



Push Controls

Module: Plex

Version 1.2

www.pushcontrols.com

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Disclaimer

Note that the Plex module provides you with the ability to integrate with a working Plex system. The Plex panel leverages off the Plex web app architecture and has been tested and in working form with Plex server Version 0.9.11.7.803-87d0708, future releases may not be supported. Due to the open source nature of the Plex client architecture some Plex clients will not be discoverable for casting and/or may contain bugs. Please refer to <http://plex.tv> for current compatibility lists and the forums for Plex bug troubleshooting.

Version History

Version No.	Date	Description
1.0		Initial release
1.2	12/10/2016	Add Gen IV theme guidelines Add instruction to configure authentication exception for local network

Importing the Plex Module

Import the Plex module by completing the following actions:

1. Right click on 'PROJECT' at the top of the tree and select 'Import Module'. *Refer to Figure 1*
2. Locate and select 'Plex_X.pemod' (where X is the current version number)
3. Select **Open**
4. The selected module will now appear in the **Module Browser** window, where you can view all **Imported Modules**, expand to see the contents of these modules.

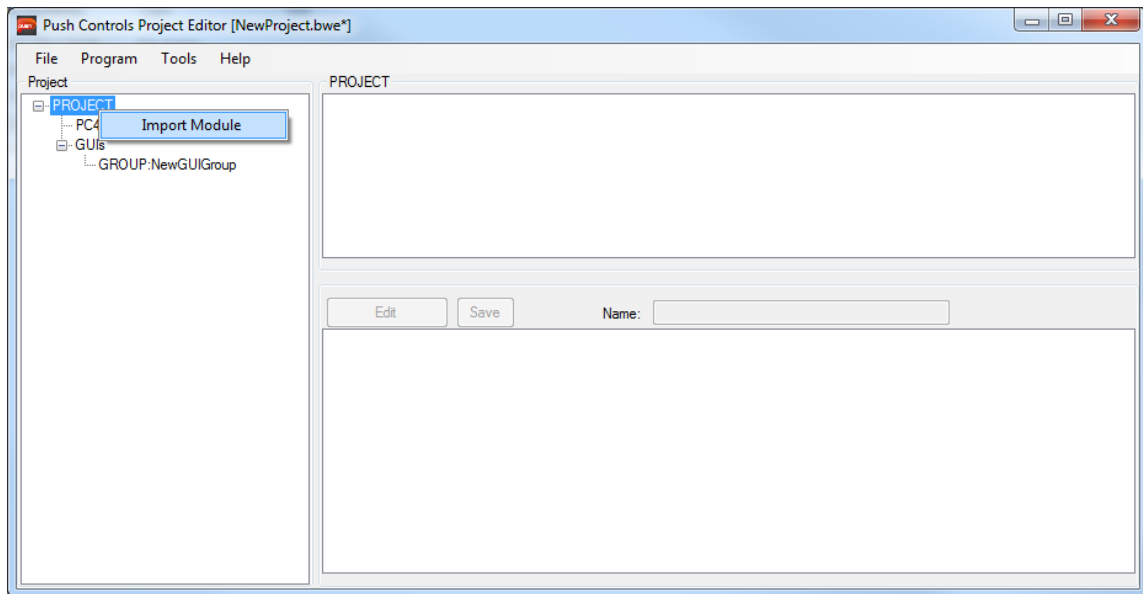


Figure 1 – Right click on PROJECT, inside the project tree, to import a module.

The selected module will now appear in the module browser window (See Figure 2), where you can see everything that is included in the module.

