

AudioReQuest Crestron Upgrade Instructions

Version 6.0.0

Assists in the transition from version 5.5.0 to version 6.0.0 of the AudioReQuest Crestron modules and program



REVISION HISTORY

Version	Date	Details
6.0.0	1/28/08	Version 5.5.0 to version 6.0.0

INTRODUCTION

This document is intended to assist in the transition from the AudioReQuest Crestron module version 5.5.0 to version 6.0.0. This document does not address details about the Crestron module. For more information on the module and its functions, please consult the *AudioReQuest Crestron Interface Guide* for the particular version of module you are working with.

REQUIREMENTS

- AudioReQuest Digital Music Server running firmware 4.5.2 or higher
- Crestron 2-series processor
- Existing Crestron program with AudioReQuest module version 5.5.0
NOTE: If running an older module, upgrade to version 5.5.0 first before attempting to upgrade to version 6.0.0!
- AudioReQuest Transition Modules (available at www.request.com)

NAMING CONVENTIONS

In the AudioReQuest Demo program, all signals and subsystems are given the following naming conventions:

- Each physical AudioReQuest server gets its own "ARQ_XX" subsystem
- Within each "ARQ_XX" subsystem, each *source* out of the AudioReQuest server (1 source for N.Series, 2 or 4 for F.Series) gets its own "ZONE_XX" subsystem
- All Panels are given a name using letters ("Panel_A", "Panel_B", etc)
- All signals from/to a panel are suffixed using its panel name in curly braces ("ARQ-PLAY-NOW{Panel_A}")
- All signals from/to a ReQuest source are suffixed using its ARQ and ZONE numbers ("ARQ-PLAY-NOW{ARQ_01}{ZONE_01}")

BEFORE YOU BEGIN

These instructions assume that your program is structured in the same way as the AudioReQuest Demo program (see **Naming Conventions** above and **Figure 1**). If your program is not structured in this way, you may run into difficulties that this document does not address. For any multi-source systems using an AudioReQuest F.Series, this document assumes that the logic for all sources is identical with the only difference being the signal name suffix.

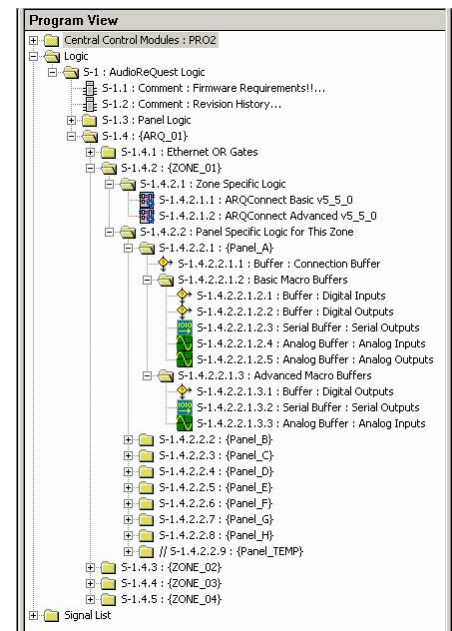


Figure 1

THE UPGRADE PROCESS

It is much simpler to apply the changes below to 1 set of AudioReQuest logic and then copy it to create the additional zones than it is to apply these changes to *each* zone individually. If, however, your program is such that the logic for one zone is not the same as for the others, then you will need to skip **Step 1** and repeat the remaining steps for each ARQ and ZONE in the system.

STEP 1: Delete additional ZONE and ARQ subsystems

- If you have multiple AudioReQuest servers in the job, delete the logic for all but the first one (ARQ_01).
- If ARQ_01 is an F.Series or S.Series with multiple sources out of the same box, delete the logic for all zones except the first one (ZONE_01)

This should leave you with a logic folder similar to the one shown in **Figure 2**.

