



## Two-Way System Variable Definitions

- Button Text
  - A string line variable that provides letters, numbers and/or characters as feedback from device.
    - Example: Song Title, Temperature



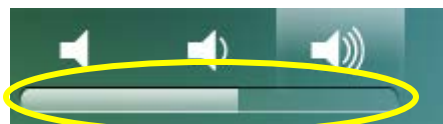
- Reversed State
  - Enacts a button to its reversed/action “pushed in” state and stays enacted until another condition is met.
    - Example: Selecting a preset tuner button will show it being the selected option.



- Inactive State
  - Renders a button completely inactive or unusable until another condition frees it up.
    - Example: The Volume Up and Down commands are assigned the inactive state when the Mute command is issued. Thus the client must unmute the system first in order to change the volume levels.
- Visible State
  - Enabling a button to appear and/or disappear based on feedback.
    - Example: Button with the text “System Muted!!” only appears when the command to mute the system is enacted. Otherwise it remains hidden.



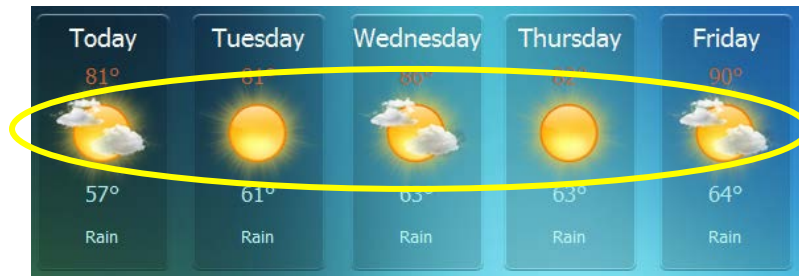
- Graph Data Source
  - Provides feedback to populate bar graphs and sliders with accurate levels based on the device status.
    - Example: Using a bar graph bitmap to determine the volume level in a zone.



- Toggle Button Data Source
  - Provides feedback to populate a Toggle Switch with actual device status information.
    - Example: Using a Toggle Switch to Turn On/Off speakers in a specific zone.



- Image List Data Source
  - Sends image changes based on feedback from the device.
    - Example: Weather Condition Graphic. When it's sunny, the image changes to a sun. Raining out, changes to rain image.



- Item List Data Source
  - Information that is populated within a **two-way** scrolling list based on accurate data from the device.
    - Example: Listing of Artists, then Songs within a scrolling list receiving information from an iPod.



- Dynamic Image
  - Generally will consist of large data imagery feedback that requires either a direct Ethernet or WiFi connection to populate.
    - Example: Album Cover Art, Satellite Imagery

