tvONE CORIOmatrix Commands

Command-line Options

Document version 2.0.8
System API version 4.5 or above
Firmware version M405

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Constraints

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

Default communications settings

Serial connection (RS-232)

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

Ethernet Connection

IP Address	192.168.0.10
Port	10001
Subnet mask	255.255.255.0
IP Gateway	192.168.0.1

Legend

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

The table fields contain the following information:

Property Name the name of the command.

Syntax   the full syntax structure of the command.

Type   the type of the value for use with this command. Note that where the options are complex the possible values are described in the

Custom Types section on page 135 below.

Example   is an example of the command in use.

Description   a brief description of the command.

Top level Commands

Methods

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

Properties

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

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

CORIOmax Commands

Properties

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

Property Name	Syntax	Type	Example	Description
			!Done CORIOmax.Backplane_Number	
Software_Name	CORIOmax.Software_Name	String	CORIOmax.Software_Name = CORIOmaster !Done CORIOmax.Software_Name	Read-only. Get the name of the current firmware. e.g. CORIOmaster or CORIOmatrix
Software_Versio n	CORIOmax.Software_Version	String	CORIOmax.Software_Version = V1.30701.P4 Master !Done CORIOmax.Software_Version	Read-only. Get the version of the current firmware
Software_Date	CORIOmax.Software_Date	String	CORIOmax.Software_Date = Apr 15 2015 15:22:10 !Done CORIOmax.Software_Date	Read-only. Shows the date the software was compiled.

Methods

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

System Commands

Properties

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

Command	Syntax	Type	Example	Description
Security	System.Security	List	System.Security.Guest_Username = guest System.Security.Guest_Password<Restricted> System.Security.Guest_Timeout = 300 System.Security.Guest_Role = Guest System.Security.User1_Username = user1 System.Security.User1_Password<Restricted> System.Security.User1_Timeout = 300 System.Security.User1_Role = PowerUser System.Security.User2_Username = user2 System.Security.User2_Password<Restricted> System.Security.User2_Timeout = 300 System.Security.User2_Role = User System.Security.User3_Username = user3 System.Security.User3_Password<Restricted> System.Security.User3_Timeout = 300 System.Security.User3_Role = User System.Security.User4_Username = user4 System.Security.User4_Password<Restricted> System.Security.User4_Timeout = 300 System.Security.User4_Role = User System.Security.Admin_Username = admin System.Security.Admin_Password<Restricted> System.Security.Admin_Timeout = 300 System.Security.Admin_Role = Administrator	List all of the security settings of the device. See System Security Commands on page 20 below.

Command	Syntax	Type	Example	Description
			System.Security.Test_Username = test System.Security.Test_Password<Restricted> System.Security.Test_Timeout = 14400 System.Security.Test_Role = Test !Done System.Security	
ConfigName	System.ConfigName	String	System.ConfigName = Configuration !Done System.ConfigName	Get or set the configuration name of the live system (the configuration name is a string of up to 32 characters currently without spaces). See Resources Configuration Commands on page 33 below.
WPrstSeqNum	System.WPrstSeqNum	Integer	System.WPrstSeqNum = 0 !Done System.WPrstSeqNum	Read only. Number of Routing.Preset.RestoreRead() commands executed since power on.
HDCP_Debug	System.HDCP_Debug	Boolean	System.HDCP_Debug = Off !Done System.HDCP_Debug	Enable the diagnostics for the HDCP system. The output is to be captured and submitted to Tech Support for diagnosis.
Status	System.Status	SystemStatus	System.Status = Serving !Done System.Status	Read only. Get the status of the device.
API_Version	System.API_Version	String	System.API_Version = 3.1.4386 !Done System.API_Version	Read only. The version number of this API.

Command	Syntax	Type	Example	Description
Unit_Description	System.Unit_Description	String	System.Unit_Description = "My CORIOmaster" !Done System.Unit_Description	Get or set the Device Name. The device name may be no more than 32 characters in length but may contain any ASCII Extended characters including spaces (as long as string is in quotes). The value is always returned in quotes. It may be set empty by providing no characters after the "=".
GUI_Control.First_Boot	System.GUI_Control.First_Boot	Boolean	System.GUI_Control.First_Boot = No !Done System.GUI_Control.First_Boot	
Synclock_Inhibit	System.Synclock_Inhibit	Boolean	System.Synclock_Inhibit = Off !Done System.Synclock_Inhibit = Off	Disables the Synclock automatic display synchronisation.

Methods

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

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

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

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

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

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

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

System Communications Commands

Properties

Command	Syntax	Type	Example	Description
Comms	System.Comms	List	System.Comms.RS232 = <...> System.Comms.Ethernet = <...> System.Comms.USB = <...> !Done System.Comms	List all of the communication properties
RS232	System.Comms.RS232	List	System.Comms.RS232.Baudrate = 115200 System.Comms.RS232.RS422_Mode = Off !Done System.Comms.RS232	List the current RS232 settings
RS232.Baudrate	System.Comms.RS232.Baudrate	Integer	System.Comms.RS232.Baudrate = 115200 !Done System.Comms.RS232.Baudrate	Get or set the baud rate to use. Warning changing this setting may result in loss of communication to the device!
RS232.RS422_Mode	System.Comms.RS232.RS422_Mode	Boolean	System.Comms.RS232.RS422_Mode = Off !Done System.Comms.RS232.RS422_Mode	Get or set RS422 mode.

Command	Syntax	Type	Example	Description
Ethernet	System.Comms.Ethernet	List	System.Comms.Ethernet.Enabled = On System.Comms.Ethernet.MAC_Address = 00:16:9e:d7:00:10 System.Comms.Ethernet.DHCP = <...> System.Comms.Ethernet.IP_Address = 172.16.1.100 System.Comms.Ethernet.IP_Subnet_Mask = 255.255.255.0 System.Comms.Ethernet.IP_Gateway = 172.16.0.1 System.Comms.Ethernet.Command_Port = 10001 System.Comms.Ethernet.RestartEthernet() System.Comms.Ethernet.Webserver_Enabled = On !Done System.Comms.Ethernet	List the current Ethernet settings. Note that any changes will not take effect until the Ethernet is restarted (either with the command System.Comms.Ethernet.RestartEthernet() or by saving the settings and restarting the device. Warning: changing the settings may result in a loss of communication with the device.
Ethernet.Enabled	System.Comms.Ethernet.Enabled	Boolean	System.Comms.Ethernet.Enabled = On !Done System.Comms.Ethernet.Enabled	Get or set if Ethernet communications are enabled. This setting will only take effect after restarting the Ethernet or saving the settings and rebooting. Warning: turning the Ethernet Off when connected via the Ethernet will result in a loss of communication with the device!
Ethernet.MAC_Address	System.Comms.Ethernet.MAC_Address	String	System.Comms.Ethernet.MAC_Address = 00:16:9e:d7:00:10 !Done System.Comms.Ethernet.MAC_Address	Read-only. Get the current Ethernet MAC address.

Command	Syntax	Type	Example	Description
Ethernet.DHCP	System.Comms.Ethernet.DHCP	List	System.Comms.Ethernet.DHCP.Enabled = On System.Comms.Ethernet.DHCP.IP_Address = 172.16.1.100 System.Comms.Ethernet.DHCP.IP_Subnet_Mask = 255.255.255.0 System.Comms.Ethernet.DHCP.IP_Gateway = 172.16.0.1	List the current Ethernet DHCP settings.
Ethernet.DHCP.Enabled	System.Comms.Ethernet.DHCP.Enabled	Boolean	System.Comms.Ethernet.DHCP.Enabled = On !Done System.Comms.Ethernet.DHCP.Enabled	Get or set if DHCP mode is to be used for the Ethernet settings. Note that when enabled the settings in System.Comms.Ethernet.IP_Address, System.Comms.Ethernet.IP_Subnet_Mask and System.Comms.Ethernet.IP_Gateway are ignored.
Ethernet.DHCP.IP_Address	System.Comms.Ethernet.DHCP.IP_Address	String	System.Comms.Ethernet.DHCP.IP_Address System.Comms.Ethernet.DHCP.IP_Address = 172.16.1.100	Read only. Get the current Ethernet Address.
Ethernet.DHCP.IP_Subnet_Mask	System.Comms.Ethernet.DHCP.IP_Subnet_Mask	String	System.Comms.Ethernet.DHCP.IP_Subnet_Mask = 255.255.255.0 !Done System.Comms.Ethernet.DHCP.IP_Subnet_Mask	Read only. Get the current Subnet mask.
Ethernet.DHCP.IP_Gateway	System.Comms.Ethernet.DHCP.IP_Gateway	String	System.Comms.Ethernet.DHCP.IP_Gateway = 172.16.0.1 !Done System.Comms.Ethernet.DHCP.IP_Gateway	Read only. Get the current Ethernet gateway.

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

Command	Syntax	Type	Example	Description
Ethernet.Command_Port	System.Comms.Ethernet.Command_Port	Integer	System.Comms.Ethernet.Command_Port = 10001 !Done System.Comms.Ethernet.Command_Port	Get or set the current Ethernet port. This setting will only take effect after restarting the Ethernet or saving the settings and rebooting.
Ethernet.Webserver_Enabled	System.Comms.Ethernet.Webserver_Enabled	Boolean	System.Comms.Ethernet.Webserver_Enabled = Off !Done System.Comms.Ethernet.Webserver_Enabled	Get or set if the Web UI is enabled. This setting will only take effect after restarting the Ethernet or saving the settings and rebooting. Warning: turning the Web Server Off is not recommended as it will result in the Web UI being disabled!
USB.MSD_Enabled	System.Comms.USB.MSD_Enabled	Boolean	System.Comms.USB.MSD_Enabled = On !Done System.Comms.USB.MSD_Enabled	Get or set if the USB Mass Storage Device is enabled. The USB MSD is used when a PC connects to the device with a USB cable. This setting will only take effect after saving the settings and rebooting.

Methods

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

System Security Commands

Properties

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

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

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

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

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

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

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

System Temperature Control Commands

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

Event Commands

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

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

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

Methods

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

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

Aliases Commands

Properties

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

Resources Commands

Properties

Command	Syntax	Type	Example	Description
Resources	Resources	List	Resources.ConfigList() Resources.Configs = <...> Resources.EDID = <...> Resources.TPG = <...> Resources.Resolutions = <...> !Done Resources	List all of the Resources commands and display the values of the properties
Configs	Resources.Configs	List	Resources.Configs.Config1 = <...> Resources.Configs.Config2 = <...> ... Resources.Configs.Config19 = <...> Resources.Configs.Config20 = <...> !Done Resources.Configs	List all of the configuration slots (currently 1-20). See Resources Configuration Commands on page 33 below.
EDID	Resources.EDID	List	Resources.EDID.S10I1 = <...> Resources.EDID.S10I2 = <...> Resources.EDID.S10O1 = <...> Resources.EDID.S10O2 = <...> ... Resources.EDID.S16I1 = <...> Resources.EDID.S16I2 = <...> Resources.EDID.S16O1 = <...> Resources.EDID.S16O2 = <...> Resources.EDID.S1I2 = <...> Resources.EDID.S1O2 = <...> ... Resources.EDID.S9I1 = <...> Resources.EDID.S9I2 = <...> Resources.EDID.S9O1 = <...> Resources.EDID.S9O2 = <...>	List every EDID for every potential input and output. Note that the order of the output starts at Slot 10 and works through to Slot 16 then starts again at Slot 1 and goes through to Slot 9. For more information see Resources EDID Commands on page 36 below.

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

Methods

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

Resources Configuration Commands

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

Where:

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

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

Properties

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

Methods

Command	Syntax	Type	Example	Description

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

Command	Syntax	Type	Example	Description

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

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

Resources EDID Commands

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

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

Where:

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

Properties

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

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

Methods

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

Resources Test Pattern Commands

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

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

Properties

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

Command	Syntax	Type	Example	Description
TPG1.Moving_Bar	TPG.TPG1.Moving_Bar	Boolean	TPG.TPG1.Moving_Bar = Off !Done TPG.TPG1.Moving_Bar	Get or set if the moving bar is enabled. The default value is Off

Resources Resolutions Commands

List of all the supported video resolutions, including the user defined Custom Resolutions.

The system resolutions are read only and numbered from 1.

The custom resolutions can be modified and are numbered from 1000.

For more information on programming Custom Resolutions see the Resolution Editor Programming Guide.

It is possible to use Resolutions in place of Resources.Resolutions.

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

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

Properties

Command	Syntax	Type	Example	Description
Resolutions	Resolutions	List	Resolutions.Resolution1 = <...> Resolutions.Resolution2 = <...> ... Resolutions.Resolution1000 = <...> Resolutions.Resolution1001 = <...> ... Resolutions.Resolution1008 = <...> Resolutions.Resolution1009 = <...> !Done Resolutions	List of all the supported video resolutions, including the user configurable custom resolutions.
Resolutions.Resolution<n>	Resolutions.Resolution<n>	List	Resolutions.Resolution1.Name = 640x480p60 Resolutions.Resolution1.Aspect = 4:3 Resolutions.Resolution1.CanFramelock = No	List the properties of the specified resolution.

Command	Syntax	Type	Example	Description
			Resolutions.Resolution1.PixelClock = 25175000 Resolutions.Resolution1.ScanType = p Resolutions.Resolution1.HActive = 640 Resolutions.Resolution1.HFrontPorch = 16 Resolutions.Resolution1.HSyncPulse = 96 Resolutions.Resolution1.HBackPorch = 48 Resolutions.Resolution1.VActive = 480 Resolutions.Resolution1.VFrontPorch = 10 Resolutions.Resolution1.VSyncPulse = 2 Resolutions.Resolution1.VBackPorch = 33 Resolutions.Resolution1.HSyncPolarity = N Resolutions.Resolution1.VSyncPolarity = N Resolutions.Resolution1.CEAID = 1 Resolutions.Resolution1.Origin = tvONE !Done Resolutions.Resolution1	
Name	Resolutions.Resolution\<n\>.Name	String	Resolutions.Resolution1.Name = 640x480p60 !Done Resolutions.Resolution1.Name	Get or set the name of this resolution.
Aspect	Resolutions.Resolution\<n\>.Aspect	AspectRatio	Resolutions.Resolution1.Aspect = 4:3 !Done Resolutions.Resolution1.Aspect	Get or set the aspect ratio of this resolution

Command	Syntax	Type	Example	Description
				Used assist in the signal conversion when an input and the output have different aspect ratio.
PixelClock	Resolutions.Resolution<n>. PixelClock	Integer	Resolutions.Resolution1.PixelClock = 25175000 !Done Resolutions.Resolution1.PixelClock	Get or set the speed of the Pixel Clock in pixels per second for this resolution.
ScanType	Resolutions.Resolution<n>. ScanType	ScanMode	Resolutions.Resolution1.ScanType = p !Done Resolutions.Resolution1.ScanType	Get or set the scan type for this Resolution: p Progressive. i Interlaced scan mode.
HActive	Resolutions.Resolution<n>. HActive	Integer	Resolutions.Resolution1.HActive = 640 !Done Resolutions.Resolution1.HActive	Get or set the length of the Horizontal Active Video for this resolution
HFrontPorch	Resolutions.Resolution<n>. HFrontPorch	Integer	Resolutions.Resolution1.HFrontPorch = 16 !Done Resolutions.Resolution1.HFrontPorch	Get or set the timing interval for the Horizontal Front Porch for this resolution.
HSyncPulse	Resolutions.Resolution<n>. HSyncPulse	Integer	Resolutions.Resolution1.HSyncPulse = 96 !Done Resolutions.Resolution1.HSyncPulse	Get or set the length of the Horizontal Sync Pulse for this resolution.
HBackPorch	Resolutions.Resolution<n>. HBackPorch	Integer	Resolutions.Resolution1.HBackPorch = 48 !Done Resolutions.Resolution1.HBackPorch	Get or set the timing interval for the Horizontal Back Porch for this resolution.
VActive	Resolutions.Resolution<n>. VActive	Integer	Resolutions.Resolution1.VActive = 480 !Done Resolutions.Resolution1.VActive	Get or set the length of the Vertical Active Video for this resolution

Command	Syntax	Type	Example	Description
VFrontPorch	Resolutions.Resolution<n>.VFrontPorch	Integer	Resolutions.Resolution1.VFrontPorch = 10 !Done Resolutions.Resolution1.VFrontPorch	Get or set the timing interval for the Vertical Front Porch for this resolution.
VSyncPulse	Resolutions.Resolution<n>.VSyncPulse	Integer	Resolutions.Resolution1.VSyncPulse Resolutions.Resolution1.VSyncPulse = 2	Get or set the length of the Vertical Sync Pulse for this resolution.
VBackPorch	Resolutions.Resolution<n>.VBackPorch	Integer	Resolutions.Resolution1.VBackPorch = 33 !Done Resolutions.Resolution1.VBackPorch	Get or set the timing interval for the Vertical Back Porch for this resolution.
HSyncPolarity	Resolutions.Resolution<n>.HSyncPolarity	Polarity	Resolutions.Resolution1.HSyncPolarity = N !Done Resolutions.Resolution1.HSyncPolarity	Get or set the Horizontal Sync Polarity. N = Negative P = Positive
VSyncPolarity	Resolutions.Resolution<n>.VSyncPolarity	Polarity	Resolutions.Resolution1.VSyncPolarity = N !Done Resolutions.Resolution1.VSyncPolarity	Get or set the Vertical Sync Polarity. N = Negative P = Positive
CEAID	Resolutions.Resolution<n>.CEAID	Integer	Resolutions.Resolution1.CEAID = 1 !Done Resolutions.Resolution1.CEAID	Get or set the Consumer Electronics Association Digital Television Profile as defined in CEA-861-D
Origin	Resolutions.Resolution<n>.Origin	String	Resolutions.Resolution1.Origin = tvONE !Done Resolutions.Resolution1.Origin	Get or set the origin of the Custom Resolution.

