BluOS™

NICE Driver Manual

Revision History			
Version	Date(mm/dd/yy)	Author	Description
1.0.0	04/02/2018	R. Pan	Initial release.
1.1.0	08/30/2018	R. Pan	Added installation note for CI580. Updated sect 3.4 to add "Save Queue". Updated known issues.
1.2.0	12/09/2019	R. Pan	Updated screenshots and added a note for direct input in sect 2.4
1.4.0	05/10/2021	R. Pan	Updated section 1.0 and added section 3.7-3.8 for media favorites.
1.6.1	12/23/2022	R. Pan	Updated section 2 for installation; added section 3.10 for grouping.
1.6.2	01/24/2023	R. Pan	Added driver description in section 1; Added known issue for v1.6.1 and v1.6.2
1.6.4	09/11/2023	R. Pan	Changed ELAN to Nice/ELAN; Added "Music Services" in root menu in Now Playing UI to disable/enable individual service (section 3.2)
1.8.0	01/31/2024	R. Pan	Changed Nice/ELAN to Nice; Added ZC drivers for C658, M33, M66 in sect 1.0; Updated section 2.2 for player discovery; Removed input name change restriction in sect 2.3; Updated ZC and MC drivers configuration buttons in sect 2.6
1.8.2	03/12/2024	R. Pan	Added sect 2.7 for simplified UI and sect 3.11 for zone activation
1.8.3	06/05/2024	R. Pan	Updated sect 2.6 for HUB inputs update.
1.8.4	09/03/2024	R. Pan	Added C700v2 and Soundbar ZC driver in section 1.0.
1.8.5	02/11/2025	R. Pan	Added M10v3 driver in section 1.0; updated section 2.2 for player discovery in MC driver.

Table of Contents

1.0 Introduction

This document describes how to install, configure and use the BluOS Media Comm driver, Media Renderer driver, and BluOS Nice Zone Controller drivers. The driver suite was created for the Nice gSC2 and gSC10 controllers.

The driver suite supports all BluOS players. It provides functionality for now playing, transport control, volume control, presets, play queue, service browsing, service search, and media favorites. Media Comm driver does player discovery, automatic installation of Zone Controller drivers and Media Render driver. It also serves internal communication between players. Zone Controller drivers provides volume controls, source switch, and grouping. Media Renderer driver works as a source to the Zone Controller driver, providing metadata browsing, service browsing, service search, transport control, and media favorites.

This driver suite requires g!Tools version 7.3.77.0. It requires Nice Controller firmware 8.9.48.0 or higher. The driver supports the latest BluOS firmware.

The driver suite includes the following drivers. It has one Media Comm driver and one Media Renderer driver for one project, and one Zone Controller for each type of player in a project.

BluOS_MEDIA_COMM.EDRVC
Media Comm driver for player discovery and inter-communication among players

BluOS_MEDIA_RENDERER.EDRVC
Media Renderer for service browsing, now playing metadata, queue handling

BluOS_AlphaiQ_ZONECTLR.EDRVC
Zone Controller driver for PSB Alpha iQ

BluOS_Attessa_ZONECTLR.EDRVC
Zone Controller driver for Roksan Attessa

BluOS_B100S_ZONECTLR.EDRVC
Zone Controller driver for Bluesound Pro B100S

BluOS_B160S_ZONECTLR.EDRVC
Zone Controller driver for Bluesound Pro B160S and B170S

BluOS_B400S_ZONECTLR.EDRVC
Zone Controller driver for Bluesound Pro B400S

BluOS_BSP125_ZONECTLR.EDRVC
Zone Controller driver for Bluesound Pro BSP125

BluOS_BSP200_ZONECTLR.EDRVC
Zone Controller driver for Bluesound Pro BSP200, BSP500, and BSP1000

BluOS_C389_ZONECTLR.EDRVC
Zone Controller driver for NAD C379, C389 and C399

BluOS_C658_ZONECTLR.EDRVC
Zone Controller driver for NAD C658

BluOS_C700_ZONECTLR.EDRVC
Zone Controller driver for NAD C700

BluOS_C700v2_ZONECTLR.EDRVC
Zone Controller driver for NAD C700v2

BluOS_C3050_ZONECTLR.EDRVC
Zone Controller driver for NAD C3050

BluOS_CI1580_ZONECTLR.EDRVC
Zone Controller driver for NAD CI580, CI580v2, and Monitor Audio IMS-4

BluOS_M10_ZONECTLR.EDRVC
Zone Controller driver for NAD M10 and M10v2

BluOS_M10v3_ZONECTLR.EDRVC
Zone Controller driver for NAD M10v3

BluOS_M33_ZONECTLR.EDRVC
Zone Controller driver for NAD M33

BluOS_M66_ZONECTLR.EDRVC
Zone Controller driver for NAD M66

BluOS_NODE_ZONECTLR.EDRVC
Zone Controller driver for Bluesound NODE family and NAD CI720, CI720v2

BluOS_POWERNODE_ZONECTLR.EDRVC
Zone Controller driver for Bluesound POWERNODE family

BluOS_PULSE_ZONECTLR.EDRVC
Zone Controller driver for Bluesound PULSE family

BluOS_SOUNDBAR_ZONECTLR.EDRVC
Zone Controller driver for Bluesound Soundbar family

BluOS_VAULT_ZONECTLR.EDRVC
Zone Controller driver for Bluesound VAULT family

2.0 Installation

Ensure that your players are running the latest version of BluOS firmware and all players to be configured are on the same network. Install Media Comm driver manually, which will then install one set of Media Renderer driver and Zone Controller driver automatically for each player discovered.
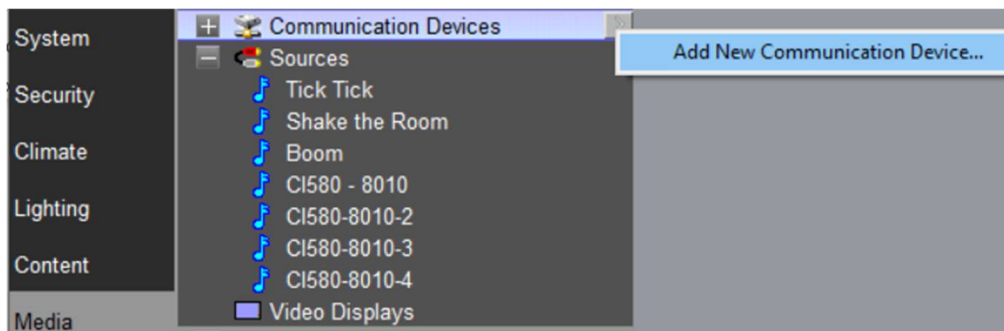
2.1 Copy Drivers to The Right Location

The default folder that the Configurator looks for drivers is set up at the very first time of your using Configurator. Usually you need a customized folder to keep all Nice drivers in. The first time you add a driver, click "Search Folder…" and navigate to the customized folder. After that, every Controller you log into from the same PC will look to that folder for drivers. But you can always navigate to other customized folder that the drivers are in by clicking "Search Folder…" and navigate to it when adding a driver from other customized folders.

