

## Vaddio API

AVBMM 2.1.0 February 03, 2026

### NAME

audio config

### SYNOPSIS

audio config recall { factory <1> | custom <1-16> }

audio config store custom <1-16>

audio config delete custom <1-16>

### DESCRIPTION

Method used to get/set/delete the audio config

### OPTIONS

recall	Recall an audio config
store	Store a custom audio config
custom	A custom audio config (can be stored or recalled)
factory	A factory audio config (can be recalled)

### EXAMPLES

```
audio config recall factory 1
```

Recalls the audio config 1 on the device

## 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>

usb3_record_left	Get/Set input gain routed to USB record left
usb3_record_right	Get/Set input gain routed to USB record right
ip_out_left	Get/Set input gain routed to IP stream left
ip_out_right	Get/Set input gain routed to IP stream right
program_out_left	Get/Set input gain routed to Program output left
program_out_right	Get/Set input gain routed to Program output right
preview_out_left	Get/Set input gain routed to Program output left
preview_out_right	Get/Set input gain routed to Program output right
multiviewer_out_left	Get/Set input gain routed to Program output left
multiviewer_out_right	Get/Set input gain routed to Program output right
line_out_1	Get/Set input gain routed to line output 1
line_out_2	Get/Set input gain routed to line output 2

<input>

auto_mic_mix	Get/Set routing gain of the auto mic mix for chosen output
usb3_playback_left	Get/Set routing gain of USB playback left for chosen output

usb3_playback_right	Get/Set routing gain of USB playback right for chosen output
hdmi_in_1_left	Get/Set routing gain of HDMI input1 left for chosen output
hdmi_in_1_right	Get/Set routing gain of HDMI input1 right for chosen output
hdmi_in_2_left	Get/Set routing gain of HDMI input2 left for chosen output
hdmi_in_2_right	Get/Set routing gain of HDMI input2 right for chosen output
hdmi_in_3_left	Get/Set routing gain of HDMI input3 left for chosen output
hdmi_in_3_right	Get/Set routing gain of HDMI input3 right for chosen output
hdmi_in_4_left	Get/Set routing gain of HDMI input4 left for chosen output
hdmi_in_4_right	Get/Set routing gain of HDMI input4 right for chosen output
hdmi_in_5_left	Get/Set routing gain of HDMI input5 left for chosen output
hdmi_in_5_right	Get/Set routing gain of HDMI input5 right for chosen output
hdmi_in_6_left	Get/Set routing gain of HDMI input6 left for chosen output
hdmi_in_6_right	Get/Set routing gain of HDMI input6 right for chosen output
hdmi_in_7_left	Get/Set routing gain of HDMI input7 left for chosen output
hdmi_in_7_right	Get/Set routing gain of HDMI input7 right for chosen output

hdmi_in_8_left	Get/Set routing gain of HDMI input8 left for chosen output
hdmi_in_8_right	Get/Set routing gain of HDMI input8 right for chosen output
line_in_1	Get/Set routing gain of line input 1 for chosen output
line_in_2	Get/Set routing gain of line input 2 for 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 usb3_record_left crosspoint-gain auto_mic_mix set 6.00
```

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

----

