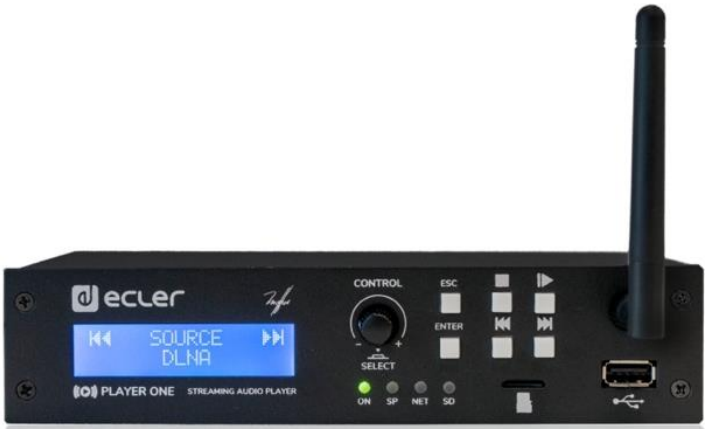
PLAYER ONE JSON Commands

THIRD-PARTY CONTROL PROTOCOL



PRODUCT OVERVIEW

JSON (JavaScript Object Notation) is a lightweight data-interchange format that allows PLAYER ONE to communicate with third-party devices and platforms, such as EclerNet Manager. JSON is a text format that is completely language independent but uses conventions that are familiar to programmers of the C-family of languages. Visit the official website for more information: https://www.json.org

GENERAL CONSIDERATIONS

- The communication with can be established using Ethernet or WiFi and the TCP/IP transport protocol, always by means of the **2003 TCP port**.
- To check IP address, hold ENTER button for 2-3 seconds to enter admin menu.
- To let some control systems (like CRESTRON®, EXTRON®, AMX®, RTI®, VITY®, MEDIALON®, etc.) process the messages more easily, PLAYER ONE allows to the end of each message with a CR (**\n**) -line feed, character 10-.
- All commands answer {"result":true} (success) or {"result":false} (something failed)

PLAYER COMMANDS

SET PLAYER STEREO/MONO

Mono mode

```
{"jsonrpc":"2.0","method":"Player.Stereo","Stereo":false}
```

Stereo mode

```
{"jsonrpc":"2.0","method":"Player.Stereo","Stereo":true}
```

SET PLAYER FADE

No fade

```
{"jsonrpc":"2.0","method":"Player.Fade","Fade":0}
```

Cross Fade

```
{"jsonrpc":"2.0","method":"Player.Fade","Fade":1}
```

Fade

```
{"jsonrpc":"2.0","method":"Player.Fade","Fade":2}
```

SET PLAYER MODE

Player mode Sequential

```
{"jsonrpc":"2.0","method":"Player.Mode","PlayMode":0}
```

Player mode Random

```
{"jsonrpc":"2.0","method":"Player.Mode","PlayMode":1}
```

SET PLAYER REPEAT

Play all

```
{"jsonrpc":"2.0","method":"Player.Repeat","Repeat":0}
```

Play one

```
{"jsonrpc":"2.0","method":"Player.Repeat","Repeat":1}
```

Repeat all

```
{"jsonrpc":"2.0","method":"Player.Repeat","Repeat":2}
```

Repeat one

```
{"jsonrpc":"2.0","method":"Player.Repeat","Repeat":3}
```

GET SHORT PLAYER INFORMATION

```
{"jsonrpc":"2.0","method":"Player.GetStats"}
```

```
{"title":"Brian Hyland - Sealed With a
Kiss","counter":"19:30","txtSource":"NET","status":1}
```

GET FULL PLAYER INFORMATION

```
{"jsonrpc":"2.0","method":"Player.GetStatsEx"}
```

```
{"title":"Elvis Presley - Judy","counter":"07:02","txtSource":"NET","status":1,"SourceList":
["","MMC","USB UNAVAILABLE","DLNA","AIRPLAY","JVL
PLAYLIST","MUSICUP"],"source":6,"preset":1,"volume":100,"txtVolume":"0dB","stereo":1,"repeat":
2,"playmode":0,"fade":1,"bootpreset1":0,"sp":1,"bitrate":"128","duration":"--:--
","freq":"44.1","playlist_index":" 0006 / 0056"}
```

PLAYER ADD NEXT PLAYLIST ITEM

With this function user can manage device playlist simply inserting next item before the end of current item.
set next item to “next_item.mp3”

```
{"jsonrpc":"2.0","method":"Player.QueueNextElem","url":"mmc://next_item.mp3"}
```

