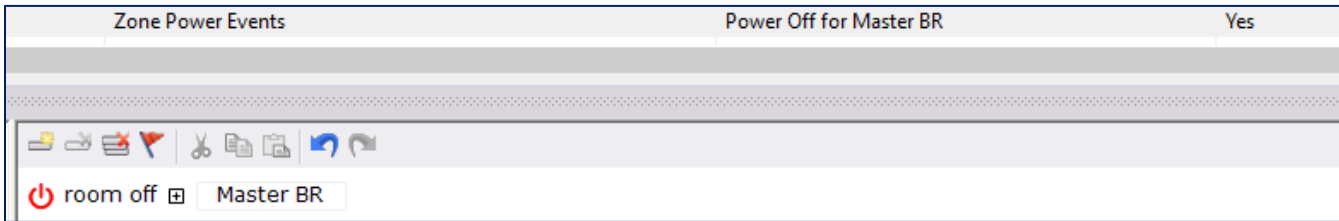# CasaTunes®

music by the roomful

Installing CasaTunes Systems with RTI Apex Music Player Template – Coral UI

Here is a quick step-by-step guide to help set up CasaTunes with the Music Player template using the Coral UI. If you would like to use the RTI Music template, see our step-by-step guide "Guide for setting up CT with RTI Music Template".

1. Set up your CasaTunes system using CasaSetup, including any room groups, Airplay speakers, services, etc., in CasaSetup.
2. In Integration Designer, pick your RTI processor and add Rooms. It is best to name them the same as in CasaSetup. Treat Airplay rooms and room groups as Rooms.
3. Add all the RTI Controllers you will be using.
4. In the Drivers tab, change library to USER and open CasaTunes Control -> Player to add players to Global. Name them to match the Source names in CasaSetup.
5. Add room control:
   o For wired rooms, in the Add Workspace Item, highlight the room and in the drivers tab (using the User option) add a CasaTunes Control -> Zone, naming the zone name to match the room's name in CasaSetup. Repeat for all rooms.
   o For Airplay rooms, highlight the room in the same way and add a CasaTunes Control -> APZone Zone, naming the zone name to match the Airplay room's name in CasaSetup. Repeat for all Airplay rooms.
   o For room groups, highlight the group and in the same way add a CasaTunes Control -> Zone Group Zone, naming the zone name to match the group's name in CasaSetup. Repeat for all room groups.
6. Set up the CasaTunes driver's properties, changing the number and names of Rooms, APRooms, Room Groups and Sources (players) to match CasaSetup and add the CasaTunes system's IP address.
7. Add Music Services in the driver's properties.

8. Highlight CasaTunes Control, under Drivers, and click on Driver Events. Add System "room off" macros to all "Power Off for *roomname*" events, selecting the appropriate room, like this:

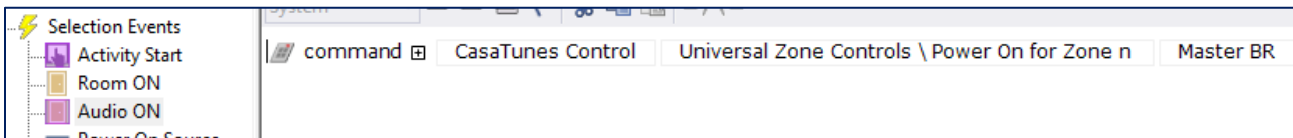| Zone Power Events	Power Off for Master BR	Yes

⏻ room off ⊞   Master BR

9. For each room in the Workspace, highlight the room and click on Activities. Select the first Audio Activity and set up the "Audio ON", "Activity Ready" and "Audio OFF" macros, like this. Repeat for each audio activity and each room **(Pay attention to whether the command is a "Selected Room"/"Selected Source" command or a "Universal Zone Controls" command)**:
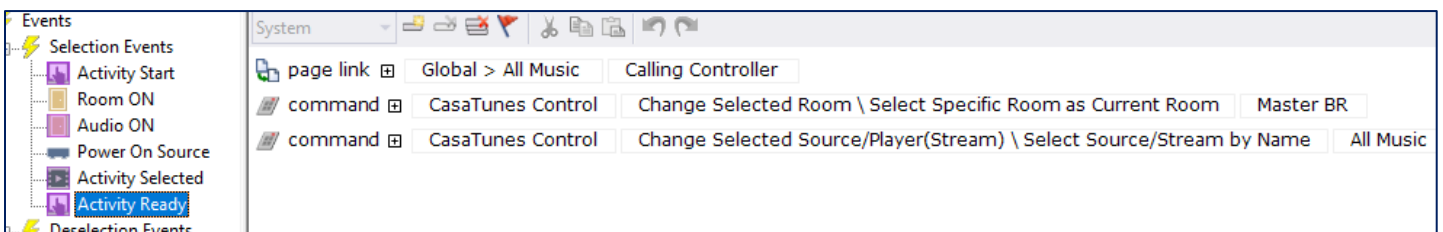
Select the Activity:

	Enable	Source Type		Room	Source	Activity Name
📇 Macro List						
📖 Variable List	☑	Audio	...	Global	All Music	All Music
▶ Activities	☑	Audio		Global	Alison's Music	Alison's Music
	☑	Audio		Global	Kim's Music	Kim's Music

Add macro to power on room in "Audio ON". Use the Power On for Zone n! and pick the zone name you are working on:

Selection Events
— Activity Start
— Room ON
— Audio ON

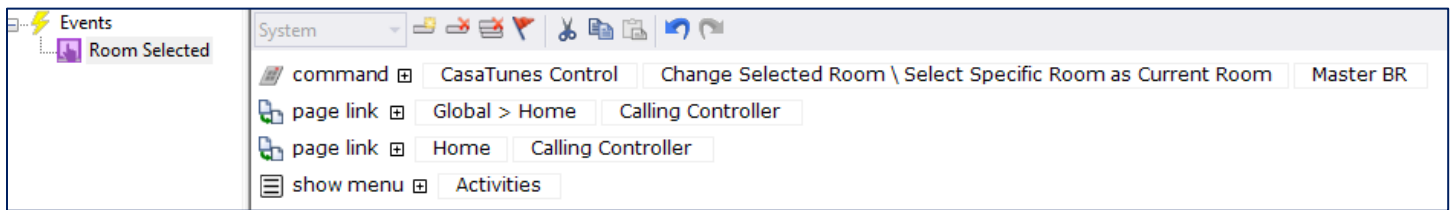▦ command ⊞   CasaTunes Control   Universal Zone Controls \ Power On for Zone n   Master BR

Add macros in "Activity Ready" to tell calling controller which room is selected and to change the room's source to the selected Player (be sure that the page link points to the correct Player and the correct Room and Player are showing in the two CasaTunes commands):

Events
— Selection Events
— Activity Start
— Room ON
— Audio ON
— Power On Source
— Activity Selected
— Activity Ready
— Deselection Events

🔗 page link ⊞   Global > All Music   Calling Controller
▦ command ⊞   CasaTunes Control   Change Selected Room \ Select Specific Room as Current Room   Master BR
▦ command ⊞   CasaTunes Control   Change Selected Source/Player(Stream) \ Select Source/Stream by Name   All Music

Add macro to power off room in "Audio OFF". Use the Power Off for Zone n! and pick the zone name you are working on:

Deselection Events
— Room Off Start
— Activity Deselected
— Power Off Source
— Audio OFF

▦ command ⊞   CasaTunes Control   Universal Zone Controls \ Power Off for Zone n   Master BR
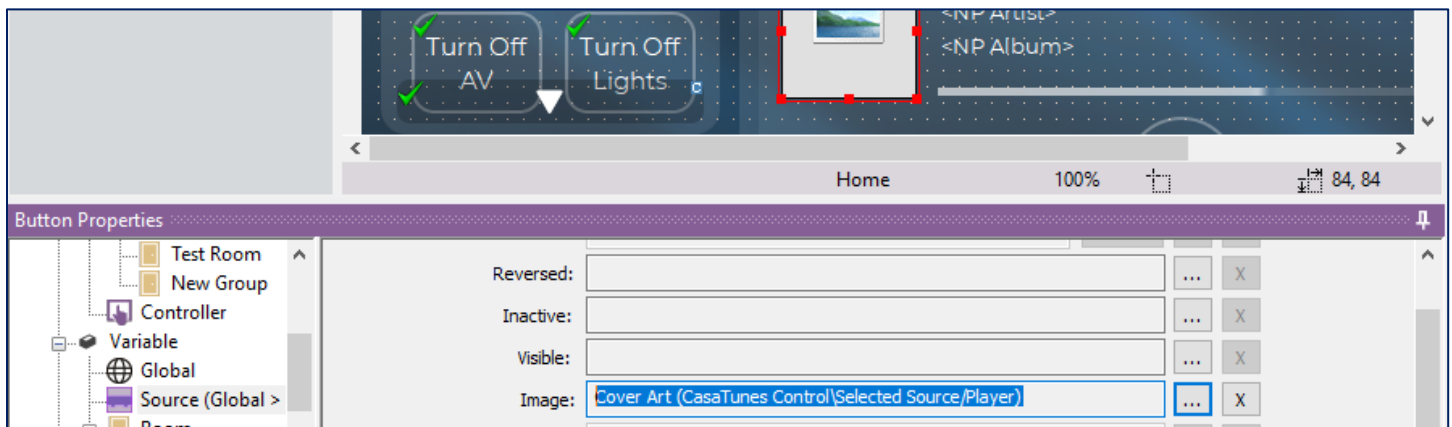
10. Also, for each room, in Room Events, add a CasaTunes Control | Change Selected Room macro, like this (this tells the home page to point to the correct NP information in the Home page for that room when user selects a room, but does not select an activity (player)):
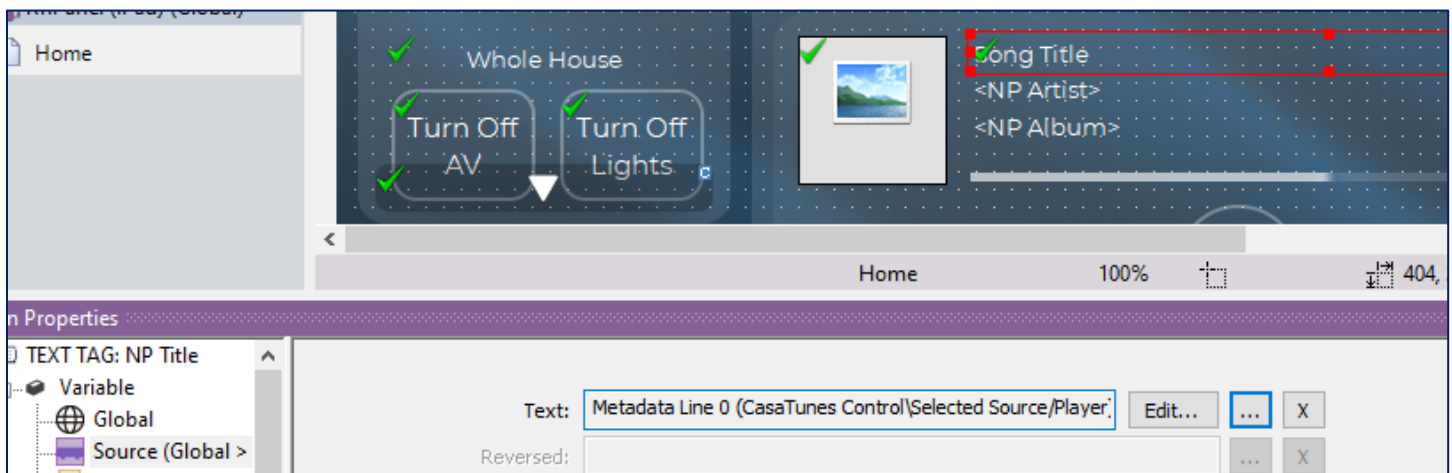

