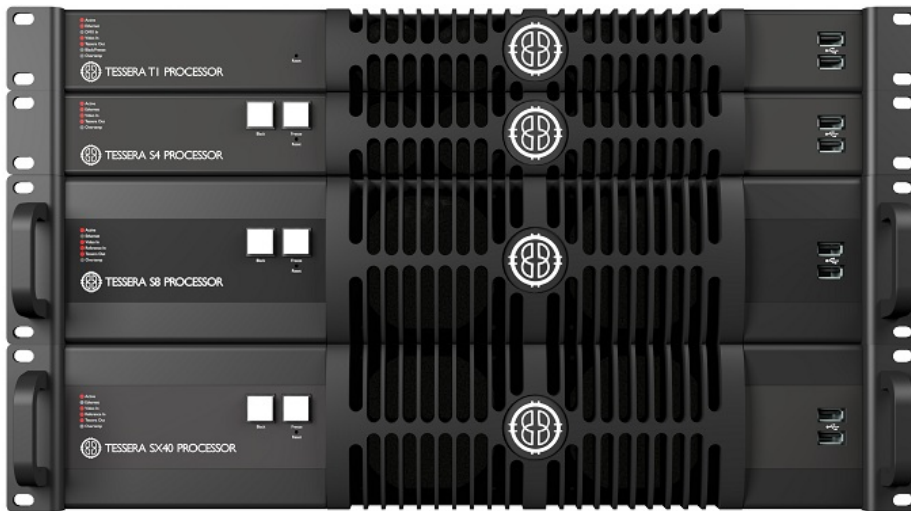


TESSERA PROCESSING IP CONTROL API

SOFTWARE VERSION: 3.3.2 (REVISION C22CFFB)

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CHANGELOG

3.3.0

- Added StarTracker enabled switch at output/network/startracker/enabled, and group StarTracker enabled and global override switches under group/items/{number}
- Added extensive new input endpoints for each port type under input/ports. input/active/resolution/height and width, and input/active/refresh-rate are now deprecated, to be removed in 3.4
- Added failover trigger endpoint at output/network/failover/actions/request-failover
- Added genlock phase offset controls under output/network/genlock/phase-offset
- Added test pattern custom colour controls under override/test-pattern/custom-colour
- Added system reboot and shutdown trigger endpoints under system/actions

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I. INTRODUCTION

As of version 3.1.0 Tessera processors support remote query and control/triggering functionality over a variety of IP-based protocols via a filesystem-like, RESTful API. This document describes how to access the information available and the format in which it is presented.

The API currently focuses on functionality needed for runtime control of the processor, it does not seek to offer all functions of the processor UI. More functionality will be added in future releases.

In order to use IP control it must be enabled in the Live Control tile in the processor user interface. The processor on the client must be on the same network and have a compatible IP address configuration.

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SUPPORTED PROTOCOLS

The following protocols are supported by the Tessera API:

- **HTTP** - standard requests via an HTTP client (e.g. web browser)
- **Commandline TCP socket** - Telnet-style text-based commands sent over TCP

Examples of use of each protocol are detailed after the generic control section. All paths, tags and commands are case-insensitive for all protocols.

2. API

DATA TYPES

The following endpoint data types are supported:

- **string**: text string of up to 128 UTF-8 encoded characters
- **bool**: boolean state, true or false
- **integer**: signed 16-bit integer, range -32768 to 32767
- **float**: floating point value
- **bytearray**: array of bytes containing binary data
- **enum**: string enumeration representing one of a discrete set of possible values

COMMANDS

- **get**: get one or more endpoints' value(s)
- **set**: set an endpoint or group of endpoints' value(s)
- **list**: show a summary of available endpoints starting from any position in the API tree
- **help**: show help text for an endpoint or directory detailing what the endpoint represents, access specifier, data format and range

Examples of each command are given in the protocol section.

ACCESS SPECIFIERS

The following access specifiers are supported:

- **R/W**: the endpoint is both readable and writable
- **R/O**: the endpoint is read-only and may not be written to
- **W/O**: the endpoint is write-only and may not be read

ERRORS

The following errors may be returned as the result of a command operation:

- **Path not found**: the requested endpoint path was not recognised
- **Bad operation**: operation was not valid, e.g. trying to set a read-only endpoint
- **Not supported**: not supported by the hardware platform or not yet implemented
- **Missing input parameter**: required input parameters are missing or malformed
- **Bad input parameter type**: one of the input parameters had an incorrect type or format
- **Bad input parameter value**: one of the input parameters had an invalid/out of range value
- **Access denied**: insufficient privilege level for the requested operation
- **No project loaded**: the target processor does not have a project loaded
- **Object not found**: the requested object (e.g. panel) was not found
- **Operation failed**: general runtime failure

DYNAMIC PATHS

Some paths in the API are dynamic in that they depend on the project configuration. For example, accessing group properties depends on what groups have been created in the project. The dynamic sections in the tree are marked with brackets, for example {number}.

3. FULL ENDPOINT REFERENCE

API TREE STRUCTURE

- api/
 - devices/
 - items/
 - {serial}/
 - type
 - statistics/
 - associated-count
 - error-count
 - online-count
 - groups/
 - items/
 - {number}/
 - brightness
 - colour-temperature
 - dark-magic/
 - enabled
 - gains/
 - blue
 - green
 - intensity
 - red
 - gamma
 - global-colour-override
 - global-gains-override
 - global-startracker-override
 - name
 - puretone/
 - enabled
 - startracker/
 - enabled
 - input/
 - active/
 - refresh-rate **(deprecated)**
 - resolution/
 - height **(deprecated)**
 - width **(deprecated)**
 - source/
 - port-number
 - port-type
 - ports/
 - dvi/
 - {dvi-port-number}/
 - controls/
 - colour-space/
 - colour
 - dvi-colour-format
 - meta-data/
 - refresh-rate
 - resolution/
 - height
 - width
 - proc-amp/
 - black-level
 - contrast
 - highlight/
 - blue
 - green
 - red
 - hue
 - saturation
 - shadow/
 - blue

```
    green
    red
hdmi/
  {hdmi-port-number}/
  controls/
    colour-space/
      colour
      info-frame-override-enabled
    hdmi-colour-format
    hdr/
      format
      pq/
        auto-brighten
        gain
        max-cll-override/
          enabled
          luminance
      quantisation-range
    meta-data/
      bit-depth
      hdr/
        format
      refresh-rate
      resolution/
        height
        width
      sampling
    proc-amp/
      black-level
      contrast
      highlight/
        blue
        green
        red
      hue
      saturation
      shadow/
        blue
        green
        red
sdi/
  {sdi-port-number}/
  controls/
    colour-space/
      colour
    hdr/
      format
      pq/
        auto-brighten
        gain
        max-cll-override/
          enabled
          luminance
    meta-data/
      refresh-rate
      resolution/
        height
        width
    proc-amp/
      black-level
      contrast
      highlight/
        blue
        green
        red
      hue
      saturation
      shadow/
        blue
        green
```

