



REAL SMART HOME

REAL SMART HOME GmbH

APPMODULE

Soundtouch App Documentation

Version: 1.3.0

Type: Application

Article No.: BAB-006

Documentation version I
Actual state 02/19
Date: 31. May 2019

EN

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1 INTRODUCTION

Thank you for your trust, and the purchase of the Soundtouch -app for the BAB APPMODULE. With the SoundTouch - app you obtain professional integration of the Bose® SoundTouch™ system into building automation. This documentation will help you get started with the app and aims to improve your setup experience.

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IMPORTANT INFORMATION ON THE OPERATING INSTRUCTIONS

We reserve the right continually improve the product. This entails the possibility that parts of this documentation might be out-of-date. You will find the latest information at:

www.bab-appmarket.de

This app is an independent product, with no legal ties to Bose®. Neither **BAB** APP MARKET GmbH nor the developer of this app take any claim in the trademarks owned by Bose®

2 SOUNDTOUCH – FUNCTIONAL OVERVIEW

Connect your Bose® SoundTouch™ devices with the KNX® world! Enjoy quality audio from Bose® in all rooms via WIFI and control the functions conveniently via the available visualizations or any tactile sensors. All SoundTouch™ devices can be installed in complex scenarios and can thus be particularly conveniently used. In the process, playback, presets, volume control including variable dimming time and switching to AUX are possible. The display of the current track keeps you up to date. As a particular highlight, you can – in addition to the presets available from the factory – store the currently playing track as a preset. Up to 128 presets are possible for this.

2.1 HIGHLIGHTS

- Audio notifications
- Discovery function (no fixed IP required)
- Playback of presets
- Playback control incl. shuffle/repeat
- Volume control incl. variable dimming time
- Multi-rooming
- Extended presets through group address linking

3 THE INNOVATIVE, MODULAR APP-CONCEPT FOR THE BUILDING AUTOMATION

The innovative, modular app concept for building automation. The **APPMODULE** brings the innovative, modular app concept into building automation. You can mix and match any of the diverse applications that are available to integrate third-party solutions. With these apps from the dedicated **BAB APP MARKET**, the **APPMODULE** becomes a tailor-made integration unit for your building automation.

HOW IT WORKS

**1****PURCHASE AN APPMODULE**

Purchase BAB TECHNOLOGIE's APP MODULE via a wholesaler.

**2****REGISTER**

Register your APP MODULE.
Each app is bound to one device.

**3****LOAD APPS**

Buy and download your favorite apps for your APP MODULE..

**4****INSTALL YOUR APPS**

Install your downloaded apps on your APP MODULE. You can start to configure your apps immediately.

Manufacturer of the **APPMODULE** [BAB TECHNOLOGIE GmbH](#)

Distribution of all apps for the **APPMODULE** [BAB APP MARKET GmbH](#)

App developer [REAL SMART HOME GmbH](#)

3.1 INFORMATION ABOUT THE APPMODULE

Please refer to the separate product documentation of the **APPMODULE** for a detailed product description and setup instructions.

http://www.bab-tec.de/index.php/download_de.html

Product variants:

The **APPMODULE** is available in three variants:

- **APPMODULE KNX/TP** – for stand-alone use on KNX/TP Bus
- **APPMODULE EnOcean** – for stand-alone use in the EnOcean wireless network
- **APPMODULE Extension** – for use in an IP-based KNX installation (KNXnet/IP) or as extension for an **EIBPORT**

4 APP INSTALLATION / UPDATE

Please proceed as follows to install an App.

