RS232 and Network Command Catalog

For JSON RPC/Pulse Based Projectors

For UDX

End User

Reference guide

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Pulse API

This document describes the application programmers interface to Pulse projectors.

How to connect to the projector, the communication protocol and a programmers guide is presented in the following section.

Introduction

The facade API is based on the JSON-RPC 2.0 protocol and provides access to Pulse services to clients. The services can be accessed through the network using the TCP/IP protocol, or using a RS232 serial cable.

Connecting to Pulse services

Network

If the projector is on a network, TCP/IP can be used to connect to **Pulse** services. The service is available on port number 9090.

Discovering a projector on the local network

The projector can be discovered by using the simple search and discovery protocol (SSDP). To discover only the projectors on the network, use the following search:

"urn:schemas-upnp-org:device:projector:1"

Serial port

A serial cable can be connected to the projector in order to access the **Pulse** services.

Connect the projector and host using a standard serial cable with 9-pin female to the host, and 9-pin male to the projector. Pin 2 connects to pin 3 connects to pin 3 and pin 5 connects to pin 5.

RS232 Communication Parameters

Parameter	Value
Baud rate	19200
Parity	None
Data bits	8
Stop bits	1
Flow control	None

Quick start guide

The following sections are examples of frequently used commands, just to get you started. This assumes that the connection is set up as described in the previous chapter. The type of connection is not important. The same commands are available for all connection types.

Power on projector

Request

```
{
  "jsonrpc": "2.0",
  "method": "system.poweron"
}
```

Power off projector

Request

```
{
  "jsonrpc": "2.0",
  "method": "system.poweroff"
}
```

Select DisplayPort 1 as input source

```
{
  "jsonrpc": "2.0",
  "method": "property.set",
  "params": {
     "property": "image.window.main.source",
     "value": "DisplayPort 1"
  }
}
```

Select **HDMI** as input source

Request

```
{
  "jsonrpc": "2.0",
  "method": "property.set",
  "params": {
     "property": "image.window.main.source",
     "value": "HDMI"
  }
}
```

Object and method naming

Objects and members are named using dot notation in lowercase format (JavaScript-like notation). Members are either a method, property, signal or object. A typical method part of an invocation will then look like:

```
method: "foo.echo"
```

If there are more than one object of a "kind", it may be modeled and notated like:

```
tempctrl.fans
tempctrl.fans.mainfan
tempctrl.fans.lampblower
```

In the example above it is possible to get all fans by introspecting the object represented by temptrl.fans. Example: accessing the rpm property of the mainfan:

```
tempctrl.fans.mainfan.rpm
```

Type support

- · Basic types
 - string (e.g. "hello")
 - integer (e.g 114)
 - float (e.g 3.141592653589793)
 - boolean (e.g true)
- Container types
 - array (e.g ["hello", "world"])
 - object (e.g {"name": "Johnny", "age": 30, "children": ["Agnes", "Tim"] })
 - dictionary with string key (e.g gold medals in 2018 Winter Olympics Peyongchang {"Norway": 13, "Germany": 13 })

Parameters

All parameters are passed by name, but the position or order of the parameters doesn't matter.

```
Thus:
```

```
{
    "jsonrpc": "2.0",
    "method": "property.set",
    "params": {
        "property": "image.window.main.source",
        "value": "DisplayPort 1"
    }
}
is exactly the same as:
{
    "method": "property.set",
    "jsonrpc": "2.0",
    "params": {
        "value": "DisplayPort 1",
        "property": "image.window.main.source"
    }
}
```

Authentication

A client session must start with an authentication request containing a secret pass code. The purpose of the authentication protocol is to set the user access level. Authentication is only necessary when a higher level than normal end user is required. For normal end user access the authentication can be skipped. To authenticate with the server use the following type of request.

Response

```
{
   "jsonrpc": "2.0",
   "method": "authenticate",
   "params": {
       "code": 98765
   },
   "id": 1
}
```

Service API

Property	Туре	Required	Comments
jsonrpc	string	yes	2.0
method	string	yes	see below
params			see below
id	string number	no	Request identifier
error	object	yes, if error	Error object - see JSON-RPC 2.0

Methods

Method invocation API

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "ledctrl.blink",
    "params": {
        "led": "systemstatus",
        "color": "red",
        "period": 42
    },
    "id": 3
}
```

Properties

API for setting and getting property values

Set value of a property

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.set",
    "params": {
        "property": "objectname.propertyname",
        "value": 100
},
    "id": 3
}
```

It is best practice to wait for the confirmation of the property set before setting the same property again. Continuously setting the same property without waiting for confirmation may flood the server with unnecessary request and may reduce performance.

Read the value of a property

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.get",
    "params": {
        "property": "objectname.propertyname"
    }
},
    "id": 4
}
```

Read values of multiple properties

Response

```
{
  "jsonrpc": "2.0",
  "method": "property.get",
  "params": {
     "property": [
          "image.brightness": 0,
          "image.contrast": 1
        },
        "id": 5
}
```

Observe changes on one property

For change notifications, see Notifications

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.subscribe",
    "params": {
        "property": "image.brightness"
    }
},
    "id": 6
}
```

Observe changes on multiple properties

Response

```
{
  "jsonrpc": "2.0",
  "method": "property.subscribe",
  "params": {
    "property": [
        "image.brightness",
        "image.contrast"
    ]
},
  "id": 7
}
```

Stop observing one property

For change notifications, see Notifications

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.unsubscribe",
    "params": {
        "property": "image.brightness"
    }
},
    "id": 8
}
```

Stop observing multiple properties

Response

```
{
  "jsonrpc": "2.0",
  "method": "property.unsubscribe",
  "params": {
    "property": [
        "image.brightness",
        "image.contrast"
    ]
},
  "id": 9
```

Signals

Subscribe to a signal

For change notifications, see **Notifications**

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "signal.subscribe",
    "params": {
        "signal": "modelupdated"
    }
},
    "id": 10
}
```

Subscribe to multiple signals

Response

Unsubscribe from a signal

For change notifications, see Notifications

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "signal.unsubscribe",
    "params": {
        "signal": "modelupdated"
    }
},
    "id": 12
}
```

Unsubscribe from multiple signals

Response

Notifications

The client has to implement the notification API to retrieve notifications. Notification messages will not have an **id** and no response message must be returned.

Properties

The client must implement the property.changed function which receives an array of property/value pairs.

Notification

Signals

The client must implement the signal.callback function which receives an array of signal/argument-list pairs.

Notification

Introspection API

Read metadata method

Metadata of available objects (methods, properties, signals) can be read out. The data is restricted by the client's authenticated access level. A typical usage for metadata is to set up OSD menus, etc. The format of the metadata is described here: API introspection data format.

Introspection API (recursive)

Response

```
"jsonrpc": "2.0",
                               "jsonrpc": "2.0",
  "method": "introspect",
                               "result": {
  "params": {
                                 "object": "foo",
    "object": "foo",
                                 "methods": [
    "recursive": true,
    "id": 1
                                     "name": "echo"
  }
                                   }
}
                                 ],
                                 "more": ".... see API introspection data
                               },
                               "id": 1
- or -
```

```
{
   "jsonrpc": "2.0",
   "method": "introspect",
   "params": [
      "foo",
      true
   ],
   "id": 1
}
```

Introspection API (non recursive)

Response

```
"jsonrpc": "2.0",
                               "jsonrpc": "2.0",
  "method": "introspect",
                               "result": {
  "params": {
                                 "name": "motors",
    "object": "motors",
                                 "objects": [
    "recursive": false,
    "id": 2
                                     "name": "motors.motor1"
  }
                                   },
}
                                     "name": "motors.motor2"
                                   },
                                     "name": "motors.motor3"
                                 ]
                               },
                               "id": 2
                             }
```

```
- or -

{
    "jsonrpc": "2.0",
    "method": "introspect",
    "params": [
        "motors",
        false
    ],
    "id": 2
}
```

Property	Туре	Required	Comments
jsonrpc	string	yes	2.0
method	string	yes	introspect
params	<pre>object {"object": string}</pre>	no (default =	"object": name of object to introspect (dot notation allowed), default/empty will introspect everything. The object and string notations are equivalents.

Property	Туре	Required	Comments
	{"recursive": bool}	no (default=true)	recursive": if false then only object names are listed (one level). This is convenient if you want to list collections of objects
id	string number	no	Request identifier
result	object	yes	The full format of the result is described here API Introspection data format
error	object	if error	Error object - see JSON-RPC 2.0

Object changed signal

The introspect API provides a signal that triggers when new objects arrive, or when objects are removed. The name of the signal is: modelupdated. (See section Signals on how to subscribe and unsubscribe to signals.)

Subscribe to the model updated signal

Request Response

```
{
    "jsonrpc": "2.0",
    "method": "signal.subscribe",
    "params": {
        "signal": "modelupdated"
    }
},
    "id": 2
}
```

Callback method on client side

Notification

Argument	Type	Decription
object	string	Name of object
isnew	bool	true object is new false object is lost

File endpoints

Some objects provide endpoints for uploading or downloading various data types. For example, a warp grid can be uploaded to the warp engine. The objects that provide end points are found in the documentation below under the File endpoints headings.

To download a file from the projector, you must enter its URL. The URL is constructed from the following parts:

- http://
- Address of the projector. E.g. 192.168.1.100
- /api
- File endpoint. E.g. /image/processing/warp/file/transfer

This will give you a URL that looks like this: http://192.168.100/api/image/processing/warp/file/transfer

Entering this URL in a browser will trigger a download from the projector and save the current warp grid to your download folder.

You can also use the curl program to do the same. E.g: curl -O -J http://api/image/processing/warp/file/transfer

Note that not all endpoints supports downloading the current file. In those cases you need to specify which file to download. E.g: http://192.168.1.100/api/image/processing/warp/file/transfer/warpgrid.xml

To upload a file to the projector, use the **cur1** program, or some other tool that supports HTTP upload. To upload a warp grid to the projector from your local drive, enter the following command:

curl -F file=@warpgrid.xml http://192.168.1.100/api/image/processing/warp/file/transfer

You can also specify -X POST to the command, but in this case that's implied.

Programmers guide

This section describes common tasks for controlling the projector. For example, selecting input source and adjusting image properties.

Best practice

This chapter describes some basic guidelines and best practice when communicating with the projector.

Availability of information

Properties, methods and signals are not necessarily available at all times. This is because the projector has different states. One of these states is **standby**. In this state, not all the projector services are running. This means that properties and methods that are available when the projector is completely on, are not necessarily available when in standby. For example, the shutter, which is available when in **ready** or **on**, is not available in **standby**.

Tip! Do not poll properties or call methods that are not available.

Polling properties, typically by calling property.get at regular intervals, with a property that's currently unavailable, just creates overhead in the system. Doing this will log an internal error and also return an error to the caller.

Setting property values

Sometimes, setting a property value can actually trigger big operations in the projector, causing the projector to be busy for some time. For example, setting a color coordinate of the **RealColor P7** properties may take a while for the projector to process.

Tip! Always wait for the confirmation before setting the property value again.

When calling property set always specify an id. Doing so means that the projector will respond with the result of the call. Not doing so, means that you will not be notified when the projector is finished with processing the request. When the projector response is received, it is safe to again set the property value. Not waiting for the result, and quickly calling multiple property set may lead to unexpected results.

Basic operation

This chapter describes basic operation such as powering on/off the projector.

Projector state

To get the current operation state from the projector, use the following command.

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.get",
    "params": {
        "property": "system.state"
    }
},
    "id": 1
}
```

The resulting value will be one of the following:

- "boot" the projector is booting up
- "eco" the projector is in ECO/power save mode
- "standby" the projector is in standby mode
- "ready" the projector is in ready mode
- "conditioning" the projector is warming up
- "on" the projector is on
- "deconditioning" the projector is cooling down

To be notified when the state changes, a subscription must be requested, as shown in the following example.

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.subscribe",
    "params": {
        "property": "system.state"
    }
},
    "id": 2
}
```

When ever there is a change in the state, the server will notify the client as shown in the next example.

Notification

Power on

To power on the projector, issue the following request.

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "system.poweron",
    "params": {
        "property": "system.state"
    }
},
    "id": 3
}
```

Notice that the <code>result</code> is <code>null</code>. This is not an error, it's just that the method does not return a proper result. If there was an error, the response would contain an <code>error</code> member that contains information about the error that occurred. Also notice that this method does not need any arguments, so the <code>params</code> member does not need to be present. Nothing bad happens if the <code>params</code> member <code>is</code> present. It will just be ignored.

If the projector already is on, or if it's in transition between states, nothing will happen. Therefore, it's good practice to verify that the projector state is either **standby** or **ready** before issuing the power on command.

Power off

To power on the projector, issue the following request.

Response

```
{
    "jsonrpc": "2.0",
    "method": "system.poweroff",
    "params": {
        "property": "system.state"
    }
},
    "id": 4
}
```

If the projector already is off, or if it's in transition between states, nothing will happen. Therefore, it's good practice to verify that the projector state is **on** before issuing the power off command.

Sources

The source input management is made up windows, sources and connectors. Each window has a source attached, and each source is made up of one or more connectors.

Active source

To get the name of the currently active source, use the following request.

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.get",
    "params": {
        "property": "image.window.main.source"
    }
},
    "id": 0
}
```

List available sources

To get a list of available sources, use the following request.

Response

```
"jsonrpc": "2.0",
                                        "jsonrpc": "2.0",
  "method": "image.source.list",
                                       "id": 1,
  "id": 1
                                       "result": [
                                          "DVI 1",
}
                                          "DVI 2",
                                          "DisplayPort 1",
                                         "DisplayPort 2",
                                         "Dual DVI",
                                         "Dual DisplayPort",
                                          "Dual Head DVI",
                                          "Dual Head DisplayPort",
                                          "HDBaseT",
                                          "HDMI",
                                          "SDI"
```

The response contains a list of all the available source names. The list contents will vary depending on the projector model.

Set the active source

To set the active source, first get the list of available sources as shown in the previous section. Then use the following request.

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.2et",
    "params": {
        "property": "image.window.main.source",
        "value": "DisplayPort 1"
    },
    "id": 2
}
```

Connectors

The connectors are the physical input connectors of the projector. Available connectors depend on the projector model.

To list all the available connectors, use the following request.

Request

Response

```
{
                                         {
  "jsonrpc": "2.0",
                                           "jsonrpc": "2.0",
  "method": "image.connector.list",
                                           "id": 3,
  "id": 3
                                           "result": [
}
                                             "DVI 1",
                                             "DVI 2",
                                             "DisplayPort 1",
                                             "DisplayPort 2",
                                             "HDBaseT",
                                             "HDMI",
                                             "SDI"
```

To list the connectors used by a specific source, the source **object** name must be acquired. This can be done by translating the source name, or by introspection.

The easiest way is to translate the source name. Given the source name of <code>DisplayPort 1</code>, remove all non word characters and convert to all lower case characters. This can be done quite easy by using regular expressions. Example in <code>JavaScript</code> shown below.

```
const sourceName = 'DisplayPort 1';
const objectName = sourceName.replace(/\W/g, '').toLowerCase();
/* objectName is now 'displayport1' */
```

Now that we have the source object name, we can call the method that lists all the connectors used by this source.

Request Response

The result of the method is an array of connector information. This information contains the connector name and the grid position of the connector, which is useful when multiple connectors are used.

Source signal

Given a connector name of <code>DisplayPort 1</code>, this translated to a connector name of <code>displayport1</code>. We can then get signal information by using the following request.

Request Response

```
"jsonrpc": "2.0",
                                                                  "jsonrpc": "2.0",
                                                                  "id": 5,
"method": "property.get",
"params": \{
                                                                  "result": {
  "property":
                                                                    "active": true,
"image.connector.displayport1.detectedsignal"
                                                                    "name": "2560x1600 @ 50.10Hz",
                                                                    "vertical_total": 1638,
},
"id": 5
                                                                    "horizontal_total": 2720,
                                                                    "vertical_resolution": 1600,
                                                                    "horizontal_resolution": 2560,
                                                                    "vertical_sync_width": 6,
                                                                    "vertical_front_porch": 3,
                                                                    "vertical_back_porch": 29,
                                                                    "horizontal_sync_width": 32,
                                                                    "horizontal_front_porch": 48,
                                                                    "horizontal_back_porch": 80,
                                                                    "horizontal_frequency":
                                                                 82068.11653672549,
                                                                    "vertical_frequency":
                                                                 50.102710556641114,
                                                                    "pixel_rate": 223222961,
                                                                    "scan": "Progressive",
                                                                    "bits_per_component": 10,
                                                                    "color_space": "RGB",
                                                                    "signal_range": "0-255",
                                                                    "chroma_sampling": "4:4:4",
                                                                    "gamma_type": "POWER"
                                                                  }
```

Source and signal updates

To get updates when a new source is selected, or the signal on a connector change, you must listen forchanges on a number of properties.

Subscribe to the source property of the window

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.subscribe",
    "params": {
        "property": "image.window.main.source"
    }
},
    "id": 6
}
```

This will generate a property change notification when ever there is a change in the active source. E.g when the user switches from DisplayPort 1 to DisplayPort 2.

The JSON RPC client must therefore implement the property change listener in order to process the notification.

The JSON RPC servier will send notifications as shown below.

Notification

```
{
  "jsonrpc": "2.0",
  "method": "property.changed",
  "params": {
     "property": [
          {
                "image.window.main.source": ""
          }
        ]
    }
}
```

Notification

Note that two notifications are delivered in this case. First, when the previously selected source is deselected. Next, when the new source is selected.

Connector signal updates

To get updates when there is a change in the signal on sources connectors, each connector of the sourcemust have a listener for the signal detection property of the connector.

The recommended way to do this is to reflect the source and connector structure of the server in the client application.

That means:

- Store all the source names and object names
 - Callimage.source.list
 - Translate the source names into source object names as shown in the beginning of the chapter
- For each source object
 - Call image.source.[name].listconnectors
 - Translate the connector names to connector object names
 - Maintain a list of connectors per source
- For each connector object
 - Subscribe to image.connector.[name].detectedsignal

When the notifications are received, match up the connector names with the connectors used by the active source and show the new information to the user.

Keep in mind that notifications are only sent when there is an actual change in a value. Simply subscribing to a property does not get the current value. To get the current value use the property.get method and specify which property you are interested in.

Illumination

This section describes how to set the lamp/LED/laser power of the projector.

Illumination state

To read the state of the illumination use the following commands.

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.get",
    "params": {
        "property": "illumination.state"
    }
},
    "id": 0
}
```

The result will be either **On** or **Off**. To receive notifications when the state changes, you need to subscribe. The following commands will request change notifications for the illumination state.

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.subscribe",
    "params": {
        "property": "illumination.state"
    }
},
    "id": 1
}
```

The client needs to implement the property change listener to receive notifications.

When a change happens, the server will send the following notifications to the client.

Notification

```
{
  "jsonrpc": "2.0",
  "method": "property.changed",
  "params": {
      "property": [
            {
                "illumination.state": "On"
            }
        ]
    }
}
```

Illumination sources

Different projectors will have different types of illumination sources. Some will have lasers, others will have LEDs, or a combination of both, and yet others may have xenon or UHP lamps.

To query the available sources, you must do an **introspection** of the **illumination** object. The following command shows an example of that.

Request Response

```
{
    "jsonrpc": "2.0",
    "method": "introspect",
    "params": {
        "property": "illumination.sources",
        "recursive": false
    },
        "id": 2
}

id": 2
}

}

// "name": "illuminations.sources.laser"
    }

}

// "ame": "illuminations.sources.laser"
    }
}
```

From the response, we can see that this projector has a laser illumination source. Each source has properties that give you information about the minimum, maximum and the current illumination power level.

The current power level can be read or written, the minimum and maxium power level are read only, but they are dynamic values and may change depending on the setting of the projector. The lens type and lens position may also affect the power levels.

To read the current power level, use the following commands.

Request Response

```
{
    "jsonrpc": "2.0",
    "method": "property.get",
    "params": {
        "property": "illumination.sources.laser.power"
    }
},
    "id": 3
}
```

To be notified of changes in the power level, you must subscribe to property changes.

Response

```
{
   "jsonrpc": "2.0",
   "method": "property.subscribe",
   "params": {
        "property": [
            "illumination.sources.laser.power"
        ]
    },
    "id": 4
}
```

To set the value of the laser power, use the following command.

Request Response

```
{
    "jsonrpc": "2.0",
    "method": "property.set",
    "params": {
        "property": "illumination.sources.laser.power",
        "value": 40
},
    "id": 5
}
```

After the confirmation of the value, a change notification is also sent.

Notification

To get the minimum and maximum power levels, use the following commands.

Request Response

```
"jsonrpc": "2.0",
                                                             "jsonrpc": "2.0",
                                                             "id": 5,
  "method": "property.get",
  "params": {
                                                             "result": 100
    "property": "illumination.sources.laser.power"
 },
  "id": 5
}
  "jsonrpc": "2.0",
                                                             "jsonrpc": "2.0",
  "method": "property.get",
                                                             "id": 6,
                                                             "result": 0
  "params": {
    "property": "illumination.sources.laser.minpower"
 },
  "id": 6
```

Picture settings

The image service has properties for controlling the image appearance. Like brightness, contrast, saturation and gamma.

This section describes how to set basic picture settings.

Brightness

Before setting any values it is a good idea to get some information about the properties. This is done with introspection.

Individual properties can not be introspected, so we must ask the owner of the property. In this case it is the image service.

To perform introspection of the image service, issue the following request.

Response

```
"jsonrpc": "2.0",
                            "jsonrpc": "2.0",
  "method":
                            "id": 6,
 "introspect",
                            "result": {
  "params": {
                              "name": "image",
    "object": "image",
                               "properties": [
    "recursive": false
 },
                                   "name": "brightness",
  "id": 6
                                   "type": {
                                     "base": "float",
}
                                     "min": -1,
                                     "max": 1,
                                     "step-size": 1,
                                     "precision": 0.01
                                  },
                                   "access": "READ_WRITE",
                                   "description": "Image brightness/offset. The value is normalized, 0 is
                          default, 1 is 100% offset."
                                },
                                {
                                  "more": "...trimmed for brevity"
                              "objects": [
                                   "more": "...trimmed for brevity"
                          }
```

The result contains information about all the properties, objects and signals belonging to the image service.

Here we are only interested in the brightness property, so the rest of the response has been trimmed.

We can see that the **brightness** property has a **type** which is **float**. It also has some constraints that define the minimum and maximum values for the property. This information can be used to prevent sending out of range values to the server, and also give hints to the user when e.g using a slider to control the brightness value.

The type also has a step-size. This is a hint that can be used when incrementing or decrementing the value in a GUI application. The step-size is used as a factor to the precision. E.g for brightness we have a precision of 0.01 and a step-size of 1. That means that when ever the user wants to increment the value, we can add (step-size x precision) to the current value.

To get the current brightness value, use the following request.

Request

Response

```
{
   "jsonrpc": "2.0",
   "method": "property.get",
   "params": {
        "property": "image.brightness"
   }
},
   "id": 7
}
```

To receive notification when the brightness value change, use the following subscription.

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.subscribe",
    "params": {
        "property": [
            "image.brightness"
        ]
    },
    "id": 8
}
```

The set the brightness value, use the following request.

