Generic Media Server

The **Generic Media Server** symbol is a *join definition* that defines a common set of joins that may be implemented when adding a Crestron interface to 3rd Party Media Servers using the Media Player SDK. The main slot provides general device and version information.

Signal Name and Type	Description
Digital output: **\<Ready_F\>**	Reports if the Generic Media Server is initialized and ready to send and receive joins. High/1 (level sensitive) = Generic Media Server ready; Low/0 = Generic Media Server not ready
Digital input: **\<Shutdown\>**	Shuts down the Generic Media Server. High/1 (Level trigger input – On rising edge) = Shutdown the Generic Media Server; Low/0 = no effect
Digital output: **\<Shutdown_F\>**	Reports if the Generic Media Server has been shutdown. High/1 = Generic Media Server shutdown; Low/0 = Generic Media Server and running
Digital output: **\<DHCP_On_F\>**	Returns if DHCP mode is enabled. High/1 = DHCP on; Low/0 = DHCP off
Analog output: **\<Number_Of_Available_Players_F\>**	Reports the number of Players available on the device.

Serial output: **<Device_Name_F$>**	Returns the Generic Media Server name.
Serial output: **<Version_F$>**	Reports version of the Generic Media Server.
Serial output: **<MacAddress_F$>**	Returns the MAC Address of the Generic Media Server.
Serial output: **<IpAddress_F$>**	Returns the IP Address of the Generic Media Server.

Media Player (Slot-01 - Slot-20)

The Generic Media Server includes twenty (20) programmable Media Player Slots. Each Media Player streaming device requires one Media Server symbol. Consult your 3rd Party vendor for Media Player symbol support.

Signal Name and Type	Description
Digital output: <**PlayerEnabled_F**>	Reports if the corresponding Media Player Slot is currently enabled. High/1 (level sensitive) = Media player slot enabled; Low/0 = Media player slot disabled.
Digital input: <**StreamProviderIsRoot**>	Hides the main menu with the list of providers for as long as the input is high. Menu of the selected provider becomes the main menu. High/1 (level sensitive) = Hide main menu, display menu of provider; Low/0 = Display main menu
Digital output: <**StreamProviderIsRoot_F**>	Indicates that the main menu is hidden and instead the menu of the selected provider is displayed. The output remains high for as long as the main menu is hidden. High/1 = Main menu is hidden; Low/0 = Main menu is displayed
Digital input: <**Play**>	Starts playback on the rising edge of the input. This resumes the current track if paused. High/1 (rising edge) = Play; Low/0 = No effect
Digital output: <**Play_F**>	Indicates that playback is in progress. The output remains high for as long as a track is playing. High/1 = Playing; Low/0 = Not playing

Digital input: <**Pause**>	Pauses playback on the rising edge of the input. High/1 (rising edge) = Pause; Low/0 = No effect
Digital output: <**Pause_F**>	Indicates that playback has been paused. The output remains high for as long as playback is paused. High/1 = Paused; Low/0 = Un-paused
Digital input: <**Stop**>	Stops playback and clears the current playlist, on the rising edge of the input. High/1 (rising edge) = Stop; Low/0 = No effect
Digital output: <**Stop_F**>	Indicates that playback has been stopped. The output remains high for as long as playback is stopped. High/1 = Stopped; Low/0 = Not stopped
Digital input: <**Rewind**>	Moves the position within the current track backward, for as long as the input is high. High/1 (level-sensitive) = Rewind; Low/0 = Stop rewind
Digital output: <**Rewind_F**>	Indicates that the current track is rewinding. The output remains high for as long as the rewind is active. High/1 = Rewinding; Low/0 = Rewind stopped
Digital input: <**FastForward**>	Moves the position within the current track forward, for as long as the input is high. High/1 (level-sensitive) = Fast forward; Low/0 = Stop fast forward
Digital output: <**FastForward_F**>	Indicates that the current track is fast-forwarding. The output remains high for as long as the fast forward is active. The output is disabled when <**DisAllFB_F**> = high/1. High/1 = Fast forwarding; Low/0 = Fast forwarding stopped

