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
SPRESx Set preset 7
GPRESx Get preset 7
SSTSEx Set stereo state 7
SSBNDx Switch band 7
GPRGNx Get program name 8
GPRGTx Get program text 8
GFREQx Get frequency 8
GCHx Get DAB channel 8
GBNDx Get band 9
GSIGSx Get signal strength 9
GSTSTx Get stereo state 9

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 8
GPRGTx Get program text 8
GFREQx Get frequency 8
GSIGSx Get signal strength 9
GSTSTx Get stereo state 9

Internet audio player commands (ISP40 & IMP40)
GSONx Get song name 9
**Media player / recorder commands (MSP40 & MMP40)**

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPPLAYx</td>
<td>Start play</td>
<td>10</td>
</tr>
<tr>
<td>SPSTOPx</td>
<td>Stop play</td>
<td>10</td>
</tr>
<tr>
<td>SPPAUSx</td>
<td>Pause</td>
<td>11</td>
</tr>
<tr>
<td>SPGTSTx</td>
<td>Go to start of song</td>
<td>11</td>
</tr>
<tr>
<td>SPNEXTx</td>
<td>Next track</td>
<td>11</td>
</tr>
<tr>
<td>SPPREVx</td>
<td>Previous track</td>
<td>11</td>
</tr>
<tr>
<td>SPFFWx</td>
<td>Fast forward track</td>
<td>11</td>
</tr>
<tr>
<td>SPFRWX</td>
<td>Fast rewind track</td>
<td>12</td>
</tr>
<tr>
<td>SPRPX</td>
<td>Set repeat</td>
<td>12</td>
</tr>
<tr>
<td>SPRNDx</td>
<td>Set random</td>
<td>12</td>
</tr>
<tr>
<td>GPSIx</td>
<td>Get playing song info</td>
<td>12</td>
</tr>
<tr>
<td>GPRSTATx</td>
<td>Get player status info</td>
<td>13</td>
</tr>
<tr>
<td>GRRMx</td>
<td>Get recorder mode</td>
<td>13</td>
</tr>
<tr>
<td>SRRMx</td>
<td>Set recorder mode</td>
<td>13</td>
</tr>
<tr>
<td>SRSTAx</td>
<td>Start recording</td>
<td>14</td>
</tr>
<tr>
<td>SRSTOX</td>
<td>Stop recording</td>
<td>14</td>
</tr>
<tr>
<td>SRPAUX</td>
<td>Pause recording</td>
<td>14</td>
</tr>
<tr>
<td>SRCANx</td>
<td>Cancel recording</td>
<td>14</td>
</tr>
</tbody>
</table>

**Voice file player commands (FMP40)**

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>SSTRx</td>
<td>Start / stop trigger</td>
<td>15</td>
</tr>
</tbody>
</table>

**Bluetooth receiver commands (BMP40)**

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>GBMPIx</td>
<td>Get general BMP40 info</td>
<td>15</td>
</tr>
<tr>
<td>GPAIRx</td>
<td>Get pairing state</td>
<td>16</td>
</tr>
<tr>
<td>SPAIRx</td>
<td>Set pairing on (1) / off (0)</td>
<td>16</td>
</tr>
<tr>
<td>GPAIRLx</td>
<td>Get paired devices list</td>
<td>16</td>
</tr>
<tr>
<td>GCONNLx</td>
<td>Get connected device list</td>
<td>16</td>
</tr>
<tr>
<td>SDISCx</td>
<td>Disconnect device</td>
<td>17</td>
</tr>
<tr>
<td>SFORGETx</td>
<td>Forget (unpair) device [1–8]</td>
<td>17</td>
</tr>
<tr>
<td>GPSTATx</td>
<td>Get player status info</td>
<td>13</td>
</tr>
<tr>
<td>SPPLAYx</td>
<td>Start play</td>
<td>10</td>
</tr>
<tr>
<td>SPSTOPx</td>
<td>Stop play</td>
<td>10</td>
</tr>
<tr>
<td>SPPAUSx</td>
<td>Pause</td>
<td>11</td>
</tr>
<tr>
<td>SPNEXTx</td>
<td>Next track</td>
<td>11</td>
</tr>
<tr>
<td>SPPREVx</td>
<td>Previous track</td>
<td>11</td>
</tr>
<tr>
<td>GPSIx</td>
<td>Get playing song info</td>
<td>12</td>
</tr>
<tr>
<td>SOGx</td>
<td>Set output gain</td>
<td>5</td>
</tr>
<tr>
<td>GOGx</td>
<td>Get output gain</td>
<td>5</td>
</tr>
<tr>
<td>PPTIx</td>
<td>Broadcast played time in s</td>
<td>17</td>
</tr>
</tbody>
</table>
Audio streamer commands (NMP40)