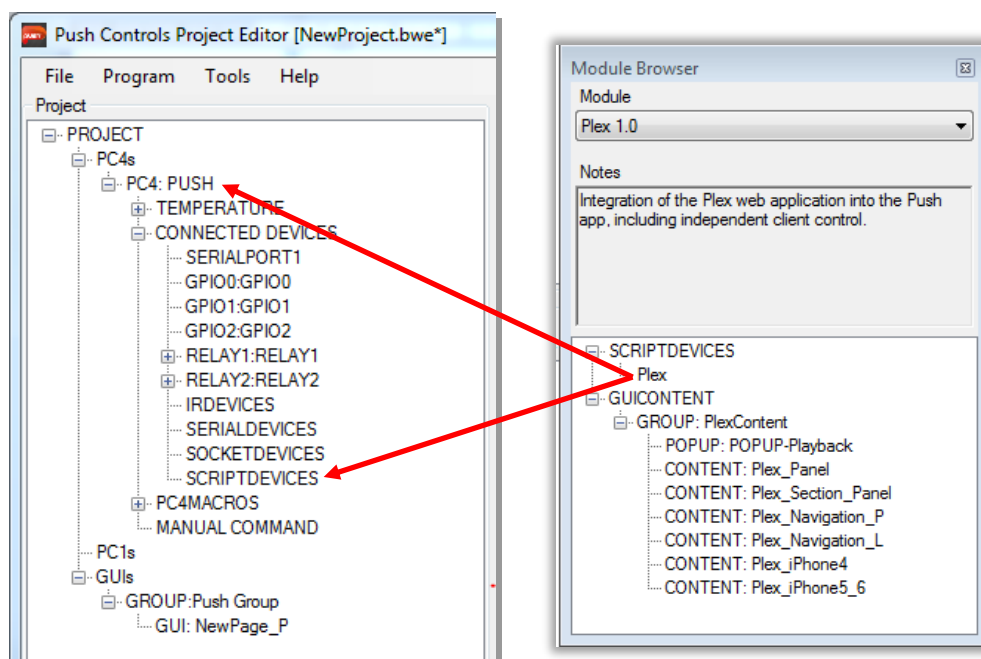


Figure 2 – Dragging and dropping the script from the Module Browser window

Configuring the Plex Module

The Plex requires minimal configuration, which is specific to establishing communication between the Push system and the Plex server on the network. The process of configuring the Plex module is conducted through the properties of the Plex SCRIPT DEVICE and is outlined in the following section.

Setting Sever IP Address

To configure the Plex SCRIPT DEVICE we need to enter the Plex Server IP address within the User Settings tab. To complete this process follow the steps below:

1. Right click on the Plex SCRIPT DEVICE and select properties

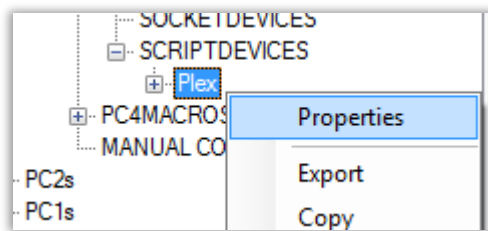


Figure 3 - Right click on the Plex SCRIPT DEVICE and select properties

2. Click on the User Settings tab
3. Change the Server IP to match the IP address of the Plex Server (ensure you have surrounded the IP address in double quotation marks as seen below, if the format is correct you should see the message Settings Object Parse OK)

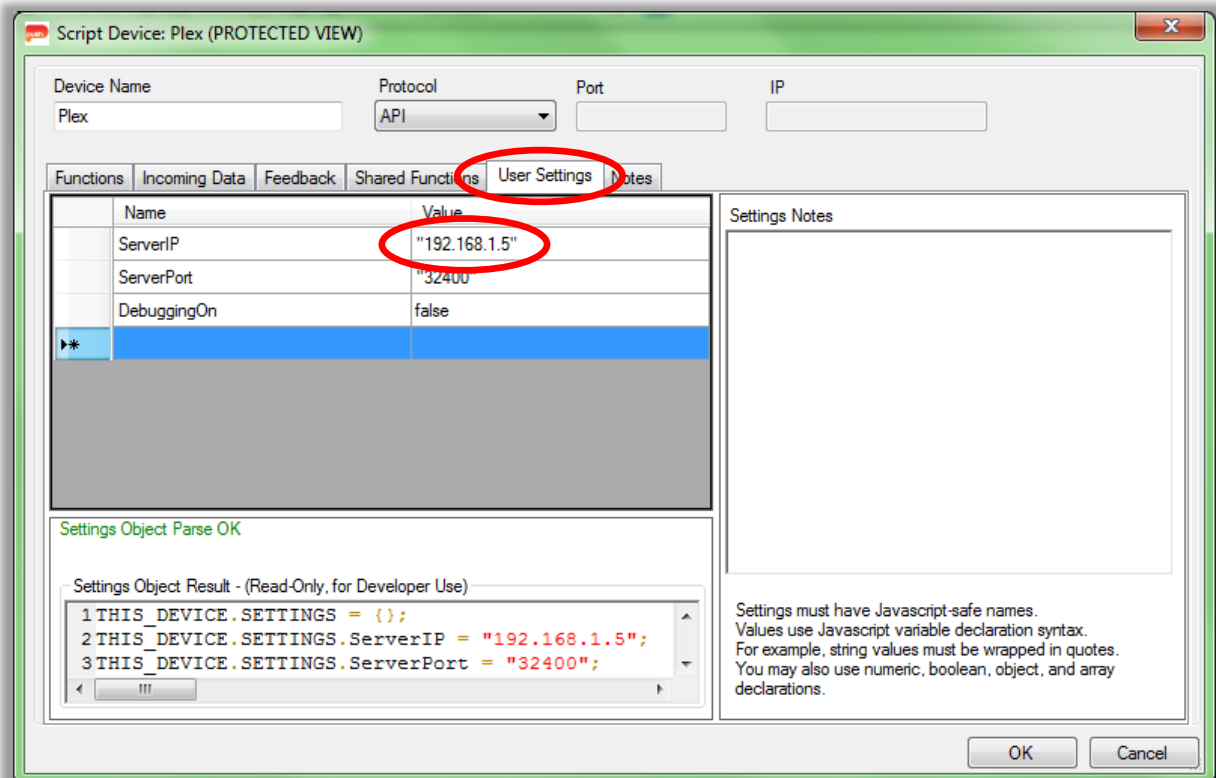


Figure 4 - Highlighting the User Settings tab and ServerIP variable

Adding GUI Content

The Plex module contains a number of GUI elements for both tablets and phones. The following sections outline the process of importing and programming these GUI components.