Slots Commands

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

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

Properties

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

DVI Input Module

This section covers the following modules:

AK32 DVI-U 2 input module

AK49 DVI-U 2 input module

AK53 DVI-U 2 input module

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

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot3.Cardtype = DVI_U 2-in Slot3.Carddata = <...> Slot3.In1 = <...> Slot3.In2 = <...> Slot3.PhaseRetrain() Slot3.Module_Resolutions() !Done Slot3	List all of the properties of the card in this slot or "NO CARD" if the slot is empty.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot3.Cardtype = DVI_U 2-in !Done Slot3.Cardtype	Read-only. Get the type of the card in this slot
Carddata	Slot<n>.Carddata	void	Slot3.Carddata.BaseNo = 218092000121 Slot3..Carddata.PTR = ::::--------------------::::::::::, centres at 30, 30 (29). !Done Slot3.Carddata	Returns card specific data BaseNo: base card serial number PTR: phase training result
In<n>	Slot<n>.In<n>	List	Slot3.In1.FullName = In1 Slot3.In1.Status = OK Slot3.In1.Alias = s3i1 Slot3.In1.WindowList = Window1,Window2 Slot3.In1.TypeChoice = DVI Slot3.In1.AspectChoice = 4:3	List the properties for an Input on the given Slot. Where In<n> is the input on the card. Note: AudInA-D, AFVChoiceA-D, AudioBars may not be present in all system configurations.

Property Name	Syntax	Type	Example	Description
			Slot3.In1.Brightness = 0	
			Slot3.In1.Contrast = 100	
			Slot3.In1.ColourScale = Auto	
			Slot3.In1.TPG = Off	
			Slot3.In1.Set_Resolution = 640x480p60	
			Slot3.In1.Measured_Resolution = 640x480p60	
			Slot3.In1.Measured_Width = 640	
			Slot3.In1.Measured_Height = 480	
			Slot3.In1.Measured_Field_Rate = 60	
			Slot3.In1.Measured_VTotal = 525	
			Slot3.In1.Measured_Frame_ip = p	
			Slot3.In1.EDID_Filename = s3i1.edd	
			Slot3.In1.ForceLinkRefresh()	
			Slot3.In1.LeftCrop = 0	
			Slot3.In1.RightCrop = 0	
			Slot3.In1.TopCrop = 0	
			Slot3.In1.BottomCrop = 0	
			Slot3.In1.AnH_Offset = 0	
			Slot3.In1.AnV_Offset = 0	
			Slot3.In1.OnSrcLossColour = Blue	
			Slot3.In1.HDCP_Enabled = Supported	
			Slot3.In1.HDCP_Required = Off	
			Slot3.In1.HDMI = Found	
			Slot3.In1.Audio = Found	
			Slot3.In1.AudInA = NULL	
			Slot3.In1.AudInB = NULL	
			Slot3.In1.AudInC = NULL	
			Slot3.In1.AudInD = NULL	
			Slot3.In1.AFVChoiceA = Slot3.In1.AudInA	
			Slot3.In1.AFVChoiceB = Slot3.In1.AudInB	

Property Name	Syntax	Type	Example	Description
			Slot3.In1.AFVChoiceC = Slot3.In1.AudInC Slot3.In1.AFVChoiceD = Slot3.In1.AudInD Slot3.In1.AudioBars = 4 Slot3.In1.View = NULL Slot3.In1.ViewPosCode = 0 Slot3.In1.PreviewVideoType = 0 Slot3.In1.Equipment = Slot3.In1.CanFramelockTo = No Slot3.In1.dll = 16 Slot3.In1.imm = Yes !Done Slot3.In1	
FullName	Slot\<n>.In\<n>.FullName	String	Slot3.In1.FullName = In1 !Done Slot3.In1.FullName	Read-only. Get the full name of the Window
Status	Slot\<n>.In\<n>.Status	StatusEnum	Slot3.In1.Status = OK !Done Slot3.In1.Status	Read-only. Get the status of the input.
Alias	Slot\<n>.In\<n>.Alias	String	Slot3.In1.Alias = s3i1 !Done Slot3.In1.Alias	Get or set the Alias name for this input. Warning it is possible to set this value to that used by another input, in which case the other value will be set to NULL.
WindowList	Slot\<n>.In\<n>.WindowList	String	Slot3.In1.WindowList = Window1 !Done Slot3.In1.WindowList	Read only. Get the window that the slot is routed to.
TypeChoice	Slot\<n>.In\<n>.TypeChoice	TypeChoice	Slot3.In1.TypeChoice = DVI !Done Slot3.In1.TypeChoice = DVI	Get or set the type of signal encoding on the input.
AspectChoice	Slot\<n>.In\<n>.AspectChoice	AspectRatio	Slot3.In1.AspectChoice = 4:3 !Done Slot3.In1.AspectChoice = 4:3	Get or set the aspect ratio for this input
Brightness	Slot\<n>.In\<n>.Brightness	Integer	Slot3.In1.Brightness = 0 !Done Slot3.In1.Brightness	Get or set the brightness adjustment for this input. Valid range is from -30 to 30

Property Name	Syntax	Type	Example	Description
Contrast	Slot<n>.In<n>.Contrast	Percentage	Slot3.In1.Contrast = 100 !Done Slot3.In1.Contrast	Get or set the contrast adjustment for the Input. Valid range is from 30% to 130%
ColourScale	Slot<n>.In<n>.ColourScale	ColourScale	Slot3.In1.ColourScale = Auto !Done Slot3.In1.ColourScale	Get or set the colour scale for this input.
TPG	Slot<n>.In<n>.TPG	Boolean	Slot3.In1.TPG = TPG1 !Done Slot3.In1.TPG = TPG1	Get or set to use the internal Test Pattern Generator (TPG1) for this input. Options are "Off" or "TPG1".
Set_Resolution	Slot<n>.In<n>.Set_Resolution	Resolution	Slot3.In1.Set_Resolution = 640x480p60 !Done Slot3.In1.Set_Resolution	Read-only. Get the current resolution set for this input.
Measured_Resolution	Slot<n>.In<n>.Measured_Resolution	Resolution	Slot3.In1.Measured_Resolution = 640x480p60 !Done Slot3.In1.Measured_Resolution	Read-only. Get the resolution being read from this Input.
Measured_Width	Slot<n>.In<n>.Measured_Width	Integer	Slot3.In1.Measured_Width = 640 !Done Slot3.In1.Measured_Width	Read-only. Get the width of the resolution being read from this input.
Measured_Height	Slot<n>.In<n>.Measured_Height	Integer	Slot3.In1.Measured_Height = 480 !Done Slot3.In1.Measured_Height	Read-only. Get the measured height of the resolution being read from this input.
Measured_Field_Rate	Slot<n>.In<n>.Measured_Field_Rate	Integer	Slot3.In1.Measured_Field_Rate = 60 !Done Slot3.In1.Measured_Field_Rate	Read-only. Get the measured field rate of the resolution being read from this input.
Measured_VTotal	Slot<n>.In<n>.Measured_VTotal	Integer	Slot3.In1.Measured_VTotal = 525 !Done Slot3.In1.Measured_VTotal	Read-only. Get the measured total vertical lines of the resolution being read from this input.
Measure_Frame_ip	Slot<n>.In<n>.Measure_Frame_ip	FrameType	Slot3.In1.Measured_Frame_ip = p !Done Slot3.In1.Measured_Frame_ip	Read-only. Get the measured frame type of the resolution being read from this input.

Property Name	Syntax	Type	Example	Description
EDID_Filename	Slot<n>.In<n>.EDID_Filename	String	Slot3.In1.EDID_Filename = s3i1.edd !Done Slot3.In1.EDID_Filename	Get or set the EDID file currently being used for this input.
LeftCrop	Slot<n>.In<n>.LeftCrop	Integer	Slot3.In1.LeftCrop = 0 !Done Slot3.In1.LeftCrop	Get or set the amount of left crop to be applied to this input.
RightCrop	Slot<n>.In<n>.RightCrop	Integer	Slot3.In1.RightCrop = 0 !Done Slot3.In1.RightCrop	Get or set the amount of right crop to be applied to this input.
TopCrop	Slot<n>.In<n>.TopCrop	Integer	Slot3.In1.TopCrop = 0 !Done Slot3.In1.TopCrop	Get or set the amount of top crop to be applied to this input.
BottomCrop	Slot<n>.In<n>.BottomCrop	Integer	Slot3.In1.BottomCrop = 0 !Done Slot3.In1.BottomCrop	Get or set the amount of bottom crop to be applied to this input.
AnH_Offset	Slot<n>.In<n>.AnH_Offset	Integer	Slot3.In1.AnH_Offset = 0 !Done Slot3.In1.AnH_Offset	Adjust the horizontal position of component analog input, measured in lines. Range from -100 to 100.
AnV_Offset	Slot<n>.In<n>.AnV_Offset	Integer	Slot6.In1.AnV_Offset = 0 !Done Slot6.In1.AnV_Offset	Adjust the vertical position of component analog input, measured in lines. Range from -100 to 100.
OnSrcLossColor	Slot<n>.In<n>.OnSrcLossColor	SrcLossColor	Slot6.In1.OnSrcLossColor = Blue !Done Slot6.In1.OnSrcLossColor	Get or set the colour to be displayed when the input source is lost.
HDCP_Enabled	Slot<n>.In<n>.HDCP_Enabled	HDCPSup	Slot3.In1.HDCP_Enabled = Supported !Done Slot3.In1.HDCP_Enabled	Get or set if HDCP is enabled for this source
HDCP_Required	Slot<n>.In<n>.HDCP_Required	HDCPReq	Slot3.In1.HDCP_Required = Off !Done Slot3.In1.HDCP_Required	Read-only. Get the HDCP capability of the input source.
HDMI	Slot<n>.In<n>.HDMI	FoundNot	Slot3.In1.HDMI = Found !Done Slot3.In1.HDMI	Read-only. Get the detected HDMI status.
Audio	Slot<n>.In<n>.Audio	FoundOff	Slot3.in1.Audio = Found !Done Slot3.in1.Audio	Read only. Get if audio is available for this input.

Property Name	Syntax	Type	Example	Description
AudInA	Slot<n>.In<n>.AudInA	String	Slot3.In1.AudInA = NULL !Done Slot3.In1.AudInA	Read only. Defines the audio channel input for channel A
AudInB	Slot<n>.In<n>.AudInB	String	Slot3.In1.AudInB = NULL !Done Slot3.In1.AudInB	Defines the audio channel input for channel B
AudInC	Slot<n>.In<n>.AudInC	String	Slot3.In1.AudInC = NULL !Done Slot3.In1.AudInC	Defines the audio channel input for channel C
AudInD	Slot<n>.In<n>.AudInD	String	Slot3.In1.AudInD = NULL !Done Slot3.In1.AudInD	Defines the audio channel input for channel D
AFVChoiceA	Slot<n>.In<n>.AFVChoiceA	AudioInput	Slot3.In1.AFVChoiceA = Slot3.In1.AudInA !Done Slot3.In1.AFVChoiceA	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceB	Slot<n>.In<n>.AFVChoiceB	AudioInput	Slot3.In1.AFVChoiceB = Slot3.In1.AudInB !Done Slot3.In1.AFVChoiceB	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceC	Slot<n>.In<n>.AFVChoiceC	AudioInput	Slot3.In1.AFVChoiceC = Slot3.In1.AudInC !Done Slot3.In1.AFVChoiceC	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceD	Slot<n>.In<n>.AFVChoiceD	AudioInput	Slot3.In1.AFVChoiceD = Slot3.In1.AudInD !Done Slot3.In1.AFVChoiceD	Get or set the audio source channel to use in Audio Follow Video mode
View	Slot<n>.Out<n>.View	String	Slots.Slot3.In1.View = NULL !Done Slots.Slot3.In1.View	This attribute will only show when there is a Monitor Card in the system. Get or set the view to show on the Monitor Card.
ViewPosCode	Slot<n>.Out<n>.ViewPosCode	Integer	Slots.Slot3.In1.ViewPosCode = 0 !Done Slots.Slot3.In1.ViewPosCode	This attribute will only show when there is a Monitor Card in the system. Get or set the view position for this output on the Monitor Card.
AudioBars	Slot<n>.In<n>.AudioBars	Integer	Slot3.In1.AudioBars = 4 !Done Slot3.In1.AudioBars	Get or set the number of audio bars to show on the monitorcard screen for this input. The range is 0 to the number of audio channels.

Methods

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

HDBASE-T Input Module

This section covers the following modules:

> AK67 2 input hdbase-t module

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

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot3.Cardtype = HDBASET 2-in Slot3.Carddata = <No Value> Slot3.In1 = <...> Slot3.In2 = <...> Slot3.PhaseRetrain() Slot3.Module_Resolutions() !Done Slot3	List all of the properties of the card in this slot or "NO CARD" if the slot is empty.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot3.Cardtype = HDBASET 2-in !Done Slot3.Cardtype	Read-only. Get the type of the card in this slot
Carddata	Slot<n>.Carddata	void	Slot3.Carddata.BaseNo = 218092000121 Slot3.Carddata.SubNo = 0000000000 Slot3.Carddata.ProdNo = 0000000000 Slot3..Carddata.PTR = ::::--------------------::::::::, centres at 30, 30 (29). !Done Slot3.Carddata	Returns card specific data BaseNo: base card serial number SubNo: sub card serial number ProdNo: assembly number PTR: phase training result
In<n>	Slot<n>.In<n>	List	Slot3.In1.FullName = In1 Slot3.In1.Status = OK Slot3.In1.Alias = s3i1 Slot3.In1.WindowList = Window1,Window2 Slot3.In1.AspectChoice = 4:3 Slot3.In1.Brightness = 0	List the properties for an Input on the given Slot. Where In<n> is the input on the card. Note: AudInA-D, AFVChoiceA-D, AudioBars may not be present in all system configurations.

Property Name	Syntax	Type	Example	Description
			Slot3.In1.Contrast = 100	
			Slot3.In1.ColourScale = Auto	
			Slot3.In1.TPG = Off	
			Slot3.In1.Set_Resolution = 640x480p60	
			Slot3.In1.Measured_Resolution = 640x480p60	
			Slot3.In1.Measured_Width = 640	
			Slot3.In1.Measured_Height = 480	
			Slot3.In1.Measured_Field_Rate = 60	
			Slot3.In1.Measured_VTotal = 525	
			Slot3.In1.Measured_Frame_ip = p	
			Slot3.In1.EDID_Filename = s3i1.edd	
			Slot3.In1.ForceLinkRefresh()	
			Slot3.In1.LeftCrop = 0	
			Slot3.In1.RightCrop = 0	
			Slot3.In1.TopCrop = 0	
			Slot3.In1.BottomCrop = 0	
			Slot3.In1.AnH_Offset = 0	
			Slot3.In1.AnV_Offset = 0	
			Slot3.In1.OnSrcLossColour = Blue	
			Slot3.In1.HDCP_Enabled = Supported	
			Slot3.In1.HDCP_Required = Off	
			Slot3.In1.HDMI = Found	
			Slot3.In1.Audio = Found	
			Slot3.In1.AudInA = NULL	
			Slot3.In1.AudInB = NULL	
			Slot3.In1.AudInC = NULL	
			Slot3.In1.AudInD = NULL	
			Slot3.In1.AFVChoiceA = Slot3.In1.AudInA	

Property Name	Syntax	Type	Example	Description
			Slot3.In1.AFVChoiceB = Slot3.In1.AudInB Slot3.In1.AFVChoiceC = Slot3.In1.AudInC Slot3.In1.AFVChoiceD = Slot3.In1.AudInD Slot3.In1.View = NULL Slot3.In1.ViewPosCode = 0 Slot3.In1.AudioBars = 4 Slot3.In1.PreviewVideoType = 0 Slot3.In1.Equipment = Slot3.In1.CanFramelockTo = No Slot3.In1.dll = 16 Slot3.In1.imm = Yes !Done Slot3.In1	
FullName	Slot<n>.In<n>.FullName	String	Slot3.In1.FullName = In1 !Done Slot3.In1.FullName	Read-only. Get the full name of the Window
Status	Slot<n>.In<n>.Status	StatusEnum	Slot3.In1.Status = OK !Done Slot3.In1.Status	Read-only. Get the status of the input.
Alias	Slot<n>.In<n>.Alias	String	Slot3.In1.Alias = s3i1 !Done Slot3.In1.Alias	Get or set the Alias name for this input. Warning it is possible to set this value to that used by another input, in which case the other value will be set to NULL.
WindowList	Slot<n>.In<n>.WindowList	String	Slot3.In1.WindowList = Window1 !Done Slot3.In1.WindowList	Read only. Get the window that the slot is routed to.
AspectChoice	Slot<n>.In<n>.AspectChoice	AspectRatio	Slot3.In1.AspectChoice = 4:3 !Done Slot3.In1.AspectChoice = 4:3	Get or set the aspect ratio for this input

Property Name	Syntax	Type	Example	Description
Brightness	Slot<n>.In<n>.Brightness	Integer	Slot3.In1.Brightness = 0 !Done Slot3.In1.Brightness	Get or set the brightness adjustment for this input. Valid range is from -30 to 30
Contrast	Slot<n>.In<n>.Contrast	Percentage	Slot3.In1.Contrast = 100 !Done Slot3.In1.Contrast	Get or set the contrast adjustment for the Input. Valid range is from 30% to 130%
ColourScale	Slot<n>.In<n>.ColourScale	ColourScale	Slot3.In1.ColourScale = Auto !Done Slot3.In1.ColourScale	Get or set the colour scale for this input.
TPG	Slot<n>.In<n>.TPG	Boolean	Slot3.In1.TPG = TPG1 !Done Slot3.In1.TPG = TPG1	Get or set to use the internal Test Pattern Generator (TPG1) for this input. Options are "Off" or "TPG1".
Set_Resolution	Slot<n>.In<n>.Set_Resolution	Resolution	Slot3.In1.Set_Resolution = 640x480p60 !Done Slot3.In1.Set_Resolution	Read-only. Get the current resolution set for this input.
Measured_Resolution	Slot<n>.In<n>.Measured_Resolution	Resolution	Slot3.In1.Measured_Resolution = 640x480p60 !Done Slot3.In1.Measured_Resolution	Read-only. Get the resolution being read from this Input.
Measured_Width	Slot<n>.In<n>.Measured_Width	Integer	Slot3.In1.Measured_Width = 640 !Done Slot3.In1.Measured_Width	Read-only. Get the width of the resolution being read from this input.
Measured_Height	Slot<n>.In<n>.Measured_Height	Integer	Slot3.In1.Measured_Height = 480 !Done Slot3.In1.Measured_Height	Read-only. Get the measured height of the resolution being read from this input.
Measured_Field_Rate	Slot<n>.In<n>.Measured_Field_Rate	Integer	Slot3.In1.Measured_Field_Rate = 60 !Done Slot3.In1.Measured_Field_Rate	Read-only. Get the measured field rate of the resolution being read from this input.
Measured_VTotal	Slot<n>.In<n>.Measured_VTotal	Integer	Slot3.In1.Measured_VTotal = 525 !Done Slot3.In1.Measured_VTotal	Read-only. Get the measured total vertical lines of the resolution being read from this input.

