

# SOLARO SERIES

Third-Party Control API →

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## 1. Introduction

This third-party control protocol applies to the Solaro Series.

## 2. Overview

For Ethernet connection, the user should send out messages using TCP port #10007. The server will Response to the message using the same TCP connection. A keep-alive message must be sent over this TCP connection every 60 seconds, otherwise, the server end will disconnect the TCP connection and all subscriptions associated with the connection will end.

Users also have the choice of using UDP port #10008 to listen to Subscription messages from the device. The user can select whether a particular parameter send out its change via TCP Unicast or UDP Broadcast when issuing a subscription command. If left unspecified, by default a parameter will notify via TCP Unicast. A separate TCP connection is mandatory for status update, and a keep-alive message must continuously be sent over this TCP connection even if the user choose to use UDP Broadcast for all their interested parameters. If at any instance the TCP connection is dropped, all subscriptions and groups settings in the device must be reconfigured again.

## 3. Syntax

The third-party controller string is composed with human readable ASCII characters. Each field is separated by one single white space, using more than one white space in between fields will result in command parsing error. A carriage-return (**<CR>**) is sent to mark the end of the message. Fields enclosed in square brackets are dependant on the command. Refer to the Commands List section for a list of all commands, their detail usage and examples.

<b>COMMAND</b>	1 white space	<b>[CONTROL OBJECT/GROUP]</b>	1 white space	<b>[DATA]</b>	<b>&lt;CR&gt;</b>
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The **CONTROL OBJECT** is a string of up to 32 characters assigned by the user in software for individual parameters. It can contain any readable ASCII characters except double quotes. However, the first character cannot be a dollar-sign (\$) because a preceding '\$' is used to distinguish between a **CONTROL OBJECT** with a **CONTROL GROUP**.

A **CONTROL GROUP** is a string of up to 32 characters created using the **CREATE** command for use as a group name. It can also contain any readable ASCII characters except double quotes. The first character of the **CONTROL GROUP** will always begin with a '\$' to denote it as a group name.

For **CONTROL OBJECT/GROUP**, if any white spaces are used as part of the string, then it must be encapsulated by double quotes. In addition, note that both **COMMAND** and **CONTROL OBJECT/GROUP** are case-sensitive.

**DATA** can be either:

- › a number (positive, negative, floating point, integer represented in ASCII)
- › a string (must always be inside double quotes, case-sensitive)
- › a Boolean (TRUE or FALSE, case-sensitive)

Refer to the [Commands List](#) section for details on the data type accepted by each command.

## 4. Responses

The device end will response to a third-party control command regardless it is correct or not. If no response is received, it is likely an indication of a connection problem. All response messages from the device will end with a carriage-return (<CR>).

If an invalid command is sent, the last encountered [Error Code](#) will be returned as:

**ERROR=<ERROR CODE><CR>**

For GET or GETRAW command, the response will be:

**<CONTROL OBJECT>=<DATA><CR>**

For REFRESH command, the response will be:

**<CONTROL OBJECT>=<DATA><CONTROL OBJECT>=<DATA> ... <CR>**

For **KEEPALIVE** command, there is no response from device end.

For **REBOOT** command, the behavior in Neutrino system is different from Solaro system.

in Neutrino system, it will reply "**OK<CR>**"

in Solaro system, there is no response and device will be rebooted

For all other commands, the device will return:

**OK<CR>**

## 5. Subscriptions

The external controller can subscribe to control objects to get a notification for any data changes on the subscribed objects.

To subscribe/unsubscribe to a control object, simply send the command:

**SUBSCRIBE <CONTROL OBJECT> ["TCP"/"UDP"] <CR>**

**UNSUBSCRIBE <CONTROL OBJECT> <CR>**

The notification will then be automatically sent to the external control system via TCP Unicast or UDP Broadcast as specified in the command. The notification string received by the external controller will be:

**#<CONTROL OBJECT>=<DATA><CR>**

The string is similar to a GET command, with a # character added in front to distinguish between an explicit read or a notification.

The interval in which the device sent out notifications is global for all subscribed control objects, it can be configured by:

**INTERVAL <TIME in milliseconds> <CR>**

## 6. Control Groups

Control groups allow a user to control multiple parameters at once using a single command. The user must first create a group by:

**CREATE <CONTROL GROUP> <CR>**

After a group is created, individual control objects can join or leave the group by:

**JOIN <CONTROL GROUP> <CONTROL OBJECT> <CR>**

**LEAVE <CONTROL GROUP> <CONTROL OBJECT> <CR>**

Cautious must be used when adding parameters to a group to ensure that the parameters are all of the same type and support the same commands.

When a group is longer used, resource can be free up by:

**REMOVE <CONTROL GROUP> <CR>**

Similar to subscription, Control Groups are persistent for the duration of the active connection only. When a connection is lost, the groups must be recreated again.