```
audio line_out_1 crosspoint-gain hdmi_in_1_left get 3.95
```

Returns the current gain setting of the crosspoint between line output 1 and HDMI input 1 left 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_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
usb3_record_left	Get/Set/Toggle the mute state of USB record left
usb3_record_right	Get/Set/Toggle the mute state of USB record right
usb3_playback_left	Get/Set/Toggle the mute state of USB playback left
usb3_playback_right	Get/Set/Toggle the mute state of USB playback right
ip_out_left	Get/Set/Toggle the mute state of IP stream left
ip_out_right	Get/Set/Toggle the mute state of IP stream right
program_out_left	Get/Set/Toggle the mute state of Program output left
program_out_right	Get/Set/Toggle the mute state of Program output right
preview_out_left	Get/Set/Toggle the mute state of Preview output left
preview_out_right	Get/Set/Toggle the mute state of Preview output right
multiviewer_out_left	Get/Set/Toggle the mute state of Multiviewer output left
multiviewer_out_right	Get/Set/Toggle the mute state of Multiviewer output right

hdmi_in_1_left	Get/Set/Toggle the mute state of HDMI input1 left
hdmi_in_1_right	Get/Set/Toggle the mute state of HDMI input1 right
hdmi_in_2_left	Get/Set/Toggle the mute state of HDMI input2 left
hdmi_in_2_right	Get/Set/Toggle the mute state of HDMI input2 right
hdmi_in_3_left	Get/Set/Toggle the mute state of HDMI input3 left
hdmi_in_3_right	Get/Set/Toggle the mute state of HDMI input3 right
hdmi_in_4_left	Get/Set/Toggle the mute state of HDMI input4 left
hdmi_in_4_right	Get/Set/Toggle the mute state of HDMI input4 right
hdmi_in_5_left	Get/Set/Toggle the mute state of HDMI input5 left
hdmi_in_5_right	Get/Set/Toggle the mute state of HDMI input5 right
hdmi_in_6_left	Get/Set/Toggle the mute state of HDMI input6 left
hdmi_in_6_right	Get/Set/Toggle the mute state of HDMI input6 right
hdmi_in_7_left	Get/Set/Toggle the mute state of HDMI input7 left
hdmi_in_7_right	Get/Set/Toggle the mute state of HDMI input7 right
hdmi_in_8_left	Get/Set/Toggle the mute state of HDMI input8 left
hdmi_in_8_right	Get/Set/Toggle the mute state of HDMI input8 right
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 theauto\_mic\_mix input 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>

usb3_record_left	Get/Set the inputs to be routed to USB record left
usb3_record_right	Get/Set the inputs to be routed to USB record right
ip_out_left	Get/Set the inputs to be routed to IP stream left
ip_out_right	Get/Set the inputs to be routed to IP stream right
program_out_left	Get/Set the inputs to be routed to Program output left
program_out_right	Get/Set the inputs to be routed to Program output right
preview_out_left	Get/Set the inputs to be routed to Program output left
preview_out_right	Get/Set the inputs to be routed to Program output right
multiviewer_out_left	Get/Set the inputs to be routed to Program output left
multiviewer_out_right	Get/Set the inputs to be routed to Program output right
line_out_1	Get/Set the inputs to be routed to line output 1
line_out_2	Get/Set the inputs to be routed to line output 2
get	Get the inputs currently routed to the chosen output



Routes the auto mic mix into the usb record left channel

----

```
audio line_out_1 route set hdmi_in_1_left hdmi_in_1_right line_in_1
```

Routes the HDMI input1 left and right channels 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 [ line_in_1 usb_playback_left usb3_playback_right ]
```

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_in_1	Get/Set/Bump the volume of line input 1
line_in_2	Get/Set/Bump the volume of line input 2
usb3_record_left	Get/Set/Bump the volume of USB record left
usb3_record_right	Get/Set/Bump the volume of USB record right
usb3_playback_left	Get/Set/Bump the volume of USB playback left

usb3_playback_right	Get/Set/Bump the volume of USB playback right
ip_out_left	Get/Set/Bump the volume of IP stream left
ip_out_right	Get/Set/Bump the volume of IP stream right
program_out_left	Get/Set/Bump the volume of Program output left
program_out_right	Get/Set/Bump the volume of Program output right
preview_out_left	Get/Set/Bump the volume of Preview output left
preview_out_right	Get/Set/Bump the volume of Preview output right
multiviewer_out_left	Get/Set/Bump the volume of Multiviewer output left
multiviewer_out_right	Get/Set/Bump the volume of Multiviewer output right
hdmi_in_1_left	Get/Set/Bump the volume of HDMI input1 left
hdmi_in_1_right	Get/Set/Bump the volume of HDMI input1 right
hdmi_in_2_left	Get/Set/Bump the volume of HDMI input2 left
hdmi_in_2_right	Get/Set/Bump the volume of HDMI input2 right
hdmi_in_3_left	Get/Set/Bump the volume of HDMI input3 left
hdmi_in_3_right	Get/Set/Bump the volume of HDMI input3 right
hdmi_in_4_left	Get/Set/Bump the volume of HDMI input4 left
hdmi_in_4_right	Get/Set/Bump the volume of HDMI input4 right
hdmi_in_5_left	Get/Set/Bump the volume of HDMI input5 left
hdmi_in_5_right	Get/Set/Bump the volume of HDMI input5 right
hdmi_in_6_left	Get/Set/Bump the volume of HDMI input6 left
hdmi_in_6_right	Get/Set/Bump the volume of HDMI input6 right
hdmi_in_7_left	Get/Set/Bump the volume of HDMI input7 left
hdmi_in_7_right	Get/Set/Bump the volume of HDMI input7 right
hdmi_in_8_left	Get/Set/Bump the volume of HDMI input8 left
hdmi_in_8_right	Get/Set/Bump the volume of HDMI input8 right
get	Get the current audio volume

up	Increment audio volume one half step
down	Decrement audio volume one half step
set	Set the audio volume level
<level>	
master	[-50.0, 20.0]
line input	[-50.0, 20.0]
line output	[-50.0, 20.0]
USB/IP in/out	[-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 hdmi\_in\_1\_left volume set 2.5

