



Programming Control4 Controllers

for a Kaleidescape System

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Who Should Use This Document

This document explains how to configure a Control4 controller for a Kaleidescape System. Kaleidescape provides drivers (C4I files) specifically designed for controlling Kaleidescape Systems using Control4 controllers.

The installer must be familiar with Control4 Composer software and Kaleidescape products.

This document revision corresponds to kOS version 6.1 and Kaleidescape Control4 drivers version 1.7.

Getting Started with Control4

Before setting up Kaleidescape drivers for a Control4 system, the following actions must be completed.

- ▶ Control4 controller software must be updated.
- ▶ Current Kaleidescape drivers for Control4 systems must be downloaded.
- ▶ Fixed IP addresses must be set for the Kaleidescape components.

For information on installing and updating Control4 drivers, see [Updating the Kaleidescape Drivers for Control4](#) on page 8.

For information on installing and configuring the Kaleidescape System, refer to the Kaleidescape Installation Guides on the Kaleidescape website (www.kaleidescape.com/support/doc.php).

Overview of Kaleidescape Interfaces

Kaleidescape provides two methods for using a Control4 controller:

- ▶ Onscreen display (OSD) interface for movies and music, which uses the Control4 Media Player proxy
- ▶ Standalone touch panel (SATP) interface, which uses the Control4 iPod proxy to control music playback

The OSD interface is designed for movie zones where part of the interface is presented on a video display. The SATP interface is designed for music zones where no display is present. Therefore some installations will require both interfaces.

Transport commands behave differently depending on the interface. For example, the **Stop** button in the OSD interface can clear the screen saver if running, close a dialog box, or stop movie or music playback. The **Stop** button in the SATP interface always stops the music playback regardless of what is on the display. OSD interface transport commands control the OSD, which then controls movies and music. The transport commands for the SATP interface only control the music currently playing.

The Kaleidescape Control4 drivers present the appropriate interface for the component being controlled. Any movie zone can be controlled with either an OSD interface or an SATP interface. Music zones (such as the four outputs from a Music Player or the two music zones on a Cinema One (1st generation)) can only be controlled with an SATP interface.

Kaleidescape OSD control

The Kaleidescape OSD interface requires that a movie zone be connected to a video display in the same room as the controller.

Touch screens

The following figure shows the Kaleidescape OSD interface on a touch screen.

Figure 1: Touch screen interface with OSD control



Remote controls

Control4 remote controls can also be used with the Kaleidescape OSD interface. The alphanumeric keypad enables the user to:

- ▶ Jump to a specific position in a list.
- ▶ Enter a parental control passcode.
- ▶ Enter text in dialog boxes, like the name of a scene or mix album.

For touch screen and remote control functions, refer to

Extended functions

Kaleidescape drivers enable the Control4 operating system to perform several tasks automatically. Lighting can be configured to dim at the beginning of a movie and rise when the end credits roll. Automated screen masking systems can be configured to mask the proper aspect ratio of the movie automatically.

Kaleidescape SATP control

The Kaleidescape SATP interface provides control for music in rooms without video displays, like hallways, dining rooms, and patios.

Touch screens

The following figure shows the Kaleidescape SATP interface on a touch screen.

Figure 2: Touch screen interface with SATP control



Remote controls

The four-line display on Control4 remote controls can be used to display a four-line SATP interface. The alphanumeric keypad enables users to search lists.

Updating the Kaleidescape Drivers for Control4

Use the procedures in the following sections to:

- ▶ Verify the driver version number.
- ▶ Download, extract, and update the Kaleidescape drivers for Control4.
- ▶ Set the IP address of Kaleidescape components.

Verifying the driver version number

The driver version number describes changes in the Lua code, changes in the interface, and internal changes. The major version number is used to reference major API and behavioral changes, such as the addition or removal of programming events and commands or a change in the A/V connection layout. The minor version number is updated when the changes are limited to the behavior of the module, specifically the Lua script.

The version number appears in two places in the module. The number in the **Version** field on the **Properties** tab is the most accurate method of determining the driver version. The version number is also reported on the **Documentation** tab, and for most installations, matches the version reported in the **Properties** tab.

Note: If the *Short driver update procedure* below has been used, the version numbers may not match.

Downloading and extracting Kaleidescape drivers for Control4

This guide and Kaleidescape Control4 drivers (C4I files) for the Control4 system are provided in a ZIP file on the Kaleidescape website.

Use the following steps to download and extract the Kaleidescape drivers for the Control4 system:

1. Download the Kaleidescape drivers for Control4 ZIP file ([Download all Control4 files](#)) from the Support page on the Kaleidescape website (www.kaleidescape.com/support).
2. Extract the C4I files from the ZIP file to the My Documents\Control4\Drivers folder.

After the configuration is built, the drivers will be available in the Local Database in Control4 Composer.

Driver update procedures

Use the short or long procedures below to update the Control4 drivers. The new drivers must be added and the old drivers deleted. Any Control4 scripts created using driver events or commands must be updated or recreated.

Before beginning, ensure the following:

- ▶ The latest Kaleidescape driver files for Control4 are in the My Documents\Control4\Drivers folder.
- ▶ The latest version of Control4 firmware and Composer software are used to ensure compatibility.
- ▶ Remember that the Control4 drivers require each component under control to have a fixed IP address.

Short driver update procedure

Use the short driver update procedure to update a driver when the new driver has the same major number as the old driver. If these steps do not work, or the major number is different, the [Full driver update procedure](#) on page 9 must be used.

1. Launch Control4 Composer.
2. In the **System Design** view, add a new device for each device type being upgraded. For example, if the installation has five M500 Players and one Music Player, add a single new M500 Player and a single new Music Player.
3. From the **Tools** menu, select **System Manager** and connect to the system.
4. Click the **Configure** button and click **Next** through all selections.
5. Click **Finish** to reboot the processor.
6. Wait for the processor to reboot and then reconnect to the system.
7. Delete each instance of the new drivers added to the project in step 2.
8. Verify the version number as reported in the **Properties** tab of the drivers.

Full driver update procedure

Use the long driver update procedure if the major number of the driver version is different or if the [Short driver update procedure](#) on page 9 was unsuccessful.

1. Launch Control4 Composer.
2. In the **System Design** view, rename all old interfaces by appending *-old* to the names. For example, if the OSD interface is called Kaleidescape, rename the interface to *Kaleidescape-old*.
3. Add the new drivers to the system to replace all existing drivers.
4. Verify that the new drivers report the new version number in the **Properties** tab.
5. In the **Connections** view on the **Control/AV** tab, move all A/V connections from the old drivers to the new drivers.

6. In the **Connections** view, on the **Network** tab, set the new driver IP addresses to match the old driver IP addresses.
7. In the **Programming** view, recreate any scripts triggered from the old drivers' events using the new drivers' events.
8. Modify any scripts that use the old driver commands to send commands to the new drivers.
9. In the **System Design** view, delete the old drivers.
10. Press **Shift-F5** to refresh all Navigators.

Setting IP addresses for the Kaleidescape components

Kaleidescape control communications are direct TCP/IP sessions with the individual components of the system. Kaleidescape drivers identify which component to control by IP address. To prevent IP address conflicts, Kaleidescape components require unique fixed IP addresses.

There are two methods to set fixed IP addresses for Kaleidescape components.

1. Configure the router or DHCP server to reserve or allocate a fixed IP address from its address pool (or range).
2. Assign a static IP address using the Kaleidescape browser interface or onscreen display.

These methods are not required for Kaleidescape servers; only components with movie zones or music zones that are controlled by Kaleidescape drivers.

When using either method for fixing IP addresses, take note of Kaleidescape component IP addresses because these are needed when configuring Kaleidescape drivers using Control4 Composer.

Configuring the router or DHCP server

Kaleidescape recommends router configuration, as system components obtain IP configuration from the DHCP server. To apply this method, refer to router documentation as configuration takes place in the router.

Assigning static IP addresses on a Premiere Line system

Follow the steps below for each Kaleidescape Premiere Line component that will be controlled from a Control4 interface. Always assign IP addresses outside of the dynamic range set on the DHCP server.

1. Open the browser interface using:
<http://my-kaleidescape/> (Windows)
<http://my-kaleidescape.local/> (Mac)
2. Select the **SETTINGS** tab.
3. Click on **Components** in the second row of tabs.
4. Click the **Settings** button for the player.

5. In the new window select the **NETWORK** tab. Information about the current network configuration for the component is displayed.

Figure 3: Static IP address assignment under the NETWORK tab

Select **Use the following IP configuration**, and enter a static IP address and related fields

The screenshot shows a control interface with tabs: VIDEO, AUDIO, LANGUAGE, **NETWORK**, CONTROL, REGION, and SCREEN MASKING. The NETWORK tab is active, displaying the following information:

Use automatic IP assignment by DHCP if possible because the network will keep Internet connectivity settings up to date. If the control system requires fixed IP addresses, you can still leave the player configured for DHCP by reserving an address with the DHCP server. If the DHCP server does not support reservations, then a static IP address can be assigned.

Current Network Configuration

IP Address : 10.100.12.245
 Subnet Mask : 255.255.252.0
 Default Gateway : 10.100.12.1
 Preferred DNS Server : 10.100.0.92
 Secondary DNS Server : 10.100.0.18

Below this, there are two radio buttons:

- ☐ Obtain IP configuration automatically using DHCP
- ☒ Use the following IP configuration:

Under the selected radio button, there are input fields for:

- IP Address : 0 . 0 . 0 . 0
- Subnet Mask : 0 . 0 . 0 . 0
- Default Gateway : 0 . 0 . 0 . 0
- Preferred DNS Server : 0 . 0 . 0 . 0
- Secondary DNS Server : 0 . 0 . 0 . 0 (optional)

At the bottom, there is a section for Internet access:

This device may connect to the Internet to access online content for BD-Live enabled Blu-ray Discs. If you wish to restrict access to online content for this device, choose Deny Internet Access below.

- ☒ Allow Internet Access
- ☐ Deny Internet Access

At the very bottom are 'OK' and 'Cancel' buttons.

6. Select the **Use the following IP configuration** radio button.
7. Enter a static IP address and complete the related fields.
8. Click **OK**.

