

**ROSS**

**RossTalk**

**v32**

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## Document Information

- Ross Part Number: **4802DR-403-32**
- Release Date: March, 2025. Printed in Canada

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# Carbonite/Graphite Commands

The switcher can be controlled from a remote editor or computer via RossTalk commands. These commands can be sent to the switcher over an ethernet connection.

## Sending RossTalk Commands to Carbonite

Carbonite accepts RossTalk commands over ethernet on port 7788. This allows you to perform various functions such as triggering a GPI, or sending commands to the switcher, such as transitioning a key.

**Tip:** Carbonite automatically accepts RossTalk commands on port 7788.

**Note:** RossTalk must be enabled on Graphite ( and **RossTalk = Enable**).

### To Send RossTalk Commands to Carbonite

**Note:** Each command should be terminated by a carriage return and a line feed (CR/LF).

Commands can be sent directly through a telnet connection or any other application that can send ASCII commands.

1. Create a network connection to the switcher on port 7788. The default IP address of the switcher is 192.168.0.123.

**Tip:** If you are using multiple RossTalk connections, it is recommended that you increment the port number for each device.

2. At the prompt, enter the commands you want to send.

## Carbonite Supported RossTalk Commands

The switcher supports a number of RossTalk commands. The exact commands and how the switcher reacts to the commands is outlined in the following table.



**Important:** Carbonite, Carbonite eXtreme, Carbonite Black, Carbonite Solo, Mosaic, and UltraChromeHR number MEs as ME 1, ME 2, and ME 3 with the highest number ME being the program ME. Carbonite Ultra numbers MEs as ME 2, ME 1, ME P/P with ME P/P being the program ME. For example, KEYAUTO ME:3:4 triggers an auto transition of key 4 on ME 3 on Carbonite Black, but KEYAUTO ME:P/P:4 performs the same action on Ultra.

**Note:** All commands are case sensitive.

In the following commands, the **ME-source** is replaced with the bus source.

- **ME** — use **ME**
- **MiniME™** — use **MME**
- **MultiScreen** — use **MSC**
- **Canvas** — use **MSC**
- **Tile** — use **MME**

**Table 1: RossTalk Commands**

Command	Description
<b>CC bcc</b>	Executes custom control (cc) on bank (b). For example, CC 1:05 triggers custom control 5 on bank 1.
<b>CKINIT chromakey-number</b>	Initialize chroma key engine ( <i>chromakey-number</i> ). <b>Example:</b> CKINIT 2 <b>Result:</b> Initializes chroma key engine 2.
<b>CLIPEJECT</b>	Ejects the current clip from the clip player.

Command	Description
<code>CLIPLOAD <i>clip-name</i></code>	Loads the clip ( <i>clip-name</i> ) into the clip player. <b>Example:</b> CLIPLOAD trees <b>Result:</b> Loads the clip named trees into the clip player.
<code>CLIPLOOPOFF</code>	Turns looping off for the clip player.
<code>CLIPLOOPON</code>	Turns looping on for the clip player.
<code>CLIPPAUSE</code>	Pauses the current clip in the clip player.
<code>CLIPPLAY</code>	Plays the current clip loaded in the clip player.
<code>DOWN <i>sequencer</i></code>	Moves the selection of the next item to be run down one event in the sequence loaded in Sequencer ( <i>sequencer</i> ). <b>Example:</b> DOWN 4 <b>Result:</b> Moves the green highlight down an event on the sequence loaded into Sequencer 3.
<code>EXPORTRPMSET <i>name</i></code>	Export the working set and give it a specific name ( <i>name</i> ). <b>Example:</b> EXPORTRPMSET myset <b>Result:</b> Exports the working set to myset on the USB.
<code>FOCUS <i>sequencer: event</i></code>	Move the selection of the next item to be run to event number ( <i>event</i> ) loaded in Sequencer ( <i>sequencer</i> ). <b>Example:</b> FOCUS 3:2 <b>Result:</b> Moves the green highlight to event number 2 on the sequence loaded into Sequencer 3.
<code>FTB</code>	Performs a fade-to-black transition.
<code>GPI <i>xx</i></code>	Performs the action assigned to the GPI input <i>xx</i> . If the GPI is assigned as an output, no action is performed. <b>Example:</b> GPI 04 <b>Result:</b> Triggers GPI input 4.
<code>HELP</code>	Prints a list of the supported commands.
<code>KEYAUTO <i>ME-source:ME-number:keyer:ON/OFF</i></code>	Performs an auto transition of keyer number ( <i>keyer</i> ) on ME ( <i>ME-source</i> ) of number ( <i>ME-number</i> ) on-air (ON), off-air (OFF), or toggle (omit :ON/OFF). <b>Example 1:</b> KEYAUTO ME:1:4 <b>Result 1:</b> Triggers an auto transition of key 4 on ME 1 <b>Example 2:</b> KEYAUTO ME:2:1:OFF <b>Result 2:</b> triggers an auto transition of key 1 on ME 2 only if the key is on-air.
<code>KEYAUTOFF <i>ME-source:ME-number:keyer</i></code>	Performs an auto transition of keyer number ( <i>keyer</i> ) on ME ( <i>ME-source</i> ) of number ( <i>ME-number</i> ) to transition the key off-air. <b>Example:</b> KEYAUTOFF ME:1:4 <b>Result:</b> If key 4 is on-air the command triggers an auto transition of key 4 on ME 1. If the key is already off-air, no transition is performed.