1. Open the APPMODULE web page: Enter <IP Address of APPMODULE> into your browser's address bar and press Enter. The APPMODULE web interface will appear.
2. Log in with your user credentials. Please refer to the APPMODULE documentation for login details.
3. Click on the menu entry "App Manager"
4. You are now on the page where already installed Apps are listed. The list will be empty if no apps have been installed. Click "Install App" in order to install a new app.
5. Now click on "Select App"; a file selector window will appear. Choose the app »Soundtouch« and click "OK". The Smart Home App "Soundtouch" must first be downloaded from the BAB APP MARKET (www.bab-appmarket.de).
6. After the message "Installation successful" appears, click "OK". You are ready to configure the App.
7. To update an already installed app, click on the App icon in the "App Manager".
8. The detail view of the App appears. Click on "Update App" to select the app package and start the update. The update version must be downloaded from the BAB APP MARKET.

After the message "Installation successful" appears, click "OK". The app has been updated. Your instance configurations will remain unchanged.

Information

To configurate the App please use Google Chrome.



5 APP SETTINGS

Connect your Bose® SoundTouch™ devices with the KNX® world! Enjoy quality audio from Bose® in all rooms via WIFI and control the functions conveniently via the available visualisations or any tactile sensors. All SoundTouch™ devices can be installed in complex scenarios and can thus be particularly conveniently used. In the process, playback, Presets, volume control including variable dimming time and switching to AUX are possible. The display of the current track keeps you up to date. As a particular highlight, you can – in addition to the Presets available from the factory – store the currently playing track as a Preset. Up to 256 Presets are possible for this.

5.1 INSTANCE

Information

The browser-session expires after a period of 60 minutes due to inactivity. Unsaved changes to the configuration will be lost.

As soon as the App is installed, you can create so called "Instance". An Instance is one of several objects of the same class.

In order to create an instance, click on the following symbol "Create Instance".

5.1.1 SOUNDTOUCH

Instance Name:

Choose a name for this new instance.

Comment:

Insert a description what this instance does.

5.1.2 CONNECTION PARAMETERS

Device Select:

Select the main SoundTouch™ device in your network that can be controlled by this app.

Connection Parameters

Device Select

SoundTouch_Sho (SoundTouch Portabl ▾)

The selected SoundTouch device
SoundTouch_Sho (SoundTouch Portable,
MAC: 000C8A777373) has been found.

Refresh

5.1.3 VOLUME CONTROL ADDRESSES (ALL SETTINGS OPTIONAL)

Absolute Volume Control (EIS 6: 0%... 100%)

Insert the group address for the absolute volume control (e.g. for sliders).

Volume Dimmer (EIS 2 relative Dimming):

Insert the group address for the relative volume control (for dimmers).

Volume Dimming Time:

Insert the time in ms a full dimming process should take.

Note: Each volume level has to be sent individually (there is no 'start increasing volume' command). This app will internally calculate how to set the individual increment in order to reach the desired value whilst contacting your SoundTouch™ device every 110ms.

If you wanted the smoothest possible dimming, that is an increment of 1 sent every 110ms, you would have to set this to 11000 (11s).

Volume Status (EIS 6 0%..100%)

Insert the group address for the volume status.

Mute (EIS 1):

Insert the group address for the mute switch.

Mute Status (EIS 1):

Insert the group address for the mute status.

Bass Amount Control (EIS 14 0...255):

Insert the group address of the bass amount input.

Bass Amount Status (EIS 14 -128...127):

Insert the group address for the bass amount status.

5.1.4 PLAYBACK CONTROL ADDRESSES (ALL SETTINGS OPTIONAL)

Power On/Standby (EIS 1):

Insert the group address of the power on/standby switch (0: standby, 1: power on).

Power On/Standby Status (EIS 1):

Insert the group address of the power on/standby (0: standby, 1: power on).

Play/Pause (EIS 1):

Insert the group address of play/pause switch. Default behavior: Send 1 to resume or begin playback and send 0 to pause playback. (Please keep that in mind when using a physical switches) If the checkbox "Invert Play/Pause Command" below is checked, 1 will pause and 0 will resume or begin playback.

