

KODI MEDIA PLAYER – FAQ

TROUBLESHOOTING

Module does not connect to Kodi

This can be for a large number of reasons. Here is a checklist to eliminate possible causes of the error:

1. Have you followed the “Installation” instructions in the Datasheet?
2. Always test the setup using the simple KodiMinimal.smw program before trying to add the module to a larger program. If this works but your program doesn’t then check you have connected all signals in the same fashion as KodiMinimal.smw.
3. Check that you have enabled the web server and remote control (x2) on Kodi (Settings > Services > Control)?
4. Don’t set a password for the Kodi webserver (or if you must follow detailed instruction in Datasheet)
5. Make sure your port number (usually 8080) matched the value for “HTTP PORT” parameter in SIMPL
6. Are there network problems? Can you Ping the Kodi server from the Crestron processor (Use PING command in Toolbox Dev window)? Windows 10 by default does not respond to ping packets so failure to respond to a ping is not certain evidence of a network failure but it should be investigated.
7. If using Windows have you allowed the Kodi communication ports through the firewall? The ports are TCP 8080, 9090 and UDP 9777. Test with firewall temporarily down if unsure.
8. Errors can occur if the Kodi server has no media items in its library. If using the Browse functionality make sure the Kodi media libraries have music and video items.
9. Check the processor log for error messages. (Toolbox > Info > Error Log). Sometimes helpful errors appear in the [Kodi error log](#) too.

Possible compile errors when compiling in a program containing Sonos module

The incompatibility is the result of Crestron using a different version of MediaPlayer.dll in the Sonos module v3.1 compared to my code. Solution: move either this module or the Sonos modules to a different slot and communicate by EISC

TV Presets Smart Object causing socket error in Processor logs

If the TV Presets Smart Object is on your processor (even if on another slot) it can cause issues connecting to the XPanel smart object. Solution: change the “CRPC port” on the Kodi module to another port number (e.g. 41805)

LICENSING

Is the license cost one-time or a subscription?

The license is a one-time, per developer, perpetual license. The cost is not per-project, per-processor, per-Kodi server or similar.

How does the demo version available on your site differ from the licensed version?

The demo version is fully featured except that it disconnects after 30 minutes. Other than that, the two versions are identical. Everything that you will be able to do in the licensed version you can do in the demo version, it just switches off after 30 minutes. No additional software download will be required after purchasing a license: just insert the license details in SIMPL, recompile and you're done.

Does my project require the internet to activate?

No, the module does not activate over the internet. The module does not phone home in any fashion.

Does the price include tax?

No, the price excludes applicable sales tax. In Europe you do not have to pay VAT if you supply a valid VAT ID at time of purchase.

Oops! I don't need this/can't use this module any more. Can I have a refund?

No refunds except those required by UK consumer law.

Do you supply the source code?

No. I can supply it but it will be licensed by separate agreement with certain limitations and for an additional fee.

Does it work in a SIMPL#Pro project?

No, the version of the module available for download is designed to work in SIMPL windows only. Email me if you need a SIMPL# Pro version. This will be licensed by separate agreement with certain limitations and for an additional fee.

If I buy a license from your website when will you send me the license details?

It's on the email that confirms your purchase. Look for "License Name" and "License Key".

GENERAL

Can I use KodiMediaPlayer on 2 series processors?

No. KodiMediaPlayer is a SIMPL# module and will not work on 2-series processors.

Can I use KodiMediaPlayer in iOS projects?

Yes. KodiMediaPlayer is not a custom control so it will work on iOS. You must use a Crestron App project.

Can I use KodiMediaPlayer in Crestron Mobile/Crestron Mobile G projects?

No. KodiMediaPlayer is a smart graphic-dependent module.

What versions of Kodi is it compatible with?

As of writing (Aug 2020) it is compatible with Isengard (v15), Jarvis (v16), Krypton (v17) and Leia (v18). In the future, as long as the Kodi developers do not drastically change the JSON-API it should remain compatible with future versions of Kodi.

Can it work on RMC3?

Yes, we have tested it on limited memory machines. However we recommend you download and run the demo code to ensure it meets your needs.

How do I install it?

Ensure the Kodi webserver and remote control settings are enabled. Open the SIMPL windows file, alter the parameters as required, compile and upload it to an empty slot. Compile the VT Pro-e project. Open the resulting .c3p XPanel file. Full instructions can be found in the KodiMediaPlayer_Datasheet.pdf file and there is a video demonstrating the steps at YouTube: <https://goo.gl/CP8fb7>

Can I use it with the old XBMC module (<https://github.com/ncarthy/kodi-crestron>)?

As both modules communicate with Kodi on port 9090 you cannot use them both at the same time for the same Kodi server.

Is there a simple way to play a single file? E.g. for a demo

Yes, send something like the following string (from an SIO or similar) to the signal "Send_BuiltinFn", replacing the filename in this command with the name of the file that you want to play. Urls work too.

```
PlayMedia(C:/Users/kodi/video1.mp4)
```

Note the capitalisation: it is PlayMedia not playmedia or Playmedia. There are no spaces or "" in the command.

If this does not work then try with double backslashes e.g. PlayMedia(C:\\Users\\kodi\\video1.mp4).

Music playlists can be found by using a special folder: PlayMedia(special://musicplaylists/playlist_name.m3u)

UI APPEARANCE

I want a different look-n-feel for my project

Use a different theme in your VT Pro-e project.

Can I change the layout of the list items? For example can I have the images in a grid?

The layout is fixed by Crestron and cannot be changed. You can change the items that appear in the home menu. See next question.

I don't want LiveTV or Pictures in the home menu. Can I change what appears there?

You can enable and disable home menu items using the Enable_Movies, Enable_TV, ... etc. parameters on the KodiMediaPlayerAdapter module in your SIMPL program. You cannot change the order of the items.

Can I set the Movies or Music list as the home menu?

Yes, however you will then no longer be able to navigate to the other lists. Use the Home_Menu parameter on the KodiMediaPlayerAdapter module in your SIMPL program.

I don't like the treble clef icon (🎵) for the default album art image. Can I use a different icon?

That icon is fixed by Crestron and cannot be changed. This may change in a future release.

How do I change the name from "Kodi Media Player" to something else?

In the SIMPL project locate the serial send symbol (S-1.3 in the demo program) that creates the player name string. Edit the string as required. There is a 255 character limit. Full instructions can be found in the KodiMediaPlayer_Datasheet.pdf file.

How do I use a custom logo?

You must add your logo to the VT Pro-e project: Open the Logo-DoNotDelete subpage and replace the logo with a file of your choice. In the SIMPL project locate the serial send symbol (S-1.4 in the demo program) that creates the player logo url string. Replace the string "kodi_logo.png" with the filename of your logo. Be sure to keep the "\\images\\..." path. Full instructions can be found in the KodiMediaPlayer_Datasheet.pdf file.

I don't need to use the volume buttons. Can I remove them?

Yes. Set the Kodi_Show_VolumeButtons signal low using the buffer symbol (S-1.1 in the demo program). See the KodiMediaPlayer_Datasheet.pdf file for more details.

How do you get those pictures in the background?

That type of art is called "fanart". Your Kodi server needs to have scraped all the metadata for the item so that Kodi has cached the fanart. The url is then sent out on the Fanart_Url signal and you can display it using an image object or anything that will take dynamic graphics