Programming Philips Pronto Controllers

for a Kaleidescape System

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Kaleidescape, Inc.
440 Potrero Avenue
Sunnyvale, CA 94085-4117
USA

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Section 1
Overview

Kaleidescape provides Extended Configuration Files (XCF) to program Kaleidescape System control with Philips Pronto TSU9800, TSU9600 and TSU9400 controllers.

The programmer must be familiar with the ProntoEdit Professional programming environment and Kaleidescape Systems, and be using the latest version of ProntoEdit Professional to ensure proper compatibility.

Kaleidescape Interface for Pronto Controllers

Kaleidescape provides two types of control for the Philips Pronto controller:

- Onscreen display (OSD) for movies and music

  OSD control is designed for movie zones where part of the interface is presented on a display device.

- The standalone touch panel (SATP) for music only

  The SATP provides text-based music controls on touch panels in rooms without video displays.

An installation can require both types of control to provide quality control in every zone.

Both OSD and SATP controls are configured with transport commands tied to the hard buttons on the Pronto controller. These commands behave differently depending on the type of control. For example, the **STOP** button with OSD control clears the screen saver if the screen saver is on, clears a popup, or stops movie or music playback. The **STOP** button with SATP control always stops the music no matter what is shown on the display.

- OSD control transport commands control the onscreen display, which then controls movies and music.
- The transport commands for the SATP control only control the music currently playing.

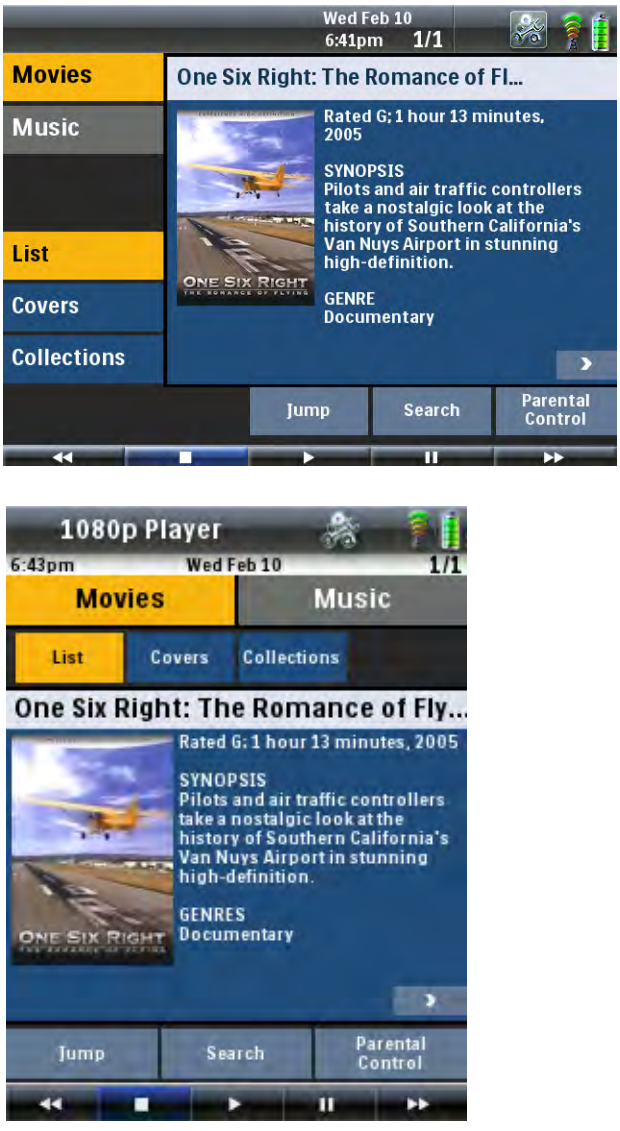
Both types of control are included in the same XCF file along with a sample home page with Kaleidescape activity icons. Each activity is constructed as

a single-page user interface. A configuration page labeled **Parameters** is used to set which zone the activity controls.

OSD Control

OSD control provides cover art and metadata for all content. The Pronto controller displays the details page for each movie or album while browsing in the OSD: List, Covers, and Collections views. Figure 1-1 shows two types of Pronto touchscreens with OSD control.

This type of control requires a movie zone connected to a video display in the same room as the controller.



TSU9800/TSU9600 Touchscreens

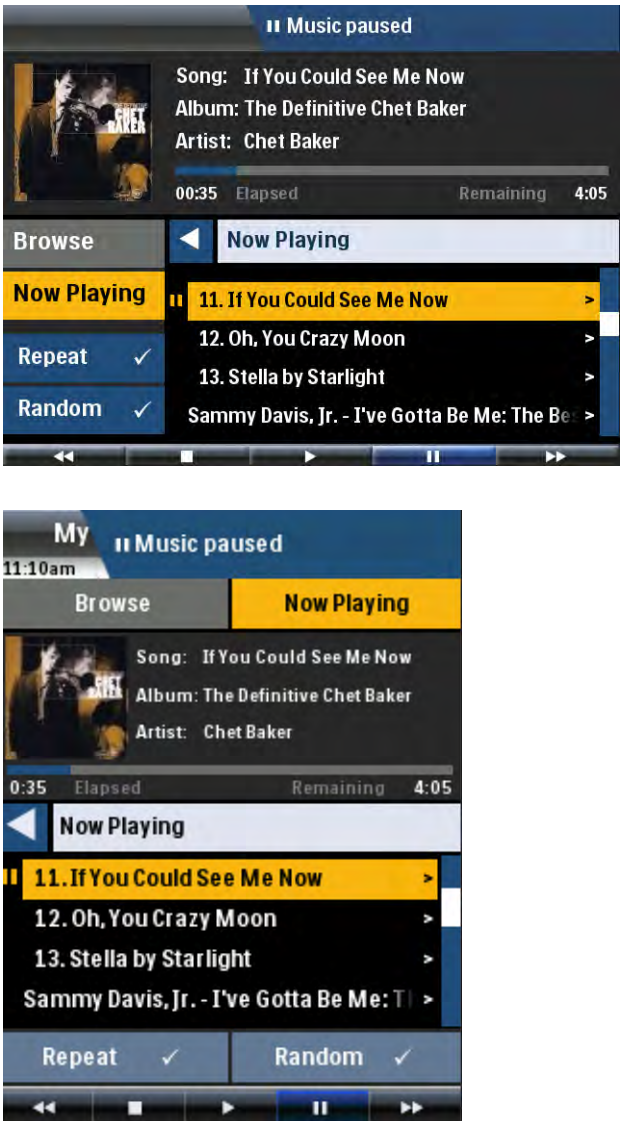
TSU9400 Touchscreen

Figure 1-1 Touchscreens with OSD Control

SATP Control

SATP control provides music controls in rooms without video displays (for example, hallways, dining rooms, patios). Each music zone output must be controlled independently with separate controls. Music zones are set with the SATP activity controls on the **SATP Parameters** page.

Figure 1-2 shows two types of Pronto touch screens with SATP control.



TSU9800/TSU9600 Touchscreens

TSU9400 Touchscreen

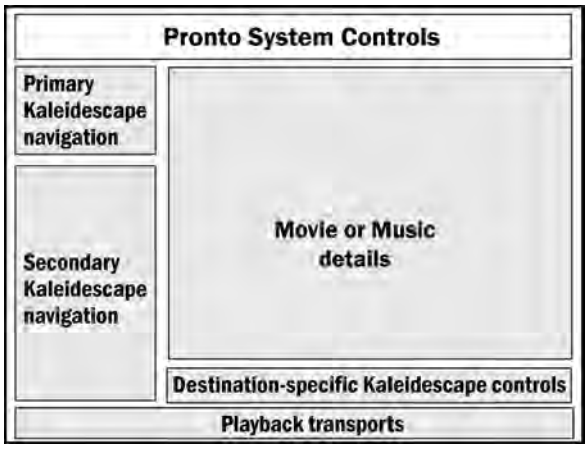
Figure 1-2 Touchscreens with SATP Control

User Interface Layout

The following diagrams show the organization of the Kaleidescape user interface for Pronto controllers. For detailed information on hard button controls, refer to Appendix A on page 73.

Onscreen Display Control

The layout shown in Figure 1-3 complements the Kaleidescape OSD and provides an intuitive means for controlling the Kaleidescape System.



TSU9800/TSU9600 Touchscreens

TSU9400 Touchscreen

Figure 1-3 Layout for OSD Control

The primary Kaleidescape navigation is a choice between the **Movie** or **Music** libraries.

The secondary Kaleidescape navigation area shows all the destinations where the user can browse or control content. These destinations are the same for both movie and music: **List**, **Covers**, **Collections**, and **Now Playing** views. The **Parental Control** destination, which only applies to movie content, is accessed below the movie details area.

Playback transports and other destination-specific Kaleidescape controls are placed along the lower section of the screen. The soft buttons for transport function like the hard keys below the touchscreen.

Standalone Touch Panel Control

Figure 1-4 shows the layout to select and play music in zones without a display.

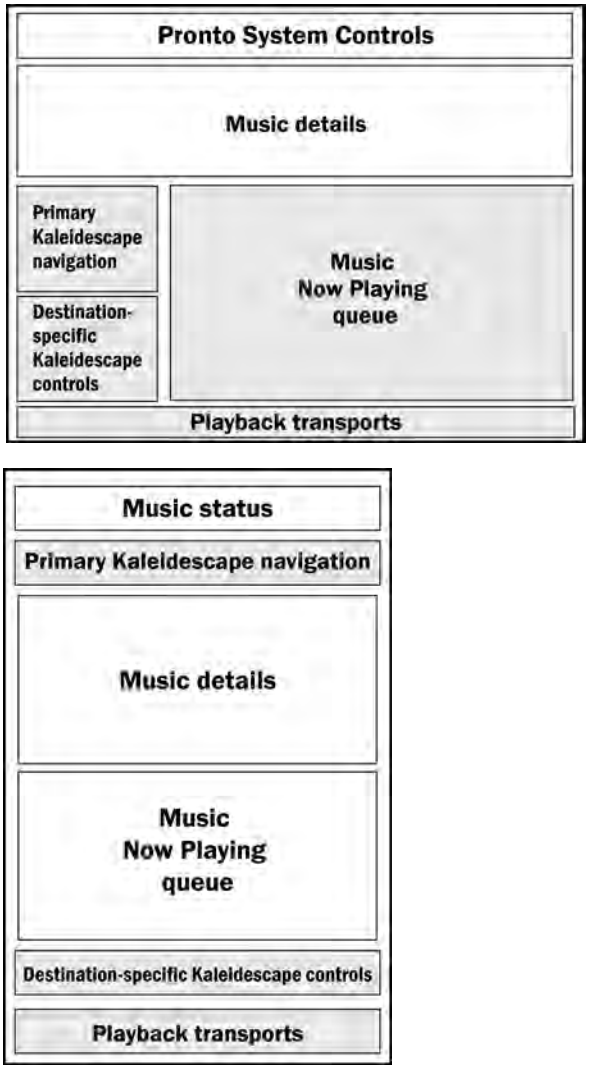


Figure 1-4 Layout for SATP Control

The primary Kaleidescape navigation is a choice between **Browse** and **Now Playing** places. The destination controls area provides additional controls for music playback. When the user is in the **Now Playing** place, the music details section displays cover art and details about the currently playing item. This section is removed when in the **Browse** place to allow more room to browse the **Music** list.

Playback transports are placed along the lower section of the screen. The touchscreen soft buttons for transport function like the hard buttons below the touchscreen.

Module Version Number

The module version number describes changes in the ProntoScript 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 functions from the graphical layout. The minor version number changes when there are changes to the behavior of the module, or if there are minor modifications to the graphical layout. Changes to the patch number indicate that there are no behavior changes in the module and are generally used for bug fixes.

Kaleidescape Support

Kaleidescape XCF files are not supported by Philips. For additional technical assistance, contact Kaleidescape Support.

- Send an email message to support@kaleidescape.com.
- Call the support line at **+1 (650) 625-6160**.

The Kaleidescape website always has the latest support updates.

www.kaleidescape.com/support/control-systems

Section 2
Getting Started

Before setting up Kaleidescape controls for the Pronto controller, the following tasks must be completed:

- Update Pronto controller software
- Download the current Kaleidescape Pronto controller XCF
- Check the settings of the wireless network
- Set static IP addresses for the Kaleidescape components

If an installation has multiple music zones, the option of setting the OSD control to control other music zones in the system from a single OSD control is available.

To complete Pronto controller programming for Kaleidescape, the Kaleidescape system must be installed and configured. For information on installing the Kaleidescape System, refer to the *Kaleidescape Installation Guide* at www.kaleidescape.com/go/install.

Updating Pronto Controller Software and Firmware

Verify that the Pronto controller has the most current firmware and that the most recent version of ProntoEdit Professional is being used.

Registered Philips Pronto controller users can access the software download area of the Philips Pronto website for the latest software. The version of the Pronto controller application and IR firmware can be found on the **Settings** page. To access this page, press and hold the **Settings** icon located in the upper-right corner of the touchscreen until the **Settings** page appears.

Downloading the Kaleidescape Module for Pronto Controllers

The Kaleidescape configuration file (XCF) for Pronto controllers, activity icons, and this manual are included in the Kaleidescape Pronto Module ZIP file. There are separate ZIP files for the TSU9800, TSU9600 and TSU9400 controllers.

Use the following procedure to download the Kaleidescape module for Pronto controllers.

1. Download the module ZIP file for the Pronto controller model being configured from the **Support** page on the Kaleidescape website at www.kaleidescape.com/go/support.
2. Extract the XCF file to a convenient location on the computer. This is the location from which the XCF file will be opened to build the configuration.

Checking the Wireless Network Settings

The Kaleidescape implementation of Pronto controller activities relies on Ethernet TCP/IP communications over a wireless network. Wireless communication allows the Kaleidescape control to use a full range of control protocol commands for a richer user experience than possible with IR code sets.

To configure the Pronto controller correctly for wireless communications, the following information about the wireless network must be available.

- SSID of the network (the name of the wireless network)
- IP address range allocated for dynamic assignment by a DHCP server
- Encryption type
- If the network uses WEP encryption, the WEP Key in HEX
- If the network uses WPA encryption, the WPA passphrase

If the Pronto controller is not using a DHCP server to obtain an IP address, the following information must be available.

- A static IP address that can be assigned to the controller
- The subnet mask (often 255.255.255.0)
- The default gateway (usually the IP address of the router)

This information is also required to set the IP address parameters of the Kaleidescape components. These settings can be found in the router's user interface. Refer to the router documentation for more information.

Setting the IP Parameters of the Kaleidescape Components

Kaleidescape control communications are direct TCP/IP sessions with individual components in the system. Kaleidescape activities identify which component to control by the IP address of the component. Kaleidescape components are set by default to obtain an IP address from a DHCP server.

The default must be changed to a static IP address on the same subnet as the Kaleidescape server(s) to communicate with components. To assign a static IP address to the component(s), open the installer pages of the Kaleidescape browser interface, select the **COMPONENTS** tab, click **Settings** for the component settings, then select the **NETWORK** tab. Servers are left at the default setting for DHCP discovery.

To prevent IP address conflicts, be sure to assign IP addresses outside of the dynamic range set on the DHCP server or reserve the IP addresses. For more information, see the documentation for the router or DHCP server.

Use the following procedure to set a static IP address for a Kaleidescape component.

1. Open the installer pages of the browser interface.
2. Select the **COMPONENTS** tab, click **Settings** for the component to be configured.
3. Click the **NETWORK** tab.
4. Select **Use the following IP configuration** radio button. See Figure 2-1.

Figure 2-1 NETWORK Tab

5. Enter the appropriate IP information and click **OK**.
6. Repeat steps 2 through 5 for each component in the system.

7. Record the component IP addresses. These addresses are required to configure Kaleidescape activities.

Controlling a Music Zone

Music zone control provides control for any music zone in the system from the OSD for a movie zone. Setting music zone control in the browser interface allows the user to select any zone from the movie zone onscreen display. **Now Playing** shows what is playing in the currently selected zone.

Use the following procedure to set music zone control.

1. Open the installer pages of the Kaleidescape browser interface and select the **COMPONENTS** tab.
2. Name the zones in the system **Zone # Name (for music)** text boxes. See Figure 2-2. Click **OK** to save changes. Repeat for all components with music zones.

   Give the zones names easily understood by the user such as Sunroom, Dining Music, John's Music, or Baby's Music. These are the names listed in the OSD for users to choose from when they pick a zone to control the music.

   Note: If a zone is named **Unused**, that name appears as an option on the OSD selection.

Figure 2-2 COMPONENTS Tab

3. Select the **PREFERENCES** tab. See Figure 2-3.

Figure 2-3 PREFERENCES Tab

4. Then select **Control all music zones from the onscreen display** radio button.
5. Click **SAVE CHANGES**.

On the movie zone onscreen display, the user can to select the **Control Zone ...** option in the **Now Playing** view on the display. See Figure 2-4.

Figure 2-4 Control Zone ... Option

When the user selects **Control Zone ...**, the **Select Music Zone** dialog box appears with all the available zones in the system according to the names assigned in the Kaleidescape browser interface. See Figure 2-5.

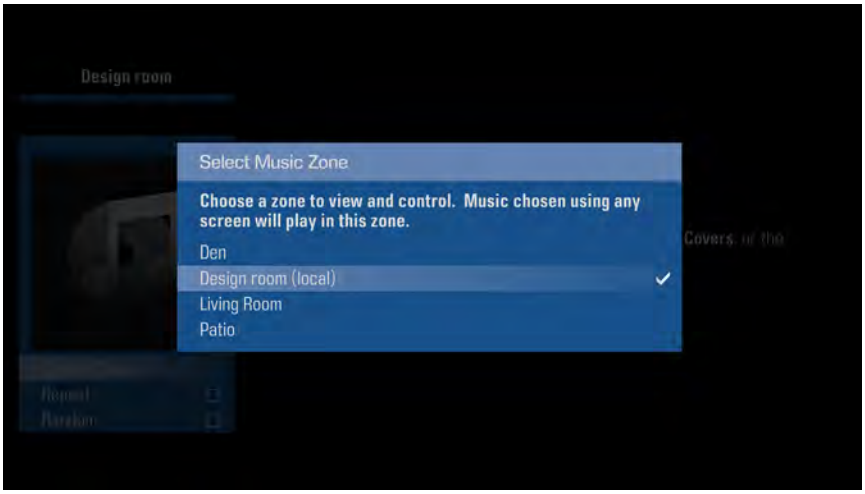


Figure 2-5 Select Music Zone Dialog Box

When the user selects new music, a prompt appears with a reminder that a different music zone is being controlled. The user then has the option to select another zone.

Section 3
Setting Up Kaleidescape Control

The following procedures have illustrations showing a TSU9600 and ProntoEdit Professional 2. The same procedures apply to the TSU9400 and TSU9800 controllers.

Adding the Kaleidescape Module

Start with the Kaleidescape XCF File

Kaleidescape recommends using the Kaleidescape XCF file as a basis for a project. The Kaleidescape XCF file is preconfigured with the optimal system settings for controlling a Kaleidescape System. Additionally, the Kaleidescape activity buttons are already preconfigured to jump to the appropriate page.

Use the following procedure to start a Pronto controller project using the Kaleidescape XCF file.

1. Download the ZIP file from the Support page on the Kaleidescape website at www.kaleidescape.com/go/support.
2. Extract the XCF file to a convenient location on the computer.
3. Open the Kaleidescape XCF in ProntoEdit Professional. The XCF contains the OSD and SATP control as well as a home page with Kaleidescape buttons.
4. Use **Save As** option from the **File** drop-down menu to give the configuration file an appropriate name.

Add Kaleidescape Activities to an Existing XCF File

If creating a project on the Kaleidescape XCF file, or an XCF file has already been created for an existing project, Kaleidescape control can easily be added to an existing configuration.

Use the following procedure to import the Kaleidescape ProntoScript Modules into an existing Pronto controller project.

1. Download the ZIP file from the Support page on the Kaleidescape website at www.kaleidescape.com/go/support.
2. Extract the GEF file to a convenient location on the computer.
3. Open ProntoEdit Professional 2.
4. Open the project into which Kaleidescape activities will be imported.
5. From the **File** menu, select **Import ProntoScript**, then **Merge**. See Figure 3-1.

