

Kaleidescape Installation and Usage Guide



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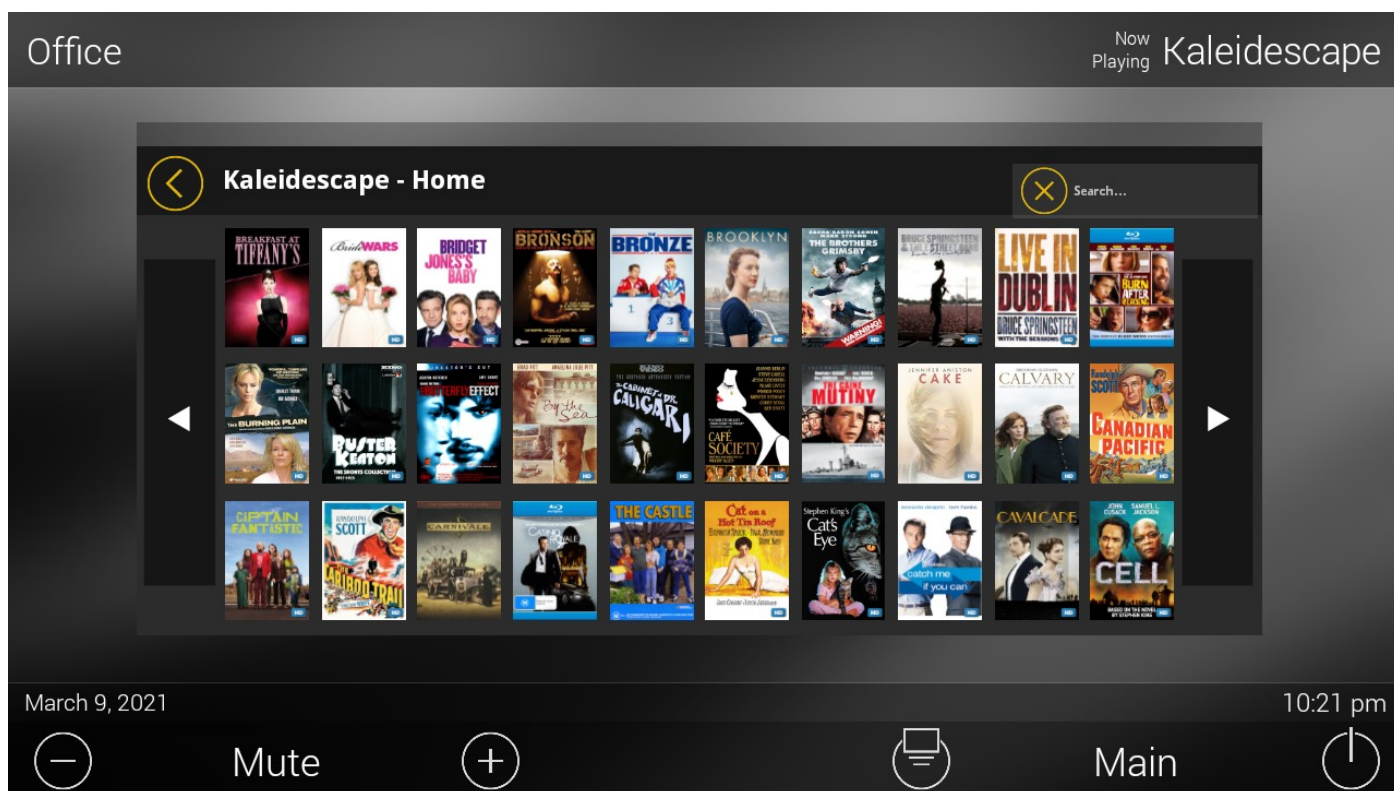
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Overview

The Kaleidescape module for URC allows you to control, browse and react to events from the Kaleidescape range of media players. The module comes with custom GUI's for iPad and Android tablets, iPhone and Android phones, the 5500, 5600 and 7100, 7500 and 7600 touchscreens. The module also allows for control from a 1080 remote using the built in URC GUI allowing for all of the Kaleidescape controls and using your own macros or custom buttons to suit your installation.