Command	Description
<b>KEYAUTOON</b> <i>ME-source:ME-number:keyer</i>	<p>Performs an auto transition of keyer number (<i>keyer</i>) on ME (<i>ME-source</i>) of number (<i>ME-number</i>) to transition the key on-air.</p> <p><b>Example:</b> KEYAUTOON ME:1:4</p> <p><b>Result:</b> If key 4 is off-air the command triggers an auto transition of key 4 on ME 1. If the key is already on-air, no transition is performed.</p>
<b>KEYCUT</b> <i>ME-source:ME-number:keyer:ON/OFF</i>	<p>Performs a cut of keyer number (<i>keyer</i>) on ME (<i>ME-source</i>) of number (<i>ME-number</i>) on-air (ON), off-air (OFF), or toggle (omit :ON/OFF).</p> <p><b>Example 1:</b> KEYCUT MME:2:1</p> <p><b>Result 1:</b> Triggers a cut of key 1 on MiniME™ output 2</p> <p><b>Example 2:</b> KEYCUT ME:1:3:ON</p> <p><b>Result 2:</b> Triggers an cut of key 3 on ME 1 only if the key is off-air.</p>
<b>KEYCUTOFF</b> <i>ME-source:ME-number:keyer</i>	<p>Performs a cut of keyer number (<i>keyer</i>) on ME (<i>ME-source</i>) of number (<i>ME-number</i>) to transition the key off-air.</p> <p><b>Example:</b> KEYCUTOFF MME:2:1</p> <p><b>Result:</b> If key 1 is on-air the command triggers a cut of key 1 on MiniME™ output 2. If the key is already off-air, no transition is performed.</p>
<b>KEYCUTON</b> <i>ME-source:ME-number:keyer</i>	<p>Performs a cut of keyer number (<i>keyer</i>) on ME (<i>ME-source</i>) of number (<i>ME-number</i>) to transition the key on-air.</p> <p><b>Example:</b> KEYCUTON MME:2:1</p> <p><b>Result:</b> If key 1 is off-air the command triggers a cut of key 1 on MiniME™ output 2. If the key is already on-air, no transition is performed.</p>
<b>KEYMODE</b> <i>ME-source:ME-number:keyer:mode</i>	<p>Sets the key mode (<i>mode</i>) to NORMAL, ADDITIVE, or FULL on ME (<i>ME-source</i>) of number (<i>ME-number</i>).</p> <p><b>Example:</b> KEYMODE ME:2:1:NORMAL</p> <p><b>Result:</b> Uses the shaped/unshaped setting from the key setup for keyer 1 on ME output 2.</p>
<b>LOADSET</b> <i>name</i> (not supported by Ultra 60, see next)	<p>Performs a recall of a set by name (<i>name</i>).</p> <p><b>Example:</b> LOADSET set1</p> <p><b>Result:</b> Loads set1 onto the switcher from the USB. Unlike saving or loading a set from the control panel, RossTalk does not support saving or loading of panel personality settings with the setup. Settings such as color schemes or user button assignments are not included with the set.</p>

Command	Description
LOADSET <i>location:name</i> (Ultra 60 Only)	<p>Performs a recall of a set by name (<i>name</i>) from a USB (1,2,3) or internal (0) drive (<i>location</i>).</p> <p><b>Tip:</b> USB drives in Ultra 60 are assigned a number according to the order they are detected by the OS. USB (1) is first, (2) is second, and (3) is third. The internal drive is (0).</p> <p><b>Example:</b> LOADSET 1:set1  <b>Result:</b> Loads set1 onto the switcher from USB 1. Unlike saving or loading a set from the control panel, RossTalk does not support saving or loading of panel personality settings with the setup. Settings such as color schemes or user button assignments are not included with the set.</p>
MEAUTO <i>ME-source:ME-number</i>	<p>Performs an auto transition on ME (<i>ME-source</i>) of number (<i>ME-number</i>). The elements included with the transition are set in the next transition area of the switcher.</p> <p><b>Example:</b> MEAUTO MSC:2  <b>Result:</b> Triggers an auto transition on MultiScreen channel 2.</p>
MECUT <i>ME-source:ME-number</i>	<p>Performs a cut on ME (<i>ME-source</i>) of number (<i>ME-number</i>). The elements included with the transition are set in the next transition area of the switcher.</p> <p><b>Example:</b> MECUT ME:1  <b>Result:</b> Triggers a cut on ME 1.</p>
MEM <i>bm:ME-source :ME-number</i>	<p>Performs a recall of memory (<i>m</i>) on bank (<i>b</i>) on ME (<i>ME-source</i>) of number (<i>ME-number</i>).</p> <p><b>Example:</b> MEM 19:ME:2:MME:1  <b>Result:</b> Recalls memory 9 on bank 1 of ME 2 and MiniME™ output 1.</p>
MEMSAVE <i>bm:ME-source :ME-number</i>	<p>Performs a store of memory (<i>m</i>) on bank (<i>b</i>) on ME (<i>ME-source</i>) of number (<i>ME-number</i>).</p> <p><b>Example:</b> MEMSAVE 19:ME:2:MME:1  <b>Result:</b> Stores memory 9 on bank 1 of ME 2 and MiniME™ output 1.</p>
MNEM <i>source:new-name</i>	<p>Sets a new mnemonic name (<i>new-name</i>) for a video source (<i>source</i>).</p> <p><b>Example:</b> MNEM IN:6:CAM 1  <b>Result:</b> Sets the mnemonic name for input 6 to CAM 1.</p>

Command	Description
MS <i>channel:location:media-ID</i>	<p>Loads a still or animation of ID number (<i>media-ID</i>) from a USB (1,2,3) or internal (0) drive (<i>location</i>) into Media-Store channel number (<i>channel</i>).</p> <p><b>Tip:</b> USB drives in Ultra 60 are assigned a number according to the order they are detected by the OS. USB (1) is first, (2) is second, and (3) is third. The internal drive is (0).</p> <p><b>Example:</b> MS 1:0:002  <b>Result:</b> Loads the AnnaCK still (002) from the internal drive (0) to Media-Store channel 1. If you are using a Mosaic, channels are numbered 101-136.</p>
MVBOX VP   IO: <i>MultiViewer:box:source</i>	<p>Selects a video source (<i>source</i>) in a box of number (<i>box</i>) for the Video Processor MultiViewer (VP) or I/O MultiViewer (IO) number <i>MultiViewer</i>.</p> <p><b>Example:</b> MVBOX VP:1:5:IN:6  <b>Result:</b> Selects input 6 in box 5 of Video Processor MultiViewer channel 1. Aux buses can also be selected as sources.</p>
MVBOXSHIFT VP   IO: <i>MultiViewer:box:source</i>	<p>Selects a video source (<i>source</i>) in a shifted box of number (<i>box</i>) for the Video Processor MultiViewer (VP) or I/O MultiViewer (IO) number <i>MultiViewer</i>.</p> <p><b>Example:</b> MVBOXSHIFT VP:1:5:IN:6  <b>Result:</b> Selects input 6 in shifted box 5 of the Video Processor MultiViewer channel 1. Aux buses can also be selected as sources.</p>
NEXT <i>sequencer</i>	<p>Runs the currently selected item in the sequence loaded into Sequencer (<i>sequencer</i>) and advance the current selection to the next item in the sequence.</p> <p><b>Example:</b> NEXT 2  <b>Result:</b> Runs the selected command in Sequencer 3.</p>
NOOP	<p>No operation. Used to keep the connection to the RossTalk device open, if required.</p>
SAVESET <i>name</i> (not supported by Ultra 60, see next)	<p>Performs a store of a set by name (<i>name</i>).</p> <p><b>Example:</b> SAVESET set1  <b>Result:</b> Stores the current switcher settings to set1 on the USB. Unlike saving or loading a set from the control panel, RossTalk does not support saving or loading of panel personality settings with the setup. Settings such as color schemes or user button assignments are not included with the set.</p>

