

RossTalk-IN

The RossTalk-IN device enables external applications or devices in an OverDrive system to use the RossTalk protocol to control the switcher in the OverDrive system. The RossTalk protocol is a plain text based protocol that you can use to send commands to the OverDrive system switcher through the RossTalk-IN device.

Remote Device Port Configuration Settings

Use the following procedure to configure a RossTalk-IN device on the Caprica Server:

1. Use the current version of **DashBoard** software to connect to your **Caprica Server**.
2. In the **DashBoard Tree View**, double-click the **Port Configuration** node of your Caprica Server.
3. In the **Port Configuration Summary** table, double-click a **REMOTE#** in the **Port** column.
4. In the **Configure REMOTE#** panel, click **RossTalk**.
5. Click **RTalk-IN**.
6. Click **Network Settings**.
7. Use the following settings to configure the **Network Settings** for your RossTalk-IN device:
 - **Ethernet Role** — Server
 - **Remote IP Address** — 0.0.0.0
 - **Remote Port** — 0
 - **Local IP Address** — enter 0.0.0.0 to receive RossTalk commands through all network interface cards of a Caprica Server. Enter a specific IP address to only receive RossTalk commands through the network interface card associated with the entered IP address.
 - **Local Port** — 7788
 - **Protocol** — TCP
8. Click **Apply Changes** to save the RossTalk-IN device settings.
9. Click **Done** to close the Configure REMOTE# panel.

For More Information on...

- configuring remote devices for OverDrive systems that contain a Caprica Server, refer to the *Caprica User Guide*.

Sending RossTalk Commands to Caprica

Use the following procedure to use external applications or devices to send RossTalk commands to the RossTalk-IN device on the Caprica Server:

1. Use the **Local IP Address** and the **Local Port** set for the **RossTalk-IN** device to create a network connection to your Caprica Server.
2. Use an external application or device to send RossTalk commands to the **RossTalk-IN** device on your Caprica Server. Terminate each RossTalk command with a carriage return and a line feed (CR/LF).

For More Information on...

- creating custom DashBoard panels to send RossTalk commands, refer to the *DashBoard Control, Monitoring, and Workflow Automation System User Guide*.

Switcher Commands

This section lists the RossTalk commands that you can use to control the OverDrive system switcher from an external device through the Caprica RossTalk-IN device.

Memory Recall

The Memory Recall command recalls a memory on an ME.

Table 4.1 Memory Recall Command Syntax

Command	Description
SW MEM : mem : ME : me	Recalls a memory (<i>mem</i>) on an ME (<i>me</i>). <ul style="list-style-type: none"> <i>mem</i> — memory number or name <i>me</i> — ME number (0 = program) or name
SW MEM : mem : O_ME : layer	Recalls a memory (<i>mem</i>) on an ME that is a layer (<i>layer</i>). <ul style="list-style-type: none"> <i>mem</i> — memory number or name <i>layer</i> — layer on the Program output (1= background)
SW MEM : mem : P_ME : layer	Recalls a memory (<i>mem</i>) on an ME that is a layer (<i>layer</i>). <ul style="list-style-type: none"> <i>mem</i> — memory number or name <i>layer</i> — layer number on the Preview output (1= background)

Set Source

The Set Source command sets source on an ME.

Table 4.2 Set Source Command Syntax

Command	Description
SW XPT : ME : me : BUS : bus : IN : input	Sets the input (<i>input</i>) on bus (<i>bus</i>) on ME (<i>me</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>bus</i> — bus number (1 = background, 2 = preset) or name <i>input</i> — source number in the Input list
SW XPT : ME : me : BUS : bus : SRC : src	Sets the source (<i>src</i>) on bus (<i>bus</i>) on ME (<i>me</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>bus</i> — bus number (1 = background, 2 = preset) or name <i>src</i> — source name
SW XPT : ME : me : BUS : bus : XPT : xpt	Sets the crosspoint (<i>xpt</i>) on bus (<i>bus</i>) on ME (<i>me</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>bus</i> — bus number (1 = background, 2 = preset) or name <i>xpt</i> — source number in the Crosspoint list
SW XPT : ME : me : KEY : keyer : BUS : keybus : IN : input	Sets the input (<i>input</i>) on bus (<i>keybus</i>) of key (<i>keyer</i>) on ME (<i>me</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>keyer</i> — keyer number or name <i>keybus</i> — bus number of the key (usually channel number) or name <i>input</i> — source number in the Input list

Table 4.2 Set Source Command Syntax

Command	Description
SW XPT : ME : me : KEY : keyer : BUS : <i>keybus : SRC : src</i>	Sets the source (<i>src</i>) on bus (<i>keybus</i>) of key (<i>keyer</i>) on ME (<i>me</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>src</i> — source name
SW XPT : ME : me : KEY : keyer : BUS : <i>keybus : XPT : xpt</i>	Sets the crosspoint (<i>xpt</i>) on bus (<i>keybus</i>) of key (<i>keyer</i>) on ME (<i>me</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>xpt</i> — source number in the Crosspoint list
SW XPT : O_ME : layer : BUS : bus : IN : <i>input</i>	Sets the input (<i>input</i>) on bus (<i>bus</i>) on On-Air relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the program output (1= background) • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>input</i> — source number in the Input list
SW XPT : O_ME : layer : BUS : bus : SRC <i>: src</i>	Sets the source (<i>src</i>) on bus (<i>bus</i>) on On-Air relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the program output (1= background) • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>src</i> — source name
SW XPT : O_ME : layer : BUS : bus : XPT <i>: xpt</i>	Sets the crosspoint (<i>xpt</i>) on bus (<i>bus</i>) on On-Air relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the program output (1= background) • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>xpt</i> — source number in the Crosspoint list
SW XPT : O_ME : layer : KEY : keyer : BUS : keybus : IN : input	Sets the input (<i>input</i>) on bus (<i>keybus</i>) of key (<i>keyer</i>) on On-Air relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the program output (1= background) • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>input</i> — source number in the Input list
SW XPT : O_ME : layer : KEY : keyer : BUS : keybus : SRC : src	Sets the source (<i>src</i>) on bus (<i>keybus</i>) of key (<i>keyer</i>) on On-Air relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the program output (1= background) • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>src</i> — source name
SW XPT : O_ME : layer : KEY : keyer : BUS : keybus : XPT : xpt	Sets the crosspoint (<i>xpt</i>) on bus (<i>keybus</i>) of key (<i>keyer</i>) on On-Air relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the program output (1= background) • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>xpt</i> — source number in the Crosspoint list

Table 4.2 Set Source Command Syntax

Command	Description
SW XPT : P_ME : layer : BUS : bus : IN : input	Sets the input (<i>input</i>) on bus (<i>bus</i>) on Preview relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the program output (1= background) • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>input</i> — source number in the Input list
SW XPT : P_ME : layer : BUS : bus : SRC : src	Sets the source (<i>src</i>) on bus (<i>bus</i>) on Preview relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the program output (1= background) • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>src</i> — source name
SW XPT : P_ME : layer : BUS : bus : XPT : xpt	Sets the crosspoint (<i>xpt</i>) on bus (<i>bus</i>) on Preview relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the program output (1= background) • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>xpt</i> — source number in the Crosspoint list
SW XPT : P_ME : layer : KEY : keyer : BUS : keybus : IN : input	Sets the input (<i>input</i>) on bus (<i>keybus</i>) of key (<i>keyer</i>) on Preview relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the program output (1= background) • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>input</i> — source number in the Input list
SW XPT : P_ME : layer : KEY : keyer : BUS : keybus : SRC : src	Sets the source (<i>src</i>) on bus (<i>keybus</i>) of key (<i>keyer</i>) on Preview relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the program output (1= background) • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>src</i> — source name
SW XPT : P_ME : layer : KEY : keyer : BUS : keybus : XPT : xpt	Sets the crosspoint (<i>xpt</i>) on bus (<i>keybus</i>) of key (<i>keyer</i>) on Preview relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the program output (1= background) • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>xpt</i> — source number in the Crosspoint list
SW XPT : AUX : aux : IN : input	Sets the input (<i>input</i>) on aux bus (<i>aux</i>). <ul style="list-style-type: none"> • <i>aux</i> — aux bus name or number • <i>input</i> — source number in the Input list
SW XPT : AUX : aux : SRC : src	Sets the source (<i>src</i>) on aux bus (<i>aux</i>). <ul style="list-style-type: none"> • <i>aux</i> — aux bus name or number • <i>src</i> — source name
SW XPT : AUX : aux : XPT : xpt	Sets the crosspoint (<i>xpt</i>) on aux bus (<i>aux</i>). <ul style="list-style-type: none"> • <i>aux</i> — aux bus name or number • <i>xpt</i> — source number in the Crosspoint list

Set Source Query

The Set Source Query command displays the source on an ME.

Table 4.3 Set Source Query Command Syntax

Command	Description
SW XPT : ME : me : ?	Displays the source on ME (<i>me</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name
SW XPT : ME : me : BUS : bus : ?	Displays the source on bus (<i>bus</i>) on ME (<i>me</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW XPT : ME : me : KEY : keyer : BUS : keybus : ?	Displays the source on bus (<i>keybus</i>) of key (<i>keyer</i>) on ME (<i>me</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>keyer</i> — keyer number or name <i>keybus</i> — bus number of the key (usually channel number) or name
SW XPT : O_ME : layer : BUS : bus : ?	Displays the source on bus (<i>bus</i>) on On-Air relative ME (<i>layer</i>). <ul style="list-style-type: none"> <i>layer</i> — layer on the program output (1= background) <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW XPT : O_ME : layer : KEY : keyer : BUS : keybus : ?	Displays the source on bus (<i>keybus</i>) of key (<i>keyer</i>) on On-Air relative ME (<i>layer</i>). <ul style="list-style-type: none"> <i>layer</i> — layer on the program output (1= background) <i>keyer</i> — keyer number or name <i>keybus</i> — bus number of the key (usually channel number) or name
SW XPT : P_ME : layer : BUS : bus : ?	Displays the source on bus (<i>bus</i>) on Preview relative ME (<i>layer</i>). <ul style="list-style-type: none"> <i>layer</i> — layer on the program output (1= background) <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW XPT : P_ME : layer : KEY : keyer : BUS : keybus : ?	Displays the source on bus (<i>keybus</i>) of key (<i>keyer</i>) on Preview relative ME (<i>layer</i>). <ul style="list-style-type: none"> <i>layer</i> — layer on the program output (1= background) <i>keyer</i> — keyer number or name <i>keybus</i> — bus number of the key (usually channel number) or name
SW XPT : AUX : aux : ?	Displays the source on auxbus (<i>aux</i>). <ul style="list-style-type: none"> <i>aux</i> — aux bus name or number

Copy Bus

The Copy Bus command copies a selected ME to a bus.

Table 4.4 Copy Bus Command Syntax

Command	Description
SW COPY : S_ME : me : S_BUS : bus : D_ME : me : D_BUS : bus	Copies the input from a select ME (<i>me</i>) and bus (<i>bus</i>) to another ME (<i>me</i>) and bus (<i>bus</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>bus</i> — bus number (1 = background, 2 = preset) or name

Table 4.4 Copy Bus Command Syntax

Command	Description
SW COPY : S_ME : me : S_BUS : bus : D_O_ME : layer : D_BUS : bus	<p>Copies the input from a select ME (<i>me</i>) and bus (<i>bus</i>) to the On-Air ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>layer</i> — ME layer relative to the Program bus
SW COPY : S_ME : me : S_BUS : bus : D_P_ME : layer : D_BUS : bus	<p>Copies the input from a select ME (<i>me</i>) and bus (<i>bus</i>) to the Preview ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>layer</i> — ME layer relative to the Preview bus
SW COPY : S_ME : me : S_KEY : keyer : S_BUS : keybus : D_ME : me : D_BUS : bus	<p>Copies the input from a selected ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to another ME (<i>me</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW COPY : S_ME : me : S_KEY : keyer : S_BUS : keybus : D_O_ME : layer : D_BUS : bus	<p>Copies the input from a selected ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the On-Air ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>layer</i> — ME layer relative to the Program bus
SW COPY : S_ME : me : S_KEY : keyer : S_BUS : keybus : D_P_ME : layer : D_BUS : bus	<p>Copies the input from a selected ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the Preview ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>layer</i> — ME layer relative to the Preview bus
SW COPY : S_O_ME : layer : S_BUS : bus : D_ME : me : D_BUS : bus	<p>Copies the input from the On-Air ME (<i>layer</i>) and bus (<i>bus</i>) to an ME (<i>me</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>me</i> — ME number (0 = program) or name
SW COPY : S_O_ME : layer : S_BUS : bus : D_O_ME : layer : D_BUS : bus	<p>Copies the input from the On-Air ME (<i>layer</i>) and bus (<i>bus</i>) to the On-Air ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW COPY : S_O_ME : layer : S_BUS : bus : D_P_ME : layer : D_BUS : bus	<p>Copies the input from the On-Air ME (<i>layer</i>) and bus (<i>bus</i>) to the Preview ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program or Preview bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name

Table 4.4 Copy Bus Command Syntax

Command	Description
SW COPY : S_O_ME : layer : S_KEY : keyer : S_BUS : keybus : D_ME : me : D_BUS : bus	<p>Copies the input from the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to an ME (<i>me</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>me</i> — ME number (0 = program) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW COPY : S_O_ME : layer : S_KEY : keyer : S_BUS : keybus : D_O_ME : layer : D_BUS : bus	<p>Copies the input from the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the On-Air ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW COPY : S_O_ME : layer : S_KEY : keyer : S_BUS : keybus : D_P_ME : layer : D_BUS : bus	<p>Copies the input from the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the Preview ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program or Preview bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW COPY : S_P_ME : layer : S_BUS : bus : D_ME : me : D_BUS : bus	<p>Copies the input from the Preview ME (<i>layer</i>) and bus (<i>bus</i>) to an ME (<i>me</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Preview bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>me</i> — ME number (0 = program) or name
SW COPY : S_P_ME : layer : S_BUS : bus : D_O_ME : layer : D_BUS : bus	<p>Copies the input from the Preview ME (<i>layer</i>) and bus (<i>bus</i>) to the On-Air ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program or Preview bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW COPY : S_P_ME : layer : S_BUS : bus : D_P_ME : layer : D_BUS : bus	<p>Copies the input from the Preview ME (<i>layer</i>) and bus (<i>bus</i>) to the Preview ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Preview bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW COPY : S_P_ME : layer : S_KEY : keyer : S_BUS : keybus : D_ME : me : D_BUS : bus	<p>Copies the input from the Preview ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to an ME (<i>me</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Preview bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>me</i> — ME number (0 = program) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name