Repeat steps 4 through 8 for each component with a movie or music zone to control.

When IP settings are changed on a Premiere line component, the changes will not take effect until after the component is restarted. If changing IP settings on multiple components, wait until the changes have been entered for all the components before restarting them. If changes are being made to the server as well as players, it is generally best to change and restart the server last.

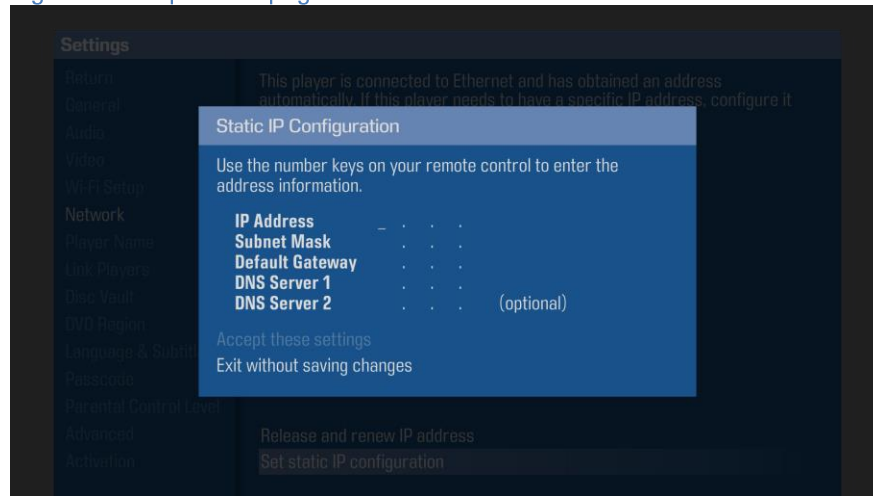
Assigning static IP addresses on Alto and Cinema One (2nd generation)

Follow the steps below for each Kaleidescape Alto or Cinema One (2nd generation) that will be controlled from a Control4 interface. Always assign IP addresses outside of the dynamic range set on the DHCP server.

1. Press the **Menu** button on the Kaleidescape remote.
2. Use the arrow buttons to highlight **System**, then select **Settings**. The **Settings** page will appear.
3. Press the down arrow until **Network** is highlighted and press Ok.
4. Press the down arrow to highlight **Set static IP configuration** and press Ok.

5. Enter a static IP address and complete the related fields.

Figure 4: Components page



6. Highlight **Accept these settings** and press OK.

Music Zones

On a Premiere Line system, music zone names appear in the Kaleidescape onscreen display to identify the controlled music zone. It is important to give the music zones names that can be easily understood by the user, like Den, Living Room, or Patio. The controlled zone feature is not available on Cinema One (2nd generation). Music playback is not supported on Alto systems.

When the user controls a music zone using the SATP interface, the name of the music zone being controlled appears at the top of the first list and is available through the Control4 programming interface as the IPOD (name) variable. Cinema One (2nd generation) uses the Player Name, set in the OSD, as the music zone name. Premiere Line systems allow the Player Name and Music Zone Name to be different and are entered in the browser interface.

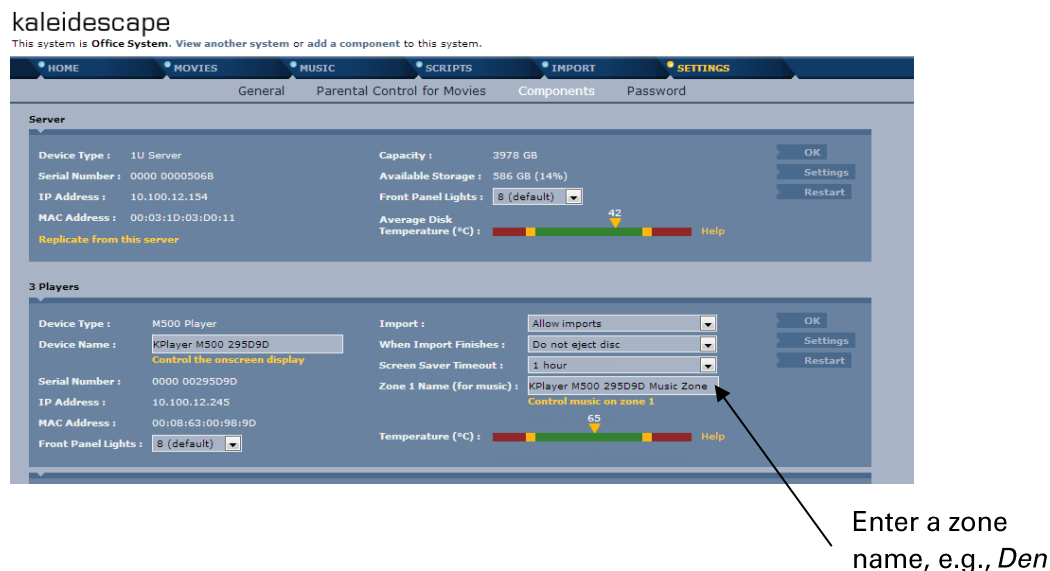
Naming music zones on a Premiere Line system

Use the following steps to name music zones:

1. Open the browser interface using:
<http://my-kaleidescape/> (Windows)
<http://my-kaleidescape.local/> (Mac)
2. Select the **SETTINGS** tab.
3. Click on **Components** in the second row of tabs.
4. For each component, enter music zone names in all **Zone # Name (for music)** fields for that component.

Note: If a zone is named *Unused*, that zone does not appear in the OSD.

Figure 4: Components page



5. Click **OK** to save the name for each component.

Naming music zones on Cinema One (2nd generation)

On Kaleidescape Cinema One (2nd generation) the Music Zone Name is the same as the Player Name. Use the following steps to assign the Player Name:

1. Press the **Menu** button on the Kaleidescape remote.
2. Use the arrow buttons to highlight **System**, then select **Settings**. The **Settings** page will appear.
3. Press the down arrow until **Player Name** is highlighted and press Ok.
4. Choose from the list of names or select **Enter a custom name...** Custom names can be entered using the on screen keyboard or the iPad app keyboard.

Figure 5: Select a player name

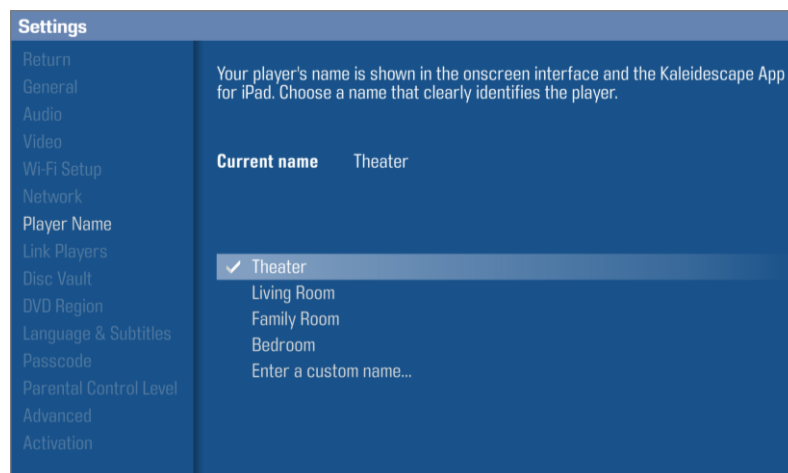
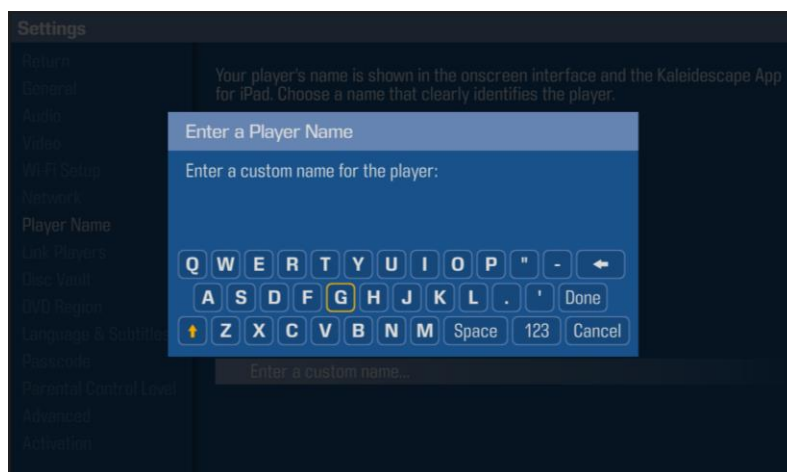


Figure 6: Enter a custom player name



5. Press **Done**

Controlling music zones

In addition to controlling music playback with the SATP interface, any music zone in a Kaleidescape Premiere Line System can be controlled from the OSD of any movie zone.

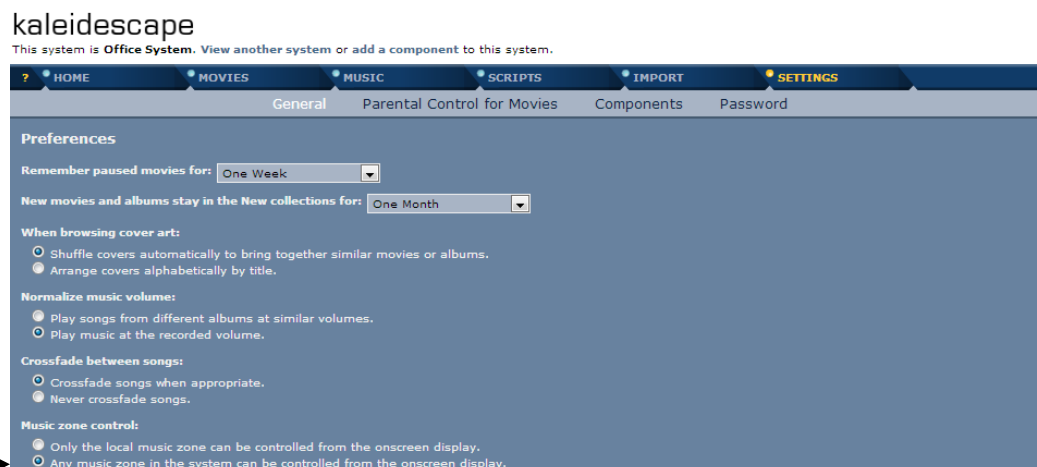
The **Now Playing** view shows what is currently playing in the selected music zone, and new OSD music selections play in the selected music zone.

