Russound RNET
Media Management Protocol

Revision 1.00.00

Russound FMP
5 Forbes Road
Newmarket NH 03857

Document Information	
Dated:	January 7, 2010
Submitted By:	Bill Edmondson

Document History			
Revision	**Date**	**Author**	**Description**
1.00.00	1/7/2010	bille	First Revision

Table Of Contents

Overview 6

Implementation Steps *6*

Background 6

Screen Templates 7

iBridge Dock/ iBridge Bay Screen Templates *9*

iPod Now Playing *9*

iPod Request *10*

iPod Request by Playlist *11*

iPod Request by Genre *12*

iPod Request by Artist *13*

iPod Request by Album *14*

iPod Request by Song Title *15*

iPod Playlist Options *16*

iPod Genre Options *17*

iPod Artist Options *18*

iPod Album Options *19*

SMS3 Screen Templates *20*

SMS3 Now Playing *20*

SMS3 Request *21*

SMS3 Request by Theme *22*

SMS3 Request by Genre *23*

SMS3 Request by Artist *24*

SMS3 Request by Album *25*

SMS3 Request by Song Title 26

SMS3 Request by Internet Radio 27

SMS3 Play Artist 28

SMS3 Play Album by Artist 29

User-Initiated Events 30

Prev Button Press (Composite Screen Item 2) 30

Next Button Press (Composite Screen Item 10) 30

Select 1 Button Press (Composite Screen Item 11) 31

Select 2 Button Press (Composite Screen Item 12) 31

Select 3 Button Press (Composite Screen Item 13) 31

Select 4 Button Press (Composite Screen Item 14) 32

Select 5 Button Press (Composite Screen Item 15) 32

Select 6 Button Press (Composite Screen Item 16) 32

Back Button Press (Composite Screen Item 17) 33

Cursor Left Button Press (Composite Screen Item 18) 33

Cursor Right Button Press (Composite Screen Item 19) 33

Letter Down Button Press (Composite Screen Item 20) 34

Letter Up Button Press (Composite Screen Item 21) 34

Menu Item Messages 35

Menu Item 1 (Composite Screen Item 3) 35

Menu Item 2 (Composite Screen Item 4) 35

Menu Item 3 (Composite Screen Item 5) 36

Menu Item 4 (Composite Screen Item 6) 36

Menu Item 5 (Composite Screen Item 7) 37

Menu Item 6 (Composite Screen Item 8) 37

Menu Item 7 (Composite Screen Item 9) *38*

Screen Transitions **39**

SMS3 Now Playing Screen Select (Composite Screen Item 1a) *39*

SMS3 Request Screen Select (Composite Screen Item 1b) *39*

SMS3 Request by Theme Screen Select (Composite Screen Item 1c) *40*

SMS3 Request by Genre Screen Select (Composite Screen Item 1d) *40*

SMS3 Request by Artist Screen Select (Composite Screen Item 1e) *41*

SMS3 Request by Album Screen Select (Composite Screen Item 1f) *41*

SMS3 Request by Song Screen Select (Composite Screen Item 1g) *42*

SMS3 Request by Internet Radio Screen Select (Composite Screen Item 1h) *42*

SMS3 Play Artist Screen Select (Composite Screen Item 1i) *43*

SMS3 Play Album by Artist Screen Select (Composite Screen Item 1j) *43*

iPod Now Playing Screen Select (Composite Screen Item 1k) *44*

iPod Request Screen Select (Composite Screen Item 1l) *44*

iPod Request by Playlist Screen Select (Composite Screen Item 1m) *45*

iPod Request by Genre Screen Select (Composite Screen Item 1n) *45*

iPod Request by Artist Screen Select (Composite Screen Item 1o) *46*

iPod Request by Album Screen Select (Composite Screen Item 1p) *46*

iPod Request by Song Screen Select (Composite Screen Item 1q) *47*

iPod Playlist Options Screen Select (Composite Screen Item 1r) *47*

iPod Genre Options Screen Select (Composite Screen Item 1s) *48*

iPod Artist Options Screen Select (Composite Screen Item 1t) *48*

iPod Album Options Screen Select (Composite Screen Item 1u) *49*

Overview

This document provides the details necessary to implement a UI application capable of managing the media stored on the Russound Media Players; the Russound SMS3, iBridgeDock and iBridgeBay. It presents a specific implementation model, similar to the Russound UNO-TS2 Touchscreen keypad. The advantage to this approach is that it allows a UI to mimic the UNO-TS2 state and navigation behavior with minimum effort.

Implementation Steps

This document presents a 3-step process in implementing support for Russound RNET Media Management.

1. Create Screen Templates
First, create a set of UI screens that contain the required elements (buttons and text fields) necessary to navigate and select on-screen items.

2. Add RNET messages to UI button elements
Next, insert the pre-defined RNET messages to be transmitted upon button press.

3. Parse incoming RNET messages
Finally, create an RNET message parser to extract the menu item text from data messages and initiate screen transitions based on RNET event messages.

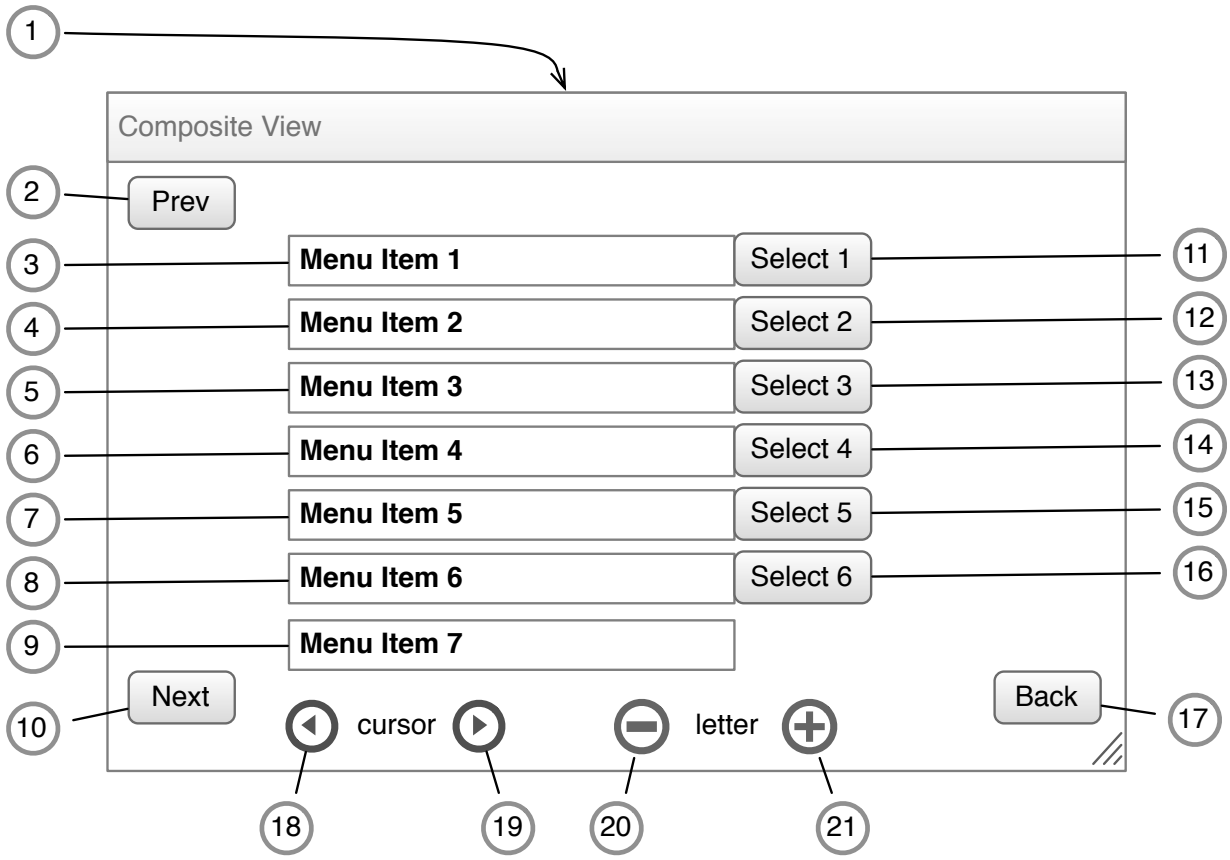
Background

In order to understand the basics of RNET integration, it is recommended that you review the ***Russound Controller RS232 Protocol*** document. This is available as part of the ***Russound Third Party Development Toolkit*** and available in the Document Center at http://www.russound.com. This zip file also contains tools for RNET message generation and analysis. You may find these tools useful during the implementation and testing of your Media Management UI screens.

Screen Templates

There are two unique sets of screen templates. The first set, made up of 11 screen templates, is defined for managing media on the ***Russound iBridge Dock*** and ***Russound iBridge Bay*** RNET source devices. The second set, made up of 10 screen tempates, is defined for managing media on the ***Russound SMS3 RNET*** source device.

There are 21 screen templates in all. These screen templates share a set of screen *elements.* The diagram shown below serves as a 'composite' screen. It is intended to present every screen *element* used across all screen templates. It is important to note that this composite is not part of the necessary set of screen templates that must be implemented. That is, there is no need for a 'composite' screen on your device. It merely serves to present all screen elements on a single diagram and identifies each screen element with a unique reference number for identification, shown in a circle attached to each element, in later sections of this document.



There are 3 types of screen elements:

• **Buttons** - Each button screen element, when pressed by the user, must generate a specific RNet Event Message that is sent to a Russound Master Controller via it's RS232 connection.

• **Menu Items** - These elements are intended to display text derived from special RNet Data Messages received from an RNet source device.

• **Screen Transition** - These are 'hidden' (not visible to the user) elements, responsible for initiating screen transitions based on the state of the media management session.