Table 4.4 Copy Bus Command Syntax

Command	Description
SW COPY : S_P_ME : layer : S_KEY : keyer : S_BUS : keybus : D_O_ME : layer : D_BUS : bus	<p>Copies the input from the Preview ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the On-Air ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program or Preview bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW COPY : S_P_ME : layer : S_KEY : keyer : S_BUS : keybus : D_P_ME : layer : D_BUS : bus	<p>Copies the input from the Preview ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the Preview ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Preview bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW COPY : S_AUX : aux : D_ME : me : D_BUS : bus	<p>Copies input from the aux bus (<i>aux</i>) to an ME (<i>me</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>aux</i> — aux bus name or number • <i>me</i> — ME number (0 = program) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW COPY : S_AUX : aux : D_O_ME : layer : D_BUS : bus	<p>Copies input from the aux bus (<i>aux</i>) to the On-Air ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>aux</i> — aux bus name or number • <i>layer</i> — ME layer relative to the Program bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW COPY : S_AUX : aux : D_P_ME : layer : D_BUS : bus	<p>Copies input from the aux bus (<i>aux</i>) to the Preview ME (<i>layer</i>) and bus (<i>bus</i>).</p> <ul style="list-style-type: none"> • <i>aux</i> — aux bus name or number • <i>layer</i> — ME layer relative to the Preview bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name
SW COPY : S_ME : me : S_BUS : bus : D_ME : me : D_KEY : keyer : D_BUS : keybus	<p>Copies input from an ME (<i>me</i>) and bus (<i>bus</i>) to an ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_ME : me : S_BUS : bus : D_O_ME : layer : D_KEY : keyer : D_BUS : keybus	<p>Copies input from an ME (<i>me</i>) and bus (<i>bus</i>) to the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>layer</i> — ME layer relative to the Program bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name

Table 4.4 Copy Bus Command Syntax

Command	Description
SW COPY : S_ME : me : S_BUS : bus : D_P_ME : layer : D_KEY : keyer : D_BUS : keybus	<p>Copies input from an ME (<i>me</i>) and bus (<i>bus</i>) to the Preview ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>layer</i> — ME layer relative to the Preview bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_ME : me : S_KEY : keyer : S_BUS : keybus : D_ME : me : D_KEY : keyer : D_BUS : keybus	<p>Copies input from an ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to another ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_ME : me : S_KEY : keyer : S_BUS : keybus : D_O_ME : layer : D_KEY : keyer : D_BUS : keybus	<p>Copies input from an ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>layer</i> — ME layer relative to the Program bus
SW COPY : S_ME : me : S_KEY : keyer : S_BUS : keybus : D_P_ME : layer : D_KEY : keyer : D_BUS : keybus	<p>Copies input from an ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the Preview ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>layer</i> — ME layer relative to the Preview bus
SW COPY : S_O_ME : layer : S_BUS : bus : D_ME : me : D_KEY : keyer : D_BUS : keybus	<p>Copies input from the On-Air ME (<i>layer</i>) and bus (<i>bus</i>) to an ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_O_ME : layer : S_BUS : bus : D_O_ME : layer : D_KEY : keyer : D_BUS : keybus	<p>Copies input from the On-Air ME (<i>layer</i>) and bus (<i>bus</i>) to the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_O_ME : layer : S_BUS : bus : D_P_ME : layer : D_KEY : keyer : D_BUS : keybus	<p>Copies input from the On-Air ME (<i>layer</i>) and bus (<i>bus</i>) to the Preview ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program or Preview bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name

Table 4.4 Copy Bus Command Syntax

Command	Description
SW COPY : S_O_ME : layer : S_KEY : keyer : S_BUS : keybus : D_ME : me : D_KEY : keyer : D_BUS : keybus	<p>Copies input from the On-Air ME (<i>layer</i>) and bus (<i>bus</i>) to an ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program or Preview bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_O_ME : layer : S_KEY : keyer : S_BUS : keybus : D_O_ME : layer : D_KEY : keyer : D_BUS : keybus	<p>Copies input from the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program or Preview bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_O_ME : layer : S_KEY : keyer : S_BUS : keybus : D_P_ME : layer : D_KEY : keyer : D_BUS : keybus	<p>Copies input from the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to an ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program or Preview bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_P_ME : layer : S_BUS : bus : D_ME : me : D_KEY : keyer : D_BUS : keybus	<p>Copies input from the Preview ME (<i>layer</i>) and bus (<i>bus</i>) to an ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Preview bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_P_ME : layer : S_BUS : bus : D_O_ME : layer : D_KEY : keyer : D_BUS : keybus	<p>Copies input from the Preview ME (<i>layer</i>) and bus (<i>bus</i>) to the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program or Preview bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_P_ME : layer : S_BUS : bus : D_P_ME : layer : D_KEY : keyer : D_BUS : keybus	<p>Copies input from the Preview ME (<i>layer</i>) and bus (<i>bus</i>) to an ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Preview bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_P_ME : layer : S_KEY : keyer : S_BUS : keybus : D_ME : me : D_KEY : keyer : D_BUS : keybus	<p>Copies input from the Preview ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to an ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Preview bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>me</i> — ME number (0 = program) or name

Table 4.4 Copy Bus Command Syntax

Command	Description
SW COPY : S_P_ME : layer : S_KEY : keyer : S_BUS : keybus : D_O_ME : layer : D_KEY : keyer : D_BUS : keybus	Copies input from the Preview ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>). <ul style="list-style-type: none"> <i>layer</i> — ME layer relative to the Program or Preview bus <i>keyer</i> — keyer number or name <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_P_ME : layer : S_KEY : keyer : S_BUS : keybus : D_P_ME : layer : D_KEY : keyer : D_BUS : keybus	Copies input from the Preview ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to an ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>). <ul style="list-style-type: none"> <i>layer</i> — ME layer relative to the Preview bus <i>keyer</i> — keyer number or name <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_AUX : aux : D_ME : me : D_KEY : keyer : D_BUS : keybus	Copies input from the aux bus (<i>aux</i>) to an ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>bus</i>). <ul style="list-style-type: none"> <i>aux</i> — aux bus name or number <i>me</i> — ME number (0 = program) or name <i>keyer</i> — keyer number or name <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_AUX : aux : D_O_ME : layer : D_KEY : keyer : D_BUS : keybus	Copies input from the aux bus (<i>aux</i>) to the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>bus</i>). <ul style="list-style-type: none"> <i>aux</i> — aux bus name or number <i>layer</i> — ME layer relative to the Program bus <i>keyer</i> — keyer number or name <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_AUX : aux : D_P_ME : layer : D_KEY : keyer : D_BUS : keybus	Copies input from the aux bus (<i>aux</i>) to the Preview ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>bus</i>). <ul style="list-style-type: none"> <i>aux</i> — aux bus name or number <i>layer</i> — ME layer relative to the Preview bus <i>keyer</i> — keyer number or name <i>keybus</i> — bus number of the key (usually channel number) or name
SW COPY : S_ME : me : S_BUS : bus : D_AUX : aux	Copies input from an ME (<i>me</i>) and bus (<i>bus</i>) to the aux bus (<i>aux</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>bus</i> — bus number (1 = background, 2 = preset) or name <i>aux</i> — aux bus name or number
SW COPY : S_ME : me : S_KEY : keyer : S_BUS : keybus : D_AUX : aux	Copies input from an ME (<i>me</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the aux bus (<i>aux</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>keyer</i> — keyer number or name <i>keybus</i> — bus number of the key (usually channel number) or name <i>aux</i> — aux bus name or number
SW COPY : S_O_ME : layer : S_BUS : bus : D_AUX : aux	Copies input from the On-Air ME (<i>layer</i>) and bus (<i>bus</i>) to the aux bus (<i>aux</i>). <ul style="list-style-type: none"> <i>layer</i> — ME layer relative to the Program bus <i>bus</i> — bus number (1 = background, 2 = preset) or name <i>aux</i> — aux bus name or number

Table 4.4 Copy Bus Command Syntax

Command	Description
SW COPY : S_O_ME : layer : S_KEY : keyer : S_BUS : keybus : D_AUX : aux	<p>Copies input from the On-Air ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the aux bus (<i>aux</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Program bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>aux</i> — aux bus name or number
SW COPY : S_P_ME : layer : S_BUS : bus : D_AUX : aux	<p>Copies input from the Preview ME (<i>layer</i>) and bus (<i>bus</i>) to the aux bus (<i>aux</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Preview bus • <i>bus</i> — bus number (1 = background, 2 = preset) or name • <i>aux</i> — aux bus name or number
SW COPY : S_P_ME : layer : S_KEY : keyer : S_BUS : keybus : D_AUX : aux	<p>Copies input from the Preview ME (<i>layer</i>), keyer (<i>keyer</i>), and bus (<i>keybus</i>) to the aux bus (<i>aux</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — ME layer relative to the Preview bus • <i>keyer</i> — keyer number or name • <i>keybus</i> — bus number of the key (usually channel number) or name • <i>aux</i> — aux bus name or number
SW COPY : S_AUX : aux : D_AUX : aux	<p>Copies input from aux bus (<i>aux</i>) to aux bus (<i>aux</i>).</p> <ul style="list-style-type: none"> • <i>aux</i> — aux bus name or number

Set ME Rate

The Set ME Rate command sets the ME transition rate.

Table 4.5 Set ME Rate Command Syntax

Command	Description
SW TRANSRATE : ME : me : frames	<p>Set the trans rate on the selected ME (<i>me</i>) to frames (<i>frames</i>).</p> <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>frames</i> — transition duration in frames
SW TRANSRATE : O_ME : layer : frames	<p>Set the trans rate on the selected On-Air relative ME (<i>layer</i>) to frames (<i>frames</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — layer on the Program output (1= background) • <i>keyer</i> — keyer number or name • <i>frames</i> — transition duration in frames
SW TRANSRATE : P_ME : layer : frames	<p>Set the trans rate on the selected Preview relative ME (<i>layer</i>) to frames (<i>frames</i>).</p> <ul style="list-style-type: none"> • <i>layer</i> — layer on the Preview output (1= background) • <i>keyer</i> — keyer number or name • <i>frames</i> — transition duration in frames

Set Key Rate

The Set Key Rate command sets the key transition rate.

Table 4.6 Set Key Rate Command Syntax

Command	Description
SW KEYRATE : ME : <i>me</i> : KEY : <i>keyer</i> : <i>frames</i>	Set the key trans rate on the selected ME (<i>me</i>) to frames (<i>frames</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>keyer</i> — keyer number or name <i>frames</i> — transition duration in frames
SW KEYRATE : O_ME : <i>layer</i> : KEY : <i>keyer</i> : <i>frames</i>	Set the key trans rate on the selected On-Air relative ME (<i>layer</i>) to frames (<i>frames</i>). <ul style="list-style-type: none"> <i>layer</i> — layer on the Program output (1= background) <i>keyer</i> — keyer number or name <i>frames</i> — transition duration in frames
SW KEYRATE : P_ME : <i>layer</i> : KEY : <i>keyer</i> : <i>frames</i>	Set the key trans rate on the selected Preview relative ME (<i>layer</i>) to frames (<i>frames</i>). <ul style="list-style-type: none"> <i>layer</i> — layer on the Preview output (1= background) <i>keyer</i> — keyer number or name <i>frames</i> — transition duration in frames

Set Transition

The Set Transition command sets the transition on a selected ME.

Table 4.7 Set Transition Command Syntax

Command	Description
SW TRANSINCL : ME : <i>me</i> : <i>B</i> : <i>key1</i> : <i>key2</i> : ...	Set the transition on the selected ME (<i>me</i>) and put the background bus on (<i>B</i> option) along with the listed keys. <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>B</i> — put the background bus on when present <i>key1, key2...</i> — the keys to include in the transition. Specify keys by key number (1 = <i>key1</i>, 2 = <i>key2...</i>). 8 is the maximum key number.
SW TRANSINCL : O_ME : <i>layer</i> : <i>B</i> : <i>key1</i> : <i>key2</i> : ...	Sets the transition on the selected On-Air relative ME (<i>layer</i>) and puts the background bus on (<i>B</i> option) along with the listed keys. <ul style="list-style-type: none"> <i>layer</i> — layer on the On-Air output (1= background) <i>B</i> — put the background bus on when present <i>key1, key2...</i> — the keys to include in the transition. Specify keys by key number (1 = <i>key1</i>, 2 = <i>key2...</i>). 8 is the maximum key number.
SW TRANSINCL : P_ME : <i>layer</i> : <i>B</i> : <i>key1</i> : <i>key2</i> : ...	Sets the transition on the selected Preview relative ME (<i>layer</i>) and puts the background bus on (<i>B</i> option) along with the listed keys. <ul style="list-style-type: none"> <i>layer</i> — layer on the Preview output (1= background) <i>B</i> — put the background bus on when present <i>key1, key2...</i> — the keys to include in the transition. Specify keys by key number (1 = <i>key1</i>, 2 = <i>key2...</i>). 8 is the maximum key number.

Set Transition Query

The Set Transition Query command displays the transition set on an ME.

Table 4.8 Set Transition Query Command Syntax

Command	Description
SW TRANSINCL : ME : <i>me</i> : ?	Displays the transition set on ME (<i>me</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name
SW TRANSINCL : O_ME : <i>layer</i> : ?	Displays the source on bus (<i>bus</i>) on ME (<i>me</i>). <ul style="list-style-type: none"> <i>layer</i> — layer on the On-Air output
SW TRANSINCL : P_ME : <i>layer</i> : ?	Displays the source on bus (<i>keybus</i>) of key (<i>keyer</i>) on ME (<i>me</i>). <ul style="list-style-type: none"> <i>layer</i> — layer on the Preview output

Transition Type

The Transition Type command sets the transition type for a selected ME.

Table 4.9 Transition Type Command Syntax

Command	Description
SW TRANSTYPE : ME : <i>me</i> : <i>type</i>	Set the transition type on the selected ME (<i>me</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>type</i> — set to DISS or WIPE
SW TRANSTYPE : O_ME : <i>layer</i> : <i>type</i>	Set the transition type on the selected On-Air ME (<i>layer</i>). <ul style="list-style-type: none"> <i>layer</i> — layer on the On-Air output <i>type</i> — set to DISS or WIPE
SW TRANSTYPE : P_ME : <i>layer</i> : <i>type</i>	Set the transition type on the selected Preview ME (<i>layer</i>). <ul style="list-style-type: none"> <i>layer</i> — layer on the Preview output <i>type</i> — set to DISS or WIPE

Force Keys

The Force Keys command forces keys on or off air.