Command	Description
SAVESET <i>location:name</i> (Ultra 60 Only)	<p>Performs a store of a set by name (<i>name</i>) to a USB (1,2,3) or internal (0) drive (<i>location</i>).</p> <p><b>Tip:</b> USB drives in Ultra 60 are assigned a number according to the order they are detected by the OS. USB (1) is first, (2) is second, and (3) is third. The internal drive is (0).</p> <p><b>Example:</b> SAVESET 0:set1  <b>Result:</b> Stores set1 from the switcher to the internal drive. Unlike saving or loading a set from the control panel, RossTalk does not support saving or loading of panel personality settings with the setup. Settings such as color schemes or user button assignments are not included with the set.</p>
SEQI <i>sequencer:seq</i>	<p>Loads the sequence (<i>seq</i>) into Sequencer (<i>sequencer</i>).</p> <p><b>Example:</b> SEQI 3:15  <b>Result:</b> Loads sequence 15 into Sequencer 3.</p>
SEQO <i>sequencer</i>	<p>Unloads the sequence from Sequencer (<i>sequencer</i>).</p> <p><b>Example:</b> SEQO 1  <b>Result:</b> Unloads any sequence from Sequencer 1.</p>
TRANSINCL <i>ME-source:ME-number:incl:incl:incl</i>	<p>Sets the next transition area on ME (<i>ME-source</i>) of number (<i>ME-number</i>), to include the background (B) and/or keys (<i>incl</i>).</p> <p><b>Example:</b> TRANSINCL ME:2:B:2:3  <b>Result:</b> Configures the next transition area for ME 2 with <b>BKGD</b>, <b>KEY 2</b>, and <b>KEY 3</b> selected. Note that any existing selections are lost.</p>
TRANSRATE <i>ME-source:ME-number:rate</i>	<p>Sets the transition rate (<i>rate</i>), in frames, on ME (<i>ME-source</i>) of number (<i>ME-number</i>).</p> <p><b>Example:</b> TRANSRATE ME:1:15  <b>Result:</b> Sets the ME transition rate for ME 1 to 15 frames.</p>
TRANSTYPE <i>ME-source:ME-number:type</i>	<p>Sets the transition type (<i>type</i>), see below, on ME (<i>ME-source</i>) of number (<i>ME-number</i>).</p> <ul style="list-style-type: none"> <li>• <b>Dissolve</b> — DISS</li> <li>• <b>DVE</b> — DVE</li> <li>• <b>Media Wipe</b> — MEDIA</li> <li>• <b>Wipe</b> — WIPE</li> </ul> <p><b>Example:</b> TRANSTYPE MSC:2:DISS  <b>Result:</b> Sets the transition type for MultiScreen channel 2 to DISS.</p>
UP <i>sequencer</i>	<p>Moves the selection of the next item to be run up one event in the sequence loaded in Sequencer (<i>sequencer</i>).</p> <p><b>Example:</b> UP 1  <b>Result:</b> Moves the green highlight up an event on the sequence loaded into Sequencer 1.</p>

Command	Description
XPT <i>vid-dest:vid-source</i>	<p>Selects the video source (<i>vid-source</i>) on the bus (<i>vid-dest</i>).</p> <p><b>Example 1:</b> XPT ME:2:PGM:IN:6  <b>Result 1:</b> Selects input 6 on the Program bus of ME 2; XPT ME:3:KEY:2:IN:20 selects input 20 on Key 2 of ME3</p> <p><b>Example 2:</b> XPT AUX:2:ME:1:CLN  <b>Result 2:</b> Selects the ME 1 clean feed on Aux bus 2. Refer to the information after this table for a list of sources and destinations.</p>

Possible video destinations (*vid-dest*):

- **Aux Bus** — AUX:*aux-number*
- **Key** — ME:*ME-number*:KEY:*key-number*
- **MiniME™** — MME:*ME-number*
- **Preset** — ME:*ME-number*:PST
- **Program** — ME:*ME-number*:PGM

Possible video sources (*vid-source*):

- **Aux Bus** — AUX:*aux-number*
- **Black** — BK (*vid-source* only)
- **Chroma Key Alpha** — CKA:*chroma key number* (UltraChromeHR, Carbonite Black v14.0 or higher only, or Carbonite Ultra)
- **Chroma Key Video** — CK:*chroma key number* (UltraChromeHR, Carbonite Black v14.0 or higher only, or Carbonite Ultra)
- **Clean Feed** — CLN
- **Clip Player** — CLIP
- **Input Source** — IN:*input-number*

**Tip:** On Graphite and the CBF-113 (Carbonite Solo 13) the HDMI™ input is IN:13 and on the CBF-109 (Carbonite Solo) the HDMI™ inputs are IN:7, IN:8, and IN:9 for HDMI™ inputs 1-3 respectively.

- **Matte Color** — BG (*vid-source* only)
- **ME Background** — ME:*ME-number*:BKGD
- **ME Clean** — ME:*ME-number*:CLN (*vid-source* only)
- **Media-Store** — MS:*channel-number*
- **ME Key Alpha** — ME:*ME-number*:KEY:*key-number*:A
- **ME Key Video** — ME:*ME-number*:KEY:*key-number*:V
- **ME MediaWipe Alpha** — ME:*ME-number*:MWA
- **ME MediaWipe** — ME:*ME-number*:MW
- **ME Preset** — ME:*ME-number*:PST
- **ME Preview** — ME:*ME-number*:PV
- **ME Program** — ME:*ME-number*:PGM
- **MiniME™ Background** — MME:*ME-number*:BKGD
- **MiniME™ Combined Key** — MME:*ME-number*:CMB
- **MiniME™ Key Alpha** — MME:*ME-number*:KEY:*key-number*:A
- **MiniME™ Key Video** — MME:*ME-number*:KEY:*key-number*:V
- **MiniME™ Preset** — MME:*ME-number*:PST
- **MiniME™ Preview** — MME:*ME-number*:PV
- **MiniME™ Program** — MME:*ME-number*:PGM

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- **Preview** — PV
  - **Program** — PGM
  - **UltraScene (alpha)** — SNCA: *scene-number*
  - **UltraScene (video)** — SNC: *scene-number*
  - **XPression (alpha)** — XP: *channel-number:A* (Graphite only)
  - **XPression (video)** — XP: *channel-number:V* (Graphite only)

# XExpression Commands

The XExpression motion graphics system can be controlled from a remote device or computer via RossTalk commands. These commands can be sent to the switcher over an ethernet connection.