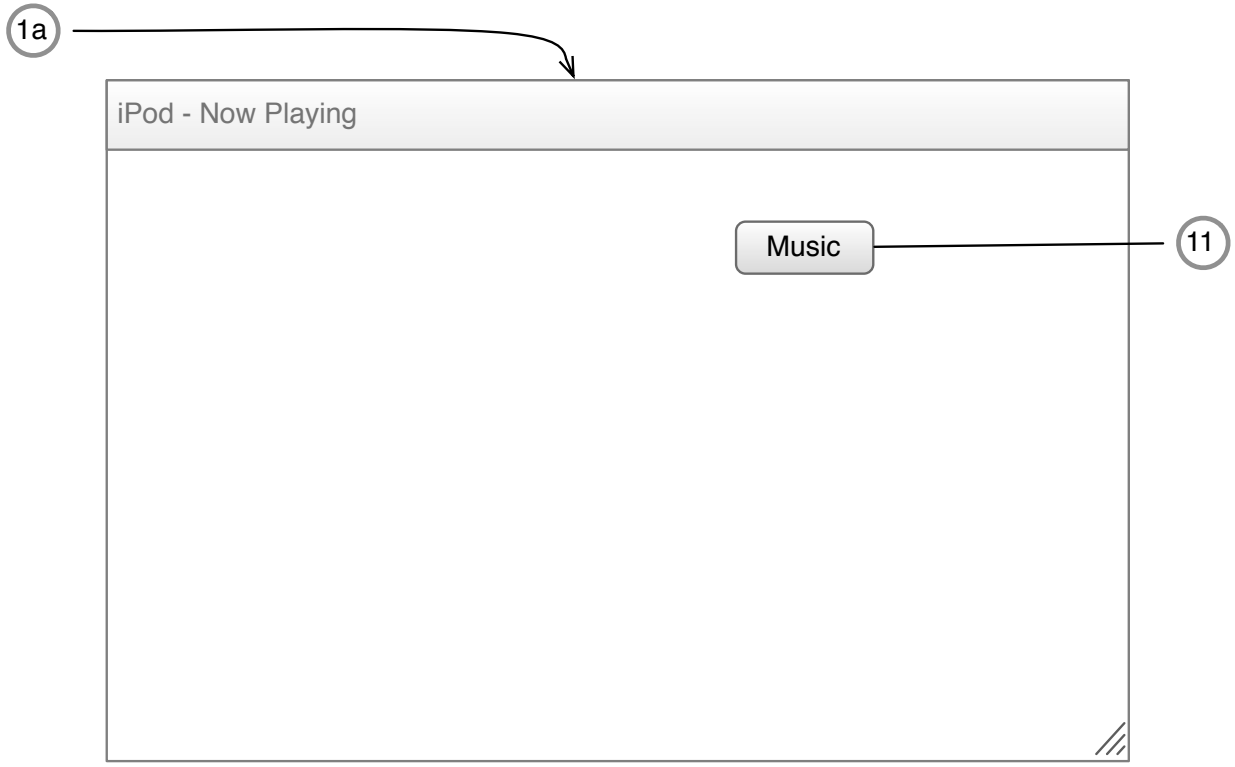
It is ***important*** to note that this document presents only the screen elements that are specific to implementing the Media Management capability of the Russound RNET devices. In their final implementation, a screen template may contain other screen elements that complement the overall UI design.

The RNet messages associated with these screen elements are presented in the sections presented later in this document.

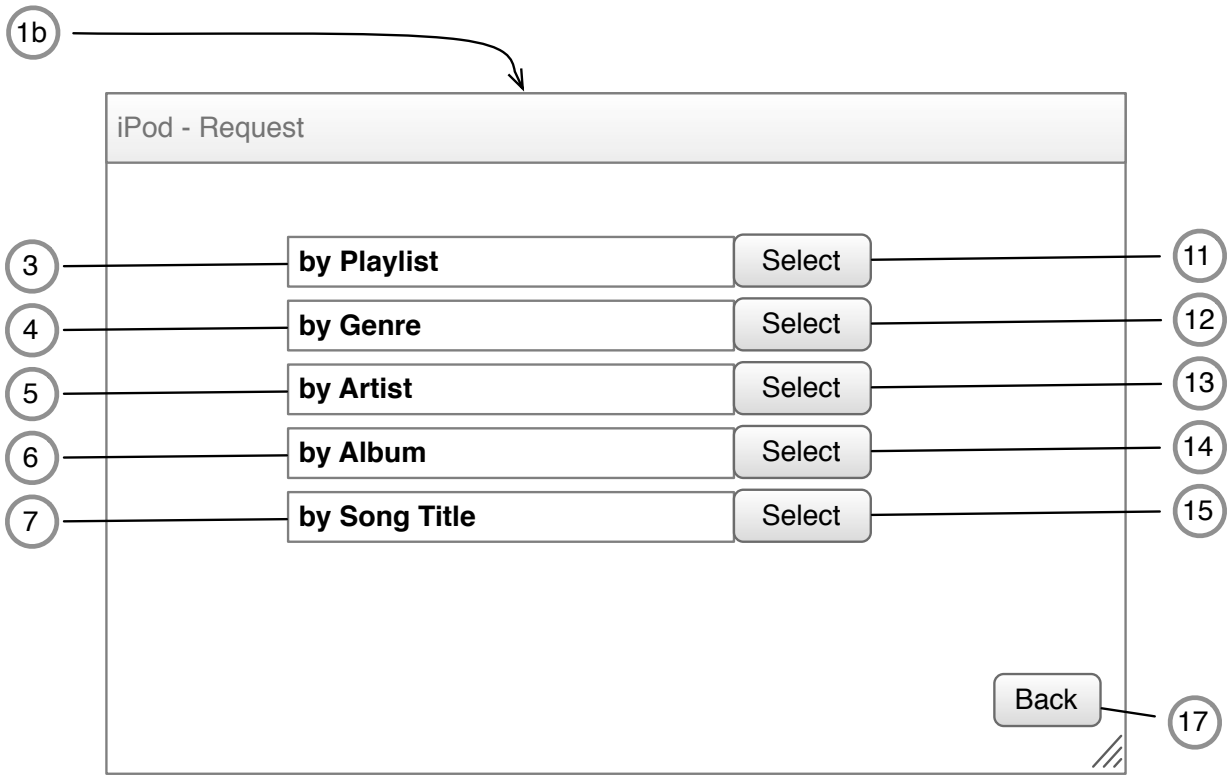
iBridge Dock/ iBridge Bay Screen Templates

iPod Now Playing

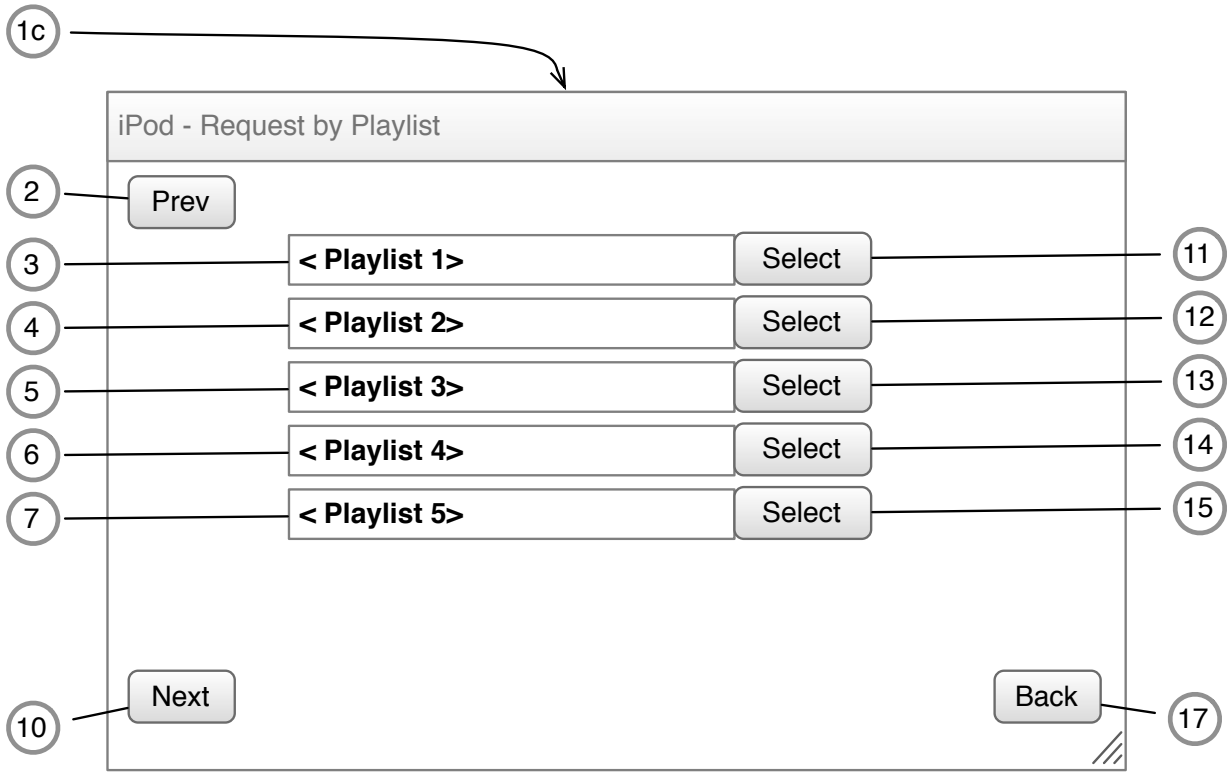
This screen provides entry into the iPod Media Management screens. pressing the ‘Music’ button will inform the RNET system to transition to the iPod Request screen, populate the Screen Menu Items with the relevant text, and wait for further user-initiated events (button presses).



