

## Vaddio API

AVBMP 2.4.2 January 23, 2025

### NAME

audio crosspoint-gain

### SYNOPSIS

audio <output> crosspoint-gain <input> { get | set <level> }

### DESCRIPTION

Method used to get or set the input routing gain for a given output and input of the matrix mix

For set commands, a value in the range of [-12.0, 12.0] dB must be entered.

### OPTIONS

<output>

usb\_record                   Get/Set the input gain routed to the USB record output

hdmi\_out                    Get/Set the input gain routed to the HDMI output

line\_out\_1                  Get/Set the input gain routed to the line\_out\_1 output

line\_out\_2                  Get/Set the input gain routed to the line\_out\_2 output

line\_out\_3                  Get/Set the input gain routed to the line\_out\_3 output

line\_out\_4                  Get/Set the input gain routed to the line\_out\_4 output

<input>

auto\_mic\_mix                Get/Set the routing gain of auto\_mic\_mix for the chosen output

usb\_playback                Get/Set the routing gain of USB playback for the chosen output

hdmi\_in                     Get/Set the routing gain of HDMI input for the chosen output

line_in_1	Get/Set the routing gain of line input 1 for the chosen output
line_in_2	Get/Set the routing gain of line input 2 for the chosen output
line_in_3	Get/Set the routing gain of line input 3 for the chosen output
line_in_4	Get/Set the routing gain of line input 4 for the chosen output
easy_mic_1	Get/Set the routing gain of easy mic 1 for the chosen output
easy_mic_2	Get/Set the routing gain of easy mic 2 for the chosen output
easy_mic_3	Get/Set the routing gain of easy mic 3 for the chosen output
easy_mic_4	Get/Set the routing gain of easy mic 4 for the chosen output
get	Get the routing gain for the chosen output and input
set	Set the routing gain for the chosen output and input

#### EXAMPLES

```
audio usb_record crosspoint-gain auto_mic_mix set 6.00
```

Sets the crosspoint gain of USB record and auto\_mic\_mix to 6 dB

----

```
audio line_out_1 crosspoint-gain easy_mic_1 get
```

3.95

Returns the current gain setting of the crosspoint between line output 1 and easy mic 1 in dB

## NAME

audio mute

## SYNOPSIS

audio <channel> mute { get | on | off | toggle }

## DESCRIPTION

Method used to get or set the current audio mute

## OPTIONS

<channel>

master	Get/Set/Toggle the master mute state
line_out_1	Get/Set/Toggle the mute state of line output 1
line_out_2	Get/Set/Toggle the mute state of line output 2
line_out_3	Get/Set/Toggle the mute state of line output 3
line_out_4	Get/Set/Toggle the mute state of line output 4
line_in_1	Get/Set/Toggle the mute state of line input 1
line_in_2	Get/Set/Toggle the mute state of line input 2
line_in_3	Get/Set/Toggle the mute state of line input 3
line_in_4	Get/Set/Toggle the mute state of line input 4
easy_mic_1	Get/Set/Toggle the mute state of easy mic 1
easy_mic_2	Get/Set/Toggle the mute state of easy mic 2
easy_mic_3	Get/Set/Toggle the mute state of easy mic 3
easy_mic_4	Get/Set/Toggle the mute state of easy mic 4
usb_record	Get/Set/Toggle the mute state of USB record
usb_playback	Get/Set/Toggle the mute state of USB playback
hdmi_in	Get/Set/Toggle the mute state of HDMI input
hdmi_out	Get/Set/Toggle the mute state of HDMI output
get	Get the current audio mute

on	Set audio mute to on
off	Set audio mute to off
toggle	Toggle the audio mute

#### EXAMPLES

```
audio master mute get
```

```
mute: off
```

Returns state of the master mute

```
----
```

```
audio line_in_2 mute on
```

Mutes line input 2

## NAME

audio route

## SYNOPSIS

```
audio <output> route { get | set [<inputs>..] }
```

## DESCRIPTION

Method used to get or set the input routing for a given output of the matrix mix

Further notes: usb\_record is not allowed to have usb\_playback in its route list. The designated master out-put must have speech lift in its route list if it's enabled. The designated master output cannot have the auto\_mic\_mix or EasyMic inputs in its route list. The designated master output can only have line inputs in its route list if they are the enabled speech lift, or are not included in the auto mic mix.