Themes Available

The Plex module contains Gen IV and Gen III themes, each theme is grouped into a GUI Group as follows:

- PlexContent_G4: contains components with Gen IV theme
- PlexContent_G3: contains components with Gen III theme

GUI Components Available

The Plex module contains several GUI elements to setup a typical Plex control page:

- **POPUP-Playback:** a POPUP containing transport buttons, i.e. Play, Pause, Stop etc., to control a Plex client
- **Plex_Panel:** contains the main Plex web app providing full browsing and configuration of Plex libraries
- **Plex_Section_Panel:** the same contents as the Plex_Panel with the addition of being able to specify a default library page to open
- **Plex_Navigation_P:** cursor keys, home, back and a Playback button (programmed later to launch the POPUP-Playback) to fit and replace the keys in a **portrait** template page
- **Plex_Navigation_L:** cursor keys, home, back and a Playback button (programmed later to launch the POPUP-Playback) to fit and replace the keys in a **landscape** template page
- **Plex_Phone:** provides a phone layout to control a Plex client (play, next, previous, home, back, cursor keys, etc)

Other than 'Plex_Phone', the components above are created with a tablet layout.

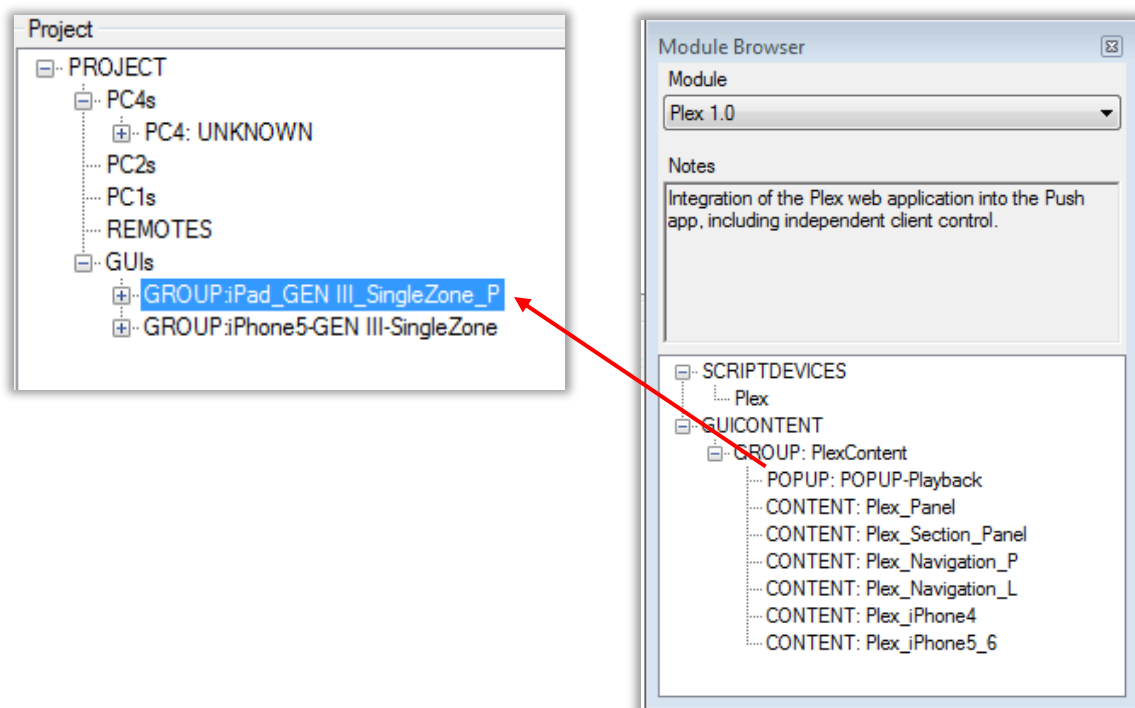
Adding a GUI Component to a GUI Page

The process of importing each GUI component is outlined in the next sections.

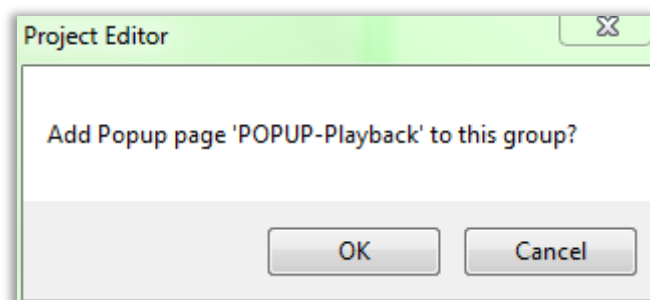
Adding the Playback POPUP

To add the POPUP-Playback follow the steps below:

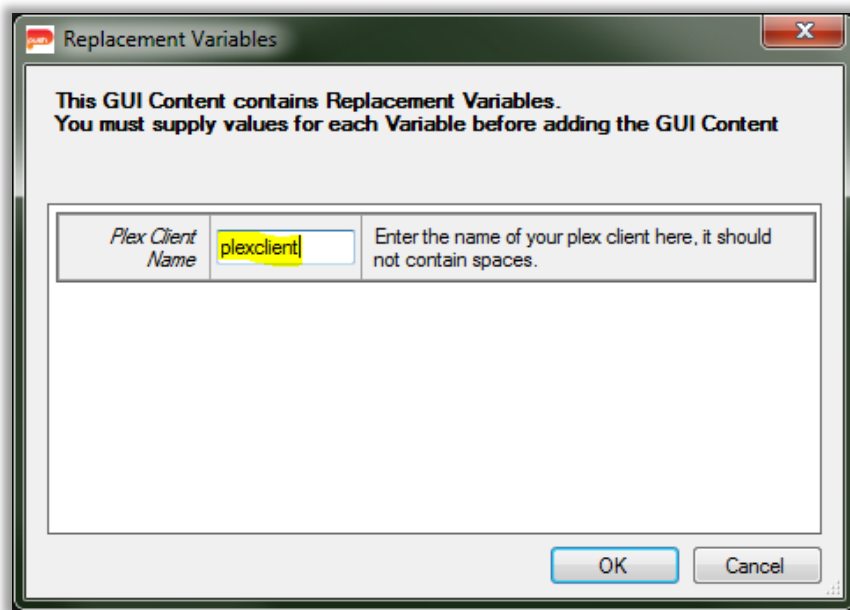
1. Expand GUICONTENT->GROUP:PlexContent within the Module Browser
2. Left click and drag POPUP: POPUP-Playback from the module browser onto your working GUI GROUP tag in the project tree



3. A dialog box will appear asking whether you wish to add this popup to the group, select 'OK'



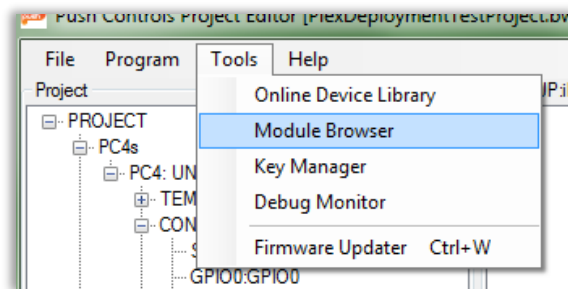
4. You will then be prompted to provide the name of the Plex Client you wish this POPUP to control, in the example below the Plex client name is plexclient, but this will correspond to the name given to the Plex client within preferences (see guides on <http://plex.tv> on how to change the plex client name)
 - a. NOTE: If you have multiple Plex Clients to control rename the POPUP-Playback to POPUP-Playback-[PlexClientNameHere] and then repeat steps 1 to 3



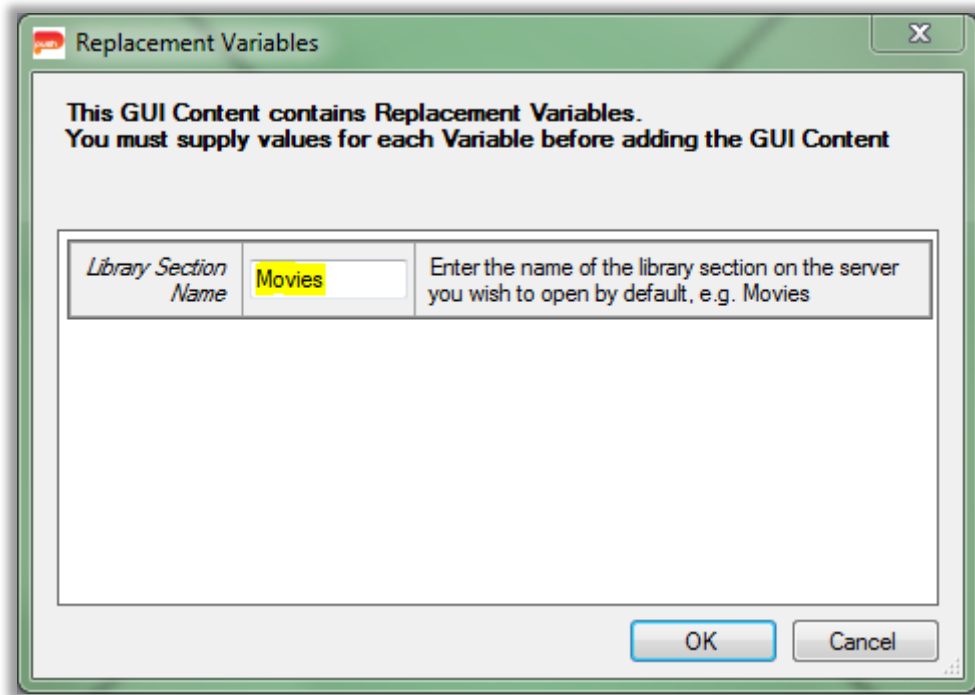
Adding the Plex panel

The Plex panel provides users with full control and browsing of the Plex server there are two types of panel that can be loaded: Plex_Panel and Plex_Section_Panel. Follow the steps below to import either of these panels:

1. Open the module browser (Tools->Module Browser) and select the Plex module



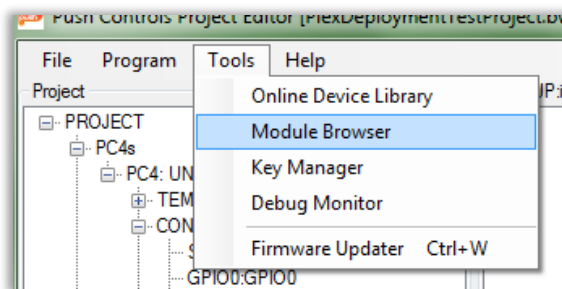
2. Expand GUICONTENT->GROUP: PlexContent
3. Open the page you wish to import the Plex panel into by right clicking and selecting 'Edit' or double clicking on the page name
4. With both the open GUI page and Module Browser in view drag and drop the Plex_Panel into the open GUI page and you should see a grey box with a black cross through the middle, hold down shift to reposition this placeholder to the location you wish to add the panel and release your mouse button.
 - a. NOTE: If you are placing the panel over the top of existing GUI elements you will be prompted to choose if you wish to remove the GUI elements beneath the panel or add it over the top: Choose 'Yes' to remove existing elements or 'No' to add the panel on top of the existing elements.
5. If you would like the panel to open by default to a certain library section, e.g. TV Shows you can do so by using the Plex_Section_Panel. To import this panel repeat steps 1 through to 4 of this section, after you release your mouse button to add the panel you will be prompted with a dialog box asking for the name of the section you wish to open to by default (see below). In the example we have provided Movies as the section (NOTE: this will have to match the exact spelling of your sections within the Plex server).



Adding the Navigational Buttons (for iPad/Tablet)

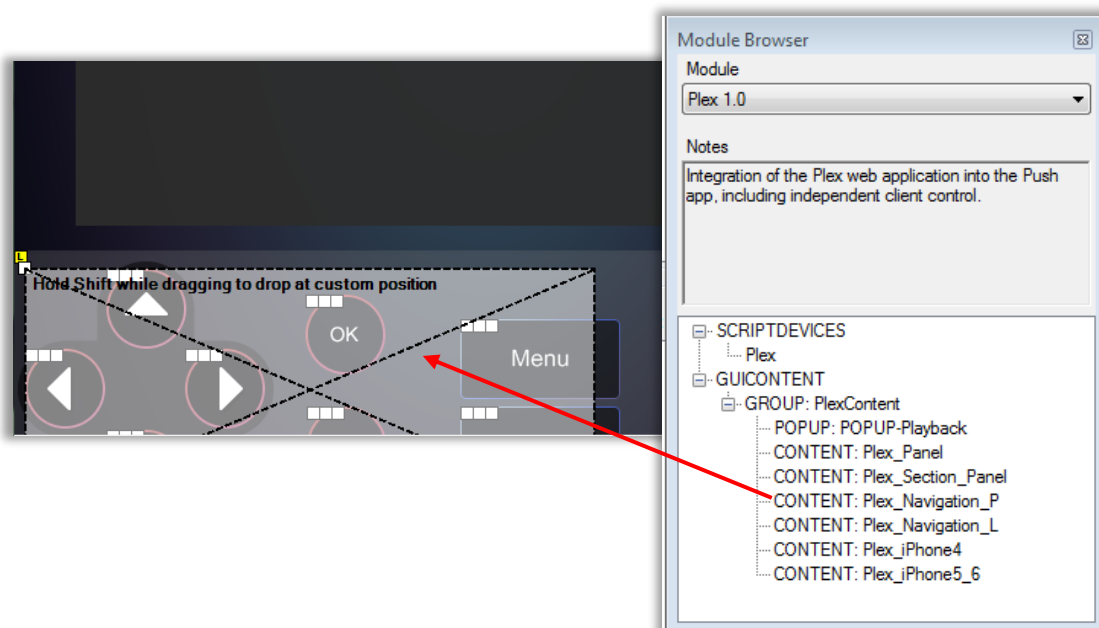
To add the Plex_Navigation buttons, which contain cursor keys, home, back and a Playback button (programmed later to launch the POPUP-Playback) follow the steps below (NOTE: if the page you are importing to is of portrait orientation use the Plex_Navigation_P CONTENT, if the orientation is landscape use the Plex_Navigation_L CONTENT, in the steps below the navigation CONTENT will be referred to as Plex_Navigation but will apply to whatever CONTENT you choose):