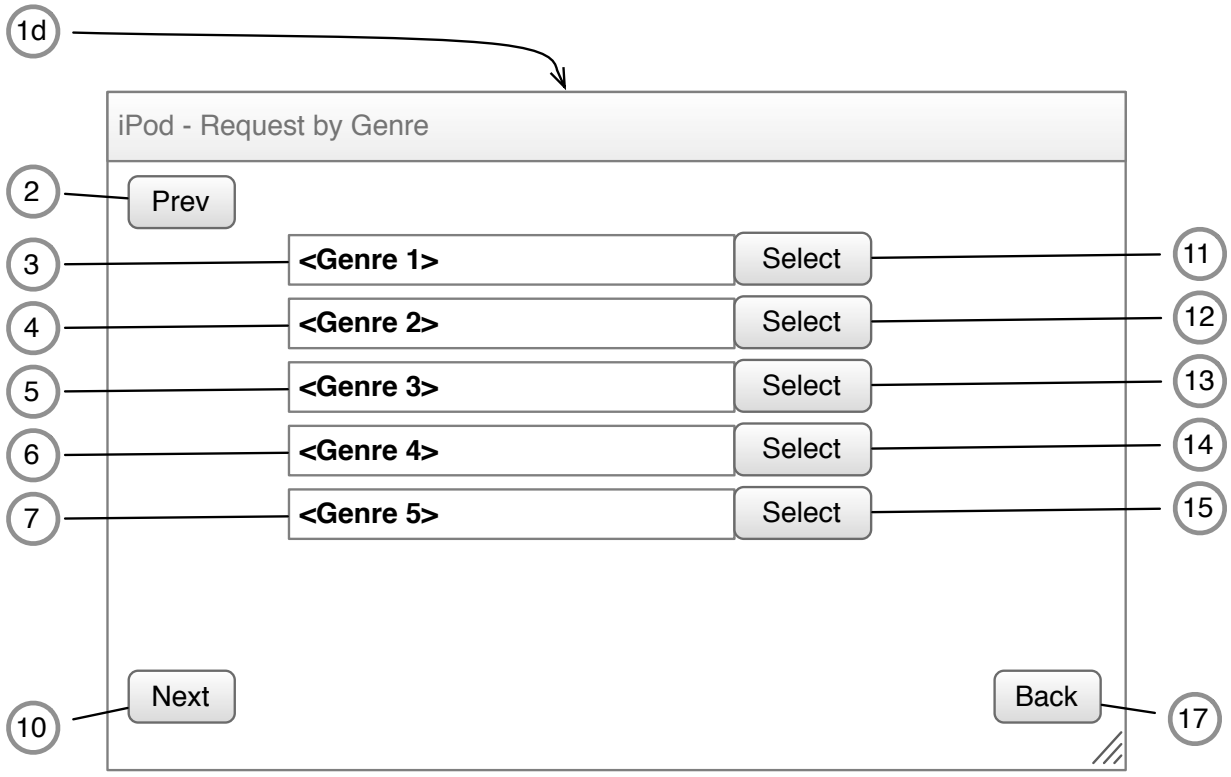
iPod Request



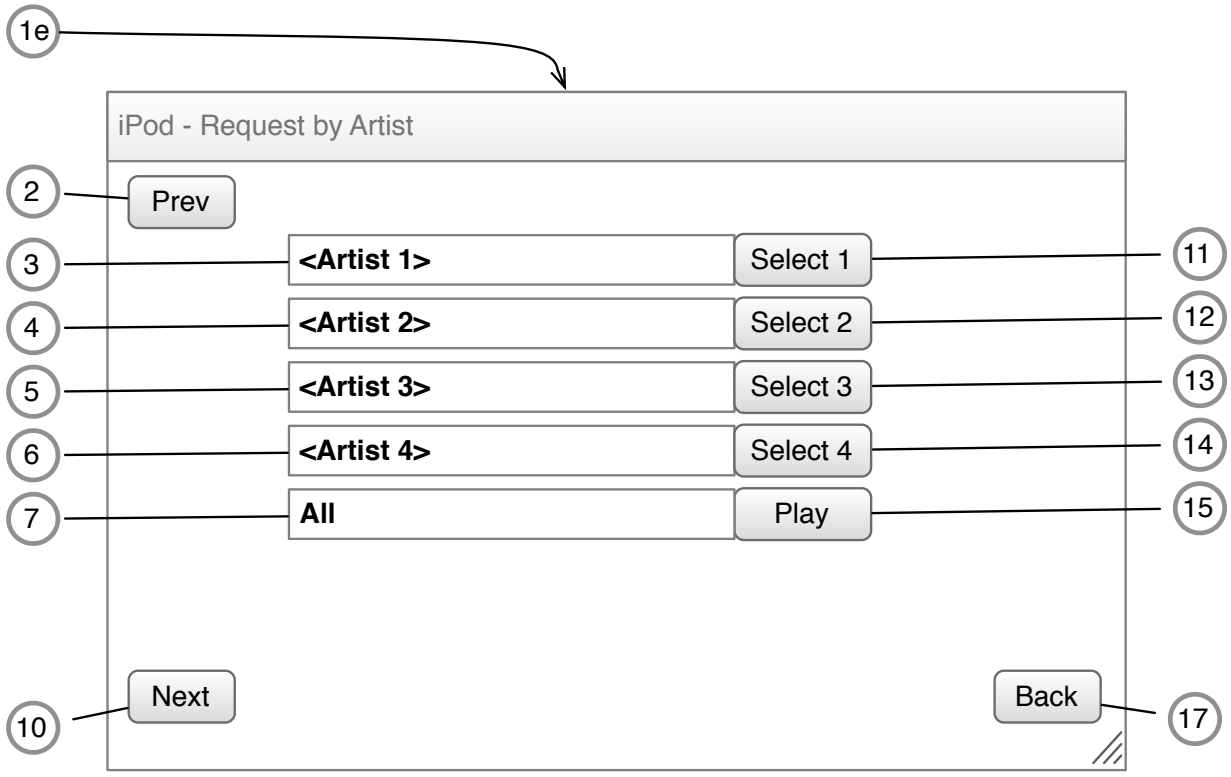
iPod Request by Playlist



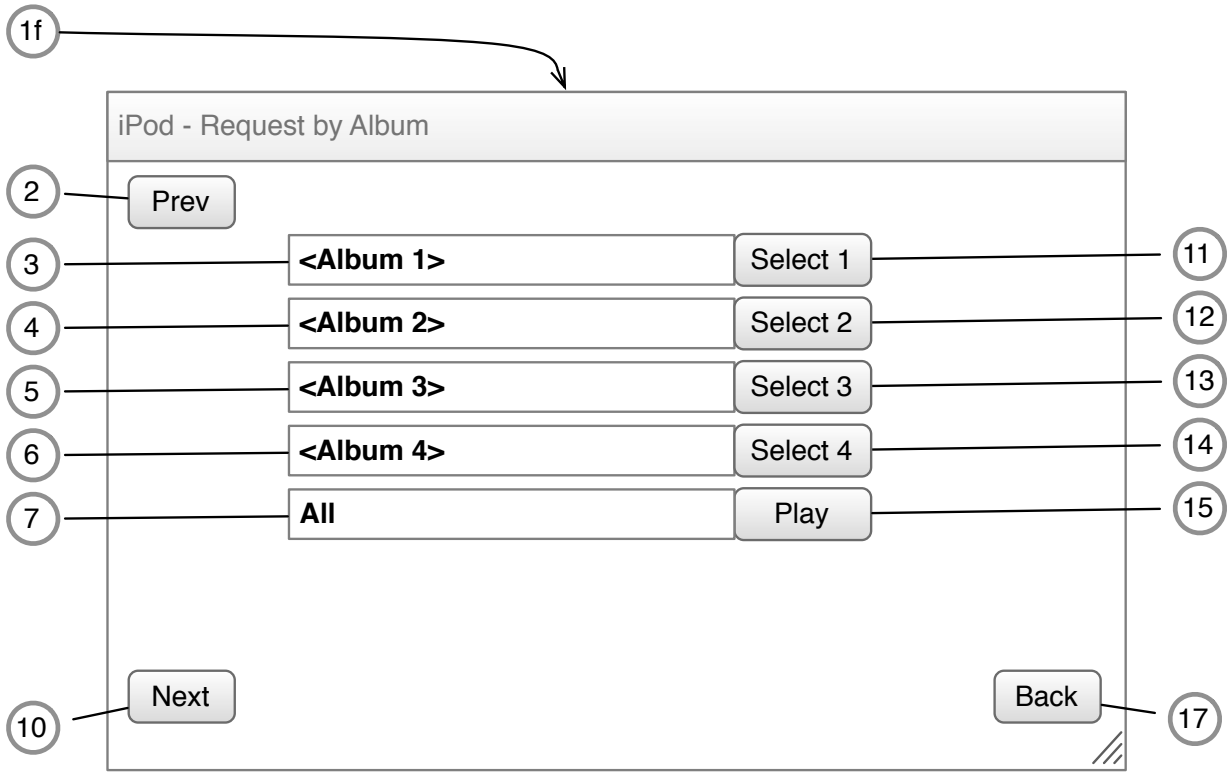
iPod Request by Genre



iPod Request by Artist

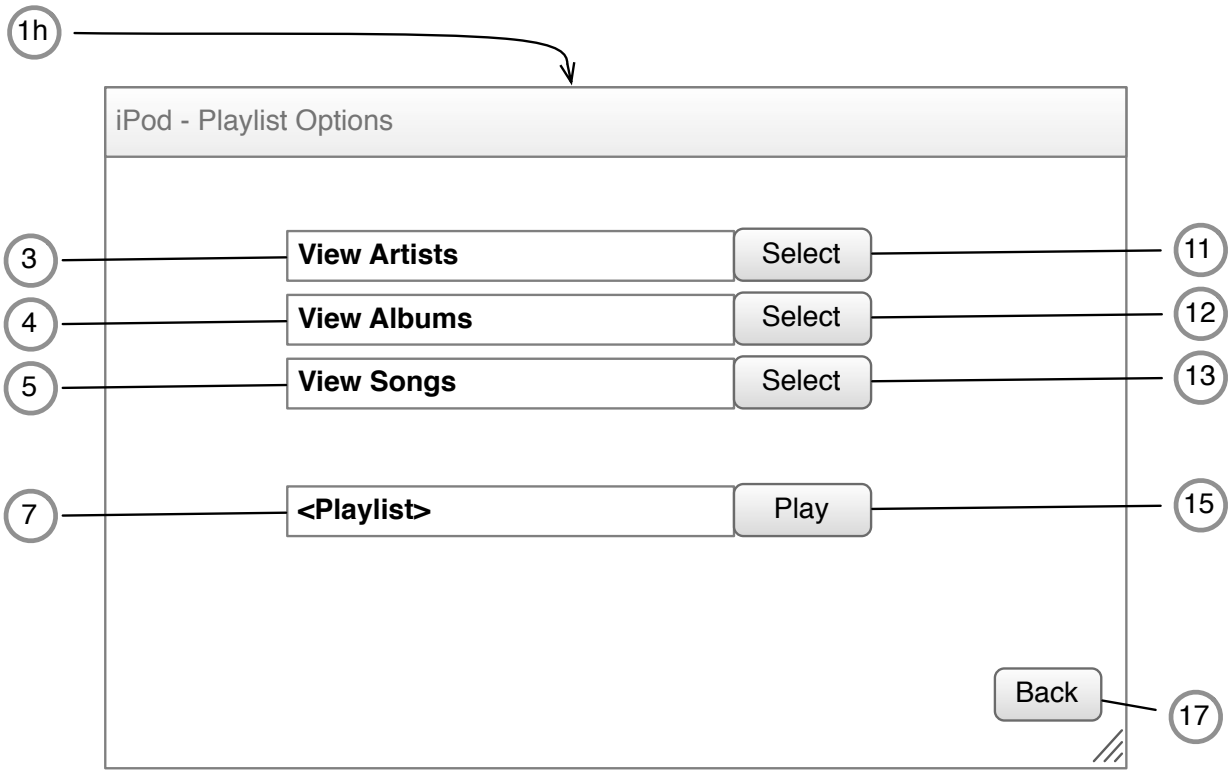


iPod Request by Album

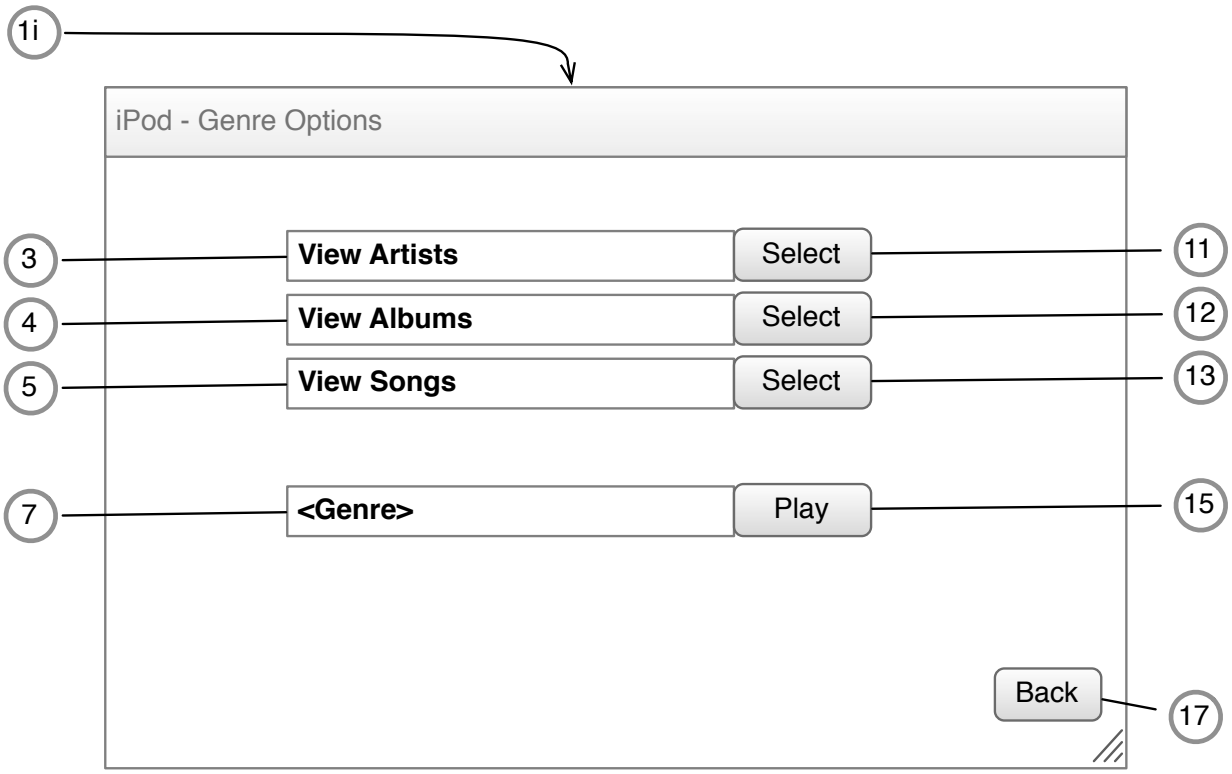


