



kaleidescape

Kaleidescape Programming Manual for URC

May 2010



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1 Overview

This reference manual explains how to successfully integrate a Kaleidescape System with various URC handsets.

Connecting to a Kaleidescape System

Section 2 describes how to connect a URC handset to Kaleidescape players.

Configuring Music Zone Control

Section 3 explains how to configure a movie player so that you can control any [music zone](#) in your system from the [OSD](#).

Importing the Template

Section 4 explains how to import the Kaleidescape [template](#) into your URC project.

Appendices

The appendices show how Kaleidescape control appears on a URC MX-900 handset and list the commands available through IR code control.

2 Connecting to a Kaleidescape System

2.1 IR Control

The Kaleidescape URC implementation uses an IR connection to control the Kaleidescape movie player. Kaleidescape chose this connection method since all URC handsets can send IR codes without any additional hardware and the IR codes provide all the required control options.

2.2 Connecting the IR-IN Port

The IR output mini jack from any URC system controller or base station can be plugged into the IR-IN mini jack on the rear of the Kaleidescape movie player. Internally, the IR-IN jack is wired to an emitter at the front of the player—there is no need to place an IR “bug” on the front of the movie player. The connection on the URC system controllers and base stations is a 3/32” (2.5 mm) mono jack. The connection on the Kaleidescape player is a 1/8” (3.5 mm) mono jack. You can build a custom cable, or use a RadioShack adapter (part number 274-328) to convert the 3/32” mono jack to a 1/8” mono jack, and use a standard 1/8” mono cable.



It is also possible to control the Kaleidescape player via the front panel IR receiver. This can be done directly from the handset’s IR emitter, or using the IR Front Blaster on supported base stations.

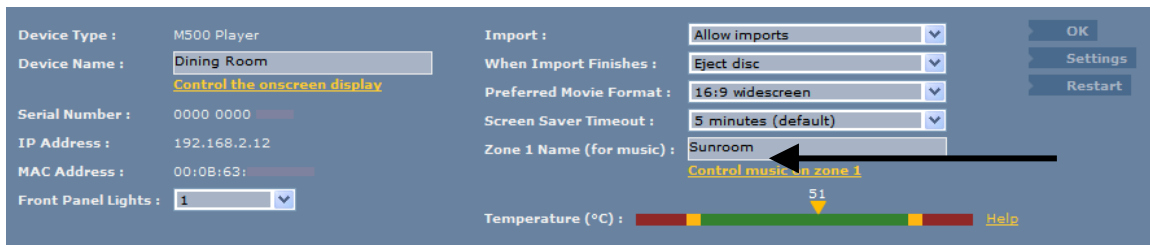
3 Configuring Music Zone Control

With music zone control, you can select and control any music zone in the system from a movie player's OSD. When you enable music zone control, you can change the music zone the player is controlling in Now Playing view of the OSD. The content of Now Playing reflects what is playing in the music zone currently controlled by the player. Playback controls, including choosing music to play and switching between songs, only affect the music zone currently controlled by the player regardless of what the local music zone may be playing. If you want to change which music zone the handset is controlling, do so from the player's OSD.

You can enable the music zone control option in the installer pages of the browser interface.

To set music zone control:

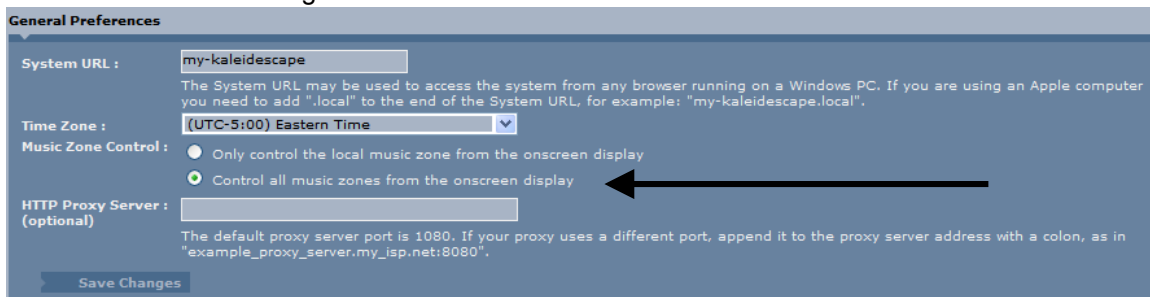
1. Open the browser interface at <http://my-kaleidescape/installer/>.
2. On the COMPONENTS tab, enter a name for each music zone in the Zone X Name (for music) text box(es). Name all the music zones in the system, including music zones controlled by movie players. Click OK for each component.