SPPLAYx  Start play      10
SPSTOPx  Stop play      10
SPPAUSx  Pause       11
SPNEXTx  Next track      11
SPPREVx   Previous track      11
GPSIx   Get player song info    12
GPSTATx  Get player status info    13
GPNAMEx  Get player name     17
SPNAMEx  Set player name     17
GPIPx   Get player IP adress    18

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.

<table>
<thead>
<tr>
<th>MODEL</th>
<th>AVAILABLE CONTROL INTERFACES</th>
</tr>
</thead>
<tbody>
<tr>
<td>XMP44</td>
<td>TCP/IP &amp; RS–232</td>
</tr>
<tr>
<td>TMP40</td>
<td>TCP/IP &amp; RS–232 (when inserted to supporting main unit)</td>
</tr>
<tr>
<td>TSP40</td>
<td>RS–232</td>
</tr>
<tr>
<td>DMP40</td>
<td>TCP/IP &amp; RS–232 (when inserted to supporting main unit)</td>
</tr>
<tr>
<td>DSP40</td>
<td>RS–232</td>
</tr>
<tr>
<td>IMP40</td>
<td>TCP/IP &amp; RS–232 (when inserted to supporting main unit)</td>
</tr>
<tr>
<td>ISP40</td>
<td>RS–232</td>
</tr>
<tr>
<td>MMP40</td>
<td>TCP/IP &amp; RS–232 (when inserted to supporting main unit)</td>
</tr>
<tr>
<td>MSP40</td>
<td>RS–232</td>
</tr>
<tr>
<td>FMP40</td>
<td>TCP/IP &amp; RS–232 (when inserted to supporting main unit)</td>
</tr>
<tr>
<td>BMP40</td>
<td>TCP/IP &amp; RS–232 (when inserted to supporting main unit)</td>
</tr>
</tbody>
</table>
Using the commands

Depending of the type of device the different kinds of communication ports are:
- RS–232 port
- TCP/IP port

<table>
<thead>
<tr>
<th>RS232 Configuration details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CONNECTION</strong></td>
</tr>
<tr>
<td><strong>PIN 2</strong></td>
</tr>
<tr>
<td><strong>PIN 3</strong></td>
</tr>
<tr>
<td><strong>PIN 5</strong></td>
</tr>
<tr>
<td><strong>Settings</strong></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TCP/IP Configuration details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>IP Address</strong></td>
</tr>
<tr>
<td><strong>Port</strong></td>
</tr>
<tr>
<td><strong>Max connections</strong></td>
</tr>
</tbody>
</table>

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 where 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: 237C443030317C7765627C534F47317C32387C376666617C0D0A

Notes

- The address of the audio player is fixed at ‘D001’
- The checksum is CRC–16 excluding the ‘#’. The checksum can always be replaced by ‘U’, which is always accepted.
- Return in ASCII : <CR> <LF> HEX : 0x0D 0x0A (carriage return & line feed)
- Source address has a maximum length of 4 characters and cannot contain ‘|’ or ‘#’

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  
- TMP40/TSP40 = 2  
- MMP40/MSP40 = 3  
- IMP40/ISP40 = 4  
- FMP40 = 6  
- BMP40 = 8  
- No module installed = 15  
- Not supported = 255

