tvONE

for TV One and Magenta products

tvONE CORIOmaster Commands

Command-line Options

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Table of Contents

Table of Contents 1

Constraints 3

Legend 4

Top level Commands 5

CORIOmax Commands 7

System Commands 9

- System Communications Commands 15
- System Constraints Commands 19
- System Security Commands 20
- System Temperature Control Commands 27

Event Commands 28

Aliases Commands 30

Resources Commands 31

- Resources Configuration Commands 33
- Resources EDID Commands 36
- Resources Test Pattern Commands 39
- Resources Resolutions Commands 40
- Resources Playlists Commands 43
- Resources FrontPanel Commands 47

Slots Commands 50

- DVI Input Module 51

HDBASE-T Input Module 57
SDI Input Module 63
Streaming Media and 4K Playback Input Module 68
DVI Output Module 88
SDI Output Module 99
HDBaseT Output Module 109
HDBASE-T Sub-Menu 119
Audio S/PDIF Fixed Output 122
Routing Commands 124
Window Commands 125
Canvases Commands 129
Layouts Commands 130
Storyboard Commands 132
Preset Commands 134
Custom Types 138

Constraints

Note that although the tvONE system supports connections via both serial (RS-232) and Ethernet protocols, at no point does it support both connections CONCURRENTLY. The unit must be connected to just one controlling PC at any given time.

Default communications settings

Serial connection (RS-232)

Speed (baud)	115200
Data bits	8
Stop bits	1
Parity	None
Flow control	None

Ethernet Connection

IP Address	192.168.0.10
Port	10001
Subnet mask	255.255.255.0
IP Gateway	192.168.0.1

Legend

Property Name	Syntax	Type	Example	Description
Name	Command	Type	Example	Description. Used for commands that are common across all CORIOmax products.

The table fields contain the following information:

Property Name	the name of the command.
Syntax	the full syntax structure of the command.
Type	the type of the value for use with this command. Note that where the options are complex the possible values are described in the Custom Types section on page 138 below.
Example	is an example of the command in use.
Description	a brief description of the command.

Top level Commands

Methods

Command	Syntax	Type	Example	Description
Login	Login(<username>,<password>)	Void	login(admin,adminpw) !Info : User admin Logged In	Log on to the device with the supplied username and password. For more information on the usernames and passwords see the section System Security Commands on page 20 below.

Properties

Command	Syntax	Type	Example	Description
Logout	Logout	Void	!Info : User system.security.Admin_Username Logged Out // logout	Log out the current user.
StartBatch	StartBatch	Void	!Done StartBatch	Group a number of write commands together so that they will be operated on at the same time. The effect of the commands will not be processed until the EndBatch command is received. Note that read commands will always be processed immediately.
EndBatch	EndBatch	Void	!Done EndBatch	Execute the commands entered since the last StartBatch command.
Namespaces	Namespaces	List	Aliases Slots Routing.Canvases Routing.Windows Routing.Layouts Routing.MonitorViews Resources // Namespaces	List the commands that may be omitted and the sub-command used directly. For example you may use either Slots.Slot1 or just Slot1.

Root	Root	List	root CORIOmax System Test Aliases Resources Slots Routing !Done root	List the root-level of commands. Each of these is the basis of a further group of commands, described in this document.

CORIOmax Commands

Properties

Property Name	Syntax	Type	Example	Description
CORIOmax	CORIOmax	List	CORIOmax.Model_Name = CORIOmaster CORIOmax.Model_Number = C3-540 CORIOmax.Serial_Number = 2218031005149 CORIOmax.Backplane_Number = 0000000000000 CORIOmax.Software_Name = CORIOmaster CORIOmax.Software_Version = V1.30701.P4 Master CORIOmax.RebootToMaster() CORIOmax.Software_Date = Apr 15 2015 15:22:10 CORIOmax.Software_Update() CORIOmax.Backplane_Type = 1 !Done CORIOmax	List all of the CORIOmax commands and display the values of the properties.
Model_Name	CORIOmax.Model_Name	String	CORIOmax.Model_Name = CORIOmaster !Done CORIOmax.Model_Name	Read-only. Get the model name for the device. e.g. CORIOmaster or CORIOmatrix mini
Model_Number	CORIOmax.Model_Number	String	CORIOmax.Model_Number = C3-540 !Done CORIOmax.Model_Number	Read-only. Get the model number for the device. e.g. C3-540 or C3-310
Serial_Number	CORIOmax.Serial_Number	Integer	CORIOmax.Serial_Number = 2218031005149 !Done CORIOmax.Serial_Number	Read-only. Get the serial number for the device
Backplane_Number	CORIOmax.Backplane_Number	Integer	CORIOmax.Backplane_Number = 0000000000000 !Done CORIOmax.Backplane_Number	Read-only. Get the serial number for the Backplane
Software_Name	CORIOmax.Software_Name	String	CORIOmax.Software_Name = CORIOmaster !Done CORIOmax.Software_Name	Read-only. Get the name of the current firmware. e.g. CORIOmaster or CORIOmatrix
Software_Version	CORIOmax.Software_Version	String	CORIOmax.Software_Version = V1.30701.P4 Master !Done CORIOmax.Software_Version	Read-only. Get the version of the current firmware

Property Name	Syntax	Type	Example	Description
Software_Date	CORIOmax.Software_Date	String	CORIOmax.Software_Date = Apr 15 2015 15:22:10 !Done CORIOmax.Software_Date	Read-only. Shows the date the software was compiled.
Backplane_Type	CORIOmax.BackPlane_Type	BackplaneType	CORIOmax.BackPlane_Type = 1 !Done CORIOmax.BackPlane_Type	Deprecated. Read only.

Methods

Method Name	Syntax	Type	Example	Description
Software_Update	CORIOmax.Software_Update()	Void	Software_Update() !Done Software_Update	Initiate the firmware update process. This command assumes that the new firmware package has been copied to the SD Card first.

MediaCard_Update	CORIOmax.MediaCard_Update()	Void	CORIOmax.MediaCard_Update()
			// Starting Media Card Update ... please wait-> Slots.Slot1.Status
			.....
			// Update package copied successfully.
			// Files copied successfully.
			!Info : Rebooting...
				(streaming media and 4k playback input module only)
				Update CPU firmware on streaming media and 4k playback card, and reboot.
				This command assumes that the new CPU firmware package has been copied to the SD Card first.
				Note: Any USB drive must be disconnected.

System Commands

Properties

Command	Syntax	Type	Example	Description
System	System	List	System.Comms = <...> System.Constraints = <...> System.Temperature_Control = <No Value> System.Security = <...> System.Menus = <...> System.Reset() System.SaveAllSettings() System.RestoreAll() System.ClearSavedSettings() System.ConfigName = Configuration System.BackupToSDCard() System.RestoreBackup() System.HDCPPrintTable() System.WPrstSeqNum = 0 System.HDCPClearKeyFile() System.HDCP_Status = R System.HDCP_Debug = Off System.Status = Serving System.API_Version = 3.1.4386 System.Unit_Description = "Paul Hounslow's CORIOmaster" System.GUI_Control = <...> System.Synclock_Inhibit = Off !Done System	List all of the System commands and display the values of the properties
Comms	System.Comms	List	System.Comms.RS232 = <...> System.Comms.Ethernet = <...> System.Comms.USB = <...> !Done System.Comms	List all of the communication properties. See System Communications Commands on page 15 below.

Command	Syntax	Type	Example	Description
Constraints	System.Constraints	List	system.Constraints.MaxInputs = 18 system.Constraints.MaxOutputs = 20 system.Constraints.MaxWindows = 36 system.Constraints.MaxCanvases = 4 system.Constraints.MaxLayouts = 4 system.Constraints.MaxScalerPanes = 20 system.Constraints.MaxPVWindows = 16 !Done system.Constraints	List all of the constraints of the device See System Constraints Commands on page 19 below.
Security	System.Security	List	System.Security.Guest_Username = guest System.Security.Guest_Password<Restricted> System.Security.Guest_Timeout = 300 System.Security.Guest_Role = Guest System.Security.User1_Username = user1 System.Security.User1_Password<Restricted> System.Security.User1_Timeout = 300 System.Security.User1_Role = PowerUser System.Security.User2_Username = user2 System.Security.User2_Password<Restricted> System.Security.User2_Timeout = 300 System.Security.User2_Role = User System.Security.User3_Username = user3 System.Security.User3_Password<Restricted> System.Security.User3_Timeout = 300 System.Security.User3_Role = User System.Security.User4_Username = user4 System.Security.User4_Password<Restricted> System.Security.User4_Timeout = 300 System.Security.User4_Role = User System.Security.Admin_Username = admin System.Security.Admin_Password<Restricted> System.Security.Admin_Timeout = 300 System.Security.Admin_Role = Administrator System.Security.Test_Username = test System.Security.Test_Password<Restricted> System.Security.Test_Timeout = 14400	List all of the security settings of the device. See System Security Commands on page 20 below.

Command	Syntax	Type	Example	Description
			System.Security.Test_Role = Test !Done System.Security	
ConfigName	System.ConfigName	String	System.ConfigName = Configuration !Done System.ConfigName	Get or set the configuration name of the live system (the configuration name is a string of up to 32 characters currently without spaces). See Resources Configuration Commands on page 33 below.
WPrstSeqNum	System.WPrstSeqNum	Integer	System.WPrstSeqNum = 0 !Done System.WPrstSeqNum	Read only. Number of Routing.Preset.RestoreRead() commands executed since power on.
HDCP_Debug	System.HDCP_Debug	Boolean	System.HDCP_Debug = Off !Done System.HDCP_Debug	Enable the diagnostics for the HDCP system. The output is to be captured and submitted to Tech Support for diagnosis.
Status	System.Status	SystemStatus	System.Status = Serving !Done System.Status	Read only. Get the status of the device.
API_Version	System.API_Version	String	System.API_Version = 3.1.4386 !Done System.API_Version	Read only. The version number of this API.
Unit_Description	System.Unit_Description	String	System.Unit_Description = "My CORIOmaster" !Done System.Unit_Description	Get or set the Device Name. The device name may be no more than 32 characters in length but may contain any ASCII Extended characters including spaces (as long as string is in quotes). The value is always returned in quotes. It may be set empty by providing no characters after the "=".
GUI_Control	System.GUI_Control	List	System.GUI_Control.First_Boot = No !Done System.GUI_Control	Read only. Used by CORIOgrapher software to determine whether to return first-boot UI features. Defaults to "Yes" until System.SaveAllSettings() has been used the first time; then returns "No".
GUI_Control.First_Boot	System.GUI_Control.First_Boot	Boolean	System.GUI_Control.First_Boot = No !Done System.GUI_Control.First_Boot	

Command	Syntax	Type	Example	Description
Synclock_Inhibit	System.Synclock_Inhibit	Boolean	System.Synclock_Inhibit = Off !Done System.Synclock_Inhibit = Off	Disables the Synclock automatic display synchronisation.

Methods

Method Name	Syntax	Type	Example	Description
Reset	System.Reset()	Void	!Info: Rebooting…	Reboot the device.

SaveAllSettings	System.SaveAllSettings()	Void	//Saving settings
			…
			//Settings saved
			!Done System.SaveAllSettings()
				Save the current configuration to persistent memory. The device will keep these settings after a reboot.

SaveFrontPanelSettings	System.
	SaveFrontPanelSettings()
		Void	//Saving settings
			…
			//Settings saved
			!Done System.SaveFrontPanelSettings()
				Save the settings related to front panel operation only.
				This is only supported on the CORIOmaster micro.

RestoreAll	System.RestoreAll()	Void	//Loading settings
			…
			//Settings loaded
			!Done System.RestoreAll()
				Restore all settings
				Note that this command is only available from Administrator account.

ClearSavedSettings	System.ClearSavedSettings ()	Void	!Done System.ClearSavedSettings()	Clear all saved settings Note that this command is only available from the Administrator account.

BackupToSDCard	System.BackupToSDCard()	Void	//Backup: File delete: ….
			….
			//Backup: File copy:…
			…
			//Backup: Complete
			!Done System.backupToSDCard()
				Backup settings (including presets) to SD card.

RestoreBackup	System.RestoreBackup()	Void	// Restore: File delete: …
			…
			// Restore: File copy: …
			…
			//Restore: Complete
			!Done System.RestoreBackup()
				Restore settings from SD card
				Note that this command is only available from the Administrator account.

Method Name	Syntax	Type	Example	Description
HDCPPrintTable	System.HDCPPrintTable()	Table	system.HDCPPrintTable() [nn] Bksv | cn| sl | ch | age| dp | ip flags [00]89 38 AE 0D ED | Y | 0F | 01 | 01 | 00 |00000000 00000000 00000000 00000000 !Done system.HDCPPrintTable()	For diagnostic use. Prints the internal cache of HDCP keys.
HDCPClearKeyFile	System.HDCPClearKeyFile( )	Void	!Done System.HDCPClearKeyFile()	Clears the internal cache of HDCP keys.

System Communications Commands

Properties

Command	Syntax	Type	Example	Description
Comms	System.Comms	List	System.Comms.RS232 = <...> System.Comms.Ethernet = <...> System.Comms.USB = <...> !Done System.Comms	List all of the communication properties
RS232	System.Comms.RS232	List	System.Comms.RS232.Baudrate = 115200 System.Comms.RS232.RS422_Mode = Off !Done System.Comms.RS232	List the current RS232 settings
RS232.Baudrate	System.Comms.RS232.Baudrate	Integer	System.Comms.RS232.Baudrate = 115200 !Done System.Comms.RS232.Baudrate	Get or set the baud rate to use. Warning changing this setting may result in loss of communication to the device!
RS232.RS422_Mode	System.Comms.RS232.RS422_Mode	Boolean	System.Comms.RS232.RS422_Mode = Off !Done System.Comms.RS232.RS422_Mode	Get or set RS422 mode.
Ethernet	System.Comms.Ethernet	List	System.Comms.Ethernet.Enabled = On System.Comms.Ethernet.MAC_Address = 00:16:9e:d7:00:10 System.Comms.Ethernet.DHCP = <...> System.Comms.Ethernet.IP_Address = 172.16.1.100 System.Comms.Ethernet.IP_Subnet_Mask = 255.255.255.0 System.Comms.Ethernet.IP_Gateway = 172.16.0.1 System.Comms.Ethernet.Command_Port = 10001 System.Comms.Ethernet.RestartEthernet() System.Comms.Ethernet.Webserver_Enabled = On !Done System.Comms.Ethernet	List the current Ethernet settings. Note that any changes will not take effect until the Ethernet is restarted (either with the command System.Comms.Ethernet.RestartEthernet() or by saving the settings and restarting the device. Warning: changing the settings may result in a loss of communication with the device.

Command	Syntax	Type	Example	Description
Ethernet.Enabled	System.Comms.Ethernet.Enabled	Boolean	System.Comms.Ethernet.Enabled = On !Done System.Comms.Ethernet.Enabled	Get or set if Ethernet communications are enabled. This setting will only take effect after restarting the Ethernet or saving the settings and rebooting. Warning: turning the Ethernet Off when connected via the Ethernet will result in a loss of communication with the device!
Ethernet.MAC_Address	System.Comms.Ethernet.MAC_Address	String	System.Comms.Ethernet.MAC_Address = 00:16:9e:d7:00:10 !Done System.Comms.Ethernet.MAC_Address	Read-only. Get the current Ethernet MAC address.
Ethernet.DHCP	System.Comms.Ethernet.DHCP	List	System.Comms.Ethernet.DHCP.Enabled = On System.Comms.Ethernet.DHCP.IP_Address = 172.16.1.100 System.Comms.Ethernet.DHCP.IP_Subnet_Mask = 255.255.255.0 System.Comms.Ethernet.DHCP.IP_Gateway = 172.16.0.1	List the current Ethernet DHCP settings.
Ethernet.DHCP.Enabled	System.Comms.Ethernet.DHCP.Enabled	Boolean	System.Comms.Ethernet.DHCP.Enabled = On !Done System.Comms.Ethernet.DHCP.Enabled	Get or set if DHCP mode is to be used for the Ethernet settings. Note that when enabled the settings in System.Comms.Ethernet.IP_Address, System.Comms.Ethernet.IP_Subnet_Mask and System.Comms.Ethernet.IP_Gateway are ignored.
Ethernet.DHCP.IP_Address	System.Comms.Ethernet.DHCP.IP_Address	String	System.Comms.Ethernet.DHCP.IP_Address System.Comms.Ethernet.DHCP.IP_Address = 172.16.1.100	Read only. Get the current Ethernet Address.
Ethernet.DHCP.IP_Subnet_Mask	System.Comms.Ethernet.DHCP.IP_Subnet_Mask	String	System.Comms.Ethernet.DHCP.IP_Subnet_Mask = 255.255.255.0 !Done System.Comms.Ethernet.DHCP.IP_Subnet_Mask	Read only. Get the current Subnet mask.

Command	Syntax	Type	Example	Description
Ethernet.DHCP.IP_Gateway	System.Comms.Ethernet.DHCP.IP_Gateway	String	System.Comms.Ethernet.DHCP.IP_Gateway = 172.16.0.1 !Done System.Comms.Ethernet.DHCP.IP_Gateway	Read only. Get the current Ethernet gateway.
Ethernet.IP_Address	System.Comms.Ethernet.IP_Address	String	System.Comms.Ethernet.IP_Address = 172.16.1.100 !Done System.Comms.Ethernet.IP_Address	Get or set the current Ethernet address. This setting will only take effect after restarting the Ethernet or saving the settings and rebooting. Note that if DHCP is enabled this is overridden by the settings in System.Comms.Ethernet.DHCP. Warning changing this setting may result in a loss of communication with the device.
Ethernet.IP_Subnet_Mask	System.Comms.Ethernet.IP_Subnet_Mask	String	System.Comms.Ethernet.IP_Subnet_Mask = 255.255.255.0 !Done System.Comms.Ethernet.IP_Subnet_Mask	Get or set the current Subnet mask. This setting will only take effect after restarting the Ethernet or saving the settings and rebooting. Note that if DHCP is enabled this is overridden by the settings in System.Comms.Ethernet.DHCP. Warning changing this setting may result in a loss of communication with the device.
Ethernet.IP_Gateway	System.Comms.Ethernet.IP_Gateway	String	System.Comms.Ethernet.IP_Gateway = 172.16.0.1 !Done System.Comms.Ethernet.IP_Gateway	Get or set the current Ethernet gateway. This setting will only take effect after restarting the Ethernet or saving the settings and rebooting. Note that if DHCP is enabled this is overridden by the settings in System.Comms.Ethernet.DHCP.
Ethernet.Command_Port	System.Comms.Ethernet.Command_Port	Integer	System.Comms.Ethernet.Command_Port = 10001 !Done System.Comms.Ethernet.Command_Port	Get or set the current Ethernet port. This setting will only take effect after restarting the Ethernet or saving the settings and rebooting.

Command	Syntax	Type	Example	Description
USB.MSD_Enabled	System.Comms.USB.MSD_Enabled	Boolean	System.Comms.USB.MSD_Enabled = On !Done System.Comms.USB.MSD_Enabled	Get or set if the USB Mass Storage Device is enabled. The USB MSD is used when a PC connects to the device with a USB cable. This setting will only take effect after saving the settings and rebooting.

Methods

Method Name	Syntax	Type	Example	Description
Ethernet.RestartEthernet	System.Comms.Ethernet.RestartEthernet()	Void	System.Comms.Ethernet.RestartEthernet() !Done System.Comms.Ethernet.RestartEthernet()	Updates the Ethernet to use the current settings. Warning: changing the Ethernet settings may result in a loss of communication with the device!

System Constraints Commands

For use with CORIOmaster only.

Properties

Command	Syntax	Type	Example	Description
MaxInputs	System.Constraints.MaxInputs	Integer	System.Constraints.MaxInputs = 18 !Done System.Constraints.MaxInputs	Read only. Get the maximum number of input channels supported by the device.
MaxOutputs	System.Constraints.MaxOutputs	Integer	System.Constraints.MaxOutputs System.Constraints.MaxOutputs = 20	Read only. Get the maximum number of output channels supported by the device.
MaxWindows	System.Constraints.MaxWindows	Integer	System.Constraints.MaxWindows = 36 !Done System.Constraints.MaxWindows	Read only. Get the maximum number of windows supported by the device..
MaxCanvases	System.Constraints.MaxCanvases	Integer	System.Constraints.MaxCanvases = 4 !Done System.Constraints.MaxCanvases	Read only. Get the maximum number of canvases supported by the device.
MaxLayouts	System.Constraints.MaxLayouts	Integer	System.Constraints.MaxLayouts = 4 !Done System.Constraints.MaxLayouts	Read only. Get the maximum number of layouts supported by the device.
MaxScalerPanes	System.constraints.MaxScalerPanes	Integer	System.constraints.MaxScalerPanes System.constraints.MaxScalerPanes = 20	Read only. Get the maximum number of scaler panes available.
MaxPVWindows	System.Constraints.MaxPVWindows	Integer	System.Constraints.MaxPVWindows = 16 !Done System.Constraints.MaxPVWindows	Read only. Get the maximum number of preview quality windows supported by the device.

System Security Commands

Properties

Command	Syntax	Type	Example	Description
Guest_Username	System.Security.Guest_Username	String	System.Security.Guest_Username = guest !Done System.Security.Guest_Username	Read only. Get the guest account username. Note that this is fixed to "**guest**".
Guest_Password	System.Security.Guest_Password	Void	System.Security.Guest_Password<Restricted> !Done System.Security.Guest_Password	Restricted. It is not possible to read or set the guest password. Note that this is fixed to "**guestpw**"
Guest_Timeout	System.Security.Guest_Timeout	Integer	System.Security.Guest_Timeout = 300 !Done System.Security.Guest_Timeout	Read only. Get the timeout period for the guest account in seconds. Note that this is fixed to 300.
Guest_Role	System.Security.Guest_Role	Role	System.Security.Guest_Role = Guest !Done System.Security.Guest_Role	Read only. Get the guest account role. Note that this is fixed to "**Guest**"
User1_Username	System.Security.User1_Username	String	System.Security.User1_Username = user1 !Done System.Security.User1_Username	Get or set the account username. The default is "**user1**". Note that a PowerUser may change their own account Username while an Administrator may change other account Usernames.
User1_Password	System.Security.User1_Password	String	System.Security.User1_Password = user1pw System.Security.User1_Password<Restricted> !Done System.Security.User1_Password = user1pw	Write only. Set the account password. The default is "**user1pw**". Note that a PowerUser may change their own account password while an Administrator may change the passwords for other accounts.

Command	Syntax	Type	Example	Description
User1_Timeout	System.Security.User1_Timeout	Integer	System.Security.User1_Timeout = 300 !Done System.Security.User1_Timeout	Get or set the account timeout in seconds. The account will be automatically logged out when the timeout expires. The default is 300 (5 minutes). Setting the timeout to 0 disables the timeout (infinite). Warning it is possible to set the timeout value so low that the system is unusable, it is recommended that values between 60 and 300 are not used.
User1_Role	System.Security.User1_Role	Role	System.Security.User1_Role = PowerUser !Done System.Security.User1_Role	Get or set the account role. The default is "**PowerUser**". Note that the role may only be changed by an Administrator.
User2_Username	System.Security.User2_Username	String	System.Security.User2_Username = user2 !Done System.Security.User2_Username	Get or set the account username. The default is "**User**". Note that a PowerUser may change their own account Username while an Administrator may change other account Usernames.
User2_Password	System.Security.User2_Password	String	System.Security.User2_Password = user2pw System.Security.User2_Password<Restricted> !Done System.Security.User2_Password = user2pw	Write only. Set the account password. The default password is "**user2pw**". Note that a PowerUser may change their own account password while an Administrator may change the passwords for other accounts.

Command	Syntax	Type	Example	Description
User2_Timeout	System.Security.User2_Timeout	Integer	System.Security.User2_Timeout = 300 !Done System.Security.User2_Timeout	Get or set the account timeout in seconds. The account will be automatically logged out when the timeout expires. The default timeout is 300 seconds (5 minutes). Setting the timeout to 0 disables the timeout (infinite). Warning it is possible to set the timeout value so low that the system is unusable, it is recommended that values between 1 and 300 are not used.
User2_Role	System.Security.User2_Role	Role	System.Security.User2_Role = User !Done System.Security.User2_Role	Get or set the account role. The default role is "**User**". Note that the role may only be changed by an Administrator.
User3_Username	System.Security.User3_Username	String	System.Security.User3_Username = user3 !Done System.Security.User3_Username	Get or set the account username. The default is "**User**". Note that a PowerUser may change their own account Username while an Administrator may change other account Usernames.
User3_Password	System.Security.User3_Password	String	System.Security.User3_Password = user3pw System.Security.User3_Password<Restricted> !Done System.Security.User3_Password = user3pw	Write only. Set the account password. The default password is "**user3pw**". Note that a PowerUser may change their own account password while an Administrator may change the passwords for other accounts.

Command	Syntax	Type	Example	Description
User3_Timeout	System.Security.User3_Timeout	Integer	System.Security.User3_Timeout = 300 !Done System.Security.User3_Timeout	Get or set the account timeout in seconds. The account will be automatically logged out when the timeout expires. The default timeout is 300 seconds (5 minutes). Setting the timeout to 0 disables the timeout (infinite). Warning it is possible to set the timeout value so low that the system is unusable, it is recommended that values between 1 and 300 are not used.
User3_Role	System.Security.User3_Role	Role	System.Security.User3_Role = User !Done System.Security.User3_Role	Get or set the account role. The default role is "**User**". Note that the role may only be changed by an Administrator.
User4_Username	System.Security.User4_Username	String	System.Security.User4_Username = user4 !Done System.Security.User4_Username	Get or set the account username. The default is "**User**". Note that a PowerUser may change their own account Username while an Administrator may change other account Usernames.
User4_Password	System.Security.User4_Password	String	System.Security.User4_Password = user4pw System.Security.User4_Password<Restricted> !Done System.Security.User4_Password = user3pw	Write only. Set the account password. The default password is "**user4pw**". Note that a PowerUser may change their own account password while an Administrator may change the passwords for other accounts.

Command	Syntax	Type	Example	Description
User4_Timeout	System.Security.User4_Timeout	Integer	System.Security.User3_Timeout = 300 !Done System.Security.User3_Timeout	Get or set the account timeout in seconds. The account will be automatically logged out when the timeout expires. The default timeout is 300 seconds (5 minutes). Setting the timeout to 0 disables the timeout (infinite). Warning it is possible to set the timeout value so low that the system is unusable, it is recommended that values between 1 and 300 are not used.
User4_Role	System.Security.User4_Role	Role	System.Security.User3_Role = User !Done System.Security.User3_Role	Get or set the account role. The default role is "**User**". Note that the role may only be changed by an Administrator.
Admin_Username	System.Security.Admin_Username	String	System.Security.Admin_Username = admin !Done System.Security.Admin_Username	Get or set the account username. The default is "**admin**". Note that a PowerUser may change their own account Username while an Administrator may change other account Usernames.
Admin_Password	System.Security.Admin_Password	String	System.Security.Admin_Password = adminpw System.Security.Admin_Password<Restricted> !Done System.Security.Admin_Password = adminpw	Write only. Set the account password. The default password is "**adminpw**". Note that a PowerUser may change their own account password while an Administrator may change the passwords for other accounts.