Give the music zones easily understood names such as Sunroom, Dining Room, or Baby's Music. You will choose from these zones in the OSD when you play music.

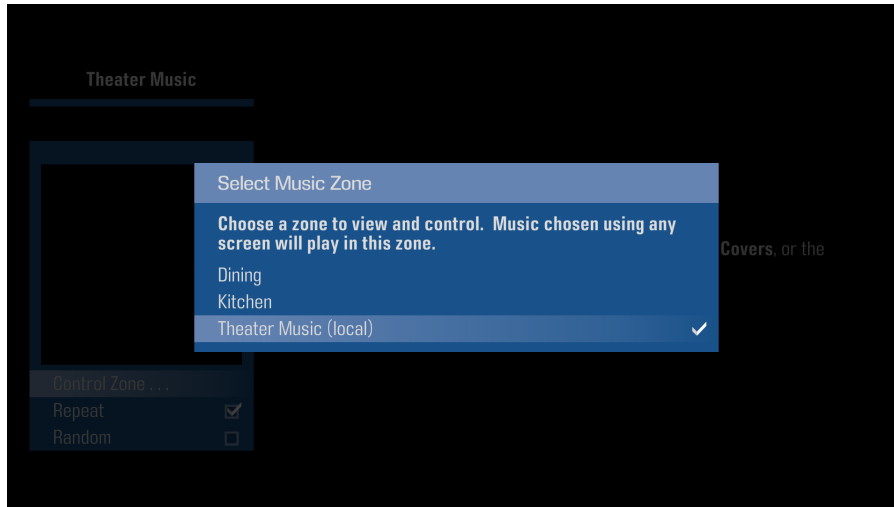
Note: If you name a music zone "Unused", it will not appear on the OSD as a zone choice.

3. On the PREFERENCES tab, select Control all music zones from the onscreen display. Click Save Changes.



To select a music zone from the OSD:

1. On the movie player OSD select the Now Playing view.
2. Select Control Zone.... You are presented with the available music zones in the system by the names you assigned to them in the browser interface.



3. Select the music zone you want to control from the list. When you select music for a remote zone, you are reminded that you are controlling a non-local music zone. You can play the selected music in the remote zone or you can choose a different music zone to control.

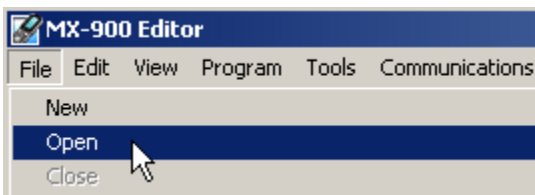
4 Programming the Remote

There are three ways you can add Kaleidescape System control to a URC project.