## OPTIONS

<output>

usb_record	Get/Set the inputs to be routed to the USB record
hdmi_out	Get/Set the inputs to be routed to the HDMI output
line_out_1	Get/Set the inputs to be routed to the line output 1
line_out_2	Get/Set the inputs to be routed to the line output 2
line_out_3	Get/Set the inputs to be routed to the line output 3
line_out_4	Get/Set the inputs to be routed to the line output 4
get	Get the inputs currently routed to the chosen output
set	Set the following inputs to be routed to the chosen output

<input>

auto_mic_mix	Include the auto mic mix in the specified output
usb_playback	Include USB playback in the specified output
hdmi_in	Include HDMI input in the specified output
line_in_1	Include line input 1 in the specified output

line_in_2	Include line input 2 in the specified output
line_in_3	Include line input 3 in the specified output
line_in_4	Include line input 4 in the specified output
easy_mic_1	Include easy mic 1 in the specified output
easy_mic_2	Include easy mic 2 in the specified output
easy_mic_3	Include easy mic 3 in the specified output
easy_mic_4	Include easy mic 4 in the specified output

## EXAMPLES

```
audio usb_record route set auto_mic_mix
```

Routes the auto mic mix into the usb record channel

----

```
audio line_out_1 route set easy_mic_1 easy_mic_2 line_in_1
```

Routes the first and second mic pods and line in 1 to line out 1

----

```
audio line_out_4 route set
```

Nothing routed out line out 4

----

```
audio line_out_4 route get [ easy_mic_1 line_in_1 usb_playback ]
```

returns a list of inputs routed out line output 4

## NAME

audio volume

## SYNOPSIS

audio <channel> volume { get | up | down | set <level> }

## DESCRIPTION

Method used to get or set the current audio volume.

## OPTIONS

<channel>

master	Get/Set/Bump the master volume
line_out_1	Get/Set/Bump the volume of line output 1
line_out_2	Get/Set/Bump the volume of line output 2
line_out_3	Get/Set/Bump the volume of line output 3
line_out_4	Get/Set/Bump the volume of line output 4
line_in_1	Get/Set/Bump the volume of line input 1
line_in_2	Get/Set/Bump the volume of line input 2
line_in_3	Get/Set/Bump the volume of line input 3
line_in_4	Get/Set/Bump the volume of line input 4
easy_mic_1	Get/Set/Bump the volume of easy mic 1
easy_mic_2	Get/Set/Bump the volume of easy mic 2
easy_mic_3	Get/Set/Bump the volume of easy mic 3
easy_mic_4	Get/Set/Bump the volume of easy mic 4
usb_record	Get/Set/Bump the volume of USB record
usb_playback	Get/Set/Bump the volume of USB playback
hdmi_in	Get/Set/Bump the volume of HDMI input
hdmi_out	Get/Set/Bump the volume of HDMI output
get	Get the current audio volume

up	Increment audio volume one half step
down	Decrement audio volume one
set	Set the audio volume level
<level>	
master	[-50.0, 20.0]
line input	[-50.0, 20.0]
easy mic	[-42.0, 6.0]
line output	[-50.0, 20.0]
USB record	[-42.0, 6.0]
USB playback	[-42.0, 6.0]
HDMI in	[-42.0, 6.0]
HDMI out	[-42.0, 6.0]

#### EXAMPLES

audio master volume get

volume: 5.0 dB

Returns the current master volume

----

audio easy\_mic\_1 volume set 6.5

Sets the volume of easy mic 1 to 6.5

## NAME

camera ccu get

## SYNOPSIS

camera <1-4> ccu get <key>

## DESCRIPTION

Method used to get ccu values of a connected camera

## OPTIONS

<key>

all	Gets all supported CCU information
auto_white_balance	Gets auto_white_balance
red_gain	Gets red gain value
blue_gain	Gets blue gain value
backlight_compensation	Gets backlight compensation
auto_iris	Gets auto_iris mode
iris	Gets iris value
gain	Gets gain value
detail	Gets detail value
chroma	Gets chroma value
gamma	Gets gamma value

## EXAMPLES

camera 3 ccu get iris

Gets the iris value for camera 3

----

camera 1 ccu get red\_gain

Gets the red\_gain for camera 1



## NAME

camera ccu scene

## SYNOPSIS

camera <1-4> ccu scene recall { factory <1-6> | custom <1-3> }

camera <1-4> ccu scene store <1-3>

## DESCRIPTION

Method used to get or set a ccu scene

## OPTIONS

recall	Recall a ccu scene
store	Store a custom ccu scene
custom	A custom scene (can be stored or recalled)
factory	A factory scene (can be recalled)