Request

Response

```
{
    "jsonrpc": "2.0",
    "method": "property.set",
    "params": {
        "property": "image.brightness",
        "value": 0.15
},
    "id": 9
}
```

In addition to the confirmation from the property.set method, a notification is also sent.

Notification

The set the other picture settings follow the same procedure as for brightness.

Warping with grid files

To globally enable warp, use the following command.

Request Response

```
{
  "jsonrpc": "2.0",
  "method": "property.set",
  "params": {
    "property": "image.processing.warp.enable",
    "value": true
},
  "id": 10
}
```

Upload warp file

Send the warp grid file through HTTP POST. The following example is using curl to upload a file to the projector at address 192.168.1.100.



curl -X POST -F file=@warp.xml http://192.168.1.100/api/image/processing/warp/file/transfer

Note that -X POST can be omitted since this is implied when using -F.

To select/activate the uploaded file, use the following command.

Request Response

```
{
    "jsonrpc": "2.0",
    "method": "property.set",
    "params": {
        "property": "image.processing.warp.file.selected",
        "value": "warp.xml"
},
    "id": 11
}
```

Finally, the grid file warping must be enabled. To do this, use the following command.

Request Response

```
{
  "jsonrpc": "2.0",
  "method": "property.set",
  "params": {
    "property": "image.processing.warp.file.enable",
    "value": true
},
  "id": 12
}
```

Warp file format

The warp file format is the same as on the MCM500/400.

Blending with images

In a multi channel setup, blending is required in order to get a seamless transition between the channels.

For this, blend edges can be configured, or one can use pre generated blend masks that are uploaded to the projector.

Uploading a blend mask

Blend masks are grayscale images in either 8 bit or 16 bit pixel resolution. The size of the blend mask must match the resolution of the blend layer of the projector. The following table shows the possible sizes.

Projector resolution	Mask resolution
WUXGA	1920 x 1200

Projector resolution	Mask resolution
WQXGA	1280 x 800
WQXGA+ (2716 x 1600)	1358 × 800
4K	1280 x 800
4K Cinemascope	1280 x 540

To upload a blend mask, use the following shell command.



curl -X POST -F file=@mask.png http://192.168.1.100/api/image/processing/blend/file/transfer

In the example above we have a blend mask in the PNG format called mask.png and the projector has the IP address of 192.168.1.100. To select the blend file that was just uploaded, us the following request.

Request Response

```
{
    "jsonrpc": "2.0",
    "method": "property.set",
    "params": {
        "property": "image.processing.blend.file.selected",
        "value": "mask.png"
},
    "id": 13
}
```

To enable the blend mask use the following request.

Request Response

```
{
    "jsonrpc": "2.0",
    "method": "property.set",
    "params": {
        "property": "image.processing.blend.file.enable",
        "value": true
},
    "id": 14
}
```

Supported image formats

The supported image formats are:

- PNG up to 16 bit
- JPEG
- TIFF

The interface only supports gray scale images, but will accept color images. It will then only use the blue channel. This is to support gray scale images saved as RGB images, we don't support the using the full colour information.

Black level adjustment with images

In a multi channel setup, blending is required in order to get a seamless transition between the channels. To compensate for the extra light in the blended regions, the black level can be increased in the non-blended regions to get a uniform black level across all channels. Black levels can be configured by using the basic controls to specify linear edges, or one can use pre generated images that are uploaded to the projector.

Uploading a black level mask

Black level masks are grayscale images in either 8 bit or 16 bit pixel resolution. The size of the black level mask must match the resolution of the black level layer of the projector. The following table shows the possible sizes.

Projector resolution	Mask resolution
WUXGA	1920 x 1200
WQXGA	1280 x 800
WQXGA+ (2716 x 1600)	1358 x 800
4K	1280 x 800
4K Cinemascope	1280 x 540

To upload a black level mask, use the following shell command.



curl -X POST -F file=@blacklevel.png http://192.168.1.100/api/image/processing/blacklevel/file/ transfer

In the example above we have a black level mask in the PNG format called blacklevel.png and the projector has the IP address of 192.168.1.100.

To select the black level file that was just uploaded, use the following request.

Request Response

```
{
  "jsonrpc": "2.0",
  "method": "property.set",
  "params": {
    "property": "image.processing.blacklevel.file.selected",
    "value": "blacklevel.png"
},
  "id": 15
}
```

To enable the black level mask use the following request.

Request Response

```
{
    "jsonrpc": "2.0",
    "method": "property.set",
    "params": {
        "property": "image.processing.blacklevel.file.enable",
        "value": true
},
    "id": 16
}
```

Supported image formats

The supported image formats are:

- PNG up to 16 bit
- JPEG
- TIFF

The interface only supports gray scale, but will accept colour images. It will then only use the blue channel. This is to support gray scale images saved as RGB images. We don't support using the full color information.

Environment information

The environment service manages a lot of information in order to keep running the projector at the optimal operating conditions. Among the information available are fan speeds, temperatures and voltages. This section describes an easy method to get information from the environment service.

Temperatures

Response

To get a snapshot or current reading of all the avilable temperature sensors, use the following request.

Request

```
{
  "jsonrpc": "2.0",
                                                 "jsonrpc": "2.0",
  "method": "environment.getcontrolblocks",
                                                 "id": 18,
  "params": {
                                                 "result": {
    "type": "Sensor",
                                                   "environment.laser.board0.bank0.temperature": 35.3,
    "valuetype": "Temperature"
                                                   "environment.laser.board0.bank1.temperature": 34.8,
 },
                                                   "environment.laser.board0.bank2.temperature": 35.3,
  "id": 18
                                                   "environment.laser.board0.heatsink0.temperature": 35,
}
                                                   "environment.laser.board0.heatsink1.temperature": 37.6,
                                                   "environment.laser.board0.heatsink2.temperature": 40.4,
                                                   "environment.laser.board1.bank0.temperature": 36.6,
                                                   "environment.laser.board1.bank1.temperature": 36.2,
                                                   "environment.laser.board1.bank2.temperature": 36.4,
                                                   "environment.laser.board1.heatsink0.temperature": 34.7,
                                                   "environment.laser.board1.heatsink1.temperature": 34.9,
                                                   "environment.laser.board1.heatsink2.temperature": 36.5,
                                                   "environment.temperature.cyclon5": 47.6,
                                                   "environment.temperature.imx6": 40.1,
                                                   "environment.temperature.inlet": 25.5,
                                                   "environment.temperature.mainboard": 40.4,
                                                   "environment.temperature.mainpower": 37.6,
                                                   "environment.temperature.outlet": 29.4,
                                                   "environment.temperature.scalerfpga": 52.8
```

The result is in the form of a dictionary, where the key is the name of the sensor and the value is the temperature reading.

}

Fan speeds

To get fan speeds, use the following request.

Request

Response

```
"jsonrpc": "2.0",
                                                  "jsonrpc": "2.0",
  "method": "environment.getcontrolblocks",
                                                  "id": 19,
                                                  "result": {
  "params": {
                                                    "environment.fan.ar1.tacho": 1800,
    "type": "Sensor",
    "valuetype": "Speed"
                                                    "environment.fan.ar2.tacho": 1850,
 },
                                                    "environment.fan.ar3.tacho": 1750,
  "id": 19
                                                    "environment.fan.ar4.tacho": 1800,
}
                                                    "environment.fan.ar5.tacho": 1800,
                                                    "environment.fan.driver.tacho": 2300,
                                                    "environment.fan.optics.tacho": 2600,
                                                    "environment.fan.pcb.tacho": 1400,
                                                    "environment.fan.phosphorleft.tacho": 3850,
                                                    "environment.fan.phosphorright.tacho": 3800,
                                                    "environment.fan.psu.tacho": 1450
                                               }
```

The result is in the form of a dictionary, where the key is the name of the sensor, a fan in this case, and the value is the fan speed reading.

Other environment info

Other environment info is also available and follows the same patterns as for temperatures and fan speeds. Use the **environment.getcontrolblocks** method with different sensor types and different sensor value types to get the desired data.

The applicable sensor types are:

- Sensor
- Filter
- Controller
- Actuator
- Alarm
- GenericBlock

The applicable sensor value types are:

- Temperature
- Speed
- PWM
- Voltage
- Current
- Power
- Altitude
- Humidity
- Pressure

- ADC
- Coordinate
- Peltier
- Waveform
- Average
- Delay
- Difference
- Interpolation
- Limit

- Median
- Noise
- Weighting
- Comparison
- Threshold
- Formula
- Driver
- PID
- Mode

- Simulation
- State
- Pump
- Resistance
- Constant
- Manual
- Range
- Any

ECO mode

On projectors that have **ECO** mode, special handling is required to wake up the projector. To wake up a projector that is in **ECO** mode:

- Send a wake on LAN request supplying the projectors HW (MAC) address
- Use the power button on the remote control
- Use the power button on the keypad
- Send a special command on the RS232 serial port

In the last case, waking up using the serial port, send the following ASCII characters:

:POWR1\r

Important note about the API documentation

Parts of the API are dynamic, other parts depend on peripherals or other factors. This means that the documentation shown here may not be complete with respect to a specific projector with a specific configuration. For example, if a lens is mounted that does not have motorized zoom, that part of the API will not be available, even if it's shown here. Another example is DMX. In its basic mode, only 2 channels are present. Setting it in extended mode will expose more channels, which may not be shown in this document.

The best way to know the exact API of your projector is to do an introspection as described in the previous chapters

Properties

Alphabetical list of all properties

dmx.artnet

Artnet enabled or not



Access: RW

Name	Type
artnet	hool

dmx.artnetnet

Artnet net selection



Access: RW

Name	Туре	
artnetnet	int	
	Constraints	
	Minimum	0
	Maximum	255
	Step size	1
	Precision	1

dmx.artnetuniverse

Artnet universe selection



Access: RW

Name	Туре	
artnetuniverse	int	
	Constraints	
	Minimum	0
	Maximum	255
	Step size	1
	Precision	1

dmx.mode

Current mode



Access: RW

Name	Type
mode	string

dmx.monitor.channel01.function

Description for the dmx channel



Access: R

Name	Туре
function	string

dmx.monitor.channel01.offset

Offset of the channel.



Access: R

Name	Type
offset	int

dmx.monitor.channel01.value

Current dmx value for the channel



Access: R

Name	Type
value	int

dmx.monitor.channel02.function

Description for the dmx channel



Access: R

Name	Туре
function	string

dmx.monitor.channel02.offset

Offset of the channel.



Name	Type
offset	int

dmx.monitor.channel02.value

Current dmx value for the channel



Access: R

Name	Type
value	int

dmx.monitor.connectionstate.active

true indicates that a dmx (if artnet setting is deactivated) or artnet package (if artnet setting is active) was received in the last 10 seconds.



Access: R

Name	Type
active	bool

dmx.shutdown

Shutdown enabled or not



Access: RW

Name	Туре
shutdown	bool

dmx.shutdowntimeout

Time out for shutdown in minutes.



Access: RW

Name	Туре	
shutdowntimeout	int	
	Constraints	
	Minimum	1
	Maximum	60
	Step size	1
	Precision	1

dmx.startchannel

The dmx start channel [1..512].



Access: RW

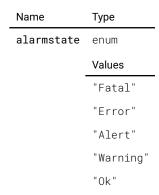
Name	Туре	
startchannel	int	
	Constraints	
	Minimum	1
	Maximum	512
	Step size	1
	Precision	1

environment.alarmstate

Alarm state



Access: R



firmware.component.color-sensor-boot.actualversion

The version of the currently installed firmware.



Access: R

Name	Type
actualversion	string

firmware.component.color-sensor-boot.displayname

The user-friendly name of the firmware component.



Name	Туре
displayname	string

firmware.component.color-sensor-boot.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.color-sensor-boot.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Туре
mismatch	bool

firmware.component.color-sensor-boot.progress

The progress of the current firmware upgrade



Access: R

Name Type progress int

firmware.component.color-sensor-boot.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R



firmware.component.color-sensor-boot.status

The status of the current firmware upgrade



Name	Туре
status	enum
	Values
	"Inactive"

```
"Active"
```

"Error"

"Finished"

firmware.component.color-sensor-run.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	strina

firmware.component.color-sensor-run.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displayname	string

firmware.component.color-sensor-run.error

The error message in case of an upgrade error.



Access: R

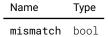
Name	Туре
error	string

firmware.component.color-sensor-run.mismatch

Indicate whether there is a version mismatch



Access: R



firmware.component.color-sensor-run.progress

The progress of the current firmware upgrade



Access: R

Name Type

progress int

firmware.component.color-sensor-run.requiredversion

The firmware version this component is expected to have by the current firmware package.



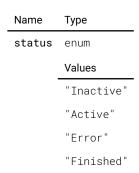
Name Type
requiredversion string

firmware.component.color-sensor-run.status

The status of the current firmware upgrade



Access: R



firmware.component.cornet-fpga.actualversion

The version of the currently installed firmware.



Access: R

Name Type actualversion string

firmware.component.cornet-fpga.displayname

The user-friendly name of the firmware component.



Access: R

Name Type
displayname string

firmware.component.cornet-fpga.error

The error message in case of an upgrade error.



Access: R

Name	Туре
error	strina

firmware.component.cornet-fpga.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.cornet-fpga.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.cornet-fpga.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

Name	Туре
requiredversion	strina

firmware.component.cornet-fpga.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.formatter-blue-wuxga.actualversion

The version of the currently installed firmware.



Access: R

Name	Type
actualversion	string

firmware.component.formatter-blue-wuxga.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displavname	strina

firmware.component.formatter-blue-wuxga.error

The error message in case of an upgrade error.



Access: R

Name	Туре
error	string

firmware.component.formatter-blue-wuxga.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Туре	
mismatch	bool	

firmware.component.formatter-blue-wuxga.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.formatter-blue-wuxga.requiredversion

The firmware version this component is expected to have by the current firmware package.



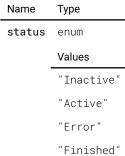
Access: R

Name	Type
requiredversion	strina

firmware.component.formatter-blue-wuxga.status

The status of the current firmware upgrade





firmware.component.formatter-green-wuxga.actualversion

The version of the currently installed firmware.



Access: R

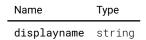
Name Type actualversion string

firmware.component.formatter-green-wuxga.displayname

The user-friendly name of the firmware component.



Access: R



firmware.component.formatter-green-wuxga.error

The error message in case of an upgrade error.



Access: R

Name Type error string

firmware.component.formatter-green-wuxga.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.formatter-green-wuxga.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.formatter-green-wuxga.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

Name	Туре
requiredversion	string

firmware.component.formatter-green-wuxga.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.formatter-red-wuxga.actualversion

The version of the currently installed firmware.



actualversion string

firmware.component.formatter-red-wuxga.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displavname	strina

firmware.component.formatter-red-wuxga.error

The error message in case of an upgrade error.



Access: R

Name	Туре
error	string

firmware.component.formatter-red-wuxga.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	hool

firmware.component.formatter-red-wuxga.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.formatter-red-wuxga.requiredversion

The firmware version this component is expected to have by the current firmware package.



Name	Туре
requiredversion	strina

firmware.component.formatter-red-wuxga.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.l1-vh-input-fpga.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	string

firmware.component.l1-vh-input-fpga.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displavname	strina

firmware.component.l1-vh-input-fpga.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.l1-vh-input-fpga.mismatch

Indicate whether there is a version mismatch



Name	Type
mismatch	hool

firmware.component.l1-vh-input-fpga.progress

The progress of the current firmware upgrade



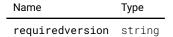
Name Type progress int

firmware.component.l1-vh-input-fpga.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

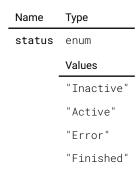


firmware.component.l1-vh-input-fpga.status

The status of the current firmware upgrade



Access: R



firmware.component.l1-vh-input-hd-base-t-a.actualversion

The version of the currently installed firmware.



Access: R

Name Type actualversion string

firmware.component.l1-vh-input-hd-base-t-a.displayname

The user-friendly name of the firmware component.



Access: R

Name	Type
displavname	strina

firmware.component.l1-vh-input-hd-base-t-a.error

The error message in case of an upgrade error.



Access: R

Name	Туре
error	string

firmware.component.l1-vh-input-hd-base-t-a.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	hool

firmware.component.l1-vh-input-hd-base-t-a.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.l1-vh-input-hd-base-t-a.requiredversion

The firmware version this component is expected to have by the current firmware package.



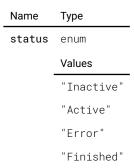
Access: R

Name	Type
requiredversion	string

firmware.component.l1-vh-input-hd-base-t-a.status

The status of the current firmware upgrade





firmware.component.l1-vh-input-hd-base-t-b.actualversion

The version of the currently installed firmware.



Access: R

Name	Type
actualversion	string

firmware.component.l1-vh-input-hd-base-t-b.displayname

The user-friendly name of the firmware component.



Access: R

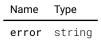
Name	Type
displavname	strina

firmware.component.l1-vh-input-hd-base-t-b.error

The error message in case of an upgrade error.



Access: R



firmware.component.l1-vh-input-hd-base-t-b.mismatch

Indicate whether there is a version mismatch



Access: R

Name Type mismatch bool

firmware.component.l1-vh-input-hd-base-t-b.progress

The progress of the current firmware upgrade



Access: R

Name	Type
nrograss	int

firmware.component.l1-vh-input-hd-base-t-b.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

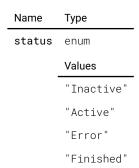
Name	Туре
requiredversion	strina

firmware.component.l1-vh-input-hd-base-t-b.status

The status of the current firmware upgrade



Access: R



firmware.component.l1-vh-input-power-sequencer.actualversion

The version of the currently installed firmware.



Access: R



firmware.component.l1-vh-input-power-sequencer.displayname

The user-friendly name of the firmware component.



Name	Туре
displayname	string

firmware.component.l1-vh-input-power-sequencer.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.l1-vh-input-power-sequencer.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.l1-vh-input-power-sequencer.progress

The progress of the current firmware upgrade



Access: R

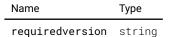
Name Type progress int

firmware.component.l1-vh-input-power-sequencer.requiredversion

The firmware version this component is expected to have by the current firmware package.



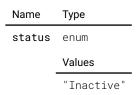
Access: R



firmware.component.l1-vh-input-power-sequencer.status

The status of the current firmware upgrade





"Active"

"Error"

"Finished"

firmware.component.laser-control-board-boot.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	string

firmware.component.laser-control-board-boot.displayname

The user-friendly name of the firmware component.



Access: R

Name	Type
displayname	string

firmware.component.laser-control-board-boot.error

The error message in case of an upgrade error.



Access: R

Name	Туре
error	string

firmware.component.laser-control-board-boot.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.laser-control-board-boot.progress

The progress of the current firmware upgrade



Access: R

Name Type

progress int

firmware.component.laser-control-board-boot.requiredversion

The firmware version this component is expected to have by the current firmware package.

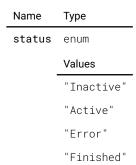


Name	Туре
requiredversion	string

firmware.component.laser-control-board-boot.status

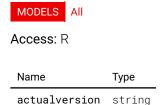
The status of the current firmware upgrade





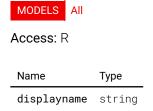
firmware.component.laser-control-board-fpga.actualversion

The version of the currently installed firmware.



firmware.component.laser-control-board-fpga.displayname

The user-friendly name of the firmware component.



firmware.component.laser-control-board-fpga.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	strina

firmware.component.laser-control-board-fpga.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Туре
mismatch	bool

firmware.component.laser-control-board-fpga.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.laser-control-board-fpga.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

Name	Туре
requiredversion	string

firmware.component.laser-control-board-fpga.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.laser-control-board-run.actualversion

The version of the currently installed firmware.



Access: R

Name	Type
actualversion	string

firmware.component.laser-control-board-run.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displayname	string

firmware.component.laser-control-board-run.error

The error message in case of an upgrade error.



Access: R

Name	Туре
error	string

firmware.component.laser-control-board-run.mismatch

Indicate whether there is a version mismatch



Access: R

firmware.component.laser-control-board-run.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.laser-control-board-run.requiredversion

The firmware version this component is expected to have by the current firmware package.

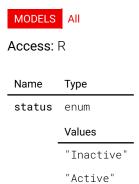


Access: R

Name	Туре
reguiredversion	string

firmware.component.laser-control-board-run.status

The status of the current firmware upgrade



"Error"

"Finished"

firmware.component.laser-driver-module-1-hdr.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	string

firmware.component.laser-driver-module-1-hdr.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displayname	string

firmware.component.laser-driver-module-1-hdr.error

The error message in case of an upgrade error.



error string

firmware.component.laser-driver-module-1-hdr.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.laser-driver-module-1-hdr.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.laser-driver-module-1-hdr.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

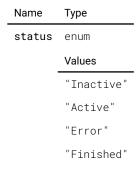
Name	Туре
requiredversion	string

firmware.component.laser-driver-module-1-hdr.status

The status of the current firmware upgrade



Access: R



firmware.component.laser-driver-module-1-primary.actualversion

The version of the currently installed firmware.



actualversion string

firmware.component.laser-driver-module-1-primary.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displavname	strina

firmware.component.laser-driver-module-1-primary.error

The error message in case of an upgrade error.



Access: R

Name	Туре
error	string

firmware.component.laser-driver-module-1-primary.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	hool

firmware.component.laser-driver-module-1-primary.progress

The progress of the current firmware upgrade



Access: R



firmware.component.laser-driver-module-1-primary.requiredversion

The firmware version this component is expected to have by the current firmware package.



Name	Type
requiredversion	string

firmware.component.laser-driver-module-1-primary.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.laser-driver-module-1-secondary.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	string

firmware.component.laser-driver-module-1-secondary.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displavname	strina

firmware.component.laser-driver-module-1-secondary.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.laser-driver-module-1-secondary.mismatch

Indicate whether there is a version mismatch



Name	Type
mismatch	hool

firmware.component.laser-driver-module-1-secondary.progress

The progress of the current firmware upgrade



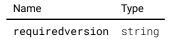
Name Туре progress int

firmware.component.laser-driver-module-1-secondary.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R



firmware.component.laser-driver-module-1-secondary.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.laser-driver-module-1-slot-1.actualversion

The version of the currently installed firmware.



Name	Type
actualversion	string

firmware.component.laser-driver-module-1-slot-1.displayname

The user-friendly name of the firmware component.



Access: R

Name	Type
displayname	string

firmware.component.laser-driver-module-1-slot-1.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.laser-driver-module-1-slot-1.mismatch

Indicate whether there is a version mismatch



Access: R

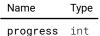
Name	Type
mismatch	hool

firmware.component.laser-driver-module-1-slot-1.progress

The progress of the current firmware upgrade



Access: R



firmware.component.laser-driver-module-1-slot-1.requiredversion

The firmware version this component is expected to have by the current firmware package.