Command	Syntax	Type	Example	Description
Admin_Timeout	System.Security.Admin_Timeout	Integer	System.Security.Admin_Timeout = 300 !Done System.Security.Admin_Timeout	Get or set the account timeout in seconds. The account will be automatically logged out when the timeout expires. The default timeout is 300 seconds (5 minutes) and the maximum is 32767 seconds (about 9 hours). Setting the timeout to 0 disables the timeout (infinite). Warning it is possible to set the timeout value so low that the system is unusable, it is recommended that values between 1 and 300 are not used.
Admin_Role	System.Security.Admin_Role	Role	System.Security.Admin_Role = Administrator !Done System.Security.Admin_Role	Get or set the account role. The default role is "**Administrator**". Note that the role may only be changed by an Administrator.
Test_Username	System.Security.Test_Username	String	System.Security.Test_Username = test !Done System.Security.Test_Username	Get or set the account username. The default is "**test**". Note that a PowerUser may change their own account Username while an Administrator may change other account Usernames.
Test_Password	System.Security.Test_Password	String	System.Security.Test_Password = testpw System.Security.Test_Password<Restricted> !Done System.Security.Test_Password = testpw	Write only. Set the account password. The default password is "**testpw**". Note that a PowerUser may change their own account password while an Administrator may change the passwords for other accounts.

Command	Syntax	Type	Example	Description
Test_Timeout	System.Security.Test_Timeout	Integer	System.Security.Test_Timeout = 14400 !Done System.Security.Test_Timeout	Get or set the account timeout in seconds. The account will be automatically logged out when the timeout expires. The default timeout is 14400 seconds (4 hours) and the maximum is 32767 seconds (about 9 hours). Setting the timeout to 0 disables the timeout (infinite). Warning it is possible to set the timeout value so low that the system is unusable, it is recommended that values between 1 and 300 are not used.
Test_Role	System.Security.Test_Role	Role	System.Security.Test_Role = Test !Done System.Security.Test_Role	Get or set the account role. The default role is "**Test**". Note that the role may only be changed by an Administrator.

System Temperature Control Commands

Command	Syntax	Type	Example	Description
Temperature_Control				
Temperature_Control	System.Temperature_Control	Depends on Boot Configuration.	System.Temperature_Control = <No Value> !Done System.Temperature_Control	Not used. In Standard operation
			system.Temperature_Control.TemperatureReadings() system.Temperature_Control.FanSpeed = 7000 !Done system.Temperature_Control	Production Module Test configuration,
TemperatureReadings()	system.Temperature_Control.TemperatureReadings()	Array		Lists the temperature, in degrees celsius, of the four temperature sensocr on the back plane.
FanSpeed	system.Temperature_Control.FanSpeed	Integer	system.Temperature_Control.FanSpeed = 7000	Set the speed of the system cooling fans to a speed between approximately 3000 and 7000 rpm

Event Commands

The event mechanism allows you to subscribe to be notified of asynchronous events generated by the system. Once subscribed, events are returned as they occur in the format :

!Event <eventCategory>, <event>, <optional text>

For details on specific event categories, please refer to the Events sections for each module where available.

Methods

Command	Syntax	Type	Example	Description
AddEvents	AddEvents(<eventCategory>)	void	AddEvents(HDMI) !Done AddEvents(HDMI) *Example event* !Event HDMI,SINK_ATTACHED, s15.o1	Add a category of events to the communication channel. Events from this category will be sent asynchronously as separate messages.
RemoveEvents	RemoveEvents(<eventCategory>)	void	!Done RemoveEvents(HDMI)	Remove a category of events from the communication channel. Events from this category will stop being sent asynchronously as separate messages.
ListEvents	ListEvents()	void	HDMI !Done ListEvents()	List all the event categories that have currently been added to the current communication channel

Command	Syntax	Type	Example	Description
ListAllEvents	ListAllEvents(<eventcategory>)	Void	ListAllEvents() MEDIA_STORAGE,USB_HOTPLUG_ARRIVED MEDIA_STORAGE,USB_HOTPLUG_REMOVED HDMI,SINK_UNPLUGGED HDMI,SINK_ATTACHED !Done listAllEvents ListAllEvents(HDMI) HDMI,SINK_UNPLUGGED HDMI,SINK_ATTACHED !Done listEvents(HDMI)	Lists the all the available events for each category. If the optional <eventCategory> parameter is added, only the events for that particular category are listed. The format is one event per line in the format <eventCategory>,<event>

Aliases Commands

Properties

Command	Syntax	Type	Example	Description
Aliases	Aliases	List	Aliases.Preset = Routing.Preset Aliases.Windows = Routing.Windows Aliases.Canvases = Routing.Canvases Aliases.Layouts = Routing.Layouts Aliases.MonitorViews = Routing.Monitorviews Aliases.s1i1 = Slots.Slot1.In1 … Aliases.s16o2 = Slots.Slot16.Out2 !Done Aliases	Displays defined aliases. Syntax: aliases.<alias> = <command> For example, “Preset” is an alias for “Routing.Preset” and typing “s1i1” is the same as typing “Slots.Slot1.In1”.

Resources Commands

Properties

Command	Syntax	Type	Example	Description
Resources	Resources	List	Resources.ConfigList() Resources.Configs = <...> Resources.EDID = <...> Resources.TPG = <...> Resources.LOGO = <No Value> Resources.STILL = <No Value> Resources.WARP = <No Value> Resources.Resolutions = <...> !Done Resources	List all of the Resources commands and display the values of the properties
Configs	Resources.Configs	List	Resources.Configs.Config1 = <...> Resources.Configs.Config2 = <...> … Resources.Configs.Config19 = <...> Resources.Configs.Config20 = <...> !Done Resources.Configs	List all of the configuration slots (currently 1-20). See Resources Configuration Commands on page 33 below.
EDID	Resources.EDID	List	Resources.EDID.S10I1 = <...> Resources.EDID.S10I2 = <...> Resources.EDID.S10O1 = <...> Resources.EDID.S10O2 = <...> … Resources.EDID.S16I1 = <...> Resources.EDID.S16I2 = <...> Resources.EDID.S16O1 = <...> Resources.EDID.S16O2 = <...> Resources.EDID.S1I2 = <...> Resources.EDID.S1O2 = <...> … Resources.EDID.S9I1 = <...> Resources.EDID.S9I2 = <...> Resources.EDID.S9O1 = <...> Resources.EDID.S9O2 = <...> !Done Resources.EDID	List every EDID for every potential input and output. Note that the order of the output starts at Slot 10 and works through to Slot 16 then starts again at Slot 1 and goes through to Slot 9. For more information see Resources EDID Commands on page 36 below.

Command	Syntax	Type	Example	Description
TPG	Resources.TPG	List	Resources.TPG.TPG1 = <...> !Done Resources.TPG	List the test pattern generator attributes. For more information see Resources Test Pattern Commands below. Note that there is only one test pattern generator (TPG1).
Resolutions	Resources.Resolutions	List	Resolutions.Resolution1 = <...> Resolutions.Resolution2 = <...> … Resolutions.Resolution1000 = <...> Resolutions.Resolution1001 = <...> … Resolutions.Resolution1008 = <...> Resolutions.Resolution1009 = <...> !Done Resolutions	List of all the supported video resolutions, including the user configurable custom resolutions. For more information see Resources Resolutions Commands on page 40 below.
Playlists	Resources.Playlists	List	Resources.Playlists Resources.Playlists.Playlist1 = <…> Resources.Playlists.Playlist2 = <…> … Resources.Playlists.Playlist20 = <…> !Done Resources.Playlists	Lists all the playlists on the system. Playlists can only be played using the Streaming Media and 4K Playback Input Module.
FrontPanel	Resources.FrontPanel	List	Resources.FrontPanel Resources.FrontPanel=<...> !Done Resources.FrontPanel	**Only supported on CORIOmaster micro** Lists the front panel settings

Methods

Command	Syntax	Type	Example	Description
ConfigList	Resources.ConfigList()	List	Resources.ConfigList() Resources.ConfigList[2]=test Resources.ConfigList[3]=Configuration !Done Resources.ConfigList()	List the saved configurations by name

Resources Configuration Commands

It is possible to use Configs.Config<n> in place of Resources.Configs.Config<n>.

Where:

Resources.Configs.Config<n> is a configuration of the form Resources.Configs.Config1.

Configs.Config<n> is an output connection of the form Configs.Config1.

Properties

Command	Syntax	Type	Example	Description
Configs	Configs	List	Configs.Config1 = <...> Configs.Config2 = <...> ... Configs.Config19 = <...> Configs.Config20 = <...> !Done Configs	List all 20 of the configurations.
Config<number>	Configs.Config<n>	List	Configs.Config1.Directory = mmc:\TVONE\CONFIGS\C1 Configs.Config1.Backup() Configs.Config1.Restore() Configs.Config1.Remove() !Done Configs.Config1	List all of the commands and display the values of the properties for the specified configuration.
Directory	Configs.Config<n>.Directory	String	Configs.Config1.Directory = mmc:\TVONE\CONFIGS\C1 !Done Configs.Config1.Directory	Read only. Get the name and path of the configuration file for this configuration. If the configuration is from a version of CPU firmware prior to M400, then this string will point to that configuration, otherwise it will indicate a new storeage area for M400.

Methods

Command	Syntax	Type	Example	Description

Backup	Configs.Config<n>.Backup()	Void	// Backup: File delete: mmc:\TVONE\CONFIGS\C1\SETTINGS\SETUP_M.TXT
			…
			// Backup: File delete: mmc:\TVONE\CONFIGS\C1\EDID\DEFAULTS\WUXGA.EDD
			// Backup: File copy: nand:\TVONE\SETTINGS\SETUP_M.TXT
			…
			// Backup: File copy: nand:\TVONE\EDID\DEFAULTS\WUXGA.EDD
			// Backup: Dir made: mmc:\TVONE\CONFIGS\C1\PRESETS\U_D1000
			// Backup: Complete
			!Done Configs.Config1.Backup()
				Backup the specified configuration from NAND to SD card.
				This is similar to "System.BackupToSDCard()" but for this configuration only.
				
				Note that if a configuration that pre-dates M400 release exists, that configuration WILL NOT be overwritten and a new one will be created.

Restore	Configs.Config<n>.Restore()	Void	// Restore: File delete: nand:\TVONE\SETTINGS\SETUP_M.TXT
			...
			// Restore: File delete: nand:\TVONE\EDID\DEFAULTS\WUXGA.EDD
			// Restore: File copy: mmc:\TVONE\CONFIGS\C1\SETTINGS\SETUP_M.TXT
			...
			// Restore: File copy: mmc:\TVONE\CONFIGS\C1\EDID\DEFAULTS\WUXGA.EDD
			// Restore: Complete
			!Done Configs.Config1.Restore()
				Restore the specified configuration from SD card to NAND
				This is similar to "System.RestoreBackup()" but for this configuration only.

Command	Syntax	Type	Example	Description

Remove	Configs.Config<n>.Remove()	Void	// Remove: File delete: mmc:\TVONE\CONFIGS\C1\SETTINGS\SETUP_M.TXT
			...
			// Remove: File delete: mmc:\TVONE\CONFIGS\C1\EDID\DEFAULTS\WUXGA.EDD
			// Remove: Complete
			!Done Configs.Config1.Remove()
				Remove the specified configuration from the SD card.
				
				Note that if the configuration is a legacy configuration from an earlier version than M400, it will not be possible to remove it.
				
				If the configuration is from later than M400 and a prior configuration exists then removing the M400 configuration will allow the older configuration to be re-loaded.

Resources EDID Commands

EDID methods for each possible connection in the device are accessed by slot number and input or output number.

It is possible to use EDID.S<n>I<n> in place of Resources.EDID.S<n>I<n> and EDID.S<n>O<n> in place of Resources.EDID.S<n>O<n>.

Where:

EDID.S<n>I<n>	is an input connection of the form EDID.S1I1.
EDID.S<n>O<n>	is an output connection of the form EDID.S1O1.
EDID.S<n><X><n>	is an input or an output of the form EDID.S<n>I<n> or EDID.S<n>O<n>.

Properties

Command	Syntax	Type	Example	Description
EDID.S<n><X><n>	EDID.S<n><X><n>	List	EDID.S3I1.Filename = nand:\TVONE\EDID\S3I1.EDD EDID.S3I1.EDIDVersion = 1.3 EDID.S3I1.Manufacturer = TVO EDID.S3I1.Name = TVOneCORIOmax EDID.S3I1.SerialNumber = 0 EDID.S3I1.ManufactureDate = 201310 EDID.S3I1.Width_mm = 600 EDID.S3I1.Height_mm = 450 EDID.S3I1.HorizBdr_pix = 0 EDID.S3I1.VertBdr_pix = 0 EDID.S3I1.Extensions = 1 EDID.S3I1.Resolutions() EDID.S3I1.Remove_File() !Done EDID.S3I1	Read only. List all of the EDID properties for the specified input on the specified slot. An input will always show the EDID information from the file specified in the Filename attribute.
Filename	EDID.S<n><X><n>.Filename	String	EDID.S3I1.Filename = nand:\TVONE\EDID\S3I1.EDD !Done EDID.S3I1.Filename	Read only. Get the path and filename of the EDID file currently used for this connection.
EDIDVersion	EDID.S<n><X><n>.EDIDVersion	String	EDID.S3I1.EDIDVersion = 1.3 !Done EDID.S3I1.EDIDVersion	Read only. Get the EDID software version
Manufacturer	EDID.S<n><X><n>.Manufacturer	String	EDID.S3I1.Manufacturer = TVO !Done EDID.S3I1.Manufacturer	Read only. Get the manufacturer.
Name	EDID.S<n><X><n>.Name	String	EDID.S3I1.Name = TVOneCORIOmax !Done EDID.S3I1.Name	Read only. Get the name

Command	Syntax	Type	Example	Description
SerialNumber	EDID.S<n><X><n>.SerialNumber	Integer	EDID.S3I1.SerialNumber = 0 !Done EDID.S3I1.SerialNumber	Read only. Get the serial number.
ManufactureDate	EDID.S<n><X><n>.Manufacture Date	String	EDID.S3I1.ManufactureDate = 201310 !Done EDID.S3I1.ManufactureDate	Read only. Get the manufacture date in the form YYYYWW, where YYYY is the year and WW is the week.
Width_mm	EDID.S<n><X><n>.Width_mm	Integer	EDID.S3I1.Width_mm = 600 !Done EDID.S3I1.Width_mm	Read only. Get the addressable video image size of attached display, in millimetres
Height_mm	EDID.S<n><X><n>.Height_mm	Integer	EDID.S3I1.Height_mm = 450 !Done EDID.S3I1.Height_mm	Read only. Get the addressable video image size of attached display, in millimetres
HorizBdr_pix	EDID.S<n><X><n>.HorizBdr_pix	Integer	EDID.S3I1.HorizBdr_pix = 0 !Done EDID.S3I1.HorizBdr_pix	Read only. Get the image border size of attached display, in pixels
VertBdr_pix	EDID.S<n><X><n>.VertBdr_pix	Integer	EDID.S3I1.VertBdr_pix = 0 !Done EDID.S3I1.VertBdr_pix	Read only. Get the image border size of attached display, in pixels
Extensions	EDID.S<n><X><n>.Extensions	Integer	EDID.S3I1.Extensions = 1 !Done EDID.S3I1.Extensions	Read only. Get the number of 128-byte extension blocks included in EDID.

Methods

Command	Syntax	Type	Example	Description
Resolutions	EDID.S<n><X><n>.Resolutions()	List	// EDID.S3I1.Resolutions() 720x400p70 640x480p60 640x480p72 800x600p56 1280x960p60 1280x1024p60 1280x800p60 1920x1080p60 1600x1000p60 1600x1200p60 1680x1050p60 1920x1200p60 1920x1200p60 1280x720p60 !Done EDID.S3I1.Resolutions()	Read only. List the resolutions available for the specified connection.
Remove_File	EDID.S<n><X><n>.Remove_File( )	Void	EDID.S3I1.Remove_File() !Done EDID.S3I1.Remove_File()	Removes the corresponding EDID file. Warning this removes the connection from the EDID list.

Resources Test Pattern Commands

Note that only one test pattern generator (TPG1) is supported.

It is possible to use TPG.TPG1 in place of Resources.TPG.TPG1.

Properties

Command	Syntax	Type	Example	Description
TPG	TPG	List	TPG.TPG1 = <...> !Done TPG	List the test pattern generators.
TPG1	TPG.TPG1	List	TPG.TPG1.Resolution = 1280x720p60 TPG.TPG1.Pattern = RGB_100 TPG.TPG1.Moving_Bar = Off !Done TPG.TPG1	List the test pattern attributes
TPG1.Resolution	TPG.TPG1.Resolution	Resolution	TPG.TPG1.Resolution = 1280x720p60 !Done TPG.TPG1.Resolution	Get or set the resolution for the Test Pattern Generator. The resolution is set by name, see the name property in Resources Resolutions Commands on page 40 below. The default value is 1280x720p60
TPG1.Pattern	TPG.TPG1.Pattern	TestPattern	TPG.TPG1.Pattern = White !Done TPG.TPG1.Pattern	Get or set the test pattern. The default value is RGB_100 Options: Black, RGB_100, 8x8_Grid, Dot, 8x8_ChqBrd, Vertical_Lines, Horizontal_Lines, Bars_n_Ramps, Blue, Red, Magenta, Green, Cyan, Yellow, White
TPG1.Moving_Bar	TPG.TPG1.Moving_Bar	Boolean	TPG.TPG1.Moving_Bar = Off !Done TPG.TPG1.Moving_Bar	Get or set if the moving bar is enabled. The default value is Off

Resources Resolutions Commands

List of all the supported video resolutions, including the user defined Custom Resolutions.
The system resolutions are read only and numbered from 1.
The custom resolutions can be modified and are numbered from 1000.
For more information on programming Custom Resolutions see the Resolution Editor Programming Guide.
It is possible to use Resolutions in place of Resources.Resolutions.

Properties for the System (built-in) resolutions are all Read Only.

Properties for the Custom Resolutions (Resolution1000 onwards) are Read/Write except where marked as Read only.

Properties

Command	Syntax	Type	Example	Description
Resolutions	Resolutions	List	Resolutions.Resolution1 = <...> Resolutions.Resolution2 = <...> … Resolutions.Resolution1000 = <...> Resolutions.Resolution1001 = <...> … Resolutions.Resolution1008 = <...> Resolutions.Resolution1009 = <...> !Done Resolutions	List of all the supported video resolutions, including the user configurable custom resolutions.
Resolutions.Resolution<n>	Resolutions.Resolution<n>	List	Resolutions.Resolution1.Name = 640x480p60 Resolutions.Resolution1.Aspect = 4:3 Resolutions.Resolution1.CanFramelock = No Resolutions.Resolution1.PixelClock = 25175000 Resolutions.Resolution1.ScanType = p Resolutions.Resolution1.HActive = 640 Resolutions.Resolution1.HFrontPorch = 16 Resolutions.Resolution1.HSyncPulse = 96 Resolutions.Resolution1.HBackPorch = 48 Resolutions.Resolution1.VActive = 480 Resolutions.Resolution1.VFrontPorch = 10 Resolutions.Resolution1.VSyncPulse = 2 Resolutions.Resolution1.VBackPorch = 33 Resolutions.Resolution1.HSyncPolarity = N Resolutions.Resolution1.VSyncPolarity = N	List the properties of the specified resolution.

Command	Syntax	Type	Example	Description
			Resolutions.Resolution1.CEAID = 1 Resolutions.Resolution1.Origin = tvONE !Done Resolutions.Resolution1	
Name	Resolutions.Resolution<n>.Name	String	Resolutions.Resolution1.Name = 640x480p60 !Done Resolutions.Resolution1.Name	Get or set the name of this resolution.
Aspect	Resolutions.Resolution<n>.Aspect	AspectRatio	Resolutions.Resolution1.Aspect = 4:3 !Done Resolutions.Resolution1.Aspect	Get or set the aspect ratio of this resolution Used assist in the signal conversion when an input and the output have different aspect ratio.
CanFramelock	Resolutions.Resolution<n>.CanFramelock	Boolean	Resolutions.Resolution1.CanFramelock = No !Done Resolutions.Resolution1.CanFramelock	Read only. Get if the Resolution is compatible with Framelock.
PixelClock	Resolutions.Resolution<n>.PixelClock	Integer	Resolutions.Resolution1.PixelClock = 25175000 !Done Resolutions.Resolution1.PixelClock	Get or set the speed of the Pixel Clock in pixels per second for this resolution.
ScanType	Resolutions.Resolution<n>.ScanType	ScanMode	Resolutions.Resolution1.ScanType = p !Done Resolutions.Resolution1.ScanType	Get or set the scan type for this Resolution: p Progressive. i Interlaced scan mode.
HActive	Resolutions.Resolution<n>.HActive	Integer	Resolutions.Resolution1.HActive = 640 !Done Resolutions.Resolution1.HActive	Get or set the length of the Horizontal Active Video for this resolution
HFrontPorch	Resolutions.Resolution<n>.HFrontPorch	Integer	Resolutions.Resolution1.HFrontPorch = 16 !Done Resolutions.Resolution1.HFrontPorch	Get or set the timing interval for the Horizontal Front Porch for this resolution.
HSyncPulse	Resolutions.Resolution<n>.HSyncPulse	Integer	Resolutions.Resolution1.HSyncPulse = 96 !Done Resolutions.Resolution1.HSyncPulse	Get or set the length of the Horizontal Sync Pulse for this resolution.
HBackPorch	Resolutions.Resolution<n>.HBackPorch	Integer	Resolutions.Resolution1.HBackPorch = 48 !Done Resolutions.Resolution1.HBackPorch	Get or set the timing interval for the Horizontal Back Porch for this resolution.
VActive	Resolutions.Resolution<n>.VActive	Integer	Resolutions.Resolution1.VActive = 480 !Done Resolutions.Resolution1.VActive	Get or set the length of the Vertical Active Video for this resolution
VFrontPorch	Resolutions.Resolution<n>.VFrontPorch	Integer	Resolutions.Resolution1.VFrontPorch = 10 !Done Resolutions.Resolution1.VFrontPorch	Get or set the timing interval for the Vertical Front Porch for this resolution.
VSyncPulse	Resolutions.Resolution<n>.VSyncPulse	Integer	Resolutions.Resolution1.VSyncPulse Resolutions.Resolution1.VSyncPulse = 2	Get or set the length of the Vertical Sync Pulse for this resolution.

Command	Syntax	Type	Example	Description
VBackPorch	Resolutions.Resolution<n>.VBackPorch	Integer	Resolutions.Resolution1.VBackPorch = 33 !Done Resolutions.Resolution1.VBackPorch	Get or set the timing interval for the Vertical Back Porch for this resolution.
HSyncPolarity	Resolutions.Resolution<n>.HSyncPolarity	Polarity	Resolutions.Resolution1.HSyncPolarity = N !Done Resolutions.Resolution1.HSyncPolarity	Get or set the Horizontal Sync Polarity. N = Negative P = Positive
VSyncPolarity	Resolutions.Resolution<n>.VSyncPolarity	Polarity	Resolutions.Resolution1.VSyncPolarity = N !Done Resolutions.Resolution1.VSyncPolarity	Get or set the Vertical Sync Polarity. N = Negative P = Positive
CEAID	Resolutions.Resolution<n>.CEAID	Integer	Resolutions.Resolution1.CEAID = 1 !Done Resolutions.Resolution1.CEAID	Get or set the Consumer Electronics Association Digital Television Profile as defined in CEA-861-D
Origin	Resolutions.Resolution<n>.Origin	String	Resolutions.Resolution1.Origin = tvONE !Done Resolutions.Resolution1.Origin	Get or set the origin of the Custom Resolution.

Resources Playlists Commands

For use with CORIOmaster only

Manage all the playlists in the system. Playlists are only used by the Streaming Media and 4K Playback Input Module.

Properties

Command	Syntax	Type	Example	Description
Playlists	Resources.Playlists	List	Resources.Playlists Resources.Playlists.Playlist1 = <…> Resources.Playlists.Playlist2 = <…> … Resources.Playlists.Playlist20 = <…> !Done Resources.Playlists	Lists all the playlists on the system. Playlists can only be played using the Streaming Media and 4K Playback Input Module.
Playlist<n>	Resources.Playlists.Playlist<n>	Playlist	Resources.Playlists.Playlist3 Resources.Playlists.Playlist3.Name = “My Playlist” Resources.Playlists.Playlist3.Resolution = 1920x1080p60 Resources.Playlists.Playlist3.Slot = Slot4 Resources.Playlists.Playlist3.Items = <…> Resources.Playlists.Playlist3.InsertItem() Resources.Playlists.Playlist3.RemoveItem() Resources.Playlists.Playlist3.MoveItem() Resources.Playlists.Playlist3.ReplaceItem() Resources.Playlists.Playlist3.ClearItems() Resources.Playlists.Playlist3.Save() Resources.Playlists.Playlist3.Remove() !Done Resources.Playlists.Playlist3	Returns the details for the chosen playlist
Playlist <n>.Name	Resources.Playlists.Playlist<n> .Name	String	Resources.Playlists.Playlist2.Name = “New Name” !Done Resources.Playlists.Playlist2.Name = “New Name”	Gets or sets a name for the playlist. Note: a playist with no name will be regarded as empty
Playlist <n>.Slot	Resources.Playlists.Playlist<n> .Slot	String	Resources.Playlists.Playlist2.Slot = Slots.Slot4	Get and set the supported slot for the Playlist.

