

---

# **sonos-controller Documentation**

***Release 0.1***

**Valentin MICHALAK**

**Feb 20, 2018**



<b>1</b>	<b>Getting started</b>	<b>1</b>
1.1	Installation . . . . .	1
1.2	Tutorial . . . . .	1
<b>2</b>	<b>Release notes</b>	<b>3</b>
2.1	Sonos Controller 0.1 release notes . . . . .	3
<b>3</b>	<b>Frequently Asked Questions</b>	<b>7</b>
<b>4</b>	<b>Code of conduct</b>	<b>9</b>
4.1	Diversity Statement . . . . .	10
4.2	Reporting Issues . . . . .	10
4.3	Thanks . . . . .	10
<b>5</b>	<b>Contributing</b>	<b>11</b>
5.1	Case 1: I have a feature idea and i know how to implement it. . . . .	11
5.2	Case 2: I have a feature idea but i doesn't know how to implement it. . . . .	11
5.3	Case 3: I have no ideas but i have some development skills. . . . .	11
5.4	Case 4: I have no ideas and no skill. . . . .	12
<b>6</b>	<b>Unit and Integration Tests</b>	<b>13</b>



## 1.1 Installation

### 1.1.1 With Gradle

Not available for the moment.

### 1.1.2 With Maven

Not available for the moment.

### 1.1.3 Manually from git

To install the library, you can clone the git repo directly.

```
git clone https://github.com/vmichalak/sonos-controller.git
cd sonos-controller
git submodule init
git submodule update
```

## 1.2 Tutorial

### 1.2.1 Discover your devices

For discovering the Sonos devices in your network, use `SonosDiscovery` object.

```
List<SonosDevice> devices = SonosDiscovery.discover();
SonosDevice device = devices.get(0);
```

```
SonosDevice device = SonosDiscovery.discoverOne();
```

If you know the ip address of your SONOS speaker, you also can instantiate a SonosDevice directly.

```
SonosDevice device = new SonosDevice("10.0.0.102");
```

## 1.2.2 Control your devices

You can use the SonosDevice instance to interact with your SONOS speaker.

```
device.getCurrentTrackInfo();  
device.pause();  
device.setVolume(15);  
device.getVolume();
```

Have fun now ! :)

### 2.1 Sonos Controller 0.1 release notes

The very first public release of Sonos Controller library.

#### 2.1.1 New methods

- **SonosDiscovery**
  - discover()
  - discoverByUID()
  - discoverOne()
- **SonosDevice**
  - addToQueue()
  - clearQueue()
  - clip()
  - getBass()
  - getCurrentTrackInfo()
  - getLedState()
  - getPlayMode()
  - getPlayState()
  - getQueue()
  - getSpeakerInfo()
  - getTreble()

- `getVolume()`
- `getZoneGroupState()`
- `getZoneName()`
- `isCoordinator()`
- `isDialogModeActivated()`
- `isJoined()`
- `isLoudnessActivated()`
- `isMuted()`
- `isNightModeActivated()`
- `join()`
- `joinedWith()`
- `next()`
- `pause()`
- `play()`
- `playFromQueue()`
- `playUri()`
- `previous()`
- `removeFromQueue()`
- `seek()`
- `setBass()`
- `setDialogMode()`
- `setLedState()`
- `setLoudness()`
- `setMute()`
- `setNightMode()`
- `setPlayMode()`
- `setTreble()`
- `setVolume()`
- `setZoneName()`
- `stop()`
- `switchDialogMode()`
- `switchLedState()`
- `switchMute()`
- `switchNightMode()`
- `switchToLineIn()`
- `switchToTV()`



- unjoin()

### 2.1.2 Coming next

For the next release, it is planned to work actively on a documentation to help users.



## CHAPTER 3

---

### Frequently Asked Questions

---



## CHAPTER 4

---

### Code of conduct

---

This code of conduct outlines our expectations for participants within the *Sonos Controller* Community, as well as steps to reporting unacceptable behavior. We are committed to providing a welcoming and inspiring community for all and expect our code of conduct to be honored. Anyone who violates this code of conduct may be banned from the community.