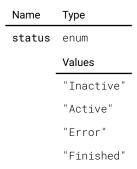
Access: R

Name	Type
requiredversion	string

firmware.component.laser-driver-module-1-slot-1.status

The status of the current firmware upgrade





firmware.component.laser-driver-module-1-slot-2.actualversion

The version of the currently installed firmware.



Access: R

Name	Type
actualversion	string

firmware.component.laser-driver-module-1-slot-2.displayname

The user-friendly name of the firmware component.



Access: R

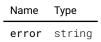
Name	Туре
displavname	strina

firmware.component.laser-driver-module-1-slot-2.error

The error message in case of an upgrade error.



Access: R



firmware.component.laser-driver-module-1-slot-2.mismatch

Indicate whether there is a version mismatch



Access: R

Name Type mismatch bool

firmware.component.laser-driver-module-1-slot-2.progress

The progress of the current firmware upgrade



Name	Type
prograce	in+

firmware.component.laser-driver-module-1-slot-2.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

Name	Type
requiredversion	strina

firmware.component.laser-driver-module-1-slot-2.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.laser-driver-module-1-slot-3.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	string

firmware.component.laser-driver-module-1-slot-3.displayname

The user-friendly name of the firmware component.



Name	Туре
displayname	string

firmware.component.laser-driver-module-1-slot-3.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.laser-driver-module-1-slot-3.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.laser-driver-module-1-slot-3.progress

The progress of the current firmware upgrade



Access: R

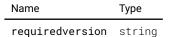
Name Type progress int

firmware.component.laser-driver-module-1-slot-3.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R



firmware.component.laser-driver-module-1-slot-3.status

The status of the current firmware upgrade



Name Type
status enum
Values
"Inactive"

"Active"

"Error"

"Finished"

firmware.component.laser-driver-module-1-slot-6.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	string

firmware.component.laser-driver-module-1-slot-6.displayname

The user-friendly name of the firmware component.



Access: R

Name	Type
displayname	string

firmware.component.laser-driver-module-1-slot-6.error

The error message in case of an upgrade error.



Access: R

Name	Туре
error	string

firmware.component.laser-driver-module-1-slot-6.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Туре
mismatch	bool

firmware.component.laser-driver-module-1-slot-6.progress

The progress of the current firmware upgrade



Name Type

progress int

firmware.component.laser-driver-module-1-slot-6.requiredversion

The firmware version this component is expected to have by the current firmware package.



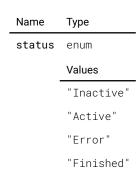
Name	Type
requiredversion	string

firmware.component.laser-driver-module-1-slot-6.status

The status of the current firmware upgrade



Access: R



firmware.component.laser-driver-module-1-slot-7.actualversion

The version of the currently installed firmware.



Access: R



firmware.component.laser-driver-module-1-slot-7.displayname

The user-friendly name of the firmware component.



Access: R

Name	Type
displayname	string

firmware.component.laser-driver-module-1-slot-7.error

The error message in case of an upgrade error.



Name	Type
error	strina

firmware.component.laser-driver-module-1-slot-7.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.laser-driver-module-1-slot-7.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.laser-driver-module-1-slot-7.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

Name	Туре
requiredversion	string

firmware.component.laser-driver-module-1-slot-7.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.laser-driver-module-1-slot-8.actualversion

The version of the currently installed firmware.



Access: R

Name	Type
actualversion	string

firmware.component.laser-driver-module-1-slot-8.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displavname	strina

firmware.component.laser-driver-module-1-slot-8.error

The error message in case of an upgrade error.



Access: R

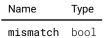
Name	Type
error	string

firmware.component.laser-driver-module-1-slot-8.mismatch

Indicate whether there is a version mismatch



Access: R



firmware.component.laser-driver-module-1-slot-8.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.laser-driver-module-1-slot-8.requiredversion

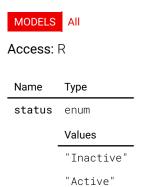
The firmware version this component is expected to have by the current firmware package.



Name	Туре
requiredversion	string

firmware.component.laser-driver-module-1-slot-8.status

The status of the current firmware upgrade



"Error"

"Finished"

firmware.component.laser-driver-module-2-hdr.actualversion

The version of the currently installed firmware.



Access: R

Name	Type
actualversion	string

firmware.component.laser-driver-module-2-hdr.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displayname	string

firmware.component.laser-driver-module-2-hdr.error

The error message in case of an upgrade error.



error string

firmware.component.laser-driver-module-2-hdr.mismatch

Indicate whether there is a version mismatch



Access: R

Name Type mismatch bool

firmware.component.laser-driver-module-2-hdr.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.laser-driver-module-2-hdr.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

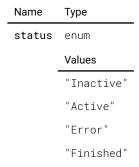
Name	Туре
requiredversion	string

firmware.component.laser-driver-module-2-hdr.status

The status of the current firmware upgrade



Access: R



firmware.component.laser-driver-module-2-primary.actualversion

The version of the currently installed firmware.



actualversion string

firmware.component.laser-driver-module-2-primary.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displayname	string

firmware.component.laser-driver-module-2-primary.error

The error message in case of an upgrade error.



Access: R

Name	Туре
error	string

firmware.component.laser-driver-module-2-primary.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	hool

firmware.component.laser-driver-module-2-primary.progress

The progress of the current firmware upgrade



Access: R



firmware.component.laser-driver-module-2-primary.requiredversion

The firmware version this component is expected to have by the current firmware package.



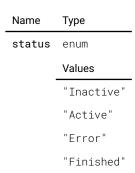
Name	Type
requiredversion	string

firmware.component.laser-driver-module-2-primary.status

The status of the current firmware upgrade



Access: R



firmware.component.laser-driver-module-2-secondary.actualversion

The version of the currently installed firmware.



Access: R

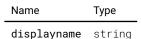
Name Type actualversion string

firmware.component.laser-driver-module-2-secondary.displayname

The user-friendly name of the firmware component.



Access: R



firmware.component.laser-driver-module-2-secondary.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.laser-driver-module-2-secondary.mismatch

Indicate whether there is a version mismatch



Name	Type
mismatch	hool

firmware.component.laser-driver-module-2-secondary.progress

The progress of the current firmware upgrade



Name Туре progress int

firmware.component.laser-driver-module-2-secondary.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

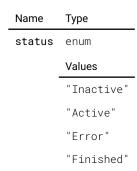
Name Type requiredversion string

firmware.component.laser-driver-module-2-secondary.status

The status of the current firmware upgrade



Access: R



firmware.component.laser-driver-module-2-slot-1.actualversion

The version of the currently installed firmware.



Access: R

Name Type actualversion string

firmware.component.laser-driver-module-2-slot-1.displayname

The user-friendly name of the firmware component.



Name	Type
displayname	string

firmware.component.laser-driver-module-2-slot-1.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.laser-driver-module-2-slot-1.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	hool

firmware.component.laser-driver-module-2-slot-1.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.laser-driver-module-2-slot-1.requiredversion

The firmware version this component is expected to have by the current firmware package.



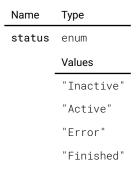
Access: R

Name	Type
requiredversion	string

firmware.component.laser-driver-module-2-slot-1.status

The status of the current firmware upgrade





firmware.component.laser-driver-module-2-slot-2.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	string

firmware.component.laser-driver-module-2-slot-2.displayname

The user-friendly name of the firmware component.



Access: R

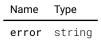
Name	Туре
displavname	strina

firmware.component.laser-driver-module-2-slot-2.error

The error message in case of an upgrade error.



Access: R



firmware.component.laser-driver-module-2-slot-2.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.laser-driver-module-2-slot-2.progress

The progress of the current firmware upgrade



firmware.component.laser-driver-module-2-slot-2.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

Name	Туре
requiredversion	string

firmware.component.laser-driver-module-2-slot-2.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.laser-driver-module-2-slot-4.actualversion

The version of the currently installed firmware.



Access: R



firmware.component.laser-driver-module-2-slot-4.displayname

The user-friendly name of the firmware component.



Name	Туре
displayname	string

firmware.component.laser-driver-module-2-slot-4.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.laser-driver-module-2-slot-4.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.laser-driver-module-2-slot-4.progress

The progress of the current firmware upgrade



Access: R

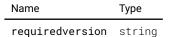
Name Type progress int

firmware.component.laser-driver-module-2-slot-4.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R



firmware.component.laser-driver-module-2-slot-4.status

The status of the current firmware upgrade



Name	Туре
status	enum
	Values
	"Inactive"

"Active"

"Error"

"Finished"

firmware.component.laser-driver-module-2-slot-7.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	strina

firmware.component.laser-driver-module-2-slot-7.displayname

The user-friendly name of the firmware component.



Access: R

Name	Type
displayname	string

firmware.component.laser-driver-module-2-slot-7.error

The error message in case of an upgrade error.



Access: R

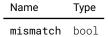
Name	Type
error	string

firmware.component.laser-driver-module-2-slot-7.mismatch

Indicate whether there is a version mismatch



Access: R



firmware.component.laser-driver-module-2-slot-7.progress

The progress of the current firmware upgrade



Access: R

Name Type

progress int

firmware.component.laser-driver-module-2-slot-7.requiredversion

The firmware version this component is expected to have by the current firmware package.



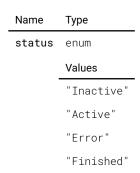
Name Type
requiredversion string

firmware.component.laser-driver-module-2-slot-7.status

The status of the current firmware upgrade



Access: R



firmware.component.laser-peltier-control-boot.actualversion

The version of the currently installed firmware.



Access: R

Name Type actualversion string

firmware.component.laser-peltier-control-boot.displayname

The user-friendly name of the firmware component.



Access: R

Name Type
displayname string

firmware.component.laser-peltier-control-boot.error

The error message in case of an upgrade error.



Name	Type	
error	strina	

firmware.component.laser-peltier-control-boot.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Туре
mismatch	bool

firmware.component.laser-peltier-control-boot.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.laser-peltier-control-boot.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

Name	Туре
requiredversion	string

firmware.component.laser-peltier-control-boot.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.laser-peltier-control-fpga.actualversion

The version of the currently installed firmware.



Access: R

Name	Type
actualversion	string

firmware.component.laser-peltier-control-fpga.displayname

The user-friendly name of the firmware component.



Access: R

Name	Type
displavname	strina

firmware.component.laser-peltier-control-fpga.error

The error message in case of an upgrade error.



Access: R

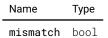
Name	Туре
error	string

firmware.component.laser-peltier-control-fpga.mismatch

Indicate whether there is a version mismatch



Access: R



firmware.component.laser-peltier-control-fpga.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.laser-peltier-control-fpga.requiredversion

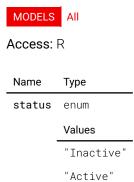
The firmware version this component is expected to have by the current firmware package.



Name	Туре
requiredversion	string

firmware.component.laser-peltier-control-fpga.status

The status of the current firmware upgrade



"Error"

"Finished"

firmware.component.laser-peltier-control-run.actualversion

The version of the currently installed firmware.



Access: R

Name	Type
actualversion	string

firmware.component.laser-peltier-control-run.displayname

The user-friendly name of the firmware component.

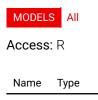


Access: R

Name	Туре
displayname	string

firmware.component.laser-peltier-control-run.error

The error message in case of an upgrade error.



firmware.component.laser-peltier-control-run.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.laser-peltier-control-run.progress

The progress of the current firmware upgrade



Access: R



firmware.component.laser-peltier-control-run.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

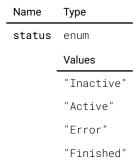
Name	Туре
requiredversion	string

firmware.component.laser-peltier-control-run.status

The status of the current firmware upgrade



Access: R



firmware.component.laser-power-module-2-slot-5.actualversion

The version of the currently installed firmware.



actualversion string

firmware.component.laser-power-module-2-slot-5.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displayname	string

firmware.component.laser-power-module-2-slot-5.error

The error message in case of an upgrade error.



Access: R

Name	Туре
error	string

firmware.component.laser-power-module-2-slot-5.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	hool

firmware.component.laser-power-module-2-slot-5.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.laser-power-module-2-slot-5.requiredversion

The firmware version this component is expected to have by the current firmware package.



Name	Туре
requiredversion	strina

firmware.component.laser-power-module-2-slot-5.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.laser-power-module-2-slot-8.actualversion

The version of the currently installed firmware.



Access: R

Name Type actualversion string

firmware.component.laser-power-module-2-slot-8.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displavname	strina

firmware.component.laser-power-module-2-slot-8.error

The error message in case of an upgrade error.



Access: R

Name	Туре
error	string

firmware.component.laser-power-module-2-slot-8.mismatch

Indicate whether there is a version mismatch



Name	Type
mismatch	bool

firmware.component.laser-power-module-2-slot-8.progress

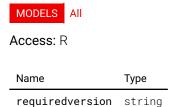
The progress of the current firmware upgrade



Name	Туре
progress	int

firmware.component.laser-power-module-2-slot-8.requiredversion

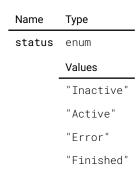
The firmware version this component is expected to have by the current firmware package.



firmware.component.laser-power-module-2-slot-8.status

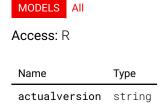
The status of the current firmware upgrade





firmware.component.mainboard-power-sequencer.actualversion

The version of the currently installed firmware.



firmware.component.mainboard-power-sequencer.displayname

The user-friendly name of the firmware component.



Name	Туре
displayname	string

firmware.component.mainboard-power-sequencer.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.mainboard-power-sequencer.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	hool

firmware.component.mainboard-power-sequencer.progress

The progress of the current firmware upgrade



Access: R

firmware.component.mainboard-power-sequencer.requiredversion

The firmware version this component is expected to have by the current firmware package.



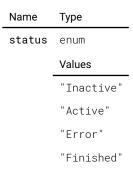
Access: R

Name	Type
requiredversion	string

firmware.component.mainboard-power-sequencer.status

The status of the current firmware upgrade





firmware.component.peri-fpga.actualversion

The version of the currently installed firmware.



Access: R

Name	Type
actualversion	strina

firmware.component.peri-fpga.displayname

The user-friendly name of the firmware component.



Access: R

Name	Type
displayname	strina

firmware.component.peri-fpga.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.peri-fpga.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.peri-fpga.progress

The progress of the current firmware upgrade



Name	Type
nrograss	int

firmware.component.peri-fpga.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

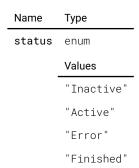
Name	Туре
requiredversion	string

firmware.component.peri-fpga.status

The status of the current firmware upgrade



Access: R



firmware.component.power-distribution-board-boot.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	string

firmware.component.power-distribution-board-boot.displayname

The user-friendly name of the firmware component.



Name	Туре
displayname	string

firmware.component.power-distribution-board-boot.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.power-distribution-board-boot.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	hool

firmware.component.power-distribution-board-boot.progress

The progress of the current firmware upgrade



Access: R

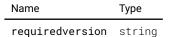
Name Type progress int

firmware.component.power-distribution-board-boot.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R



firmware.component.power-distribution-board-boot.status

The status of the current firmware upgrade



Name	Туре
status	enum
	Values
	"Inactive"

"Active" "Error"

"Finished"

firmware.component.power-distribution-board-fcb-fpga.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	string

firmware.component.power-distribution-board-fcb-fpga.displayname

The user-friendly name of the firmware component.



Access: R

Name	Type
displayname	string

firmware.component.power-distribution-board-fcb-fpga.error

The error message in case of an upgrade error.



Access: R

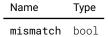
Name	Туре
error	string

firmware.component.power-distribution-board-fcb-fpga.mismatch

Indicate whether there is a version mismatch



Access: R



firmware.component.power-distribution-board-fcb-fpga.progress

The progress of the current firmware upgrade



progress int

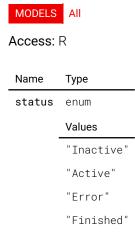
firmware.component.power-distribution-board-fcb-fpga.requiredversion

The firmware version this component is expected to have by the current firmware package.



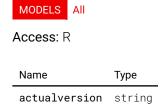
firmware.component.power-distribution-board-fcb-fpga.status

The status of the current firmware upgrade



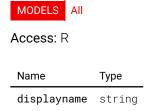
firmware.component.power-distribution-board-goedendag-fantable-ac.actualversion

The version of the currently installed firmware.



firmware.component.power-distribution-board-goedendag-fantable-ac.displayname

The user-friendly name of the firmware component.



firmware.component.power-distribution-board-goedendag-fantable-ac.error

The error message in case of an upgrade error.



Name	Type
error	string

firmware.component.power-distribution-board-goedendag-fantable-ac.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.power-distribution-board-goedendag-fantable-ac.progress

The progress of the current firmware upgrade



Access: R



firmware.component.power-distribution-board-goedendag-fantableac.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R



firmware.component.power-distribution-board-goedendag-fantable-ac.status

The status of the current firmware upgrade



Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.power-distribution-board-goedendag-fantable-ec.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	string

firmware.component.power-distribution-board-goedendag-fantable-ec.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displayname	string

firmware.component.power-distribution-board-goedendag-fantable-ec.error

The error message in case of an upgrade error.



Access: R

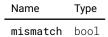
Name	Туре
error	string

firmware.component.power-distribution-board-goedendag-fantable-ec.mismatch

Indicate whether there is a version mismatch

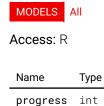


Access: R



firmware.component.power-distribution-board-goedendag-fantable-ec.progress

The progress of the current firmware upgrade



firmware.component.power-distribution-board-goedendag-fantable-ec.requiredversion

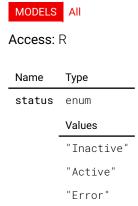
The firmware version this component is expected to have by the current firmware package.



Name	Туре
requiredversion	string

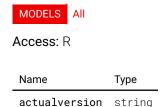
firmware.component.power-distribution-board-goedendag-fantable-ec.status

The status of the current firmware upgrade



firmware.component.power-distribution-board-goedendag-fantable-on.actualversion

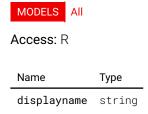
The version of the currently installed firmware.



"Finished"

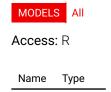
firmware.component.power-distribution-board-goedendag-fantable-on.displayname

The user-friendly name of the firmware component.



firmware.component.power-distribution-board-goedendag-fantable-on.error

The error message in case of an upgrade error.



error string

firmware.component.power-distribution-board-goedendag-fantable-on.mismatch

Indicate whether there is a version mismatch

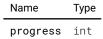


Name	Type
mismatch	bool

firmware.component.power-distribution-board-goedendag-fantable-on.progress

The progress of the current firmware upgrade

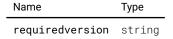




firmware.component.power-distribution-board-goedendag-fantable-on.requiredversion

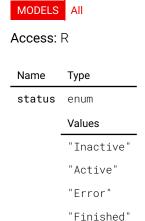
The firmware version this component is expected to have by the current firmware package.





firmware.component.power-distribution-board-goedendag-fantable-on.status

The status of the current firmware upgrade



firmware.component.power-distribution-board-goedendag-fantable-sb.actualversion

The version of the currently installed firmware.



Name	Type
actualversion	string

firmware.component.power-distribution-board-goedendag-fantable-sb.displayname

The user-friendly name of the firmware component.



Access: R

Name	Type
displavname	string

firmware.component.power-distribution-board-goedendag-fantable-sb.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.power-distribution-board-goedendag-fantable-sb.mismatch

Indicate whether there is a version mismatch

MODELS All

Access: R

Name	Type
mismatch	bool

firmware.component.power-distribution-board-goedendag-fantable-sb.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.component.power-distribution-board-goedendag-fantable-sb.requiredversion

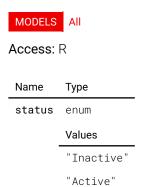
The firmware version this component is expected to have by the current firmware package.



Name	Type
requiredversion	strina

firmware.component.power-distribution-board-goedendag-fantable-sb.status

The status of the current firmware upgrade



"Error"

"Finished"

firmware.component.power-distribution-board-mcb-fpga.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	string

firmware.component.power-distribution-board-mcb-fpga.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displayname	string

firmware.component.power-distribution-board-mcb-fpga.error

The error message in case of an upgrade error.



error string

firmware.component.power-distribution-board-mcb-fpga.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	bool

firmware.component.power-distribution-board-mcb-fpga.progress

The progress of the current firmware upgrade



Access: R

Name Type progress int

firmware.component.power-distribution-board-mcb-fpga.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

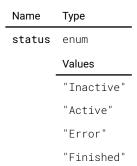


firmware.component.power-distribution-board-mcb-fpga.status

The status of the current firmware upgrade



Access: R



firmware.component.power-distribution-board-run.actualversion

The version of the currently installed firmware.



actualversion string

firmware.component.power-distribution-board-run.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displayname	string

firmware.component.power-distribution-board-run.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.power-distribution-board-run.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	hool

firmware.component.power-distribution-board-run.progress

The progress of the current firmware upgrade



Access: R

Name	Туре
progress	int

firmware.component.power-distribution-board-run.requiredversion

The firmware version this component is expected to have by the current firmware package.



Name	Туре
requiredversion	string

firmware.component.power-distribution-board-run.status

The status of the current firmware upgrade



Access: R

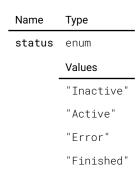
Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.component.status

The status of the current component firmware upgrade



Access: R



firmware.component.u-boot-img.actualversion

The version of the currently installed firmware.



Access: R



firmware.component.u-boot-img.displayname

The user-friendly name of the firmware component.



Name	Туре
displayname	string

firmware.component.u-boot-img.error

The error message in case of an upgrade error.



Access: R

Name	Type
error	string

firmware.component.u-boot-img.mismatch

Indicate whether there is a version mismatch



Access: R

Name	Type
mismatch	hool

firmware.component.u-boot-img.progress

The progress of the current firmware upgrade



Access: R

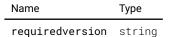
Name	Туре
progress	int

firmware.component.u-boot-img.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R



firmware.component.u-boot-img.status

The status of the current firmware upgrade



Name	Туре
status	enum
	Values
	"Inactive"

```
"Active"
```

"Error"

"Finished"

firmware.component.u-boot-spl.actualversion

The version of the currently installed firmware.



Access: R

Name	Туре
actualversion	strina

firmware.component.u-boot-spl.displayname

The user-friendly name of the firmware component.



Access: R

Name	Туре
displayname	string

firmware.component.u-boot-spl.error

The error message in case of an upgrade error.



Access: R

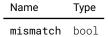
Name	Type
error	string

firmware.component.u-boot-spl.mismatch

Indicate whether there is a version mismatch



Access: R



firmware.component.u-boot-spl.progress

The progress of the current firmware upgrade



Access: R

Name Type

progress int

firmware.component.u-boot-spl.requiredversion

The firmware version this component is expected to have by the current firmware package.