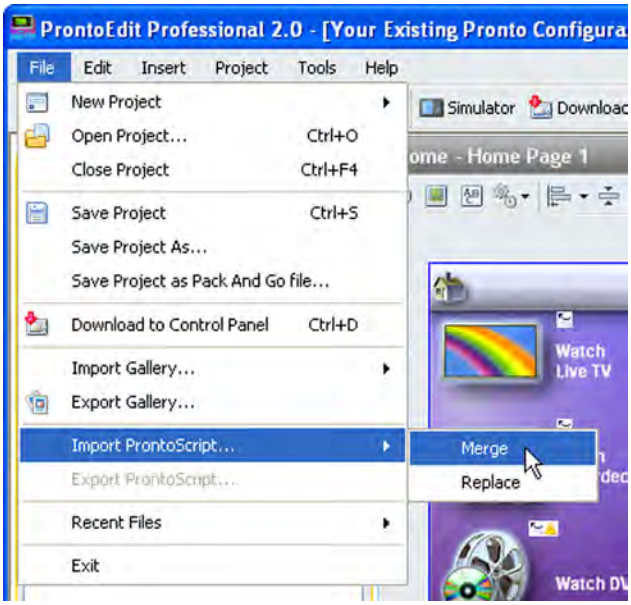


Figure 3-1 Selecting Merge Option

6. Use the browse window to locate and select the Kaleidescape GEF file.
7. Click **OPEN** to add the OSD and SATP activities to the ProntoScript Module Building Blocks.
8. Drag and drop the SATP and OSD activities to the **Home** activity. See Figure 3-2.

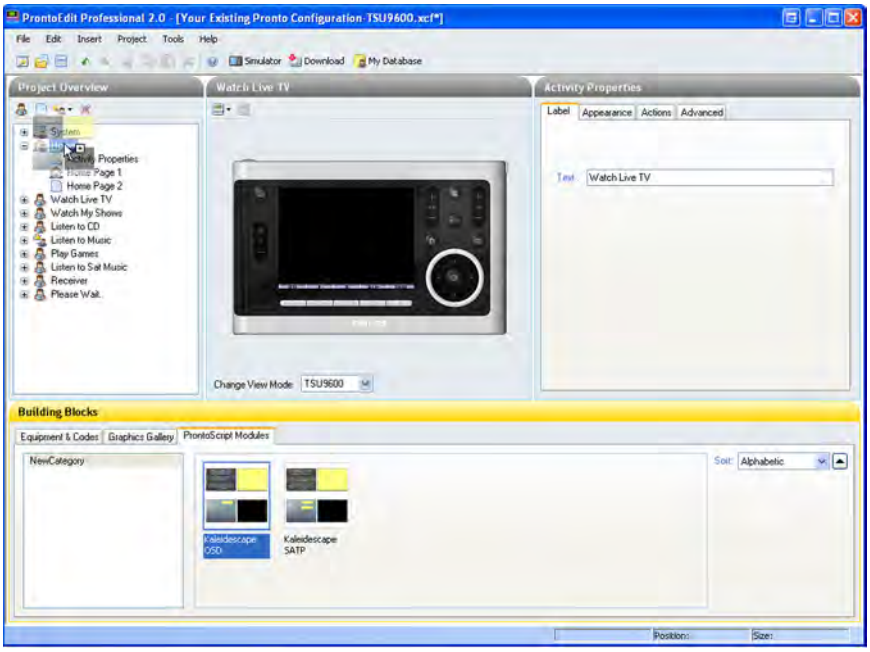


Figure 3-2 Home Activity

Setting the Activity Parameters for a Single Zone

Use the following procedure to set the IP address and music zone ID for a single zone.

1. Expand each Kaleidescape activity and click the **PARAMETERS** page. See Figure 3-3.

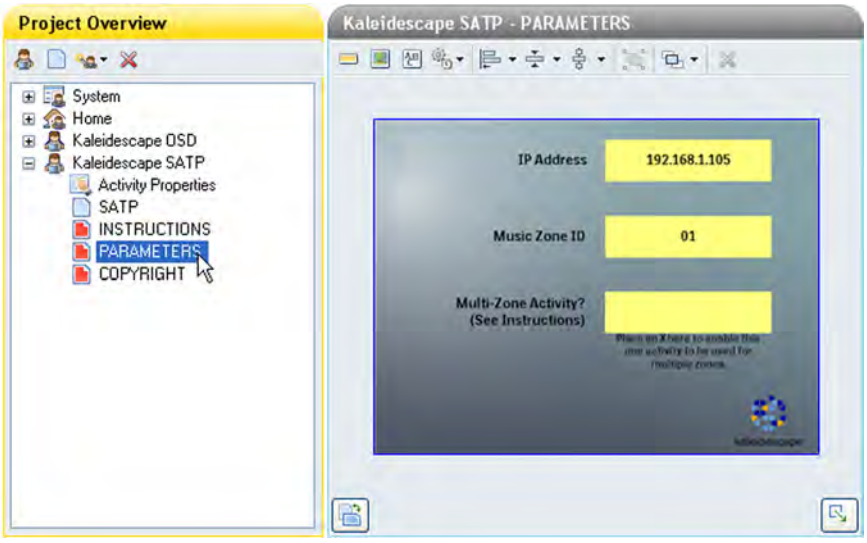


Figure 3-3 PARAMETERS Page

2. Click the IP Address field to open the **Panel Properties** panel.

3. Click the **LABEL** tab, if necessary. See Figure 3-4.

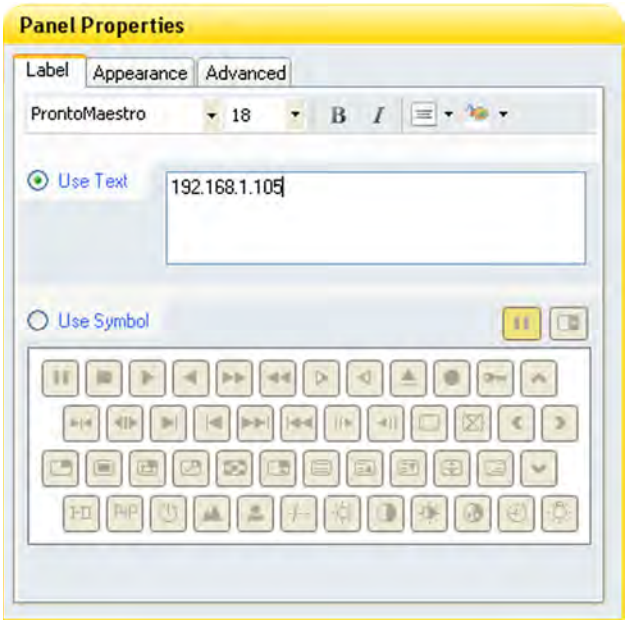


Figure 3-4 LABEL Tab

4. Enter the IP address of the component for the activity to be controlled.
5. If the activity is a music-only activity (SATP), click the music zone ID field and enter the ID of the music zone to be controlled.

Setting Up Multiple Zones

There are two different ways to set up a Pronto controller to control multiple zones in a Kaleidescape System.

- The first way uses copy and paste to duplicate Kaleidescape activities.
- The second way uses **ProntoScript**, and allows a single activity to be used for multiple zones. This is the preferred method, because this method makes it easier to upgrade the Kaleidescape modules at a later date.

Using Copy and Paste

Use the following procedure to set up multiple activities using copy and paste.

1. Right click on the Kaleidescape OSD activity and select **Copy**. See Figure 3-5.

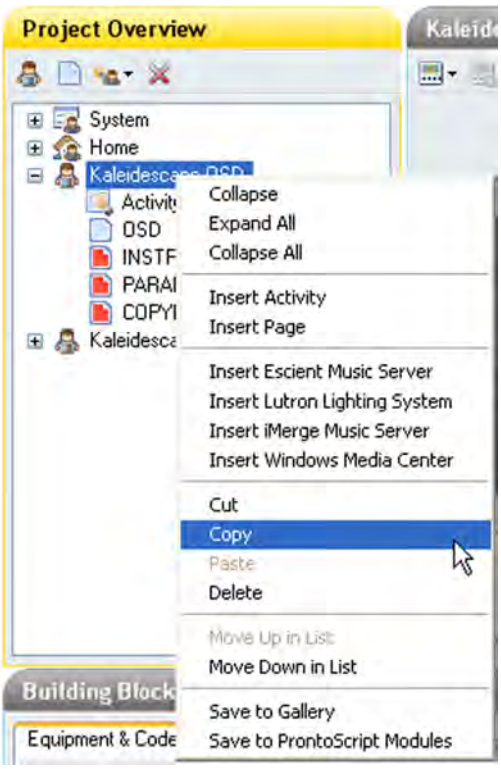


Figure 3-5 Copy Option

2. Click **Edit**, then click **Paste**. These actions create a new copy of the Kaleidescape OSD activity. Create one for each movie zone that the Pronto controller needs to control.
3. Repeat steps 1 and 2 for the Kaleidescape SATP activity, this time creating one for each music zone the Pronto controller is to control.
4. For each activity, click **Activity Properties** and click the **LABEL** tab.
5. Enter a name for this activity that corresponds to the zone under control. See Figure 3-6.

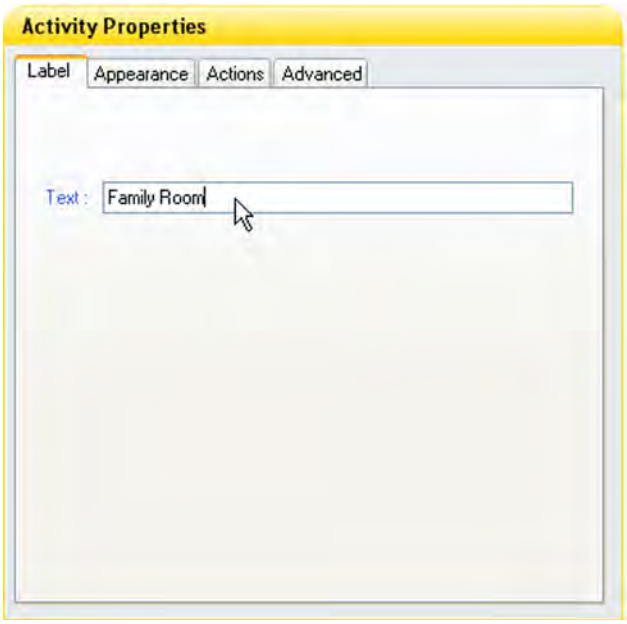


Figure 3-6 LABEL Tab

The activity includes some hard buttons programmed specifically for the Kaleidescape System. Do NOT check any unchecked **Use System Properties** checkboxes for any of the hard buttons. This action will disable button actions programmed for the Kaleidescape System.

For information on programming hard buttons with Kaleidescape commands, see Advanced Topics on page 56.

6. Set the IP address and music zone ID settings for each activity.

Using ProntoScript

Set Up Multiple Activities

Use the following procedure to set up multiple Kaleidescape activities using ProntoScript. Start by setting up your Kaleidescape activities with the proper settings.

1. Expand the Kaleidescape OSD activity, then click on the **PARAMETERS** page.
2. Click the field next to **Multi-zone Activity** to make the **Panel Properties** subpage appear.
3. Click the **LABEL** tab. See Figure 3-7.

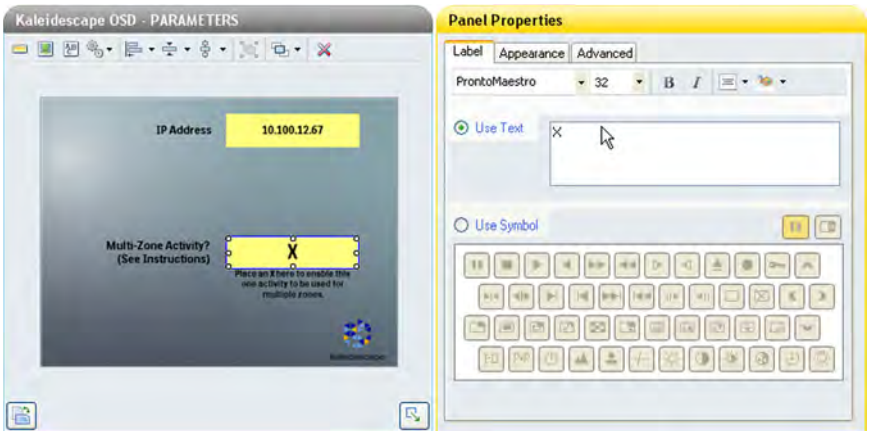


Figure 3-7 LABEL Tab

4. Enter an **X** into the text field to tell the Kaleidescape module that this activity will be used to control multiple zones, and to ignore the IP address entered before.
5. To avoid confusion, clear the IP address and music zone ID fields.
   - Click on each.
   - Go to the **LABEL** tab.
   - Then clear the text.
6. Repeat steps 1 through 5 for the Kaleidescape SATP activity.

Set Up Kaleidescape Activity Buttons

Use the following procedure to set up Kaleidescape activity buttons on the home page. Examples for how to set up activity buttons in the Kaleidescape XCF file are found in the multi-zone example.

1. Expand **Home** and click on the home page.
2. Click on one of the Kaleidescape OSD activity buttons.
3. Click the **ACTIONS** tab.
4. Click the **ADD JUMP ACTION** button to add a jump command to the action list. (If the jump action button is grayed out, just click the **USE PRONTO SCRIPT** button to return to the action list.)
5. Click on the Jump command to display the drop-down menu for selecting the type of jump to perform. Choose **Page Jump** from the list.
6. From the next drop-down menu, select **Kaleidescape OSD**.
7. From the final drop-down menu, select **OSD**. Figure 3-8 shows how the Jump command appears when finished.

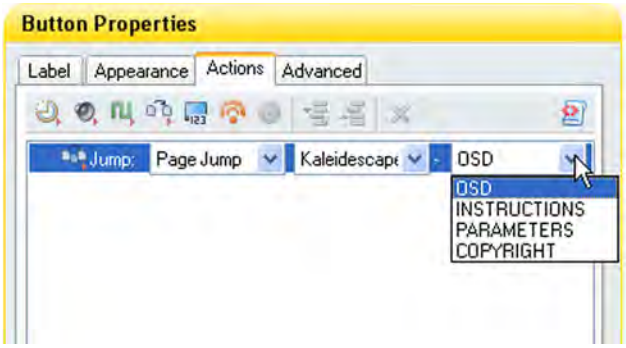


Figure 3-8 Jump Command

8. Click the **Use Pronto Script** button.
9. Enter the following ProntoScript code into the text field. See Figure 3-9.

```
//MODIFY ONLY THE ADDRESS BETWEEN THE QUOTES
var IP_ADDRESS = "      192.168.1.105          ";
//DO NOT MODIFY
System.setGlobal('KaleidescapeIP', IP_ADDRESS);
executeActions();
```

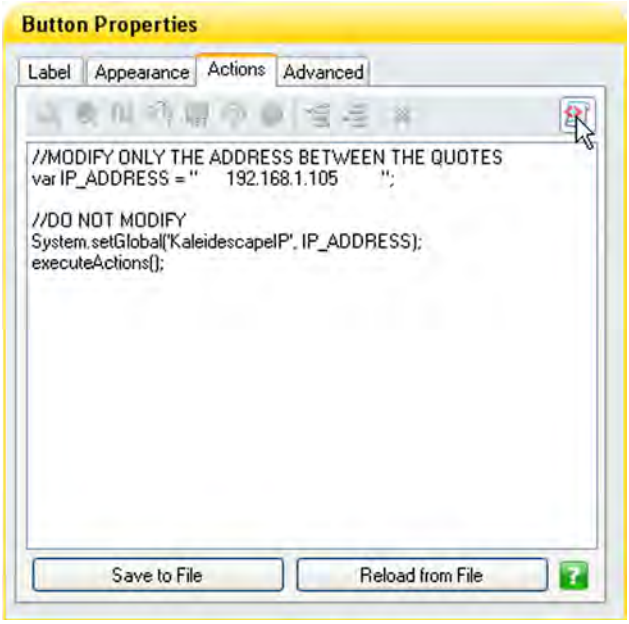


Figure 3-9 Button Properties

10. Change the IP address variable to match that of the component to communicate with. Only change the value between the quotation marks.
11. Repeat steps 2 through 9 for the remaining Kaleidescape OSD activity buttons. Each activity button requires a different IP address to connect to the appropriate player.

12. Repeat steps 1 through 11 for the Kaleidescape SATP activity buttons, but use the following ProntoScript code instead. Be sure to change the zone ID to the ID of the music zone to control, in addition to changing the IP address. Once again, each activity button requires a unique zone ID and IP address to control the appropriate player.

```
//MODIFY ONLY THE ADDRESS BETWEEN THE QUOTES
var IP_ADDRESS = "         192.168.1.105        ";
//MODIFY ONLY THE ZONE ID BETWEEN THE QUOTES
var ZONE_ID = "          01              ";
//DO NOT MODIFY
System.setGlobal('KaleidescapeIP', IP_ADDRESS);
System.setGlobal('KaleidescapeZoneID', ZONE_ID);
executeActions();
```

13. When editing any of the Kaleidescape activity buttons, be sure that the **Use Pronto Script** button is activated and the ProntoScript code is displayed on the **ACTIONS** tab for each one.

Setting System Properties

System Properties are the global settings for the configuration. This is where the wireless communications parameters are configured in addition to other important settings.

Use the following procedure to set system properties.

1. Expand **System** and click **System Properties**. See Figure 3-10.

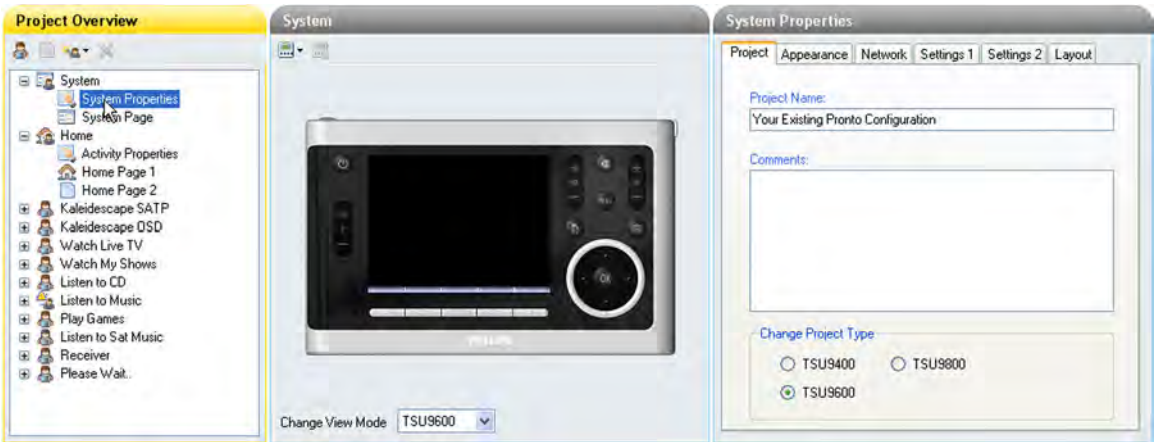


Figure 3-10 System Properties

Any global button settings can be configured (for example, the power button and volume controls for the system), while **System Properties** is selected. Kaleidescape activities assign Kaleidescape-specific actions to some of the buttons (see Appendix A for more information).

For more information on setting hard button actions, see ProntoEdit Professional help.

2. In the **System Properties** panel, then click the **NETWORK** tab. See Figure 3-11.

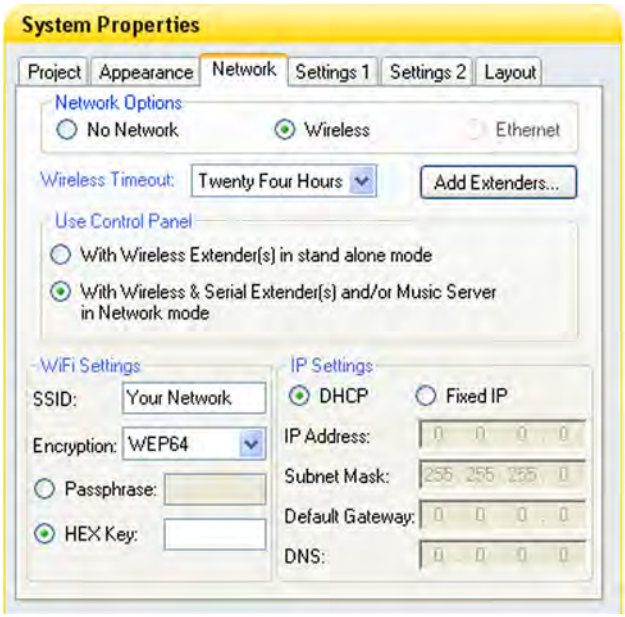


Figure 3-11 NETWORK Tab

3. Select **Wireless** under **Network Options**.
4. Select **With Wireless & Serial Extender(s) and/or Music Server in Network Mode**.
5. Enter the SSID of the wireless network in the **SSID** text box.
6. Select the encryption type from the **Encryption** drop-down menu.
7. For WEP, select **HEX Key** and enter the WEP key in the text box.