Command	Syntax	Type	Example	Description
			!Done Resources.Playlists.Playlist2.Slot = Slots.Slot4	
Playlist<n>.Items	Resources.Playlists.Playlist<n>.Items	Array	Resources.Playlists.Playlist3.Items Resources.Playlists.Playlist3.Items.Item1 = (8,NULL,"//File:///usb0/dir/My_Vid.mp4",120) Resources.Playlists.Playlist3.Items.Item2 = (1,"Stream1","rtsp://192.168.0.1/stream",120) … Resources.Playlists.Playlist3.Items.Item20 = (4,NULL,"//File:///usb0/images/image2.png",120) !Done Resources.Playlists.Playlist3.Items	Returns the details media items in the Playlist. Each item is represented by a comma separated list. The format for each is as follows: (<type>,<friendlyName>,<uri>,<duration>,<protocol>,<retries>,<status>,<resultCode>) type is represented as an int with the following values: 1 = Video Stream 2 = Text File 4 = Image File 8 = Video File protocol – Is currently always set to Auto retries – no retries = 0, retry (for duration of the clip) = 1 status - OK, Failed resultCode – Not used
Playlist<n>.InsertItem	Resources.Playlists.Playlist<n>.InsertItem((<int> index, <int> type, <string> friendlyName, <string> uri, <int> duration)	Function	// Insert an item into the Item 5 position Resources.Playlists.Playlist3.InsertItem (5,8,"My_Vid","file:///usb0/dir/My_Vid.mp4",120) !Done Resources.Playlists.Playlist3.InsertItem()	Function to add an item to the selected Playlist.Items are inserted into the queue. If there are items after the insert index they will be moved down to make space for the new item. The name and path must be URI encoded and surrounded by quotation marks. Parameters: *index* - <int> Index at which to insert the item. 0 = beginning *type* - <int> See Playlist<n>.Items for supported type

Command	Syntax	Type	Example	Description
				friendlyName - <string> Friendly name of the queue item *uri* - <string> Path to the item. Either a file path or a stream URL *duration* - <int> Duration to play the item for. 0 = Infinite Return Type: void

Playlist<n>.RemoveItem	Resources.Playlists.Playlist<n>.RemoveItem(<int> index)	Function	// Remove Item3 from the Playlist
			Resources.Playlists.Playlist3.RemoveItem(3)
			!Done Resources.Playlists.Playlist3.RemoveItem()
				Function to remove an Item from the selected Playlist. The index number corresponds to the number returned in the Items list.
				Parameters: *index* - <int> The index at which to remove the item from
				Return Type: void

Playlist<n>.MoveItem	Resources.Playlists.Playlist<n>.MoveItem(<int> fromIndex, <int> toIndex)	Function	// Move Item3 to the beginning of the Playlist
			Resources.Playlists.Playlist3.MoveItem(3,1)
			!Done Resources.Playlists.Playlist3.MoveItem()
				Function to move an Item to a different location within the selected Playlist. The index numbers correspond to the number returned in the Items list.
				Parameters: *fromIndex* - <int> The index of the Item you wish to move
				toIndex - <int> The Index within the Items list to where the Item will be moved
				Return Type: void

Playlist<n>.ReplaceItem	Resources.Playlists.Playlist<n>.ReplaceItem(<int> index,<int> type, <string> friendlyName, <string> uri, <int> duration)	Function	// Replace item at position 5 in the queue Resources.Playlists.Playlist3.ReplaceItem (5,8,“My_Vid_New”,”file:///usb0/dir/My_Vid.mp4”,2000) !Done Resources.Playlists.Playlist3.ReplaceItem()	Replace the item at the chosen playlist index. Item at the index is replaced with the new details supplied. Parameters: *index* - <int> Index of item you wish to replace. *type* - <int> See Playlist<n>.Items for supported type *friendlyName* - <string> Friendly name of the queue item *uri* - <string> Path to the item. Either a file path or a stream URL

Command	Syntax	Type	Example	Description
				duration - <int> Duration to play the item for. 0 = Infinite Return Type: Void
Playlist <n>.ClearItems	Resources.Playlists.Playlist<n>.ClearItems()	Function	Resources.Playlists.Playlist3.ClearItems() !Done Resources.Playlists.Playlist3.ClearItems()	Removes all items from the playlist
Playlist <n>.Save	Resources.Playlists.Playlist<n>.Save()	Function	Resources.Playlists.Playlist3.Save() !Done Resources.Playlists.Playlist3.Save()	Saves the Playlist to the device. This will make the playlist available after a reboot without the need to run "SaveAllSettings"
Playlist <n>.Remove	Resources.Playlists.Playlist<n>.Remove()	Function	Resources.Playlists.Playlist3.Remove() !Done Resources.Playlists.Playlist3.Remove()	Removes the Playlist. All items are removed, the name is erased and the default resolution is set.

Resources FrontPanel Commands

For use with CORIOmaster only

Manage all the front panel operation on a CORIOmaster micro.

Properties

Command	Syntax	Type	Example	Description
FrontPanel	Resources.FrontPanel	List	Resources.FrontPanel Resources.FrontPanel=<...> !Done Resources.FrontPanel	**Only supported on CORIOmaster micro** Lists the front panel settings
Lock	Resources.FrontPanel.Lock	Enum	Resources.FrontPanel.Lock = On !Done Resources.FrontPanel.Lock	Locks the front panel operation so that button presses are ignored until unlocked. On – Lock panel Off – Unlock Panel This persists over a power cycle
Brighness	Resources.FrontPanel.Brightness	Integer	Resources.FrontPanel.Brightness = 50 !Done Resources.FrontPanel.Brightness	Adjusts the relative brightness of the button LEDs. Valid values are percentages from XX to 100%. The default is 100% This persists over a power cycle.
ButtonMode	Resources.FrontPanel.ButtonMode	Enum	Resources.FrontPanel. ButtonMode = Preset_Select !Done Resources.FrontPanel. ButtonMode	Sets the mode of front panel button operation: Preset_Select – buttons select a preset Source_Select – buttons change source routing This persists over a power cycle.
Buttons	Resources.FrontPanel.Buttons	List	Resources.FrontPanel.Buttons Resources.FrontPanel.Buttons.Button1=<...> Resources.FrontPanel.Buttons.Button2=<...> ... Resources.FrontPanel.Buttons.Button8=<...> !Done Resources.FrontPanel.Buttons	Lists the settings for each front panel button
Button<n>.Preset	Resources.FrontPanel.Buttons.Button<n>.Preset	Integer	Resources.FrontPanel.Buttons.Button3.Preset = 3 !Done Resources.FrontPanel.Buttons.Button3.Preset	Set the preset number assigned to the button, for use on short button press when front panel is in preset mode. Preset number

Command	Syntax	Type	Example	Description
Button<n>.Input	Resources.FrontPanel.Buttons .Button<n>.Input	Input	Resources.FrontPanel.Buttons.Button3.Input = Slot3.In1 !Done Resources.FrontPanel.Buttons.Button3.Input	Set the input assigned to the button, for use on short button press when front panel is in source routing mode.
Button<n>.Window	Resources.FrontPanel.Buttons .Button<n>.Window	Integ er	Resources.FrontPanel.Buttons.Button3.Window = 3 !Done Resources.FrontPanel.Buttons.Button3.Window	Set the window number assigned to the button, used to assign the routing window on a long press of the button. Windows number

Events

Event	Syntax	Category	Example	Description

FRONTPANEL	FRONTPANEL,<LOCKED | UNLOCKED>	FRONTPANEL	// Register for event
			AddEvents(FRONTPANEL)
			
			// Event example
			!Event FRONTPANEL,LOCKED
				When the front panel on a CORIOmaster micro is locked or unlocked, it will raise this event.

AUDIO_FOLLOW_WINDOW_CHANGED	OUTPUT,AUDIO_FOLLOW_WINDOW_CHANGED,Slot<n>.Out<n>,[Window<n> | NULL]	OUTPUT	// Register for event
			AddEvents(OUTPUT)
			
			// Event example
			!Event OUTPUT,AUDIO_FOLLOW_WINDOW_CHANGED,Slot4.Out1,Window2
				Raised when source routing is changed, such as with a short button press when front panel is in source routing mode.

INPUT	WINDOW,INPUT,[Slot<n>.In<n> | NULL)]	WINDOW	// Register for event
			AddEvents(WINDOW)
			
			// Event example
			!Event WINDOW,INPUT,Slot4.In1
				Raised when routing window changes, such as with a long button press.

Slots Commands

It is possible to use Slot<n> in place of Slots.Slot<n>.

The properties available in each Slot depend upon the Module in that Slot.

Properties

Command	Syntax	Type	Example	Description
Slots	Slots	List	Slots.Slot1 = <...> Slots.Slot2 = <...> Slots.Slot3 = <...> Slots.Slot4 = NO CARD Slots.Slot5 = NO CARD Slots.Slot6 = NO CARD Slots.Slot7 = NO CARD Slots.Slot8 = NO CARD Slots.Slot9 = NO CARD Slots.Slot10 = NO CARD Slots.Slot11 = NO CARD Slots.Slot12 = NO CARD Slots.Slot13 = NO CARD Slots.Slot14 = <...> Slots.Slot15 = <...> Slots.Slot16 = <...> !Done Slots	List all of the slots and report either the slot properties if there is a card or NO CARD if not.

DVI Input Module

This section covers the following modules:

AK32 DVI-U 2 input module

AK49 DVI-U 2 input module

AK53 DVI-U 2 input module

It is possible to use Slot<n>.In<n> and S<n>I<n> in place of Slots.Slot<n>.In<n>.

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot3.Cardtype = DVI_U 2-in Slot3.Carddata = <No Value> Slot3.In1 = <...> Slot3.In2 = <...> Slot3.PhaseRetrain() Slot3.Module_Resolutions() !Done Slot3	List all of the properties of the card in this slot or “NO CARD” if the slot is empty.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot3.Cardtype = DVI_U 2-in !Done Slot3.Cardtype	Read-only. Get the type of the card in this slot
In<n>	Slot<n>.In<n>	List	Slot3.In1.FullName = In1 Slot3.In1.Status = OK Slot3.In1.Alias = s3i1 Slot3.In1.WindowList = Window1,Window2 Slot3.In1.TypeChoice = DVI Slot3.In1.AspectChoice = 4:3 Slot3.In1.Brightness = 0 Slot3.In1.Contrast = 100 Slot3.In1.ColourScale = Auto Slot3.In1.TPG = Off Slot3.In1.Set_Resolution = 640x480p60 Slot3.In1.Measured_Resolution = 640x480p60 Slot3.In1.Measured_Width = 640 Slot3.In1.Measured_Height = 480 Slot3.In1.Measured_Field_Rate = 60	List the properties for an Input on the given Slot. Where In<n> is the input on the card. Note: AudInA-D, AFVChoiceA-D, AudioBars may not be present in all system configurations.

Property Name	Syntax	Type	Example	Description
			Slot3.In1.Measured_VTotal = 525 Slot3.In1.Measured_Frame_ip = p Slot3.In1.EDID_Filename = s3i1.edd Slot3.In1.ForceLinkRefresh() Slot3.In1.LeftCrop = 0 Slot3.In1.RightCrop = 0 Slot3.In1.TopCrop = 0 Slot3.In1.BottomCrop = 0 Slot3.In1.AnH_Offset = 0 Slot3.In1.AnV_Offset = 0 Slot3.In1.OnSrcLossColour = Blue Slot3.In1.HDCP_Enabled = Supported Slot3.In1.HDCP_Required = Off Slot3.In1.HDMI = Found Slot3.In1.Audio = Found Slot3.In1.AudInA = NULL Slot3.In1.AudInB = NULL Slot3.In1.AudInC = NULL Slot3.In1.AudInD = NULL Slot3.In1.AFVChoiceA = Slot3.In1.AudInA Slot3.In1.AFVChoiceB = Slot3.In1.AudInB Slot3.In1.AFVChoiceC = Slot3.In1.AudInC Slot3.In1.AFVChoiceD = Slot3.In1.AudInD Slot3.In1.AudioBars = 4 Slot3.In1.View = NULL Slot3.In1.ViewPosCode = 0 Slot3.In1.PreviewVideoType = 0 Slot3.In1.Equipment = Slot3.In1.CanFramelockTo = No Slot3.In1.dll = 16 Slot3.In1.imm = Yes !Done Slot3.In1	
FullName	Slot<n>.In<n>.FullName	String	Slot3.In1.FullName = In1 !Done Slot3.In1.FullName	Read-only. Get the full name of the Window

Property Name	Syntax	Type	Example	Description
Status	Slot<n>.In<n>.Status	StatusEnum	Slot3.In1.Status = OK !Done Slot3.In1.Status	Read-only. Get the status of the input.
Alias	Slot<n>.In<n>.Alias	String	Slot3.In1.Alias = s3i1 !Done Slot3.In1.Alias	Get or set the Alias name for this input. Warning it is possible to set this value to that used by another input, in which case the other value will be set to NULL.
WindowList	Slot<n>.In<n>.WindowList	String	Slot3.In1.WindowList = Window1 !Done Slot3.In1.WindowList	Read only. Get the window that the slot is routed to.
TypeChoice	Slot<n>.In<n>.TypeChoice	TypeChoice	Slot3.In1.TypeChoice = DVI !Done Slot3.In1.TypeChoice = DVI	Get or set the type of signal encoding on the input.
Brightness	Slot<n>.In<n>.Brightness	Integer	Slot3.In1.Brightness = 0 !Done Slot3.In1.Brightness	Get or set the brightness adjustment for this input. Valid range is from -30 to 30
Contrast	Slot<n>.In<n>.Contrast	Percentage	Slot3.In1.Contrast = 100 !Done Slot3.In1.Contrast	Get or set the contrast adjustment for the Input. Valid range is from 30% to 130%
ColourScale	Slot<n>.In<n>.ColourScale	ColourScale	Slot3.In1.ColourScale = Auto !Done Slot3.In1.ColourScale	Get or set the colour scale for this input.
TPG	Slot<n>.In<n>.TPG	Boolean	Slot3.In1.TPG = TPG1 !Done Slot3.In1.TPG = TPG1	Get or set to use the internal Test Pattern Generator (TPG1) for this input. Options are “Off” or “TPG1”.
Set_Resolution	Slot<n>.In<n>.Set_Resolution	Resolution	Slot3.In1.Set_Resolution = 640x480p60 !Done Slot3.In1.Set_Resolution	Read-only. Get the current resolution set for this input.
Measured_Resolution	Slot<n>.In<n>.Measured_Resolution	Resolution	Slot3.In1.Measured_Resolution = 640x480p60 !Done Slot3.In1.Measured_Resolution	Read-only. Get the resolution being read from this Input.
Measured_Width	Slot<n>.In<n>.Measured_Width	Integer	Slot3.In1.Measured_Width = 640 !Done Slot3.In1.Measured_Width	Read-only. Get the width of the resolution being read from this input.
Measured_Height	Slot<n>.In<n>.Measured_Height	Integer	Slot3.In1.Measured_Height = 480 !Done Slot3.In1.Measured_Height	Read-only. Get the measured height of the resolution being read from this input.

Property Name	Syntax	Type	Example	Description
Measured_Field_Rate	Slot<n>.In<n>.Measured_Field_Rate	Integer	Slot3.In1.Measured_Field_Rate = 60 !Done Slot3.In1.Measured_Field_Rate	Read-only. Get the measured field rate of the resolution being read from this input.
Measured_VTotal	Slot<n>.In<n>.Measured_VTotal	Integer	Slot3.In1.Measured_VTotal = 525 !Done Slot3.In1.Measured_VTotal	Read-only. Get the measured total vertical lines of the resolution being read from this input.
Measure_Frame_ip	Slot<n>.In<n>.Measure_Frame_ip	FrameType	Slot3.In1.Measured_Frame_ip = p !Done Slot3.In1.Measured_Frame_ip	Read-only. Get the measured frame type of the resolution being read from this input.
EDID_Filename	Slot<n>.In<n>.EDID_Filename	String	Slot3.In1.EDID_Filename = s3i1.edd !Done Slot3.In1.EDID_Filename	Get or set the EDID file currently being used for this input.
LeftCrop	Slot<n>.In<n>.LeftCrop	Integer	Slot3.In1.LeftCrop = 0 !Done Slot3.In1.LeftCrop	Get or set the amount of left crop to be applied to this input.
RightCrop	Slot<n>.In<n>.RightCrop	Integer	Slot3.In1.RightCrop = 0 !Done Slot3.In1.RightCrop	Get or set the amount of right crop to be applied to this input.
TopCrop	Slot<n>.In<n>.TopCrop	Integer	Slot3.In1.TopCrop = 0 !Done Slot3.In1.TopCrop	Get or set the amount of top crop to be applied to this input.
BottomCrop	Slot<n>.In<n>.BottomCrop	Integer	Slot3.In1.BottomCrop = 0 !Done Slot3.In1.BottomCrop	Get or set the amount of bottom crop to be applied to this input.
AnH_Offset	Slot<n>.In<n>.AnH_Offset	Integer	Slot3.In1.AnH_Offset = 0 !Done Slot3.In1.AnH_Offset	Adjust the horizontal position of component analog input, measured in lines. Range from -100 to 100.
AnV_Offset	Slot<n>.In<n>.AnV_Offset	Integer	Slot6.In1.AnV_Offset = 0 !Done Slot6.In1.AnV_Offset	Adjust the vertical position of component analog input, measured in lines. Range from -100 to 100.
OnSrcLossColor	Slot<n>.In<n>.OnSrcLossColor	SrcLossColor	Slot6.In1.OnSrcLossColor = Blue !Done Slot6.In1.OnSrcLossColor	Get or set the colour to be displayed when the input source is lost.
HDCP_Enabled	Slot<n>.In<n>.HDCP_Enabled	HDCPSup	Slot3.In1.HDCP_Enabled = Supported !Done Slot3.In1.HDCP_Enabled	Get or set if HDCP is enabled for this source
HDCP_Required	Slot<n>.In<n>.HDCP_Required	HDCPReq	Slot3.In1.HDCP_Required = Off !Done Slot3.In1.HDCP_Required	Read-only. Get the HDCP capability of the input source.

Property Name	Syntax	Type	Example	Description
HDMI	Slot<n>.In<n>.HDMI	FoundNot	Slot3.In1.HDMI = Found !Done Slot3.In1.HDMI	Read-only. Get the detected HDMI status.
PreviewVideoType	Slot<n>.In<n>.PreviewVideoTyp e	Integer	Slot3.In1.PreviewVideoType = 0 !Done Slot3.In1.PreviewVideoType	Get or set the type of Preview Video (used in UI).
Equipment	Slot<n>.In<n>.Equipment	String	Slot3.In1.Equipment = !Done Slot3.In1.Equipment	Get or set the equipment connected to this input
CanFramelockTo	Slot<n>.In<n>.CanFramelockTo	Boolean	Slot3.In1.CanFramelockTo = No !Done Slot3.In1.CanFramelockTo	Read only. Get if the input can be used as a Framelock reference.

Methods

Command	Syntax	Type	Example	Description
PhaseRetrain	Slot<n>.PhaseRetrain()	void	// Module 3 phase ::::::::::::----------L:, centres at 4, 5 (5). !Done Slot3.PhaseRetrain()	Initiate a Phase retrain for this slot
Module_Resolutions	Slot<n>.Module_Resolutions()	List	Slot3.Module_Resolutions() 640x480p60;4:3; 640x480p72;4:3; … Empty1000;4:3; Empty1001;4:3; Empty1002;4:3; Empty1003;4:3; Empty1004;4:3; Empty1005;4:3; Empty1006;4:3; Empty1007;4:3; Empty1008;4:3; Empty1009;4:3; !Done Slot3.Module_Resolutions()	List all of the supported resolutions for this slot. Custom resolutions will appear at the end of the list. The list is semicolon separated.
ForceLinkRefresh	Slot<n>.In<n>.ForceLinkRefresh()	Void	Slot3.In1.ForceLinkRefresh() !Done Slot3.In1.ForceLinkRefresh()	Reset the connection to the source.

HDBASE-T Input Module

This section covers the following modules:

AK67 2 input hdbase-t module

It is possible to use Slot<n>.In<n> and S<n>I<n> in place of Slots.Slot<n>.In<n>.

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot3.Cardtype = DVI_U 2-in Slot3.Carddata = <No Value> Slot3.In1 = <...> Slot3.In2 = <...> Slot3.PhaseRetrain() Slot3.Module_Resolutions() !Done Slot3	List all of the properties of the card in this slot or “NO CARD” if the slot is empty.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot3.Cardtype = DVI_U 2-in !Done Slot3.Cardtype	Read-only. Get the type of the card in this slot
In<n>	Slot<n>.In<n>	List	Slot3.In1.FullName = In1 Slot3.In1.Status = OK Slot3.In1.Alias = s3i1 Slot3.In1.WindowList = Window1,Window2 Slot3.In1.AspectChoice = 4:3 Slot3.In1.Brightness = 0 Slot3.In1.Contrast = 100 Slot3.In1.ColourScale = Auto Slot3.In1.TPG = Off Slot3.In1.Set_Resolution = 640x480p60 Slot3.In1.Measured_Resolution = 640x480p60 Slot3.In1.Measured_Width = 640 Slot3.In1.Measured_Height = 480 Slot3.In1.Measured_Field_Rate = 60 Slot3.In1.Measured_VTotal = 525 Slot3.In1.Measured_Frame_ip = p Slot3.In1.EDID_Filename = s3i1.edd Slot3.In1.ForceLinkRefresh()	List the properties for an Input on the given Slot. Where In<n> is the input on the card. Note: AudInA-D, AFVChoiceA-D, AudioBars may not be present in all system configurations.

Property Name	Syntax	Type	Example	Description
			Slot3.In1.LeftCrop = 0 Slot3.In1.RightCrop = 0 Slot3.In1.TopCrop = 0 Slot3.In1.BottomCrop = 0 Slot3.In1.AnH_Offset = 0 Slot3.In1.AnV_Offset = 0 Slot3.In1.OnSrcLossColour = Blue Slot3.In1.HDCP_Enabled = Supported Slot3.In1.HDCP_Required = Off Slot3.In1.HDMI = Found Slot3.In1.Audio = Found Slot3.In1.AudInA = NULL Slot3.In1.AudInB = NULL Slot3.In1.AudInC = NULL Slot3.In1.AudInD = NULL Slot3.In1.AFVChoiceA = Slot3.In1.AudInA Slot3.In1.AFVChoiceB = Slot3.In1.AudInB Slot3.In1.AFVChoiceC = Slot3.In1.AudInC Slot3.In1.AFVChoiceD = Slot3.In1.AudInD Slot3.In1.View = NULL Slot3.In1.ViewPosCode = 0 Slot3.In1.AudioBars = 4 Slot3.In1.PreviewVideoType = 0 Slot3.In1.Equipment = Slot3.In1.CanFramelockTo = No Slot3.In1.dll = 16 Slot3.In1.imm = Yes !Done Slot3.In1	
FullName	Slot<n>.In<n>.FullName	String	Slot3.In1.FullName = In1 !Done Slot3.In1.FullName	Read-only. Get the full name of the Window
Status	Slot<n>.In<n>.Status	StatusEnum	Slot3.In1.Status = OK !Done Slot3.In1.Status	Read-only. Get the status of the input.

Property Name	Syntax	Type	Example	Description
Alias	Slot<n>.In<n>.Alias	String	Slot3.In1.Alias = s3i1 !Done Slot3.In1.Alias	Get or set the Alias name for this input. Warning it is possible to set this value to that used by another input, in which case the other value will be set to NULL.
WindowList	Slot<n>.In<n>.WindowList	String	Slot3.In1.WindowList = Window1 !Done Slot3.In1.WindowList	Read only. Get the window that the slot is routed to.
Brightness	Slot<n>.In<n>.Brightness	Integer	Slot3.In1.Brightness = 0 !Done Slot3.In1.Brightness	Get or set the brightness adjustment for this input. Valid range is from -30 to 30
Contrast	Slot<n>.In<n>.Contrast	Percentage	Slot3.In1.Contrast = 100 !Done Slot3.In1.Contrast	Get or set the contrast adjustment for the Input. Valid range is from 30% to 130%
ColourScale	Slot<n>.In<n>.ColourScale	ColourScale	Slot3.In1.ColourScale = Auto !Done Slot3.In1.ColourScale	Get or set the colour scale for this input.
TPG	Slot<n>.In<n>.TPG	Boolean	Slot3.In1.TPG = TPG1 !Done Slot3.In1.TPG = TPG1	Get or set to use the internal Test Pattern Generator (TPG1) for this input. Options are “Off” or “TPG1”.
Set_Resolution	Slot<n>.In<n>.Set_Resolution	Resolution	Slot3.In1.Set_Resolution = 640x480p60 !Done Slot3.In1.Set_Resolution	Read-only. Get the current resolution set for this input.
Measured_Resolution	Slot<n>.In<n>.Measured_Resolution	Resolution	Slot3.In1.Measured_Resolution = 640x480p60 !Done Slot3.In1.Measured_Resolution	Read-only. Get the resolution being read from this Input.
Measured_Width	Slot<n>.In<n>.Measured_Width	Integer	Slot3.In1.Measured_Width = 640 !Done Slot3.In1.Measured_Width	Read-only. Get the width of the resolution being read from this input.
Measured_Height	Slot<n>.In<n>.Measured_Height	Integer	Slot3.In1.Measured_Height = 480 !Done Slot3.In1.Measured_Height	Read-only. Get the measured height of the resolution being read from this input.
Measured_Field_Rate	Slot<n>.In<n>.Measured_Field_Rate	Integer	Slot3.In1.Measured_Field_Rate = 60 !Done Slot3.In1.Measured_Field_Rate	Read-only. Get the measured field rate of the resolution being read from this input.

Property Name	Syntax	Type	Example	Description
Measured_VTotal	Slot<n>.In<n>.Measured_VTotal	Integer	Slot3.In1.Measured_VTotal = 525 !Done Slot3.In1.Measured_VTotal	Read-only. Get the measured total vertical lines of the resolution being read from this input.
Measure_Frame_ip	Slot<n>.In<n>.Measure_Frame_ip	FrameType	Slot3.In1.Measured_Frame_ip = p !Done Slot3.In1.Measured_Frame_ip	Read-only. Get the measured frame type of the resolution being read from this input.
EDID_Filename	Slot<n>.In<n>.EDID_Filename	String	Slot3.In1.EDID_Filename = s3i1.edd !Done Slot3.In1.EDID_Filename	Get or set the EDID file currently being used for this input.
LeftCrop	Slot<n>.In<n>.LeftCrop	Integer	Slot3.In1.LeftCrop = 0 !Done Slot3.In1.LeftCrop	Get or set the amount of left crop to be applied to this input.
RightCrop	Slot<n>.In<n>.RightCrop	Integer	Slot3.In1.RightCrop = 0 !Done Slot3.In1.RightCrop	Get or set the amount of right crop to be applied to this input.
TopCrop	Slot<n>.In<n>.TopCrop	Integer	Slot3.In1.TopCrop = 0 !Done Slot3.In1.TopCrop	Get or set the amount of top crop to be applied to this input.
BottomCrop	Slot<n>.In<n>.BottomCrop	Integer	Slot3.In1.BottomCrop = 0 !Done Slot3.In1.BottomCrop	Get or set the amount of bottom crop to be applied to this input.
AnH_Offset	Slot<n>.In<n>.AnH_Offset	Integer	Slot3.In1.AnH_Offset = 0 !Done Slot3.In1.AnH_Offset	Adjust the horizontal position of component analog input, measured in lines. Range from -100 to 100.
AnV_Offset	Slot<n>.In<n>.AnV_Offset	Integer	Slot6.In1.AnV_Offset = 0 !Done Slot6.In1.AnV_Offset	Adjust the vertical position of component analog input, measured in lines. Range from -100 to 100.
OnSrcLossColor	Slot<n>.In<n>.OnSrcLossColor	SrcLossColor	Slot6.In1.OnSrcLossColor = Blue !Done Slot6.In1.OnSrcLossColor	Get or set the colour to be displayed when the input source is lost.
HDCP_Enabled	Slot<n>.In<n>.HDCP_Enabled	HDCPSup	Slot3.In1.HDCP_Enabled = Supported !Done Slot3.In1.HDCP_Enabled	Get or set if HDCP is enabled for this source
HDCP_Required	Slot<n>.In<n>.HDCP_Required	HDCPReq	Slot3.In1.HDCP_Required = Off !Done Slot3.In1.HDCP_Required	Read-only. Get the HDCP capability of the input source.
HDMI	Slot<n>.In<n>.HDMI	FoundNot	Slot3.In1.HDMI = Found !Done Slot3.In1.HDMI	Read-only. Get the detected HDMI status.