- red
- output/
 - global-colour/
 - brightness
 - colour-temperature
 - dark-magic/
 - enabled
 - gains/
 - blue
 - green
 - intensity
 - red
 - gamma
 - puretone/
 - enabled
- network/
 - bit-depth
 - cable-redundancy/
 - loops/
 - {loop-number}/
 - state
- failover/
 - actions/
 - request-failover
 - settings/
 - enabled
 - modes/
 - on-button-press
 - on-partner-fail
 - on-partner-video-fail
 - prefer-primary
 - role
 - state/
 - is-active
 - is-partner-present
 - partner-absence-duration
 - partner-name
 - partner-serial
 - partner-video-absence-duration
- frame-rate-multiplier
- frame-remapping/
 - enabled
 - frames/
 - {frame}/
 - blue
 - green
 - mode
 - red
 - x-offset
 - y-offset
- genlock/
 - internal-rate
 - phase-offset/
 - absolute/
 - lines
 - pixels
 - angle
 - fraction
 - mode
 - source
- shuttersync/
 - angle-settings/
 - custom-frame-rate
 - shutter-angle
 - use-custom-frame-rate
 - mode
 - prioritise-refresh-rate
 - speed-settings/
 - shutter-speed
 - time

- startracker/
 - enabled
- override/
 - blackout/
 - enabled
 - fade-time
 - freeze/
 - enabled
 - test-pattern/
 - custom-colour/
 - blue
 - green
 - red
 - enabled
 - format
 - type
- presets/
 - active/
 - name
 - number
 - items/
 - {number}/
 - name
 - status
- processing/
 - 3d-lut/
 - data
 - enabled
 - filename
 - strength
 - colour-correct/
 - black/
 - blue
 - green
 - red
 - blue/
 - brightness
 - hue
 - saturation
 - cobalt/
 - brightness
 - hue
 - saturation
 - crimson/
 - brightness
 - hue
 - saturation
 - cyan/
 - brightness
 - hue
 - saturation
 - enabled
 - green/
 - brightness
 - hue
 - saturation
 - lime/
 - brightness
 - hue
 - saturation
 - magenta/
 - brightness
 - hue
 - saturation
 - orange/
 - brightness
 - hue
 - saturation
 - red/
 - brightness

- hue
- saturation
- turquoise/
 - brightness
- hue
- saturation
- violet/
 - brightness
- hue
- saturation
- white/
 - blue
 - green
 - red
- yellow/
 - brightness
 - hue
 - saturation
- colour-replace/
 - enabled
- curves/
 - enabled
- osca/
 - module-correction-enabled
 - seam-correction-enabled
- scaler/
 - enabled
- system/
 - actions/
 - reboot
 - shutdown
 - current-date-time
 - processor-type
 - software-version
 - uptime

ENDPOINTS DESCRIPTION

DEVICES

DEVICE TYPE

Path: **devices/items/{serial}/type**

Description: Device type name

Data type: string

Access Specifier: ReadOnly

ASSOCIATED DEVICES COUNT

Path: **devices/statistics/associated-count**

Description: The number of devices currently being controlled by the processor

Data type: int

Range: 0 - 2200

Access Specifier: ReadOnly

ERROR DEVICES COUNT

Path: **devices/statistics/error-count**

Description: The number of online devices currently reporting an error state

Data type: int

Range: 0 - 2048

Access Specifier: ReadOnly

ONLINE DEVICE COUNT

Path: **devices/statistics/online-count**

Description: The number of online devices currently detected by the processor

Data type: int

Range: 0 - 2048

Access Specifier: ReadOnly

GROUPS

GROUP BRIGHTNESS

Path: **groups/items/{number}/brightness**

Description: Gets or sets the group output brightness/luminance

Data type: int

Range: 0 - 10000

Access Specifier: ReadWrite

GROUP COLOUR TEMPERATURE

Path: **groups/items/{number}/colour-temperature**

Description: Gets or sets the group colour temperature

Data type: int

Range: 2000 - 11000

Access Specifier: ReadWrite

GROUP DARK MAGIC ENABLED

Path: **groups/items/{number}/dark-magic/enabled**

Description: Enables or disables group Dark Magic

Data type: bool

Access Specifier: ReadWrite

GROUP BLUE GAIN

Path: **groups/items/{number}/gains/blue**

Description: Gets or sets the value of the group blue gain

Data type: float

Range: 0 - 100

Decimal places: 2

Access Specifier: ReadWrite

GROUP GREEN GAIN

Path: **groups/items/{number}/gains/green**

Description: Gets or sets the value of the group green gain

Data type: float

Range: 0 - 100

Decimal places: 2

Access Specifier: ReadWrite

GROUP INTENSITY GAIN

Path: **groups/items/{number}/gains/intensity**

Description: Gets or sets the value of the group intensity gain

Data type: float

Range: 0 - 100

Decimal places: 2

Access Specifier: ReadWrite

GROUP RED GAIN

Path: **groups/items/{number}/gains/red**

Description: Gets or sets the value of the group red gain

Data type: float

Range: 0 - 100

Decimal places: 2
Access Specifier: ReadWrite

GROUP OUTPUT GAMMA

Path: **groups/items/{number}/gamma**
Description: Gets or sets the group gamma value
Data type: float
Range: 0.2 - 4.0
Decimal places: 2
Access Specifier: ReadWrite

GROUP GLOBAL COLOUR OVERRIDE

Path: **groups/items/{number}/global-colour-override**
Description: Enables or disables group global colour override
Data type: bool
Access Specifier: ReadWrite

GROUP GLOBAL GAINS OVERRIDE

Path: **groups/items/{number}/global-gains-override**
Description: Enables or disables group global gains override
Data type: bool
Access Specifier: ReadWrite

GROUP GLOBAL STARTRACKER OVERRIDE

Path: **groups/items/{number}/global-startracker-override**
Description: Enables or disables global StarTracker override for this group
Data type: bool
Access Specifier: ReadWrite

GROUP NAME

Path: **groups/items/{number}/name**
Description: Gets or sets the group name
Data type: string
Access Specifier: ReadWrite

GROUP PURE TONE ENABLED

Path: **groups/items/{number}/puretone/enabled**
Description: Enables or disables group PureTone
Data type: bool
Access Specifier: ReadWrite

GROUP STARTRACKER ENABLED

Path: **groups/items/{number}/startracker/enabled**
Description: Enables or disables markers in group StarTracker override
Data type: bool
Access Specifier: ReadWrite

INPUT

INPUT REFRESH RATE

Path: **input/active/refresh-rate**
Description: Active video input refresh rate
Data type: float
Range: 24 - 250
Decimal places: 1
Access Specifier: ReadOnly

INPUT RESOLUTION HEIGHT

Path: **input/active/resolution/height**

Description: Active video input height

Data type: int

Range: 32 - 4095

Access Specifier: ReadOnly

INPUT RESOLUTION WIDTH

Path: **input/active/resolution/width**

Description: Active video input width

Data type: int

Range: 32 - 4096

Access Specifier: ReadOnly

INPUT PORT NUMBER

Path: **input/active/source/port-number**

Description: Which physical port instance is currently enabled for video input. For example, SDI A = port 1, SDI B = port 2. The available number of port instances for any port type will vary based on the processor hardware variant.

Data type: int

Range: 1 - 2

Access Specifier: ReadWrite

INPUT PORT TYPE

Path: **input/active/source/port-type**

Description: Which physical port instance is currently enabled for video input. The available types will vary based on the processor hardware variant.