11. In the Home page for each controller, manually select the appropriate CasaTunes Functions and Variables. Not sure why Apex does not automatically program these. Make sure you add visibility settings for the progress bar and the transport buttons. Make sure you use the Reverse bits for the Pause, Play and Stop buttons. Here are all the settings:
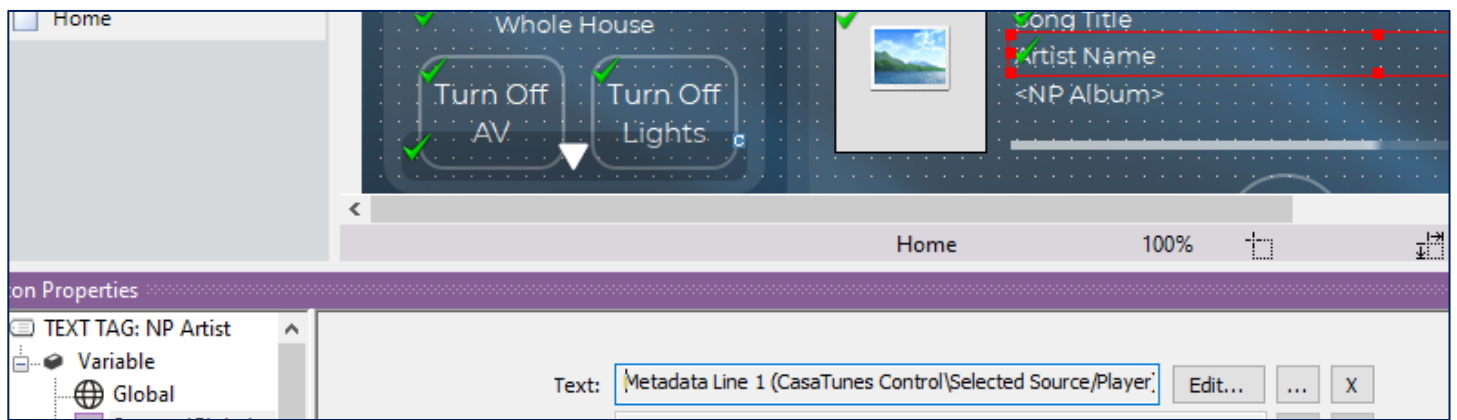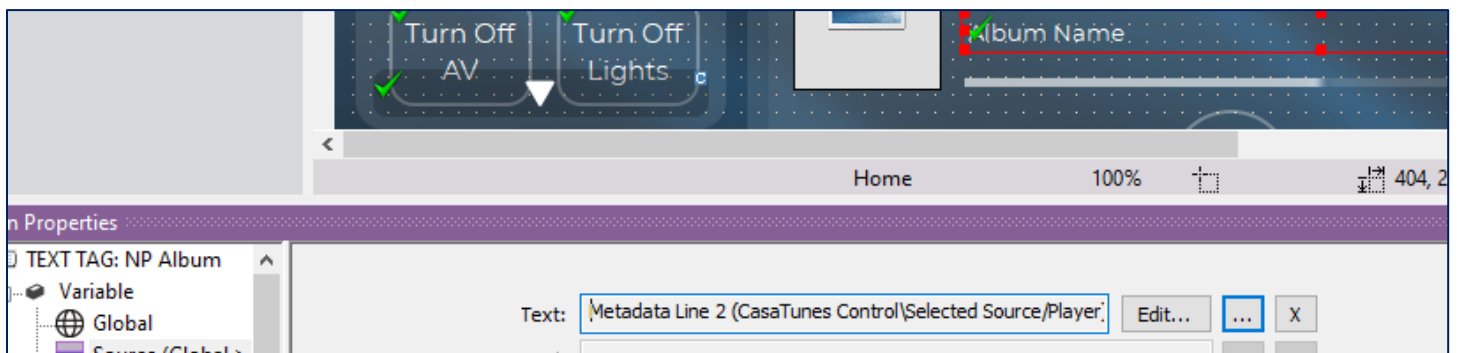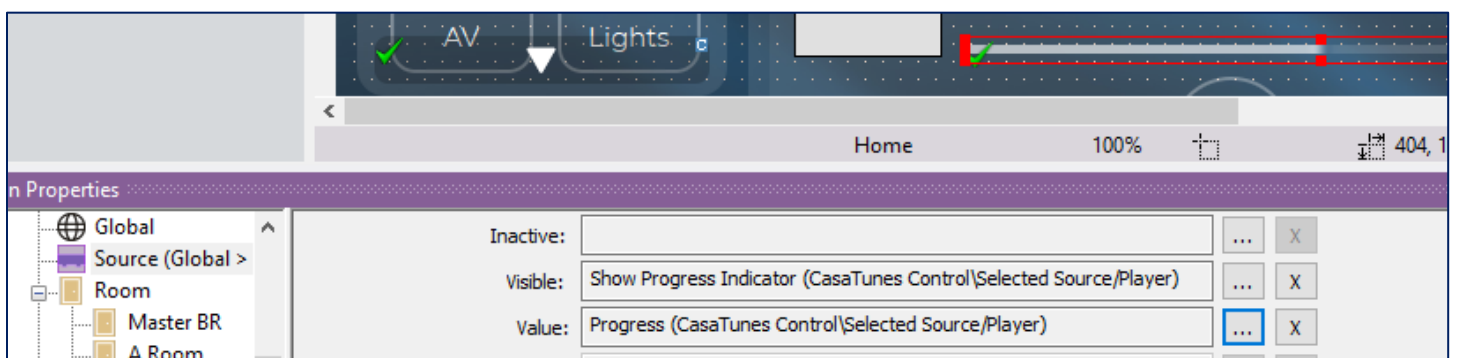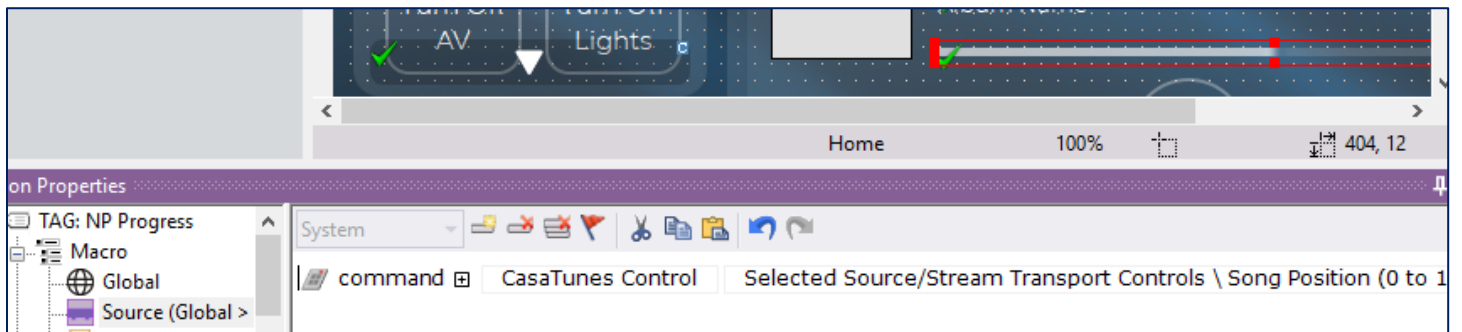
Cover Art:

Song Title:

Artist:

Text: Metadata Line 1 (CasaTunes Control\Selected Source/Player) Edit... ... X

TEXT TAG: NP Artist
Variable
Global

Album Name:

Text: Metadata Line 2 (CasaTunes Control\Selected Source/Player) Edit... ... X

TEXT TAG: NP Album
Variable
Global
Source (Global >
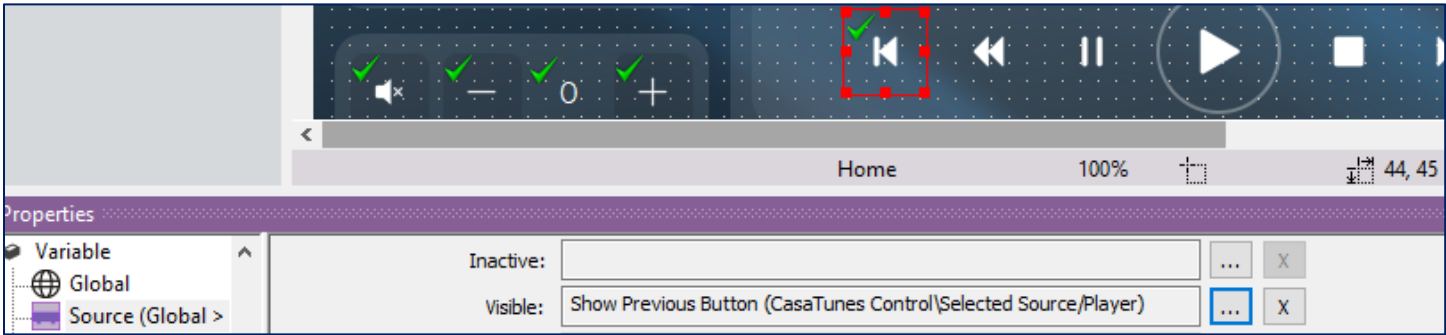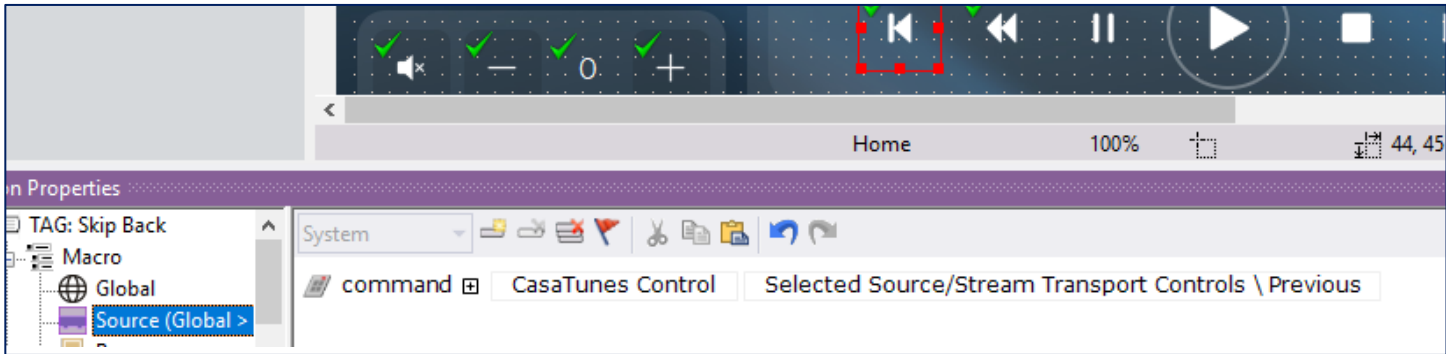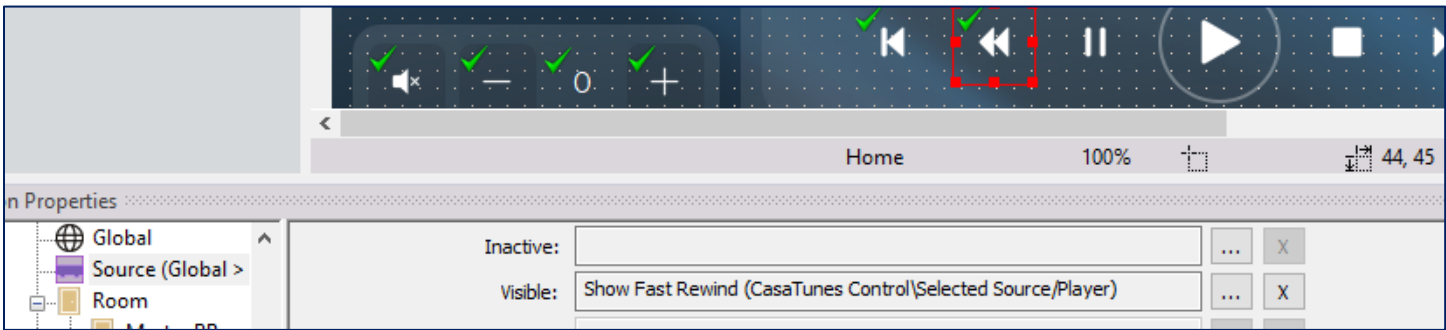
Progress bar (Unfortunately, the progress bar used in these templates does not allow the customer to change position in the music, but add the function in case RTI changes the templates):