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

Property Name	Syntax	Type	Example	Description
Audio	Slot<n>.In<n>.Audio	FoundOff	Slot3.in1.Audio = Found !Done Slot3.in1.Audio	Read only. Get if audio is available for this input.
AudInA	Slot<n>.In<n>.AudInA	String	Slot3.In1.AudInA = NULL !Done Slot3.In1.AudInA	Read only. Defines the audio channel input for channel A
AudInB	Slot<n>.In<n>.AudInB	String	Slot3.In1.AudInB = NULL !Done Slot3.In1.AudInB	Defines the audio channel input for channel B
AudInC	Slot<n>.In<n>.AudInC	String	Slot3.In1.AudInC = NULL !Done Slot3.In1.AudInC	Defines the audio channel input for channel C
AudInD	Slot<n>.In<n>.AudInD	String	Slot3.In1.AudInD = NULL !Done Slot3.In1.AudInD	Defines the audio channel input for channel D
AFVChoiceA	Slot<n>.In<n>.AFVChoiceA	AudioInput	Slot3.In1.AFVChoiceA = Slot3.In1.AudInA !Done Slot3.In1.AFVChoiceA	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceB	Slot<n>.In<n>.AFVChoiceB	AudioInput	Slot3.In1.AFVChoiceB = Slot3.In1.AudInB !Done Slot3.In1.AFVChoiceB	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceC	Slot<n>.In<n>.AFVChoiceC	AudioInput	Slot3.In1.AFVChoiceC = Slot3.In1.AudInC !Done Slot3.In1.AFVChoiceC	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceD	Slot<n>.In<n>.AFVChoiceD	AudioInput	Slot3.In1.AFVChoiceD = Slot3.In1.AudInD !Done Slot3.In1.AFVChoiceD	Get or set the audio source channel to use in Audio Follow Video mode
View	Slot<n>.Out<n>.View	String	Slots.Slot3.In1.View = NULL !Done Slots.Slot3.In1.View	This attribute will only show when there is a Monitor Card in the system. Get or set the view to show on the Monitor Card.
ViewPosCode	Slot<n>.Out<n>.ViewPosCode	Integer	Slots.Slot3.In1.ViewPosCode = 0 !Done Slots.Slot3.In1.ViewPosCode	This attribute will only show when there is a Monitor Card in the system. Get or set the view position for this output on the Monitor Card.

Property Name	Syntax	Type	Example	Description
AudioBars	Slot<n>.In<n>.AudioBars	Integer	Slot3.In1.AudioBars = 4 !Done Slot3.In1.AudioBars	Get or set the number of audio bars to show on the monitorcard screen for this input. The range is 0 to the number of audio channels.
HDBaseT	Slot<n>.In<n>.HDBaseT	Sub-Menu	Slot1.In1.HDBaseT = <...>	List the HDBaseT specific attributes for this card. See the **HDBASE-T** Sub-Menu section below.

HDMI Input Module

This section covers the following modules:

     AK66 2xinput HDMI 4k

     AK92 2xinput HDMI 4k

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

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot15 Slot15.Cardtype = HDMI_4K 2-in Slot15.Carddata = <...> Slot15.In1 = <...> Slot15.In2 = <...> Slot15.PhaseRetrain() Slot15.Module_Resolutions() !Done Slot15	List all of the properties of the card in this slot or "NO CARD" if the slot is empty.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot3.Cardtype = HDMI_4K 2-in !Done Slot3.Cardtype	Read-only. Get the type of the card in this slot
Carddata	Slot<n>.Carddata	void	Slot3.Carddata.BaseNo = 218092000121 Slot3..Carddata.PTR = ::::-------------------:::::::, centres at 30, 30 (29). !Done Slot3.Carddata	Returns card specific data BaseNo: base card serial number PTR: phase training result
In<n>	Slot<n>.In<n>	List	Slot15.In1.FullName = In1 Slot15.In1.Status = OK Slot15.In1.Alias = s1i1 Slot15.In1.WindowList = Window1 Slot15.In1.AspectChoice = 4:3 Slot15.In1.Brightness = 0 Slot15.In1.Contrast = 100	List the properties for an Input on the given Slot. Where In<n> is the input on the card. Note: AudInA-D, AFVChoiceA-D, AudioBars may not be present in all system configurations.

Property Name	Syntax	Type	Example	Description
			Slot15.In1.ColourScale = Auto	
			Slot15.In1.Dither = Off	
			Slot15.In1.TPG = Off	
			Slot15.In1.Set_Resolution = 2048x1152p60	
			Slot15.In1.Measured_Resolution = 2048x1152p60	
			Slot15.In1.Measured_Width = 2048	
			Slot15.In1.Measured_Height = 1152	
			Slot15.In1.Measured_Field_Rate = 60	
			Slot15.In1.Measured_VTotal = 1173	
			Slot15.In1.Measured_Frame_ip = p	
			Slot15.In1.EDID_Filename = edid4k.edd	
			Slot15.In1.ForceLinkRefresh()	
			Slot15.In1.LeftCrop = 0	
			Slot15.In1.RightCrop = 0	
			Slot15.In1.TopCrop = 0	
			Slot15.In1.BottomCrop = 0	
			Slot15.In1.AnH_Offset = 0	
			Slot15.In1.AnV_Offset = 0	
			Slot15.In1.OnSrcLossColour = Blue	
			Slot15.In1.HDCP_Enabled = Supported	
			Slot15.In1.HDCP_Required = Required	
			Slot15.In1.HDMI = Found	
			Slot15.In1.Audio = Off	
			Slot15.In1.PreviewVideoType = 0	
			Slot15.In1.Equipment = "Default 4K 16:9 Source"	
			Slot15.In1.CanFramelockTo = No	
			Slot15.In1.dll = 16	
			Slot15.In1.imm = Yes	
			Slot15.In1.ClockDriveStrength = Hi_4x	

Property Name	Syntax	Type	Example	Description
			Slot15.In1.DataDriveStrength = Med_Hi_3x Slot15.In1.SyncDriveStrength = Med_Hi_3x !Done Slot15.In1	
FullName	Slot<n>.In<n>.FullName	String	Slot3.In1.FullName = In1 !Done Slot3.In1.FullName	Read-only. Get the full name of the Window
Status	Slot<n>.In<n>.Status	StatusEnum	Slot3.In1.Status = OK !Done Slot3.In1.Status	Read-only. Get the status of the input.
Alias	Slot<n>.In<n>.Alias	String	Slot3.In1.Alias = s3i1 !Done Slot3.In1.Alias	Get or set the Alias name for this input. Warning it is possible to set this value to that used by another input, in which case the other value will be set to NULL.
WindowList	Slot<n>.In<n>.WindowList	String	Slot3.In1.WindowList = Window1 !Done Slot3.In1.WindowList	Read only. Get the window that the slot is routed to.
AspectChoice	Slot<n>.In<n>.AspectChoice	AspectRatio	Slot3.In1.AspectChoice = 4:3 !Done Slot3.In1.AspectChoice = 4:3	Get or set the aspect ratio for this input
Brightness	Slot<n>.In<n>.Brightness	Integer	Slot3.In1.Brightness = 0 !Done Slot3.In1.Brightness	Get or set the brightness adjustment for this input. Valid range is from -30 to 30
Contrast	Slot<n>.In<n>.Contrast	Percentage	Slot3.In1.Contrast = 100 !Done Slot3.In1.Contrast	Get or set the contrast adjustment for the Input. Valid range is from 30% to 130%
ColourScale	Slot<n>.In<n>.ColourScale	ColourScale	Slot3.In1.ColourScale = Auto !Done Slot3.In1.ColourScale	Get or set the colour scale for this input.
TPG	Slot<n>.In<n>.TPG	Boolean	Slot3.In1.TPG = TPG1 !Done Slot3.In1.TPG = TPG1	Get or set to use the internal Test Pattern Generator (TPG1) for this input. Options are "Off" or "TPG1".

Property Name	Syntax	Type	Example	Description
Set_Resolution	Slot<n>.In<n>.Set_Resolution	Resolution	Slot3.In1.Set_Resolution = 640x480p60 !Done Slot3.In1.Set_Resolution	Read-only. Get the current resolution set for this input.
Measured_Resolution	Slot<n>.In<n>.Measured_Resolution	Resolution	Slot3.In1.Measured_Resolution = 640x480p60 !Done Slot3.In1.Measured_Resolution	Read-only. Get the resolution being read from this Input.
Measured_Width	Slot<n>.In<n>.Measured_Width	Integer	Slot3.In1.Measured_Width = 640 !Done Slot3.In1.Measured_Width	Read-only. Get the width of the resolution being read from this input.
Measured_Height	Slot<n>.In<n>.Measured_Height	Integer	Slot3.In1.Measured_Height = 480 !Done Slot3.In1.Measured_Height	Read-only. Get the measured height of the resolution being read from this input.
Measured_Field_Rate	Slot<n>.In<n>.Measured_Field_Rate	Integer	Slot3.In1.Measured_Field_Rate = 60 !Done Slot3.In1.Measured_Field_Rate	Read-only. Get the measured field rate of the resolution being read from this input.
Measured_VTotal	Slot<n>.In<n>.Measured_VTotal	Integer	Slot3.In1.Measured_VTotal = 525 !Done Slot3.In1.Measured_VTotal	Read-only. Get the measured total vertical lines of the resolution being read from this input.
Measure_Frame_ip	Slot<n>.In<n>.Measure_Frame_ip	FrameType	Slot3.In1.Measured_Frame_ip = p !Done Slot3.In1.Measured_Frame_ip	Read-only. Get the measured frame type of the resolution being read from this input.
EDID_Filename	Slot<n>.In<n>.EDID_Filename	String	Slot3.In1.EDID_Filename = s3i1.edd !Done Slot3.In1.EDID_Filename	Get or set the EDID file currently being used for this input.
LeftCrop	Slot<n>.In<n>.LeftCrop	Integer	Slot3.In1.LeftCrop = 0 !Done Slot3.In1.LeftCrop	Get or set the amount of left crop to be applied to this input.
RightCrop	Slot<n>.In<n>.RightCrop	Integer	Slot3.In1.RightCrop = 0 !Done Slot3.In1.RightCrop	Get or set the amount of right crop to be applied to this input.
TopCrop	Slot<n>.In<n>.TopCrop	Integer	Slot3.In1.TopCrop = 0 !Done Slot3.In1.TopCrop	Get or set the amount of top crop to be applied to this input.

Property Name	Syntax	Type	Example	Description
BottomCrop	Slot<n>.In<n>.BottomCrop	Integer	Slot3.In1.BottomCrop = 0 !Done Slot3.In1.BottomCrop	Get or set the amount of bottom crop to be applied to this input.
AnH_Offset	Slot<n>.In<n>.AnH_Offset	Integer	Slot3.In1.AnH_Offset = 0 !Done Slot3.In1.AnH_Offset	Adjust the horizontal position of component analog input, measured in lines. Range from -100 to 100.
AnV_Offset	Slot<n>.In<n>.AnV_Offset	Integer	Slot6.In1.AnV_Offset = 0 !Done Slot6.In1.AnV_Offset	Adjust the vertical position of component analog input, measured in lines. Range from -100 to 100.
OnSrcLossColor	Slot<n>.In<n>.OnSrcLossColor	SrcLossColor	Slot6.In1.OnSrcLossColor = Blue !Done Slot6.In1.OnSrcLossColor	Get or set the colour to be displayed when the input source is lost.
HDCP_Enabled	Slot<n>.In<n>.HDCP_Enabled	HDCPSup	Slot3.In1.HDCP_Enabled = Supported !Done Slot3.In1.HDCP_Enabled	Get or set if HDCP is enabled for this source
HDCP_Required	Slot<n>.In<n>.HDCP_Required	HDCPReq	Slot3.In1.HDCP_Required = Off !Done Slot3.In1.HDCP_Required	Read-only. Get the HDCP capability of the input source.
HDMI	Slot<n>.In<n>.HDMI	FoundNot	Slot3.In1.HDMI = Found !Done Slot3.In1.HDMI	Read-only. Get the detected HDMI status.
Audio	Slot<n>.In<n>.Audio	FoundOff	Slot3.in1.Audio = Found !Done Slot3.in1.Audio	Read only. Get if audio is available for this input.
AudInA	Slot<n>.In<n>.AudInA	String	Slot3.In1.AudInA = NULL !Done Slot3.In1.AudInA	Read only. Defines the audio channel input for channel A
AudInB	Slot<n>.In<n>.AudInB	String	Slot3.In1.AudInB = NULL !Done Slot3.In1.AudInB	Defines the audio channel input for channel B
AudInC	Slot<n>.In<n>.AudInC	String	Slot3.In1.AudInC = NULL !Done Slot3.In1.AudInC	Defines the audio channel input for channel C
AudInD	Slot<n>.In<n>.AudInD	String	Slot3.In1.AudInD = NULL !Done Slot3.In1.AudInD	Defines the audio channel input for channel D

Property Name	Syntax	Type	Example	Description
AFVChoiceA	Slot<n>.In<n>.AFVChoiceA	AudioInput	Slot3.In1.AFVChoiceA = Slot3.In1.AudInA !Done Slot3.In1.AFVChoiceA	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceB	Slot<n>.In<n>.AFVChoiceB	AudioInput	Slot3.In1.AFVChoiceB = Slot3.In1.AudInB !Done Slot3.In1.AFVChoiceB	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceC	Slot<n>.In<n>.AFVChoiceC	AudioInput	Slot3.In1.AFVChoiceC = Slot3.In1.AudInC !Done Slot3.In1.AFVChoiceC	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceD	Slot<n>.In<n>.AFVChoiceD	AudioInput	Slot3.In1.AFVChoiceD = Slot3.In1.AudInD !Done Slot3.In1.AFVChoiceD	Get or set the audio source channel to use in Audio Follow Video mode
View	Slot<n>.Out<n>.View	String	Slots.Slot3.In1.View = NULL !Done Slots.Slot3.In1.View	This attribute will only show when there is a Monitor Card in the system. Get or set the view to show on the Monitor Card.
ViewPosCode	Slot<n>.Out<n>.ViewPosCode	Integer	Slots.Slot3.In1.ViewPosCode = 0 !Done Slots.Slot3.In1.ViewPosCode	This attribute will only show when there is a Monitor Card in the system. Get or set the view position for this output on the Monitor Card.
AudioBars	Slot<n>.In<n>.AudioBars	Integer	Slot3.In1.AudioBars = 4 !Done Slot3.In1.AudioBars	Get or set the number of audio bars to show on the monitorcard screen for this input. The range is 0 to the number of audio channels.

SDI Input Module

This section covers the following modules:

> AK20 HD-SDI 4 input module

> Ak21 3G-SDI 2 input module

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

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot2.Cardtype = SDI_HD 4-in Slot2.Carddata = <...> Slot2.In1 = <...> Slot2.In2 = <...> Slot2.In3 = <...> Slot2.In4 = <...> Slot2.PhaseRetrain() Slot2.Module_Resolutions() !Done Slot2	List the properties of the card in this slot or "NO CARD" if the slot is empty. Note that the 3G-SDI 2 input module does not have In3 and In4.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot2.Cardtype = SDI_HD 4-in !Done Slot2.Cardtype	Read-only. Get the type of the card in this slot
Carddata	Slot<n>.Carddata	void	Slot3.Carddata.BaseNo = 218092000121 Slot3..Carddata.PTR = ::::-------------------- ::::::::, centres at 30, 30 (29). !Done Slot3.Carddata	Returns card specific data BaseNo: base card serial number PTR: phase training result
In<n>	Slot<n>.In<n>	List	Slot2.In1.FullName = In1 Slot2.In1.Status = OK Slot2.In1.Alias = s2i1 Slot2.In1.WindowList = Window1 Slot2.In1.TypeChoice = SDI Slot2.In1.AspectChoice = 4:3 Slot2.In1.Brightness = 0	List the properties for an Input on the given Slot. Where <n> is the number of the input on the card.