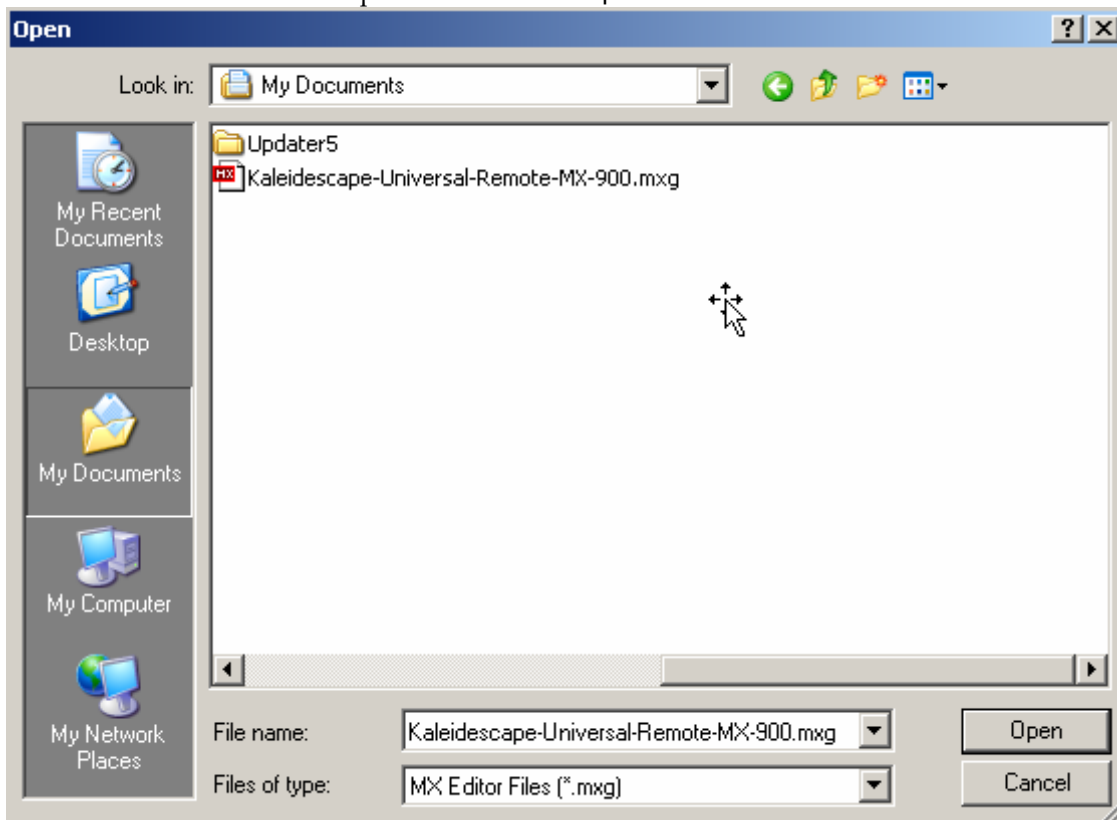
- ▶ Use a Kaleidescape URC template and add other functions as necessary
- ▶ Import the provided device file (where supported)
- ▶ Add individual commands from the IR Database to an existing project

4.1 Using a Kaleidescape URC Template

1. Select Open from the File drop-down menu. The Open dialog box appears.



2. Select the desired template file and click Open.



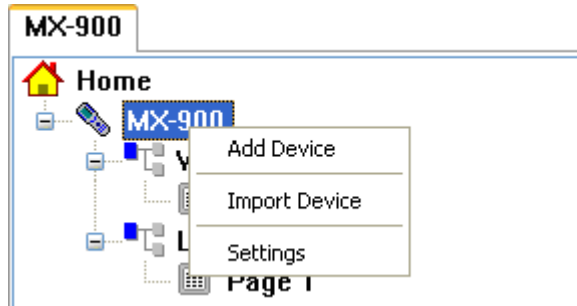
3. Once the template has been opened, you can add other source devices and common functions to control display devices and audio equipment.