Data type: enum

Supported values: dvi, hdmi, sdi

Access Specifier: ReadWrite

DVI INPUT COLOUR SPACE

Path: **input/ports/dvi/{dvi-port-number}/controls/colour-space/colour**

Description: Gets or sets the colour space used for the incoming DVI content

Data type: enum

Supported values: rec-2020, dci-p3, rec-709, aces-cg, custom

Access Specifier: ReadWrite

INPUT DVI COLOUR FORMAT

Path: **input/ports/dvi/{dvi-port-number}/controls/dvi-colour-format**

Description: Gets or sets the colour format applied by the processor to the input for DVI input

Data type: enum

Supported values: rgb, ypbpr601, ypbpr709

Access Specifier: ReadWrite

DVI INPUT REFRESH RATE

Path: **input/ports/dvi/{dvi-port-number}/meta-data/refresh-rate**

Description: DVI input refresh rate

Data type: float

Range: 24 - 250

Decimal places: 1

Access Specifier: ReadOnly

DVI INPUT RESOLUTION HEIGHT

Path: **input/ports/dvi/{dvi-port-number}/meta-data/resolution/height**

Description: DVI input height

Data type: int

Range: 32 - 4095

Access Specifier: ReadOnly

DVI INPUT RESOLUTION WIDTH

Path: **input/ports/dvi/{dvi-port-number}/meta-data/resolution/width**

Description: DVI input width

Data type: int

Range: 32 - 4096

Access Specifier: ReadOnly

INPUT BLACK LEVEL

Path: **input/ports/dvi/{dvi-port-number}/proc-amp/black-level**

Description: Gets or sets black level of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

INPUT CONTRAST

Path: **input/ports/dvi/{dvi-port-number}/proc-amp/contrast**

Description: Gets or sets contrast of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

BLUE HIGHLIGHT

Path: **input/ports/dvi/{dvi-port-number}/proc-amp/highlight/blue**

Description: Gets or sets blue highlight of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

GREEN HIGHLIGHT

Path: **input/ports/dvi/{dvi-port-number}/proc-amp/highlight/green**

Description: Gets or sets green highlight of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

RED HIGHLIGHT

Path: **input/ports/dvi/{dvi-port-number}/proc-amp/highlight/red**

Description: Gets or sets red highlight of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

INPUT HUE

Path: **input/ports/dvi/{dvi-port-number}/proc-amp/hue**

Description: Gets or sets hue of a video input. 0° is the passthrough value

Data type: int

Range: -180 - 180

Access Specifier: ReadWrite

INPUT SATURATION

Path: **input/ports/dvi/{dvi-port-number}/proc-amp/saturation**

Description: Gets or sets saturation of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

BLUE SHADOW

Path: **input/ports/dvi/{dvi-port-number}/proc-amp/shadow/blue**

Description: Gets or sets blue shadow of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

GREEN SHADOW

Path: **input/ports/dvi/{dvi-port-number}/proc-amp/shadow/green**

Description: Gets or sets green shadow of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

RED SHADOW

Path: **input/ports/dvi/{dvi-port-number}/proc-amp/shadow/red**

Description: Gets or sets red shadow of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

HDMI INPUT COLOUR SPACE

Path: **input/ports/hdmi/{hdmi-port-number}/controls/colour-space/colour**

Description: Gets or sets the colour space used for the incoming HDMI content

Data type: enum

Supported values: rec-2020, dci-p3, rec-709, aces-cg, custom

Access Specifier: ReadWrite

INFOFRAME OVERRIDE ENABLED

Path: **input/ports/hdmi/{hdmi-port-number}/controls/colour-space/info-frame-override-enabled**

Description: Enables or disables InfoFrame override

Data type: bool

Access Specifier: ReadWrite

HDMI INPUT COLOUR FORMAT

Path: **input/ports/hdmi/{hdmi-port-number}/controls/hdmi-colour-format**

Description: Gets or sets the colour format applied by the processor to the input for HDMI input

Data type: enum

Supported values: from-input, rgb, ycbcr

Access Specifier: ReadWrite

HDMI INPUT HDR FORMAT OVERRIDE

Path: **input/ports/hdmi/{hdmi-port-number}/controls/hdr/format**

Description: Gets or sets the HDR format applied by the processor to the input for HDMI input

Data type: enum

Supported values: from-input, standard-dynamic-range, perceptual-quantiser, hybrid-log-gamma

Access Specifier: ReadWrite

HDMI PQ AUTO BRIGHTEN

Path: **input/ports/hdmi/{hdmi-port-number}/controls/hdr/pq/auto-brighten**

Description: Enables or disables PQ auto brighten for HDMI input

Data type: bool

Access Specifier: ReadWrite

HDMI PQ GAIN

Path: **input/ports/hdmi/{hdmi-port-number}/controls/hdr/pq/gain**

Description: Gets or sets the value of the PQ gain for HDMI input

Data type: float

Range: 0.1 - 10.0

Decimal places: 2
Access Specifier: ReadWrite

HDMI PQ MAXCLL OVERRIDE ENABLED

Path: **input/ports/hdmi/{hdmi-port-number}/controls/hdr/pq/max-cll-override/enabled**
Description: Enables or disables PQ MaxCLL override for HDMI input
Data type: bool
Access Specifier: ReadWrite

HDMI PQ MAXCLL OVERRIDE LUMINANCE

Path: **input/ports/hdmi/{hdmi-port-number}/controls/hdr/pq/max-cll-override/luminance**
Description: Gets or sets the value of the PQ MaxCLL override luminance for HDMI input
Data type: int
Range: 1 - 10000
Access Specifier: ReadWrite

HDMI INPUT QUANTISATION RANGE

Path: **input/ports/hdmi/{hdmi-port-number}/controls/quantisation-range**
Description: Gets or sets the quantisation range applied by the processor to the HDMI input
Data type: enum
Supported values: from-input, full, limited
Access Specifier: ReadWrite

HDMI INPUT BIT DEPTH

Path: **input/ports/hdmi/{hdmi-port-number}/meta-data/bit-depth**
Description: Gets bit depth of HDMI video input. Valid values are 8, 10, and 12
Data type: int
Range: 8 - 12
Access Specifier: ReadOnly

HDMI INPUT HDR FORMAT

Path: **input/ports/hdmi/{hdmi-port-number}/meta-data/hdr/format**
Description: HDR format reported by the HDMI input
Data type: enum
Supported values: standard-dynamic-range, perceptual-quantiser, hybrid-log-gamma
Access Specifier: ReadOnly

HDMI INPUT REFRESH RATE

Path: **input/ports/hdmi/{hdmi-port-number}/meta-data/refresh-rate**
Description: Hdmi input refresh rate
Data type: float
Range: 24 - 250
Decimal places: 1
Access Specifier: ReadOnly

HDMI INPUT RESOLUTION HEIGHT

Path: **input/ports/hdmi/{hdmi-port-number}/meta-data/resolution/height**
Description: HDMI input height
Data type: int
Range: 32 - 4095
Access Specifier: ReadOnly