Property Name	Syntax	Type	Example	Description
			Slot2.In1.Contrast = 100	Note: AudInA-D, AFVChoiceA-D,
			Slot2.In1.ColourScale = Auto	AudioBars may not be present in all
			Slot2.In1.TPG = Off	system configurations.
			Slot2.In1.Set_Resolution = 1920x1080p30	
			Slot2.In1.Measured_Resolution = 1920x1080p30	
			Slot2.In1.Measured_Width = 1920	
			Slot2.In1.Measured_Height = 1080	
			Slot2.In1.Measured_Field_Rate = 30	
			Slot2.In1.Measured_VTotal = 1125	
			Slot2.In1.Measured_Frame_ip = p	
			Slot2.In1.LeftCrop = 0	
			Slot2.In1.RightCrop = 0	
			Slot2.In1.TopCrop = 0	
			Slot2.In1.BottomCrop = 0	
			Slot2.In1.OnSrcLossColour = Blue	
			Slot2.In1.HDMI = Not_Found	
			Slot2.In1.Audio = Off	
			Slot2.In1.AudInA = NULL	
			Slot2.In1.AudInB = NULL	
			Slot2.In1.AudInC = NULL	
			Slot2.In1.AudInD = NULL	
			Slot2.In1.AFVChoiceA = Slot2.In1.AudInA	
			Slot2.In1.AFVChoiceB = Slot2.In1.AudInB	
			Slot2.In1.AFVChoiceC = Slot2.In1.AudInC	
			Slot2.In1.AFVChoiceD = Slot2.In1.AudInD	
			Slot2.In1.View = NULL	
			Slot2.In1.ViewPosCode = 0	
			Slot2.In1.AudioBars = 4	

Property Name	Syntax	Type	Example	Description
			Slot2.In1.PreviewVideoType = 0 Slot2.In1.Equipment = Slot2.In1.CanFramelockTo = Yes !Done Slot2.In1	
FullName	Slot\<n>.In\<n>.FullName	String	Slot2.In1.FullName = In1 !Done Slot2.In1.FullName	Read-only. Get the full name of the Window
Status	Slot\<n>.In\<n>.Status	StatusEnum	Slot2.In1.Status = OK !Done Slot2.In1.Status	Read-only. Get the status of the input.
Alias	Slot\<n>.In\<n>.Alias	String	Slot2.In1.Alias = s2i1 !Done Slot2.In1.Alias	Get or set the Alias name for this input. Warning it is possible to set this value to that used by another input, in which case the other value will be set to NULL.
WindowList	Slot\<n>.In\<n>.WindowList	String	Slot2.In1.WindowList = Window1 !Done Slot2.In1.WindowList	Read only. Get the window that the slot is routed to.
TypeChoice	Slot\<n>.In\<n>.TypeChoice	TypeChoice	Slot2.In1.TypeChoice = SDI !Done Slot2.In1.TypeChoice	Read only. Selects the type of input.
AspectChoice	Slot\<n>.In\<n>.AspectChoice	AspectRatio	Slot2.In1.AspectChoice = 4:3 !Done Slot2.In1.AspectChoice	Get or set the aspect ratio for this input
Brightness	Slot\<n>.In\<n>.Brightness	Integer	Slot2.In1.Brightness = 0 !Done Slot2.In1.Brightness	Get or set the brightness adjustment for this input. Valid range is from -30 to 30
Contrast	Slot\<n>.In\<n>.Contrast	Percentage	Slot2.In1.Contrast = 100 !Done Slot2.In1.Contrast	Get or set the contrast adjustment for the Input. Valid range is from 30% to 130%
ColourScale	Slot\<n>.In\<n>.ColourScale	ColourScale	Slot2.In1.ColourScale = Auto !Done Slot2.In1.ColourScale	Get or set the colour scale for this input.

Property Name	Syntax	Type	Example	Description
TPG	Slot<n>.In<n>.TPG	Boolean	Slot2.In1.TPG = Off !Done Slot2.In1.TPG	Get or set to use the internal Test Pattern Generator (TPG1) for this input. Options are "Off" or "TPG1".
Set_Resolution	Slot<n>.In<n>.Set_Resolution	Resolution	Slot2.In1.Set_Resolution = 1920x1080p30 !Done Slot2.In1.Set_Resolution	Read-only. Get the current resolution set for this input.
Measured_Resolution	Slot<n>.In<n>.Measured_Resolution	Resolution	Slot2.In1.Measured_Resolution = 1920x1080p30 !Done Slot2.In1.Measured_Resolution	Read-only. Get the resolution being read from this Input.
Measured_Width	Slot<n>.In<n>.Measured_Width	Integer	Slot2.In1.Measured_Width = 1920 !Done Slot2.In1.Measured_Width	Read-only. Get the width of the resolution being read from this input.
Measured_Height	Slot<n>.In<n>.Measured_Height	Integer	Slot2.In1.Measured_Height = 1080 !Done Slot2.In1.Measured_Height	Read-only. Get the measured height of the resolution being read from this input.
Measured_Field_Rate	Slot<n>.In<n>.Measured_Field_Rate	Integer	Slot2.In1.Measured_Field_Rate = 30 !Done Slot2.In1.Measured_Field_Rate	Read-only. Get the measured field rate of the resolution being read from this input.
Measured_VTotal	Slot<n>.In<n>.Measured_VTotal	Integer	Slot2.In1.Measured_VTotal = 1125 !Done Slot2.In1.Measured_VTotal	Read-only. Get the measured total vertical lines of the resolution being read from this input.
Measure_Frame_ip	Slot<n>.In<n>.Measure_Frame_ip	FrameType	Slot2.In1.Measured_Frame_ip = p !Done Slot2.In1.Measured_Frame_ip	Read-only. Get the measured frame type of the resolution being read from this input.
LeftCrop	Slot<n>.In<n>.LeftCrop	Integer	Slot2.In1.LeftCrop = 0 !Done Slot2.In1.LeftCrop	Get or set the amount of left crop to be applied to this input.

Property Name	Syntax	Type	Example	Description
RightCrop	Slot<n>.In<n>.RightCrop	Integer	Slot2.In1.RightCrop = 0 !Done Slot2.In1.RightCrop	Get or set the amount of right crop to be applied to this input.
TopCrop	Slot<n>.In<n>.TopCrop	Integer	Slot2.In1.TopCrop = 0 !Done Slot2.In1.TopCrop	Get or set the amount of top crop to be applied to this input.
BottomCrop	Slot<n>.In<n>.BottomCrop	Integer	Slot2.In1.BottomCrop = 0 !Done Slot2.In1.BottomCrop	Get or set the amount of bottom crop to be applied to this input.
HDMI	Slot<n>.In<n>.HDMI	FoundNot	Slot2.In1.HDMI = Not_Found !Done Slot2.In1.HDMI	Read-only. Get the detected HDMI status.
Audio	Slot<n>.In<n>.Audio	FoundOff	Slot2.In1.Audio = Off !Done Slot2.In1.Audio	Read only. Get if audio is available for this input.
AudInA	Slot<n>.In<n>.AudInA	String	Slot2.In1.AudInA = NULL !Done Slot2.In1.AudInA	Read only. Defines the audio channel input for channel A
AudInB	Slot<n>.In<n>.AudInB	String	Slot2.In1.AudInB = NULL !Done Slot2.In1.AudInB	Defines the audio channel input for channel B
AudInC	Slot<n>.In<n>.AudInC	String	Slot2.In1.AudInC = NULL !Done Slot2.In1.AudInC	3G-SDI only. Defines the audio channel input for channel C
AudInD	Slot<n>.In<n>.AudInD	String	Slot2.In1.AudInD = NULL !Done Slot2.In1.AudInD	3G-SDI only. Defines the audio channel input for channel D
AFVChoiceA	Slot<n>.In<n>.AFVChoiceA	AudioInput	Slot2.In1.AFVChoiceA = Slot2.In1.AudInA !Done Slot2.In1.AFVChoiceA	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceB	Slot<n>.In<n>.AFVChoiceB	AudioInput	Slot2.In1.AFVChoiceB = Slot2.In1.AudInB !Done Slot2.In1.AFVChoiceB	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceC	Slot<n>.In<n>.AFVChoiceC	AudioInput	Slot2.In1.AFVChoiceC = Slot2.In1.AudInC !Done Slot2.In1.AFVChoiceC	Get or set the audio source channel to use in Audio Follow Video mode
AFVChoiceD	Slot<n>.In<n>.AFVChoiceD	AudioInput	Slot2.In1.AFVChoiceD = Slot2.In1.AudInD !Done Slot2.In1.AFVChoiceD	Get or set the audio source channel to use in Audio Follow Video mode

Property Name	Syntax	Type	Example	Description
View	Slot<n>.Out<n>.View	String	Slots.Slot2.In1.View = NULL !Done Slots.Slot2.In1.View	This attribute will only show when there is a Monitor Card in the system. Get or set the view to show on the Monitor Card.
ViewPosCode	Slot<n>.Out<n>.ViewPosCode	Integer	Slots.Slot2.In1.ViewPosCode = 0 !Done Slots.Slot2.In1.ViewPosCode	This attribute will only show when there is a Monitor Card in the system. Get or set the view position for this output on the Monitor Card.
AudioBars	Slot<n>.In<n>.AudioBars	Integer	Slot2.In1.AudioBars = 2 !Done Slot2.In1.AudioBars	Get or set the number of audio bars to show on the monitorcard screen for this input. The range is 0 to the number of audio channels.

Methods

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

DVI Output Module

This section covers the following modules:

AK27 DVI-U scaled 2 output module

AK37 DVI-U monitoring 2 output module

AK63 DVI-I scaled 2 output module

AK64 DVI-I monitoring 2 output module

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

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot14.Cardtype = DVI_U 2-out Slot14.Carddata = <...> Slot14.Out1 = <...> Slot14.Out2 = <...> Slot14.PhaseRetrain() Slot14.Module_Resolutions() Slot14.Resolutions = <...> !Done Slot14	List the properties of the card in this slot or "NO CARD" if the slot is empty.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot14.Cardtype = DVI_U 2-out !Done Slot14.Cardtype	Read-only. Get the type of the card in this slot
Carddata	Slot<n>.Carddata	void	Slot14.Carddata.BaseNo = 2218061000060 Slot14.Carddata.SubNo = 2218023019147 Slot14.Carddata.ProdNo = 2218064000012 Slot14..Carddata.PTR = RRRRR-------- LLLLLLLLLLLL---RRRRR, centres at 18, 0 (31). !Done Slot14.Carddata	Returns card specific data BaseNo: base card serial number SubNo: sub card serial number ProdNo: assembly number PTR: phase training result
Out<n>	Slot<n>.Out<n>	List	Slot14.Out1.FullName = Out1 Slot14.Out1.Status = UNKNOWN	List the properties for an Output on the given Slot.

Property Name	Syntax	Type	Example	Description
			Slot14.Out1.Alias = s14o1	Where Out<n> is the output on the
			Slot14.Out1.AspectChoice = 4:3	card.
			Slot14.Out1.DisplayType = Monitor	
			Slot14.Out1.Resolution = 1920x1080p60	Note: Audio, AudOutA-D may not be
			Slot14.Out1.DefaultLoRes = 720x576i50	present in all system configurations.
			Slot14.Out1.Width = 1920	
			Slot14.Out1.Height = 1080	
			Slot14.Out1.Field_Rate = 60.00	
			Slot14.Out1.Frame_ip = p	
			Slot14.Out1.AnalogType = RGBHV	
			Slot14.Out1.ColourScale = Auto	
			Slot14.Out1.GenlockSource = NULL	
			Slot14.Out1.Genlock = Off	
			Slot14.Out1.RawMatrixSwitch = Off	
			Slot14.Out1.Audio = Off	
			Slot14.Out1.AudOutA = NULL	
			Slot14.Out1.AudOutB = NULL	
			Slot14.Out1.AudOutC = NULL	
			Slot14.Out1.AudOutD = NULL	
			Slot14.Out1.ForceLinkRefresh()	
			Slot14.Out1.HDCP_Active = Active	
			Slot14.Out1.HDCP_Downstream = HoldOn	
			Slot14.Out1.HDMI = Found	
			Slot14.Out1.Layout = Layout1	
			Slot14.Out1.WidthInLayout = 1920	
			Slot14.Out1.HeightInLayout = 1080	
			Slot14.Out1.LayoutXCentre = 0	
			Slot14.Out1.LayoutYCentre = 0	
			Slot14.Out1.RotateOutDeg = 0	
			Slot14.Out1.HFlip = Off	
			Slot14.Out1.VFlip = Off	

Property Name	Syntax	Type	Example	Description
			Slot14.Out1.GammaRed = 1	
			Slot14.Out1.GammaGreen = 1	
			Slot14.Out1.GammaBlue = 1	
			Slot14.Out1.SCurve = 1	
			Slot14.Out1.EdgeBlend_Mode = Off	
			Slot14.Out1.OuterGrid = Off	
			Slot14.Out1.InnerGrid = Off	
			Slot14.Out1.LeftOverlap = 0	
			Slot14.Out1.RightOverlap = 0	
			Slot14.Out1.TopOverlap = 0	
			Slot14.Out1.BottomOverlap = 0	
			Slot14.Out1.LeftEBPos = -511	
			Slot14.Out1.RightEBPos = 511	
			Slot14.Out1.TopEBPos = -383	
			Slot14.Out1.BottomEBPos = 383	
			Slot14.Out1.Centre_BB = 0	
			Slot14.Out1.Left_BB = 0	
			Slot14.Out1.Right_BB = 0	
			Slot14.Out1.Top_BB = 0	
			Slot14.Out1.Bottom_BB = 0	
			Slot14.Out1.ProjectorWidthDeg = 30	
			Slot14.Out1.ProjectorHeightDeg = 30	
			Slot14.Out1.KeystoneXDeg = 0	
			Slot14.Out1.KeystoneYDeg = 0	
			Slot14.Out1.WarpTable_Filename =	
			Slot14.Out1.WarpTable = 0	
			Slot14.Out1.EDID_Filename =	
			Slot14.Out1.AudioBars = 4	
			Slot14.Out1.Equipment = "Default 46 inch 16:9 Display"	
			Slot14.Out1.PhysicalCenterX = 0	

Property Name	Syntax	Type	Example	Description
			Slot14.Out1.PhysicalCenterY = 0 Slot14.Out1.PhysicalWidth = 1018300 Slot14.Out1.PhysicalHeight = 572800 Slot14.Out1.PhysicalPixelWidth = 1920 Slot14.Out1.PhysicalPixelHeight = 1080 Slot14.Out1.PhysicalBezelTop = 10000 Slot14.Out1.PhysicalBezelBottom = 10000 Slot14.Out1.PhysicalBezelLeft = 10000 Slot14.Out1.PhysicalBezelRight = 10000 Slot14.Out1.InsList = Slot3.In1,Slot3.In2 Slot14.Out1.CutToBlack = Off Slot14.Out1.FramelockSource = NULL Slot14.Out1.FramelockEnable = Off Slot14.Out1.FramelockStatus = Unlocked !Done Slot14.Out1	
FullName	Slot\<n>.Out\<n>.FullName	String	Slot14.Out1.FullName = Out1 !Done Slot14.Out1.FullName	Read-only. Get the full name of the Window.
Status	Slot\<n>.Out\<n>.Status	StatusEnum	Slot14.Out1.Status = UNKNOWN !Done Slot14.Out1.Status	Read-only. Get the status of the output.
Alias	Slot\<n>.Out\<n>.Alias	String	Slot14.Out1.Alias = s14o1 !Done Slot14.Out1.Alias	Get or set the Alias name for this output. Warning it is possible to set this value to that used by another output, in which case the other value will be set to NULL.
AspectChoice	Slot\<n>.Out\<n>.AspectChoice	AspectRatio	Slot14.Out1.AspectChoice = 4:3 !Done Slot14.Out1.AspectChoice	Get or set the aspect ratio for this output.

Property Name	Syntax	Type	Example	Description
EcoMode	Slot\<n\>.Out\<n\>.EcoMode	Boolean	Slot14.Out1. EcoMode = On !Done Slot14.Out1. EcoMode	Get or set the EcoMode setting for this output. When set to On, the output is configured to allow any attached monitor to enter standby mode. This value does not persist over a power cycle. Default is Off.
DisplayType	Slot\<n\>.Out\<n\>.DisplayType	DisplayType	Slot14.Out1.DisplayType = Monitor !Done Slot14.Out1.DisplayType	Get or set the type of display connected to this output.
Resolution	Slot\<n\>.Out\<n\>.Resolution	Resolution	Slot14.Out1.Resolution = 1920x1080p60 !Done Slot14.Out1.Resolution	Get or set the resolution to use on this output. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.
DefaultLoRes	Slot\<n\>.Out\<n\>.DefaultLoRes	Resolution	Slot14.Out1.DefaultLoRes = 720x576i50 !Done Slot14.Out1.DefaultLoRes	Get or set the resolution to use on this output when HDCP is requested by the source but the display failed HDCP negotiation. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.
Width	Slot\<n\>.Out\<n\>.Width	Integer	Slot14.Out1.Width = 1920 !Done Slot14.Out1.Width	Read-only. Get the width of this output based on the select resolution.
Height	Slot\<n\>.Out\<n\>.Height	Integer	Slot14.Out1.Height = 1080 !Done Slot14.Out1.Height	Read-only. Get the height of this output based on the select resolution.