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

Command: #!D001!web!GTPS!0!U!return  
Answer: #!ALL!D001!TPS!4^1^15^6^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: #!D001!web!SOG1!28!U!return  
Acknowledge: #!web!D001!SOG1!9dd8!return  
Update: #!ALL!D001!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: #!D001!web!GOG1!0!U!return  
Answer: #!ALL!D001!OG1!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: #ID001|web|SFREQ1|10410|U|return
Acknowledge: #|web|D001|SFREQ1|+|U|return
Update: #|ALL|D001|FREQ1|10410|927c|return

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: #ID001|web|SFSUP1|0|U|return
Acknowledge: #|web|D001|SFSUP1|+|U|return
Update: #|ALL|D001|FREQ1|10410|927c|return

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: #ID001|web|SFSDN1|0|U|return
Acknowledge: #|web|D001|SFSDN1|+|U|return
Update: #|ALL|D001|FREQ1|10410|927c|return

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: #ID001|web|SELPR1|4|U|return
Acknowledge: #|web|D001|SELPR1|+|U|return
Update: #|ALL|D001|FREQ1|10410|927c|return
SPRESx
Set tuner frequency to preset
Command: SPRESx, (with ‘x’ the number of slot)
Arguments: Number of preset (1 to 10)

Example:
Set tuner frequency to preset 1
Command: #|D001|web|SPRES1|1|U|return
Acknowledge: #|web|D001|SPRES1|1|1|9b4|return
Update:  #|web|D001|PRES1|1^10360^103.60    ^1^10000^100.00
^1^10000^100.00    ^1^10000^100.00    ^1^10000^100.00
^1^10000^100.00    ^1^10000^100.00    ^1^10000^100.00
^1^10000^100.00    ^1^10000^100.00    |0a26|return

GPRESx
Get tuner frequency
Command: GPRESx, (with ‘x’ the number of slot)
Arguments: All stored frequencies will be given for this slot

Example:
Command: #|D001|web|GPRES1|1|U|return
Answer:  #|web|D001|PRES1|1^10360^103.60    ^1^10000^100.00
^1^10000^100.00    ^1^10000^100.00    ^1^10000^100.00
^1^10000^100.00    ^1^10000^100.00    ^1^10000^100.00
|0a26|return

SSTSEx
Set stereo state
Command: SSTSEx (with x the number of the slot)
Arguments: Mono = 0
Stereo = 1

Example:
Command: #|D001|web|SSTSE1|1|U|return
Aknowledge: #|web|D001|SSTSE1|1|89d9|return
Update:   #|ALL|D001|STSE1|1|59d8|return

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:  #|D001|web|SSBND1|0|U|return
Aknowledge:  #|web|D001|SSBND1|+|U|return
Update: #|ALL|D001|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: #|D001|web|GPRGN1|0|U|return
Answer: #|ALL|D001|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: #|D001|web|GPRGT1|0|U|return
Answer: #|ALL|D001|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: #|D001|web|GFREQ1|0|U|return
Answer: #|ALL|D001|FREQ1|10410|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: #|D001|web|GCH1|0|U|return
Answer: #|ALL|D001|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:** #|ALL|ID001|BND1|1|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:** #|ALL|ID001|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:** #|ALL|ID001|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:** #ID001|web|GSON1|0|U|return
- **Answer:** #|ALL|ID001|SON1|<<track name text in string>>|checksum|return
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: #ID001\web\GSTN1\0\UI\return
Answer: #\ALL\ID001\STN1<station name text in string>\checksum\return

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: #ID001\web\GFAV3\0\U\return
Answer: #\ALL\ID001\FAV3\0^<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: #ID001\web\DWSEST3\4712\UI\return
Acknowledge: #\web\ID001\DWSEST3\+\UI\return
Update: #\ALL\ID001\STN3\Studio Brussel\7e6b\return

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\UI\return
Acknowledge: #\web\ID001\SPPLAY1\+\UI\return