HDMI INPUT RESOLUTION WIDTH

Path: **input/ports/hdmi/{hdmi-port-number}/meta-data/resolution/width**
Description: HDMI input width
Data type: int
Range: 32 - 4096
Access Specifier: ReadOnly

HDMI INPUT SAMPLING

Path: **input/ports/hdmi/{hdmi-port-number}/meta-data/sampling**

Description: Gets current HDMI sampling scheme

Data type: enum

Supported values: rgb, ycbcr422, ycbcr444, ycbcr420

Access Specifier: ReadOnly

INPUT BLACK LEVEL

Path: **input/ports/hdmi/{hdmi-port-number}/proc-amp/black-level**

Description: Gets or sets black level of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

INPUT CONTRAST

Path: **input/ports/hdmi/{hdmi-port-number}/proc-amp/contrast**

Description: Gets or sets contrast of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

BLUE HIGHLIGHT

Path: **input/ports/hdmi/{hdmi-port-number}/proc-amp/highlight/blue**

Description: Gets or sets blue highlight of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

GREEN HIGHLIGHT

Path: **input/ports/hdmi/{hdmi-port-number}/proc-amp/highlight/green**

Description: Gets or sets green highlight of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

RED HIGHLIGHT

Path: **input/ports/hdmi/{hdmi-port-number}/proc-amp/highlight/red**

Description: Gets or sets red highlight of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

INPUT HUE

Path: **input/ports/hdmi/{hdmi-port-number}/proc-amp/hue**

Description: Gets or sets hue of a video input. 0° is the passthrough value

Data type: int

Range: -180 - 180

Access Specifier: ReadWrite

INPUT SATURATION

Path: **input/ports/hdmi/{hdmi-port-number}/proc-amp/saturation**

Description: Gets or sets saturation of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

BLUE SHADOW

Path: **input/ports/hdmi/{hdmi-port-number}/proc-amp/shadow/blue**

Description: Gets or sets blue shadow of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

GREEN SHADOW

Path: **input/ports/hdmi/{hdmi-port-number}/proc-amp/shadow/green**

Description: Gets or sets green shadow of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

RED SHADOW

Path: **input/ports/hdmi/{hdmi-port-number}/proc-amp/shadow/red**

Description: Gets or sets red shadow of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

SDI INPUT COLOUR SPACE

Path: **input/ports/sdi/{sdi-port-number}/controls/colour-space/colour**

Description: Gets or sets the colour space used for the incoming SDI content

Data type: enum

Supported values: rec-2020, dci-p3, rec-709, aces-cg, custom

Access Specifier: ReadWrite

SDI INPUT HDR FORMAT OVERRIDE

Path: **input/ports/sdi/{sdi-port-number}/controls/hdr/format**

Description: Gets or sets the HDR format applied by the processor to the input for SDI input

Data type: enum

Supported values: from-input, standard-dynamic-range, perceptual-quantiser, hybrid-log-gamma

Access Specifier: ReadWrite

SDI PQ AUTO BRIGHTEN

Path: **input/ports/sdi/{sdi-port-number}/controls/hdr/pq/auto-brighten**

Description: Enables or disables PQ auto brighten for SDI input

Data type: bool

Access Specifier: ReadWrite

SDI PQ GAIN

Path: **input/ports/sdi/{sdi-port-number}/controls/hdr/pq/gain**

Description: Gets or sets the value of the PQ gain for SDI input

Data type: float

Range: 0.1 - 10.0

Decimal places: 2

Access Specifier: ReadWrite

SDI PQ MAXCLL OVERRIDE ENABLED

Path: **input/ports/sdi/{sdi-port-number}/controls/hdr/pq/max-cll-override/enabled**

Description: Enables or disables PQ MaxCLL override for SDI input

Data type: bool

Access Specifier: ReadWrite

SDI PQ MAXCLL OVERRIDE LUMINANCE

Path: **input/ports/sdi/{sdi-port-number}/controls/hdr/pq/max-cll-override/luminance**

Description: Gets or sets the value of the PQ MaxCLL override luminance for SDI input

Data type: int

Range: 1 - 10000
Access Specifier: ReadWrite

SDI INPUT REFRESH RATE

Path: **input/ports/sdi/{sdi-port-number}/meta-data/refresh-rate**
Description: SDI input refresh rate
Data type: float
Range: 24 - 250
Decimal places: 1
Access Specifier: ReadOnly

SDI INPUT RESOLUTION HEIGHT

Path: **input/ports/sdi/{sdi-port-number}/meta-data/resolution/height**
Description: SDI input height
Data type: int
Range: 32 - 4095
Access Specifier: ReadOnly

SDI INPUT RESOLUTION WIDTH

Path: **input/ports/sdi/{sdi-port-number}/meta-data/resolution/width**
Description: SDI input width
Data type: int
Range: 32 - 4096
Access Specifier: ReadOnly

INPUT BLACK LEVEL

Path: **input/ports/sdi/{sdi-port-number}/proc-amp/black-level**
Description: Gets or sets black level of a video input. 100% is the passthrough value
Data type: int
Range: 0 - 200
Access Specifier: ReadWrite

INPUT CONTRAST

Path: **input/ports/sdi/{sdi-port-number}/proc-amp/contrast**
Description: Gets or sets contrast of a video input. 100% is the passthrough value
Data type: int
Range: 0 - 200
Access Specifier: ReadWrite

BLUE HIGHLIGHT

Path: **input/ports/sdi/{sdi-port-number}/proc-amp/highlight/blue**
Description: Gets or sets blue highlight of a video input. 100% is the passthrough value
Data type: int
Range: 0 - 200
Access Specifier: ReadWrite

GREEN HIGHLIGHT

Path: **input/ports/sdi/{sdi-port-number}/proc-amp/highlight/green**
Description: Gets or sets green highlight of a video input. 100% is the passthrough value
Data type: int
Range: 0 - 200
Access Specifier: ReadWrite

RED HIGHLIGHT

Path: **input/ports/sdi/{sdi-port-number}/proc-amp/highlight/red**
Description: Gets or sets red highlight of a video input. 100% is the passthrough value
Data type: int
Range: 0 - 200

Access Specifier: ReadWrite

INPUT HUE

Path: **input/ports/sdi/{sdi-port-number}/proc-amp/hue**

Description: Gets or sets hue of a video input. 0Å° is the passthrough value

Data type: int

Range: -180 - 180

Access Specifier: ReadWrite

INPUT SATURATION

Path: **input/ports/sdi/{sdi-port-number}/proc-amp/saturation**

Description: Gets or sets saturation of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

BLUE SHADOW

Path: **input/ports/sdi/{sdi-port-number}/proc-amp/shadow/blue**

Description: Gets or sets blue shadow of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

GREEN SHADOW

Path: **input/ports/sdi/{sdi-port-number}/proc-amp/shadow/green**

Description: Gets or sets green shadow of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

RED SHADOW

Path: **input/ports/sdi/{sdi-port-number}/proc-amp/shadow/red**

Description: Gets or sets red shadow of a video input. 100% is the passthrough value

Data type: int

Range: 0 - 200

Access Specifier: ReadWrite

OUTPUT

OUTPUT BRIGHTNESS

Path: **output/global-colour/brightness**

Description: Write -1 to reset output brightness to calculated common maximum for available fixtures.