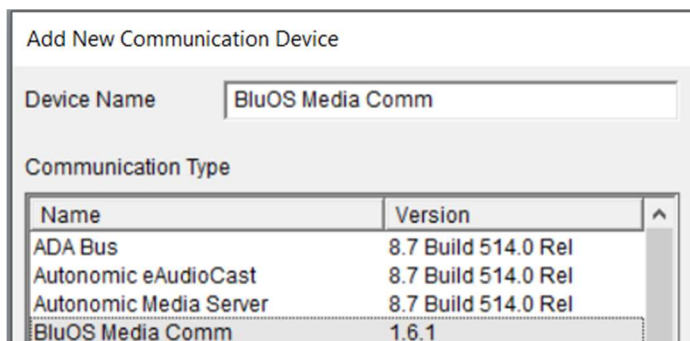Copy the drivers to your PC either to the first-time setup folder or a new customized folder.

2.2 Install Media Comm Driver

In g!Configurator "Media", right click on "Communication Devices" and click "Add New Communication Device…".
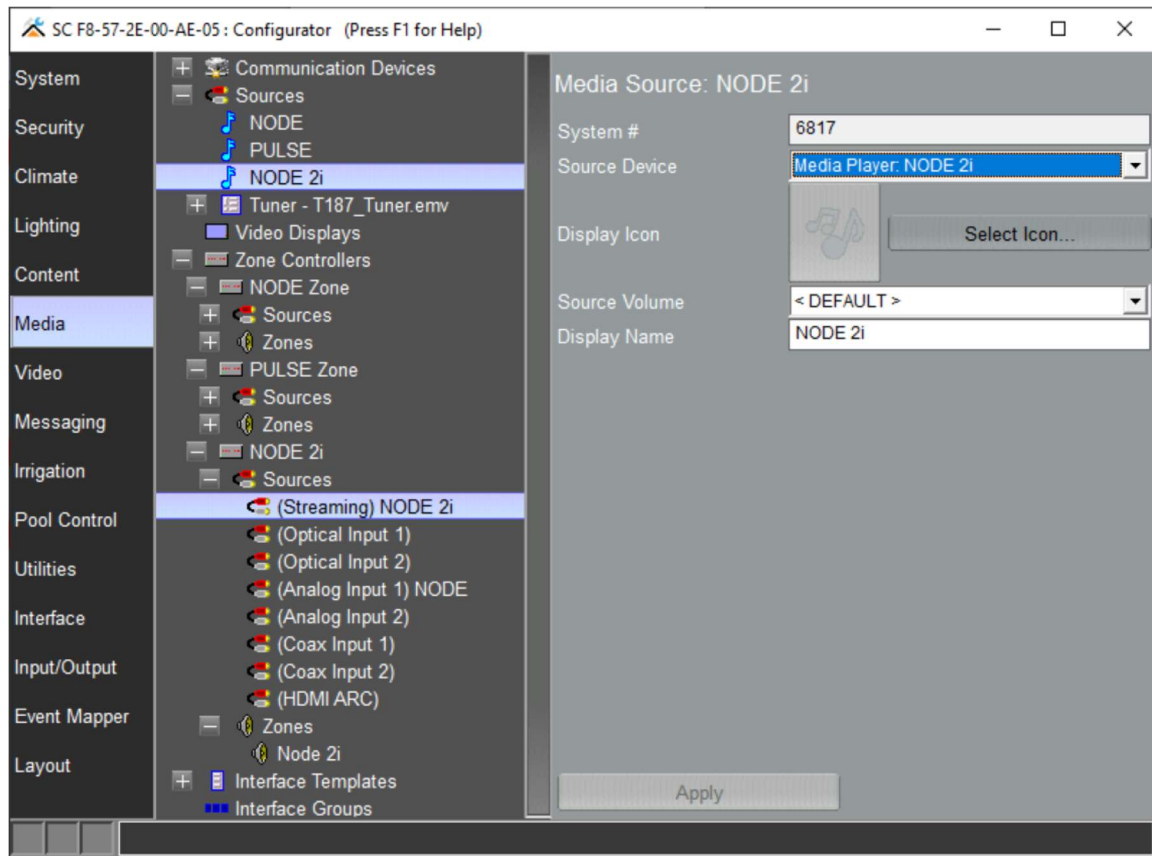

Select "BluOS Media Comm" driver to install. Once it's installed, it will start to discover all BluOS players on the network automatically. A set of Media Renderer driver and Zone Controller driver for each player will be automatically installed. Please note that the discovery will be disabled automatically after 10 minutes. Click "Discovery Players" again to initiate the player discovery again.
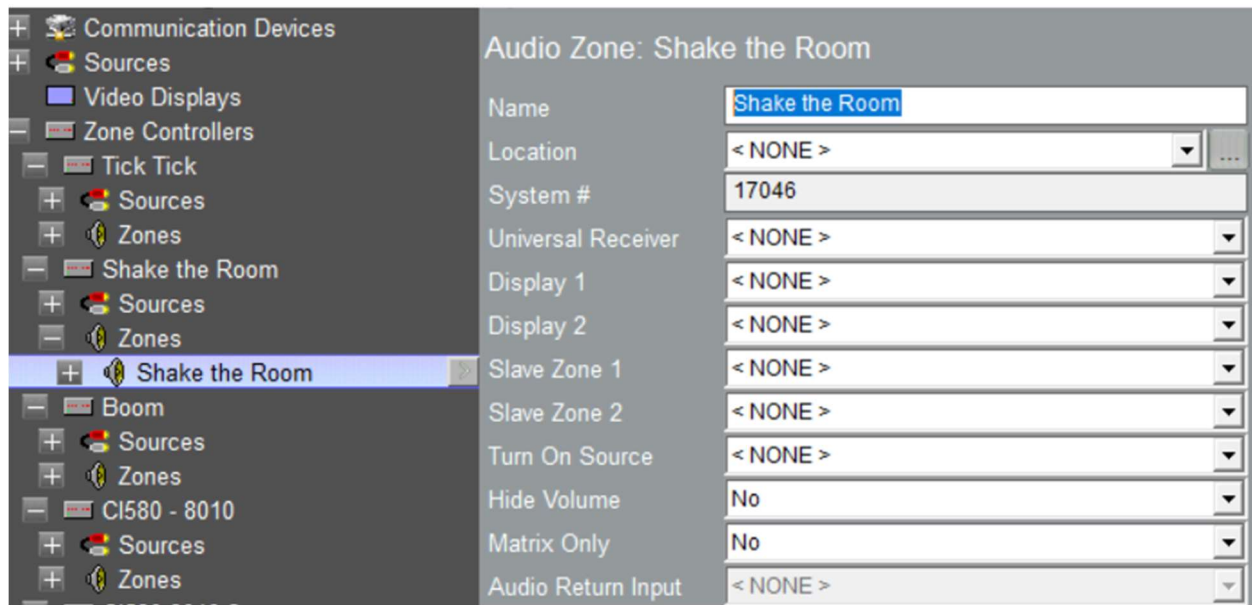
2.3 Assign Source to Zone Controller Driver

