

# Linn Simpl Module: Signal Descriptions

Full documentation can be found here:

[http://docs.linn.co.uk/wiki/index.php/Linn\\_Crestron\\_Module](http://docs.linn.co.uk/wiki/index.php/Linn_Crestron_Module)

## Connection

Input	Description	Output	Description
LpecRoom1/Main_Connected	Connect to the TCP/IP Connect-F signal for the main room (Room 1)	Lpec_Connect	Connect to the TCP/IP Connect signal for <i>each</i> room
[LpecRoomX_Connected]	Connect to the TCP/IP Connect-F signal for the given room (X = 2 to ciROOMCOUNT)		
LpecRoom1/Main_rx\$	Connect to the TCP/IP RX\$ signal for the main room (Room 1)	LpecRoom1/Main_tx\$	Connect to the TCP/IP TX\$ signal for the main room (Room 1)
[LpecRoomX_rx\$]	Connect to the TCP/IP RX\$ signal for the given room (X = 2 to ciROOMCOUNT)	[LpecRoomX_tx\$]	Connect to the TCP/IP TX\$ signal for the given room (X = 2 to ciROOMCOUNT)
[Refresh]	Refresh the current state of all signals (performs a disconnect then reconnect)	[HasProxyPreamp_fb]	Flag to determine if a separate preamp device is connected over RS232 as a proxy device

## Main

Input	Description	Output	Description
[StandbyToggle]	Toggle the standby state of the main room	[Standby_fb]	The standby state of the main room
StandbyOn	Put main room into standby		
StandbyOff	Bring main room out of standby	[RoomName\$]	The user configured name of the main room
VolumeInc	Increment volume of main room by 1dB	[HasVolume_fb]	Flag to determine if volume functions are currently available for the main room
VolumeDec	Decrement volume of main room by 1dB	[VolumeLevel\$]	The volume level in the main room as a string
[SetVolumeLevel#]	Set the volume level of the main room (0 to 100, 1dB steps)	[VolumeLevel#]	The volume level of the main room
MuteToggle	Toggle the mute state of the main room	[Mute_fb]	The mute state of the main room
[MuteOn]	Mute the main room		
[MuteOff]	Unmute the main room		
		[SourceCount#]	The number of sources available in the main room
SetSource#	Select the given source index in the main room (1 to ciMAXSOURCES)	[SourceIndex#]	The currently selected source index in the main room
		[SourceIndexDeselect#]	The source index in the main room that is no longer selected (used to reflect when an invisible source has been selected by the user)
		[CurrentSource\$]	The name of the current source in the main room

## Transports

Input	Description	Output	Description
[Play]	Start playback in the main room	[IsPlayable_fb]	Flag to determine if play function is currently available
[Pause]	Pause playback in the main room		
[Stop]	Stop playback in the main room		
[Next]	Select the next track/channel in the main room	[IsSkippable_fb]	Flag to determine if skip (next/previous) functions are currently available
[Prev]	Select the previous track/channel in the main room		
[Fwd]	Seek forward on the current track/channel by ciSEEKSECONDS	[IsSeekable_fb]	Flag to determine if time seek functions are currently available
[Rew]	Seek backward on the current track/channel by ciSEEKSECONDS		

## Now Playing

Input	Description	Output	Description
[ShuffleToggle]	Toggle the shuffle state of the main room	[ShuffleOn_fb]	The shuffle state of the main room
[ShuffleOn]	Put main room into shuffle mode		
[ShuffleOff]	Bring main room out of shuffle mode		
[RepeatToggle]	Toggle the repeat state of the main room	[RepeatOn_fb]	The repeat state of the main room
[RepeatOn]	Put main room into repeat mode		
[RepeatOff]	Bring main room out of repeat mode		
		[RadioSourceSelected_fb]	Flag for radio source being selected in the main room
		[PlaylistSourceSelected_fb]	Flag for playlist source being selected in the main room
		[SongcastSourceSelected_fb]	Flag for songcast source being selected in the main room
		[ChannelCount#]	The number of Radio channels (presets) available in the main room
[SetChannel#]	Select the given channel index in the main room (1 to ciMAXCHANNELS)	[ChannelIndex#]	The currently selected channel index in the main room
		[ChannelIndexDeselect#]	The channel index in the main room that is no longer selected (used to reflect when a non-indexed channel has been selected by the user)
		[TrackCount#]	The number of tracks available in the main room
[SetTrack#]	Select the given track index in the main room (1 to ciMAXTRACKS)	[TrackIndex#]	The currently selected track index in the main room
		[TrackIndexDeselect#]	The track index in the main room that is no longer selected (used to reflect when a non-indexed track has been selected by the user)
[TimeModeToggle]	Toggle the time output mode between elapsed and remaining (see Time\$)	[Duration#]	The length in time (in seconds) of the current track in the main room
[SetTimeInSeconds#]	Seek to the given second in the current track	[TimeInSeconds#]	The current time (in seconds) of the current track in the main room
		[CurrentSender\$]	The name of the current songcast sender the main room is listening to
		[Time\$]	The time of the current track in the main room as a string ('0:00:00' or '-0:00:00' depending on TimeModeToggle)
		[ArtworkUrl\$]	The URL of the artwork for the current track in the main room
		[Composer\$]	The composer of the current track in the main room
		[Title\$]	The title of the current track in the main room
		[Artist\$]	The artist of the current track in the main room
		[ArtistAndComposer\$]	The artist and composer of the current track in the main room. Format is 'Artist Name (composed by: Composer Name)'. If no composer listed, format is 'Artist Name'
		[Album\$]	The album of the current track in the main room
		[Details\$]	The details of the current track in the main room (i.e. 'FLAC 96 kHz / 24 bits 4609 kbps')
		[TransportState\$]	The current transport state of the main room (playing/paused/stopped/waiting/buffering)