Data type: int

Range: -1 - 10000

Access Specifier: ReadWrite

OUTPUT COLOUR TEMPERATURE

Path: **output/global-colour/colour-temperature**

Description: Gets or sets the output colour temperature

Data type: int

Range: 2000 - 11000

Access Specifier: ReadWrite

DARK MAGIC ENABLED

Path: **output/global-colour/dark-magic/enabled**

Description: Enables or disables the processor's Dark Magic feature

Data type: bool
Access Specifier: ReadWrite

BLUE GAIN

Path: **output/global-colour/gains/blue**
Description: Gets or sets the value of the output blue gain
Data type: float
Range: 0 - 100
Decimal places: 2
Access Specifier: ReadWrite

GREEN GAIN

Path: **output/global-colour/gains/green**
Description: Gets or sets the value of the output green gain
Data type: float
Range: 0 - 100
Decimal places: 2
Access Specifier: ReadWrite

INTENSITY GAIN

Path: **output/global-colour/gains/intensity**
Description: Gets or sets the value of the output intensity gain
Data type: float
Range: 0 - 100
Decimal places: 2
Access Specifier: ReadWrite

RED GAIN

Path: **output/global-colour/gains/red**
Description: Gets or sets the value of the output red gain
Data type: float
Range: 0 - 100
Decimal places: 2
Access Specifier: ReadWrite

OUTPUT GAMMA

Path: **output/global-colour/gamma**
Description: Gets or sets the value of the output gamma
Data type: float
Range: 0.2 - 4.0
Decimal places: 2
Access Specifier: ReadWrite

PURE TONE ENABLED

Path: **output/global-colour/puretone/enabled**
Description: Enables or disables PureTone
Data type: bool
Access Specifier: ReadWrite

NETWORK BIT DEPTH

Path: **output/network/bit-depth**
Description: Gets or sets bit depth of video output. Valid values are 8, 10, and 12
Data type: int
Range: 8 - 12
Access Specifier: ReadWrite

REDUNDANT CABLE LOOP STATE

Path: **output/network/cable-redundancy/loops/{loop-number}/state**

Description: Current state of cable loop redundancy on the processor
Data type: enum
Supported values: loop-found, no-loop-found, incorrect-loop-found, one-to-many-error
Access Specifier: ReadOnly

REQUEST FAILOVER

Path: **output/network/failover/actions/request-failover**
Description: Send an empty string to activate processor redundancy
Data type: string
Access Specifier: WriteOnly

FAILOVER ENABLED

Path: **output/network/failover/settings/enabled**
Description: Enables or disables failover mode on the processor
Data type: bool
Access Specifier: ReadWrite

BUTTON PRESS FAILOVER MODE ENABLED

Path: **output/network/failover/settings/modes/on-button-press**
Description: Enables or disables failover to backup processor when the processor's Blackout/Freeze buttons are pushed
Data type: bool
Access Specifier: ReadWrite

PARTNER FAILOVER MODE ENABLED

Path: **output/network/failover/settings/modes/on-partner-fail**
Description: Enables or disables partner processor failover when processor failure is detected (e.g. the processor loses power)
Data type: bool
Access Specifier: ReadWrite

PARTNER VIDEO FAILOVER MODE ENABLED

Path: **output/network/failover/settings/modes/on-partner-video-fail**
Description: Enables or disables partner processor failover on video signal loss
Data type: bool
Access Specifier: ReadWrite

PREFER PRIMARY FAILOVER MODE ENABLED

Path: **output/network/failover/settings/modes/prefer-primary**
Description: If prefer primary processor failover mode is activated, when primary processor is functioning correctly, it will be automatically always be the active processor
Data type: bool
Access Specifier: ReadWrite

FAILOVER ROLE

Path: **output/network/failover/settings/role**
Description: Is processor's failover role Primary or Backup
Data type: enum
Supported values: primary, backup
Access Specifier: ReadOnly

FAILOVER IS ACTIVE

Path: **output/network/failover/state/is-active**
Description: Whether failover is active on the processor
Data type: bool
Access Specifier: ReadOnly

FAILOVER PARTNER IS ONLINE

Path: **output/network/failover/state/is-partner-present**

Description: Whether the backup processor is currently online and detected

Data type: bool

Access Specifier: ReadOnly

FAILOVER PARTNER ABSENCE DURATION

Path: **output/network/failover/state/partner-absence-duration**

Description: How long the backup processor has been absent for

Data type: string

Access Specifier: ReadOnly

FAILOVER PARTNER NAME

Path: **output/network/failover/state/partner-name**

Description: Name of the backup processor

Data type: string

Access Specifier: ReadOnly

FAILOVER PARTNER SERIAL

Path: **output/network/failover/state/partner-serial**

Description: Serial number of the backup processor

Data type: string

Access Specifier: ReadOnly

FAILOVER PARTNER VIDEO ABSENCE DURATION

Path: **output/network/failover/state/partner-video-absence-duration**

Description: Time since backup processor video source was last detected

Data type: string

Access Specifier: ReadOnly

NETWORK FRAME RATE MULTIPLIER

Path: **output/network/frame-rate-multiplier**

Description: Gets or sets frame rate multiplier of video output. Set value to 1 to disable frame rate multiplication.

Data type: int

Range: 1 - 10

Access Specifier: ReadWrite

FRAME REMAPPING ENABLED

Path: **output/network/frame-remapping/enabled**

Description: Is frame remapping globally enabled or disabled

Data type: bool

Access Specifier: ReadWrite

FRAME REMAPPING BLUE

Path: **output/network/frame-remapping/frames/{frame}/blue**

Description: Gets or sets blue value of frame colour

Data type: int

Range: 0 - 255

Access Specifier: ReadWrite

FRAME REMAPPING GREEN

Path: **output/network/frame-remapping/frames/{frame}/green**

Description: Gets or sets green value of frame colour

Data type: int

Range: 0 - 255

Access Specifier: ReadWrite

FRAME REMAPPING MODE

Path: **output/network/frame-remapping/frames/{frame}/mode**

Description: Is frame mode Colour or Video

Data type: enum

Supported values: colour, video

Access Specifier: ReadWrite

FRAME REMAPPING RED

Path: **output/network/frame-remapping/frames/{frame}/red**

Description: Gets or sets red value of frame colour

Data type: int

Range: 0 - 255

Access Specifier: ReadWrite

FRAME REMAPPING X OFFSET

Path: **output/network/frame-remapping/frames/{frame}/x-offset**

Description: Gets or sets x offset of frame

Data type: int

Range: -4095 - 4095

Access Specifier: ReadWrite

FRAME REMAPPING Y OFFSET

Path: **output/network/frame-remapping/frames/{frame}/y-offset**

Description: Gets or sets y offset of frame

Data type: int

Range: -4095 - 4095

Access Specifier: ReadWrite

GENLOCKINTERNALSOURCE RATE

Path: **output/network/genlock/internal-rate**

Description: Gets or sets current refresh rate for internal genlock source

Data type: float

Range: 23.5 - 251.0

Decimal places: 4

Access Specifier: ReadWrite

GENLOCK PHASE OFFSET LINES

Path: **output/network/genlock/phase-offset/absolute/lines**

Description: Gets or sets genlock phase offset absolute lines value for the processor