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:  #|D001|web|SPSTOP1|0|U|return
Acknowledge:  #|web|D001|SPSTOP1|+|U|return

SPPAUSx
Pause audio track
Command:  SPPAUSx, (with ‘x’ the number of slot)
Arguments:  None (0)

Example:
Pause audio track on slot 1
Command:  #|D001|web|SPPAUS1|0|U|return
Acknowledge:  #|web|D001|SPPAUS1|+|U|return

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:  #|D001|web|SPGTST1|0|U|return
Acknowledge:  #|web|D001|SPGTST1|+|U|return

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:  #|D001|web|SPNEXT1|0|U|return
Acknowledge:  #|web|D001|SPNEXT1|+|U|return

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:  #|D001|web|SPPREV1|0|U|return
Acknowledge:  #|web|D001|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:  #|D001|web|SPFFW1|0|U|return
Acknowledge:  #|web|D001|SPFFW1|+|U|return
Update:  #|ALL|D001|PFFW1|4|db13

**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:  #|D001|web|SPFRW1|0|U|return
Acknowledge:  #|web|D001|SPFRW1|+|U|return
Update:  #|ALL|D001|PFRW1|4|da47

**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:  #|D001|web|SPRP1|4|U|return
Acknowledge:  #|web|D001|SPRP1|+|U|return
Update:  #|ALL|D001|PRP1|4|acab

**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:  #|D001|web|SPRND1|1|U|return
Acknowledge:  #|web|D001|SPRND1|+|U|return
Update:  #|ALL|D001|PRND1|1|01c0

**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, image available)
Example:
Get playing song info of playing audio track on slot 1
Command:  #|D001|web|GPSI1|0|U|return
Answer:   #|ALL|D001|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, recording)
Playing = 0^1^0
Paused = 1^0^0
Stopped = 0^0^0
Recording = 0^0^1
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:  #|D001|web|GPSTAT1|0|U|return
Answer:   #|ALL|D001|PSTAT|<<paused^playing^recording>>|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:  #|D001|web|GRRM2|0|U|return
Answer:   #|web|D001|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:  #|D001|web|SRRM2|1|U|return
Acknowledgment:  #|web|D001|SRRM2|+|U|return
Update:   #|ALL|D001|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\0UI\return
Acknowledge: #Iweb\ID001\SRSTA2\+\UI\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\0UI\return
Acknowledge: #Iweb\ID001\SRSTO2\+\UI\return

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

Example:
Pause recording on slot 2
Command: #ID001\web\SRPAU2\0UI\return
Acknowledge: #Iweb\ID001\SRPAU2\+\UI\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\0UI\return
Acknowledge: #Iweb\ID001\SRCAN2\+\UI\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:** #|D001|web|SSTR4|1^1|U|return
- **Acknowledge:** #|web|D001|SSTR4|+|U|return

**Example2:**
**Stop trigger 1 on slot 4**
- **Command:** #|D001|web|SSTR4|1^0|U|return
- **Acknowledge:** #|web|D001|SSTR4|+|U|return

### GBMPIx
**Get general BMP40 info**
- **Command:** GBMPIx, (with ‘x’ the number of slot)
- **Arguments:** None (0)
- **Feedback:** BMP40 info
  - (version, name, address)

**Example:**
**Get info of BMP40 on slot 2**
- **Command:** #|D001|web|GBMPI2|0|U|return
- **Answer:** #|web|D001|BMPI2|<<version^name^address>>|checksum|return

### GPAIRSx
**Get BMP40 pairing state**
- **Command:** GPAIRSx, (with ‘x’ the number of slot)
- **Arguments:** None (0)
- **Feedback:** BMP40 current pairing state
  - Pair success = 0
  - Pair time—out = 1
  - Pair failed = 2
  - Pair enabled = 3
  - Pair disabled = 4

**Example:**
**Get pairing state of BMP40 on slot 2**
- **Command:** #|D001|web|GPAIRS2|0|U|return
- **Answer:** #|web|D001|PAIRS2|0|checksum|return
SPAIRx
Set BMP40 pairing on (1) / off (0)
Command: SPAIRx, (with ‘x’ the number of slot)
Arguments: None (0)
Feedback: Pairing state (PAIRSx) and enabled pairing time (PAIREx)