## 7. Password Protection

If a device is protected with a password, then the user must unlock the device first before sending any commands. The authentication persists only for the duration of the connection, so if a TCP disconnection occurs, the user have to unlock the device again.

To unlock the device, send the following command:

**LOGIN <PASSWORD> <CR>**

The password used in the command is the same password setup in software.

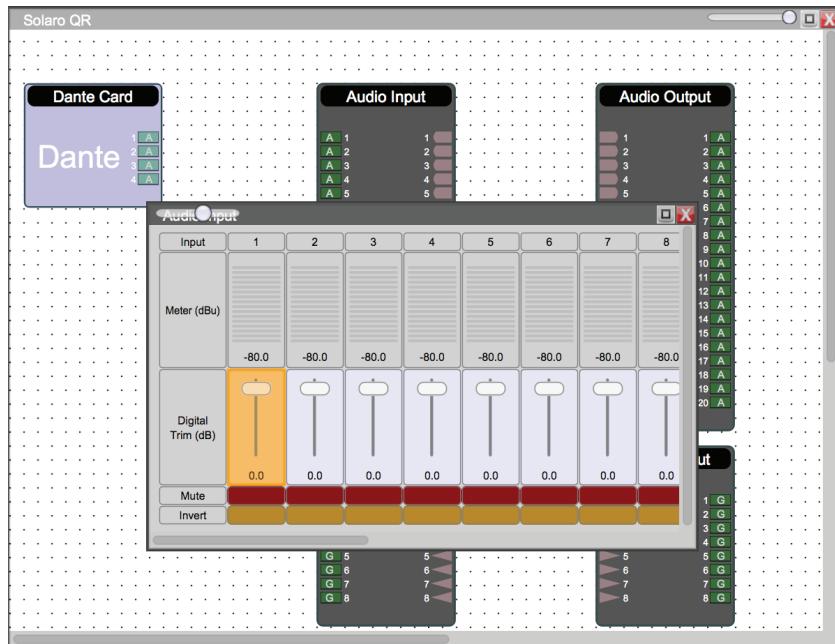
## 8. Verbose/Simple Mode

<Future Implementation – mainly used to configure the amount of details for Responses. This will help some external controller parsing the response more easily>

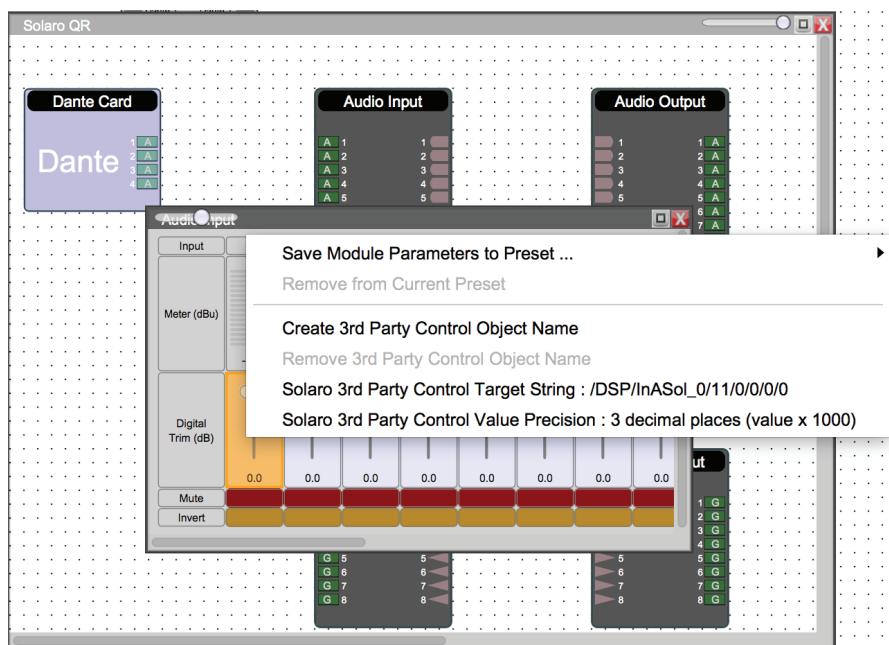
## 9. Control Objects Setup

To setup the control object strings, you need to use Xilica Designer to setup the control object name for the DSP parameters you want to control.

In Xilica Designer under Project Design Mode, you can select the DSP module which you want to create third-party control objects. Double click on the module to bring up the module control panel. In the panel, you can select the parameter you want to control by holding down the Ctrl key and select the control object. Once selected the control object will be highlighted.