   For WPA, enter the passphrase in the **Passphrase** text box.
8. Change the **Wireless Timeout** to **Eight hours or greater** to maintain quick access to the Kaleidescape System.
9. If assigning a static IP address to the Pronto controller, select **Fixed IP** and enter the IP parameters.
10. Click the **SETTINGS 2** tab. See Figure 3-12.

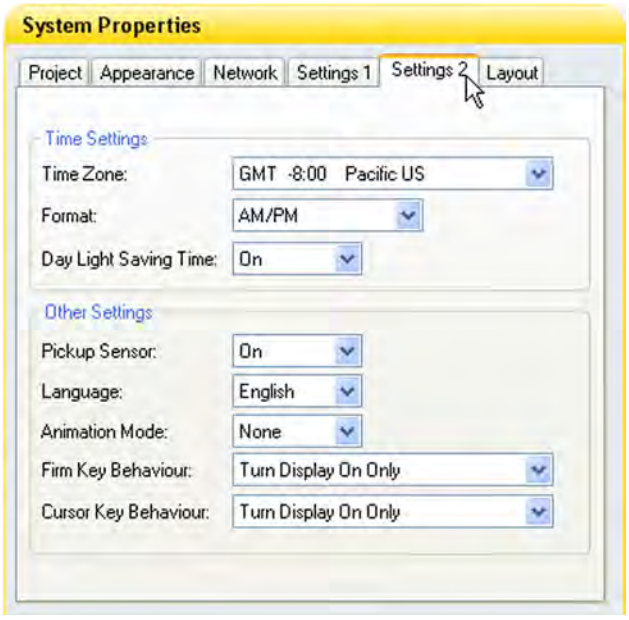


Figure 3-12 SETTINGS Tab

11. Change both **Firm Key Behavior** and **Cursor Key Behavior** to **Turn Display On Only**.

Extending the BASIC Configuration

Add IR Codes to Kaleidescape Activities

Use the following procedure to add IR controls to the buttons on the source selection page to power on other devices such as display and audio components.

1. Expand the home activity and select the home page.
2. Click a Kaleidescape button. The **Button Properties** panel appears.
3. Click the **ACTIONS** tab. See Figure 3-13.

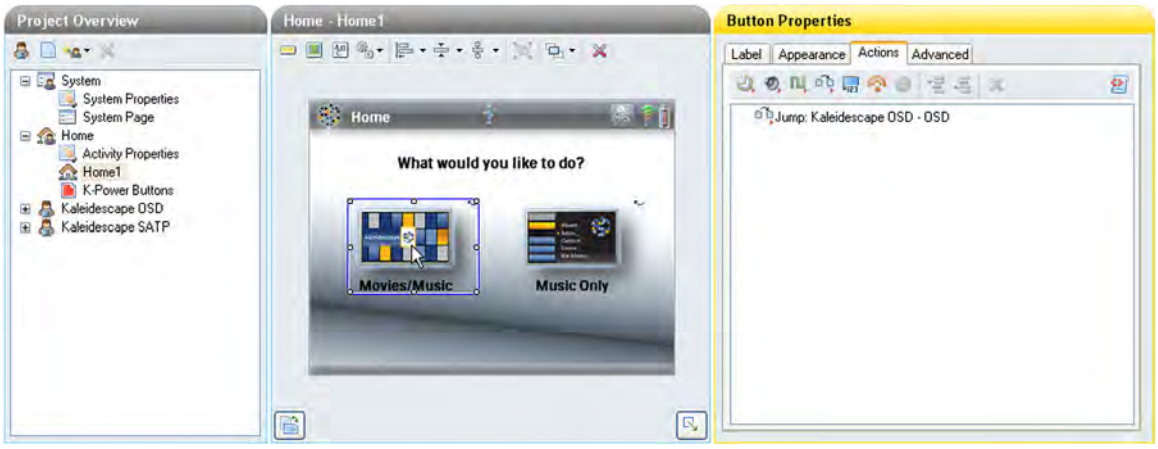


Figure 3-13 ACTIONS Tab

4. Click the **Add Function** button to add an IR function to the button. See Figure 3-14.

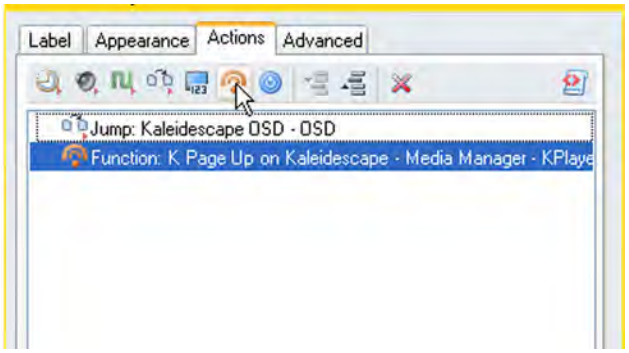


Figure 3-14 Add Function Button

5. Click on the function to make the device and command drop-down menus appear.
6. Change the device name to the device to be controlled. See Figure 3-15.

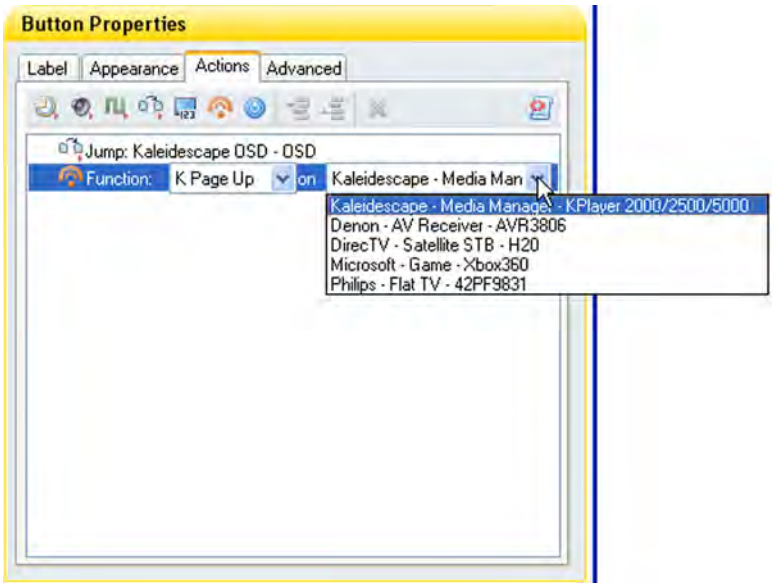


Figure 3-15 Selecting a Player

7. Click the command drop down and select a command. See Figure 3-16.

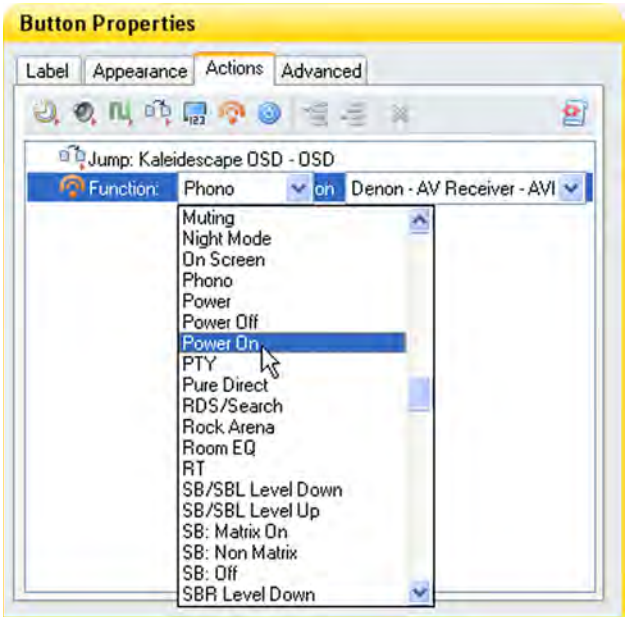


Figure 3-16 Selecting a Command

8. If the command is not available, add the device to the project first. For more information on adding IR codes, see Adding IR Commands to the Pronto Controller on page 60 or ProntoEdit Professional help.

Change the Appearance of Kaleidescape Buttons

The Kaleidescape module for Philips Pronto controllers includes a ZIP file of button icons that can be used on the home page. The appearance of the button text can also be changed.

Use the following procedure to use the Kaleidescape icons.

1. Extract all the files included in the ZIP file to a convenient location. The ZIP file is designed to extract files into a folder named `Icons`.
2. Open the home page with the buttons to be changed and click a Kaleidescape button. The **Buttons Properties** panel appears.
3. Click the **LABEL** tab and enter a new name for the button. Adjust the font size and alignment as required.
4. Click the **APPEARANCE** tab. See Figure 3-17.

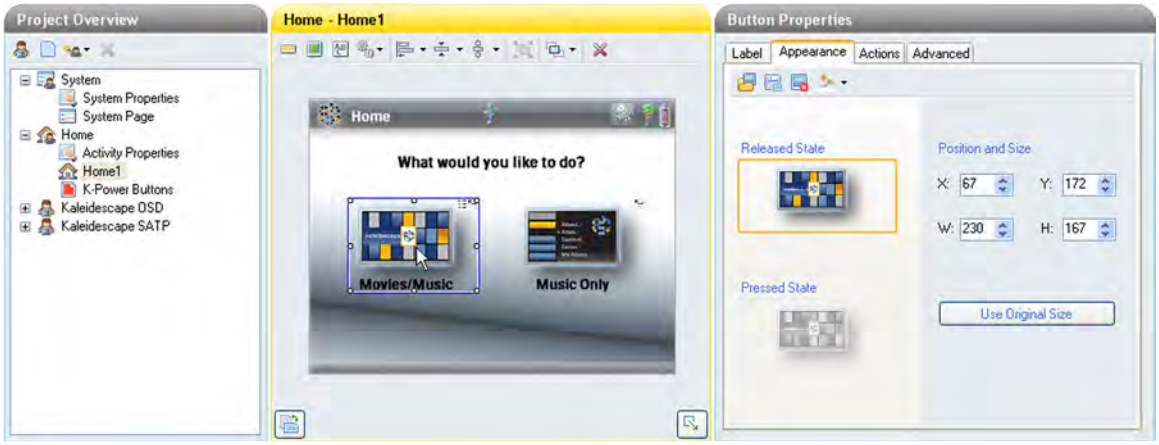


Figure 3-17 APPEARANCE Button

5. Click on **Released State**, then click the **Add Image** button. See Figure 3-18.

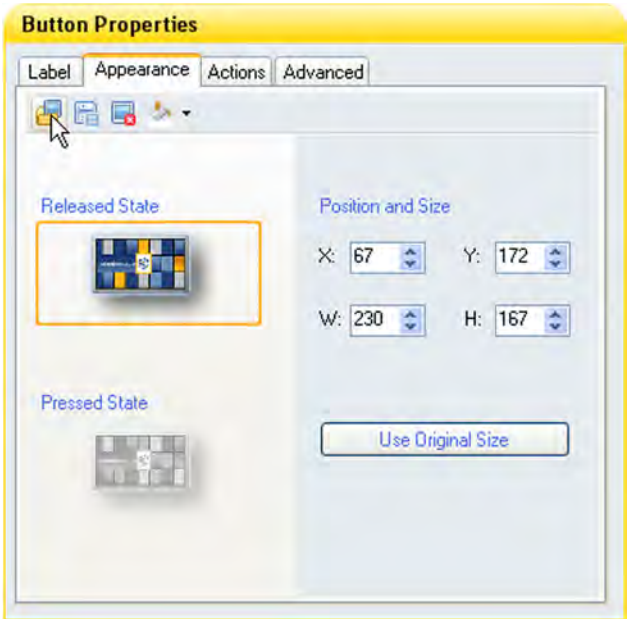


Figure 3-18 Add Image Button

6. Find the Kaleidescape `Icons` folder created with the **Look in** drop-down menu.
7. Select the button to use for the released state and click **Open**. See Figure 3-19.

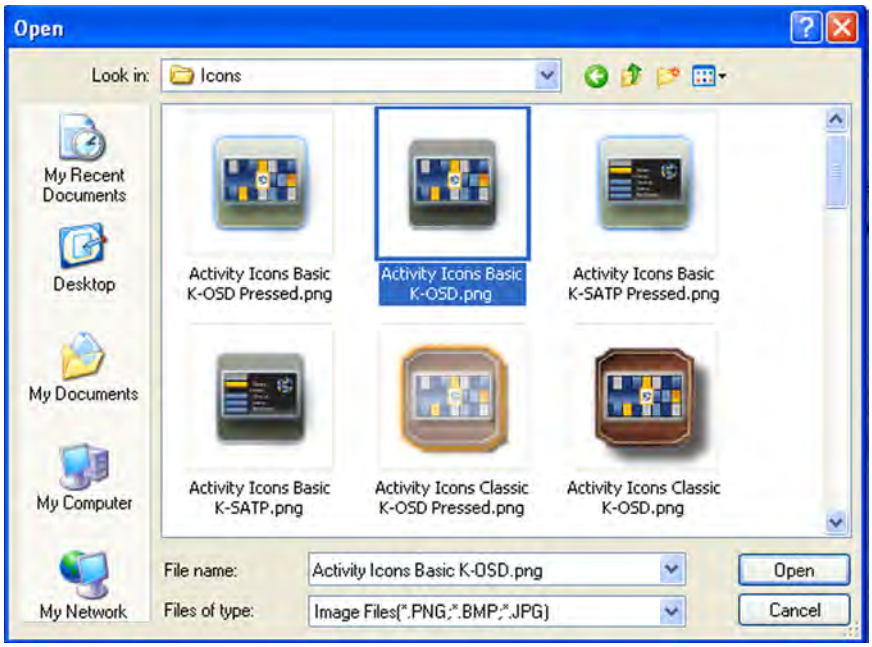


Figure 3-19 Released State Buttons

8. Repeat steps 2 through 7 to add the **Pressed State** button icon.

Add Activities Using Buttons from the Gallery

Kaleidescape has provided icons that match the icons found in various Pronto galleries. To use a button icon that has not been provided, choose icons from the Pronto Controller Gallery.

Use the following procedure to add icons from the Pronto Controller Gallery.

1. Open the Buttons Gallery by selecting **Tools**, then **Gallery**, then **Buttons**. See Figure 3-20.

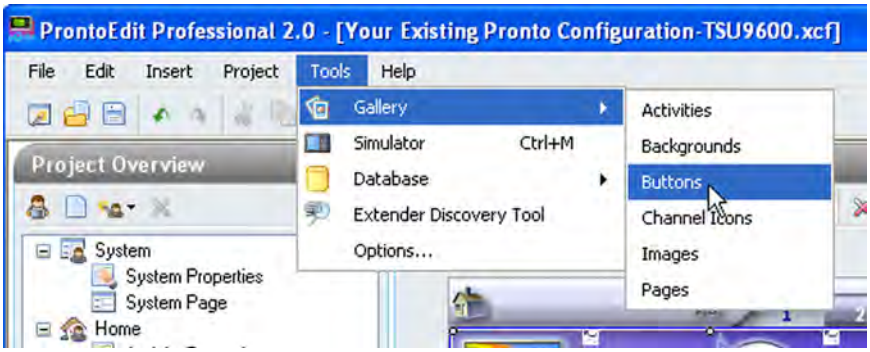


Figure 3-20 Opening the Buttons Gallery

2. Choose an appropriate button from the library and move the button to the Home page by clicking and dragging. See Figure 3-21.

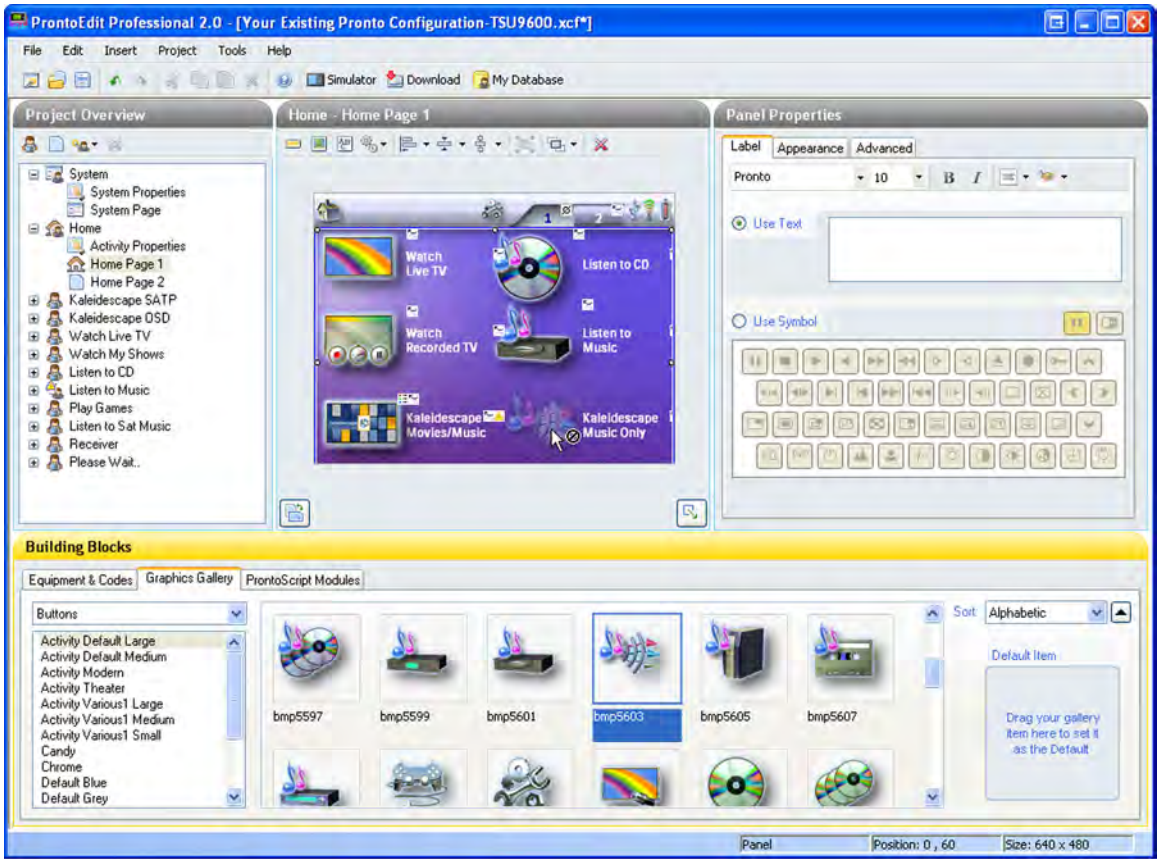


Figure 3-21 Button Library

3. Add any IR commands required to the Kaleidescape buttons (see Adding IR Commands to the Pronto Controller on page 60).
4. At the end of the IR commands, add a **Jump** command to the button by clicking the **Add Jump Action** button. See Figure 3-22.

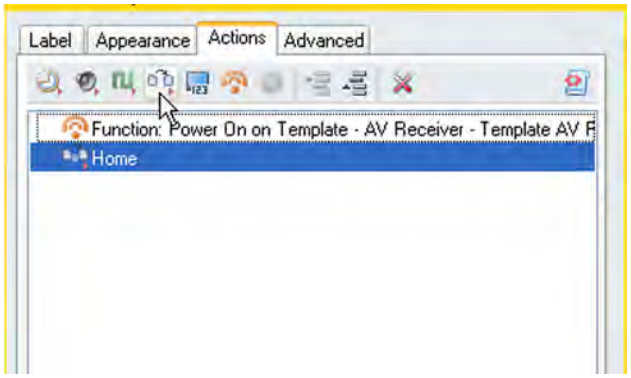


Figure 3-22 Add Jump Action Button

5. Click on the jump action to display the jump action drop-down menu.
6. Select **Page Jump** from the first drop-down menu.

