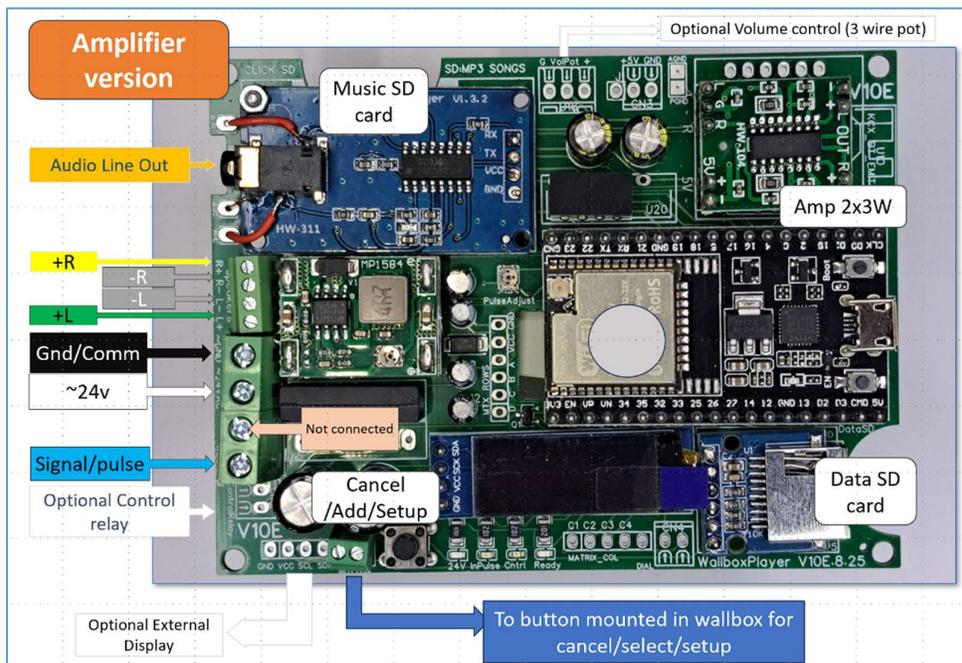
The music player mounted on the board has a red light that lights when the player is ready and blinks when playing a song.





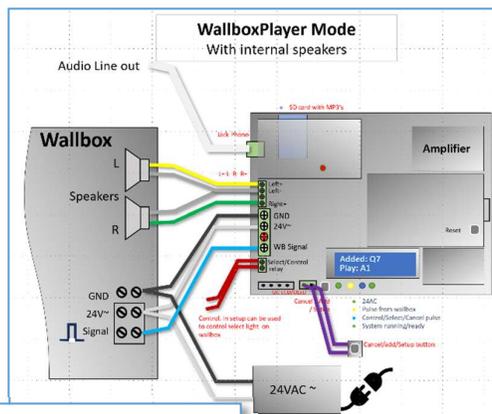
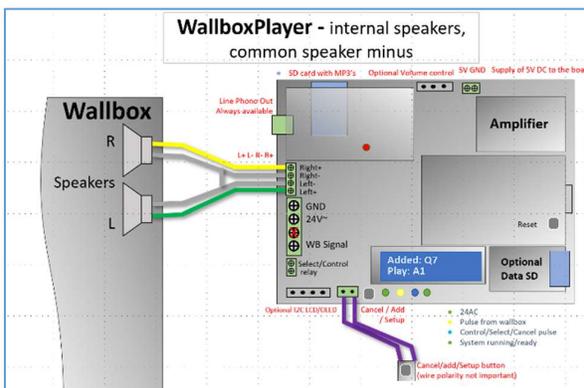
2 Board and connections:

Connectors on the WallboxPlayer board:



Overview of wiring to wallbox - Make connections

depending on configuration/version (left 5V, right 24V):



Boards with number below WB150: Connect speakers having a common minus in the wallbox: use only one of the minus leads (R-)!

Allowed **ONLY*(!)** for boards higher than WB150. Possible to connect speakers having a common minus.

(!)*Boards with reference number <WB150 can be damaged by connecting L- with R-!