One Zone Controller driver needs one Media Renderer source. When Media Comm driver installs Media Renderer and Zone Controller driver, it will automatically assign Media Renderer source to its corresponding Zone Controller driver source "Streaming".
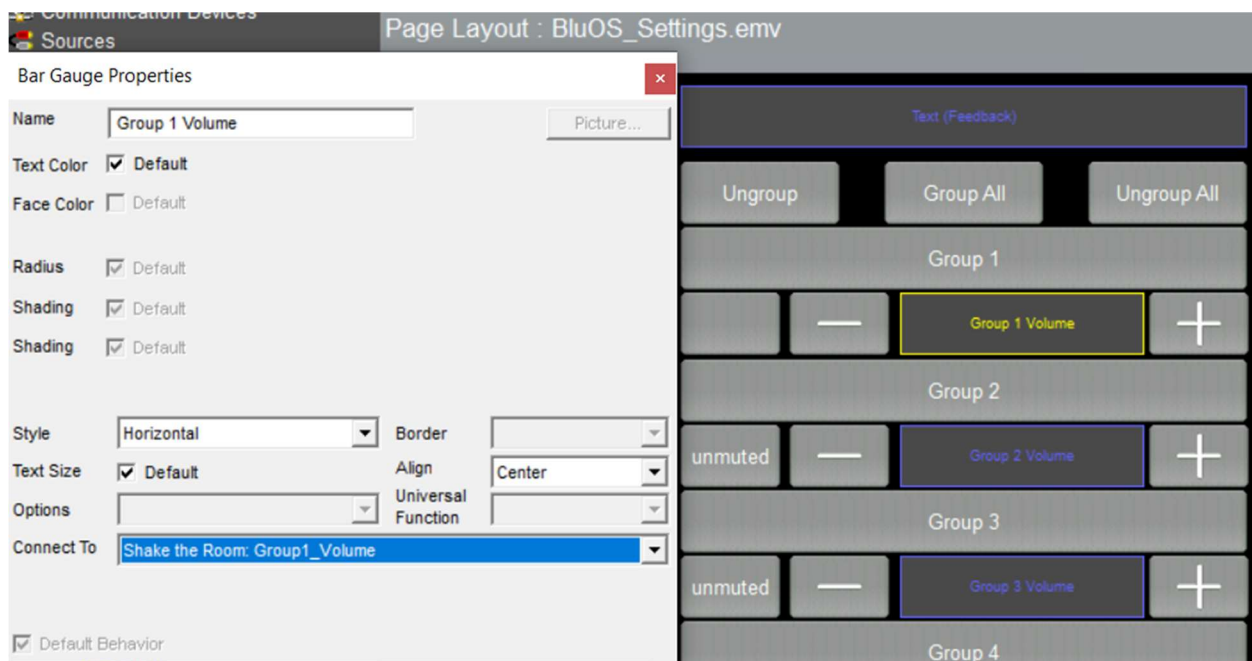

2.4 Update Zone Name for Zone Controller Driver

Theoretically, when Media Render driver and Zone Controller driver are installed, Media Comm driver will automatically name the zone of Zone Controller driver. However, it is not always the case. Make sure to name the zone if it is not named automatically.

2.5 Configure Zone Controller Driver Group Volume

Group volume bar gauge of a Zone Controller driver needs to be manually assigned in g!Configurator as shown below. Nice will fix it in future.
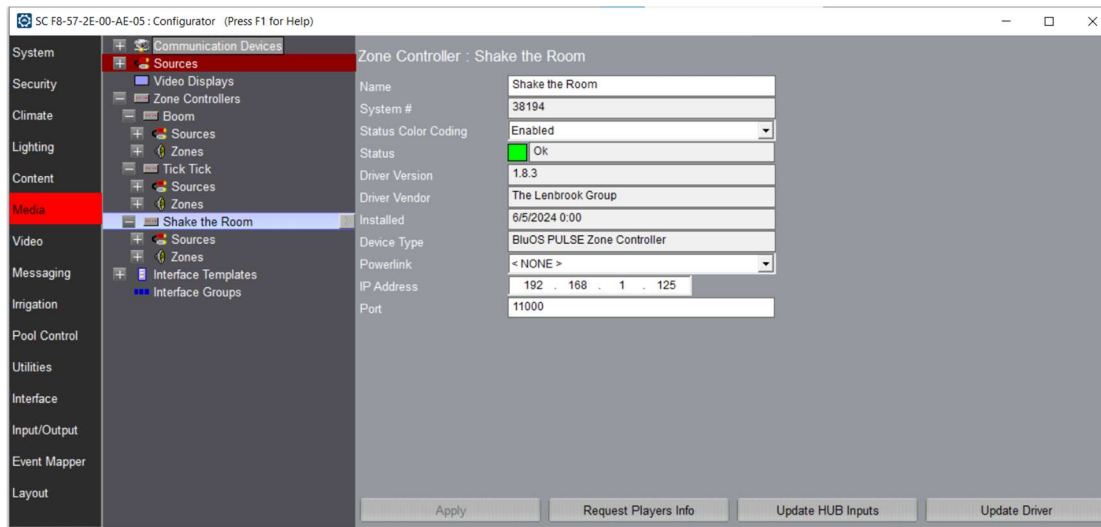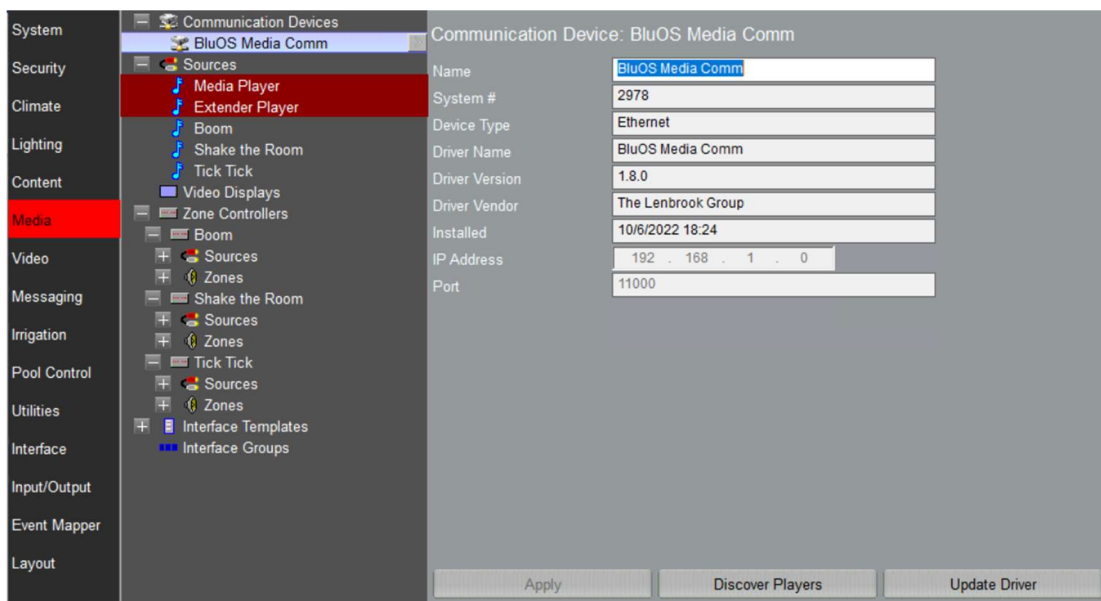
2.6 Update Driver

Each driver has a "Update Driver" button. Always update the Media Comm driver first, then update Media Renderer driver and Zone Controller driver. Please note that only one update for one "type" of driver is required.

