

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	<ul style="list-style-type: none"> <li>• Level 0 = always clears FTB. No impact if already FTB</li> <li>• Level 1 = always sets FTB state. No impact if already FTB</li> </ul>
GPI xx	Triggers action associated with GPI number 1 through 8
GPI xx:level	Triggers GPI number 1 to 4 where: <ul style="list-style-type: none"> <li>• Level 0 = logically OFF</li> <li>• Level 1 = logically ON</li> </ul>
KEYAUTO 1:keyer	Fades a key on/off air where <i>keyer</i> is between 1 to 4.
KEYAUTO 1:keyer:level	<ul style="list-style-type: none"> <li>• Level 0 = always take key off air; no change if key is already off air</li> <li>• Level 1 = always take key on air; no change if key is already on air</li> </ul>
KEYCUT 1:keyer	Cuts a key on/off air where <i>keyer</i> is between 1 to 4.
KEYCUT 1:keyer:level	<ul style="list-style-type: none"> <li>• Level 0 = always take key off air; no change if key is already off air</li> <li>• Level 1 = always take key on air; no change if key is already on air</li> </ul>
MSPATH chan:0:filename	<p>Load a still or animation from CompactFlash™ where:</p> <ul style="list-style-type: none"> <li>• <i>chan</i> is logo channel, 1 to 4.</li> <li>• <i>filename</i> is the directory/filename to be loaded. There is a maximum filename length of 256bytes.</li> </ul> <p>Note that the <i>filename</i> is case-sensitive and must match exactly how the files are stored on the CompactFlash.</p>

Command	Description
VGPIARM <i>vgpi:arm</i>	Arms the specified effect defined for <i>vgpi</i> number on preset where: <ul style="list-style-type: none"><li>• <i>vgpi</i> is between 0-17</li><li>• <i>arm</i> = 0; disarms the effect</li><li>• <i>arm</i> = 1; arms the effect on the Preset bus</li><li>• <i>arm</i> = 2; disarms the effect</li></ul>
VGPISTATE <i>vgpi:state</i>	Activates the specified effect defined for <i>vgpi</i> number on air <ul style="list-style-type: none"><li>• <i>vgpi</i> is between 0-17</li><li>• <i>state</i> = 0; takes the effect off air</li><li>• <i>state</i> = 1; takes the effect on air</li></ul>