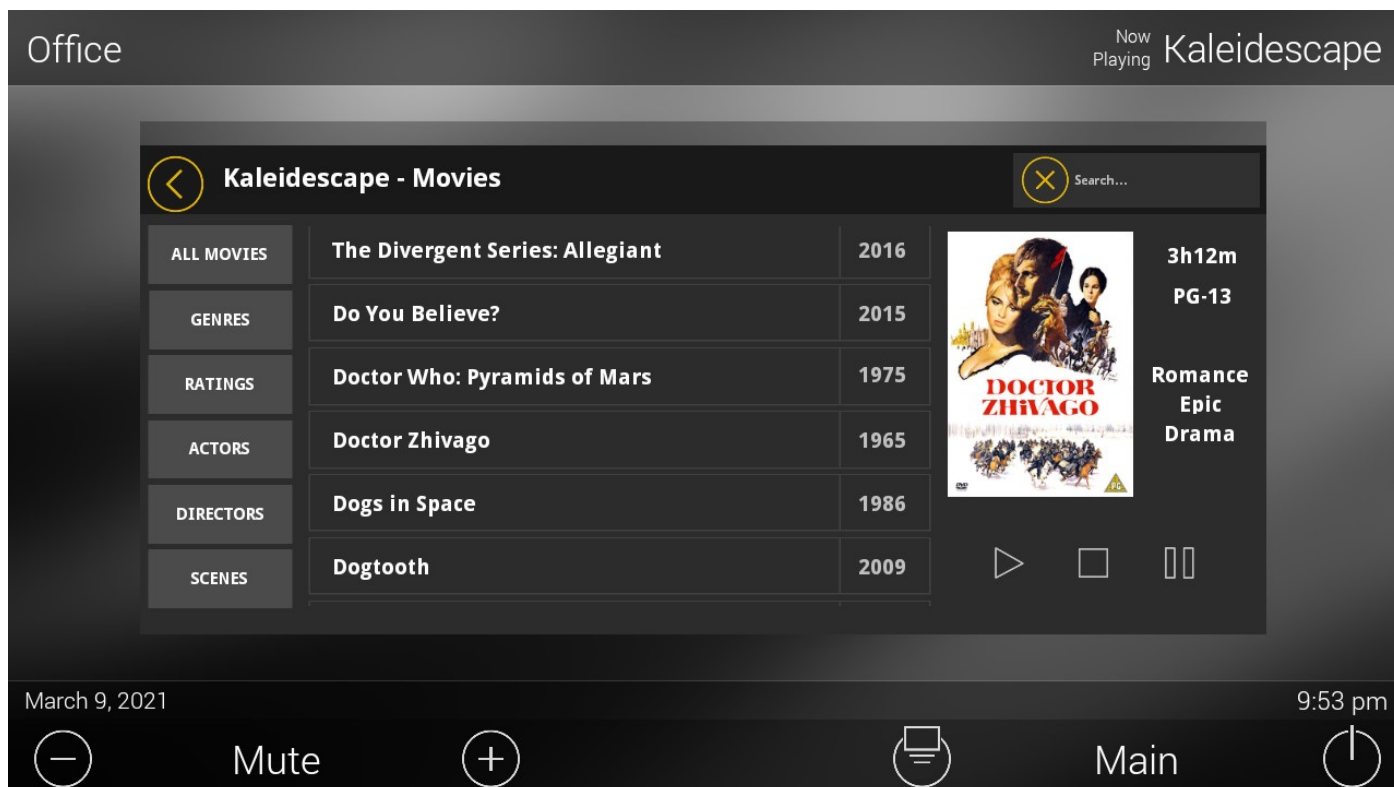
The module provides events for the power, media and play state of the unit, aspect ratio, video mode, current UI screen and more. You can get signals when a movie is in Intermission or end credits to change the lights, aspect ratio to automate screen masking or even detect when the screen saver is on to automatically shut down the system if it has been left.

Please note, the module does not currently support the control of browsing of music from the UI - you can however control the menus and use the on screen display to browse and control the music.