3 Installation and setup:

The universal coin unit replacement housing can be used to mount the board (fits most wallboxes). Remove any pins that are not needed. With care, the output of the coin slide can be tilted to front or back to hit the right flipper.





3.1 ROWE-AMI CDWB (UPDATE)

Rowe-AMI CDWB – SEE PICTURES AT THE END OF THIS DOC FOR REFERENCE

- Remove any leads/cables from 9p screw connector.
- Replace original CDWB coin unit with universal coin slide mount
- Remove 3 connectors from “power supply assy” and remove that board
- Remove black transformer
- Remove the four logic control connectors and remove the logic control with 3 screws
- Remove the existing display board with the 5 screws
- Carefully disconnect 2 connectors and remove screws from the button board
- Already Open up the existing grey cable guide connecting the two sides
- Mount the new LCD display with the 4lead cable. Cable will go through the grey cable guide
- Clean the window both sides and screw the new LCD display with 5 screws
- Clean the button board. It will have a new 10p-connector mounted that will have keyboard readout outputs and inputs and audio output to speakers.
- Carefully cut tie wraps and remove the 4-lead cable that had the audio signal (bl/wh, wh/rd, wh/or, wh/br)
- Remove the multicolor 10lead cable from the keyboard pcb with two connectors (10p, 7p) and the cable shoes (that were going to the screw connector)
- Mount the wallboxplayer module and baseplate (can be screwed with small parkers or double-sided tape)
- Connect the new 10p connector to the keyboard PCB and lead the cables through the grey tube
- FYI: order of the 10 leads (looking from the key side): 3*audio; encode_out1,2,3; decode_in a,b; encode_out4; Decode_in_c;
- Find a good place for the volume pot (if needed, extend the 3p cable) and drill 8mm hole. Note the plastic is very thick and may need some plastic carefully removed with a bigger drill.
- You can now connect the 3 sets of cables from the 10p cable coming out of the grey tube to the WallboxPlayer.
 - The Green, Yellow and one-to-two Grey (both go to the L-R- together) to the speaker output screw terminal
 - The 3p connector to the header in the middle of the WallboxPlayer, yellow lead on top
 - The 4p connector to the header right below the display on the WallboxPlayer, black on left
- Connect the LCD display cable (black 4p header) to the WallboxPlayer. NOTE order from left to right: Black, Red, Green, Blue.
- Note the CD display has a pot at the back to adjust the contrast, default you will not see any characters. Tune to your liking.
- Install your 5V power supply in the wallbox, find a good spot to fix (old transformer place)
- Connect mains to your power supply.
- Connect the board to your 5V DC power supply (connector on top). NOTE POLARITY, wrong connection will destroy board.
- The 2 white and 2 black cables are for the 4 + 2 lamps (you can use leds or regular lamps), connect in parallel to your 5V supply. Connect the wallboxplayer 5V supply leads to your supply.
- Connect the cancel/add/setup button (no polarity).
- Connect the three speaker wallbox leads (YEL, GRY, GRN) to the wallbox speakers (top small 4p screw connector, only 3 wire-connections used) on one side and to the terminal strip (see picture above).



3.2 Powering up

- After powering up, the WallboxPlayer will also power up, and the display will show relevant information on status and number of songs and is ready to select a song.
- Press the “Select/Cancel/Setup” button on the board to test if song will start. Press again to cancel.
- Make selection on the Wallbox with the buttons.

After connections have been made, powering up should show screen startup messages and number of music files on card. After a few seconds, the system will show the green status light and be available for selections and will display it is ready to select a song. When during startup, the music (MP3/WAV) files cannot be read, the status LED will blink twice, and the red music-player LED will not be on.

3.3 Volume control

- You can use the volume high low button on the Wallbox to control the output volume. If the difference between these two is to be changed, use other resistors in the audio control-circuit.
- Use the volume control in the setup menu to change the general volume.