Use the following steps to set music zone control:

1. Open the browser interface using:
<http://my-kaleidescape/> (Windows)
<http://my-kaleidescape.local/> (Mac)
2. Select the **SETTINGS** tab.
3. If not already selected, click on **General** in the second row of tabs.
4. For **Music zone control**, select the **Any music zone in the system can be controlled from the onscreen display** radio button.

Figure 7: General page

Select
Any music zone in
the system can be
controlled from the
onscreen display



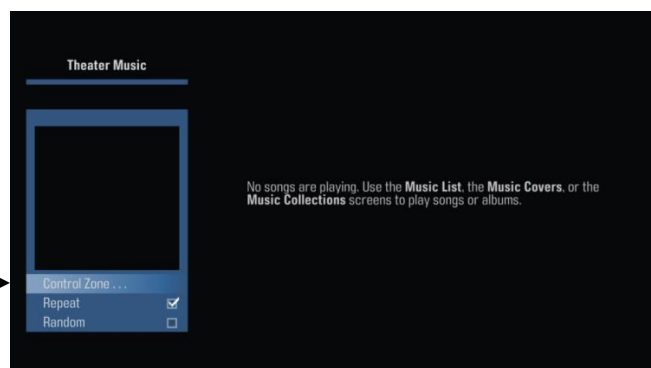
5. Click **OK**.

Music zone selection

Using the OSD of any Premiere Line player, the user can select the **Control Zone** option in the **Now Playing** view.

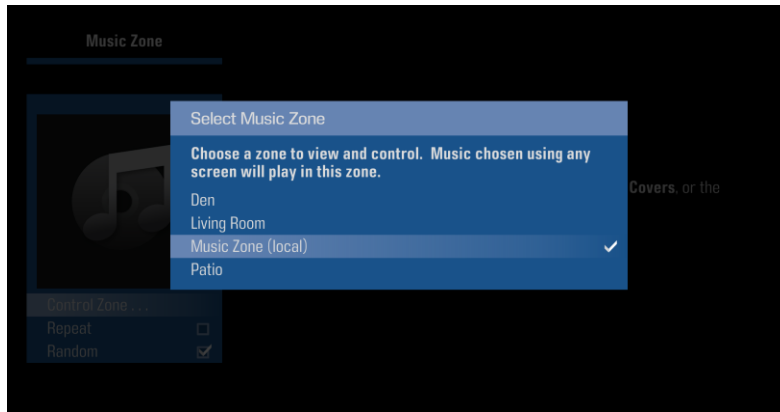
Figure 8: Now Playing view

Control Zone
option



When the user selects **Control Zone**, the **Select Music Zone** dialog box appears with all the available music zones in the system, labeled with the names assigned in the Kaleidescape browser interface.

Figure 9: Music zones by name



If the OSD is not controlling the local zone when the user selects new music for playback, a reminder that control is for a different music zone will appear. The user then has the option to confirm playback or to select another music zone.

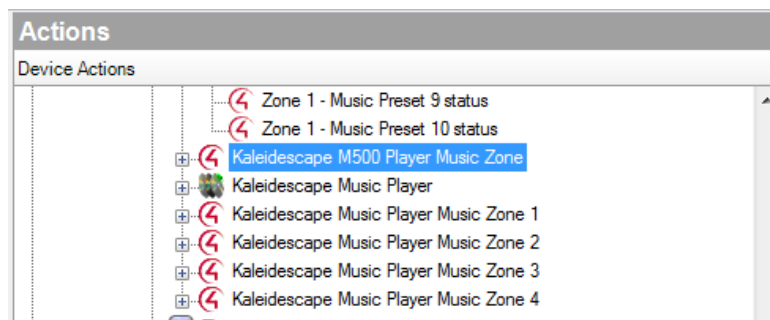
Automating music zone control

With the Control4 Composer programming interface, selecting the music zone can be automated so the user does not have to select the zone in the Kaleidescape OSD.

Use the following steps to instruct a movie zone to control a specific music zone.

1. Open the **Actions** view.
2. In the **Programming** section, select the Kaleidescape device with that movie zone.

Figure 10: Actions view



- On the **Command** tab, select **Device Specific Command** and **Control a Music Zone with OSD**.

Figure 11: Command tab

The screenshot shows the 'Commands' tab with 'Device Specific Command' selected. The command dropdown is set to 'Control a Music Zone with OSD'. Below this, there are three input fields: 'How is this defined' (Serial Number), 'Device SN or CPDID' (234AB), and 'Zone' (1).

- Specify the device with the music zone to be defined by entering the component serial number and music zone number. For example, use the settings above to build a command to make the player OSD control zone 1 of a Music Player with the serial number 234AB.
- To resume controlling the music zone of the local device, select **Control the default zone with OSD**.

Figure 12: Device Specific Command selection

The screenshot shows the 'Device Specific Command' dropdown menu with 'Control the default zone with OSD' selected.

Configuring Kaleidescape Control4 Drivers

Use the following procedures to configure the Kaleidescape Control4 drivers for a Kaleidescape System. The instructions are for Cinema One (2nd generation) using driver version 1.7 and Control4 Composer version 2.3.

Note: The instructions for an M700 Disc Vault, Music Player, Cinema One (1st generation), Alto, and all movie players are similar.

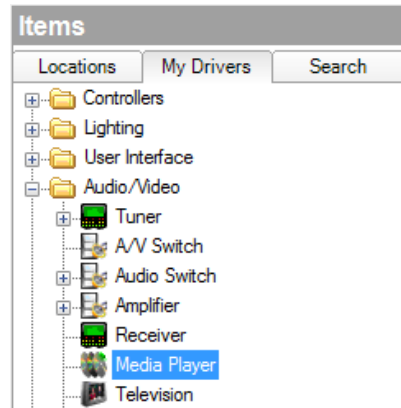
Add the Kaleidescape drivers to the configuration

Use the following steps to add the Kaleidescape Control4 drivers to the configuration.

- Follow the instructions for [Downloading and extracting Kaleidescape drivers for Control4](#) on page 8.
- Open Control4 Composer and connect to the Control4 system that will control Cinema One.
- Select the **System Design** view.
- Select the room where Cinema One is installed.

5. Under **Items**, select the **My Drivers** tab, expand the **Audio/Video** object, and double-click the **Media Player** selection.

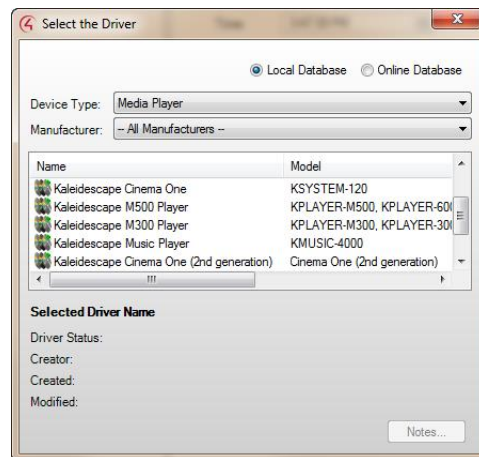
Figure 13: Media Player selection



If a **Media Player** selection is missing, use the following steps:

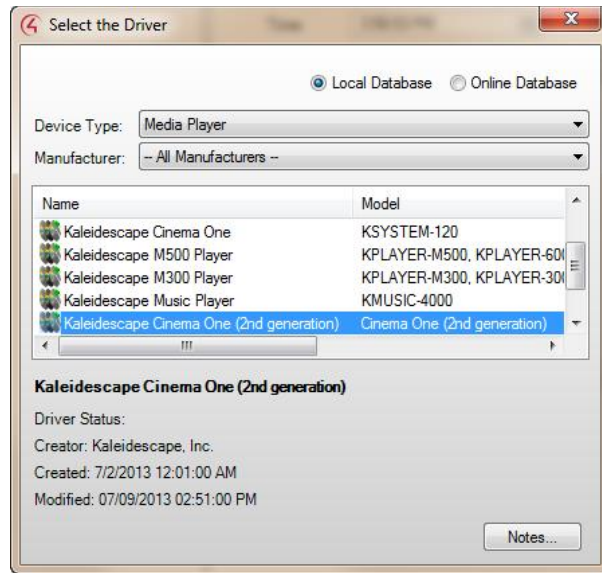
- a. Right-click the **Audio/Video** object and select **Add Driver**.
- b. Double-click Kaleidescape Cinema One (2nd generation) to add the category to the **My Drivers** list.

Figure 14: Selecting the music driver



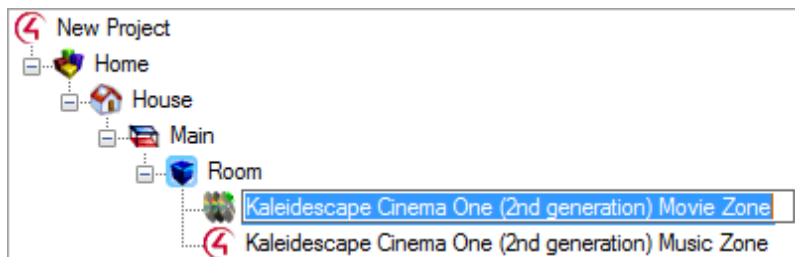
- Double-click **Kaleidescape Cinema One** (2nd generation) to load the drivers.

Figure 15: Selecting the Cinema One (2nd generation)



The drivers load, and the two available Kaleidescape interfaces are now visible for the selected room. One OSD interface appears for the movie zone and one SATP interface appears for the music zone.

Figure 16: Available interfaces



The OSD and SATP interfaces both control the main movie/music zone of the Cinema One. Rename the interfaces as appropriate.

Set up the driver connections

In Control4 Composer, open the **Connections** view.

Entering the IP address


- In the **Connections** view, select the **Network** tab.