## Sending RossTalk Commands to XExpression

XExpression accepts RossTalk commands over ethernet on port 7788. This allows you to perform various functions such as Take, Next, move up or down in the sequencer, and trigger a GPI.

### To Send RossTalk Commands to XExpression

**Note:** Each command should be terminated by a carriage return and a line feed (CR/LF).

1. Click **Edit > Hardware Setup**.
2. Click the **GPI Boards** tab.
3. Click **Add** and in the **Brand** list, click **RossTalk**.
4. Click **OK**.
5. In the **State** list, click **Enabled**.
6. Click **TCP** and in the **TCP Port** list, click **7788**.

## XExpression Supported RossTalk Commands

XExpression supports a number of RossTalk commands. The exact commands and how XExpression reacts to the commands is outlined in the following table.

**Note:** All commands are case sensitive.

**Note:** The framebuffer numbering in RossTalk does not match the numbering in XExpression. For example, to select framebuffer 1 in XExpression you must enter framebuffer 0 in RossTalk. For framebuffer 2, enter 1, and so on.

*Table 2: RossTalk Commands*

Command	Description
<code>CLFB buffer</code>	Clears framebuffer number <i>buffer</i> . <b>Example:</b> <code>CLFB 0000</code> <b>Result:</b> Clears framebuffer 1.
<code>CLFB buffer:layer</code>	Clears layer number <i>layer</i> in framebuffer number <i>buffer</i> . <b>Example:</b> <code>CLFB 0000:2</code> <b>Result:</b> Clears layer 2 on framebuffer 1.
<code>CLRA</code>	Clears all framebuffers.
<code>CUE takeid:buffer:layer</code>	Prepares take item <i>takeid</i> to go to air next in framebuffer number <i>buffer</i> on layer number <i>layer</i> . The take item is not taken to air, but is prepared to be taken to air without any frame delay. <b>Example:</b> <code>CUE 3:2:-5</code> <b>Result:</b> Prepares to load the take item 3 into the framebuffer 3 and onto layer -5.
<code>DOWN</code>	Move the current selection in the sequencer to the item below it in the list.

Command	Description
<code>FOCUS takeid</code>	Set the sequencer focus to the take item number <i>takeid</i> . <b>Example:</b> <code>FOCUS 0005</code> <b>Result:</b> Sets the focus to take item 0005.
<code>GPI gpi</code>	Trigger the simulated GPI input <i>gpi</i> . This is treated as if the GPI input were triggered externally. <b>Example:</b> <code>GPI 5</code> <b>Result:</b> Triggers GPI input 5.
<code>LAYEROFF buffer:layer</code>	Takes a scene in framebuffer number <i>buffer</i> on layer number <i>layer</i> off air using the defined out transition. <b>Example:</b> <code>LAYEROFF 0000:2</code> <b>Result:</b> Removes the scene on layer 2 of framebuffer 0000 (the first framebuffer).
<code>NEXT</code>	Take the current take item in the sequencer to air and advance the current selection to the next item in the list.
<code>READ</code>	Take the current selection in the sequencer to air.
<code>RESUME buffer</code>	Resumes all layers in framebuffer number <i>buffer</i> . <b>Example:</b> <code>RESUME 0000</code> <b>Result:</b> Resumes all layers in framebuffer 1.
<code>RESUME buffer:layer</code>	Resumes layer number <i>layer</i> in framebuffer number <i>buffer</i> . <b>Example:</b> <code>RESUME 0000:2</code> <b>Result:</b> Resumes layer 2 in framebuffer 1.
<code>SEQI takeid:layer</code>	Loads the take item <i>takeid</i> to air on layer number <i>layer</i> to the output channel selected in the template. The Sequencer focus moves to this item. <b>Example:</b> <code>SEQI 0005:7</code> <b>Result:</b> Loads the take item 0005 onto layer 7.
<code>SEQO takeid</code>	Takes the take item <i>takeid</i> off-air. <b>Example:</b> <code>SEQO 0005</code> <b>Result:</b> Takes the template with TakeID 5 off-air.
<code>SWAP buffer</code>	Loads all the take items that are currently in the cued state to air in framebuffer number <i>buffer</i> . If a framebuffer is not specified, all cued take items in all framebuffers are taken to air. <b>Example:</b> <code>SWAP 0</code> <b>Result:</b> Takes all the cued take items in framebuffer 1 to air.
<code>TAKE takeid:buffer:layer</code>	Loads take item <i>takeid</i> to air in framebuffer number <i>buffer</i> on layer number <i>layer</i> . The Sequencer focus does not move to this item. <b>Example:</b> <code>TAKE 5:0:7</code> <b>Result:</b> Loads the template with TakeID 5 into framebuffer 1 and onto layer 7.
<code>UNCUEALL</code>	Removes all cued items from the cued state.

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Command	Description
UNCUE <i>takeid</i>	Remove item with take id <i>takeid</i> from the cued state.
UP	Move the current selection in the sequencer to the item above it in the list.
UPNEXT <i>takeid</i>	Sets the preview to the take item <i>takeid</i> in the sequencer without moving the focus bar.

# Acuity™ /Vision Commands

The switcher can be controlled from a remote editor or computer via RossTalk commands. These commands can be sent to the switcher over an ethernet connection.

## Sending RossTalk Commands to Acuity™ /Vision

Acuity™ and Vision accept RossTalk commands over ethernet on port 7788. This allows you to perform various functions such as triggering a GPI, or sending commands to the switcher, such as transitioning a key.

### To Send RossTalk Commands to Acuity™ /Vision

**Note:** Each command should be terminated by a carriage return and a line feed (CR/LF).

1. Press **HOME > Setup > Installation > Com Setup > Type**.
2. Use the **Com Port** knob to select the port that you want to assign to the RossTalk device.
3. Use the **Device** knob to select **RossTalk**.
4. Press **Select Device** and use the **Device** knob to select **RTalk-IN**.
5. Press **Com Type** and use the **Type** knob to select **Network TCP**.
6. how you want to connect to the device.

IP Setting	Value
Client/Server	<ul style="list-style-type: none"><li>• <b>Server(1)</b> — allows for a single client connection at a time.</li><li>• <b>Server(Many)</b> — allows for multiple client connections at a time.</li></ul>
Local IP Address	0.0.0.0
Local Port	7788 (default)

**Tip:** If you are using multiple RossTalk connections, it is recommended that you increment the port number for each device.