Property Name	Syntax	Type	Example	Description
Field_Rate	Slot<n>.Out<n>.Field_Rate	Number	Slot14.Out1.Field_Rate = 60.00 !Done Slot14.Out1.Field_Rate	Read-only. Get the field rate for this output based on the select resolution.
Frame_ip	Slot<n>.Out<n>.Frame_ip	FrameType	Slot14.Out1.Frame_ip = p !Done Slot14.Out1.Frame_ip	Read-only. Get the frame type for this output based on the select resolution.
AnalogType	Slot<n>.Out<n>.AnalogType	AnalogType	Slot14.Out1.AnalogType = RGBHV !Done Slot14.Out1.AnalogType	Get or set the type of analog signal to use on this output.
ColourScale	Slot<n>.Out<n>.ColourScale	ColourScale	Slot14.Out1.ColourScale = Auto !Done Slot14.Out1.ColourScale	Get or set the color scale to use on this output.
GenlockSource	Slot<n>.Out<n>.GenlockSource	Input	Slot14.Out1.GenlockSource = NULL !Done Slot14.Out1.GenlockSource	Get or set the Input to be used as the genlock source for the Output. If no Genlock is to be use then the value is to be NULL.
Genlock	Slot<n>.Out<n>.Genlock	GenlockStatus	Slot14.Out1.Genlock = Off !Done Slot14.Out1.Genlock	Read-only. Get the status of genlock for this output.
RawMatrixSwitch	Slot<n>.Out<n>.RawMatrixSwitch	Boolean	Slot14.Out1.RawMatrixSwitch = Off !Done Slot14.Out1.RawMatrixSwitch	Get or set the input switching mode: Off = fade though black On = freeze and cut
Audio	Slot<n>.Out<n>.Audio	FoundOff	Slot14.Out1.Audio = Off !Done Slot14.Out1.Audio	Read only. Get if audio is available for this input.
AudOutA	Slot<n>.Out<n>.AudOutA	String	Slot14.Out1.AudOutA = NULL !Done Slot14.Out1.AudOutA	Read only. Defines the audio channel output for channel A
AudOutB	Slot<n>.Out<n>.AudOutB	String	Slot14.Out1.AudOutB = NULL !Done Slot14.Out1.AudOutB	Defines the audio channel output for channel B
AudOutC	Slot<n>.Out<n>.AudOutC	String	Slot14.Out1.AudOutC = NULL !Done Slot14.Out1.AudOutC	Defines the audio channel output for channel C
AudOutD	Slot<n>.Out<n>.AudOutD	String	Slot14.Out1.AudOutD = NULL !Done Slot14.Out1.AudOutD	Defines the audio channel output for channel D

Property Name	Syntax	Type	Example	Description
HDCP_Active	Slot<n>.Out<n>.HDCP_Active	ActiveOff	Slot14.Out1.HDCP_Active = Active !Done Slot14.Out1.HDCP_Active	Read only. Get the HDCP status of this output.
HDCP_Downstream	Slot<n>.Out<n>.HDCP_Downstream	HDCPDownstream	Slot14.Out1.HDCP_Downstream = HoldOn !Done Slot14.Out1.HDCP_Downstream	Get or set the downstream HDCP mode.
HDMI	Slot<n>.Out<n>.HDMI	FoundNot	Slot14.Out1.HDMI = Found !Done Slot14.Out1.HDMI	Read-only. Get the detected HDMI status.
GammaRed	Slot<n>.Out<n>.GammaRed	Number	Slot14.Out1.GammaRed = 1 !Done Slot14.Out1.GammaRed	Get or set the red gamma value for this output Range: 0.30 to 2.00
GammaGreen	Slot<n>.Out<n>.GammaGreen	Number	Slot14.Out1.GammaGreen = 1 !Done Slot14.Out1.GammaGreen	Get or set the green gamma value for this output Range: 0.30 to 2.00
GammaBlue	Slot<n>.Out<n>.GammaBlue	Number	Slot14.Out1.GammaBlue = 1 !Done Slot14.Out1.GammaBlue	Get or set the blue gamma value for this output Range: 0.30 to 2.00
SCurve	Slot<n>.Out<n>.SCurve	Number	Slot14.Out1.SCurve = 1 !Done Slot14.Out1.SCurve	Get or set the SCurve value for this output. (brightness curve) Range: 0.30 to 2.00
RightOverlap	Slot<n>.Out<n>.RightOverlap	Integer	Slot14.Out2.RightOverlap = 0 !Done Slot14.Out2.RightOverlap	
TopOverlap	Slot<n>.Out<n>.TopOverlap	Integer	Slot14.Out2.TopOverlap = 0 !Done Slot14.Out2.TopOverlap	
BottomOverlap	Slot<n>.Out<n>.BottomOverlap	Integer	Slot14.Out1.BottomOverlap = 80 !Done Slot14.Out1.BottomOverlap	
LeftEBPos	Slot<n>.Out<n>.LeftEBPos	Integer	Slot14.Out1.LeftEBPos = -511 !Done Slot14.Out1.LeftEBPos	
RightEBPos	Slot<n>.Out<n>.RightEBPos	Integer	Slot14.Out1.RightEBPos = 511 !Done Slot14.Out1.RightEBPos	
TopEBPos	Slot<n>.Out<n>.TopEBPos	Integer	Slot14.Out1.TopEBPos = -383 !Done Slot14.Out1.TopEBPos	

Property Name	Syntax	Type	Example	Description
BottomEBPos	Slot<n>.Out<n>.BottomEBPos	Integer	Slot14.Out1.BottomEBPos = 383 !Done Slot14.Out1.BottomEBPos	
Centre_BB	Slot<n>.Out<n>.Centre_BB	Integer	Slot14.Out1.Centre_BB = 0 !Done Slot14.Out1.Centre_BB	
Left_BB	Slot<n>.Out<n>.Left_BB	Integer	Slot14.Out1.Left_BB = 0 !Done Slot14.Out1.Left_BB	
Right_BB	Slot<n>.Out<n>.Right_BB	Integer	Slot14.Out1.Right_BB = 0 !Done Slot14.Out1.Right_BB	
Top_BB	Slot<n>.Out<n>.Top_BB	Integer	Slot14.Out1.Top_BB = 0 !Done Slot14.Out1.Top_BB	
Bottom_BB	Slot<n>.Out<n>.Bottom_BB	Integer	Slot14.Out1.Bottom_BB = 0 !Done Slot14.Out1.Bottom_BB	
EDID_Filename	Slot<n>.Out<n>.EDID_Filename	String	Slot14.Out1.EDID_Filename = !Done Slot14.Out1.EDID_Filename	Get or set the EDID file in any currently being used for this output.
View	Slot<n>.Out<n>.View	String	Slot14.Out1.View = MonitorViews.View4 !Done Slot14.Out1.View = MonitorViews.View4	This attribute will only show when there is a Monitor Card in the system. Get or set the view to show on the Monitor Card.
ViewPosCode	Slot<n>.Out<n>.ViewPosCode	Integer	Slot14.Out1.ViewPosCode = 17 !Done Slot14.Out1.ViewPosCode	This attribute will only show when there is a Monitor Card in the system. Get or set the view position for this output on the Monitor Card.
AudioBars	Slot<n>.Out<n>.AudioBars	Integer	Slot14.Out1.AudioBars = 4 !Done Slot14.Out1.AudioBars	Get or set the number of audio bars to show for this output on the Monitor Card. The range is 0 to the number of audio channels.
InsList	Slot<n>.Out<n>.InsList	List	Slot14.Out1.InsList = NULL !Done Slot14.Out1.InsList	Read only. Get or set the list of inputs routed to this output.

Property Name	Syntax	Type	Example	Description
CutToBlack	Slot<n>.Out<n>.CutToBlack	Boolean	Slot14.Out1.CutToBlack = Off !Done Slot14.Out1.CutToBlack	Get or set the output to black. When setting multiple outputs to black it is recommended to surround them with startbatch() endbatch() to synchronise output blanking
FramelockSource	Slot<n>.Out<n>.FramelockSource	Input	Slot14.Out2.FramelockSource = NULL !Done Slot14.Out2.FramelockSource	Get or set the source to use for Frame-lock.
FramelockEnable	Slot<n>.Out<n>.FramelockEnable	Boolean	Slot14.Out2.FramelockEnable = Off !Done Slot14.Out2.FramelockEnable	Get or set to use Frame-lock.
FramelockStatus	Slot<n>.Out<n>.FramelockStatus	Framelock Status	Slot14.Out2.FramelockStatus = Unlocked !Done Slot14.Out2.FramelockStatus	Read only. Get if this output is locked to the Frame-lock source.
Resolutions	Slot<n>	List	Slot14.Resolutions.Resolution1 = <...> Slot14.Resolutions.Resolution2 = <...> ... Slot14.Resolutions.Resolution1000 = <...> Slot14.Resolutions.Resolution1001 = <...> Slot14.Resolutions.Resolution1002 = <...> Slot14.Resolutions.Resolution1003 = <...> Slot14.Resolutions.Resolution1004 = <...> Slot14.Resolutions.Resolution1005 = <...> Slot14.Resolutions.Resolution1006 = <...> Slot14.Resolutions.Resolution1007 = <...> Slot14.Resolutions.Resolution1008 = <...> Slot14.Resolutions.Resolution1009 = <...> !Done Slot14.Resolutions	List the properties for a Resolution where <n> is the number of the Resolution. Note that Resolution1000 to Resolution1009 are Custom Resolutions.

Property Name	Syntax	Type	Example	Description
Resolution\<n\>	Slot\<n\>.Resolutions.Resolution\<n\>	List	Slot14.Resolutions.Resolution1.Name = 640x480p60 Slot14.Resolutions.Resolution1.Aspect = 4:3 Slot14.Resolutions.Resolution1.CanFramelock = No !Done Slot14.Resolutions.Resolution1	List the properties of the selected resolution.
Name	Slot\<n\>.Resolutions.Resolution\<n\>.Name	String	Slot14.Resolutions.Resolution1.Name = 640x480p60 !Done Slot14.Resolutions.Resolution1.Name	Read only. Get the name of this resolution.
Aspect	Slot\<n\>.Resolutions.Resolution\<n\>.Aspect	AspectRatio	Slot14.Resolutions.Resolution1.Aspect = 4:3 !Done Slot14.Resolutions.Resolution1.Aspect	Read only. Get the aspect ratio of this resolution. Used assist to in the signal conversion when an input and the output have different aspect ratios.

Methods

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

Events

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

SDI Output Module

This section covers the following modules:

      AK42 3G-SDI scaled 2 output module

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

Properties

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

Property Name	Syntax	Type	Example	Description
			Slot13.Out1.GenlockSource = NULL	
			Slot13.Out1.Genlock = Off	
			Slot13.Out1.RawMatrixSwitch = Off	
			Slot13.Out1.Audio = Off	
			Slot13.Out1.AudOutA = NULL	
			Slot13.Out1.AudOutB = NULL	
			Slot13.Out1.AudOutC = NULL	
			Slot13.Out1.AudOutD = NULL	
			Slot13.Out1.HDMI = Not_Found	
			Slot13.Out1.Layout = Layout1	
			Slot13.Out1.WidthInLayout = 1280	
			Slot13.Out1.HeightInLayout = 720	
			Slot13.Out1.LayoutXCentre = 55	
			Slot13.Out1.LayoutYCentre = 0	
			Slot13.Out1.RotateOutDeg = 0	
			Slot13.Out1.HFlip = Off	
			Slot13.Out1.VFlip = Off	
			Slot13.Out1.GammaRed = 1	
			Slot13.Out1.GammaGreen = 1	
			Slot13.Out1.GammaBlue = 1	
			Slot13.Out1.SCurve = 1	
			Slot13.Out1.EdgeBlend_Mode = Off	
			Slot13.Out1.OuterGrid = Off	
			Slot13.Out1.InnerGrid = Off	
			Slot13.Out1.LeftOverlap = 0	
			Slot13.Out1.RightOverlap = 0	
			Slot13.Out1.TopOverlap = 0	
			Slot13.Out1.BottomOverlap = 0	
			Slot13.Out1.LeftEBPos = -511	
			Slot13.Out1.RightEBPos = 511	
			Slot13.Out1.TopEBPos = -383	

Property Name	Syntax	Type	Example	Description
			Slot13.Out1.BottomEBPos = 383	
			Slot13.Out1.Centre_BB = 0	
			Slot13.Out1.Left_BB = 0	
			Slot13.Out1.Right_BB = 0	
			Slot13.Out1.Top_BB = 0	
			Slot13.Out1.Bottom_BB = 0	
			Slot13.Out1.ProjectorWidthDeg = 30	
			Slot13.Out1.ProjectorHeightDeg = 30	
			Slot13.Out1.KeystoneXDeg = 0	
			Slot13.Out1.KeystoneYDeg = 0	
			Slot13.Out1.WarpTable_Filename =	
			Slot13.Out1.WarpTable = 0	
			Slot13.Out1.View = NULL	
			Slot13.Out1.ViewPosCode = 0	
			Slot13.Out1.AudioBars = 0	
			Slot13.Out1.Equipment = "Default 46 inch 16:9 Display"	
			Slot13.Out1.PhysicalCenterX = 43800	
			Slot13.Out1.PhysicalCenterY = 0	
			Slot13.Out1.PhysicalWidth = 1018300	
			Slot13.Out1.PhysicalHeight = 572800	
			Slot13.Out1.PhysicalPixelWidth = 1280	
			Slot13.Out1.PhysicalPixelHeight = 720	
			Slot13.Out1.PhysicalBezelTop = 10000	
			Slot13.Out1.PhysicalBezelBottom = 10000	
			Slot13.Out1.PhysicalBezelLeft = 10000	
			Slot13.Out1.PhysicalBezelRight = 10000	
			Slot13.Out1.InsList = Slot3.In1,Slot3.In2	
			Slot13.Out1.CutToBlack = Off	
			Slot13.Out1.FramelockSource = NULL	
			Slot13.Out1.FramelockEnable = Off	

Property Name	Syntax	Type	Example	Description
			Slot13.Out1.FramelockStatus = Unlocked !Done Slot13.Out1	
FullName	Slot\<n>.Out\<n>.FullName	String	Slot13.Out1.FullName = Out1 !Done Slot13.Out1.FullName	Read-only. Get the full name of the Window.
Status	Slot\<n>.Out\<n>.Status	StatusEnum	Slot13.Out1.Status = UNKNOWN !Done Slot13.Out1.Status	Read-only. Get the status of the output.
Alias	Slot\<n>.Out\<n>.Alias	String	Slot13.Out1.Alias = s13o1 !Done Slot13.Out1.Alias	Get or set the Alias name for this output. Warning it is possible to set this value to that used by another output, in which case the other value will be set to NULL.
AspectChoice	Slot\<n>.Out\<n>.AspectChoice	AspectRatio	Slot13.Out1.AspectChoice = 4:3 !Done Slot13.Out1.AspectChoice	Get or set the aspect ratio for this output.
DisplayType	Slot\<n>.Out\<n>.DisplayType	DisplayType	Slot13.Out1.DisplayType = Monitor !Done Slot13.Out1.DisplayType	Get or set the type of display connected to this output.
Resolution	Slot\<n>.Out\<n>.Resolution	Resolution	Slot13.Out1.Resolution = 1280x720p60 !Done Slot13.Out1.Resolution	Get or set the resolution to use on this output. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.

Property Name	Syntax	Type	Example	Description
DefaultLoRes	Slot<n>.Out<n>.DefaultLoRes	Resolution	Slot13.Out1.DefaultLoRes = 720x576i50 !Done Slot13.Out1.DefaultLoRes	Get or set the resolution to use on this output when HDCP is requested by the source but the display failed HDCP negotiation. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.
Width	Slot<n>.Out<n>.Width	Integer	Slot13.Out1.Width = 1280 !Done Slot13.Out1.Width	Read-only. Get the width of this output based on the select resolution.
Height	Slot<n>.Out<n>.Height	Integer	Slot13.Out1.Height = 720 !Done Slot13.Out1.Height	Read-only. Get the height of this output based on the select resolution.
Field_Rate	Slot<n>.Out<n>.Field_Rate	Number	Slot13.Out1.Field_Rate = 60.00 !Done Slot13.Out1.Field_Rate	Read-only. Get the field rate for this output based on the select resolution.
Frame_ip	Slot<n>.Out<n>.Frame_ip	FrameType	Slot13.Out1.Frame_ip = p !Done Slot13.Out1.Frame_ip	Read-only. Get the frame type for this output based on the select resolution.
AnalogType	Slot<n>.Out<n>.AnalogType	AnalogType	Slot13.Out1.AnalogType = RGBHV !Done Slot13.Out1.AnalogType	Get or set the type of analog signal to use on this output.
ColourScale	Slot<n>.Out<n>.ColourScale	ColourScale	Slot13.Out1.ColourScale = Auto !Done Slot13.Out1.ColourScale	Get or set the color scale to use on this output.
GenlockSource	Slot<n>.Out<n>.GenlockSource	Input	Slot13.Out1.GenlockSource = NULL !Done Slot13.Out1.GenlockSource	Get or set the Input to be used as the genlock source for the Output. If no Genlock is to be use then the value is to be NULL.

