DELTA DORE

Lifedomus

SONOS

01/02/2018

Version 1.1
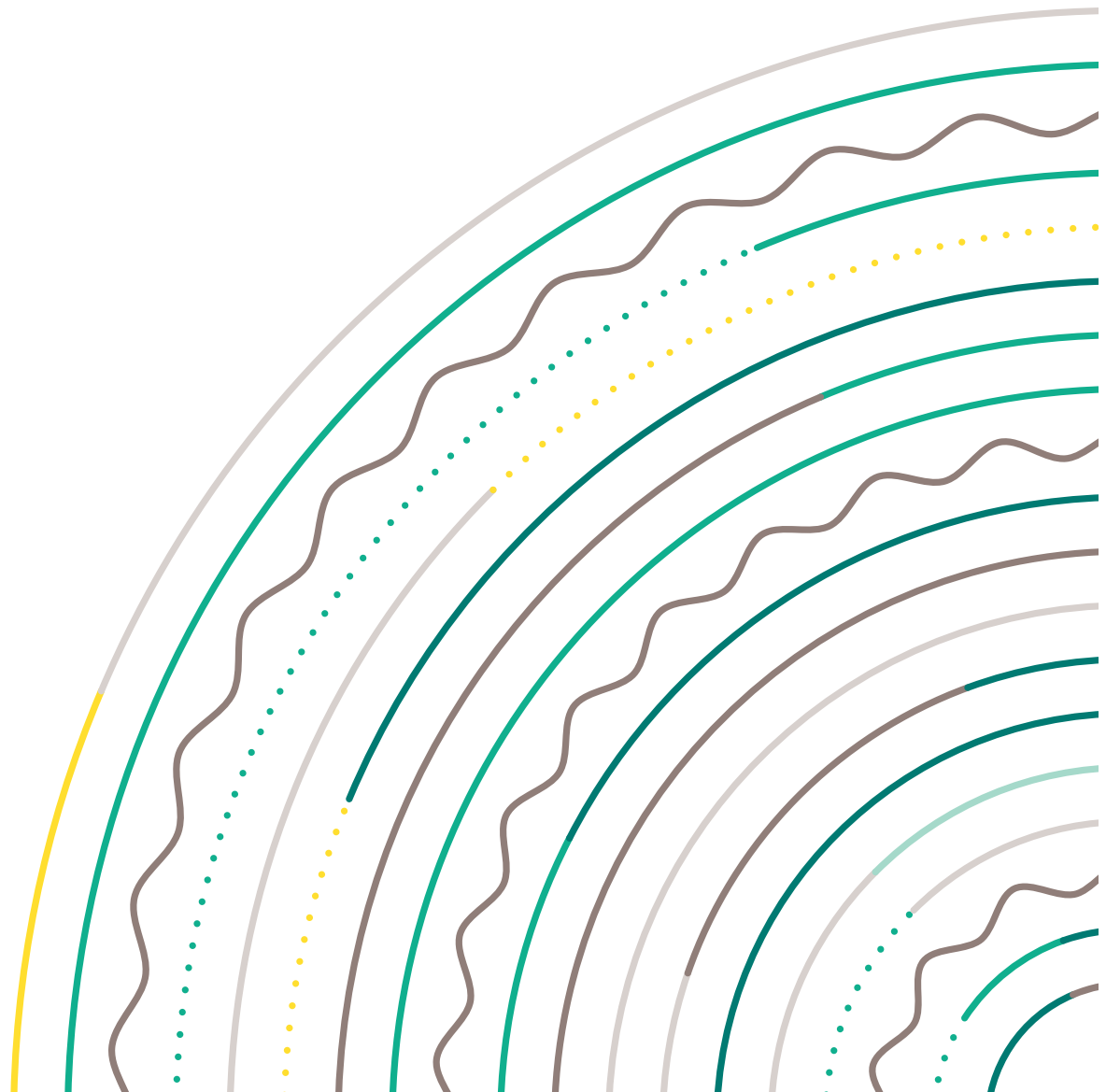
SONOS

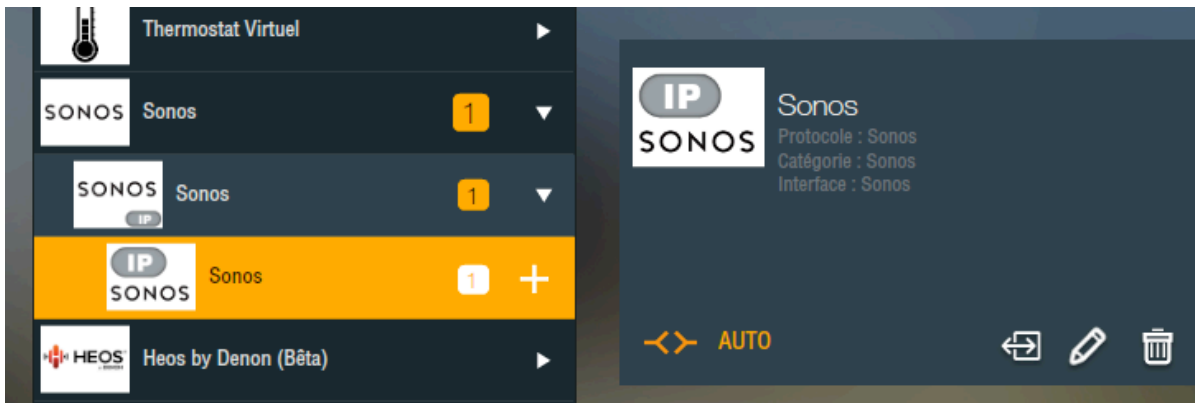## Table of contents

1   Introduction

Lifedomus controls SONOS players. Accepted models are PLAY:1, PLAY:3, PLAY:5, PLAYBAR, CONNECT and CONNECT:AMP. As control is in UPNP, the modules must be on the same network as the Lifemodus server.

2   Connector creation

Create the connector in Config Studio, it has no parameters. It displays the SONOS modules on the network.

3   Device creation

