

**Current Release**  
**AV Bridge 2X1 1.4.0**  
**March 27, 2026**

**NAME**

audio config

**SYNOPSIS**

```
audio config recall { factory <1> | custom <1-16> }  
audio config store custom <1-16>  
audio config delete custom <1-16>
```

**DESCRIPTION**

Method used to get/set/delete the audio config

**OPTIONS**

|         |                                                   |
|---------|---------------------------------------------------|
| recall  | Recall an audio config                            |
| store   | Store a custom audio config                       |
| custom  | A custom audio config (can be stored or recalled) |
| factory | A factory audio config (can be recalled)          |

**EXAMPLES**

```
audio config recall factory 1  
Recalls the audio config 1 on the device
```

#### NAME

audio crosspoint-gain

#### SYNOPSIS

audio <output> crosspoint-gain <input> { get | set <level> }

#### DESCRIPTION

Method used to get or set the input routing gain for a given output and input of the matrix mix

For set commands, a value in the range of [-12.0, 12.0] dB must be entered.

#### OPTIONS

<output>

usb3\_record\_left

usb3\_record\_right

ip\_out\_left

ip\_out\_right

hdmi\_out\_left

hdmi\_out\_right

line\_out\_1

line\_out\_2

dante\_out\_1

dante\_out\_2

dante\_out\_3

dante\_out\_4

<input>

auto\_mic\_mix

usb3\_playback\_left

usb3\_playback\_right

hdmi\_in\_1\_left

hdmi\_in\_1\_right

hdmi\_in\_2\_left

hdmi\_in\_2\_right

line\_in\_1

line\_in\_2

dante\_in\_1

dante\_in\_2

dante\_in\_3

dante\_in\_4

get

Get the routing gain for the chosen output and input

set

Set the routing gain for the chosen output and input

#### EXAMPLES

audio usb3\_record\_left crosspoint-gain auto\_mic\_mix set 6.00

Sets the crosspoint gain of USB record left and auto\_mic\_mix to 6 dB

----

audio line\_out\_1 crosspoint-gain hdmi\_in\_1\_left get

3.95

Returns the current gain setting of the crosspoint between line output 1 and HDMI input 1 left in dB

## NAME

audio mute

## SYNOPSIS

audio <channel> mute { get | on | off | toggle }

## DESCRIPTION

Method used to get or set the current audio mute

## OPTIONS

<channel>

|                     |                                                     |
|---------------------|-----------------------------------------------------|
| master              | Get/Set/Toggle the master mute state                |
| line_out_1          | Get/Set/Toggle the mute state of line output 1      |
| line_out_2          | Get/Set/Toggle the mute state of line output 2      |
| line_in_1           | Get/Set/Toggle the mute state of line input 1       |
| line_in_2           | Get/Set/Toggle the mute state of line input 2       |
| usb3_record_left    | Get/Set/Toggle the mute state of USB record left    |
| usb3_record_right   | Get/Set/Toggle the mute state of USB record right   |
| usb3_playback_left  | Get/Set/Toggle the mute state of USB playback left  |
| usb3_playback_right | Get/Set/Toggle the mute state of USB playback right |
| ip_out_left         | Get/Set/Toggle the mute state of IP stream left     |
| ip_out_right        | Get/Set/Toggle the mute state of IP stream right    |
| hdmi_out_left       | Get/Set/Toggle the mute state of HDMI output left   |
| hdmi_out_right      | Get/Set/Toggle the mute state of HDMI output right  |
| hdmi_in_1_left      | Get/Set/Toggle the mute state of HDMI input1 left   |
| hdmi_in_1_right     | Get/Set/Toggle the mute state of HDMI input1 right  |
| hdmi_in_2_left      | Get/Set/Toggle the mute state of HDMI input2 left   |
| hdmi_in_2_right     | Get/Set/Toggle the mute state of HDMI input2 right  |
| dante_out_1         | Get/Set/Toggle the mute state of Dante output 1     |
| dante_out_2         | Get/Set/Toggle the mute state of Dante output 2     |
| dante_out_3         | Get/Set/Toggle the mute state of Dante output 3     |
| dante_out_4         | Get/Set/Toggle the mute state of Dante output 4     |
| dante_in_1          | Get/Set/Toggle the mute state of Dante input 1      |
| dante_in_2          | Get/Set/Toggle the mute state of Dante input 2      |
| dante_in_3          | Get/Set/Toggle the mute state of Dante input 3      |
| dante_in_4          | Get/Set/Toggle the mute state of Dante input 4      |
| get                 | Get the current audio mute                          |
| on                  | Set audio mute to on                                |
| off                 | Set audio mute to off                               |
| toggle              | Toggle the audio mute                               |