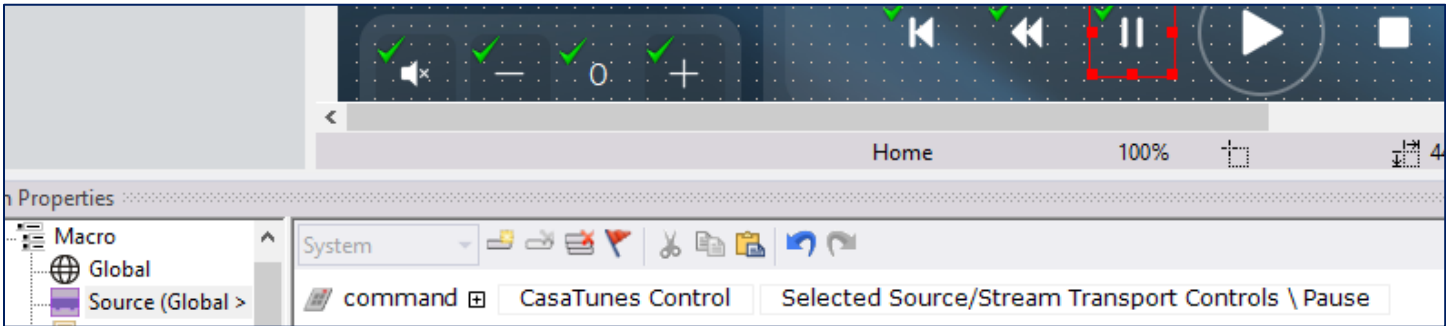

TAG: NP Progress
Macro
Global
Source (Global >

System

command ⊞ CasaTunes Control Selected Source/Stream Transport Controls \ Song Position (0 to 1

Global
Source (Global >
Room
Master BR
A Room

Inactive: ... X
Visible: Show Progress Indicator (CasaTunes Control\Selected Source/Player) ... X
Value: Progress (CasaTunes Control\Selected Source/Player) ... X

Previous Button (same as RTI's Skip Back):

Variable
Global
Source (Global >

Inactive:

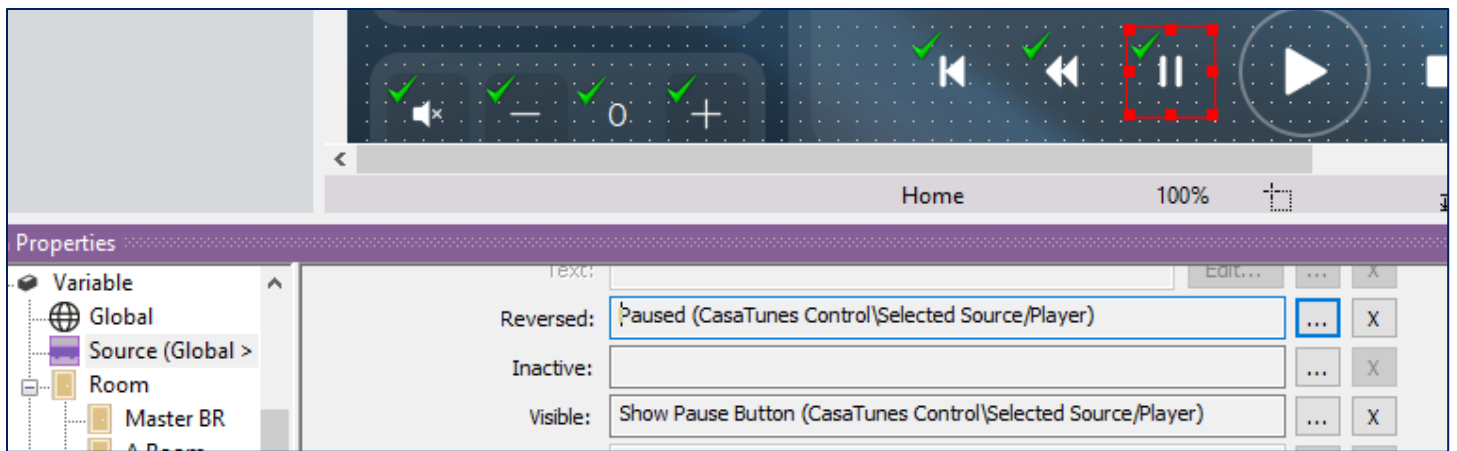Visible: Show Previous Button (CasaTunes Control\Selected Source/Player)