3.4 Setup

The onboard ‘select’ button perform setup serves two functions, its primary function with a short press, is to CANCEL the currently playing song or ADD a song when nothing is playing. For the latest releases, a long press (~2 seconds) will START and STOP **AutoPlay**. The secondary function of this button is used within the **setup menu** which follows. The setup menu is accessed by pressing the ‘select’ button for at least 5 seconds. After the instruction, which will be displayed for a few seconds, subsequent settings will be shown to be modified. Pressing the button will change the value of the item, waiting will show the next configuration item.

The **setup menu** allows you to configure the following settings:

- **Tools:** This menu choice will allow system updates, reset values, restart and a measure/listen utility mode. “RESTART” will restart the device. Note that the music player will keep playing until early in the startup process. Selecting “DEFAULTS” will set values of settings back to factory defaults. Choices: NO, RESTART, DEFAULTS, UPDATEMODE, CLEARFAV, LISTEN, ...
- **Wallbox_In:** This will configure what input signal is detected by the board, the type of wallbox the board is connected to. Compatible choices: NONE, MP3, Sb_3W1, Sb_3W100, Sb_3W160, Sb_3WA, Sb_SC1, Seeburg_DEC, Seeb_DEC-direct, Ami_W40, Ami_W80, Ami_W120, Ami_W200, Roc_1544, Roc_1555, Roc_1558, Rock_507, Wur_5207, Wur_5210, Wur_5220, Wur_5225, Wur_5250, **CDWB**, ... and more
- **Jukebox_Out or Player_out:** for WallboxPlayer mode and audio output, this must be set to MP3..
- **Volume:** This will determine the output volume of the MP3 player (jack output and speakers). It can be adjusted from 0 to 24. Choices: (0...24). Suggested is “20-24”.
- **Equalizer:** This will select one of the available equalizers (jack output and speakers). Choices: FLAT, POP, ROCK, CLASSIC, BASS. Suggested is BASS. Newer releases have boost-variations (+20%).
- **AutoPlay_number:** For the CDWB this can stay on 0 or -1. Autoplay can be done with the “Popular” button or pressing add/cancel 2 seconds.
- **AutoPlay_startup:** This value sets the time in seconds until a random song is added to the queue. Selecting “0” will disable this function. Setting it to “60” will add song after one minute of idle time. Choices: 0, 15, 60, 300, 3600.

4 OPERATION:

The **WallboxPlayer** in the wallbox (or an enclosure) has the following functions that are available



- Songs can be selected on the wallbox, play will start after selection or when a song is playing, song will be added to the queue
- If a song is playing, the 'select' button will cancel the song (and play next in queue)
- If no song is playing, pressing the 'select' button will add a random song to the queue
- After choosing the AutoPlay number/selection (as set in the setup), random songs will automatically be added and played (even song files on the SD beyond the selection limit – see instructions further below for how to do this.), select AutoPlay number again to switch off the function

(Re)loading songs, playing more than selection limit and making listing

The music files are stored on a micro-SD card. Ensure the card is clicked in. The microSD card must be formatted as FAT32 (max 32GB). The best place for the music files is in the root folder of the card. When copying files from the PC onto the SD card, Windows will hustle the order that then does not match the file/selections. A foolproof way to get the numbering and order right is as follows:

- Format the SD card
- Copy files from computer to SD with drag and drop, one at a time starting with the first one
- Wait until each file is copied, then copy the next (every time just one at a time)

This way, windows will not change the order as every file can only be added and has a later timestamp than the previous one.

The best way to get a matching listing of the order of the songs on the SD, use Windows CMD command:
`DIR /B /A: -D *.MP3 > SONGS.TXT` This will create a file that you can read and use for song titles.

Some WallboxPlayer configurations have a data (second) SD card slot; this will store song titles that are displayed on the display (and web browser). A file `/LABELS/SONGS.TXT` (edit with NOTEPAD!) with titles for each song will then be used.

The WallboxPlayer will also play songs that go beyond selectable numbers. This is great for random play and hearing (random/surprise) songs other than the ones on the labels. For this, the best way is to create an extra folder (after having put the selectable songs on the SD) and simply fill it with the songs you want to hear in random play mode.

SEE MANUAL (ONLINE) FOR MORE INFORMATION.

Please contact me in case of questions or inquiries or items not described here.

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