## EXAMPLES

```
audio master mute get
mute:      off
Returns state of the master mute
----
audio line_in_2 mute on
Mutes line input 2
```

## NAME

audio route

## SYNOPSIS

audio <output> route { get | set [<inputs>...] }

## DESCRIPTION

Method used to get or set the input routing for a given output of the matrix mix

usb\_record is not allowed to have usb\_playback in its route list.

The designated master output must have speech lift in its route list if it's enabled. The designated master output cannot have the auto\_mic\_mix input in its route list. The designated master output can only have line inputs in its route list if they are the enabled speech lift, or are not included in the auto mic mix.

## OPTIONS

<output>

usb3\_record\_left  
usb3\_record\_right  
ip\_out\_left  
ip\_out\_right  
hdmi\_out\_left  
hdmi\_out\_right  
line\_out\_1  
line\_out\_2  
dante\_out\_1  
dante\_out\_2  
dante\_out\_3  
dante\_out\_4

get

Get the inputs currently routed to the chosen output

set

Set the following inputs to be routed to the chosen output

<input>

auto\_mic\_mix  
usb3\_playback\_left  
usb3\_playback\_right  
hdmi\_in\_1\_left  
hdmi\_in\_1\_right  
hdmi\_in\_2\_left  
hdmi\_in\_2\_right  
line\_in\_1  
line\_in\_2  
dante\_in\_1  
dante\_in\_2  
dante\_in\_3  
dante\_in\_4

## EXAMPLES

audio usb3\_record\_left route set auto\_mic\_mix

Routes the auto mic mix into the usb record left channel

----

audio line\_out\_1 route set hdmi\_in\_1\_left hdmi\_in\_1\_right line\_in\_1

Routes the HDMI input1 left and right channels and line in 1 to line out 1

----

audio line\_out\_2 route set

Nothing routed out line out 2

----

audio line\_out\_2 route get

[ line\_in\_1 usb3\_playback\_left usb3\_playback\_right ]

returns a list of inputs routed out line output 2

NAME

audio speechlift

SYNOPSIS

audio speechlift { get | on | off | set <channel> }

DESCRIPTION

Method used to get or set the current audio mute

OPTIONS

|            |                                                |
|------------|------------------------------------------------|
| get        | Get current speechlift state                   |
| on         | Turn on speechlift                             |
| off        | Turn off speechlift                            |
| set        | Set speechlift chanel                          |
| <channel>  |                                                |
| line_in_1  | Get/Set/Toggle the mute state of line input 1  |
| line_in_2  | Get/Set/Toggle the mute state of line input 2  |
| dante_in_1 | Get/Set/Toggle the mute state of Dante input 1 |
| dante_in_2 | Get/Set/Toggle the mute state of Dante input 2 |
| get        | Get the current audio mute                     |
| on         | Set audio mute to on                           |
| off        | Set audio mute to off                          |
| toggle     | Toggle the audio mute                          |

EXAMPLES

```
audio speechlift disable
OK
Disables speechlift
----
audio speechlift set line_in_1
OK
Sets speechlift to line_in_1
```

## NAME

audio volume

## SYNOPSIS

audio <channel> volume { get | up | down | set <level> }

## DESCRIPTION

Method used to get or set the current audio volume.