iPod Request by Song Title

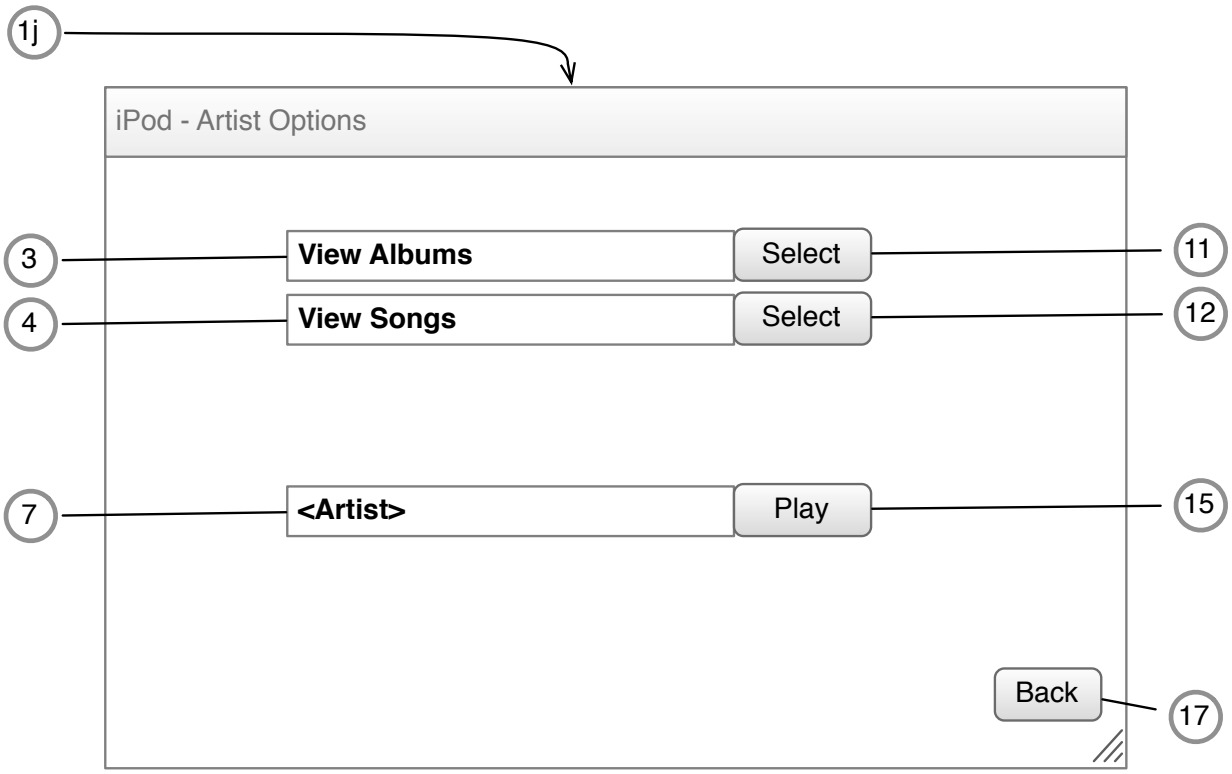
iPod Playlist Options



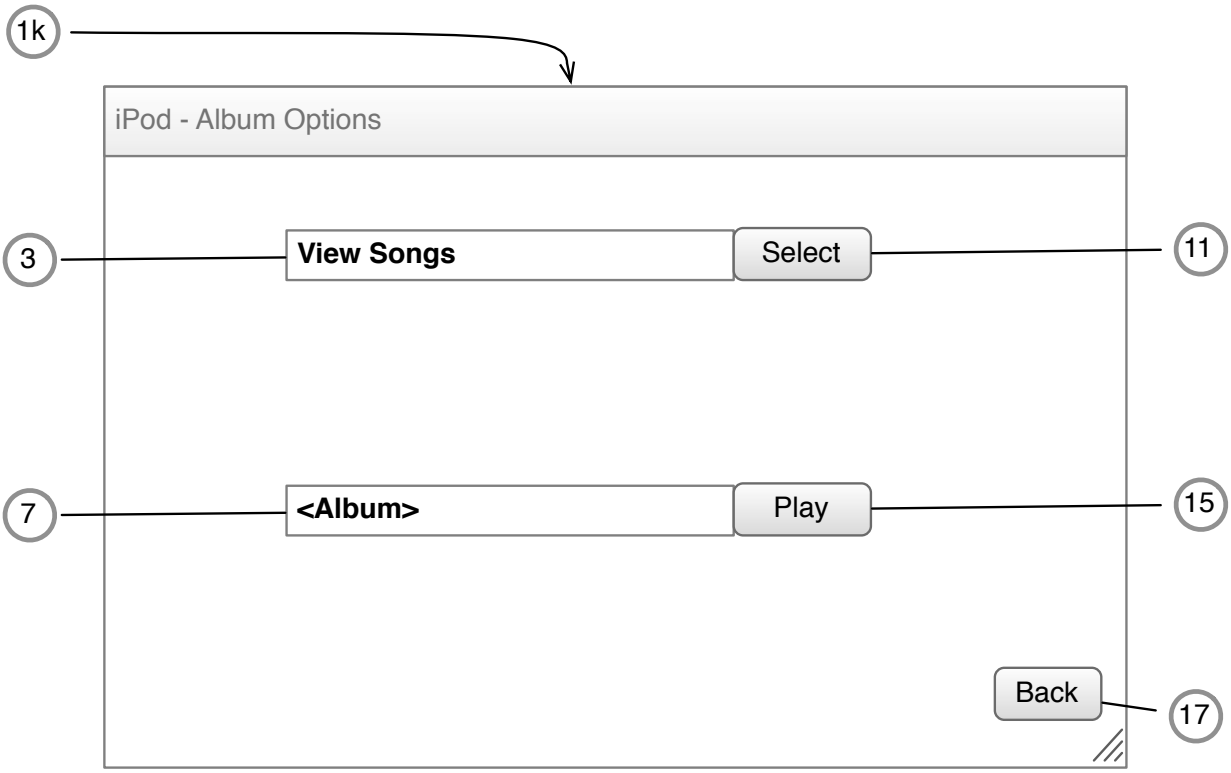
iPod Genre Options



iPod Artist Options



iPod Album Options

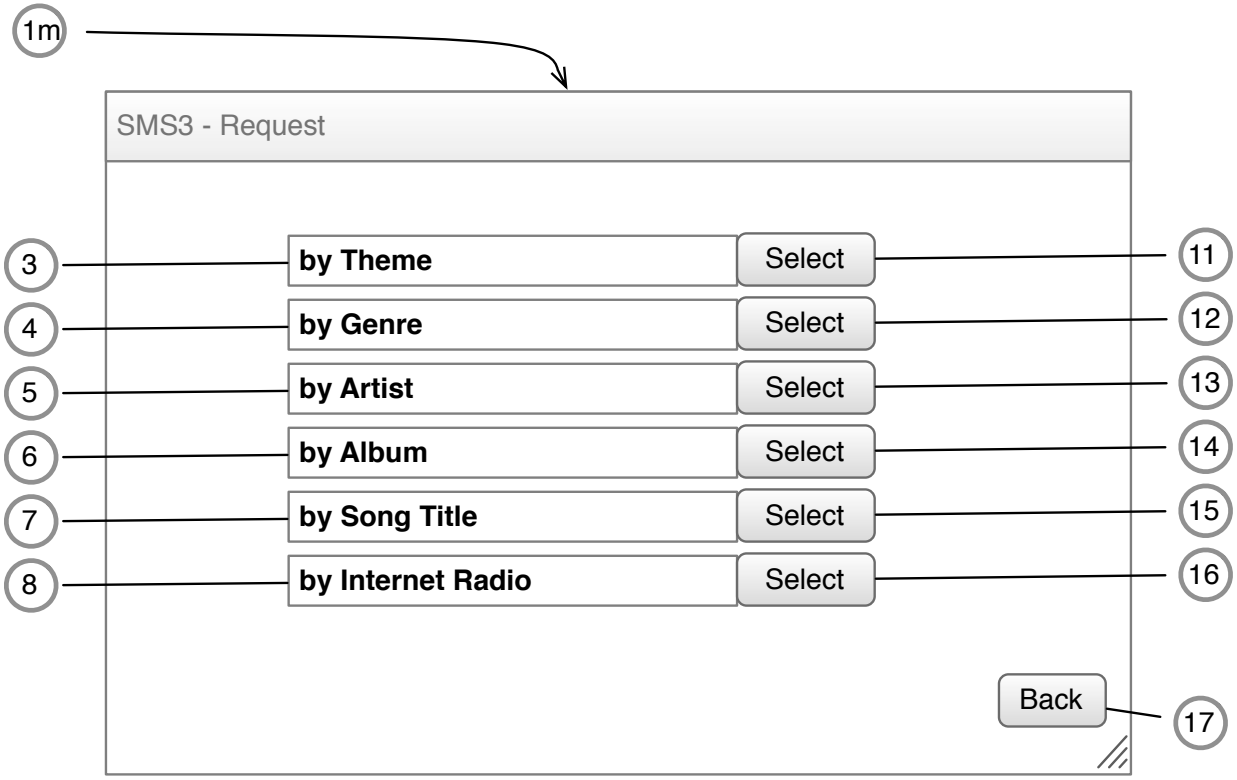


SMS3 Screen Templates

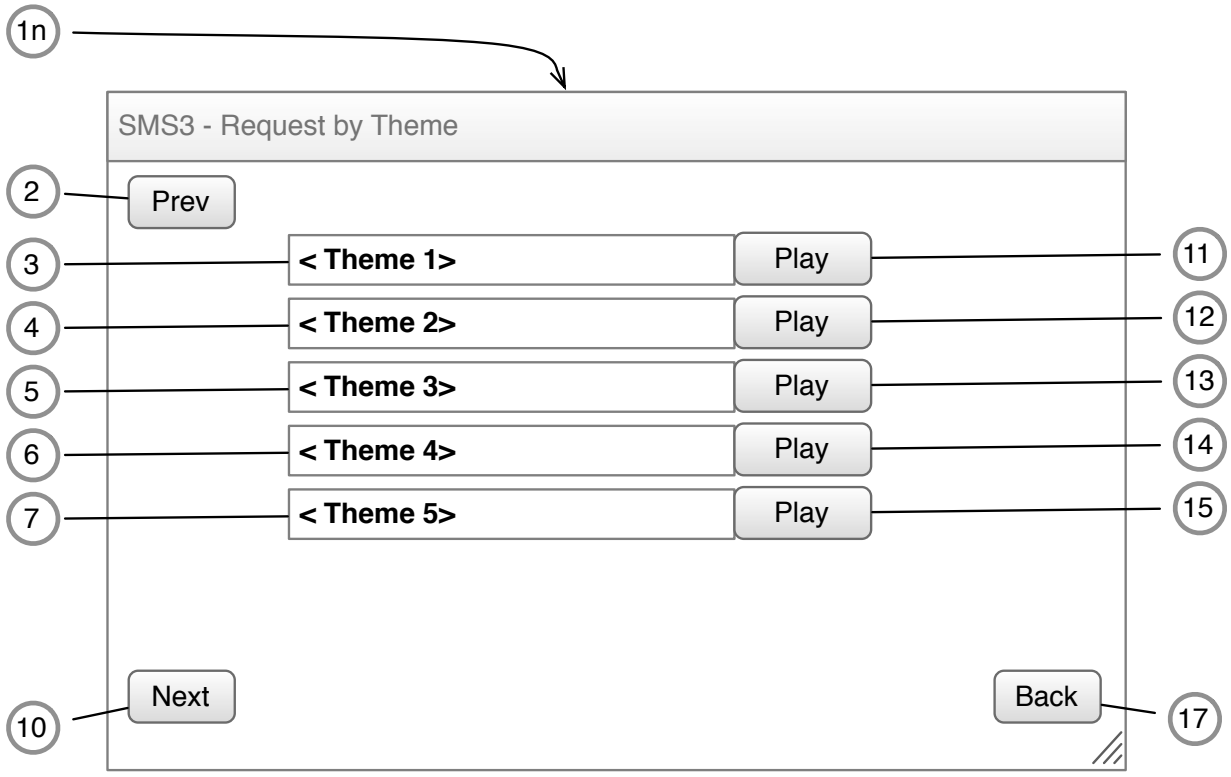
SMS3 Now Playing

This screen provides entry into the SMS3 Media Management screens. pressing the ‘Music’ button will inform the RNET system to transition to the SMS3 Request screen, populate the Screen Menu Items with the relevant text, and wait for further user-initiated events (button presses).