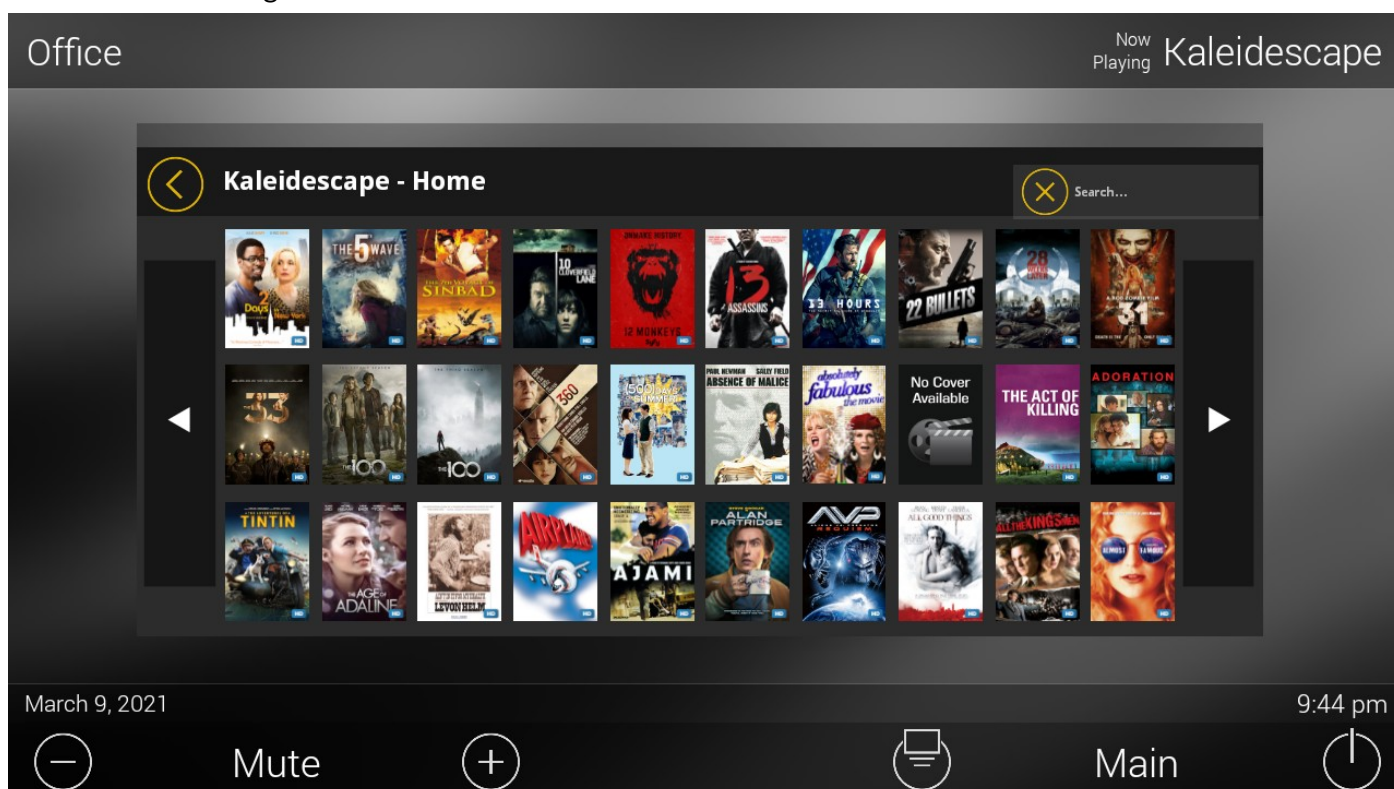


Features

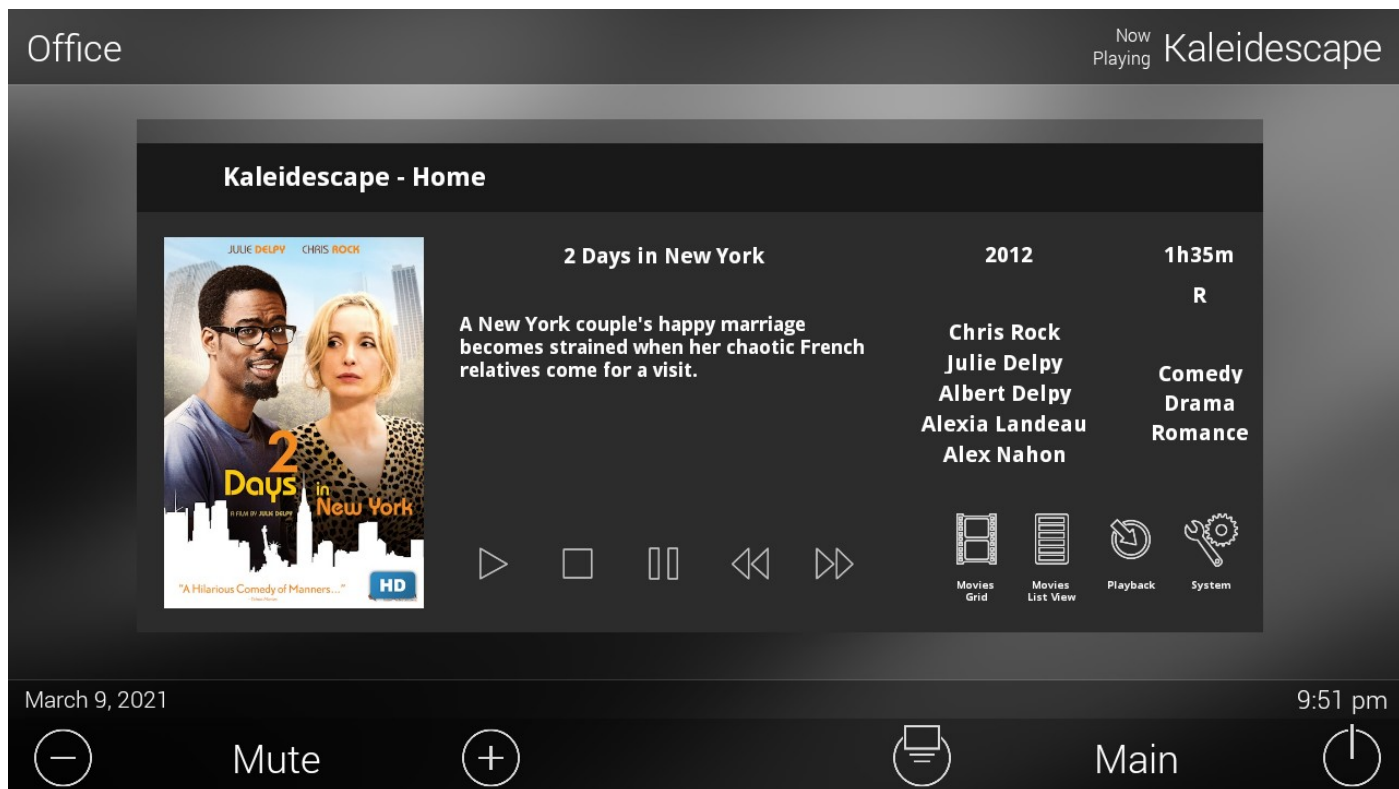
- Ability to browse, search, playback and resume movies by All Movies, Actor, Director, Genre, Rating or Collection categories