7. Select the Kaleidescape activity that the button will activate from the second box.
8. Select **OSD** or **SATP** from the third drop-down menu, depending on the activity. Figure 3-23 shows how the screen looks when finished.

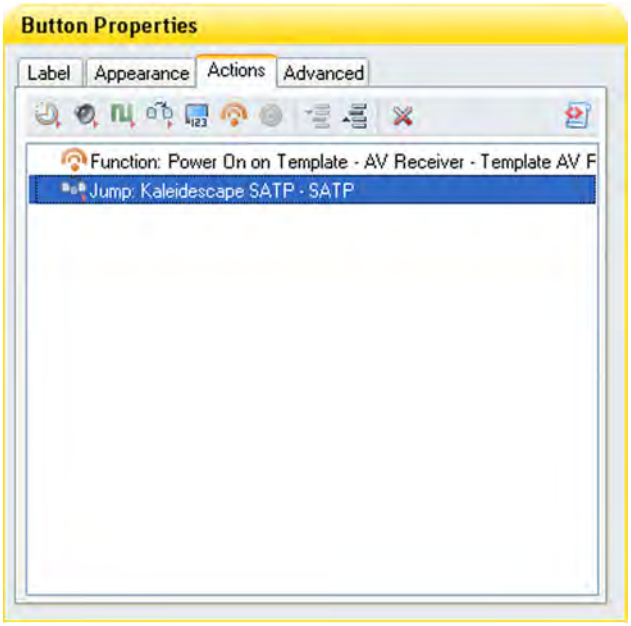


Figure 3-23

9. Repeat steps 1 through 8 for each Kaleidescape activity to be controlled.

Section 4
Updating from a Previous Module

Kaleidescape periodically releases module updates on the Kaleidescape website. These updates contain new features, bug fixes, and other important modifications.

To provide customers with an optimal user experience, install these updates as soon as updates are available. Before starting or adding to an existing project, verify that the most recent version of the ProntoScript modules has been used.

Adding a New Module to a Configuration

Use the following procedure to update a Kaleidescape module.

1. Open the existing XCF file in **ProntoEdit Professional 2**.
2. Open the **PARAMETERS** pages for all of the Kaleidescape SATP and OSD activities in the configuration and record the IP addresses and music zone IDs.
3. Delete all the existing Kaleidescape SATP and OSD activities by right-clicking and selecting **Delete**. See Figure 4-1.

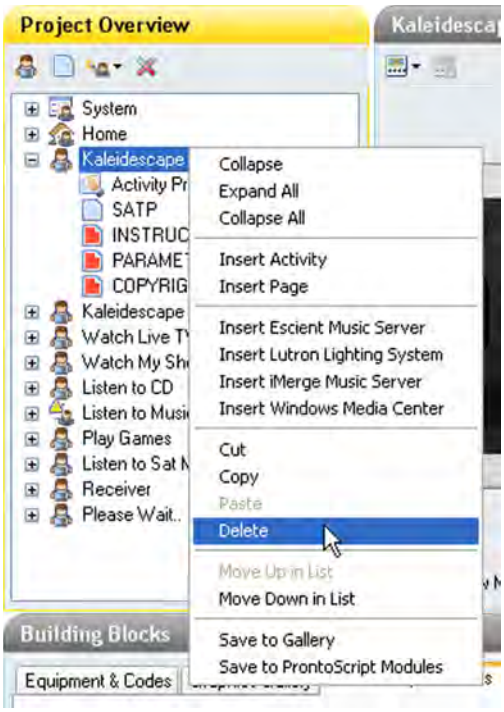


Figure 4-1 Delete Option

4. From the **File** drop-down menu, select **Import ProntoScript** then **Replace**.
5. Find and select the Kaleidescape GEF file and click **Open**. The Kaleidescape SATP and Kaleidescape OSD ProntoScript modules in the Building Blocks library are then updated to the new versions.
6. Drag and drop the SATP and OSD activities to the Home activity. See Figure 4-2.

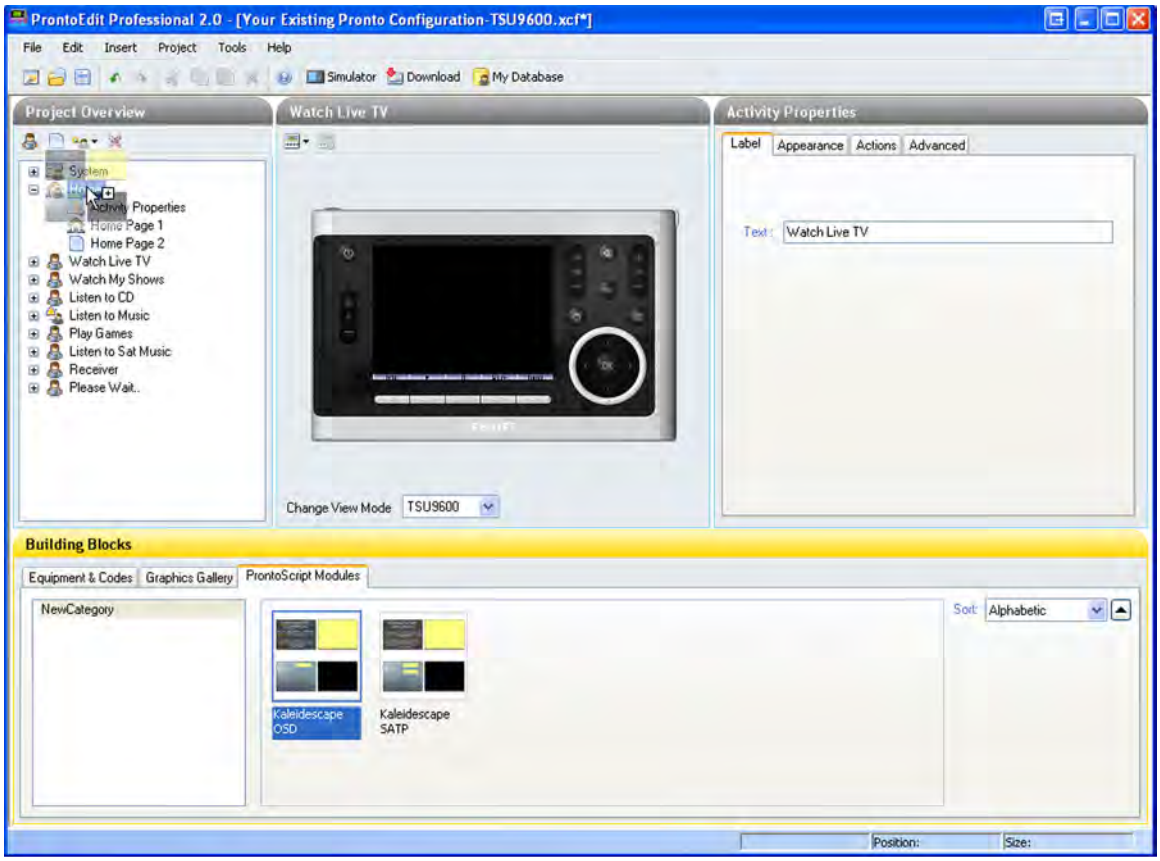


Figure 4-2 Building Blocks Home Activity

7. If using more than one copy of the OSD and SATP activities, drag and drop more SATP and OSD activities to the project to create as many activities of each type as required.

   If using a single activity to control multiple zones, there is no need to duplicate the activities.

8. Rename the activities using the **Activity Properties** page.

Setting the Parameters

New Kaleidescape activities do not retain the parameters of the previous activities. These values must be reset for each activity.

Set Parameters for a Single Zone

Use the following procedure to set the IP address and music zone ID for a Kaleidescape activity controlling a single zone.

1. Expand each Kaleidescape activity and click the **PARAMETERS** page. See Figure 4-3.

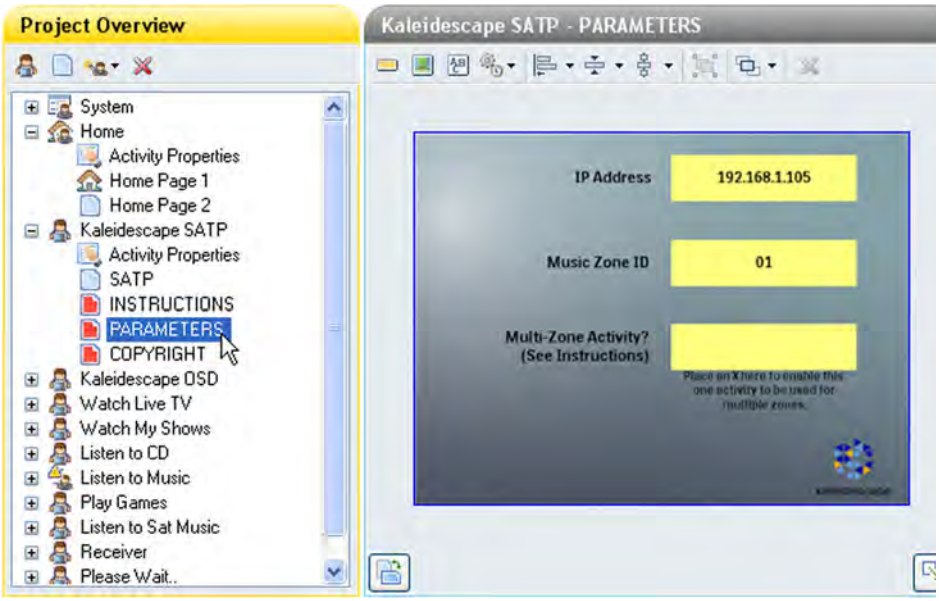


Figure 4-3 PARAMETERS Page

2. Click the IP Address field to open the **Panel Properties** panel.
3. Click the **LABEL** tab if necessary. See Figure 4-4.

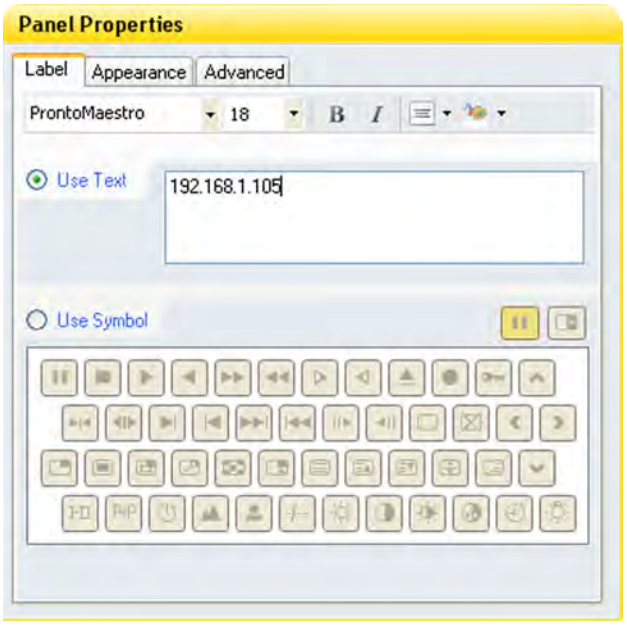


Figure 4-4 LABEL Tab

4. Enter the IP address of the component for this activity.
5. If the activity is a music only activity (SATP), click the music zone ID field and enter the music zone ID.

Set Parameters to Control Multiple Zones

1. Expand the Kaleidescape OSD activity, then click on the **PARAMETERS** page.
2. Click the field next to **Multi-Zone Activity**. The **Panel Properties** subpage appears.
3. Click the **LABEL** tab. See Figure 4-5.

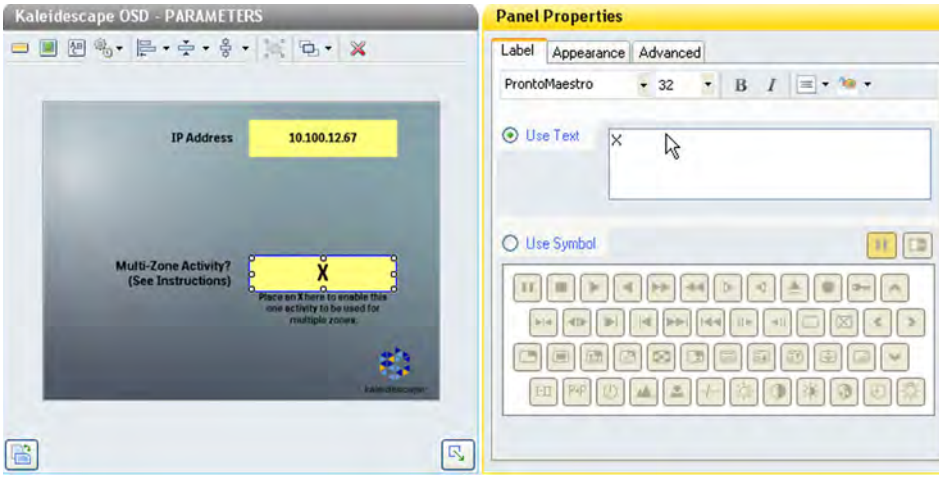


Figure 4-5 LABEL Tab

4. Enter an **X** in the text field to tell the Kaleidescape module that this activity is to control multiple zones, and to ignore the IP Address.
5. To avoid confusion, clear the IP Address and music zone ID fields.
   - Click on each.
   - Go to the **LABEL** tab.
   - Then clear the text.
6. Repeat steps 1 through 5 for the Kaleidescape SATP activity.

Adding Jump Commands to the Kaleidescape Buttons

Use this procedure to configure the jump actions on the existing Kaleidescape buttons to point to the newly added activities.

1. Click **+** next to **Home** to expand the Home activity and click the **Home** page to open the page. See Figure 4-6.

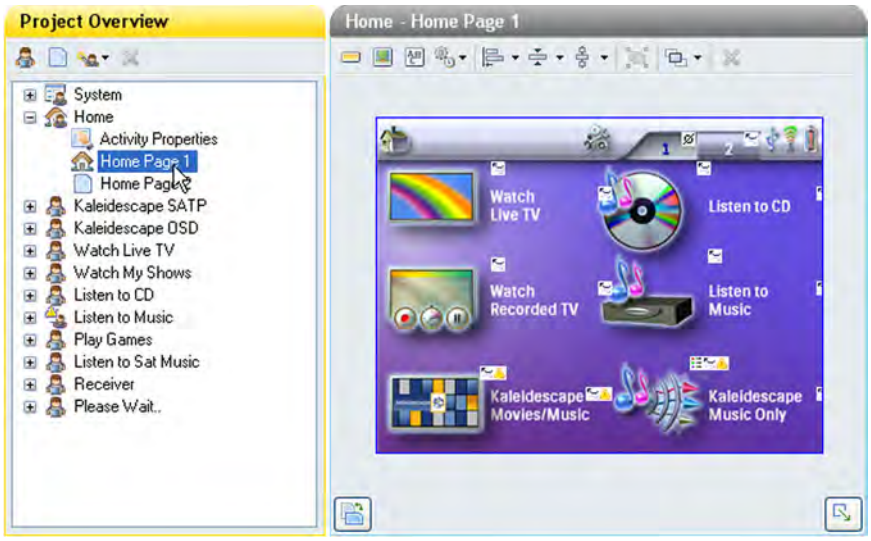


Figure 4-6 Home Page

2. Click the Kaleidescape **Movies/Music** button. The **Button Properties** panel appears.
3. Click the **ACTIONS** tab. See Figure 4-7.

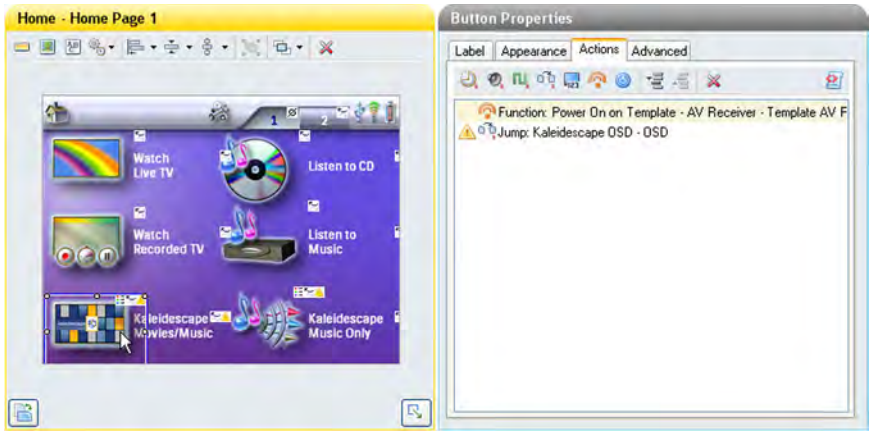


Figure 4-7 ACTIONS Tab

Note the warning symbol next to the **Jump** action. This is a reminder that the page the symbol linked to no longer exists.

4. Click on the **Jump** action to display the drop-down menu.
5. Click on the **Jump** action to display the jump action drop-down menu.
6. Select **Page Jump** from the first drop-down box .
7. Select the Kaleidescape activity that the button represents from the second box.
8. Select **OSD** or **SATP** from the third drop-down menu depending on the activity. Figure 4-8 shows the finished action.

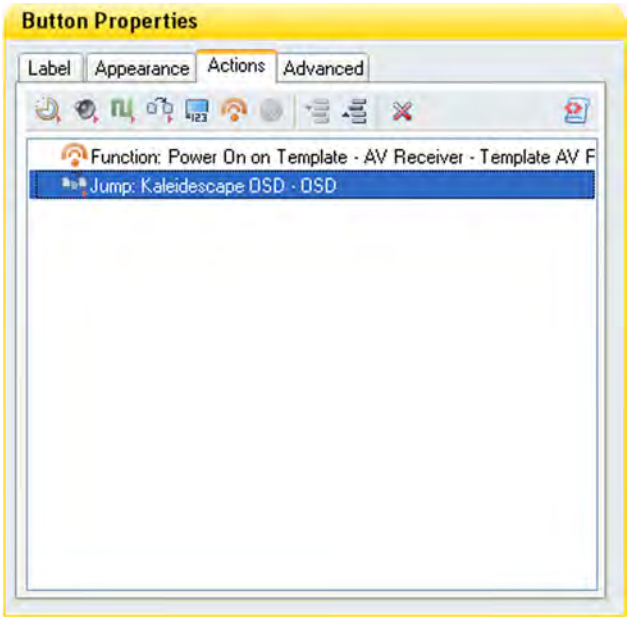


Figure 4-8

9. Repeat steps 2 through 8 for every Kaleidescape activity button on the **Home** pages.

Section 5
Sample Installation

This section contains a step-by-step implementation of a sample installation using two Pronto controllers to control two M500 Players and one Music Player. Figure 5-1 shows the layout of the sample installation.