4.2 Importing the Device File to an Existing Project

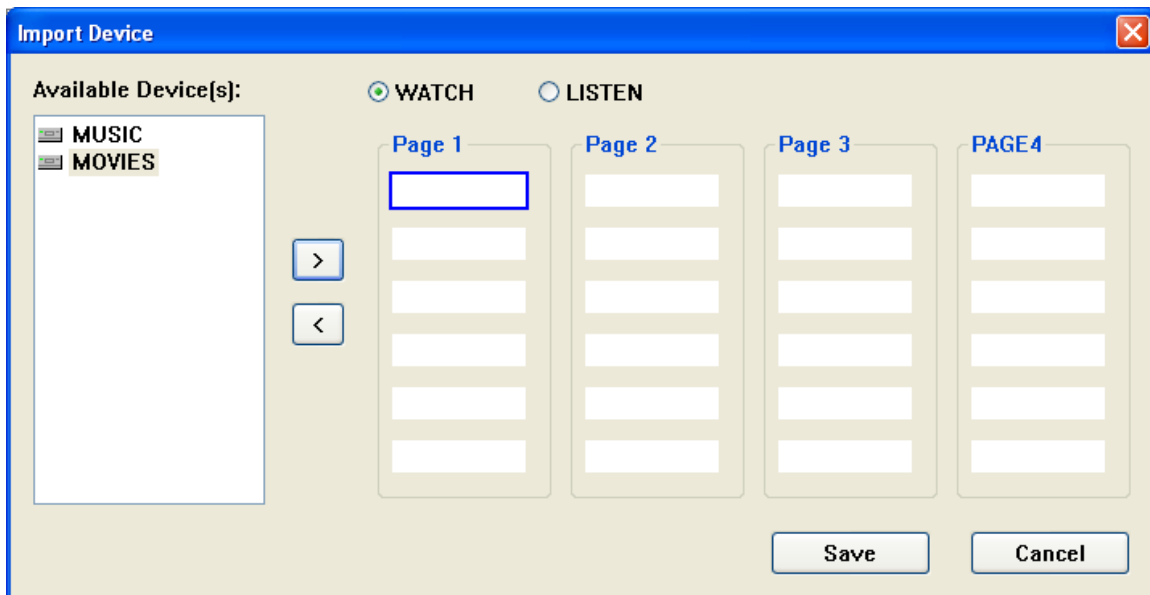
The MX-700/750/800/850 and MX-900 editors allow importing of a device file. The MX-900 and MX-3000 files may be opened directly as in 4.1 above, or the files can be used for importing devices as described below.

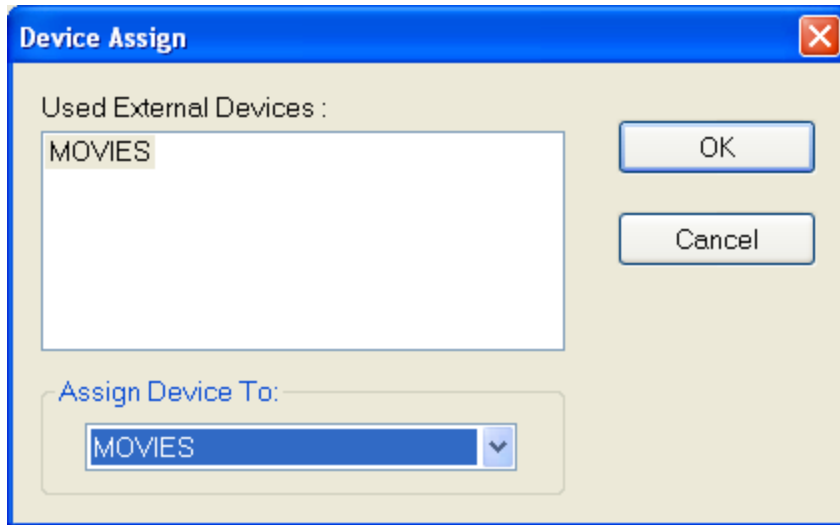
MX-700/750/800/850/900

1. Open the desired project in the editor.
2. In the tree view on the left-hand side, right-click the remote's name and select **Import Device**.



3. Browse to and select the downloaded device file.
4. Choose the device to import, and indicate where it is to be assigned.

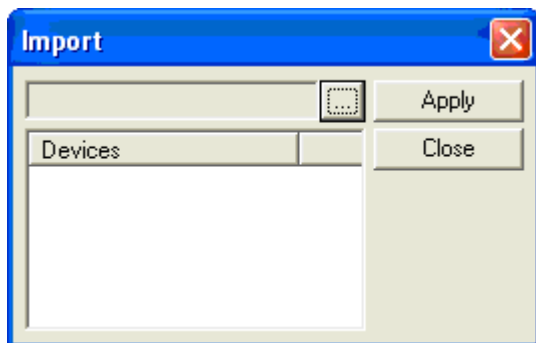




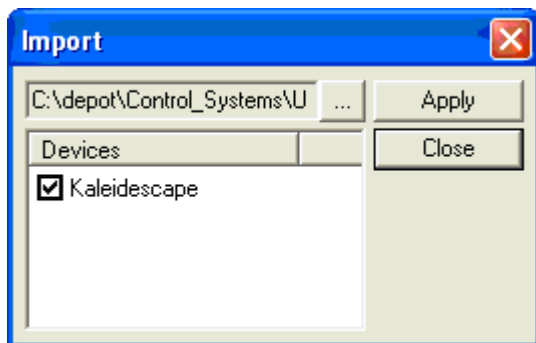
5. Choose OK, then Save.