Fast Rewind (same as Scan Back. CasaTunes does not support, so the visibility bit will always be false):

Global
Source (Global >
Room

Inactive:

Visible: Show Fast Rewind (CasaTunes Control\Selected Source/Player)

Pause:

Macro
Global
Source (Global >

command ⊞   CasaTunes Control   Selected Source/Stream Transport Controls \ Pause

Properties

Variable		
Global		
Source (Global >		
Room		
Master BR		

Text:

Reversed: Paused (CasaTunes Control\Selected Source/Player) ... X

Inactive: ... X
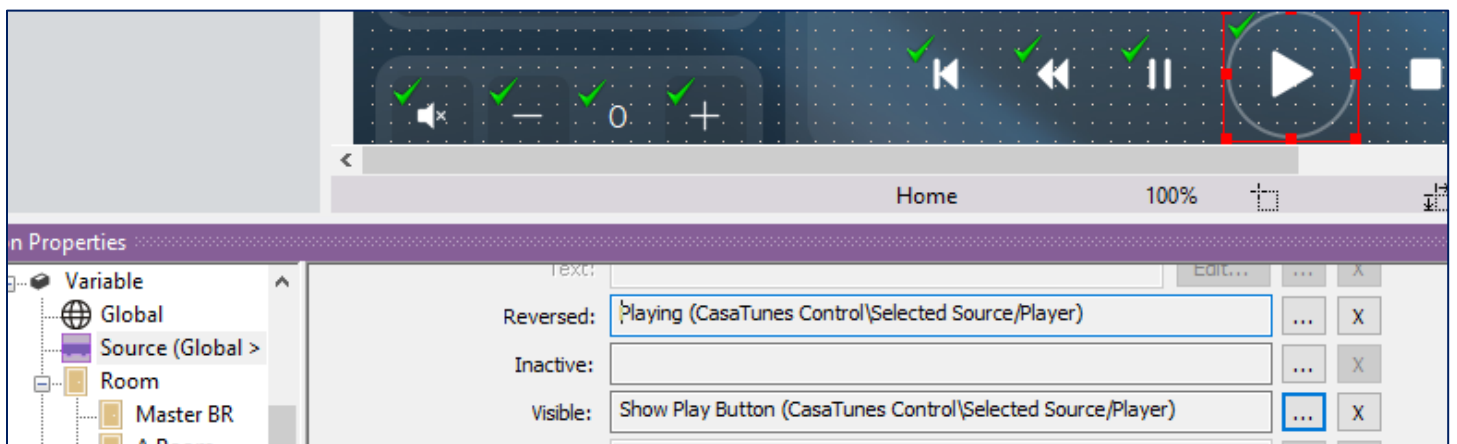
Visible: Show Pause Button (CasaTunes Control\Selected Source/Player) ... X