7. Press **Extra Options**.

Option	Value
Cmd Response	OFF (default)

8. Press **HOME > Confirm**.

## Acuity™ /Vision Supported RossTalk Commands

The switcher supports a number of RossTalk commands. The exact commands and how the switcher reacts to the commands is outlined in the following table.

**Note:** When you are entering commands for Vision, you must use MLE instead of ME. Acuity™ supports both ME and MLE.

**Note:** All commands are case sensitive.

**Tip:** You can query the current state of a switcher component by replacing the selection part of the command with a ? For example, MVBOX 2:6:? returns what source is selected in box 6 on MultiViewer channel 2. The query function only applies to the XPT, MS, MNEM, TRANSRATE, TRANSTYPE, TRANSINCL, MVBOX, and KEYSHAPED commands.

**Table 3: RossTalk Commands**

Command	Description
<code>ACTIVEID vid-source</code>	Returns the name of the clip loaded into the video server channels assigned to the video source ( <i>vid-source</i> ).  <b>Example:</b> ACTIVEID IN:5 <b>Result:</b> Returns the name of the clip loaded into the VTR/VDCP channel assigned to input 5.
<code>CAPTURE DISK/RAM:channel:source:frames</code> (Acuity® Only)	Performs a capture to RAM (RAM) or directly to disk (DISK) of the video source ( <i>source</i> ) using Media-Store channel ( <i>channel</i> ) for a duration of ( <i>frames</i> ) frames. The switcher will reply when the capture is completed.  <b>Example:</b> CAPTURE DISK:1:AUX:8:3:6 <b>Result:</b> Performs a capture to disk of Bank 8, Aux 3, using Media-Store channel 1, and with a duration of 6 frames.
<code>CAPTURE ME:source:channel</code> (Ultrix Acuity Only)	Performs a capture of the video source ( <i>source</i> ) on ME number (ME) using Media-Store channel ( <i>channel</i> ). The switcher will reply when the capture is completed.  <b>Example:</b> CAPTURE 3:PGMC:2 <b>Result:</b> Performs a capture of the ME 3 Program C video source, using Media-Store channel 2.
<code>CC b:cc</code>	Executes custom control ( <i>cc</i> ) on bank ( <i>b</i> ).  <b>Example:</b> CC 1:05 <b>Result:</b> Triggers custom control 5 on bank 1.
<code>CUECLIP vid-source:clip-name</code>	Sends the VTR/VDCP cue clip command to the server channel assigned to the video source ( <i>vid-source</i> ).  <b>Example:</b> CUECLIP IN:7:Intro_6 <b>Result:</b> The switcher sends the VTR/VDCP command to the channel assigned to input 7 to cue the clip named <b>Intro_6</b> .
<code>EJECT vid-source</code>	Sends the VTR/VDCP eject clip command to the server channel assigned to the video source ( <i>vid-source</i> ).  <b>Example:</b> EJECT IN:10 <b>Result:</b> The switcher sends the VTR/VDCP eject clip command to the channel assigned to input 10.
<code>FTB</code>	Performs a fade-to-black transition.
<code>GPI xx</code>	Performs the action assigned to the GPI input <i>xx</i> . If the GPI is an output, no action is performed.  <b>Example:</b> GPI 04 <b>Result:</b> Triggers GPI input 4.
<code>GPI xx:On/Off</code>	Set GPI <i>xx</i> to on (On or 1) or off (Off or 0).  <b>Example:</b> GPI 04:Off <b>Result:</b> Sets GPI 4 to off.
<code>HELP</code>	Prints a list of the supported commands.

Command	Description
<code>KEYAUTO ME:<i>keyer</i></code>	<p>Performs an auto transition of keyer number (<i>keyer</i>) on ME number (<i>ME</i>).</p> <p><b>Example:</b> KEYAUTO 1:4  <b>Result:</b> Triggers an auto transition of key 4 on ME 1.</p>
<code>KEYAUTOON ME:<i>keyer</i></code>	<p>Transitions keyer number (<i>keyer</i>) on ME number (<i>ME</i>) on-air if the key is not currently on-air.</p> <p><b>Example:</b> KEYAUTOON 3:2  <b>Result:</b> If key 2 is not currently on-air on ME 3 the command triggers a transition of key 2 on ME 3.</p>
<code>KEYAUTOOFF ME:<i>keyer</i></code>	<p>Transitions keyer number (<i>keyer</i>) on ME number (<i>ME</i>) off-air if the key is currently on-air.</p> <p><b>Example:</b> KEYAUTOON 1:4  <b>Result:</b> If key 4 is currently on-air on ME 1 the command triggers a transition of key 4 on ME 1.</p>
<code>KEYCUT ME:<i>keyer</i></code>	<p>Performs a cut of keyer number (<i>keyer</i>) on ME number (<i>ME</i>).</p> <p><b>Example:</b> KEYCUT 2:1  <b>Result:</b> Triggers a cut of key 1 on ME 2.</p>
<code>KEYCUTON ME:<i>keyer</i></code>	<p>Cuts keyer number (<i>keyer</i>) on ME number (<i>ME</i>) on-air if the key is not currently on-air.</p> <p><b>Example:</b> KEYCUTON 3:2  <b>Result:</b> If key 2 is not currently on-air on ME 3 the command triggers a cut of key 2 on ME 3.</p>
<code>KEYCUTOFF ME:<i>keyer</i></code>	<p>Cuts keyer number (<i>keyer</i>) on ME number (<i>ME</i>) off-air if the key is currently on-air.</p> <p><b>Example:</b> KEYCUTON 1:4  <b>Result:</b> If key 4 is currently on-air on ME 1 the command triggers a cut of key 4 on ME 1.</p>
<code>KEYSHAPED ME:<i>keyer</i>:ON/OFF</code>	<p>Turns shaped keying on (ON) or off (OFF) for keyer number (<i>keyer</i>) on ME number (<i>ME</i>).</p> <p><b>Example:</b> KEYSHAPED 2:1:ON  <b>Result:</b> Turns shaped keying on for key 1 on ME 2.</p>
<code>KEYSTATE ME:<i>key</i></code>	<p>Returns whether key number (<i>key</i>) on ME number (<i>ME</i>) is on (On) or off (Off).</p> <p><b>Example:</b> KEYSTATE 4:4  <b>Result:</b> Returns the on-air state of key 4 on ME 4.</p>
<code>LOADSET USB/HD:<i>setname</i></code>	<p>Loads setup name (<i>setname</i>) from the USB drive (USB) or hard drive (HD).</p> <p><b>Example:</b> LOADSET HD:SETUP01  <b>Result:</b> Loads SETUP01 from the hard drive.</p>