Table 4.10 Force Keys Command Syntax

Command	Description
SW FORCE : ME : <i>me</i> : <i>meMode</i> : <i>B</i> : <i>bmode</i> : <i>K1</i> : <i>kmode</i> : <i>K2</i> : <i>kmode</i> : ...	Force keys on or off air on the selected ME (<i>me</i>). <ul style="list-style-type: none"> <i>me</i> — ME number (0 = program) or name <i>meMode</i> — set to CUT, AUTO, DISS or WIPE <i>B</i> — put the background bus on when present <i>bmode</i> — set to NONE or TOGGLE <i>K1</i>, <i>K2</i>... — <i>kmode</i> for associated keys <i>kmode</i> — set to None, Toggle, On, or Off

Table 4.10 Force Keys Command Syntax

Command	Description
SW FORCE : O_ME : <i>layer</i> : <i>meMode</i> : <i>B</i> : <i>mode</i> : <i>K1</i> : <i>kmode</i> : <i>K2</i> : <i>kmode</i> : ...	Force keys on or off air on the selected On-Air relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the On-Air output • <i>meMode</i> — set to CUT, AUTO, DISS or WIPE • <i>B</i> — put the background bus on when present • <i>bmode</i> — set to NONE or TOGGLE • <i>K1</i>, <i>K2</i>... — <i>kmode</i> for associated keys • <i>kmode</i> — set to None, Toggle, On, or Off
SW FORCE : P_ME : <i>layer</i> : <i>meMode</i> : <i>B</i> : <i>mode</i> : <i>K1</i> : <i>kmode</i> : <i>K2</i> : <i>kmode</i> : ...	Force keys on or off air on the selected Preview ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the Preview output • <i>meMode</i> — set to CUT, AUTO, DISS or WIPE • <i>B</i> — put the background bus on when present • <i>bmode</i> — set to NONE or TOGGLE • <i>K1</i>, <i>K2</i>... — <i>kmode</i> for associated keys • <i>kmode</i> — set to None, Toggle, On, or Off

Force All Keys

The Force All Keys command forces all keys on or off air.

Table 4.11 Force All Keys Command Syntax

Command	Description
SW FORCE : ME : <i>me</i> : <i>meMode</i> : <i>B</i> : <i>bmode</i> : ALLKEYS : <i>kmode</i>	Force all keys on or off air on the selected ME (<i>me</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>meMode</i> — set to CUT, AUTO, DISS or WIPE • <i>B</i> — put the background bus on when present • <i>bmode</i> — set to NONE or TOGGLE • <i>kmode</i> — set to None, Toggle, On, or Off
SW FORCE : O_ME : <i>layer</i> : <i>meMode</i> : <i>B</i> : <i>bmode</i> : ALLKEYS : <i>kmode</i>	Force all keys on or off air on the selected On-Air relative ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the On-Air output • <i>meMode</i> — set to CUT, AUTO, DISS or WIPE • <i>B</i> — put the background bus on when present • <i>bmode</i> — set to NONE or TOGGLE • <i>kmode</i> — set to None, Toggle, On, or Off
SW FORCE : P_ME : <i>layer</i> : <i>meMode</i> : <i>B</i> : <i>mode</i> : ALLKEYS : <i>kmode</i>	Force keys on or off air on the selected Preview ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the Preview output • <i>meMode</i> — set to CUT, AUTO, DISS or WIPE • <i>B</i> — put the background bus on when present • <i>bmode</i> — set to NONE or TOGGLE • <i>kmode</i> — set to None, Toggle, On, or Off

Latch Keys

The Latch Keys command sets the Latch property for the Background and Keys on a selected ME.

Table 4.12 Latch Keys Command Syntax

Command	Description
SW LATCH : ME : me : B : bmode : K1 : kmode : K2 : kmode : ...	Set Latch property for the the Background and Keys on the selected ME (<i>me</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>B</i> — Background is either present or not • <i>bmode</i> — set to IGNORE, LATCH, or UNLATCH • <i>K1, K2...</i> — <i>kmode</i> for associated keys • <i>kmode</i> — set to IGNORE, LATCH, UNLATCH, On, or Off

ME Cut

The ME Cut command performs a cut transition on a selected ME.

Table 4.13 ME Cut Command Syntax

Command	Description
SW MECUT : ME : me	Perform a cut transition on the selected ME (<i>me</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name
SW MECUT : O_ME : layer	Perform a cut transition on the selected On-Air ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the On-Air output
SW MECUT : P_ME : layer	Perform a cut transition on the selected Preview ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the Preview output

ME Auto

The ME Auto command performs an auto transition on a selected ME.

Table 4.14 ME Auto Command Syntax

Command	Description
SW MEAUTO : ME : me	Perform an auto transition on the selected ME (<i>me</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name
SW MEAUTO : O_ME : layer	Perform an auto transition on the selected On-Air ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the On-Air output
SW MEAUTO : P_ME : layer	Perform an auto transition on the selected Preview ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the Preview output

Key Cut

The Key Cut command performs a cut transition of a keyer on a selected ME.

Table 4.15 Key Cut Command Syntax

Command	Description
SW KEYCUT : ME : <i>me</i> : KEY : <i>keyer</i> : <i>mode</i>	Perform a cut transition of a keyer on the selected ME (<i>me</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>mode</i> — set to On, Off, or Toggle
SW KEYCUT : O_ME : <i>layer</i> : KEY : <i>keyer</i> : <i>mode</i>	Perform a cut transition of a keyer on the selected On-Air ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the On-Air output • <i>keyer</i> — keyer number or name • <i>mode</i> — set to On, Off, or Toggle
SW KEYCUT : P_ME : <i>layer</i> : KEY : <i>keyer</i> : <i>mode</i>	Perform a cut transition of a keyer on the selected Preview ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the Preview output • <i>keyer</i> — keyer number or name • <i>mode</i> — set to On, Off, or Toggle
SW KEYCUT : ME : <i>me</i> : ?	Display the key setting (On or Off) for all the keys on the selected ME (<i>me</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name
SW KEYCUT : O_ME : <i>layer</i> : ?	Display the key setting (On or Off) for all the keys on the selected On-Air ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the On-Air output
SW KEYCUT : P_ME : <i>layer</i> : ?	Display the key setting (On or Off) for all the keys on the selected Preview ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the Preview output
SW KEYCUT : ME : <i>me</i> : KEY : <i>keyer</i> : ?	Display the key setting (On or Off) for the key (<i>keyer</i>) on the selected ME (<i>me</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name
SW KEYCUT : O_ME : <i>layer</i> : KEY : <i>keyer</i> : ?	Display the key setting (On or Off) for the key (<i>keyer</i>) on the selected On-Air ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the On-Air output • <i>keyer</i> — keyer number or name
SW KEYCUT : P_ME : <i>layer</i> : KEY : <i>keyer</i> : ?	Display the key setting (On or Off) for the key (<i>keyer</i>) on the selected Preview ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the Preview output • <i>keyer</i> — keyer number or name

Key Auto Trans

The Key Auto Trans command performs an auto transition of a keyer on a selected ME.

Table 4.16 Key Auto Trans Command Syntax

Command	Description
SW KEYAUTO : ME : <i>me</i> : KEY : <i>keyer</i> : <i>mode</i>	Perform an auto transition of a keyer on the selected ME (<i>me</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name • <i>mode</i> — set to On, Off, or Toggle
SW KEYAUTO : O_ME : <i>layer</i> : KEY : <i>keyer</i> : <i>mode</i>	Perform an auto transition of a keyer on the selected On-Air ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the On-Air output • <i>keyer</i> — keyer number or name • <i>mode</i> — set to On, Off, or Toggle
SW KEYAUTO : P_ME : <i>layer</i> : KEY : <i>keyer</i> : <i>mode</i>	Perform an auto transition of a keyer on the selected Preview ME (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the Preview output • <i>keyer</i> — keyer number or name • <i>mode</i> — set to On, Off, or Toggle

Key State Copy

The Key State Copy command copies the key state of a selected keyer to another keyer.

Table 4.17 Key State Copy Command Syntax

Command	Description
SW KEYCOPY : S_ME : <i>me</i> : S_KEY : <i>keyer</i> : D_ME : <i>me</i> : D_KEY : <i>keyer</i>	Perform a state copy of the source ME (<i>me</i>) and keyer (<i>keyer</i>) to the destination keyer (<i>keyer</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name
SW KEYCOPY : S_O_ME : <i>layer</i> : S_KEY : <i>keyer</i> : D_O_ME : <i>layer</i> : D_KEY : <i>keyer</i>	Perform a state copy of the source ME (<i>me</i>) and keyer (<i>keyer</i>) to the destination keyer (<i>keyer</i>). <ul style="list-style-type: none"> • <i>layer</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name
SW KEYCOPY : S_P_ME : <i>layer</i> : S_KEY : <i>keyer</i> : D_P_ME : <i>layer</i> : D_KEY : <i>keyer</i>	Perform a state copy of the source ME (<i>me</i>) and keyer (<i>keyer</i>) to the destination keyer (<i>keyer</i>). <ul style="list-style-type: none"> • <i>layer</i> — ME number (0 = program) or name • <i>keyer</i> — keyer number or name

Resync ME

The Resync MEcommand resynchronizes a selected ME.

Table 4.18 Resync ME Command Syntax

Command	Description
SW RESYNC : ME : <i>me</i>	Resync an ME (<i>me</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name

Table 4.18 Resync ME Command Syntax

Command	Description
SW RESYNC : O_ME : layer	Resync an ME that is layer (<i>layer</i>). <ul style="list-style-type: none"> <i>layer</i> — layer on the Program output (1= background)
SW RESYNC : P_ME : layer	Resync an ME that is layer (<i>layer</i>). <ul style="list-style-type: none"> <i>layer</i> — layer on the Preview output (1= background)

Run Custom Control

The Run Custom Control command runs a selected Custom Control.

Table 4.19 Run Custom Control Command Syntax

Command	Description
CC : bank : btn	Runs a CC (<i>bank : btn</i>). <ul style="list-style-type: none"> <i>bank</i> — bank number of the CC to run <i>btn</i> — button number within the bank of the CC to run

Acuity CC

The Acuity CC command starts a selected Custom Control on a Ross Video Acuity switcher.

Table 4.20 Acuity CC Command Syntax

Command	Description
SW ACUITYCC : PORT : port name : bank : btn	Starts an Acuity CC (<i>bank : btn</i>) on a port (<i>port name</i>). <ul style="list-style-type: none"> <i>port name</i> — must be SW1 or Switcher 1 <i>bank</i> — bank number of the CC to start <i>btn</i> — button number within the bank of the CC to start

Acuity Stop CC

The Acuity Stop CC command stops a selected Custom Control on a Ross Video Acuity switcher.

Table 4.21 Acuity Stop CC Command Syntax

Command	Description
SW ACUITYSTOPCC : PORT : port name : CC : bank : btn	Stops an Acuity CC (<i>bank : btn</i>) on a port (<i>port name</i>). <ul style="list-style-type: none"> <i>port name</i> — must be SW1 or Switcher 1 <i>bank</i> — bank number of the CC to stop <i>btn</i> — button number within the bank of the CC to stop
SW ACUITYSTOPCC : PORT : port name : ALL .	Stops all Acuity CCs on a port (<i>port name</i>). <ul style="list-style-type: none"> <i>port name</i> — must be SW1 or Switcher 1

Carbonite Macro

The Carbonite Macro command recalls a selected Custom Control on a Ross Video Carbonite switcher.

Table 4.22 Carbonite Macro Command Syntax

Command	Description
SW CARBCC : GLOBAL : bank : btn	Recalls a Custom Control on a Carbonite switcher. <ul style="list-style-type: none"> • <i>bank</i> — bank number of the CC to start • <i>btn</i> — button number within the bank of the CC to start
SW CARBCC : O_L1 : PP : bank : btn : ME1 : bank : btn : ME2 : bank : btn	Recalls a Custom Control on a Carbonite switcher depending on which ME is layer 1 On-Air. <ul style="list-style-type: none"> • <i>bank</i> — bank number of the CC to start • <i>btn</i> — button number within the bank of the CC to start
SW CARBCC : O_L2 : PP : bank : btn : ME1 : bank : btn : ME2 : bank : btn	Recalls a Custom Control on a Carbonite switcher depending on which ME is layer 2 On-Air. <ul style="list-style-type: none"> • <i>bank</i> — bank number of the CC to start • <i>btn</i> — button number within the bank of the CC to start
SW CARBCC : P_L1 : PP : bank : btn : ME1 : bank : btn : ME2 : bank : btn	Recalls a Custom Control on a Carbonite switcher depending on which ME is layer 1 Preview. <ul style="list-style-type: none"> • <i>bank</i> — bank number of the CC to start • <i>btn</i> — button number within the bank of the CC to start
SW CARBCC : P_L2 : PP : bank : btn : ME1 : bank : btn : ME2 : bank : btn	Recalls a Custom Control on a Carbonite switcher depending on which ME is layer 2 Preview. <ul style="list-style-type: none"> • <i>bank</i> — bank number of the CC to start • <i>btn</i> — button number within the bank of the CC to start

Carbonite Media Wiper

The Carbonite Media Wiper command performs a media wipe on a Ross Video Carbonite switcher.