Access: R

Name	Туре
requiredversion	string

firmware.component.u-boot-spl.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

firmware.error

The error of the last firmware upgrade (only set if status is error)



Access: R

Name	Type
error	string

firmware.eula.termagreement

The user agreement with the firmware EULA.



Access: RW



firmware.firmwareversion

The version of the currently installed firmware.



Access: R

Name	Туре
firmwareversion	string

firmware.progress

The progress of the current firmware upgrade



Access: R

Name	Type
progress	int

firmware.status

The status of the current firmware upgrade



Access: R

Name	Туре
status	enum
	Values
	"Inactive"
	"Active"
	"Error"
	"Finished"

illumination.clo.availability

Shows the current availability.



Access: R

Name	Туре
availability	enum
	Values
	"Available"
	"SensorUnavailable"
	"PendingWarmup"
	"PendingShutdown"
	"Unavailable"
	"Unknown"

illumination.clo.enable

True if constant light output is enabled, false otherwise



Access: RW

Name	Туре
enahle	hool

illumination.clo.scale

The percentage to scale the setpoint by.



Access: RW

Name	Туре
scale	float

illumination.clo.setpoint

The target luminosity of the light source

MODELS All

Access: RW

Name	Type	
setnoint	float	

illumination.clo.state

State of the CLO

MODELS All

Access: R

Name	Туре
state	enum
	Values
	"Idle"
	"0k"
	"TooDim"
	"TooBright"
	"Pending"
	"Error"

illumination.laser.opticalalignment

Request optical alignment mode.



 $\textbf{Access:}\ \mathsf{R}$

Name	Type
opticalalignment	bool

illumination.sources.laser.actualpower

actual power in percent with limits



Access: R

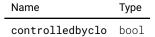
Name	Туре	
actualpower	float	

illumination.sources.laser.controlledbyclo

Describes whether CLO is controlling this source.



Access: R



illumination.sources.laser.ispowerlimited

Whether power is currently limited.



Access: R

Name	Type
ispowerlimited	bool

illumination.sources.laser.maxpower

maximum power in percent



Access: R

Name	Туре	
maxpower	float	

illumination.sources.laser.minpower

minimum power in percent



Name	Туре
minpower	float

illumination.sources.laser.power

target power in percent



Access: RW

Name	Type
power	float

illumination.sources.laser.powerlimitreason

If power is limited, gives the reason



Access: R

Name	Туре	
powerlimitreason	string	

illumination.state

The state of light



Access: R

Name	Туре
state	enum
	Values
	"0n"
	"Off"

image.blackcontentdetection.dimminginterval

DEPRECATED: Interval in milliseconds during which the power dimming is done upon black content detection.



Access: RW

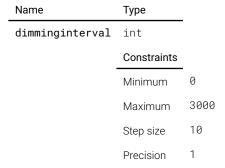


image.blackcontentdetection.enable

DEPRECATED: Enable/disable black content detection.



Access: RW



image.blackcontentdetection.sampleinterval

DEPRECATED: Sample interval in milliseconds for black content detection.



Access: RW

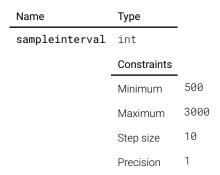


image.blackcontentdetection.state

DEPRECATED: State true/false means black content was/was not detected.



Access: R

Name	Type	
state	bool	

image.blackcontentdetection.threshold

DEPRECATED: The offset seen from the signal range lowest value, which specifies the black level threshold for the detector.



Name	Туре	
threshold	int	
	Constraints	
	Minimum	0
	Maximum	255
	Step size	1
	Precision	1

image.brightness

Image brightness/offset. The value is normalized, 0 is default, 1 is 100% offset.



Access: RW

Name	Туре	
brightness	float	
	Constraints	
	Minimum	-1
	Maximum	1
	Step size	1
	Precision	0.01

image.capture.enable

Enable/Disable capturemode, which facilitates capturing the projected image



Access: RW

Name Type enable bool

image.color.p7.custom.bluegain

Desired blue gain value



Access: RW

Name	Туре
bluegain	float

image.color.p7.custom.bluelum

Desired blue luminanace



Name	Туре	
bluelum	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.custom.bluex

Desired blue x in xy-coordinates



Access: RW

Name	Туре	
bluex	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.custom.bluey

Desired blue y in xy-coordinates



Access: RW

image.color.p7.custom.cmyreadable

true if secondaries should be shown (OSD)



Access: R

Name	Type
cmyreadable	bool

image.color.p7.custom.cmywritable

true if secondaries are Writable



Name	Type
cmywritable	bool

image.color.p7.custom.cyangain

Desired cyan gain value



Access: RW

Name	Туре
cyangain	float

image.color.p7.custom.cyanlum

Desired cyan luminanace



Access: RW

Name	Туре	
cyanlum	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.custom.cyanx

Desired cyan x in xy-coordinates



Access: RW

Туре	
float	
Constraints	
Minimum	0.0001
Maximum	1
Step size	0.0001
Precision	1
	float Constraints Minimum Maximum Step size

image.color.p7.custom.cyany

Desired cyan y in xy-coordinates



Name	Туре	
cyany	float	

Constraints	
Minimum	0.0001
Maximum	1
Step size	0.0001
Precision	1

image.color.p7.custom.gainsavailable

true when gains are available



Access: R

Name	Туре
gainsavailable	

image.color.p7.custom.greengain

Desired green gain value



Access: RW

Name	Туре
greengain	float

image.color.p7.custom.greenlum

Desired green luminanace

MODELS All

Access: RW

Name	Туре	
greenlum	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.custom.greenx

Desired green x in xy-coordinates



Name	Туре	
greenx	float	

Constraints	
Minimum	0.0001
Maximum	1
Step size	0.0001
Precision	1

image.color.p7.custom.greeny

Desired green y in xy-coordinates



Access: RW

Name	Туре	
greeny	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.custom.luminancesavailable

true if luminances are available



Access: R

Name	Туре
luminancesavailable	bool

image.color.p7.custom.magentagain

Desired magenta gain value



Access: RW

Name	Type
magentagain	float

image.color.p7.custom.magentalum

Desired magenta luminanace



Name	Туре	
magentalum	float	

Constraints	
Minimum	0.0001
Maximum	1
Step size	0.0001
Precision	1

image.color.p7.custom.magentax

Desired magenta x in xy-coordinates



Access: RW

Name	Туре	
magentax	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.custom.magentay

Desired magenta y in xy-coordinates



Access: RW

Name	Туре	
magentay	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.custom.mode

Description not provided



Access: RW

Name	Туре
mode	string

image.color.p7.custom.modes

Description not provided



Access: R

Name	Ту	/pe	!		
modes	[{	}]	
					{

Name Type

group enum

Values

"Custom"

"Preset"

modes [string]

image.color.p7.custom.redgain

}

Desired red gain value



Access: RW

Name Type redgain float

image.color.p7.custom.redlum

Desired red luminanace

MODELS All

Access: RW

Name	Туре	
redlum	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.custom.redx

Desired red x in xy-coordinates



Name	Туре
redx	float
	Constraints

```
      Minimum
      0.0001

      Maximum
      1

      Step size
      0.0001

      Precision
      1
```

image.color.p7.custom.redy

Desired red y in xy-coordinates



Access: RW

Name	Туре	
redy	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.custom.rgbcmygainsavailable

true when R,G,B,C,M,Y gains are available



Access: R

Name	Type
rgbcmygainsavailable	bool

image.color.p7.custom.rgbwritable

true if RGB are Writable (not in WHITE mode)



Access: R

Name	Type
rgbwritable	bool

image.color.p7.custom.target

Target color coordinates for the current preset



Name	Туре	_
target	{ }	-
	Name	Туре

red { } Name Type float float У green { } Name Type float float у blue { } Name Type float float white { } Name Туре float

image.color.p7.custom.whitegain

у

float

Desired white gain value



Access: RW

Name Type whitegain float

image.color.p7.custom.whitegain available

true when white gain is available



Access: R

Name	Type
whitegainavailable	bool

image.color.p7.custom.whitelum

Desired white luminanace



Name	Туре	
whitelum	float	
	Constraints	
	Minimum	0.0001

Maximum 1
Step size 0.0001
Precision 1

image.color.p7.custom.whitemode

Description not provided



Access: RW

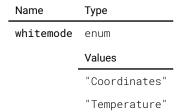


image.color.p7.custom.whitetemperature

Desired white point temperature



Access: RW

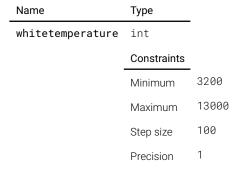


image.color.p7.custom.whitetemperatureavailable

true if White temperature is available



Access: R

Name	Туре
whitetemperatureavailable	bool

image.color.p7.custom.whitewritable

true if White is Writable



Access: R

Name Type

whitewritable bool

image.color.p7.custom.whitex

Desired white x in xy-coordinates



Access: RW

Name	Туре	
whitex	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.custom.whitey

Desired white y in xy-coordinates



Access: RW

Name	Туре	
whitey	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.custom.yellowgain

Desired yellow gain value



Access: RW

Name	Туре
yellowgain	float

image.color.p7.custom.yellowlum

Desired yellow luminanace



Name	Type	

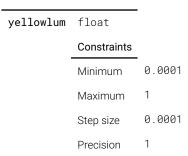


image.color.p7.custom.yellowx

Desired yellow x in xy-coordinates



Access: RW

Name	Туре	
yellowx	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.custom.yellowy

Desired yellow y in xy-coordinates



Access: RW

Name	Туре	
yellowy	float	
	Constraints	
	Minimum	0.0001
	Maximum	1
	Step size	0.0001
	Precision	1

image.color.p7.native.c1

Native C1 x in xy-coordinates



Name	Туре	
c1	{ }	
	Name	Туре
,	х	float

```
y float
lum float
```

image.color.p7.native.c1available

Description not provided



Access: R

Name	Туре
c1available	bool

image.color.p7.native.c2

Native C2 x in xy-coordinates



Access: R

Name	Type	
c2	{ }	
	Name	Туре
	Х	float
	у	float
	lum	float

image.color.p7.native.c2available

Description not provided



Access: R

Name	Type
c2available	bool

image.color.p7.native.list

list available native sets



Access: R

Name	Туре	
list	string	1

image.color.p7.native.normal.c1

Native C1 x in xy-coordinates



Access: R

Name	Туре	
c1	{ }	
	Name	Туре
	х	float
	у	float
	lum	float

image.color.p7.native.normal.c1 available

Description not provided



Access: R

Name	Туре
c1available	bool

image.color.p7.native.normal.c2

Native C2 x in xy-coordinates



Access: R

Name	Type	
c2	{ }	
	Name	Туре
	х	float
	у	float
	lum	float

image.color.p7.native.normal.c2available

Description not provided



Access: R

Name	Type
c2available	bool

image.color.p7.native.normal.rgbw

Native red \boldsymbol{x} in \boldsymbol{xy} -coordinates



Access: R

Name Type

rgbw { }

Name Type

Name	Type
Х	float
у	float
lum	float

green { }

Name	Type
x	float
у	float
lum	float

blue { }

Name	Туре
х	float
у	float
lum	float

 $\quad \text{white} \quad \{ \ \ \}$

Name	туре
x	float
у	float
lum	float

image.color.p7.native.normal.white available

Description not provided



Access: R

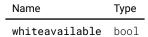


image.color.p7.native.rgbw

Native red x in xy-coordinates



Name	Type
x	float

```
float
green { }
             Name
                   Type
                    float
                    float
             у
             lum
                    float
       { }
blue
             Name
                   Type
                    float
                    float
             у
                    float
white \{\ \}
             Name
                   Type
                    float
                    float
             У
                    float
             lum
```

float

image.color.p7.native.whiteavailable

Description not provided



Access: R

Name	Type
whiteavailable	bool

image.color.rgbmode.rgbmode

RGB Mode



Access: RW

Туре
enum
Values
"Full"
"Red"
"Green"
"Blue"
"RedGreen"
"GreenBlue"
"BlueRed"

image.connector.l1displayport.capabilities

Capabilities.



Access: R

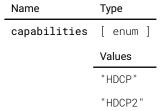


image.connector.l1displayport.colorprimaries

Override the detected signal color primaries. Set to Auto for automatic control.



Access: RW

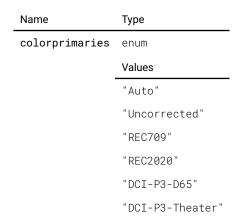


image.connector.l1displayport.colorprimariesavailable

true if Color Primaries is available



Access: R

Name	Type
colorprimariesavailable	bool

image.connector.l1displayport.colorspace

Override the detected signal color space. Set to Auto for automatic control.



Name	Туре
colorspace	enum
	Values
	"Auto"

- "RGB"
- "REC709"
- "REC601"
- "REC2020"

image.connector.l1displayport.detectedsignal

The signal information of the currently detected signal. If 'active' is false, there is no detected signal and the rest of the information should be disregarded. is_stereo indicates if stereo_mode is different from none.



detectedsignal	{ }		
detectedorgilar	()		
	Name	Туре	
	active	bool	•
	name	string	
	vertical_total	int	
	horizontal_total	int	
	vertical_resolution	int	
	horizontal_resolution	int	
	vertical_sync_width	int	
	vertical_front_porch	int	
	vertical_back_porch	int	
	horizontal_sync_width	int	
	horizontal_front_porch	int	
	horizontal_back_porch	int	
	horizontal_frequency	float	
	vertical_frequency	float	
	pixel_rate	int	
	scan	enum	
			Values
			"Progressive"
			"Interlaced"
	bits_per_component	int	
	color_space	enum	
			Values
			"RGB"
			"REC709"
			"REC601"
			"REC2020"
	signal_range	enum	
			Values

		Reference Guide
		"0-255"
		"16-235"
chroma_sampling	enum	
		Values
		"4:4:4"
		"4:2:2"
		"4:2:0"
gamma_type	enum	
		Values
		"POWER"
		"sRGB"
		"REC_BT1886"
		"SIM1"
		"SMPTE_ST2084"
		"DICOM_10"
		"DICOM_60"
		"DICOM_180"
		"DICOM_250"
		"DICOM_300"
		"DICOM_400"
color_primaries	enum	
		Values
		Values "REC709"
		"REC709" "REC2020" "DCI-P3-D65"
		"REC709" "REC2020"
mastering_luminance	float	"REC709" "REC2020" "DCI-P3-D65"
<pre>mastering_luminance content_aspect_ratio</pre>	float	"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.35:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1" "2.35:1" "2.37:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.35:1" "2.37:1" "2.39:1"
content_aspect_ratio	enum	"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1" "2.35:1" "2.37:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.35:1" "2.37:1" "2.39:1" "Unknown"
content_aspect_ratio	enum	"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.35:1" "2.37:1" "2.39:1"



image.connector.l1displayport.edid.selected

Selected EDID for connector



Access: RW

Name	Туре
selected	strina

image.connector.l1displayport.name

Name of the source



Access: R



image.connector.l1displayport.signalrange

Override the detected signal signal range. Set to Auto for automatic control.



Access: RW

Name	Туре
signalrange	enum
	Values
	"Auto"
	"0-255"
	"16-235"

image.connector.l1hdbaset1.capabilities

Capabilities.



Access: R

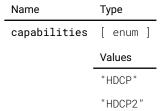


image.connector.l1hdbaset1.colorprimaries

Override the detected signal color primaries. Set to Auto for automatic control.



Access: RW

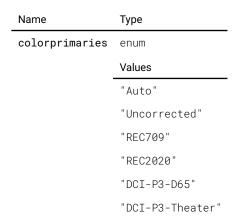


image.connector.l1hdbaset1.colorprimariesavailable

true if Color Primaries is available



Access: R

Name	Type
colorprimariesavailable	bool

image.connector.l1hdbaset1.colorspace

Override the detected signal color space. Set to Auto for automatic control.



Name	Туре
colorspace	enum
	Values
	"Auto"

- "RGB"
- "REC709"
- "REC601"
- "REC2020"

image.connector.l1hdbaset1.detectedsignal

The signal information of the currently detected signal. If 'active' is false, there is no detected signal and the rest of the information should be disregarded. is_stereo indicates if stereo_mode is different from none.

MODELS All

Name	Туре		
detectedsignal	{ }		
	Name	Туре	
	active	bool	•
	name	string	
	vertical_total	int	
	horizontal_total	int	
	vertical_resolution	int	
	$horizontal_resolution$	int	
	vertical_sync_width	int	
	vertical_front_porch	int	
	vertical_back_porch	int	
	horizontal_sync_width	int	
	horizontal_front_porch	int	
	horizontal_back_porch	int	
	horizontal_frequency	float	
	vertical_frequency	float	
	pixel_rate	int	
	scan	enum	
			Values
			"Progressive"
			"Interlaced"
	bits_per_component	int	
	color_space	enum	
			Values
			"RGB"
			"REC709"
			"REC601"
			"REC2020"
	signal_range	enum	
			Values
			<u> </u>

		Reference Guide
		"0-255"
		"16-235"
chroma_sampling	enum	
		Values
		"4:4:4"
		"4:2:2"
		"4:2:0"
gamma_type	enum	
		Values
		"POWER"
		"sRGB"
		"REC_BT1886"
		"SIM1"
		"SMPTE_ST2084"
		"DICOM_10"
		"DICOM_60"
		"DICOM_180"
		"DICOM_250"
		"DICOM_300"
		"DICOM_400"
color_primaries	enum	
		Values
		Values "REC709"
		"REC709"
		"REC709" "REC2020"
mastering_luminance	float	"REC709" "REC2020" "DCI-P3-D65"
<pre>mastering_luminance content_aspect_ratio</pre>	float enum	"REC709" "REC2020" "DCI-P3-D65"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1" "2.35:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.35:1" "2.37:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.35:1" "2.37:1" "2.39:1"
<pre>content_aspect_ratio</pre>		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.35:1" "2.37:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.35:1" "2.37:1" "2.39:1" "Unknown"
<pre>content_aspect_ratio</pre>	enum	"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.35:1" "2.37:1" "2.39:1"



image.connector.l1hdbaset1.edid.selected

Selected EDID for connector



Access: RW

Name	Туре
selected	strina

image.connector.l1hdbaset1.name

Name of the source



Access: R



image.connector.l1hdbaset1.signalrange

Override the detected signal signal range. Set to Auto for automatic control.



Access: RW

Name	Туре
signalrange	enum
	Values
	"Auto"
	"0-255"
	"16-235"

image.connector. I1hd baset 2. capabilities

Capabilities.



Access: R

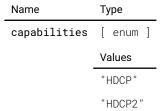


image.connector.l1hdbaset2.colorprimaries

Override the detected signal color primaries. Set to Auto for automatic control.



Access: RW

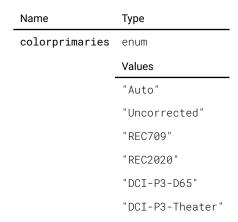


image.connector.l1hdbaset2.colorprimariesavailable

true if Color Primaries is available



Access: R

Name	Type
colorprimariesavailable	bool

image.connector.l1hdbaset2.colorspace

Override the detected signal color space. Set to Auto for automatic control.



Name	Туре
colorspace	enum
	Values
	"Auto"

- "RGB"
- "REC709"
- "REC601"
- "REC2020"

image.connector.l1hdbaset2.detectedsignal

The signal information of the currently detected signal. If 'active' is false, there is no detected signal and the rest of the information should be disregarded. is_stereo indicates if stereo_mode is different from none.



detectedsignal	{ }		
detectedorgilar	()		
	Name	Туре	
	active	bool	•
	name	string	
	vertical_total	int	
	horizontal_total	int	
	vertical_resolution	int	
	horizontal_resolution	int	
	vertical_sync_width	int	
	vertical_front_porch	int	
	vertical_back_porch	int	
	horizontal_sync_width	int	
	horizontal_front_porch	int	
	horizontal_back_porch	int	
	horizontal_frequency	float	
	vertical_frequency	float	
	pixel_rate	int	
	scan	enum	
			Values
			"Progressive"
			"Interlaced"
	bits_per_component	int	
	color_space	enum	
			Values
			"RGB"
			"REC709"
			"REC601"
			"REC2020"
	signal_range	enum	
			Values

		Reference Guide
		"0-255"
		"16-235"
chroma_sampling	enum	
		Values
		"4:4:4"
		"4:2:2"
		"4:2:0"
gamma_type	enum	
		Values
		"POWER"
		"sRGB"
		"REC_BT1886"
		"SIM1"
		"SMPTE_ST2084"
		"DICOM_10"
		"DICOM_60"
		"DICOM_180"
		"DICOM_250"
		"DICOM_300"
		"DICOM_400"
color_primaries	enum	
		Values
		Values "REC709"
		"REC709"
		"REC709" "REC2020"
mastering_luminance	float	"REC709" "REC2020" "DCI-P3-D65"
<pre>mastering_luminance content_aspect_ratio</pre>	float	"REC709" "REC2020" "DCI-P3-D65"
		"REC709" "REC2020" "DCI-P3-D65"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.35:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1" "2.35:1" "2.37:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.35:1" "2.37:1" "2.39:1"
content_aspect_ratio	enum	"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.35:1" "2.37:1" "2.39:1"

Graphics

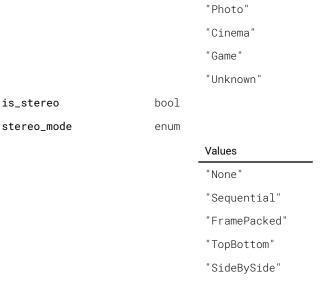


image.connector.l1hdbaset2.edid.selected

Selected EDID for connector



Access: RW

Name	Туре
selected	string

image.connector.l1hdbaset2.name

Name of the source



Access: R



image.connector.l1hdbaset2.signalrange

Override the detected signal signal range. Set to Auto for automatic control.



Access: RW

Name	Туре	
signalrange	enum	
	Values	
	"Auto"	
	"0-255"	
	"16-235"	

image.connector.l1hdmi.capabilities

Capabilities.



Access: R

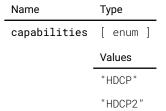


image.connector.l1hdmi.colorprimaries

Override the detected signal color primaries. Set to Auto for automatic control.



Access: RW

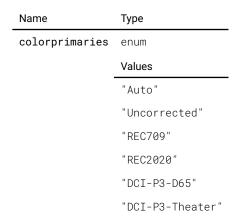


image.connector.l1hdmi.colorprimariesavailable

true if Color Primaries is available



Access: R

Name	Туре
colorprimariesavailable	bool

image.connector.l1hdmi.colorspace

Override the detected signal color space. Set to Auto for automatic control.



Name	Туре
colorspace	enum
	Values
	"Auto"

- "RGB"
- "REC709"
- "REC601"
- "REC2020"

image.connector.l1hdmi.detectedsignal

The signal information of the currently detected signal. If 'active' is false, there is no detected signal and the rest of the information should be disregarded. is_stereo indicates if stereo_mode is different from none.