## OPTIONS

<channel>

|                     |                                               |
|---------------------|-----------------------------------------------|
| master              | Get/Set/Bump the master volume                |
| line_out_1          | Get/Set/Bump the volume of Line output 1      |
| line_out_2          | Get/Set/Bump the volume of Line output 2      |
| line_in_1           | Get/Set/Bump the volume of Line input 1       |
| line_in_2           | Get/Set/Bump the volume of Line input 2       |
| usb3_record_left    | Get/Set/Bump the volume of USB record left    |
| usb3_record_right   | Get/Set/Bump the volume of USB record right   |
| usb3_playback_left  | Get/Set/Bump the volume of USB playback left  |
| usb3_playback_right | Get/Set/Bump the volume of USB playback right |
| ip_out_left         | Get/Set/Bump the volume of IP stream left     |
| ip_out_right        | Get/Set/Bump the volume of IP stream right    |
| hdmi_in_1_left      | Get/Set/Bump the volume of HDMI input1 left   |
| hdmi_in_1_right     | Get/Set/Bump the volume of HDMI input1 right  |
| hdmi_in_2_left      | Get/Set/Bump the volume of HDMI input2 left   |
| hdmi_in_2_right     | Get/Set/Bump the volume of HDMI input2 right  |
| hdmi_out_left       | Get/Set/Bump the volume of HDMI output left   |
| hdmi_out_right      | Get/Set/Bump the volume of HDMI output right  |
| dante_in_1          | Get/Set/Bump the volume of Dante input 1      |
| dante_in_2          | Get/Set/Bump the volume of Dante input 2      |
| dante_in_3          | Get/Set/Bump the volume of Dante input 3      |
| dante_in_4          | Get/Set/Bump the volume of Dante input 4      |
| dante_out_1         | Get/Set/Bump the volume of Dante output 1     |
| dante_out_2         | Get/Set/Bump the volume of Dante output 2     |
| dante_out_3         | Get/Set/Bump the volume of Dante output 3     |
| dante_out_4         | Get/Set/Bump the volume of Dante output 4     |
| get                 | Get the current audio volume                  |
| up                  | Increment audio volume one half step          |
| down                | Decrement audio volume one half step          |
| set                 | Set the audio volume level                    |

<level>

|               |               |
|---------------|---------------|
| master        | [-50.0, 20.0] |
| line input    | [-50.0, 20.0] |
| line output   | [-50.0, 20.0] |
| USB/IP in/out | [-42.0, 6.0]  |
| Dante in/out  | [-42.0, 6.0]  |
| HDMI in       | [-42.0, 6.0]  |
| HDMI out      | [-42.0, 6.0]  |

## EXAMPLES

```
audio master volume get
volume:      5.0 dB
Returns the current master volume
----
audio hdmi_in_1_left volume set 2.5
Sets the volume of HDMI input 1 left to 2.5
```

NAME

camera ccu get

SYNOPSIS

camera <1-2> ccu get <key>

DESCRIPTION

Method used to get the ccu values of a connected camera

OPTIONS

<key>

|                        |                                    |
|------------------------|------------------------------------|
| all                    | Gets all supported CCU information |
| auto_white_balance     | Gets auto_white_balance            |
| red_gain               | Gets red gain value                |
| blue_gain              | Gets blue gain value               |
| backlight_compensation | Gets backlight compensation        |
| auto_iris              | Gets auto_iris mode                |
| iris                   | Gets iris value                    |
| gain                   | Gets gain value                    |
| detail                 | Gets detail value                  |
| chroma                 | Gets chroma value                  |
| gamma                  | Gets gamma value                   |

EXAMPLES

```
camera 2 ccu get iris
Gets the iris value for camera 2
----
camera 1 ccu get red_gain
Gets the red_gain for camera 1
```

NAME

camera ccu scene

SYNOPSIS

camera <1-2> ccu scene recall { factory <1-6> | custom <1-3> }  
camera <1-2> ccu scene store <1-3>

DESCRIPTION

Method used to get or set the ccu scene of a connected camera

OPTIONS

|         |                                            |
|---------|--------------------------------------------|
| recall  | Recall a ccu scene                         |
| store   | Store a custom ccu scene                   |
| custom  | A custom scene (can be stored or recalled) |
| factory | A factory scene (can be recalled)          |