Data type: int

Range: -9999 - 9999

Access Specifier: ReadWrite

GENLOCK PHASE OFFSET PIXELS

Path: **output/network/genlock/phase-offset/absolute/pixels**

Description: Gets or sets genlock phase offset absolute pixels value for the processor

Data type: int

Range: -9999 - 9999

Access Specifier: ReadWrite

GENLOCK PHASE OFFSET ANGLE

Path: **output/network/genlock/phase-offset/angle**

Description: Gets or sets genlock phase offset angle for the processor

Data type: float

Range: -360 - 360

Decimal places: 6

Access Specifier: ReadWrite

GENLOCK PHASE OFFSET FRACTION

Path: **output/network/genlock/phase-offset/fraction**

Description: Gets or sets genlock phase offset fraction for the processor

Data type: float

Range: -100 - 100

Decimal places: 5

Access Specifier: ReadWrite

GENLOCK PHASE OFFSET MODE

Path: **output/network/genlock/phase-offset/mode**

Description: Gets or sets genlock phase offset mode for the processor

Data type: enum

Supported values: none, angle, fraction, absolute

Access Specifier: ReadWrite

GENLOCK SOURCE

Path: **output/network/genlock/source**

Description: Gets or sets the current genlock source for the processor

Data type: enum

Supported values: internal, sdi, sdi-a, sdi-b, hdmi, dvi, ref-in, active-input

Access Specifier: ReadWrite

SHUTTERSYNC CUSTOM FRAME RATE

Path: **output/network/shuttersync/angle-settings/custom-frame-rate**

Description: Gets or sets the value of the ShutterSync custom frame rate

Data type: float

Range: 1 - 250

Decimal places: 3

Access Specifier: ReadWrite

SHUTTERSYNC ANGLE

Path: **output/network/shuttersync/angle-settings/shutter-angle**

Description: Gets or sets the value of the shutter angle

Data type: float

Range: 1 - 360

Decimal places: 3

Access Specifier: ReadWrite

SHUTTERSYNC USE CUSTOM FRAME RATE

Path: **output/network/shuttersync/angle-settings/use-custom-frame-rate**

Description: Enables or disables ShutterSync Custom Frame Rate

Data type: bool

Access Specifier: ReadWrite

SHUTTERSYNC MODE

Path: **output/network/shuttersync/mode**

Description: Gets or sets ShutterSync operation mode

Data type: enum

Supported values: none, speed, angle

Access Specifier: ReadWrite

SHUTTERSYNC PRIORITISE REFRESH RATE

Path: **output/network/shuttersync/prioritise-refresh-rate**

Description: Enables or disables ShutterSync prioritise refresh rate setting

Data type: bool

Access Specifier: ReadWrite

SHUTTERSYNC SPEED

Path: **output/network/shuttersync/speed-settings/shutter-speed**

Description: Gets or sets the denominator value of ShutterSync speed, numerator is 1

Data type: float

Range: 10 - 250

Decimal places: 3

Access Specifier: ReadWrite

SHUTTERSYNC TIME

Path: **output/network/shuttersync/speed-settings/time**

Description: Gets or sets the time value of ShutterSync speed

Data type: float

Range: 4 - 100

Decimal places: 3

Access Specifier: ReadWrite

STARTRACKER ENABLED

Path: **output/network/startracker/enabled**

Description: Enables or disables StarTracker markers

Data type: bool

Access Specifier: ReadWrite

OVERRIDE

BLACKOUT ENABLED

Path: **override/blackout/enabled**

Description: Enables or disables blackout

Data type: bool

Access Specifier: ReadWrite

BLACKOUT FADE TIME

Path: **override/blackout/fade-time**

Description: The value of the blackout fade time. The fade time may be adjusted between zero (snap) and 10 seconds

Data type: float

Range: 0.0 - 10.0

Decimal places: 1

Access Specifier: ReadWrite

FREEZE ENABLED

Path: **override/freeze/enabled**

Description: Enables or disables video freeze

Data type: bool

Access Specifier: ReadWrite

TEST PATTERN CUSTOM COLOUR BLUE

Path: **override/test-pattern/custom-colour/blue**

Description: Gets or sets the custom colour test pattern blue value

Data type: int

Range: 0 - 4095

Access Specifier: ReadWrite

TEST PATTERN CUSTOM COLOUR GREEN

Path: **override/test-pattern/custom-colour/green**

Description: Gets or sets the custom colour test pattern green value

Data type: int

Range: 0 - 4095

Access Specifier: ReadWrite

TEST PATTERN CUSTOM COLOUR RED

Path: **override/test-pattern/custom-colour/red**

Description: Gets or sets the custom colour test pattern red value

Data type: int

Range: 0 - 4095

Access Specifier: ReadWrite

TEST PATTERN ENABLED

Path: **override/test-pattern/enabled**

Description: Enables or disables test pattern output function

Data type: bool

Access Specifier: ReadWrite

TEST PATTERN FORMAT

Path: **override/test-pattern/format**

Description: Format of the generated test pattern

Data type: enum

Supported values: from-input, standard-dynamic-range, perceptual-quantiser, hybrid-log-gamma

Access Specifier: ReadWrite

TEST PATTERN TYPE

Path: **override/test-pattern/type**

Description: Determines which test pattern to generate. Defaults to SMPTE bars

Data type: enum

Supported values: brompton, brompton-overlay, red, green, blue, cyan, magenta, yellow, white, black, grid, scrolling-grid, checkerboard, scrolling-checkerboard, colour-bars, gamma, gradient, scrolling-gradient, strobe, smpte-bars, scrolling-smpte-bars, custom-colour, custom, forty-five-degree-grid, scrolling-forty-five-degree-grid