Digital input: <**Track+**>	Plays the next track in the current list on the rising edge of the input. High/1 (rising edge) = Next track; Low/0 = No effect
Digital input: <**Track-**>	Plays the current or previous track on the rising edge of the input, depending on the settings of the specific media device. High/1 (rising edge) = Play current or previous track; Low/0 = No effect
Digital input: <**Shuffle**>	Select shuffle mode on the Media Player. High/1 = Select shuffle mode; Low/0 = No effect
Digital input: <**ShuffleEnabled**>	Reports if shuffle mode is active on the corresponding Media Player. High/1 = Shuffle mode active; Low/0 = Shuffle mode inactive
Digital input: <**Repeat**>	Cycles to the next repeat mode with each rising edge of the input, as follows: 1. Off = Turns off repeat mode. 2. Repeat Track = Repeats the current track. 3. Repeat All = Repeats all tracks. High/1 (rising edge) = Next repeat mode; Low/0 = No effect
Digital output: <**RepeatEnabled**>	Indicates that "Repeat" mode is turned off. The output remains high for as long as repeat mode is off. High/1 = Repeat is off; Low/0 = Repeat is on
Digital input: <**RateUp**>	Rate the currently playing media positively in the Media Player. High/1 = Rate current media positively; Low/0 = No effect

Digital output: <**RatedUp**>	Indicates current media is rated positively in the Media Player. High/1 = Current media rated positively; Low/0 = Current media not rated positively
Digital input: <**RateDown**>	Rate the currently playing media negatively in the Media Player. High/1 = Rate current media negatively; Low/0 = No effect
Digital output: <**RatedDown**>	Indicates current media is rated negatively in the Media Player. High/1 = Current media rated negativel; Low/0 = Current media not rated negatively
Digital inputs: <**StorePreset**>	Store preset in the Media Player. High/1 = Store preset; Low/0 = No effect
Digital inputs: <**RecallPreset**>	Recall preset in the Media Player. High/1 = Recall preset; Low/0 = No effect
Analog input: <**SelectStreamProvider**>	Sets the source providing the audio stream. 0d = None For values 1d-16d, the index number must match the serial index used for <**StreamProviderNameX_F**> and <**StreamProviderIconUrlX_F**>
Analog output: <**StreamProvider_F**>	Reports the source that is providing the current audio stream, as follows: 0d = None
Analog output: <**StreamProvidersBitmask_F**>	Each bit of the bitmask corresponds to the provider index specified by <**StreamProviderNameX_F$**>

Analog output:
<**FastForwardMode**>
	Indicates current media is forwarding in the Media Player.
	
	Values range from 0d to 3d:
	
	  0d = normal mode
	
	  1d = forwarding mode 1
	
	  2d = forwarding mode 2
	
	  3d = forwarding mode 3

Analog output: <**ShuffleMode**>	Reports the shuffle mode (random play setting) as follows:
	
	  0d = Off
	
	  1d = Shuffle all songs,
	
	  2d = RESERVED future use

Analog output: <**RepeatMode**>	Reports the repeat mode (random play setting) as follows:
	
	  0d = Off
	
	  1d = Repeat 1 song
	
	  2d =- Repeat All songs

Analog input: <**SelectPresetByIndex**>	Selects the preset in the Main Player using preset id. Valid values are the indexes provided from the list of Presets requested and returned on the [Player_#]_Config/[Player_#]_Config_Fb strings.
Serial input: <**CRPC**>	Intended for use ONLY with the Smart Graphics™ Media Player Extender. The Media Server Object Router supports multiple server connections and this input should be connected to the Device_X_Out signal in the Server Connection group on the Media Object Router module.
Serial output: <**CRPC_FB**>	Intended for use ONLY with the Smart Graphics™ Media Player Extender. The Media Server Object Router supports multiple server connections and this output should be connected to the Device_X_In signal

	in the Server Connection group on the Media Object Router module.
Serial input: <**Config**>	Placeholder for Device command instructions.
Serial output: <**Config_F**>	Placeholder for Device command response.
Serial outputs: <**StreamProviderIconUrl1_F$**> through <**StreamProviderIconUrl16_F$**>	The URL of the graphical icon for the corresponding stream provider.
Serial outputs: <**StreamProviderName1_F$**> through <**StreamProviderName16_F$**>	Name (up to 250 characters) of the corresponding stream provider.
Serial output: <**SelectPresetByName**>	Selects the preset in the Player using preset name. For example, if the preset was named "XM 20 on 2" then that is the exact string that can be used on this serial to recall the preset. Serial Preset string names are user created. Valid values are the exact names of stored presets on the device itself.
Serial output: <**ArtworkArtURL_F$**>	The URL of any artwork associated with a stream or station being displayed. The output will not report the URL when indicator outputs are disabled (<**DisAllFB**> **=** high/1).
Serial outputs: <**NowPlayingLine1**> through <**NowPlayingLine5**>	The first through fifth line of "Now Playing" information for each source, e.g., song title and artist.