1. Open the module browser (Tools->Module Browser) and select the Plex module

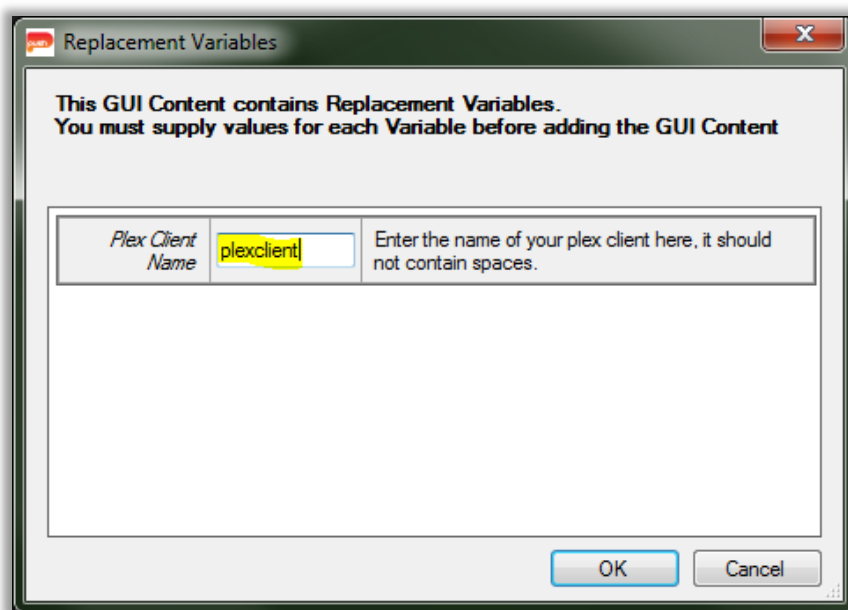


2. Expand GUICONTENT->GROUP: PlexContent
3. Open the page you wish to import the Plex_Navigation to into by right clicking and selecting 'Edit' or double clicking on the page name
4. With both the open GUI page and Module Browser in view drag and drop the Plex_Navigation into the open GUI page and you should see a grey box with a black cross through the middle, the content will snap to the appropriate area for the orientation you have chosen (hold down shift to reposition this placeholder to the location you wish) .To add the navigation content, release your mouse button.

- a. NOTE: If you are placing the content over the top of existing GUI elements you will be prompted to choose if you wish to remove the GUI elements beneath the panel or add it over the top: Choose 'Yes' to remove existing elements or 'No' to add the panel on top of the existing elements. In the example below we choose 'Yes' to overwrite existing elements on our Plex page.



5. After you release your left mouse button you will be prompted to provide the name of the Plex Client you wish this POPUP to control, in the example below the Plex client name is plexclient, but this will correspond to the name given to the Plex client within preferences (see guides on <http://plex.tv> on how to change the plex client name)
 - a. NOTE: If you have multiple Plex Clients to control rename the POPUP-Playback to POPUP-Playback-[PlexClientNameHere] and then repeat steps 1 to 3



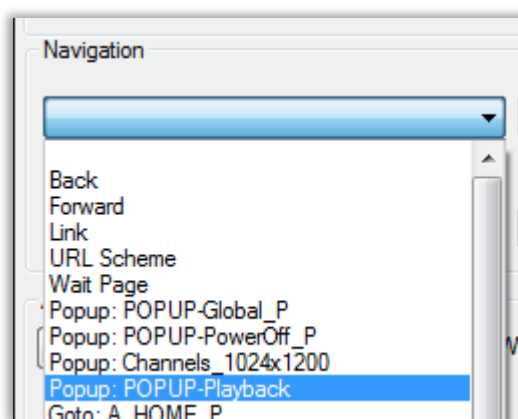
6. Click 'OK' once you have entered the Plex client name and the Plex navigation items will be added to the page



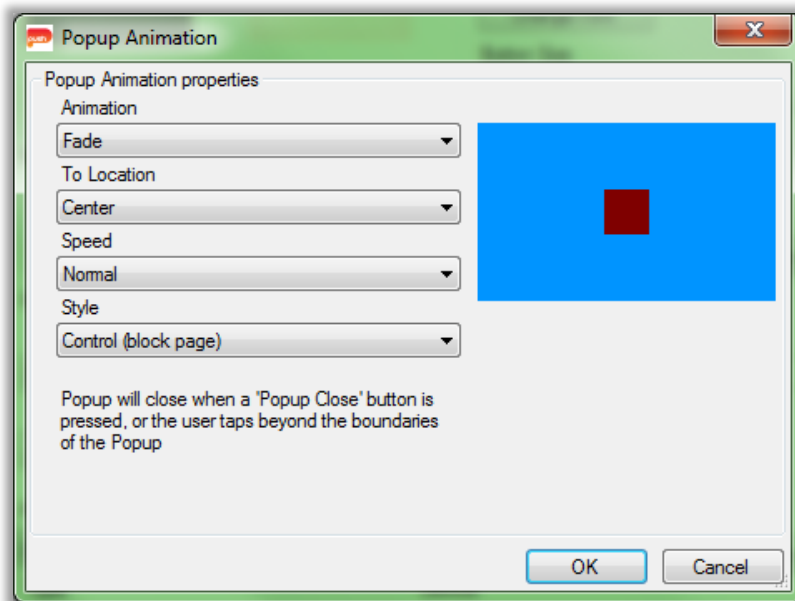
Assigning the Playback POPUP to the transport button

After you have added the navigational buttons you will notice that the Playback button that was added has no programming associated to it. To add the programming to open the POPUP-Playback when pressed, follow the steps below:

1. Open the Plex GUI page by right clicking on the page in the project tree and selecting 'Edit' or double click on the GUI page tag in the project tree
2. Open the properties of the 'Playback' button by double clicking the button or right clicking and selecting properties.
3. In the button properties window dropdown the Navigation list and select the appropriate POPUP-Playback to open off this button press (NOTE: if you have multiple clients you will select the POPUP-Playback corresponding to the Plex client representing the zone page you are currently programming).