Table 4.23 Carbonite Media Wipe Command Syntax

Command	Description
SW CARBMW : ME : me : media	Perform a media wipe on a Carbonite switcher for the selected ME (<i>me</i>) and media (<i>media</i>). <ul style="list-style-type: none"> • <i>me</i> — ME number (0 = program) or name • <i>media</i> — set to M1 or M2
SW CARBMW : O_ME : layer : media	Perform a media wipe of the media (<i>media</i>) on a Carbonite switcher ME (<i>me</i>) that is layer (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the On-Air output (1 is the background layer) • <i>media</i> — set to M1 or M2
SW CARBMW : P_ME : layer : media	Perform a media wipe of the media (<i>media</i>) on a Carbonite switcher ME (<i>me</i>) that is layer (<i>layer</i>). <ul style="list-style-type: none"> • <i>layer</i> — layer on the On-Air output (1 is the background layer) • <i>media</i> — set to M1 or M2

Kayenne Macro

The Kayenne Macro command recalls a selected macro on a Kayenne Grass Valley switcher

Table 4.24 Kayenne Macro Command Syntax

Command	Description
SW KAYENNEMACRO : GLOBAL : <i>macro</i>	Recalls a macro on a Kayenne switcher. • <i>macro</i> — the macro number to recall
SW KAYENNEMACRO : O_L1 : PP : <i>macro</i> : ME1 : <i>macro</i> : ME2 : <i>macro</i> : ME3 : <i>macro</i>	Recalls a macro on a Kayenne switcher depending on which ME is layer 1 On-Air. • <i>macro</i> — the macro number to recall
SW KAYENNEMACRO : O_L2 : PP : <i>macro</i> : ME1 : <i>macro</i> : ME2 : <i>macro</i> : ME3 : <i>macro</i>	Recalls a macro on a Kayenne switcher depending on which ME is layer 2 On-Air. • <i>macro</i> — the macro number to recall
SW KAYENNEMACRO : P_L1 : PP : <i>macro</i> : ME1 : <i>macro</i> : ME2 : <i>macro</i> : ME3 : <i>macro</i>	Recalls a macro on a Kayenne switcher depending on which ME is layer 1 Preview. • <i>macro</i> — the macro number to recall
SW KAYENNEMACRO : P_L2 : PP : <i>macro</i> : ME1 : <i>macro</i> : ME2 : <i>macro</i> : ME3 : <i>macro</i>	Recalls a macro on a Kayenne switcher depending on which ME is layer 2 Preview. • <i>macro</i> — the macro number to recall

Kayenne EMEM

The Kayenne EMEM command recalls a selected extended memory (EMEM) on a Grass Valley Kayenne switcher.

Table 4.25 Kayenne EMEM Command Syntax

Command	Description
SW KAYENNEEMEM : <i>emem</i>	Recalls an extended memory (EMEM) on a Kayenne switcher. • <i>emem</i> — the EMEM number to recall

Sony Macro

The Sony Macro command recalls a selected macro on a Sony switcher.

Table 4.26 Sony Macro Command Syntax

Command	Description
SW SONYMACRO : GLOBAL : <i>macro</i>	Recalls a macro on a Sony switcher. • <i>macro</i> — the macro number to recall
SW SONYMACRO : O_L1 : PP : <i>macro</i> : ME1 : <i>macro</i> : ME2 : <i>macro</i> : ME3 : <i>macro</i>	Recalls a macro on a Sony switcher depending on which ME is layer 1 On-Air. • <i>macro</i> — the macro number to recall
SW SONYMACRO : O_L2 : PP : <i>macro</i> : ME1 : <i>macro</i> : ME2 : <i>macro</i> : ME3 : <i>macro</i>	Recalls a macro on a Sony switcher depending on which ME is layer 2 On-Air. • <i>macro</i> — the macro number to recall
SW SONYMACRO : P_L1 : PP : <i>macro</i> : ME1 : <i>macro</i> : ME2 : <i>macro</i> : ME3 : <i>macro</i>	Recalls a macro on a Sony switcher depending on which ME is layer 1 Preview. • <i>macro</i> — the macro number to recall

Table 4.26 Sony Macro Command Syntax

Command	Description
SW SONYMACRO : P_L2 : PP : macro : ME1 : macro : ME2 : macro : ME3 : macro	Recalls a macro on a Sony switcher depending on which ME is layer 2 Preview. <ul style="list-style-type: none"> • <i>macro</i> — the macro number to recall

Sony Resume

The Sony Macro command resume running a stopped macro on a Sony switcher.

Table 4.27 Sony Resume Command Syntax

Command	Description
SW SONYRESUME	Resume running a stopped macro on a Sony switcher.

SAMSW Macro

The SAMSW Macro command starts a selected macro on a Snell Kula or Kahuna switcher.

Table 4.28 SAMSW Macro Command Syntax

Command	Description
SW SAMCC : GLOBAL : project : macro	Recalls a macro on a Kula switcher. <ul style="list-style-type: none"> • <i>project</i> — the project number of the macro to recall • <i>macro</i> — the macro number to recall
SW SAMCC : O_L1 : project : PP : macro : ME1 : macro : ME2 : macro : ME3 : macro	Recalls a macro on a Kula switcher depending on which ME is layer 1 On-Air. <ul style="list-style-type: none"> • <i>project</i> — the project number of the macro to recall • <i>macro</i> — the macro number to recall
SW SAMCC : O_L2 : project : PP : macro : ME1 : macro : ME2 : macro : ME3 : macro	Recalls a macro on a Kula switcher depending on which ME is layer 2 On-Air. <ul style="list-style-type: none"> • <i>project</i> — the project number of the macro to recall • <i>macro</i> — the macro number to recall
SW SAMCC : O_L3 : project : PP : macro : ME1 : macro : ME2 : macro : ME3 : macro	Recalls a macro on a Kula switcher depending on which ME is layer 3 On-Air. <ul style="list-style-type: none"> • <i>project</i> — the project number of the macro to recall • <i>macro</i> — the macro number to recall
SW SAMCC : O_L4 : project : PP : macro : ME1 : macro : ME2 : macro : ME3 : macro	Recalls a macro on a Kula switcher depending on which ME is layer 4 On-Air. <ul style="list-style-type: none"> • <i>project</i> — the project number of the macro to recall • <i>macro</i> — the macro number to recall
SW SAMCC : P_L1 : project : PP : macro : ME1 : macro : ME2 : macro : ME3 : macro	Recalls a macro on a Kula switcher depending on which ME is layer 1 Preview. <ul style="list-style-type: none"> • <i>project</i> — the project number of the macro to recall • <i>macro</i> — the macro number to recall
SW SAMCC : P_L2 : project : PP : macro : ME1 : macro : ME2 : macro : ME3 : macro	Recalls a macro on a Kula switcher depending on which ME is layer 2 Preview. <ul style="list-style-type: none"> • <i>project</i> — the project number of the macro to recall • <i>macro</i> — the macro number to recall

Table 4.28 SAMSW Macro Command Syntax

Command	Description
SW SAMCC : P_L3 : project : PP : macro : ME1 : macro : ME2 : macro : ME3 : macro	Recalls a macro on a Kula switcher depending on which ME is layer 3 Preview. <ul style="list-style-type: none"> • <i>project</i> — the project number of the macro to recall • <i>macro</i> — the macro number to recall
SW SAMCC : P_L4 : project : PP : macro : ME1 : macro : ME2 : macro : ME3 : macro	Recalls a macro on a Kula switcher depending on which ME is layer 4 Preview. <ul style="list-style-type: none"> • <i>project</i> — the project number of the macro to recall • <i>macro</i> — the macro number to recall

Video Server Commands

This section lists the RossTalk commands that you can use to control Caprica video servers from an external device.

Cue Clip

The Cue Clip command cues a selected video clip on a video server.

Table 4.29 Cue Clip Command Syntax

Command	Description
VTR CUE: IN : <i>input</i> : CLIP : <i>clipname</i>	Cue a selected clip (<i>clipname</i>) for the video server on input (<i>input</i>). <ul style="list-style-type: none"> <i>input</i> — source number in the Input list <i>clipname</i> — name of the clip to cue
VTR CUE: SRC : <i>src</i> : CLIP : <i>clipname</i>	Cue a selected clip (<i>clipname</i>) for the video server on source (<i>src</i>). <ul style="list-style-type: none"> <i>src</i> — source name <i>clipname</i> — name of the clip to cue
VTR CUE: XPT : <i>xpt</i> : CLIP : <i>clipname</i>	Cue a selected clip (<i>clipname</i>) for the video server on crosspoint (<i>xpt</i>). <ul style="list-style-type: none"> <i>xpt</i> — source number in the Crosspoint list <i>input</i> — source number in the Input list

Fast Forward

The Fast Forward command fast forwards the current video clip on a video server.

Table 4.30 Fast Forward Command Syntax

Command	Description
VTR FFW: IN : <i>input</i>	Fast forward the video server on input (<i>input</i>). <ul style="list-style-type: none"> <i>input</i> — source number in the Input list
VTR FFW: SRC : <i>src</i>	Fast forward the video server on source (<i>src</i>). <ul style="list-style-type: none"> <i>src</i> — source name
VTR FFW: XPT : <i>xpt</i>	Fast forward the video server on crosspoint (<i>xpt</i>). <ul style="list-style-type: none"> <i>xpt</i> — source number in the Crosspoint list

Frame Advance

The Frame Advance command frame advances the current video clip on a video server.

Table 4.31 Frame Advance Command Syntax

Command	Description
VTR FAD: IN : <i>input</i>	Frame advance the video server on input (<i>input</i>). <ul style="list-style-type: none"> <i>input</i> — source number in the Input list
VTR FAD: SRC : <i>src</i>	Frame advance the video server on source (<i>src</i>). <ul style="list-style-type: none"> <i>src</i> — source name
VTR FAD: XPT : <i>xpt</i>	Frame advance the video server on crosspoint (<i>xpt</i>). <ul style="list-style-type: none"> <i>xpt</i> — source number in the Crosspoint list

Frame Reverse

The Frame Reverse command frame reverses the current video clip on a video server.

Table 4.32 Frame Reverse Command Syntax

Command	Description
VTR FRV: IN : <i>input</i>	Frame reverse the video server on input (<i>input</i>). • <i>input</i> — source number in the Input list
VTR FRV: SRC : <i>src</i>	Frame reverse the video server on source (<i>src</i>). • <i>src</i> — source name
VTR FRV: XPT : <i>xpt</i>	Frame reverse the video server on crosspoint (<i>xpt</i>). • <i>xpt</i> — source number in the Crosspoint list

Play

The Play command plays the current video clip on a video server.

Table 4.33 Play Command Syntax

Command	Description
VTR PLAY: IN : <i>input</i>	Play the current video clip from the video server on input (<i>input</i>). • <i>input</i> — source number in the Input list
VTR PLAY: SRC : <i>src</i>	Play the current video clip from the video server on source (<i>src</i>). • <i>src</i> — source name
VTR PLAY: XPT : <i>xpt</i>	Play the current video clip from the video server on crosspoint (<i>xpt</i>). • <i>xpt</i> — source number in the Crosspoint list

Play No Status

The Play No Status command plays the current video clip on a video server without requesting clip status.

Table 4.34 Play No Status Command Syntax

Command	Description
VTR PLAYNS: IN : <i>input</i>	Play the current video clip from the video server on input (<i>input</i>) without requesting clip status. • <i>input</i> — source number in the Input list
VTR PLAYNS: SRC : <i>src</i>	Play the current video clip from the video server on source (<i>src</i>) without requesting clip status. • <i>src</i> — source name
VTR PLAYNS: XPT : <i>xpt</i>	Play the current video clip from the video server on crosspoint (<i>xpt</i>) without requesting clip status. • <i>xpt</i> — source number in the Crosspoint list

Recue Clip

The Recue Clip command recues the current video clip on a video server.

Table 4.35 Recue Clip Command Syntax

Command	Description
VTR RECUE: IN : <i>input</i>	Recue the current video clip for the video server on input (<i>input</i>). <ul style="list-style-type: none"> <i>input</i> — source number in the Input list
VTR RECUE: SRC : <i>src</i>	Recue the current video clip for the video server on source (<i>src</i>). <ul style="list-style-type: none"> <i>src</i> — source name
VTR RECUE: XPT : <i>xpt</i>	Recue the current video clip for the video server on crosspoint (<i>xpt</i>). <ul style="list-style-type: none"> <i>xpt</i> — source number in the Crosspoint list

Rewind

The Rewind command rewinds the current video clip on a video server.

Table 4.36 Rewind Command Syntax

Command	Description
VTR REW: IN : <i>input</i>	Rewind the current video clip for the video server on input (<i>input</i>). <ul style="list-style-type: none"> <i>input</i> — source number in the Input list
VTR REW: SRC : <i>src</i>	Rewind the current video clip for the video server on source (<i>src</i>). <ul style="list-style-type: none"> <i>src</i> — source name
VTR REW: XPT : <i>xpt</i>	Rewind the current video clip for the video server on crosspoint (<i>xpt</i>). <ul style="list-style-type: none"> <i>xpt</i> — source number in the Crosspoint list

Stop

The Stop command stops all video clip actions (playing, fast forwarding, rewinding, ...) on a video server.

Table 4.37 Stop Command Syntax

Command	Description
VTR STOP: IN : <i>input</i>	Stop all video clip actions for the video server on input (<i>input</i>). <ul style="list-style-type: none"> <i>input</i> — source number in the Input list
VTR STOP: SRC : <i>src</i>	Stop all video clip actions for the video server on source (<i>src</i>). <ul style="list-style-type: none"> <i>src</i> — source name
VTR STOP: XPT : <i>xpt</i>	Stop all video clip actions for the video server on crosspoint (<i>xpt</i>). <ul style="list-style-type: none"> <i>xpt</i> — source number in the Crosspoint list

Standby

The Standby command controls STANDBY mode for a video server.

Table 4.38 Standby Command Syntax

Command	Description
VTR STANDBY: IN : <i>input</i> : <i>mode</i>	Control STANDBY mode for the video server on input (<i>input</i>). <ul style="list-style-type: none"> <i>input</i> — source number in the Input list <i>mode</i> — set to On or Off

Table 4.38 Standby Command Syntax

Command	Description
VTR STANDBY: SRC : <i>src</i> : <i>mode</i>	Control STANDBY mode for the video server on source (<i>src</i>). <ul style="list-style-type: none"> <i>src</i> — source name <i>mode</i> — set to On or Off
VTR STANDBY: XPT : <i>xpt</i> : <i>mode</i>	Control STANDBY mode for the video server on input (<i>input</i>). <ul style="list-style-type: none"> <i>xpt</i> — source number in the Crosspoint list <i>mode</i> — set to On or Off

Pause

The Pause command pauses the current video clip on a video server.

Table 4.39 Pause Command Syntax

Command	Description
VTR PAUSE: IN : <i>input</i>	Pause the current video clip for the video server on input (<i>input</i>). <ul style="list-style-type: none"> <i>input</i> — source number in the Input list
VTR PAUSE: SRC : <i>src</i>	Pause the current video clip for the video server on source (<i>src</i>). <ul style="list-style-type: none"> <i>src</i> is the name of the source
VTR PAUSE: XPT : <i>xpt</i>	Pause the current video clip for the video server on crosspoint (<i>xpt</i>). <ul style="list-style-type: none"> <i>xpt</i> is the number of the source in the crosspoint list

Loop

The Loop command controls LOOP mode for a video server.