Each Zone Controller driver has a "Request Player Info" button. It can be used to get information of players on the network.

Each Zone Controller driver also has a button "Update HUB Inputs" which is to speed up the add or removal of HUB inputs. Normally, if a HUB is newly added to the network, ZC driver will automatically add the HUB inputs as sources almost immediately. However, if a HUB is removed from the network, it will take approximately 20 minutes to be automatically removed from ZC driver sources due to BluOS design. With "Update HUB Inputs" button, HUB inputs can be removed from Zone Controller driver sources immediately after player reboot. Each Zone Controller has to update its own HUB inputs.
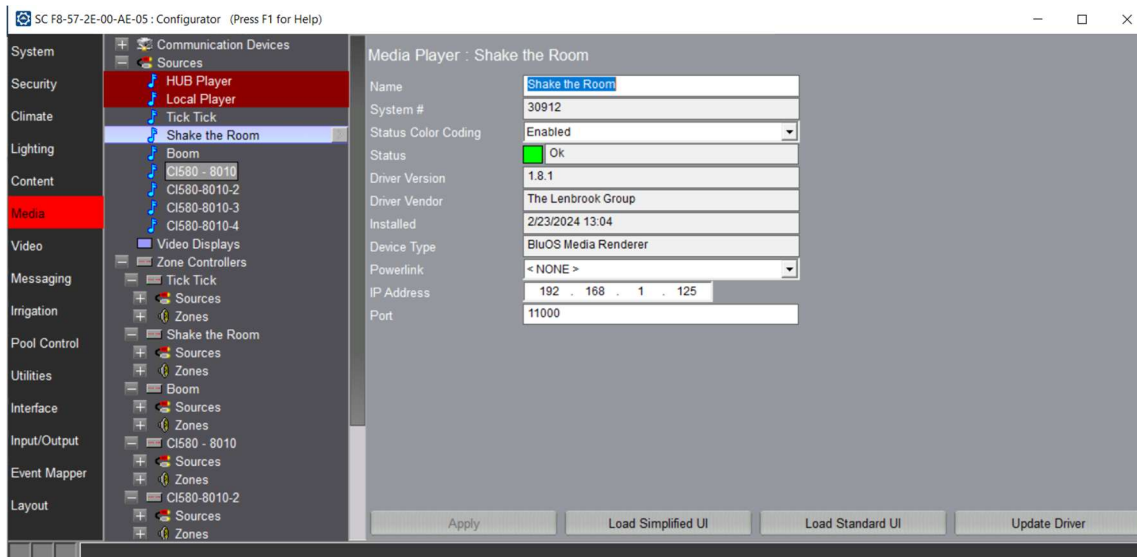

Media Comm driver has one button "Discover Players". Press the button to start player discovery. The discover will be disabled after 5 minutes.
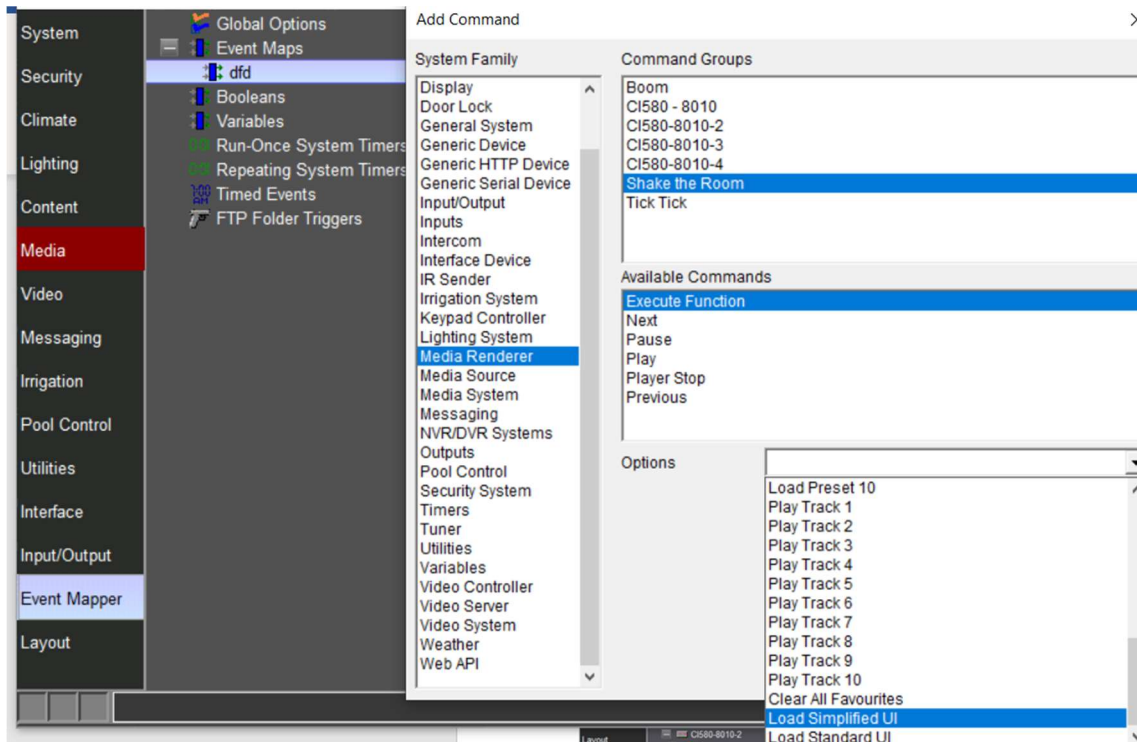
2.7 Load Simplified UI