EXAMPLES

camera 2 ccu scene recall factory 2  
Recalls the factory scene 2 on camera 2

NAME

camera ccu set

SYNOPSIS

camera <1-2> ccu set <key> <value>

DESCRIPTION

Method used to sets the ccu values

OPTIONS

<key>

|                        |                                           |
|------------------------|-------------------------------------------|
| auto_white_balance     | Sets auto white balance mode {on off}     |
| red_gain               | Sets red gain value <0-255>               |
| blue_gain              | Sets blue gain value <0-255>              |
| backlight_compensation | Sets backlight compensation mode {on off} |
| auto_iris              | Sets auto iris mode {on off}              |
| iris                   | Sets iris value <0-13>                    |
| gain                   | Sets gain value <0-11>                    |
| detail                 | Sets detail value <0-15>                  |
| chroma                 | Sets chroma value <0-14>                  |
| gamma                  | Sets gamma value <-64-64>                 |
| wide_dynamic_range     | Sets wide dynamic range mode {on off}     |

EXAMPLES

```
camera 2 ccu set auto_iris off
Sets the auto_iris off on camera 2
----
camera 1 ccu set red_gain 10
Sets the red gain to be 10 on camera 1
```

NAME

camera comm host

SYNOPSIS

camera <1-2> comm host { get | set <host> | unset }

DESCRIPTION

Method used to get, set and unset the comm host for a particular camera

OPTIONS

|       |                        |
|-------|------------------------|
| get   | Get the current host   |
| set   | Set the current host   |
| unset | Unset the current host |

EXAMPLES

camera 1 comm host get

Returns host for camera 1

----

camera 2 comm host set 192.168.1.255

Sets the host for camera 2 to 192.168.1.255

----

camera 2 comm host unset

Unsets the host of camera 2

#### NAME

camera focus

#### SYNOPSIS

```
camera <1-2> focus { { near [<speed>] | far [<speed>] } | stop }  
camera <1-2> focus mode { get | auto | manual }
```

#### DESCRIPTION

Method used to focus the camera

#### OPTIONS

|       |                                                     |
|-------|-----------------------------------------------------|
| near  | Move the camera focus near (with optional speed)    |
| far   | Move the camera focus far (with optional speed)     |
| stop  | Stop the camera focus                               |
| mode  | Set the focus mode to auto or manual                |
| speed | Optional integer from 1-8 that represents the speed |

#### EXAMPLES

```
camera 2 focus near  
Focuses camera 2 near at the default speed  
----  
camera 1 focus far 8  
Focuses camera 1 far at a speed of 8  
----  
camera 2 focus stop  
Stops focus movement of camera 2  
----  
camera 1 focus mode get  
Gets the focus mode of camera 1
```

NAME

camera home

SYNOPSIS

camera <1-2> home

DESCRIPTION

Method used to move a camera to home position

EXAMPLES

camera 2 home

Move camera 2 to home position

#### NAME

camera pan

#### SYNOPSIS

```
camera <1-2> pan { left [<speed>] | right [<speed>] | stop }
camera <1-2> get
camera <1-2> set <position> [<speed>] [no_wait]
```

#### DESCRIPTION

Method used to pan a camera

#### OPTIONS

|          |                                                                       |
|----------|-----------------------------------------------------------------------|
| left     | Move a camera left                                                    |
| right    | Move a camera right                                                   |
| stop     | Stop a camera movement                                                |
| get      | Get absolute pan position                                             |
| set      | Set absolute pan position                                             |
| position | Pan position in degrees                                               |
| speed    | Optional integer from 1-24 that represents the speed<br>(Default: 12) |
| no_wait  | Do not wait for camera movement to complete                           |

#### EXAMPLES

```
camera 1 pan left
Pans camera 1 left at the default speed
----
camera 2 pan right 20
Pans camera 2 to the right at a speed of 20
----
camera 1 pan stop
Stops the pan movement of camera 1
----
camera 2 pan set -45 20
Pan camera 2 to 45 degrees left of home at a speed of 20
----
camera 1 pan set 30 no_wait
Pan camera 1 to 30 degrees right of home at a speed of 12,
and return immediately
```

NAME

camera preset

SYNOPSIS

camera <1-2> preset recall <1-16>

camera <1-2> preset store <1-16> [tri-sync <1-24>] [save-ccu]