As specified above, Lifemodus displays players on the network and a SONOS device must be created for each player. You will find it in 'devices', 'Audio/Video'. The list of players scanned and not yet configured in the device appears on the right in the device setup. When selected, it is shaded and can no longer be edited.
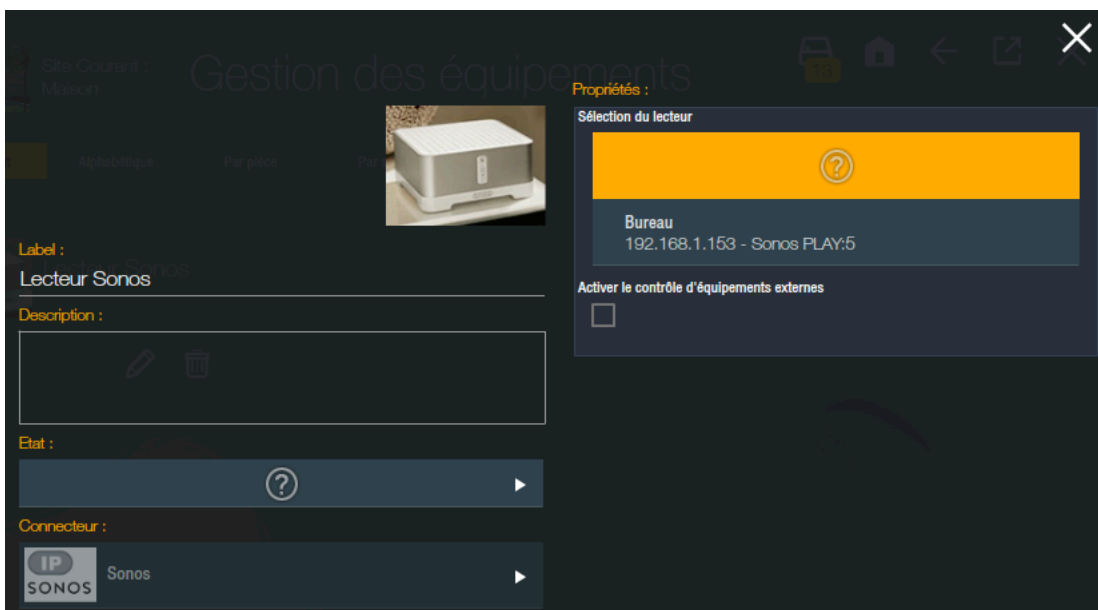

Below the list, you will see the tick box 'Enable external device control'. This box displays player actions and a state feedback that can be replaced with others.

