Panasonic Audio Player 2 User Guide



ASIO is a trademark and software of Steinberg Media Technologies GmbH.

Overview 0

Panasonic Audio Player 2 is simple GUI audio player software for Windows and Mac OS with high-resolution audio data processing capabilities. When connected to products, it is capable of high-quality music playback. Both the ASIO2.3 and DoP (DSD audio over PCM) modes, DSD2.8/5.6* MHz files are supported. (Only DoP mode playback is supported on Mac)

The Windows operating system requires dedicated USB driver software. If you upgrade your PC's Operating System, uninstall the Panasonic USB Audio Driver 2, and install again.

Note:

Playback of files with formats that exceed the supported specifications of the connected equipment is not possible. For details, see the owner's manual for the connected product being used.

Data is transferred into LPCM data to the connected equipment. Using Windows, transfer the DSD data directly only if you have selected DSD Native mode.

Depending on the PC status, sound interruption or noise may occur.

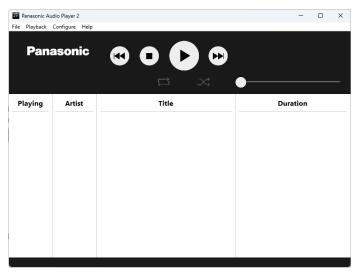
When you playback High-Resolution audio source, it is recommended that you use a 2m or shorter USB 2.0 High Speed compatible cable.

Settings in Windows

Starting the software

The Panasonic Audio Player 2 does use an installer. For detail installation, please refer to the 'PanasonicAudioPlayer2_InstallGuide'.

The window opens when Panasonic Audio Player 2 is launched.



Deleting the software

If you want to delete the Panasonic Audio Player 2 software, uninstall from the computer program files.

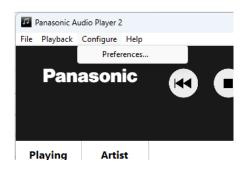
Setting the device

Select [Preferences...] from the [Configure] menu.

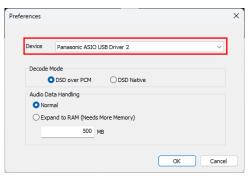
Note:

If this software is started before connecting with the Panasonic products, the device may not be selected in the device settings. Please connect products before starting the software.

Please connect with one product at the same time. This software may not work properly when connected to multiple units.

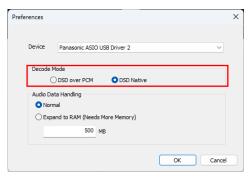


The [Preferences] window opens. Select the "Panasonic ASIO USB Driver 2" from the [Preferences...] menu.



<u>Selecting DSD decoding mode</u>

On the Panasonic Audio Player 2 for Windows, you are able to choose the DSD decoding mode.



Select [Preferences...] from the [Configure] menu. A [Preferences] window opens, and choose [DSD over PCM] or [DSD Native] from the [Decode mode] menu, as you prefer.

[DSD over PCM]

This is a playback method called DoP (DSD audio over PCM frames). The DSD data is embedded into the PCM format for transfer.

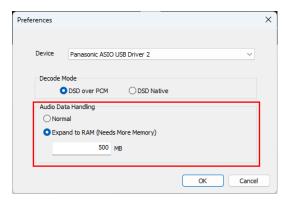
[DSD Native]

By the ASIO 2.3 driver, DSD file data is directly transferred without PCM conversion.

<u>Selecting data loading method</u>

File accessing methods are selectable for audio file playback.

Select [Preferences...] from the [Configure] menu. A [Preferences...] window opens. Choose [Normal] or [Expand to RAM] from the [Audio Data Handling] menu. For stable playback, choose [Expand to RAM]



[Normal]

Reading audio data by normal file access mode.

[Expand to RAM]

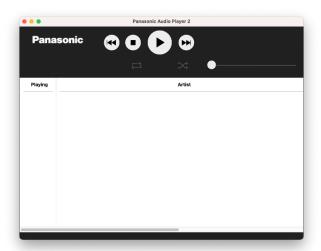
Before playback, store audio data from a file in the RAM of your PC. This allows your PC to process the stored data in RAM by omitting file access during playback and allowing stable playback by the system.

Note: When [Expand to RAM] mode is selected, it may take extra time to start playback on a slower PC.