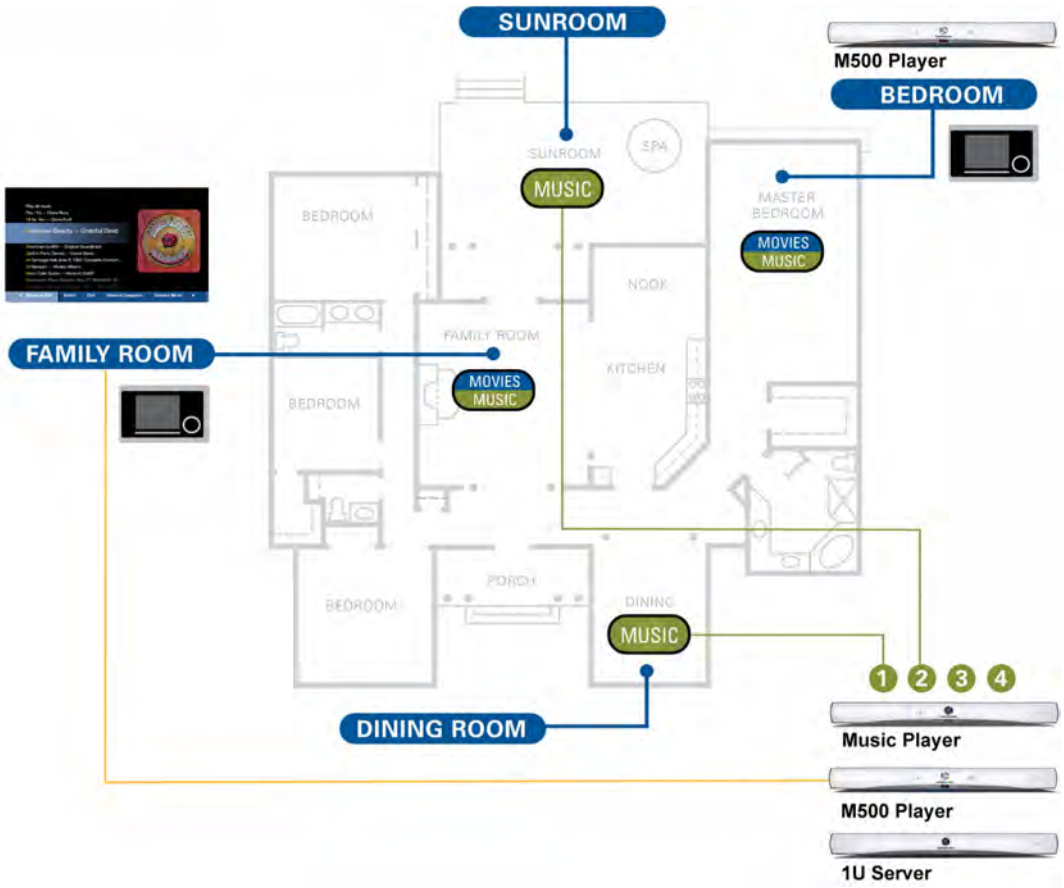


Figure 5-1 Layout for Sample Installation

Before beginning the install process, collect all the appropriate information about the network, including settings required for access to the wireless network. Settings can be checked on the wireless router or access point.

Configure the Kaleidescape Components

Kaleidescape players must be configured for the network and the A/V output devices connected to the players. For complete information on connecting the players to video displays and audio components, refer to the *Kaleidescape Installation Guide* at www.kaleidescape.com/go/install.

Assign Static IP Addresses

Kaleidescape components, by default, obtain IP addresses from a DHCP server. Most control systems that communicate via TCP/IP require a fixed address for each component connected to the control system. The safest and easiest way to do this is to create a DHCP reservation in the router and use the default **Obtain IP configuration automatically** setting.

DHCP reservations help prevent duplicate addresses from being assigned, provide simple centralized management, and provide automatic updates when network settings change.

With DHCP reservations, network parameters such as IP address, subnet mask, router IP, and DNS servers are configured in one place (at the DHCP server). If any of these parameters change, only the DHCP server has to be modified. For most installations, the DHCP server built into the router is perfectly adequate.

DHCP reservations are usually made using MAC addresses. The procedure to create DHCP reservations is device-specific. Refer to the documentation

For Pronto controller communications, each player is given a unique static IP address on the installer pages of the browser interface. Be careful not to assign an IP address already being used by another device in the network or within the dynamic range of addresses being assigned by the DHCP server.

The IP addresses used in this example are shown in Figure 5-2.

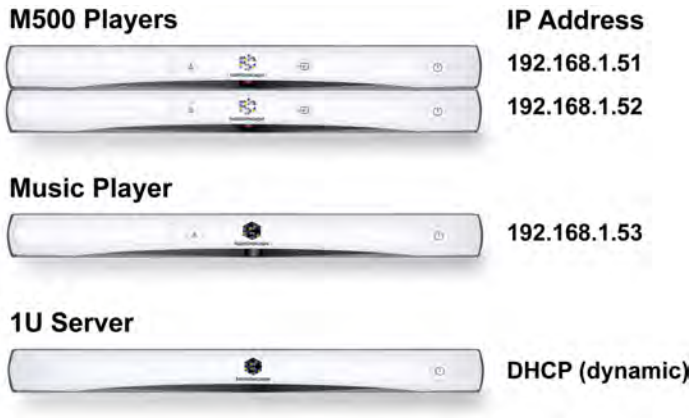


Figure 5-2 Example IP Addresses

The server is left at the default setting of receiving an IP address dynamically from a DHCP server or router with DHCP services.

Use the following procedure to set the static IP addresses for the players.

1. Open the installer pages of the browser interface.
2. Click the **COMPONENTS** tab, then click **Settings** for the Family Room Player.
3. Select the **NETWORK** tab.
4. Select **Use the following IP configuration** radio button. See Figure 5-3.

Figure 5-3 Assigning a Static IP Configuration

5. Enter the IP address for the Family Room M500 Player (**192.168.1.51**). Be sure to record the appropriate subnet and gateway addresses.
6. Repeat steps 2 through 5 for the Bedroom M500 Player and the Music Player.

Configure the Pronto Controllers

To configure the Pronto controllers for this example, the following tasks must be completed.

- Configure wireless communications
- Set up the Kaleidescape XCF
- Configure the OSD and SATP activities

Begin by opening ProntoEdit Professional and a Pronto XCF project for each controller. Save the projects with names that identify the controller such as `FamilyRoom.xcf` and `BedRoom.xcf`.

The following sections describe how to set up the controller for the Family Room. The procedure is the same for the Bedroom controller except the Bedroom movie/music activity will use the IP address of the Bedroom M500 Player (**192.168.1.52** in our example). The Bedroom controller will have identical controls for the two Music Player music zones.

Configuring Wireless Communications

Wireless communication is enabled and configured on the **WIRELESS SETTING** tab on **the System Properties** page. Before configuring the wireless settings, check the settings of the wireless network.

The following information must be available.

- The name of the wireless network (SSID)
- The encryption type
- The WEP key in HEX format or WPA passphrase
- Valid IP addresses for the Kaleidescape players

This information is available on the wireless router utility. See the wireless router documentation for more information. For this example the Pronto controller will obtain its IP address from a DHCP server.

Use the following procedure to configure wireless communications.

1. Open the Family Room XCF (`FamilyRoom.xcf`).
2. Expand **System** and click on **System Properties**.
3. Click the **NETWORK** tab. See Figure 5-4.

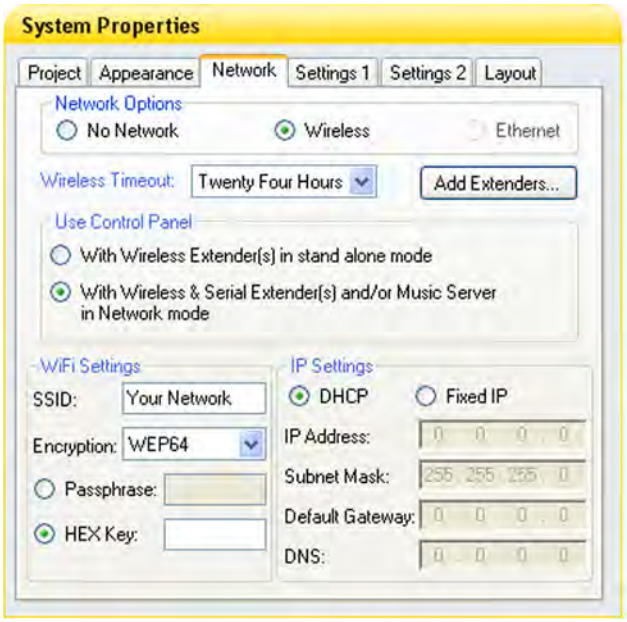


Figure 5-4 NETWORK Tab

4. Select **Wireless** from the **Network Options**.
5. Select **With Wireless & Serial Extender(s) and/or Music Server in Network Mode**.
6. Enter the SSID of the wireless network in the **SSID** text box.
7. Select the encryption type from the **Encryption** drop-down menu.
8. For **WEP**, select **HEX Key** and enter the WEP key in HEX format in the text box.

   For **WPA**, enter the passphrase in the **Passphrase** text box.
9. Change the **Set Wireless Timeout** to **Eight hours** or greater to maintain quick access to the Kaleidescape System.
10. This example uses DHCP discovery for the Pronto controller, so leave **IP Settings** at **DHCP**.
11. Select the **SETTINGS 2** tab. See Figure 5-5.

Figure 5-5 SETTINGS Tab

12. Change **Firm Key Behavior** and **Cursor Key Behavior** to **Turn Display On Only**.
13. Repeat these steps for the Bedroom controller.

Adding Kaleidescape Activities

This sample installation calls for OSD activities to control the movie zones in the Family Room and Bedroom. To control the Sunroom and Dining Room music zones, two SATP modules must be added.

Because this example uses two controllers, one controller can be configured to control the Family Room movie zone and both music zones, and the other controller can be configured to control the Bedroom movie zone and both music zones.

Use the following procedure to import Kaleidescape ProntoScript modules into the Pronto controller project.

1. Download the ZIP file from the Support page of Kaleidescape website at www.kaleidescape.com/go/support.
2. Extract the GEF file to a convenient location on the computer.
3. Select the **File** menu, then select **Import,** and then **Replace**.
4. Use the browse window to locate and select the Kaleidescape GEF file.
5. Click **Open** to update the Kaleidescape OSD and SATP ProntoScript modules to the latest versions.

6. Click and drag one OSD activity and two SATP activities to the project. See Figure 5-6.

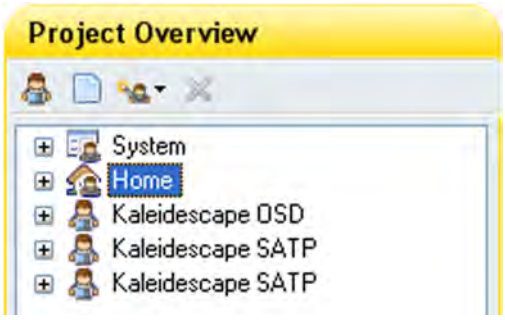


Figure 5-6 Project Overview

7. For each activity, open the **Properties** page and click the **LABEL** tab. See Figure 5-7.

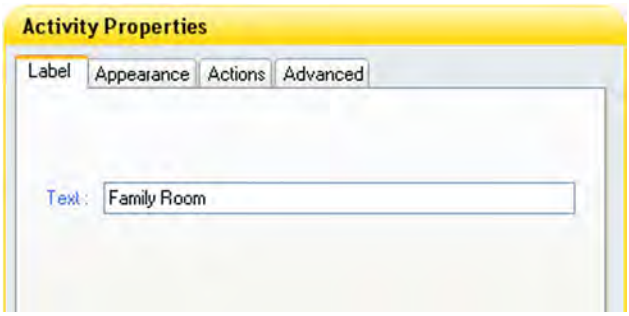


Figure 5-7 LABEL Tab

8. Enter a name for this activity that corresponds to the zone to be controlled. Name the OSD activities **Family Room** and **Bedroom**. Name the SATP activity **Dining Room** and **Sun Room**. See Figure 5-8.

Figure 5-8 Naming Activities

Setting Module Parameters

Kaleidescape activities identify which zone to control from the IP Address and music zone ID settings entered on the **PARAMETERS** page.

Use the following procedure to set the activity parameters.

1. Expand the Family Room activity and click the **PARAMETERS** page. See Figure 5-9.

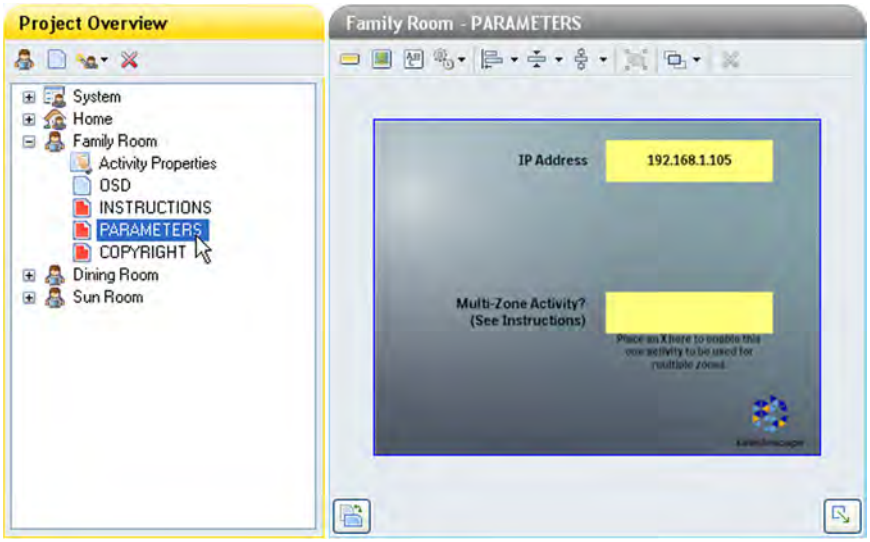


Figure 5-9 PARAMETERS Page

2. Click on the **IP Address** field to open the **Panel Properties** panel.
3. Click the **LABEL** tab, if necessary.
4. Enter the IP address of the Family Room M500 Player.
5. Repeat steps 1 through 4 for the Bedroom M500 Player.
6. Expand the Dining Room activity and click **PARAMETERS**.
7. Click the **IP Address** field and enter the IP address of the Music Player.
8. Click the music zone ID field and enter **01** (default) for the dining room music zone.
9. Repeat steps 6 through 8 for the Sun Room activity, entering **02** for the music zone ID of the Sun Room.

Adding Kaleidescape Activities

Each Pronto controller needs a movie/music activity and two music only activities added.

Use the following procedure to add Kaleidescape buttons to the **Family Room Home** page.

1. Extract the files included in the ZIP file to a convenient location. The ZIP file is designed to extract files into a folder named `Icons`.
2. Open the **Home** page by expanding **Home** and clicking the **Home Page**.

3. Add three buttons to the home page using the button gallery. Click **Insert** and then **Button**, or press **Alt+B**.
4. Click the **Movies/Music** button. The **Button Properties** panel appears.
5. Click the **APPEARANCE** tab.
6. Click the **Released State** and then click the **Add Image** button. See Figure 5-10.

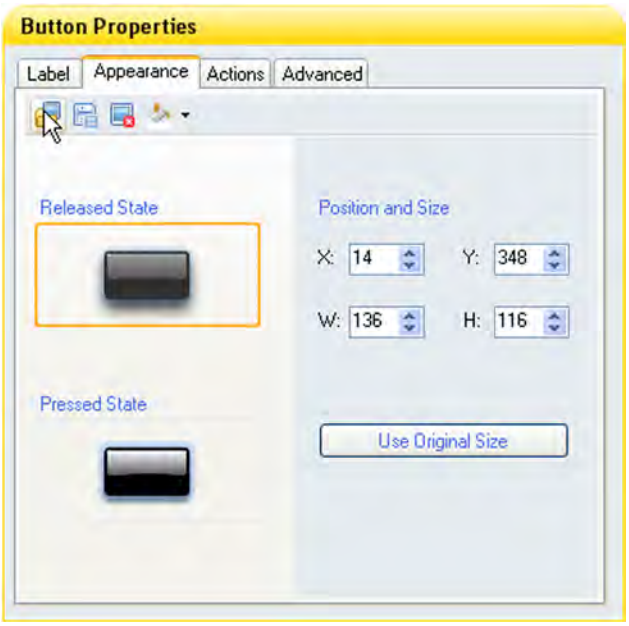


Figure 5-10 APPEARANCE Tab

7. Locate the **Kaleidescape** `Icons` folder created in step 1 from the **Look in** drop-down menu.
8. Select the image to be used for the released state and click **Open**. See Figure 5-11.

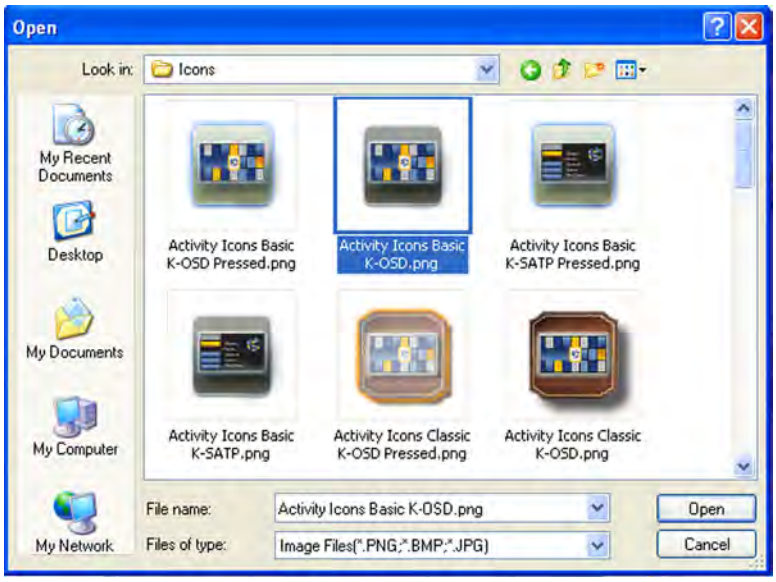


Figure 5-11 Icons

9. Repeat steps 6 through 8 to add the pressed state button icon.
10. Add a label for the button by adding a label to the existing button, or creating a new button/panel to display the text. In either case, click the button that the text will be added to, and then click on the **LABEL** tab. See Figure 5-12.

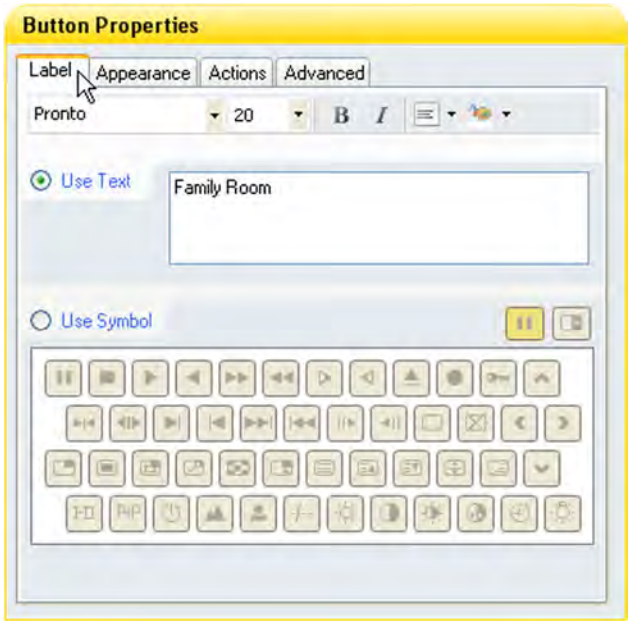


Figure 5-12 LABEL Tab

11. Enter **Family Room** in the **Use Text** text box.
12. Change the font settings for color, bolding, etc., as required.

13. For more information about changing the appearance of the button icons, see Change the Appearance of Kaleidescape Buttons on page 32.
14. Click on the Kaleidescape activity button, then click the **ACTIONS** tab. See Figure 5-13.

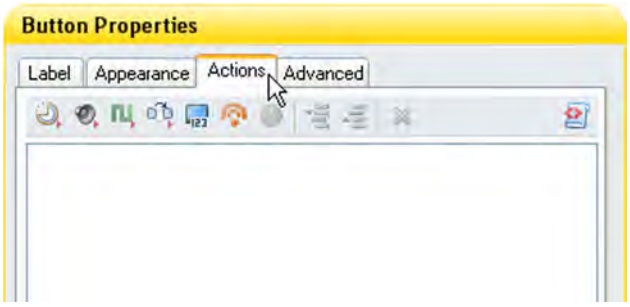


Figure 5-13 ACTIONS Tab

15. Click the **Add Jump Action** button. A generic jump command appears on the page. See Figure 5-14.

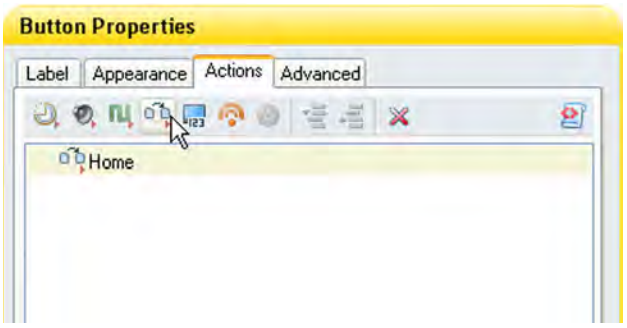


Figure 5-14 Jump Command

16. Click on the **Jump** action to display the jump action drop-down menu.
17. Select **Page Jump** from the first drop-down menu.
18. Select the **Kaleidescape OSD** from the second box.
19. Select **OSD** from the third drop-down menu. Figure 5-15 shows the final screen.

