



Quick Start Guide for CasaTunes System Module

Important: see the three NOTEs in Steps 5 and 6, below, for important information about using the module with Accelerator 2.0!

Important! The **System Module** is used with complete CasaTunes Servers that include the built in audio distribution switch (we call this **System Mode**) OR for CasaTunes Servers that are controlling third party audio distribution switches (we call this **System Controller Mode**). If you are looking for simple CasaTunes streams (which use our Servers in **Multi-stream Player Mode**) to feed music streams to AVRs or URC's DMS, use the CasaTunes Streamer Module, which can be downloaded, along with the Installation guide at www.CasaTunes.com/downloads .

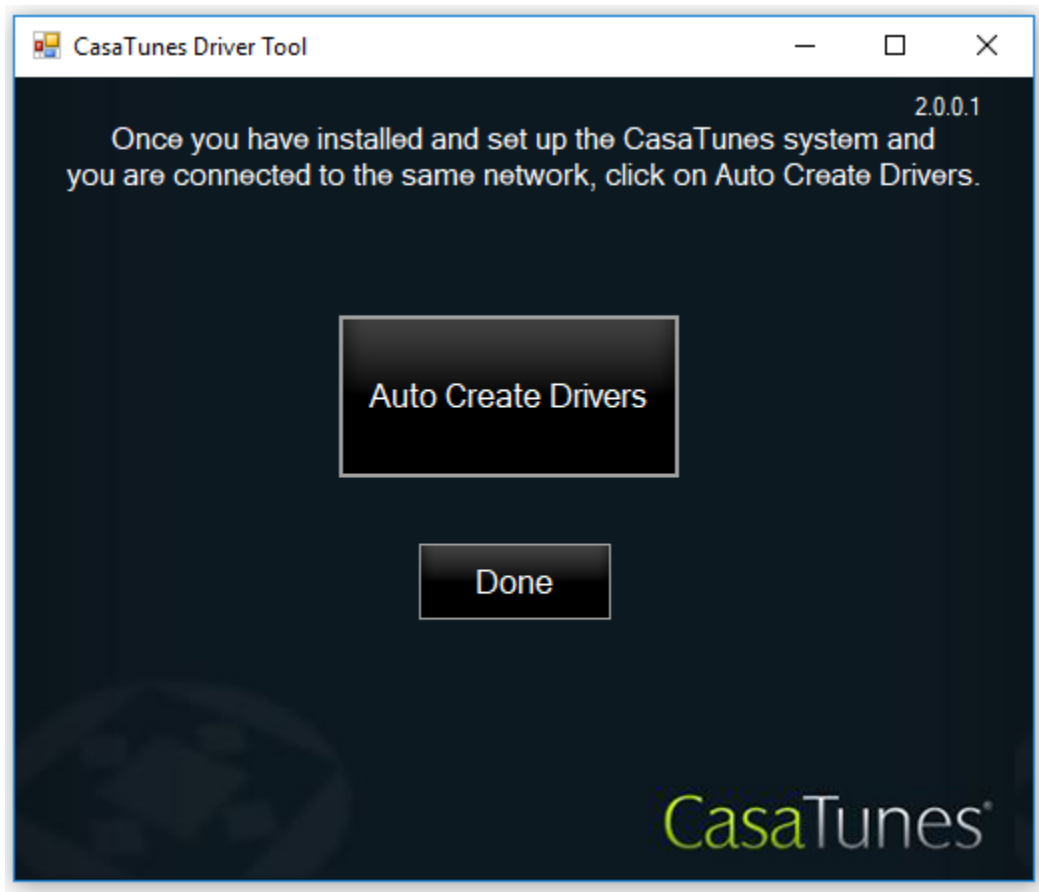
IMPORTANT! For CasaTunes to work properly within URC's specifications, you will need to create a driver for each room and room group. DON'T WORRY! We have included a driver creation tool to make this extremely simple. You must install and set up the CasaTunes system first, in order to use this module and the driver tool.