Property Name	Syntax	Type	Example	Description
PreviewVideoType	Slot<n>.In<n>.PreviewVideoTyp e	Integer	Slot3.In1.PreviewVideoType = 0 !Done Slot3.In1.PreviewVideoType	Get or set the type of Preview Video (used in UI).
Equipment	Slot<n>.In<n>.Equipment	String	Slot3.In1.Equipment = !Done Slot3.In1.Equipment	Get or set the equipment connected to this input
CanFramelockTo	Slot<n>.In<n>.CanFramelockTo	Boolean	Slot3.In1.CanFramelockTo = No !Done Slot3.In1.CanFramelockTo	Read only. Get if the input can be used as a Framelock reference.
HDBaseT	Slot<n>.In<n>.HDBaseT	Sub-Menu	Slot1.In1.HDBaseT = <…>	List the HDBaseT specific attributes for this card. See the **HDBASE-T** Sub-Menu section below.

SDI Input Module

This section covers the following modules:

AK20 HD-SDI 4 input module

Ak21 3G-SDI 2 input module

It is possible to use Slot<n>.In<n> and S<n>I<n> in place of Slots.Slot<n>.In<n>.

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot2.Cardtype = SDI_HD 4-in Slot2.Carddata = <No Value> Slot2.In1 = <...> Slot2.In2 = <...> Slot2.In3 = <...> Slot2.In4 = <...> Slot2.PhaseRetrain() Slot2.Module_Resolutions() !Done Slot2	List the properties of the card in this slot or “NO CARD” if the slot is empty. Note that the 3G-SDI 2 input module does not have In3 and In4.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot2.Cardtype = SDI_HD 4-in !Done Slot2.Cardtype	Read-only. Get the type of the card in this slot
In<n>	Slot<n>.In<n>	List	Slot2.In1.FullName = In1 Slot2.In1.Status = OK Slot2.In1.Alias = s2i1 Slot2.In1.WindowList = Window1 Slot2.In1.TypeChoice = SDI Slot2.In1.AspectChoice = 4:3 Slot2.In1.Brightness = 0 Slot2.In1.Contrast = 100 Slot2.In1.ColourScale = Auto Slot2.In1.TPG = Off Slot2.In1.Set_Resolution = 1920x1080p30 Slot2.In1.Measured_Resolution = 1920x1080p30 Slot2.In1.Measured_Width = 1920	List the properties for an Input on the given Slot. Where <n> is the number of the input on the card. Note: AudInA-D, AFVChoiceA-D, AudioBars may not be present in all system configurations.

Property Name	Syntax	Type	Example	Description
			Slot2.In1.Measured_Height = 1080 Slot2.In1.Measured_Field_Rate = 30 Slot2.In1.Measured_VTotal = 1125 Slot2.In1.Measured_Frame_ip = p Slot2.In1.LeftCrop = 0 Slot2.In1.RightCrop = 0 Slot2.In1.TopCrop = 0 Slot2.In1.BottomCrop = 0 Slot2.In1.OnSrcLossColour = Blue Slot2.In1.HDMI = Not_Found Slot2.In1.Audio = Off Slot2.In1.AudInA = NULL Slot2.In1.AudInB = NULL Slot2.In1.AudInC = NULL Slot2.In1.AudInD = NULL Slot2.In1.AFVChoiceA = Slot2.In1.AudInA Slot2.In1.AFVChoiceB = Slot2.In1.AudInB Slot2.In1.AFVChoiceC = Slot2.In1.AudInC Slot2.In1.AFVChoiceD = Slot2.In1.AudInD Slot2.In1.View = NULL Slot2.In1.ViewPosCode = 0 Slot2.In1.AudioBars = 4 Slot2.In1.PreviewVideoType = 0 Slot2.In1.Equipment = Slot2.In1.CanFramelockTo = Yes !Done Slot2.In1	
FullName	Slot<n>.In<n>.FullName	String	Slot2.In1.FullName = In1 !Done Slot2.In1.FullName	Read-only. Get the full name of the Window
Status	Slot<n>.In<n>.Status	StatusEnum	Slot2.In1.Status = OK !Done Slot2.In1.Status	Read-only. Get the status of the input.
Alias	Slot<n>.In<n>.Alias	String	Slot2.In1.Alias = s2i1 !Done Slot2.In1.Alias	Get or set the Alias name for this input. Warning it is possible to set this value to that used by another input, in which case the other value will be set to NULL.

Property Name	Syntax	Type	Example	Description
WindowList	Slot<n>.In<n>.WindowList	String	Slot2.In1.WindowList = Window1 !Done Slot2.In1.WindowList	Read only. Get the window that the slot is routed to.
TypeChoice	Slot<n>.In<n>.TypeChoice	TypeChoice	Slot2.In1.TypeChoice = SDI !Done Slot2.In1.TypeChoice	Read only. Selects the type of input.
Brightness	Slot<n>.In<n>.Brightness	Integer	Slot2.In1.Brightness = 0 !Done Slot2.In1.Brightness	Get or set the brightness adjustment for this input. Valid range is from -30 to 30
Contrast	Slot<n>.In<n>.Contrast	Percentage	Slot2.In1.Contrast = 100 !Done Slot2.In1.Contrast	Get or set the contrast adjustment for the Input. Valid range is from 30% to 130%
ColourScale	Slot<n>.In<n>.ColourScale	ColourScale	Slot2.In1.ColourScale = Auto !Done Slot2.In1.ColourScale	Get or set the colour scale for this input.
TPG	Slot<n>.In<n>.TPG	Boolean	Slot2.In1.TPG = Off !Done Slot2.In1.TPG	Get or set to use the internal Test Pattern Generator (TPG1) for this input. Options are “Off” or “TPG1”.
Set_Resolution	Slot<n>.In<n>.Set_Resolution	Resolution	Slot2.In1.Set_Resolution = 1920x1080p30 !Done Slot2.In1.Set_Resolution	Read-only. Get the current resolution set for this input.
Measured_Resolution	Slot<n>.In<n>.Measured_Resolution	Resolution	Slot2.In1.Measured_Resolution = 1920x1080p30 !Done Slot2.In1.Measured_Resolution	Read-only. Get the resolution being read from this Input.
Measured_Width	Slot<n>.In<n>.Measured_Width	Integer	Slot2.In1.Measured_Width = 1920 !Done Slot2.In1.Measured_Width	Read-only. Get the width of the resolution being read from this input.
Measured_Height	Slot<n>.In<n>.Measured_Height	Integer	Slot2.In1.Measured_Height = 1080 !Done Slot2.In1.Measured_Height	Read-only. Get the measured height of the resolution being read from this input.
Measured_Field_Rate	Slot<n>.In<n>.Measured_Field_Rate	Integer	Slot2.In1.Measured_Field_Rate = 30 !Done Slot2.In1.Measured_Field_Rate	Read-only. Get the measured field rate of the resolution being read from this input.
Measured_VTotal	Slot<n>.In<n>.Measured_VTotal	Integer	Slot2.In1.Measured_VTotal = 1125 !Done Slot2.In1.Measured_VTotal	Read-only. Get the measured total vertical lines of the resolution being read from this input.

Property Name	Syntax	Type	Example	Description
Measure_Frame_ip	Slot<n>.In<n>.Measure_Frame_ip	FrameType	Slot2.In1.Measured_Frame_ip = p !Done Slot2.In1.Measured_Frame_ip	Read-only. Get the measured frame type of the resolution being read from this input.
LeftCrop	Slot<n>.In<n>.LeftCrop	Integer	Slot2.In1.LeftCrop = 0 !Done Slot2.In1.LeftCrop	Get or set the amount of left crop to be applied to this input.
RightCrop	Slot<n>.In<n>.RightCrop	Integer	Slot2.In1.RightCrop = 0 !Done Slot2.In1.RightCrop	Get or set the amount of right crop to be applied to this input.
TopCrop	Slot<n>.In<n>.TopCrop	Integer	Slot2.In1.TopCrop = 0 !Done Slot2.In1.TopCrop	Get or set the amount of top crop to be applied to this input.
BottomCrop	Slot<n>.In<n>.BottomCrop	Integer	Slot2.In1.BottomCrop = 0 !Done Slot2.In1.BottomCrop	Get or set the amount of bottom crop to be applied to this input.
HDMI	Slot<n>.In<n>.HDMI	FoundNot	Slot2.In1.HDMI = Not_Found !Done Slot2.In1.HDMI	Read-only. Get the detected HDMI status.
PreviewVideoType	Slot<n>.In<n>.PreviewVideoType	Integer	Slot2.In1.PreviewVideoType = 0 !Done Slot2.In1.PreviewVideoType	Get or set the type of Preview Video (used in UI).
Equipment	Slot<n>.In<n>.Equipment	String	Slot2.In1.Equipment = !Done Slot2.In1.Equipment	Get or set the equipment connected to this input
CanFramelockTo	Slot<n>.In<n>.CanFramelockTo	Boolean	Slot2.In1.CanFramelockTo = Yes !Done Slot2.In1.CanFramelockTo	Read only. Get if the input can be used as a Framelock reference.

Methods

Command	Syntax	Type	Example	Description
PhaseRetrain	Slot<n>.PhaseRetrain()	void	// Module 2 phase ---------L::::::::::----------, centres at 15, 15 (15). !Done Slot2.PhaseRetrain()	Initiate a Phase retrain for this slot
Module_Resolutions	Slot<n>.Module_Resolutions()	List	720x487i59.94;4:3; 720x576i50;4:3; 1280x720p23.98;16:9; 1280x720p24;16:9; 1280x720p25;16:9; 1280x720p29.97;16:9; 1280x720p30;16:9; 1280x720p50;16:9; 1280x720p59.94;16:9; 1280x720p60;16:9; 1920x1080i50;16:9; 1920x1080i59.94;16:9; 1920x1080i60;16:9; 1920x1080p23.98;16:9; 1920x1080p24;16:9; 1920x1080p25;16:9; 1920x1080p29.97;16:9; 1920x1080p30;16:9; 1920x1080p50;16:9; 1920x1080p59.94;16:9; 1920x1080p60;16:9; !Done Slot2.Module_Resolutions()	List all of the supported resolutions for this slot. The list is semicolon separated. Note that the following resolutions are for the 3G-SDI module only: 1920x1080p50;16:9; 1920x1080p59.94;16:9; 1920x1080p60;16:9; Custom resolutions may not be used and will not appear.

Streaming Media and 4K Playback Input Module

For use with CORIOmaster only

This section covers the following modules:

AK84 Streaming media and 4k playback input module

It is possible to use Slot<n>.In<n> and S<n>I<n> in place of Slots.Slot<n>.In<n>.

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot2.Cardtype = MEDIA_4K IN Slot2.Storage = <...> Slot2.Networking = <...> Slot2.Carddata = <...> Slot2.In1 = <...> Slot2.In2 = <...> Slot2.PhaseRetrain() Slot2.Module_Resolutions() Slot2.Update = <...> Slot2.Status = READY! Done Slot2	List the properties of the card in this slot or “NO CARD” if the slot is empty.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot2.Cardtype = MEDIA_4K IN !Done Slot2.Cardtype	Read-only. Get the type of the card in this slot
In<n>	Slot<n>.In<n>	List	Slot2.In1.FullName = In1 Slot2.In1.Status = OK Slot2.In1.Alias = s2i1 Slot2.In1.WindowList = Window1 Slot2.In1.AspectChoice = 4:3 Slot2.In1.Brightness = 0 Slot2.In1.Contrast = 100 Slot2.In1.ColourScale = Auto Slot2.In1.TPG = Off Slot2.In1.Set_Resolution = 1920x1080p60	List the properties for an Input on the given Slot. Where <n> is the number of the input on the card. Note: AudInA-D, AFVChoiceA-D, AudioBars may not be present in all system configurations.

Property Name	Syntax	Type	Example	Description
			Slot2.In1.Measured_Resolution = 1920x1080p60 Slot2.In1.Measured_Width = 1920 Slot2.In1.Measured_Height = 1080 Slot2.In1.Measured_Field_Rate = 60 Slot2.In1.Measured_VTotal = 1125 Slot2.In1.Measured_Frame_ip = p Slot2.In1.EDID_Filename = edid4k.edd Slot2.In1.ForceLinkRefresh() Slot2.In1.LeftCrop = 0 Slot2.In1.RightCrop = 0 Slot2.In1.TopCrop = 0 Slot2.In1.BottomCrop = 0 Slot2.In1.AnH_Offset = 0 Slot2.In1.AnV_Offset = 0 Slot2.In1.OnSrcLossColour = Blue Slot2.In1.OnSrcLossColour = Blue Slot2.In1.HDCP_Required = Off Slot2.In1.HDMI = Found Slot2.In1.Audio = Off Slot2.In1.AudInA = NULL Slot2.In1.AudInB = NULL Slot2.In1.AudInC = NULL Slot2.In1.AudInD = NULL Slot2.In1.AFVChoiceA = Slot2.In1.AudInA Slot2.In1.AFVChoiceB = Slot2.In1.AudInB Slot2.In1.AFVChoiceC = Slot2.In1.AudInC Slot2.In1.AFVChoiceD = Slot2.In1.AudInD Slot2.In1.AudioBars = 0 Slot2.In1.PreviewVideoType = 0 Slot2.In1.Equipment = "Default 16:9 Source" Slot2.In1.CanFramelockTo = No Slot2.In1.dll = 16 Slot2.In1.imm = Yes Slot2.In1.ClockDriveStrength = Hi_4x	

Property Name	Syntax	Type	Example	Description
			Slot2.In1.DataDriveStrength = Med_Hi_3x Slot2.In1.SyncDriveStrength = Med_Hi_3x Slot2.In1.ActiveQueue = <...> Slot2.In1.QueueItems = <...> !Done Slot2.In1	
FullName	Slot<n>.In<n>.FullName	String	Slot2.In1.FullName = In1 !Done Slot2.In1.FullName	Read-only. Get the full name of the Window
Status	Slot<n>.In<n>.Status	StatusEnum	Slot2.In1.Status = OK !Done Slot2.In1.Status	Read-only. Get the status of the input.
Alias	Slot<n>.In<n>.Alias	String	Slot2.In1.Alias = s2i1 !Done Slot2.In1.Alias	Get or set the Alias name for this input. Warning it is possible to set this value to that used by another input, in which case the other value will be set to NULL.
WindowList	Slot<n>.In<n>.WindowList	String	Slot2.In1.WindowList = Window1 !Done Slot2.In1.WindowList	Read only. Get the window that the slot is routed to.
AspectChoice	Slot<n>.In<n>.AspectChoice	AspectRatio	Slot2.In1.AspectChoice = 4:3 !Done Slot2.In1.AspectChoice	Get or set the aspect ratio for this input
Brightness	Slot<n>.In<n>.Brightness	Integer	Slot2.In1.Brightness = 0 !Done Slot2.In1.Brightness	Get or set the brightness adjustment for this input. Valid range is from -30 to 30
Contrast	Slot<n>.In<n>.Contrast	Percentage	Slot2.In1.Contrast = 100 !Done Slot2.In1.Contrast	Get or set the contrast adjustment for the Input. Valid range is from 30% to 130%
ColourScale	Slot<n>.In<n>.ColourScale	ColourScale	Slot2.In1.ColourScale = Auto !Done Slot2.In1.ColourScale	Get or set the colour scale for this input.
TPG	Slot<n>.In<n>.TPG	Boolean	Slot2.In1.TPG = Off !Done Slot2.In1.TPG	Get or set to use the internal Test Pattern Generator (TPG1) for this input. Options are “Off” or “TPG1”.
Set_Resolution	Slot<n>.In<n>.Set_Resolution	Resolution	Slot2.In1.Set_Resolution = 1920x1080p60 !Done Slot2.In1.Set_Resolution	Read-only. Get the current resolution set for this input.
Measured_Resolution	Slot<n>.In<n>.Measured_Resolution	Resolution	Slot2.In1.Measured_Resolution = 1920x1080p60 !Done Slot2.In1.Measured_Resolution	Read-only. Get the resolution being read from this Input.

Property Name	Syntax	Type	Example	Description
Measured_Width	Slot<n>.In<n>.Measured_Width	Integer	Slot2.In1.Measured_Width = 1920 !Done Slot2.In1.Measured_Width	Read-only. Get the width of the resolution being read from this input.
Measured_Height	Slot<n>.In<n>.Measured_Height	Integer	Slot2.In1.Measured_Height = 1080 !Done Slot2.In1.Measured_Height	Read-only. Get the measured height of the resolution being read from this input.
Measured_Field_Rate	Slot<n>.In<n>.Measured_Field_Rate	Integer	Slot2.In1.Measured_Field_Rate = 60 !Done Slot2.In1.Measured_Field_Rate	Read-only. Get the measured field rate of the resolution being read from this input.
Measured_VTotal	Slot<n>.In<n>.Measured_VTotal	Integer	Slot2.In1.Measured_VTotal = 1125 !Done Slot2.In1.Measured_VTotal	Read-only. Get the measured total vertical lines of the resolution being read from this input.
Measure_Frame_ip	Slot<n>.In<n>.Measure_Frame_ip	FrameType	Slot2.In1.Measured_Frame_ip = p !Done Slot2.In1.Measured_Frame_ip	Read-only. Get the measured frame type of the resolution being read from this input.
LeftCrop	Slot<n>.In<n>.LeftCrop	Integer	Slot2.In1.LeftCrop = 0 !Done Slot2.In1.LeftCrop	Get or set the amount of left crop to be applied to this input.
RightCrop	Slot<n>.In<n>.RightCrop	Integer	Slot2.In1.RightCrop = 0 !Done Slot2.In1.RightCrop	Get or set the amount of right crop to be applied to this input.
TopCrop	Slot<n>.In<n>.TopCrop	Integer	Slot2.In1.TopCrop = 0 !Done Slot2.In1.TopCrop	Get or set the amount of top crop to be applied to this input.
BottomCrop	Slot<n>.In<n>.BottomCrop	Integer	Slot2.In1.BottomCrop = 0 !Done Slot2.In1.BottomCrop	Get or set the amount of bottom crop to be applied to this input.
HDMI	Slot<n>.In<n>.HDMI	FoundNot	Slot2.In1.HDMI = Not_Found !Done Slot2.In1.HDMI	Read-only. Get the detected HDMI status.
Audio	Slot<n>.In<n>.Audio	FoundOff	Slot2.In1.Audio = Off !Done Slot2.In1.Audio	Read only. Get if audio is available for this input.
AudInA	Slot<n>.In<n>.AudInA	String	Slot2.In1.AudInA = NULL !Done Slot2.In1.AudInA	Read only. Defines the audio channel input for channel A
AudInB	Slot<n>.In<n>.AudInB	String	Slot2.In1.AudInB = NULL !Done Slot2.In1.AudInB	Defines the audio channel input for channel B
AudInC	Slot<n>.In<n>.AudInC	String	Slot2.In1.AudInC = NULL !Done Slot2.In1.AudInC	Defines the audio channel input for channel C

Property Name	Syntax	Type	Example	Description
AudInD	Slot<n>.In<n>.AudInD	String	Slot2.In1.AudInD = NULL !Done Slot2.In1.AudInD	Defines the audio channel input for channel D
AFVChoiceA	Slot<n>.In<n>.AFVChoiceA	AudioInput	Slot2.In1.AFVChoiceA = Slot2.In1.AudInA !Done Slot2.In1.AFVChoiceA	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceB	Slot<n>.In<n>.AFVChoiceB	AudioInput	Slot2.In1.AFVChoiceB = Slot2.In1.AudInB !Done Slot2.In1.AFVChoiceB	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceC	Slot<n>.In<n>.AFVChoiceC	AudioInput	Slot2.In1.AFVChoiceC = Slot2.In1.AudInC !Done Slot2.In1.AFVChoiceC	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceD	Slot<n>.In<n>.AFVChoiceD	AudioInput	Slot2.In1.AFVChoiceD = Slot2.In1.AudInD !Done Slot2.In1.AFVChoiceD	Get or set the audio source channel to use in Audio Follow Video mode
AudioBars	Slot<n>.In<n>.AudioBars	Integer	Slot2.In1.AudioBars = 2 !Done Slot2.In1.AudioBars	Get or set the number of audio bars to show on the monitorcard screen for this input. The range is 0 to the number of audio channels.
PreviewVideoType	Slot<n>.In<n>.PreviewVideoTyp e	Integer	Slot2.In1.PreviewVideoType = 0 !Done Slot2.In1.PreviewVideoType	Get or set the type of Preview Video (used in UI).
Equipment	Slot<n>.In<n>.Equipment	String	Slot2.In1.Equipment = "Default 16:9 Source" !Done Slot2.In1.Equipment	Get or set the equipment connected to this input
CanFramelockTo	Slot<n>.In<n>.CanFramelockTo	Boolean	Slot2.In1.CanFramelockTo = Yes !Done Slot2.In1.CanFramelockTo	Read only. Get if the input can be used as a Framelock reference.
ChannelMode	Slot<n>.ChannelMode	ChannelMod eEnum	Slot1.ChannelMode = Dual !Done Slots.Slot1.ChannelMode = Dual	Gets or sets the card channel configuration. The card to have either a single 4Kp30 input (Single) or dual 1080p60 inputs (Dual)

Property Name	Syntax	Type	Example	Description
Networking	Slot<n>.Networking	List	Slot1.Networking.Mode = On Slot1.Networking.IP_Address = 192.168.0.10 Slot1.Networking.IP_Subnet_Mask = 255.255.255.0 Slot1.Networking.IP _Gateway = 192.168.0.1 Slot1.Networking.IP _DNS1 = 192.168.0.254 Slot1.Networking.IP _DNS2 = Slots.Slot1.Networking.DHCP = <…> Slot1.Networking.RestartEthernet() !Done Slots.Slot1.Networking	Lists the available network settings which can be changed
Mode	Slot<n>.Networking.Mode	Enum	Slot1.Networking.Mode = Off !Done Slot1.Networking.Mode = Off	Gets or sets the current networking mode; Off, Static or DHCP
DHCP	Slot<n>.Networking.DHCP	List	Slot1.Networking.DHCP.IP_Address = 192.168.0.10 Slot1.Networking.DHCP.IP_Subnet_Mask = 255.255.255.0 Slot1.Networking.DHCP.IP_Gateway = 192.168.0.1 Slot1.Networking.DHCP.IP_DNS1 = 192.168.0.254 Slot1.Networking.DHCP.IP_DNS2 = !Done Slot1.Networking.DHCP	Lists the available network DHCP settings which can be changed. Used if Networking.Mode = DHCP
LinkSpeed	Slot<n>.Networking.LinkSpeed	Integer	Slot3.Networking.LinkSpeed = 1000 !Done Slot3.Networking.LinkSpeed	Gets the speed of the connected network in Mbps.
CoreTemperature	Slot<n>.CardData.CoreTemperature	Integer	Slot3.CardData.CoreTemperature = 45 !Done Slots.Slot3.CardData.CoreTemperature	The average temperature across all cores on the streaming media and 4k playback module
OverCoreTemperature	Slot<n>.CardData.OverCoreTemperature	Boolean	Slot3.CardData.OverCoreTemperature = False !Done Slot3.CardData.OverCoreTemperature	Indicates whether the streaming media and 4k playback module is over maximum core temperature
USB	Slot<n>.Storage.USB	List	Slot1.Storage.USB.ListDirectory(string,byte,int,int) Slot1.Storage.USB.Name = “My_USB” Slot1.Storage.USB.RootPath = “/usb0” !Done Slot1.Storage.USB	Show all properties and functions for the USB storage component of the card

Property Name	Syntax	Type	Example	Description
Name	Slot<n>.Storage.USB.Name	String	Slot1.Storage.USB.Name = “My Device” Done Slot1.Storage.USB.Name	Get the name of the connected USB device
IP_Streams	Resources.IP_Streams	List	Resources.IP_Streams.Stream1 Resources.IP_Streams.Stream2 = <…> … Resources.IP_Streams.Stream20 = <…> !Done Resources.IP_Streams	Shows a list of all IP Stream resources. There are currently 20 IP Stream resources available per system.
Stream<n>	Resources.IP_Streams.Stream<n>	Stream	Resources.IP_Streams.Stream3.Name = “My Stream” Resources.IP_Streams.Stream3.URL = “rtsp://192/168.1.1:8554/stream.sdp” Resources.IP_Streams.Stream3.Transport = Auto !Done Resources.IP_Streams.Stream3	Returns the details for the chosen IP Stream
Stream<n>.Name	Resources.IP_Streams.Stream<n>.Name	String	!Done Resources.IP_Streams.Stream3.Name = “New Name”	Get and set the name for the saved IP Stream resource. Note: An IP Stream with no name (blank/empty) will be regarded as empty
Stream<n>.URL	Resources.IP_Streams.Stream<n>.URL	String	!Done Resources.IP_Streams.Stream3.URL = “new url”	Get and set the stream address for the Stream
Stream<n>.Transport	Resources.IP_Streams.Stream<n>.Transport	Enum	!Done Resources.IP_Streams.Stream3.Transport = Auto	Get and set the transport protocol for stream. Currently only Auto is supported.