Our open source community strives to:

- **Be friendly and patient.**
- **Be welcoming:** We strive to be a community that welcomes and supports people of all backgrounds and identities. This includes, but is not limited to members of any race, ethnicity, culture, national origin, colour, immigration status, social and economic class, educational level, sex, sexual orientation, gender identity and expression, age, size, family status, political belief, religion, and mental and physical ability.
- **Be considerate:** Your work will be used by other people, and you in turn will depend on the work of others. Any decision you take will affect users and colleagues, and you should take those consequences into account when making decisions. Remember that we're a world-wide community, so you might not be communicating in someone else's primary language.
- **Be respectful:** Not all of us will agree all the time, but disagreement is no excuse for poor behavior and poor manners. We might all experience some frustration now and then, but we cannot allow that frustration to turn into a personal attack. It's important to remember that a community where people feel uncomfortable or threatened is not a productive one.
- **Be careful in the words that we choose:** we are a community of professionals, and we conduct ourselves professionally. Be kind to others. Do not insult or put down other participants. Harassment and other exclusionary behavior aren't acceptable.
- **Try to understand why we disagree:** Disagreements, both social and technical, happen all the time. It is important that we resolve disagreements and differing views constructively. Remember that we're different. The strength of our community comes from its diversity, people from a wide range of backgrounds. Different people have different perspectives on issues. Being unable to understand why someone holds a viewpoint doesn't mean that they're wrong. Don't forget that it is human to err and blaming each other doesn't get us anywhere. Instead, focus on helping to resolve issues and learning from mistakes.

## 4.1 Diversity Statement

We encourage everyone to participate and are committed to building a community for all. Although we will fail at times, we seek to treat everyone both as fairly and equally as possible. Whenever a participant has made a mistake, we expect them to take responsibility for it. If someone has been harmed or offended, it is our responsibility to listen carefully and respectfully, and do our best to right the wrong.

Although this list cannot be exhaustive, we explicitly honor diversity in age, gender, gender identity or expression, culture, ethnicity, language, national origin, political beliefs, profession, race, religion, sexual orientation, socioeconomic status, and technical ability. We will not tolerate discrimination based on any of the protected characteristics above, including participants with disabilities.

## 4.2 Reporting Issues

If you experience or witness unacceptable behavior—or have any other concerns—please report it by contacting us via twitter private message: [@valmichalak](#). All reports will be handled with discretion. In your report please include:

- Your contact information.
- Names (real, nicknames, or pseudonyms) of any individuals involved. If there are additional witnesses, please include them as well. Your account of what occurred, and if you believe the incident is ongoing. If there is a publicly available record, please include a link.
- Any additional information that may be helpful.

After filing a report, a representative will contact you personally, review the incident, follow up with any additional questions, and make a decision as to how to respond. If the person who is harassing you is part of the response team, they will recuse themselves from handling your incident. If the complaint originates from a member of the response team, it will be handled by a different member of the response team. We will respect confidentiality requests for the purpose of protecting victims of abuse.

## 4.3 Thanks

This code of conduct is based on the Open Code of Conduct from the TODOGroup.

“Every thought, every word, and every action that adds to the positive is a contribution to peace. Each and every one of us is capable of making such a contribution.” Aung San Suu Kyi

If you are on this page, it is because you want to help us improve sonos-controller. We thank you for making time to contribute to this project.

Before you start, please read the *Code of conduct*.

### 5.1 Case 1: I have a feature idea and i know how to implement it.

1. **Create an issue:** describe your thoughts as a “user story” in a new GitHub issue.
2. **Just, DO IT !** fork the project, create a new feature branch from dev, and do the job.
3. **Open a Pull Request** to the dev branch and wait for review.

### 5.2 Case 2: I have a feature idea but i doesn't know how to implement it.

1. **Create an issue:** describe your thoughts, as accurately as possible, as a “user story” in a new GitHub issue. Put a “help wanted” label on your issue to explain the need to others.
2. **Wait and stay alert to respond to other users questions:** Other persons of the community can have some kinds of question about your request, do not hesitate to answer them. After all it's your idea no? :)

### 5.3 Case 3: I have no ideas but i have some development skills.

1. **Find an interesting issue:** All issues with the tag “help wanted” search a hero like you to make it!
2. **Do the job:** fork the project, create a new feature branch from dev, and do the job.

3. **Open a Pull Request** to the dev branch and wait for review.

## 5.4 Case 4: I have no ideas and no skill.

Really ?! Don't worry, you can still participate!

**Star the project** If you've found the project interesting, helpful or useful *in anyway*, please star the repository on GitHub!

**Give your opinion** in issues, pull request, slack. All peoples are welcomed to give her opinion!



## CHAPTER 6

---

### Unit and Integration Tests

---