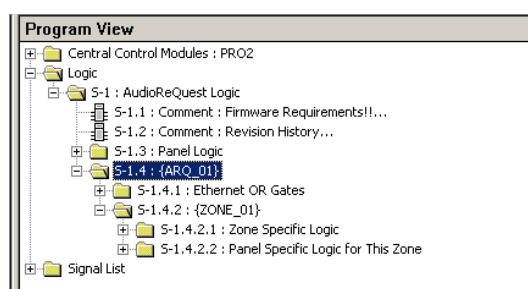


Figure 2

STEP 2: Add Transition Modules to Zone Specific Logic subsystem

- If you have not done so already, download the AudioReQuest Crestron Transition Modules from www.request.com
- Copy the 3 transition assistant modules (Basic, Advanced, and Keyboard) in the **Zone Specific Logic** subsystem (or wherever the Basic and Advanced modules are stored in your program (**Figure 3**))

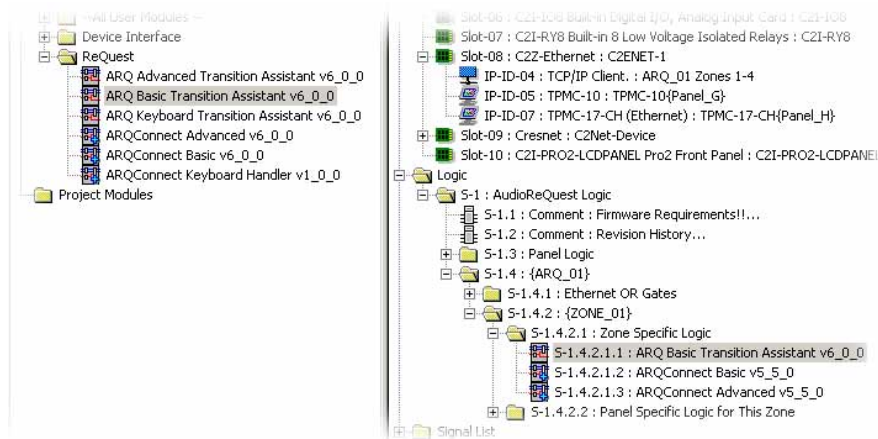


Figure 3

STEP 3: “Copy all signals and parameters” to Transition Modules

The following steps WILL produce errors. This is normal.

1. Right-click and hold on the **ARQConnect Basic v5_5_0** module
2. Drag it on top of the **ARQ Basic Transition Assistant v6_0_0**
3. Release the mouse button and select *Copy all signals and parameters* (**Figure 4**)
4. Repeat steps 1-3 above, copying **ARQConnect Basic v5_5_0** to **ARQ Keyboard Transition Assistant v6_0_0**
5. Repeat steps 1-3 above, copying **ARQConnect Advanced v5_5_0** to **ARQ Advanced Transition Assistant v6_0_0**

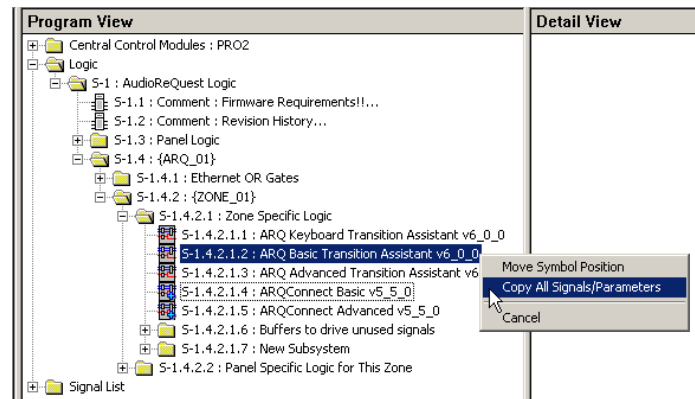


Figure 4

STEP 4: Copy signal from Transition Assistant to v6_0_0 modules

NOTE: You must use the Copy-Paste method in these steps as the signal names do not match

1. Drag the **ARQConnect v6_0_0** modules (both **Basic** and **Advanced**) and the **ARQConnect Keyboard Handler v1_0_0** into the program
2. Copy all the inputs, outputs, and parameters from the transition assistants to the real modules as follows:
 - a. Open the **Basic v6_0_0** and **Basic Transition Assistant** into Detail View
 - b. Select all the inputs in the **Transition** modules and press **Ctrl-C**
 - c. Select the first input on the **Basic v6_0_0** module and press **Ctrl-V**
 - d. If you are prompted to *Preserve Unconnected Signals?*, choose **Yes (Figure 5)**
 - e. Repeat steps a-d above for the outputs and parameters
 - f. Repeat steps a-e above for the Advanced module and the Keyboard Handler