Settings in Mac

Starting the software

The Panasonic Audio Player 2 does use an installer. For detail installation, please refer to the 'PanasonicAudioPlayer2_InstallGuideTechnics'. The window opens when Panasonic Audio Player 2 is launched.



Note:

If the Gatekeeper setting is anything other than "Allow applications download from anywhere", warning message will display.

In this case, click [OK] to close the warning message. And control-click the file and choose [Open] from the menu. When the warning message displays, click the [Open] button.

<u>Setting the device</u>

Select [Setting] from the [Panasonic Audio Player 2] menu.

Note:

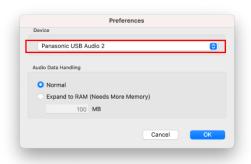
If this software is started before Panasonic products, the device settings might be erased.

Please connect product before starting the software.

Please connect with one product at the same time. This software may not work properly when connected to multiple units.



A [Preference] window opens. Select the connected "Panasonic USB Audio 2" from the [Device] menu.



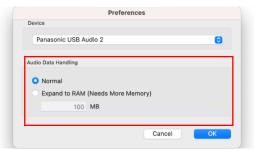
Selecting data loading method

File access methods are selectable for audio file playback.

Select [Setting] from the [Panasonic Audio Player 2] menu. A [Preference] window opens. Choose [Normal] or [Expand to RAM] from the [Audio Data Handling] menu. For stable playback, choose [Expand to RAM]



Select [Preferences...] from the [Panasonic Audio Player 2] menu. A [Preferences...] window opens. Choose [Normal] or [Expand to RAM] from the [Audio Data Handling] menu. To playback finer audio quality, choose [Expand to RAM]



[Normal]

Reading audio data by normal file access mode.

[Expand to RAM]

Before playback, store audio data from a file in the RAM of your PC. This allows your PC to process the stored data in RAM by omitting file access during playback and stable playback by the system.

Note: When [Expand to RAM] mode is selected, it may take extra time to start playback on a slower PC.

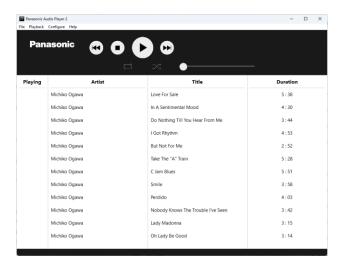
Operations

Operations are made in the same way for both Windows and Mac OS. In this document, we explain using Windows.

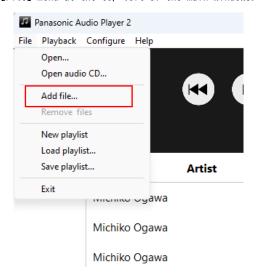
Preparing audio file

Prepare the audio files that you want for playback using the Panasonic Audio Player 2.

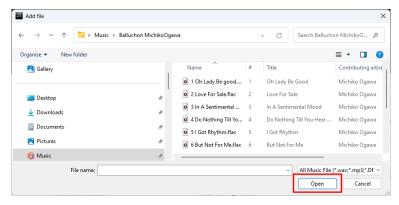
In the lower part of the main window called "Playlist," add your audio files by following the steps listed below. You can also add your audio files by dragging and dropping the audio files directly into the playlist.



Select [Add file...] from the [File] menu at the top-left of the main windows. An [Add file] window opens.



Browse and select target files, then click the [Open] button to add them to the playlist of the Panasonic Audio Player 2. Multiple files can be selected at the same time.



Playback functions

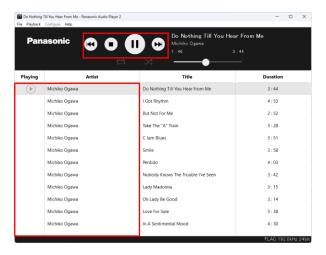
After creating a playlist, click the [PLAY] button to start playback from the beginning of the list. At this time the [PLAY] button changes to the [PAUSE] button.

Click the [STOP] button to stop or click the [PAUSE] button to pause.

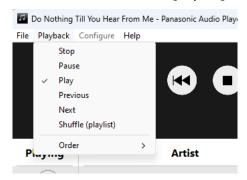
After stopping playback with the [STOP] button, press the [PLAY] button again to start playback from the beginning of the file where playback was stopped.

To start playback of any specific file, double-click the file in the list.

During playback, you can use the mouse with the slider below the time display to change the playback position as desired.



Alternatively, the following controls are accessible from the [Playback] menu.