Example:
Get pairing state of BMP40 on slot 2
Command: #ID001|web|SPAIR2|1|U|return
Acknowledge: #IwebID001|PAIR2|1|597f|return
Answer: 
  #IALLID001|PAIR2|19|a788|return
  ...
  #IALLID001|PAIR2|0|6a36|return

GPAIRLx
Get paired devices list
Command: GPAIRLx, (with ‘x’ the number of slot)
Arguments: None (0)
Feedback: Paired devices list (8 devices)

Example:
Get paired devices list of BMP40 on slot 2
Command: #ID001|web|GPAIRL2|0|U|return
Answer: 
  #IwebID001|PAIRL2|<<1^name^address>>|checksum|return
  #IwebID001|PAIRL2|<<2^name^address>>|checksum|return
  ...
  #IwebID001|PAIRL2|<<8^name^address>>|checksum|return

GCONNLx
Get connected devices
Command: GCONNLx, (with ‘x’ the number of slot)
Arguments: None (0)
Feedback: Connected device information (number, name, address)

Example:
Get connected devices information of BMP40 on slot 2
Command: #ID001|web|GCONNL2|0|U|return
Answer: 
  #IwebID001|CONNL2|<<number^name^address>>|checksum|return

SDISCx
Disconnect device
Command: SDISCx, (with ‘x’ the number of slot)
Arguments: None (0)
Feedback: Connected device list (empty)

Example:
Disconnect device BMP40 on slot 2
Command: #ID001|web|SDISC2|0|U|return
Acknowledge: #IwebID001|SDISC2|+|20ab|return
Answer: 
  #IwebID001|CONNL2|<<1^>>|checksum|return
**SFORGETx**
Forget paired device [1–8]
- Command: SFORGETx, (with ‘x’ the number of slot)
- Arguments: [1 – 8]
- Feedback: Paired devices list

Example:
Forget (unpair) device 3 on BMP40 slot 2
- Command: #|D001|web|SFORGET2|3|U|return
- Acknowledge: #|web|D001|SFORGET2|+|b0a5|return
- Answer: #|web|D001|PAIRL2|<<1^DeviceName1^MacAddress1>>|checksum|return
  #|web|D001|PAIRL2|<<2^DeviceName2^MacAddress2>>|checksum|return
  #|web|D001|PAIRL2|<<3^>>|checksum|return
  #|web|D001|PAIRL2|<<4^>>|checksum|return
  ...
  #|web|D001|PAIRL2|<<8^>>|checksum|return

**PPTIx**
Broadcasts played time (from current playing track) in seconds
- Command: PPTIx, (with ‘x’ the number of slot)
- Arguments: None (0)
- Feedback: Played time from current track (in seconds)

Example:
Broadcast played time from BMP40 on slot 2
- Command: #|D001|web|PPTI2|0|U|return
- Answer: #|ALL|D001|PPTI2|<<playingseconds>>|checksum|return

**GPNAMEEx**
Get player name
- Command: GPNAMEEx (with ‘x’ as the slot number)
- Arguments: None
- Feedback: Player name

Example:
Command: #|D001|web|GPNAME2|0|U|return
- Answer: #|web|D001|PNAME2|NMP40 player 1|cb91|return

**SPNAMEEx**
Set player name
- Command: SPNAMEEx (with ‘x’ as the slot number)
- Arguments: [New name]

Example:
Command: #|D001|web|SPNAME2|NMP40 player 1|U|return
- Answer: #|web|D001|SPNAME2|+|72c7|return
**GPIPx**

Get IP

Command: GPIPx (with ‘x’ as the slot number)
Arguments: None
Feedback: IP address

Example:

Command: #ID001webIPiP2|0|ulreturn
Acknowledge: None
Answer: #ID001webIPiP2|10.2.3.99|+|ulreturn