Command	Description
<code>MEAUTO ME</code>	<p>Performs an auto transition on ME (ME). The elements included with the transition are set in the next transition area of the switcher.</p> <p><b>Example:</b> <code>MEAUTO 2</code>  <b>Result:</b> Triggers an auto transition on ME 2.</p>
<code>MECUT ME</code>	<p>Performs a cut on ME (ME). The elements included with the transition are set in the next transition area of the switcher.</p> <p><b>Example:</b> <code>MECUT 1</code>  <b>Result:</b> Triggers a cut on ME 1.</p>
<code>MEM bm:ME</code>	<p>Performs a memory recall of memory (m) on bank (b) on ME (ME).</p> <p><b>Example:</b> <code>MEM 19:2:1</code>  <b>Result:</b> Recalls memory 9 on bank 1 of ME 2 and ME 1.</p> <p><b>Tip:</b> You can also query what the last memory recalled on an ME was using <code>MEM ?:ME</code>. Entering <code>MEM ?</code> returns the last memory recalled on the program ME.</p>
<code>MEMSAVE bm:ME</code>	<p>Performs a store to memory (m) on bank (b) on ME (ME).</p> <p><b>Example:</b> <code>MEMSAVE 23:1:2:4</code>  <b>Result:</b> Stores memory 3 on bank 2 on ME 1, ME 2, and ME 4.</p>
<code>MNEM source:new-name</code>	<p>Sets a new mnemonic name (<i>new-name</i>) for a video source (<i>source</i>).</p> <p><b>Example:</b> <code>MNEM IN:6:CAM 1</code>  <b>Result:</b> Sets the mnemonic name for input 6 to CAM 1.</p>
<code>MS media-store: channel:media-ID</code>	<p>Loads a media file of ID number (<i>media-ID</i>) into the Global-Store (GS), Global-Store Audio (GSA), or ME-Store (ME#) cache (<i>media-store</i>) into channel number (<i>channel</i>).</p> <p><b>Example 1:</b> <code>MS 4:2:52</code>  <b>Result 1:</b> Loads media item 52 into channel 2 of the ME-Store on ME 4.  <b>Example 2:</b> <code>MS GS:1:12</code>  <b>Result 2:</b> Loads media item 12 into channel 1 of the Global-Store.</p>
<code>MSPLAY media-store: channel</code>	<p>Play the media file currently loaded in the Global-Store (GS), Global-Store Audio (GSA), or ME-Store (ME#) cache (<i>media-store</i>) into channel number (<i>channel</i>).</p> <p><b>Example:</b> <code>MSPLAY GSA:2</code>  <b>Result:</b> Plays the media item loaded into Global-Store Audio channel 2.</p>
<code>MVBOX MultiViewer:box:source</code>	<p>Selects a video source (<i>source</i>) in a box of number (<i>box</i>) for MultiViewer number <i>MultiViewer</i>.</p> <p><b>Example:</b> <code>MVBOX 1:5:IN:6</code>  <b>Result:</b> Selects input 6 in box 5 of MultiViewer channel 1. Aux buses can also be selected as sources.</p>

Command	Description
<code>PAUSE vid-source</code>	<p>Sends the VTR/VDCP pause command to the server channel assigned to the video source (<i>vid-source</i>).</p> <p><b>Example:</b> PAUSE IN:20</p> <p><b>Result:</b> The switcher sends the VTR/VDCP pause command to the channel assigned to input 20.</p>
<code>PLAY vid-source</code>	<p>Sends the VTR/VDCP play command to the server channel assigned to the video source (<i>vid-source</i>).</p> <p><b>Example:</b> PLAY IN:20</p> <p><b>Result:</b> The switcher sends the VTR/VDCP play command to the channel assigned to input 20.</p>
<code>RESETALL</code>	<p>Performs an ALL+ALL soft reset on the switcher. There are no other parameters for this command.</p>
<code>SAVESET USB/HD:setup:setname</code>	<p>Saves the switcher setting to setup number (<i>setup</i>) with the name (<i>setname</i>) to the USB drive (USB) or hard drive (HD).</p> <p><b>Example:</b> SAVESET USB:5:MORNING</p> <p><b>Result:</b> Saves a setup called MORNING to setup 5 on the USB drive. If you don't include the <i>setup</i> number the switcher will try to match the <i>setname</i> and overwrite it.</p>
<code>SETVIDMODE REF:format</code>	<p>Set the format (<i>format</i>) of the input reference to the switcher. Uses the same internal or external source as well as reference board that is currently selected.</p> <p><b>Example:</b> SETVIDMODE REF:1080i50</p> <p><b>Result:</b> Sets the switcher expect 1080i 50Hz as the input reference format.</p>
<code>SETVIDMODE VID:format</code>	<p>Set the video format (<i>format</i>) that you want the switcher to operate in.</p> <p><b>Example:</b> SETVIDMODE VID:1080i59.94</p> <p><b>Result:</b> Sets the switcher to operate in the 1080i 59.94Hz video format and SETVIDMODE VID:480i 16x9 sets the switcher to operate in the 480i video format with a 16:9 aspect ratio.</p>
<code>TRANSINCL ME:incl:incl:incl</code>	<p>Sets the next transition area on ME number (<i>ME</i>), to include the background (B) and/or keys (<i>incl</i>).</p> <p><b>Example:</b> TRANSINCL 2:B:2:3</p> <p><b>Result:</b> Configures the next transition area for ME 2 with <b>BKGD</b>, <b>KEY 2</b>, and <b>KEY 3</b> selected. Note that any existing selections are lost.</p>
<code>TRANSRATE ME:rate</code>	<p>Sets the transition rate (<i>rate</i>), in frames, on ME number (<i>ME</i>).</p> <p><b>Example:</b> TRANSRATE 2:15</p> <p><b>Result:</b> Sets the ME transition rate for ME 2 to 15 frames.</p>

Command	Description
<code>TRANSTYPE ME: type</code>	Sets the transition type ( <i>type</i> ), see below, on ME number ( <i>ME</i> ). <ul style="list-style-type: none"> <li>• <b>Dissolve</b> — DISS</li> <li>• <b>Wipe</b> — WIPE</li> <li>• <b>DVE</b> — DVE</li> <li>• <b>Media Wipe</b> — MEDIA</li> </ul> <b>Example:</b> TRANSTYPE 3:DISS <b>Result:</b> Sets the transition type for ME 3 to DISS.
<code>USERVAR name: value</code>	Assign a number ( <i>value</i> ) to the user variable with the name ( <i>name</i> ). <b>Example:</b> USERVAR A:10 <b>Result:</b> Creates a variable of the name A with a value of 10.
<code>USERVAR name: operation: value</code>	Perform the operation ( <i>operation</i> ) (+ - * / =) with a value of ( <i>value</i> ) on the user variable with the name ( <i>name</i> ). <b>Example:</b> USERVAR A:+:5 <b>Result:</b> Adds 5 to the variable A.
<code>VERSION</code>	Returns the current version of software running on the switcher.
<code>XPT vid-dest:vid-source</code>	Select a video source ( <i>vid-source</i> ) on ( <i>vid-dest</i> ). <b>Example:</b> XPT ME:2:PGM:IN:6 <b>Result:</b> Selects input C6 on the Program bus of ME 2. Refer to the information after this table for a list of sources and destinations.