MX-3000

1. Choose Import from the File menu to see the import dialog.





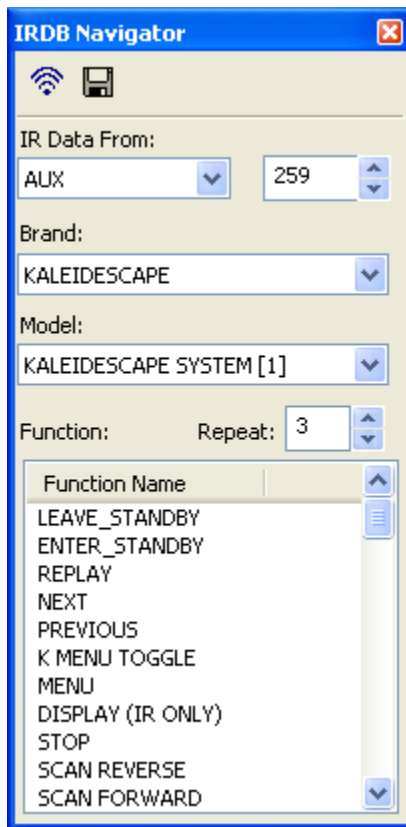
2. Click on the ellipses (...) to select the downloaded template.
3. Check the box for the device to import.



4. Click Apply.

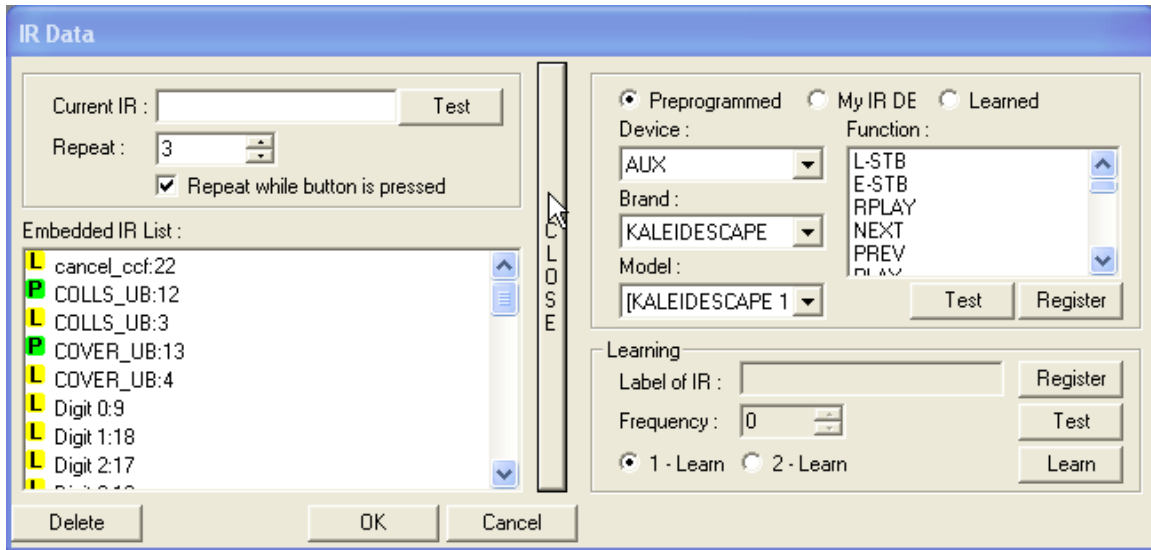
4.3 Adding Individual IR Commands to an Existing Project

1. Open the desired project in the editor.
2. Create and/or select the button that will control a Kaleidescape function.
3. In the Macro window, click IR Data button.
 or 
4. Select AUX from the IR Data From drop-down list.
5. Select KALEIDESCPE from the Brand drop-down list.
6. Select either the device KALEIDESCPE SYSTEM [1] or KALEIDESCPE SYSTEM [2] from the Model drop-down list. Together, these two devices contain all of the IR commands for the Kaleidescape System. Details on each individual command can be found in Appendix B.