Access Specifier: ReadWrite

PRESETS

ACTIVE PRESET NAME

Path: **presets/active/name**

Description: Name of the currently active preset

Data type: string

Access Specifier: ReadOnly

ACTIVE PRESET NUMBER

Path: **presets/active/number**

Description: Set to activate a preset

Data type: int

Range: 1 - 128

Access Specifier: ReadWrite

PRESET NAME

Path: **presets/items/{number}/name**

Description: Processor preset name

Data type: string

Access Specifier: ReadWrite

PRESET STATUS

Path: **presets/items/{number}/status**

Description: Preset activation status

Data type: bool

Access Specifier: ReadOnly

PROCESSING

3D LUT DATA

Path: **processing/3d-lut/data**

Description: Send bulk data in .cube file format to upload 3D LUT

Data type: bytearray

Access Specifier: ReadWrite

3D LUT ENABLED

Path: **processing/3d-lut/enabled**

Description: Enables or disables 3D LUT mapping

Data type: bool

Access Specifier: ReadWrite

3D LUT FILENAME

Path: **processing/3d-lut/filename**

Description: The name of the stored 3D LUT file

Data type: string

Access Specifier: ReadOnly

3D LUT STRENGTH

Path: **processing/3d-lut/strength**

Description: Intensity/opacity of 3D LUT

Data type: float

Range: 0.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT BLACK BLUE

Path: **processing/colour-correct/black/blue**

Description: Gets or sets the value of the black blue

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT BLACK GREEN

Path: **processing/colour-correct/black/green**

Description: Gets or sets the value of the black green

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT BLACK RED

Path: **processing/colour-correct/black/red**

Description: Gets or sets the value of the black red

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT BLUE BRIGHTNESS

Path: **processing/colour-correct/blue/brightness**

Description: Gets or sets the value of the blue brightness

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT BLUE HUE

Path: **processing/colour-correct/blue/hue**

Description: Gets or sets the value of the blue hue

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT BLUE SATURATION

Path: **processing/colour-correct/blue/saturation**

Description: Gets or sets the value of the blue saturation

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT COBALT BRIGHTNESS

Path: **processing/colour-correct/cobalt/brightness**

Description: Gets or sets the value of the cobalt brightness

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT COBALT HUE

Path: **processing/colour-correct/cobalt/hue**

Description: Gets or sets the value of the cobalt hue

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT COBALT SATURATION

Path: **processing/colour-correct/cobalt/saturation**

Description: Gets or sets the value of the cobalt saturation

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT CRIMSON BRIGHTNESS

Path: **processing/colour-correct/crimson/brightness**

Description: Gets or sets the value of the crimson brightness

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT CRIMSON HUE

Path: **processing/colour-correct/crimson/hue**

Description: Gets or sets the value of the crimson hue

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT CRIMSON SATURATION

Path: **processing/colour-correct/crimson/saturation**

Description: Gets or sets the value of the crimson saturation

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT CYAN BRIGHTNESS

Path: **processing/colour-correct/cyan/brightness**

Description: Gets or sets the value of the cyan brightness

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT CYAN HUE

Path: **processing/colour-correct/cyan/hue**

Description: Gets or sets the value of the cyan hue

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT CYAN SATURATION

Path: **processing/colour-correct/cyan/saturation**

Description: Gets or sets the value of the cyan saturation

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT ENABLED

Path: **processing/colour-correct/enabled**

Description: Enables or disables the processor's 14-Way Colour Correct feature

Data type: bool

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT GREEN BRIGHTNESS

Path: **processing/colour-correct/green/brightness**

Description: Gets or sets the value of the green brightness

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT GREEN HUE

Path: **processing/colour-correct/green/hue**

Description: Gets or sets the value of the green hue

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT GREEN SATURATION

Path: **processing/colour-correct/green/saturation**

Description: Gets or sets the value of the green saturation

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT LIME BRIGHTNESS

Path: **processing/colour-correct/lime/brightness**

Description: Gets or sets the value of the lime brightness

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT LIME HUE

Path: **processing/colour-correct/lime/hue**

Description: Gets or sets the value of the lime hue

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT LIME SATURATION

Path: **processing/colour-correct/lime/saturation**

Description: Gets or sets the value of the lime saturation

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT MAGENTA BRIGHTNESS

Path: **processing/colour-correct/magenta/brightness**

Description: Gets or sets the value of the magenta brightness

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT MAGENTA HUE

Path: **processing/colour-correct/magenta/hue**

Description: Gets or sets the value of the magenta hue

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT MAGENTA SATURATION

Path: **processing/colour-correct/magenta/saturation**

Description: Gets or sets the value of the magenta saturation

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT ORANGE BRIGHTNESS

Path: **processing/colour-correct/orange/brightness**

Description: Gets or sets the value of the orange brightness

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT ORANGE HUE

Path: **processing/colour-correct/orange/hue**

Description: Gets or sets the value of the orange hue

Data type: float
Range: -100.0 - 100.0
Decimal places: 1
Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT ORANGE SATURATION

Path: **processing/colour-correct/orange/saturation**
Description: Gets or sets the value of the orange saturation
Data type: float
Range: -100.0 - 100.0
Decimal places: 1
Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT RED BRIGHTNESS

Path: **processing/colour-correct/red/brightness**
Description: Gets or sets the value of the red brightness
Data type: float
Range: -100.0 - 100.0
Decimal places: 1
Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT RED HUE

Path: **processing/colour-correct/red/hue**
Description: Gets or sets the value of the red hue
Data type: float
Range: -100.0 - 100.0
Decimal places: 1
Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT RED SATURATION

Path: **processing/colour-correct/red/saturation**
Description: Gets or sets the value of the red saturation
Data type: float
Range: -100.0 - 100.0
Decimal places: 1
Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT TURQUOISE BRIGHTNESS

Path: **processing/colour-correct/turquoise/brightness**
Description: Gets or sets the value of the turquoise brightness
Data type: float
Range: -100.0 - 100.0
Decimal places: 1
Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT TURQUOISE HUE

Path: **processing/colour-correct/turquoise/hue**
Description: Gets or sets the value of the turquoise hue
Data type: float
Range: -100.0 - 100.0
Decimal places: 1
Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT TURQUOISE SATURATION

Path: **processing/colour-correct/turquoise/saturation**
Description: Gets or sets the value of the turquoise saturation
Data type: float
Range: -100.0 - 100.0
Decimal places: 1
Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT VIOLET BRIGHTNESS

Path: **processing/colour-correct/violet/brightness**

Description: Gets or sets the value of the violet brightness

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT VIOLET HUE

Path: **processing/colour-correct/violet/hue**

Description: Gets or sets the value of the violet hue

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT VIOLET SATURATION

Path: **processing/colour-correct/violet/saturation**

Description: Gets or sets the value of the violet saturation

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT WHITE BLUE

Path: **processing/colour-correct/white/blue**

Description: Gets or sets the value of the white blue

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT WHITE GREEN

Path: **processing/colour-correct/white/green**

Description: Gets or sets the value of the white green

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT WHITE RED

Path: **processing/colour-correct/white/red**

Description: Gets or sets the value of the white red

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT YELLOW BRIGHTNESS

Path: **processing/colour-correct/yellow/brightness**

Description: Gets or sets the value of the yellow brightness

Data type: float

Range: -100.0 - 100.0

Decimal places: 1

Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT YELLOW HUE

Path: **processing/colour-correct/yellow/hue**

Description: Gets or sets the value of the yellow hue

Data type: float
Range: -100.0 - 100.0
Decimal places: 1
Access Specifier: ReadWrite

I4-WAY COLOUR CORRECT YELLOW SATURATION

Path: **processing/colour-correct/yellow/saturation**
Description: Gets or sets the value of the yellow saturation
Data type: float
Range: -100.0 - 100.0
Decimal places: 1
Access Specifier: ReadWrite

COLOUR REPLACE ENABLED

Path: **processing/colour-replace/enabled**
Description: Enables or disables the processor's Colour Replace feature
Data type: bool
Access Specifier: ReadWrite

CURVES ENABLED

Path: **processing/curves/enabled**
Description: Enables or disables the processor's Colour Curves feature
Data type: bool
Access Specifier: ReadWrite

OSCA MODULE CORRECTION ENABLED

Path: **processing/osca/module-correction-enabled**
Description: Enables or disables OSCA module correction
Data type: bool
Access Specifier: ReadWrite

OSCA SEAM CORRECTION ENABLED

Path: **processing/osca/seam-correction-enabled**
Description: Enables or disables OSCA seam correction
Data type: bool
Access Specifier: ReadWrite

SCALER

Path: **processing/scaler/enabled**
Description: Enables or disables scaler
Data type: bool
Access Specifier: ReadWrite

SYSTEM

SYSTEM REBOOT

Path: **system/actions/reboot**
Description: If the processor password is set then this must be sent in the body. Otherwise send a blank string to trigger the reboot.
Data type: string
Access Specifier: WriteOnly

SYSTEM SHUTDOWN

Path: **system/actions/shutdown**
Description: If the processor password is set then this must be sent in the body. Otherwise send a blank string to trigger the shutdown.