The advantage is for a CONNECT connected to an amp to manage the sound of the amp, not the player's sound in the interfaces.
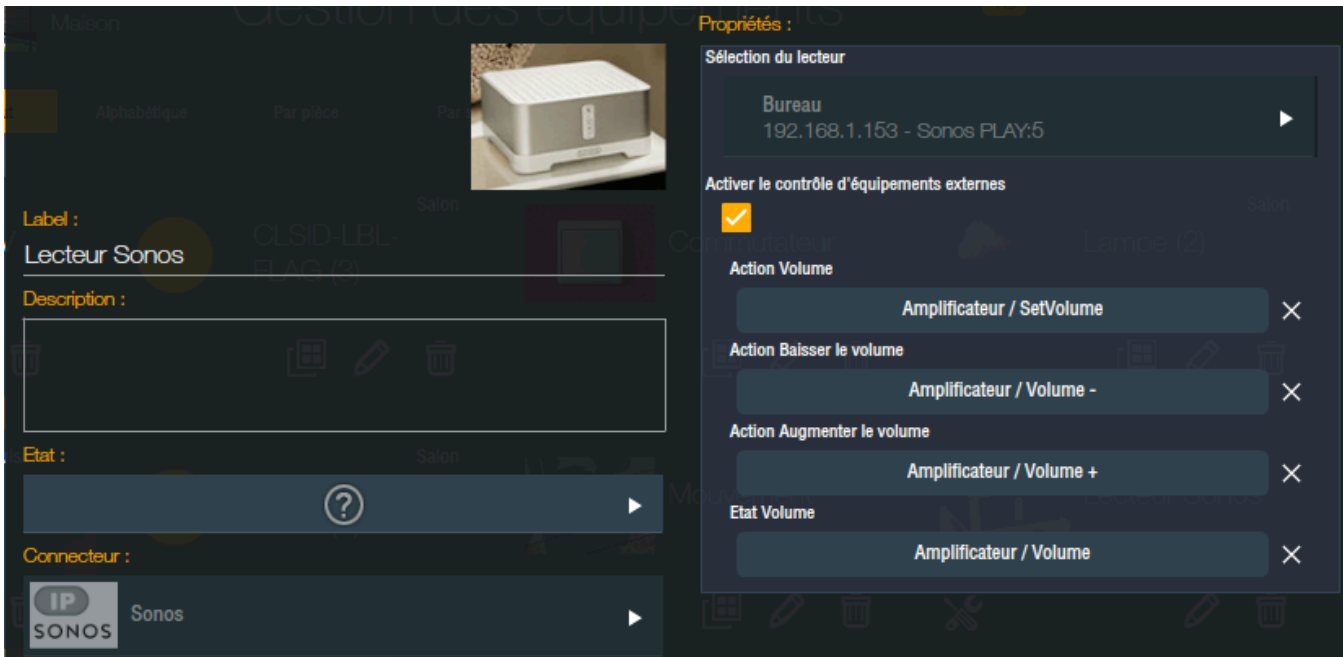

