
PyLMS Documentation

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Various

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PyLMS is a Python wrapper library for communication with a Logitech Media Server CLI (Telnet) interface. Once connected, it is possible to control the server and any compatible Logitech SqueezeBox devices associated with it.

Contents:

Server Class (pylms.player.Server)

The Server class deals with the Logitech Media server and provides the main communication functions between the PyLMS API and the Logitech Media Server's Telnet server.

```
class pylms.server.Server (hostname='localhost', port=9090, username='', password='', charset='utf8')

    connect (update=True)
        Connect

    disconnect ()

    get_player (ref=None)
        Get Player

    get_player_count ()
        Get Number Of Players

    get_players (update=True)
        Get Players

    get_version ()
        Get Version

    login ()
        Login

    request (command_string, preserve_encoding=False)
        Request

    request_with_results (command_string, preserve_encoding=False)
        Request with results Return tuple (count, results, error_occurred)

    rescan (mode='fast')
        Rescan library Mode can be 'fast' for update changes on library, 'full' for complete library scan and
        'playlists' for playlists scan only

    rescanprogress ()
        Return current rescan progress
```

search (*term*, *mode*='albums')

Search term in database

telnet_connect ()

Telnet Connect

Player Class (pylms.player.Player)

The Player class allows individual control of any Logitech Media Server compatible devices that are connected and registered with the server.

Any function calls made by the Player are communicated to the Logitech Media Server Telnet server via the parent Server (pylms.server.Server) class.

```
class pylms.player.Player (server=None, index=None, update=True, charset='utf8')
```

```
bass_down (amount=5)  
    Decrease Player Bass
```

```
bass_up (amount=5)  
    Increase Player Bass
```

```
display (line1='', line2='', duration=3)
```

```
forward (seconds=10)  
    Seek Player Forward
```

```
get_bass ()  
    Get Player Bass
```

```
get_display_type ()  
    Get Player Display Type String
```

```
get_ip_address ()  
    Get Player IP Address
```

```
get_ir_state ()  
    Get Player Infrared State
```

```
get_mode ()  
    Get Player Mode
```

```
get_model ()  
    Get Player Model String
```

get_muting()
Get Player Muting Status

get_name()
Get Player Name

get_pitch()
Get Player Pitch

get_power_state()
Get Player Power State

get_pref_value(name, namespace=None)
Get Player Preference Value

get_rate()
Get Player Rate

get_ref()
Get Player Ref

get_time_elapsed()
Get Player Time Elapsed

get_time_remaining()
Get Player Time Remaining

get_track_album()
Get Players Current Track Album

get_track_artist()
Get Players Current Track Artist

get_track_current_title()
Get Players Current Track Current Title

get_track_duration()
Get Players Current Track Duration

get_track_genre()
Get Players Current Track Genre

get_track_path()
Get Players Current Track Path

get_track_remote()
Is Players Current Track Remotely Hosted?

get_track_title()
Get Players Current Track Title

get_treble()
Get Player Treble

get_uuid()
Get Player UUID

get_volume()
Get Player Volume

get_wifi_signal_strength()
Get Player WiFi Signal Strength

has_permission (*request_terms*)
Check Player User Permissions

ir_button (*button*)
Simulate IR Button Press

mute ()
Mute Player

next ()
Next Track

pause ()
Pause On

pitch_down (*amount=5*)
Decrease Player Pitch

pitch_up (*amount=5*)
Increase Player Pitch

play ()
Play

playlist_add (*item*)
Add Item To Playlist

playlist_addalbum (*genre=None, artist=None, album=None*)
Add an album to the Playlist

playlist_clear ()
Clear the entire playlist. Will stop the player.

playlist_delete (*item*)
Delete Item From Playlist By Name

playlist_erase (*index*)
Erase Item From Playlist

playlist_get_info ()
Get info about the tracks in the current playlist

playlist_insert (*item*)
Insert Item Into Playlist (After Current Track)

playlist_loadalbum (*genre=None, artist=None, album=None*)
Add an album to the Playlist

playlist_move (*from_index, to_index*)
Move Item In Playlist

playlist_play (*item*)
Play Item Immediately

playlist_play_index (*index*)
Play track at a certain position in the current playlist (index is zero-based)

playlist_track_count ()
Get the amount of tracks in the current playlist

prev ()
Previous Track

randomplay (*type='tracks'*)
play random mix

rate_down (*amount=1*)
Decrease Player Rate

rate_up (*amount=1*)
Increase Player Rate

request (*command_string, preserve_encoding=False*)
Executes Telnet Request via Server

rewind (*seconds=10*)
Seek Player Backwards

seek_to (*seconds*)
Seek Player

set_bass (*bass*)
Set Player Bass

set_ir_state (*state*)
Set Player Power State

set_muting (*state*)
Set Player Muting Status

set_name (*name*)
Set Player Name

set_pitch (*pitch*)
Set Player Pitch

set_power_state (*state*)
Set Player Power State

set_pref_value (*name, value, namespace=None*)
Set Player Preference Value

set_rate (*rate*)
Set Player Rate

set_treble (*treble*)
Set Player Treble

set_volume (*volume*)
Set Player Volume

show (*line1='', line2='', duration=3, brightness=4, font='standard', centered=False*)
Displays text on Player display

stop ()
Stop

sync_to (*other_player_ref*)
Sync to another player with a given Ref

toggle ()
Play/Pause Toggle

treble_down (*amount=5*)
Decrease Player Treble

treble_up (*amount=5*)
Increase Player Treble

unmute ()
Unmute Player

unpause ()
Pause Off

unsync ()
Unsync player

update (*index, update=True*)
Update Player Properties from Server

volume_down (*amount=5*)
Decrease Player Volume

volume_up (*amount=5*)
Increase Player Volume

CHAPTER 3

Utility Functions (pylms.utils)

The module contains several utility functions used throughout the library.

Command Line Utility

Help:

```
Usage: pylms or type pylms -h (--help) for help

Options:
  --version          show program's version number and exit
  -h, --help        show this help message and exit
  -v                Verbosity. Add more -v to be more verbose
                   (4=DEBUG,3=INFO,2=WARNING,1=ERROR,0=CRITICAL)
                   [default: 3]
  -l LOGFILE, --logfile=LOGFILE
                   Log to file instead of console
  -s HOST, --host=HOST Specify Hostname of Server [default: localhost]
  -n PORT, --port=PORT Specify Port of Server [default: 9090]
  -u USERNAME, --username=USERNAME
                   Specify Authorisation Username
  -p PASSWORD, --password=PASSWORD
                   Specify Authorisation Password
  -d DEVICE, --device=DEVICE
                   Specify SqueezePlayer Device MAC Address
```


CHAPTER 5

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- `search`

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