

Remote Play PF Core IFrame

Customer Service

Support.

By Phone in Europe.

- Service is available from CloudCast Systems in the United Kingdom at +44 808 196 0362.

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- Service is available from CloudCast Systems in the United Kingdom at +61 7 5606 8211.

By E-Mail.

- The address is **support@cloudcastsystems.com.au**.

Online.

- The CloudCast Systems Web site has a variety of information which may be useful for product selection and support. The URL is **<http://www.cloudcastsystems.com.au>**.

Feedback

We welcome feedback on any aspect of CloudCast Systems products or this manual. Please contact us with your comments.

Updates

All of our products are undergoing constant improvement. Periodic updates may become available - to determine if this is the case, visit our web site periodically, or contact us for advice concerning whether a newer release is more suitable to your needs

Warranty

Please see Appendix C.

Required Fields

`http://{ip}:{port}/remoteplaymini?audiotype={audiotype}&audiosource={audiosource}&username={username}&password={password}`

Property	Description	Example
ip	Server Address	127.0.0.1
port	Port if not 443 or Port 80	82
audiotype	1 = Multicast 4 = Sound Card Inputs on Server	1 or 4
audiosource	Multicast Address or Index Number of Sound Card	239.192.0.1 or 4
username	Local DB user with access to requested source	Admin
password	Password for Local DB user	password

Example URL

<http://127.0.0.1:82/remoteplaymini?audiotype=1&audiosource=239.192.0.1&encoderrate=64000&username=admin&password=password>

Optional Parameters

Property	Description	Example	Default
encoder	Encoder Rate in BPS	64000	64000

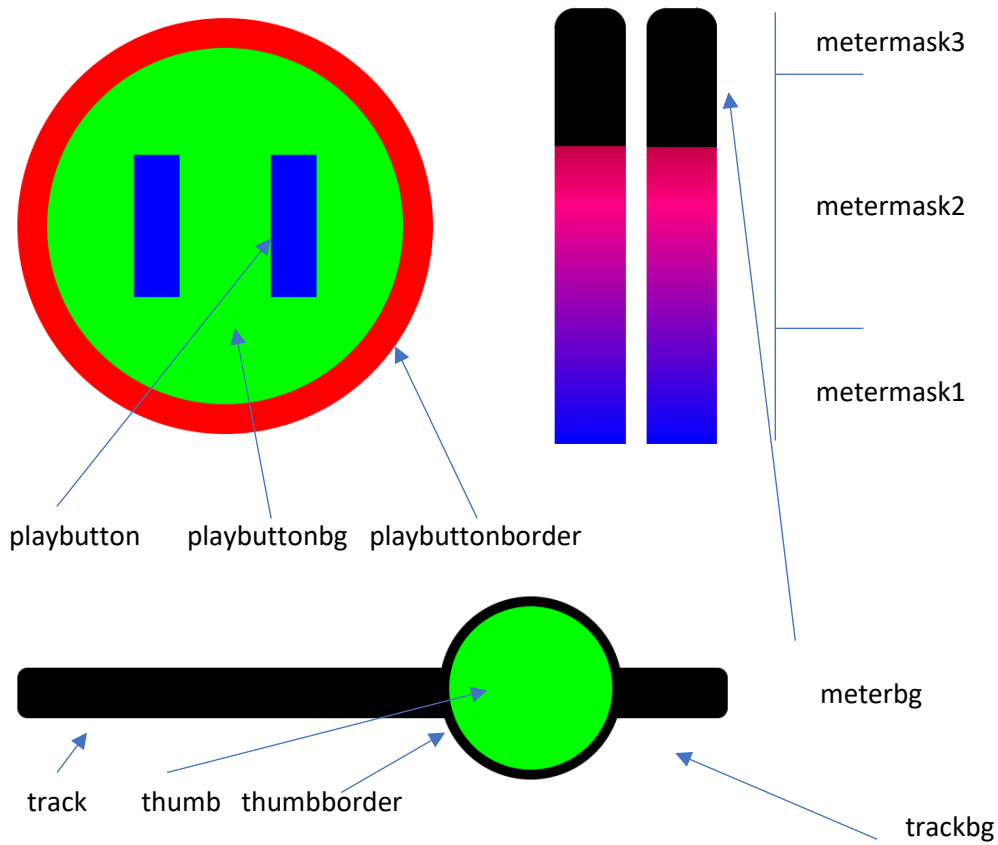
Panel Styling

Remote Play Mini Panel takes a number of url query parameters to style the various parts of the component, all parameters accept a HEX based color code **DO NOT INCLUDE THE HASH # IN THE URL**

URL Syntax	Property	Example	Default
playbutton	Play/Pause Button	0000FF	000000
playbuttonbg	Play/Pause Background	00FF00	FFFFFF
playbuttonborder	Play/Pause Border	FF0000	000000
metermask1	0-15% of Meter	FF0000	00FF00
metermask2	15-80% of Meter	FF0000	00FF00
metermask3	80-100% of Meter	FF0000	800000
track	Volume slider track	FF0000	000000
trackbg	Track Background	FF0000	000000
thumb	Volume Slider	FF0000	FFFFFF
thumbborder	Border of Volume Slider	FF0000	000000
meterbg	Meter Background	FF0000	000000
hidevolume	Show or hide	true	false

Example URL

<http://127.0.0.1:82/remoteplaymini?audiotype=4&audiosource=10&encoderrate=64000&username=admin&password=password&playbuttonbg=00FF00&playbutton=0000FF&playbuttonborder=FF0000&metermask1=00FFFF&metermask2=FF0080&metermask3=FF0080&track=ff00ff&thumb=8080FF>



Opus Encoding Rates

Use the below table to determine the opus encoding and decoding, when changing from the default (64000) enter the desired bitrate in bps.

For example for 120 kbps the url syntax is `encoderrate=112000`

Bitrate target	Stereo mode	Bandwidth	typ SILK/CELT use	Music quality notes
6 kbps	mono	6 kHz	SILK	Poor, muffled sound but intelligible lyrics.
8 kbps	mono	6 kHz	SILK	Poor, muffled but OK for bitrate
14 to 16 kbps	mono	20 kHz	hybrid/CELT	Fairly poor but OK for bitrate
22 to 24 kbps	mono	20 kHz	hybrid/CELT	Fair but OK for bitrate
32 to 40 kbps	stereo	20 kHz	CELT	Moderately good stereo, some artifacts, rarely nasty
48 kbps	stereo	20 kHz	CELT	Full bandwidth stereo music, nice sound, may have problems with cymbals
64 kbps	stereo	20 kHz	CELT	Full bandwidth stereo music, nice sound, detectable differences to original (mostly 'not annoying')
96 kbps	stereo	20 kHz	CELT	Full bandwidth stereo music, good quality approaching transparency
112 kbps	stereo	20 kHz	CELT	Fairly close to transparency (needs more testing)
128 kbps	stereo	20 kHz	CELT	Very close to transparency (needs more testing). Most modern codecs competitive (AAC-LC, Vorbis, MP3)
160 to 192 kbps	stereo	20 kHz	CELT	Transparent with very low chance of artifacts (a few killer samples still detectable). Most old & new lossy codecs competitive.
510 kbps	stereo	20 kHz	CELT	Maximum possible stereo bitrate target (actual rate often less than 510 for default frame size). Most old and new lossy codecs competitive, plus near-lossless lossyWAV and WavPack lossy