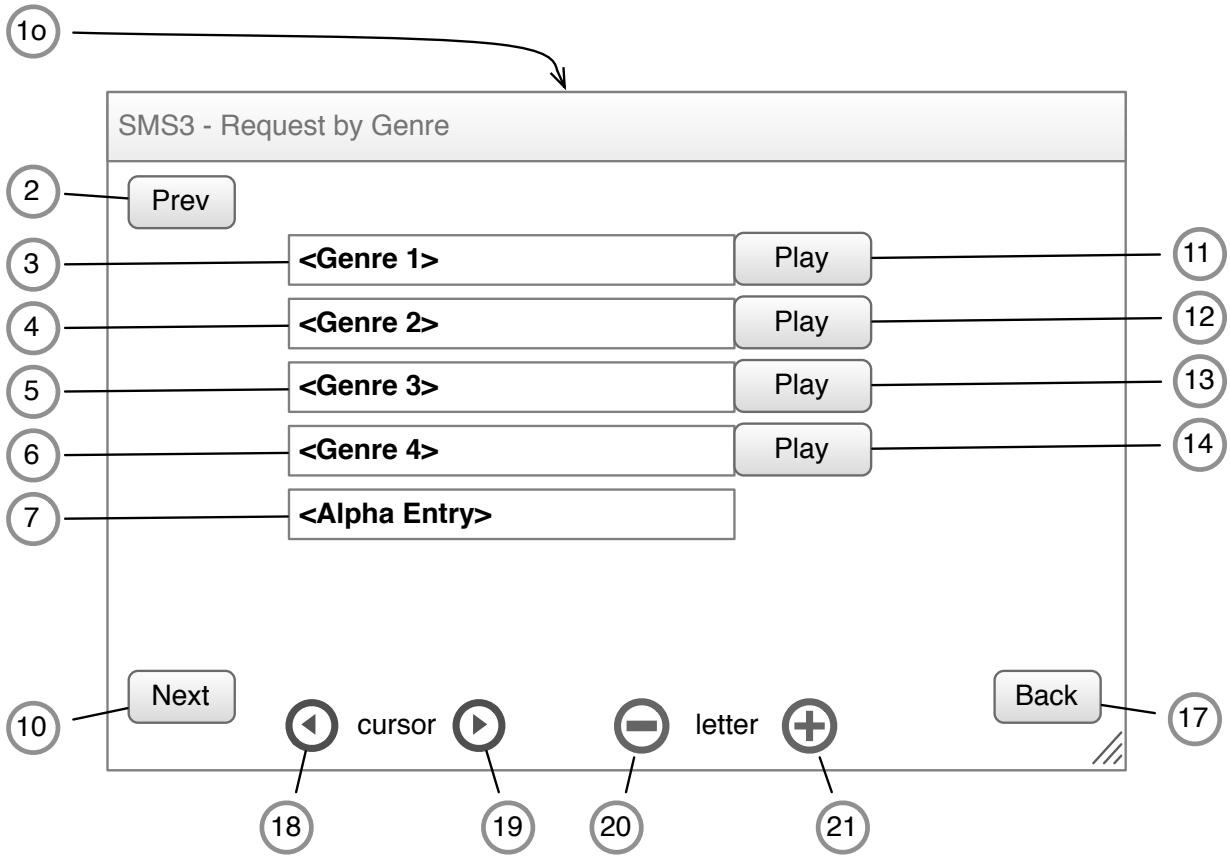
SMS3 Request



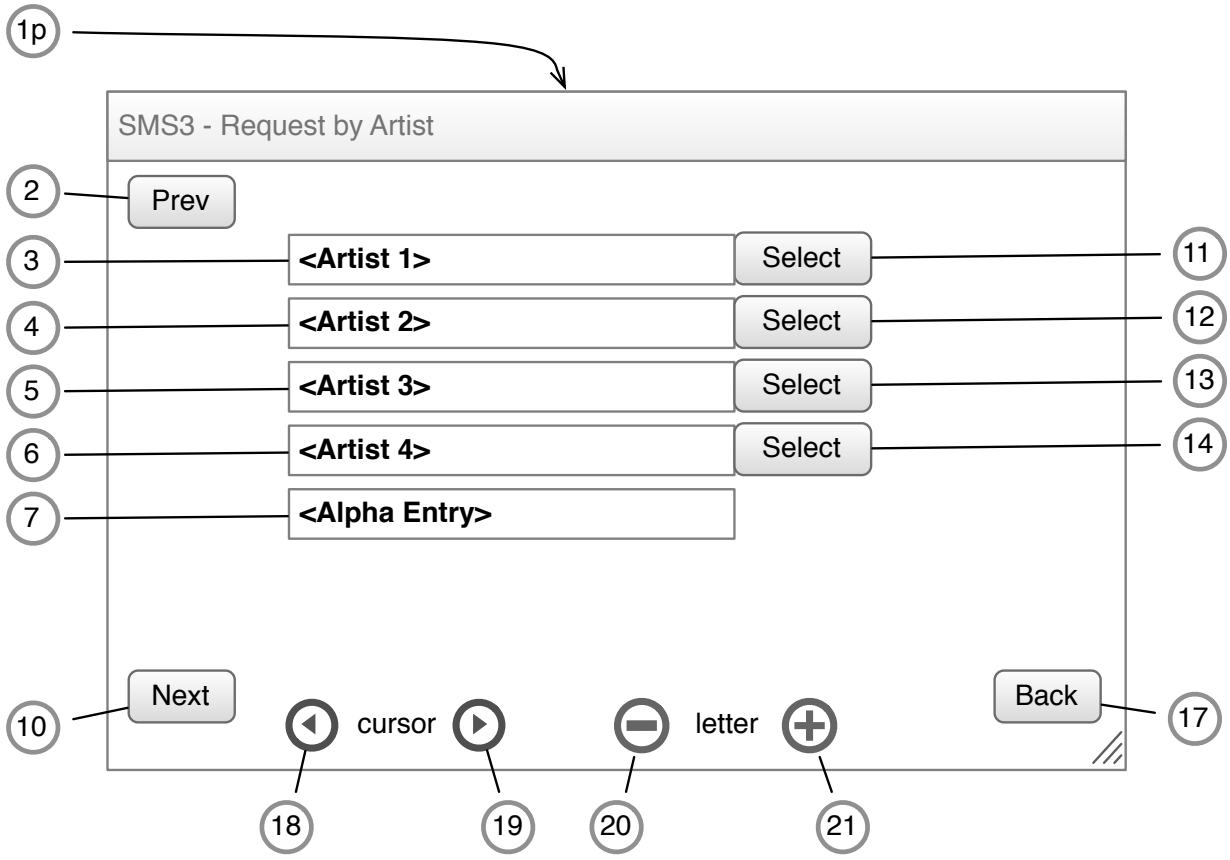
SMS3 Request by Theme



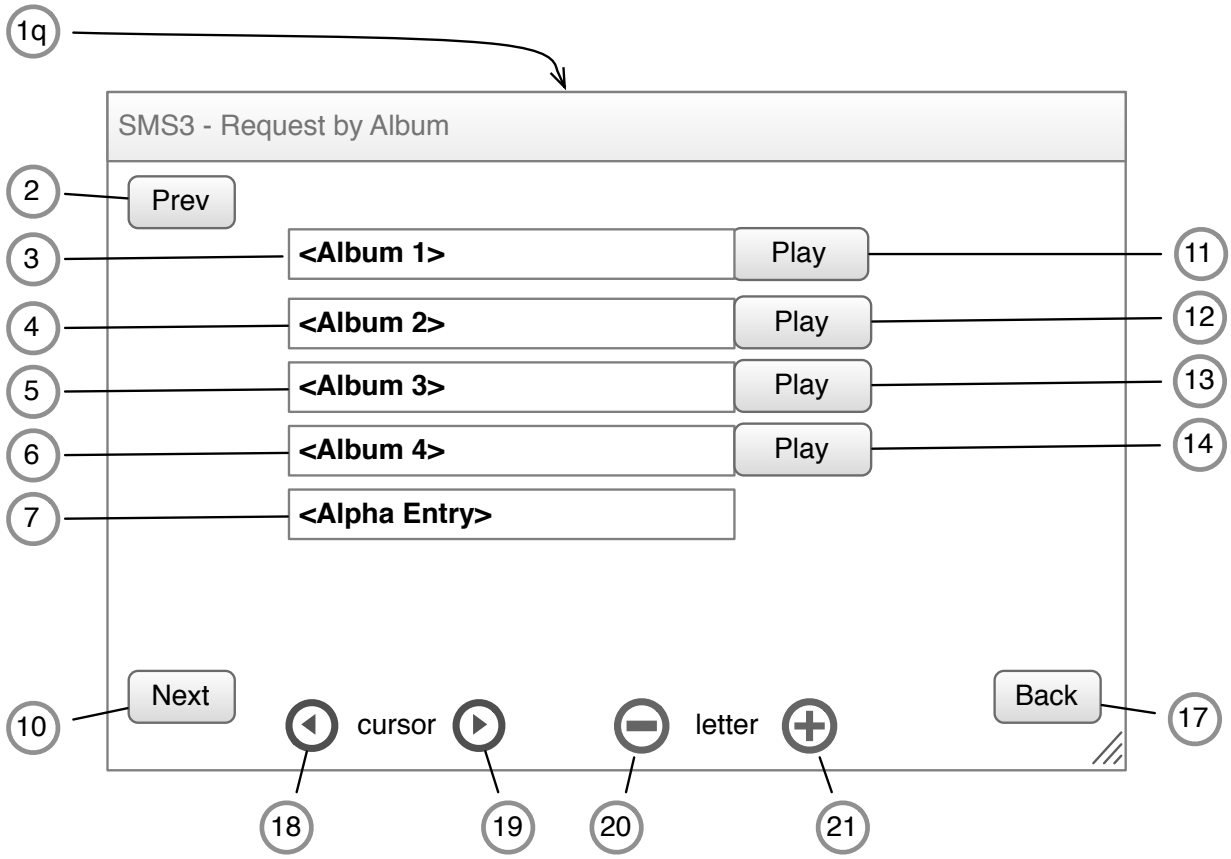
SMS3 Request by Genre



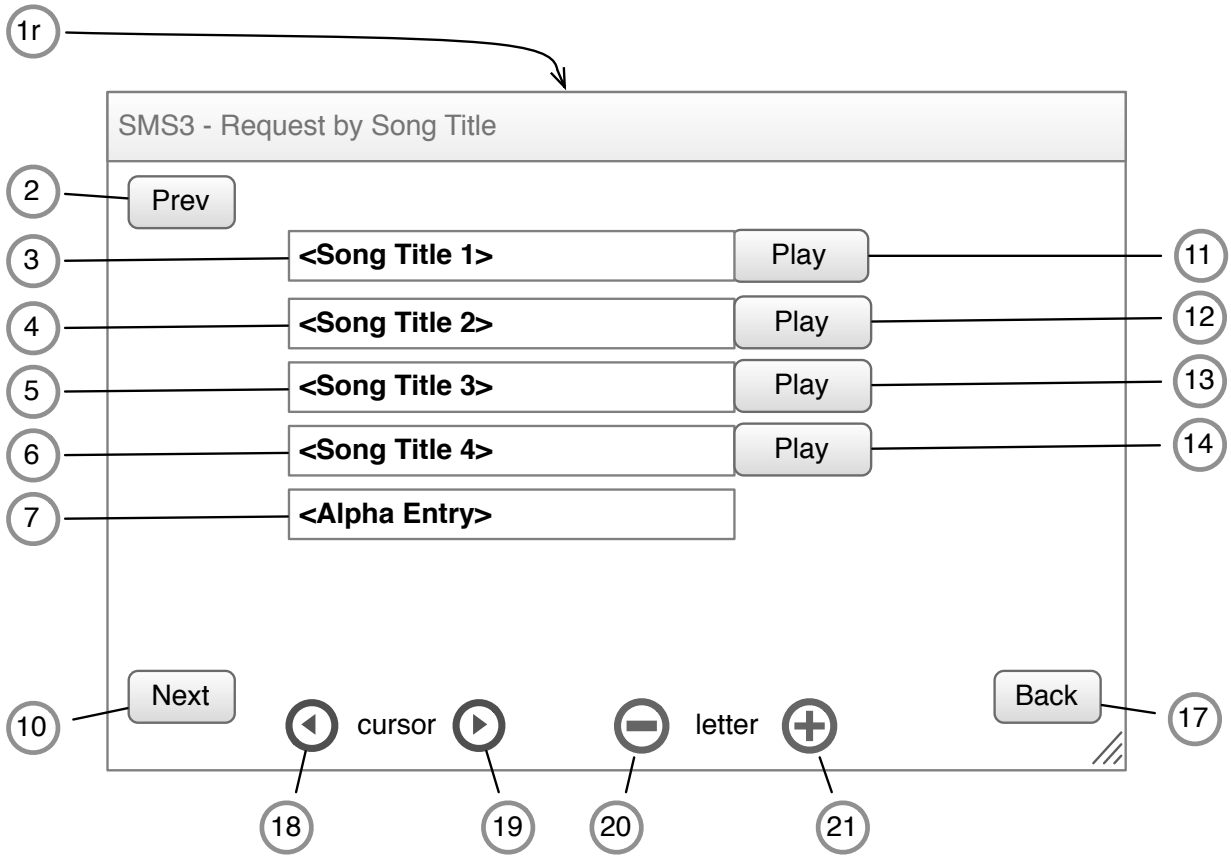
SMS3 Request by Artist



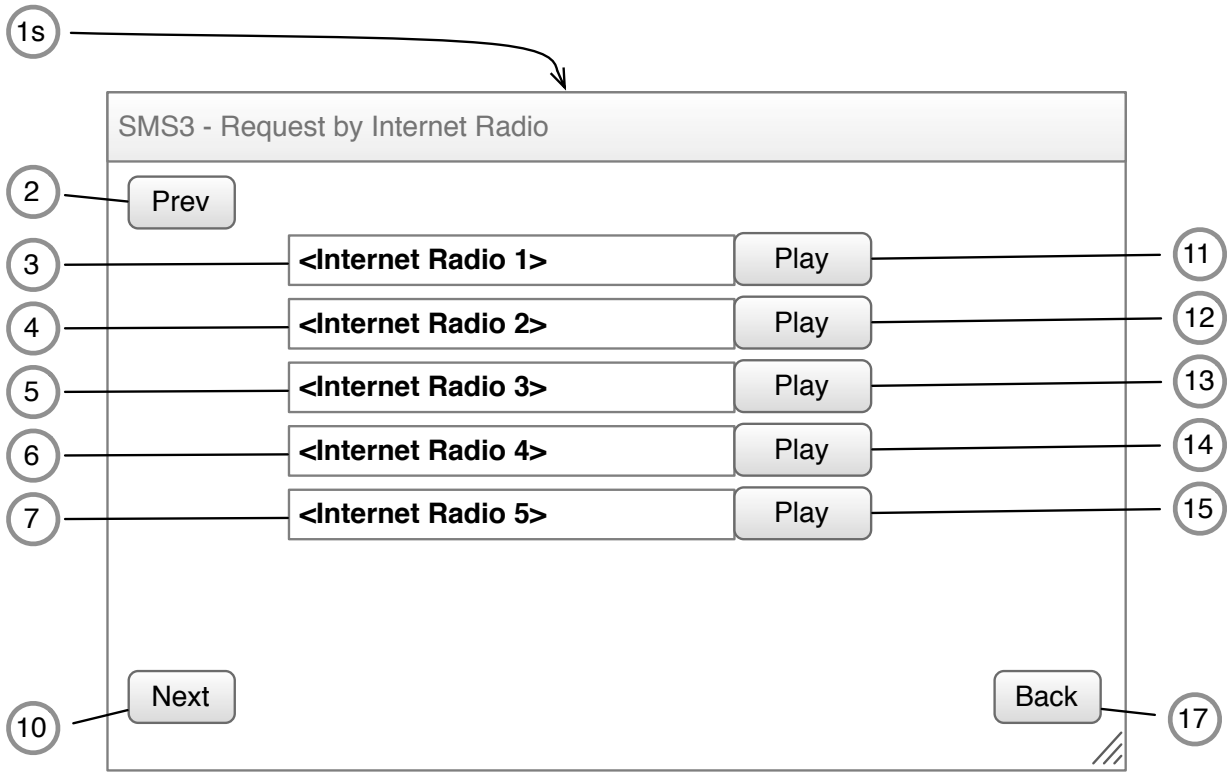
SMS3 Request by Album



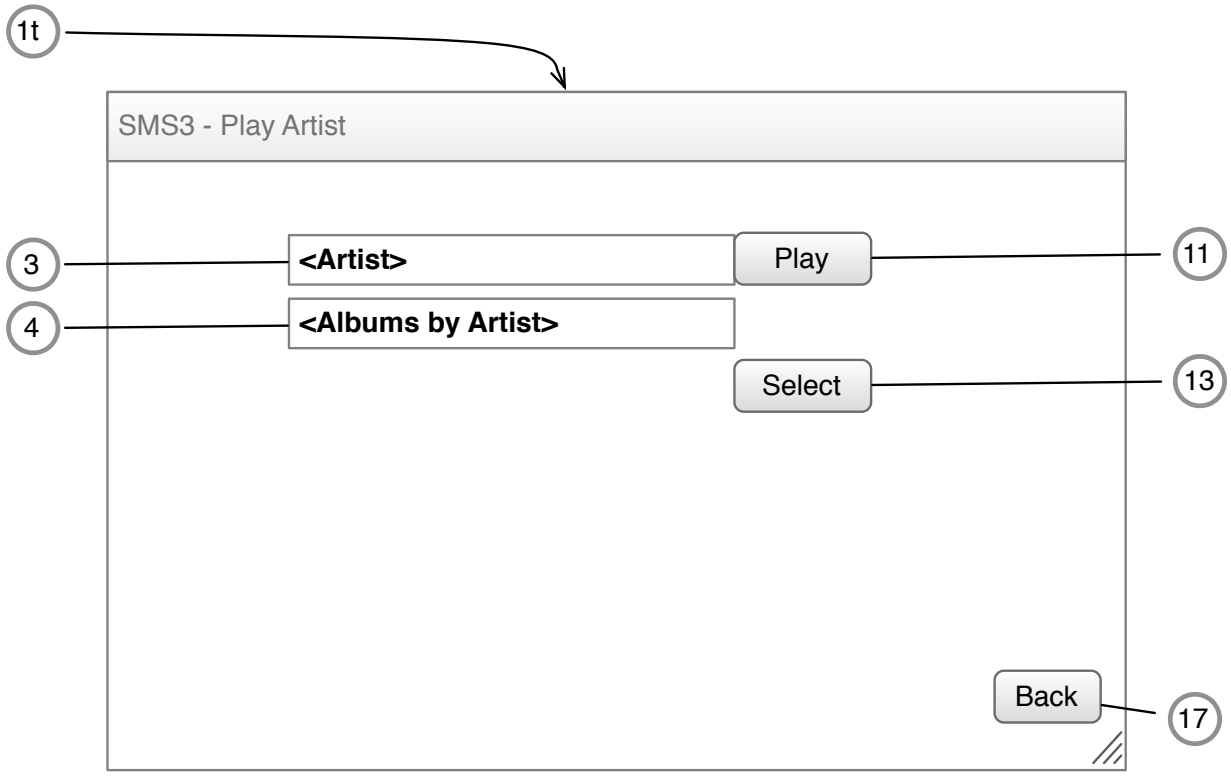