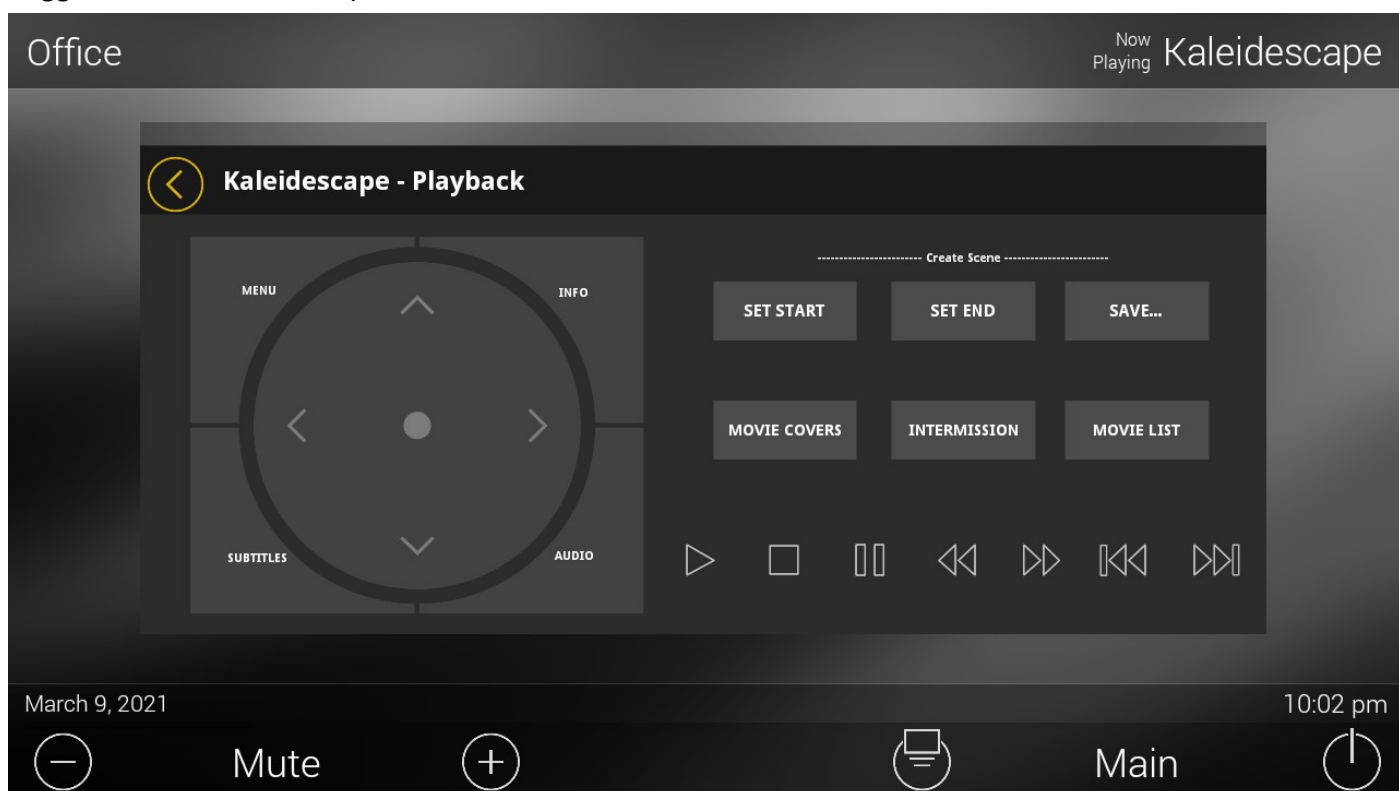
- Browse movies using a cover art view



- Get movie details, synopsis, length, year, running time and rating.



- Save scenes directly from the URC UI
- Change on screen view to show movie covers or the movie list
- Trigger intermission directly from the URC UI



- Device events for...

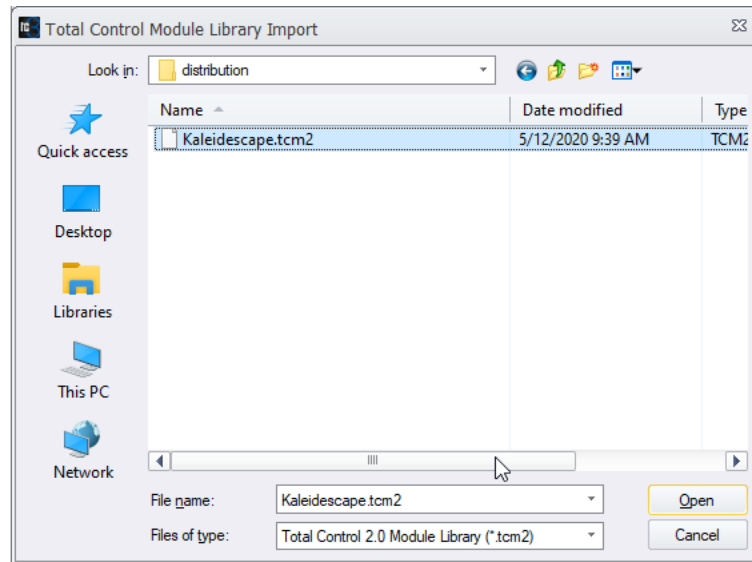
- power state; power on, standby and idle
- movie state; main content, intermission and end credits.
- type of media
- play state
- aspect ratio - allowing automation of screen masking
- current screen
- screensaver state

Installation

To install the module, you will need to do the following

Import TCM

From the file menu, Import TCM Files



Add the module to your project

In Step 4. Add Other Drivers. You will need to repeat this process for each room that has a Kaleidescape player.

NOTE: There is no requirement for adding a server to your setup, that details for the server are part of the system parameters.