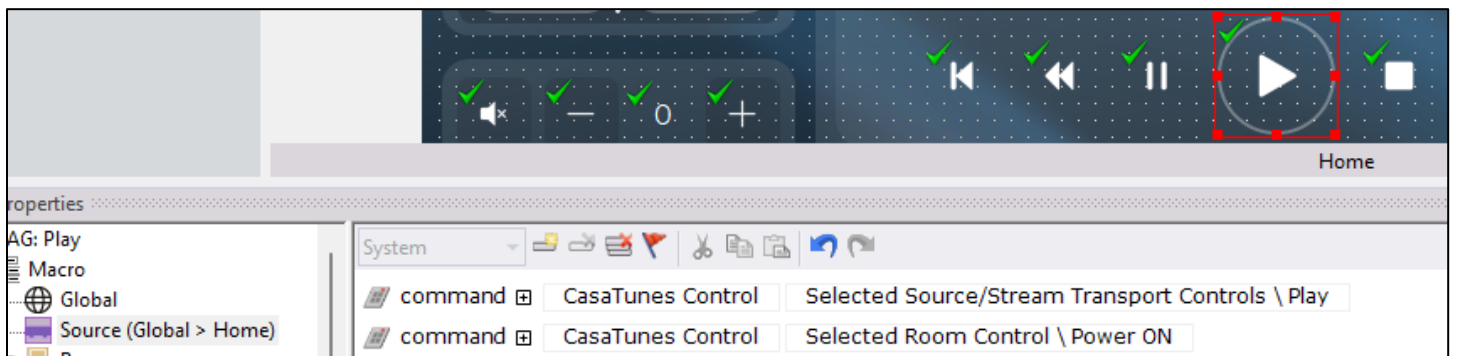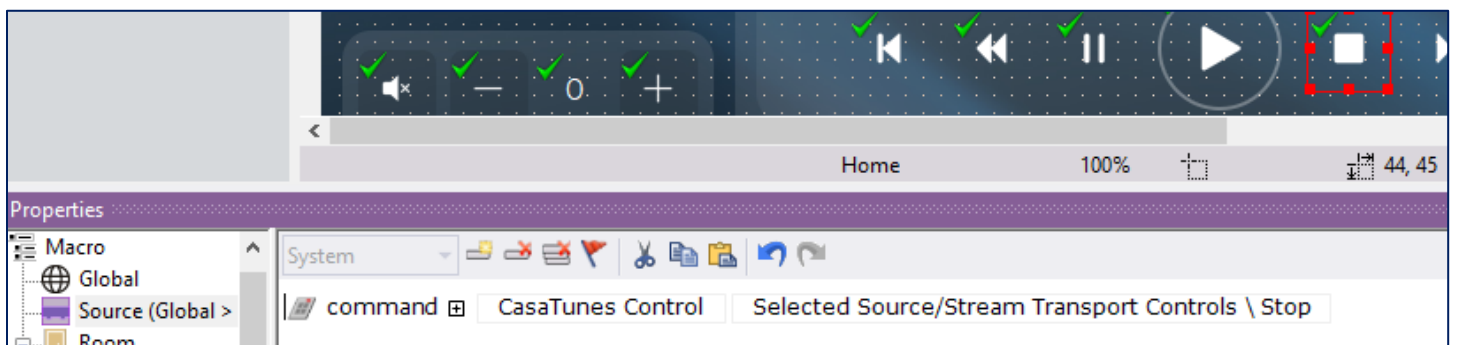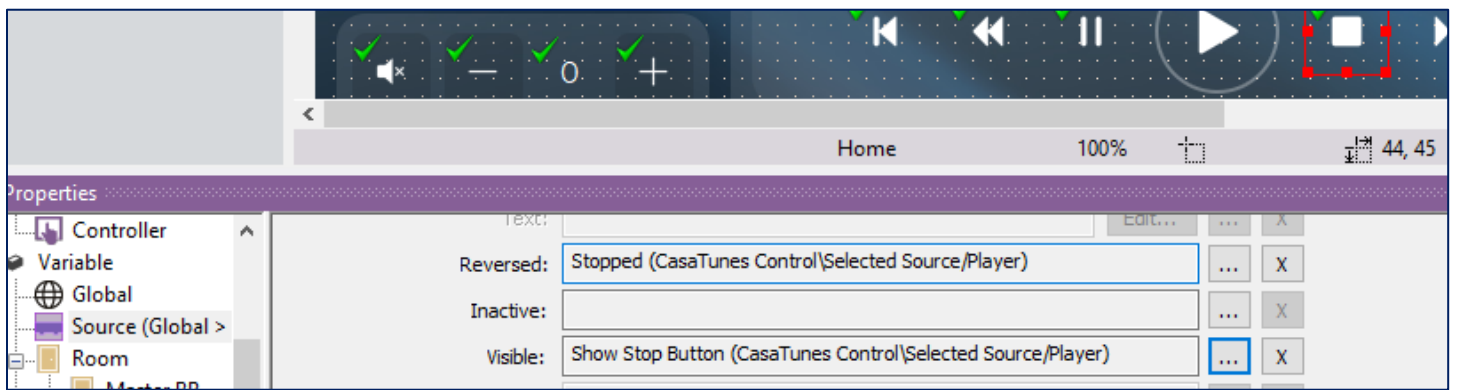**Play (also, turns on the room, if it is not already on):**

roperties

AG: Play
Macro
Global
Source (Global > Home)

System

command ⊞	CasaTunes Control	Selected Source/Stream Transport Controls \ Play
command ⊞	CasaTunes Control	Selected Room Control \ Power ON

n Properties

Variable		
Global		
Source (Global >		
Room		
Master BR		

Text:

Reversed: Playing (CasaTunes Control\Selected Source/Player) ... X

Inactive: ... X

Visible: Show Play Button (CasaTunes Control\Selected Source/Player) ... X

Stop:

Properties

Macro
Global
Source (Global >
Room

System

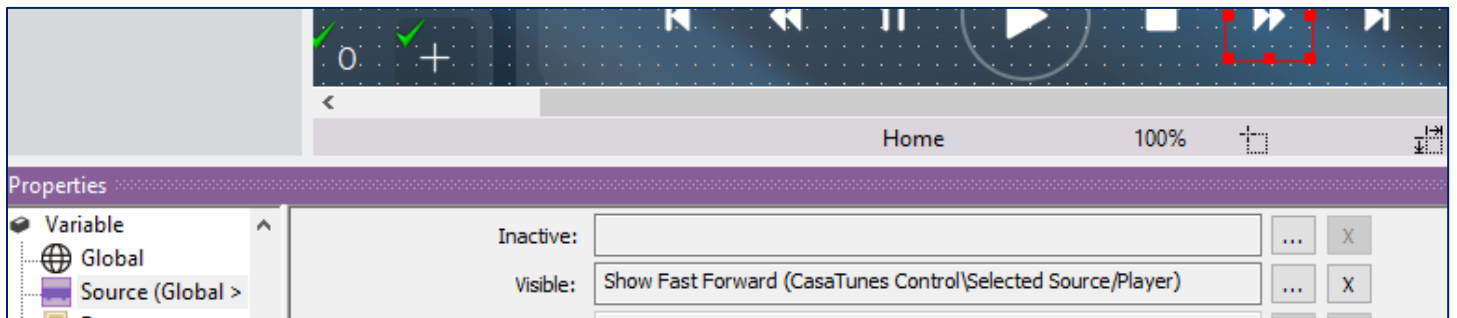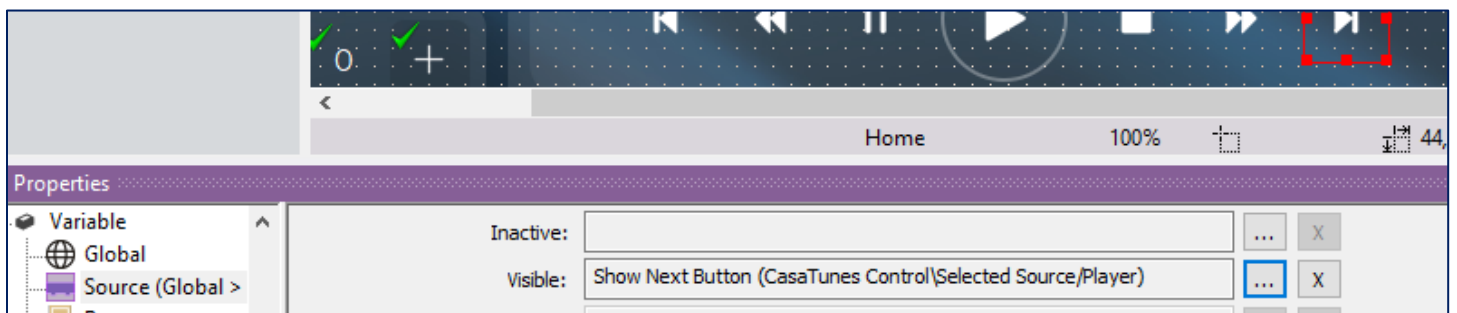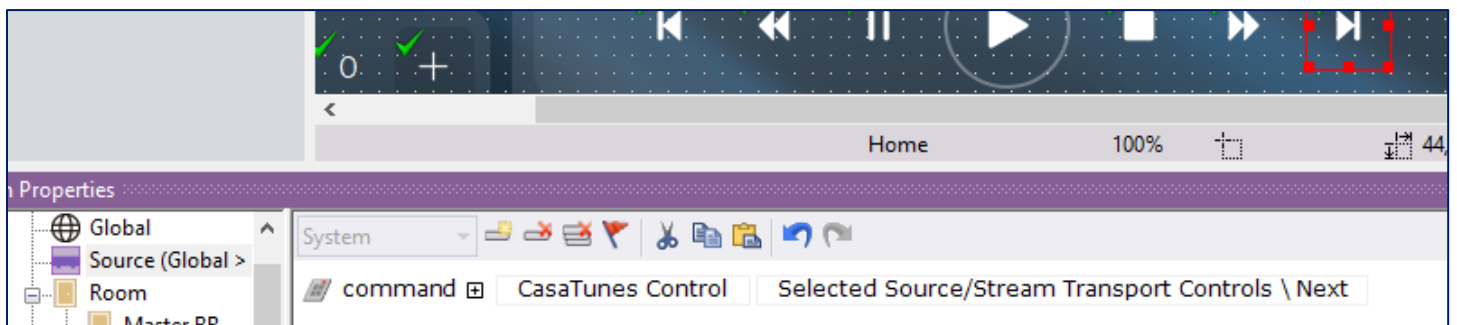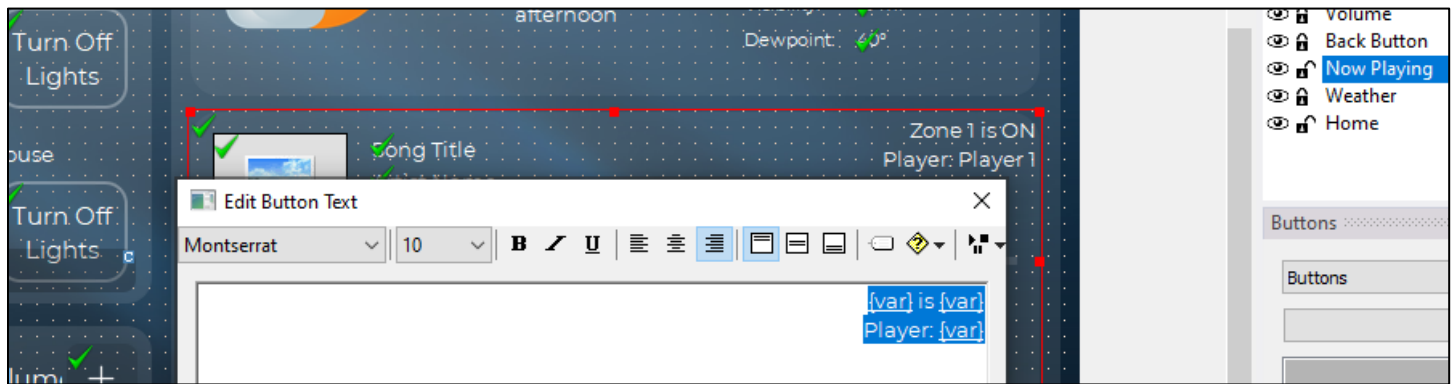| command ⊞	CasaTunes Control	Selected Source/Stream Transport Controls \ Stop

Fast Forward (same as Scan Forward. CasaTunes does not support, so visibility will always be false):

Next Song (same as Skip Forward):

12. Add a Room power and selected source indicator. This helps when the customer selects a new room in a multi-room panel. The customer will see that the room audio is already on (or off) and what player the room is playing. Here is an example created by selecting the Now Playing background layer and assigning text:

Where the first variable is CasaTunes Control | Selected Zone/Stream Info → Room Text Name.

The second variable is CasaTunes Control | Selected Zone/Stream Info → Power Off, with true set to OFF and false set to ON

The third variable is CasaTunes Control | Selected Source/Player → Source/Player Text Name