PLAYER INSERT PRORITY ITEM

With this function user can insert a priority item that will be played “over” the actual playing item. Current playing item will be fade.
set next item to “priority_item.mp3”

```
{"jsonrpc":"2.0","method":"Player.PrioritySetElem","url":"usb://priority_item.mp3"}
```

PLAYER PLAY

If the player is paused or stopped use this function to start current loaded item reproduction, otherwise the player is paused.

```
{"jsonrpc":"2.0","method":"Player.Play"}
```

PLAYER STOP

```
{"jsonrpc":"2.0","method":"Player.Stop"}
```

PLAYER NEXT

```
{"jsonrpc":"2.0","method":"Player.Next"}
```

PLAYER PREVIOUS

```
{"jsonrpc":"2.0","method":"Player.Prev"}
```

INCREMENT VOLUME

Increment volume just one dB

```
{"jsonrpc":"2.0","method":"Player.Volume","Action":"inc"}
```

DECREMENT VOLUME

Decrement volume just one dB

```
{"jsonrpc":"2.0","method":"Player.Volume","Action":"dec"}
```

SET VOLUME

Param volume is expressed in %. To set volume to 50% use next command.

```
{"jsonrpc":"2.0","method":"Player.Volume","Volume":50}
```

OPEN PLAYLIST URL

Url param must be any valid device url.

```
{"jsonrpc":"2.0","method":"Player.Open","Url":"http://50.7.181.186:8060"}
```

OPEN PRESET INDEX 10

Preset param must be a valid preset index 1 to 20

```
{"jsonrpc":"2.0","method":"Player.Open","Preset":10}
```

OPEN SOURCE INDEX 4 AIRPLAY (FROM AVAILABLE SOURCES LIST)

Source must be a valid player source index. Please check “Get of list available sources” to know all valid sources.

```
{"jsonrpc":"2.0","method":"Player.Open","Source":4}
```

GET LIST OF AVAIABLE SOURCES

This command returns the list of available sources.

```
{"jsonrpc":"2.0","method":"Source.GetList"}
{"SourceList":["","MMC","USB UNAVAILABLE","DLNA","AIRPLAY","ROCK 80s","DISCO 80s"]}
```

CONFIGURATION COMMANDS

RESET DEVICE SETTINGS

Restore device factory default settings. All your settings will be lost.

```
{"jsonrpc":"2.0","method":"Settings.Reset"}
```

RESTORE DEVICE SETTINGS FROM URL

Restore device settings to values in url file.

```
{"jsonrpc":"2.0","method":"Settings.Restore","url":"http://ecler.com/my_player_config.config"}
```

BACKUP CURRENT DEVICE CONFIGURATION

Backup device settings to url. Available configurations: user, admin or gallery.

```
{"jsonrpc":"2.0","method":"Settings.Backup","url":"mmc://backups/gim.config","user":”admin”}
```

GETTING DEVICE VARIABLE VALUE

This function returns a device variable value. Please check the Player LUA manual in order to check all the interface.settings.variable values.

In order to retrieve preset01.settings.bname (preset name) user should send next command to the PLAYER ONE:

```
{"jsonrpc":"2.0","method":"CFG.get","interface":"preset01","section":"settings","variable":"bname"}
{"value":"AFTERNOON PRESET"}
```

SETTING DEVICE VARIABLE VALUE

This function set a device variable value. Please check the Player LUA manual in order to check all the interface.settings.variable values.

In order to set preset01.settings.bname (preset name) user should send next command to the PLAYER ONE:

```
{"jsonrpc":"2.0","method":"CFG.set","interface":"preset01","section":"settings","variab
le":"bname","value":"MIDNIGHT PRESET"}
```

STORE CHANGES IN DEVICE INTERNAL MEMORY

This function stores all interface variables to the internal device memory. Should be called after set all the changes. PLAYER ONE must reload the data using reload functions.

```
{"jsonrpc":"2.0","method":"CFG.commit","interface":"preset01"}
```

PRESET COMMANDS

Preset variables for GFG.get and CFG.set. Please check Player LUA manual. Preset variables.

RELOAD PRESET

Reload indicated preset index. Index should be a valid preset index 1..20. Must be called after modifiying preset variables and call commit command

```
{"jsonrpc":"2.0","method":"Preset.Reload","Index":1}
```

EVENT COMMANDS

Event variables for GFG.get and CFG.set. Please check Player LUA manual. Event variables.