DESCRIPTION

Method used to recall and store camera presets

OPTIONS

recall Recall preset

store Store preset

tri-sync Tri-sync recall speed (on supported Vaddio cameras)

save-ccu Saves CCU information as well in the preset

EXAMPLES

camera 2 preset recall 3

Move camera 2 to preset 3

----

camera 1 preset store 1

Store current camera 1 position as preset 1

----

camera 1 preset store 2 tri-sync 10 save-ccu

Store current camera 1 position and CCU settings as preset 2, will recall

using

tri-sync at speed 10

----

camera 1 preset store 4 tri-sync 15

Store current camera 1 position as preset 4, will recall using tri-sync  
at speed 15

NAME

camera standby

SYNOPSIS

camera <1-2> standby { get | on | off | toggle }

DESCRIPTION

Method used to put a camera in and out of standby

OPTIONS

|        |                                        |
|--------|----------------------------------------|
| get    | Get the state of a camera standby mode |
| on     | Put the camera into standby mode       |
| off    | Put the camera out of standby mode     |
| toggle | Switches the standby mode state        |

EXAMPLES

```
camera 1 standby get
Gets the standby state of camera 1
----
camera 2 standby on
Puts camera 2 into standby
----
camera 1 standby off
Takes camera 1 out of standby
----
camera 2 standby toggle
Causes camera 2 to change standby state
```

#### NAME

camera tilt

#### SYNOPSIS

```
camera <1-2> tilt { up [<speed>] | down [<speed>] | stop }
camera <1-2> tilt get
camera <1-2> tilt set <position> [<speed>] [no_wait]
```

#### DESCRIPTION

Method used to tilt a camera

#### OPTIONS

|               |                                                      |
|---------------|------------------------------------------------------|
| up            | Move a camera up                                     |
| down          | Move a camera down                                   |
| stop          | Stop a camera movement                               |
| get           | Get the absolute tilt position                       |
| set           | Set the absolute tilt position                       |
| position      | Tilt position in degrees                             |
| speed         | Optional integer from 1-20 that represents the speed |
| (Default: 10) |                                                      |
| no_wait       | Do not wait for camera movement to complete          |

#### EXAMPLES

```
camera 1 tilt up
Tilts camera 1 up at the default speed
----
camera 2 tilt down 20
Tilts camera 2 down at a speed of 20
----
camera 1 tilt stop
Stops the tilt movement of camera 1
----
camera 2 tilt set 45
Tilt camera 2 to 45 degrees above home position at default speed
----
camera 1 tilt set -10 5
Tilt camera 1 to 10 degrees down from home position at a speed of 5
----
camera 2 tilt set 10 no_wait
Tilt camera 2 to 10 degrees up from home position at a speed of 10,
returning immediately
```

## NAME

camera zoom

## SYNOPSIS

```
camera <1-2> zoom { in [<speed>] | out [<speed>] | stop }
camera <1-2> zoom get
camera <1-2> zoom set <magnification> [<speed>] [no_wait]
```

## DESCRIPTION

Method used to zoom a camera

## OPTIONS

|              |                                                 |
|--------------|-------------------------------------------------|
| in           | Zoom in                                         |
| out          | Zoom out                                        |
| stop         | Stop the camera movement                        |
| get          | Get the current magnification level             |
| set          | Set the current magnification level             |
| speed        | Optional integer from 1-7 for designating speed |
| (Default: 3) |                                                 |
| no_wait      | Do not wait for camera movement to complete     |

## EXAMPLES

```
camera 1 zoom in
Zooms camera 1 in at the default speed
----
camera 2 zoom out 7
Zooms camera 2 out at a speed of 7
----
camera 1 zoom stop
Stops zoom movement of camera 1
----
camera 2 zoom get
Get magnification level of camera 2
----
camera 1 zoom set 3
Set current magnification level of camera 1 to 3x magnification
----
camera 2 zoom set 4 5 no_wait
Set current magnification level of camera 2 to 3x magnification at speed
5, returning immediately
```

NAME

graphics enable

SYNOPSIS

graphics enable { get | on | off | toggle }

DESCRIPTION

Method used to enable or disable the graphics layer on the video output.

