NewTec SMARTplayer

This driver was built for the SMARTplayer device by NewTec (https://www.newtec-audio.com/en/wifi/smartplayer/)

It allows to connect Control4 audio sources to it and to use the SMARTplayer speaker groups as a Control4 Rooms.

System requirements:

- Control4 OS version 3.2.4.615802 or higher

- Composer Pro 3.2.4 or higher

- SMARTplayer/streamer Firmware V1.16 or higher

It can be configured in two ways:

1. standalone
2. connected to a SMARTstreamer

Standalone Configuration

Add the **NewTec SMARTplayer** driver to your project, then in the Properties panel set the correct **IP Address**.

Be sure that the Control4 Director and the SMARTplayer have reachable IP adresses.

Update Status

Then go to Actions panel and click con "Get Status" and go back to Properties panel. This action queries the SMARTplayer these informations:

1. master volume value
2. master mute value
3. the active audio source actually used
4. the audio sources list available
5. the list of speaker groups

and these info are shown in Properties panel.

Configure connections

- **Input connections:**

  In standalone mode connect any analog source audio with the "Analog In" audio input and do the relative physical cable connection.

  For example connect the EA3 stereo "AUDIO_OUT" to SMARTplayer "Analog In" in order to use all music services provided by Control4.

  Leave all the Streamer Input connections disconnected, we'll se hot to use ti use in configuration with a SMARTstreamer.

- **Output connections:**

  The basic idea is to associate each room of the control4 project with a group of speakers defined by SMARTplayer.

  This association is done by two steps:

  1. Go to Connections and connect the "Room Output 01" AUDIO_SELECTION to the "Audio End-Point" and the "Room Output 01" AUDIO_VOLUME to the "Audio Volume" of a Room that physically contains a group of speakers defined by the SMARTplayer inside it (For help how to set up groups: https://help.newtec-audio.com/de/docs). Repeat this step for each room you want to use

  2. In properties panel, set the property set the correct "Number of Rooms Needed" and it shows right below the correct number of rows configurable. Select for each Room Group the relative group name that you have just connected in step 1.

  Up to 16 rooms are supported for each instance of this driver.

  No physical cable connections are required for step 2.

Configure SMARTplayer Sources

Go to Properties panel of the SMARTplayer driver and select the correct number of source you want to use in the "Number of Sources Needed" property. They will be displayed the rows relative to the internal sources of the smartplayer, these sources are filtered by type webstream and file. Select for each property the source you want to play.

The "Source 1" property corresponds to the "Player Src 1" object of the project. This object will be an available audio source in the Control4 app. This association is repeated for each "Source n" property. You can rename the source in the project to make it easier to read (For example rename "Player Src 1" as "Rock Hits Radio").

Hide useless elements in navigator

Since it's not a direct audio source hide the "NewTec SMARTplayer" in all rooms. To do that go to Composer→Design select the Room , click Navigator tab then hide the "NewTec SMARTplayer" device from "Listen" Section.

Hide also all Player Sources you don't need.

The connection configuration is complete and now you are ready to use your Control4 system with the SMARTplayer audio system integrated with an analog input.

Connection with SMARTstreamer

Add the **NewTec SMARTplayer** driver to your project, then in the Properties panel set the correct IP Address.

Add the **NewTec SMARTstreamer** driver to your project, then in the Properties panel set the correct IP Address.

Update Status

Then go to SMARTstreamer actions panel and click con "Get Status" and go back to Properties panel. This action queries the SMARTstreamer the next informations:

1. master volume value
2. master mute value
3. the active audio source actually used
4. the audio sources list available

and these info are shown in Properties panel.

Configure connections

- **Input connections:**

    Connect any analog source audio with the "Analog In" audio input of the SMARTstreamer and do the relative physical cable connection.

    For example connect the EA3 stereo "AUDIO_OUT" to SMARTstreamer "Analog In" in order to use all music services provided by Control4.

- **Output connections:**

  Connect the audio "Streamer Output" of the SMARTstreamer with a "Streamer Input" of the SMARTplayer driver previously added to project.

  Select SMARTplayer object in project, then properties panel. Set "Number of Streamer Sources Needed" as 1 (in this manual we set only one SMARTstreamer, but you can set up to 8 SMARTstreamer as input). In the next row "Streamer Source 1" select the correct source that receive the audio streaming from the SMARTstreamer.

  Anytime, To refresh all sources and other informations (Master Volume, Master Mute, Groups and Active Source) go to "Actions" and click on "Get Status"

  As in standalone mode, configure all SMARTplayer outputs and Room properties to associate SMARTplayer groups with Control4 rooms.

  As you did in the SMARTplayer you can setup internal sources of the SMARTstreamer and then stream them to the   SMARTplayer.

At this point the configuration SMARTplayer+SMARTstreamer is complete. The source audio will be acquired by the SMARTstreamer, then forwarded to the SMARTPplayer and finally distribuited to the Rooms.

Additional features

The driver provides other features that can be used in Control4 programming to create scenarios, or any other tasks.

- **Actions/commands**:

  - **Get Status**: it gets these informations from SMARTplayer:master volume value, master mute value,source list,active source, group list and it shows them in properties panel. Master Volume and Master mute values are also stored in drivers variables "Master Volume" and "Master Mute"

  - **Set Master Volume:** it changes the master volume of the SMARTplayer. Notice that this is not the room output volume.

  - **Master Mute ON**:it sets programmatically Mute the Master audio and sets the "Master Mute" driver variable

  - **Master Mute OFF**:it sets programmatically unmute the Master audio and sets the "Master Mute" driver variable

- **Mute Room ON**:it gets a parameter from 1 to 16 and it's the ID of Room to set muted. This room must have been previously configured

- **Mute Room OFF***:it gets a parameter from 1 to 16 and it's the ID of Room to set unmuted. This room must have been previously configured

- **Mute all Rooms ON***:it mutes all rooms previously configured

- **Mute all Rooms OFF***:it unmutes all rooms previously configured

*avaible only in SMARTplayer.