Figure 17: Connections view



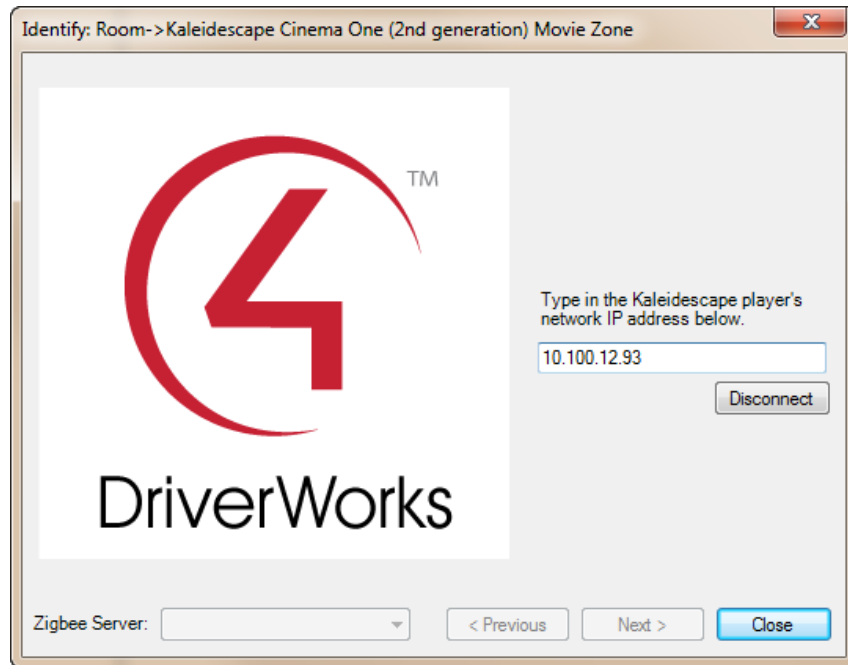
2. In the **IP Network Connections** view, double-click **Kaleidescape Cinema One**. The name will be the name provided for the first movie zone interface. An identify window is shown.

Figure 18: Movie zone name

Device	Room	Type	Address Type	Address
 Kaleidescape Cinema One (2nd generation) Movie Zone	Room	c4lua_gen	IP	

3. Enter the IP address of the Cinema One.

Figure 19: Entering an IP address

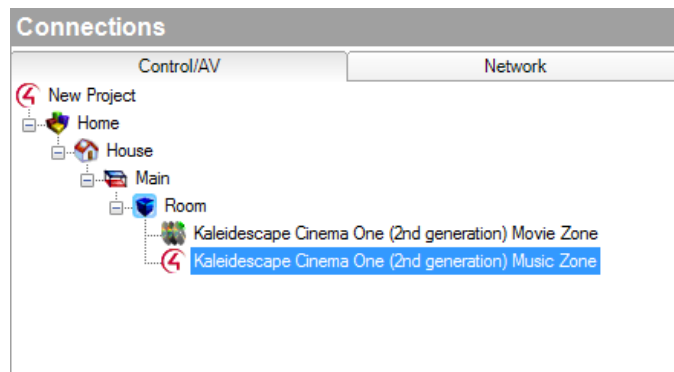


4. Click **Close**.

Set up the A/V connections

1. In the **Connections** view, select the **Control/AV** tab.

Figure 20: Control A/V tab



- Using the **Control/AV** tab, indicate to the system how the A/V connections are wired.

Note that the audio outputs on the music zone are for the movie/music zone. These outputs carry the audio for both movie and music playback. See the following figure for the A/V outputs available on the Kaleidescape Cinema One.

Figure 21: Control & Audio Video Connections

Control & Audio Video Connections					
Kaleidescape Cinema One (2nd generation) Movie Zone					
Name	Type	Connection	Input/Output	Connected To	
Audio/Video Outputs					
Video - Zone 1	Video	HDMI	Output		
Control & Audio Video Connections					
Kaleidescape Cinema One (2nd generation) Music Zone					
Name	Type	Connection	Input/Output	Connected To	
Audio/Video Outputs					
Audio - Zone 1	Audio	DIGITAL_COAX	Output		
Audio - Zone 1	Audio	DIGITAL_OPTICAL	Output		
Audio - Zone 1	Audio	STEREO	Output		

Set the driver properties

- In Control4 Composer, select **System Design**.
- Select the Kaleidescape driver in the **System** view. The driver properties are now visible. If not, select the **Properties** tab.

Figure 22: Driver properties

Properties	
Advanced Properties	
Properties	Documentation Actions Lua
Version	1.7
Status	Cinema One powered on. (Theater)
Debug	Off
Power	Allow user to power off
– Video –	
Using a Controlled Mask	No
– Movie Zone Volume –	
Set Volume Capabilities for M	No volume control or feedback
– Music –	
Show presets in the list inter	Show presets
Zone 1 Status	(music not playing)
Save Zone 1 Playing Music t	Select Preset
– Music Zone 1 Volume –	
Set Volume Capabilities for M	No volume control or feedback

Using a controlled mask

If this player will be connected to a video display with an adjustable masking system, set **Using a Controlled Mask** to Yes to tell the Kaleidescape player to move any messages and subtitles out of the masked region.

Set volume capabilities

Volume events can be triggered by the Kaleidescape App for iPad or by infrared remotes.

If the control system will be used to receive volume events from the Kaleidescape system, for example an iPad with the Kaleidescape App for iPad installed where the volume buttons will be used to control volume, use the [Set Volume Capabilities](#) property to show or hide the appropriate buttons and feedback. The properties can be set for each player zone. If properties are set for the movie zone, do not set different properties for music zone 1. The properties for the movie zone and music zone 1 can be the same, or one can be set to *Do not send volume capabilities*.

Show presets in the list interface

If this installation does not use presets in the SATP interface, set [Show presets in the list interface](#) to *Do not show presets*.

Power

For the M300 and M500 Players, Cinema One (2nd generation), and Music Player drivers, the driver has an additional property to control the power state of the player.

Figure 23: Power state option drop-down menu



To keep the player powered on at all times and instantly available, change the [Power](#) property to *Always leave player on*.

Other properties

For a complete list of driver properties, see [Appendix B: Driver Properties](#) on page 45.

Adding events

Kaleidescape drivers also provide programming events that enable the installer to automate the lights, adjust a screen mask, and adjust the video modes of a display device. There are programming actions to show a specific Kaleidescape OSD view, play a video script, automatically engage parental control, mark scenes, show an intermission state, play a music preset, adjust volume, and more.

For a full description of all events and actions, see [Appendix C: Events, Actions, and Variables](#) on page 46.

Accessing the in-driver documentation

Additional documentation is contained in the driver and can be easily accessed during configuration. This documentation includes a description of the properties and actions on the [Advanced Properties](#) view as well as a description of all the available events and actions in the [Programming](#) view.

Using Music Presets

A preset ties a music item in the Kaleidescape System to a keypad button or other program event. Any music item can be saved as a preset, and presets can be easily modified by the end user.

Presets are saved in the Kaleidescape System, and all presets are shared throughout the entire system.

Preset 1 on a Cinema One driver is the same as preset 1 on an M500 Player driver in the same system. The Kaleidescape drivers allow up to 10 presets.

Music items in the Kaleidescape System

The Kaleidescape System treats several different music items as playable. The following table describes these items and the effect of the random and repeat settings on each item.

Table 1: Music items

Item	Description	Example	Random	Repeat
Single track	Any single track on any album	Hey Bulldog by the Beatles	Only the single track plays	Can be repeated
Album	Any single album	Abbey Road by the Beatles	Can be played randomly	Can be repeated
Mix album	User-defined album that can contain any tracks or albums	My Favorite Jazz	Can be played randomly	Can be repeated
Artist	All music tracks performed or composed by the artist, no matter what album the track is on	The Beatles	Always random	Always repeats
Classical Composer	All music tracks composed by the artist, no matter what album the track is on	Maurice Ravel	Always random	Always repeats
Classical work	Single classical work, incorporates all tracks into a single music item	Piano Concerto in G Major by Maurice Ravel	Can be played randomly	Can be repeated

Item	Description	Example	Random	Repeat
User-defined collection	All tracks from any albums, mix albums, artists, genres, or classical composers in a user-defined collection	My favorites	Always random	Always repeats
Genre	All music tracks in the genre	Jazz	Always random	Always repeats
All music	All music on all albums		Always random	Always repeats

Random and repeat

In the Kaleidescape System, some music items always play in random order and repeat. These music items include any genre, artist, composer, user-defined collection, and all music.

When any of these items are saved to a preset and played, the item plays in a random order starting with a random track. If the preset is selected again, a new random track plays. This setting removes the requirement to use a next track button to skip a track within a selection. For example, if a preset button is programmed to play the Jazz genre, every time that button is pressed, a randomly selected Jazz track starts playing. If the user does not care for the current track, the user can simply press the button again to hear a different one. A Beatles button, a Mozart button, a My Favorites button, or an All Music button, behaves the same way.

The most recent random and repeat settings in a Kaleidescape zone control how albums, mix albums, and single tracks play from a preset. To control how these items are played back, the random and repeat settings of the zone can be changed with the SATP interface, the OSD interface, or through the programming interface.

Saving presets

To save a preset, the music item must be played first from any control interface — through OSD control, through SATP control, or the control panels available on the browser interface of a Premiere line system. Once the music is playing, use one of the following to save the preset:

- ▶ Press and hold a programmed preset button for two seconds.
- ▶ Trigger the **Store Preset** action for the preset.
- ▶ Use **Save Zone n Playing Music** to pick and set a preset on the **Properties** page.

The playback mutes briefly to indicate that the preset was successfully saved.

Any discrete music item can be saved as a preset. An individual track, album, mix album, genre, artist, classical work, classical composer, user-defined collection, or all music can be saved to a preset.