[Stop] Stop the music.

[Pause] Pause the music.

[Play] Start playback.

[Previous] Go back to the previous audio file in the playlist.

[Next] Go to the next audio file in the playlist.

[Shuffle(playlist)] Start shuffle play in the playlist.

[Order] Select type of repeat play from this menu.

[Order] > [Default] No repeat playback

[Order] > [Repeat(playlist)] Repeat all audio files in the playlist.

[Order] > [Repeat(title)] Repeat the selected audio file.

Note:

Depending on the shuffle playback setting condition, not all the tracks in the playlist may be played back. Create the playlist, and make the shuffle setting before playback. If the playback has already been performed, delete the playlist. Then, create a new playlist and make the shuffle setting.

Playlist Function

The audio files added to the playlist can be saved. It is convenient to save your favourite audio files as a Playlist.

Unless you save the playlist audio files added to the list will not be saved when the Panasonic Audio Player 2 closes.

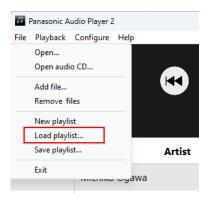
Saving playlists

Select [Save playlist] from the [File] menu after adding audio files to the playlist. A [Save playlist] window opens, then click the [Save] button after choosing the appropriate location, to save the playlist on your PC.

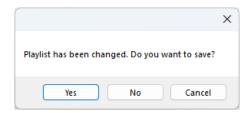
Loading playlist

After the Panasonic Audio Player 2 is launched, the main window shows nothing in the playlist where you are ready to playback your favourite audio files. Alternatively, you are able to switch

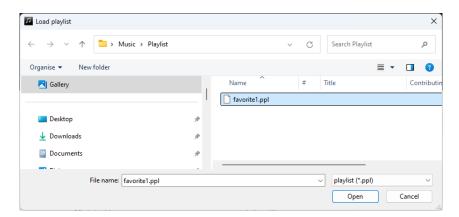
to another Playlist, when audio files are displayed in the Playlist. The recommendation is to create multiple Playlist by genre or file formats to switch between them quickly. Select [Load playlist] from the [File] menu.



If audio files are added to the playlist, an alert window opens. To save the current audio files in the playlist, click [Yes] to save. To discard the current audio files in the playlist, click [No] to discard.



A [Load playlist] window opens. Choose a target playlist (extension .ppl) from the appropriate location on your PC, and click the [Open] button to load the selected playlist.



About Copyright

Windows is a trademark or a registered trademark of Microsoft Corporation in the United States and/or other countries.

Mac and OS X are trademarks of Apple Inc., registered in the U.S. and other countries.

FLAC decoder:

Copyright (C) 2000-2009 Josh Coalson

Copyright (C) 2011-2016 Xiph.Org Foundation

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- Neither the name of the Xiph.org Foundation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE FOUNDATION OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Apache License:

Version 2.0, January 2004

http://www.apache.org/licenses/

TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

"License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document.

"Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting the License.

"Legal Entity" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition,

"control" means (i) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (ii) ownership of fifty percent (50%) or more of the outstanding shares, or (iii) beneficial ownership of such entity.

"You" (or "Your") shall mean an individual or Legal Entity exercising permissions granted by this License.

"Source" form shall mean the preferred form for making modifications, including but not limited to software source code, documentation source, and configuration files.

"Object" form shall mean any form resulting from mechanical transformation or translation of a Source form, including but not limited to compiled object code, generated documentation, and conversions to other media types.

"Work" shall mean the work of authorship, whether in Source or Object form, made available under the License, as indicated by a copyright notice that is included in or attached to the work (an example is provided in the Appendix below).

"Derivative Works" shall mean any work, whether in Source or Object form, that is based on (or derived from) the Work and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship. For the purposes of this License, Derivative Works shall not include works that remain separable from, or merely link (or bind by name) to the interfaces of, the Work and Derivative Works thereof.

"Contribution" shall mean any work of authorship, including the original version of the Work and any modifications or additions to that Work or Derivative Works thereof, that is intentionally submitted to Licensor for inclusion in the Work by the copyright owner or by an individual or Legal Entity authorized to submit on behalf of the copyright owner. For the purposes of this definition,

"submitted" means any form of electronic, verbal, or written communication sent to the Licensor or its representatives, including but not limited to communication on electronic mailing lists, source code control systems, and issue tracking systems that are managed by, or on behalf of, the Licensor for the purpose of discussing and improving the Work, but excluding communication that is conspicuously marked or otherwise designated in writing by the copyright owner as "Not a Contribution."