Property Name	Syntax	Type	Example	Description
ActiveQueue	Slot<n>.In<n>.ActiveQueue	Playlist	Slot1.In2.ActiveQueue.Resolution = 1920x1080p60 Slot1.In2.ActiveQueue.CurrentIndex = 5 Slot1.In2.ActiveQueue.Status = Idle Slot1.In2.ActiveQueue.PlayMode = Single Slot1.In2.ActiveQueue.Play() Slot1.In2.ActiveQueue.Stop() Slot1.In2.ActiveQueue.Pause() Slot1.In2.ActiveQueue.SkipForward() Slot1.In2.ActiveQueue.SkipBackward() Slot1.In2.ActiveQueue.InsertItem(int,int,string, string,int) Slot1.In2.ActiveQueue.PlayOnStartup = Off Slot1.In2.ActiveQueue.RemoveItem(int) Slot1.In2.ActiveQueue.MoveItem(int,int) !Done Slot1.In2.ActiveQueue	Returns the details for the play queue for the selected channel

Property Name	Syntax	Type	Example	Description
ActiveQueueItems	Slots.Slot<n>.In<n>.ActiveQueueItems	List	Slot1.In2.ActiveQueueItems Item1 = (8,“My_Vid”,”file:///usb0/dir/My_Vid.mp4”,120, Auto,0,OK,0) Slot1.In2.ActiveQueueItems Item2 = (1,“Stream1”,”rtsp://192.168.0.1/stream”,300, Auto,1,OK,0) …. Slot1.In2.ActiveQueueItems Item2 = NULL !Done Slots.Slot1.In2.ActiveQueueItems	Get the list of items in the play queue. All available items are returned even if they empty. Empty items are shown as “NULL”. Values are in the form: type,friendlyName,uri,duration,protocol, retries,status,resultCode *type* – type of file, as follows: 1 = Video Stream 2 = Text File 4 = Image File 8 = Video File *friendlyName* - Friendly name of the queue item *uri* - Path to the item. Either a file path or a stream URL *duration* - Duration to play the item for, 0 = Infinite *protocol* - The stream protocol. Currently only “Auto” *retries* - The retry behaviour. 0 = no retries, 1 = always retry *status* – can be OK or Failed *resultCode* – currently always 0
CurrentIndex	Slot<n>.In<n>.ActiveQueue.CurrentIndex	Integer	Slot1.In2.ActiveQueue.CurrentIndex = 3 !Done Slot1.In2.ActiveQueue.CurrentIndex	Get the index of the currently playing item in the play queue. The index matches the number of the Item in the Items list
Status	Slot<n>.In<n>.ActiveQueue.Status	ChannelStatusEnum	Slot1.In2.ActiveQueue.Status = Idle !Done Slot1.In2.ActiveQueue.Status	Get the status for the channel. The following status values are supported: Idle, Configured, Connecting, Playing, Paused, Disconnecting, Retrying

Property Name	Syntax	Type	Example	Description
ListResolutions	Slot<n>.In<n>.ActiveQueue.ListResolutions()	List	3840x2160p30 3840x2160p29.97 … 640x480p60 !Done Slots.Slot1.In1.ActiveQueue.ListResolutions()	Gets a list of supported resolutions for each of the connectors. Each resolution is returned as a string on a new line.
Resolution	Slot<n>.In<n>.ActiveQueue.Resolution	String	Slot1.In2.ActiveQueue.Resolution = 1280x720p60 !Done Slot1.In2.ActiveQueue.Resolution	Get and set the resolution for the play queue. All items in the queue will be played at this resolution. Note: if the native resolution is not the same then you may have noticeable frame dropping
PlayMode	Slot<n>.In<n>.ActiveQueue.PlayMode	String	Slot1.In2.ActiveQueue.PlayMode = Repeat !Done Slot1.In2.ActiveQueue.PlayMode	Get and set the play mode of the play queue. Single = The queue will play only once (no repeat) Repeat = The queue will loop indefinitely
PlayOnStartup	Slot<n>.In<n>.ActiveQueue.PlayOnStartup	enum	Slot1.In2.ActiveQueue.PlayOnStartup = On !Done Slot1.In2.ActiveQueue. PlayOnStartup	Get and set whether the play queue will automatically start playback on device boot. On = start playback of play queue on device boot Off = do not start play queue on boot

Property Name	Syntax	Type	Example	Description
LoadPlaylist	Slot<n>.In<n>.ActiveQueue.LoadPlayList(<string> playlist)	Function	Slot2.In1.ActiveQueue.LoadPlayList (“Resources.Playlists.Playlist1”) !Done Slot2.In1.ActiveQueue.LoadPlayList ()	Loads the specified playlist into the playqueue. The parameter *playlist* is the full alias of the playlist, e.g. “Resources.Playlists.Playlist1” The playlist items are loaded into the queue in the current input module channel. This will stop the queue if currently playing but it will not automatically start playback once the items are loaded If you attempt to play a playlist on an input that does not match the Slot, then the command will fail and no items are loaded.

Methods

Command	Syntax	Type	Example	Description
PhaseRetrain	Slot<n>.PhaseRetrain()	void	// Module 2 phase ---------L::::::::::----------, centres at 15, 15 (15). !Done Slot2.PhaseRetrain()	Initiate a Phase retrain for this slot
Module_Resolutions	Slot<n>.Module_Resolutions()	List	640x480p60;4:3; 640x480p72;4:3; …. 1920x1080p60;16:9; 1920x1200p50cvt-rb;16:10; 1920x1200p60cvt-rb;16:10; 3840x2160p23.98;16:9; 3840x2160p24;16:9; 3840x2160p25;16:9; 3840x2160p29.97;16:9; 3840x2160p30;16:9; 4096x2160p23.98;256:135; 4096x2160p24;256:135; 4096x2160p25;256:135; !Done Slot2.Module_Resolutions()	List all of the supported resolutions for this slot.

ListDirectory	Slot<n>.Storage.USB.ListDirectory(<string> path, <int> typeMask, <int> offset, <int> limit)	Array	// Return first 100 directories in the root path
			Slot1.Storage.USB. ListDirectory("/", 1, 0, 100)
			- 1,"MyFolder",0,0,0,0,0,0
			1,"MyFolder_2",0,0,0,0,0,0
			…
			!Done Slot1.Storage.USB.ListDirectory ()
			
			// Return file 10 to 20 in the root path
			Slot1.Storage.USB. ListDirectory("/", 14, 9, 10)
			4,"An_Image_File.jpg",1000,1920,1080,0,0,0,0
			8,"A_Video_File.mov",1000000,1920,1080,30,300,10,H264
			…
			!Done Slot1.Storage.USB.ListDirectory ()
				Function to return a list of files and directories stored on the USB storage device.
				path - Path to the directory to search - must be in ""
				typeMask - Bit mask to filter the items to retrieve. Where:
				1 = Directory
				2 = Text File
				4 = Image File
				8 = Video File
				offset - Start index for retrieving the Directory list. 0 = beginning
				limit - Maximum amount of items to return.
				
				The returned <array> contains the details for each item on a separate line. Each item is comma separated using the following structure:
				type,name,size,width,height,framerate,duration,bitrate,codec
				
				type – int to represent the type
				name – the name of the file/directory
				size – the size on disk of the item (0 for directories) in bytes
				width – width in pixels of the image/video
				height – height in pixels of the image/video
				framerate – framerate of the video clip
				duration – duration in seconds of the video clip
				bitrate – bitrate of the video clip
				codec – the codec used by the video clip

Command	Syntax	Type	Example	Description
InsertItem	Slot<n>.In<n>.ActiveQueue.InsertItem(<int> index,<int> type, <string> friendlyName, <string> uri, <int> duration, <string> protocol, <int> retries)	void	// Add a new item at position 4 in the queue with retries enabled Slot1.In2.ActiveQueue.InsertItem (4,1,“My_Stream”,” rtsp://192.168.0.1/stream”,120, Auto, 1) !Done Slot1.In2.ActiveQueue.InsertItem()	Add a new item to the chosen queue index. Items are inserted into the queue. If there are items after the insert index they will be moved down to make space for the new item. *index* - Index at which to insert the item. 0 = beginning *type* – type of file, as follows: 1 = Video Stream 2 = Text File 4 = Image File 8 = Video File *friendlyName* - Friendly name of the queue item *uri* - Path to the item. Either a file path or a stream URL *duration* - Duration to play the item for. 0 = Infinite *protocol* - (Optional) Specify the stream protocol. Currently only “Auto” *retries* - (Optional) Set the retry behaviour. 0 = no retries, 1 = always retry Note: The friendlyName and uri must be URI encoded and surrounded by quotation marks. Note: If you wish to specify either protocol or retries, you must include both parameters.

Command	Syntax	Type	Example	Description

RemoveItem	Slot<n>.In<n>.ActiveQueue.RemoveItem(<int> index)	void	// Remove Item3 from the play queue
			Slot1.In2.ActiveQueue.RemoveItem(3)
			!Done Slot1.In2.ActiveQueue.RemoveItem()
				Function to remove an Item from the play queue.
				The index number corresponds to the number returned in the Items list. All items after the index are moved up in the queue.

MoveItem	Slot<n>.In<n>.ActiveQueue.MoveItem(<int> fromIndex, <int> toIndex)	void	// Move Item3 to the beginning of the active play queue
			Slot1.In2.ActiveQueue.MoveItem(3,1)
			!Done Slot1.In2.ActiveQueue.MoveItem()
				Function to move an Item to a different location within the play queue. The index numbers correspond to the number returned in the Items list.

Command	Syntax	Type	Example	Description
ReplaceItem	Slot<n>.In<n>.ActiveQueue.ReplaceItem(<int> index,<int> type, <string> friendlyName, <string> uri, <int> duration, <string> protocol, <string> retries)	void	// Replace item at position 5 in the queue Slot1.In2.ActiveQueue.ReplaceItem (5,8,“My_Vid_New”,”file:///usb0/dir/My_Vid.mp4”,2000) !Done Slot1.In2.ActiveQueue.ReplaceItem()	Replace the item at the chosen queue index with the new details provided. *index* - Index of item to replace *type* – type of file, as follows: 1 = Video Stream 2 = Text File 4 = Image File 8 = Video File *friendlyName* - Friendly name of the queue item *uri* - Path to the item. Either a file path or a stream URL *duration* - Duration to play the item for. 0 = Infinite *protocol* - (Optional) Specify the stream protocol. Currently only “Auto” *retries* - (Optional) Set the retry behaviour. 0 = no retries, 1 = always retry Note: The friendlyName and uri must be URI encoded and surrounded by quotation marks. Note: If you wish to specify either protocol or retries, you must include both parameters.
ClearAll	Slot<n>.In<n>.ActiveQueue.ClearAll()	void	!Done Slot1.In2.ActiveQueue.ClearAll()	Clear the play queue. Stops all playback and empties the play queue items
Play	Slot<n>.In<n>.ActiveQueue.Play()	void	!Done Slot1.In2.ActiveQueue.Play()	Starts/continues playback of the play queue
Stop	Slot<n>.In<n>.ActiveQueue.Stop()	void	!Done Slot1.In2.ActiveQueue.Stop()	Stops playback of the play queue. The CurrentIndex wil be set to the start of the play queue.

Command	Syntax	Type	Example	Description
Pause	Slot<n>.In<n>.ActiveQueue.Pause()	void	!Done Slot1.In2.ActiveQueue.Pause()	Pause playback of the play queue
SkipForward	Slot<n>.In<n>.ActiveQueue.SkipForward()	void	!Done Slot1.In2.ActiveQueue.SkipForward()	Moves playback to the next item in the play queue. Will stop at the end of the play queue unless loop is on – then it will wrap round to the first item in the play queue.
SkipBackward	Slot<n>.In<n>.ActiveQueue.SkipBackward()	void	!Done Slot1.In2.ActiveQueue.SkipBackward()	Moves playback to the beginning of item or previous item in the play queue. Will stop at the beginning on the Play queue and will report !Failed if called in this position unless loop is on – then it will wrap around to the last item in the play queue. It will always skip to the previous track (if there is one) regardless of how far into the current track playback is.

Events

Event	Syntax	Category	Example	Description

USB_HOTPLUG_ARRIVED	USB_HOTPLUG_ARRIVED,<slot>,<label>,<totalsize>,<freespace>	MEDIA_STORAGE	// Register for event
			AddEvents(MEDIA_STORAGE)
			
			// Event example
			!Event MEDIA_STORAGE, USB_HOTPLUG_ARRIVED,Slot5,”Name”,156165151, 54654654
				When a USB device is connected to the card it will raise this event.

USB_HOTPLUG_REMOVED	USB_HOTPLUG_REMOVED,<slot>	MEDIA_STORAGE	// Register for event
			AddEvents(MEDIA_STORAGE)
			
			// Event example
			!Event MEDIA_STORAGE, USB_HOTPLUG_REMOVED,Slot5
				When a USB device is disconnected from the card it will raise this event

USB_POWER_ALERT	USB_POWER_ALERT,<slot>,<status>	MODULE	!Event MEDIA_STORAGE, USB_POWER_ALERT,Slot5,OK	Raise event to indicate whether USB device can power requirements can be met. Status = OK,OverCurrent
STATUS	STATUS,<Slot>,”<ModuleStatus>”	MODULE	!Event MODULE,STATUS,Slot3,”READY”	Raised when the streaming media and 4k playback module status changes. <ModuleStatus> can be READY, SHUTDOWN, BOOTING, UPDATING, BOOTFAILED, UPDATEFAILED, WAITFORVERSION, CARDFAILED
UPDATE_TRANSFER_STARTED	UPDATE_TRANSFER_STARTED,<Slot>	MODULE	!Event MODULE,UPDATE_TRANSFER_STARTED,Slot3	Raised when the streaming media and 4k playback module update transfer has started.
UPDATE_TRANSFER_PROGRESS	UPDATE_TRANSFER_PROGRESS,<Slot>,<percent_complete>,<transferred_bytes>	MODULE	!Event MODULE,UPDATE_TRANSFER_PROGRESS,Slot3,40,909345	Raised during the streaming media and 4k playback module update transfer to provide update progress. <percent_complete> is an integer value out of 100.

Event	Syntax	Category	Example	Description
UPDATE_TRANSFER_FINISHED	UPDATE_TRANSFER_FINISHED,<Slot>,<UpdateTransferResult>	MODULE	!Event MODULE,UPDATE_TRANSFER_FINISHED,Slot3,UpdateComplete	Raised when the streaming media and 4k playback module update transfer has completed. <UpdateTransferResult> can be NotSet, UpdateComplete, UpdateFailedOnModule, FileNotFound, BPCommsError
NETWORK_LINK_SPEED_CHANGED	NETWORK_LINK_SPEED_CHANGED,<Slot>,<LinkSpeed>	MODULE	!Event MODULE,NETWORK_LINK_SPEED_CHANGED,Slot3,100	Raised when the streaming media and 4k playback module network link speed changes. <LinkSpeed> = 0, 100, 1000
NETWORK_SETTINGS_CHANGED	NETWORK_SETTINGS_CHANGED,<Slot>	MODULE	!Event MODULE,NETWORK_ SETTINGS_CHANGED ,Slot3	Raised when the streaming media and 4k playback module network settings changes.
CORE_TEMPERATURE_ALERT	CORE_TEMPERATURE_ALERT,<Slot>,<status>,<coretemperature>	MODULE	!Event MODULE,CORE_TEMPERATURE_ALERT,Slot3,RunningHot,73	Raised when the streaming media and 4k playback module over core temperature status changes. <status> reports one of the following values: OK – temperature is within safe operating value RunningHot – temperature is higher than normal but should not affect performance OverTemperature – temperature is too high and performance is affected
CHANGED	CHANGED,<Slot>,<CoreTemperature>	MODULE_CORE_TEMPERATURE	!Event MODULE_CORE_TEMPERATURE,CHANGED,Slot3,47	Raised when the streaming media and 4k playback module Core Temperature changes.

Event	Syntax	Category	Example	Description
ITEM_STATUS_CHANGED	ITEM_STATUS_CHANGED,<input>,<itemNumber>,<status>,<resultCode>	MEDIA_PLAYER	!Event MEDIA_PLAYER, ITEM_STATUS_CHANGED,Slot3.In1,3,Failed,0	Raised when the status of an item in the active play queue changes. <input> = Slot<n>.In<n> <itemNumber> = Number of item in queue. 1 – 20 <status> = OK or Failed <resultCode> = currently unused
STATUS_UPDATE	STATUS_UPDATE,<Input>,<state>,<index>	MEDIA_PLAYER	!Event STATUS_UPDATE,Slot3.In1,Idle,3	Raised on any change of state on the media player <channel> = Slot<n>.In<n> <state> = Idle, Configured, Connecting, Playing, Paused, Disconnecting,Retrying <index> = is the currently playing index in the queue (1-20)
UPDATE_STATUS	UPDATE_STATUS,<status>	SYSTEM	!Event UPDATE_STATUS,Updating	Status of modules which update after the system has rebooted. Only applies to the Streaming media and 4k playback module at present. Status values are Booting, Updating, Ready, UpdateFailed.

DVI Output Module

This section covers the following modules:

AK27 DVI-U scaled 2 output module

AK37 DVI-U monitoring 2 output module

AK63 DVI-I scaled 2 output module

AK64 DVI-I monitoring 2 output module

It is possible to use Slot<n>.Out<n> and S<n>O<n> in place of Slots.Slot<n>.Out<n>.

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot14.Cardtype = DVI_U 2-out Slot14.Carddata = <No Value> Slot14.Out1 = <...> Slot14.Out2 = <...> Slot14.PhaseRetrain() Slot14.Module_Resolutions() Slot14.Resolutions = <...> !Done Slot14	List the properties of the card in this slot or “NO CARD” if the slot is empty.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot14.Cardtype = DVI_U 2-out !Done Slot14.Cardtype	Read-only. Get the type of the card in this slot
Out<n>	Slot<n>.Out<n>	List	Slot14.Out1.FullName = Out1 Slot14.Out1.Status = UNKNOWN Slot14.Out1.Alias = s14o1 Slot14.Out1.AspectChoice = 4:3 Slot14.Out1.DisplayType = Monitor Slot14.Out1.Resolution = 1920x1080p60 Slot14.Out1.DefaultLoRes = 720x576i50 Slot14.Out1.Width = 1920 Slot14.Out1.Height = 1080 Slot14.Out1.Field_Rate = 60.00 Slot14.Out1.Frame_ip = p Slot14.Out1.AnalogType = RGBHV	List the properties for an Output on the given Slot. Where Out<n> is the output on the card. Note: Audio, AudOutA-D may not be present in all system configurations.

Property Name	Syntax	Type	Example	Description
			Slot14.Out1.ColourScale = Auto Slot14.Out1.GenlockSource = NULL Slot14.Out1.Genlock = Off Slot14.Out1.RawMatrixSwitch = Off Slot14.Out1.Audio = Off Slot14.Out1.AudOutA = NULL Slot14.Out1.AudOutB = NULL Slot14.Out1.AudOutC = NULL Slot14.Out1.AudOutD = NULL Slot14.Out1.ForceLinkRefresh() Slot14.Out1.HDCP_Active = Active Slot14.Out1.HDCP_Downstream = HoldOn Slot14.Out1.HDMI = Found Slot14.Out1.Layout = Layout1 Slot14.Out1.WidthInLayout = 1920 Slot14.Out1.HeightInLayout = 1080 Slot14.Out1.LayoutXCentre = 0 Slot14.Out1.LayoutYCentre = 0 Slot14.Out1.RotateOutDeg = 0 Slot14.Out1.HFlip = Off Slot14.Out1.VFlip = Off Slot14.Out1.GammaRed = 1 Slot14.Out1.GammaGreen = 1 Slot14.Out1.GammaBlue = 1 Slot14.Out1.SCurve = 1 Slot14.Out1.EdgeBlend_Mode = Off Slot14.Out1.OuterGrid = Off Slot14.Out1.InnerGrid = Off Slot14.Out1.LeftOverlap = 0 Slot14.Out1.RightOverlap = 0 Slot14.Out1.TopOverlap = 0 Slot14.Out1.BottomOverlap = 0 Slot14.Out1.LeftEBPos = -511 Slot14.Out1.RightEBPos = 511 Slot14.Out1.TopEBPos = -383	

Property Name	Syntax	Type	Example	Description
			Slot14.Out1.BottomEBPos = 383 Slot14.Out1.Centre_BB = 0 Slot14.Out1.Left_BB = 0 Slot14.Out1.Right_BB = 0 Slot14.Out1.Top_BB = 0 Slot14.Out1.Bottom_BB = 0 Slot14.Out1.ProjectorWidthDeg = 30 Slot14.Out1.ProjectorHeightDeg = 30 Slot14.Out1.KeystoneXDeg = 0 Slot14.Out1.KeystoneYDeg = 0 Slot14.Out1.WarpTable_Filename = Slot14.Out1.WarpTable = 0 Slot14.Out1.EDID_Filename = Slot14.Out1.AudioBars = 4 Slot14.Out1.Equipment = "Default 46 inch 16:9 Display" Slot14.Out1.PhysicalCenterX = 0 Slot14.Out1.PhysicalCenterY = 0 Slot14.Out1.PhysicalWidth = 1018300 Slot14.Out1.PhysicalHeight = 572800 Slot14.Out1.PhysicalPixelWidth = 1920 Slot14.Out1.PhysicalPixelHeight = 1080 Slot14.Out1.PhysicalBezelTop = 10000 Slot14.Out1.PhysicalBezelBottom = 10000 Slot14.Out1.PhysicalBezelLeft = 10000 Slot14.Out1.PhysicalBezelRight = 10000 Slot14.Out1.InsList = Slot3.In1,Slot3.In2 Slot14.Out1.CutToBlack = Off Slot14.Out1.FramelockSource = NULL Slot14.Out1.FramelockEnable = Off Slot14.Out1.FramelockStatus = Unlocked !Done Slot14.Out1	
FullName	Slot<n>.Out<n>.FullName	String	Slot14.Out1.FullName = Out1 !Done Slot14.Out1.FullName	Read-only. Get the full name of the Window.

Property Name	Syntax	Type	Example	Description
Status	Slot<n>.Out<n>.Status	StatusEnum	Slot14.Out1.Status = UNKNOWN !Done Slot14.Out1.Status	Read-only. Get the status of the output.
Alias	Slot<n>.Out<n>.Alias	String	Slot14.Out1.Alias = s14o1 !Done Slot14.Out1.Alias	Get or set the Alias name for this output. Warning it is possible to set this value to that used by another output, in which case the other value will be set to NULL.
DisplayType	Slot<n>.Out<n>.DisplayType	DisplayType	Slot14.Out1.DisplayType = Monitor !Done Slot14.Out1.DisplayType	Get or set the type of display connected to this output.
Resolution	Slot<n>.Out<n>.Resolution	Resolution	Slot14.Out1.Resolution = 1920x1080p60 !Done Slot14.Out1.Resolution	Get or set the resolution to use on this output. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.
DefaultLoRes	Slot<n>.Out<n>.DefaultLoRes	Resolution	Slot14.Out1.DefaultLoRes = 720x576i50 !Done Slot14.Out1.DefaultLoRes	Get or set the resolution to use on this output when HDCP is requested by the source but the display failed HDCP negotiation. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.
Width	Slot<n>.Out<n>.Width	Integer	Slot14.Out1.Width = 1920 !Done Slot14.Out1.Width	Read-only. Get the width of this output based on the select resolution.
Height	Slot<n>.Out<n>.Height	Integer	Slot14.Out1.Height = 1080 !Done Slot14.Out1.Height	Read-only. Get the height of this output based on the select resolution.
Field_Rate	Slot<n>.Out<n>.Field_Rate	Number	Slot14.Out1.Field_Rate = 60.00 !Done Slot14.Out1.Field_Rate	Read-only. Get the field rate for this output based on the select resolution.

Property Name	Syntax	Type	Example	Description
Frame_ip	Slot<n>.Out<n>.Frame_ip	FrameType	Slot14.Out1.Frame_ip = p !Done Slot14.Out1.Frame_ip	Read-only. Get the frame type for this output based on the select resolution.
AnalogType	Slot<n>.Out<n>.AnalogType	AnalogType	Slot14.Out1.AnalogType = RGBHV !Done Slot14.Out1.AnalogType	Get or set the type of analog signal to use on this output.
ColourScale	Slot<n>.Out<n>.ColourScale	ColourScale	Slot14.Out1.ColourScale = Auto !Done Slot14.Out1.ColourScale	Get or set the color scale to use on this output..
GenlockSource	Slot<n>.Out<n>.GenlockSource	Input	Slot14.Out1.GenlockSource = NULL !Done Slot14.Out1.GenlockSource	Get or set the Input to be used as the genlock source for the Output. If no Genlock is to be use then the value is to be NULL.
Genlock	Slot<n>.Out<n>.Genlock	GenlockStatus	Slot14.Out1.Genlock = Off !Done Slot14.Out1.Genlock	Read-only. Get the status of genlock for this output.
HDCP_Active	Slot<n>.Out<n>.HDCP_Active	ActiveOff	Slot14.Out1.HDCP_Active = Active !Done Slot14.Out1.HDCP_Active	Read only. Get the HDCP status of this output.
HDCP_Downstream	Slot<n>.Out<n>.HDCP_Downstream	HDCPDownstream	Slot14.Out1.HDCP_Downstream = HoldOn !Done Slot14.Out1.HDCP_Downstream	Get or set the downstream HDCP mode.
HDMI	Slot<n>.Out<n>.HDMI	FoundNot	Slot14.Out1.HDMI = Found !Done Slot14.Out1.HDMI	Read-only. Get the detected HDMI status.
Layout	Slot<n>.Out<n>.Layout	Layout	Slot14.Out1.Layout = Layout1 !Done Slot14.Out1.Layout	Get or set the layout assigned to this output.
WidthInLayout	Slot<n>.Out<n>.WidthInLayout	Integer	Slot14.Out1.WidthInLayout = 1920 !Done Slot14.Out1.WidthInLayout	Get or set the width of this output within the layout
HeightInLayout	Slot<n>.Out<n>.HeightInLayout	Integer	Slot14.Out1.HeightInLayout = 1080 !Done Slot14.Out1.HeightInLayout	Get or set the height of this output within the layout
LayoutXCentre	Slot<n>.Out<n>.LayoutXCentre	Integer	Slot14.Out1.LayoutXCentre = 0 !Done Slot14.Out1.LayoutXCentre	Get or set the centre X coordinate of this output
LayoutYCentre	Slot<n>.Out<n>.LayoutYCentre	Integer	Slot14.Out1.LayoutYCentre = 0 !Done Slot14.Out1.LayoutYCentre	Get or set the centre Y coordinate of this output
RotateOutDeg	Slot<n>.Out<n>.RotateOutDeg	Degree	Slot14.Out1.RotateOutDeg = 0 !Done Slot14.Out1.RotateOutDeg	Get or set the degree of rotation of this output. From 0 to 359
GammaRed	Slot<n>.Out<n>.GammaRed	Number	Slot14.Out1.GammaRed = 1 !Done Slot14.Out1.GammaRed	Get or set the red gamma value for this output Range: 0.30 to 2.00