## EXAMPLES

camera 3 ccu scene recall factory 2

Recalls the factory scene 2 on camera 3

## NAME

camera ccu set

## SYNOPSIS

camera <1-4> ccu set <key> <value>

## DESCRIPTION

Method used to sets the ccu values

## OPTIONS

<key>

auto_white_balance	Sets auto white balance mode {on off}
red_gain	Sets red gain value <0-255>
blue_gain	Sets blue gain value <0-255>
backlight_compensation	Sets backlight compensation mode {on off}
auto_iris	Sets auto iris mode {on off}
iris	Sets iris value <0-13>
gain	Sets gain value <0-11>
detail	Sets detail value <0-15>
chroma	Sets chroma value <0-14>
gamma	Sets gamma value <-64-64>

## EXAMPLES

```
camera 2 ccu set auto_iris off
```

Sets the auto\_iris off on camera 2

----

```
camera 1 ccu set red_gain 10
```

Sets the red gain to be 10 on camera 1

## NAME

camera comm host

## SYNOPSIS

camera <1-4> comm host { get | set <host> | unset }

## DESCRIPTION

Method used to get, set and unset the comm host for a particular camera

## OPTIONS

get	Get the current host
set	Set the current host
unset	Unset the current host

## EXAMPLES

camera 1 comm host get

Returns host for camera 1

----

camera 3 comm host set 192.168.1.255

Sets the host for camera 3 to 192.168.1.255

----

camera 2 comm host unset

Unsets the host of camera 2

## NAME

camera comm type

## SYNOPSIS

camera <1-4> comm type { get | set { serial | ip } }

## DESCRIPTION

Method used to get and set the comm type for a particular camera

## OPTIONS

get	Get the current type
set	Set the current type

## EXAMPLES

camera 1 comm type get

Returns type for camera 1

----

camera 3 comm type set serial

Sets the type for camera 3 to serial

## NAME

camera focus

## SYNOPSIS

```
camera <1-4> focus { { near [<speed>] | far [<speed>] } | stop }
```

```
camera <1-4> focus mode { get | auto | manual }
```

## DESCRIPTION

Method used to focus a camera

## OPTIONS

near	Move a camera focus near (with optional speed)
far	Move a camera focus far (with optional speed)
stop	Stop camera focus near/far change
mode	Get the current mode or set the it to auto or manual
speed	Optional integer from 1-8 that represents the speed

## EXAMPLES

```
camera 3 focus near
```

Focuses camera 3 near at the default speed

----

```
camera 1 focus far 8
```

Focuses camera 1 far at a speed of 8

----

```
camera 2 focus stop
```

Stops focus movement of camera 2

----

```
camera 3 focus mode get
```

Gets the focus mode of camera 3



## NAME

camera home

## SYNOPSIS

camera <1-4> home

## DESCRIPTION

Method used to move a camera to its home position

## EXAMPLES

camera 2 home

Move camera 2 to home position

## NAME

camera pan

## SYNOPSIS

```
camera <1-4> pan { left [<speed>] | right [<speed>] | stop }
```

## DESCRIPTION

Method used to pan a camera

## OPTIONS

left	Move a camera left
right	Move a camera right
stop	Stop a camera pan movement
speed	Optional integer from 1-24 that represents the speed (Default: 12)

## EXAMPLES

```
camera 1 pan left
```

Pans camera 1 left at the default speed

----

```
camera 2 pan right 20
```

Pans camera 2 to the right at a speed of 20

----

```
camera 3 pan stop
```

Stops the pan movement of camera 3

## NAME

camera preset

## SYNOPSIS

camera <1-4> preset recall <1-16>

camera <1-4> preset store <1-16> [tri-sync <1-24>] [save-ccu]

## DESCRIPTION

Method used to recall and store camera presets

## OPTIONS

recall	Recall preset
store	Store preset
tri-sync	Tri-sync recall speed (on supported Vaddio cameras)
save-ccu	Saves CCU information as well in the preset

## EXAMPLES

camera 2 preset recall 3

Move camera 2 to preset 3

----

camera 1 preset store 1

Store current camera 1 position as preset 1

----

camera 1 preset store 2 tri-sync 10 save-ccu

Store current camera 1 position and CCU settings as preset 2, will recall using tri-sync at speed 10

----

camera 1 preset store 4 tri-sync 15

Store current camera 1 position as preset 4, will recall using tri-sync at speed 15



## NAME

camera standby

## SYNOPSIS

camera <1-4> standby { get | on | off | toggle }

## DESCRIPTION

Method used to put a camera in and out of standby

## OPTIONS

get	get the state of a camera standby mode
on	put a camera into standby mode
off	put a camera out of standby mode
toggle	switches the standby mode state of a camera