OPTIONS

|        |                                                   |
|--------|---------------------------------------------------|
| get    | Display current graphics enabled state            |
| on     | Enable graphics layer                             |
| off    | Disable graphics layer                            |
| toggle | Toggle the graphics layer's current enabled state |

EXAMPLES

graphics enable off

Disable graphics layer

-----

graphics enable toggle

Toggle graphics layer on or off

NAME

graphics source

SYNOPSIS

graphics source { get | set <image\_filename> | clear }

DESCRIPTION

Method used to get or set the graphics layer of the video output.

OPTIONS

|                    |                                      |
|--------------------|--------------------------------------|
| get                | Get the current graphics filename    |
| set image_filename | Set graphics to uploaded image       |
| clear              | Clear the current graphics selection |

EXAMPLES

```
graphics source get
source: image.png
Get the current image set for the graphics layer
-----
graphics source set foo.png
Set source for the graphics layer to foo.png
-----
graphics source clear
Clear the current graphics image selection
```

NAME

info all

SYNOPSIS

info all get

DESCRIPTION

Gets all the data from info

OPTIONS

get                                   Get all the data from info

EXAMPLES

info all get

Product                           GenericTHING

Company Name                   Vaddio

Room Name                       Rick's cubicle

Room Phone Number           (248) 434-5508

Help Phone Number           (763) 971-4428

NAME

info product

SYNOPSIS

info product get

DESCRIPTION

Gets the product name

OPTIONS

get                      Get the product name

EXAMPLES

info product get

Product GenericTHING

NAME

info roomlabels

SYNOPSIS

info roomlabels get

DESCRIPTION

Gets all the user set room lables

OPTIONS

get                                   Get the user set room labels

EXAMPLES

info roomlabels get

|              |        |
|--------------|--------|
| Company Name | Vaddio |
|--------------|--------|

|           |                |
|-----------|----------------|
| Room Name | Rick's cubicle |
|-----------|----------------|

|                   |                |
|-------------------|----------------|
| Room Phone Number | (248) 434-5508 |
|-------------------|----------------|

|                   |                |
|-------------------|----------------|
| Help Phone Number | (763) 971-4428 |
|-------------------|----------------|

NAME

monitor buttons

SYNOPSIS

monitor buttons

DESCRIPTION

Turns on input button monitoring. (Use Ctrl-C to exit).

EXAMPLES

monitor buttons

(When a button is pressed, a message will appear: <button name> pressed)

#### NAME

network ping

#### SYNOPSIS

network ping [count <count>] [size <size>] <destination-ip>

#### DESCRIPTION

Use the ICMP protocol's mandatory ECHO\_REQUEST datagram to elicit an ICMP ECHO\_RESPONSE from a host or gateway. ECHO\_REQUEST datagrams have an IP and ICMP header, followed by a struct timeval and then an arbitrary number of pad bytes used to fill out the packet.

#### OPTIONS

|             |                                                                                                                                                            |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| count       | Stop after sending count ECHO_REQUEST packets. With deadline option, ping waits for count ECHO_REPLY packets, until the timeout expires. The default is 5. |
| destination | The destination IP address where the ECHO_REQUESTS are sent                                                                                                |
| size        | The data size of the ICMP packet to send. The default is 56 bytes                                                                                          |

#### EXAMPLES

```
network ping 192.168.1.1
Attempt to send 5 ICMP ECHO_REQUESTs with data size 56 to the host at
192.168.1.1
----
network ping count 10 size 100 192.168.1.1
Attempt to send 10 ICMP ECHO_REQUESTs with data size of 100 to the host
at 192.168.1.1
```

NAME

network settings

SYNOPSIS

network settings { get }

DESCRIPTION

Method used to get the current network settings of the device

OPTIONS

get      Get the current network settings for the machine

EXAMPLES

network settings get

MAC Address:      00:04:a3:85:0a:ee

IP Address:        10.10.8.116

Netmask:           255.255.255.0

Gateway:           10.10.8.100

Returns the current network settings for mac address, ip address, netmask,  
and gateway

