

RossTalk is a plain text based protocol that allows control of Ross Video equipment. The MC1-MK can be controlled from a remote editor or computer via RossTalk commands. These commands can be sent to the MC1-MK card over an ethernet connection (TCP/UDP) or via a serial port (RS-232/RS-422) on the card's rear module.

Enabling the RossTalk Protocol

This section outlines how to configure the MC1-MK to communicate with a device via RossTalk.

To enable the RossTalk protocol

1. From the Tree View, expand the node for the card you want to access.
2. Select the **Config** tab.
3. Select the **Remote Control** tab.
4. If you are sending the commands via a serial connection:
 - Locate the **Serial Port** area.
 - Select **RossTalk** from the **Protocol** menu.
 - Configure the Port Type, Bit Rate, Data Bits, Parity, and Stop Bits settings.
 - Select the **Port Enabled** box.
5. If you are sending the commands via an ethernet connection:
 - Locate the **RossTalk** row in the **Ethernet Port** area.
 - From the **Protocol** menu, select the ethernet protocol your device will use to communicate with the card.
 - Ensure the **Port** field is set to **7788**.
 - Select the **RossTalk Enabled** box.

Sending RossTalk Commands

RossTalk commands are generally case-sensitive, and must be terminated with carriage return and linefeed (CR+LF). When using with the MC1-MK, the command can be uppercase or lowercase, and the terminator can be simply linefeed.

For example,

```
MSPATH 1:0:ColorRamp.tga
```

```
MSPATH 1:0:directory/filename.png
```

To send RossTalk Commands

1. Verify that you have created a network connection to the MC1-MK.
2. Enter the commands you want to send to the MC1-MK.

Supported RossTalk Commands

Table 1 outlines the RossTalk commands the MC1-MK supports.

Table 1 RossTalk Commands

Command	Description
FTB	Performs a fade-to-black transition
FTB level	• Level 0 = always clears FTB. No impact if already FTB • Level 1 = always sets FTB state. No impact if already FTB
GPI xx	Triggers action associated with GPI number 1 through 8
GPI xx:level	Triggers GPI number 1 to 4 where: • Level 0 = logically OFF • Level 1 = logically ON
KEYAUTO 1:keyer	Fades a key on/off air where <i>keyer</i> is between 1 to 4.
KEYAUTO 1:keyer:level	• Level 0 = always take key off air; no change if key is already off air • Level 1 = always take key on air; no change if key is already on air
KEYCUT 1:keyer	Cuts a key on/off air where <i>keyer</i> is between 1 to 4.
KEYCUT 1:keyer:level	• Level 0 = always take key off air; no change if key is already off air • Level 1 = always take key on air; no change if key is already on air
MSPATH chan:0:filename	Load a still or animation from CompactFlash™ where: • <i>chan</i> is logo channel, 1 to 4. • <i>filename</i> is the directory/filename to be loaded. There is a maximum filename length of 256bytes. Note that the <i>filename</i> is case-sensitive and must match exactly how the files are stored on the CompactFlash.

Command	Description
VGPIARM <i>vgpi:arm</i>	Arms the specified effect defined for vgpi number on preset where: • <i>vgpi</i> is between 0-17 • <i>arm</i> = 0; disarms the effect • <i>arm</i> = 1; arms the effect on the Preset bus • <i>arm</i> = 2; disarms the effect
VGPISTATE <i>vgpi:state</i>	Activates the specified effect defined for vgpi number on air • <i>vgpi</i> is between 0-17 • <i>state</i> = 0; takes the effect off air • <i>state</i> = 1; takes the effect on air