Table 4.40 Loop Command Syntax

Command	Description
VTR LOOP: IN : <i>input</i> : <i>mode</i>	Control LOOP mode for the video server on input (<i>input</i>). <ul style="list-style-type: none"> <i>input</i> — source number in the Input list <i>mode</i> — set to On or Off
VTR LOOP: SRC : <i>src</i> : <i>mode</i>	Control LOOP mode for the video server on source (<i>src</i>). <ul style="list-style-type: none"> <i>src</i> — source name <i>mode</i> — set to On or Off
VTR LOOP: XPT : <i>xpt</i> : <i>mode</i>	Control LOOP mode for the video server on crosspoint (<i>xpt</i>). <ul style="list-style-type: none"> <i>xpt</i> — source number in the Crosspoint list <i>mode</i> — set to On or Off

Preroll

The Preroll command prerolls the current video clip on a video server.

Table 4.41 Preroll Command Syntax

Command	Description
VTR PREROLL: IN : <i>input</i>	Preroll the current video clip for the video server on input (<i>input</i>). <ul style="list-style-type: none"> <i>input</i> — source number in the Input list

Table 4.41 Preroll Command Syntax

Command	Description
VTR PREROLL: SRC : <i>src</i>	Preroll the current video clip for the video server on source (<i>src</i>). <ul style="list-style-type: none"> <i>src</i> — source name
VTR PREROLL: XPT : <i>xpt</i>	Preroll the current video clip for the video server on crosspoint (<i>xpt</i>). <ul style="list-style-type: none"> <i>xpt</i> — source number in the Crosspoint list

Record Clip

The Record Clip command records a video clip on a video server.

Table 4.42 Record Clip Command Syntax

Command	Description
VTR RECORD: IN : <i>input</i> : CLIP : <i>clipname</i>	Cause the server on input (<i>input</i>) to record a clip. <ul style="list-style-type: none"> <i>input</i> — source number in the Input list <i>clipname</i> — name of the clip to record
VTR RECORD: SRC : <i>src</i> : CLIP : <i>clipname</i>	Cause the video server on source (<i>src</i>) to record a clip. <ul style="list-style-type: none"> <i>src</i> — source name <i>clipname</i> — name of the clip to record
VTR RECORD: XPT : <i>xpt</i> : CLIP : <i>clipname</i>	Cause the video server on crosspoint (<i>xpt</i>) to record a clip. <ul style="list-style-type: none"> <i>xpt</i> — source number in the Crosspoint list <i>clipname</i> — name of the clip to record

Mode

The Mode command sets the entry mode on a video server.

Table 4.43 Mode Command Syntax

Command	Description
VTR ENTRYMODE: IN : <i>input</i> : <i>On/Off</i>	Set the Mode for the video server on input (<i>input</i>). <ul style="list-style-type: none"> <i>input</i> — source number in the Input list <i>On/Off</i> — set the Mode On or Off
VTR ENTRYMODE: SRC : <i>src</i> : <i>On/Off</i>	Set the Mode for the video server on source (<i>src</i>). <ul style="list-style-type: none"> <i>src</i> — source name <i>On/Off</i> — set the Mode On or Off
VTR ENTRYMODE: XPT : <i>xpt</i> : <i>On/Off</i>	Set the Mode for the video server on crosspoint (<i>xpt</i>). <ul style="list-style-type: none"> <i>xpt</i> — source number in the Crosspoint list <i>On/Off</i> — set the Mode On or Off

Fast Forward Bus

The Fast Forward Bus command fast forwards the clip on a video server. This command only works with video servers.

Table 4.44 Fast Forward Bus Command Syntax

Command	Description
VTR FFWB : ME : me : BUS : bus	Fast forward the video server on the selected ME and bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FFWB : ME : me : KEY : keyer : BUS : keybus	Fast forward the video server on the selected Key bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number of the key (typically channel number) or bus name
VTR FFWB : O_ME : layer : BUS : bus	Fast forward the video server on the selected On-Air Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FFWB : O_ME : layer : KEY : keyer : BUS : keybus	Fast forward the video server on the selected On-Air Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FFWB : P_ME : layer : BUS : bus	Fast forward the video server on the selected Preview Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FFWB : P_ME : layer : KEY : keyer : BUS : keybus	Fast forward the video server on the selected Preview Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FFWB : AUX : auxbus	Fast forward the video server on the selected Aux bus. <ul style="list-style-type: none"> • <i>auxbus</i> — the aux bus number or aux bus name

Frame Advance Bus

The Frame Advance Bus command advances the clip on a video server one frame. This command only works with video servers.

Table 4.45 Frame Advance Bus Command Syntax

Command	Description
VTR FADB : ME : me : BUS : bus	Advance the video server one frame on the selected ME bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FADB : ME : me : KEY : keyer : BUS : keybus	Advance the video server one frame on the selected Key bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number of the key (typically channel number) or bus name

Table 4.45 Frame Advance Bus Command Syntax

Command	Description
VTR FADB : O_ME : layer : BUS : bus	Advance the video server one frame on the selected On-Air Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FADB : O_ME : layer : KEY : keyer : BUS : keybus	Advance the video server one frame on the selected On-Air Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FADB : P_ME : layer : BUS : bus	Advance the video server one frame on the selected Preview Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FADB : P_ME : layer : KEY : keyer : BUS : keybus	Advance the video server one frame on the selected Preview Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FADB : AUX : auxbus	Advance the video server one frame on the selected Aux bus. <ul style="list-style-type: none"> • <i>auxbus</i> — the aux bus number or aux bus name

Frame Reverse Bus

The Frame Reverse Bus command reverses the clip on a video server one frame. This command only works with video servers.

Table 4.46 Frame Reverse Bus Command Syntax

Command	Description
VTR FRVB : ME : me : BUS : bus	Reverse the video server one frame on the selected ME bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FRVB : ME : me : KEY : keyer : BUS : keybus	Reverse the video server one frame on the selected Key bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number of the key (typically channel number) or bus name
VTR FRVB : O_ME : layer : BUS : bus	Reverse the video server one frame on the selected On-Air Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FRVB : O_ME : layer : KEY : keyer : BUS : keybus	Reverse the video server one frame on the selected On-Air Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name

Table 4.46 Frame Reverse Bus Command Syntax

Command	Description
VTR FRVB : P_ME : layer : BUS : bus	Reverse the video server one frame on the selected Preview Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FRVB : P_ME : layer : KEY : keyer : BUS : keybus	Reverse the video server one frame on the selected Preview Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR FRVB : AUX : auxbus	Reverse the video server one frame on the selected Aux bus. <ul style="list-style-type: none"> • <i>auxbus</i> — the aux bus number or aux bus name

Recue Clip Bus

The Recue Clip Bus command recues the last cued clip on a video server. This command only works with video servers.

Table 4.47 Recue Clip Bus Command Syntax

Command	Description
VTR RECUEB : ME : me : BUS : bus	Recue the last cued clip on the video server on the selected ME bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR RECUEB : ME : me : KEY : keyer : BUS : keybus	Recue the last cued clip on the video server on the selected Key bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number of the key (typically channel number) or bus name
VTR RECUEB : O_ME : layer : BUS : bus	Recue the last cued clip on the video server on the selected On-Air Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR RECUEB : O_ME : layer : KEY : keyer : BUS : keybus	Recue the last cued clip on the video server on the selected On-Air Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR RECUEB : P_ME : layer : BUS : bus	Recue the last cued clip on the video server on the selected Preview Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR RECUEB : P_ME : layer : KEY : keyer : BUS : keybus	Recue the last cued clip on the video server on the selected Preview Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name

Table 4.47 Recue Clip Bus Command Syntax

Command	Description
VTR RECUEB : AUX : <i>auxbus</i>	Recue the last cued clip on the video server on the selected Aux bus. <ul style="list-style-type: none"> <i>auxbus</i> — the aux bus number or aux bus name

Rewind Bus

The Rewind Bus command rewinds the clip on a video server. This command only works with video servers.

Table 4.48 Rewind Bus Command Syntax

Command	Description
VTR REWB : ME : <i>me</i> : BUS : <i>bus</i>	Rewind the video server on the selected ME bus. <ul style="list-style-type: none"> <i>me</i> — the ME number (0 = program ME) or ME Name <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR REWB : ME : <i>me</i> : KEY : <i>keyer</i> : BUS : <i>keybus</i>	Rewind the video server on the selected Key bus. <ul style="list-style-type: none"> <i>me</i> — the ME number (0 = program ME) or ME Name <i>keyer</i> — the keyer number or keyer name <i>keybus</i> — the bus number of the key (typically channel number) or bus name
VTR REWB : O_ME : <i>layer</i> : BUS : <i>bus</i>	Rewind the video server on the selected On-Air Relative ME bus. <ul style="list-style-type: none"> <i>layer</i> — the layer on the program output (1 is the background layer) <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR REWB : O_ME : <i>layer</i> : KEY : <i>keyer</i> : BUS : <i>keybus</i>	Rewind the video server on the selected On-Air Relative Key bus. <ul style="list-style-type: none"> <i>layer</i> — the layer on the program output (1 is the background layer) <i>keyer</i> — the keyer number or keyer name <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR REWB : P_ME : <i>layer</i> : BUS : <i>bus</i>	Rewind the video server on the selected Preview Relative ME bus. <ul style="list-style-type: none"> <i>layer</i> — the layer on the preview output (1 is the background layer) <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR REWB : P_ME : <i>layer</i> : KEY : <i>keyer</i> : BUS : <i>keybus</i>	Rewind the video server on the selected Preview Relative Key bus. <ul style="list-style-type: none"> <i>layer</i> — the layer on the preview output (1 is the background layer) <i>keyer</i> — the keyer number or keyer name <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR REWB : AUX : <i>auxbus</i>	Rewind the video server on the selected Aux bus. <ul style="list-style-type: none"> <i>auxbus</i> — the aux bus number or aux bus name

Stop Bus

The Stop Bus command stops playing the clip on a video server. This command only works with video servers.

Table 4.49 Stop Bus Command Syntax

Command	Description
VTR STOPB : ME : <i>me</i> : BUS : <i>bus</i>	Stop the video server on the selected ME bus. <ul style="list-style-type: none"> <i>me</i> — the ME number (0 = program ME) or ME Name <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name

Table 4.49 Stop Bus Command Syntax

Command	Description
VTR STOPB : ME : me : KEY : keyer : BUS : keybus	Stop the video server on the selected Key bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number of the key (typically channel number) or bus name
VTR STOPB : O_ME : layer : BUS : bus	Stop the video server on the selected On-Air Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR STOPB : O_ME : layer : KEY : keyer : BUS : keybus	Stop the video server on the selected On-Air Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR STOPB : P_ME : layer : BUS : bus	Stop the video server on the selected Preview Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR STOPB : P_ME : layer : KEY : keyer : BUS : keybus	Stop the video server on the selected Preview Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR STOPB : AUX : auxbus	Stop the video server on the selected Aux bus. <ul style="list-style-type: none"> • <i>auxbus</i> — the aux bus number or aux bus name

Play Bus

The Play Bus command plays the clip on a video server. This command only works with video servers.

Table 4.50 Play Bus Command Syntax

Command	Description
VTR PLAYB : ME : me : BUS : bus	Play the clip on the video server on the selected ME bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PLAYB : ME : me : KEY : keyer : BUS : keybus	Play the clip on the video server on the selected Key bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number of the key (typically channel number) or bus name
VTR PLAYB : O_ME : layer : BUS : bus	Play the clip on the video server on the selected On-Air Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name

Table 4.50 Play Bus Command Syntax

Command	Description
VTR PLAYB : O_ME : layer : KEY : keyer : BUS : keybus	Play the clip on the video server on the selected On-Air Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PLAYB : P_ME : layer : BUS : bus	Play the clip on the video server on the selected Preview Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PLAYB : P_ME : layer : KEY : keyer : BUS : keybus	Play the clip on the video server on the selected Preview Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PLAYB : AUX : auxbus	Play the clip on the video server on the selected Aux bus. <ul style="list-style-type: none"> • <i>auxbus</i> — the aux bus number or aux bus name

Play No Status Bus

The Play No Status Bus command plays the clip on a video server. This command only works with video servers.

Table 4.51 Play No Status Bus Command Syntax

Command	Description
VTR PLAYNSB : ME : me : BUS : bus	Play the clip on the video server on the selected ME bus without retrieving status. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PLAYNSB : ME : me : KEY : keyer : BUS : keybus	Play the clip on the video server on the selected Key bus without retrieving status. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number of the key (typically channel number) or bus name
VTR PLAYNSB : O_ME : layer : BUS : bus	Play the clip on the video server on the selected On-Air Relative ME bus without retrieving status. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PLAYNSB : O_ME : layer : KEY : keyer : BUS : keybus	Play the clip on the video server on the selected On-Air Relative Key bus without retrieving status. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name

Table 4.51 Play No Status Bus Command Syntax

Command	Description
VTR PLAYNSB : P_ME : layer : BUS : bus	Play the clip on the video server on the selected Preview Relative ME bus without retrieving status. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PLAYNSB : P_ME : layer : KEY : keyer : BUS : keybus	Play the clip on the video server on the selected Preview Relative Key bus without retrieving status. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PLAYNSB : AUX : auxbus	Play the clip on the video server on the selected Aux bus without retrieving status. <ul style="list-style-type: none"> • <i>auxbus</i> — the aux bus number or aux bus name

Pause Bus

The Pause Bus command pauses the clip on a video server. This command only works with video servers.

Table 4.52 Pause Bus Command Syntax

Command	Description
VTR PAUSEB : ME : me : BUS : bus	Pause the video server on the selected ME bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PAUSEB : ME : me : KEY : keyer : BUS : keybus	Pause the video server on the selected Key bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number of the key (typically channel number) or bus name
VTR PAUSEB : O_ME : layer : BUS : bus	Pause the video server on the selected On-Air Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PAUSEB : O_ME : layer : KEY : keyer : BUS : keybus	Pause the video server on the selected On-Air Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PAUSEB : P_ME : layer : BUS : bus	Pause the video server on the selected Preview Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PAUSEB : P_ME : layer : KEY : keyer : BUS : keybus	Pause the video server on the selected Preview Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the preview output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name
VTR PAUSEB : AUX : auxbus	Play the clip on the video server on the selected Aux bus. <ul style="list-style-type: none"> • <i>auxbus</i> — the aux bus number or aux bus name

Cue Clip Bus

The Cue Clip Bus command cues the clip on a video server. This command only works with video servers.

