

# Audio sources commands manual

## Index

Introduction		3
Using the commands		4
General commands		
GTPS	Get type	5
SOGx	Set output gain	5
GOGx	Get output gain	5
DAB/DAB+ & FM Tuner commands (DSP40 & DMP40)		
SFREQx	Set frequency	6
SFSUPx	Set frequency search up	6
SFSDNx	Set frequency search down	6
SELPRx	Select preset	6
SSBNDx	Switch band	7
GPRGNx	Get program name	7
GPRGTx	Get program text	7
GFREQx	Get frequency	7
GCHx	Get DAB channel	8
GBNDx	Get band	8
GSIGSx	Get signal strength	8
GSTSTx	Get stereo state	8
FM Tuner commands (TSP40 & TMP40)		
SFREQx	Set frequency	6
SFSUPx	Set frequency search up	6
SFSDNx	Set frequency search down	6
SELPRx	Select preset	6
GPRGNx	Get program name	7
GPRGTx	Get program text	7
GFREQx	Get frequency	7
GSIGSx	Get signal strength	8
GSTSTx	Get stereo state	8

<b>Internet audio player commands (ISP40 &amp; IMP40)</b>		
<b>GSONx</b>	<b>Get song name</b>	<b>9</b>
<b>GSTNx</b>	<b>Get DB station name</b>	<b>9</b>
<b>GFAVx</b>	<b>Get favourites</b>	<b>10</b>
<b>DWSESTx</b>	<b>Select station</b>	<b>10</b>
<b>Media player / recorder commands (MSP40 &amp; MMP40)</b>		
<b>SPPLAYx</b>	<b>Start play</b>	<b>9</b>
<b>SPSTOPx</b>	<b>Stop play</b>	<b>9</b>
<b>SPPAUSx</b>	<b>Pause</b>	<b>9</b>
<b>SPGTSTx</b>	<b>Go to start of song</b>	<b>10</b>
<b>SPNEXTx</b>	<b>Next track</b>	<b>10</b>
<b>SPPREVx</b>	<b>Previous track</b>	<b>10</b>
<b>SPFFWx</b>	<b>Fast forward track</b>	<b>10</b>
<b>SPFRWx</b>	<b>Fast rewind track</b>	<b>11</b>
<b>SPRPx</b>	<b>Set repeat</b>	<b>11</b>
<b>SPRNDx</b>	<b>Set random</b>	<b>11</b>
<b>GPSIx</b>	<b>Get playing song info</b>	<b>12</b>
<b>GPSTAT</b>	<b>Get player status info</b>	<b>12</b>
<b>GRRMx</b>	<b>Get recorder mode</b>	<b>13</b>
<b>SRRMx</b>	<b>Set recorder mode</b>	<b>13</b>
<b>SRSTAx</b>	<b>Start recording</b>	<b>13</b>
<b>SRSTOx</b>	<b>Stop recording</b>	<b>13</b>
<b>SRPAUx</b>	<b>Pause recording</b>	<b>14</b>
<b>SRCANx</b>	<b>Cancel recording</b>	<b>14</b>
<b>Voice file player commands (FMP40)</b>		
<b>SSTRx</b>	<b>Start / stop trigger</b>	<b>14</b>

# Introduction

Welcome to the commands user manual of the Audac audio players. This manual describes the commands whereby the range of audac audio players can be controlled using their remote control ports. Depending on the model of audio player (and/or the type of main unit where connected when using SourceCon™ modular technology), the supported control interfaces might be different. The supported models including their available control interfaces are listed in the table below.

<b>MODEL</b>	<b>AVAILABLE CONTROL INTERFACES</b>
XMP44	TCP/IP & RS-232
TMP40	TCP/IP & RS-232 (when inserted to supporting main unit)
TSP40	RS-232
DMP40	TCP/IP & RS-232 (when inserted to supporting main unit)
DSP40	RS-232
IMP40	TCP/IP & RS-232 (when inserted to supporting main unit)
ISP40	RS-232
MMP40	TCP/IP & RS-232 (when inserted to supporting main unit)
MSP40	RS-232

# Using the commands

Depending of the type of device the different kinds of communication ports are:

- RS–232 port
- TCP/IP port

RS232 Configuration details	
<b>CONNECTION</b>	Standard RS232
<b>PIN 2</b>	Audiosource TX
<b>PIN 3</b>	Audiosource RX
<b>PIN 5</b>	GND
<b>Settings</b>	19200 Baud 8 Bit 1 Stop bit No parity No Handshaking

  

TCP/IP Configuration details	
<b>IP Address</b>	User configurable
<b>Port</b>	5001
<b>Max connections</b>	1

## Command overview

*Startsymbol | Destination | Source | Command | Argument(s) | Checksum | Stopsymbol*

Each command is followed by an ‘x’ character, which represents the number of the slot whereto the command is sent. If the audio player doesn’t support multiple slots, the number ‘1’ shall always be used.

Example:       Set output gain to –20 dB for module 1  
                  ASCII: #ID001/web/SOG1/28/U/return  
                  HEX: 237C443030317C7765627C534F47317C32387C3766666617C0D0A

Notes
<ul style="list-style-type: none"><li>• The address of the audio player is fixed at ‘D001’</li><li>• The checksum is CRC–16 excluding the ‘#’. The checksum can always be replaced by ‘U’, which is always accepted.</li><li>• Return in ASCII : &lt;CR&gt; &lt;LF&gt; HEX : 0x0D 0x0A (carriage return &amp; line feed)</li><li>• Source address has a maximum length of 4 characters and cannot contain ‘!’ or ‘#’</li></ul>

## Command flow

- 1) The client sends a command to the audio player (Command)
- 2) The audio player acknowledges the command by returning the same command and a ‘+’ as Argument. (Acknowledge)
- 3) The audio player updates all client’s with the new information (Update)

For modular audio players featuring both RS–232 and TCP/IP communication ports, the update feedback is only available on the TCP/IP command port (not on RS–232).

## GTPS

Gives feedback about the type of audio player and/or installed modules and their software versions

Command: GTPS  
Arguments: None (0)  
Feedback: DMP40/DSP40 = 1  
IMP40/ISP40 = 2  
MMP40/MSP40 = 3  
IMP40/ISP40 = 4  
FMP40 = 6  
No module installed = 15

Example:

Get info about the type of audio player and/or installed modules:

Command: #ID001|web|GTPSI0|U|return  
Answer: #IALLID001|TPSI4^1^15^6^IMP40 V 1.0.4^DMP40 ^No Module ^  
FMP40 V1.4.29|a3f8|return

## SOGx

Set the output gain level

Command: SOGx (with 'x' the number of slot)  
Arguments: Output gain in dB (range depending of the module type)  
Remark: Max output gain is +8 dB, which corresponds with argument '0'.  
Always increment negative output gain in dB with 8  
Set gain to +8 dB -> Argument = '0'  
Set gain to 0 dB -> Argument = '8'  
Set gain to -20 dB -> Argument = '28'

Example:

Set output gain for slot 1 to -20 dB

Command: #ID001|web|SOG1|28|U|return  
Acknowledge: #|web|ID001|SOG1|+|U|return  
Update: #IALLID001|OG1|28|1b88|return

## GOGx

Get output gain level

Command: GOGx (with 'x' the number of slot)  
Arguments: None (0)

Example:

Get output gain for slot 1 (-20 dB)

Command: #ID001|web|GOG1|0|U|return  
Answer: #IALLID001|OG1|28|9dd8|return

### **SFREQx**

Set tuning frequency for FM tuner

Command: SFREQx (with 'x' the number of slot)  
Arguments: Tuning frequency in integers

Example:

Set tuning frequency to 104.10 MHz for slot 1

Command: #ID001IwebISFREQ1I10410IUlreturn  
Acknowledge: #IwebID001ISFREQ1I+IUlreturn  
Update: #IALLID001IFREQ1I10410I927clreturn

### **SFSUPx**

Automatic tuning frequency search up

Command: SFSUPx, (with 'x' the number of slot)  
Arguments: None (0)  
Remark: Multiple frequencies will be given as update while searching. The last given update is the finally tuned station.