SMS3 Request by Song Title



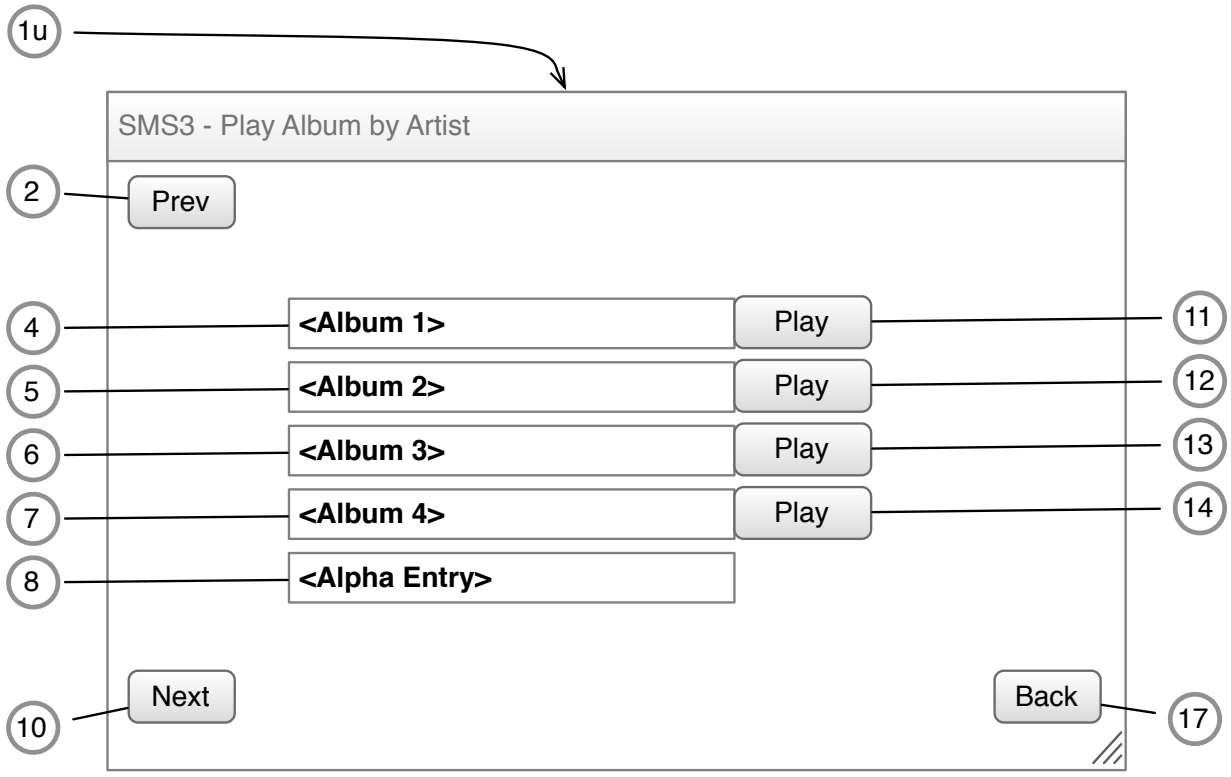
SMS3 Request by Internet Radio



SMS3 Play Artist



SMS3 Play Album by Artist



User-Initiated Events

This section presents the RNet messages that are to be transmitted by the 3rd party device in response to user button presses. Each section title refers to an item in the Composite Screen shown earlier.