"Contributor" shall mean Licensor and any individual or Legal Entity on behalf of whom a Contribution has been received by Licensor and subsequently incorporated within the Work.

- 2. Grant of Copyright License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform, sublicense, and distribute the Work and such Derivative Works in Source or Object form.
- 3. Grant of Patent License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable (except as stated in this section) patent license to make, have made, use, offer to sell, sell, import, and otherwise transfer the Work, where such license applies only to those patent claims licensable by such Contributor that are necessarily infringed by their Contribution(s) alone or by combination of their Contribution(s) with the Work to which such Contribution(s) was submitted. If You institute patent litigation against any entity (including a cross-claim or counterclaim in a lawsuit) alleging that the Work or a Contribution incorporated within the Work constitutes direct or contributory patent infringement, then any patent licenses granted to

You under this License for that Work shall terminate as of the date such litigation is filed.

4. Redistribution. You may reproduce and distribute copies of the Work or Derivative Works thereof in any medium, with or without modifications, and in Source or Object form, provided that You meet the following conditions:

You must give any other recipients of the Work or Derivative Works a copy of this License; and

You must cause any modified files to carry prominent notices stating that You changed the files; and

You must retain, in the Source form of any Derivative Works that You distribute, all copyright, patent, trademark, and attribution notices from the Source form of the Work, excluding those notices that do not pertain to any part of the Derivative Works; and

If the Work includes a "NOTICE" text file as part of its distribution, then any Derivative Works that You distribute must include a readable copy of the attribution notices contained within such NOTICE file, excluding those notices that do not pertain to any part of the Derivative Works, in at least one of the following places: within a NOTICE text file distributed as part of the Derivative Works; within the Source form or documentation, if provided along with the Derivative Works; or, within a display generated by the Derivative Works, if and wherever such third-party notices normally appear. The contents of the NOTICE file are for informational purposes only and do not modify the License. You may add Your own attribution notices within Derivative Works that You distribute, alongside or as an addendum to the NOTICE text from the Work, provided that such additional attribution notices cannot be construed as modifying the License. You may add Your own copyright statement to Your modifications and may provide additional or different license terms and conditions for use, reproduction, or distribution of Your modifications, or for any such Derivative Works as a whole, provided Your use, reproduction, and distribution of the Work otherwise complies with the conditions stated in this License.

- 5. Submission of Contributions. Unless You explicitly state otherwise, any Contribution intentionally submitted for inclusion in the Work by You to the Licensor shall be under the terms and conditions of this License, without any additional terms or conditions. Notwithstanding the above, nothing herein shall supersede or modify the terms of any separate license agreement you may have executed with Licensor regarding such Contributions.
- 6. Trademarks. This License does not grant permission to use the trade names, trademarks, service marks, or product names of the Licensor, except as required for reasonable and customary use in describing the origin of the Work and reproducing the content of the NOTICE file.
- 7. Disclaimer of Warranty. Unless required by applicable law or agreed to in writing, Licensor provides the

Work (and each Contributor provides its Contributions) on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE. You are solely responsible for determining the appropriateness of using or redistributing the Work and assume any risks associated with Your exercise of permissions under this License.

- 8. Limitation of Liability. In no event and under no legal theory, whether in tort (including negligence), contract, or otherwise, unless required by applicable law (such as deliberate and grossly negligent acts) or agreed to in writing, shall any Contributor be liable to You for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this License or out of the use or inability to use the Work (including but not limited to damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses), even if such Contributor has been advised of the possibility of such damages.
- 9. Accepting Warranty or Additional Liability. While redistributing the Work or Derivative Works thereof, You may choose to offer, and charge a fee for, acceptance of support, warranty, indemnity, or other liability obligations and/or rights consistent with this License. However, in accepting such obligations, You may act only on Your own behalf and on Your sole responsibility, not on behalf of any other Contributor, and only if You agree to indemnify, defend, and hold each Contributor harmless for any liability incurred by, or claims asserted against, such Contributor by reason of your accepting any such warranty or additional liability. And other company names, product names and logos in this document are the trademarks or registered trademarks of their respective owners.
- © Panasonic Corporation 2024