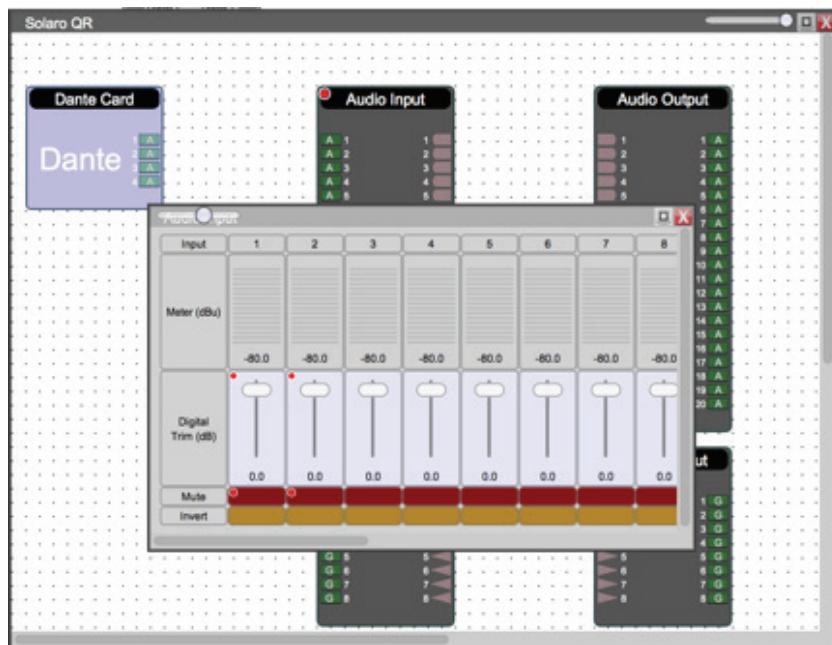


Right mouse click on the highlighted object and select "Create third party control object name" in the popup menu. A dialog will be displayed. You can enter a unique (Unique within the device) control object name. This name will be used in your third-party control protocol.

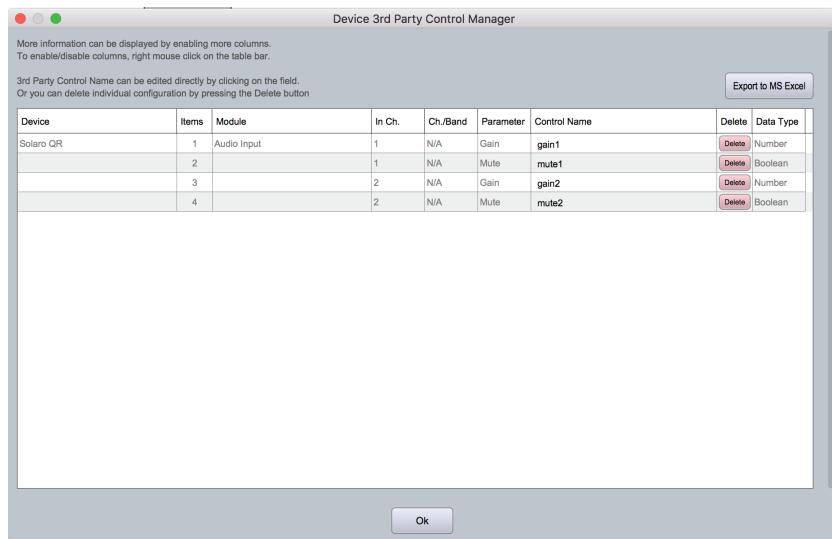




Once a third-party control object name has been defined, on the top left corner a small red indicator will be displayed to indicate that this object can be controlled through third-party control. You can also notice that the top left corner of the module will also have indicator to indicate that some of its parameters has third-party control object name defined.



To query a list of all third-party control object name defined in your project, you can select "Project" -> "Device third party control elements" from the top menu bar to display a list of all control object names. You can also export this list to Excel as reference for your third-party control programming.



## 10. Commands List

### SET <CONTROL OBJECT/GROUP> <DATA - number/string/Boolean>

Examples	SET gain1 -3.2	Set "gain1" to -3.2 dB
	SET polarity1 TRUE	Set "polarity1" to ON position
	SET filter1 "Butterworth"	Set "filter1" to Butterworth Filter
	SET \$group1 -15.7	Set all parameters in group1 to -15.7dB

### SETRAW <CONTROL OBJECT/GROUP> <DATA - number>

Examples	SETRAW gain1 -3200	Set "gain1" to -3.2 dB
	SETRAW polarity1 1	Set "polarity1" to ON position
	SETRAW filter1 1	Set "filter1" to Butterworth Filter
	SETRAW \$group1 1000	Set all parameters in group1 to +1.0dB

### GET <CONTROL OBJECT/GROUP>

Example	GET EQslope	Get "EQslope" formatted value
	GET \$group1	Get formatted value for all parameters in group1