Property Name	Syntax	Type	Example	Description
Genlock	Slot<n>.Out<n>.Genlock	GenlockStatus	Slot13.Out1.Genlock = Off !Done Slot13.Out1.Genlock	Read-only. Get the status of genlock for this output.
RawMatrixSwitch	Slot<n>.Out<n>.RawMatrixSwitch	Boolean	Slot13.Out1.RawMatrixSwitch = Off !Done Slot13.Out1.RawMatrixSwitch	Get or set the input switching mode: Off = fade though black On = freeze and cut
Audio	Slot<n>.Out<n>.Audio	FoundOff	Slot13.Out1.Audio = Off !Done Slot13.Out1.Audio	Read only. Get if audio is available for this input.
AudOutA	Slot<n>.Out<n>.AudOutA	String	Slot13.Out1.AudOutA = NULL !Done Slot13.Out1.AudOutA	Read only. Defines the audio channel output for channel A
AudOutB	Slot<n>.Out<n>.AudOutB	String	Slot13.Out1.AudOutB = NULL !Done Slot13.Out1.AudOutB	Defines the audio channel output for channel B
AudOutC	Slot<n>.Out<n>.AudOutC	String	Slot13.Out1.AudOutC = NULL !Done Slot13.Out1.AudOutC	Defines the audio channel output for channel C
AudOutD	Slot<n>.Out<n>.AudOutD	String	Slot13.Out1.AudOutD = NULL !Done Slot13.Out1.AudOutD	Defines the audio channel output for channel D
HDMI	Slot<n>.Out<n>.HDMI	FoundNot	Slot13.Out1.HDMI = Not_Found !Done Slot13.Out1.HDMI	Read-only. Get the detected HDMI status.
GammaRed	Slot<n>.Out<n>.GammaRed	Number	Slot13.Out1.GammaRed = 1 !Done Slot13.Out1.GammaRed	Get or set the red gamma value for this output Range: 0.30 to 2.00
GammaGreen	Slot<n>.Out<n>.GammaGreen	Number	Slot13.Out1.GammaGreen = 1 !Done Slot13.Out1.GammaGreen	Get or set the green gamma value for this output Range: 0.30 to 2.00
GammaBlue	Slot<n>.Out<n>.GammaBlue	Number	Slot13.Out1.GammaBlue = 1 !Done Slot13.Out1.GammaBlue	Get or set the blue gamma value for this output Range: 0.30 to 2.00
SCurve	Slot<n>.Out<n>.SCurve	Number	Slot13.Out1.SCurve = 1 !Done Slot13.Out1.SCurve	Get or set the SCurve value for this output. (brightness curve) Range: 0.30 to 2.00

Property Name	Syntax	Type	Example	Description
RightOverlap	Slot<n>.Out<n>.RightOverlap	Integer	Slot13.Out1.RightOverlap = 0 !Done Slot13.Out1.RightOverlap	
TopOverlap	Slot<n>.Out<n>.TopOverlap	Integer	Slot13.Out1.TopOverlap = 0 !Done Slot13.Out1.TopOverlap	
BottomOverlap	Slot<n>.Out<n>.BottomOverlap	Integer	Slot13.Out1.BottomOverlap = 0 !Done Slot13.Out1.BottomOverlap	
LeftEBPos	Slot<n>.Out<n>.LeftEBPos	Integer	Slot13.Out1.LeftEBPos = -511 !Done Slot13.Out1.LeftEBPos	
RightEBPos	Slot<n>.Out<n>.RightEBPos	Integer	Slot13.Out1.RightEBPos = 511 !Done Slot13.Out1.RightEBPos	
TopEBPos	Slot<n>.Out<n>.TopEBPos	Integer	Slot13.Out1.TopEBPos = -383 !Done Slot13.Out1.TopEBPos	
BottomEBPos	Slot<n>.Out<n>.BottomEBPos	Integer	Slot13.Out1.BottomEBPos = 383 !Done Slot13.Out1.BottomEBPos	
Centre_BB	Slot<n>.Out<n>.Centre_BB	Integer	Slot13.Out1.Centre_BB = 0 !Done Slot13.Out1.Centre_BB	
Left_BB	Slot<n>.Out<n>.Left_BB	Integer	Slot13.Out1.Left_BB = 0 !Done Slot13.Out1.Left_BB	
Right_BB	Slot<n>.Out<n>.Right_BB	Integer	Slot13.Out1.Right_BB = 0 !Done Slot13.Out1.Right_BB	
Top_BB	Slot<n>.Out<n>.Top_BB	Integer	Slot13.Out1.Top_BB = 0 !Done Slot13.Out1.Top_BB	
Bottom_BB	Slot<n>.Out<n>.Bottom_BB	Integer	Slot13.Out1.Bottom_BB = 0 !Done Slot13.Out1.Bottom_BB	
View	Slot<n>.Out<n>.View	String	Slot13.Out1.View = NULL !Done Slot13.Out1.View	This attribute will only show when there is a Monitor Card in the system. Get or set the view to show on the Monitor Card.

Property Name	Syntax	Type	Example	Description
ViewPosCode	Slot\<n>.Out\<n>.ViewPosCode	Integer	Slot13.Out1.ViewPosCode = 0 !Done Slot13.Out1.ViewPosCode	This attribute will only show when there is a Monitor Card in the system. Get or set the view position for this output on the Monitor Card.
AudioBars	Slot\<n>.Out\<n>.AudioBars	Integer	Slot13.Out1.AudioBars = 0 !Done Slot13.Out1.AudioBars	Get or set the number of audio bars to show for this output on the Monitor Card. The range is 0 to the number of audio channels.
InsList	Slot\<n>.Out\<n>.InsList	List	Slot13.Out1.InsList = Slot3.In1,Slot3.In2 !Done Slot13.Out1.InsList	Read only. Get or set the list of inputs routed to this output.
CutToBlack	Slot\<n>.Out\<n>.CutToBlack	Boolean	Slot13.Out1.CutToBlack = Off !Done Slot13.Out1.CutToBlack	Get or set the output to black. When setting multiple outputs to black it is recommended to surround them with startbatch() endbatch() to synchronise output blanking
FramelockSource	Slot\<n>.Out\<n>.FramelockSource	Input	Slot13.Out1.FramelockSource = NULL !Done Slot13.Out1.FramelockSource	Get or set the source to use for Frame-lock.
FramelockEnable	Slot\<n>.Out\<n>.FramelockEnable	Boolean	Slot13.Out1.FramelockEnable = Off !Done Slot13.Out1.FramelockEnable	Get or set to use Frame-lock.
FramelockStatus	Slot\<n>.Out\<n>.FramelockStatus	FramelockStatus	Slot13.Out1.FramelockStatus = Unlocked !Done Slot13.Out1.FramelockStatus	Read only. Get if this output is locked to the Frame-lock source.

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

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

Methods

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

HDBASE-T Output Module

This section covers the following modules:

AK44 HDBaseT scaled 2 output module

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

Properties

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

Property Name	Syntax	Type	Example	Description
			Slot15.Out1.GenlockSource = NULL	
			Slot15.Out1.Genlock = Off	
			Slot15.Out1.RawMatrixSwitch = Off	
			Slot15.Out1.Audio = Off	
			Slot15.Out1.AudOutA = NULL	
			Slot15.Out1.AudOutB = NULL	
			Slot15.Out1.AudOutC = NULL	
			Slot15.Out1.AudOutD = NULL	
			Slot15.Out1.ForceLinkRefresh()	
			Slot15.Out1.HDCP_Active = Active	
			Slot15.Out1.HDCP_Downstream = HoldOn	
			Slot15.Out1.HDMI = Found	
			Slot15.Out1.Layout = Layout4	
			Slot15.Out1.WidthInLayout = 1024	
			Slot15.Out1.HeightInLayout = 768	
			Slot15.Out1.LayoutXCentre = 0	
			Slot15.Out1.LayoutYCentre = 0	
			Slot15.Out1.RotateOutDeg = 0	
			Slot15.Out1.HFlip = Off	
			Slot15.Out1.VFlip = Off	
			Slot15.Out1.GammaRed = 1	
			Slot15.Out1.GammaGreen = 1	
			Slot15.Out1.GammaBlue = 1	
			Slot15.Out1.SCurve = 1	
			Slot15.Out1.EdgeBlend_Mode = Off	
			Slot15.Out1.OuterGrid = Off	
			Slot15.Out1.InnerGrid = Off	
			Slot15.Out1.LeftOverlap = 80	
			Slot15.Out1.RightOverlap = 80	
			Slot15.Out1.TopOverlap = 80	
			Slot15.Out1.BottomOverlap = 80	

Property Name	Syntax	Type	Example	Description
			Slot15.Out1.LeftEBPos = -511	
			Slot15.Out1.RightEBPos = 511	
			Slot15.Out1.TopEBPos = -383	
			Slot15.Out1.BottomEBPos = 383	
			Slot15.Out1.Centre_BB = 0	
			Slot15.Out1.Left_BB = 0	
			Slot15.Out1.Right_BB = 0	
			Slot15.Out1.Top_BB = 0	
			Slot15.Out1.Bottom_BB = 0	
			Slot15.Out1.ProjectorWidthDeg = 30	
			Slot15.Out1.ProjectorHeightDeg = 30	
			Slot15.Out1.KeystoneXDeg = 0	
			Slot15.Out1.KeystoneYDeg = 0	
			Slot15.Out1.WarpTable_Filename =	
			Slot15.Out1.WarpTable = 0	
			Slot15.Out1.EDID_Filename =	
			Slot15.Out1.View = MonitorViews.View3	
			Slot15.Out1.ViewPosCode = 18	
			Slot15.Out1.AudioBars = 4	
			Slot15.Out1.Equipment =	
			Slot15.Out1.PhysicalCenterX = 0	
			Slot15.Out1.PhysicalCenterY = 0	
			Slot15.Out1.PhysicalWidth = 0	
			Slot15.Out1.PhysicalHeight = 0	
			Slot15.Out1.PhysicalPixelWidth = 0	
			Slot15.Out1.PhysicalPixelHeight = 0	
			Slot15.Out1.PhysicalBezelTop = 0	
			Slot15.Out1.PhysicalBezelBottom = 0	
			Slot15.Out1.PhysicalBezelLeft = 0	
			Slot15.Out1.PhysicalBezelRight = 0	
			Slot15.Out1.InsList = Slot3.In1	

Property Name	Syntax	Type	Example	Description
			Slot15.Out1.CutToBlack = Off Slot15.Out1.HDBaseT = <...> !Done Slot15.Out1	
FullName	Slot<n>.Out<n>.FullName	String	Slot15.Out1.FullName = Out1 !Done Slot15.Out1.FullName	Read-only. Get the full name of the Window
Status	Slot<n>.Out<n>.Status	StatusEnum	Slot15.Out1.Status = UNKNOWN !Done Slot15.Out1.Status	Read-only. Get the status of the output
Alias	Slot<n>.Out<n>.Alias	String	Slot15.Out1.Alias = s15o1 !Done Slot15.Out1.Alias	Get or set the Alias name for this output. Warning it is possible to set this value to that used by another output, in which case the other value will be set to NULL.
AspectChoice	Slot<n>.Out<n>.AspectChoice	AspectRatio	Slot15.Out1.AspectChoice = 4:3 !Done Slot15.Out1.AspectChoice	Get or set the aspect ratio for this output.
EcoMode	Slot<n>.Out<n>.EcoMode	Boolean	Slot14.Out1. EcoMode = On !Done Slot14.Out1. EcoMode	Get or set the EcoMode setting for this output. When set to On, the output is configured to allow any attached monitor to enter standby mode. This value does not persist over a power cycle. Default is Off.
DisplayType	Slot<n>.Out<n>.DisplayType	DisplayType	Slot15.Out1.DisplayType = Monitor !Done Slot15.Out1.DisplayType	Get or set the type of display connected to this output.
Resolution	Slot<n>.Out<n>.Resolution	Resolution	Slot15.Out1.Resolution = 1280x720p60 !Done Slot15.Out1.Resolution	Get or set the resolution to use on this output. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.

Property Name	Syntax	Type	Example	Description
DefaultLoRes	Slot<n>.Out<n>.DefaultLoRes	Resolution	Slot15.Out1.DefaultLoRes = 720x576i50 !Done Slot15.Out1.DefaultLoRes	Get or set the resolution to use on this output when HDCP is requested by the source but the display failed HDCP negotiation. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.
Width	Slot<n>.Out<n>.Width	Integer	Slot15.Out1.Width = 1280 !Done Slot15.Out1.Width	Read-only. Get the width of this output based on the select resolution.
Height	Slot<n>.Out<n>.Height	Integer	Slot15.Out1.Height = 720 !Done Slot15.Out1.Height	Read-only. Get the height of this output based on the select resolution.
Field_Rate	Slot<n>.Out<n>.Field_Rate	Number	Slot15.Out1.Field_Rate = 60.00 !Done Slot15.Out1.Field_Rate	Read-only. Get the field rate for this output based on the select resolution.
Frame_ip	Slot<n>.Out<n>.Frame_ip	FrameType	Slot15.Out1.Frame_ip = p !Done Slot15.Out1.Frame_ip	Read-only. Get the frame type for this output based on the select resolution.
ColourScale	Slot<n>.Out<n>.ColourScale	ColourScale	Slot15.Out1.ColourScale = Auto !Done Slot15.Out1.ColourScale	Get or set the color scale to use on this output.
GenlockSource	Slot<n>.Out<n>.GenlockSource	Input	Slot15.Out1.GenlockSource = NULL !Done Slot15.Out1.GenlockSource	Get or set the Input to be used as the genlock source for the Output. If no Genlock is to be use then the value is to be NULL.
Genlock	Slot<n>.Out<n>.Genlock	GenlockStatus	Slot15.Out1.Genlock = Off !Done Slot15.Out1.Genlock	Read-only. Get the status of genlock for this output.

Property Name	Syntax	Type	Example	Description
RawMatrixSwitch	Slot<n>.Out<n>.RawMatrixSwitch	Boolean	Slot15.Out1.RawMatrixSwitch = Off !Done Slot15.Out1.RawMatrixSwitch	Get or set the input switching mode: Off = fade though black On = freeze and cut
Audio	Slot<n>.Out<n>.Audio	FoundOff	Slot15.Out1.Audio = Off !Done Slot15.Out1.Audio	Read only. Get if there is audio available for this input.
AudOutA	Slot<n>.Out<n>.AudOutA	String	Slot15.Out1.AudOutA = NULL !Done Slot15.Out1.AudOutA	Read only. Defines the audio channel output for channel A
AudOutB	Slot<n>.Out<n>.AudOutB	String	Slot15.Out1.AudOutB = NULL !Done Slot15.Out1.AudOutB	Defines the audio channel output for channel B
AudOutC	Slot<n>.Out<n>.AudOutC	String	Slot15.Out1.AudOutC = NULL !Done Slot15.Out1.AudOutC	Defines the audio channel output for channel C
AudOutD	Slot<n>.Out<n>.AudOutD	String	Slot15.Out1.AudOutD = NULL !Done Slot15.Out1.AudOutD	Defines the audio channel output for channel D
HDCP_Active	Slot<n>.Out<n>.HDCP_Active	ActiveOff	Slot15.Out1.HDCP_Active = Off !Done Slot15.Out1.HDCP_Active	Read only. Get the HDCP status of this output.
HDCP_Downstream	Slot<n>.Out<n>.HDCP_Downstream	HDCPDownstream	Slot15.Out1.HDCP_Downstream = HoldOn !Done Slot15.Out1.HDCP_Downstream	Get or set the downstream HDCP mode.
HDMI	Slot<n>.Out<n>.HDMI	FoundNot	Slot15.Out1.HDMI = Found !Done Slot15.Out1.HDMI	Read-only. Get the detected HDMI status.
GammaRed	Slot<n>.Out<n>.GammaRed	Number	Slot15.Out1.GammaRed = 1 !Done Slot15.Out1.GammaRed	Get or set the red gamma value for this output Range: 0.30 to 2.00
GammaGreen	Slot<n>.Out<n>.GammaGreen	Number	Slot15.Out1.GammaGreen = 1 !Done Slot15.Out1.GammaGreen	Get or set the green gamma value for this output Range: 0.30 to 2.00
GammaBlue	Slot<n>.Out<n>.GammaBlue	Number	Slot15.Out1.GammaBlue = 1 !Done Slot15.Out1.GammaBlue	Get or set the blue gamma value for this output Range: 0.30 to 2.00

Property Name	Syntax	Type	Example	Description
SCurve	Slot\<n>.Out\<n>.SCurve	Number	Slot15.Out1.SCurve = 1 !Done Slot15.Out1.SCurve	Get or set the SCurve value for this output. (brightness curve) Range: 0.30 to 2.00
RightOverlap	Slot\<n>.Out\<n>.RightOverlap	Integer	Slot15.Out1.RightOverlap = 80 !Done Slot15.Out1.RightOverlap	
TopOverlap	Slot\<n>.Out\<n>.TopOverlap	Integer	Slot15.Out1.TopOverlap = 80 !Done Slot15.Out1.TopOverlap	
BottomOverlap	Slot\<n>.Out\<n>.BottomOverlap	Integer	Slot15.Out1.BottomOverlap = 80 !Done Slot15.Out1.BottomOverlap	
LeftEBPos	Slot\<n>.Out\<n>.LeftEBPos	Integer	Slot15.Out1.LeftEBPos = -511 !Done Slot15.Out1.LeftEBPos	
RightEBPos	Slot\<n>.Out\<n>.RightEBPos	Integer	Slot15.Out1.RightEBPos = 511 !Done Slot15.Out1.RightEBPos	
TopEBPos	Slot\<n>.Out\<n>.TopEBPos	Integer	Slot15.Out1.TopEBPos = -383 !Done Slot15.Out1.TopEBPos	
BottomEBPos	Slot\<n>.Out\<n>.BottomEBPos	Integer	Slot15.Out1.BottomEBPos = 383 !Done Slot15.Out1.BottomEBPos	
Centre_BB	Slot\<n>.Out\<n>.Centre_BB	Integer	Slot15.Out1.Centre_BB = 0 !Done Slot15.Out1.Centre_BB	
Left_BB	Slot\<n>.Out\<n>.Left_BB	Integer	Slot15.Out1.Left_BB = 0 !Done Slot15.Out1.Left_BB	
Right_BB	Slot\<n>.Out\<n>.Right_BB	Integer	Slot15.Out1.Right_BB = 0 !Done Slot15.Out1.Right_BB	
Top_BB	Slot\<n>.Out\<n>.Top_BB	Integer	Slot15.Out1.Top_BB = 0 !Done Slot15.Out1.Top_BB	
Bottom_BB	Slot\<n>.Out\<n>.Bottom_BB	Integer	Slot15.Out1.Bottom_BB = 0 !Done Slot15.Out1.Bottom_BB	
EDID_Filename	Slot\<n>.Out\<n>.EDID_Filename	String	Slot15.Out1.EDID_Filename = !Done Slot15.Out1.EDID_Filename	Get or set the EDID file in any currently being used for this output.