## EXAMPLES

camera 1 standby get

Gets the standby state of camera 1

----

camera 3 standby on

Puts camera 3 into standby

----

camera 1 standby off

Takes camera 1 out of standby

----

camera 2 standby toggle

Causes camera 2 to change standby state

## NAME

camera tilt

## SYNOPSIS

camera <1-4> tilt { up [<speed>] | down [<speed>] | stop }

## DESCRIPTION

Method used to tilt a camera

## OPTIONS

up	Move a camera up
down	Move a camera down
stop	Stop a camera tilt movement
speed	Optional integer from 1-20 that represents the speed (Default: 10)

## EXAMPLES

camera 1 tilt up

Tilts camera 1 up at the default speed

----

camera 2 tilt down 20

Tilts camera 2 down at a speed of 20

----

camera 3 tilt stop

Stops the tilt movement of camera 3

## NAME

camera zoom

## SYNOPSIS

camera <1-4> zoom { in [<speed>] | out [<speed>] | stop }

## DESCRIPTION

Method used to zoom a camera

## OPTIONS

in	Zoom in
out	Zoom out
stop	Stop a camera zoom movement
speed	Optional integer from 1-7 for designating speed ( Default: 3)

## EXAMPLES

camera 2 zoom in

Zooms camera 2 in at the default speed

----

camera 1 zoom out 7

Zooms camera 1 out at a speed of 7

----

camera 3 zoom stop

Stops zoom movement of camera 3

## SOURCE VERSION

## NAME

exit

## SYNOPSIS

exit

## DESCRIPTION

Ends the current API command session. If the session is over telnet, the session is ended and the socket is closed. If the session is over serial, a new session is started.

NAME

help

SYNOPSIS

help

DESCRIPTION

Display an overview of the command line syntax

## NAME

history

## SYNOPSIS

history [limit]

## DESCRIPTION

Since many of the programs read user input a line at a time, the command history is used to keep track of these lines and also recall historic information

## HISTORY NAVIGATION

The command history can be navigated using the up and down arrow keys. The up arrow will move up a single entry in the command history while the down arrow moves down in the command history.

## HISTORY EXPANSION

The command history supports the expansion functionality from which previous commands can be recalled

from within a single session. History expansion is performed immediately after a complete line is read.

Listed below are examples of history expansion:

\* !! Substitute the the last command line.

\* !N Substitute the Nth command line (absolute as per 'history' command)

\* !-N Substitute the command line entered N lines before (relative)

## EXAMPLES

history

Displays the current command buffer

history 5

Sets the history command buffer to remember the last 5 unique entries

## NAME

network ping

## SYNOPSIS

network ping [count <count>] [size <size>] <destination-ip>

## DESCRIPTION

Use the ICMP protocol's mandatory ECHO\_REQUEST datagram to elicit an ICMP ECHO\_RESPONSE from a host or gateway. ECHO\_REQUEST datagrams have an IP and ICMP header, followed by a struct timeval and then an arbitrary number of pad bytes used to fill out the packet.

## OPTIONS

**count** Stop after sending count ECHO\_REQUEST packets. With deadline option, ping waits for count ECHO\_REPLY packets, until the timeout expires. The default is 5.

**destination** The destination IP address where the ECHO\_REQUESTS are sent size The data size of the ICMP packet to send. The default is 56 bytes

## EXAMPLES

```
network ping 192.168.1.1
```

Attempt to send 5 ICMP ECHO\_REQUESTs with data size 56 to the host at 192.168.1.1

```
network ping count 10 size 100 192.168.1.1
```

Attempt to send 10 ICMP ECHO\_REQUESTs with data size of 100 to the host at 192.168.1.1

## NAME

network settings

## SYNOPSIS

network settings { get }

## DESCRIPTION

Method used to get the current network settings of the device

## OPTIONS

get	Get the current network settings for the machine
-----	--

## EXAMPLES

network settings get

MAC Address: 00:04:a3:85:0a:ee

IP Address: 10.10.8.116

Netmask: 255.255.255.0

Gateway: 10.10.8.100

Returns the current network settings for mac address, ip address, netmask, and gateway

## NAME

streaming

## SYNOPSIS

streaming settings get

## DESCRIPTION

Method used to get the current streaming settings

## OPTIONS

settings	View streaming settings
----------	-------------------------

## EXAMPLES

streaming settings get

IP Enabled	true
IP Custom_Frame_Rate	15
IP Custom_Resolution	360p
IP Enabled	true
IP Port	554
IP Preset_Quality	Standard (Better)
IP Preset_Resolution	720p
IP Protocol	RTSP
IP URL	lobby-conference
IP MTU	1400
USB Enabled	true

## NAME

sleep

## SYNOPSIS

sleep <value>

## DESCRIPTION

Method used to pause for a period of time (in milliseconds).

