

Integration Doc

Manufacturer:	Fusion Research
Model Number(s):	Epic movie servers/players
g! Core Module Version:	8.2
Driver Developer:	Fusion
Current Driver Version:	1.0.0
Firmware Tested	unknown
Document Revision Date:	7/14/2019

Overview & Supported Features

This document covers the integration of the Fusion Research Movie servers and players. Note this is NOT for the Fusion Research Music streaming devices. Models vary but should cover all Epic, Premiere and Genesis units. This driver communicated via IP to the server, then to any other attached players. Note, only one instance of the driver will be needed for each server, not the players.

THE FOLLOWING OPTIONS ARE FEATURES:

- IP Control of the players
- Auto-Discovery of the players
- Covert art and feedback from currently selected movie
- Device Status
- Browsing content via the device's OSD

THE FOLLOWING ARE NOT SUPPORTED:

- Browsing content via the ELAN interface

Any feature not specifically noted as supported should be assumed to be unsupported.
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Driver Version History

- 1.0.0 – Initial Rollout

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Movie Server Configuration

1. Connect the server and players as per the instructions.
2. Set the server to a static IP address
3. Link any players to the server and rename to friendly names (this will help later)
4. Make sure all players are powered on

ELAN Configuration

With the server set to a static IP and the players configured and powered on, now you can proceed to integrating with the ELAN controller.

Prior to the entering the configurator

1. download the driver.
2. Be sure to place this driver in the same folder as any other ELAN drivers

Hint: Do not place the driver outside of a folder

In the configurator

Important: If you have never “Set Folder” for any driver previously, you will need to go to any add driver node, like “add new zone controller” for example, and select “search Folder” and select the folder in which the driver is located in. This should be the same folder for all your downloaded ELAN drivers. Once this is done once, every subsequent controller you log into from that PC will reference that folder with the need to re-point.

1. Navigate to Media
2. Add a new communication device
3. Select Fusion Movie Server and hit ok
4. Enter the static IP address that you assigned to the **server**
5. Hit “Discover Players”
6. The players will be added into the configuration under Sources using the friendly name you assigned. If no name was given, it will use the hardware serial number.

Hint: Name the source page. Expand the new source, generically it will be named Fusion Epic, but you will want a friendly name if you have multiples.

7. Assign the players as you normally would to their respective zone controllers

Notes:

1. The players need their software serial number to communicate. This is added automatically using discovery but if you happen to delete or alter this field you can manually enter by going into the players settings and finding the units *software* serial number. This is different than the devices

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hardware serial number. The entry should be formatted as such: DJ01-1QWT-P47K-R8K9. The letters are caps and the dashes must be present.

2. The IP address of the players also auto populate but in the event it needs to be manually assigned or changed this needs to be set to the **servers** IP address, not the players IP address.

Gotchas:

- The players must be on to be discovered.
- No Tuner Support
- Surround mode feedback
- Volume sync'ing when volume is adjusted from the unit (Not from ELAN) will not be read back.
- For RS232 operation, this device does require a NULL adapter. Be sure you are not using a straight through connection.

Updates:

Unlike a built-in driver which updates occur with the controller's firmware, 3rd party drivers may be updated without a Core Module update. If an update for the driver is needed and becomes available, download the updated driver and place it in the same folder that you original driver was in. Note that you should overwrite the original driver if prompted and should not rename the new driver. The ELAN system uses the drivers name to match installed drivers. With the new driver in the correct location, navigate to the drivers properties page and on the bottom you will see an "Update" button. Press this and the driver will be updated.

Note: You can check the driver version to verify.

Common Mistakes:

1. Some players were not added. Be sure they are powered up during discovery
2. No player control
 - The player's IP address should be that of the server
 - The players serial number is not correct or input in the correct format
 - i. The player uses the units software serial number
3. You are trying to use this on an HC controller
 - 3rd Party driver support is based on the Linux operating system and as such is only available to SC/g1 controllers

ELAN DEVELOPER PARTNER INFORMATION

Fusion Research

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