Media Renderer driver provides a way to switch between Simplified UI and Standard UI. Simplified UI includes Now Playing metadata, transport control buttons, and presets only. Standard UI is the full UI with service browsing. Standard UI is loaded by default and the UI selection survives controller reboot.
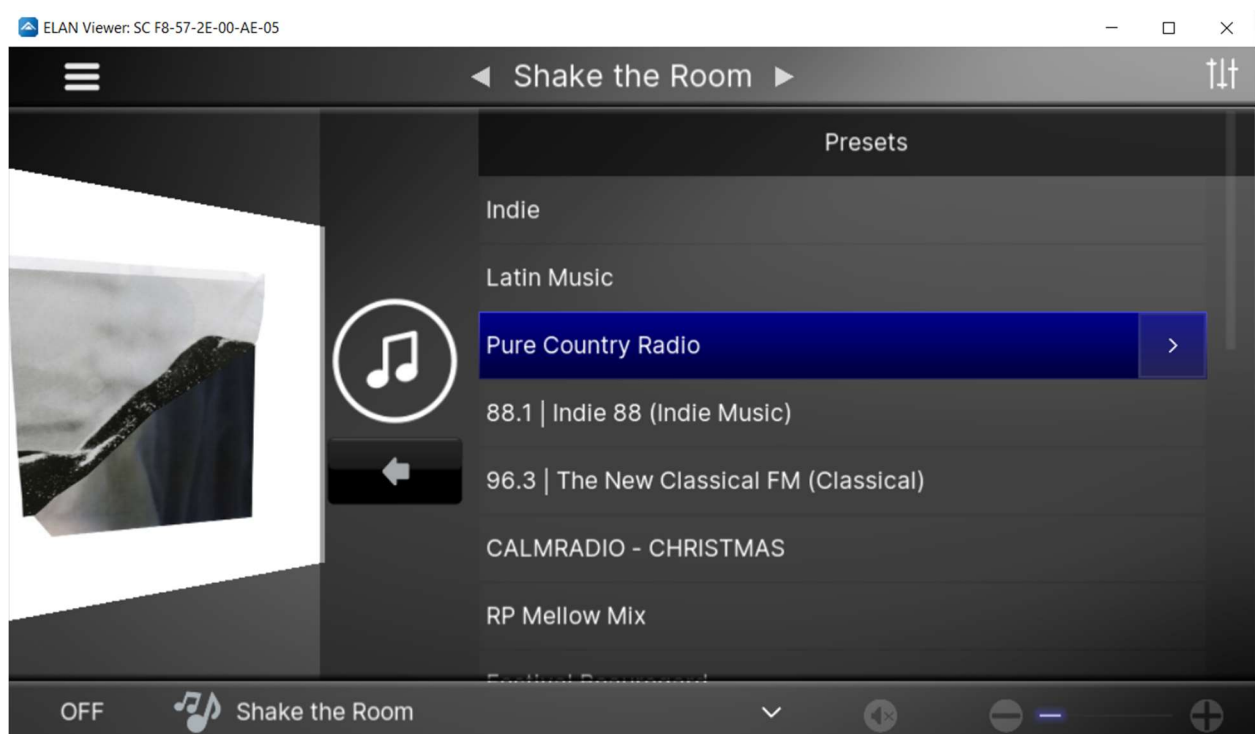
There are two ways of switching between Simplified UI and Standard UI. In g!Configurator, Media Renderer driver has these two buttons.

The Media Renderer also provides commands to load Simplified and Standard UI for event programming.

Simplified UI includes Now Playing metadata, transport control, and presets. The presets can only be loaded but not deleted.

3.0 Using the Driver

The current driver version 1.0.0 provides now playing, presets, play queue, service browsing and searching.
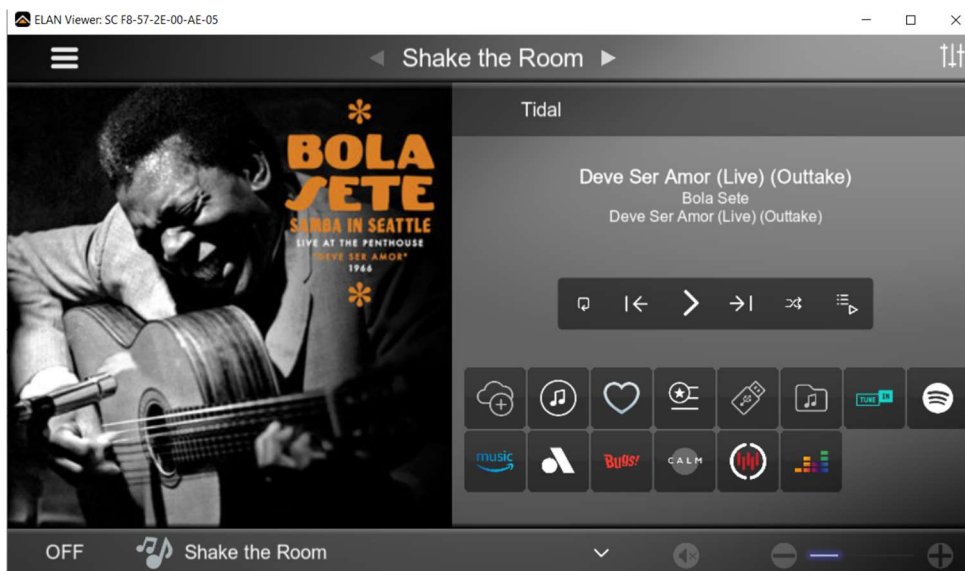
3.1 Launching BluOS Nice Driver

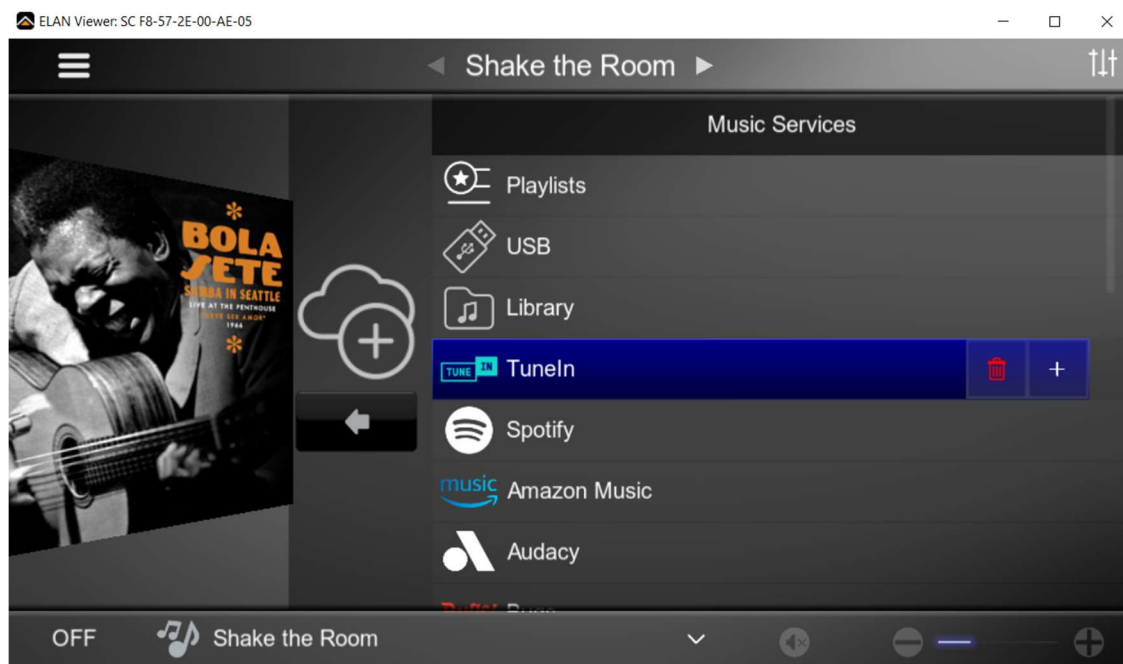Launch g!Viewer or Nice mobile app. Click "Media" to see all the players installed.