Property Name	Syntax	Type	Example	Description
GammaGreen	Slot<n>.Out<n>.GammaGreen	Number	Slot14.Out1.GammaGreen = 1 !Done Slot14.Out1.GammaGreen	Get or set the green gamma value for this output Range: 0.30 to 2.00
GammaBlue	Slot<n>.Out<n>.GammaBlue	Number	Slot14.Out1.GammaBlue = 1 !Done Slot14.Out1.GammaBlue	Get or set the blue gamma value for this output Range: 0.30 to 2.00
SCurve	Slot<n>.Out<n>.SCurve	Number	Slot14.Out1.SCurve = 1 !Done Slot14.Out1.SCurve	Get or set the SCurve value for this output. (brightness curve) Range: 0.30 to 2.00
EdgeBlend_Mode	Slot<n>.Out<n>.EdgeBlend_Mode	Boolean	Slot14.Out1.EdgeBlend_Mode = Off !Done Slot14.Out1.EdgeBlend_Mode	Get or set the addition of a border to this output to aid with edge blending.
OuterGrid	Slot<n>.Out<n>.OuterGrid	Boolean	Slot14.Out1.OuterGrid = Off !Done Slot14.Out1.OuterGrid	Get or set if an alignment grid is to be shown on this output. Note that the DisplayType must be set to Projector.
LeftOverlap	Slot<n>.Out<n>.LeftOverlap	Integer	Slot14.Out2.LeftOverlap = 0 !Done Slot14.Out2.LeftOverlap	
RightOverlap	Slot<n>.Out<n>.RightOverlap	Integer	Slot14.Out2.RightOverlap = 0 !Done Slot14.Out2.RightOverlap	
TopOverlap	Slot<n>.Out<n>.TopOverlap	Integer	Slot14.Out2.TopOverlap = 0 !Done Slot14.Out2.TopOverlap	
BottomOverlap	Slot<n>.Out<n>.BottomOverlap	Integer	Slot14.Out1.BottomOverlap = 80 !Done Slot14.Out1.BottomOverlap	
LeftEBPos	Slot<n>.Out<n>.LeftEBPos	Integer	Slot14.Out1.LeftEBPos = -511 !Done Slot14.Out1.LeftEBPos	Used in Edge Blending. The values are calculated by CORIOgrapher and depend on the physical projector position.
RightEBPos	Slot<n>.Out<n>.RightEBPos	Integer	Slot14.Out1.RightEBPos = 511 !Done Slot14.Out1.RightEBPos	
TopEBPos	Slot<n>.Out<n>.TopEBPos	Integer	Slot14.Out1.TopEBPos = -383 !Done Slot14.Out1.TopEBPos	
BottomEBPos	Slot<n>.Out<n>.BottomEBPos	Integer	Slot14.Out1.BottomEBPos = 383 !Done Slot14.Out1.BottomEBPos	
Centre_BB	Slot<n>.Out<n>.Centre_BB	Integer	Slot14.Out1.Centre_BB = 0 !Done Slot14.Out1.Centre_BB	
Left_BB	Slot<n>.Out<n>.Left_BB	Integer	Slot14.Out1.Left_BB = 0 !Done Slot14.Out1.Left_BB	

Property Name	Syntax	Type	Example	Description
Right_BB	Slot<n>.Out<n>.Right_BB	Integer	Slot14.Out1.Right_BB = 0 !Done Slot14.Out1.Right_BB	
Top_BB	Slot<n>.Out<n>.Top_BB	Integer	Slot14.Out1.Top_BB = 0 !Done Slot14.Out1.Top_BB	
Bottom_BB	Slot<n>.Out<n>.Bottom_BB	Integer	Slot14.Out1.Bottom_BB = 0 !Done Slot14.Out1.Bottom_BB	
EDID_Filename	Slot<n>.Out<n>.EDID_Filename	String	Slot14.Out1.EDID_Filename = !Done Slot14.Out1.EDID_Filename	Get or set the EDID file in any currently being used for this output.
Equipment	Slot<n>.Out<n>.Equipment	String	Slot14.Out1.Equipment = !Done Slot14.Out1.Equipment	Get or set the equipment connected to this input.
PhysicalCenterX	Slot<n>.Out<n>.PhysicalCenterX	Integer	Slot14.Out1.PhysicalCenterX = 0 !Done Slot14.Out1.PhysicalCenterX	Get or set the center of the display in microns.
PhysicalCenterY	Slot<n>.Out<n>.PhysicalCenterY	Integer	Slot14.Out1.PhysicalCenterY = 0 !Done Slot14.Out1.PhysicalCenterY	Get or set the center of the display as a pixel location (in vertical axis)
PhysicalWidth	Slot<n>.Out<n>.PhysicalWidth	Integer	Slot14.Out1.PhysicalWidth = 0 !Done Slot14.Out1.PhysicalWidth	Get or set the width of the display in microns.
PhysicalHeight	Slot<n>.Out<n>.PhysicalHeight	Integer	Slot14.Out1.PhysicalHeight = 0 !Done Slot14.Out1.PhysicalHeight	Get or set the height of the display in microns.
PhysicalPixelWidth	Slot<n>.Out<n>.PhysicalPixelWidth	Integer	Slot14.Out1.PhysicalPixelWidth = 0 !Done Slot14.Out1.PhysicalPixelWidth	Get or set the width of a pixel on the display in microns.
PhysicalPixelHeight	Slot<n>.Out<n>.PhysicalPixelHeight	Integer	Slot14.Out1.PhysicalPixelHeight = 0 !Done Slot14.Out1.PhysicalPixelHeight	Defines the height of a pixel on the display in microns.
PhysicalBezelTop	Slot<n>.Out<n>.PhysicalBezelTop	Integer	Slot14.Out1.PhysicalBezelTop = 0 !Done Slot14.Out1.PhysicalBezelTop	Defines the size of the top bezel in microns.
PhysicalBezelBottom	Slot<n>.Out<n>.PhysicalBezelBottom	Integer	Slot14.Out1.PhysicalBezelBottom = 0 !Done Slot14.Out1.PhysicalBezelBottom	Defines the size of the bottom bezel in microns
PhysicalBezelLeft	Slot<n>.Out<n>.PhysicalBezelLeft	Integer	Slot14.Out1.PhysicalBezelLeft = 0 !Done Slot14.Out1.PhysicalBezelLeft	Defines the size of the left bezel in microns
PhysicalBezelRight	Slot<n>.Out<n>.PhysicalBezelRight	Integer	Slot14.Out1.PhysicalBezelRight = 0 !Done Slot14.Out1.PhysicalBezelRight	Defines the size of the right bezel in microns
CutToBlack	Slot<n>.Out<n>.CutToBlack	Boolean	Slot14.Out1.CutToBlack = Off !Done Slot14.Out1.CutToBlack	Get or set the output to black. When setting multiple outputs to black it is recommended to surround them with startbatch() endbatch() to synchronise output blanking

Property Name	Syntax	Type	Example	Description
FramelockSource	Slot<n>.Out<n>.FramelockSource	Input	Slot14.Out2.FramelockSource = NULL !Done Slot14.Out2.FramelockSource	Get or set the source to use for Frame-lock.
FramelockEnable	Slot<n>.Out<n>.FramelockEnable	Boolean	Slot14.Out2.FramelockEnable = Off !Done Slot14.Out2.FramelockEnable	Get or set to use Frame-lock.
FramelockStatus	Slot<n>.Out<n>.FramelockStatus	FramelockStatus	Slot14.Out2.FramelockStatus = Unlocked !Done Slot14.Out2.FramelockStatus	Read only. Get if this output is locked to the Frame-lock source.
Resolutions	Slot<n>	List	Slot14.Resolutions.Resolution1 = <...> Slot14.Resolutions.Resolution2 = <...> … Slot14.Resolutions.Resolution1000 = <...> Slot14.Resolutions.Resolution1001 = <...> Slot14.Resolutions.Resolution1002 = <...> Slot14.Resolutions.Resolution1003 = <...> Slot14.Resolutions.Resolution1004 = <...> Slot14.Resolutions.Resolution1005 = <...> Slot14.Resolutions.Resolution1006 = <...> Slot14.Resolutions.Resolution1007 = <...> Slot14.Resolutions.Resolution1008 = <...> Slot14.Resolutions.Resolution1009 = <...> !Done Slot14.Resolutions	List the properties for a Resolution where <n> is the number of the Resolution. Note that Resolution1000 to Resolution1009 are Custom Resolutions.
Resolution<n>	Slot<n>.Resolutions.Resolution<n>	List	Slot14.Resolutions.Resolution1.Name = 640x480p60 Slot14.Resolutions.Resolution1.Aspect = 4:3 Slot14.Resolutions.Resolution1.CanFramelock = No !Done Slot14.Resolutions.Resolution1	List the properties of the selected resolution.
Name	Slot<n>.Resolutions.Resolution<n>.Name	String	Slot14.Resolutions.Resolution1.Name = 640x480p60 !Done Slot14.Resolutions.Resolution1.Name	Read only. Get the name of this resolution.
Aspect	Slot<n>.Resolutions.Resolution<n>.Aspect	AspectRatio	Slot14.Resolutions.Resolution1.Aspect = 4:3 !Done Slot14.Resolutions.Resolution1.Aspect	Read only. Get the aspect ratio of this resolution. Used assist to in the signal conversion when an input and the output have different aspect ratios.

Property Name	Syntax	Type	Example	Description
CanFramelock	Slot<n>.Resolutions.Resolution <n>.CanFramelock	Boolean	Slot14.Resolutions.Resolution1.CanFramelock = No !Done Slot14.Resolutions.Resolution1.CanFramelock	Read only. Get if the Resolution is compatible with Framelock.

Methods

Command	Syntax	Type	Example	Description
PhaseRetrain	Slot<n>.PhaseRetrain()	void	// Module 14 phase :----------::::::::::, centres at 27, 27 (27). !Done Slot14.PhaseRetrain()	Initiate a Phase retrain for this slot
Module_Resolutions	Slot<n>.Module_Resolutions()	List	640x480p60;4:3; 640x480p72;4:3; … Empty1000;4:3; Empty1001;4:3; Empty1002;4:3; Empty1003;4:3; Empty1004;4:3; Empty1005;4:3; Empty1006;4:3; Empty1007;4:3; Empty1008;4:3; Empty1009;4:3; !Done Slot14.Module_Resolutions()	List all of the supported resolutions for this slot. Custom resolutions will appear at the end of the list. The list is semicolon separated.
ForceLinkRefresh	Slot<n>.Out<n>.ForceLinkRefresh()	Void	Slot14.Out1.ForceLinkRefresh() !Done Slot14.Out1.ForceLinkRefresh()	Reset the connection to the display.

Events

Event	Syntax	Category	Example	Description
SINK_ATTACHED	SINK_ATTACHED,<output>	HDMI	!Event HDMI,SINK_ATTACHED,s3.o1	Raised when an HDMI connection is attached to an output
SINK_ UNPLUGGED	SINK_UNPLUGGED,<output>	HDMI	!Event HDMI,SINK_UNPLUGGED,s3.o1	Raised when an HDMI connection is unplugged from an output

SDI Output Module

This section covers the following modules:

AK42 3G-SDI scaled 2 output module

It is possible to use Slot<n>.Out<n> and S<n>O<n> in place of Slots.Slot<n>.Out<n>.

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot13.Cardtype = SDI_3G 2-out Slot13.Carddata = <No Value> Slot13.Out1 = <...> Slot13.Out2 = <...> Slot13.PhaseRetrain() Slot13.Module_Resolutions() Slot13.Resolutions = <...> !Done Slot13	List the properties of the card in this slot or “NO CARD” if the slot is empty.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot13.Cardtype = SDI_3G 2-out !Done Slot13.Cardtype	Read-only. Get the type of the card in this slot
Out<n>	Slot<n>.Out<n>	List	Slot13.Out1.FullName = Out1 Slot13.Out1.Status = UNKNOWN Slot13.Out1.Alias = s13o1 Slot13.Out1.AspectChoice = 4:3 Slot13.Out1.DisplayType = Monitor Slot13.Out1.Resolution = 1280x720p60 Slot13.Out1.DefaultLoRes = 720x576i50 Slot13.Out1.Width = 1280 Slot13.Out1.Height = 720 Slot13.Out1.Field_Rate = 60.00 Slot13.Out1.Frame_ip = p Slot13.Out1.AnalogType = RGBHV Slot13.Out1.ColourScale = Auto Slot13.Out1.GenlockSource = NULL Slot13.Out1.Genlock = Off Slot13.Out1.RawMatrixSwitch = Off Slot13.Out1.Audio = Off	List the properties for an Output on the given Slot. Where Out<n> is the output on the card. Note: Audio, AudOutA-D may not be present in all system configurations.

Property Name	Syntax	Type	Example	Description
			Slot13.Out1.AudOutA = NULL Slot13.Out1.AudOutB = NULL Slot13.Out1.AudOutC = NULL Slot13.Out1.AudOutD = NULL Slot13.Out1.HDMI = Not_Found Slot13.Out1.Layout = Layout1 Slot13.Out1.WidthInLayout = 1280 Slot13.Out1.HeightInLayout = 720 Slot13.Out1.LayoutXCentre = 55 Slot13.Out1.LayoutYCentre = 0 Slot13.Out1.RotateOutDeg = 0 Slot13.Out1.HFlip = Off Slot13.Out1.VFlip = Off Slot13.Out1.GammaRed = 1 Slot13.Out1.GammaGreen = 1 Slot13.Out1.GammaBlue = 1 Slot13.Out1.SCurve = 1 Slot13.Out1.EdgeBlend_Mode = Off Slot13.Out1.OuterGrid = Off Slot13.Out1.InnerGrid = Off Slot13.Out1.LeftOverlap = 0 Slot13.Out1.RightOverlap = 0 Slot13.Out1.TopOverlap = 0 Slot13.Out1.BottomOverlap = 0 Slot13.Out1.LeftEBPos = -511 Slot13.Out1.RightEBPos = 511 Slot13.Out1.TopEBPos = -383 Slot13.Out1.BottomEBPos = 383 Slot13.Out1.Centre_BB = 0 Slot13.Out1.Left_BB = 0 Slot13.Out1.Right_BB = 0 Slot13.Out1.Top_BB = 0 Slot13.Out1.Bottom_BB = 0 Slot13.Out1.ProjectorWidthDeg = 30 Slot13.Out1.ProjectorHeightDeg = 30	

Property Name	Syntax	Type	Example	Description
			Slot13.Out1.KeystoneXDeg = 0 Slot13.Out1.KeystoneYDeg = 0 Slot13.Out1.WarpTable_Filename = Slot13.Out1.WarpTable = 0 Slot13.Out1.View = NULL Slot13.Out1.ViewPosCode = 0 Slot13.Out1.AudioBars = 0 Slot13.Out1.Equipment = "Default 46 inch 16:9 Display" Slot13.Out1.PhysicalCenterX = 43800 Slot13.Out1.PhysicalCenterY = 0 Slot13.Out1.PhysicalWidth = 1018300 Slot13.Out1.PhysicalHeight = 572800 Slot13.Out1.PhysicalPixelWidth = 1280 Slot13.Out1.PhysicalPixelHeight = 720 Slot13.Out1.PhysicalBezelTop = 10000 Slot13.Out1.PhysicalBezelBottom = 10000 Slot13.Out1.PhysicalBezelLeft = 10000 Slot13.Out1.PhysicalBezelRight = 10000 Slot13.Out1.InsList = Slot3.In1,Slot3.In2 Slot13.Out1.CutToBlack = Off Slot13.Out1.FramelockSource = NULL Slot13.Out1.FramelockEnable = Off Slot13.Out1.FramelockStatus = Unlocked !Done Slot13.Out1	
FullName	Slot<n>.Out<n>.FullName	String	Slot13.Out1.FullName = Out1 !Done Slot13.Out1.FullName	Read-only. Get the full name of the Window.
Status	Slot<n>.Out<n>.Status	StatusEnum	Slot13.Out1.Status = UNKNOWN !Done Slot13.Out1.Status	Read-only. Get the status of the output.
Alias	Slot<n>.Out<n>.Alias	String	Slot13.Out1.Alias = s13o1 !Done Slot13.Out1.Alias	Get or set the Alias name for this output. Warning it is possible to set this value to that used by another output, in which case the other value will be set to NULL.
DisplayType	Slot<n>.Out<n>.DisplayType	DisplayType	Slot13.Out1.DisplayType = Monitor !Done Slot13.Out1.DisplayType	Get or set the type of display connected to this output.

Property Name	Syntax	Type	Example	Description
Resolution	Slot<n>.Out<n>.Resolution	Resolution	Slot13.Out1.Resolution = 1280x720p60 !Done Slot13.Out1.Resolution	Get or set the resolution to use on this output. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.
DefaultLoRes	Slot<n>.Out<n>.DefaultLoRes	Resolution	Slot13.Out1.DefaultLoRes = 720x576i50 !Done Slot13.Out1.DefaultLoRes	Get or set the resolution to use on this output when HDCP is requested by the source but the display failed HDCP negotiation. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.
Width	Slot<n>.Out<n>.Width	Integer	Slot13.Out1.Width = 1280 !Done Slot13.Out1.Width	Read-only. Get the width of this output based on the select resolution.
Height	Slot<n>.Out<n>.Height	Integer	Slot13.Out1.Height = 720 !Done Slot13.Out1.Height	Read-only. Get the height of this output based on the select resolution.
Field_Rate	Slot<n>.Out<n>.Field_Rate	Number	Slot13.Out1.Field_Rate = 60.00 !Done Slot13.Out1.Field_Rate	Read-only. Get the field rate for this output based on the select resolution.
Frame_ip	Slot<n>.Out<n>.Frame_ip	FrameType	Slot13.Out1.Frame_ip = p !Done Slot13.Out1.Frame_ip	Read-only. Get the frame type for this output based on the select resolution.
AnalogType	Slot<n>.Out<n>.AnalogType	AnalogType	Slot13.Out1.AnalogType = RGBHV !Done Slot13.Out1.AnalogType	Get or set the type of analog signal to use on this output.
ColourScale	Slot<n>.Out<n>.ColourScale	ColourScale	Slot13.Out1.ColourScale = Auto !Done Slot13.Out1.ColourScale	Get or set the color scale to use on this output..

Property Name	Syntax	Type	Example	Description
GenlockSource	Slot<n>.Out<n>.GenlockSource	Input	Slot13.Out1.GenlockSource = NULL !Done Slot13.Out1.GenlockSource	Get or set the Input to be used as the genlock source for the Output. If no Genlock is to be use then the value is to be NULL.
Genlock	Slot<n>.Out<n>.Genlock	GenlockStatus	Slot13.Out1.Genlock = Off !Done Slot13.Out1.Genlock	Read-only. Get the status of genlock for this output.
HDMI	Slot<n>.Out<n>.HDMI	FoundNot	Slot13.Out1.HDMI = Not_Found !Done Slot13.Out1.HDMI	Read-only. Get the detected HDMI status.
Layout	Slot<n>.Out<n>.Layout	Layout	Slot13.Out1.Layout = Layout1 !Done Slot13.Out1.Layout	Get or set the layout assigned to this output.
WidthInLayout	Slot<n>.Out<n>.WidthInLayout	Integer	Slot13.Out1.WidthInLayout = 1280 !Done Slot13.Out1.WidthInLayout	Get or set the width of this output within the layout
HeightInLayout	Slot<n>.Out<n>.HeightInLayout	Integer	Slot13.Out1.HeightInLayout = 720 !Done Slot13.Out1.HeightInLayout	Get or set the height of this output within the layout
LayoutXCentre	Slot<n>.Out<n>.LayoutXCentre	Integer	Slot13.Out1.LayoutXCentre = 55 !Done Slot13.Out1.LayoutXCentre	Get or set the centre X coordinate of this output
LayoutYCentre	Slot<n>.Out<n>.LayoutYCentre	Integer	Slot13.Out1.LayoutYCentre = 0 !Done Slot13.Out1.LayoutYCentre	Get or set the centre Y coordinate of this output
RotateOutDeg	Slot<n>.Out<n>.RotateOutDeg	Degree	Slot13.Out1.RotateOutDeg = 0 !Done Slot13.Out1.RotateOutDeg	Get or set the degree of rotation of this output. From 0 to 359
GammaRed	Slot<n>.Out<n>.GammaRed	Number	Slot13.Out1.GammaRed = 1 !Done Slot13.Out1.GammaRed	Get or set the red gamma value for this output Range: 0.30 to 2.00
GammaGreen	Slot<n>.Out<n>.GammaGreen	Number	Slot13.Out1.GammaGreen = 1 !Done Slot13.Out1.GammaGreen	Get or set the green gamma value for this output Range: 0.30 to 2.00
GammaBlue	Slot<n>.Out<n>.GammaBlue	Number	Slot13.Out1.GammaBlue = 1 !Done Slot13.Out1.GammaBlue	Get or set the blue gamma value for this output Range: 0.30 to 2.00
SCurve	Slot<n>.Out<n>.SCurve	Number	Slot13.Out1.SCurve = 1 !Done Slot13.Out1.SCurve	Get or set the SCurve value for this output. (brightness curve) Range: 0.30 to 2.00
EdgeBlend_Mode	Slot<n>.Out<n>.EdgeBlend_Mode	Boolean	Slot13.Out1.EdgeBlend_Mode = Off !Done Slot13.Out1.EdgeBlend_Mode	Get or set the addition of a border to this output to aid with edge blending.

Property Name	Syntax	Type	Example	Description
OuterGrid	Slot<n>.Out<n>.OuterGrid	Boolean	Slot13.Out1.OuterGrid = Off !Done Slot13.Out1.OuterGrid	Get or set if an alignment grid is to be shown on this output. Note that the DisplayType must be set to Projector.
LeftOverlap	Slot<n>.Out<n>.LeftOverlap	Integer	Slot13.Out1.LeftOverlap = 0 !Done Slot13.Out1.LeftOverlap	Used in Edge Blending. The values are calculated by CORIOgrapher and depend on the physical projector position.
RightOverlap	Slot<n>.Out<n>.RightOverlap	Integer	Slot13.Out1.RightOverlap = 0 !Done Slot13.Out1.RightOverlap	
TopOverlap	Slot<n>.Out<n>.TopOverlap	Integer	Slot13.Out1.TopOverlap = 0 !Done Slot13.Out1.TopOverlap	
BottomOverlap	Slot<n>.Out<n>.BottomOverlap	Integer	Slot13.Out1.BottomOverlap = 0 !Done Slot13.Out1.BottomOverlap	
LeftEBPos	Slot<n>.Out<n>.LeftEBPos	Integer	Slot13.Out1.LeftEBPos = -511 !Done Slot13.Out1.LeftEBPos	
RightEBPos	Slot<n>.Out<n>.RightEBPos	Integer	Slot13.Out1.RightEBPos = 511 !Done Slot13.Out1.RightEBPos	
TopEBPos	Slot<n>.Out<n>.TopEBPos	Integer	Slot13.Out1.TopEBPos = -383 !Done Slot13.Out1.TopEBPos	
BottomEBPos	Slot<n>.Out<n>.BottomEBPos	Integer	Slot13.Out1.BottomEBPos = 383 !Done Slot13.Out1.BottomEBPos	
Centre_BB	Slot<n>.Out<n>.Centre_BB	Integer	Slot13.Out1.Centre_BB = 0 !Done Slot13.Out1.Centre_BB	
Left_BB	Slot<n>.Out<n>.Left_BB	Integer	Slot13.Out1.Left_BB = 0 !Done Slot13.Out1.Left_BB	
Right_BB	Slot<n>.Out<n>.Right_BB	Integer	Slot13.Out1.Right_BB = 0 !Done Slot13.Out1.Right_BB	
Top_BB	Slot<n>.Out<n>.Top_BB	Integer	Slot13.Out1.Top_BB = 0 !Done Slot13.Out1.Top_BB	
Bottom_BB	Slot<n>.Out<n>.Bottom_BB	Integer	Slot13.Out1.Bottom_BB = 0 !Done Slot13.Out1.Bottom_BB	
Equipment	Slot<n>.Out<n>.Equipment	String	Slot13.Out1.Equipment = "Default 46 inch 16:9 Display" !Done Slot13.Out1.Equipment	Get or set the equipment connected to this input.
PhysicalCenterX	Slot<n>.Out<n>.PhysicalCenterX	Integer	Slot13.Out1.PhysicalCenterX = 43900 !Done Slot13.Out1.PhysicalCenterX	Get or set the center of the display in microns.

Property Name	Syntax	Type	Example	Description
PhysicalCenterY	Slot<n>.Out<n>.PhysicalCenterY	Integer	Slot13.Out1.PhysicalCenterY = 0 !Done Slot13.Out1.PhysicalCenterY	Get or set the center of the display as a pixel location (in vertical axis)
PhysicalWidth	Slot<n>.Out<n>.PhysicalWidth	Integer	Slot13.Out1.PhysicalWidth = 1018300 !Done Slot13.Out1.PhysicalWidth	Get or set the width of the display in microns.
PhysicalHeight	Slot<n>.Out<n>.PhysicalHeight	Integer	Slot13.Out1.PhysicalHeight = 572800 !Done Slot13.Out1.PhysicalHeight	Get or set the height of the display in microns.
PhysicalPixelWidth	Slot<n>.Out<n>.PhysicalPixelWidth	Integer	Slot13.Out1.PhysicalPixelWidth = 1280 !Done Slot13.Out1.PhysicalPixelWidth	Get or set the width of a pixel on the display in microns.
PhysicalPixelHeight	Slot<n>.Out<n>.PhysicalPixelHeight	Integer	Slot13.Out1.PhysicalPixelHeight = 720 !Done Slot13.Out1.PhysicalPixelHeight	Defines the height of a pixel on the display in microns.
PhysicalBezelTop	Slot<n>.Out<n>.PhysicalBezelTop	Integer	Slot13.Out1.PhysicalBezelTop = 10000 !Done Slot13.Out1.PhysicalBezelTop	Defines the size of the top bezel in microns.
PhysicalBezelBottom	Slot<n>.Out<n>.PhysicalBezelBottom	Integer	Slot13.Out1.PhysicalBezelBottom = 10000 !Done Slot13.Out1.PhysicalBezelBottom	Defines the size of the bottom bezel in microns
PhysicalBezelLeft	Slot<n>.Out<n>.PhysicalBezelLeft	Integer	Slot13.Out1.PhysicalBezelLeft = 10000 !Done Slot13.Out1.PhysicalBezelLeft	Defines the size of the left bezel in microns
PhysicalBezelRight	Slot<n>.Out<n>.PhysicalBezelRight	Integer	Slot13.Out1.PhysicalBezelRight = 10000 !Done Slot13.Out1.PhysicalBezelRight	Defines the size of the right bezel in microns
CutToBlack	Slot<n>.Out<n>.CutToBlack	Boolean	Slot13.Out1.CutToBlack = Off !Done Slot13.Out1.CutToBlack	Get or set the output to black. When setting multiple outputs to black it is recommended to surround them with startbatch() endbatch() to synchronise output blanking
FramelockSource	Slot<n>.Out<n>.FramelockSource	Input	Slot13.Out1.FramelockSource = NULL !Done Slot13.Out1.FramelockSource	Get or set the source to use for Frame-lock.
FramelockEnable	Slot<n>.Out<n>.FramelockEnable	Boolean	Slot13.Out1.FramelockEnable = Off !Done Slot13.Out1.FramelockEnable	Get or set to use Frame-lock.
FramelockStatus	Slot<n>.Out<n>.FramelockStatus	FramelockStatus	Slot13.Out1.FramelockStatus = Unlocked !Done Slot13.Out1.FramelockStatus	Read only. Get if this output is locked to the Frame-lock source.