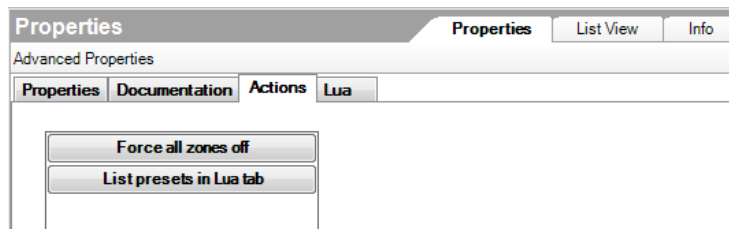
If more than one item is set to play (for instance, three albums are queued up in **Now Playing**), only the item currently playing is saved to the preset. There is no need to re-save presets when new content is added to a genre, artist, classical composer, user-defined collection, or mix album. The system plays the entire contents each time recalled, regardless of what songs were present when the preset was saved.

Viewing saved presets

To see which presets have been stored and which are empty, use the following steps:

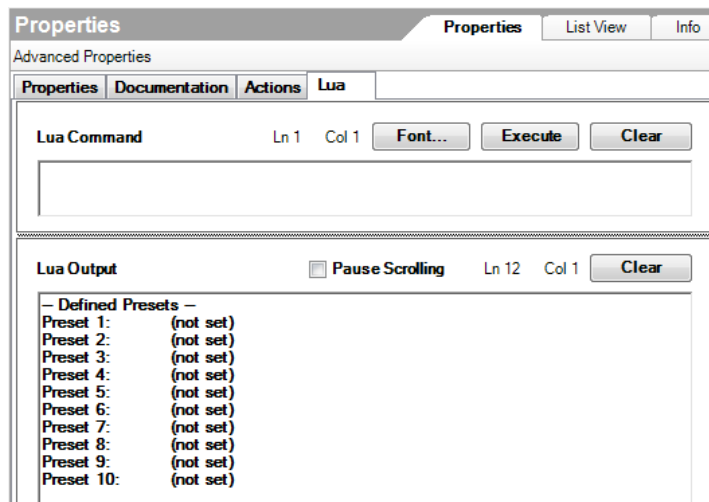
1. Open **System Design** in Control4 Composer.
2. Select the **Actions** tab.
3. Click **List presets in Lua tab**.

Figure 24: Listing presets



4. Select the **Lua** tab to view the presets.

Figure 25: Viewing presets in the Lua tab



Recalling presets

There are three ways to recall a preset:

- ▶ Press (but do not hold) a programmed preset button.
- ▶ Trigger the **Recall Preset** action for the required preset.
- ▶ Use an SATP interface to go to **Music Presets**, and select the preset by name.

Programming a preset button

Kaleidescape drivers have specific actions and events to make it easy to program a preset button. After being programmed, the button can be pressed and held to save a preset (like a car stereo) and pressed again to recall the preset. The hold action can be suppressed by changing the button lockout.

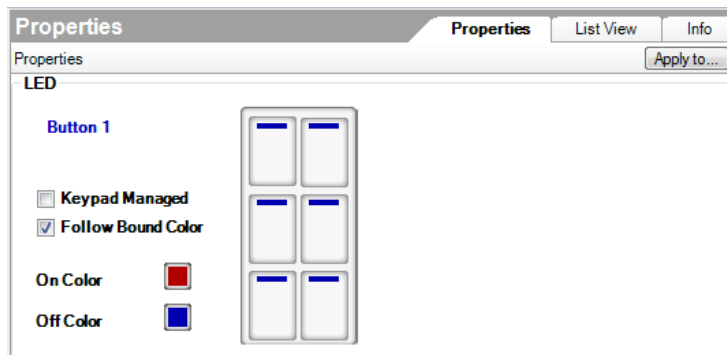
The LED on the button can be set to turn on when the preset is active, no matter how the preset is activated.

Prepare button for feedback

For buttons that can show LED feedback (such as any button on a 2, 3, or 6 button keypad), set the LED to be managed by the program instead of the keypad.

In the **System Design** view, select the keypad, then the button, and uncheck the **Keypad Managed** selection as required for each button.

Figure 26: Keypad managed buttons

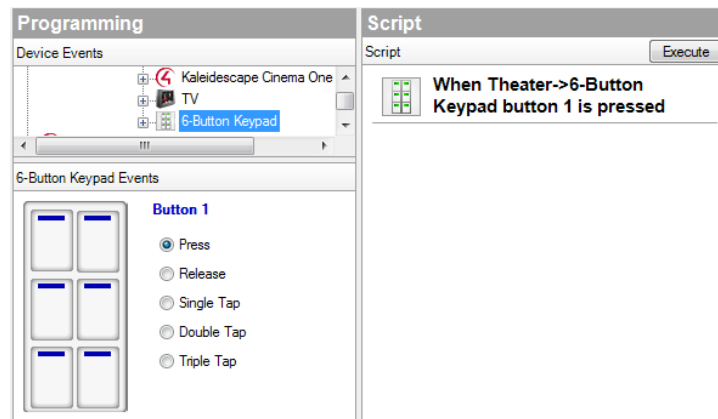


Program button press

Use the following steps to program the button press.

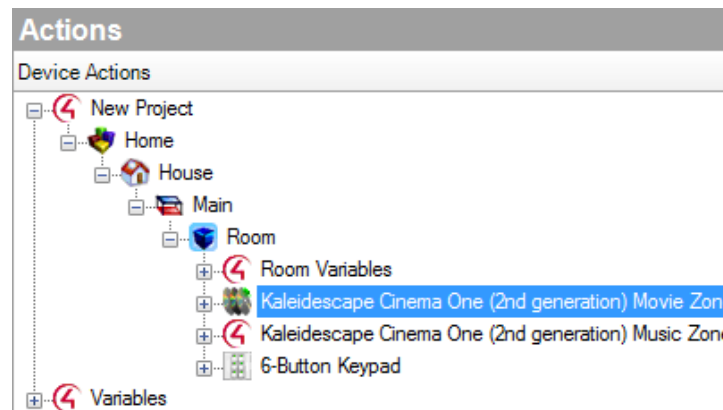
1. In the **Programming** view, select the keypad or other device, and select the **Press** event radio button.

Figure 27: Button keypad events



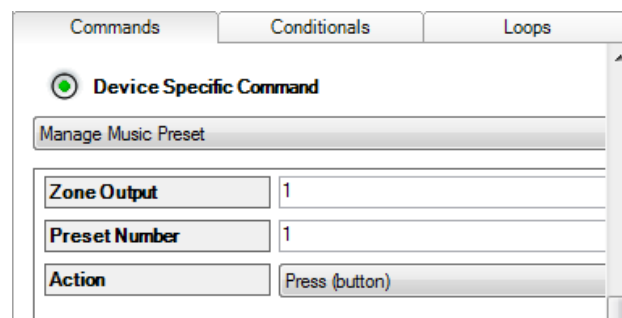
2. In the **Actions** view, select the Kaleidescape driver. All selections on the same player show the commands to control any of the zones of the player.

Figure 28: Actions view



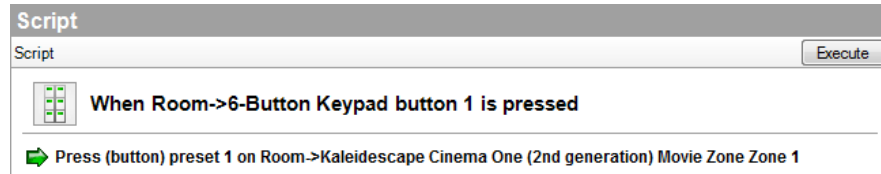
3. In the **Commands** tab, select **Device Specific Command** then *Manage Music Preset*.

Figure 29: Commands tab



4. Enter the zone output (of the Kaleidescape player) where this preset will be played or saved, and which **Preset Number** to control,
5. Select the **Press (button)** action and drag the resulting action to the **Script** view.

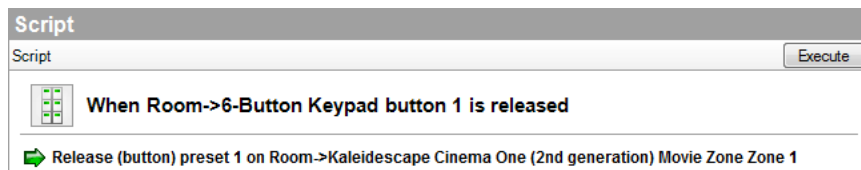
Figure 30: Button press script



Program button release

Repeat the above steps, but select the **Release** event radio button and the **Release (button)** action. The figure below shows the resulting script.

Figure 31: Button release script

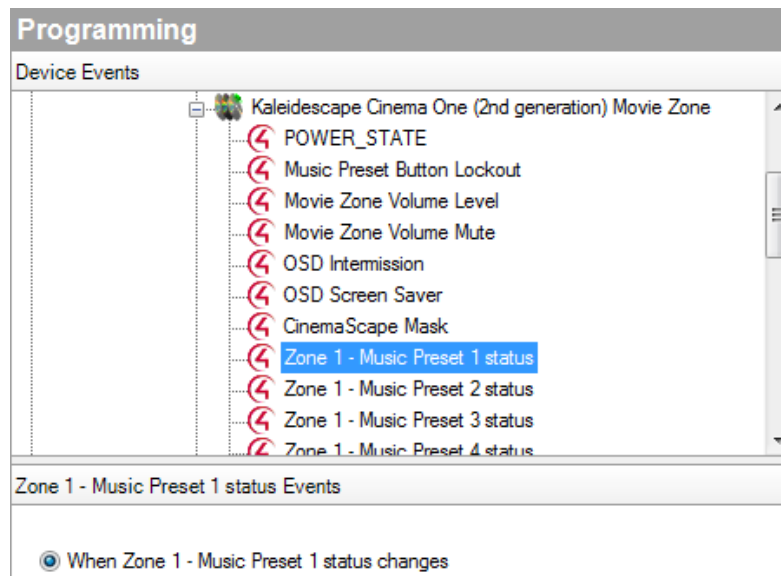


Program button feedback

Use the following steps to program button feedback:

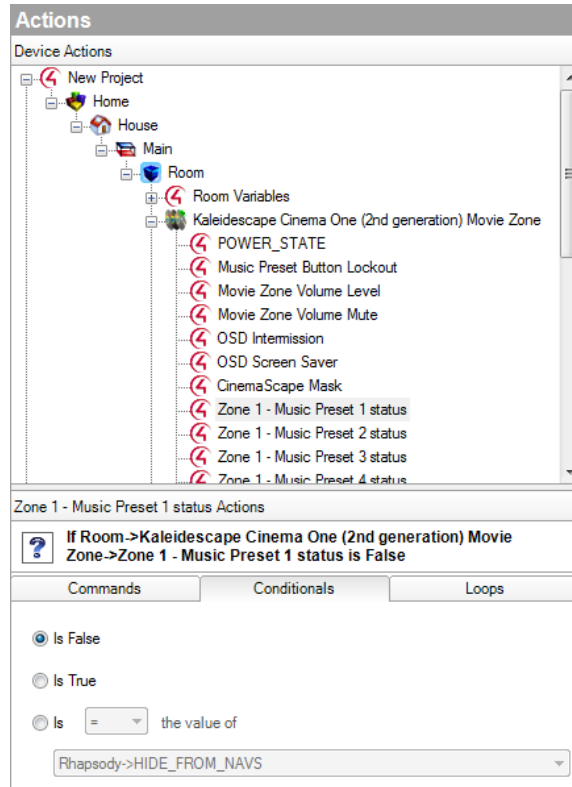
1. In the **Programming** view, open the Kaleidescape driver and select the zone and preset status the button is controlling. All selections on the same player show the same preset feedback for all zones of the player.