MODELS All

detectedsignal	{ }		
detectedorgilar	()		
	Name	Туре	
	active	bool	•
	name	string	
	vertical_total	int	
	horizontal_total	int	
	vertical_resolution	int	
	horizontal_resolution	int	
	vertical_sync_width	int	
	vertical_front_porch	int	
	vertical_back_porch	int	
	horizontal_sync_width	int	
	horizontal_front_porch	int	
	horizontal_back_porch	int	
	horizontal_frequency	float	
	vertical_frequency	float	
	pixel_rate	int	
	scan	enum	
			Values
			"Progressive"
			"Interlaced"
	bits_per_component	int	
	color_space	enum	
			Values
			"RGB"
			"REC709"
			"REC601"
			"REC2020"
	signal_range	enum	
			Values

		Reference Guide
		"0-255"
		"16-235"
chroma_sampling	enum	
		Values
		"4:4:4"
		"4:2:2"
		"4:2:0"
gamma_type	enum	
5 - 71		Values
		"POWER"
		"sRGB"
		"REC_BT1886"
		"SIM1"
		"SMPTE_ST2084"
		"DICOM_10"
		"DICOM_60"
		"DICOM_180"
		"DICOM_250"
		"DICOM_300"
		"DICOM_400"
color_primaries	enum	
		Values
		Values "REC709"
		"REC709"
		"REC709" "REC2020"
		"REC709"
mastering_luminance	float	"REC709" "REC2020" "DCI-P3-D65"
<pre>mastering_luminance content_aspect_ratio</pre>	float	"REC709" "REC2020" "DCI-P3-D65"
<pre>mastering_luminance content_aspect_ratio</pre>		"REC709" "REC2020" "DCI-P3-D65"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1" "2.35:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1" "2.35:1" "2.37:1"
		"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1" "2.35:1" "2.37:1" "2.39:1"
<pre>content_aspect_ratio</pre>	enum	"REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1" "2.35:1" "2.37:1" "2.39:1"

[&]quot;Graphics



image.connector.l1hdmi.edid.selected

Selected EDID for connector



Access: RW

Name	Туре
selected	string

image.connector.l1hdmi.name

Name of the source



Access: R



image.connector.l1hdmi.signalrange

Override the detected signal signal range. Set to Auto for automatic control.



Access: RW

Name	Туре	
signalrange	enum	
	Values	
	"Auto"	
	"0-255"	
	"16-235"	

image.connector.l1sdia.capabilities

Capabilities.



Access: R

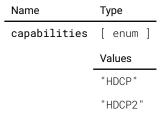


image.connector.l1sdia.colorprimaries

Override the detected signal color primaries. Set to Auto for automatic control.



Access: RW

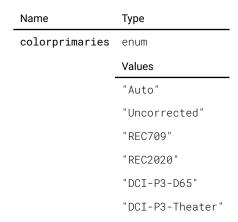


image.connector.l1sdia.colorprimariesavailable

true if Color Primaries is available



Access: R

Name	Type
colorprimariesavailable	bool

image.connector.l1sdia.colorspace

Override the detected signal color space. Set to Auto for automatic control.



Name	Туре
colorspace	enum
	Values
	"Auto"

- "RGB"
- "REC709"
- "REC601"
- "REC2020"

image.connector.l1sdia.detectedsignal

The signal information of the currently detected signal. If 'active' is false, there is no detected signal and the rest of the information should be disregarded. is_stereo indicates if stereo_mode is different from none.

MODELS All

detectedsignal	{ }		
detectedorgilar	()		
	Name	Туре	
	active	bool	•
	name	string	
	vertical_total	int	
	horizontal_total	int	
	vertical_resolution	int	
	horizontal_resolution	int	
	vertical_sync_width	int	
	vertical_front_porch	int	
	vertical_back_porch	int	
	horizontal_sync_width	int	
	horizontal_front_porch	int	
	horizontal_back_porch	int	
	horizontal_frequency	float	
	vertical_frequency	float	
	pixel_rate	int	
	scan	enum	
			Values
			"Progressive"
			"Interlaced"
	bits_per_component	int	
	color_space	enum	
			Values
			"RGB"
			"REC709"
			"REC601"
			"REC2020"
	signal_range	enum	
			Values

		Reference Guide
		"0-255"
		"16-235"
chroma_sampling	enum	
		Values
		"4:4:4"
		"4:2:2"
		"4:2:0"
gamma_type	enum	
		Values
		"POWER"
		"sRGB"
		"REC_BT1886"
		"SIM1"
		"SMPTE_ST2084"
		"DICOM_10"
		"DICOM_60"
		"DICOM_180"
		"DICOM_250"
		"DICOM_300"
		"DICOM_400"
color_primaries	enum	
		Values
		"REC709"
		"REC2020"
		"DCI-P3-D65"
		"DCI-P3-Theater"
mastering_luminance	float	
content_aspect_ratio	enum	
		Values
		"5:4"
		"4:3"
		"16:10"
		"16:9"
		"1.85:1"
		"2.20:1"
		"2.00:1"
		"2.35:1"
		"2.37:1"
		"2.39:1"
		"Unknown"
content_type	enum	
		Values



image.connector.l1sdia.name

Name of the source



Access: R

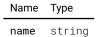


image.connector.l1sdia.signalrange

Override the detected signal signal range. Set to Auto for automatic control.



Access: RW

Name	Туре	
signalrange	enum	
	Values	
	"Auto"	
	"0-255"	
	"16-235"	

image.connector.l1sdib.capabilities

Capabilities.



Name	Туре
capabilities	[enum]
	Values
	"HDCP"

"HDCP2"

image.connector.l1sdib.colorprimaries

Override the detected signal color primaries. Set to Auto for automatic control.



Access: RW

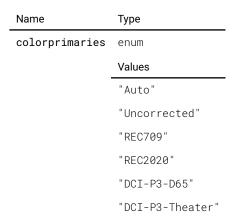


image.connector.l1sdib.colorprimariesavailable

true if Color Primaries is available



Access: R



image.connector.l1sdib.colorspace

Override the detected signal color space. Set to Auto for automatic control.



Access: RW

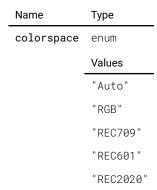


image.connector.l1sdib.detectedsignal

The signal information of the currently detected signal. If 'active' is false, there is no detected signal and the rest of the information should be disregarded. is_stereo indicates if stereo_mode is different from none.



$\textbf{Access:}\ \mathsf{R}$

Name	Туре
detectedsignal	{ }

Name

	. 7 -	_
active	bool	•
name	string	
vertical_total	int	
horizontal_total	int	
vertical_resolution	int	
horizontal_resolution	int	
vertical_sync_width	int	
vertical_front_porch	int	
vertical_back_porch	int	
horizontal_sync_width	int	
horizontal_front_porch	int	
horizontal_back_porch	int	
horizontal_frequency	float	
vertical_frequency	float	
pixel_rate	int	
scan	enum	
		Values
		"Progressive"
		"Interlaced"
bits_per_component	int	
color_space	enum	
		Values
		"RGB"
		"REC709"
		"REC601"
		"REC2020"
signal_range	enum	
		Values
		"0-255"
		"16-235"
chroma_sampling	enum	
		Values
		"4:4:4"
		"4:2:2"
		"4:2:0"
gamma_type	enum	
		Values

Type

		"POWER"
		"sRGB"
		"REC_BT1886"
		"SIM1"
		"SMPTE_ST2084"
		"DICOM_10"
		"DICOM_60"
		"DICOM_180"
		"DICOM_250"
		"DICOM_300"
		"DICOM_400"
color_primaries	enum	
		Values
		"REC709"
		"REC2020"
		"DCI-P3-D65"
		"DCI-P3-Theater"
mastering_luminance	float	
content_aspect_ratio	enum	
		Values
		"5:4"
		"4:3"
		"16:10"
		"16:9"
		"1.85:1"
		"2.20:1"
		"2.00:1"
		"2.35:1"
		"2.37:1"
		"2.39:1"
		"Unknown"
content_type	enum	
		Values
		"Graphics"
		"Photo"
		"Cinema"
		"Game"
		"Unknown"
is_stereo	bool	
stereo_mode	enum	
		Values
		"None"
		"Sequential"

- "FramePacked"
- "TopBottom"
- "SideBySide"

image.connector.l1sdib.name

Name of the source



Access: R

Name	Type
name	string

image.connector.l1sdib.signalrange

Override the detected signal signal range. Set to Auto for automatic control.



Access: RW

Name	Type
signalrange	enum
	Values
	"Auto"
	"0-255"
	"16-235"

image.connector.l1sdic.capabilities

Capabilities.

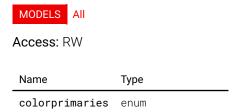


Access: R

Name	Туре	
capabilities	[enum]	
	Values	
	"HDCP"	
	"HDCP2"	

image.connector.l1sdic.colorprimaries

Override the detected signal color primaries. Set to Auto for automatic control.



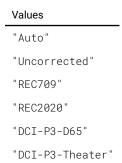


image.connector.l1sdic.colorprimariesavailable

true if Color Primaries is available



Access: R

Name	Type
colorprimariesavailable	bool

image.connector.l1sdic.colorspace

Override the detected signal color space. Set to Auto for automatic control.



Access: RW

Name	Туре	
colorspace	enum	
	Values	
	"Auto"	
	"RGB"	
	"REC709"	
	"REC601"	
	"REC2020"	

image.connector.l1sdic.detectedsignal

The signal information of the currently detected signal. If 'active' is false, there is no detected signal and the rest of the information should be disregarded. is_stereo indicates if stereo_mode is different from none.



Name	Туре	_
detectedsignal	{ }	-
	Name	Туре
	active	bool
	name	string
	vertical_total	int

		Reference Guide
horizontal_total	int	
vertical_resolution	int	
horizontal_resolution	int	
vertical_sync_width	int	
vertical_front_porch	int	
vertical_back_porch	int	
horizontal_sync_width	int	
horizontal_front_porch	int	
horizontal_back_porch	int	
horizontal_frequency	float	
vertical_frequency	float	
pixel_rate	int	
scan	enum	
		Values
		"Progressive"
		"Interlaced"
bits_per_component	int	
color_space	enum	
		Values
		"RGB"
		"REC709"
		"REC601"
		"REC2020"
signal_range	enum	
g <u>-</u> g		Values
		"0-255"
		"16-235"
chroma_sampling	enum	
		Values
		"4:4:4"
		"4:2:2"
		"4:2:0"
gamma_type	enum	
- 71		Values
		"POWER"
		"sRGB"
		"REC_BT1886"
		"SIM1"
		"SMPTE_ST2084"
		"DICOM_10"
		"DICOM_60"
		"DICOM_180"
		"DICOM_250"
		D10011_200

"DICOM_300" "DICOM_400" color_primaries enum Values "REC709" "REC2020" "DCI-P3-D65" "DCI-P3-Theater" mastering_luminance float content_aspect_ratio enum Values "5:4" "4:3" "16:10" "16:9" "1.85:1" "2.20:1" "2.00:1" "2.35:1" "2.37:1" "2.39:1" "Unknown" content_type enum Values "Graphics" "Photo" "Cinema" "Game" "Unknown" bool is_stereo stereo_mode enum Values "None" "Sequential" "FramePacked" "TopBottom"

image.connector.l1sdic.name

Name of the source



Access: R

"SideBySide"

```
Name Type
name string
```

image.connector.l1sdic.signalrange

Override the detected signal signal range. Set to Auto for automatic control.



Access: RW

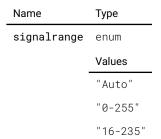


image.connector.l1sdid.capabilities

Capabilities.



Access: R

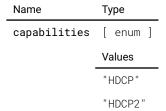


image.connector.l1sdid.colorprimaries

Override the detected signal color primaries. Set to Auto for automatic control.



Access: RW

Name	Туре
colorprimaries	enum
	Values
	"Auto"
	"Uncorrected"
	"REC709"
	"REC2020"
	"DCI-P3-D65"
	"DCI-P3-Theater"

image.connector.l1sdid.colorprimariesavailable

true if Color Primaries is available



Access: R

Name	Type
colorprimariesavailable	bool

image.connector.l1sdid.colorspace

Override the detected signal color space. Set to Auto for automatic control.



Access: RW

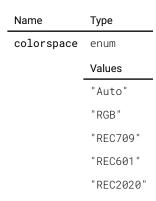


image.connector.l1sdid.detectedsignal

The signal information of the currently detected signal. If 'active' is false, there is no detected signal and the rest of the information should be disregarded. is_stereo indicates if stereo_mode is different from none.



Name	Туре	
detectedsignal	{ }	
	Name	Туре
	active	bool
	name	string
	vertical_total	int
	horizontal_total	int
	vertical_resolution	int
	$horizontal_resolution$	int
	vertical_sync_width	int
	vertical_front_porch	int
	vertical_back_porch	int
	horizontal_sync_width	int
	horizontal_front_porch	int
	horizontal_back_porch	int

	63	
horizontal_frequency		
vertical_frequency	float	
pixel_rate	int	
scan	enum	
		Values
		"Progressive"
		"Interlaced"
bits_per_component	int	
color_space	enum	
		Values
		"RGB"
		"REC709"
		"REC601"
		"REC2020"
signal_range	enum	
		Values
		"0-255"
		"16-235"
chroma_sampling	enum	
		Values
		"4:4:4"
		"4:2:2"
		"4:2:0"
gamma_type	enum	
		Values
		"POWER"
		"sRGB"
		"REC_BT1886"
		"SIM1"
		"SMPTE_ST2084"
		"DICOM_10"
		"DICOM_60"
		"DICOM_180"
		"DICOM_250"
		"DICOM_300"
		"DICOM_400"
color_primaries	enum	
		Values
		"REC709"
		"REC2020"
		"DCI-P3-D65"
		"DCI-P3-Theater"
mastering_luminance	float	

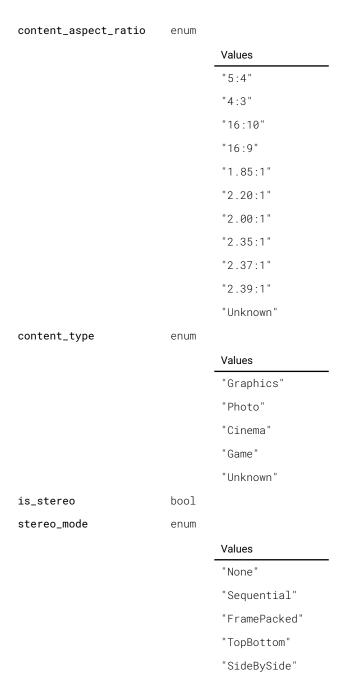


image.connector.l1sdid.name

Name of the source



Access: R



image.connector.l1sdid.signalrange

Override the detected signal signal range. Set to Auto for automatic control.



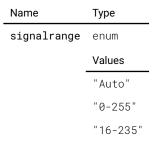


image.contrast

Image contrast/gain. The value is normalized, 1 is default.



Access: RW

Name	Туре	
contrast	float	
	Constraints	
	Minimum	0
	Maximum	2
	Step size	1
	Precision	0.01

image.convergence.blue

Horizontal and vertical convergence offsets for blue: -2..2



Access: RW

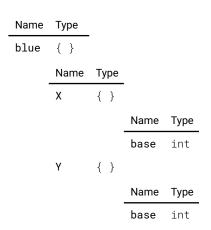


image.convergence.green

Horizontal and vertical convergence offsets for green: -2..2



Name	Type
green	{ }

Name	Type		
Х	{ }		
		Name	Туре
		base	int
Υ	{ }		
		Name	Туре
		base	int

image.convergence.red

Horizontal and vertical convergence offsets for red: -2..2



Access: RW

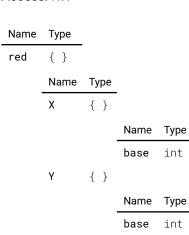


image.display.desireddisplaymode

The desired display mode.



Access: RW

Name	Туре
desireddisplaymode	enum
	Values
	"Mono"
	"AutoStereo"
	"ActiveStereo"
	"NightVision"
	"IGPixelShift"
	"IGPixelShiftNV"
	"IGPixelShiftFullNV"

image.display.displaymode

The current display mode.



Access: R

Name	Туре
displaymode	enum
	Values
	"Mono"
	"AutoStereo"
	"ActiveStereo"
	"NightVision"
	"IGPixelShift"
	"IGPixelShiftNV"
	"IGPixelShiftFullNV"

image.display.frequency

The display frequency.



Access: R

Name	Type
frequency	float

image.display.synchronouslock

The display synchronous lock state.



Access: R

Name	Type
synchronouslock	bool

image.dynamiccontrast.level

Amount of dynamic contrast that will be applied [0:4]



Name	Туре
level	enum
	Values
	"OFF"
	"LOW"
	"MEDIUM"
	"HIGH"
	"MAX"

image.gamma

Image gamma. Default is 2.2



Access: RW

Name	Туре	
gamma	float	
	Constraints	
	Minimum	1
	Maximum	3
	Step size	1
	Precision	0.1

image.gammatype

Override the detected signal gamma type. Set to Auto for automatic control.

MODELS All

Access: RW

Name	Type
gammatype	string

image.intensity

Intensity

MODELS All

Access: RW

Name	Туре	
intensity	float	
	Constraints	
	Minimum	0
	Maximum	1
	Step size	0.1
	Precision	0.01

image.orientation

Description not provided



Name	Туре
orientation	enum

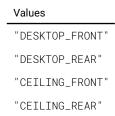


image.orientationmode

The mode of orientation as auto detected or a manual fixed setting



Access: RW

Name	Туре
orientationmode	enum
	Values
	"MANUAL"
	"AUTO_FRONT"
	"AUTO_REAR"

image.processing.blacklevel.basicblacklevel.bottom

Bottom edge.



Access: RW

Name	Type
bottom	int

image.processing.blacklevel.basicblacklevel.enable

Description not provided



Access: RW

Name	Type
enable	bool

image.processing.blacklevel.basicblacklevel.left

Left edge.



Access: RW

Name Type
left int

image.processing.blacklevel.basicblacklevel.level

Change the upper level of the black level adjustment



Access: RW



image.processing.blacklevel.basicblacklevel.right

Right edge.



Access: RW



image.processing.blacklevel.basicblacklevel.top

Top edge.



Access: RW

Name	Type
top	int

image.processing.blacklevel.bluegain

The gain blue for black level



Access: RW

Name	Туре	
bluegain	float	
	Constraints	
	Minimum	0
	Maximum	1
	Step size	1
	Precision	0.001

image.processing.blacklevel.file.enable

Enable/Disable black level correction



Access: RW

Name	Type
enable	bool

image.processing.blacklevel.file.selected

Currently selected file



Access: RW

Name	Туре
selected	string

image.processing.blacklevel.greengain

The gain green for black level



Access: RW

Name	Туре	
greengain	float	
	Constraints	
	Minimum	0
	Maximum	1
	Step size	1
	Precision	0.001

image.processing.blacklevel.linkrgb

When enabled and setting one color, the others will move in the same direction



Access: RW

Name	Туре	
linkrgb	bool	

image.processing.blacklevel.redgain

The gain red for black level



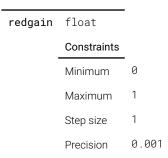


image.processing.blend.basicblend.bottom

Bottom blend edge.



Access: RW

name	туре	
bottom	{ }	
	Name	Туре
	Start	int
	Width	int

image.processing.blend.basicblend.enable

Description not provided



Access: RW

Name	Type
enable	bool

image.processing.blend.basicblend.left

Left blend edge.



Access: RW

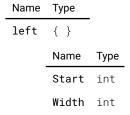


image.processing.blend.basicblend.right

Right blend edge.



Name	Type	
right	{ }	
	Name	Туре
	Start	int
	Width	int

image.processing.blend.basicblend.top

Top blend edge.



Access: RW

Name	Type	
top	{ }	
	Name	Туре
	Start	int
	Width	int

image.processing.blend.file.enable

Enable/Disable file blend



Access: RW

Name	Type
enable	bool

image.processing.blend.file.maxselected

Max number of selected files



Access: R

Name	Type
maxselected	int

image.processing.blend.file.selected

Currently selected files



Access: RW

Name	Туре	
selected	[string]	

image.processing.blend.scurve

S-Curve exponent strength.



Access: RW

Name	Туре	
scurve	float	
	Constraints	
	Minimum	1
	Maximum	4
	Step size	1
	Precision	0.

image.processing.transportdelay.actual

Actual transport delay.



Access: R

Name Type actual int

image.processing.transportdelay.desired

Desired transport delay.



Access: RW

Name Type desired int

image.processing.transportdelay.minimum

Minimum transport delay.



Access: R

Name	Type
minimum	int

image.processing.warp.bow.bottomleftu

U vector for bottom left corner. Positive angle is outwards.



Access: RW

Name Type

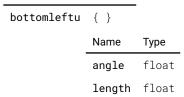


image.processing.warp.bow.bottomleftv

V vector for bottom left corner. Positive angle is outwards.



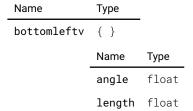


image.processing.warp.bow.bottomrightu

U vector for bottom right corner. Positive angle is outwards.



Access: RW

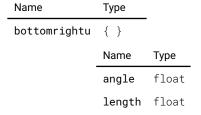


image.processing.warp.bow.bottomrightv

V vector for bottom right corner. Positive angle is outwards.



Access: RW

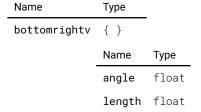


image.processing.warp.bow.enable

Enable/Disable bow warp



Access: RW

Name	Type
enable	bool

image.processing.warp.bow.symmetric

Enable/Disable symmetric mode.



Access: RW

Name	Type
symmetric	bool

image.processing.warp.bow.topleftu

U vector for top left corner. Positive angle is outwards.



Access: RW

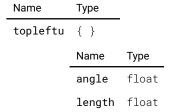


image.processing.warp.bow.topleftv

V vector for top left corner. Positive angle is outwards.

MODELS All

Access: RW

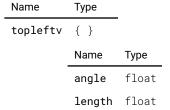
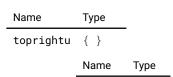


image.processing.warp.bow.toprightu

U vector for top right corner. Positive angle is outwards.





angle float
length float

image.processing.warp.bow.toprightv

V vector for top right corner. Positive angle is outwards.



Access: RW

Name	Туре	
toprightv	{ }	
	Name	Туре
	angle	float
	length	float

image.processing.warp.enable

Enable/Disable all warp functions



Access: RW

Name Type enable bool

image.processing.warp.file.enable

Enable/Disable file warp



Access: RW

Name Type enable bool

image.processing.warp.file.selected

Currently selected file



Access: RW

Name	Туре	
selected	string	

image.processing.warp.fourcorners.bottomleft

Bottom left coordinate in output resolution. Negative values alowed to go outside displayed area.



Access: RW

Name	Туре	
bottomleft	{ }	
	Name	Туре
	Х	int
	у	int

image.processing.warp.fourcorners.bottomright

Bottom right coordinate in output resolution. Negative values alowed to go outside displayed area.



