





Raspberry Pi (RPi) Audio Scripts

[Bash Cheat Sheet](#)

Topic	Documentation
 HALF ALIVE	Use Case Script Integration Into Cimitra Download Scripts (HTTP) GIT git clone https://github.com/cimitrasoftware/bash_scripts.git
 STOP MUSIC	Use Case Script Integration Into Cimitra Download Scripts (HTTP) GIT git clone https://github.com/cimitrasoftware/bash_scripts.git

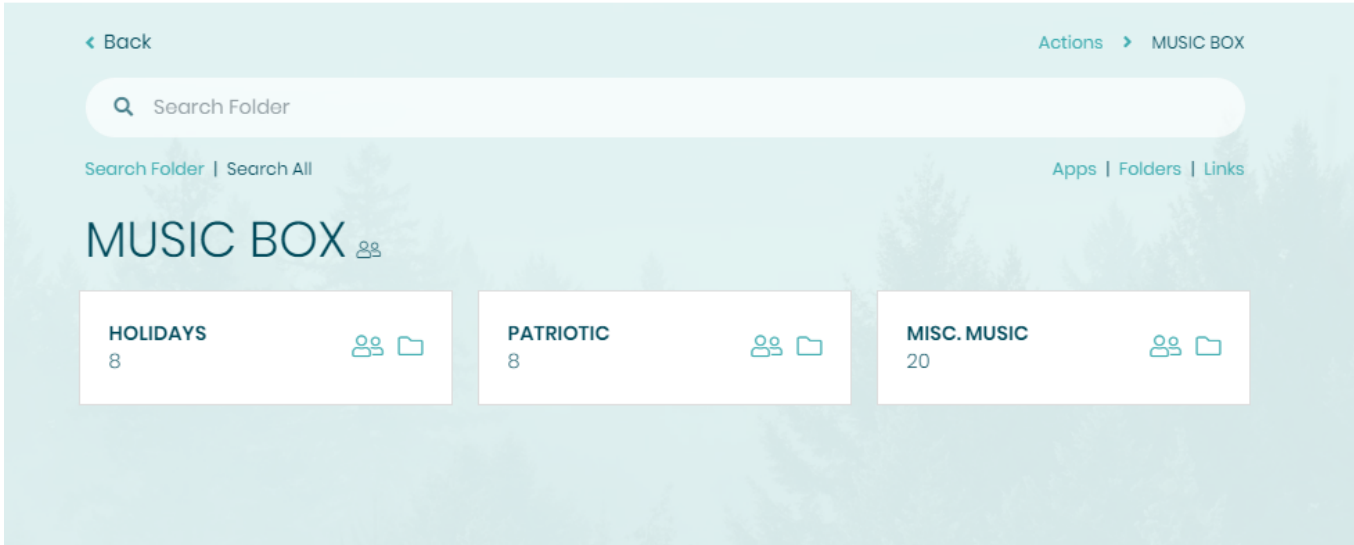
PLAY MUSIC FILE (HALF ALIVE)

Use Case

A school has RPi devices deployed in every room and even on the outside of the building. All RPi devices are hooked to speakers. Approved music is made available to the teachers to play in the classroom.

▶ Actions

Create ▼



Technical Overview

The **downplay.sh** Bash script was created for the express purpose of downloading audio files, playing audio files, and controlling audio software. The **downplay.sh** script has been used on Raspberry Pi devices and MacOS devices.

The **downplay.sh** script has a few input parameters that we will explore through 2 different example scenarios in this document.

Bash Script Contents

Since the **downplay.sh** script is long, it is not embedded in this document. You can [\[CLICK HERE\]](#) to view the contents of the **downplay.sh** script

This assumes that you have already created a Cimitra server deployed a Cimitra Agent etc. to a Raspberry Pi, Linux or MacOS device where the **downplay.sh** script exists.

Create a new **Cimitra App** object and fill in the following properties as follows:

Script Integration Into Cimitra

CIMITRA APP PROPERTIES

Property	Value
Platform	Other
Agent	<The Cimitra Agent deployed to the Raspberry Pi device>
Name	< SONG NAME > Example: HALF ALIVE
Interpreter	/bin/bash
Script/Command	<Path to the Cimitra Script> Example: /home/pi/scripts/downplay.sh
Switches	-f <the file to play> Example: -f halfalive.mp3

▶ HALF ALIVE

Platform *

Other

Agent *

PI_3B+

Name * (Characters Remaining: 40)

HALF ALIVE

Interpreter

/bin/bash

Script/Command *

/home/pi/scripts/downplay.sh

Switches

-f halfalive.mp3

User Defined Switches / Parameters

+ Add Switch

Information

Private Note

✓ Update

Cancel

📄 Duplicate

🗑 Delete

Stop Music

Use Case

A school has RPi devices deployed in every room and even on the outside of the building. All RPi devices are hooked to speakers. Approved music is made available to the teachers to play in the classroom.

If a teacher wants to stop the music from playing they can do so with the STOP MUSIC Cimitra App.

Technical Overview

The **downplay.sh** Bash script was created for the express purpose of downloading audio files, playing audio files, and controlling audio software. The **downplay.sh** script has been used on Raspberry Pi devices and MacOS devices.

The **downplay.sh** script has **-s** parameter which will run a function that kills the audio player from memory.

Bash Script Contents

Since the **downplay.sh** script is long, it is not embedded in this document. You can [\[CLICK HERE\]](#) to view the contents of the **downplay.sh** script

This assumes that you have already created a Cimitra server deployed a Cimitra Agent etc. to a Raspberry Pi, Linux or MacOS device where the **downplay.sh** script exists.

Create a new **Cimitra App** object and fill in the following properties as follows:

Script Integration Into Cimitra

CIMITRA APP PROPERTIES

Property	Value

Platform	Other
Agent	<The Cimitra Agent deployed to the Raspberry Pi device>
Name	STOP MUSIC
Interpreter	/bin/bash
Script/Command	<Path to the Cimitra Script> Example: /home/pi/scripts/downplay.sh
Switches	-s

▶ STOP MUSIC

Platform *

Agent *

Name * (Characters Remaining: 40)

Interpreter

Script/Command *

Switches

User Defined Switches / Parameters

+ Add Switch

Information

Private Note

✓ Update

Cancel

📄 Duplicate

🗑 Delete