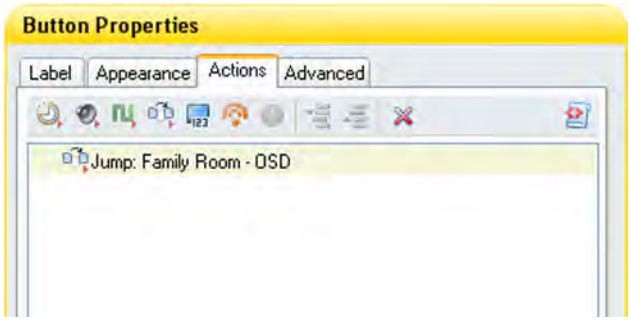


Figure 5-15 Added Activity

20. Repeat steps 3 through 19 for the Dining Room and Sun Room Music Only activities.

Downloading the Configuration

When configuration is complete, the configuration can be sent to the Pronto controller. The controller must be on and connected to the computer.

Note: Configurations cannot be downloaded while the controller is on the **Settings** page.

Use the following procedure to download a configuration.

1. From the **File** drop-down menu, click **Download to Control Panel**. See Figure 5-16.

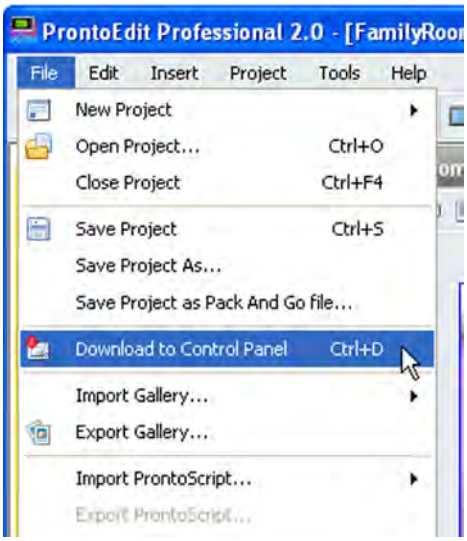


Figure 5-16 Download to Control Panel Option

2. Be sure to save the configuration before exiting.

Section 6
Advanced Topics

Power Control

Kaleidescape components run quietly and draw nearly the same power whether fully powered on or in standby mode. Kaleidescape recommends leaving components in the fully powered on state. If a component is left in standby mode, the component restarts automatically the next time a Kaleidescape activity is generated from the Pronto controller.

Movie Player (KPLAYER-2000, KPLAYER-2500) Power Control

Early model Movie Players cannot be powered on over a TCP/IP connection. When the Movie Player is put into standby mode, the Ethernet port shuts down and the player cannot receive any TCP/IP communications.

In some situations, this limitation is not an issue. The player remembers the last power state, and resumes that last power state after a power outage. For example, if the player is fully powered on when the power is lost, the player automatically returns to the fully powered on state when power is restored. Additionally, the player is very quiet (not completely silent because the fan runs as needed) and the noise is usually not noticeable when the player is in a cabinet. In many installations, the player is left fully powered on continuously.

The option of using an IR command to control power on these players with standard Toshiba or Kenwood IR code sets is also available. For more information on using IR codes, see Add IR Codes to Kaleidescape Activities on page 29.

Movie Player 2, Music Player, 1080p Player, and 1080p Mini Player Power Control

The Ethernet port of later model Kaleidescape players is powered while the player is in standby, but in a limited mode.

If the **ENTER STANDBY** command is sent to the component over TCP/IP, there is no response initially. After a moment, the network connection drops,

and is then reestablished. The component is now in limited mode and responds only to limited set of commands. When a **LEAVE STANDBY** command is received, the component powers on. The network connection drops momentarily and then reconnects.

The component is now ready to respond to commands normally. POWER ON/OFF commands sent to the Music Player affect all four music zones.

Cinema One Power Control

The standby mode on the Kaleidescape Cinema One only affects the movie zone and the first music zone of the component. Standby does not affect the second and third music zones. When in standby mode, commands that affect the movie zone or first music zone return error code **020**, indicating that the component is in standby mode.

If the **ENTER STANDBY** command is sent to the Cinema One, the Cinema One responds with a DEVICE_POWER_STATE event message indicating the new power state and turns off the movie zone and first music zone. Similarly, the Cinema One responds to the **LEAVE STANDBY** command by immediately returning to the fully powered on state and sending another DEVICE_POWER_STATE message. Unlike the components listed in the previous section, the Cinema One does not drop the TCP/IP connection when entering or leaving standby mode.

M-Class Player Power Control

The standby mode on the Kaleidescape M-Class players is similar to that of the Cinema One. If an **ENTER STANDBY** command is sent to an M-Class player, the player responds with a DEVICE_POWER_STATE event message indicating the new power state and shuts off.

Similarly, the player responds to the **LEAVE STANDBY** command by immediately returning to the fully powered-on state and sending another DEVICE_POWER_STATE message. Like the Cinema One, an M-Class player does not drop the TCP/IP connection when entering or leaving standby mode.

Using the K-Power Buttons

The Kaleidescape configuration file includes **Power On/Off** buttons preconfigured with code to control the power state of Kaleidescape movie players (KPLAYER-5000 and later). Use these buttons on other pages to control power of Kaleidescape movie players outside a Kaleidescape activity. **Power** buttons are located on in the Kaleidescape **Home** pages.

Use the following configuration for the power buttons in a configuration.

1. Expand the **Home** activity of the Kaleidescape configuration.
2. Click the [**K-Power Buttons**] page.
3. Highlight the power buttons to be used and select **Copy** from the **Edit** menu. See Figure 6-1.

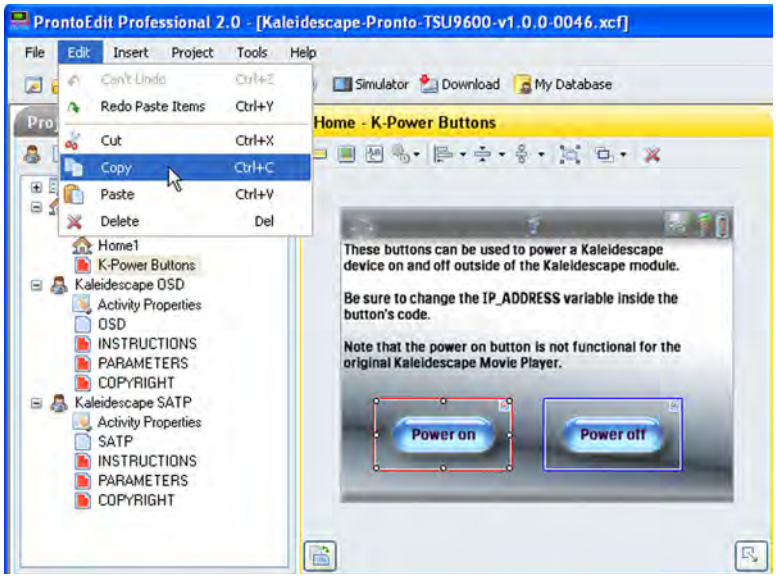


Figure 6-1 Edit Menu

4. Navigate to the page to which the button is to be added and select **Paste** from the **Edit** menu.
5. Click the **Power On** button. The **Button Properties** panel appears.
6. Click the **ACTIONS** tab.
7. Enter the IP address of the component to be controlled between the quotes surrounding the example IP address. See Figure 6-2.

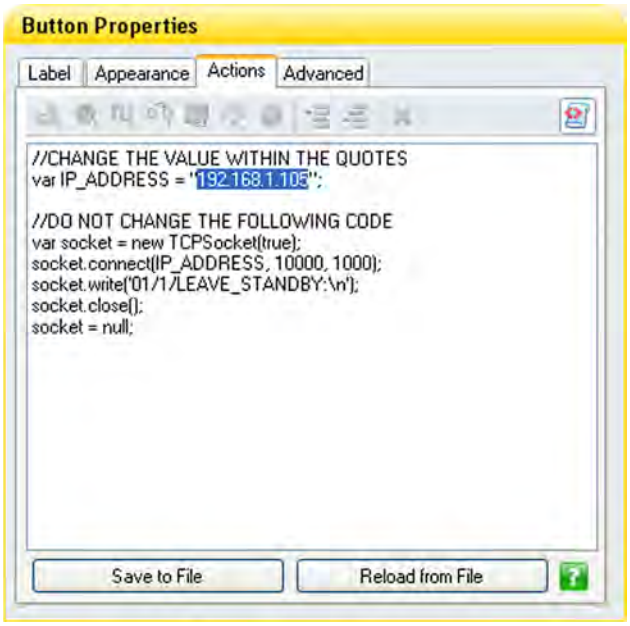


Figure 6-2 Entering the IP Address between Quotation Marks

8. Repeat steps 1 through 7 for the **Power Off** button.

   Button icons can also be selected from the Gallery on the **APPEARANCE** tab. For more information, see Add Activities Using Buttons from the Gallery on page 34.

Programming Other Kaleidescape Commands

Buttons can be programmed with other Kaleidescape System commands using similar ProntoScript code like that used for the Kaleidescape power buttons.

```
var IP_ADDRESS = "192.168.10.51";
var socket = new TCPSocket(true);
socket.connect(IP_ADDRESS, 10000, 1000);
socket.write('01/1/LEAVE_STANDBY:\n');
socket.close();
socket = null;
```

To use this code for other control protocol commands, make changes in the first and fourth lines. In the first line, enter the IP address of the component that is to receive the command. In the fourth line, enter the control protocol command to be sent.

For example, to program a button to play a Kaleidescape demo of all favorite scenes, add the following code to the button properties:

```
var IP_ADDRESS = "192.168.10.51";
```

```
var socket = new TCPSocket(true);
socket.connect(IP_ADDRESS, 10000, 1000);
socket.write('01/1/GO_DEMO_LOOP:\n');
socket.close();
socket = null;
```

To program buttons using ProntoScript, the Kaleidescape control protocol must be understood. For complete information about Kaleidescape control commands, see the *Kaleidescape System Control Protocol Reference Manual* at www.kaleidescape.com/go/control-protocol.

Adding IR Commands to the Pronto Controller

The Pronto controller is designed to be a universal remote control that can use IR codes to control a home entertainment center and other devices with IR receivers. For complete information, see the *ProntoEdit Professional User Manual* and the documentation for the IR-controlled devices.

This manual provides an overview of the process while describing how to add volume control and power control to the Pronto controller hard buttons.

The ProntoEdit Professional software comes with an extensive database of IR device codes for third-party devices. A code set includes all the commands needed to control specific IR-controlled devices in the home. To add an IR code for a particular device to the Pronto controller, use the code set that matches the device to be controlled. Then add the command from this code set to the button that will execute the command.

This example sets the power and volume controls for a Denon AVR-3806 receiver. This same process can be used for other devices.

Adding an IR Code Set to My Database

Use the following procedure to add an IR code set to My Database.

1. Open the project configuration file (XCF).
2. Select **My Database** from the **Tools** drop-down menu. See Figure 6-3.

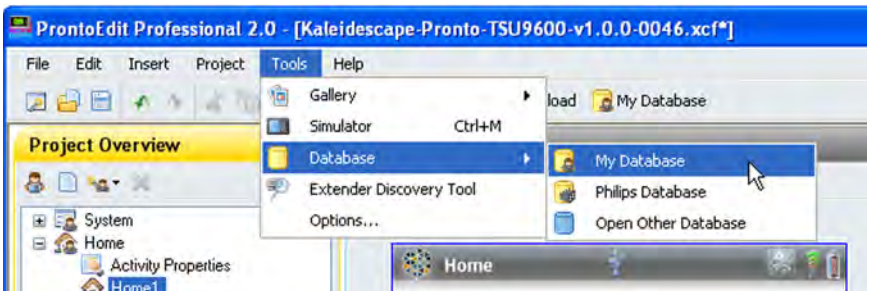


Figure 6-3 Accessing My Database

The My Database dialog box appears with local database of files. IR codes can be added to this database for all the devices uses regularly. See Figure 6-4. (If the device is already in the database, skip to step 7.)

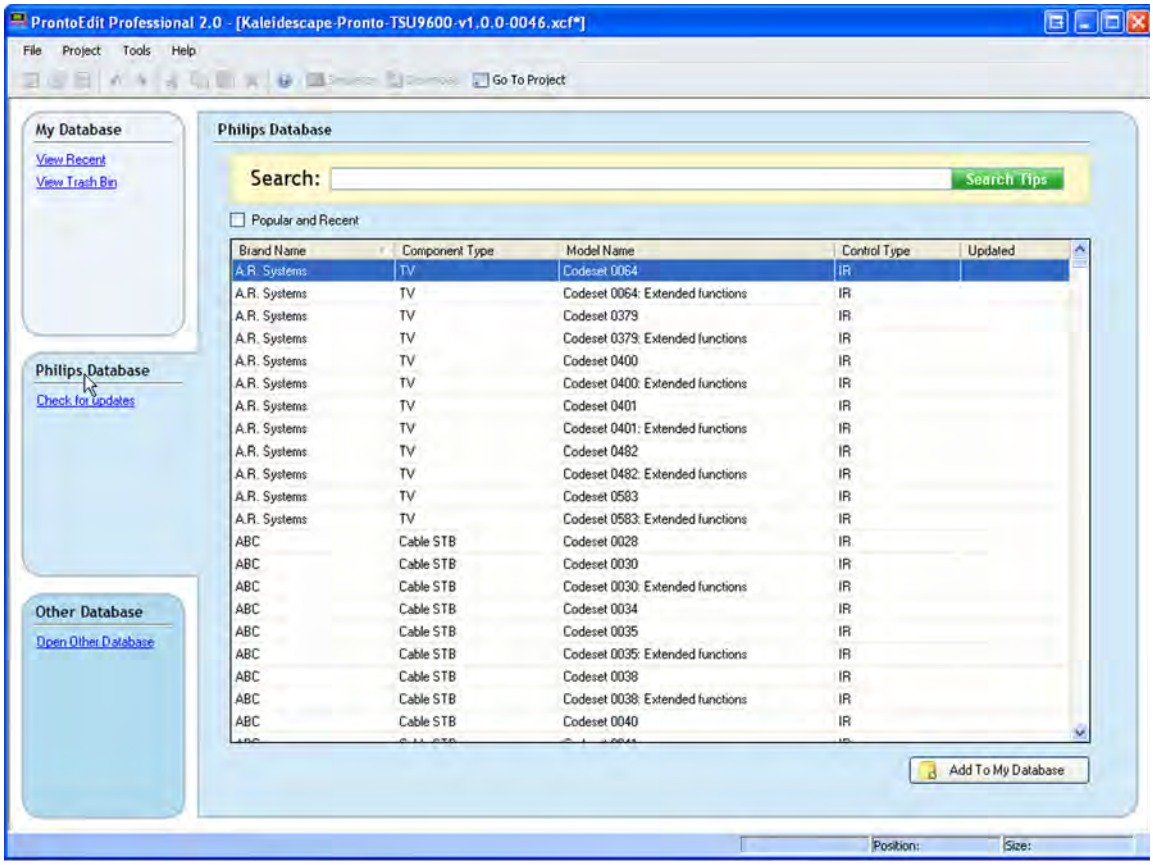


Figure 6-4 Database Files

3. Click **Philips Database** to access the complete database of IR device codes. A long list of IR device code sets is displayed. Search the list by entering text in the search box.
4. Begin typing **Denon AVR3806** in the search text box. See Figure 6-5.

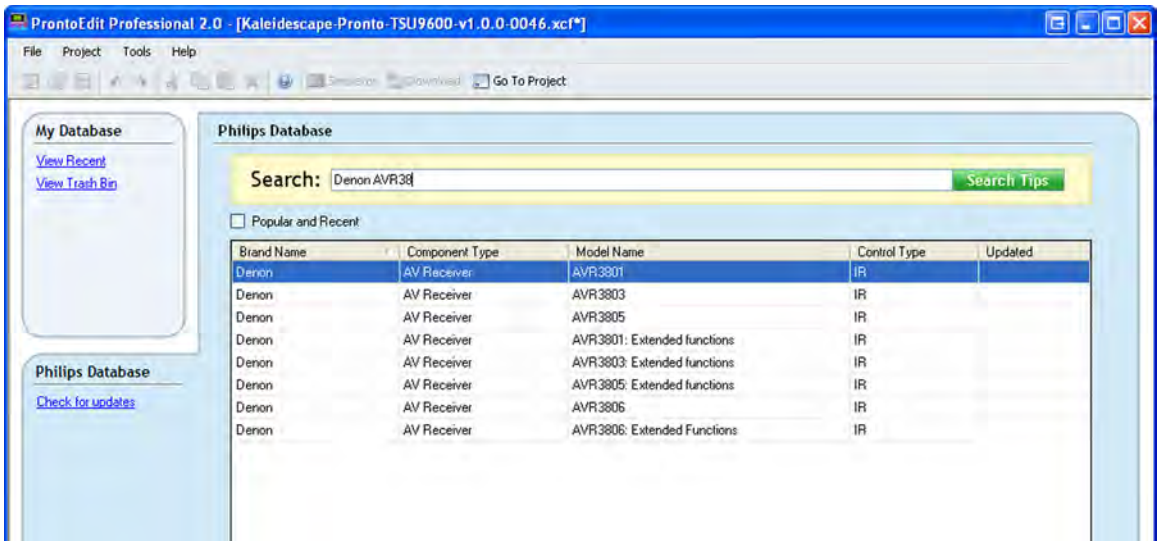


Figure 6-5 Philips Database

5. The list updates to show code sets that match the text entered. In this case, just typing **Denon AVR38** brought the item required onscreen.
6. Click on the device, then click **Add to My Database**.
7. Click **My Database** to verify that the device is listed. See Figure 6-6.

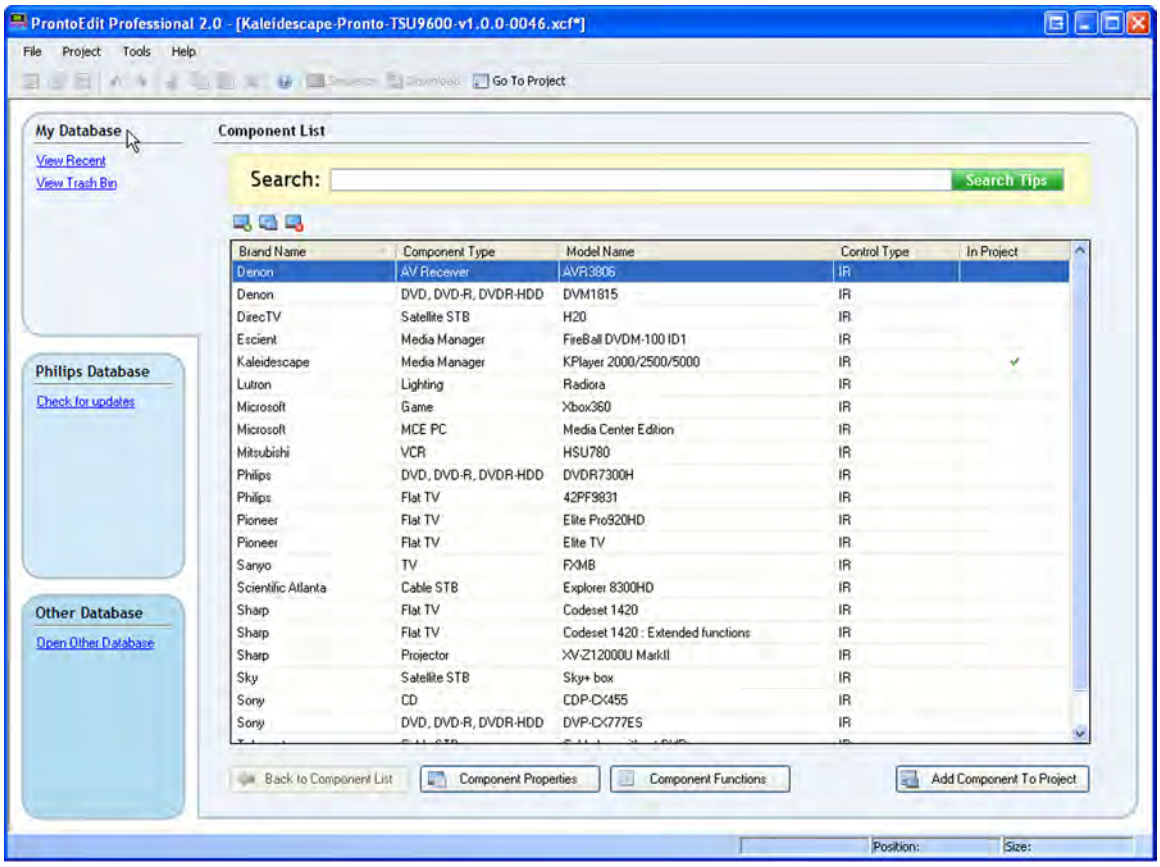


Figure 6-6 Verifying Devices

After adding all of the devices to the database, these devices must also be added to the project.