Property Name	Syntax	Type	Example	Description
Resolutions	Slot<n>	List	Slot13.Resolutions.Resolution1 = <...> Slot13.Resolutions.Resolution2 = <...> Slot13.Resolutions.Resolution3 = <...> Slot13.Resolutions.Resolution4 = <...> Slot13.Resolutions.Resolution5 = <...> Slot13.Resolutions.Resolution6 = <...> Slot13.Resolutions.Resolution7 = <...> Slot13.Resolutions.Resolution8 = <...> Slot13.Resolutions.Resolution9 = <...> Slot13.Resolutions.Resolution10 = <...> Slot13.Resolutions.Resolution11 = <...> Slot13.Resolutions.Resolution12 = <...> Slot13.Resolutions.Resolution13 = <...> Slot13.Resolutions.Resolution14 = <...> Slot13.Resolutions.Resolution15 = <...> Slot13.Resolutions.Resolution16 = <...> Slot13.Resolutions.Resolution17 = <...> Slot13.Resolutions.Resolution18 = <...> Slot13.Resolutions.Resolution19 = <...> Slot13.Resolutions.Resolution20 = <...> Slot13.Resolutions.Resolution21 = <...> !Done Slot13.Resolutions	List the properties for a Resolution where <n> is the number of the Resolution. Note that Custom Resolution are not supported.
Resolution<n>	Slot<n>.Resolutions.Resolution <n>	List	Slot13.Resolutions.Resolution1.Name = 720x487i59.94 Slot13.Resolutions.Resolution1.Aspect = 4:3 Slot13.Resolutions.Resolution1.CanFramelock = Yes !Done Slot13.Resolutions.Resolution1	List the properties of the selected resolution.
Name	Slot<n>.Resolutions.Resolution <n>.Name	String	Slot13.Resolutions.Resolution1.Name = 720x487i59.94 !Done Slot13.Resolutions.Resolution1.Name	Read only. Get the name of this resolution.

Property Name	Syntax	Type	Example	Description
Aspect	Slot<n>.Resolutions.Resolution <n>.Aspect	AspectRatio	Slot13.Resolutions.Resolution1.Aspect = 4:3 !Done Slot13.Resolutions.Resolution1.Aspect	Read only. Get the aspect ratio of this resolution. Used assist to in the signal conversion when an input and the output have different aspect ratios.
CanFramelock	Slot<n>.Resolutions.Resolution <n>.CanFramelock	Boolean	Slot13.Resolutions.Resolution1.CanFramelock = Yes !Done Slot13.Resolutions.Resolution1.CanFramelock	Read only. Get if the Resolution is compatible with Framelock.

Methods

Command	Syntax	Type	Example	Description
PhaseRetrain	Slot<n>.PhaseRetrain()	void	// Module 13 phase ----------L:::::::::R-----, centres at 21, 22 (21). !Done Slot13.PhaseRetrain()	Initiate a Phase retrain for this slot
Module_Resolutions	Slot<n>.Module_Resolutions()	List	720x487i59.94;4:3; 720x576i50;4:3; 1280x720p23.98;16:9; 1280x720p24;16:9; 1280x720p25;16:9; 1280x720p29.97;16:9; 1280x720p30;16:9; 1280x720p50;16:9; 1280x720p59.94;16:9; 1280x720p60;16:9; 1920x1080i50;16:9; 1920x1080i59.94;16:9; 1920x1080i60;16:9; 1920x1080p23.98;16:9; 1920x1080p24;16:9; 1920x1080p25;16:9; 1920x1080p29.97;16:9; 1920x1080p30;16:9; 1920x1080p50;16:9; 1920x1080p59.94;16:9; 1920x1080p60;16:9; !Failed Slot13.Module_Resolutions()	List all of the supported resolutions for this slot. Custom resolutions will appear at the end of the list. The list is semicolon separated.

HDBaseT Output Module

This section covers the following modules:

AK44 HDBaseT scaled 2 output module

It is possible to use Slot<n>.Out<n> and S<n>O<n> in place of Slots.Slot<n>.Out<n>.

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot15.Cardtype = HDBASET 2-out Slot15.Carddata = <No Value> Slot15.Out1 = <...> Slot15.Out2 = <...> Slot15.PhaseRetrain() Slot15.Module_Resolutions() Slot15.Resolutions = <...> !Done Slot15	List the properties of the card in this slot or “NO CARD” if the slot is empty.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot15.Cardtype = HDBASET 2-out !Done Slot15.Cardtype	Read-only. Get the type of the card in this slot
Out<n>	Slot<n>.Out<n>	List	Slot15.Out1.FullName = Out1 Slot15.Out1.Status = UNKNOWN Slot15.Out1.Alias = s15o1 Slot15.Out1.AspectChoice = 4:3 Slot15.Out1.DisplayType = Monitor Slot15.Out1.Resolution = 1280x720p60 Slot15.Out1.DefaultLoRes = 720x576i50 Slot15.Out1.Width = 1280 Slot15.Out1.Height = 720 Slot15.Out1.Field_Rate = 60.00 Slot15.Out1.Frame_ip = p Slot15.Out1.AnalogType = RGBHV Slot15.Out1.ColourScale = Auto Slot15.Out1.GenlockSource = NULL Slot15.Out1.Genlock = Off Slot15.Out1.RawMatrixSwitch = Off Slot15.Out1.Audio = Off	List the properties for an Output on the given Slot. Where Out<n> is the output on the card. Note: Audio, AudOutA-D may not be present in all system configurations.

Property Name	Syntax	Type	Example	Description
			Slot15.Out1.AudOutA = NULL Slot15.Out1.AudOutB = NULL Slot15.Out1.AudOutC = NULL Slot15.Out1.AudOutD = NULL Slot15.Out1.ForceLinkRefresh() Slot15.Out1.HDCP_Active = Active Slot15.Out1.HDCP_Downstream = HoldOn Slot15.Out1.HDMI = Found Slot15.Out1.Layout = Layout4 Slot15.Out1.WidthInLayout = 1024 Slot15.Out1.HeightInLayout = 768 Slot15.Out1.LayoutXCentre = 0 Slot15.Out1.LayoutYCentre = 0 Slot15.Out1.RotateOutDeg = 0 Slot15.Out1.HFlip = Off Slot15.Out1.VFlip = Off Slot15.Out1.GammaRed = 1 Slot15.Out1.GammaGreen = 1 Slot15.Out1.GammaBlue = 1 Slot15.Out1.SCurve = 1 Slot15.Out1.EdgeBlend_Mode = Off Slot15.Out1.OuterGrid = Off Slot15.Out1.InnerGrid = Off Slot15.Out1.LeftOverlap = 80 Slot15.Out1.RightOverlap = 80 Slot15.Out1.TopOverlap = 80 Slot15.Out1.BottomOverlap = 80 Slot15.Out1.LeftEBPos = -511 Slot15.Out1.RightEBPos = 511 Slot15.Out1.TopEBPos = -383 Slot15.Out1.BottomEBPos = 383 Slot15.Out1.Centre_BB = 0 Slot15.Out1.Left_BB = 0 Slot15.Out1.Right_BB = 0 Slot15.Out1.Top_BB = 0	

Property Name	Syntax	Type	Example	Description
			Slot15.Out1.Bottom_BB = 0 Slot15.Out1.ProjectorWidthDeg = 30 Slot15.Out1.ProjectorHeightDeg = 30 Slot15.Out1.KeystoneXDeg = 0 Slot15.Out1.KeystoneYDeg = 0 Slot15.Out1.WarpTable_Filename = Slot15.Out1.WarpTable = 0 Slot15.Out1.EDID_Filename = Slot15.Out1.View = MonitorViews.View3 Slot15.Out1.ViewPosCode = 18 Slot15.Out1.AudioBars = 4 Slot15.Out1.Equipment = Slot15.Out1.PhysicalCenterX = 0 Slot15.Out1.PhysicalCenterY = 0 Slot15.Out1.PhysicalWidth = 0 Slot15.Out1.PhysicalHeight = 0 Slot15.Out1.PhysicalPixelWidth = 0 Slot15.Out1.PhysicalPixelHeight = 0 Slot15.Out1.PhysicalBezelTop = 0 Slot15.Out1.PhysicalBezelBottom = 0 Slot15.Out1.PhysicalBezelLeft = 0 Slot15.Out1.PhysicalBezelRight = 0 Slot15.Out1.InsList = Slot3.In1 Slot15.Out1.CutToBlack = Off Slot15.Out1.HDBaseT = <...> !Done Slot15.Out1	
FullName	Slot<n>.Out<n>.FullName	String	Slot15.Out1.FullName = Out1 !Done Slot15.Out1.FullName	Read-only. Get the full name of the Window
Status	Slot<n>.Out<n>.Status	StatusEnum	Slot15.Out1.Status = UNKNOWN !Done Slot15.Out1.Status	Read-only. Get the status of the output
Alias	Slot<n>.Out<n>.Alias	String	Slot15.Out1.Alias = s15o1 !Done Slot15.Out1.Alias	Get or set the Alias name for this output. Warning it is possible to set this value to that used by another output, in which case the other value will be set to NULL.

Property Name	Syntax	Type	Example	Description
DisplayType	Slot<n>.Out<n>.DisplayType	DisplayType	Slot15.Out1.DisplayType = Monitor !Done Slot15.Out1.DisplayType	Get or set the type of display connected to this output.
Resolution	Slot<n>.Out<n>.Resolution	Resolution	Slot15.Out1.Resolution = 1280x720p60 !Done Slot15.Out1.Resolution	Get or set the resolution to use on this output. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.
DefaultLoRes	Slot<n>.Out<n>.DefaultLoRes	Resolution	Slot15.Out1.DefaultLoRes = 720x576i50 !Done Slot15.Out1.DefaultLoRes	Get or set the resolution to use on this output when HDCP is requested by the source but the display failed HDCP negotiation. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.
Width	Slot<n>.Out<n>.Width	Integer	Slot15.Out1.Width = 1280 !Done Slot15.Out1.Width	Read-only. Get the width of this output based on the select resolution.
Height	Slot<n>.Out<n>.Height	Integer	Slot15.Out1.Height = 720 !Done Slot15.Out1.Height	Read-only. Get the height of this output based on the select resolution.
Field_Rate	Slot<n>.Out<n>.Field_Rate	Number	Slot15.Out1.Field_Rate = 60.00 !Done Slot15.Out1.Field_Rate	Read-only. Get the field rate for this output based on the select resolution.
Frame_ip	Slot<n>.Out<n>.Frame_ip	FrameType	Slot15.Out1.Frame_ip = p !Done Slot15.Out1.Frame_ip	Read-only. Get the frame type for this output based on the select resolution.
ColourScale	Slot<n>.Out<n>.ColourScale	ColourScale	Slot15.Out1.ColourScale = Auto !Done Slot15.Out1.ColourScale	Get or set the color scale to use on this output..

Property Name	Syntax	Type	Example	Description
GenlockSource	Slot<n>.Out<n>.GenlockSource	Input	Slot15.Out1.GenlockSource = NULL !Done Slot15.Out1.GenlockSource	Get or set the Input to be used as the genlock source for the Output. If no Genlock is to be use then the value is to be NULL.
Genlock	Slot<n>.Out<n>.Genlock	GenlockStatus	Slot15.Out1.Genlock = Off !Done Slot15.Out1.Genlock	Read-only. Get the status of genlock for this output.
HDCP_Active	Slot<n>.Out<n>.HDCP_Active	ActiveOff	Slot15.Out1.HDCP_Active = Off !Done Slot15.Out1.HDCP_Active	Read only. Get the HDCP status of this output.
HDCP_Downstream	Slot<n>.Out<n>.HDCP_Downstream	HDCPDownstream	Slot15.Out1.HDCP_Downstream = HoldOn !Done Slot15.Out1.HDCP_Downstream	Get or set the downstream HDCP mode.
HDMI	Slot<n>.Out<n>.HDMI	FoundNot	Slot15.Out1.HDMI = Found !Done Slot15.Out1.HDMI	Read-only. Get the detected HDMI status.
Layout	Slot<n>.Out<n>.Layout	Layout	Slot15.Out1.Layout = NULL !Done Slot15.Out1.Layout	Get or set the layout to which this output is assigned
WidthInLayout	Slot<n>.Out<n>.WidthInLayout	Integer	Slot15.Out1.WidthInLayout = 1024 !Done Slot15.Out1.WidthInLayout	Get or set the width of this output within the layout
HeightInLayout	Slot<n>.Out<n>.HeightInLayout	Integer	Slot15.Out1.HeightInLayout = 768 !Done Slot15.Out1.HeightInLayout = 768	Get or set the height of this output within the layout
LayoutXCentre	Slot<n>.Out<n>.LayoutXCentre	Integer	Slot15.Out1.HeightInLayout = 768 !Done Slot15.Out1.HeightInLayout	Get or set the centre X coordinate of this output
LayoutYCentre	Slot<n>.Out<n>.LayoutYCentre	Integer	Slot15.Out1.LayoutYCentre = 0 !Done Slot15.Out1.LayoutYCentre	Get or set the centre Y coordinate of this output
RotateOutDeg	Slot<n>.Out<n>.RotateOutDeg	Degree	Slot15.Out1.RotateOutDeg = 0 !Done Slot15.Out1.RotateOutDeg	Get or set the degree of rotation of this output. From 0 to 359
GammaRed	Slot<n>.Out<n>.GammaRed	Number	Slot15.Out1.GammaRed = 1 !Done Slot15.Out1.GammaRed	Get or set the red gamma value for this output Range: 0.30 to 2.00
GammaGreen	Slot<n>.Out<n>.GammaGreen	Number	Slot15.Out1.GammaGreen = 1 !Done Slot15.Out1.GammaGreen	Get or set the green gamma value for this output Range: 0.30 to 2.00
GammaBlue	Slot<n>.Out<n>.GammaBlue	Number	Slot15.Out1.GammaBlue = 1 !Done Slot15.Out1.GammaBlue	Get or set the blue gamma value for this output Range: 0.30 to 2.00

Property Name	Syntax	Type	Example	Description
SCurve	Slot<n>.Out<n>.SCurve	Number	Slot15.Out1.SCurve = 1 !Done Slot15.Out1.SCurve	Get or set the SCurve value for this output. (brightness curve) Range: 0.30 to 2.00
EdgeBlend_Mode	Slot<n>.Out<n>.EdgeBlend_Mode	Boolean	Slot15.Out1.EdgeBlend_Mode = Off !Done Slot15.Out1.EdgeBlend_Mode	Get or set the addition of a border to this output to aid with edge blending.
OuterGrid	Slot<n>.Out<n>.OuterGrid	Boolean	Slot15.Out1.OuterGrid = Off !Done Slot15.Out1.OuterGrid	Get or set if an alignment grid is shown on this output. The DisplayType must be set to Projector.
LeftOverlap	Slot<n>.Out<n>.LeftOverlap	Integer	Slot15.Out1.LeftOverlap = 80 !Done Slot15.Out1.LeftOverlap	Used in Edge Blending. Values are worked out by the GUI and depend on the physical projector position.
RightOverlap	Slot<n>.Out<n>.RightOverlap	Integer	Slot15.Out1.RightOverlap = 80 !Done Slot15.Out1.RightOverlap	
TopOverlap	Slot<n>.Out<n>.TopOverlap	Integer	Slot15.Out1.TopOverlap = 80 !Done Slot15.Out1.TopOverlap	
BottomOverlap	Slot<n>.Out<n>.BottomOverlap	Integer	Slot15.Out1.BottomOverlap = 80 !Done Slot15.Out1.BottomOverlap	
LeftEBPos	Slot<n>.Out<n>.LeftEBPos	Integer	Slot15.Out1.LeftEBPos = -511 !Done Slot15.Out1.LeftEBPos	
RightEBPos	Slot<n>.Out<n>.RightEBPos	Integer	Slot15.Out1.RightEBPos = 511 !Done Slot15.Out1.RightEBPos	
TopEBPos	Slot<n>.Out<n>.TopEBPos	Integer	Slot15.Out1.TopEBPos = -383 !Done Slot15.Out1.TopEBPos	
BottomEBPos	Slot<n>.Out<n>.BottomEBPos	Integer	Slot15.Out1.BottomEBPos = 383 !Done Slot15.Out1.BottomEBPos	
Centre_BB	Slot<n>.Out<n>.Centre_BB	Integer	Slot15.Out1.Centre_BB = 0 !Done Slot15.Out1.Centre_BB	
Left_BB	Slot<n>.Out<n>.Left_BB	Integer	Slot15.Out1.Left_BB = 0 !Done Slot15.Out1.Left_BB	
Right_BB	Slot<n>.Out<n>.Right_BB	Integer	Slot15.Out1.Right_BB = 0 !Done Slot15.Out1.Right_BB	
Top_BB	Slot<n>.Out<n>.Top_BB	Integer	Slot15.Out1.Top_BB = 0 !Done Slot15.Out1.Top_BB	
Bottom_BB	Slot<n>.Out<n>.Bottom_BB	Integer	Slot15.Out1.Bottom_BB = 0 !Done Slot15.Out1.Bottom_BB	

Property Name	Syntax	Type	Example	Description
EDID_Filename	Slot<n>.Out<n>.EDID_Filename	String	Slot15.Out1.EDID_Filename = !Done Slot15.Out1.EDID_Filename	Get or set the EDID file in any currently being used for this output.
Equipment	Slot<n>.Out<n>.Equipment	String	Slot15.Out1.Equipment = !Done Slot15.Out1.Equipment	Get or set the equipment connected to this input.
PhysicalCenterX	Slot<n>.Out<n>.PhysicalCenterX	Integer	Slot15.Out1.PhysicalCenterX = 0 !Done Slot15.Out1.PhysicalCenterX	Get or set the center of the display in microns.
PhysicalCenterY	Slot<n>.Out<n>.PhysicalCenterY	Integer	Slot15.Out1.PhysicalCenterY = 0 !Done Slot15.Out1.PhysicalCenterY	Get or set the center of the display as a pixel location (in vertical axis)
PhysicalWidth	Slot<n>.Out<n>.PhysicalWidth	Integer	Slot15.Out1.PhysicalWidth = 0 !Done Slot15.Out1.PhysicalWidth	Get or set the width of the display in microns.
PhysicalHeight	Slot<n>.Out<n>.PhysicalHeight	Integer	Slot15.Out1.PhysicalHeight = 0 !Done Slot15.Out1.PhysicalHeight	Get or set the height of the display in microns.
PhysicalPixelWidth	Slot<n>.Out<n>.PhysicalPixelWidth	Integer	Slot15.Out1.PhysicalPixelWidth = 0 !Done Slot15.Out1.PhysicalPixelWidth	Get or set the width of a pixel on the display in microns.
PhysicalPixelHeight	Slot<n>.Out<n>.PhysicalPixelHeight	Integer	Slot15.Out1.PhysicalPixelHeight = 0 !Done Slot15.Out1.PhysicalPixelHeight	Defines the height of a pixel on the display in microns.
PhysicalBezelTop	Slot<n>.Out<n>.PhysicalBezelTop	Integer	Slot15.Out1.PhysicalBezelTop = 0 !Done Slot15.Out1.PhysicalBezelTop	Defines the size of the top bezel in microns.
PhysicalBezelBottom	Slot<n>.Out<n>.PhysicalBezelBottom	Integer	Slot15.Out1.PhysicalBezelBottom = 0 !Done Slot15.Out1.PhysicalBezelBottom	Defines the size of the bottom bezel in microns
PhysicalBezelLeft	Slot<n>.Out<n>.PhysicalBezelLeft	Integer	Slot15.Out1.PhysicalBezelLeft = 0 !Done Slot15.Out1.PhysicalBezelLeft	Defines the size of the left bezel in microns
PhysicalBezelRight	Slot<n>.Out<n>.PhysicalBezelRight	Integer	Slot15.Out1.PhysicalBezelRight = 0 !Done Slot15.Out1.PhysicalBezelRight	Defines the size of the right bezel in microns
CutToBlack	Slot<n>.Out<n>.CutToBlack	Boolean	Slot15.Out1.CutToBlack = Off !Done Slot15.Out1.CutToBlack	Get or set the output to black. When setting multiple outputs to black it is recommended to surround them with startbatch() endbatch() to synchronise output blanking
HDBaseT	Slot<n>.Out<n>.HDBaseT	Sub-Menu	Slot15.Out1.HDBaseT = <…>	List the HDBaseT specific attributes for this card. See the **HDBASE-T** Sub-Menu section below.
FramelockSource	Slot<n>.Out<n>.FramelockSource	Input	Slot15.Out1.FramelockSource = NULL !Done Slot15.Out1.FramelockSource	Get or set the source to use for Frame-lock.

Property Name	Syntax	Type	Example	Description
FramelockEnable	Slot<n>.Out<n>.FramelockEnable	Boolean	Slot15.Out1.FramelockEnable = Off !Done Slot15.Out1.FramelockEnable	Get or set to use Frame-lock.
FramelockStatus	Slot<n>.Out<n>.FramelockStatus	FramelockStatus	Slot15.Out1.FramelockStatus = Unlocked !Done Slot15.Out1.FramelockStatus	Read only. Get if this output is locked to the Frame-lock source.
Resolutions	Slot<n>	List	Slot15.Resolutions.Resolution1 = <...> Slot15.Resolutions.Resolution2 = <...> … Slot15.Resolutions.Resolution1000 = <...> Slot15.Resolutions.Resolution1001 = <...> Slot15.Resolutions.Resolution1002 = <...> Slot15.Resolutions.Resolution1003 = <...> Slot15.Resolutions.Resolution1004 = <...> Slot15.Resolutions.Resolution1005 = <...> Slot15.Resolutions.Resolution1006 = <...> Slot15.Resolutions.Resolution1007 = <...> Slot15.Resolutions.Resolution1008 = <...> Slot15.Resolutions.Resolution1009 = <...> !Done Slot15.Resolutions	List the properties for a Resolution. Where <n> is the number of the Resolution. Note that Resolution1000 to Resolution1009 are Custom Resolutions.
Resolution<n>	Slot<n>.Resolutions.Resolution<n>	List	Slot15.Resolutions.Resolution1.Name = 640x480p60 Slot15.Resolutions.Resolution1.Aspect = 4:3 Slot15.Resolutions.Resolution1.CanFramelock = No !Done Slot15.Resolutions.Resolution1	List the properties of the selected resolution.
Name	Slot<n>.Resolutions.Resolution<n>.Name	String	Slot15.Resolutions.Resolution1.Name = 640x480p60 !Done Slot15.Resolutions.Resolution1.Name	Read only. Get the name of this resolution.
Aspect	Slot<n>.Resolutions.Resolution<n>.Aspect	AspectRatio	Slot15.Resolutions.Resolution1.Aspect = 4:3 !Done Slot15.Resolutions.Resolution1.Aspect	Read only. Get or set the aspect ratio of this resolution Used assist in the signal conversion when an input and the output have different aspect ratio.

Property Name	Syntax	Type	Example	Description
CanFramelock	Slot<n>.Resolutions.Resolution <n>.CanFramelock	Boolean	Slot15.Resolutions.Resolution1.CanFramelock = No !Done Slot15.Resolutions.Resolution1.CanFramelock	Read only. Get if the Resolution is compatible with Framelock.

Methods

Command	Syntax	Type	Example	Description
PhaseRetrain	Slot<n>.PhaseRetrain()	void	// Module 15 phase ----------R:::::::::R---, centres at 23, 23 (23). !Done Slot15.PhaseRetrain()	Initiates a Phase retrain for this slot
Module_Resolutions	Slot<n>.Module_Resolutions()	List	640x480p60;4:3; 640x480p72;4:3; … Empty1001;4:3; Empty1002;4:3; Empty1003;4:3; Empty1004;4:3; Empty1005;4:3; Empty1006;4:3; Empty1007;4:3; Empty1008;4:3; Empty1009;4:3; !Done Slot15.Module_Resolutions()	List all of the supported resolutions for this slot. Custom resolutions will appear at the end of the list. The list is semicolon separated.

HDBASE-T Sub-Menu

This section covers the following modules:

AK44 HDBaseT scaled 2 output module (See HDBaseT Output Module)

AK67 HDBaseT 2 input Module (see HDBASE-T Input Module)

For output cards it is possible to use Slot<n>.Out<n> and S<n>O<n> in place of Slots.Slot<n>.Out<n>.

For Input cards it is possible to use Slot<n>.In<n> and S<n>I<n> in place of Slots.Slot<n>.In<n>.

Command	Syntax	Type	Example	Description
HDBaseT	Slot<n>.Out<n>.HDBaseT Slot<n>.In<n>.HDBaseT	List	Slot15.Out1.HDBaseT.CurrentMode = Auto Standard mode Slot15.Out1.HDBaseT.LocalLinkStatus = HDBASE_T_LINK_ON Slot15.Out1.HDBaseT.LocalFwVer = 1.30.37.10 Slot15.Out1.HDBaseT.CableLength = Invalid Slot15.Out1.HDBaseT.LocalHDMIStatus = HDBASE_T_HDMI_HDCP_ON Slot15.Out1.HDBaseT.MaxError = Caution: 1 : 0 : 0 : 0 Slot15.Out1.HDBaseT.RemoteFWVer = 1.30.4.0 Slot15.Out1.HDBaseT.RemoteLinkStatus = HDBASE_T_LINK_ON Slot15.Out1.HDBaseT.RemoteHDMIStatus = HDBASE_T_HDMI_HDCP_ON Slot15.Out1.HDBaseT.LocalLinkReset() Slot15.Out1.HDBaseT.RemoteLinkReset() !Done Slot15.Out1.HDBaseT	List the HDBaseT specific attributes for this card.

Command	Syntax	Type	Example	Description
CurrentMode	Slot<n>.Out<n>.HDBaseTCurrentMode Slot<n>.In<n>.HDBaseTCurrentMode	HDBaseTStatus	Slot15.Out1.HDBaseT.CurrentMode = Auto Standard mode !Done Slot15.Out1.HDBaseT.CurrentMode	Read only. Get the current HTBaseT status. This comprises of the current configuration and mode.
LocalLinkStatus	Slot<n>.Out<n>.HDBaseTLocalLinkStatus Slot<n>.In<n>.HDBaseTLocalLinkStatus	HDBaseTLink	Slot15.Out1.HDBaseT.LocalLinkStatus = HDBASE_T_LINK_ON !Done Slot15.Out1.HDBaseT.LocalLinkStatus	Read only. Get the status of the local end of the link.
LocalFwVer	Slot<n>.Out<n>.HDBaseTLocalFwVer Slot<n>.In<n>.HDBaseTLocalFwVer	String	Slot15.Out1.HDBaseT.LocalFwVer = 1.30.37.10 !Done Slot15.Out1.HDBaseT.LocalFwVer	Read only. Get the version of the HDBaseT firmware in the card.
CableLength	Slot<n>.Out<n>.HDBaseTCableLength Slot<n>.In<n>.HDBaseTCableLength	String	Slot15.Out1.HDBaseT.CableLength = Invalid !Done Slot15.Out1.HDBaseT.CableLength	Read only. Get the link cable length in meters as measured by the card. This may be “Invalid” or a value between 20 and 100. “Invalid,” a value outside the range or significantly different from that of the physical cable may indicate a cabling issue.
LocalHDMIStatus	Slot<n>.Out<n>.HDBaseTLocalHDMIStatus Slot<n>.In<n>.HDBaseTLocalHDMIStatus	HDBaseTHDMI	Slot15.Out1.HDBaseT.LocalHDMIStatus = HDBASE_T_HDMI_HDCP_ON !Done Slot15.Out1.HDBaseT.LocalHDMIStatus	Read only. Get the status of the video connection at the local end of the link.
MaxError	Slot<n>.Out<n>.HDBaseTMaxError Slot<n>.In<n>.HDBaseTMaxError	HDBaseTError	Slot15.Out1.HDBaseT.MaxError = Caution: 255 : 255 : 255 : 255 !Done Slot15.Out1.HDBaseT.MaxError	Read only. Get the error statistics.
RemoteFWVer	Slot<n>.Out<n>.HDBaseTRemoteFWVer Slot<n>.In<n>.HDBaseTRemoteFWVer	String	Slot15.Out1.HDBaseT.RemoteFWVer = 1.30.4.0 !Done Slot15.Out1.HDBaseT.RemoteFWVer	Read only. Get the version of the HDBaseT firmware in the remote device.