Table 4.53 Cue Clip Bus Command Syntax

Command	Description
VTR CUEB : ME : <i>me</i> : BUS : <i>bus</i> : Clip : <i>clipname</i>	Cue the clip on the selected ME bus. <ul style="list-style-type: none"> <i>me</i> — the ME number (0 = program ME) or ME Name <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name <i>clipname</i> — name of the clip to cue
VTR CUEB : ME : <i>me</i> : KEY : <i>keyer</i> : BUS : <i>keybus</i> : Clip : <i>clipname</i>	Cue the clip on the selected Key bus. <ul style="list-style-type: none"> <i>me</i> — the ME number (0 = program ME) or ME Name <i>keyer</i> — the keyer number or keyer name <i>keybus</i> — the bus number of the key (typically channel number) or bus name <i>clipname</i> — name of the clip to cue
VTR CUEB : O_ME : <i>layer</i> : BUS : <i>bus</i> : Clip : <i>clipname</i>	Cue the clip on the selected On-Air Relative ME bus. <ul style="list-style-type: none"> <i>layer</i> — the layer on the program output (1 is the background layer) <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name <i>clipname</i> — name of the clip to cue
VTR CUEB : O_ME : <i>layer</i> : KEY : <i>keyer</i> : BUS : <i>keybus</i> : Clip : <i>clipname</i>	Cue the clip on the selected On-Air Relative Key bus. <ul style="list-style-type: none"> <i>layer</i> — the layer on the program output (1 is the background layer) <i>keyer</i> — the keyer number or keyer name <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name <i>clipname</i> — name of the clip to cue
VTR CUEB : P_ME : <i>layer</i> : BUS : <i>bus</i> : Clip : <i>clipname</i>	Cue the clip on the selected Preview Relative ME bus. <ul style="list-style-type: none"> <i>layer</i> — the layer on the preview output (1 is the background layer) <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name <i>clipname</i> — name of the clip to cue
VTR CUEB : P_ME : <i>layer</i> : KEY : <i>keyer</i> : BUS : <i>keybus</i> : Clip : <i>clipname</i>	Cue the clip on the selected Preview Relative Key bus. <ul style="list-style-type: none"> <i>layer</i> — the layer on the preview output (1 is the background layer) <i>keyer</i> — the keyer number or keyer name <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name <i>clipname</i> — name of the clip to cue
VTR CUEB : AUX : <i>auxbus</i> : Clip : <i>clipname</i>	Cue the clip on the video server on the selected Aux bus. <ul style="list-style-type: none"> <i>auxbus</i> — the aux bus number or aux bus name <i>clipname</i> — name of the clip to cue

Loop Bus

The Loop Bus command loops the clip on a video server. This command only works with video servers.

Table 4.54 Loop Bus Command Syntax

Command	Description
VTR LOOPB: ME : me : BUS : bus : mode	Control LOOP mode for the video server on the selected ME bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name • <i>mode</i> — set to On or Off
VTR LOOPB: ME : me : KEY : keyer : BUS : keybus : mode	Control LOOP mode for the video server on the selected Key bus. <ul style="list-style-type: none"> • <i>me</i> — the ME number (0 = program ME) or ME Name • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number of the key (typically channel number) or bus name • <i>mode</i> — set to On or Off
VTR LOOPB: O_ME : layer : BUS : bus : mode	Control LOOP mode for the video server on the selected On-Air Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name • <i>mode</i> — set to On or Off
VTR LOOPB: O_ME : layer : KEY : keyer : BUS : keybus : mode	Control LOOP mode for the video server on the selected On-Air Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name • <i>mode</i> — set to On or Off
VTR LOOPB: P_ME : layer : BUS : bus : mode	Control LOOP mode for the video server on the selected Preview Relative ME bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>bus</i> — the bus number (1 = background, 2 = preset) or bus name • <i>mode</i> — set to On or Off
VTR LOOPB: P_ME : layer : KEY : keyer : BUS : keybus : mode	Control LOOP mode for the video server on the selected Preview Relative Key bus. <ul style="list-style-type: none"> • <i>layer</i> — the layer on the program output (1 is the background layer) • <i>keyer</i> — the keyer number or keyer name • <i>keybus</i> — the bus number (1 = background, 2 = preset) or bus name • <i>mode</i> — set to On or Off
VTR LOOPB: AUX : auxbus : mode	Control LOOP mode for the video server on the selected Aux bus. <ul style="list-style-type: none"> • <i>auxbus</i> — the aux bus number or aux bus name • <i>mode</i> — set to On or Off

Audio Mixer Commands

This section lists the RossTalk commands that you can use to control Caprica audio mixers from an external device.

Audio Default Level

The Audio Default Level command sets the default volume level for an audio channel.

Table 4.55 Audio Default Level Command Syntax

Command	Description
AM DEFLVL : CHAN : <i>channel</i> : LVL : <i>level</i>	Set the default volume level for an audio channel. <ul style="list-style-type: none"> <i>channel</i> — the audio channel number, name, or alias for which to set the default volume level <i>level</i> — the default volume level as a percentage

Audio Default Level Query

The Audio Default Level Query command displays the default level for all or a selected audio channel.

Table 4.56 Audio Default Level Query Command Syntax

Command	Description
AM DEFLVL : CHAN : <i>channel</i> : ?	Display the default volume level of an individual audio channel. <ul style="list-style-type: none"> <i>channel</i> — the audio channel number, name, or alias for which to report default volume level
AM LOCK : ALL : ?	Display the default volume level of all the audio channels

Audio Lock

The Audio Lock command locks an audio mixer channels to stop OverDrive automation from changing the channel volume level. You can also use this command to unlock all channels to enable OverDrive automation to once again change the channel volume levels.

Table 4.57 Audio Lock Command Syntax

Command	Description
AM LOCK : CHAN : <i>channel</i> : ON	Lock an audio channel. <ul style="list-style-type: none"> <i>channel</i> — the audio channel number, name, or alias to lock
AM LOCK : CHAN : <i>channel</i> : OFF	Unlock an audio channel. <ul style="list-style-type: none"> <i>channel</i> — the audio channel number, name, or alias to unlock

Audio Lock All

The Audio Lock All command locks all audio mixer channels to stop OverDrive automation from changing the channel volume level on all audio channels or just the active on-air audio channels. You can also use this command to unlock all channels to enable OverDrive automation to once again change the channel volume levels.

Table 4.58 Audio Lock All Command Syntax

Command	Description
AM LOCKALL : ON	Lock all audio mixer channels.
AM LOCKALL : ACTIVE	Lock all active on-air audio mixer channels.
AM LOCKALL : OFF	Unlock all audio mixer channels.

Audio Lock Query

The Audio Lock Query command displays the channel lock status of all or a selected audio channel.

Table 4.59 Audio Lock Query Command Syntax

Command	Description
AM LOCK : CHAN : <i>channel</i> : ?	Display the channel lock status of an individual audio channel. <ul style="list-style-type: none"> <i>channel</i> — the audio channel number, name, or alias for which to report channel lock status
AM LOCK : ALL : ?	Display the channel lock status of all the audio channels.

Program Channel Level

The Program Channel Level command overrides the set volume level for an audio channel on the Program bus over a set duration..

Table 4.60 Program Channel Level Command Syntax

Command	Description
AM PGMLVL : CHAN : <i>channel</i> : LVL : <i>level</i> : Sec : <i>seconds</i> : FRAMES : <i>frames</i>	Override the volume level for an audio channel on the Program bus over a set duration. <ul style="list-style-type: none"> <i>channel</i> — the audio channel number, name, or alias for which to override the volume level <i>level</i> — the volume level as a percentage to set the channel volume level <i>seconds</i> (optional) — the length of time in seconds that you want to change the volume level on the selected audio channel <i>frames</i> (optional) — the length of time in frames that you want to change the volume level on the selected audio channel
AM PGMLVL : CHAN : <i>channel</i> : ?	Display the level for an audio channel on the Program bus. <ul style="list-style-type: none"> <i>channel</i> — the audio channel number, name, or alias for which to display the volume level

Preview Channel Level

The Preview Channel Level command overrides the set volume level for an audio channel on the Preview bus over a set duration..

Table 4.61 Preview Channel Level Command Syntax

Command	Description
AM PSTLVL : CHAN : <i>channel</i> : LVL : <i>level</i>	Override the volume level for an audio channel on the Preview bus. <ul style="list-style-type: none"> <i>channel</i> — the audio channel number, name, or alias for which to override the volume level <i>level</i> — the volume level as a percentage to set the channel volume level
AM PSTLVL : CHAN : <i>channel</i> : ?	Display the level for an audio channel on the Preview bus. <ul style="list-style-type: none"> <i>channel</i> — the audio channel number, name, or alias for which to display the volume level
AM PSTLVL : CHAN : ALL : ?	Display the levels for all audio channels on the Preview bus.

Audio Mute

The Audio Mute command mutes an audio mixer channel. You can also use this command to unmute a muted audio mixer channel.

Table 4.62 Audio Mute Command Syntax

Command	Description
AM MUTE : CHAN : <i>channel</i> : MUTE : On	Mute an audio channel. <ul style="list-style-type: none"> <i>channel</i> — the audio channel number, name, or alias to lock
AM MUTE : CHAN : <i>channel</i> : MUTE : Off	Unmute an audio channel. <ul style="list-style-type: none"> <i>channel</i> — the audio channel number, name, or alias to unlock
AM MUTE : ALL : MUTE : On	Mute all audio channels.
AM MUTE : ALL : MUTE : Off	Unmute all audio channels.
AM MUTE : ALL : ?	Display the mute status of all audio channels.

Audio Channel

The Audio Channel command opens or closes a channel on an audio bus.

Table 4.63 Audio Channel Command Syntax

Command	Description
AM CHANNEL : BUS : <i>bus</i> : CHAN : <i>channel</i> : Open	Open a channel on an audio bus. <ul style="list-style-type: none"> <i>bus</i> — the audio bus name (ONAIR or PREVIEW) <i>channel</i> — the audio channel number, name, or alias to open
AM CHANNEL : BUS : <i>bus</i> : CHAN : <i>channel</i> : Close	Close a channel on an audio bus. <ul style="list-style-type: none"> <i>bus</i> — the audio bus name (ONAIR or PREVIEW) <i>channel</i> — the audio channel number, name, or alias to close
AM CHANNEL : BUS : <i>bus</i> : CHAN : <i>channel</i> : Close	Close a channel on an audio bus. <ul style="list-style-type: none"> <i>bus</i> — the audio bus name (ONAIR or PREVIEW) <i>channel</i> — the audio channel number, name, or alias to close
AM CHANNEL : BUS : <i>bus</i> : CHAN : <i>channel</i> : ?	Display the open/close status of a channel on an audio bus. <ul style="list-style-type: none"> <i>bus</i> — the audio bus name (ONAIR or PREVIEW) <i>channel</i> — the audio channel number, name, or alias to query
AM CHANNEL : BUS : <i>bus</i> : ALL : ?	Display the open/close status of all channels on an audio bus. <ul style="list-style-type: none"> <i>bus</i> — the audio bus name (ONAIR or PREVIEW)

Audio Channel All

The Audio Channel All command closes all the channels on an audio bus.

Table 4.64 Audio Channel All Command Syntax

Command	Description
AM CHANNELALL* : BUS : <i>bus</i> : *CLOSE_	Close all the channels on an audio bus. <ul style="list-style-type: none"> <i>bus</i> — the audio bus name (ONAIR or PREVIEW)



Audio Follow Video

The Audio Follow Video command turns AFV mode on or off.

Table 4.65 Audio Follow Video Command Syntax

Command	Description
AM AVF : <i>afv</i>	Set the AFV mode. • <i>afv</i> — the new AFV mode (ON, OFF, or HOLD)
AM AVF : ?	Display the current AFV status.

Audio Rest to AFV Mode

The Audio Rest to AFV Mode command resets audio overrides on a bus the AFVmode.

Table 4.66 Audio Reset to AFV Mode Command Syntax

Command	Description
AM RESETAVF : BUS : <i>bus</i>	Reset audio overrides on a bus the AFVmode. • <i>bus</i> — the audio bus name (ONAIR or PREVIEW)

Audio Memory Recally

The Audio Memory Recall command recalls audio mixer presets by preset name, snapshot name, or scene number.

Table 4.67 Audio Memory Recall Command Syntax

Command	Description
AM MEM : NAME : <i>name</i>	Recall an audio mixer preset by preset or snapshot name. • <i>name</i> — audio mixer preset or snapshot name
AM MEM : SCENE : <i>scene</i>	Recall an audio mixer preset by scene number. • <i>name</i> — audio mixer scene number
AM MEM : ?	Display the last preset name, snapshot name, or scene number recalled by the audio mixer.

Camera Commands

This section lists the RossTalk commands that you can use to control Caprica robotic cameras from an external device.

Set Show

The Set Show command sets or clears the show for a connected robotic camera.

Table 4.68 Set Show Command Syntax

Command	Description
CAM SETSHOW : SET : IN : <i>input</i> : <i>show</i>	Set an input to the show. <ul style="list-style-type: none"> <i>input</i> — the input number, 0 based <i>show</i> — the name of the show
CAM SETSHOW : SET : SRC : <i>src</i> : <i>show</i>	Set a source to the show. <ul style="list-style-type: none"> <i>src</i> — the source name or number <i>show</i> — the name of the show
CAM SETSHOW : SET : XPT : <i>xpt</i> : <i>show</i>	Set a crosspoint to the show. <ul style="list-style-type: none"> <i>xpt</i> — the crosspoint number <i>show</i> — the name of the show
CAM SETSHOW : SET : ACTIVE : <i>show</i>	Set the show on the active camera sources (where a show was previously set). <ul style="list-style-type: none"> <i>show</i> — the name of the show
CAM SETSHOW : SET : ALL : <i>show</i>	Set the show on all camera sources. <ul style="list-style-type: none"> <i>show</i> — the name of the show
CAM SETSHOW : CLEAR : IN : <i>input</i> : <i>show</i>	Clear the show from an input. <ul style="list-style-type: none"> <i>input</i> — the input number, 0 based. <i>show</i> — the name of the show
CAM SETSHOW : CLEAR : SRC : <i>src</i> : <i>show</i>	Clear the show from a source. <ul style="list-style-type: none"> <i>src</i> — the source name or number <i>show</i> — the name of the show
CAM SETSHOW : CLEAR : XPT : <i>xpt</i> : <i>show</i>	Clear the show from a crosspoint. <ul style="list-style-type: none"> <i>xpt</i> — the crosspoint number <i>show</i> — the name of the show
CAM SETSHOW : CLEAR : ACTIVE : <i>show</i>	Clear the show from the active camera sources (where a show was previously set). <ul style="list-style-type: none"> <i>show</i> — the name of the show
CAM SETSHOW : CLEAR : ALL : <i>show</i>	Clear the show from all camera sources. <ul style="list-style-type: none"> <i>show</i> — the name of the show

Set Show Query

The Set Source Query command displays the show for a connected robotic camera.