System Module Installation Instructions:

1. Completely install CasaTunes using the CasaTunes system's Quick Start Guide (included with system). Use CasaSetup to name all sources, rooms and room groups, hiding unused sources and rooms.
2. If using AirPlay speakers to create wireless rooms and you don't have the AirPlay speakers available, you can quickly add them and rerun the driver tool and Accelerator on site later.
3. Download the CasaTunes System module package and unzip. The package includes:
 - a. A Readme.txt file with any late changes.
 - b. CasaTunesSystem.tcm.
 - c. URCDriverToolSetup.exe.
 - d. Chromecast.tcm (See [Using Chromecast for Audio](#)).
 - e. This Guide.
4. Run InstallDriverTool_V2.exe to install CasaTunesURCDriverTool_V2. It may start the tool during installation. If so, click on "Done" to close the tool at this time.
5. Use URC Accelerator, import CasaTunesSystem.tcm and then close Accelerator. Do not restart at this time!

NOTE: If you are using Accelerator 2.0 and you have been using Accelerator 1 before: the drivers that are created may be placed in the Accelerator2/CustomDrv folder. Since having two CustomDrv folders can be confusing (one from the old Accelerator and one from Accelerator 2.0), it is a good idea to remove the old CasaTunesSystem.tcm, the CT-TemplateAuto2.csd file and any existing CasaTunes created driver (.csd) files that start with CT- before importing the new CasaTunesSystem.tcm.

6. Making sure you are connected to the same local network as the CasaTunes system, run CasaTunesURCDriverTool_V2 (can be quickly started by clicking on the Windows Start button, typing in CasaTunesURCDriverTool_V2 and <Enter>) and click on "Auto Create Drivers". The Driver Tool talks to CasaTunes and creates a driver for each room and room group. It also creates one-way commands for older URC controllers and a list of Room Names that are used to create your Project Tree.



NOTE: If you are using Accelerator 2.0, because of a change in the defaults in Accelerator 2.0, you must edit all of the room drivers that are created by the CasaTunes driver tool. After creating the drivers, open Accelerator, open each driver in the Accelerator 2.0 Edit Driver tool in the My Database tab and edit the 'Device Layout and Sync Acceleration Option' window to change the "Device UI Sync" to Synced and the "Create device layout" to YES.

When complete, save the driver with the exact same name as was opened. For example, if you have a CasaTunes room called Kitchen, you would open CT-Kitchen.csd, edit the Option and save it as CT-Kitchen.csd, like this:



Although it says it is saving it as a cd2 file, it actually saves it as a csd file.

Do this for each room driver. Once done, close and restart Accelerator 2.0. If you are updating an older project, make sure you delete all of the CasaTunes devices in the Project Tree and install the new ones.

7. Use Accelerator to build your project, as you normally would, taking note of the following:
 - a. In Accelerator Step 2, back up the "Commercial" room names supplied by URC using "Export Rooms" and saving them as Backup.txt. Now, select "Replace Rooms" and replace the

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Quick Start Guide for URC System Module

“Commercial” room names with the names created by the CasaTunesURCDriverTool_V2 by selecting CasaTunesRoom.txt which was created by the tool (CasaTunesRoom.txt is typically found in your CustomDrv folder). Double click on each room name to add to your project tree. Now add any other non-CasaTunes rooms you desire.

- b. When you get to Accelerator Step 4, install the CasaTunes drivers, found in “My | IP Database | MATRIX SWITCHES” and Selecting Brand: CasaTunes” as shown in this example:

The screenshot shows the CasaTunes Driver Tool interface with the following configuration:

- 1. Select Room :** Master BR
- 2. Select Database :** ☐ URC ☒ My
- 3. Select Module Type :** IP Database
- 4. Select Category :** MATRIX SWITCHES
- 5. Select Brand :** CASATUNES
- 6. Select Model :** CT-APPLE TV, CT-LIVING RM, CT-MASTER BATH, CT-MASTER BR, CT-MASTER SUITE, CT-ROOM2, CT-ROOM3, CT-ROOM4, CT-ROOM5, TEMPLATE-DO NOT USE, TEMPLATE-DO NOT USE

Buttons: Add Selected Modules, Create New Driver, Test, Previous, Next.