Install Module

Step 1 - select a room for the module

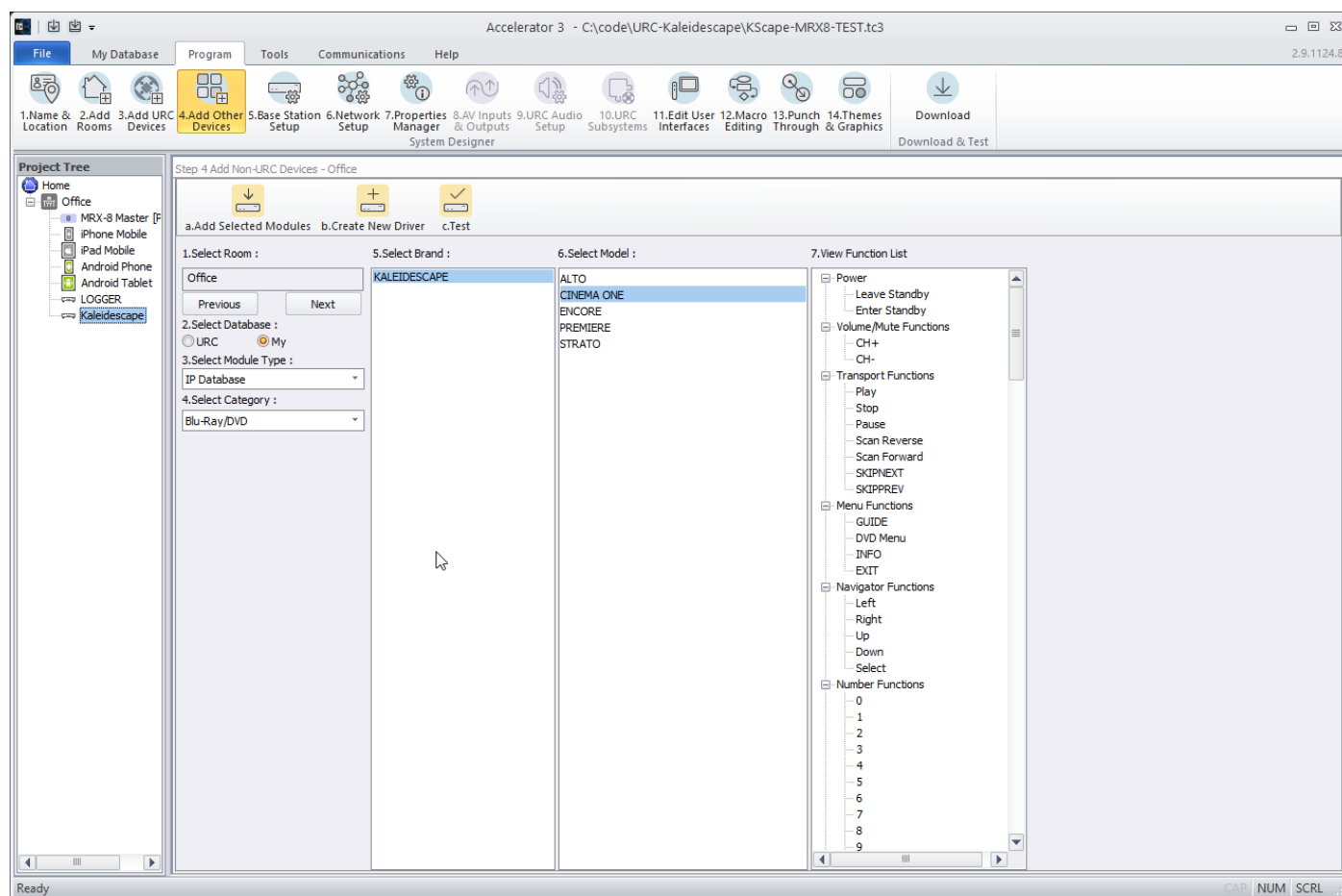
Step 2 - select My

Step 3 - select IP Database

Step 4 - select Blu-Ray/DVD

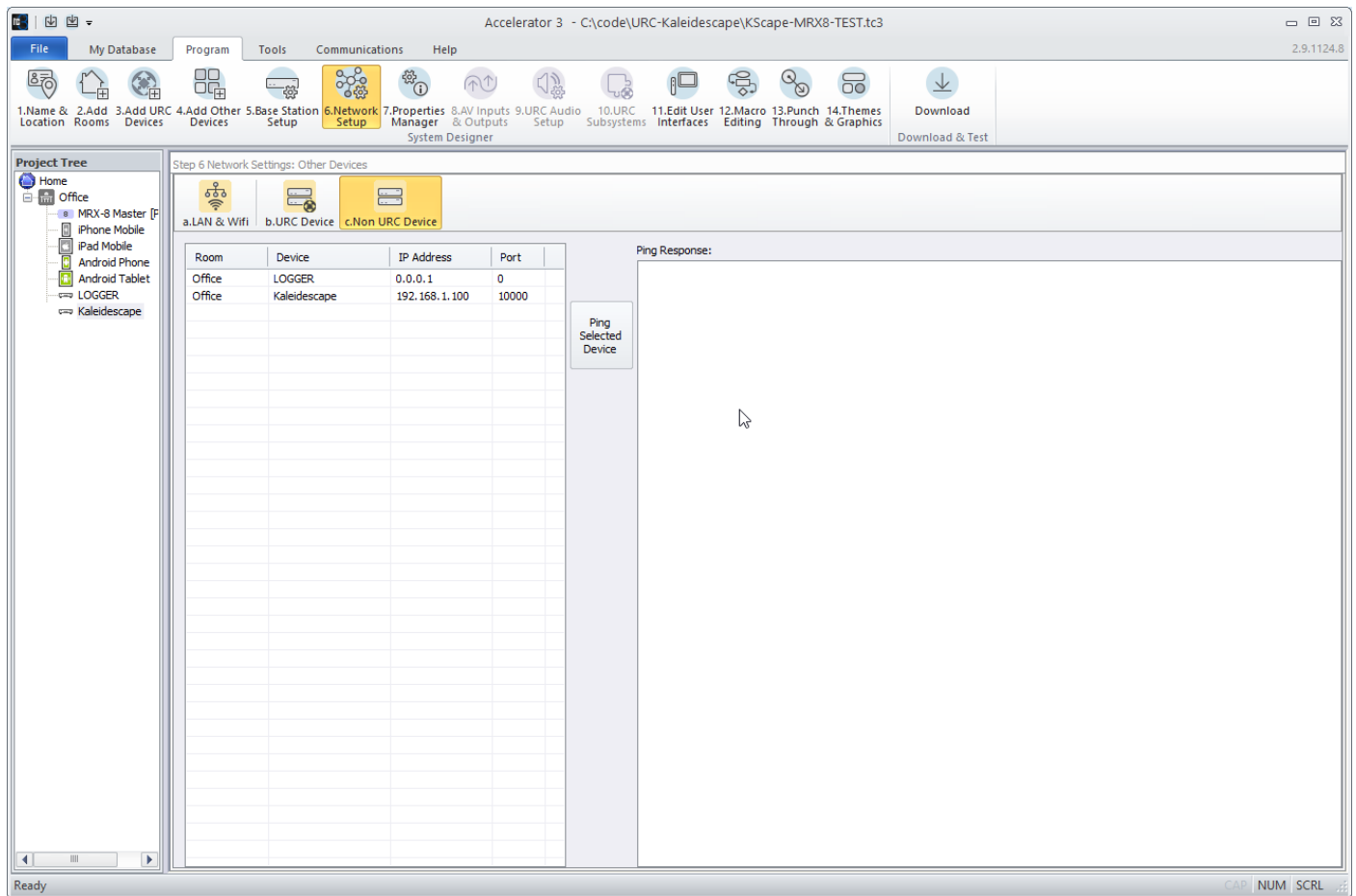
Step 5 - select KALEIDESCAPE

Step 6 - Select Model (double click)



Network Settings

Finally go to Step 6. Network Settings and Choose Non URC Devices. In the IP Address field enter the IP address for the Kaleidescape player. Optionally you can enter a value for the port or just leave it on the default.



System Parameters

Core Module

The C-Bus core module only requires a single parameter, but there are several available.

All system parameters are entered in the following format

KEY=VALUE

The following table details the system parameters that work with this module.

KEY	VALUE
LICENCE	The licence
SERVER	The Server IP Address
UPDATE_QTY	The number of items to retrieve on each pass
HTTP_PORT	An alternate http port if you need to port forward
START_SESSION	Allows you to enable / disable the control session
BIG_GRID	Shows a movie grid page with bigger images
REVERSE_SWIPE	Reverse the page direction when swiping
DEBUG	Puts the module into its debug mode

Licence

The licence code you were given when you purchased the module.

LICENCE=ABC123DEF456

SERVER

This setting is required for setups that have a central Kaleidescape server. The IP address of the server needs to be set here. If this value is omitted it will use the IP address from Network Settings, which is suitable for the players that include the server.

SERVER=192.168.1.100

UPDATE_QTY

The Update Quantity value can be used to tune the time the module takes to start up. This value is how many items to fetch on each pass as it does the initial build of the database. On slower processors this

should be set at around 50, but on faster processors you can push it up to 200 for a slightly faster initialisation.

UPDATE_QTY=100

HTTP_PORT

The HTTP port defaults to 80, but if you have the player located on a separate network and need to port forward the traffic you may have to alter the HTTP port to do so. This options lets you set an alternate http port.

HTTP_PORT=8000

START_SESSION

By default the driver will attempt to start a control session with the player. In this mode the driver has far more control over the data the player receives and will provide a richer interface. It is also required for Co-Star support and rentals. In some cases though, this option will cause the incorrect data to be sent to the driver - for example if the display attached to the player has an incorrect EDID string (due to distribution for example) it will only return the movies it thinks the player can handle.