Playback Status (EIS 1):

Insert the group address of the playback status. Sends 1 if playback is active and sends 0 in all other cases. If the checkbox "invert Play/Pause Command" below is checked, 0 will indicate active playback while 1 applies to all other cases.

Invert Play/Pause Command:

If this option is active, the values on the "Play/Pause" address will be interpreted differently. Sending 1 will pause, while sending 0 will resume or begin playback. This setting is e.g. necessary when integrating this app with Alexa.

Track Browse (EIS 1):

Insert the group address for the track browse button (0: backwards, 1: forwards).

Select Preset (EIS 14 0...255):

Insert the group address of the preset selector. Send a value that is equal to the number of the preset to select.

Store Preset (EIS 14 0...255):

Insert a group address of the preset store control. Insert a value corresponding to the preset slot you wish to store the currently playing radio station or playlist into.

Preset Status (EIS 14 0...255):

Insert the group address of the preset status. The corresponding preset number is going to be sent this address if the currently playing radio station or playlist is registered as a preset (this also applies to extended presets of this instance). A 0 is sent whenever the speaker is not playing a preset.

Shuffle On/Off (EIS 1):

Insert the group address of the shuffle on/off switch (0: off, 1: on).

Shuffle Status (EIS 1):

Insert the group address of the shuffle status (0: off, 1: on).

Repeat Mode (EIS 14 0...255):

Insert the group address of the repeat mode input. Send a 0 to stop repeating the current track, a 1 to repeat the current track and a 2 to repeat all tracks.

Repeat Mode Status (EIS 14 0...255):

Insert the group address of the repeat mode status (0: repeat off, 1: repeating current track, 2: repeating all tracks).

Add to/ Remove from Favorites (EIS 1):

Insert the group address of the favorites switch. Send a 1 to add a track to favorites and a 0 to remove a track from favorites.

Thumbs Up/Down (EIS 1):

Insert the group address for the thumbs up/ down switch. Send a 0 to give a thumbs down and a 1 to give a thumbs up.

Bookmark (EIS 1):

Insert the group address of the bookmark switch.

5.1.5 LOCAL SOURCE SELECTION AND PLAYBACK

Play Local Source (EIS 14 0...255):

Insert the group address with which to select a local source (such as AUX and Bluetooth). For details, see the tooltip of »Assign Local Source«

Assign Local Source:

With this feature you can assign integers to available local sources of SoundTouch™ device which is controlled by this instance. If you then send the integer on a specific group address, then SoundTouch™ device will start playing audio from the corresponding local source.

5.1.6 DISPLAY ADDRESSES (ALL SETTINGS OPTIONAL)

Name Display (EIS 15 14Byte text):

Insert the group address of the SoundTouch™ name display. You can also assign a name to your device by sending a EIS 15 string.

Track Name Display (EIS 15 14 Byte text):

Insert the group address of the current track name display.

Artist Name Display (EIS 15 14 Byte text):

Insert the group address of the artist name display.

Album/Station Name Display (EIS 15 14 Byte text):

Insert the group address of the album/station name display.

Source Name Display (EIS 15 14 Byte text):

Insert the group address of the source name display.

5.1.7 ZONE CONFIGURATION CONTROLS

Zone Status (EIS 1):

Insert the group address of the zone status (0: device is not in a zone, 1: device is in a zone).

Zone Role (EIS 1):

Insert the group address of the zone role status. If the device controlled by this instance is a zone member and assumes the role of the master, a "1" will be send to this group address.

Party Mode On/Off (EIS 1):

Insert the group address of the party mode on/off switch. Send a 1 to activate party mode which creates a zone including the device controlled by this instance as master and every other device as slave. Send a 0 to end party mode.

Set Zone (EIS 14 0...255):

Insert the group address with which to set up a zone. For details, see the tooltip of "Assign Zone Configuration".