On a device's thumbnail is an icon exclusive to SONOS. It opens a pop-up window with the list of SONOS players to display whether or not the player is connected, whether or not their wifi is enabled and the Root Bridge.
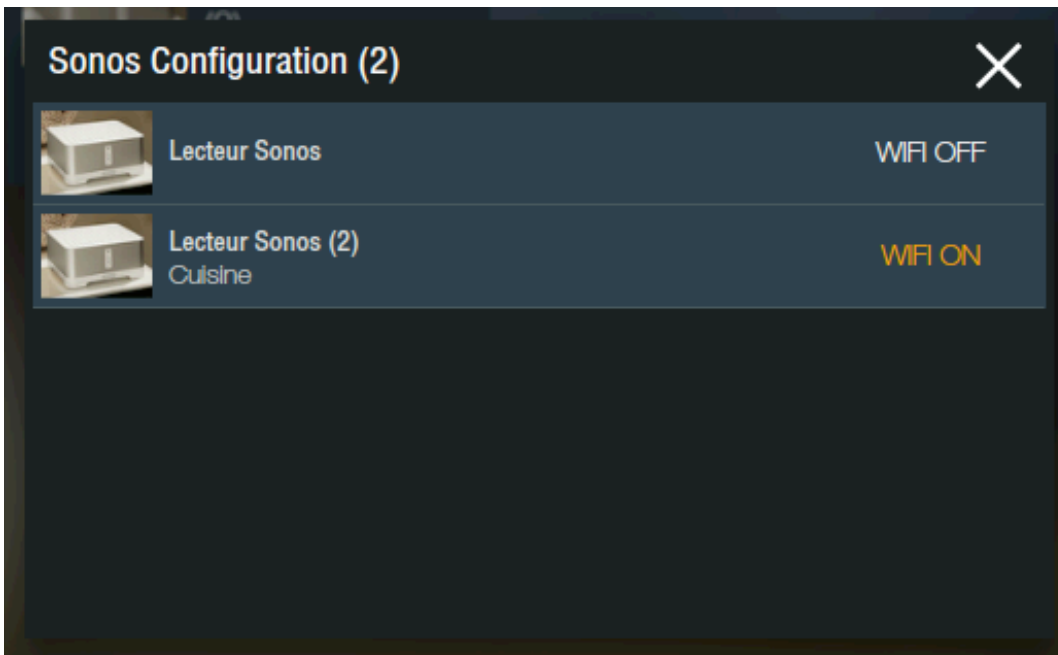
The RootBridge is the main item of the SONOS network. The wifi can be disabled. Note that it is only disabled until the system next restarts. To permanently switch off the SONOS wifi card, use the command: http://IP_DU_SONOS: 1400/wifictrl?wifi=persist-off.

