RIP-N-PLAY
Product Guide
2. Installation and connection

Your RIP-N-PLAY should be installed on a equipment stand intended for the purpose. Ensure the RIP-N-PLAY is well ventilated and do not stand it directly on top of another item of equipment. The unit should be installed in its final location before connecting cables or switching it on.

The diagrams below describe the process of setting the unit up:
The AVA Media RIP-N-PLAY is a highly capable audio system that can:

- copy audio content from any audio compact disc to its internal hard drive
- make audio content available to network attached devices for playback or management purposes
- provide digital audio content to attached playback devices

The RIP-N-PLAY incorporates 9 software components that in turn build its feature list. These components are:

1. **Digital audio extraction (ripping) engine** - extracts content from audio CDs and stores it on the internal disk drive
2. **Audio encoder** - converts stored audio files to various formats enhancing compatibility with playback devices
3. **User interface** - allows the user to manage the unit and the content stored on it
4. **DLNA server** - enables DLNA compatible devices to access the content stored on the RIP-N-PLAY
5. **SMB server** - enables SMB compatible devices to access and manage the content stored on the RIP-N-PLAY
6. **Subsonic media server** - server application that allows access to the content stored on the RIP-N-PLAY from any web-browser
7. **Audio player** - software, network audio player that allows the use of the coaxial S/PDIF or a attached USB DAC for playback of audio content stored on the RIP-N-PLAY
8. **Squeezebox server** - server application that allows access to the content stored on the RIP-N-PLAY to Logitech devices
9. **Backup engine** - application that enables user data to be backed-up or restore to and from USB drives
X. Putting together your music library

X.1 Ripping audio discs

Using the in-built optical drive, the RIP-N-PLAY can extract audio content from audio CDs and store them locally onto its internal hard drive. On top of ripping the audio content, if the unit has internet access it will automatically extract metadata and album art from FreeDB and Amazon. Once the audio disc is inserted into the unit, the audio extraction process begins. This is signalled both on the front of the unit by the status LED turning orange and also on the main page of the management website. Once ripping is completed, the disc is automatically ejected and the status LED turns back to green. The ripping process can be monitored through the Logging page of the management website.

X.2 Importing music over the network

The RIP-N-PLAY allows audio content to be imported into the music library stored on the unit as well. The file formats supported by the RIP-N-PLAY are flac, mp3 and alac. Other audio file formats are available but they will not be indexed by the DLNA server and will only be made available via standard file sharing (SMB). To import files into the RIP-N-PLAY library the shared folders of the unit must first be accessed. There are various ways of accessing the shared folders of a RIP-N-PLAY dependant on the operating system used and network infrastructure in place.

The simplest method of accessing a RIP-N-PLAY’s shared folders over the network, from a Windows PC is to type \ripnplay in the address bar of Windows Explorer, followed by Enter.

The shared folder structure of the RIP-N-PLAY is as follow:

The folder structure is divided into Read Only (-----) folders and Read and Write (-----) folders. Read Only folders are intended for browsing and playback purposes only, the unit will not allow the user to edit, remove or add content to these folders. Read and Write folders provide full privileges to the user, which means the content can be browsed, edited, removed or added without restrictions.
**X. Putting together your music library**

Once the folder into which content needs to be added is selected, the files can be transferred using the standard **Drag & Drop** or **Copy and Paste** methods available within Windows.

A similar process can be used within MAC OS. **Finder** should see the RIPNPLAY on the network and either **Drag & Drop** or **Copy and Paste** can be used.

**X.3 Managing your music library**

Content ripped or imported into the RIP-N-PLAY can be managed both via Windows Explorer or Finder but also via the Subsonic application available in the management website.

As Windows Explorer and Finder provide access to the shared file structure with both read and write privileges they can be used to remove unwanted albums, edit metadata (using third party applications), create compilations, import albums, etc.

Subsonic provides a friendlier user interface that allows the user to manage his music with ease.

Within Subsonic the user can play the music stored on the unit from the device he is using to access Subsonic, create play lists, delete music, edit metadata, edit album art, etc.

For more information on using Subsonic please go to [http://subsonic.org/pages/documentation.jsp](http://subsonic.org/pages/documentation.jsp)
X. Playing your music

X.1 Play your tracks using the inbuilt digital coaxial output

The RIP-N-PLAY is able to output digital audio content using the inbuilt digital coaxial connector. You can connect any device that is able to process a digital audio stream (provided via a coaxial S/PDIF cable) and use it (in conjunction with any other equipment that may be required, i.e. speakers) for audio playback.

Once your device has been connected to the RIP-N-PLAY via a coaxial cable attached to the RIP-N-PLAY’s S/PDIF output, controlling playback can be done either via a UPNP/DLNA control point application or via the RIP-N-PLAY’s web interface.

While any device capable of dealing with a digital audio stream provided via a coaxial S/PDIF connection can be used, AVA Media are able to provide a series of pure digital amplifiers that enable the user to take full advantage of the unique design features of the AVA line of products.

