Wavespark audio

Deliver background music and messages at large scale
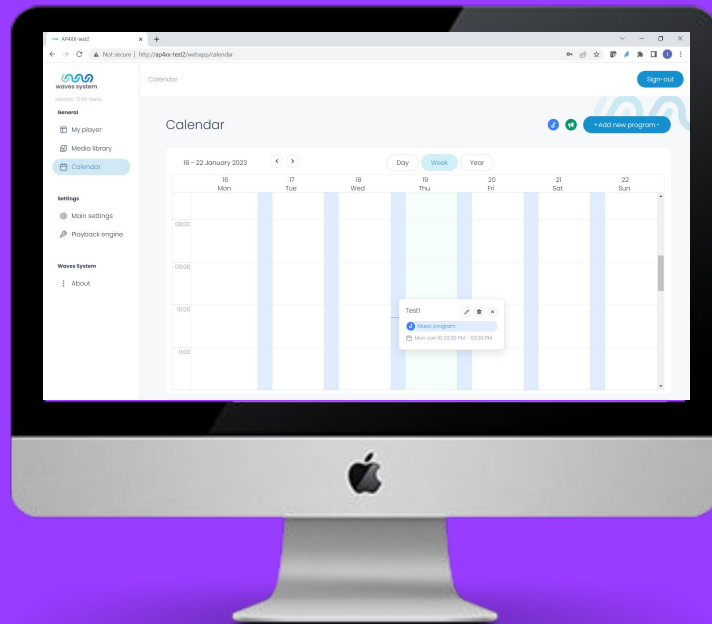
Thierry ROGER, Nov'23

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Wavespark audio

The music and message solution that helps music providers and integrators to deliver playlists and messages seamlessly.

Our solution includes an intuitive cloud service and a reliable audio player.

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Wavespark audio

Commercial insights

Wavespark audio / USP

Key features:

     Organise and schedule background music & messages

     Fleet management

     Intuitive interface for daily use

     2-layer audio calendar

     Infinite scalability

     Monthly or annual subscription

Wavespark audio / Markets

Customers:

    Music providers

    Events and installation integrators

Markets:

    Retail

    Events

    Public areas

    Education

Wavespark audio

Technical webinar

Step 1: configure AP420

First login

DHCP by default: http://AP4xx-xxxxxx

IP fallback: 169.254.128.1 or next available

Configuration

Select the storage you want to use

Select the time zone

Adjust the volume

FR/EN languages follow your browser settings

Step 2: register on Wavespark

Service	Free	Standard
Player pairing	x	x
Fleet State of Health	x	x
Media library	x	x
Create and manage projects	x	x
Assign projects to players		x

https://audio.wavespark.cloud/

Step 3: create and monitor your fleet

Pair your player

    Request Wavespark connection from player interface

        👉 You need a physical access to the machine.

    Pair the player

    Control player status

Update your player

    Firmware update

Group your players

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Step 4: upload your media library

Media library

Import your tracks

Organize your playlists

Declare webradios and fallback contents

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Step 5: create a project

Project

Create a project

Fill your calendar with music/advert programs

👉 we recommend to create programs shorter than 24h and use the repetition rules to fill all days

Duplicate & rename projects

Step 6: deploy your project

Assign a project

Select your players with the search bar

Choose the deployment date to start download in background
Choose the publication date to swap to the new project
Control publication status given by the player

Tips: project rules

Assignment date

Deployment date

Publication date

Project modifications are taken into account

Project modifications are not taken into account. Un-assign and re-assign to push the modifications

Tips: external memories

Use only pro memories like Sandisk
Format in Ext4 or FAT32

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