

Event		
Home/Living Room/AV renderer/Living Room TV/ STATE_UPDATE ? <i>sourceName=Apple TV!</i>	*	x
Home/Living Room/AV renderer/Living Room TV/ STATE_UPDATE ? <i>nowPlaying= & nowPlayingDetails= & online=Yes & sourceName=Apple TV & sourceUniqueId=hDMI_3:8642.186 0164.24905430@products.bang-olufsen.com & state=Play & volume=30!</i>	*	x

Add event

	Command	Wait (s / ms)		
≡	Home/Kitchen/BUTTON/TV/ _SET STATE ? STATE=0	<input type="text" value="0"/>	<input type="text" value="0"/>	- ↓ x
≡	Home/Living Room/BUTTON/TV/ _SET STATE ? STATE=0	<input type="text" value="0"/>	<input type="text" value="0"/>	↑ ↓ x
≡	Home/Living Room/BUTTON/Movie/ _SET STATE ? STATE=1	<input type="text" value="0"/>	<input type="text" value="0"/>	↑ ↓ x
≡	Home/Kitchen/BUTTON/Movie/ _SET STATE ? STATE=1	<input type="text" value="0"/>	<input type="text" value="0"/>	↑ ↓ x
≡	Main/global/BUTTON/House Off/ _SET STATE ? STATE=0	<input type="text" value="0"/>	<input type="text" value="0"/>	↑ ↓ x
≡	Home/Living Room/BUTTON/Music Living Room/ _SET STATE ? STATE=0	<input type="text" value="0"/>	<input type="text" value="0"/>	↑ ↓ x
≡	Home/Kitchen/BUTTON/Music Living Room/ _SET STATE ? STATE=0	<input type="text" value="0"/>	<input type="text" value="0"/>	↑ ↓ x
≡	Home/Hallway/BUTTON/Music Living Room/ _SET STATE ? STATE=0	<input type="text" value="0"/>	<input type="text" value="0"/>	↑ - x