Assign Zone Configuration:

With this feature you can assign integers from 1 up to 100 to several zone configurations. The zone here will be automatically configured with the device controlled by this instance as master device. Transmit the integer on the group address specified above so a group can be set up. If you want to dissolve a group that includes this device, transmit the value "0".

Zone Volume Synchronization:

Check if you want to use the zone volume synchronization. This feature enables you to control the volume of every device in a zone simultaneously.

5.1.8 AUDIO NOTIFICATION CONTROLS

Play Audio Notification (EIS 14 0...255):

Insert the group address with which to play an audio notification. For details, see the tooltip of "Assign Audio Notification".

Assign Audio Notification:

With this feature you can assign integers to several audio notification configurations. Transmission of such integers via the group address defined in "Play Audio Notification" triggers playback of its corresponding audio notification. Please note that audio notifications are only supported on SoundTouch™ 10/20/30 Series III and that your device must be a master when it is part of a zone

Notification Service:

Define the name of the notification service which will appear on the display (Bose® SoundTouch™ App) of the device controlled by this instance.

Audio File URL:

Insert the URL of the audio file to be played. Please make sure that the URL inserted here is valid. Supported media formats are as follows:

- MP3: 8 kbit/s ~ 320 kbit/s
- AAC: 24 kbit/s ~ 128 kbit/s
- HE-AAC: 48 kbit/s ~ 64 kbit/s
- WMA: 8 kbit/s ~ 329 kbit/s

- Vorbis: 32 kbit/s ~ 500 kbit/s
- FLAC: VBR: 0bit/s ~ 1.4 Mbit/s, up to CD quality (2 channels / 48 kHz / 16 bit)
- ALAC: 300 kbit/s ~ 5 Mbit/s, HD (2 channels / 96 kHz / 32 bit)

Notification Reason (optional):

Attach a reason for the notification which will appear on the display (Bose® SoundTouch™ App) of the device controlled by this instance.

Notification Message (optional):

Attach a message to the notification which will appear on the display (Bose® SoundTouch™ App) of the device controlled by this instance.

Notification Playback Volume (optional):

Choose a value between 10 and 70 as desired volume level during the notification. Leave this field blank if you want the device to remain at existing volume level.

Local Trigger Address (optional) (EIS 1):

Insert a group address if you want to trigger the playback of this audio notification via a dedicated group address as well. Send a "1" in order start playback of the audio notification.

Corresponding Integer:

Insert the integer value with which to trigger the audio notification playback.

Audio Notification Activity (EIS 1):

Insert the group address for the audio notification activity status. A "1" indicates that the device controlled by this is currently playing an audio notification. A "0" applies to all other cases.

5.1.9 PRESET EXTENSIONS

Preset Extensions:

With this list you can extend the number of presets for your SoundTouch device to up to 128. These will then be assigned to a number greater than six and can only be accessed via telegram. Click "Add" for further details.

Preset Extensions

```
{
  "loc": "26$336",
  "src": "STORED_MUSIC",
  "loc": "2674",
  "src": "STORED_MUSIC",
  "loc": "26$358",
  "src": "STORED_MUSIC",
  "loc": "21891",
  "src": "INTERNET_RADIO",
  "loc": "531",
  "src": "INTERNET_RADIO",
  "loc": "19748",
  "src": "INTERNET_RADIO"
}
```

Add
Copy
Edit
Delete

Save Currently Playing:

Click "OK" to save the currently playing playlist or radio station as a preset. If you wish to save a different item, switch to a different station or playlist via the SoundTouch app by BOSE® and click on the button below to refresh.

5.2 LINK TO THE CURRENT COVER (FOR THE VISUALIZATION)

Click the name of a created instance. Two entries appear under the name. Cover and log level. Next to Cover is the link for a visualization. Click on this link with the right mouse button, copy the link and enter it into the visualization element.

Instances (1/10)

Showtafel

Artwork

Link to the current artwork (for visu: right click -> Copy link address)

Logging

Errors

Show Licences