A perfect match for the RIP-N-PLAY from within the AVA line is the Maestro 50. The diagram below showcases a simple usage scenario:

X.2 Play your tracks using a USB DAC

Hidden behind the service plate there are 2 USB 2.0 ports which can be used in conjunctions with one (or even two) USB DACs for audio playback. Once your device has been connected to the RIP-N-PLAY’s USB port, controlling playback can be done either via a UPNP/DLNA control point application or via the RIP-N-PLAY’s web interface.

The RIP-N-PLAY is compatible with any USB audio converter that uses a ASIO driver. The AVA Media range of products contains also a 24/96 USB to S/PDIF adapter. The diagram below showcases a usage scenario using a RIP-PLAY and Maestro 50S, linked through a USB to S/PDIF adaptor:
X. Playing your music

X.3 Play your tracks using both the digital coaxial output and USB attached DACs

The RIP-N-PLAY allows for a maximum of 3 output devices to be connected simultaneously. Two connections are allowed via the USB ports, while a third one is achievable via the S/PDIF connector.

All 3 devices can function independently from each other, turning the RIP-N-PLAY into a unit suitable for multi-room setups. The diagram below shows a usage scenario using all 3 connections:
X. Playing your music

X.4 Managing the Player

Management of the player settings is achieved from within the Configure Player page of the RIP-N-PLAY web-page.

<table>
<thead>
<tr>
<th>Name</th>
<th>MAC address</th>
<th>Audio output device</th>
</tr>
</thead>
<tbody>
<tr>
<td>RNP-SPDIF</td>
<td>00:04:20:CA:7F:9B</td>
<td>S/PDIF digital output</td>
</tr>
<tr>
<td></td>
<td></td>
<td>None</td>
</tr>
<tr>
<td></td>
<td></td>
<td>None</td>
</tr>
</tbody>
</table>

By default, one of the 3 players that are allowed is enabled and the audio device it is set to is the S/PDIF output. In order to edit the existing player, the user can change both the UPNP name given to the player and also the audio output device it utilises.

There are 4 audio devices that can be used for output:

- **Green 3.5mm audio jack** - disabled in the hardware and only present in the software for diagnostic purposes
- **S/PDIF digital output** - this device is linked to the S/PDIF audio output of the unit
- **USB DAC1** - setting the audio output to this value allows the use of a USB DAC attached to the top USB port
- **USB DAC2** - setting the audio output to this value allows the use of a USB DAC attached to the bottom USB port

The MAC address field is automatically populated by the system once the other two fields are populated and the Submit button is pressed.

X.4 Controlling playback

The RIP-N-PLAY allows you to control the playback provided via S/PDIF or USB both from a UPNP control point and also its own user interface (management web-page).

In order to control playback via the RIP-N-PLAY’s webpage you need to access the SqueezeBox Server page.

Controlling playback of the local outputs of the RIP-N-PLAY via the SqueezeBox Server page is just a matter of selecting the track from the music library, selecting the output player and hitting play.

For more information on using the SqueezeBox player you can access the Help page by pressing the Help button in the bottom left corner of the page.
X. Playing your music

A UPNP control application can be used to manage the playback of the RIPNPLAY from a Windows PC, Apple PC, tablet or phone.

Below is an example of using Bubble UPNP for Android to manage playback of the RIP-N-PLAY:

First the Renderer and the Library have to be selected from the Devices panel of the Bubble UPNP application. For this example the renderer should be set to Player configured on the RIP-N-PLAY while the Library to the UPNP Server present on the RIP-N-PLAY.

Next, by accessing the Library panel, music from the library of the RIP-N-Play can be selected for playback.

Control of the playback of a particular track or volume can be achieved via the Now Playing panel, while the Playlist panel provides the ability to create a playlist of tracks that are to be played on the RIP-N-PLAY.

Another example of an applications that can be used to control playback of the RIP-N-PLAY is the Kinsky Android/iOS application. For this application the same general steps apply: Selecting the UPNP player (1), finding the music you want to play (2), selecting and playing the album or track (3).

Similar to the Bubble UPNP application Kinsky has a Now Playing section which allows the management of the currently playing content (4).
X. Playing your music

X.4 Using network players for audio playback.

Apart from being able to play stored content using the RIP-N-PLAY’s output ports, the unit can also share its content over the network to other players.

The RIP-N-PLAY makes its stored content available via:
- SMB file sharing - standard file sharing protocol used by computers and some network players (Sonos)
- DLNA (UPNP compatible) - media content sharing protocol compatible with most network audio players
- Subsonic - web application that allows playback from any device capable of rendering the website (Windows PC, Apple PC, mobile phones, tablets, etc.).

The SMB Server application present on the RIP-N-PLAY has little settings that can be adjusted but it does allow the user to make sure that the RIP-N-PLAY adheres to the right Workgroup and that the SMB server can be started and stopped at will.

The DLNA server has a dedicated configuration page within the management web page.