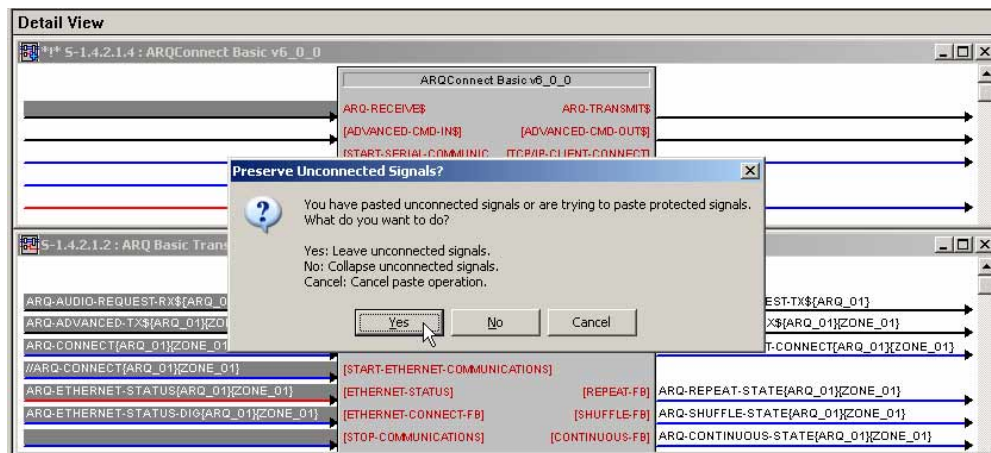


Figure 5

3. Once you have completed this step, comment out or delete the Transition modules and the version 5_5_0 modules. They are no longer necessary

STEP 5: Enable searching using new Keyboard Handler module

1. Open the Basic and Keyboard Handler modules into detail view
2. On the Basic module, locate the Serial input called **[KEYBOARD-CHAR]**
3. On the Keyboard Handler, locate the Serial Output called **[CHARACTER_PASSTHROUGH]**
4. Attached **[KEYBOARD-CHAR]** on the Basic module to **[CHARACTER_PASSTHROUGH]** on the Keyboard Handler. Be sure to use the proper naming convention by using the suffix **{ARQ_01}{ZONE_01}**
5. Connect **[BACKSPACE]** on the Basic module to **[BACKSPACE_PASSTHROUGH]** on the Keyboard Handler in the same way

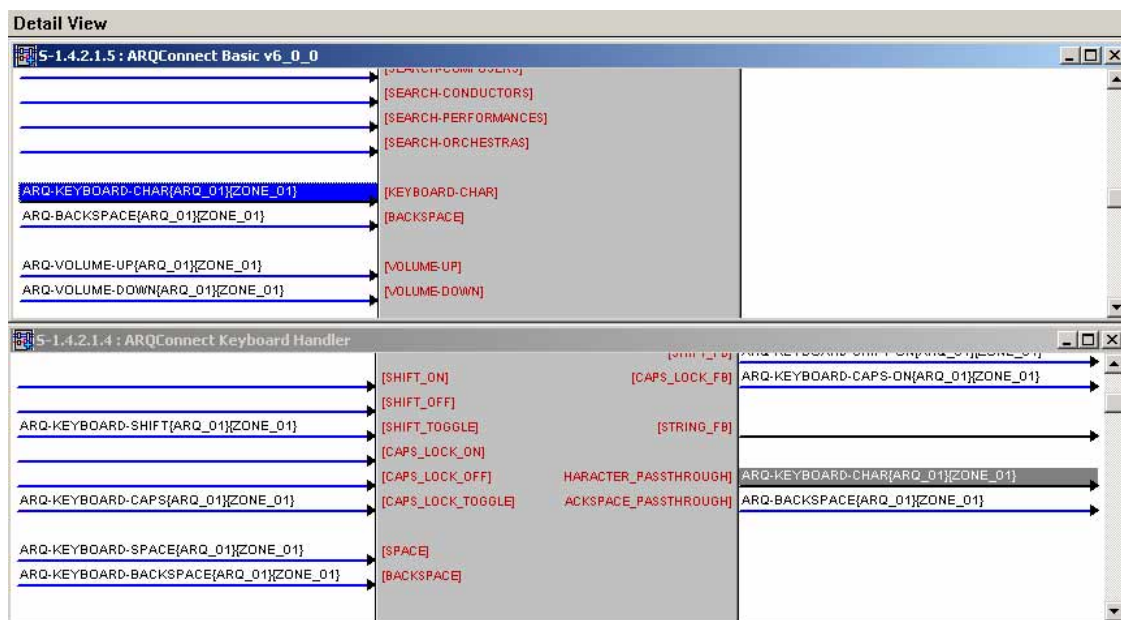


Figure 6

STEP 6: Enable Make Playlist From Now Playing

The steps below will guide you through re-enabling the **MAKE-PLAYLIST-FROM-NOW-PLAYING** feature. These steps can be skipped if you do not use this feature.