Example:

Automatic tuning frequency search up for slot 1

Command: #ID001IwebISFSUP1I0IUlreturn  
Acknowledge: #IwebID001ISFSUP1I+IUlreturn  
Update: #IALLID001IFREQ1I10410I927clreturn

### **SFSDNx**

Automatic tuning frequency search down

Command: SFSDNx, (with 'x' the number of slot)  
Arguments: None (0)  
Remark: Multiple frequencies will be given as update while searching. The last given update is the finally tuned station.

Example:

Automatic tuning frequency search down for slot 1

Command: #ID001IwebISFSDN1I0IUlreturn  
Acknowledge: #IwebID001ISFSDN1I+IUlreturn  
Update: #IALLID001IFREQ1I10410I927clreturn

### **SELPRx**

Select tuner frequency preset (stored radio station)

Command: SELPRx, (with 'x' the number of slot)  
Arguments: Number of preset (1 to 10)

Example:

Select tuner frequency preset 4 for slot 1

Command: #ID001IwebISELPR1I4IUlreturn  
Acknowledge: #IwebID001ISELPR1I+IUlreturn  
Update: #IALLID001IFREQ1I10410I927clreturn

### **SSBNDx**

Toggle band between FM and DAB

Command: SSBNDx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: DAB = 0  
FM = 1

Example:

Toggle band between FM and DAB for slot 1

Command: #ID001|web|SSBND1|0|U|return  
Acknowledge: #|web|ID001|SSBND1|+|U|return  
Update: #|ALL|ID001|BND1|1|927c|return

### **GPRGNx**

Get station / program name of the currently playing station

Command: GPRGNx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Currently playing station / program name in string

Example:

Get station / program name for radio tuner on slot 1

Command: #ID001|web|GPRGN1|0|U|return  
Answer: #|ALL|ID001|PRGN1|<<program name in string>>|checksum|return

### **GPRGTx**

Get station / program additionally carried text information of currently playing station

Command: GPRGTx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Currently playing station / program text in string

Example:

Get station / program text for radio tuner on slot 1

Command: #ID001|web|GPRGT1|0|U|return  
Answer: #|ALL|ID001|PRGT1|<<program text in string>>|checksum|return

### **GFREQx**

Get tuning frequency for FM tuner

Command: GFREQx (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Currently tuned frequency in integers

Example:

Get tuning frequency for FM tuner on slot 1

Command: #ID001|web|GFREQ1|0|U|return  
Answer: #|ALL|ID001|FREQ1|110410|927c|return

### **GCHx**

Get tuning channel for DAB tuner

Command: GCHx (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Currently tuned channel in integers

Example:

Get tuned channel for DAB tuner on slot 1

Command: #ID001|web|GCH1|0|U|return  
Answer: #IALLID001|CH1|5|460e|return

### **GBNDx**

Get band info (FM or DAB) for FM & DAB tuner

Command: GBNDx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: DAB = 0  
FM = 1

Example:

Get status for band for FM & DAB tuner on slot 1

Command: #ID001|web|GBND1|0|U|return  
Answer: #IALLID001|BND1|1|927c|return

### **GSIGSx**

Get signal reception strength

Command: GSIGSx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Signal reception strength (percentage) in integers

Example:

Get signal reception strength for tuner on slot 1

Command: #ID001|web|GSIGS1|0|U|return  
Answer: #IALLID001|SIGS1|85|360a|return

### **GSTSTx**

Get stereo output state

Command: GSTSTx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Mono = 0  
Stereo = 1

Example:

Get stereo output state for audio player on slot 1

Command: #ID001|web|GSTST1|0|U|return  
Answer: #IALLID001|STST1|1|56c1|return



### **GSONx**

Get name of currently playing audio track

Command: GSONx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Currently playing track name text in string

Example:

Get name of currently playing audio track on slot 1

Command: #ID001lwebIGSON1l0lUreturn  
Answer: #IALlID001lSON1l<<track name text in string>>lchecksumlreturn

### **GSTNx**

Get station name (from database) of the currently playing station

Command: GSTNx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Currently playing station name text in string

Example:

Get name of currently playing station on slot 1

Command: #ID001lwebIGSTN1l0lUreturn  
Answer: #IALlID001lSTN1l<<station name text in string>>lchecksumlreturn

### **GFAVx**

Get favourite stored stations (10 stations will be given)

Command: GFAVx, (with 'x' the number of slot)  
Arguments: Index in favourites list  
Feedback: Favourites station index + name + pointer (for 10 subsequent stations)

Example:

Get favourite stored stations on slot 3, starting with index '0' (10 stations will be given)

Command: #ID001lwebIGFAV3l0lUreturn  
Answer: #IALlID001lFAV3l0^<<station0 name in string>>^<<pointer 0>>  
^1^station1 name in string>>^<<pointer 1>>^2^station2 name in  
string>>^<<pointer 2>> ...