NAME

streaming

SYNOPSIS

streaming settings get

DESCRIPTION

Method used to get the current streaming settings

OPTIONS

settings           View streaming settings

EXAMPLES

streaming settings get

IP Custom\_Frame\_Rate 15

IP Custom\_Resolution 1080p

IP Enabled           true

IP MTU               1400

IP Port              554

IP Preset\_Quality    Standard (Better)

IP Preset\_Resolution 1080p

IP Protocol          RTSP

IP URL               lobby-conference

IP Video\_Mode        preset

USB Active           false

USB Device           AV Bridge 2x1

USB Frame\_Rate       0

USB Resolution       0x0

USB Version          0

NAME

streaming enable

SYNOPSIS

streaming <channel> enable { get | on | off | toggle }

DESCRIPTION

Method used to get or set the current streaming enabled

OPTIONS

<channel>

|        |                                                           |
|--------|-----------------------------------------------------------|
| ip     | Get or set the current IP streaming state (if supported)  |
| usb    | Get or set the current USB streaming state (if supported) |
| get    | Get the current streaming state                           |
| on     | Set streaming state to on                                 |
| off    | Set streaming state to off                                |
| toggle | Toggle the streaming state                                |

EXAMPLES

```
streaming ip enable get
enabled: on
Returns whether IP streaming is enabled
----
streaming ip enable on
Enables IP streaming
```

NAME

system factory-reset

SYNOPSIS

system factory-reset { get | on | off }

DESCRIPTION

Method used to get or set the factory reset status.

OPTIONS

get     Get the current factory reset status  
on     Enable factory reset on reboot  
off     Disable factory reset on reboot

EXAMPLES

system factory-reset get  
factory-reset (software):   off  
factory-reset (hardware):   off  
Returns the factory reset status  
----  
system factory-reset on  
factory-reset (software):   on  
factory-reset (hardware):   off  
Enables factory reset upon reboot

NAME

system reboot

SYNOPSIS

system reboot [<seconds>]

DESCRIPTION

Method used to reboot system

OPTIONS

seconds      The number of seconds to delay the reboot

EXAMPLES

reboot

Reboot system immediately

-----

reboot 30

Reboot the system in 30 seconds



NAME

system standby

SYNOPSIS

system standby { get | on | off | toggle }

DESCRIPTION

Method used to put the system in and out of standby

OPTIONS

|        |                                          |
|--------|------------------------------------------|
| get    | get the state of the system standby mode |
| on     | put the system into standby mode         |
| off    | put the system out of standby mode       |
| toggle | switches the standby mode state          |

EXAMPLES

system standby get

Gets the system standby state

-----

system standby on

Activates the system standby

-----

system standby off

Takes the system out of standby

-----

system standby toggle

Cameras in standby leave it. Cameras out of standby go into it.

NAME

trigger

SYNOPSIS

trigger <1-50> { on | off } [block [<seconds>]]

DESCRIPTION

Method used to turn a software trigger on or off (latching). The command can either return immediately or "block" until all macros initiated by the state change finish. This method is disabled while triggers are in 'test mode' via the web.

OPTIONS

on Turn trigger on

off Turn trigger off

block optionally block (if omitted, the command will return immediately)  
seconds number of seconds to wait (if blocking) before giving up  
(default: 60)

EXAMPLES

trigger 2 on

Puts trigger 2 in an 'on' state

----

trigger 3 off block 10

Puts trigger 3 in an 'off' state and blocks for a maximum of 10 seconds while waiting for any macros that began executing to finish.

NAME

ui

SYNOPSIS

ui <agent> { get | set [ factory | custom <ID> ] }

DESCRIPTION

Method used to get or set a UI for a particular destination

OPTIONS

|         |                                                  |
|---------|--------------------------------------------------|
| get     | gets the UI for the agent                        |
| set     | sets the UI for the agent                        |
| <agent> | The device/location the UI is being displayed to |
| browser | UI for the guest user that logs in               |
| vdc     | Vaddio Device Controller                         |
| obs     | OBS studio web part                              |
| <ID>    |                                                  |
| uint    | index of UI config                               |