Drag the command name to the button or macro window.

or



Select the command from the right, click Register then OK.

7. Repeat this process for each function you would like to add to your project.

A APPENDIX

MX-900 User Interface

This appendix shows how a URC MX-900 handset appears with Kaleidescape control.

A.1 Home Menu

A top-level home menu should be presented to the user so that they can select the Kaleidescape System or other devices. Separate sources for MOVIES and MUSIC allow the commands unique to each to be displayed separately.



A.2 Movies

When MOVIES is selected from the top-level home menu, the following menus are displayed. Use the PAGE buttons to cycle between these menus.



A.3 Music

When MUSIC is selected from the top-level home menu, the following menus are displayed. Use the PAGE buttons to cycle between these menus.



B APPENDIX

MX-3000 User Interface

This appendix shows how a URC MX-3000 handset appears with Kaleidescape control.

B.1 Main Menu

A top-level main menu should be presented to the user so that they can select the Kaleidescape System or other devices. As this main page will be different depending on the installation, this page is not provided in the template and only shown here for reference.



The Kaleidescape button should be programmed to turn on the A/V system, show the Kaleidescape onscreen display, and page flip to one of the pages within the Kaleidescape template.



B.2 Movies

When MOVIES is selected from the top row, the following menus are available.





B.3 Music

When MUSIC is selected from the top row, the following menus are displayed.





C APPENDIX

IR Commands

The following IR commands are available in the URC IR Database Navigator. They can be found under the Kaleidescape brand, which can be found in the AUX category.

LEAVE_STANDBY (L-STB)

ENTER_STANDBY (E-STB)

POWER TOGGLE (P-TOG) (IRPWR)

Turns the player on or off.

REPLAY (RPLAY)

Jumps backwards five seconds during movie playback.

NEXT (NEXT)

PREVIOUS (PREV)

Skips chapters during movie playback, skips songs during music playback, and performs page up and down operations on a list. An option on the Control tab of the player settings page in the browser interface allows you to map the up and down buttons for horizontal or vertical orientation. This allows the same buttons to be intuitively used for both chapter and page functions.

K MENU TOGGLE (KMENU)

K MENU ON (KM-ON)

K MENU OFF (KMOFF)

Changes the display state of the Kaleidescape menu. The Kaleidescape menu allows the user to move to the different onscreen display views such as the Movie List, Movie Covers, Music List, and so on.

DISPLAY (DISP)

DISPLAY CYCLE (D-CYC)

DISPLAY OFF (DIS-O)

Toggles or dismisses the playback display menu and allows the user to change various playback features such as the audio track, the angle, subtitle selection, chapter selection, etc. This menu also allows the user to set a favorite scene. Often, the Display command is tied to an info button.

STOP (STOP)

Stops the currently playing content or dismisses a menu.

SCAN FORWARD (SCAN>)**SCAN REVERSE (SCAN<)****FF****REW**

Scans forward or backward through playback. Subsequent commands change how fast the scanning occurs. For instance, pressing Scan Forward twice doubles how fast the playback scans. The Play command resumes normal playback.

UP (UP)**DOWN (DOWN)****LEFT (LEFT)****RIGHT (RIGHT)**

Moves onscreen display selection and DVD and Blu-ray Disc menu controls.

SELECT (SEL) (SELECT)

Selects the currently highlighted item and finishes any solicited input such as parental control passcodes. Used throughout the onscreen display and DVD and Blu-ray Disc menus.

PLAY (PLAY)

Resumes normal playback or begins playback of the currently highlighted content.

PAUSE (PAUSE)**PAUSE ON (PS-ON)****PAUSE OFF (PSOFF)**

Changes the paused state. The Play command will also un-pause playback.

DIGIT 1 (1)**DIGIT 2 (2)****DIGIT 3 (3)****DIGIT 4 (4)****DIGIT 5 (5)****DIGIT 6 (6)****DIGIT 7 (7)****DIGIT 8 (8)****DIGIT 9 (9)****DIGIT 0 (0)**

Sends numeric input. When numeric input is sent while viewing the onscreen display, it behaves as a parental control passcode.