Command	Syntax	Type	Example	Description
RemoteLinkStatus	Slot<n>.Out<n>.HDBaseTRemoteLinkStatus Slot<n>.In<n>.HDBaseTRemoteLinkStatus	HDBaseTLink	Slot15.Out1.HDBaseT.RemoteLinkStatus = HDBASE_T_LINK_ON !Done Slot15.Out1.HDBaseT.RemoteLinkStatus	Read only. Get the status of the remote end of the link.
RemoteHDMIStatus	Slot<n>.Out<n>.HDBaseTRemoteHDMIStatus Slot<n>.In<n>.HDBaseTRemoteHDMIStatus	HDBaseTHDMI	Slot15.Out1.HDBaseT.RemoteHDMIStatus = HDBASE_T_HDMI_HDCP_ON !Done Slot15.Out1.HDBaseT.RemoteHDMIStatus	Read only. Get the status of the video connection at the remote end of the link.
LocalLinkReset	Slot<n>.Out<n>.HDBaseT.LocalLinkReset() Slot<n>.In<n>.HDBaseT.LocalLinkReset()	Void	Slot15.Out1.HDBaseT.LocalLinkReset() !Done Slot15.Out1.HDBaseT.LocalLinkReset()	Reset the local end of the link.
RemoteLinkReset()	Slot<n>.Out<n>.HDBaseT.RemoteLinkReset() Slot<n>.In<n>.HDBaseT.RemoteLinkReset()	Void	Slot15.Out1.HDBaseT.RemoteLinkReset() !Done Slot15.Out1.HDBaseT.RemoteLinkReset()	Reset the remote end of the link.
SetMode	Slot<n>.Out<n>. SetMode Slot<n>.In<n>.HDBaseT. SetMode	String	Slot<n>.Out<n>. SetMode = Auto !Done s2i1.hdbaset.SetMode = Auto	Manually get and set the HDBASE-T link mode. Allowed values: Auto, LongReach, Standard. Note1: Use with caution - will only work if the device at the other end of the link is in Auto mode. Note 2: Manually set value may disagree with **Error! Reference source not found.** (qv). This is a function of Valens FW.

Audio S/PDIF Fixed Output

For use with CORIOmaster only.

This section covers the fixed audio output available on the S/PDIF output on a CORIOmaster micro only. This will always be on Slot 4 for a single CORIOmaster micro.

It is possible to use Slot<n>.Out<n> and S<n>O<n> in place of Slots.Slot<n>.Out<n> and Slot<n>.Out<n> and S<n>O<n> in place of Slots.Slot<n>.Out<n>.

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot4.Cardtype = Audio 1-out Slot4.Carddata = <...> Slot4.In1 = <...> Slot4.Out1 = <...> !Done Slot4	List the properties of the S/PDIF audio output.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot4.Cardtype = Audio 1-out !Done Slot1.Cardtype	Read-only. Get the type of this audio output
In<n>	Slot<n>.In<n>	List	Slot4.In1.FullName = In1 Slot4.In1.Alias = s1i1. Slot4.In1.AudInA = Slot3.In1 Slot4.In1.AudioLevel = 0 Slot4.In1.AudioMute = Off. !Done Slot4.In1	List the properties for the audio source for this output
FullName	Slot<n>.In<n>.FullName	String	Slot4.In1.FullName = In1 !Done Slot4.In1.FullName	Read-only. Get the full name of the Window
Alias	Slot<n>.In<n>.Alias	String	Slot4.In1.Alias = s4i1 !Done Slot4.In1.Alias	Get or set the Alias name for this input. Warning it is possible to set this value to that used by another input, in which case the other value will be set to NULL.
AudInA	Slot<n>.In<n>.AudInA	String	Slot4.In4.AudInA = NULL !Done Slot4.In1.AudInA	Get/set the value of the current audio routing window
AudioLevel	Slot<n>.In<n>.AudioLevel	Integer	Slot4.In1.AudioLevel = 0 !Done Slot4.In1.AudioLevel	Get/set the value of the current audio level, persistent over a power cycle. Value is in steps of 1dB from -20 to +20. Default is 0.

Property Name	Syntax	Type	Example	Description
AudioMute	Slot<n>.In<n>.AudioMute	Enum	Slot4.In1. AudioMute = Off !Done Slot4.In1. AudioMute	Get/set the whether audio is muted from this input, persists over power cycle. On – audio is muted Off – audio is NOT muted
Out<n>	Slot<n>.Out<n>	List	Slot4.Out1.FullName = Out1 Slot4.Out1.Alias = s4o1 Slot4.Out1.Mute = Off Slot4.Out1.AudioFollowWindow = 1 !Done Slot4.Out1	List the properties for the S/PDIF output.
FullName	Slot<n>.Out<n>.FullName	String	Slot4.Out1.FullName = Out1 !Done Slot4.Out1.FullName	Read-only. Get the full name of the Window
Alias	Slot<n>.Out<n>.Alias	String	Slot4.Out1.Alias = s4o1 !Done Slot4.Out1.Alias	Get or set the Alias name for this output. Warning it is possible to set this value to that used by another output, in which case the other value will be set to NULL.
Mute	Slot<n>.Out<n>.Mute	Enum	Slot4.Out1.Mute = Off !Done Slot4.Out1.Mute	Get/set the whether audio is muted on the S/PDIF output, persists over power cycle. On – audio is muted Off – audio is NOT muted (default)
AudioFollowWindow	Slot<n>.Out<n>. AudioFollowWindow	Integer	Slot4.Out1. AudioFollowWindow = 1 !Done Slot4.Out1. AudioFollowWindow	Get/set the audio routing window number

Routing Commands

Properties

Command	Syntax	Type	Example	Description
Routing	Routing	List	Routing.Windows = <...> Routing.Canvases = <...> Routing.Layouts = <...> Routing.MonitorViews = <...> Routing.Preset = <...> Routing.Stbds = <...> !Done Routing	List the routing commands and properties

Window Commands

For use with CORIOmaster only

In Window<n> the “<n>” represents the number of the Window (for example “1” for Window1).

It is possible to use either Window<n> or Windows.Window<n> in place of Routing.Windows.Window<n>.

Properties

Command	Syntax	Type	Example	Description
Windows	Windows	List	Windows.Window1 = <...> Windows.Window2 = <...> … !Done Windows	List all of the Windows.
Window<n>	Window<n>	List	Window1.FullName = Window1 Window1.Status = FREE Window1.Alias = NULL Window1.Input = Slot3.In1 Window1.Canvas = Canvas1 Window1.CanWidth = 1280 Window1.CanHeight = 720 Window1.CanXCentre = 689 Window1.CanYCentre = 0 Window1.Zorder = 1 Window1.RotateDeg = 0 Window1.WDP = 0 Window1.WDPQ = 2048 Window1.BdrPixWidth = 1 Window1.BdrRGB = 0 Window1.HFlip = Off Window1.VFlip = Off Window1.FTB = 0 Window1.SCFTB = Off Window1.SCHShrink = Off Window1.SCVShrink = Off Window1.SCSpin = 0 Window1.AccountForBezel = No	List all of the properties of this Window.

Command	Syntax	Type	Example	Description
			Window1.PhysicalCenterX = 547800 Window1.PhysicalCenterY = 0 Window1.PhysicalWidth = 1018300 Window1.PhysicalHeight = 572800 !Done Window1	
FullName	Window<n>.FullName	String	Window1.FullName = Window1 !Done Window1.FullName	Read-only. Get the full name of the Window
Alias	Window<n>.Alias	String	Window1.Input = Slot3.In1 !Done Window1.Input	Get or set the Alias name for this Window
Input	Window<n>.Input	InputName	Window1.Input = NULL !Done Window1.Input = NULL	Get or set the Input assigned to this Window
Canvas	Window<n>.Canvas	List	Window1.Canvas = Canvas1 !Done Window1.Canvas	Get or set the canvases to which this Window is assigned. Set to NULL to remove from all canvas. The list is comma delimited
CanWidth	Window<n>.CanWidth	Integer	Window1.CanWidth = 1280 !Done Window1.CanWidth	Get or set the width of the Window. 14-bit unsigned integer.
CanHeight	Window<n>.CanHeight	Integer	Window1.CanHeight = 720 !Done Window1.CanHeight	Get or set the height of the Window. 14-bit unsigned integer.
CanXCentre	Window<n>.CanXCentre	Integer	Window1.CanXCentre = 689 !Done Window1.CanXCentre	Get or set the X co-ordinated of the centre of the Window. 14-bit signed integer.
CanYCentre	Window<n>.CanYCenter	Integer	Window1.CanYCentre = 0 !Done Window1.CanYCentre	Get or set the Y co-ordinated of the centre of the Window. 14-bit signed integer.
Zorder	Window<n>.Zorder	Integer	Window1.Zorder = 1 !Done Window1.Zorder	Get or set the depth of the Window within the canvas. 4-bit unsigned.
RotateDeg	Window<n>.RotateDeg	Integer	Window1.RotateDeg = 0 !Done Window1.RotateDeg	Get or set the degree of rotation for the Window. 0 to 359.
WDPQ	Window<n>.WDPQ	Integer	Window1.WDPQ = 2048 !Done Window1.WDPQ	Get or set the window quality for the window. 0 = Preview 1024 = HQ 2048 = EHQ 4096 = UHQ

Command	Syntax	Type	Example	Description
BrdPixwidth	Window<n>.BdrPixWidth	Integer	Window1.BdrPixWidth = 1 !Done Window1.BdrPixWidth	Get or set the width of the border. 0 to 100 Note that Setting this to 0 will degrade image quality when rotated
BrdRGB	Window<n>.BdrRGB	Integer	Window1.BdrRGB = 0 !Done Window1.BdrRGB	Get or set the colour of the border using RGB represented as a integer.
HFlip	Window<n>.HFlip	Boolean	Window1.HFlip = Off !Done Window1.HFlip	Get or set if the Window is inverted horizontally.
VFlip	Window<n>.VFlip	Boolean	Window1.VFlip = Off !Done Window1.VFlip	Get or set if the Window is inverted vertically.
FTB	Window<n>.FTB	Integer	Window1.FTB = 0 !Done Window1.FTB	Get or set the brightness for this Window. The range is 0 to 256 with 0 being full brightness and 256 being black.
SCFTB	Window<n>.SCFTB	Boolean	Window1.SCFTB = Off !Done Window1.SCFTB	Get or set the Fade Through Black animation property for this Window.
SCHShrink	Window<n>.SCHShrink	Boolean	Window1.SCHShrink = Off !Done Window1.SCHShrink	Get or set the Horizontal Shrink animation property for this Window.
SCVShrink	Window<n>.SCVShrink	Boolean	Window1.SCVShrink = Off !Done Window1.SCVShrink	Get or set the Vertical Shrink animation property for this Window.
SCSpin	Window<n>.SCSpin	Boolean	Window1.SCSpin = 0 !Done Window1.SCSpin	Get or set the Spin animation property for this Window. The range is -7 to 7 with 0 being off, negative numbers are for anti-clockwise and positive numbers for clockwise spins.
AccountForBezel	Window<n>.AccountForBezel	Boolean	Window1.AccountForBezel = No !Done Window1.AccountForBezel	Get or set if the “Account for Bezel” option is enabled.
PhysicalCenterX	Window<n>.PhysicalCenterX	Integer	Window1.PhysicalCenterX = 547800 !Done Window1.PhysicalCenterX	Numerical value for window placement within CORIOgrapher software.
PhysicalCenterY	Window<n>.PhysicalCenterY	Integer	Window1.PhysicalCenterY = 0 !Done Window1.PhysicalCenterY	Numerical value for window placement within CORIOgrapher software.
PhysicalWidth	Window<n>.PhysicalWidth	Integer	Window1.PhysicalWidth = 1018300 !Done Window1.PhysicalWidth	Numerical value for window placement within CORIOgrapher software.

Command	Syntax	Type	Example	Description
PhysicalHeight	Window<n>.PhysicalHeight	Integer	Window1.PhysicalHeight = 572800 !Done Window1.PhysicalHeight	Numerical value for window placement within CORIOgrapher software.

Canvases Commands

For use with CORIOmaster only

In Canvas<n> the “<n>” represents the number of the Canvas (for example “1” for Canvas1).

It is possible to use either Canvas<n> or Canvases.Canvas<n> in place of Routing.Canvases.Canvas<n>.

Properties

Property Name	Syntax	Type	Example	Description
Canvases	Canvases	List	Canvases.Canvas1 = <...> Canvases.Canvas2 = <...> … !Done Canvases	List the Canvases.
Canvas<n>	Canvas<n>	List	Canvas1.FullName = Canvas1 Canvas1.Status = FREE Canvas1.Alias = NULL Canvas1.WindowList = Window1,Window2 Canvas1.LayoutList = Layout1 !Done Canvas1	List all of the properties of this Canvas.
FullName	Canvas<n>.FullName	String	Canvas1.FullName = Canvas1 !Done Canvas1.FullName	Read-only. Get the full name for this Canvas.
Alias	Canvas<n>.Alias	String	Canvas1.Alias = NULL !Done Canvas1.Alias	Get or set an alias name for this Canvas.
WindowList	Canvas<n>.WindowList	List	Canvas1.WindowList = Window1,Window2 !Done Canvas1.WindowList	Get or set the list of Windows that are associated with the Canvas
LayoutList	Canvas<n>.LayoutList	List	Canvas1.LayoutList = Layout1 !Done Canvas1.LayoutList	Get or set the list of layouts that the Canvas is assigned to.

Layouts Commands

For use with CORIOmaster only

In Layout<n> the “<n>” represents the number of the Layout (for example “1” for Layout1).

It is possible to use either Layout<n> or Layouts.Layout<n> in place of Routing.Layouts.Layout<n>.

Properties

Property Name	Syntax	Type	Example	Description
Layouts	Layouts	List	Layouts.Layout1 = <...> Layouts.Layout2 = <...> … !Done Layouts	List the Layouts.
Layout<n>	Layout<n>	List	Layout1.FullName = Layout1 Layout1.Status = FREE Layout1.Alias = NULL Layout1.Canvas = Canvas1 Layout1.CanWidth4kUnit = 4096 Layout1.CanHeight4kUnit = 4096 Layout1.CanXCentre = 0 Layout1.CanYCentre = 0 Layout1.StbdActive = No Layout1.OutputList = Slot13.Out1,Slot16.Out2 Layout1.Mode = Normal !Done Layout1	List all of the properties of this Layout.
FullName	Layout<n>.FullName	String	Layout1.FullName = Layout1 !Done Layout1.FullName	Read-only. Get the full name for this Layout.
Alias	Layout<n>.Alias	String	Layout1.Alias = NULL !Done Layout1.Alias	Get or set the alias name for this Layout.
Canvas	Layout<n>.Canvas	Canvas	Layout1.Canvas = Canvas1 !Done Layout1.Canvas	Get or set the Canvas the Layout is assigned to.
CanHeight4kUnit	Layout<n>.CanHeight4kUnit	Integer	Layout1.CanWidth4kUnit = 4096 !Done Layout1.CanWidth4kUnit	Get or set the vertical image sizing value for the canvas. This is in the range -32 to 16383 (the smaller number is the larger image).

Property Name	Syntax	Type	Example	Description
CanWidth4kUnit	Layout<n>.CanWidth4kUnit	Integer	Layout1.CanHeight4kUnit = 4096 !Done Layout1.CanHeight4kUnit	Get or set the horizontal image sizing value for the canvas. Range: -32 to 16383 (smaller number is larger image).
CanXCentre	Layout<n>.CanXCentre	Integer	Layout1.CanXCentre = 0 !Done Layout1.CanXCentre	Get or set the vertical centring value for the canvas This is in the range -8191 to 8191 (negative shifts down; positive shifts up).
CanYCentre	Layout<n>.CanYCentre	Integer	Layout1.CanYCentre = 0 !Done Layout1.CanYCentre	Get or set the horizontal centring value for the canvas. This is in the range -8191 to 8191 (negative shifts right; positive shifts left).
StbdActive	Layout<n>.StbdActive	Integer	Layout1.StbdActive = No !Done Layout1.StbdActive	Read only. Get if there is a Storyboard currently animating on this Layout.
OutputList	Layout<n>.OutputList	List	Layout1.OutputList = Slot12.Out1,Slot12.Out2 !Done Layout1.OutputList	Get or set the list of Outputs that are associated with the Layout.

Storyboard Commands

For use with CORIOmaster only

In Stbd<n> the “<n>” represents the number of the Storyboard (for example “1” for Stbd1).

It is possible to use either Stbds.Stbd<n> in place of Routing.Stbds.Stbd<n>.

Properties

Property Name	Syntax	Type	Example	Description
Stbds	Stbds	List	Stbds.Stbd1 = <...> … Stbds.Stbd50 = <...> !Done Stbds	List the Soryboards.
Stbd<n>	Stbds.Stbd<n>	List	Stbds.Stbd1.Name = start Stbds.Stbd1.Canvas = Canvas1 Stbds.Stbd1.Kfrms = <...> Stbds.Stbd1.Take() Stbds.Stbd1.Save() Stbds.Stbd1.Remove() !Done Stbds.Stbd1	List all of the properties of this Storyboard.
Name	Stbds.Stbd<n>.Name	String	Stbds.Stbd1.Name = start !Done Stbds.Stbd1.Name	Get or set the name for this Storyboard.
Canvas	Stbds.Stbd<n>.Canvas	Canvas	Stbds.Stbd1.Canvas = Canvas1 !Done Stbds.Stbd1.Canvas	Get or set the Canvas the Layout is assigned to.
Kfrms	Stbds.Stbd<n>.Kfrms	List	Stbds.Stbd1.Kfrms.Kfrm1 = (Window1.Input,0,Slot3.In1,Discrete) Stbds.Stbd1.Kfrms.Kfrm2 = (Window1.CanWidth,0,1920,Linear) … !Done Stbds.Stbd1.Kfrms	Get a list of the Key Frames for this Storyboard.
Kfrm<n>	Stbds.Stbd<n>.Kfrms.Kfrm<n>	KeyFrame	Stbds.Stbd1.Kfrms.Kfrm1 = (Window1.Input,0,Slot3.In1,Discrete) !Done Stbds.Stbd1.Kfrms.Kfrm1	Get or set the attributes of this Key Frame.

Methods

Command	Syntax	Type	Example	Description
Take	Stbds.Stbd<n>.Take()	Void	Stbds.Stbd1.Take() !Done Stbds.Stbd1.Take()	Execute this Storyboard
Save	Stbds.Stbd<n>.Save()	Void	Stbds.Stbd1.Save() !Done Stbds.Stbd1.Save()	Make this Storyboard persistent. Note it saved to the file system and automatically loaded on power on.
Remove	Stbds.Stbd<n>.Remove()	Void	Stbds.Stbd1.Remove() !Done Stbds.Stbd1.Remove()	Clear this Storyboard.

Preset Commands

It is possible to use Preset in place of Routing.Preset.

Note: Do not use presets to add and remove windows. If you want to remove a window from your display with a preset, do not delete the window. Instead move the window away from the display, resize the window smaller to reduce the video bandwidth, and set the preset duration to 0 seconds.

Properties

Property Name	Syntax	Type	Example	Description
Preset	Preset	List	Preset.PresetList() Preset.Take = 1 Preset.Read = 1 Preset.Valid = No Preset.NameRead = start Preset.CanvasRead = NULL Preset.DurationRead = 0 Preset.SeqNumRead = 0 Preset.FlagsRead = 0 Preset.SaveRead() Preset.RestoreRead() Preset.RmvPresetFileRead() Preset.SaveAllPresets() Preset.RestoreAllPresets() Preset.RemovePresetFiles() !Done Preset	List all of the preset properties.
Take	Preset.Take	Integer	Preset.Take = 1 !Done Preset.Take	Get or set the active preset (by ID number: 1-49) This is the equivalent to Preset.Read followed by Preset.RestoreRead.
Read	Preset.Read	Integer	Preset.Read = 1 !Done Preset.Read	Get or set the preset to be edited (by ID number: 1-49)
Valid	Preset.Valid	Boolean	Preset.Valid = No !Done Preset.Valid	Read-only. Get if the active preset has been saved.
NameRead	Preset.NameRead	String	Preset.NameRead = start !Done Preset.NameRead	Get or set the name of the active preset. The name may be up to 19 alphanumeric characters, no spaces.

Property Name	Syntax	Type	Example	Description
CanvasRead	Preset.CanvasRead	String	Preset.CanvasRead = NULL !Done Preset.CanvasRead	Returns the name of the canvas associated with the active preset.
DurationRead	Preset.DurationRead	Integer	Preset.DurationRead = 0 !Done Preset.DurationRead	The time in milliseconds for a Storyboard to be applied. The range is 0 to 60,000.

Methods

Command	Syntax	Type	Example	Description
PresetList	Preset.PresetList()	List	Routing.Preset.PresetList[1]=start,Canvas1,1000 Routing.Preset.PresetList[2]=side_by_side,Canvas1,3000 Routing.Preset.PresetList[3]=top_and_bottom,Canvas1,2000 Routing.Preset.PresetList[4]=two,Canvas1,1000 Routing.Preset.PresetList[5]=one,Canvas1,2000 Routing.Preset.PresetList[8]=one_inverted,Canvas1,2000 Routing.Preset.PresetList[11]=more,Canvas1,1000 !Done Preset.PresetList()	List all the valid presets by ID. The result will contain the preset name and Canvas name if any. Note that this list is an ordered sparse list. There may be IDs that are unused that these will not be shown in the list.
SaveRead	Preset.SaveRead()	Void	// Preset(s) saved. !Done Preset.SaveRead()	Save the active preset from the live data (RAM) to the on-chip memory.
RestoreRead	Preset.RestoreRead()	Void	// Preset(s) restored. !Done Preset.RestoreRead()	Restore the active preset from the on-chip memory to the live data (RAM).
RmvPresetFileRead	Preset.RmvPresetFileRead()	Void	// Preset(s) cleared. !Done Preset.RmvPresetFileRead()	Clear the active preset from the on-chip memory.
RemovePresetFiles	Preset.RemovePresetFiles()	Void	// Preset(s) cleared. !Done Preset.RemovePresetFiles()	Clear all presets from the on-chip memory.

Events

Event	Syntax	Category	Example	Description
TAKE	TAKE,<preset>	PRESET	!Event PRESET,TAKE,1	Raised when a preset is taken
COMPLETE	COMPLETE,<preset>	PRESET	!Event PRESET, COMPLETE,1	Raised when a preset is completed
SAVE	SAVE,<preset>	PRESET	!Event PRESET,SAVE,1	Raised when a preset is saved
REMOVE	REMOVE,<preset>	PRESET	!Event PRESET, REMOVE,1	Raised when a preset is removed

Custom Types

Name	Values
ActiveOff	Active, Off
AnalogType	RGBHV, RGBS, RGsB, YUV, CV+YC
AspectRatio	16:9, 4:3, 5:4, 16:10, 5:3, 1:1, 16:6
AudioInput	Slot<n>.In<n>.AudIn<X>, NULL – Where <n> is a number and <X> is a letter.
Boolean	"On" and "Off" or "Yes" and "No"
BackplaneType	Type 1 = 4EHQ and 16HQ windows Type 2 = 6EHQ and 12HQ windows Type 3 = 8EHQ and 8HQ windows
ColourScale	Auto, Black, YUV, RGB, YUV_601, YUV_709
DisplayType	Monitor, Projector, None
FoundNot	Found, Not_Found
FoundOff	Found, Off
FramelockStatus	Off, Locked, Unlocked
FrameType	I Interlaced P Progressive
GenlockStatus	Off, Locked
HDBaseTError	The quality of the HDBaseT link. Max error Status: Valid: <n> : <n> : <n> : <n> The error statistics have stabilised. Caution: <n> : <n> : <n> : <n> The error statistics have not yet stabilised. Four channels of error statistics. If valid, the lower the number the better the quality of the link For example: Valid: 16 : 15 : 15 : 16
HDBaseTHDMI	The current state of the Video transfer: HDBASE_T_HDMI_NONE No video is being transmitted over the link. HDBASE_T_HDMI_ON Un-encrypted video is being transmitted over the link. HDBASE_T_HDMI_HDCP_ON Encrypted video is being sent over the link. HDBASE_T_HDMI_INDETERMINATE Warning, unable to read remote status.

Name	Values
HDBaseTLink	Local and remote link status: HDBASE_T_LINK_NONE — No link established. HDBASE_T_LINK_ON — Link is established. HDBASE_T_LINK_LOW_POWER — Link has entered a low power mode. HDBASE_T_LINK_ETHER_ONLY — Ethernet only mode. HDBASE_T_LINK_INDETERMINATE — An error condition has occurred. Note that the remote link and the local link should normally be expected to be in the same state. A difference would indicate an error condition, or a possible incompatibility between the transmitter and the receiver.
HDBaseTStatus	The status of the HTBaseT module, it consists of a configuration part and a mode part. The current configuration: Unknown — An error has occurred. Auto — The link has auto configured. The expected value. Manual — Not supported The current mode: Standard mode — Default, normal operation. Disconnect — Link is inactive. Long reach mode — Link is attempting to work over a longer cable. Ethernet Fallback — Link will pass Ethernet connections but not video. Reserved — Link is in a reserved state. This will indicate an error condition. Powerdown 1 — The link has entered one of two low power modes Powerdown 2 — The link has entered one of two low power modes. HDMI Bypass — Link is not being used. Entering this mode will indicate an error of some kind.
HDCPDownstream	Status of the HDCP link: HoldOn — Keep HDCP active KeepOff — De-activate HDCP FollowSource — Turns HDCP on or off depending on the source
HDCPReq	Required, Off
HDCPSup	Supported, Off

Name	Values	
KeyFrame	Key frame properties	(property,time,value,mode)
	property	The Property to set
	time	The time in millisconds from start of Storyboard to this Key Frame.
	value	The value to apply to the Property
	mode	The mode to be used for the interpolation.
	Interpolation mode	
	Discrete	The value is applied at the mid-point between this and the previous Key Frame.
	Linear	The value is applied during the frames between this and the previous Key Frame.
Polarity	N Negative P Positive	
Role	Administrator, PowerUser, User, Guest, Test	
ScanMode	I Interlaced P Progressive	
SrcLossColor	Black, Blue, Red, Green, Yellow, Magenta, Cyan, White	
StatusEnum	UNKNOWN, OK, INVALID	
SystemStatus	Serving, Busy	
TestPattern	RGB_100, Black, 8x8_Grid, Dot, 8x8_ChqBrd	
TypeChoice	Options for DVI cards: DVI, RGBHV, RGsB, YUV, CV, YC Options for SDI cards SDI	
WindowStatus	FREE, ALLOCATED, IN USE, NULL	