Access: RW

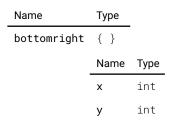


image.processing.warp.fourcorners.enable

Enable/Disable FourCorners warp



Access: RW

Name Type enable bool

image.processing.warp.fourcorners.screenheight

Deprecated: The height of the screen we are projecting on. Only used as in the ratio ScreenWidht/ScreenHeight, hence the unit is arbitrary.



Access: RW

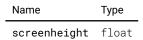


image.processing.warp.fourcorners.screenwidth

Deprecated: The width of the screen we are projecting on. Only used as in the ratio ScreenWidht/ScreenHeight, hence the unit is arbitrary.



screenwidth float

image.processing.warp.fourcorners.topleft

Top left coordinate in output resolution. Negative values alowed to go outside displayed area.



Access: RW

name	туре	
topleft	{ }	
	Name	Туре
	х	int
	у	int

image.processing.warp.fourcorners.topright

Top right coordinate in output resolution. Negative values allowed to go outside displayed area.



Access: RW

Name	Type	
topright	{ }	
	Name	Туре
	Х	int
	у	int

image.processing.warp.position.enable

Enable/Disable Position warp



Access: RW

Name	Type
enable	bool

image.processing.warp.position.horizontal

The horizontal displacement factor relative to output resolution. From -HRes/2 to + HRes/2



Access: RW

Name	Type
horizontal	int

image.processing.warp.position.vertical

The vertical displacement factor relative to output resolution. From -VRes/2 to +VRes/2



Access: RW

Name	Type
vertical	int

image.processing.warp.warpstatus

The warp status.



Access: R

Name	Туре	
warpstatus	enum	
	Values	
	"Active"	
	"Inactive"	
	"Warning"	
	"Error"	

image.processing.warp.warpstatusdescription

Warp status description



Access: R

Name	Туре
warpstatusdescription	string

image.processing.warp.zoom.enable

Enable/Disable Zoom warp



Access: RW

Name	Туре	
enable	bool	

image.processing.warp.zoom.factor

The zoom factor



Name	Туре	
factor	float	

Constraints	
Minimum	0.5
Maximum	2
Step size	1
Precision	0.1

image.processing.warp.zoom.size

Resulting zoomed resolution



Access: R

Name	Туре	
size	{ }	
	Name	Туре
	Х	int
	у	int

image.resolution.alpha.size

The current resolution size (pixels x lines).



Access: R

Name	Type	
size	{ }	
	Name	Туре
	pixels	int
	lines	int

image.resolution.availableresolutions

List all resolutions that can currently be selected.



Access: R

Name	Туре	
availableresolutions	[string]	

image.resolution.beta.size

The current resolution size (pixels x lines).



Name Type

```
size { }
    Name Type
    pixels int
    lines int
```

image.resolution.display.size

The current resolution size (pixels x lines).



Access: R

Name	Туре	
size	{ }	
	Name	Туре
	pixels	int
	lines	int

image.resolution.osd.size

The current resolution size (pixels x lines).



Access: R

Name	Туре	
size	{ }	
	Name	Туре
	pixels	int
	lines	int

image.resolution.output.size

The current resolution size (pixels x lines).



Access: R

Name	Туре	
size	{ }	
	Name	Туре
	pixels	int
	lines	int

image.resolution.processing.size

The current resolution size (pixels x lines).



Access: R

Name	Туре	
size	{ }	
	Name	Туре
	pixels	int
	lines	int

image.resolution.resolution

The current resolution description.



Access: RW

Name	Type	
resolution	strina	

image.resolution.size

The current resolution size (pixels x lines).



Access: R

Name	Туре	
size	{ }	
	Name	Туре
	pixels	int
	lines	int

image.saturation

Image color saturation. The value is normalized, 1 is default.



Access: RW

name	туре	
saturation	float	
	Constraints	
	Minimum	0
	Maximum	2
	Step size	1
	Precision	0.01

Typo

image.sharpness

Image sharpness. The value is normalized.



Access: RW

Name	Туре	
sharpness	int	
	Constraints	
	Minimum	-2
	Maximum	8
	Step size	1
	Precision	1

image.source.enable

Enable or disable the image preview



Access: R

Name	Type	
enahle	hool	

image.source.l1displayport.capabilities

Capabilities

MODELS All

Access: R

Name	Туре	
capabilities	[enum]	
	Values	
	"HDCP"	
	"HDCP2"	

image.source.l1displayport.layout

Source layout



Name	Туре	
layout	{ }	
	Name	Туре
	rows	int
	columns	int
	views	int
	planes	int

image.source.l1displayport.name

Name of the source



Access: R

Name	Type
name	string

image.source.l1hdbaset1.capabilities

Capabilities



Access: R

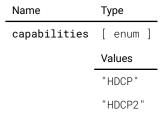


image.source.l1hdbaset1.layout

Source layout



Access: R

Name	Type	
layout	{ }	
	Name	Туре
	rows	int
	columns	int
	views	int
	nlanes	int

image.source.l1hdbaset1.name

Name of the source



Access: R

Name	Type
name	string

image.source.l1hdbaset2.capabilities

Capabilities



Access: R

Name	Туре
capabilities	[enum]
	Values
	"HDCP"
	"HDCP2"

image.source.l1hdbaset2.layout

Source layout



Access: R

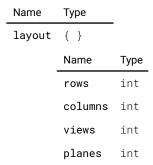


image.source.l1hdbaset2.name

Name of the source



Access: R

Name	Type
name	string

image.source.l1hdmi.capabilities

Capabilities



Access: R

Name	Туре
capabilities	[enum]
	Values
	"HDCP"
	"HDCP2"

image. source. l1hdmi. layout

Source layout



Access: R

Name	Туре	
layout	{ }	
	Name	Туре
	rows	int
	columns	int
	views	int
	planes	int

image.source.l1hdmi.name

Name of the source



Access: R

Name	Type
name	strina

image.source.l1quadsdi.capabilities

Capabilities

MODELS All

Access: R

Name	Туре
capabilities	[enum]
	Values
	"HDCP"
	"HDCP2"

image.source.l1quadsdi.layout

Source layout



Name	Type	
layout	{ }	
	Name	Туре
	rows	int
	columns	int
	views	int

planes int

image.source.l1quadsdi.name

Name of the source



Access: R

Name	Туре	
name	 strina	

image.source.l1sdia.capabilities

Capabilities



Access: R

Name	Туре
capabilities	[enum]
	Values
	"HDCP"
	"HDCP2"

image.source.l1sdia.layout

Source layout

MODELS All

Access: R

Name	Туре	
layout	{ }	
	Name	Туре
	rows	int
	columns	int
	views	int
	planes	int

image.source.l1sdia.name

Name of the source



Access: R

Name	Туре
name	string

image.source.l1sdib.capabilities

Capabilities



Access: R

Name	Туре	
capabilities	[enum]	
	Values	
	"HDCP"	
	"HDCP2"	

image.source.l1sdib.layout

Source layout



Access: R

Name	Туре	
layout	{ }	
	Name	Туре
	rows	int
	columns	int
	views	int
	planes	int

image.source.l1sdib.name

Name of the source



Access: R

Name	Type
name	string

image.source.l1sdic.capabilities

Capabilities



Access: R

Name	Туре
capabilities	[enum]
	Values
	"HDCP"
	"HDCP2"

image.source.l1sdic.layout

Source layout



Access: R

Name	Type	
layout	{ }	
	Name	Туре
	rows	int
	columns	int
	views	int
	planes	int

image.source.l1sdic.name

Name of the source



Access: R

Name	Type
name	strina

image.source.l1sdid.capabilities

Capabilities

MODELS All

Access: R

Name	Туре	
capabilities	[enum]	
	Values	
	"HDCP"	
	"HDCP2"	

image.source.l1sdid.layout

Source layout



Name	Type	
layout	{ }	
	Name	Туре
	rows	int
	columns	int
	views	int

planes int

image.source.l1sdid.name

Name of the source



Access: R

Name	Туре
name	strina

image.source.preview.enable

Enable or disable the image preview



Access: R

Name	Type
enable	bool

image.stereo.darktime

Darktime in us.



Access: RW

Name	Type
darktime	int

image.stereo.glassync.delay

Sync delay in us.



Access: RW

Name	Type
delay	int

image.stereo.glassync.delaymaximum

Maximum sync delay in us.



Name	Туре
delaymaximum	int

image.stereo.glassync.delayminimum

Minimum sync delay in us.



Access: R

Name	Туре
delavminimum	int

image.stereo.glassync.invert

Sync invert.



Access: RW

Name Type invert bool

image.stereo.swapframepair

swap which stereo frames belong to each other



Access: RW

Name Type swapframepair bool

image.testpattern.selected

The unique id of the selected pattern



Access: RW

Name Type selected string

image.testpattern.show

Enable/disable the display of the selected pattern



Access: RW

Name Type show bool

image.window.main.maximumsourceresolution

Maximum source resolution



Access: R

Name	Туре	
maximumsourceresolution	{ }	
	Name	Туре
	pixels	int
	lines	int

image.window.main.position

Window position



Access: R

Name	Type	
position	{ }	
	Name	Туре
	х	int
	у	int

image.window.main.scalingmode

The scaling mode to apply to the source



Access: RW

Name	Туре
scalingmode	enum
	Values
	"Fill"
	"OneToOne"
	"FillScreen"
	"Stretch"

image.window.main.size

Window size



Name	Туре	_
size	{ }	_
	Name	Туре

width int
height int

image.window.main.source

The source that is dispayed in this window



Access: RW

Name	Type	
source	strina	

image.window.main.sourceresolutionlimit

Is the source resolution limited.



Access: R

Name	Type
sourceresolutionlimit	bool

image.window.main.sourcevalidity

The reason(s) the source is not valid



Access: R

Name	Туре
sourcevalidity	[enum]
	Values
	"ResolutionOutsideFlexRange"

iot.certificate.applicable

True if the certificate applies to this projector



Access: R

Name	Type
applicable	bool

iot.certificate.available

True if a certificate was found



Name	Type
available	hoo1

iot.certificate.valid

Result of the validity check of the certificate



Access: R

Name	Type
valid	bool

iot.cloudservices.connectionstate

The current state of the connection.



Access: R

Name	Туре
connectionstate	enum
	Values
	"CONNECTED"
	"DISCONNECTED"
	"CONNECTING"
	"DISCONNECTING"
	"FAILED"

iot.cloudservices.enable

True if IOT cloud connection is enabled, false otherwise



Access: RW

Name	Type
enable	bool

iot.termagreement

Represents the users acknowledge of the IOT terms of agreement.



Name	Туре
termagreement	hool

network.device.lan.carrier

Whether the device has carrier or not



Access: R

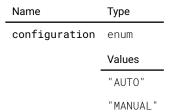
Name	Type
carrier	bool

network.device.lan.configuration

The configuration method of the device: auto or manual



Access: RW



network.device.lan.devicetype

The general type of the network device



Access: R

Name	Туре
devicetype	enum
	Values
	"WIRED"
	"WIRELESS"
	"MOBILE"

network.device.lan.hwaddress

The active hardware (MAC) address



Access: R

Name	Туре
hwaddress	string

network.device.lan.ip4config

The current configuration for IP version 4



Access: R

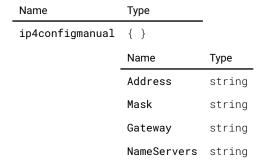
Name	Туре	
ip4config	{ }	
	Name	Туре
	Address	string
	Mask	string
	Gateway	string
	NameServers	string

network.device.lan.ip4configmanual

Get/set the manual configuration for IP version 4



Access: RW

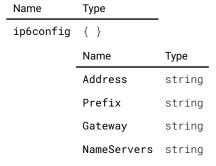


network.device.lan.ip6config

The current configuration for IP version 6



Access: R



network.device.lan.ip6configmanual

Get/set the manual configuration for IP version 4



Name	Туре
ip6configmanual	{ }

Name	Туре
Address	string
Prefix	string
Gateway	string
NameServers	string

network.device.lan.speed

The speed of the device in Mbit/s



Access: R

Name	Type
speed	int

network.device.lan.state

The current state of the device



Access: R

Name	Туре
state	enum
	Values
	"CONNECTED"
	"DISCONNECTED"
	"CONNECTING"
	"NEEDAUTH"
	"IPCONFIG"
	"IPCHECK"
	"DISCONNECTING"
	"FAILED"

network.device.lan.stateinfo

Additional information about the device state. Can be empty



Access: R

Name	Type
stateinfo	string

network.hostname

The host name



Access: RW

Name	Type
hostname	strina

network.version

The Networking Service version



Access: R

Name	Type
version	string

notification.count

The number of notifications received and dismissed



Access: R

Name	Type
count	int

optics.autofocus.calibration.calibrateddark

Calibration has been performed with dark content.



Access: R

Name	Туре
calibrateddark	boo1

optics.autofocus.calibration.calibratedlight

Calibration has been performed with light content.



Access: R

Name	Type
calibratedlight	bool

optics.autofocus.enabled

Focus drift compensation is enabled.



Name	Type
enabled	bool

optics.autofocus.integrationinterval

The time the lens needs to cool down after warming up completely.



Access: RW

Name	Туре
integrationinterval	int

optics.autofocus.maxfocus

The maximum focus position of the lens.



Access: RW

Name	Type
maxfocus	float

optics.autofocus.maxzoom

The maximum zoom position of the lens.



Access: RW

Name	Type
maxzoom	float

optics.autofocus.minfocus

The minimum focus position of the lens.



Access: RW

Name	Туре
minfocus	float

optics.autofocus.minzoom

The minimum zoom position of the lens.



Name	Туре
minzoom	float

optics.focus.calibrationstate

Current calibration state



Access: R

Name	Туре
calibrationstate	enum
	Values
	"Unknown"
	"0k"
	"Busy"
	"Error"
	"NotImplemented"

optics.focus.enabled

Enabled state



Access: RW

Name	Туре
enabled	bool

optics.focus.limits.forward

Forward limit reached



Access: R

Name	Type
forward	hool

optics.focus.limits.reverse

Reverse limit reached



Access: R

Name	Туре
reverse	bool

optics.focus.maxposition

Maximum available position



Access: R

Name	Туре
maxposition	int

optics.focus.minposition

Minimum available position



Access: R

Name	Type
minposition	int

optics.focus.position

Current position



Access: R

Name	Type
position	int

optics.focus.safetocalibrate

Safe to calibrate



Access: R

Name	Туре
safetocalibrate	bool

optics.focus.safetooperate

Safe to operate state



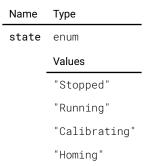
Access: R

Name	Туре
safetooperate	bool

optics.focus.state

Current state





optics.focus.target

Desired target



Access: RW

Name	Type
target	int

optics.irisoperation

Property for selecting whether iris operation should be linked or individual



Access: RW

Name	Туре
irisoperation	enum
	Values
	"Individual"
	"Linked"

optics.irisoperationavailable

Description not provided



Access: R

Name	Туре
irisoperationavailable	bool

optics.lens.lens

Currently selected lens

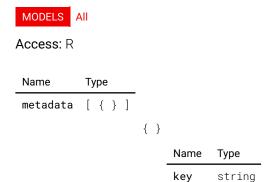


Name	Type	
lens	{ }	

Name	Type
Id	string
Description	string

optics.lens.metadata

Current lens metadata



optics.lenspresent

Lens present



Access: R

Name	Туре
lenspresent	bool

optics.lensshift.horizontal.calibrationstate

value string

Current calibration state



Access: R

Name	Туре
calibrationstate	enum
	Values
	"Unknown"
	"0k"
	"Busy"
	"Error"
	"NotImplemented"

optics.lensshift.horizontal.enabled

Enabled state



Access: RW

Name	Type
enabled	hool

optics.lensshift.horizontal.limits.forward

Forward limit reached



Access: R

Name	Type
forward	bool

optics.lensshift.horizontal.limits.reverse

Reverse limit reached



Access: R

Name	Type
reverse	bool

optics.lensshift.horizontal.maxposition

Maximum available position



Access: R

Name	Type
maxposition	int

optics.lensshift.horizontal.minposition

Minimum available position



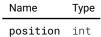
Access: R

Name	Type
minposition	int

optics.lensshift.horizontal.position

Current position



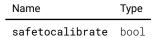


optics.lensshift.horizontal.safetocalibrate

Safe to calibrate



Access: R



optics.lensshift.horizontal.safetooperate

Safe to operate state



Access: R

Name	Type
safetooperate	bool

optics.lensshift.horizontal.state

Current state



Access: R

Name	Туре
state	enum
	Values
	"Stopped"
	"Running"
	"Calibrating"
	"Homing"

optics.lensshift.horizontal.target

Desired target



Access: RW



optics.lensshift.vertical.calibrationstate

Current calibration state



Access: R

Name	Туре
calibrationstate	enum
	Values
	"Unknown"
	"0k"
	"Busy"
	"Error"
	"NotImplemented"

optics.lensshift.vertical.enabled

Enabled state



Access: RW

Name	Type
enahled	hool

optics.lensshift.vertical.limits.forward

Forward limit reached



Access: R

Name	Type
forward	hool

optics.lensshift.vertical.limits.reverse

Reverse limit reached



Access: R

Name	Туре
reverse	bool

optics.lensshift.vertical.maxposition

Maximum available position



Access: R

Name Type

maxposition int

optics.lensshift.vertical.minposition

Minimum available position



Access: R

Name	Type
minposition	int

optics.lensshift.vertical.position

Current position



Access: R

Name	Type
position	int

optics.lensshift.vertical.safetocalibrate

Safe to calibrate



Access: R

Name	Type
safetocalibrate	hool

optics.lensshift.vertical.safetooperate

Safe to operate state



Access: R

Name	Type
safetooperate	bool

optics.lensshift.vertical.state

Current state



Name	Туре
state	enum
	Values

- "Stopped"
- "Running"
- "Calibrating"
- "Homing"

optics.lensshift.vertical.target

Desired target



Access: RW

Name	Type
target	int

optics.shutter.position

Position of shutter



Access: R

Name	Туре
position	enum
	Values
	"Open"
	"Closed"

optics.shutter.target

Target of shutter



Access: RW

Name	Туре
target	enum
	Values
	"Open"
	"Closed"

optics.zoom.calibrationstate

Current calibration state



Name	Туре
calibrationstate	Anum

Values
"Unknown"
"0k"
"Busy"
"Error"
"NotImplemented"

optics.zoom.enabled

Enabled state



Access: RW

Name	Туре
enabled	bool

optics.zoom.limits.forward

Forward limit reached



Access: R

Name Type forward bool

optics.zoom.limits.reverse

Reverse limit reached



Access: R

Name Type reverse bool

optics.zoom.maxposition

Maximum available position



Access: R

Name Type maxposition int

optics.zoom.minposition

Minimum available position



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Access: R

Name	Туре
minposition	int

optics.zoom.position

Current position



Access: R

Name	Type
position	int

optics.zoom.safetocalibrate

Safe to calibrate



Access: R

Name	Type
safetocalibrate	bool

optics.zoom.safetooperate

Safe to operate state



Access: R

Name	Туре
safetooperate	bool

optics.zoom.state

Current state



Access: R

Name	Туре
state	enum
	Values
	"Stopped"
	"Running"
	"Calibrating"
	"Homing"

optics.zoom.target

Desired target



Access: RW

Name	Type
target	int

peripheral.camera.enable

Enable/Disable camera



Access: R

Name	Type
enable	bool

peripheral.camera.initialised

Indicates if the camera has been initialised and ready for use



Access: R

Name	Type
initialised	bool

peripheral.camera.resolution

The resolution that is currently used for taking pictures.



Access: RW

Name	Туре
resolution	enum
	Values
	"Low"
	"Medium"
	"High"

peripheral.ranging.lastdistance

The last distance measured



Name	Туре	
lastdistance	float	

peripheral.ranging.sampletype

Set the current sample type and start measurement



Access: RW

Name	Туре
sampletype	enum
	Values
	"Single"
	"Continuous"

peripheral.xlrfront.enable

Enable/Disable front XLR connector



Access: RW

Name Type enable bool

peripheral.xlrfront.outputvoltage

Output Voltage



Access: RW

Name	Type
outputvoltage	enum
	Values
	"V0"
	"V12"
	"V24"

profile.domains

The list of available domains for profiles.



Access: R

Name	Туре	
domains	[string]

profile.presetassignments

All preset assigments.



Access: R

Name	туре		
presetassignments	[{ }]		
	{	}	
		Name	Туре
		key	int
		value	string

profile.profiles

The list of created profiles.



Access: R

Name	Туре	
profiles	[string]	

remotecontrol.address

The address of the remote control that the projector will respond to

MODELS All

Access: RW

Name	Туре	
address	int	
	Constraints	
	Minimum	1
	Maximum	31
	Step size	1
	Precision	1

remotecontrol.broadcastaddress

The broadcast address



Name	Туре	
broadcastaddress	int	
	Constraints	
	Minimum	0
	Maximum	1
	Step size	1

Precision

remotecontrol.sensors.front.enable

Enable or disable the IR sensor



Access: RW

Name	Type
enahle	hool

remotecontrol.sensors.front.name

The display name of the IR sensor



Access: R

Name	Type
name	string

remotecontrol.sensors.rear.enable

Enable or disable the IR sensor



Access: RW

Name	Type
onahla	hool

remotecontrol.sensors.rear.name

The display name of the IR sensor



Access: R

Name	Туре
name	string

remotecontrol.sensors.side.enable

Enable or disable the IR sensor



Name	Type
enable	bool

remotecontrol.sensors.side.name

The display name of the IR sensor



Access: R

Name	Туре
name	string

screen.hdrboost

The HDR intensity



Access: RW

Name	Туре	
hdrboost	float	
	Constraints	
	Minimum	0.8
	Maximum	1.2
	Step size	0.01
	Precision	0.1

screen.luminance

The maximum luminance measured on the screen in cd/m2



Access: RW

Name	Туре	
luminance	float	
	Constraints	
	Minimum	50
	Maximum	10000
	Step size	10
	Precision	1

screen.screenaspect

The calculated aspect of the ScreenWidth/ScreenHeight



Name	Туре
screenaspect	float

screen.screensize

The width and height of the screen we are projecting on.



Access: RW

Name	Type	
screensize	{ }	
	Name	Туре
	width	float
	heiaht	float

statistics.laser bank 1 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 10 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 11 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 12 runtime.value

Counter value



Access: R

Name Type

value int

statistics.laser bank 13 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 14 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 15 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 16 runtime.value

Counter value



Access: R

Name	Туре
value	int

statistics.laser bank 17 runtime.value

Counter value



Name	Type
value	int

statistics.laser bank 18 runtime.value

Counter value



Access: R

Name	Type
valua	int

statistics.laser bank 19 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 2 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 20 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 21 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 22 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 23 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 24 runtime.value

Counter value



Access: R

Name Type value int

statistics.laser bank 25 runtime.value

Counter value



Access: R

Name Type value int

statistics.laser bank 26 runtime.value

Counter value



Access: R

Name Type value int

statistics.laser bank 3 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 4 runtime.value

Counter value



Access: R

Name	Type
valua	int

statistics.laser bank 5 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 6 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 7 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laser bank 8 runtime.value

Counter value



Name	Type
value	int

statistics.laser bank 9 runtime.value

Counter value



Access: R

Name	Type
value	int

statistics.laserruntime.value

Counter value



Access: R

Name	Type
value	int

statistics.laserstrikes.value

Counter value



Access: R

Name	Type
value	int

statistics.projectorruntime.value

Counter value



Access: R

Name	Type
value	int

statistics.systemtime.value

Counter value



Name	Type
value	int

statistics.uptime.value

Counter value



Access: R

Name Type value int

system.articlenumber

Article number.