Sets the volume of HDMI input 1 left to 2.5

## NAME

camera ccu get

## SYNOPSIS

camera <1-8> ccu get <key>

## DESCRIPTION

Method used to get the 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_compensatio	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 <1-8> ccu scene recall { factory <1-6> | custom <1-3> }

camera <1-8> ccu scene store <1-3>

## DESCRIPTION

Method used to get or set the 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-ccu-set(1) Vaddio API User Manual camera-ccu-set(1)

## NAME

camera ccu set

## SYNOPSIS

camera <1-8> 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

## SOURCE VERSION



## NAME

camera comm host

## SYNOPSIS

camera <1-8> 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 <1-8> 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 <1-8> focus { { near [<speed>] | far [<speed>] } | stop }
```

```
camera <1-8> focus mode { auto | manual }
```

## DESCRIPTION

Method used to focus the camera

## OPTIONS

near	Move the camera focus near (with optional speed)
far	Move the camera focus far (with optional speed)
stop	Stop the camera focus
mode	Set the focus mode 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 the camera 2

## NAME

camera home

## SYNOPSIS

camera <1-8> home

## DESCRIPTION

Method used to move a camera to home position

## EXAMPLES

camera 2 home

Move camera 2 to home position

## NAME

camera pan

## SYNOPSIS

```
camera <1-8> 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 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 <1-8> preset recall <1-16>

camera <1-8> 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 <1-8> standby { on | off | toggle }

## DESCRIPTION

Method used to put the camera in and out of standby

## OPTIONS

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

## EXAMPLES

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 <1-8> 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 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 <1-8> zoom { in [<speed>] | out [<speed>] | stop }

## DESCRIPTION

Method used to zoom a camera

## OPTIONS

in	Zoom in
out	Zoom out
stop	Stop the camera 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

## 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

graphics enable

## SYNOPSIS

graphics <channel> enable <layer> <action>

## DESCRIPTION

Method used to enable or disable a graphics layer on a video bus.

## OPTIONS

<channel>

program                      Program output

preview                      Preview output

<layer>

layer1                      First graphics layer

layer2                      Second graphics layer (not available in dual-bus mode)

<action>

get                          Display current enabled state for a layer

on                            Enable layer

off                           Disable layer

toggle                      Toggle the layer's current enabled state

## EXAMPLES

```
graphics program enable layer1 off
```

Remove the layer1 graphic from the program output

-----

```
graphics preview enable layer2 toggle
```

Layer2 on the preview output is enabled if currently disabled, or disabled if currently enabled



## NAME

graphics source

## SYNOPSIS

graphics <channel> source <layer> { get | set <select> }

## DESCRIPTION

Method used to enable or disable a graphics layer on a video bus.

## OPTIONS

<channel>:

program                      Program output { input7 | input8 | image\_filename }

preview                      Preview output { input7 | input8 | image\_filename }

<layer>

layer1                      First graphics layer

layer2                      Second graphics layer (not available in dual-bus mode)

<select>

input7                      Motion graphics video on input7

input8                      Motion graphics video on input8

image\_filename              Uploaded static graphics filename

## EXAMPLES

```
graphics preview source layer1 get
```

```
source: input7
```

Get the current setting of the source for preview layer1, which is video input7

-----

```
graphics preview source layer2 set foo.png
```

Set source for layer2 on the preview output to foo.png

NAME

help

SYNOPSIS

help

DESCRIPTION

Display an overview of the command line syntax

SOURCE VERSION

## 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

info roomlabels get

## SYNOPSIS

info roomlabels get

## DESCRIPTION

Gets all the user set room lables

## OPTIONS

get	Get the user set room labels
-----	------------------------------

## EXAMPLES

info roomlabels get

Company Name	Vaddio
--------------	--------

Room Name	Rick's cubicle
-----------	----------------

Room Phone Number	(248) 434-5508
-------------------	----------------

Help Phone Number	(763) 971-4428
-------------------	----------------

## NAME

monitor buttons

## SYNOPSIS

monitor buttons

## DESCRIPTION

Turns on input button monitoring. (Use Ctrl-C to exit).

## EXAMPLES

monitor buttons

(Then when button 1 on bus A is pressed, output is A1 pressed.)