Figure 32: Button feedback



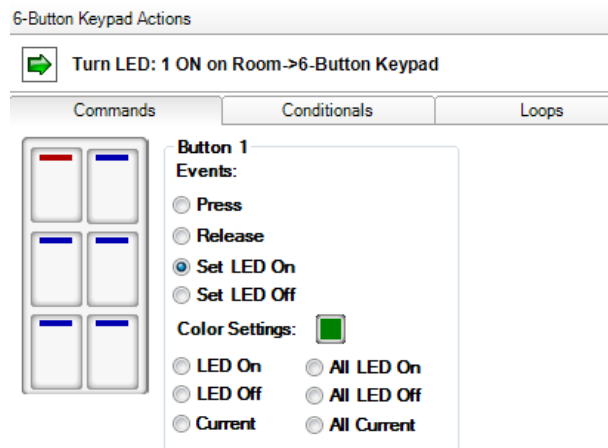
- In the **Actions** view, select the same zone and preset status, select the **Conditionals** tab, and drag an **Is True** and **Is False** conditional to the **Script** view.

Figure 33: Script conditions



- In the **Actions** view, select the keypad, then the button being programmed. Select the **Set LED On** command and drag the resulting action to the **Script** view under the **If True** conditional, then select the **Set LED Off** command and drag the resulting action to the **Script** view under the **If False** conditional.

Figure 34: LEDs

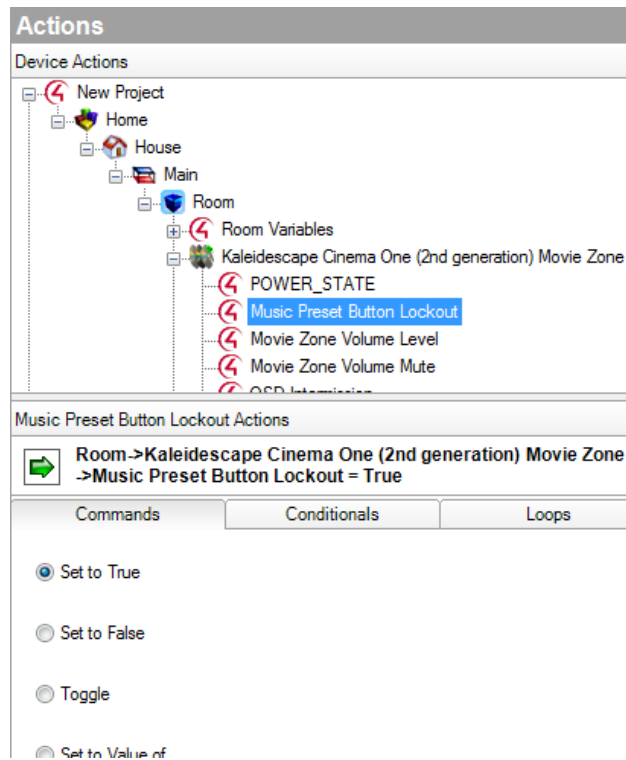


Music preset button lockout

The Kaleidescape driver has a command to prevent any of the device music preset buttons from saving a preset. This command can be useful during a party if a guest inadvertently leans against a keypad and wipes out preset programming.

Simply turn on the setting with an action to lock the presets, and turn off the setting to unlock.

Figure 35: Preset button lockout



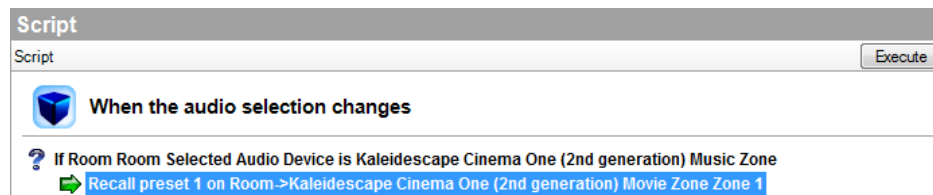
To create a button that never saves a preset, use the **Recall** preset action instead of the **Button (press)** and **Button (release)** actions.

Programming a preset event

To set a preset to play or be saved automatically when an event occurs, even though no button has been pressed, set up a button that never saves a preset. In these cases, the driver has simple preset actions to store and recall a preset.

The following figure shows a sample script where the music source for the **Theater** changes to the **Kaleidescape Cinema One Music Zone 1**, preset 1 is recalled.

Figure 36: Present event



Note that the store and recall actions are not affected by the music preset button lockout.

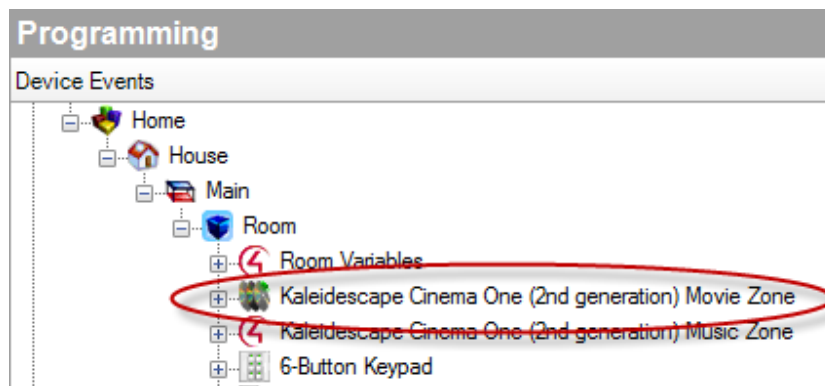
Using Volume Events

Devices such as the Kaleidescape IR remote controls or an iPad running the Kaleidescape App for iPad can be used to adjust the volume of a zone and provide feedback to the user on the volume level and mute state.

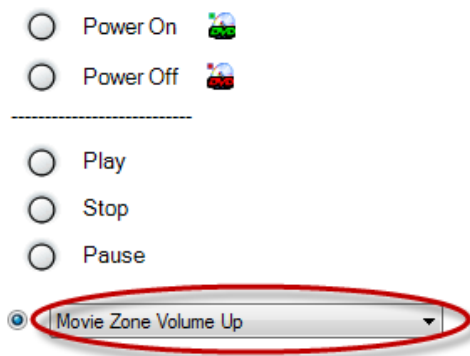
Programming a volume event

Use the following steps to program a volume event:

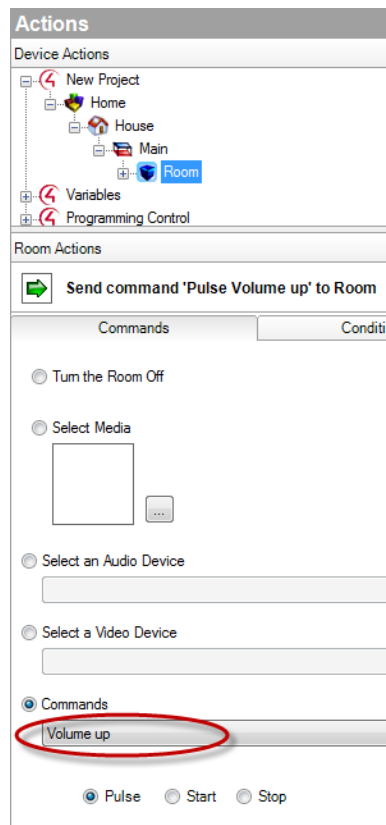
1. In the **Programming** view, select the Kaleidescape player from the **Device Events** tree.



2. From the drop-down menu select the volume event.



3. In the **Actions** view, select the room for the volume event. Then select the **Commands** tab and the corresponding volume action from the **Commands** drop-down menu.



4. Drag the resulting action to the **Script** view.

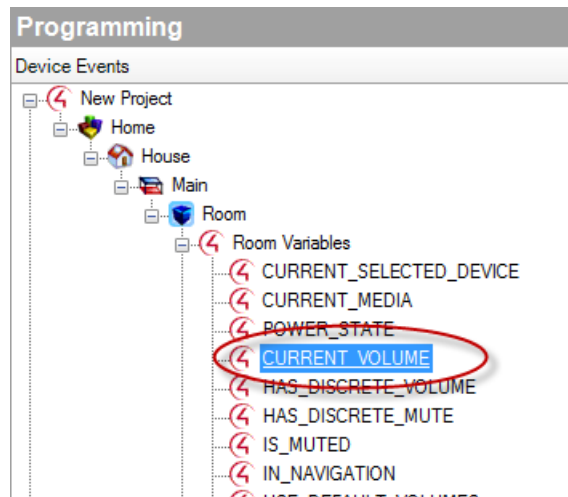


Repeat the steps in this procedure for the Volume Up, Volume Down and Mute events for each player zone.