### **DWSESTx**

Select favourite stored stations

Command: DWSESTx, (with 'x' the number of slot)  
Arguments: Pointer of the selecting station  
Feedback: Selected station name text in string

Example:

Select favourite radio station in slot 3 with pointer 4741

Command: #ID001lwebIDWSEST3l4741lUreturn  
Acknowledge: #lwebID001IDWSEST3l+lUreturn  
Update: #IALlID001lSTN3lStudio Brussell7e6blreturn

### **SPPLAYx**

Start audio track playing

Command: SPPLAYx, (with 'x' the number of slot)  
Arguments: None (0)

Example:

Start audio track playing on slot 1

Command: #ID001|web|SPPLAY1|0|UIreturn  
Acknowledge: #|web|ID001|SPPLAY1|+|UIreturn

### **SPSTOPx**

Stop audio track playing

Command: SPSTOPx, (with 'x' the number of slot)  
Arguments: None (0)

Example:

Stop audio track playing on slot 1

Command: #ID001|web|SPSTOP1|0|UIreturn  
Acknowledge: #|web|ID001|SPSTOP1|+|UIreturn

### **SPPAUSx**

Pause audio track

Command: SPPAUSx, (with 'x' the number of slot)  
Arguments: None (0)

Example:

Pause audio track on slot 1

Command: #ID001|web|SPPAUS1|0|UIreturn  
Acknowledge: #|web|ID001|SPPAUS1|+|UIreturn

### **SPGTSTx**

Go to begin of audio track

Command: SPGTSTx, (with 'x' the number of slot)  
Arguments: None (0)

Example:

Go to begin of audio track on slot 1

Command: #ID001|web|SPGTST1|0|UIreturn  
Acknowledge: #|web|ID001|SPGTST1|+|UIreturn

### **SPNEXTx**

Browse to next audio track

Command: SPNEXTx, (with 'x' the number of slot)  
Arguments: None (0)

Example:

Browse to next audio track on slot 1

Command: #ID001|web|SPNEXT1|0|UIreturn  
Acknowledge: #|web|ID001|SPNEXT1|+|UIreturn

## **SPPREVx**

Browse to previous audio track

Command: SPPREVx, (with 'x' the number of slot)  
Arguments: None (0)

Example:

Browse to previous audio track on slot 1

Command: #ID001|web|SPPREV1|0|U|return  
Acknowledge: #|web|ID001|SPPREV1|+|U|return

## **SPFFWx**

Fast forward audio track

Command: SPFFWx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Fast forward speed (1 = 1x; 4 = 4x; 16 = 16x)  
Remark: If multiple fast forward commands are given, the speed will be increased in following sequence: 1x (play) > 4x > 16x

Example:

Fast forward audio track on slot 1

Command: #ID001|web|SPFFW1|0|U|return  
Acknowledge: #|web|ID001|SPFFW1|+|U|return  
Update: #|ALL|ID001|PFFW1|4|db13|return

## **SPFRWx**

Fast rewind audio track

Command: SPFRWx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Fast rewind speed (1 = 1x; 4 = 4x; 16 = 16x)  
Remark: If multiple fast rewind commands are given, the speed will be increased in following sequence: 1x (play) > 4x > 16x

Example:

Fast rewind audio track on slot 1

Command: #ID001|web|SPFRW1|0|U|return  
Acknowledge: #|web|ID001|SPFRW1|+|U|return  
Update: #|ALL|ID001|PFRW1|4|da47|return

## **SPRPx**

Set repeat mode

Command: SPRPx, (with 'x' the number of slot)  
Arguments: Repeat one = 0  
Repeat folder = 1  
Repeat x times = 2  
Repeat off = 3  
Repeat all = 4