3.2 Now Playing

Click on any of the BluOS players to enter Now Playing page. It has fully supported transport control. Due to Nice system limit, up to 14 services are supported (including Music Services, Presets, Favourites, Playlists, Library, USB, etc.)
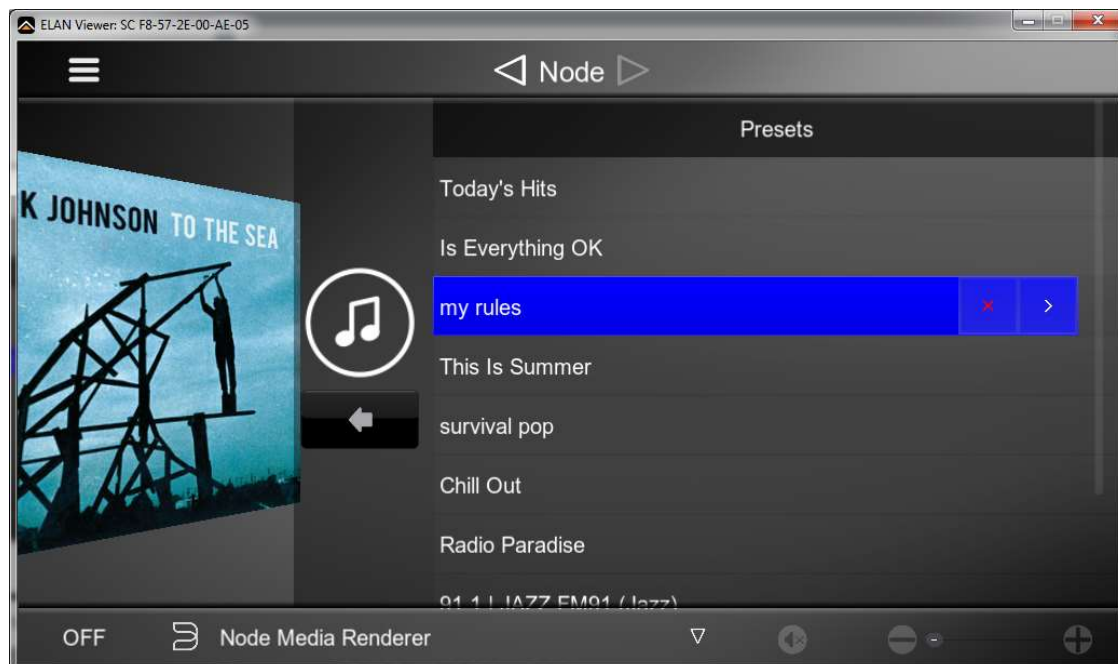
Click on "Music Services" icon will show up all available services, with each having "Add" and "Remove" options. Click "Remove" of the service will remove it from Now Playing root menu. This gives flexibility of listing only the desired services in root menu because Nice has a limit of 14 to be displayed on UI.

3.3 Presets

Click on "Presets" icon (the first one) will bring up presets list. Each preset has "load" and "delete" actions.
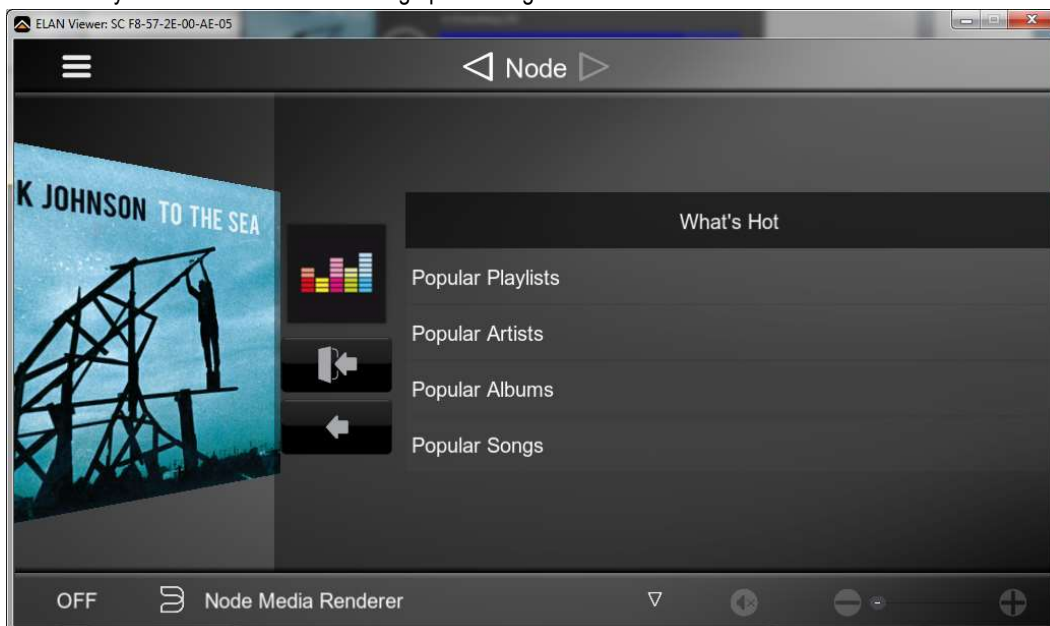
3.4 Play Queue

Click on the right most icon next to transport control keys will bring up play queue. Each track has "Play" and "Delete" actions. And queue has "Save Queue" icon on top right to save the queue.
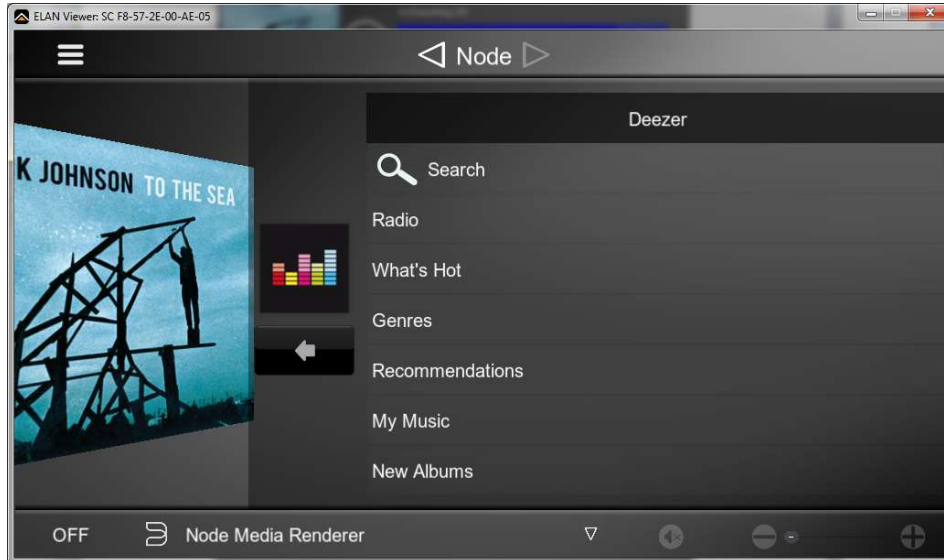

3.5 Services

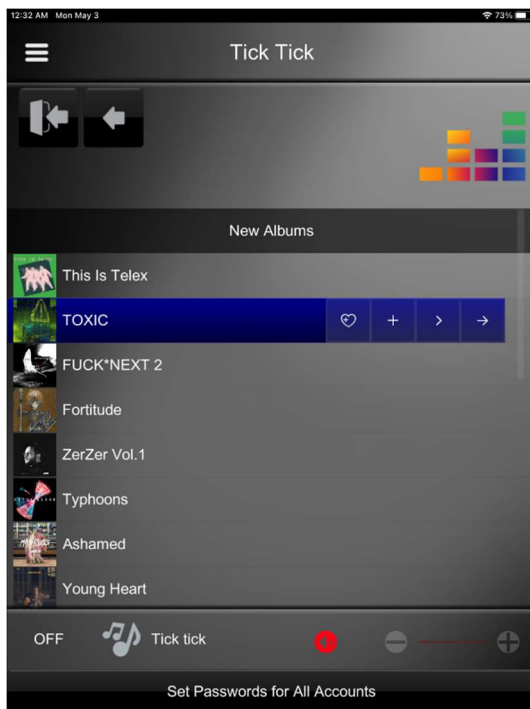Click on any music service icons will bring up browsing screen.