Access: R

Name	Туре
articlenumber	string

system.colorwheel

Article number of installed color wheel



Access: R

Name Type colorwheel string

system.colorwheelname

Name of installed color wheel



Access: R

Name	Type
colorwheelname	strina

system.date.availabletimezones

An array of all available time zones.



Access: R

Name	Туре
availabletimezones	[string]

system.date.ntp.connected

True if there is a connection to the NTP-server.



Access: R

Name	Type
connected	hool

system.date.ntp.enabled

True if NTP time synchronization should be used.



Access: R

Name	Type
enabled	bool

system.date.ntp.server

The NTP server hostname or address.



Access: R

Name	Туре
server	 string

system.date.timezone

The configured time zone of the system.



Access: R

Name	Type
timezone	string

system.eco.available

Returns true if state is available for this projector



Access: R

Name	Type
available	bool

system.eco.enable

Enable/disable the use of this state. Check if available first.



Access: RW

Name	Type
enable	hool

system.familyname

Family name.



Access: R

Name	Туре
familyname	strina

system.firmwareversion

Firmware version.



Access: R

Name	Туре
firmwareversion	string

system.initialstate

State to transition to when the unit is started



Access: RW

Name	Туре
initialstate	enum
	Values
	"boot"
	"eco"
	"standby"
	"ready"
	"conditioning"
	"on"
	"service"
	"deconditioning"
	"error"

system.license.applicable

Applicability of the license file.



Access: R

Name	Туре	
applicable	bool	

system.license.available

Availability of a license file.



Access: R

Name	Type	
available	bool	

system.license.option.flexbrightness.enabled

State of the flex brightness option.



Access: R

Name	Type	
enabled	hoo1	

system.license.option.flexbrightness.maximumlightoutput

The maximum light output.



Access: R

Name	Type
maximumlightoutput	int

system. license. option. flex brightness. maximum light output attempts left

Number of attempts left to set the maximum light output.



Access: R

Name	Туре
maximumlightoutputattemptsleft	int

system.license.option.flexbrightness.maximumlightoutputs

List of valid maximum light outputs.



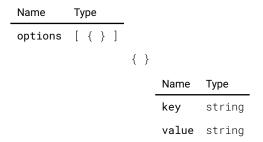
Name	Type
maximumlightoutputs	[int]

system.license.options

A dictionary of options and their values.



Access: R



system.license.register.mandatory

Shows if registering the product is mandatory or optional



Access: R

Name	Type	
mandatory	bool	

system.license.register.valid

True when the product has been successfully registered.



Access: R

Name	Type
valid	bool

system.license.valid

Validity of the license file.



Access: R

Name	Туре	
valid	bool	

system.modelname

Model name.



Access: R

Name	Type	
modelname	strina	

system.name

Custom name for this device.



Access: R

Name	Type	
name	string	

system.on.timeout.duration

Time (in seconds) to wait in this state before entering lower state.



Access: RW

Name	Туре	
duration	int	
	Constraints	
	Minimum	60
	Maximum	7200
	Step size	60
	Precision	30

system.on.timeout.enable

Enable/disable the timeout.



Access: RW

Name	Type	
enable	bool	

system.ready.timeout.duration

Time (in seconds) to wait in this state before entering lower state.



Name	Туре
duration	int
	Constraints

Minimum 60
Maximum 7200
Step size 60
Precision 30

system.ready.timeout.enable

Enable/disable the timeout.



Access: RW

Name Type enable bool

system.resetprogress

Reset progress: [0..100]



Access: R

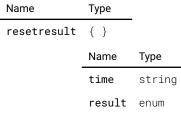
Name Type resetprogress int

system.resetresult

Description not provided



Access: R



Values
"UNKNOWN"
"SUCCESS"
"FAILED"

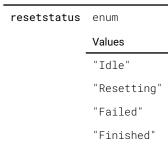
system.resetstatus

Reset status



Access: R

Name Type



system.serialnumber

Serial number.



Access: R

Name	Type	
serialnumber	strina	

system.standby.available

Returns true if state is available for this projector



Access: R

Name	Type	
available	bool	

system.standby.enable

Enable/disable the use of this state. Check if available first.



Access: RW

Name	Type	
enable	hool	

system.standby.timeout.duration

Time (in seconds) to wait in this state before entering lower state.



Name	Туре	
duration	int	
	Constraints	
	Minimum	60
	Maximum	7200
	Step size	60

Precision 30

system. stand by. time out. enable

Enable/disable the timeout.



Access: RW

Name	Type	
enable	bool	

system.state

The current state of the unit



Access: R

Name	Туре
state	enum
	Values
	"boot"
	"eco"
	"standby"
	"ready"
	"conditioning"
	"on"
	"service"
	"deconditioning"
	"error"

system.targetstate

The state the unit is transitioning into



Name	Туре
targetstate	enum
	Values
	"boot"
	"eco"
	"standby"
	"ready"
	"conditioning"
	"on"

```
"service"

"deconditioning"

"error"
```

ui.access.enduser

True and available when the user has end user access privileges.



Access: R

Name	Type	
enduser	bool	

ui.backlight.state

Description not provided



Access: RW

Name	Type	
state	enum	
	Values	
	"Off"	
	"0n"	
	"Auto"	

ui.backlight.timeout

The amount of seconds after which the lcd backlight will be switched off when the menu and stealth mode are not active and there is no activity.

MODELS All

Access: RW

Name	Туре	
timeout	int	
	Constraints	
	Minimum	5
	Maximum	3600
	Step size	1
	Precision	1

ui.hasstealthmode

Description not provided



Access: R

Name	Type
hacetealthmode	hoo]

ui.language

The user interface language



Access: RW

Name	Type	
language	string	

ui.layer.advancedblend.drawing

Drawing commands in the form of a JSON object



Access: RW

Name	Туре	
drawing	string	

ui.layer.advancedblend.enable

Enable or disable the layer

MODELS All

Access: RW

Name	Type
enable	bool

ui.layer.advancedblend.palette

Color palette that can be used when drawing the blend layer



Access: RW

Name	Type	
palette	string	1

ui.layer.basicblacklevel.color

The edge color, e.g '#ffff00' or 'rgba(255,255,0,0.5)



Name	Туре	
color	strina	

ui.layer.basicblacklevel.enable

Enable or disable the layer



Access: RW

Name	Type	
enable	bool	

ui.layer.basicblacklevel.selection

Toggle edge selection



Access: RW

Name	Туре	
selection	{ }	
	Name	Туре
	Bottom	bool
	Left	bool
	Right	bool
	Тор	bool

ui.layer.basicblacklevel.selectioncolor

The color to use for selected edges, e.g '#ff0000' or 'rgba(255,0,0,0.5)'



Access: RW

Name	Туре
selectioncolor	string

ui.layer.basicblend.color

The edge color, e.g '#ffff00' or 'rgba(255,255,0,0.5)



Access: RW

Name	Type
color	string

ui.layer.basicblend.enable

Enable or disable the layer



Access: RW

Name	Type	
onahla	hool	

ui.layer.basicblend.selection

Toggle edge selection



Access: RW

Name	Type	
selection	{ }	
	Name	Туре
	Bottom	bool
	Left	bool
	Right	bool
	Тор	bool

ui.layer.basicblend.selectioncolor

The color to use for selected edges, e.g '#ff0000' or 'rgba(255,0,0,0.5)'



Access: RW

Name	Type
selectioncolor	strina

ui.layer.blank.border

(Optional) Show/hide a border/outline of the screen



Access: RW

Name	Type
border	bool

ui.layer.blank.bordercolor

(Optional) Specify the border color, e.g #ff0000



Name	Туре
bordercolor	string

ui.layer.blank.enable

Enable or disable the layer. When enabled, the screen will be covered in black.



Access: RW

Name Type enable bool

ui.layer.blank.icon

A single UTF character from the Barco-Icons font set.



Access: RW

Name Type
icon string

ui.layer.blank.show

Used only for persisting whether or not to show the layer

MODELS All

Access: RW

Name Type show bool

ui.layer.blank.showtext

Show or hide the text

MODELS All

Access: RW

Name Type showtext bool

ui.layer.blank.text

(Optional) Specify a text to show at the center of the screen

MODELS All

Access: RW

Name Type text string

ui.layer.fourcorner.cornercolor

The color to use for unselected corners, e.g '#ff0000' or 'rgba(255,0,0,0.75)'



Access: RW

Name	Туре
cornercolor	strina

ui.layer.fourcorner.enable

Enable or disable the layer



Access: RW

Name	Type
enable	bool

ui.layer.fourcorner.linecolor

The line color, e.g '#ffff00' org 'rgba(255,255,0,0.5)'



Access: RW

Name	Туре
linecolor	string

ui.layer.fourcorner.lines

Show or hide lines between the corners



Access: RW

Name	Type
lines	bool

ui.layer.fourcorner.selection

Toggle corner selection



Name	Туре	
selection	{ }	
	Name	Туре
	TopLeft	bool
	TopRight	bool
	BottomRight	bool

BottomLeft bool

ui.layer.fourcorner.selectioncolor

The color to use for selected corners, e.g '#ff0000' or 'rgba(255,0,0,0.75)'



Access: RW

Name	Туре
selectioncolor	string

ui.layer.grid.color

Default color for grid points, e.g '#ff0000' or 'rgba(0,0,255,0.5)'

MODELS All

Access: RW

Name	Туре
color	strina

ui.layer.grid.enable

Enable or disable the layer

MODELS All

Access: RW

Name	Type
enahle	hool

ui.layer.grid.lines

DEPRECATED. Use ShowLines instead. This is for backwards compability

MODELS All

Access: RW

Name	Туре
lines	bool

ui.layer.grid.mark

List of row,column and color triplets for marking points in the grid. The color is specified as '#ff00ff' or 'rgba(0,255,255,0.75)'



Name	Ту	γре			
mark	[{	}]	

{ }

Name	Type
X	int
Υ	int
Color	string

ui.layer.grid.points

Number of grid points



Access: RW

Name	Type
points	enum
	Values
	"2x2"
	"3x3"
	"5x5"
	"9x9"
	"17x17"
	"33x33"

ui.layer.grid.showlines

Toggle drawing lines between grid points



Access: RW

Name	Туре
showlines	bool

ui.layer.grid.showpoints

Toggle drawing grid points



Access: RW

Name	Туре
showpoints	bool

ui.length

Preferred unit for display of lengths and distances



Name	Type
length	enum
	Values
	" M "
	"CM"
	"FT"
	" TN "

ui.lensmenu

Show or hide the lens menu



Access: RW

Name	Type
lensmenu	bool

ui.luminance

Preferred unit for luminance



Access: RW

Name	Туре
luminance	enum
	Values
	"NITS"
	"FL"

ui.menu

Show or hide the menu



Access: RW

Name	Туре
menu	bool

ui.menuposition

Placement of menu related to full screen.



Name	Type
menuposition	enum



ui.minimize

Minimize the menu when it is enabled



Access: RW

Name	Туре
minimize	bool

ui.osd

Enable or disable on screen display



Access: RW

Name	Type
osd	bool

ui.poweroffhint

When true, a dialog shows info about powering down



Access: RW

Name	туре
poweroffhint	bool

ui.sourcemenu

Show or hide the input source shortcut menu



Name	Type
sourcemenu	bool

ui.sourcesignal

Show/hide the source signal information popup



Access: RW

Name	Туре
sourcesignal	bool

ui.sourcesignalposition

Placement of the source signal information



Access: RW

Name	Туре
sourcesignalposition	enum
	Values
	"TopLeft"
	"Тор"
	"TopRight"
	"Right"
	"BottomRight"
	"Bottom"
	"BottomLeft"
	"Left"
	"Center"

ui.splashscreen.show

Value to indicate if the splash screen should be shown



Access: R

Name	Type
show	bool

ui.splashscreen.timeoutseconds

Time (in seconds) the splash screen is shown on startup



Name	Туре
timeoutseconds	int

ui.stealthmode

When the projector is in stealth mode, all controllable LEDs are switched off.



Access: RW

Name	Туре
stealthmode	enum
	Values
	"Off"
	"On"
	"Onlintil Deboot"

ui.temperature

Preferred unit for display of temperature values



Access: RW

Name	Type
temperature	enum
	Values
	" C "
	"F"

ui.theme

The theme setting of the user interface.

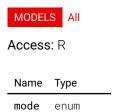


Access: RW

Name	Туре
theme	enum
	Values
	"Light"

ui.touchscreen.mode

Enables or disables the touchscreen test.





ui.touchscreen.status

Current status of the touchscreen text



Access: RW

Name	Туре
status	enum
	Values
	"Inactive"
	"Ongoing"
	"Complete"

user.admin.activesessioncount

Description not provided



Access: R

Name	Type
activesessioncount	int

user.admin.enabled

Description not provided



Access: R

Name	Type
enabled	bool

user.admin.group

Description not provided



Access: R

Name	Туре
group	string

user.admin.publickey

Description not provided



Access: R

Name	Type
publickev	string

user.admin.username

Description not provided



Access: R

Name	Type
username	string

user.admin.userslug

Description not provided



Access: R

Name	Type
userslua	strina

user.authenticationrequired

Require authentication of all users



Access: R

Name	Type
authenticationrequired	bool

user.availablegroups

The available user groups



Access: R

Name	Туре
availablegroups	[string]

user.currentuser.activesessioncount

Description not provided



Name	Type
activesessioncount	int

user.currentuser.enabled

Description not provided



Access: R

Name	Туре
enahled	hool

user.currentuser.group

Description not provided



Access: R

Name	Туре
group	string

user.currentuser.publickey

Description not provided



Access: R

Name	Type
publickev	strina

user.currentuser.username

Description not provided



Access: R

Name	Туре
username	string

user.currentuser.userslug

Description not provided



Name	Type
userslug	string

user.list

The list of all users



Access: R

Name	Туре	_		
list	[{ }]			
		{ }		
			Name	Туре
			Username	string
			UserSlug	string
			Group	string

user. pincode authentication enabled

Sessions int

Allow authenticating users with pin code



Access: R

Name	Type
pincodeauthenticationenabled	bool

user.poweruser.activesessioncount

Description not provided



Access: R

Name	Type
activesessioncount	int

user.poweruser.enabled

Description not provided



Access: R

Name	Type
enabled	bool

user.poweruser.group

Description not provided



Access: R

Name	Type
aroup	strina

user.poweruser.publickey

Description not provided



Access: R

Name	Туре
publickey	string

user.poweruser.username

Description not provided



Access: R

Name	Type
username	strina

user.poweruser.userslug

Description not provided



Access: R

Name	Type
userslua	strina

user.resetadministratorchallenge

Challenge for resetting the administrator user



Access: R

Name	Type
resetadministratorchallenge	int

user.user.activesessioncount

Description not provided



Name	Type
activesessioncount	int

user.user.enabled

Description not provided



Access: R

Name	Туре
enabled	bool

user.user.group

Description not provided



Access: R

Name	Туре
group	string

user.user.publickey

Description not provided



Access: R

Name	Type
publickev	strina

user.user.username

Description not provided



Access: R

Name	Туре
username	string

user.user.userslug

Description not provided



Name	Type
userslug	string

Methods

Alphabetical list of all methods

.authenticate

[DEPRECATED] Authenticate using pin code



Parameters

Name	Type
code	int

Return value

Name	Туре
userslug	strina

.generatenewtoken

Request a new token for the currently authenticated user



This method does not require any parameters.

Return value

Name	Туре
token	string

.getchallenge

Get the challenge for key-based authentication



This method does not require any parameters.

Return value

Name	Туре
challenge	string

.introspect

Introspect the API for a specified object path



Parameters

Name	Type
object	string
recursive	bool

Return value

Name Type

.login

Login using username and signed challenge (set token true to receive a token)



Parameters

Name	Type
username	string
signature	string
token	bool

Return value

Name	Туре
token	string

.logout

De-authenticate



This method does not require any parameters.

This method has no return value.

dmx.listchannels

Return a list of available channel names



This method does not require any parameters.

Return value

Name	Туре	
modes	[string]

dmx.listmodes

Return a list of all modes



This method does not require any parameters.

Return value

Name	Type	
modes	[string	1

environment.getalarminfo

Description not provided

Type



This method does not require any parameters.

Return value

Name

alarminfo	[{	[}]	_		
			{	}	
				Name	Туре
				severity	string
				timestam	p string
				source	string
				descript	ion string

environment.getcontrolblocks

Description not provided



Parameters

Name	Туре
type	enum
	Values
	"Actuator"
	"Alarm"
	"Controller"
	"Filter"
	"GenericBlock"
	"Sensor"
valuetype	enum
	Values
	"ADC"

- "Altitude"
- "Angle"
- "Any"
- "Average"
- "Comparison"
- "Constant"
- "Contamination"
- "Coordinate"
- "Current"
- "Delay"
- "Difference"
- "Disabled"
- "Driver"
- "Formula"
- "Humidity"
- "Interpolation"
- "Light"
- "Limit"
- "LiquidPressure"
- "Manual"
- "Median"
- "Mode"
- "Noise"
- "PID"
- "PWM"
- "Peltier"
- "Power"
- "Pressure"
- "Pump"
- "Range"
- "Ratio"
- "Resistance"
- "Simulation"
- "Speed"
- "State"
- "Temperature"
- "Threshold"
- "Upgrader"
- "Voltage"
- "Volume"
- "Waveform"
- "Weighting"

Return value

name	туре	_		
blocks	[{ }]	-		
		{ }		
			Name	Туре
			key	string
			value	float

illumination.clo.engage

Engage CLO at the current light level



This method does not require any parameters.

This method has no return value.

illumination.laser.getserialnumber

Description not provided



This method does not require any parameters.

Return value

Name	Туре
value	strina

image.color.p7.custom.copypresettocustom

Description not provided



Parameters

Name	Туре	
presetname	string	

This method has no return value.

image.color.p7.custom.resetpreset

Reset preset back to its default values



Parameters

Name	Type
presetname	strina

This method has no return value.

image.color.p7.custom.resettonative

Description not provided



This method does not require any parameters.

This method has no return value.

image.color.rgbmode.nextrgbmode

Change to the next RGB mode. Lets you cycle through all possible modes.



This method does not require any parameters.

This method has no return value.

image.connector.l1displayport.edid.list

List system EDIDs available for this connector

MODELS All

This method does not require any parameters.

Return value

```
        Name
        Type

        selections
        [ { } ]

        { }
        Name
        Type

        group
        string

        edids
        [ string ]
```

image.connector.l1hdbaset1.edid.list

List system EDIDs available for this connector



This method does not require any parameters.

Name	Туре

image.connector.l1hdbaset2.edid.list

List system EDIDs available for this connector

MODELS All

This method does not require any parameters.

Return value

```
        Name
        Type

        selections
        [ { } ]

        { }
        Name
        Type

        group
        string

        edids
        [ string ]
```

image.connector.l1hdmi.edid.list

List system EDIDs available for this connector

MODELS All

This method does not require any parameters.

Return value

```
        Name
        Type

        selections
        [ { } ]

        { }
        Name
        Type

        group
        string

        edids
        [ string ]
```

image.connector.list

Description not provided



This method does not require any parameters.

Name	Туре

connectors [string]

image.display.listdisplaymodes

List possible display modes.



This method does not require any parameters.

Return value

Name	Туре
displaymodes	[enum]
	Values
	"Mono"
	"AutoStereo"
	"ActiveStereo"
	"NightVision"
	"IGPixelShift"
	"IGPixelShiftNV"
	"IGPixelShiftFullNV"

image.list

List all available orientation modes



This method does not require any parameters.

Return value

Name	Туре
orientationmode	[string]

image.listgammatypes

List all available gamma types.



This method does not require any parameters.

Return value

Name	Туре
gammatypes	[string]

image.processing.blacklevel.basicblacklevel.getblacklevelarea

Returns the four boxes describing the black level edges.



Parameters

Name	Туре
resolution_width	float
resolution_height	float

Return value

```
        Name
        Type

        output
        { }

        Name
        Type

        Top
        { }
```

Name Type
Start1 { }

Name Type
X float
Y float

 ${\tt Start2} \quad \{ \ \ \}$

Name Type

X float

Y float

Bottom { }

Name Type
Start1 { }

Name Type
X float
Y float

 ${\tt Start2} \quad \{ \ \ \}$

Name Type

X float

Y float

Left { }

Name Type
Start1 { }

Name Type
X float
Y float

Start2 { }

Name Type
X float
Y float

 ${\tt Right} \quad \{\ \}$

Name	Type	_	
Start1	{ }		
		Name	Туре
		X	float
		Υ	float
Start2	{ }		
		Name	Туре
		X	float
		Υ	float

image.processing.blacklevel.basicblacklevel.getwarpedblacklevelarea

Returns the four boxes describing the black level edges, after warp.



Parameters

Name	Type
resolution_width	float
resolution height	float

Return value

Name	Туре	_
output	{ }	
	Name	Туре
	Тор	{ }

name	туре	
Start1	{ }	
		١

 ${\tt Start2} \quad \{ \ \ \}$

Name	Type
Χ	float
Υ	float

Bottom { }

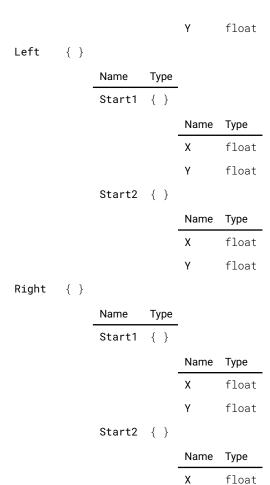


image.processing.blacklevel.file.delete

Υ

float

Deletes a file with the given name.



Parameters

Name	Туре
filename	etrina

This method has no return value.

image.processing.blacklevel.file.list

Returns a list of available black level correction files



This method does not require any parameters.

Return value

Name	Туре
filenames	[string]

image.processing.blend.basicblend.getblendarea

Returns the four boxes describing the blend edges.