Possible video destinations (*vid-dest*):

- **Aux Bus** — AUX:aux-bank-number:aux-number
- **Key** — ME:ME-number:KEY:key-number
- **Key (alpha/backside/2nd DVE channel)** — ME:ME-number:KEY:key-number:KEYBUS:2

**Tip:** The second channel of the key is either the alpha channel, backside video, or DVE channel, depending on how the key is configured.

- **Preset** — ME:ME number:PST
- **Program** — ME:ME number:PGM

Possible video sources (*vid-source*):

- **Aux Bus** — AUX:aux-bank-number:aux-number
- **Black** — BK (vid-source only)
- **Clean** — ME:ME number:CLN:c1n-number (Clean Feed 1-2 only) (vid-source only)
- **Global-Store** — GS:channel-number
- **Input Source** — IN:input-number (vid-source only)
- **Key** — ME:ME-number:KEY:key-number
- **Matte Color** — BG:BKGD-number (vid-source only)
- **ME-Store** — MS:ME-number:channel-number
- **MultiViewer A** — MVA:Head A on MultiViewer number
- **MultiViewer B** — MVB:Head B on MultiViewer number

Possible ME Sources (*ME*)

- 
- **Preview** — `ME:ME number:PV`
  - **Program A/B** — `ME:ME number:PGM`: (selects PGMA or PGMB depending on what is selected on the panel)
  - **Program A** — `ME:ME number:PGM:A`
  - **Program B** — `ME:ME number:PGM:B`
  - **Program C** — `ME:ME number:PGM:C`
  - **Program D** — `ME:ME number:PGM:D`
  - **Program E** — `ME:ME number:PGM:E`
  - **Program F** — `ME:ME number:PGM:F`

# openGear® Commands

The MDK-111A-M, MDK-111A-K, and MC1-MK can each be controlled from a remote editor or computer via RossTalk commands. These commands can be sent to these openGear® cards over an ethernet connection (TCP/UDP) or via a serial port (RS-232/RS-422) on the rear module of the card.

## Sending RossTalk Commands to openGear®

The openGear® cards accept RossTalk commands over ethernet on port 7788 or through a direct serial connection. This allows you to perform various functions such as triggering a GPI, or sending commands to the cards, such as transitioning a key.

### To Send RossTalk Commands to an openGear® Card

**Note:** Each command should be terminated by a carriage return and a line feed (CR/LF).

1. From the Tree View, expand the node for the card you want to access.
2. Select the **Config** tab.
3. Select the **Remote Control** tab.
4. Select the type of communication you want to use.
  - **Serial** — locate the **Serial Port** area and select **RossTalk** from the **Protocol** menu.
  - **Ethernet** — locate the **RossTalk** row in the **Ethernet Port** area and select the ethernet protocol you want to use.
5. Configure the port.
  - **Serial** — select the Port Type, Bit Rate, Data Bits, Parity, and Stop Bits settings.
  - **Ethernet** — use the factory default settings.
6. Enable the port.
  - **Serial** — select the **Port Enabled** check box.
  - **Ethernet** — select the **RossTalk Enabled** check box.

## openGear® Supported RossTalk Commands

The openGear® cards supports a number of RossTalk commands. The exact commands and how the card reacts to the commands is outlined in the following table.

**Note:** All commands and file names are case sensitive.

**Table 4: RossTalk Commands**

Command	Description
FTB	Performs a fade-to-black transition. (Not supported on the MDK-111A-K.)
GPI <i>gpi</i>	Trigger the GPI input <i>gpi</i> . This is treated as if the GPI input were triggered externally. <b>Example:</b> <code>GPI 8</code> <b>Result:</b> Triggers GPI input 8.
KEYAUTO 1 : <i>keyer</i>	Performs an auto transition of keyer number ( <i>keyer</i> ). <b>Example:</b> <code>KEYAUTO 1 :2</code> <b>Result:</b> Triggers an auto transition of key 2.

Command	Description
KEYCUT <i>1:keyer</i>	Performs a cut of keyer number ( <i>keyer</i> ). <b>Example:</b> KEYCUT 1:1 <b>Result:</b> Triggers a cut of key 1.
MSPATH <i>channel:0:file-name</i>	Loads a media file ( <i>file-name</i> ) from the CompactFlash® (0) into Logo channel number ( <i>channel</i> ). <b>Example:</b> MSPATH 4:0:Logo/Ross_LOGO.png <b>Result:</b> Loads the media file called Ross_LOGO.png from the Logo directory into channel 4.
VGPIARM <i>vgpi:arm</i>	Arm ( <i>arm</i> = 1) or disarm ( <i>arm</i> = 0 or 2) the effect number ( <i>vgpi</i> ) on preset.
VGPISTATE <i>vgpi:state</i>	Takes the effect number ( <i>vgpi</i> ) on-air ( <i>state</i> = 1) or off-air ( <i>state</i> = 0).

# Ultrix™ Commands

The Ultrix™ router can be controlled from a remote editor or computer via RossTalk commands. These commands can be sent to the router over an ethernet connection.

## Sending RossTalk Commands to Ultrix™

Ultrix™ accepts RossTalk commands over ethernet on port 7788. This allows you to perform various functions such as triggering a GPI or operating a timer.

**Tip:** Ultrix™ automatically accepts RossTalk commands on port 7788.

### To Send RossTalk Commands to Ultrix™

**Note:** Each command should be terminated by a carriage return and a line feed (CR/LF).

1. Create a network connection to the router on port 7788.

**Tip:** If you are using multiple RossTalk connections, it is recommended that you increment the port number for each device.