## 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

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 get
```

```
enabled: on
```

Returns whether IP streaming is enabled

```
----
```

```
streaming ip enable on
```

Enables IP streaming

## NAME

switch duration

## SYNOPSIS

switch duration { get | set <value> }

switch { program | preview } duration { get | set <value> }

## DESCRIPTION

Method used to get or set the switch transition duration

## OPTIONS

get	Get the switch transition duration
set	Set the switch transition duration
value	Transition duration in milliseconds

## EXAMPLES

switch duration get

In A/B mode, get the switch transition duration in milliseconds

-----

switch duration set 100

In A/B mode, set the switch transition duration to 100 milliseconds

-----

switch preview duration get

In dual bus mode, get the switch transition duration of the preview bus in milliseconds

-----

switch program duration set 200

In dual bus mode, set the switch transition duration of the program bus to 200 milliseconds



## NAME

switch effect

## SYNOPSIS

```
switch effect { get | set <A/B effect> }
```

```
switch { program | preview } effect { get | set <Dual Bus effect> }
```

## DESCRIPTION

Method used to get or set the switch transition effect

## OPTIONS

get Get the switch transition effect

set Set the switch transition effect

<A/B effect>

cut Cut

dissolve Dissolve

dip Dip to Black

wipe\_right Wipe Right

wipe\_left Wipe Left

wipe\_down Wipe Down

wipe\_up Wipe Up

wipe\_ULC Wipe Upper Left Corner

wipe\_URC Wipe Upper Right Corner

wipe\_LLC Wipe Lower Left Corner

wipe\_LRC Wipe Lower Right Corner

wipe\_center Wipe Center

<Dual Bus effect>

cut Cut dissolve

Dissolve dip Dip to Black

## EXAMPLES

switch effect get

In A/B mode, get the switch transition effect

-----

switch effect set wipe\_right

In A/B mode, set the switch transition effect to Wipe Right

-----

switch program effect get

In dual bus mode, get the switch transition effect of the program bus

-----

switch preview effect set cut

In dual bus mode, set the switch transition effect of the preview bus to Cut

## NAME

switch mode

## SYNOPSIS

```
switch mode { get | a_b | dual_bus }
```

## DESCRIPTION

Method used to set the switching mode

## OPTIONS

a_b	Swap program and preview outputs on a take
dual	Swap selected inputs on each bus individually

## EXAMPLES

```
switch mode a_b
```

Set switching mode to A/B

## NAME

switch take

## SYNOPSIS

switch take

switch { program | preview } take

## DESCRIPTION

Method used to perform a video take

## EXAMPLES

switch take

In A/B mode, a take with no arguments performs a swap between the program and preview busses

-----

switch program take

In dual bus mode, swap the selected inputs on the program bus

-----

switch preview take

In dual bus mode, swap the selected inputs on the preview bus

## 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.

## 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 <channel> mute { get | on | off | toggle }
```

## DESCRIPTION

Method used to get or set video mute

## OPTIONS

<channel>

master	Get/set/toggle the master mute state
input1	Get/set/toggle the mute state of input1
input2	Get/set/toggle the mute state of input2
input3	Get/set/toggle the mute state of input3
input4	Get/set/toggle the mute state of input4
input5	Get/set/toggle the mute state of input5
input6	Get/set/toggle the mute state of input6
input7	Get/set/toggle the mute state of input7
input8	Get/set/toggle the mute state of input8
program	Get/set/toggle the mute state of the program output
preview	Get/set/toggle the mute state of the preview output
multiviewer	Get/set/toggle the mute state of the multiviewer output
usb_stream	Get/set/toggle the mute state of the usb_stream output
ip_stream	Get/set/toggle the mute state of the ip_stream output
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 master mute get

Get current master video mute setting

----

video input2 mute toggle

Toggles the current input2 video mute setting

----

video program mute on

Mutes program output video

----

video ip\_stream mute off

Unmutes ip\_stream output video

## NAME

video pip

## SYNOPSIS

video preview pip { get | on | off | toggle | source <select> | dual\_source <half>

video program pip { get | on | off | toggle | source <select> | dual\_source <half>

## DESCRIPTION

Method used to set video output PIP settings.

## OPTIONS

get	Prints the current PIP source
on	Enables PIP
off	Disables PIP
toggle	Toggles PIP enable
source	Configures the inset PIP image
select	Video input { input1   input2   ...   input8 }
quadrant	PIP quadrant { upper_left   ...   lower_right }
	half PIP half { upper_half   lower_half   left_half   right_half }
pip_layout	Pip Layout { upper_right   ...   left_right   top_bottom   quad }

## EXAMPLES

video program pip off

Disables program output PIP

----

video preview pip source input2

Sets the preview PIP source to input 2

----

video program pip get

source: none

Gets the current program output PIP source

----

video preview pip layout top\_bottom

Sets the preview PIP layout to split screen (stacked)

----

video preview pip dual\_source left\_half input7

Sets the preview PIP left half source to input 7 ----

video preview pip quad\_source upper\_right input7

Sets the preview PIP upper right quadrant source to input 7





## NAME

video type

## SYNOPSIS

video input <1-8> 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