### GETRAW <CONTROL OBJECT/GROUP>

Example	GETRAW EQslope	Get "EQslope" raw value
	GETRAW \$group1	Get raw value for all parameters in group1

### INC <CONTROL OBJECT/GROUP> <DATA - number>

Example	INC fader3 0.5	Increase "fader3" by 0.5 dB
	INC \$group1 1	Increase all parameters in group1 by 1dB

**INCRAW <CONTROL OBJECT/GROUP> <DATA - number>**


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Example	INCRAW fader3 500	Increase "fader3" by 0.5 dB
	INCRAW \$group1 1000	Increase all parameters in group1 by 1dB

**DEC <CONTROL OBJECT/GROUP> <DATA - number>**


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Example	DEC fader3 0.5	Decrease "fader3" by 0.5 dB
	DEC \$group1 1	Decrease all parameters in group1 by 1dB

**DECRAW <CONTROL OBJECT/GROUP> <DATA - number>**


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Example	DECRAW fader3 500	Decrease "fader3" by 0.5 dB
	DECRAW \$group1 1000	Decrease all parameters in group1 by 1dB

**TOGGLE <CONTROL OBJECT/GROUP>**


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Example	TOGGLE mute1	Toggle "mute1" state
	TOGGLE \$group2	Toggle all parameters in group2

**PRESET <DATA - number/string>**


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Example	PRESET 4	Recall preset #4
	PRESET "preset name"	Recall preset with name "preset name"

**SUBSCRIBE <CONTROL OBJECT/GROUP> <DATA - string>\***


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Example	SUBSCRIBE meter6	Subscribe to "meter6" via TCP Unicast
	SUBSCRIBE meter6 "TCP"	Subscribe to "meter6" via TCP Unicast
	SUBSCRIBE meter6 "UDP"	Subscribe to "meter6" via UDP Broadcast

\* <DATA - string> is optional, TCP Unicast will be used by default

**UNSUBSCRIBE <CONTROL OBJECT/GROUP>**


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Example	UNSUBSCRIBE meter6	Unsubscribe "meter6"
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**KEEPALIVE**


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Example	KEEPALIVE	No operation. Can be used by external controller to keep the TCP connection alive.
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**INTERVAL <DATA - number>**


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Example	INTERVAL 100	Set subscription interval to minimum 100ms.
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\* Subscription data could be delayed longer than the specify interval due to CPU usage, but it is guarantee to wait for the configured interval time before attempting to sent out subscription data.

\* The minimum value is 100 ms.

**Note**

In Neutrino Series processor, Interval command applies to individual TCP connection. That mean you can have different Interval for different connection. However, in Solaro Series processor, this Internal command applies globally. All connections interval will be changed when you set this Interval command.

**LOGIN <DATA - string>**

Example      LOGIN "password"      Login for external control with "password"

**REBOOT**

Example      REBOOT      Remotely reboot device

**REFRESH**

Example      REFRESH      Get formatted data value for all control objects

**CREATE <CONTROL GROUP>**

Example      CREATE group1      Create a group with the name "group1"

This is the only exception where CONTROL GROUP does not require a '\$' sign in the syntax because he '\$' sign will be automatically added when the group is created.

**REMOVE <CONTROL GROUP>**

Example      REMOVE \$group1      Remove the group with name "group1"

**JOIN <CONTROL GROUP> <DATA - string>**

Example      JOIN \$group1 "gain1"      "gain1" will join group1

**LEAVE <CONTROL GROUP> <DATA - string>**

Example      LEAVE \$group2 "mute2"      "mute2" will leave group2

## 11. Data String

String	Values
Filter Type	Butterworth, LR, Bessel
Filter Slope	6db/Oct, 12db/Oct, 18db/Oct, 24db/Oct, 30db/Oct, 36db/Oct, 42db/Oct, 48db/Oct
AFS Sensitivity	Very Low, Low, Medium, High, Very High
AFS Type	Dynamic, Fixed
Control Ramp Type	Linear, Log, Audio

## 12. Error Codes

Error Code	Description
<b>101</b>	Invalid Command
<b>102</b>	Bad Arguments
<b>103</b>	Invalid Data Format
<b>104</b>	Control Object Not Found
<b>105</b>	Parameter Not Found
<b>106</b>	Data Value Not Found
<b>107</b>	Max Subscription Reached
<b>108</b>	Password Error
<b>109</b>	Not Yet Login
<b>110</b>	Command Not Supported for Control Object
<b>111</b>	Invalid Group Name
<b>112</b>	Max Control Group Reached
<b>113</b>	Max Control Object in Group Reached
<b>114</b>	Object Already in Group
<b>115</b>	Object Not in Group
<b>116</b>	Conflicting With Other Objects in Group
<b>117</b>	Invalid Preset #
<b>118</b>	Invalid Preset Name