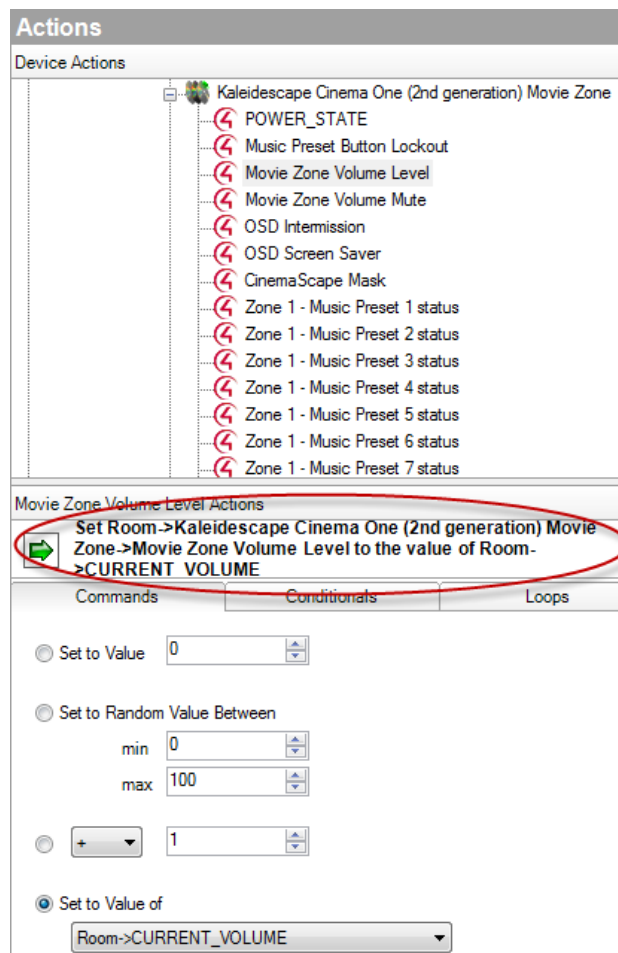
Using feedback from volume events

Use the following steps to program volume feedback:

1. In the **Programming** view, select the event **Current Volume** from the room that will provide the feedback.



2. In the **Actions** view select the Kaleidescape zone that the feedback will be sent to. Then select the *Volume Level* variable.



3. In the **Commands** tab, select *Set to Value of* and select *Room->CURRENT_VOLUME* for the same room as the event.
4. Drag the resulting action to the **Script** view.

Repeat these steps for Mute events, and for each player zone that will provide volume feedback.

For control and feedback of a zone to function when programmed as described, the associated zone must be powered on from Control4. Control4 Director does not allow the volume to be changed in a zone that is not powered on.

Troubleshooting

I can't control a movie zone or music zone

The music zone interface has a feature where the source is not selected or controlled until a music item in the list is selected. Select an item to play and try again.

Check the IP address of the associated component and make sure the correct IP address has been entered.

Kaleidescape Alto does not support music playback.

There is no audio path for the OSD control

The audio path for the OSD control is handled by the SATP control. Set up the audio path for the first music zone proxy (zone 1) and then the OSD control has an audio path.

The music isn't changing

Verify that the listening zone matches the zone being controlled.

The player will not shut off

Verify that the **Power** property is set as expected.

Verify that the player's music output is not being routed to another room. The Control4 system does not instruct the driver to turn off a device unless no rooms are controlling that device. To force the device to turn off, go to **System Design** on the **Actions** tab and select **Force all zones off**.

Integration with the Kaleidescape App for iPad

An error message is displayed when attempting to control the volume using the app



Verify that the **Volume Capabilities** property is set for the appropriate player, and that player is selected in the Kaleidescape App for iPad.

Volume buttons or feedback do not appear on the Movies or Music page after playback is started

Verify that the **Volume Capabilities** property is set for the appropriate player, and that same player is selected in the Kaleidescape App for iPad

Volume buttons appear on the Movies and Music page when playback is started, but do not change the volume level in that zone

Verify that the actions programmed for the volume events are for the expected zone.

Verify that the volume for the zone can be adjusted using a Control4 remote control or touch panel.

The volume feedback or mute state displayed in the Kaleidescape App for iPad is incorrect

Verify that the volume feedback or mute state displayed on a Control4 touch panel for the selected zone is correct.

Ensure that if properties are set for the movie zone then different properties are not set for music zone 1. The properties for the movie zone and music zone 1 can be the same, or one can be set to *Do not send volume capabilities*.

Verify that the *CURRENT_VOLUME* event is for the selected zone, and that the action is using the volume level for the same zone.

System error messages

Error messages are displayed in the **Lua** tab in Control4 Composer, and if logging is enabled, also appear in the **System Log** under the **Programming & Variables** category.

Table 2: Error messages

Message	Description
CPDID Conflict	Device Identifier Conflict. There are two or more Kaleidescape devices with the same CPDID (Control Protocol Device ID). Go to the browser interface and assign each device a unique CPDID or a None CPDID. Note that Alto and Cinema One (2 nd generation) do not support the use of CPDIDs.
Communicator socket couldn't finish parsing input buffer	There was an internal error in the Kaleidescape driver and a message was dropped. Contact Kaleidescape Support to report the problem.
Director asked for an unknown OSD place	Error in the Show an OSD Place action. Reload the driver or contact Kaleidescape Support to report the problem.

Message	Description
Director asked for an unknown favorite scene marker	Error in the Favorite Scene Markers action. Reload the driver or contact Kaleidescape Support to report the problem.
Director asked for an unknown parental control setting	Error in the Parental Control Mode action. Reload the driver or contact Kaleidescape Support to report the problem.
Director asked to play a "nil" script	Error in the Play a Video Script action. Reload the driver or contact Kaleidescape Support to report the problem.
Director asked to control a zone with an unknown parameter	Error in the Control a Music Zone with OSD action. Reload the driver or contact Kaleidescape Support to report the problem.
Request to control a music zone, but the device is offline	Not normally shown as an error. The Control a Music Zone with OSD action asked for a nonexistent or offline music zone. Turn on the player with the music zone or change the action to control a valid music zone.

Getting additional support

Kaleidescape drivers are not supported by Control4.

For additional help contact Kaleidescape Support.

- ▶ See online resources at www.kaleidescape.com/support.
- ▶ Contact Kaleidescape Support at support@kaleidescape.com or +1 (650) 625-6160.

Appendix A: Touch Screens and Remote Control Functions

Touch screens

Figure 37: Movies and music (OSD) touch screen



Figure 38: Music only (SATP) touch screen



SR-250 Remote

Figure 39: SR-250 Remote



Photo Courtesy of Control4

Button functions

Table 3 describes the functions of buttons on the SR-250 remote when using the OSD. Table 4 describes the functions of buttons on the SR-250 remote when using the SATP interface.

Table 3: Music and movies (OSD)

Button	Description
PG +/-	Move quickly through lists.
Menu	Go to the Kaleidescape menu when not playing a movie or to the disc menu during movie playback.
Guide	Go to the Kaleidescape menu.
CH +/-	No operation.
Up/Down	Move up and down through covers, lists, and menus.
Left/Right	Move left and right through covers, columns, tabs, and menus.
Select	Makes a selection.
Rewind/Fast Forward	Move backwards or forwards through the movie or song currently playing.
Stop	Stops playback of the movie or song currently playing.
Play	Plays the highlighted movie or music item.
Pause	Pauses playback of the currently playing movie or song.
Previous/Next	Moves to the previous or next song, scene or chapter.

Button	Description
Info	Displays movie overlay during movie playback. Displays album details when on the music Now Playing view. On all other screens, jumps to the System Status view.
Alphanumeric keypad	<ul style="list-style-type: none"> ▶ In List or Collection view, pressing a button jumps to the first letter on the button. Pressing the button again jumps to the second letter, and so forth. Pressing 1 jumps to near the top of the list. Pressing 0 jumps near the end of the list. ▶ To enter a parental control passcode, press the */. button followed by the passcode. ▶ When the OSD prompts for text, for example, a name for a scene or mix album, use the alphanumeric keypad to enter text. Each button press cycles through letters and numbers. 1 and 0 can be used as either respective numeric value or space. The * button cycles among *, /, and .. The # button cycles among #, /, and – . ▶ During movie playback, jump to a chapter by pressing # and entering the chapter number.
PREV	During movie playback, jumps back five seconds.
Colored buttons	Send corresponding Blu-Ray disc color commands.
DVR	No operation.
CNCL	Closes the active window.

Table 4: Music only (SATP)

Button	Description
PG +/-	Move quickly through lists.
Menu	No operation.
Guide	No operation.
CH +/-	No operation.
Up/Down	Move up and down through lists.
Left/Right	The left button moves to previous list or returns to Browse. The right button advances through menus and makes selections.
Select	Makes a selection.
Rewind/Fast Forward	Move backwards or forwards through the song currently playing.
Stop	Stops playback of the song currently playing.
Play	Plays music.
Pause	Pauses playback of the song currently playing.
Previous/Next	Moves to the previous or next song.
Info	No operation.

Button	Description
Alphanumeric keypad	<ul style="list-style-type: none"> ▶ When showing an alphabetical list, use to search the list using the alphanumeric keypad. Each button press cycles through letters and numbers. 1 and 0 can be used as either the respective numeric value or space. ▶ The * button cycles among *, /, and .. The # button cycles among #, /, and –.
PREV	No operation.
DVR	No operation.
CNCL	No operation.

Appendix B: Driver Properties

Not all properties are available on all drivers and some properties are repeated per zone. All interfaces for the same device show the same properties (i.e., the Media Player and iPod show as separate entities on the same player, but share the same properties).

Table 5: Driver properties

Property	Description
Version	A read-only field showing the version of the driver as reported by the Lua script.
Status	A read-only field showing the connection status of the driver and standby status of the player.
Debug	Turns debugging messages on and off. Messages can be sent to the Control4 system log (log), to the Lua tab (print), or both. Debugging is automatically set to Off after 15 minutes as debug will affect system performance.
Power	Indicates if the player should be permanently left on or allowed to enter standby (power off).
Using a Controlled Mask	Set to Yes if the video output is masked down either with a screen masking system or with a 2.35 lens. This setting pulls the system messages and subtitles out of the masked portion of the video.
Show presets in the list interface	Indicates if the music presets should be listed in the SATP (iPod) interface. When shown, presets are listed by name (for example, "Jazz", "The White Album", or "The Rolling Stones") rather than by number. Blank presets are skipped.
Zone n Status	A read-only field showing the state of the music zone number n. This indicates what music item is currently playing.
Save Zone Playing Music	This is a control that saves the playing music item in zone number n (indicated by the Zone n Status) to the selected preset. To view what presets are saved, use the List presets in Lua tab button on the Actions tab, then view the presets on the Lua tab.