EXAMPLES

```
ui browser get
ID: factory 2
The browser agent is currently set to the 2nd factory UI option.
-----
ui browser set factory 1
Set the browser to the first factory UI option
```

NAME

version

SYNOPSIS

version

DESCRIPTION

Method used to display version information

EXAMPLES

version

Returns the current software version

NAME

video mute

SYNOPSIS

video <channel> mute { get | on | off | toggle }

DESCRIPTION

Method used to get or set video mute

OPTIONS

<channel>

|         |                                                     |
|---------|-----------------------------------------------------|
| master  | Get/set/toggle the master mute state                |
| input1  | Get/set/toggle the mute state of input1             |
| input2  | Get/set/toggle the mute state of input2             |
| program | Get/set/toggle the mute state of the program output |
| get     | Get the current video mute                          |
| on      | Set video mute to on                                |
| off     | Set video mute to off                               |
| toggle  | Toggle the video mute                               |

EXAMPLES

video master mute get

Get current master video mute setting

----

video input2 mute toggle

Toggles the current input2 video mute setting

----

video program mute on

Mutes program output video

----

video input1 mute off

Unmutes input1 output video

NAME

video osd

SYNOPSIS

video osd { get | on | off }

DESCRIPTION

Method used to get or set on screen display

OPTIONS

|     |                                |
|-----|--------------------------------|
| get | Get's whether OSD is on or off |
| on  | Set OSD to on                  |
| off | Set OSD to off                 |

EXAMPLES

```
video osd get
Get whether OSD is on or off
----
video osd on
turns on the on screen display
----
video osd off
turns off the on screen display
```

#### NAME

video pip

#### SYNOPSIS

```
video program pip { get | on | off | toggle | swap | layout <pip_layout>
}
```

#### DESCRIPTION

Method used to set video output PIP settings.

#### OPTIONS

|            |                                                            |
|------------|------------------------------------------------------------|
| get        | Gets the current pip state                                 |
| on         | Enables PIP                                                |
| off        | Disables PIP                                               |
| toggle     | Toggles PIP enable                                         |
| swap       | Swaps the large and small images                           |
| pip_layout | Pip Layout { upper_right   ...   left_right   top_bottom } |

#### EXAMPLES

```
video program pip off
Disables output PIP
----
video program pip get
pip:    on
Gets the current output PIP state
----
video program pip layout top_bottom
Sets the PIP layout to split screen (stacked)
```

NAME

video program resolution

SYNOPSIS

video program resolution { get | set <resolution> }

DESCRIPTION

Method used to get or set video resolution

OPTIONS

|              |                                  |
|--------------|----------------------------------|
| get          | Get the current video resolution |
| set          | Set the video resolution         |
| <resolution> |                                  |
| 1080p/60     | Set to this specific resolution  |
| 1080p/59.94  | Set to this specific resolution  |
| 1080p/50     | Set to this specific resolution  |
| 1080i/60     | Set to this specific resolution  |
| 1080i/59.94  | Set to this specific resolution  |
| 1080i/50     | Set to this specific resolution  |
| 720p/60      | Set to this specific resolution  |
| 720p/59.94   | Set to this specific resolution  |
| 720p/50      | Set to this specific resolution  |

EXAMPLES

video resolution set 1080p/60

OK

Sets video resolution to 1080p/60

NAME

video source

SYNOPSIS

video program source { get | set <source> }

DESCRIPTION

Method used to get or set the video program output source

OPTIONS

|     |                                                              |
|-----|--------------------------------------------------------------|
| get | Get the current program output source                        |
| set | Set the current program output source { input1  <br>input2 } |

EXAMPLES

```
video program source get
source: input 1
Gets the current program output source
----
video program source set input1
Sets the program output source to input1
```

NAME

video type

SYNOPSIS

video <channel> type { get | set { video | camera } }

DESCRIPTION

Method used to get and set the type for a particular video input

OPTIONS

<channel>

input1                   Get/set the type of input1

input2                   Get/set the type of input2

get                      Get the current type

set                      Set the current type

EXAMPLES

video input1 type get

Gets the type for video input 1

----

video input2 type set camera

Sets the type of input 2 to "camera"