Table 4.69 Set Show Query Command Syntax

Command	Description
CAM SETSHOW : IN : <i>input</i> : ?	Display the show on an input. <ul style="list-style-type: none"> <i>input</i> — the input number, 0 based

Table 4.69 Set Show Query Command Syntax

Command	Description
CAM SETSHOW : SRC : <i>src</i> : ?	Display the show on a source. <ul style="list-style-type: none"> <i>src</i> — the source name or number
CAM SETSHOW : XPT : <i>xpt</i> : ?	Display the show on a crosspoint. <ul style="list-style-type: none"> <i>xpt</i> — the crosspoint number
CAM SETSHOW : ACTIVE : ?	Display the show on the active camera sources.
CAM SETSHOW : ALL : ?	Display the show on all camera sources.

Recall

The Recall command recalls shots for a connected robotic camera.

Table 4.70 Recall Command Syntax

Command	Description
CAM RECALL : IN : <i>input</i> : ID : <i>shot_id</i> : DUR : <i>seconds</i>	Recall a shot by shot ID on an input. <ul style="list-style-type: none"> <i>input</i> — the input number, 0 based <i>shot_id</i> — the shot ID number <i>seconds</i> — the recall duration in seconds (optional) <i>seconds</i> (optional) — the length of time in seconds for the recall
CAM RECALL : SRC : <i>src</i> : ID : <i>shot_id</i> : DUR : <i>seconds</i>	Recall a shot by shot ID on a source. <ul style="list-style-type: none"> <i>src</i> — the source name or number <i>shot_id</i> — the shot ID number <i>seconds</i> — the recall duration in seconds (optional) <i>seconds</i> (optional) — the length of time in seconds for the recall
CAM RECALL : XPT : <i>xpt</i> : ID : <i>shot_id</i> : DUR : <i>seconds</i>	Recall a shot by shot ID on a crosspoint. <ul style="list-style-type: none"> <i>xpt</i> — the crosspoint number <i>shot_id</i> — the shot ID number <i>seconds</i> (optional) — the length of time in seconds for the recall
CAM RECALL : IN : <i>input</i> : SHOW: <i>show_name</i> : Name : <i>shot_name</i> : DUR : <i>seconds</i>	Recall a shot by shot name on an input. <ul style="list-style-type: none"> <i>input</i> — the input number, 0 based <i>show</i> (optional) — the name of the show <i>shot_name</i> — the shot name <i>seconds</i> (optional) — the length of time in seconds for the recall
CAM RECALL : SRC : <i>src</i> : SHOW: <i>show_name</i> : Name : <i>shot_name</i> : DUR : <i>seconds</i>	Recall a shot by shot name on a source. <ul style="list-style-type: none"> <i>src</i> — the source name or number <i>show</i> (optional) — the name of the show <i>shot_name</i> — the shot name <i>seconds</i> (optional) — the length of time in seconds for the recall
CAM RECALL : XPT : <i>xpt</i> : SHOW: <i>show_name</i> : Name : <i>shot_name</i> : DUR : <i>seconds</i>	Recall a shot by shot name on a crosspoint. <ul style="list-style-type: none"> <i>xpt</i> — the crosspoint number <i>show</i> (optional) — the name of the show <i>shot_name</i> — the shot name <i>seconds</i> (optional) — the length of time in seconds for the recall



Recall Query

The Recall Query command displays the last recalled shot for a connected robotic camera.

Table 4.71 Recall Query Command Syntax

Command	Description
CAM RECALL : IN : <i>input</i> : ?	Display the last recalled shot on an input. <ul style="list-style-type: none">• <i>input</i> — the input number, 0 based
CAM RECALL : SRC : <i>src</i> : ?	Display the last recalled shot on a source. <ul style="list-style-type: none">• <i>src</i> — the source name or number
CAM RECALL : XPT : <i>xpt</i> : ?	Display the last recalled shot a crosspoint. <ul style="list-style-type: none">• <i>xpt</i> — the crosspoint number
CAM RECALL : ALL : ?	Display the last recalled shot on all camera sources.

Character Generator Commands

This section lists the RossTalk commands that you can use to control Caprica character generators from an external device.

Set Folder

The Set Folder command sets the directory on the character generators to a folder for the input.

Table 4.72 Set Folder Command Syntax

Command	Description
CG SETFOLDER : INPUT : <i>input</i> : FOLDER : <i>folder</i>	Set the directory on the character generators to a folder for the input. <ul style="list-style-type: none"> • <i>input</i> — the input number to load the folder • <i>folder</i> — the folder name

Load To Program

The Load To Program command loads a file to PGM on an input. When a layer is present the file loads to the layer on the PGM input.

Table 4.73 Load To Program Command Syntax

Command	Description
CG LOADPGM : INPUT : <i>input</i> : FILE : <i>file</i> [: LAYER : <i>layer</i>]	Load a file to PGM on an input. <ul style="list-style-type: none"> • <i>input</i> — the input number to load the file • <i>file</i> — the name of the file to load • <i>layer</i> — the layer in the file to load, if present

Load To Preview

The Load To Preview command loads a file to PV on an input. When a layer is present the file loads to the layer on the PV input.

Table 4.74 Load To Preview Command Syntax

Command	Description
CG LOADPV : INPUT : <i>input</i> : FILE : <i>file</i> [: LAYER : <i>layer</i>]	Load a file to PV on an input. <ul style="list-style-type: none"> • <i>input</i> — the input number to load the file • <i>file</i> — the name of the file to load • <i>layer</i> — the layer in the file to load, if present

Take

The Take command takes the content cued on an input to air.

Table 4.75 Take Command Syntax

Command	Description
CG TAKE : INPUT : <i>input</i>	Take the content cued on an input to air. <ul style="list-style-type: none"> • <i>input</i> — the input number to take

Clear

The Clear command clears the content loaded on an input, including layers when present.

Table 4.76 Clear Command Syntax

Command	Description
CG CLEAR : INPUT : <i>input</i> [: LAYER : <i>layer</i>]	Clear the content loaded on an input. <ul style="list-style-type: none"> • <i>input</i> — the input number to clear • <i>layer</i> — the layer to clear, if present

Play

The Play command plays the content loaded on an input.

Table 4.77 Play Command Syntax

Command	Description
CG PLAY : INPUT : <i>input</i>	Play the content loaded on an input. <ul style="list-style-type: none"> • <i>input</i> — the input number to play

Resume

The Resume command resumes playout of the content loaded on an input, including layers when present.

Table 4.78 Resume Command Syntax

Command	Description
CG RESUME : INPUT : <i>input</i> [: LAYER : <i>layer</i>]	Resume playout of the content loaded on an input. <ul style="list-style-type: none"> • <i>input</i> — the input number to resume playing out • <i>layer</i> — the layer to resume playing out, if present

Macro

The Macro command loads a macro to an input.

Table 4.79 Macro Command Syntax

Command	Description
CG SETMACRO : INPUT : <i>input</i> : MACRO : <i>macro</i>	Load a macro to an input. <ul style="list-style-type: none"> • <i>input</i> — the input number to which to load the macro • <i>macro</i> — the name of the macro to load

GPI

The GPI command sets a GPI on an input.

Table 4.80 GPI Command Syntax

Command	Description
CG GPI : INPUT : <i>input</i> : GPI : <i>gpi</i>	Set a GPI on an input. <ul style="list-style-type: none"> • <i>input</i> — the input number on which to set the GPI • <i>gpi</i> — the name of the GPI to set

Sequence Take

The Sequence Take command runs the current shot in the sequence on an input.

Table 4.81 Sequence Take Command Syntax

Command	Description
CG SEQTAKE : INPUT : <i>input</i>	Run the current shot in the sequence on an input. <ul style="list-style-type: none">• <i>input</i> — the input number on which to run the current sequence shot

Sequence Previous

The Sequence Previous command runs the previous shot in the sequence on an input.

Table 4.82 Sequence Previous Command Syntax

Command	Description
CG SEQPREV : INPUT : <i>input</i>	Run the previous shot in the sequence on an input. <ul style="list-style-type: none">• <i>input</i> — the input number on which to run the previous sequence shot

QuickTurn Commands

This section lists the RossTalk commands that you can use to control the QuickTurn media workflow from an external device.

Cue Clip

The Cue Clip command cues the Record operation for a QuickTurn device.

Table 4.83 Cue Clip Command Syntax

Command	Description
QT CUE : RECORD : NAME : <i>clipname</i> : PORT : <i>port</i> : CHAN : <i>chan</i>	Cue the Record operation for a QuickTurn device on a channel of a port. <ul style="list-style-type: none"> • <i>clipname</i> — the file name for the recorded clip • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to cue the Clip operation
QT CUE : RECORD : NAME : <i>clipname</i> : PORT : <i>port</i> : CHAN : ALL	Cue the Record operation for a QuickTurn device on all channels of a port. <ul style="list-style-type: none"> • <i>clipname</i> — the file name for the recorded clip • <i>port</i> — the port name or number set for the QuickTurn device
QT CUE : RECORD : NAME : <i>clipname</i> : PORT : ALL	Cue the Record operation for a QuickTurn device on all channels of all ports. <ul style="list-style-type: none"> • <i>clipname</i> — the file name for the recorded clip

Cue Stop

The Cue Stop command cues the Stop operation for a QuickTurn device.

Table 4.84 Cue Stop Command Syntax

Command	Description
QT CUE : STOP : PORT : <i>port</i> : CHAN : <i>chan</i>	Cue the Stop operation for a QuickTurn device on a channel of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to cue the Stop operation
QT CUE : STOP : PORT : <i>port</i> : CHAN : ALL	Cue the Stop operation for a QuickTurn device on all channels of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device
QT CUE : STOP : PORT : ALL	Cue the Stop operation for a QuickTurn device on all channels of all ports.

Cue Pause

The Cue Pause command cues the Pause operation for a QuickTurn device.

Table 4.85 Cue Pause Command Syntax

Command	Description
QT CUE : PAUSE : PORT : <i>port</i> : CHAN : <i>chan</i>	Cue the Pause operation for a QuickTurn device on a channel of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to cue the Pause operation
QT CUE : PAUSE : PORT : <i>port</i> : CHAN : ALL	Cue the Pause operation for a QuickTurn device on all channels of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device
QT CUE : PAUSE : PORT : ALL	Cue the Pause operation for a QuickTurn device on all channels of all ports.

Cue Resume

The Cue Resume command cues the Resume operation for a QuickTurn device.

Table 4.86 Cue Resume Command Syntax

Command	Description
QT CUE : RESUME : PORT : <i>port</i> : CHAN : <i>chan</i>	Cue the Resume operation for a QuickTurn device on a channel of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to cue the Resume operation
QT CUE : RESUME : PORT : <i>port</i> : CHAN : ALL	Cue the Resume operation for a QuickTurn device on all channels of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device
QT CUE : RESUME : PORT : ALL	Cue the Resume operation for a QuickTurn device on all channels of all ports.

Cue Split

The Cue Split command cues the Split operation for a QuickTurn device.

Table 4.87 Cue Split Command Syntax

Command	Description
QT CUE : SPLIT : PORT : <i>port</i> : CHAN : <i>chan</i>	Cue the Split operation for a QuickTurn device on a channel of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to cue the Split operation
QT CUE : SPLIT : PORT : <i>port</i> : CHAN : ALL	Cue the Split operation for a QuickTurn device on all channels of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device
QT CUE : SPLIT : PORT : ALL	Cue the Split operation for a QuickTurn device on all channels of all ports.

Cue Metadata

The Cue Metadata command cues metadata strings for a QuickTurn device.

Table 4.88 Cue Metadata Command Syntax

Command	Description
QT CUE : METADATA : PORT : <i>port</i> : CHAN : <i>chan</i> : META : <i>metadata</i>	Cue a metadata string for a QuickTurn device on a channel of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to cue metadata • <i>metadata</i> — the metadata to cue in string form
QT CUE : METADATA : PORT : <i>port</i> : CHAN : ALL : META : <i>metadata</i>	Cue a metadata string for a QuickTurn device on all channels of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>metadata</i> — the metadata to cue in string form
QT CUE : METADATA : PORT : ALL : META : <i>metadata</i>	Cue a metadata string for a QuickTurn device on all channels of all ports. <ul style="list-style-type: none"> • <i>metadata</i> — the metadata to cue in string form

Cue Clip Query

The Cue Clip Query command gets the cued status of a QuickTurn device.

Table 4.89 Cue Clip Query Command Syntax

Command	Description
QT CUE : PORT : <i>port</i> : CHAN : <i>chan</i>	Get the cued status for a QuickTurn device channel on a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to get cued status
QT CUE : PORT : <i>port</i> : CHAN : ALL	Get the cued status for all QuickTurn device channels on a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device
QT CUE : PORT : ALL	Get the cued status for all QuickTurn device channels on all ports.

Run Cued

The Run Cued command runs the cued operations for a QuickTurn device.

Table 4.90 Run Cued Command Syntax

Command	Description
QT RUN : PORT : <i>port</i> : CHAN : <i>chan</i>	Run the cued operations for a QuickTurn device channel on a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to get cued status
QT RUN : PORT : <i>port</i> : CHAN : ALL	Run the cued operations for all QuickTurn device channels on a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device
QT RUN : PORT : ALL	Run the cued operations for all QuickTurn device channels on all ports.

Run Clip Query

The Run Clip Query command gets the current status of a QuickTurn device.

Table 4.91 Run Clip Query Command Syntax

Command	Description
QT RUN : PORT : <i>port</i> : CHAN : <i>chan</i>	Get the current status for a QuickTurn device channel on a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to get cued status
QT RUN : PORT : <i>port</i> : CHAN : ALL	Get the current status for all QuickTurn device channels on a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device
QT RUN : PORT : ALL	Get the current status for all QuickTurn device channels on all ports.

Clear Cued

The Clear Cued command clears the cued operations from a QuickTurn device.