Property Name	Syntax	Type	Example	Description
View	Slot<n>.Out<n>.View	String	Slot15.Out1.View = MonitorViews.View3 !Done Slot15.Out1.View	This attribute will only show when there is a Monitor Card in the system. Get or set the view to show on the Monitor Card.
ViewPosCode	Slot<n>.Out<n>.ViewPosCode	Integer	Slot15.Out1.ViewPosCode = 18 !Done Slot15.Out1.ViewPosCode	This attribute will only show when there is a Monitor Card in the system. Get or set the view position for this output on the Monitor Card.
AudioBars	Slot<n>.Out<n>.AudioBars	Integer	Slot15.Out1.AudioBars = 4 !Done Slot15.Out1.AudioBars	Get or set the number of audio bars to show for this output on the Monitor Card. The range is 0 to the number of audio channels.
InsList	Slot<n>.Out<n>.InsList	List	Slot15.Out1.InsList = NULL !Done Slot15.Out1.InsList	Read only. Get or set the list of inputs routed to this output.
CutToBlack	Slot<n>.Out<n>.CutToBlack	Boolean	Slot15.Out1.CutToBlack = Off !Done Slot15.Out1.CutToBlack	Get or set the output to black. When setting multiple outputs to black it is recommended to surround them with startbatch() endbatch() to synchronise output blanking
HDBaseT	Slot<n>.Out<n>.HDBaseT	Sub-Menu	Slot15.Out1.HDBaseT = <...>	List the HDBaseT specific attributes for this card. See the **HDBASE-T** Sub-Menu section below.
FramelockSource	Slot<n>.Out<n>.FramelockSource	Input	Slot15.Out1.FramelockSource = NULL !Done Slot15.Out1.FramelockSource	Get or set the source to use for Frame-lock.
FramelockEnable	Slot<n>.Out<n>.FramelockEnable	Boolean	Slot15.Out1.FramelockEnable = Off !Done Slot15.Out1.FramelockEnable	Get or set to use Frame-lock.
FramelockStatus	Slot<n>.Out<n>.FramelockStatus	FramelockStatus	Slot15.Out1.FramelockStatus = Unlocked !Done Slot15.Out1.FramelockStatus	Read only. Get if this output is locked to the Frame-lock source.

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

Methods

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

HDMI Output Module

This section covers the following modules:

    AK62, AK68, AK75, AK88 HDMI 1 output 4k

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

Properties

Property Name	Syntax	Type	Example	Description
Slot<n>	Slot<n>	List	Slot15.Cardtype = HDMI 4K 1-out Slot15.Carddata = <...> Slot15.Out1 = <...> Slot15.PhaseRetrain() Slot15.Module_Resolutions() Slot15.Resolutions = <...> !Done Slot15	List the properties of the card in this slot or "NO CARD" if the slot is empty.
Cardtype	Slot<n>.Cardtype	CardTypeEnum	Slot15.Cardtype = HDMI 4K 1-out !Done Slot15.Cardtype	Read-only. Get the type of the card in this slot
Out<n>	Slot<n>.Out<n>	List	Slot15.Out1 Slot15.Out1.FullName = Out1 Slot15.Out1.Status = UNKNOWN Slot15.Out1.Alias = s13o1 Slot15.Out1.AspectChoice = 4:3 Slot15.Out1.DisplayType = Monitor Slot15.Out1.Resolution = 2048x1152p60 Slot15.Out1.DefaultLoRes = 720x576i50 Slot15.Out1.Width = 2048 Slot15.Out1.Height = 1152 Slot15.Out1.Field_Rate = 59.99 Slot15.Out1.Frame_ip = p Slot15.Out1.AnalogType = RGBHV Slot15.Out1.ColourScale = Auto	List the properties for an Output on the given Slot. Where Out<n> is the output on the card.

Property Name	Syntax	Type	Example	Description
			Slot15.Out1.Dither = Off	
			Slot15.Out1.GenlockSource = NULL	
			Slot15.Out1.Genlock = Off	
			Slot15.Out1.RawMatrixSwitch = Off	
			Slot15.Out1.ForceLinkRefresh()	
			Slot15.Out1.HDCP_Active = Active	
			Slot15.Out1.HDCP_Downstream = HoldOn	
			Slot15.Out1.HDMI = Found	
			Slot15.Out1.Layout = Layout2	
			Slot15.Out1.WidthInLayout = 3840	
			Slot15.Out1.HeightInLayout = 2160	
			Slot15.Out1.LayoutXCentre = 23	
			Slot15.Out1.LayoutYCentre = 43	
			Slot15.Out1.RotateOutDeg = 0	
			Slot15.Out1.HFlip = Off	
			Slot15.Out1.VFlip = Off	
			Slot15.Out1.GammaRed = 1	
			Slot15.Out1.GammaGreen = 1	
			Slot15.Out1.GammaBlue = 1	
			Slot15.Out1.SCurve = 0.30	
			Slot15.Out1.EdgeBlend_Mode = Off	
			Slot15.Out1.OuterGrid = Off	
			Slot15.Out1.InnerGrid = Off	
			Slot15.Out1.LeftOverlap = 80	
			Slot15.Out1.RightOverlap = 80	
			Slot15.Out1.TopOverlap = 80	
			Slot15.Out1.BottomOverlap = 80	
			Slot15.Out1.LeftEBPos = 0	
			Slot15.Out1.RightEBPos = 0	
			Slot15.Out1.TopEBPos = 0	
			Slot15.Out1.BottomEBPos = 0	

Property Name	Syntax	Type	Example	Description
			Slot15.Out1.Centre_BB = 0	
			Slot15.Out1.Left_BB = 0	
			Slot15.Out1.Right_BB = 0	
			Slot15.Out1.Top_BB = 0	
			Slot15.Out1.Bottom_BB = 0	
			Slot15.Out1.ProjectorWidthDeg = 30	
			Slot15.Out1.ProjectorHeightDeg = 30	
			Slot15.Out1.KeystoneXDeg = 0	
			Slot15.Out1.KeystoneYDeg = 0	
			Slot15.Out1.WarpTable_Filename =	
			Slot15.Out1.WarpTable = 0	
			Slot15.Out1.EDID_Filename =	
			Slot15.Out1.Equipment = "Default 4K 55 inch 16:9 Display"	
			Slot15.Out1.PhysicalCenterX = 7244	
			Slot15.Out1.PhysicalCenterY = 13530	
			Slot15.Out1.PhysicalWidth = 1211488	
			Slot15.Out1.PhysicalHeight = 681461	
			Slot15.Out1.PhysicalPixelWidth = 3840	
			Slot15.Out1.PhysicalPixelHeight = 2160	
			Slot15.Out1.PhysicalBezelTop = 10000	
			Slot15.Out1.PhysicalBezelBottom = 10000	
			Slot15.Out1.PhysicalBezelLeft = 10000	
			Slot15.Out1.PhysicalBezelRight = 10000	
			Slot15.Out1.InsList = Slot4.In1	
			Slot15.Out1.CutToBlack = Off	
			Slot15.Out1.FramelockSource = NULL	
			Slot15.Out1.FramelockEnable = Off	
			Slot15.Out1.FramelockStatus = Unlocked	
			Slot15.Out1.DriveStrengthBoost = 0	
			!Done Slot15.Out1	

Property Name	Syntax	Type	Example	Description
FullName	Slot<n>.Out<n>.FullName	String	Slot15.Out1.FullName = Out1 !Done Slot15.Out1.FullName	Read-only. Get the full name of the Window
Status	Slot<n>.Out<n>.Status	StatusEnum	Slot15.Out1.Status = UNKNOWN !Done Slot15.Out1.Status	Read-only. Get the status of the output
Alias	Slot<n>.Out<n>.Alias	String	Slot15.Out1.Alias = s15o1 !Done Slot15.Out1.Alias	Get or set the Alias name for this output. Warning it is possible to set this value to that used by another output, in which case the other value will be set to NULL.
AspectChoice	Slot<n>.Out<n>.AspectChoice	AspectRatio	Slot15.Out1.AspectChoice = 4:3 !Done Slot15.Out1.AspectChoice	Get or set the aspect ratio for this output.
EcoMode	Slot<n>.Out<n>.EcoMode	Boolean	Slot14.Out1. EcoMode = On !Done Slot14.Out1. EcoMode	Get or set the EcoMode setting for this output. When set to On, the output is configured to allow any attached monitor to enter standby mode. This value does not persist over a power cycle. Default is Off.
DisplayType	Slot<n>.Out<n>.DisplayType	DisplayType	Slot15.Out1.DisplayType = Monitor !Done Slot15.Out1.DisplayType	Get or set the type of display connected to this output.
Resolution	Slot<n>.Out<n>.Resolution	Resolution	Slot15.Out1.Resolution = 1280x720p60 !Done Slot15.Out1.Resolution	Get or set the resolution to use on this output. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.

Property Name	Syntax	Type	Example	Description
DefaultLoRes	Slot<n>.Out<n>.DefaultLoRes	Resolution	Slot15.Out1.DefaultLoRes = 720x576i50 !Done Slot15.Out1.DefaultLoRes	Get or set the resolution to use on this output when HDCP is requested by the source but the display failed HDCP negotiation. This must be the name of a valid resolution. For more information see Resources Resolutions Commands on page 40 above.
Width	Slot<n>.Out<n>.Width	Integer	Slot15.Out1.Width = 1280 !Done Slot15.Out1.Width	Read-only. Get the width of this output based on the select resolution.
Height	Slot<n>.Out<n>.Height	Integer	Slot15.Out1.Height = 720 !Done Slot15.Out1.Height	Read-only. Get the height of this output based on the select resolution.
Field_Rate	Slot<n>.Out<n>.Field_Rate	Number	Slot15.Out1.Field_Rate = 60.00 !Done Slot15.Out1.Field_Rate	Read-only. Get the field rate for this output based on the select resolution.
Frame_ip	Slot<n>.Out<n>.Frame_ip	FrameType	Slot15.Out1.Frame_ip = p !Done Slot15.Out1.Frame_ip	Read-only. Get the frame type for this output based on the select resolution.
ColourScale	Slot<n>.Out<n>.ColourScale	ColourScale	Slot15.Out1.ColourScale = Auto !Done Slot15.Out1.ColourScale	Get or set the color scale to use on this output.
GenlockSource	Slot<n>.Out<n>.GenlockSource	Input	Slot15.Out1.GenlockSource = NULL !Done Slot15.Out1.GenlockSource	Get or set the Input to be used as the genlock source for the Output. If no Genlock is to be use then the value is to be NULL.
Genlock	Slot<n>.Out<n>.Genlock	GenlockStatus	Slot15.Out1.Genlock = Off !Done Slot15.Out1.Genlock	Read-only. Get the status of genlock for this output.

Property Name	Syntax	Type	Example	Description
RawMatrixSwitch	Slot<n>.Out<n>.RawMatrixSwitch	Boolean	Slot15.Out1.RawMatrixSwitch = Off !Done Slot15.Out1.RawMatrixSwitch	Get or set the input switching mode: Off = fade though black On = freeze and cut
Audio	Slot<n>.Out<n>.Audio	FoundOff	Slot15.Out1.Audio = Off !Done Slot15.Out1.Audio	Read only. Get if there is audio available for this input.
AudOutA	Slot<n>.Out<n>.AudOutA	String	Slot15.Out1.AudOutA = NULL !Done Slot15.Out1.AudOutA	Read only. Defines the audio channel output for channel A
AudOutB	Slot<n>.Out<n>.AudOutB	String	Slot15.Out1.AudOutB = NULL !Done Slot15.Out1.AudOutB	Defines the audio channel output for channel B
AudOutC	Slot<n>.Out<n>.AudOutC	String	Slot15.Out1.AudOutC = NULL !Done Slot15.Out1.AudOutC	Defines the audio channel output for channel C
AudOutD	Slot<n>.Out<n>.AudOutD	String	Slot15.Out1.AudOutD = NULL !Done Slot15.Out1.AudOutD	Defines the audio channel output for channel D
HDCP_Active	Slot<n>.Out<n>.HDCP_Active	ActiveOff	Slot15.Out1.HDCP_Active = Off !Done Slot15.Out1.HDCP_Active	Read only. Get the HDCP status of this output.
HDCP_Downstream	Slot<n>.Out<n>.HDCP_Downstream	HDCPDownstream	Slot15.Out1.HDCP_Downstream = HoldOn !Done Slot15.Out1.HDCP_Downstream	Get or set the downstream HDCP mode.
HDMI	Slot<n>.Out<n>.HDMI	FoundNot	Slot15.Out1.HDMI = Found !Done Slot15.Out1.HDMI	Read-only. Get the detected HDMI status.
GammaRed	Slot<n>.Out<n>.GammaRed	Number	Slot15.Out1.GammaRed = 1 !Done Slot15.Out1.GammaRed	Get or set the red gamma value for this output Range: 0.30 to 2.00
GammaGreen	Slot<n>.Out<n>.GammaGreen	Number	Slot15.Out1.GammaGreen = 1 !Done Slot15.Out1.GammaGreen	Get or set the green gamma value for this output Range: 0.30 to 2.00
GammaBlue	Slot<n>.Out<n>.GammaBlue	Number	Slot15.Out1.GammaBlue = 1 !Done Slot15.Out1.GammaBlue	Get or set the blue gamma value for this output Range: 0.30 to 2.00

Property Name	Syntax	Type	Example	Description
SCurve	Slot\<n>.Out\<n>.SCurve	Number	Slot15.Out1.SCurve = 1 !Done Slot15.Out1.SCurve	Get or set the SCurve value for this output. (brightness curve) Range: 0.30 to 2.00
RightOverlap	Slot\<n>.Out\<n>.RightOverlap	Integer	Slot15.Out1.RightOverlap = 80 !Done Slot15.Out1.RightOverlap	
TopOverlap	Slot\<n>.Out\<n>.TopOverlap	Integer	Slot15.Out1.TopOverlap = 80 !Done Slot15.Out1.TopOverlap	
BottomOverlap	Slot\<n>.Out\<n>.BottomOverlap	Integer	Slot15.Out1.BottomOverlap = 80 !Done Slot15.Out1.BottomOverlap	
LeftEBPos	Slot\<n>.Out\<n>.LeftEBPos	Integer	Slot15.Out1.LeftEBPos = -511 !Done Slot15.Out1.LeftEBPos	
RightEBPos	Slot\<n>.Out\<n>.RightEBPos	Integer	Slot15.Out1.RightEBPos = 511 !Done Slot15.Out1.RightEBPos	
TopEBPos	Slot\<n>.Out\<n>.TopEBPos	Integer	Slot15.Out1.TopEBPos = -383 !Done Slot15.Out1.TopEBPos	
BottomEBPos	Slot\<n>.Out\<n>.BottomEBPos	Integer	Slot15.Out1.BottomEBPos = 383 !Done Slot15.Out1.BottomEBPos	
Centre_BB	Slot\<n>.Out\<n>.Centre_BB	Integer	Slot15.Out1.Centre_BB = 0 !Done Slot15.Out1.Centre_BB	
Left_BB	Slot\<n>.Out\<n>.Left_BB	Integer	Slot15.Out1.Left_BB = 0 !Done Slot15.Out1.Left_BB	
Right_BB	Slot\<n>.Out\<n>.Right_BB	Integer	Slot15.Out1.Right_BB = 0 !Done Slot15.Out1.Right_BB	
Top_BB	Slot\<n>.Out\<n>.Top_BB	Integer	Slot15.Out1.Top_BB = 0 !Done Slot15.Out1.Top_BB	
Bottom_BB	Slot\<n>.Out\<n>.Bottom_BB	Integer	Slot15.Out1.Bottom_BB = 0 !Done Slot15.Out1.Bottom_BB	
EDID_Filename	Slot\<n>.Out\<n>.EDID_Filename	String	Slot15.Out1.EDID_Filename = !Done Slot15.Out1.EDID_Filename	Get or set the EDID file in any currently being used for this output.

Property Name	Syntax	Type	Example	Description
View	Slot<n>.Out<n>.View	String	Slot15.Out1.View = MonitorViews.View3 !Done Slot15.Out1.View	This attribute will only show when there is a Monitor Card in the system. Get or set the view to show on the Monitor Card.
ViewPosCode	Slot<n>.Out<n>.ViewPosCode	Integer	Slot15.Out1.ViewPosCode = 18 !Done Slot15.Out1.ViewPosCode	This attribute will only show when there is a Monitor Card in the system. Get or set the view position for this output on the Monitor Card.
AudioBars	Slot<n>.Out<n>.AudioBars	Integer	Slot15.Out1.AudioBars = 4 !Done Slot15.Out1.AudioBars	Get or set the number of audio bars to show for this output on the Monitor Card. The range is 0 to the number of audio channels.
InsList	Slot<n>.Out<n>.InsList	List	Slot15.Out1.InsList = NULL !Done Slot15.Out1.InsList	Read only. Get or set the list of inputs routed to this output.
CutToBlack	Slot<n>.Out<n>.CutToBlack	Boolean	Slot15.Out1.CutToBlack = Off !Done Slot15.Out1.CutToBlack	Get or set the output to black. When setting multiple outputs to black it is recommended to surround them with startbatch() endbatch() to synchronise output blanking
FramelockSource	Slot<n>.Out<n>.FramelockSource	Input	Slot15.Out1.FramelockSource = NULL !Done Slot15.Out1.FramelockSource	Get or set the source to use for Frame-lock.
FramelockEnable	Slot<n>.Out<n>.FramelockEnable	Boolean	Slot15.Out1.FramelockEnable = Off !Done Slot15.Out1.FramelockEnable	Get or set to use Frame-lock.
FramelockStatus	Slot<n>.Out<n>.FramelockStatus	FramelockStatus	Slot15.Out1.FramelockStatus = Unlocked !Done Slot15.Out1.FramelockStatus	Read only. Get if this output is locked to the Frame-lock source.