## Launch URLs

Input	Description	Output	Description
		[ConfigurationUrl\$]	The URL used to open the configuration page of the main room
		[ConfigurationUriProxy\$]	The URL used to open the configuration page of the optional proxy preamp connected to the main room over RS232 (see HasProxyPreamp_fb)
		[KazooUrl\$]	The URL used to open Kazoo in source mode (mobile only). Kazoo opens in the following state: selected main room as the focus device, source view of the current source selected in the main room (playlist/radio/songcast/inputs), 'Creston' button in the top left corner to jump back quickly to the native Creston app
		[KazooTidalUrl\$]	The URL used to open Kazoo in Tidal mode (mobile only). Kazoo opens in the following state: selected main room as the focus device, Tidal browse/search view, 'Creston' button in the top left corner to jump back quickly to the native Creston app
		[KazooQobuzUrl\$]	The URL used to open Kazoo in Qobuz mode (mobile only). Kazoo opens in the following state: selected main room as the focus device, Qobuz browse/search view, 'Creston' button in the top left corner to jump back quickly to the native Creston app
		[TuneInUrl\$]	The URL to open the TuneIn website to setup radio presets

## Multiroom

Input	Description	Output	Description
[StandbyToggleRoomX]	Toggle the standby state of the given room (X = 1 to ciROOMCOUNT)	[StandbyRoomX_fb]	The standby state of the given room (X = 1 to ciROOMCOUNT)
[StandbyOnRoomX]	Put the given room into standby (X = 1 to ciROOMCOUNT)	[RoomXSelectable_fb]	Flag to determine if the given room is available to be selected as the main room (i.e. device powered on and not already selected as the main room) (X = 1 to ciROOMCOUNT)
[StandbyOffRoomX]	Bring the given room out of standby (X = 1 to ciROOMCOUNT)	[RoomNameRoomX\$]	The user configured name of the given room (X = 1 to ciROOMCOUNT)
[ListenToRoomX]	Select the given room that the main room will listen to via Songcast (X = 1 to ciROOMCOUNT)	[RoomXSelected_fb]	Flag to determine if the given room is currently selected as the main room. The main room can not select itself to listen to as a Songcast sender (X = 1 to ciROOMCOUNT)
		[RoomXAvailableAsSongcastSender_fb]	Flag to determine if the given room can be listened to as a Songcast sender (will always be false for preamp only devices) (X = 1 to ciROOMCOUNT)
[VolumeIncRoomX]	Increment volume of the given room by 1dB (X = 1 to ciROOMCOUNT)	[HasVolumeRoomX_fb]	Flag to determine if volume functions are currently available for the given room (X = 1 to ciROOMCOUNT)
[VolumeDecRoomX]	Decrement volume of the given room by 1dB (X = 1 to ciROOMCOUNT)	[VolumeLevelRoomX\$]	The volume level in the given room as a string (X = 1 to ciROOMCOUNT)
[SetVolumeLevelRoomX#]	Set the volume level of the given room (0 to 100, 1dB steps) (X = 1 to ciROOMCOUNT)	[VolumeLevelRoomX#]	The volume level of the given room (X = 1 to ciROOMCOUNT)
[MuteToggleRoomX]	Toggle the mute state of the given room (X = 1 to ciROOMCOUNT)	[MuteRoomX_fb]	The mute state of the given room (X = 1 to ciROOMCOUNT)
[MuteOnRoomX]	Mute the given room (X = 1 to ciROOMCOUNT)		
[MuteOffRoomX]	Unmute the given room (X = 1 to ciROOMCOUNT)		
[RoomSwapRoomX]	Make the given room the main room (X = 1 to ciROOMCOUNT)	[CurrentSourceRoomX\$]	The name of the current source in the given room

## Source Names

Input	Description	Output	Description
		[SourceXName\$]	Source name by source index for creating a selectable list of sources for the main room (X = 1 to ciMAXSOURCES)

## Channel Names

Input	Description	Output	Description
		[ChannelXName\$]	Channel name by channel index for creating a selectable list of radio channels (aka presets) for the main room (format is '1. Linn Radio (Eclectic)') (X = 1 to ciMAXSOURCES)

## Track Names

Input	Description	Output	Description
		[TrackXName\$]	Track name by track index for creating a selectable list of tracks for the main room (format is '1. Marooned (Pink Floyd - The Division Bell)') (X = 1 to ciMAXSOURCES)