1. Open the Basic v6_0_0, and Keyboard Handler modules into detail view
2. Connect the **[STRING_FB]** output from the Keyboard Handler module to the **[NEW-PLAYLIST-NAME]** input on the Basic v6_0_0 module (Figure 8)

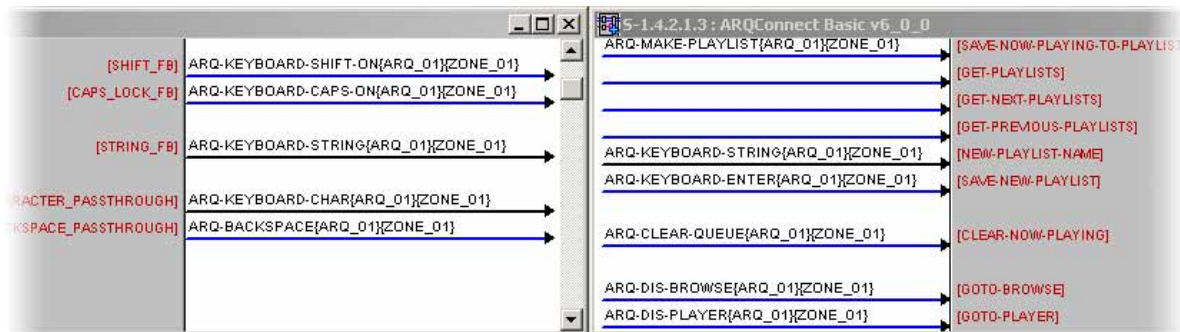


Figure 7

STEP 7: Set Line Press mode

The Line Press Mode is a parameter on the Basic module. It determines what happens when you press on a line on the browse page of the touch panel. By default, the Line Press mode is set to "single" in the new program. This means that any time you press a line, it "drills in" to show you more. For instance, if you are viewing a list of artists and you press line 3, which happens to be Miles Davis, regardless of where the cursor is at that moment, it will "drill in" to Miles Davis and show you his Albums.

By contrast, setting Line Press Mode to "double" restores the module to legacy functionality, wherein pressing a line first highlights it. Pressing the same line a second time "drills in".

1. Open the Basic v6_0_0 Module into detail view
2. Scroll to the bottom of the module to view the parameters
3. Type "single" or "double" into the **LINE-PRESS-MODE** parameter

STEP 8: (optional) Create a buffer for unused signals

At this point, the program transition is almost complete. However, before you copy the logic to enable additional zones (**Step 9**), you may want to correct unused signal errors. The steps below describe how to correct the error for signals used in the ReQuest Demo Program v5_5_0 using a buffer. If your program uses different signal names or you have used other commands that are not used in the demo, you can use these instructions as a guideline to help you correct those errors.

1. Create a buffer inside the **{ZONE_01}** subsystem
2. Disable the buffer by setting its **enable** input to **0**
3. Enter the following signal names into the input side:
 - a. ARQ-RETRY-MAKE-PLAYLIST{ARQ_01}{ZONE_01}
 - b. ARQ-RESET-ZONE-ERROR{ARQ_01}{ZONE_01}
 - c. ARQ-PLAY-NOW-FLIP{ARQ_01}{ZONE_01}
4. Enter **0** into the output side for each of these inputs
5. Enter the following signal names in the output side:
 - a. ARQ-ENCODER-FLAG{ARQ_01}{ZONE_01}
 - b. ARQ-DUP-PLAYLIST-ERROR-FB{ARQ_01}{ZONE_01}
 - c. ARQ-PLAYLIST-ERROR-FLAG{ARQ_01}{ZONE_01}
6. Enter **0** into the input side for each of these outputs