Table 4.92 Clear Cued Command Syntax

Command	Description
QT CLEAR : PORT : <i>port</i> : CHAN : <i>chan</i>	Clear the cued operations from a QuickTurn device channel on a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to get cued status
QT CLEAR : PORT : <i>port</i> : CHAN : ALL	Clear the cued operations from all QuickTurn device channels on a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device
QT CLEAR : PORT : ALL	Clear the cued operations from all QuickTurn device channels on all ports

Stop Immediate

The Stop Immediate command immediately stops the operations running on a QuickTurn device.

Table 4.93 Stop Command Syntax

Command	Description
QT STOP : PORT : <i>port</i> : CHAN : <i>chan</i>	Stop the operations running on a QuickTurn device channel on a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to get cued status
QT STOP : PORT : <i>port</i> : CHAN : ALL	Stop the operations running on all QuickTurn device channels of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device
QT STOP : PORT : ALL	Stop the operations running on all QuickTurn device channels on all ports.

Pause Immediate

The Pause Immediate command immediately pauses the operations running on a QuickTurn device.

Table 4.94 Pause Immediate Command Syntax

Command	Description
QT PAUSE : PORT : <i>port</i> : CHAN : <i>chan</i>	Pause the operations running on a QuickTurn device channel on a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to get cued status
QT PAUSE : PORT : <i>port</i> : CHAN : ALL	Pause the operations running on all QuickTurn device channels of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device
QT PAUSE : PORT : ALL	Pause the operations running on all QuickTurn device channels on all ports.

Resume Immediate

The Resume Immediate command immediately resumes the paused operations on a QuickTurn device.

Table 4.95 Resume Immediate Command Syntax

Command	Description
QT PAUSE : PORT : <i>port</i> : CHAN : <i>chan</i>	Resume the paused operations on a QuickTurn device channel on a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to get cued status
QT PAUSE : PORT : <i>port</i> : CHAN : ALL	Resume the paused operations on all QuickTurn device channels of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device
QT PAUSE : PORT : ALL	Resume the paused operations on all QuickTurn device channels on all ports.

Metadata Immediate

The Metadata Immediate command immediately sends metadata to a QuickTurn device.

Table 4.96 Metadata Immediate Command Syntax

Command	Description
QT : METADATA : PORT : <i>port</i> : CHAN : <i>chan</i> : META : <i>metadata</i>	Send a metadata string to a QuickTurn device on a channel of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>chan</i> — the QuickTurn device channel number to send metadata • <i>metadata</i> — the metadata to send in string form
QT : METADATA : PORT : <i>port</i> : CHAN : ALL : META : <i>metadata</i>	Send a metadata string to a QuickTurn device on all channels of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the QuickTurn device • <i>metadata</i> — the metadata to send in string form
QT : METADATA : PORT : ALL : META : <i>metadata</i>	Send a metadata string to a QuickTurn device on all channels of all ports. <ul style="list-style-type: none"> • <i>metadata</i> — the metadata to send in string form

Set Source URL

The Set Source URL command immediately sets the source URL for the cue and record commands.

Table 4.97 Set Source URL Command Syntax

Command	Description
QT : SETSOURCEURL : PORT : <i>port</i> : CHAN : <i>chan</i> : URL : <i>url</i>	<p>Send a metadata string to a QuickTurn device on a channel of a port.</p> <ul style="list-style-type: none"> <i>port</i> — the port name or number set for the QuickTurn device <i>chan</i> — the QuickTurn device channel number to send metadata <i>url</i> — the source url for the Media IO Server to record content <p>When using the DashBoard custom panel, the <i>url</i> must contain three escape characters (\) before the colon (:) in the url. For example:</p> <pre>http\\\://<source_url></pre> <p>When using the Stream Deck plugin, the <i>url</i> must contain a single escape characters (\) before the colon (:) in the url. For example:</p> <pre>http\://<source_url></pre>

Router Commands

This section lists the RossTalk commands that you can use to control Caprica routers from an external device.

Take

The Take command connects a router source to a router destination on the set take crosspoint level on the selected router port.

Table 4.98 Take Command Syntax

Command	Description
RTR TAKE : PORT : <i>port</i> : SRC : <i>src</i> : DST : <i>dst</i> : LVL : <i>level</i>	Cue the Record operation for a QuickTurn device on a channel of a port. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the Router device • <i>src</i> — the router source • <i>dst</i> — the router destination • <i>level</i> — the take crosspoint level

Read in Names

The Read in Names command reads names from a router.

Table 4.99 Read in Names Command Syntax

Command	Description
RTR NAMES : PORT : <i>port</i>	Read names from a router. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the Router device

Fire Salvo

The Fire Salvo command fires a salvo for a router.

Table 4.100 Fire Salvo Command Syntax

Command	Description
RTR SALVO : PORT : <i>port</i> : NUM : <i>num</i>	Fire a salvo for a router. <ul style="list-style-type: none"> • <i>port</i> — the port name or number set for the Router device • <i>num</i> — the number of the salvo to fire

Special Commands

This section lists the Special RossTalk commands that you can use to control external devices.

Reset

The Reset command resets a device on a port.

Table 4.101 Reset Command Syntax

Command	Description
SP RESET : PORT : <i>port</i>	Reset the device on a port. <ul style="list-style-type: none"> <i>port</i> — port name

Select

The Select command selects the device on a port.

Table 4.102 Select Command Syntax

Command	Description
SP DEVICE : SELECT : <i>config</i> : PORT : <i>port</i>	Select the device on a port. <ul style="list-style-type: none"> <i>config</i> — either primary or alternate <i>port</i> — port name

Swap

The Swap command swaps the device on a port.

Table 4.103 Swap Command Syntax

Command	Description
SP DEVICE : SWAP : PORT : <i>port</i>	Swap the device on a port. <ul style="list-style-type: none"> <i>port</i> — port name

Enable

The Enable command enables the device on a port.

Table 4.104 Enable Command Syntax

Command	Description
SP DEVICE : ENABLE : PORT : <i>port</i>	Enable the device on a port. <ul style="list-style-type: none"> <i>port</i> — port name

Disable

The Disable command disables the device on a port.

Table 4.105 Disable Command Syntax

Command	Description
SP DEVICE : DISABLE : PORT : <i>port</i>	Disable the device on a port. <ul style="list-style-type: none"> <i>port</i> — port name

Switcherless

The Switcherless command controls Switcherless mode.

Table 4.106 Switcherless Command Syntax

Command	Description
SP SWITCHERLESS : ON	<ul style="list-style-type: none"> Enters Switcherless mode. This command only runs when available.
SP SWITCHERLESS : OFF	<ul style="list-style-type: none"> Leaves Switcherless mode. This command only runs when available.

Popup

The Popup command displays a popup message in OverDrive or adds a message to the Caprica logs.

Table 4.107 Popup Command Syntax

Command	Description
SP POPUP : <i>message</i>	Display a popup message in the OverDrive user interface. <ul style="list-style-type: none"> <i>message</i> — text to display in the popup
SP POPUP : LOGONLY : <i>message</i>	Add a message to the Caprica logs. <ul style="list-style-type: none"> <i>message</i> — text to add to the Caprica logs

Version

The Version command displays version and build number for product. Caprica is the only product that currently supports the Version command.

Table 4.108 Version Command Syntax

Command	Description
VER : <i>product</i>	Display the version and build of a product. <ul style="list-style-type: none"> <i>product</i> — product name (Caprica)

Legacy Acuity and Vision Switcher RossTalk Commands

The Caprica RossTalk-IN device supports a number of legacy Acuity and Vision switcher RossTalk commands. The exact commands and how the switcher reacts to the commands are outlined in Table 4.109, “Legacy Acuity and Vision Switcher RossTalk Command Syntax,” on page 57.

- ★ When you are entering commands for Vision, you must use MLE instead of ME. Acuity™ supports both ME and MLE.
- ★ All commands are case sensitive.

Table 4.109 Legacy Acuity and Vision Switcher RossTalk Command Syntax

Command	Description
CC <i>b:cc</i>	Executes Custom Control (<i>cc</i>) on bank (<i>b</i>). For example, <code>CC 1:05</code> triggers Custom Control 5 on bank 1.
FTB	Performs a fade-to-black transition.
HELP	Prints a list of the supported commands.
KEYAUTO <i>ME:keyer</i>	Performs an auto transition of keyer number (<i>keyer</i>) on ME number (<i>ME</i>). For example, <code>KEYAUTO 1:4</code> triggers an auto transition of key 4 on ME 1.
KEYCUT <i>ME:keyer</i>	Performs a cut of keyer number (<i>keyer</i>) on ME number (<i>ME</i>). For example, <code>KEYCUT 2:1</code> triggers a cut of key 1 on ME 2.
KEYSTATE <i>ME:key</i>	Returns whether key number (<i>key</i>) on ME number (<i>ME</i>) is on (<code>On</code>) or off (<code>Off</code>). For example, <code>KEYSTATE 4:4</code> returns the on-air state of key 4 on ME 4.
LOADSET <i>USB/HD:setname</i>	Loads setup name (<i>setname</i>) from the USB drive (<code>USB</code>) or hard drive (<code>HD</code>). For example, <code>LOADSET HD:SETUP01</code> loads SETUP01 from the hard drive.
MEAUTO <i>ME</i>	Performs an auto transition on ME (<i>ME</i>). The elements included with the transition are set in the next transition area of the switcher. For example, <code>MEAUTO 2</code> triggers an auto transition on ME 2.
MECUT <i>ME</i>	Performs a cut on ME (<i>ME</i>). The elements included with the transition are set in the next transition area of the switcher. For example, <code>MECUT 1</code> triggers a cut on ME 1.
MEM <i>bm:ME</i>	Performs a memory recall of memory (<i>m</i>) on bank (<i>b</i>) on ME (<i>ME</i>). For example, <code>MEM 19:2:1</code> recalls memory 9 on bank 1 of ME 2 and ME 1.
SAVESET <i>USB/HD:setup:setname</i>	Saves the switcher setting to setup number (<i>setup</i>) with the name (<i>setname</i>) to the USB drive (<code>USB</code>) or hard drive (<code>HD</code>). For example, <code>SAVESET USB:5:MORNING</code> saves a setup called MORNING to setup 5 on the USB drive. If you don't include the setup number the switcher will try to match the setname and overwrite it.

Table 4.109 Legacy Acuity and Vision Switcher RossTalk Command Syntax

Command	Description
TRANSINCL <i>ME:incl:incl:incl</i>	<p>Sets the next transition area on ME number (<i>ME</i>), to include the background (B) and/or keys (<i>incl</i>).</p> <p>For example, <code>TRANSINCL 2:B:2:3</code> configures the next transition area for ME 2 with BKGD, KEY 2, and KEY 3 selected. Note that any existing selections are lost.</p>
TRANSRATE <i>ME:rate</i>	<p>Sets the transition rate (<i>rate</i>), in frames, on ME number (<i>ME</i>).</p> <p>For example, <code>TRANSRATE 2:15</code> sets the ME transition rate for ME 2 to 15 frames.</p>
TRANSTYPE <i>ME:type</i>	<p>Sets the transition type (<i>type</i>), see below, on ME number (ME).</p> <p>For example, <code>TRANSTYPE 3:DISS</code> sets the transition type for ME 3 to DISS.</p> <ul style="list-style-type: none"> • Dissolve — DISS • Wipe — WIPE • DVE — DVE • Media Wipe — MEDIA
XPT <i>vid-dest:vid-source</i>	<p>Select a video source (<i>vid-source</i>) on (<i>vid-dest</i>).</p> <p>For example, <code>XPT ME:2:PGM:IN:6</code> selects input C6 on the Program bus of ME 2. Refer to the sections “Video Destinations” on page 4–58 and “Video Sources” on page 4–58 for a list of possible video destinations and sources.</p>

Video Destinations

Possible video destinations (*vid-dest*) are as follows:

- **Aux Bus** — `AUX:aux-bank-number:aux-number`
- **Key** — `ME:ME-number:KEY:key-number`
- **Preset** — `ME:ME number:PST`
- **Program** — `ME:ME number:PGM`

Video Sources

Possible video sources (*vid-source*) are as follows:

- **Aux Bus** — `AUX:aux-bank-number:aux-number`
- **Black** — `BK` (*vid-source* only)
- **Clean** — `ME:ME number:CLN:cln-number` (Clean Feed 1-2 only) (*vid-source* only)
- **Global-Store** — `GS:channel-number`
- **Input Source** — `IN:input-number` (*vid-source* only)
- **Key** — `ME:ME-number:KEY:key-number`
- **Matte Color** — `BG:BKGD-number` (*vid-source* only)
- **ME-Store** — `MS:ME-number:channel-number`
- **MultiViewer A** — `MVA:Head A on MultiViewer number`
- **MultiViewer B** — `MVB:Head B on MultiViewer number`
- **Preview** — `ME:ME number:PV`
- **Program** — `ME:ME number:PGM`

Virtual Keyers

You can access up to 32 keyers. The range of keyers that starts after the physical number of keyers on your switcher and goes to 32 are virtual keyers. You can use virtual keyers to control devices, but you cannot use virtual keyers to output video through the switcher.

- ★ The switcher connected to your Caprica Server cannot access virtual keyers. You can access virtual keyers from Caprica using Custom Controls and RossTalk-IN commands.

Compatibility

Automation	Version
OverDrive	19.1.1
Caprica Server	6.1a

Contacting Technical Support

Technical Support is staffed by a team of experienced specialists ready to assist you with any question or technical issue.

Ross Video has technical support specialists strategically located around the globe to ensure a prompt response to technical inquiries. Our primary technical support center is located in Ottawa, Ontario, Canada. In addition, we have offices in The United Kingdom (London), Australia (Sydney), and Singapore with satellite locations in New York City, The Netherlands, and China. As we expand our presence globally, we are constantly evaluating other key locations to have a local technical support specialist in order to better service our customers.

North America

Our North America center located in Ottawa, Ontario, Canada and is open Monday to Friday 8:30 a.m. to 6:00 p.m. EST, with 24/7/365 on-call service after hours.

Our telephone number is: +1-613-686-1557

Toll free within North America: +1 833-859-0499

EMEA

Our EMEA center is open Monday to Friday 8:30 a.m. to 5:00 p.m. GMT. After hours support is provided by our North America location.

Our telephone number is: +44 (0)1189502446

International toll free: +800 3540 3545

If the local support specialist is not available, your call will be transferred automatically to our North America center.

Australia

Our Sydney, Australia office is located in Alexandria, NSW.

Our local support telephone number is: 1300 007 677

If the local support specialist is not available, your call will be transferred automatically to our North America center.

Online

E-mail: techsupport@rossvideo.com

Website: open a support request using the link <https://support.rossvideo.com/> to open a support request.

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