Property Name	Syntax	Type	Example	Description
DriveStrengthBoost	Slot<n>.Out<n>. DriveStrengthBoost	Integer	Slot15.Out1. DriveStrengthBoost = 0 !Done Slot15.Out1. DriveStrengthBoost	Can be used to adjust the drive strength of the TMDS drivers. Value is in the range -127 to +127, defaults to 0.
Resolutions	Slot<n>	List	Slot15.Resolutions.Resolution1 = <...> Slot15.Resolutions.Resolution2 = <...> ... Slot15.Resolutions.Resolution1000 = <...> Slot15.Resolutions.Resolution1001 = <...> Slot15.Resolutions.Resolution1002 = <...> Slot15.Resolutions.Resolution1003 = <...> Slot15.Resolutions.Resolution1004 = <...> Slot15.Resolutions.Resolution1005 = <...> Slot15.Resolutions.Resolution1006 = <...> Slot15.Resolutions.Resolution1007 = <...> Slot15.Resolutions.Resolution1008 = <...> Slot15.Resolutions.Resolution1009 = <...> !Done Slot15.Resolutions	List the properties for a Resolution. Where <n> is the number of the Resolution. Note that Resolution1000 to Resolution1009 are Custom Resolutions.
Resolution<n>	Slot<n>.Resolutions.Resolution<n>	List	Slot15.Resolutions.Resolution1.Name = 640x480p60 Slot15.Resolutions.Resolution1.Aspect = 4:3 Slot15.Resolutions.Resolution1.CanFramelock = No !Done Slot15.Resolutions.Resolution1	List the properties of the selected resolution.
Name	Slot<n>.Resolutions.Resolution<n>.Name	String	Slot15.Resolutions.Resolution1.Name = 640x480p60 !Done Slot15.Resolutions.Resolution1.Name	Read only. Get the name of this resolution.

Property Name	Syntax	Type	Example	Description
Aspect	Slot<n>.Resolutions.Resolution<n>.Aspect	AspectRatio	Slot15.Resolutions.Resolution1.Aspect = 4:3 !Done Slot15.Resolutions.Resolution1.Aspect	Read only. Get or set the aspect ratio of this resolution Used assist in the signal conversion when an input and the output have different aspect ratio.

Methods

Command	Syntax	Type	Example	Description
PhaseRetrain	Slot<n>.PhaseRetrain()	void	// Module 15 phase -----------------R:::::::::R---, centres at 23, 23 (23). !Done Slot15.PhaseRetrain()	Initiates a Phase retrain for this slot
Module_Resolutions	Slot<n>.Module_Resolutions()	List	Slot15.Module_Resolutions() 720x480i59.94;4:3; 720x480p59.94;4:3; : 3840x2160p30;16:9; 3840x600p50;16:9; Empty1001;16:9; Empty1002;16:9; Empty1003;16:9; Empty1004;16:9; Empty1005;16:9; Empty1006;16:9; Empty1007;16:9; Empty1008;16:9; Empty1009;16:9; !Done Slot15.Module_Resolutions()	List all of the supported resolutions for this slot. Custom resolutions will appear at the end of the list. The list is semicolon separated.
ForceLinkRefresh	Slot<n>.Out<n>.ForceLinkRefresh()	Void	Slot15.Out1.ForceLinkRefresh() !Done Slot15.Out1.ForceLinkRefresh()	Reset the connection to the display.

Events

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

Audio Module

For use with CORIOmatrix only.

This section covers the following modules:

> AK13 Audio input/output module

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

Properties

Property Name	Syntax	Type	Example	Description

Slot\<n>	Slot\<n>	List	Slot1.Cardtype = Audio 8-in 8-out
			Slot1.Carddata = <...>
			Slot1.In1 = <...>
			Slot1.In2 = <...>
			   :
			Slot1.In8 = <...>
			Slot1.Out1 = <...>
			Slot1.Out2 = <...>
			   :
			Slot1.Out8 = <...>
			Slot1.HeadphoneSource = AESOut1
			Slot1.HeadphoneVolume = 7
			Slot1.HeadphoneMute = Off
			!Done Slot1
				List the properties of the card in this slot or "NO CARD" if the slot is empty.

Cardtype	Slot\<n>.Cardtype	CardTypeEnum	Slot1.Cardtype = Audio 8-in 8-out !Done Slot1.Cardtype	Read-only. Get the type of the card in this slot.

Property Name	Syntax	Type	Example	Description
Carddata	Slot\<n>.Carddata	void	Slot3.Carddata.BaseNo = 218092000121 Slot3.Carddata.SubNo = Slot3.Carddata.ProdNo = Slot3..Carddata.PTR = RRRRR-------- LLLLLLLLLLL---RRRRR, centres at 18, 0 (31). !Done Slot3.Carddata	Returns card specific data BaseNo: base card serial number SubNo: sub card serial number ProdNo: assembly number PTR: phase training result
In\<n>	Slot\<n>.In\<n>	List	Slot1.In1.FullName = In1 Slot1.In1.Status = Slot1.In1.Alias = s1i1 Slot1.In1.AudInA = NULL !Done Slot1.In1	List the properties for an Input on this Slot. Where In\<n> is the input on the card.
FullName	Slot\<n>.In\<n>.FullName	String	Slot1.In1.FullName = In1 !Done Slot1.In1.FullName	Read-only. Get the full name of the Window
Status	Slot\<n>.In\<n>.Status	StatusEnum	Slot1.In2.Status = !Done Slot1.In2.Status	Read-only. Get the status of the input.
Alias	Slot\<n>.In\<n>.Alias	String	Slot1.In1.Alias = s1i1 !Done Slot1.In1.Alias	Get or set the Alias name for this input. Warning it is possible to set this value to that used by another input, in which case the other value will be set to NULL.
AudInA	Slot\<n>.In\<n>.AudInA	String	Slot1.In1.AudInA = NULL !Done Slot1.In1.AudInA	Read only. Defines the audio channel input for channel A
Out\<n>	Slot\<n>.Out\<n>	List	Slot1.Out1.FullName = Out1 Slot1.Out1.Status = Slot1.Out1.Alias = s1o1 Slot1.Out1.AudOutA = NULL !Done Slot1.Out1	List the properties for an Output on this Slot. Where Out\<n> is the output on the card.
FullName	Slot\<n>.Out\<n>.FullName	String	Slot1.Out1.FullName = Out1 !Done Slot1.Out1.FullName	Read-only. Get the full name of the Window
Status	Slot\<n>.Out\<n>.Status	StatusEnum	Slot1.Out1.Status = !Done Slot1.Out1.Status	Read-only. Get the status of the output

Property Name	Syntax	Type	Example	Description
Alias	Slot\<n>.Out\<n>.Alias	String	Slot1.Out1.Alias = s1o1 !Done Slot1.Out1.Alias	Get or set the Alias name for this output. Warning it is possible to set this value to that used by another output, in which case the other value will be set to NULL.
AudOutA	Slot\<n>.Out\<n>.AudOutA	String	Slot1.Out1.AudOutA = NULL !Done Slot1.Out1.AudOutA	Read only. Defines the audio channel output for channel A
HeadphoneSource	Slot\<n>.HeadphoneSource	String	Slot1.HeadphoneSource = AESOut1 !Done Slot1.HeadphoneSource	Get or set the output that is heard using the headphone socket.
HeadphoneVolume	Slot\<n>.HeadphoneVolume	Integer	Slot1.HeadphoneVolume = 7 !Done Slot1.HeadphoneVolume	Get or set the volume of the output that is heard using the headphone socket. The volume is in the range 0-10.
HeadphoneMute	Slot\<n>.HeadphoneMute	Boolean	Slot1.HeadphoneMute = Off !Done Slot1.HeadphoneMute	Get or set whether the output that is heard using the headphone socket is muted.

HDBASE-T Sub-Menu

This section covers the following modules:

AK44 HDBaseT scaled 2 output module (See HDBASE-T Output Module)

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

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

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

Command	Syntax	Type	Example	Description
HDBaseT	Slot<n>.Out<n>.HDBaseT Slot<n>.In<n>.HDBaseT	List	Slot15.Out1.HDBaseT.CurrentMode = Auto Standard mode Slot15.Out1.HDBaseT.LocalLinkStatus = HDBASE_T_LINK_ON Slot15.Out1.HDBaseT.LocalFwVer = 1.30.37.10 Slot15.Out1.HDBaseT.CableLength = Invalid Slot15.Out1.HDBaseT.LocalHDMIStatus = HDBASE_T_HDMI_HDCP_ON Slot15.Out1.HDBaseT.MaxError = Caution: 1 : 0 : 0 : 0 Slot15.Out1.HDBaseT.RemoteFWVer = 1.30.4.0 Slot15.Out1.HDBaseT.RemoteLinkStatus = HDBASE_T_LINK_ON Slot15.Out1.HDBaseT.RemoteHDMIStatus = HDBASE_T_HDMI_HDCP_ON Slot15.Out1.HDBaseT.LocalLinkReset() Slot15.Out1.HDBaseT.RemoteLinkReset() !Done Slot15.Out1.HDBaseT	List the HDBaseT specific attributes for this card.
CurrentMode	Slot<n>.Out<n>.HDBaseTCurrentMode Slot<n>.In<n>.HDBaseTCurrentMode	HDBaseTStatus	Slot15.Out1.HDBaseT.CurrentMode = Auto Standard mode !Done Slot15.Out1.HDBaseT.CurrentMode	Read only. Get the current HTBaseT status. This comprises of the current configuration and mode.
LocalLinkStatus	Slot<n>.Out<n>.HDBaseTLocalLinkStatus Slot<n>.In<n>.HDBaseTLocalLinkStatus	HDBaseTLink	Slot15.Out1.HDBaseT.LocalLinkStatus = HDBASE_T_LINK_ON !Done Slot15.Out1.HDBaseT.LocalLinkStatus	Read only. Get the status of the local end of the link.

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

Command	Syntax	Type	Example	Description
RemoteHDMIStatus	Slot<n>.Out<n>.HDBaseTRemoteHDMIStatus Slot<n>.In<n>.HDBaseTRemoteHDMIStatus	HDBaseTHDMI	Slot15.Out1.HDBaseT.RemoteHDMIStatus = HDBASE_T_HDMI_HDCP_ON !Done Slot15.Out1.HDBaseT.RemoteHDMIStatus	Read only. Get the status of the video connection at the remote end of the link.
LocalLinkReset	Slot<n>.Out<n>.HDBaseT.LocalLinkReset() Slot<n>.In<n>.HDBaseT.LocalLinkReset()	Void	Slot15.Out1.HDBaseT.LocalLinkReset() !Done Slot15.Out1.HDBaseT.LocalLinkReset()	Reset the local end of the link.
RemoteLinkReset()	Slot<n>.Out<n>.HDBaseT.RemoteLinkReset() Slot<n>.In<n>.HDBaseT.RemoteLinkReset()	Void	Slot15.Out1.HDBaseT.RemoteLinkReset() !Done Slot15.Out1.HDBaseT.RemoteLinkReset()	Reset the remote end of the link.
SetMode	Slot<n>.Out<n>. SetMode Slot<n>.In<n>.HDBaseT. SetMode	String	Slot<n>.Out<n>. SetMode = Auto !Done s2i1.hdbaset.SetMode = Auto	Manually get and set the HDBASE-T link mode. Allowed values: Auto, LongReach, Standard. Note1: Use with caution - will only work if the device at the other end of the link is in Auto mode. Note 2: Manually set value may disagree with CurrentMode (qv). This is a function of Valens FW.

Routing Commands

Properties

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

MonitorViews Commands

For use with CORIOmatrix only.

It is possible to use MonitorViews in place of Routing. MonitorViews and either View<n> or MonitorViews.View<n> in place of Routing. MonitorViews.View<n>.

In View<n> the "<n>" represents the number of the View (for example "1" for View1).

Note that these attributes will only be available if there is a Monitor Card present.

Properties

Property Name	Syntax	Type	Example	Description
MonitorViews	MonitorViews	List	MonitorViews.View1 = <...> MonitorViews.View2 = <...> MonitorViews.View3 = <...> MonitorViews.View4 = <...> MonitorViews.AutoScaling = On MonitorViews.Auto = Off !Done MonitorViews	List of properties and submenus for the Monitor Card routing.
View<n>	View<n>	List	View1.FullName = View1 View1.Status = FREE View1.Alias = NULL View1.Canvas = Canvas1 View1.CanWidth = 896 View1.CanHeight = 512 View1.CanXCentre = -448 View1.CanYCentre = -256 View1.Zorder = 1 View1.RotateDeg = 0 View1.VNum = 34 !Done View1	List the View properties.

Property Name	Syntax	Type	Example	Description
FullName	View<n>.FullName	String	View1.FullName = View1 !Done View1.FullName	Get or set the name of this monitor view.
Alias	View<n>.Alias	String	View1.Alias = NULL !Done View1.Alias	Get or set the alias name for this View
Canvas	View<n>.Canvas	String	View1.Canvas = Canvas1 !Done View1.Canvas	Get or set the view of a thumbnail.
CanWidth	View<n>.CanWidth	Integer	View1.CanWidth = 896 !Done View1.CanWidth	Get or set the width of a thumbnail.
CanHeight	View<n>.CanHeight	Integer	View1.CanHeight = 512 !Done View1.CanHeight	Get or set the height a thumbnail.
CanXCentre	View<n>.CanXCentre	Integer	View1.CanXCentre = -448 !Done View1.CanXCentre	Get or set the horizontal location on screen of a thumbnail.
CanYCentre	View<n>.CanYCentre	Integer	View1.CanYCentre = -256 !Done View1.CanYCentre	Get or set the vertical location on screen of a thumbnail.
Zorder	View<n>.Zorder	Integer	View1.Zorder = 1 !Done View1.Zorder	Get or set the order of the thumbnails.
RotateDeg	View<n>.RotateDeg	Degrees	View1.RotateDeg = 0 !Done View1.RotateDeg	Get or set the rotation of a thumbnail in degrees.
VNum	View<n>.VNum	Integer	View1.VNum = 34 !Done View1.VNum	Get or set the thumbnail grid layout. The number is calculated from the following formula: $VNum = <x> * 16 + <y>$ For example: 1x1 grid = 1 * 16 + 1 = 17 2x2 grid = 2 * 16 + 2 = 34 2x1 grid = 2 * 16 + 1 = 33 4x4 grid = 4 * 16 + 4 = 68
AutoScaling	MonitorViews.AutoScaling	Boolean	MonitorViews.AutoScaling = On !Done MonitorViews.AutoScaling	Get or set automatic scaling of the thumbnails.

Property Name	Syntax	Type	Example	Description
Auto	MonitorViews.Auto	Boolean	MonitorViews.Auto = Off !Done MonitorViews.Auto	Get or set automatic ("On") or manual ("Off") configuration of the Monitor Card views.

Preset Commands

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

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

Properties

Property Name	Syntax	Type	Example	Description
Preset	Preset	List	Preset.PresetList() Preset.Take = 1 Preset.Read = 1 Preset.Valid = No Preset.NameRead = start Preset.CanvasRead = NULL Preset.DurationRead = 0 Preset.SeqNumRead = 0 Preset.FlagsRead = 0 Preset.SaveRead() Preset.RestoreRead() Preset.RmvPresetFileRead() Preset.SaveAllPresets() Preset.RestoreAllPresets() Preset.RemovePresetFiles() !Done Preset	List all of the preset properties.
Take	Preset.Take	Integer	Preset.Take = 1 !Done Preset.Take	Get or set the active preset (by ID number: 1-49) This is the equivalent to Preset.Read followed by Preset.RestoreRead.
Read	Preset.Read	Integer	Preset.Read = 1 !Done Preset.Read	Get or set the preset to be edited (by ID number: 1-49)

Property Name	Syntax	Type	Example	Description
Valid	Preset.Valid	Boolean	Preset.Valid = No !Done Preset.Valid	Read-only. Get if the active preset has been saved.
NameRead	Preset.NameRead	String	Preset.NameRead = start !Done Preset.NameRead	Get or set the name of the active preset. The name may be up to 19 alphanumeric characters, no spaces.

Methods

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

Events

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

CORIOmatrix Routing Commands

For use with CORIOmatrix only.

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

Properties

Command	Syntax	Type	Example	Description
Input > Output	S<n>I<n> > S<n>O<n>	Void	S3I1 > S14O1 !Done S3I1 > S14O1	Set an input to go to an output. Audio routing depends upon the audio configuration.

Note, the syntax above uses the Alias value for an input/output. If you change the factory-default Alias, the above commands need changed to match. The long hand version of the above example, to avoid using the Alias is "slot3.in1 > slot14.out1"

Custom Types

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

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

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

TypeChoice	Options for DVI cards:
	    DVI, RGBHV, RGsB, YUV, CV, YC
	Options for SDI cards
	    SDI	

WindowStatus	FREE, ALLOCATED, IN USE, NULL	