Data type: string
Access Specifier: WriteOnly

CURRENT DATE AND TIME

Path: **system/current-date-time**

Description: Current date/time of processor in yyyy-MM-dd hh:mm:ss 24 hour format

Data type: string

Access Specifier: ReadOnly

PROCESSOR TYPE

Path: **system/processor-type**

Description: Processor hardware model

Data type: enum

Supported values: m2, s4, s8, t1, t8, sx40

Access Specifier: ReadOnly

SOFTWARE VERSION

Path: **system/software-version**

Description: Current version of software in format x.y.z

Data type: string

Access Specifier: ReadOnly

UPTIME

Path: **system/uptime**

Description: Time since processor boot in DDd HHh MMm SSs format

Data type: string

Access Specifier: ReadOnly

4. PROTOCOL EXAMPLE USAGE

HTTP

IP Control functionality over HTTP on port 80 is accessed via the **/api** path root to distinguish it from other web services.

All commands are accessible via the regular HTTP verbs GET (for read, list and help operations) and PUT (for set). There is also query-parameter based support for accessing all operations exclusively via GET for older clients that do not support extra verbs.

PUT request body data is passed/returned in standard JSON object format. If a PUT request returns a MissingInputParam error, a likely cause is that the JSON of the request body is either malformed or missing.

For a GET operation the data in the response body will have the path end as the top level key. For a SET operation the endpoint data in the request body must be contained within a top level "data" key. See the examples below.

If a request fails, the response body will contain the response code string and any error messages generated by the API.

GET

Use GET verb with target path. Example to get input video refresh rate:

```
Client:
GET http://SERVERADDRESS/api/input/active/refresh-rate

Server:
HTTP/1.1 200 OK
Content-Type: application/json
{ refresh-rate: 60 }
```

SET (ENDPOINT)

Use PUT verb including data to set in a "data" tag in a JSON body. Example to set output brightness:

```
Client:
PUT http://SERVERADDRESS/api/output/global-colour/brightness
Content-Type: application/json
{ "data": 5000 }

Server:
HTTP/1.1 200 OK
Content-Type: application/json
{ "brightness": 5000 }
```

Alternative using GET verb only: pass the value to set as a "set=" query parameter.

```
Client: GET http://SERVERADDRESS/api/output/global-colour/brightness?set=5000
```

SET (ENDPOINT - FAILED)

```
Client:
PUT http://SERVERADDRESS/api/output/global-colour/brightness
Content-Type: application/json
{ "data": 500000 }

Server:
HTTP/1.1 400 Bad Request
Content-Type: application/json
{ "error-messages": [
  "Value for endpoint 'Output Brightness' not within allowed range: [-1:10000]"
],
  "response-code": "Bad input parameter value" }
```

SET (DIRECTORY)

Pass the directory path, set=1 and one or more endpoint subpath=value as query parameters. Example to switch video input source to first SDI port:

```
Client:
PUT http://SERVERADDRESS/api/input/active/source
Content-Type: application/json
{
  "data" : {
    "port-type": "sdi",
    "port-number": 0
  }
}

Server:
HTTP/1.1 200 OK
Content-Type: application/json
{
  "source": {
    "port-type": "sdi",
    "port-number": 0
  }
}
```

Alternative using GET verb only: pass "set=1" as a query parameter along with all endpoint subpaths/values to set.

```
Client:
GET http://SERVERADDRESS/api/input/active/source?set=1&port-type=sdi&port-number=1
```

SET (MULTIPLE ENDPOINTS VIA JSON)

This is supported across the API. For example setting multiple Colour Correct endpoints in one go:

```
Client:
PUT http://SERVERADDRESS/api/processing/colour-correct
Content-Type: application/json
{
  "data": {
    "white": {
      "red": 22,
      "green": 23,
      "blue": 24
    }
  }
}

Server:
HTTP/1.1 200 OK
Content-Type: application/json
{
  "colour-correct": {
    "white": {
      "blue": "24",
      "green": "23",
      "red": "22"
    }
  }
}
```

SET (BULK DATA IN .CUBE FILE)

Use to upload a 3D LUT via command line client:

```
Client:
curl -X PUT --header "Content-Type:application/cube"
--data-binary @test_3d_table.cube
```

```
http://SERVERADDRESS/api/processing/3d-lut/data
```

```
Server:
HTTP/1.1 200 OK
Content-Type: text/plain
{
  "data":""
}
```

Or you can use a GUI HTTP client that allows you to send binary data files (e.g. Postman)

LIST

Use GET verb passing "list=1" as a query parameter

```
Client:
GET http://SERVERADDRESS/api/override?list=1

Server:
HTTP/1.1 200 OK
Content-Type: application/json
{
  "override":{
    "blackout":{
      "enabled":"Enable blackout",
      "fade-time":"Time taken to fade to black when blackout enabled"
    },
    "freeze":{
      "enabled":"Enable video freeze"
    },
    "test-pattern":{
      "enabled":"Enable test pattern output function",
      "format":"Format of the generated test pattern",
      "type":"Type of test pattern to generate."
    }
  }
}
```

HELP

Use GET verb passing "help=1" as a query parameter

```
Client:
GET http://SERVERADDRESS/api/override?help=1

Server:
HTTP/1.1 200 OK
Content-Type: application/json
{
  "override":{
    "blackout":{
      "enabled":{
        "Access Specifier":"R/W",
        "Details":"Enables or disables blackout",
        "Name":"Blackout Enabled",
        "Summary":"Enable blackout",
        "Type":"Boolean"
      },
      "fade-time":{
        "Access Specifier":"R/W",
        "Details":"The value of the blackout fade time. The fade time
        may be adjusted between zero (snap) and 10 seconds",
        "Name":"Blackout Fade Time",
        "Summary":"Time taken to fade to black when blackout enabled",
        "Type":"Float (range: 0 - 10)"
      }
    },
    "freeze":{
```

```
        "enabled":{
            "Access Specifier":"R/W",
            "Details":"Enables or disables video freeze",
            "Name":"Freeze Enabled",
            "Summary":"Enable video freeze",
            "Type":"Boolean"
        }
    }
}
```

TELNET/TCP SOCKET

Commandline access may be achieved by connecting on TCP port 23.

Commands, paths and parameters should be separated by spaces. Data is returned as human-readable formatted text.

GET

Example to get input video refresh rate:

```
Client:
    get /input/active/refresh-rate
Server:
    refresh-rate=60
```

SET (DIRECTORY)

Set video input source to first SDI port

```
Client:
    set /input/active/source port-type=sdi,port-number=0
Server:
    /source/
    port-type=sdi
    port-number=0
```

LIST

```
Client:
    list /project/properties
Server:
    /properties/
    blackout-fade-time: Time in seconds to fade to black
    test-pattern-format: Format of applied test pattern
```