RELOAD EVENT

Reload indicated event. Name should be: GPI1, GPI2 or SILENCE. Must be called after modifying event variables and call commit command.

```
{"jsonrpc":"2.0","method":"Event.Reload","Name":"GPI1"}
```

CALENDAR COMMANDS

Calendar variables for GFG.get and CFG.set. Please check Player LUA manual. Preset variables

RELOAD CALENDAR

Reload indicated calendar. Calendar index should be a number 1..24. Must be called after modifying calendar variables and call commit command. Reload calendar 24 example:

```
{"jsonrpc":"2.0","method":"Calendar.Reload","Index":24}
```

STORE AND FORWARD COMMANDS

SAF variables for GFG.get and CFG.set. Please check Player LUA manual. SAF variables

RELOAD SAF

Reload SAF configuration. Must be called after modifing SAF variables and call commit command.

```
{"jsonrpc":"2.0","method":"SAF.Reload"}
```

GOOGLE DRIVE COMMANDS

SAF variables for GFG.get and CFG.set. Please check Player LUA manual. SAF variables

RELOAD GOOGLE DRIVE

Reload GDRIVE configuration. Must be called after modifying Google Drive variables and call commit command.

```
{"jsonrpc":"2.0","method":"GDRIVE.Reload"}
```

AUTHENTICATE GOOGLE DRIVE

Call this command to validate Google Drive configuration with Google servers.

```
{"jsonrpc":"2.0","method":"GDRIVE.Authenticate"}
```

SYNCHRONIZE GOOGLE DRIVE

Call this function to synchronize now Google Drive content

```
{"jsonrpc":"2.0","method":"GDRIVE.Synchronize"}
```

CONTENT MANAGEMENT SYSTEM (CMS) COMMANDS

CMS variables for GFG.get and CFG.set. Please check Player LUA manual. CMS variables.

RELOAD CMS

Reload CMS configuration. Must be called after modifying CMS variables and call commit command.

```
{"jsonrpc":"2.0","method":"CMS.Reload"}
```

SCRIPTS COMMANDS

Script variables for GFG.get and CFG.set. Please check Player LUA manual. Script variables.

RELOAD SCRIPT

Reload script configuration. Index should be script index 1 to 20. Must be called after modifying Script variables and call commit command. Reload script 7 example:

```
{"jsonrpc":"2.0","method":"Script.Reload","Index":7}
```

EXECUTE SCRIPT 6

```
{"jsonrpc":"2.0","method":"Script.Command","Index":6,"Command":"Start"}
```

KILL SCRIPT 3

```
{"jsonrpc":"2.0","method":"Script.Command","Index":3,"Command":"Stop"}
```

QUERY SCRIPT 11 STATUS

```
{"jsonrpc":"2.0","method":"Script.Status","Index":11}
{"status":"Idle"}
```

REGISTER COMMANDS

ADD REGISTER LINE

Add line to device LOG. Possible line values are: Trace, Warning, Error.

Add a warning line example:

```
{"jsonrpc":"2.0","method":"Device.Log","Severity":"Trace","Message":"This is a warning message"}
```

DEVICE COMMANDS

DEVICE REBOOT

```
{"jsonrpc":"2.0","method":"Device.Reboot"}
```

GET DEVICE VERSION

```
{"jsonrpc":"2.0","method":"Device.GetVersion"}
{"version":"3.04r0"}
```

DEVICE UPDATE FIRMWARE

With this function user could update device firmware to an specific version. User must provide firmware url. Device setting will be saved.

```
{"jsonrpc":"2.0","method":"Device.Update","url":"https://www.ecler.com/new_firmware.bin"}
```

DEVICE BOOT CONFIG COMMAND

Available BootPreset1 options are: 1 – PRESET1, 2 – keep status

```
{"jsonrpc":"2.0","method":"Device.BootPreset1","BootPreset1":2}
```

DEVICE GET MAC

```
{"jsonrpc":"2.0","method":"Device.GetMac"}
{"mac":"32 41 41 20 40 42"}
```

DEVICE GET GALLERY REGISTRATION KEY

```
{"jsonrpc":"2.0","method":"Device.GetRegkey"}
{"regkey":"2E1BB146B2DB2WA1"}
```

PANEL COMMANDS

PANEL SET LOCK SETTINGS

Set panel Lock to “UNLOCK ALL” “UNLOCK USER” “LOCK ALL”. Set panel password to Pass.

```
{"jsonrpc":"2.0","method":"Device.Panel","Lock":"LOCK ALL","Pass":"1234"}
```

PANEL GET LOCK SETTINGS

```
{"jsonrpc":"2.0","method":"Device.GetPanel"}
{"Lock":"UNLOCK ALL","Pass":""}
```

FINDER COMMANDS

Start/stop finder operation

```
{"jsonrpc":"2.0","method":"Device.Finder","Finder":true}
```

LCD FUNCTIONS

Print text on device frontal display. Two lines are available and aligned centre if Centre variable is true. Is possible to specify the display timeout in seconds.

```
{"jsonrpc":"2.0","method":"Device.Print","Line1":"Hi","Line2":"Bye","Center":true,"Timeout":3}
```

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