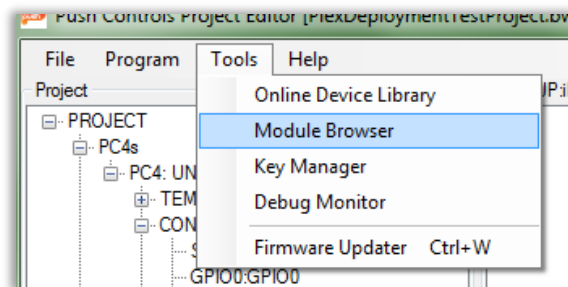
4. You will be presented the POPUP animation dialog box, considering the default parameters are what we want we can go ahead and click 'OK' to close this dialog box and then click 'OK' again to save the changes to the page.



Adding the Navigational Buttons (for iPhone/Phone)

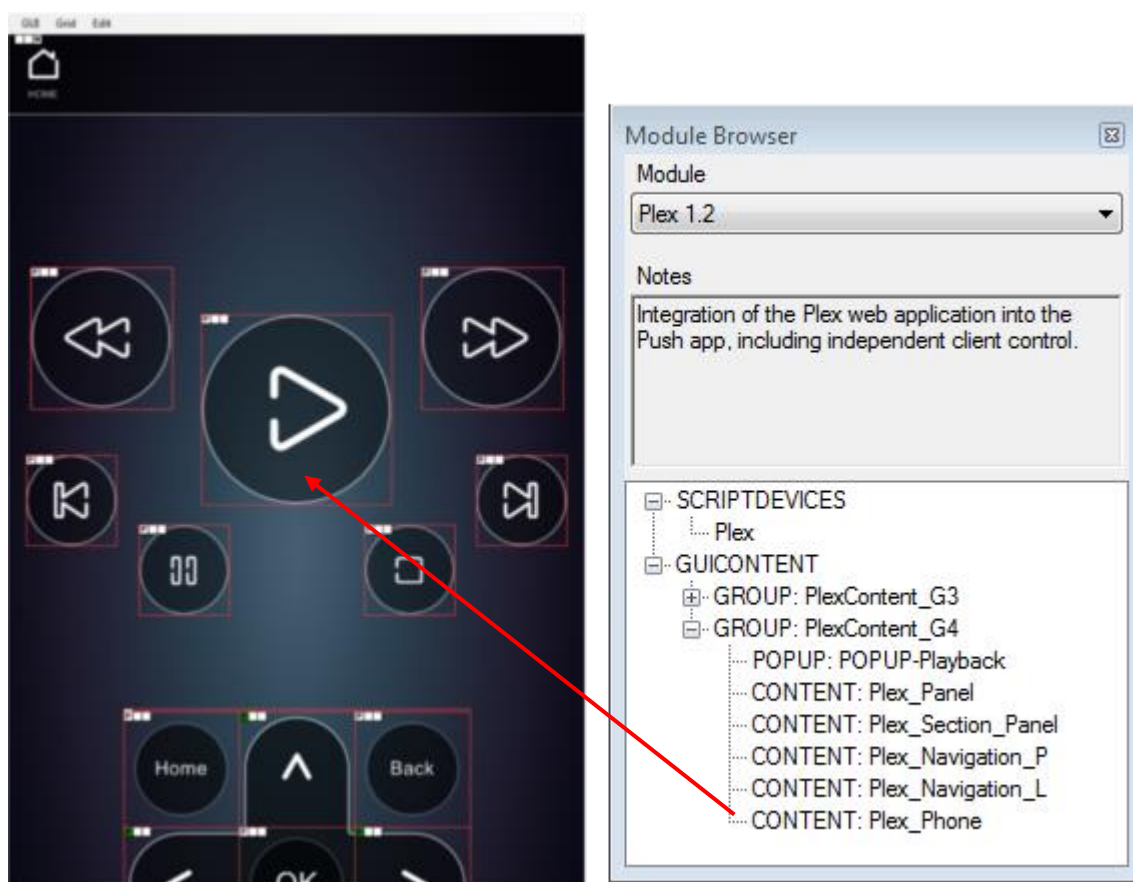
As phones have limited screen real estate the full browsing experience does not translate well, hence for phones we currently exclusively provide one-way control over the Plex client. To add the Plex client controls to a phone follow the steps below:

1. Open the module browser (Tools->Module Browser) and select the Plex module

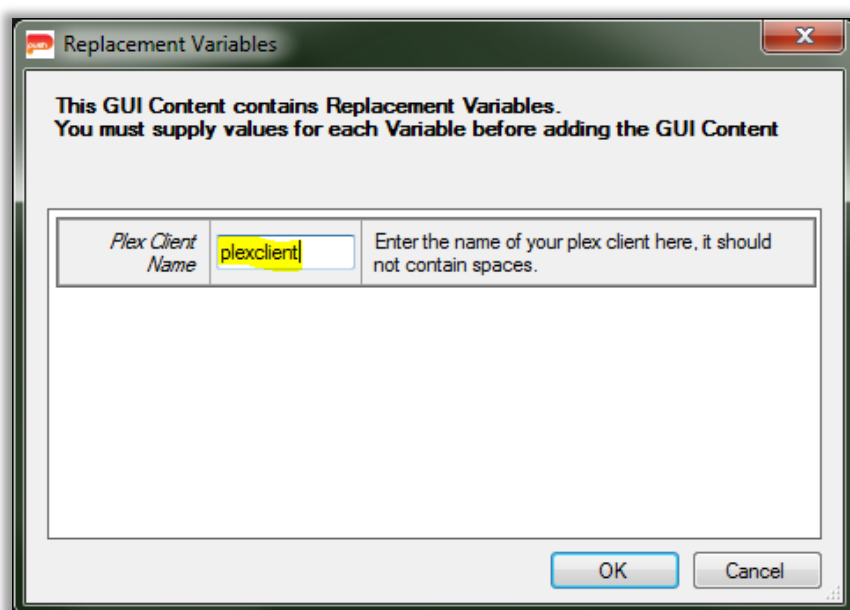


2. Expand GUICONTENT->GROUP: PlexContent
3. Open the page you wish to import the Plex phone content to into by right clicking and selecting 'Edit' or double clicking on the page name (NOTE: the module contains iPhone_4 and iPhone5_6 CONTENT, which directly relates to snapping the content to the relevant areas of the page for the respective templates, however these can be repositioned on any page by holding shift when importing.)
4. For this example we are working with the iPhone 5 template, hence with both the open GUI page and Module Browser in view drag and drop the Plex_Phone into the open GUI page and you should see a grey box with a black cross through the middle, the content will snap to the appropriate area for the iPhone 5 template, (hold down shift to reposition this placeholder to the location you wish). To add the navigation content, release your mouse button.
 - a. NOTE: If you are placing the content over the top of existing GUI elements you will be prompted to choose if you wish to remove the GUI elements beneath the panel or add it over the top: Choose 'Yes' to remove existing elements or 'No' to add the

panel on top of the existing elements. In the example below we choose 'Yes' to overwrite existing elements on our Plex page.



7. After you release your left mouse button you will be prompted to provide the name of the Plex Client you wish this POPUP to control, in the example below the Plex client name is plexclient, but this will correspond to the name given to the Plex client within preferences (see guides on <http://plex.tv> on how to change the plex client name)



8. Click 'OK' once you have entered the Plex client name and the Plex phone items will be added to the page

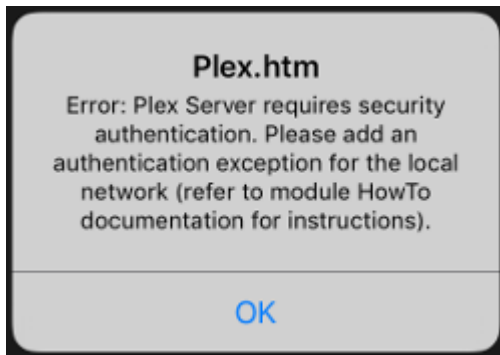
Configuring Plex Server

Adding Authentication Exception for Local Network

Starting from Plex Server 1.1.3, if your Plex server is tied to a plex.tv account, then Plex clients are required to authenticate themselves to access the Plex Server. This security changes break the functionality of Plex module.

To check if your installation is affected by this security changes, please try one of the following methods:

- Open the Plex web client from your web browser:
http://PLEX_SERVER_IP_ADDRESS:32400/web. If you are prompted by a login page, then you will need to add the authentication exception.
- From the Push app, open a GUI page which contains a Plex panel component ('Plex_Panel' or 'Plex_Section_Panel'). If you are prompted by an error message like the screenshot below, then you will need to add the authentication exception.



Adding Authentication Exception

To add an authentication exception for your local network, please follow these steps:

1. Go to the Plex web client from your web browser:
http://PLEX_SERVER_IP_ADDRESS:32400/web
2. If prompted, please login using your plex.tv account.
3. Go to Settings from the top navigation bar.



4. Go to Server page from the Settings page.



5. Click on Network from the left navigation panel. Then click on 'Show Advanced' button to display all configuration options.
6. Find the 'List of IP addresses and networks that are allowed without auth' section.

List of IP addresses and networks that are allowed without auth

192.168.1.0/255.255.255.0

Comma separated list of IP addresses or IP/netmask entries for networks that are allowed to access Plex Media Server without logging in. When the server is signed out and this value is set, only localhost and addresses on this list will be allowed.

7. Enter the local IP Address range in the following format: **IP_BASE/SUBNET_MASK**. For example, if the local network address range is from 192.168.1.1 to 192.168.1.254, then enter the **IP_BASE** as 192.168.1.0 and **SUBNET_MASK** as 255.255.255.0.
8. Click on 'Save Changes' button to proceed.
9. Logout from the server and try accessing the Plex web client again. This time it should not ask you to login, and you will be taken straight to the web interface.