START_SESSION=OFF

BIG_GRID

The movie grid has three rows of 10 items by default. The BIG_GRID parameter will instead show 2 rows of 8 movies. The reason to use this option is twofold, it will speed up the display of each page and also provide a larger touch target when selecting the movies.

BIG_GRID="ON"

REVERSE_SWIPE

When the grid is being displayed it is possible to swipe gesture, left or right, to move the page. This option can be used to reverse the direction of the page change. To disable the option and use the default set this to 0, otherwise set it to any non-zero value.

REVERSE_SWIPE=0N

Debug mode and logging

TO enable logs, you need to add the DEBUG parameter and set it to ON. This will write log files to the processor that can be retrieved via FTP. See the Logging section at the end of this document for details.

DEBUG=0N

Two Way Commands

Most functions can be accessed directly from the connected device one way command list, but there is one Two Way command included to play a pre set script.

Play Script

The Play script command can be used to start a pre-made script. The command takes a single parameter - the scripts name.

Name	Acceptable Values	Example
name	Any matching string	Car Chase Sequence

Device Events

Power

This event will trigger when the power state of the player changes.

Drop Down Options

- Power on
- Standby
- Idle

Name	Type	Acceptable Vales	Example
state	Drop Down	Value from Drop Down	Power On

Movie State

This event will trigger when the movie state of the player changes. An example where this could be used would be bringing up lights when the movie goes in to intermission.

Drop Down Options

- Main Content
- Intermission
- End Credits

Name	Type	Acceptable Vales	Example
state	Drop Down	Value from Drop Down	Main Content

Media Type

The media type event will trigger when the media type of the player changes.

Drop Down Options

- No Media Playing
- DVD
- Video Stream
- Blu-ray Disc

Name	Type	Acceptable Vales	Example
state	Drop Down	Value from Drop Down	Video Stream

Play Status

This event will trigger when the play status of the player changes.

Drop Down Options

- Stop
- Play
- Pause
- Fast Forward
- Rewind

Name	Type	Acceptable Vales	Example
state	Drop Down	Value from Drop Down	Pause

Aspect Ratio

This event will trigger when the Aspect Ration of the player changes.

Drop Down Options

- Full
- 1.33 (4:3)
- 1.66
- 1.78 (16:9)
- 1.85
- 2.35

Name	Type	Acceptable Vales	Example
state	Drop Down	Value from Drop Down	1.78

Video Mode

This event will trigger when the Video Resolution of the player changes.

Drop Down Options

- No output
- 480i60 4:3
- 480i60 16:9
- 480p60 4:3
- 480p60 16:9
- 576i50 4:3
- 576i50 16:9
- 576p50 4:3

- 576p50 16:9
- 720p60 NTSC HD
- 720p50 PAL HD
- 1080i60 16:9
- 1080i50 16:9
- 1080p60 16:9
- 1080p50 16:9
- 1080p24 16:9
- 1080i60 64:27
- 1080i50 64:27
- 1080p60 64:27
- 1080p50 64:27
- 1080p24 64:27
- reserved

Name	Type	Acceptable Vales	Example
state	Drop Down	Value from Drop Down	1080p24

Music Play Status

This event will trigger when the Music Play Status of the player changes. Note, the module provides this feedback but there is currently no control over music in the player in the UI.

Drop Down Options

- Stop
- Play
- Pause
- Fast Forward
- Rewind

Name	Type	Acceptable Vales	Example
state	Drop Down	Value from Drop Down	Stop

Current Screen

This event will trigger when the Current Screen on the UI of the player changes.

Drop Down Options

- Unknown
- Movie List
- Movie Collections
- Movie Covers

- Parental Control
- Playing a movie
- System Status
- Music List
- Music Covers
- Music Collections
- Music Now Playing
- Vault Summary

Name	Type	Acceptable Vales	Example
state	Drop Down	Value from Drop Down	Movie Covers

Screen Saver

This event will trigger when the Screen Saver for the connected player changes state.

Drop Down Options

- ON
- OFF

Name	Type	Acceptable Vales	Example
state	Drop Down	Value from Drop Down	ON

App Events

This event will trigger when the Volume in the Kaleidescape App changes. You can use this to adjust the local volume so changes in volume from the App are reflected in your local system.

Drop Down Options

- Volume Up
- Volume Down
- Mute

Name	Type	Acceptable Vales	Example
state	Drop Down	Value from Drop Down	Volume Up

Title Name

This event will trigger when the Title of the current playing media changes.

Name	Type	Acceptable Vales	Example
Title	string	Any ValidString	The Brady Bunch Movie