

## Using CasaTunes Smart Tasks

A CasaTunes Smart Task is a task containing one or more actions. Actions include; playing music, controlling rooms, controlling music, playing chimes, converting text messages into playable audio, and adding a timed or scheduled delay. Using these basic building blocks, you can construct some very sophisticated tasks. You use the CasaTunesX App to create your CasaTunes Smart Tasks.

To learn more about CasaTunes Tasks, please refer to the following pages on the CasaTunes web site (<https://www.casatunes.com/features/smart-tasks>)

Once you have created your CasaTunes Smart Tasks, you can invoke a CasaTunes Smart Task in ELAN by sending commands in response to a trigger using the ELAN Event Mapper.

To configure a Smart Task command in the ELAN Event Mapper:

1. Select **Add command...**
2. Select **Audio Zone Controller**
3. Select the **CasaTunes Matrix** as the object
4. Now select **Send Command...** from the list of commands
5. Configure the **Text 1** text property for your Smart Task

## Configuring the Smart Task Command Text Property

The text to enter in the **Text 1** field is a JSON object, formatted as a simple text string. The following JSON objects are defined for a Smart Task command.

Smart Task JSON string:

```
{  
  "command": "task",  
  "id": "smart task name"  
}
```

For example, to execute the smart task called “All Rooms Off”, you would enter the following string in Text 1 field:

```
{"command":"task","id":"All Rooms Off"}
```

## ELAN Text-to-Speech and Chime support

CasaTunes provides the option to play custom chimes (a chime audio file is simply an audio file you copy into the //casaserver/casadata/chimes folder), or to convert text to speech (TTS) audio, and play these in a specific room or room group. When playing a chime or TTS audio, CasaTunes will save the current setup, temporarily pause or stop the audio playing in the room or room group, play the chime or TTS audio, and then upon completion resume whatever was playing in the room or room group.

Chimes and TTS audio can be used to provide audio notification and/or audio alerts in response to some activity.

In ELAN, you can trigger a chime or TTS command in response to an event in the Event Mapper.

To configure a chime or TTS command in the ELAN Event Mapper:

1. Select **Add command...**
2. Select **Audio Zone Controller**
3. Select the **CasaTunes Matrix** as the object
4. Now select **Send Command...** from the list of commands
5. Configure the **Text 1** text property depending on whether you are configuring a chime or TTS command

## Configuring the Text 1 Text Property

The text to enter in the **Text 1** field is a JSON object, formatted as a simple text string. The following JSON objects are defined for a chime and TTS command.

Text To Speech JSON string:

```
{  
  "command": "tts",  
  "input": "your text here",  
  "id": "room or room group name",  
  "preWait": "in seconds",  
  "postWait": "in seconds",  
  "volume": "0..100"  
}
```

Chime JSON string:

```
{  
  "command": "chime",  
  "id": "room or group name",  
  "chime": "name of the chime file (without extension)",  
}
```

```
"preWait": "in seconds",  
"postWait": "in seconds",  
"volume": "0..100"  
}
```

Note: JSON properties in **bold** are required.

For example, to send a text-to-speech message “Living room window has been opened” to the room group called “All Rooms”, you would enter the following string in Text 1 field:

```
{"command":"tts","input":"Living room window has been opened","id":"All Rooms"}
```

To play a chime called “doorbell 1” in the room group called “All Rooms” you would enter the following string in Text 1 field:

```
{"command":"chime","id":"All Rooms","chime":"Doorbell 1"}
```

The **preWait**, **postWait** and **volume** properties are all optional. They can be used to insert a delay before the chime or TTS audio is played (to allow any zones to power on), and/or to add a delay after the chime or TTS audio is played and the previously playing music is restored (if any). The volume property can be used to override the page volume settings for the room or room group.

## TTS Audio and Chime support for CasaTunes Media Renderer

If you are using CasaTunes in **Streamer Mode** (where CasaTunes is not controlling the audio zone controller), you can still send a TTS audio or chime command to a specific CasaTunes stream, however, you will need to save the current zone setup, power on the zones to use and switch the source to the specified streamer, configure the zone volumes, and restore the previous saved zone setup when the command completes.

To trigger a chime or TTS command on a specific streamer in response to an event in the Event Mapper.

1. Select **Add command...**
2. Select **Streaming Media Interface**
3. Select the **Streaming Source** as the object
4. Now select **Send Command...** from the list of commands
5. Configure the **Text 1** text property depending on whether you are configuring a chime or TTS command as before
6. However, for the “id” property, enter 1 for source 1, 2 for source 2, etc.