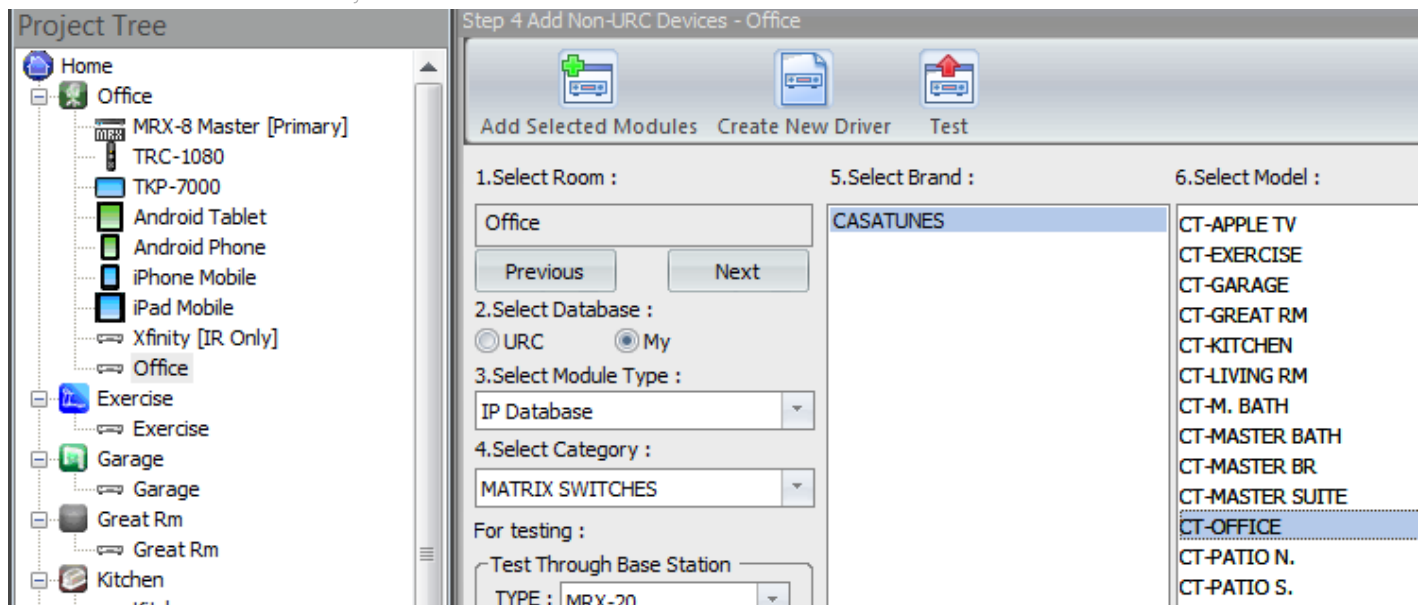
- c. As a result of the Driver Tool, you will see a driver in “Select Model” for each room. Put a “Model” in each matching room with audio. Do the same for any room groups.
- d. Using the URC database or My database, install any external audio sources, like cable boxes, into the correct rooms, **putting a copy into every room** that will listen to the external source.
- e. When you are done, you will have something like the following image, showing the Xfinity cable box in the Office (following this example causes the cable box to only be selectable in the Office) and separate instances of CasaTunes with each room’s (and room group, if created in CasaSetup) name, in each room:

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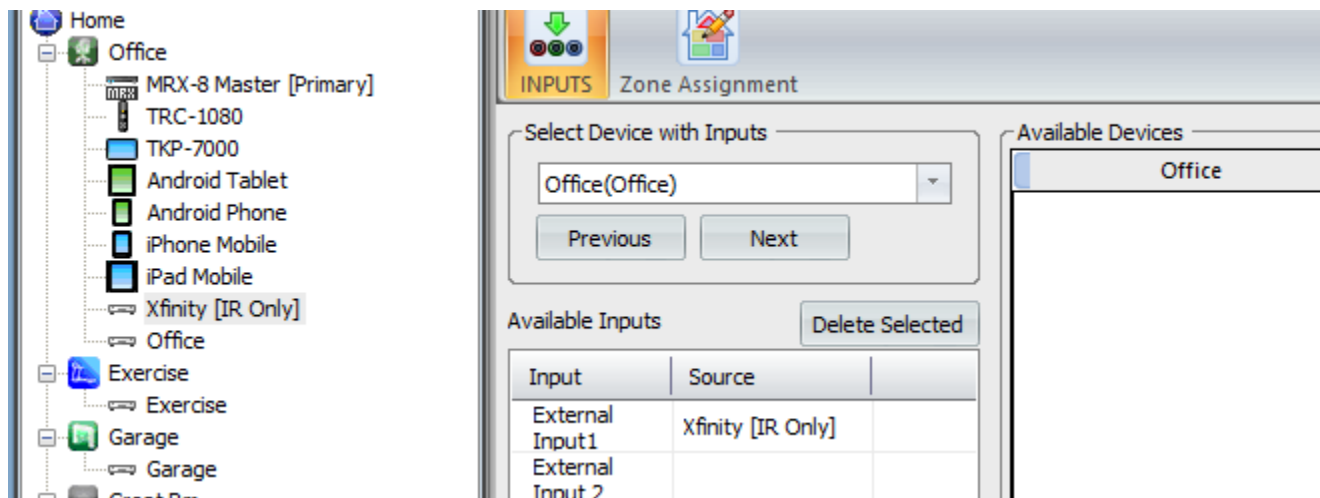
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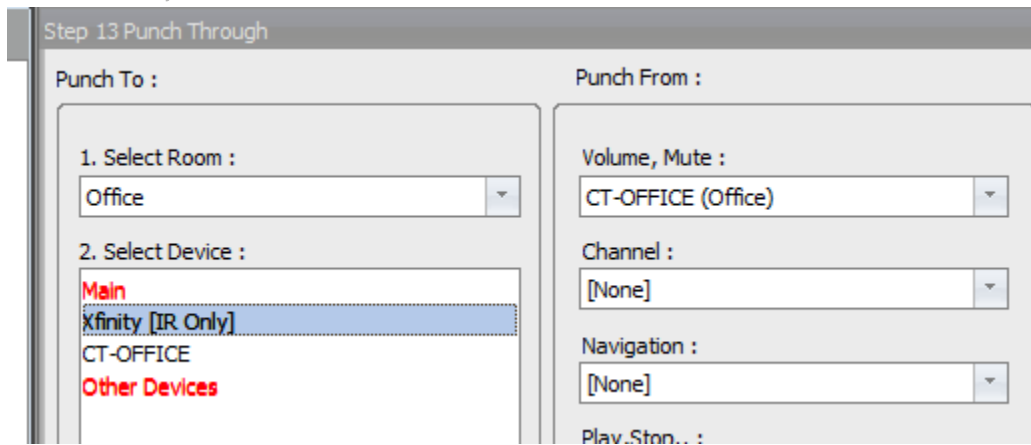
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- f. In Accelerator Step 6, enter the CasaTunes System's IP address for every room and roomgroup.
- g. In Accelerator Step 7, connect any external device(s) into the Available Inputs of all rooms where you wish to hear the external device.



- h. In Accelerator Step 13, for any external devices, in "Punch From:" make sure that the correct device for Volume, Mute was selected (in this example, CT-Office).



i. You are done! Download project.

8. In rooms with external sources the URC Main UI should show both the external source control icon and the CasaTunes icon. When your customer opens the external source icon, CasaTunes will turn on, switch to the correct external source input and use the external source's UI. When the customer decides to list to CasaTunes music streams, the customer would first turn off the room in the external source UI and then use the CasaTunes icon to turn the room back on and start playing CasaTunes streams. The driver automatically switches to the last used stream for that room and displays the CasaTunes Now Playing user interface.

Chromecast Audio Instructions:

FYI: This is not just for Android customers. Many music apps can use Google's Cast in Apple devices. The Chromecast.tcm module just installs the correct one-way commands and gives your customer a screen in the URC remotes, with instructions, whenever they choose to listen to music from Chromecast.

1. Follow instructions in Connect Chromecast Audio that came with your Chromecast Audio, on how to install and connect it to the local Wi-Fi.
2. Connect the Chromecast Audio to any external CasaTunes input.
3. Start Accelerator and import Chromecast.tcm.
4. Close and restart Accelerator.
5. In Accelerator Step 4 use My|Two-way/Advanced Modules|Audio and find Chromecast by looking in Brand: CASATUNES and Select Model: CHROMECAST AUDIO FOR CASATUNES.
6. Add the Chromecast device driver into every room that will wish to listen to music "Cast" from your customer's mobile or Chrome device. To allow listening to Chromecast Audio in all rooms, you will end up with something like this:

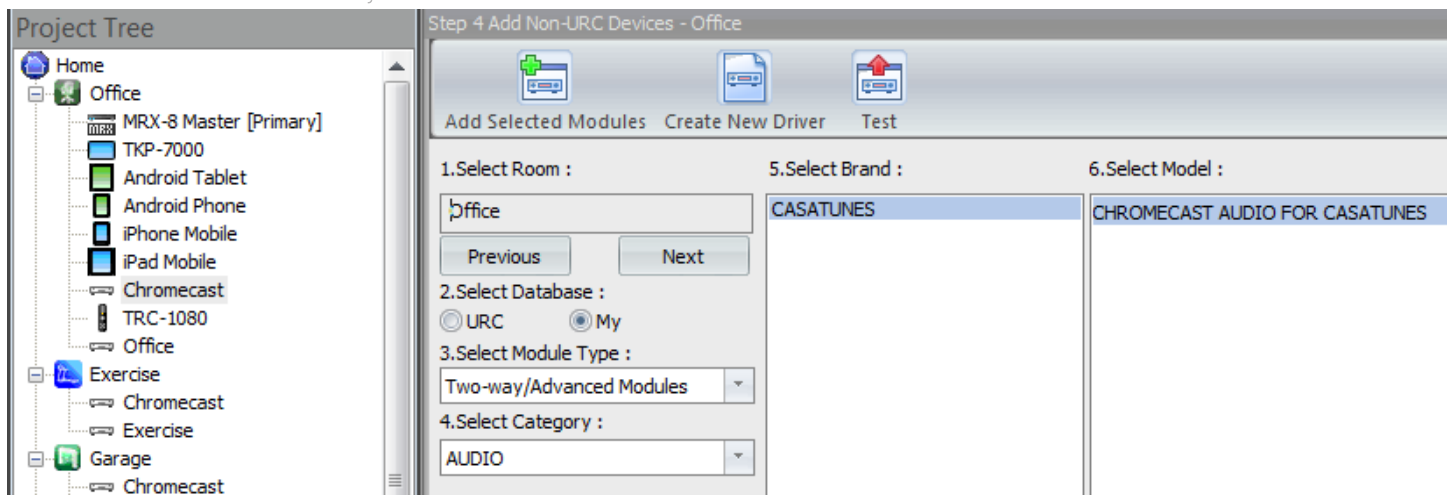
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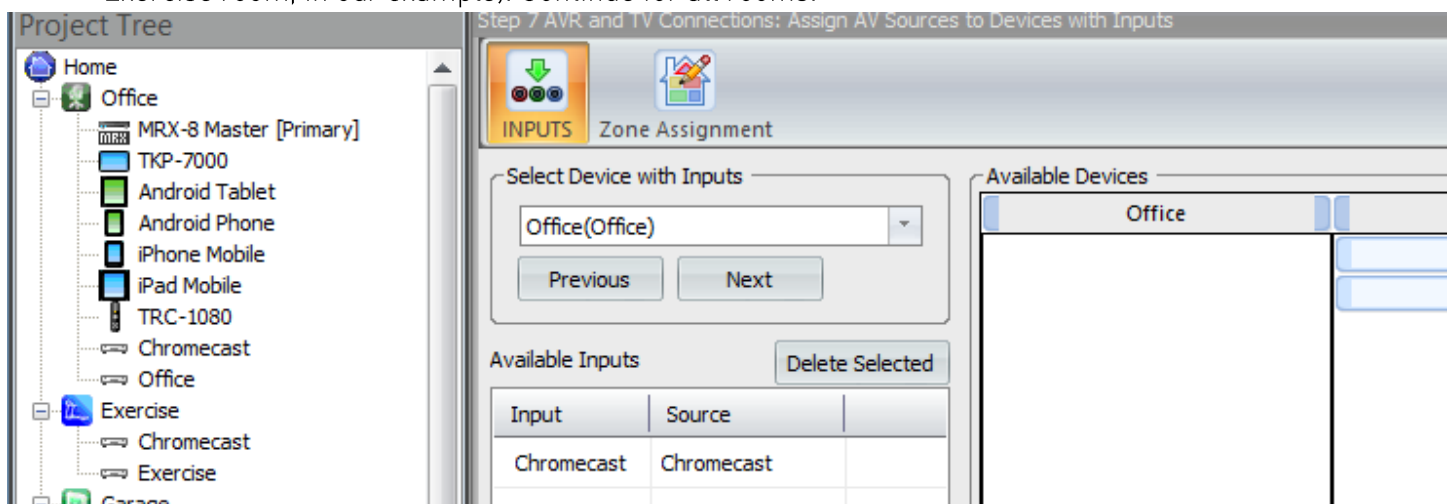
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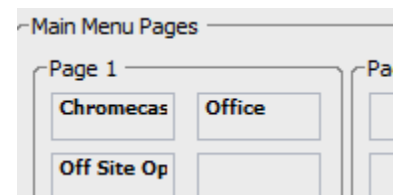
Quick Start Guide for URC System Module



7. No Network or IR addresses are required for this module to work, so you can skip right to Accelerator Step 7.
8. In Accelerator Step 7, drag the Chromecast in a room in “Available Devices” into the external input location for that same room. In this example, we dragged Chromecast from Office in “Available Devices” into the Chromecast Input in the Office (we had named the external input “Chromecast” in CasaSetup earlier). We would then go to the next room in “Select Device with Inputs” and drag Chromecast from that room (Drag Chromecast from the Exercise “Available Devices” to the Chromecast Input in the Exercise room, in our example). Continue for all rooms.