Appendix C: Events, Actions, and Variables

All events and actions described here are available through the programming interface in Control4 Composer.

Events are shown in the left pane.

Actions are shown in the right pane.

Variables show as child objects of the device interface and each is available as an Event (Changed) a Conditional (If value), a Loop (While value) and a Command (Set value), though many are read-only.

Events

Table 6: Events (OSD)

Event	Description
Power On	The zone has powered on.
Power Off	The zone has powered off.
Play	The zone is playing content.
Stop	The zone is not playing content.
Pause	The content is paused.
Mask to ____	<p>Triggers when the playing content is using one of the following aspect ratios:</p> <ul style="list-style-type: none">▶ 1.33▶ 1.66▶ 1.78▶ 1.85▶ 2.35 <p>Use these events to trigger an automated screen masking system or an anamorphic lens. Note that this is different than the aspect ratio of the video frame. A 2.35 movie has black bars encoded in the content to fit in a 16:9 frame.</p>

Frame ____	Triggers when the video mode is showing this frame ratio, either 4:3 or 16:9. Use these events to trigger video mode changes in a display device when needed.
Lights to ____ level	<p>Triggers at one of the following events:</p> <ul style="list-style-type: none"> ▶ Movie Playing ▶ End Credits ▶ Menu ▶ Intermission <p>Lights to Menu level triggers when showing a Kaleidescape OSD view or for most disc menus.</p> <p>The Lights to Movie Playing level triggers when showing the main content.</p> <p>The Lights to End Credits level triggers when the end credits are shown.</p> <p>The Lights to Intermission level triggers when intermission is invoked.</p>
CinemaScape mode ____	<p>Triggers to indicate the current CinemaScape mode when the CinemaScape mode is changed using the browser interface:</p> <ul style="list-style-type: none"> ▶ 0 — 16:9 (default) ▶ 1 — CinemaScape 2.35 Anamorphic ▶ 2 — CinemaScape 2.35 Letterbox ▶ 3 — CinemaScape Native 2.35 Display
CinemaScape Scale Mode ____	<p>Triggers to indicate when an anamorphic lens or zoom mode of a native 2.35:1 projector should be enabled.</p> <ul style="list-style-type: none"> ▶ No Scaling Required ▶ CinemaScape Scale Mode Anamorphic ▶ CinemaScape Scale Mode Zoom
Volume Up Volume Down Mute	Triggers to indicate a volume command has been sent by the Kaleidescape IR remote or the Kaleidescape App for iPad. Can be specified for a movie zone, or a music zone from 1 to 4.

Table 7: Events (SATP)

Event	Description
Docked	The zone has powered on.
Undocked	The zone has powered off.
Play	The zone is playing music.
Stop	The zone is not playing music.
Pause	The music is paused.
Volume Up Volume Down	Triggers to indicate a volume command has been sent by the Kaleidescape IR remote or the Kaleidescape App for iPad. Can be specified for a movie zone, or a music zone from 1 to 4.
Mute	

Actions

Table 8: Actions (OSD)

Action	Description
Power On	Turn the zone on.
Power Off	Turn the zone off.
Play/Stop/Pause/ Scan Fwd/Scan Rev/Skip Fwd/Skip Rev	Performs the indicated transport command.
Menu/Up/Down/ Left/Right/Enter	Performs the indicated command. Menu engages the disc menu when in movie playback and toggles the Kaleidescape menu otherwise.

Action	Description
Keypad ____	Sends the indicated keypad key. Does not strictly send the indicated number command, but sometimes performs as an alphanumeric key depending on what is displayed on the OSD. During movie playback, the # key begins the chapter entry.
Favorite Scene Markers; Start/Stop	Sets the start and stop point of a scene during movie playback. These commands are also available through the OSD by pressing the Info button during playback to open the movie overlay.
Parental Control Mode; Safe/Default	Sets the parental control level of the movie zone to either the no password protected selections (Safe mode) or default player selections (Default mode). The default level of the movie zone is set in the Kaleidescape browser interface on Premiere line systems. The default level of the movie zone is set on the onscreen settings page on Alto and Cinema One (2 nd generation). The “no password protected selections” is the least restrictive level without a passcode. Neither command changes the mode to a less restrictive level. For example, if the default level is R and below, and the player is only showing level G and below content, the Default command performs no action.
Instant Replay	Skips back five seconds in the movie.
Show an OSD Place	Sets the OSD to the specified view. Movie Selections shows a movie view and Music Selections shows a music view. System Status shows the system status view. All other selections invoke the specifically indicated movie or music view.
Play a Video Script	Plays the specified Kaleidescape script; the script name is case sensitive. Scripts are created and edited in the browser interface on Premiere line systems. Scripts are not supported on Alto or Cinema One (2 nd generation).
Control a Music Zone with OSD	Sets the OSD to control a different music zone.
Control the default zone with OSD.	Returns the OSD to controlling the default music zone; essentially reverts from the above command.

Table 9: Actions (SATP)

Action	Description
Play/Stop/Pause/ Scan Fwd/Scan Rev/Skip Fwd/Skip Rev	Perform the indicated command.
Shuffle Off	Disables the random mode. Note that some playing items always play randomly and this command has no affect when those items are playing.
Shuffle Songs/Albums	Enables the random mode. The Kaleidescape System does not distinguish between these two modes.
Repeat Off	Disables the repeat mode. Note that some playing items always repeat and this item has no effect when those items are playing.
Repeat One Track/All Tracks	Enables the repeat mode. The Kaleidescape System does not distinguish between these two modes.
Manage Music Preset	Stores a preset, recalls a preset, performs a preset button press or release.

Variables

Table 10: Variables (OSD)

Variable	Description
POWER_STATE	True or false value. Indicates the power state of the zone.
OSD Intermission	True or false value. Indicates the intermission state of the zone. Set to True to engage intermission or False to clear intermission.
OSD Screen Saver	True or false value. Indicates the screen saver state. Set to True to engage the screen saver or False to clear the screen saver.
CinemaScope Mask	Zero-padded three-digit value from 000 to 999, in hundredths of the ratio of the frame width to the frame height. For example, 133 corresponds to standard definition NTSC video 1.33 or 4:3 video.
Movie Zone Volume Level Music Zone ____ Volume Level	Displays the volume level on the Kaleidescape App for iPad.
Movie Zone Volume Mute Music Zone ____ Volume Mute	Enables the active state of the mute button in the Kaleidescape App for iPad. Indicates that the zone is muted.

Table 11: Variables (SATP)

Variable	Description
IPOD	Text value. Indicates the name of the music zone as set in the browser interface.
TITLE	Text value. Indicates the title of the song currently playing.
ARTIST	Text value. Indicates the artist for the song currently playing.
ALBUM	Text value. Indicates the album for the song currently playing.
PLAY_STATUS	Text value. Indicates either Playing, Stopped, or Paused.
Music Preset Button Lockout	True or false value. When true, preset button events are not able to save a preset on this component. Can be set to True or False.
Zone n – Music Preset x status	True, false, or read only value. Indicates the status of the preset in zone n. For example, if preset 6 is playing in zone 2, “Zone 2 – Music Preset 6 status” is true. Note that several presets can be active in the same zone simultaneously.
Movie Zone Volume Level Music Zone ____ Volume Level	Displays the volume level on the Kaleidescape App for iPad.
Movie Zone Volume Mute Music Zone ____ Volume Mute	Enables the active state of the mute button in the Kaleidescape App for iPad. Indicates that the zone is muted.

Appendix D: Revision History and Known Issues

Driver revision history

Driver version	Description of revisions
Version 1.7	Added support for CinemaScape Scale Mode. Added Cinema One (2 nd generation) driver
Version 1.6	Corrected a problem that prevented the modules from reconnecting automatically.
Version 1.5	Added support for volume control and feedback when using the Kaleidescape App for iPad and fixes for masking signals that prevent spurious mask movements.
Version 1.4	Added support for CinemaScape mode and CinemaScape Mask.
Version 1.3	Updated for use with Control4 version 2.1. Added alphanumeric jump commands while in Collections view. These commands previously worked only in List view.
Version 1.2	Added Blu-ray disc support. Added relevant default names for all drivers. Renamed driver files to reflect new products.
Version 1.1	Corrected problem with the touch panel Back button.
Version 1.0	Initial release of drivers for Control4 controllers, including: <ul style="list-style-type: none">▶ 1080p Player▶ 1080p Mini Player▶ Music Player▶ Cinema One

Known issues

Kaleidescape is aware of the following issues which can be encountered when controlling a Kaleidescape System with these drivers. Kaleidescape was unable to resolve these issues using the development tools available at the time of release.

- ▶ The icon used for control of music zones is an iPod in a dock.
- ▶ An **Eject** button is provided when controlling a movie zone, although no eject command is available for the Kaleidescape player. Pressing the **Eject** button selects the Kaleidescape menu, from which the **Disc in Tray** tab can be accessed if a disc is in the tray.
- ▶ No cover art is provided to touch screens.
- ▶ The Kaleidescape driver music zone proxy always shows the Control4 logo in Control4 Composer.
- ▶ The movie zone interface (OSD control) audio connections show up on the music zone interface (SATP control).
- ▶ If the movie player driver is used to control the (discontinued) KPLAYER-2000, a nonexistent HDMI[®] output will be available.
- ▶ Improper events and actions are shown on the movie zone and music zone interfaces. For example, the SATP interface has an action for **Video Frame 4x3** and shows a variable for **OSD Screen Saver**.
- ▶ List spacer is shown as a “ - ” button on larger touch panels.
- ▶ **Random** and **Repeat** buttons do not show the correct state on larger touch panels. The **Shuffle** and **Repeat** buttons on the **Now Playing** view can be used instead.
- ▶ The Cinema One (1st generation) driver shows events for CinemaScape mode, CinemaScape Mask, and CinemaScape Scale Mode although CinemaScape is only supported on M-Class players and vaults.

Notices

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