3.6 Search

If a music service has search functionality available, you can click on "Search" on the first page of the music service to do the search.
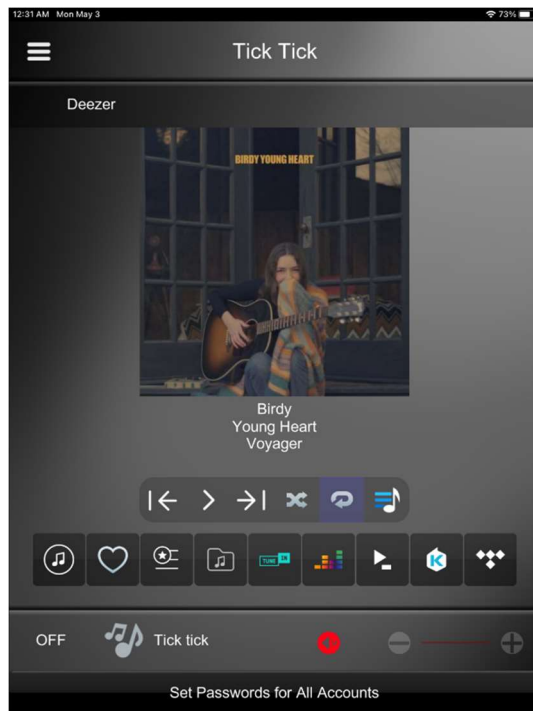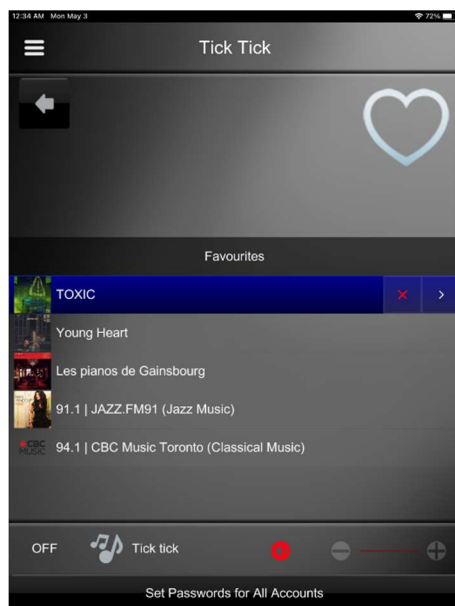

3.7 Favorites

While selecting service album, track, playlist, or station, clicking on the favorite icon (heart icon) will add the item to Favorites and sync to BluOS "My Favorites".

The added favorite items can be loaded when clicking on "heart icon" on main page.

Clicking on "x" will remove the favorited item (synced to BluOS). Clicking on ">" will play the favorited item.

NOTE: Adding / Removing favorite an item in Nice will also add/remove the item to/from "My Favorites" in BluOS app; but adding / removing favorite an item in BluOS app does not affect Favorites items in Nice. Favorite items in Nice are more like a shortcut of playing the items in a fast way.
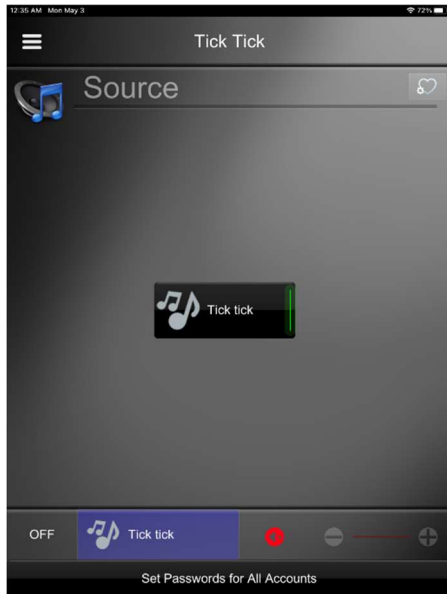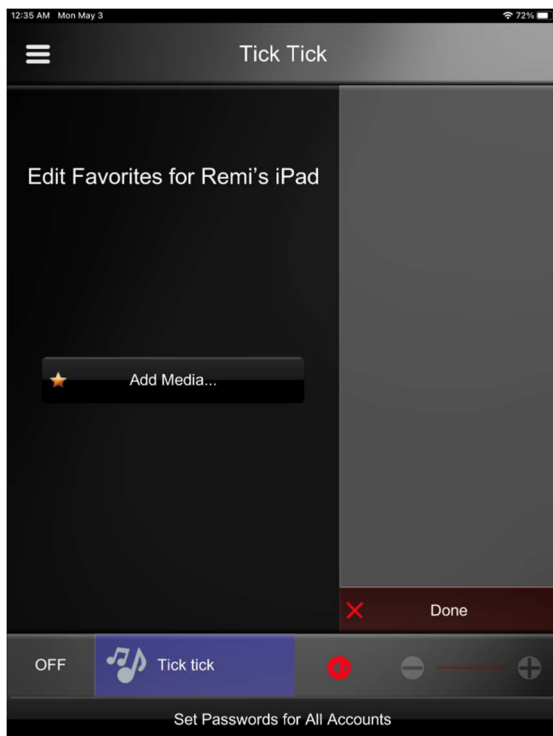
3.8 Media Favorites

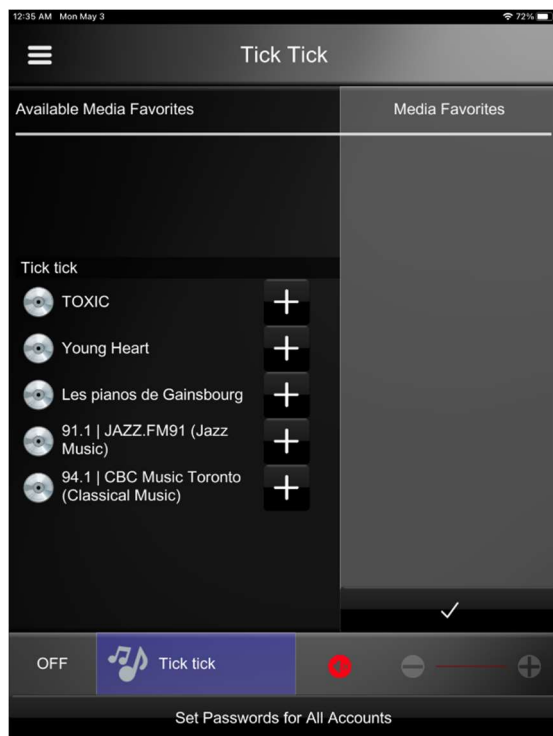Once "Favorites" is available, the favored items can be added to Nice Media Favorites.