9. In Accelerator Step 10, you should remove the extra “Chromecast” button that accelerator creates, as there are no “Settings” for the Chromecast module. When you Accelerate using “Every activity for a room will be represented on the Main Menu”, for example, you should end up with this, after removing the extra Chromecast button:



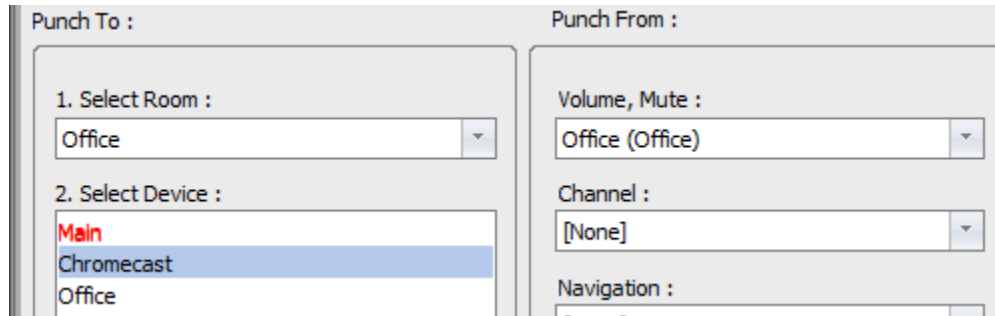
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10. Now, continue with the rest of the accelerator steps, checking to be sure that the Volume and Mute are punched through in Step 13, like this for the Office:



The screenshot displays a configuration window with two main sections: 'Punch To :' and 'Punch From :'.
Under 'Punch To :', there are two steps:
1. '1. Select Room :' with a dropdown menu showing 'Office'.
2. '2. Select Device :' with a list box containing 'Main', 'Chromecast' (highlighted in blue), and 'Office'.
Under 'Punch From :', there are three fields:
- 'Volume, Mute :' with a dropdown menu showing 'Office (Office)'.
- 'Channel :' with a dropdown menu showing '[None]'.
- 'Navigation :' with a partially visible dropdown menu.

You are now finished. Download the project. Once downloaded, your customer will click on the Chromecast icon in the URC remote control to listen to Cast music. When the Chromecast module opens, they can adjust volume and turn power back off (for best signal to noise ratio, turn the volume up in the Cast app on the sending device first). To switch back to CasaTunes streaming sources, use the Power button to turn the room off and then click on the CasaTunes icon.

Simplified Instructions When No URC Remote Is Used for External Audio Device Control:

EXPLANATION: In some installations, you will use CasaTunes for distributing one or more external audio sources that do not require control other than room volume and power. In these installations, you can let the customer select CasaTunes using the URC remote's CasaTunes button for the room and once the CasaTunes UI starts up, select the external source from the "Source" pull-down menu in the CasaTunes UI. To allow external sources to show up in the source menu you will need to follow these steps.

1. Follow the [System Module Installation Instructions](#) except in Accelerator Step 4, after installing the CasaTunes device, you do not need to install the external audio device's module.
2. Continue on with the installation. You do not need to connect any external device into the input(s) of CasaTunes using Accelerator Step 7.
3. In Accelerator Step 11, change the "Show External Sources in Source List (yes/no):" to yes, like this:



Show External Sources in Souce list (ves/no):yes

IMPORTANT: Do this in every room's System Parameter Information where CasaTunes is installed.

[SPECIAL CASE: It is possible to follow these steps even when you wish to be able to control the external source with a URC remote. Once you change the System Parameter to "yes", you will be able to select the external source inside the CasaTunes UI or by clicking on the external device's button in the Room Menu. When set up this way, if the external source is selected inside the CasaTunes UI, the customer will still need to leave the CasaTunes UI and go to the external device's UI to control the external device (URC does not allow Macros to switch UIs).