8. Select the device that to add and click **Add Component to Project**. This action puts a small check mark in the **In Project** column to indicate that the device is available for use in this project.
9. After adding all necessary components to the project, click **Go To Project** to return to the project or test the codes.

Testing the Code Set

The code set must be tested to verify that the code actually works with the device before adding code to any buttons. This is especially important if a code set has been selected that is not specifically for the device.

Be sure that the Pronto controller is connected to the computer and there is a clear line of sight from the top of the controller to the device being used to test the command.

Use the following procedure to test the code.

1. Open **My Database**.
2. Click on the device to be tested, then click **Component Functions**. See Figure 6-7.

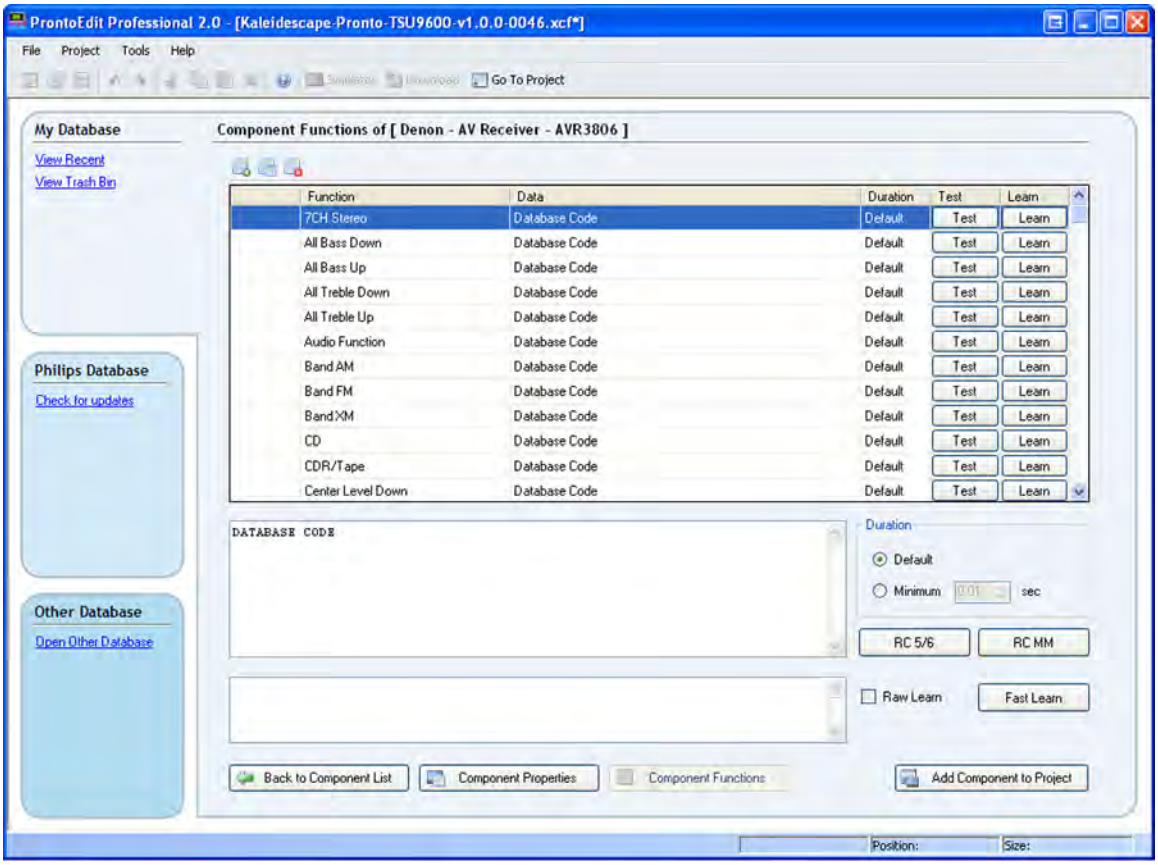


Figure 6-7 Component Functions

3. For each command to be tested, click **Test**. See Figure 6-8.

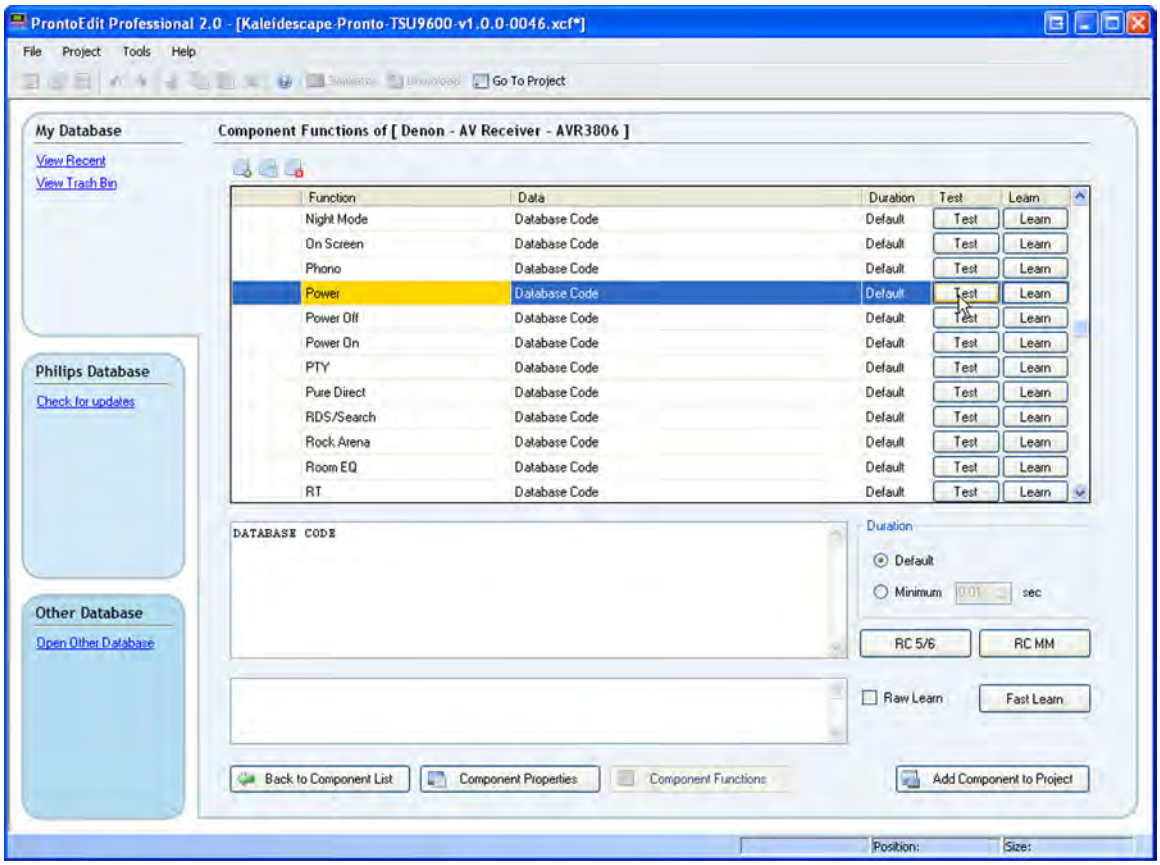


Figure 6-8 Testing the Power Command

In this example, the **Power** command is tested, which is the power toggle command for the **Denon AVR3806**. If the power on the receiver toggled, the right code is set. Because many devices have codes in common, Kaleidescape recommends testing several commands to make sure this is a good match.

4. If the command does not work, check the code set for the device to be controlled. Start this process over with a different code set. If there is not an exact match for the device under test, it might be faster to add several potential matches and test these matches together.
5. If there are more devices to add, close the **Configure Device** page and go back to step 3 of Adding an IR Code Set to My Database on page 60. When finished adding devices to the database, close the **My Database** page.

Adding an IR Command to a Button

In this example, power and volume controls are added to power and volume control hard buttons. Hard buttons can be configured from the **System Properties** page.

Use the following procedure to add an IR command to a button.

1. Open the **System Properties** page by clicking the **+** next to System, then clicking **System Properties**. See Figure 6-9.

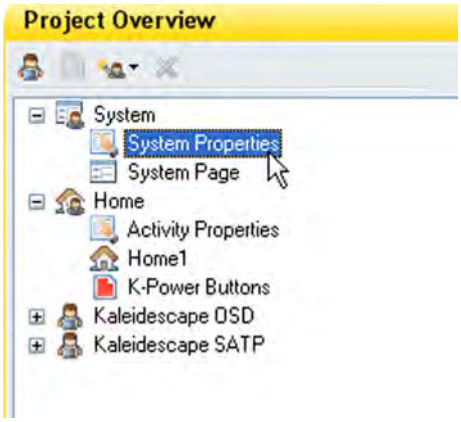


Figure 6-9 Opening System Properties

2. In the controller image, click the button to which an IR command is to be added. Following the example, start with the **power** button. See Figure 6-10.

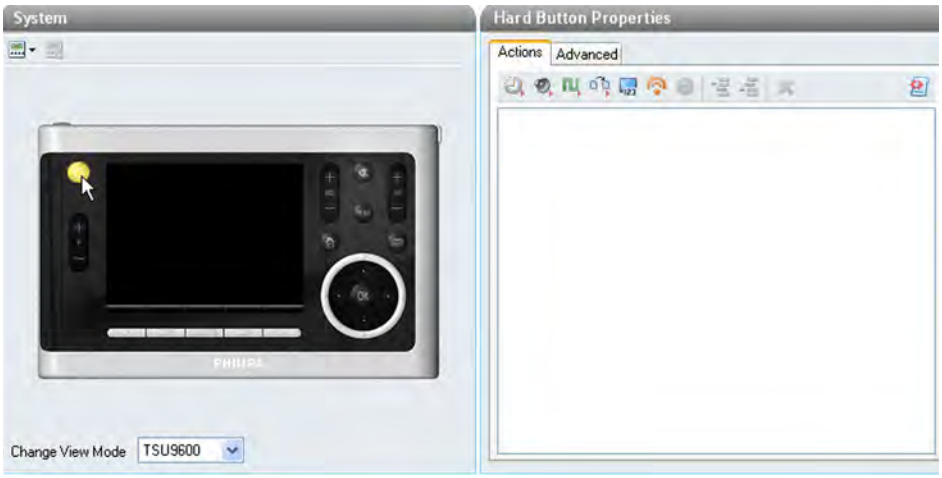


Figure 6-10 Select the Button

3. Click the **Add Function** button. A generic function appears in the action list. See Figure 6-11.

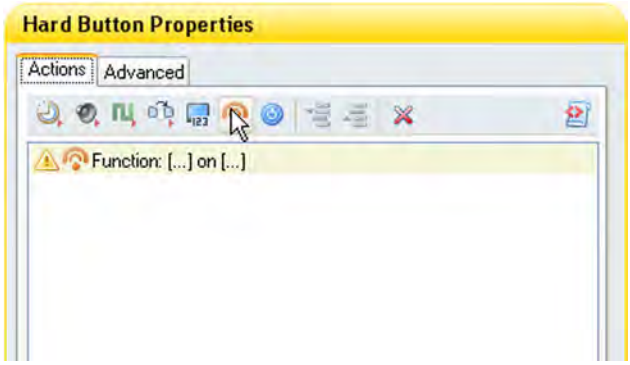


Figure 6-11 Add Function Button

4. Select the function to display the drop-down menus for changing the component and command.
5. Open the drop-down menu for the component and select the device to receive the command, in this case the **Denon AVR3806**. See Figure 6-12.

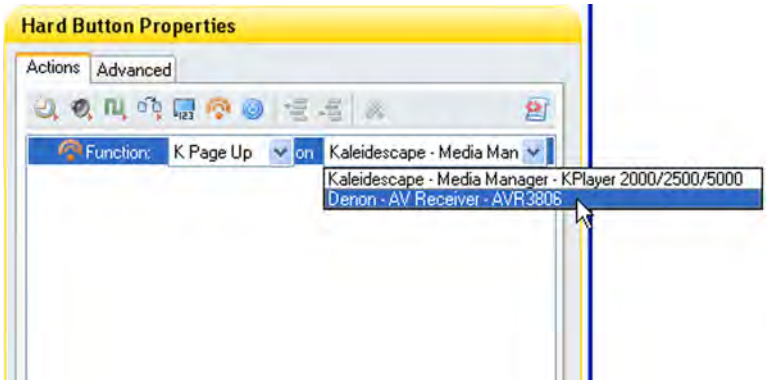


Figure 6-12 Select the Device

6. Open the drop down-menu for the commands and select the command that to be added. In this case, select **Power** from the list to add the POWER command to the **Power** button. See Figure 6-13.

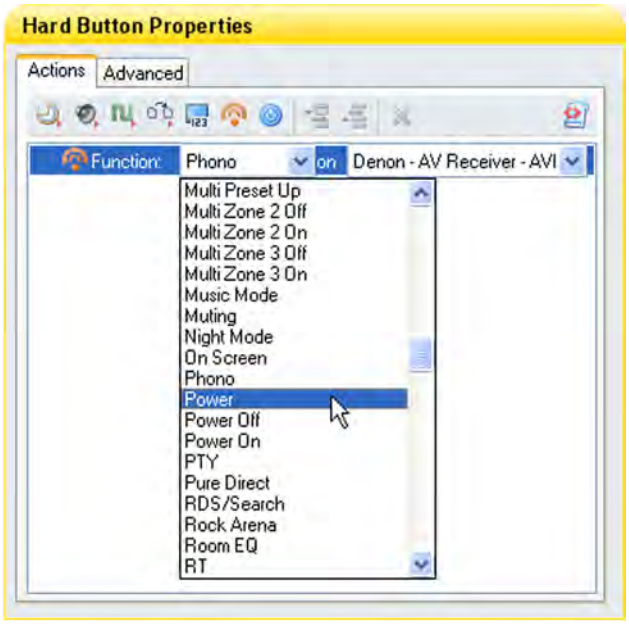


Figure 6-13 Select the Command

7. For the **Power** button to execute multiple commands, just click **Add Function** again and repeat the process.
8. Repeat this procedure for the Volume and Mute controls.
9. Download the configuration to the Pronto controller.

Section 7
Troubleshooting

Common Problems

The controller is not accessing the wireless network

1. Verify that the encryption settings on the **System Properties** page are correct. Pronto controllers do not support WEP passphrases.
2. Set WEP encryption to **Open Key**.
3. Try setting the router to a different channel number.
4. Try resetting the router to the router's default settings.
5. If still unable to connect, try disabling encryption on the wireless network.

No control for movie zone or music zone

Check the IP address of the associated component and make sure the correct IP address and music zone ID (if applicable) have been entered in the **PARAMETERS** page of the activity.

The music isn't changing

Verify that the listening zone matches the zone being controlled.

System Messages

Message	Description
Establishing Connection Please wait while your Pronto controller connects to your Kaleidescape System.	If the component is in standby mode when the Pronto controller is connected, this message appears while the component powers on.

Message	Description
Connection Failed Your Pronto controller was unable to connect to a Kaleidescape component. Please check your settings and network connection. Verify that the Kaleidescape System is powered on.	Displayed if the Pronto controller cannot establish a valid TCP/IP connection to a Kaleidescape component.
Lost Connection Your Pronto controller lost connection with the Kaleidescape System and was unable to reconnect. Please check your network connection and verify that your Kaleidescape System is powered on.	The Pronto controller TCP/IP connection to a Kaleidescape component was lost.
System in Standby Your Kaleidescape System has entered standby mode. Touch the button below to bring the System out of standby.	The Kaleidescape component the Pronto controller was connected to has entered standby mode. The Pronto controller does not automatically power up a component except during initial startup. The user can press the **Leave Standby** button to bring the system back to a fully powered on state.
Configuration Error Your Pronto controller is trying to control music zone ZONE_ID on a DEVICE_NAME, which has NUM_ZONES available music zones. Please configure this controller to control a valid music zone.	The music zone ID is set to an invalid number. Valid numbers are between **01** and **NUM_ZONES**, inclusive.
Configuration Error Your Pronto controller is trying to control music zone ZONE_ID on a DEVICE_NAME, which only has a single music zone. Please configure this controller to control music zone 01.	Many Kaleidescape components, for example, M-Class players, only have a single music zone. This error appears if the music zone ID is set higher than **01** for one of those components. Set the music zone ID to **01** or change the IP address to a component with more music zones.
Configuration Error Your Pronto controller is trying to control a music zone on a DEVICE_NAME, which does not support audio output. Please configure this controller to connect to a Kaleidescape component that supports audio output.	An IP address has been entered for a Kaleidescape component that does not have a music zone. Verify that the IP address on the **PARAMETERS** page is the IP address of a component with a music zone.

Message	Description
Configuration Error Your Pronto controller is trying to control a DEVICE_NAME in OSD mode, which does not support video output. Please configure this controller to connect to a Kaleidescape component that supports video output.	An IP address has been entered for a Kaleidescape component that does not have a movie zone. Verify that the IP address on the **PARAMETERS** page is the IP address of a component with a movie zone.
Configuration Error Your Pronto controller is not configured with a valid IP address for connecting to your Kaleidescape System. Please go to the PARAMETERS page and enter a valid IP address.	An error was made when entering the IP address of the Kaleidescape component. Check the IP address entered on the **PARAMETERS** page.
Configuration Error Your Pronto controller is not configured with a valid music zone ID for connecting to a music zone. Please go to the PARAMETERS page and enter a valid music zone ID for a music zone.	An error was made when entering the music zone ID of the music zone to be controlled. Check the music zone ID on the **PARAMETERS** page.
Upgrade Required Your Kaleidescape System does not have the latest software that is required to support your Pronto controller. Please connect your System to the Internet to download the latest Kaleidescape software. You may need to restart your System once this is done.	The Kaleidescape System must be using KEAOS 3.7 or later to support version 1.1.0 of the Kaleidescape module for Pronto controllers.
Upgrade Required Your Pronto controller does not have the latest firmware and does not support the Kaleidescape Control Activity. Please download the latest firmware from Philips' website	The Pronto controller must be running the latest firmware to support the Kaleidescape module for Pronto controllers.

Message	Description
Modified Template Your Pronto controller's Kaleidescape System control module has been modified. Please download the latest version of the Kaleidescape System control module from http://www.kaleidescape.com to restore the original configuration.	The Kaleidescape module for the Pronto controller and user interface code is very complex and must not be modified in any way. An intentional or accidental modification to the module code has resulted in general failure. Restore the module code by installing the current module from Kaleidescape.

Kaleidescape Support

If a problem occurs when programming a controller, or for additional information, contact Kaleidescape Support.

- Send an email message to support@kaleidescape.com.
- Call the support line at **+1 (650) 625-6160**.