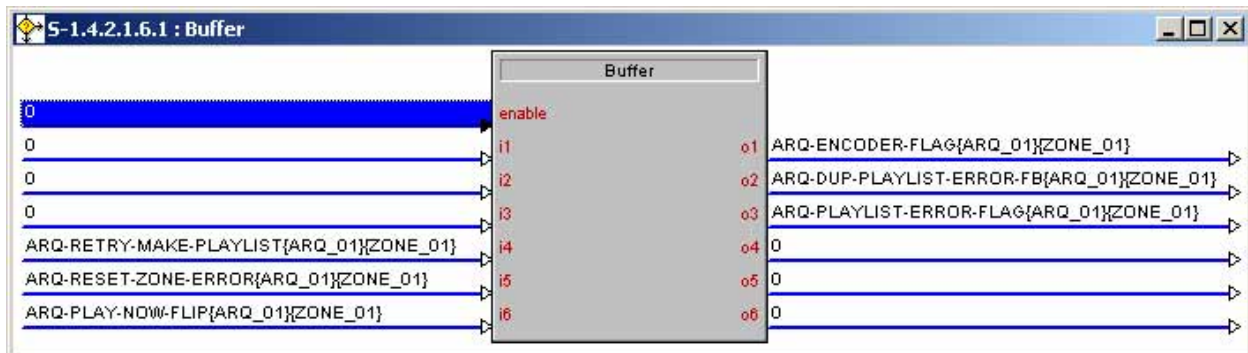


Figure 8

STEP 9: Copying the logic to enable additional zones (sources)

The steps below describe how to copy the logic modified in the previous steps to enable additional sources, such as an additional N.Series or extra sources out of an F.Series or S.Series. If your program only has a single AudioReQuest source, you may skip this step and celebrate...you're DONE!

Enabling additional ZONEs from an F.Series or S.Series

1. Expand the **{ARQ_01}** subsystem and select the **{ZONE_01}** folder
2. Press **Ctrl-C** on your keyboard to copy the folder
3. Select the **{ARQ_01}** folder and press **Ctrl-V** to paste another copy of the **{ZONE_01}** subsystem
4. Select the newly copied **{ZONE_01}** subsystem and press **F9** on your keyboard to begin a Search and Replace
5. In the Search and Replace dialog box, enter **ZONE_01** in the first box (Substring to Replace) and enter **ZONE_02** in the second box (New Substring) and press **OK** (**Figure 9**)
6. Expand the **{ZONE_02}** **{Zone Specific Logic}** subsystems and open the Basic v6_0_0 module in detail view.
7. Scroll to the bottom to where the parameters are
8. Set the **ZONE-NUMBER** parameter to 2d (**Figure 10**)
9. Change the **[ZONE-NAME]** to something unique (i.e. "Zone 2")
10. Repeat the above steps as necessary until you have logic for each source from the AudioReQuest (2 or 4 from F.Series, 4 from S.Series)

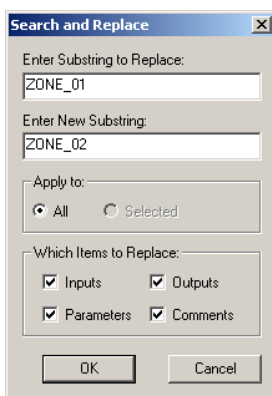


Figure 9



Figure 10

STEP 9 (cont)

Enabling additional AudioReQuest boxes

1. Select the **{ARQ_01}** subsystem
2. Press **Ctrl-C** on your keyboard to copy the folder
3. Select the **AudioReQuest Logic** folder and press **Ctrl-V** to paste another copy of the **{ARQ_01}** subsystem
4. Select the newly copied **{ARQ_01}** subsystem and press **F9** on your keyboard to begin a Search and Replace
5. In the Search and Replace dialog box, enter **ARQ_01** in the first box (Substring to Replace) and enter **ARQ_02** in the second box (New Substring) and press **OK** (Figure 11)
6. Expand the **{ZONE_02} {Zone Specific Logic}** subsystems and open the Basic v6_0_0 module in detail view.
7. Scroll to the bottom to where the parameters are
8. Change the **[ZONE-NAME]** to something unique (i.e. "Zone 2")
9. Repeat the above steps as necessary until you have logic for each AudioReQuest source

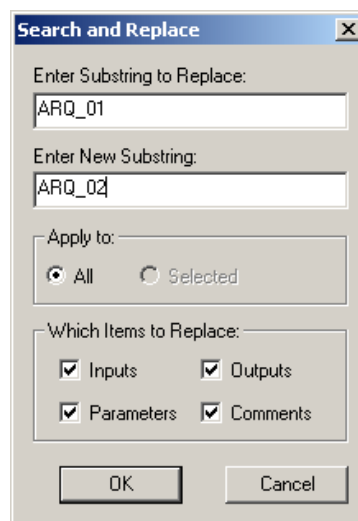


Figure 10