4   Control

When the devices are in a room, they can be controlled from all Lifemodus applications.
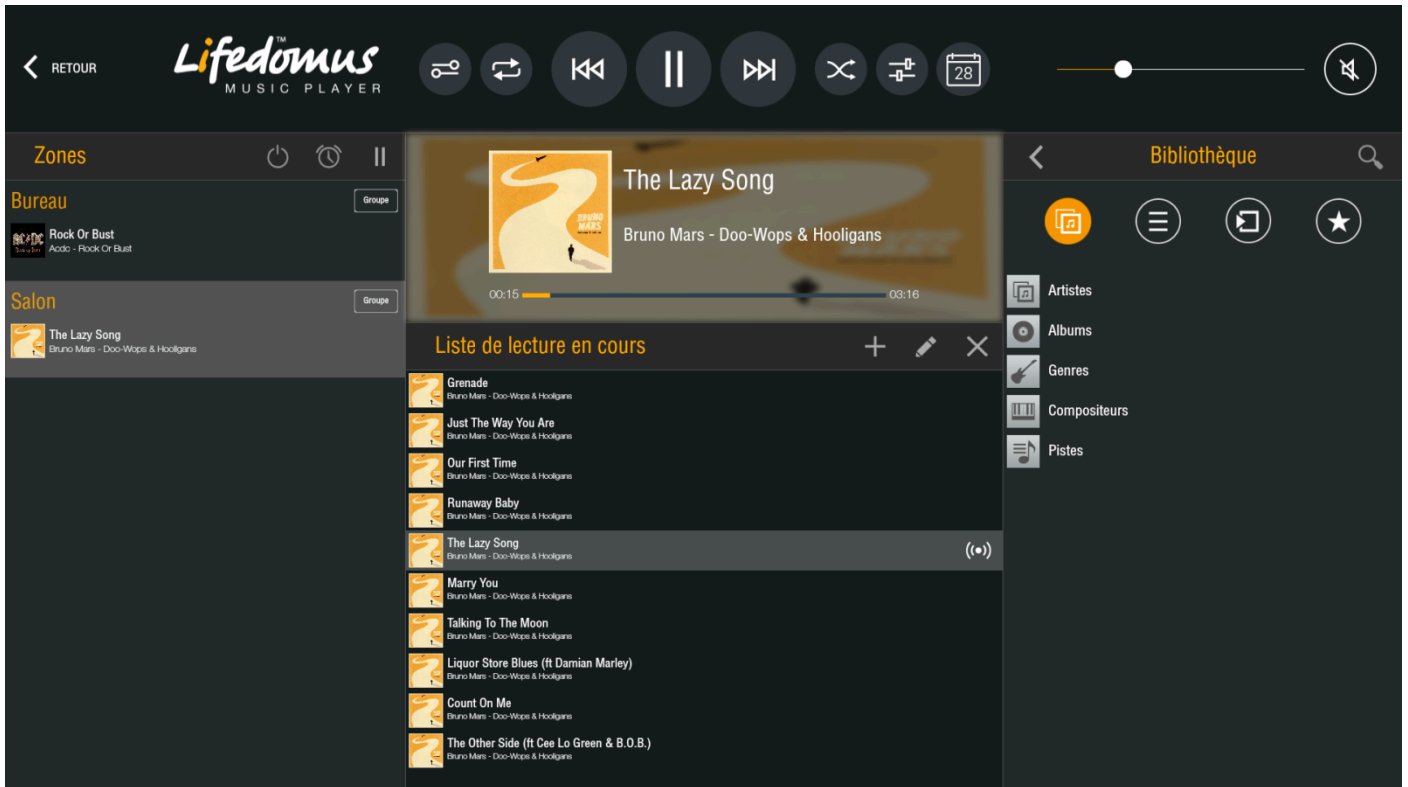
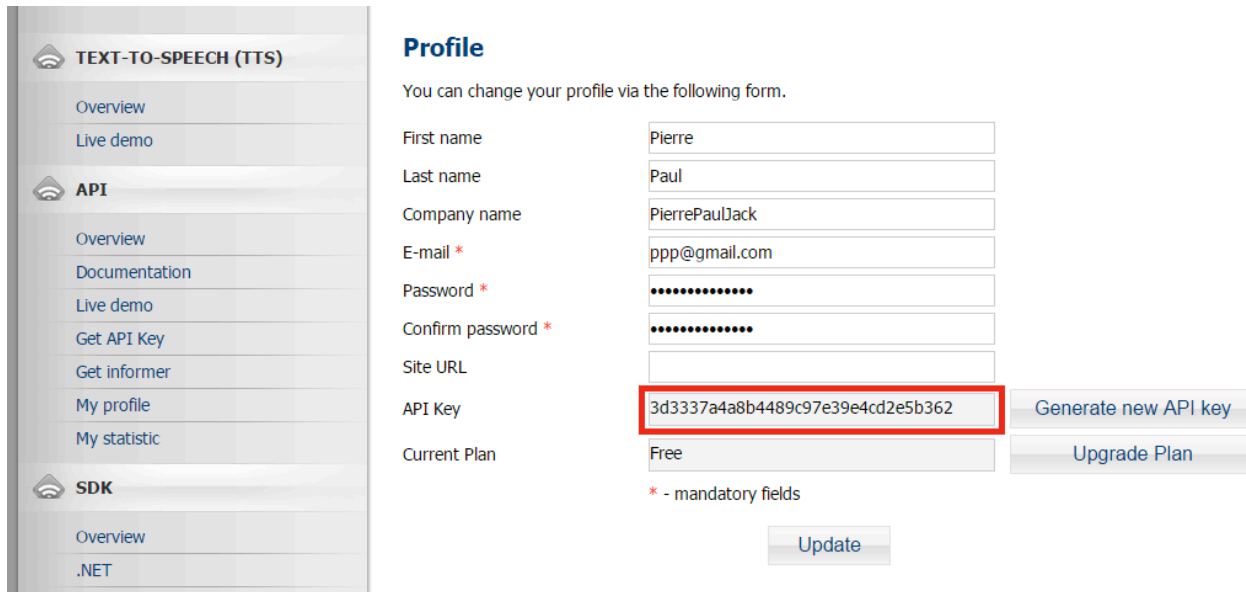You can also control the players using scenarios or controllers.

5   Limitations

Contrary to the SONOS application, it is not possible to browse musical service libraries such as Deezer, Tune-in, etc. However, if one of these tracks is in favourites or in a playlist, you can run them from Lifemodus.

The music library and stereo pairs must be configured from the SONOS application.

6 Text To Speach

A text entered in Lifemodus can be played on the players. To do this, use the Voice RSS API (http://www.voicerss.org/). You must create a free account and recover the API Key:

Enter the key in the connector's settings:

You can now use the action: 'Text to speach' in a scenario, controller or What I Do.

This will stop the current music and play the text, then will resume music playback. Note that the sound stems from a web server, there may be a lapse and if there is no Internet, the function will not work.