Prev Button Press (Composite Screen Item 2)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Prev’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Value	F0	00	00	7F	**cc**	**zz**	70	05	02	02	00	00	F1	40	00	00	00	2A	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Next Button Press (Composite Screen Item 10)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Next’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Value	F0	00	00	7F	**cc**	**zz**	70	05	02	02	00	00	F1	40	00	00	00	29	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Select 1 Button Press (Composite Screen Item 11)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Select 1’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	23	24
Value	F0	00	00	7F	**cc**	**zz**	70	05	02	02	00	00	F1	40	00	00	00	5A	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Select 2 Button Press (Composite Screen Item 12)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Select 2’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	23	24
Value	F0	00	00	7F	**cc**	**zz**	70	05	02	02	00	00	F1	40	00	00	00	5B	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Select 3 Button Press (Composite Screen Item 13)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Select 3’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	23	24
Value	F0	00	00	7F	**cc**	**zz**	70	05	02	02	00	00	F1	40	00	00	00	5C	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Select 4 Button Press (Composite Screen Item 14)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Select 4’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	23	24
Value	F0	00	00	7F	**cc**	**zz**	70	05	02	02	00	00	F1	40	00	00	00	5D	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Select 5 Button Press (Composite Screen Item 15)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Select 5’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	23	24
Value	F0	00	00	7F	**cc**	**zz**	70	05	02	02	00	00	F1	40	00	00	00	5E	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Select 6 Button Press (Composite Screen Item 16)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Select 6’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	23	24
Value	F0	00	00	7F	**cc**	**zz**	70	05	02	02	00	00	F1	40	00	00	00	5F	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Back Button Press (Composite Screen Item 17)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Back’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Value	F0	00	00	7F	**cc**	**zz**	70	05	02	02	00	00	BF	00	00	00	12	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Cursor Left Button Press (Composite Screen Item 18)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Cursor Left’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Value	F0	00	00	7F	**cc**	**zz**	70	05	03	02	00	01	02	04	03	67	00	00	00	00	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Cursor Right Button Press (Composite Screen Item 19)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Cursor Right’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Value	F0	00	00	7F	**cc**	**zz**	70	05	03	02	00	01	02	04	03	68	00	00	00	00	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Letter Down Button Press (Composite Screen Item 20)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Letter Down’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Value	F0	00	00	7F	**cc**	**zz**	70	05	03	02	00	01	02	04	03	6A	00	00	00	00	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Letter Up Button Press (Composite Screen Item 21)

This RNet message is to be transmitted by the 3rd party device when the user presses the ‘Letter Up’ button.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Value	F0	00	00	7F	**cc**	**zz**	70	05	03	02	00	01	02	04	03	69	00	00	00	00	00	01	**xx**	F7

cc = controller number -1
zz = zone number -1
xx = checksum

Menu Item Messages

This section presents the RNET messages that are sent by the RNET system and contain the text for each Menu Item displayed on the current screen.

Menu Item 1 (Composite Screen Item 3)

This RNet message is received by the 3rd party device to indicate that new text must be displayed in the menu item text field.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	...	n-2	n-1	n
Value	F0	**cc**	**zz**	70	00	7D	**ss**	00	02	01	01	02	01	01	00	00	01	00		00		40		**tt**	00	**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
tt = text string
xx = checksum

Menu Item 2 (Composite Screen Item 4)

This RNet message is received by the 3rd party device to indicate that new text must be displayed in the menu item text field.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	...	n-2	n-1	n
Value	F0	**cc**	**zz**	70	00	7D	**ss**	00	02	01	01	02	01	01	00	00	01	00		00		41		**tt**	00	**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
tt = text string
xx = checksum

Menu Item 3 (Composite Screen Item 5)

This RNet message is received by the 3rd party device to indicate that new text must be displayed in the menu item text field.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	...	n-2	n-1	n
Value	F0	**cc**	**zz**	70	00	7D	**ss**	00	02	01	01	02	01	01	00	00	01	00		00		42		**tt**	00	**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
tt = text string
xx = checksum

Menu Item 4 (Composite Screen Item 6)

This RNet message is received by the 3rd party device to indicate that new text must be displayed in the menu item text field.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	...	n-2	n-1	n
Value	F0	**cc**	**zz**	70	00	7D	**ss**	00	02	01	01	02	01	01	00	00	01	00		00		43		**tt**	00	**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
tt = text string
xx = checksum

Menu Item 5 (Composite Screen Item 7)

This RNet message is received by the 3rd party device to indicate that new text must be displayed in the menu item text field.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	...	n-2	n-1	n
Value	F0	**cc**	**zz**	70	00	7D	**ss**	00	02	01	01	02	01	01	00	00	01	00		00		44		**tt**	00	**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
tt = text string
xx = checksum

Menu Item 6 (Composite Screen Item 8)

This RNet message is received by the 3rd party device to indicate that new text must be displayed in the menu item text field.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	...	n-2	n-1	n
Value	F0	**cc**	**zz**	70	00	7D	**ss**	00	02	01	01	02	01	01	00	00	01	00		00		45		**tt**	00	**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
tt = text string
xx = checksum

Menu Item 7 (Composite Screen Item 9)

This RNet message is received by the 3rd party device to indicate that new text must be displayed in the menu item text field.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	...	n-2	n-1	n
Value	F0	**cc**	**zz**	70	00	7D	**ss**	00	02	01	01	02	01	01	00	00	01	00		00		46		**tt**	00	**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
tt = text string
xx = checksum

Screen Transitions

This section presents the RNET messages ***received by*** the 3rd party device to indicate that a new screen template must be displayed. This RNET message is typically followed by a series of RNET messages containing text, used to populate the text fields within the screen to be displayed.

SMS3 Now Playing Screen Select (Composite Screen Item 1a)

This RNet message is received by the 3rd party device to indicate that the 'SMS3 Now Playing' screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	07	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

SMS3 Request Screen Select (Composite Screen Item 1b)

This RNet message is received by the 3rd party device to indicate that the 'SMS3 Request' screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	10	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

SMS3 Request by Theme Screen Select (Composite Screen Item 1c)

This RNet message is received by the 3rd party device to indicate that the ‘SMS3 Request by Theme’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	0C	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

SMS3 Request by Genre Screen Select (Composite Screen Item 1d)

This RNet message is received by the 3rd party device to indicate that the ‘SMS3 Request by Genre’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	09	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

SMS3 Request by Artist Screen Select (Composite Screen Item 1e)

This RNet message is received by the 3rd party device to indicate that the ‘SMS3 Request by Artist’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	0A	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

SMS3 Request by Album Screen Select (Composite Screen Item 1f)

This RNet message is received by the 3rd party device to indicate that the ‘SMS3 Request by Album’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	0B	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

SMS3 Request by Song Screen Select (Composite Screen Item 1g)

This RNet message is received by the 3rd party device to indicate that the ‘SMS3 Request by Song’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	37	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

SMS3 Request by Internet Radio Screen Select (Composite Screen Item 1h)

This RNet message is received by the 3rd party device to indicate that the ‘SMS3 Request by Internet Radio’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	35	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

SMS3 Play Artist Screen Select (Composite Screen Item 1i)

This RNet message is received by the 3rd party device to indicate that the ‘SMS3 Play Artist’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	11	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

SMS3 Play Album by Artist Screen Select (Composite Screen Item 1j)

This RNet message is received by the 3rd party device to indicate that the ‘SMS3 Play Album by Artist’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	0F	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

iPod Now Playing Screen Select (Composite Screen Item 1k)

This RNet message is received by the 3rd party device to indicate that the ‘iPod Now Playing’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	1E	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

iPod Request Screen Select (Composite Screen Item 1l)

This RNet message is received by the 3rd party device to indicate that the ‘iPod Request’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	1F	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

iPod Request by Playlist Screen Select (Composite Screen Item 1m)

This RNet message is received by the 3rd party device to indicate that the ‘iPod Request by Playlist’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	20	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

iPod Request by Genre Screen Select (Composite Screen Item 1n)

This RNet message is received by the 3rd party device to indicate that the ‘iPod Request by Genre’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	21	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

iPod Request by Artist Screen Select (Composite Screen Item 1o)

This RNet message is received by the 3rd party device to indicate that the ‘iPod Request by Artist’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	22	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

iPod Request by Album Screen Select (Composite Screen Item 1p)

This RNet message is received by the 3rd party device to indicate that the ‘iPod Request by Album’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	23	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

iPod Request by Song Screen Select (Composite Screen Item 1q)

This RNet message is received by the 3rd party device to indicate that the ‘iPod Request by Song’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	24	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

iPod Playlist Options Screen Select (Composite Screen Item 1r)

This RNet message is received by the 3rd party device to indicate that the ‘iPod Playlist Options’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	25	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

iPod Genre Options Screen Select (Composite Screen Item 1s)

This RNet message is received by the 3rd party device to indicate that the ‘iPod Genre Options’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	27	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

iPod Artist Options Screen Select (Composite Screen Item 1t)

This RNet message is received by the 3rd party device to indicate that the ‘iPod Artist Options’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	28	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum

iPod Album Options Screen Select (Composite Screen Item 1u)

This RNet message is received by the 3rd party device to indicate that the ‘iPod Album Options’ screen template must be displayed.

Byte #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Value	F0	**cc**	**zz**	70	00	7D	**ss**	05	02	01	00	02	01	00	E6	00	00	00	29	00		**xx**	F7

cc = controller number -1
zz = zone number -1
ss = source number -1
xx = checksum