2. At the prompt, enter the commands you want to send to the router.

## Ultrix™ Supported RossTalk Commands

The router supports a number of RossTalk commands. The exact commands and how the router reacts to the commands is outlined in the following table.

**Note:** All commands are case sensitive.

**Table 5: RossTalk Commands**

Command	Description
GPI XX	Send the fire command for salvo XX. <b>Example:</b> GPI 23 <b>Result:</b> Sends the command to fire salvo 23.
TIMER XX:END	Send the end command for clock XX. <b>Example:</b> TIMER 4:END <b>Result:</b> Sends the end command for timer 4.
TIMER XX:PAUSE	Send the pause command for clock XX. <b>Example:</b> TIMER 1:PAUSE <b>Result:</b> Sends the pause command for timer 1.
TIMER XX:RUN	Send the run command for clock XX. <b>Example:</b> TIMER 3:RUN <b>Result:</b> Sends the run command for timer 3.
TIMER XX:STOP	Send the stop command for clock XX. <b>Example:</b> TIMER 2:STOP <b>Result:</b> Sends the stop command for timer 2.

Command	Description
<pre>XPT D:<i>vid-dest</i> S:<i>vid-source</i> I:<i>user-id</i> L:<i>levels</i></pre>	<p>User or panel number (<i>user-id</i>) is requesting the video source (<i>vid-source</i>) be selected on destination (<i>vid-dest</i>) on levels (<i>levels</i>).</p> <p><b>Example:</b> XPT D:5 S:16 I:7 L:1,6,10-13</p> <p><b>Result:</b> Selects source 16 on destination 5 for levels 1, 6, and 10 through 13 with the request coming from user/panel ID 7.</p> <p><b>Tip:</b> Each argument is separated by a space. Multiple levels are separated by a comma, with no spaces, and can include ranges. Levels are optional and don't need to be included.</p>

# Ross® Video Server (Mira, Tria, Kiva) Commands

The Ross® video servers (Mira, Tria, and Kiva families) can be controlled from a remote editor or computer via RossTalk commands. These commands are sent to the server over an ethernet connection.

## Sending RossTalk Commands to a Ross® Video Server

The Ross® video servers accept RossTalk commands over ethernet on port 7788. This allows you to perform various functions such as cue and play a clip on a channel.

**Tip:** Ross® servers automatically accept RossTalk commands on port 7788.

### To Send RossTalk Commands to a Ross® Video Server

**Note:** Each command should be terminated by a carriage return and a line feed (CR/LF).

1. Create a network connection to the server on port 7788.

**Tip:** If you are using multiple RossTalk connections, it is recommended that you increment the port number for each device.

2. At the prompt, enter the commands you want to send.

## Ross® Video Servers Supported RossTalk Commands

The servers support a number of RossTalk commands. The exact commands and how the server reacts to the commands is outlined in the following table.

**Note:** All commands are case sensitive.

**Note:** Clip names must include the path relative to the default H:\video\ directory. If a clip is located in the video directory then you only need to provide the name of the clip. If a clip is located in a subdirectory, then you need to provide that relative path, for example \news\crime-report.

Table 6: RossTalk Commands

Command	Description
CUE <i>channel:clip</i>	Load a clip of the name <i>clip</i> into channel <i>channel</i> . <b>Example:</b> CUE D:crime-report <b>Result:</b> Loads a clip with the name <b>crime-report</b> into <b>Channel D</b> of the server.
CUE <i>channel:clip:timecode</i>	Load a clip of the name <i>clip</i> at position <i>timecode</i> into channel <i>channel</i> . <b>Example:</b> CUE A:goal-highlight:00,00,15,00 <b>Result:</b> Loads a clip with the name <b>goal-highlight</b> into <b>Channel A</b> of the server and seeks to <b>15 seconds</b> into the clip.
PLAY <i>channel</i>	Play the clip currently loaded into channel <i>channel</i> . <b>Example:</b> PLAY B <b>Result:</b> Plays the clip currently loaded into <b>Channel B</b> .
PLAY <i>channel:clip</i>	Load a clip of the name <i>clip</i> into channel <i>channel</i> and play it from the beginning. <b>Example:</b> PLAY B:storm <b>Result:</b> Loads the clip <b>storm</b> into <b>Channel B</b> and plays it from the beginning of the clip.

Command	Description
<code>PLAY channel:clip:timecode</code>	<p>Load a clip of the name <i>clip</i> into channel <i>channel</i> and play it from position <i>timecode</i>.</p> <p><b>Example:</b> <code>PLAY B:storm:00,00,03,10</code></p> <p><b>Result:</b> Loads the clip <b>storm</b> into <b>Channel B</b>, seeks to timecode <b>00,00,03,10</b> and plays it from that position.</p>
<code>STOP channel1</code>	<p>Stop the clip currently playing in channel <i>channel</i>.</p> <p><b>Example:</b> <code>STOP F</code></p> <p><b>Result:</b> Stops <b>Channel F</b>.</p>
<code>GOTO channel:timecode</code>	<p>Seek to the position <i>timecode</i> in the clip loaded into channel <i>channel</i>.</p> <p><b>Example:</b> <code>GOTO A:00,00,00,20</code></p> <p><b>Result:</b> seeks to position <b>00,00,00,20</b> in the clip loaded into <b>Channel A</b>.</p>
<code>JOG channel:amount</code>	<p>Jog backward or forwards by <i>amount</i> in the clip loaded into channel <i>channel</i>.</p> <p><b>Example:</b> <code>JOG C:-20f</code></p> <p><b>Result:</b> Jogs in reverse by <b>20 frames</b> in the clip loaded into <b>Channel C</b>.</p>
<code>LOOP channel:mode</code>	<p>Set the clip repeat mode <i>mode</i> for channel <i>channel</i>. The possible modes are off, loop, loop-to, ping-pong, and ping-pong-to.</p> <p><b>Example:</b> <code>LOOP B:loop</code></p> <p><b>Result:</b> Sets the clip repeat mode for <b>Channel B</b> to <b>Loop</b>.</p>
<code>ANGLE channel:angle</code>	<p>Select the camera angle <i>angle</i> to use from the ISO clip loaded into channel <i>channel</i>.</p> <p><b>Example:</b> <code>ANGLE A:3</code></p> <p><b>Result:</b> Sets the playout of the clip loaded into <b>Channel A</b> to <b>Camera Angle 3</b>.</p>
<code>EJECT channel1</code>	<p>Unload the clip currently loaded into channel <i>channel</i>.</p> <p><b>Example:</b> <code>EJECT A</code></p> <p><b>Result:</b> Unloads the clip in <b>Channel A</b>.</p>