First, click on the heart shape on top right as it shows below.
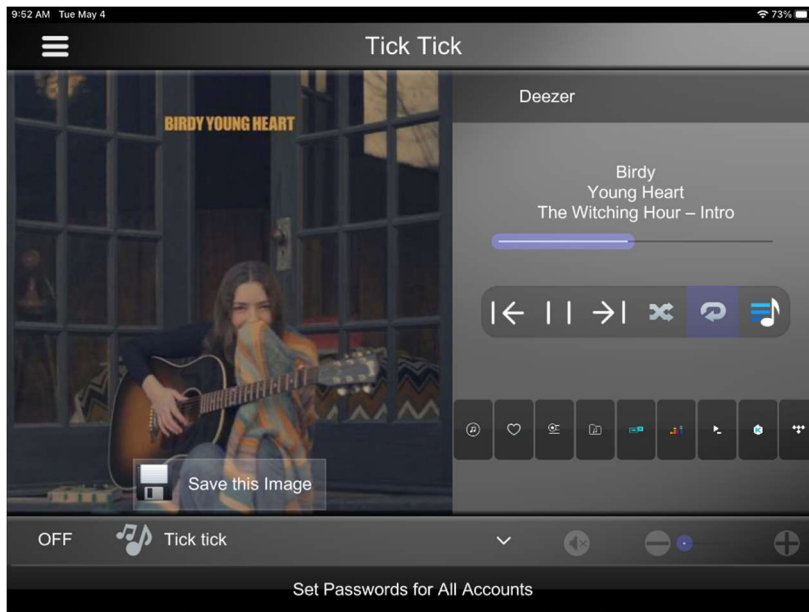

Then click "Add Media…"

From the listed favorite items, click on "+" sign to add a favorite item to Nice Media Favorites.

Once a favorite item is added to Media Favorites, it will look like below. Clicking on the item will start to play immediately.
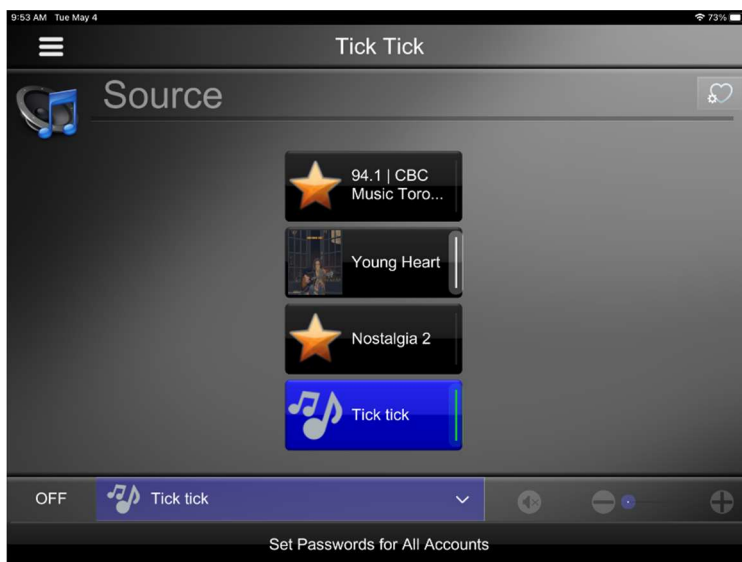
Tap any media favorite item will start to play the item, for example "Young Heart". Press and Hold the cover art of the item, and tap "Save this Image" to change the cover art of the favorite item.

Note: Update the icon of a favorite item only works in horizontal in Viewer.

The icon of the favorite item is changed from "star" to the right cover art.

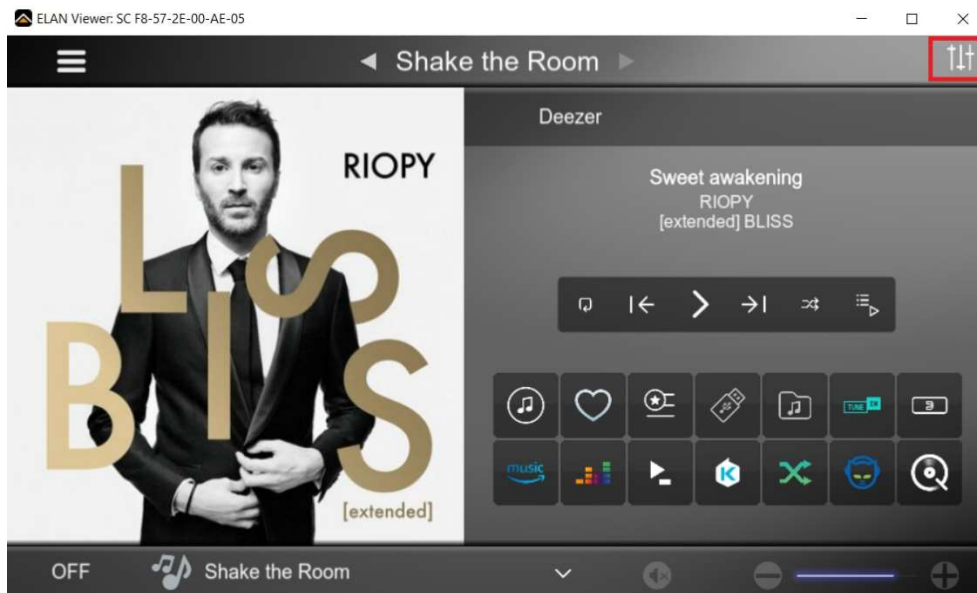# 3.9 Volume Control

Click on "+", "-", and "mute" button at the bottom can control player volume.

3.10 Grouping

The driver supports up to 8 groups and 32 players. Click on the settings icon on top right of a zone for grouping UI.

The grouping UI will show as below.

Notes:

- Does not provide fixed grouping UI but only shows feedbacks of fixed groups.

- Must select a group first before grouping or ungrouping.
- How to group - Select a group and then select a player to be added to the group. The first player added to the group is the master if the player is a fixed group master or not at all grouped.
- *Group All* will group all players to the current zone player if the zone player is not a slave.
- The driver supports up to 8 groups and 32 players but the grouping UI only supports up to 5 groups and 12 players. Users can always add their own UI to have up to 8 groups and 32 players.

3.11 Zone Activation

A zone will be automatically activated if it was off and the player in the zone starts to play, or its grouping state is changed from not-grouped to grouped.

4.0 Support

For technical support issues, contact BluOS technical support at http://support.bluos.net or email support@bluos.net.

5.0 Known Issues

The following issues are known to exist.

Driver Version	Issue	Workaround
1.4.0	Cover art and album art with "https" url may not display properly	None.
All	Both Repeat and Repeat Once are treated as Repeat.	None. Nice only supports two states.
All	Deleting multiple tracks from queue may not update the queue properly.	Leave the queue page and return to the queue page again.
1.6.1 1.6.2	Zone Controller driver grouping UI only supports 5 groups and 12 players. Integrators have to create their own UI if more groups / players required for grouping.	None.