## OPTIONS

<value>

Positive integer of milliseconds to wait (1-10000)

## EXAMPLES

sleep 700

Waits for 700 milliseconds before returning

## NAME

streaming enable

## SYNOPSIS

```
streaming <channel> enable { get | on | off | toggle }
```

## DESCRIPTION

Method used to get or set the current streaming enabled

## OPTIONS

<channel>

ip                                   Get or set the current IP streaming state

get                                   Get the current streaming state

on                                    Set streaming state to on

off                                   Set streaming state to off

toggle                               Toggle the streaming state

## EXAMPLES

```
streaming ip enable ip
```

enabled: on

Returns whether IP streaming is enabled

```
streaming ip enable on
```

Enables IP streaming

## NAME

system factory-reset

## SYNOPSIS

system factory-reset { get | on | off }

## DESCRIPTION

Method used to get or set the factory reset status. An attempt will be made first to use the middleware. If that fails, clish will revert to the old file I/O method.

## OPTIONS

get	Get the current factory reset status
on	Enable factory reset on reboot
off	Disable factory reset on reboot

## EXAMPLES

```
system factory-reset get
factory-reset (software):  off
factory-reset (hardware):  off
Returns the factory reset status
```

----

```
system factory-reset on
factory-reset (software):  on
factory-reset (hardware):  off
Enables factory reset upon reboot
```

## NAME

system reboot

## SYNOPSIS

system reboot [<seconds>]

## DESCRIPTION

Method used to reboot system

## OPTIONS

seconds

The number of seconds to delay the reboot

## EXAMPLES

reboot

Reboot system immediately

reboot 30

Reboot the system in 30 seconds

## NAME

system standby

## SYNOPSIS

system standby { get | on | off | toggle }

## DESCRIPTION

Method used to put the system in and out of standby

## OPTIONS

get	get the state of the system standby mode
on	put the system into standby mode
off	put the system out of standby mode
toggle	switches the standby mode state

## EXAMPLES

system standby get

Gets the system standby state

system standby on

Activates the system standby

system standby off

Takes the system out of standby

system standby toggle

Cameras in standby leave it. Cameras out of standby go into it.

## NAME

trigger

## SYNOPSIS

trigger <1-50> { on | off } [block [<seconds>]]

## DESCRIPTION

Method used to turn a software trigger on or off (latching).

The command can either return immediately or block until all macros initiated by the state change finish. This method is disabled while triggers are in 'test mode' via the web.

## OPTIONS

on Turn trigger on

off Turn trigger off

block optionally block (if omitted, the command will return immediately) seconds number of seconds to wait (if blocking) before giving up (default: 60)

## EXAMPLES

```
trigger 2 on
```

Puts trigger 2 in an 'on' state

----

```
trigger 3 off block 10
```

Puts trigger 3 in an 'off' state and blocks for a maximum of 10 seconds while waiting for any macros that

began executing to finish.

## NAME

version

## SYNOPSIS

version

## DESCRIPTION

Display an overview of the command line syntax

## EXAMPLES

version

Returns the current software version

## NAME

video mute

## SYNOPSIS

video mute { get | on | off | toggle }

## DESCRIPTION

Method used to get or set video mute

## OPTIONS

get	Get the current video mute
on	Set video mute to on
off	Set video mute to off
toggle	Toggle the video mute

## EXAMPLES

video mute get

Get current video mute setting

----

video mute toggle

Toggles the current video mute setting

----

video mute on

Mutes video

----

video mute off

Unmutes video

## NAME

video pip

## SYNOPSIS

```
video stream pip { on | off | toggle | inset <source> | layout <layout> }
```

## DESCRIPTION

Method used to set video stream PIP settings.

## OPTIONS

on	Enables PIP
off	Disables PIP
toggle	Toggles PIP on or off
inset	Configures the inset PIP image
source	Video input { input1   input2   input3   input4 }
layout	Video layout { 75_25_UR   75_25_LR   75_25_LL   75_25_UL   50_50   25_25_25_25 }

## EXAMPLES

```
video stream pip on
```

Enables PIP

----

```
video stream pip toggle
```

Toggles PIP on or off

----

```
video stream pip inset input2
```

Sets the inset PIP source input 2



## NAME

video type

## SYNOPSIS

```
video input <1-4> type { get | set { video | camera } }
```

## DESCRIPTION

Method used to get and set the type for a particular video input

## OPTIONS

get	Get the current type
set	Set the current type

## EXAMPLES

```
video input1 type get
```

Gets the type for video input 1

----

```
video input2 type set camera
```

Sets the type of input 2 to camera