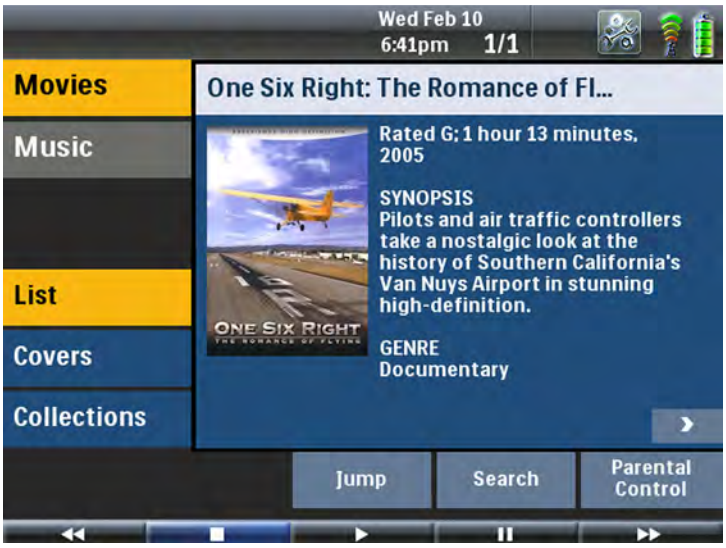
The Kaleidescape website always has the latest support updates.

www.kaleidescape.com/support/control-systems

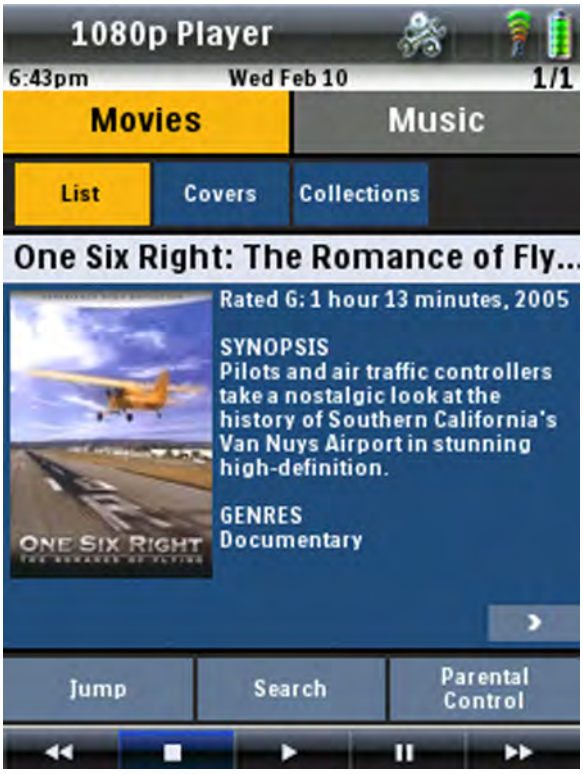
Appendix A
Screen Shots for UI Layouts

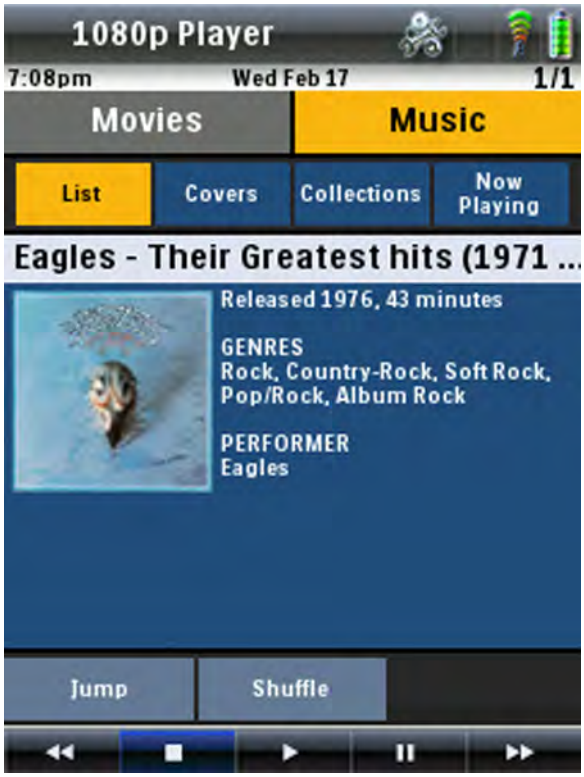
OSD Control for Movies and Music

TSU9800/TSU9600 Movie and Music Touchscreen



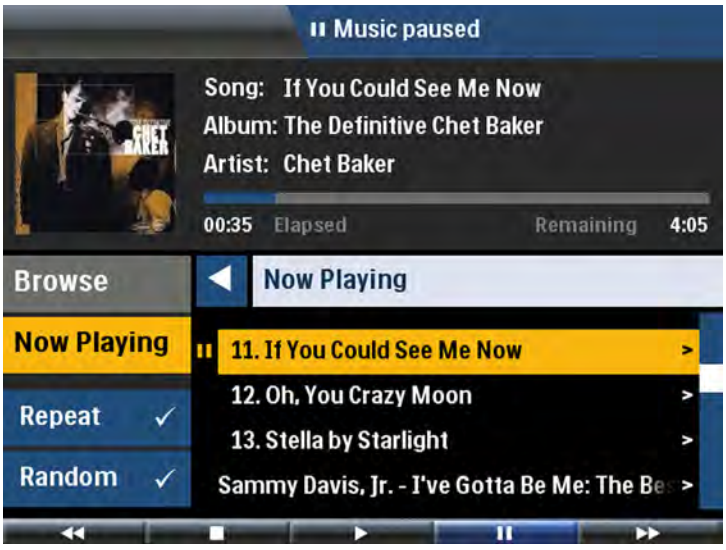
TSU9400 Movie and Music Touchscreen



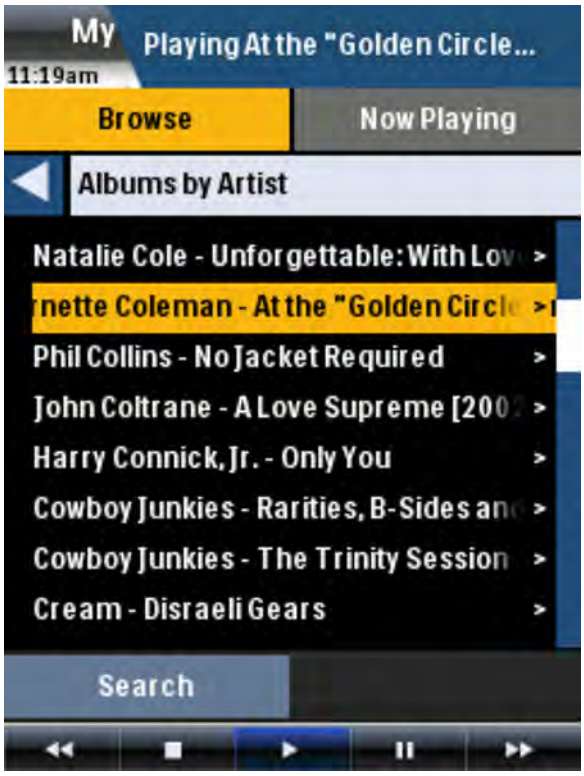


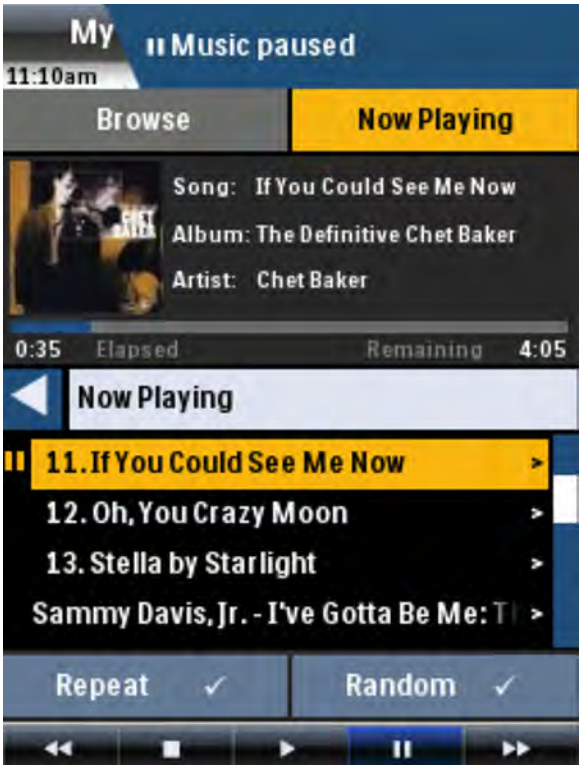
SATP Control for Music

TSU9800/TSU9600 Music Only Touchscreen

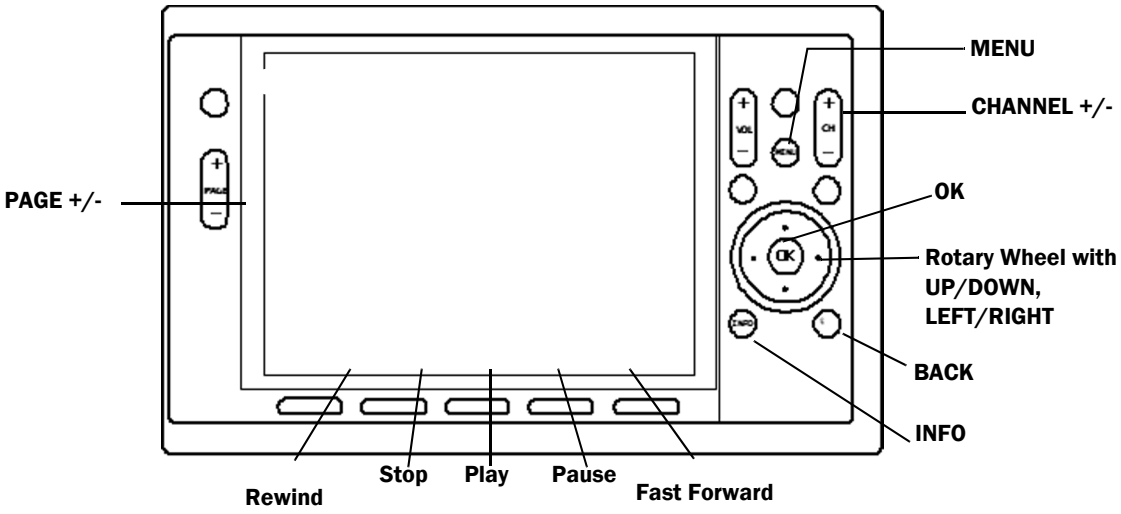


TSU9400 Music Only Touchscreen





Kaleidescape Hard Buttons — TSU9800



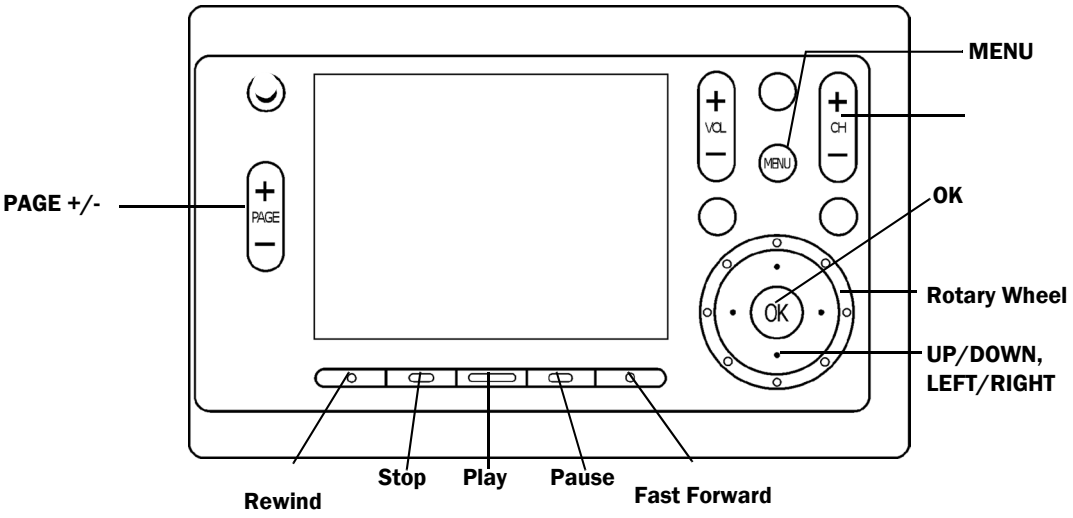
Movies and Music

Button	Usage
PAGE +/-	Moves through lists quickly
MENU	Goes to the Kaleidescape menu or to the disc menu during playback
CH +/-	Moves to the next or previous movie chapter or music track
Rotary Wheel	Used with the inner up/down controls to move through lists
UP/DOWN	Moves through covers, lists, and menus
LEFT/RIGHT	Selects a list column and moves through covers, tabs, and menus.
OK	Makes a selection
Rewind	Moves backward through the movie or track currently playing
Stop	Stops playback of the movie or track currently playing
Play	Plays the highlighted movie or music item
Pause	Pauses playback of the movie or track currently playing
Fast Forward	Fast forwards through the movie or track currently playing
BACK	Closes the active window
INFO	Displays the movie overlay during movie playback. Displays album details when on the music **Now Playing** screen. On all other screens, jumps to **System Status**.

Music Only

Button	Usage
PAGE +/-	Moves through lists quickly
MENU	Goes to previous list or returns to Browse.
CH +/-	Moves to the next or previous track
Rotary Wheel	Used with the inner up/down controls to move through lists
UP/DOWN	Moves through lists
LEFT/RIGHT	Left control goes to previous list or returns to Browse. Right control advances through menus and makes selections
OK	Makes a selection
Rewind	Moves backwards through the track currently playing
Stop	Stops playback of the track currently playing
Play	Plays the highlighted movie or music item
Pause	Pauses playback of the track currently playing
Fast Forward	Fast forwards through the track currently playing
BACK	Goes to previous list or returns to Browse

Kaleidescape Hard Buttons — TSU9600



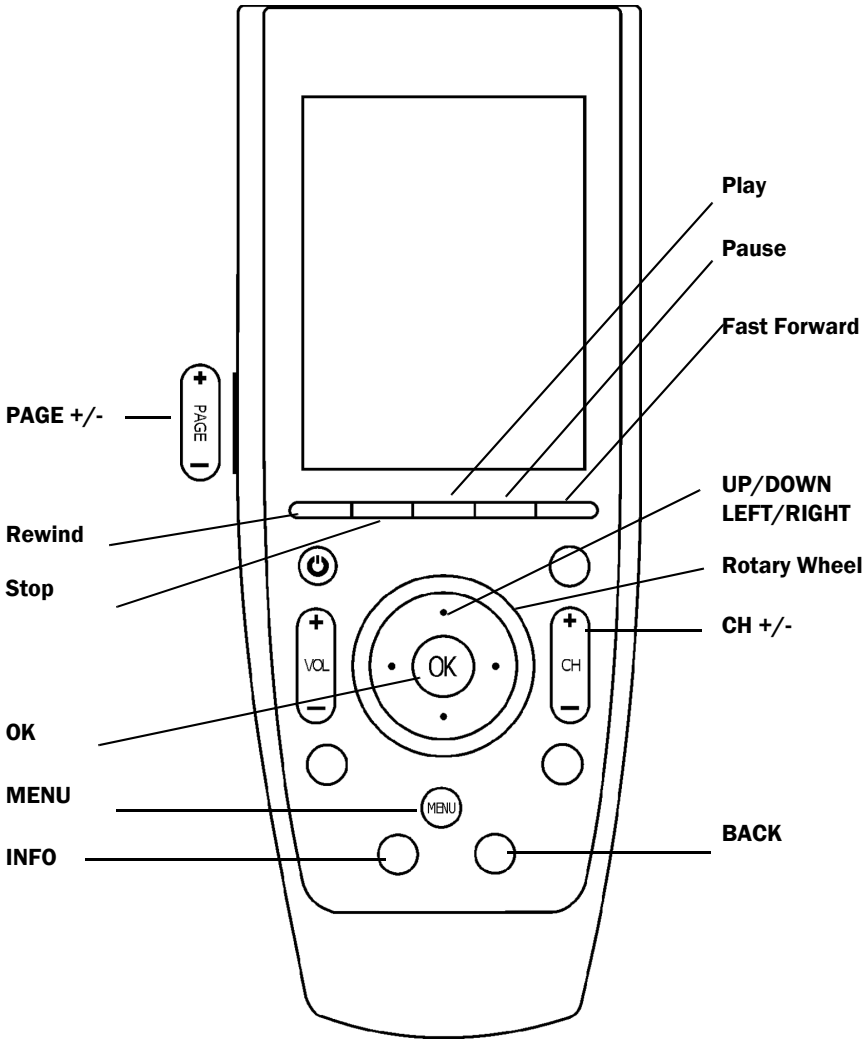
Movies and Music

Button	Usage
PAGE +/-	Moves through lists quickly
MENU	Goes to the Kaleidescape menu or to the disc menu during playback
CH +/-	Moves to the next or previous movie chapter or music track
Rotary Wheel	Used with the inner up/down controls to move through lists
UP/DOWN	Moves through covers, lists, and menus
LEFT/RIGHT	Selects a list column and moves through covers, tabs, and menus.
OK	Makes a selection
Rewind	Moves backward through the movie or track currently playing
Stop	Stops playback of the movie or track currently playing
Play	Plays the highlighted movie or music item
Pause	Pauses playback of the movie or track currently playing
Fast Forward	Fast forwards through the movie or track currently playing

Music Only

Button	Usage
PAGE +/-	Moves through lists quickly
MENU	Goes to previous list or returns to Browse
CH +/-	Moves to the next or previous track
Rotary Wheel	Used with the inner up/down controls to move through lists
UP/DOWN	Moves through lists
LEFT/RIGHT	Left control goes to previous list or returns to Browse Right control advances through menus and makes selections
OK	Makes a selection
Rewind	Moves backward through the track currently playing
Stop	Stops playback of the track currently playing
Play	Plays the highlighted movie or music item
Pause	Pauses playback of the track currently playing
Fast Forward	Fast forwards through the track currently playing

Kaleidescape Hard Buttons — TSU9400



Movies and Music

Button	Usage
PAGE +/-	Moves through lists quickly
MENU	Goes to the Kaleidescape menu or to the disc menu during playback
CH +/-	Moves to the next or previous movie chapter or music track. Also functions like PAGE +/- on list pages.
Rotary Wheel	Used with the inner up/down controls to move through lists
UP/DOWN	Moves through covers, lists, and menus

Button	Usage
LEFT/RIGHT	Selects a list column and moves through tabs and menus
OK	Makes a selection
Rewind	Moves backward through the movie or track currently playing
Stop	Stops playback of the movie or track currently playing
Play	Plays the highlighted movie or music item
Pause	Pauses playback of the movie or track currently playing
Fast Forward	Fast forwards through the movie or track currently playing
BACK	Closes the active window
INFO	Displays movie overlay during movie playback. Displays album details when on the music **Now Playing** screen. On all other screens, jumps to the **System Status** screen.

Music Only

Button	Usage
PAGE +/-	Moves through lists quickly
MENU	Goes to previous list or returns to Browse
CH +/-	Moves to the next or previous track
Rotary Wheel	Used with the inner up/down controls to move through lists
UP/DOWN	Moves through lists
LEFT/RIGHT	Left control goes to previous list or returns to Browse Right control advances through menus and makes selections
OK	Makes a selection
Rewind	Moves backward through the track currently playing
Stop	Stops playback of the track currently playing
Play	Plays the highlighted movie or music item
Pause	Pauses playback of the track currently playing
Fast Forward	Fast forwards through the track currently playing
BACK	Goes to the previous list or returns to Browse

Appendix B
Revision History

Version 1.3.0

- Added Search and Jump buttons to collections view in OSD Activity.

Version 1.2.0

- Added support for Kaleidescape M-Class players.
- Jump button in OSD Activity now clears movie details sheet.
- Removed **Alphabetize Covers** button from OSD Activity.
- Removed the favorite scene controls from the movie playback page.
- Dropped support for ProntoEdit Professional 1.0.
- Made various other bug fixes and improvements.

Version 1.1.0

- Added support for the Kaleidescape Cinema One.
- Improved reliability of power state and connection detection.
- Added support for using a single activity to control multiple zones.
- Added animated scrolling to SATP activity to show long lines of text.
- Added support for SUGGEST flag, which allows the SATP activity to highlight the currently playing item in the Now Playing page.
- Added multi-page content details to OSD Activity
- Added user notification when screen saver is active.
- Added user notification for System Status page.
- Improved robustness of music zone ID field. It now accepts strings such as “Zone 01”.
- Jump button in OSD Activity now clears screen saver.
- Fixed issue with movie title not appearing when playing episodic content.
- Fixed issue with cover art not appearing when using NAT.
- Various other bug fixes and improvements.

Version 1.0.1

- Initial release of module for TSU9800 controllers.
- Firmware check no longer rejects unknown device types.

Version 1.0.0

- Initial release of module for TSU9600 and TSU9400 controllers.