



ThinKnx Compact server added new features to its **Sonos** integration! First of all it is now possible control and receive **feedbacks** from Sonos players directly through network without creating more traffic on KNX. In this way, all the commands and feedbacks can be available on KNX thanks to ThinKnx server only if the installer really need them!

ThinKnx clients can play, pause, shuffle or repeat tracks, launch **playlists** or **favorites** and control volume and they can receive also feedbacks regarding the **track** being played (track title, album title and artist name). Everything optionally on KNX!

Configuring Sonos for KNX

To control Sonos from KNX the system integrator must add the **Sonos Manager** object to the system tree view in ThinKnx Configurator. The **Players** property represents the list of players configured by the system integrator. To add a player, open the Sonos Players editor by selecting this property. By clicking on the Add button the ThinKnx Configurator starts searching for Players connected to its network and displays a list of them in a new window. If the player to add is connected to the network, the system integrator just selects it and clicks on the **Add Player** button and the Configurator will add it to the list with some properties already filled (like IP address, etc.), otherwise the user clicks on the **Create Player** button and the player object added to the list will be completely empty. This last option is useful when the configuration occurs in a different network in respect of the deployment one and the Sonos Players are not reachable. With the Player object it is possible to configure:

- **Playback control:** the user can set one KNX group for the **Play/Stop command** and one KNX group for the **Play/Stop status** of the player. This association can be done also for **Mute**, **Shuffle** and **Repeat** features (both command and state).

ThinKnx server will make available on KNX three 14 bytes strings representing the track title, track album and track artist. It is also possible to control the source of the Sonos, **Queue** or **Line-in**, and get a feedback with other two 1 bit groups.

- **Volume control:** The volume value can be sent on KNX bus through a KNX group (1 byte) (Volume status group). Different modalities to change the volume are available:
 - Sending directly the value of the volume through a 1 byte KNX group - Volume value group
 - Stepping up and down through a 1 bit KNX group - Volume step group
 - Dimming the volume value through a 4 bit KNX group - Volume move group
- **Playlists and favorites control:** Playlists and favorites can be selected directly from KNX. To do so, the user must set a 1 byte KNX group to command playlists (Playlist select group) and another one to command favorites (Favorite select group). The value sent to select the playlist or favorite is just a number, for this reason, to recall a playlist its name must start with the number used to recall the playlist from KNX (chosen by the user) and it must follow the syntax [user number][space]-[space][playlist name], for example 1 - [Playlist name]. Regarding playlists, a feedback of the selection can be obtained by configuring a 1 byte group (Playlist status group) to get the number of the selection and a 14 bytes string group to get the current playlist title.

Another important feature consists of creating grouping among players directly from KNX. The groups must be predefined in the Configurator editing the **Topologies** property in the Sonos Manager object. For each topology the user must select the players that will be part of that group and assign two 1 bit KNX groups, one to recall the topology and one to determine if the topology is active. To select the players the user has to click on the **Players Groups** property, a popup containing the list of configured players will appear. Using drag & drop the user can move players among groups and by right clicking on a player it is possible to select it as the coordinator of the group, remove a player from a group, separate all players or group all of them together. The Sonos Manager object provides also additional properties to control all the players from KNX. It is possible to stop or mute all the players configured by sending a bit on KNX. In addition, one of the Sonos players can be configured as a **public announcer**, in other words a player can be used as a source to spread public announcements to all the other players from KNX with a bit.

Sonos on ThinKnx server

Sonos integration works even without KNX interface, saving traffic on the bus when it is not needed. All the commands and feedbacks listed before are available inside the Thinknx client and in addition it is also possible to display the cover image of the track currently performed.

For example, to skip track on the Sonos Player directly from ThinKnx client application the user can add a Generic Button, open the Command property and select the Skip track command for the desired Player. When the user will tap the Generic Command

object in the client interface, the command will be sent through the network not overloading the KNX bus.

Also the feedbacks can be read without using the KNX bus, for example, track title can be displayed in the client application using an Extended Command object. If the user selects **System Object** as the Data Source of the value to read, in the **System status** property can choose the Get the current track title command for the desired player. (For additional information read the paragraph below)