Example:

Set repeat mode to 'Repeat all' on slot 1

Command: #ID001|web|SPRP1|4|U|return  
Acknowledge: #|web|ID001|SPRP1|+|U|return  
Update: #|ALL|ID001|PRP1|4|acabl|return

### **SPRNDx**

Set random mode

Command: SPRNDx, (with 'x' the number of slot)  
Arguments: Random off = 0  
Random on = 1

Example:

Set random mode on for slot 1

Command: #ID001|web|SPRND1|1|U|return  
Acknowledge: #|web|ID001|SPRND1|+|U|return  
Update: #|ALL|ID001|PRND1|1|1|01c0|return

### **GPSIx**

Get playing song info from currently playing audio track

Command: GPSIx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Currently playing song info  
(songname, artist, album, length seconds, seconds played)

Example:

Get playing song info of playing audio track on slot 1

Command: #ID001|web|GPSI1|1|U|return  
Answer: #|ALL|ID001|PSI1|<<songname^artist^album^length seconds^seconds played>>|checksum|return

### **GPSTATx**

Get player status info

Command: GPSTATx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Currently player status info (playing, paused, stop)  
Playing = 0^1  
Paused = 1^0  
Stopped = 0^0  
Remark: The player status feedback command (PSTAT) is continuously given when changed the player status

Example:

Get player status info for audio track on slot 1

Command: #ID001|web|GPSTAT1|1|U|return  
Answer: #|ALL|ID001|PSTAT|<<paused^playing>>|checksum|return

## **GRRMx**

Get player / recorder mode

Command: GRRMx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Currently configured player / recorder mode  
Player = 0  
Recorder = 1

Example:

Get player / recorder mode on slot 2

Command: #ID001|web|GRRM2|0|U|return  
Answer: #|web|ID001|RRM2|1|checksum|return

## **SRRMx**

Set player / recorder mode

Command: SRRMx, (with 'x' the number of slot)  
Arguments: Player = 0  
Recorder = 1

Example:

Set mode to recorder on slot 2

Command: #ID001|web|SRRM2|1|U|return  
Acknowledge: #|web|ID001|SRRM2|+|U|return  
Update: #|ALL|ID001|RRM2|1|7a67|return

## **SRSTAx**

Start recording

Command: SRSTAx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Currently recording track name and filesize

Example:

Start recording on slot 2

Command: #ID001|web|SRSTA2|0|U|return  
Acknowledge: #|web|ID001|SRSTA2|+|U|return

## **SRSTOx**

Stop recording

Command: SRSTOx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Finished recording track name

Example:

Stop recording on slot 2

Command: #ID001|web|SRSTO2|0|U|return  
Acknowledge: #|web|ID001|SRSTO2|+|U|return

## **SRPAUx**

Pause recording

Command: SRPAUx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Finished recording track name

Example:

Stop recording on slot 2

Command: #ID001|web|SRPAU2|0|U|return  
Acknowledge: #|web|ID001|SRPAU2|+|U|return

### **SRCANx**

Cancel recording

Command: SRPAUx, (with 'x' the number of slot)  
Arguments: None (0)  
Feedback: Finished recording track name  
Remark: Cancel command stops and removes the recorded file

Example:

Cancel recording on slot 2

Command: #ID001|web|SRCAN2|0|U|return  
Acknowledge: #|web|ID001|SRCAN2|+|U|return

### **SSTRx**

Start / stop trigger

Command: SSTRx, (with 'x' the number of slot)  
Arguments: Argument 1: trigger number (integer)  
Argument 2: 1 = Start trigger  
0 = Stop trigger  
Feedback: Triggered event track name  
Remark: Depending of the configured playback mode for the selected trigger, the play / repeat function can be configured

Example1:

Start trigger 1 on slot 4

Command: #ID001|web|SSTR4|1^1|U|return  
Acknowledge: #|web|ID001|SSTR4|+|U|return

Example2:

Stop trigger 1 on slot 4

Command: #ID001|web|SSTR4|1^0|U|return  
Acknowledge: #|web|ID001|SSTR4|+|U|return