SHUFFLE COVER ART (S-COV)

Shuffles covers in the Movie Covers view or Music Covers view in the onscreen display.

SET FAV SCENE START (FAV-S)**SET FAV SCENE END (FAV-E)**

Sets the start and end points for a favorite scene. The start command can be issued several times to reset the start point, but the start command also unsets the end point if previously set. Once set, the favorite scene can be named (via the playback display menu or the user pages of the browser interface) and another favorite scene can be set.

INTERMISSION TOGGLE (I-TOG)

INTERMISSION ON (IM-ON)

INTERMISSION OFF (IMOFF)

Changes the intermission state. Intermission pauses the content and shows the movie's cover art.

DETAILS (DTAIL)

Shows the details page for the current item. In most of the onscreen display views the Select or Enter command does the same thing.

GO MOVIE LIST (MOVIE)

GO FAVORITES (FAVES) – Movie Collections

GO COVER ART (COVER)

GO PARENTAL CONTRL (PAREN)

GO SYSTEM STATUS (SYSST)

GO MUSIC LIST (MUSIC)

GO MUSIC COLLECTIONS (COLEC)

GO ALBUM COVERS (COVER)

GO NOW PLAYING (NOWPL)

Goes to a specific view within the Kaleidescape onscreen display. Each of these commands is a shortcut to a selection on the Kaleidescape menu.

The GO COVER ART command goes to the Movie Covers view. The GO FAVORITES command goes to the Movie Collections view. The GO ALBUM COVERS command goes to the Music Covers view. The GO NOW PLAYING command goes to the (music) Now Playing view.

PARENTAL CONTROL SAFE LEVEL (PCONT)

Sets the parental control level of the player to the safe level. The safe level is the least-restrictive setting that does not contain a passcode.

PARENTAL CONTROL DEFAULT LEVEL (PCDL)

Sets the parental control level of the player to the default level as defined in the user pages of the browser interface.

AUDIO NEXT (AUD-N)

SUBTITLE NEXT (SBT-N)

ANGLE NEXT (ANG-N)

ASPECT (ASPCT)

Provides direct access into various selections within the playback display menu.

GO SCREEN SAVER (SCRSV)

STOP SCREEN SAVER (ST-SS)

Changes the screen saver state. The screen saver can be programmed to start after a period of inactivity – set from the factory to five minutes.

GO DEMO (GO-DM)

GO DEMO LOOP (GO-DL)

Begins playback of the Kaleidescape script named "Demo button" or "Demo button loop" if defined.

DVD MENU (MENU)
DVD TOP MENU (TOP-M)
DVD RESUME (RESME)
TITLE (TITLE)

Navigates menus for DVDs and Blu-ray Discs. Most controllers only use the DVD Menu and DVD Resume commands.

PAGE UP (PG-UP)
PAGE DOWN (PG-DN)

Skips one page of data in the onscreen display list views.

MENU (MENU)

Behaves as the DVD Menu command during movie playback. When in the onscreen display, this command behaves as the Kaleidescape Menu Toggle command. Use this command if you must use a single button to control playback and the Kaleidescape onscreen display.

MUSIC RANDOM ON (RM ON)
MUSIC RANDOM OFF (RMOFF)
MUSIC RANDOM TOGGLE (RANDM)
MUSIC REPEAT ON (RP ON)
MUSIC REPEAT OFF (RPOFF)
MUSIC REPEAT TOGGLE (RPEAT)

Provide direct access to the random and repeat functions during music playback.

D APPENDIX

Glossary

Music Zone

A music zone is an independent music output from the Kaleidescape System. Each movie player has a single music zone, a Mini System has three music zones, and a Music Player has four music zones.

OSD

The Kaleidescape onscreen display (OSD) is a user interface on the television screen (sometimes also on part of the touch panel) that allows you to select viewing options. OSD control means that the user is using the OSD to control the player – either using an IR remote or touch panel. The user must see the OSD when using OSD control.

Template

A template is a file containing the pages used to control a single device. Kaleidescape provides templates for URC MX-700, MX-750, MX-800, MX-850, MX-900, and MX-3000 devices.