Parameters

Name	Type
resolution_width	float
resolution height	float

Return value

Name	Туре	_
output	{ }	_
	Name	Туре
	Тор	{ }

Name	Type
Start1	{ }

Name	Туре
Х	float
Υ	float

Start2 { }

Name	туре
Х	float
Υ	float

Width1 { }

Name	Type
Х	float
V	float

`

Width2 { }

Name	Туре
Χ	float
Υ	float

Bottom { }

Name	Туре
Х	float
Υ	float

Start2 { }

Name	Type
X	float
Υ	float

 ${\tt Width1} \quad \{ \ \ \}$

Name	Type

```
Χ
                                 float
                           Υ
                                 float
             Width2 { }
                           Name Type
                                 float
                           Υ
                                 float
Left { }
             Name
                     Type
             Start1 { }
                           Name Type
                                 float
                           Χ
                           Υ
                                 float
             Start2 { }
                          Name Type
                           Χ
                                 float
                           Υ
                                 float
             Width1 { }
                           Name Type
                           Χ
                                 float
                           Υ
                                 float
             Width2 { }
                           Name Type
                           Χ
                                 float
                           Υ
                                 float
Right { }
             Name
             Start1 { }
                           Name Type
                           Χ
                                 float
                           Υ
                                 float
             Start2 { }
                          Name Type
                           Χ
                                 float
                           Υ
                                 float
             Width1 { }
                           Name
                                Type
                           Χ
                                 float
                           Υ
                                 float
             {\tt Width2} \quad \{ \ \ \}
                           Name Type
                           Χ
                                 float
                           Υ
                                 float
```

image.processing.blend.basicblend.getwarpedblendarea

Returns the four boxes describing the blend edges, after warp.



Parameters

Name	Type
resolution_width	float
resolution height	float

Return value

Name	Туре	_
output	{ }	
	Name	Туре
	Тор	{ }

Name	Type		
Start1	{ }	•	
		Name	Туре
		Χ	float
		Υ	float
Start2	{ }		
		Name	Туре
		Х	float
		Υ	float
Width1	{ }		
		Name	Туре
		Х	float
		Υ	float
Width2	{ }		
		Name	Туре
		Х	float
		Υ	float

 ${\tt Bottom} \quad \{\ \}$

Name	Ту	/pe		
Start1	{	}		
			Name	Туре
		•	Χ	float
			Υ	float
Start2	{	}		
			Name	Туре

Name	Type
X	float
Υ	float

Width1 { }

Name	Type
Х	float
Υ	float

Width2 { }

Name	Туре
Χ	float
Υ	float

Left { }

Name	Type
Start1	{ }

Name	Туре
Χ	float
Υ	float

Start2 { }

Name	Туре
Х	float
Υ	float

Width1 { }

Name	Туре
Χ	float
Υ	float

Width2 { }

Name	Type
Х	float
Υ	float

Right { }

Name	Type
Start1	{ }

Name	Туре
X	float
Υ	float

Start2 { }

Name	Туре
Χ	float
Υ	float

Width1 { }

name	туре
Х	float
Υ	float

Width2 { }

Name	Type
------	------

Χ	float
Υ	float

image.processing.blend.file.delete

Deletes a file with the given name.



Parameters

Name	Type	
filename	string	

This method has no return value.

image.processing.blend.file.list

Returns a list of available blend files



This method does not require any parameters.

Return value

Name	Туре
filenames	[string]

image.processing.warp.file.delete

Deletes a file with the given name.



Parameters

Name	Type
filename	strina

This method has no return value.

image.processing.warp.file.list

Returns a list of available warp files



This method does not require any parameters.

Name	Туре
filenames	[string]

image.processing.warp.fourcorners.getscaledcorners

Get the corners scaled to the given resolution



Parameters

Name	Type	
resolution	{ }	
	Name	Туре
	х	int
	у	int

Return value

Name	Туре			
corners	{ }			
	Name	Туре		
	TopLeft	{ }		
			Name	Туре
			х	int
			у	int
	TopRight	{ }		
			Name	Туре
			X	int
			у	int
	BottomLeft	{ }		
			Name	Туре
			x	int
			у	int
	BottomRight	{ }		
			Name	Туре
			x	int

image.processing.warp.warpscaledpoints

Takes an array of points and returns their warped equivalents.

int



Parameters

Name	Туре	
points	[{ }]	
		{ }

Name Type

Х	float
Υ	float

resolution { }

Name	Type
Х	float
Υ	float

Return value

```
        Name
        Type

        points
        [ { } } ]

        { } }
        Name
        Type

        X
        float

        Y
        float
```

image.processing.warpgrid.getgrid

Get the current grid points as normalized and relative

MODELS All

This method does not require any parameters.

Return value

image.processing.warpgrid.getgridsize

Description not provided

MODELS All

This method does not require any parameters.

Return value

Name	Type	
size	{ }	
	Name	Туре
	х	int
	у	int

image.processing.warpgrid.getscaledgrid

Get the current grid scaled to the given resolution



Parameters

Name	Type		
resolution	{ }		
	Name	Type	
	х	int	
	у	int	

Return value

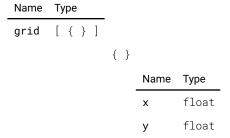


image.resolution.list

List all possible resolutions.

MODELS All

This method does not require any parameters.

Return value

Name	Туре
resolutions	[string]

image.source.l1displayport.listconnectors

Get all connectors that are assigned to this source with their layout position

MODELS All

This method does not require any parameters.

Name	Type
row	int

column int
view int
plane int
name string

image.source.l1hdbaset1.listconnectors

Get all connectors that are assigned to this source with their layout position

MODELS All

This method does not require any parameters.

Return value

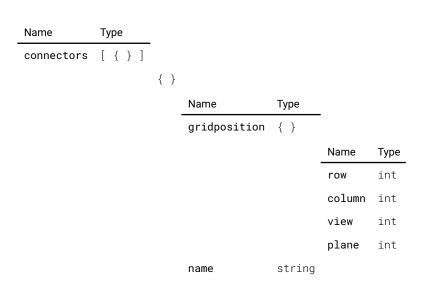


image.source.l1hdbaset2.listconnectors

Get all connectors that are assigned to this source with their layout position



This method does not require any parameters.

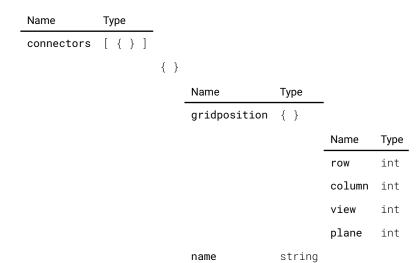


image.source.l1hdmi.listconnectors

Get all connectors that are assigned to this source with their layout position



This method does not require any parameters.

Return value

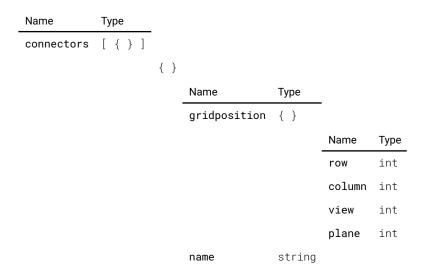


image.source.l1quadsdi.listconnectors

Get all connectors that are assigned to this source with their layout position



This method does not require any parameters.

Return value

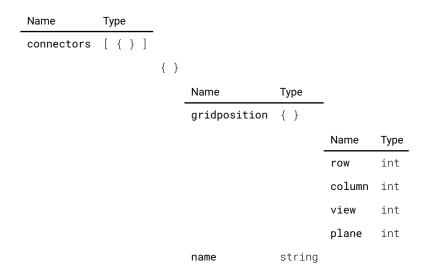


image.source.l1sdia.listconnectors

Get all connectors that are assigned to this source with their layout position



This method does not require any parameters.

Return value

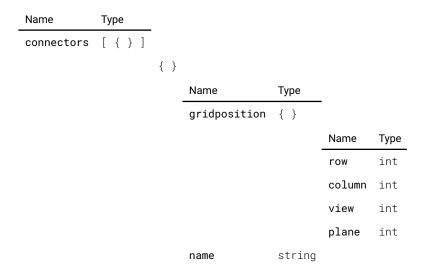


image.source.l1sdib.listconnectors

Get all connectors that are assigned to this source with their layout position



This method does not require any parameters.

Return value

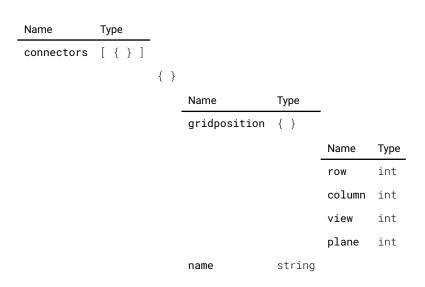


image.source.l1sdic.listconnectors

Get all connectors that are assigned to this source with their layout position



This method does not require any parameters.

Name	Туре

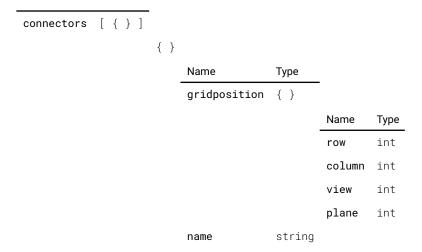


image.source.l1sdid.listconnectors

Get all connectors that are assigned to this source with their layout position



This method does not require any parameters.

Return value

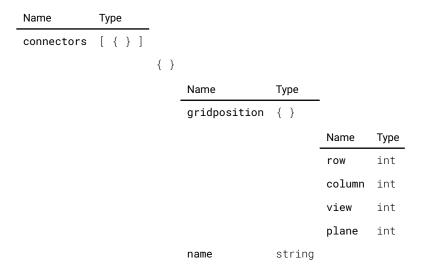


image.source.list

List all available sources



This method does not require any parameters.

Return value

Name	Туре	
sources	[string]	

image.stereo.listdarktime

List all possible darktime values (in us).

MODELS All

This method does not require any parameters.

Return value

Name	Туре
darktime	[int]

image.testpattern.file.delete

Deletes a file with the given name.



Parameters

Name	Type
filename	strina

This method has no return value.

image.testpattern.file.list

Get a list of available custom uploaded patterns



This method does not require any parameters.

Return value

image.testpattern.getproperties

Get the properties of a pattern



Parameters

Return value

Type

Name

value string

image.testpattern.list

Get a list of available patterns



This method does not require any parameters.

Return value

Name	Ту	/pe	•			
patterns	[{	}]		
					{	}

NameTypenamestringlocationstringidstringaboveboolinternalboolproperties[{ }]

Name Type
key string
value string

{ }

image.testpattern.listinternal

Get a list of available internal patterns

MODELS All

This method does not require any parameters.

Return value

```
Name Type

patterns [ { } ]
```

{ }

Name	Туре
name	string
location	string
id	string
above	bool
internal	bool
properties	[{ }]

{ }

Name	Туре
key	string
value	string

image.testpattern.setproperties

Set the properties of a pattern



Parameters

Name	Туре			
id	string			
properties	[{ }]			
		{ }		
			Name	Туре
			key	string
			value	string

This method has no return value.

image.window.list

List all available windows



This method does not require any parameters.

Return value

Name	Туре	
windows	[string]	

keydispatcher.sendclickevent

Send a key press event followed immediately by a key release event



Parameters

Name	Туре
key	enum
	Values
	"RC_SHUTTER_OPEN"
	"RC_SHUTTER_CLOSE"
	"RC_POWER_ON"
	"RC_POWER_OFF"
	"RC_OSD"

- "RC_LCD"
- "RC_PATTERN"
- "RC_RGB"
- "RC_ZOOM_PLUS"
- "RC_ZOOM_MINUS"
- "RC_SHIFT_LEFT"
- "RC_SHIFT_UP"
- "RC_SHIFT_RIGHT"
- "RC_SHIFT_DOWN"
- "RC_FOCUS_PLUS"
- "RC_FOCUS_MINUS"
- "RC_MENU"
- "RC_DEFAULT"
- "RC_BACK"
- "RC_UP"
- "RC_LEFT"
- "RC_0K"
- "RC_RIGHT"
- "RC_DOWN"
- "RC_ADDRESS"
- "RC_INPUT"
- "RC_MACRO"
- "RC_1"
- "RC_2"
- "RC_3"
- "RC_4"
- "RC_5"
- "RC_6"
- "RC_7"
- "RC_8"
- "RC_9"
- "RC_0"
- "RC_ASTERISK"
- "RC_NUMBER"
- "KP_LEFT"
- "KP_UP"
- "KP_0K"
- "KP_RIGHT"
- "KP_DOWN"
- "KP_MENU"
- "KP_POWER"
- "KP_BACK"
- "KP_OSD"

```
"KP_LENS"

"KP_PATTERN"

"KP_SHUTTER"

"KP_INPUT"

"KP_STANDBY"

"TP_TOUCH"
```

This method has no return value.

keydispatcher.sendpressevent

Send a key press event



Parameters

Name	Туре
key	enum
	Values
	"RC_SHUTTER_OPEN"
	"RC_SHUTTER_CLOSE"
	"RC_POWER_ON"
	"RC_POWER_OFF"
	"RC_OSD"
	"RC_LCD"
	"RC_PATTERN"
	"RC_RGB"
	"RC_ZOOM_PLUS"
	"RC_ZOOM_MINUS"
	"RC_SHIFT_LEFT"
	"RC_SHIFT_UP"
	"RC_SHIFT_RIGHT"
	"RC_SHIFT_DOWN"
	"RC_FOCUS_PLUS"
	"RC_FOCUS_MINUS"
	"RC_MENU"
	"RC_DEFAULT"
	"RC_BACK"
	"RC_UP"
	"RC_LEFT"
	"RC_OK"
	"RC_RIGHT"
	"RC_DOWN"
	"RC_ADDRESS"

"RC_INPUT"

"RC_MACRO" "RC_1" "RC_2" "RC_3" "RC_4" "RC_5" "RC_6" "RC_7" "RC_8" "RC_9" "RC_0" "RC_ASTERISK" "RC_NUMBER" "KP_LEFT" "KP_UP" "KP_0K" "KP_RIGHT" "KP_DOWN" "KP_MENU" "KP_POWER" "KP_BACK" "KP_OSD" "KP_LENS" "KP_PATTERN" "KP_SHUTTER" "KP_INPUT" "KP_STANDBY" "TP_TOUCH"

This method has no return value.

keydispatcher.sendreleaseevent

Send a key release event



Parameters

Name	Туре
key	enum
	Values
	"RC_SHUTTER_OPEN"
	"RC_SHUTTER_CLOSE"
	"RC_POWER_ON"
	"RC_POWER_OFF"

- "RC_OSD"
- "RC_LCD"
- "RC_PATTERN"
- "RC_RGB"
- "RC_ZOOM_PLUS"
- "RC_ZOOM_MINUS"
- "RC_SHIFT_LEFT"
- "RC_SHIFT_UP"
- "RC_SHIFT_RIGHT"
- "RC_SHIFT_DOWN"
- "RC_FOCUS_PLUS"
- "RC_FOCUS_MINUS"
- "RC_MENU"
- "RC_DEFAULT"
- "RC_BACK"
- "RC_UP"
- "RC_LEFT"
- "RC_OK"
- "RC_RIGHT"
- "RC_DOWN"
- "RC_ADDRESS"
- "RC_INPUT"
- "RC_MACRO"
- "RC_1"
- "RC_2"
- "RC_3"
- "RC_4"
- "RC_5"
- "RC_6"
- "RC_7"
- "RC_8"
- "RC_9"
- "RC_0"
- "RC_ASTERISK"
- "RC_NUMBER"
- "KP_LEFT"
- "KP_UP"
- "KP_0K"
- "KP_RIGHT"
- "KP_DOWN"
- "KP_MENU"
- "KP_POWER"
- "KP_BACK"

```
"KP_OSD"

"KP_LENS"

"KP_PATTERN"

"KP_SHUTTER"

"KP_INPUT"

"KP_STANDBY"

"TP_TOUCH"
```

This method has no return value.

led.activity

Activates the LEDS when enabled and restarts the LED timeout counter



This method does not require any parameters.

This method has no return value.

led.list

Description not provided

MODELS All

This method does not require any parameters.

Return value

```
Name Type

leds [ string ]
```

lightmeasurement.getlightoutput

Description not provided



This method does not require any parameters.

Return value

Name	Type	
lumens	int	

network.list

List of logical device id, e.g. 'wired1', 'wifi1'



This method does not require any parameters.

Return value

Name	Туре	
devices	[string]	

notification.caution.list

Retrieve all active notifications for the given severity



This method does not require any parameters.

Return value

Name	Type	_
notifications	[{ }]	
		{ }

Name Type severity enum Values "INFO" "CAUTION" "WARNING" "ERROR" id string code string timestamp string message string timeout string visibility string doc string actions [enum]

Values
"NONE"
"OK"
"CANCEL"
"YES"
"NO"
"SUPPRESS"

notification.dismiss

Dismiss the notification with the specified id



Parameters

Name	Туре
id	string
response	enum
	Values
	"NONE"
	"OK"
	"CANCEL"
	"YES"
	"NO"
	"SUPPRESS"

This method has no return value.

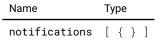
notification.error.list

Retrieve all active notifications for the given severity



This method does not require any parameters.

Return value



{ }

Name	Туре	_
severity	enum	
		Values
		"INFO"
		"CAUTION"
		"WARNING"
		"ERROR"
id	string	
code	string	
timestamp	string	
message	string	
timeout	string	
visibility	string	
doc	string	
actions	[enum]	
		Values
		"NONE"

"CANCEL" "YES" "NO" "SUPPRESS"

notification.info.list

Retrieve all active notifications for the given severity



This method does not require any parameters.

Return value

Name	Type	
notifications	[{ }]	
		{

Name

severity	enum	
		Values
		"INFO"
		"CAUTION"
		"WARNING"
		"ERROR"
id	string	
code	string	
timestamp	string	
message	string	
timeout	string	
visibility	string	
doc	string	
actions	[enum]	
		Values

Type

Values
"NONE"
"OK"
"CANCEL"
"YES"
"NO"
"SUPPRESS"

notification.list

List all active notifications



This method does not require any parameters.

Return value

Name	Туре
notifications	[{ }]

{ }

Name	Туре	
severity	enum	
		Values
		"INFO"
		"CAUTION"
		"WARNING"
		"ERROR"
id	string	
code	string	
timestamp	string	
arguments	[string]	
message	string	
timeout	string	
visibility	string	
doc	string	
actions	[enum]	

Values
"NONE"
"OK"
"CANCEL"
"YES"
"NO"
"SUPPRESS"

notification.listsuppressed

Get a list of suppressed notification codes



This method does not require any parameters.

Return value

Name	Туре
list	[string]

notification.log

List received notifications



Parameters

Name	Туре
minimumseverity	y enum
	Values
	"INFO"
	"CAUTION"
	"WARNING"
	"ERROR"
start	int
count	int
Return value	
Name	Туре
notifications	[{ }]

{ }

Name Type severity enum

		"INFO"
		"CAUTION"
		"WARNING"
		"ERROR"
id	string	
code	string	
timestamp	string	
arguments	[string]	
message	string	
timeout	string	
visibility	string	
doc	string	
actions	[enum]	

Values

Values
"NONE"
"OK"
"CANCEL"
"YES"
"NO"
"SUPPRESS"

notification.suppress

Add a notification code to suppress (log but do not show on the LCD/OSD)



Parameters

Name	Туре
code	string

This method has no return value.

notification.unsuppress

No longer suppress a certain notification code



Parameters



This method has no return value.

notification.unsuppressall

No longer suppress any notification codes



This method does not require any parameters.

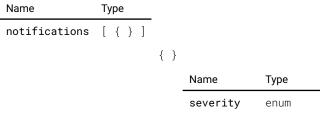
This method has no return value.

notification.warning.list

Retrieve all active notifications for the given severity



This method does not require any parameters.



id	string
code	string
timestamp	string
message	string
timeout	string
visibility	string
doc	string
actions	[enum]

Values
"NONE"
"OK"
"CANCEL"
"YES"
"NO"
"SUPPRESS"

optics.autofocus.calibration.calibrate

Calibration should be done 2 times: with light content and with dark content. Call Calibrate only after this content has been displayed for a duration equal to the integration interval of the lens.



This method does not require any parameters.

This method has no return value.

optics.focus.calibrate

Calibrate motor



This method does not require any parameters.

This method has no return value.

optics.focus.runforward

Run forward



This method does not require any parameters.

This method has no return value.

optics.focus.runforwardtime

Run forward for X milliseconds



Parameters

Name	Type
milliseconds	int

This method has no return value.

optics.focus.runreverse

Run reverse



This method does not require any parameters.

This method has no return value.

optics.focus.runreversetime

Run reverse for X milliseconds



Parameters

Name	Туре
milliseconds	int

This method has no return value.

optics.focus.stepforward

Step forward



Parameters

Name	Type
steps	int

This method has no return value.

optics.focus.stepreverse

Step reverse



Parameters

Name	Type
steps	int

This method has no return value.

optics.focus.stop

Stop



This method does not require any parameters.

This method has no return value.

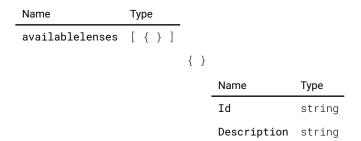
optics.lens.list

List available lenses



This method does not require any parameters.

Return value



optics.lensshift.horizontal.calibrate

Calibrate motor



This method does not require any parameters.

This method has no return value.

optics.lensshift.horizontal.runforward

Run forward



This method does not require any parameters.

This method has no return value.

optics.lensshift.horizontal.runforwardtime

Run forward for X milliseconds



Parameters

Name	Type
milliseconds	int

This method has no return value.

optics.lensshift.horizontal.runreverse

Run reverse



This method does not require any parameters.

This method has no return value.

optics.lensshift.horizontal.runreversetime

Run reverse for X milliseconds



Parameters

Name	Type
milliseconds	int

This method has no return value.

optics.lensshift.horizontal.stepforward

Step forward



Parameters

Name	Type
steps	int

This method has no return value.

optics.lensshift.horizontal.stepreverse

Step reverse



Parameters

Name	Туре
steps	int

This method has no return value.

optics.lensshift.horizontal.stop

Stop



This method does not require any parameters.

This method has no return value.

optics.lensshift.vertical.calibrate

Calibrate motor



This method does not require any parameters.

This method has no return value.

optics.lensshift.vertical.runforward

Run forward



This method does not require any parameters.

This method has no return value.

optics.lensshift.vertical.runforwardtime

Run forward for X milliseconds



Parameters

Name	Type
milliseconds	int

This method has no return value.

optics.lensshift.vertical.runreverse

Run reverse



This method does not require any parameters.

This method has no return value.

optics.lensshift.vertical.runreversetime

Run reverse for X milliseconds



Parameters

Name	Type
milliseconds	int

This method has no return value.

optics.lensshift.vertical.stepforward

Step forward



Parameters

Name	Type
steps	int

This method has no return value.

optics.lensshift.vertical.stepreverse

Step reverse



Parameters

Name	Type
steps	int

This method has no return value.

optics.lensshift.vertical.stop

Stop



This method does not require any parameters.

This method has no return value.

optics.shifttocenter

Shift lens to center of allowed shift range



This method does not require any parameters.

This method has no return value.

optics.shutter.getobjectpath

Get object path of shutter



This method does not require any parameters.

Return value

Name	Type
path	string

optics.shutter.getstate

Get state of shutter



This method does not require any parameters.

Return value

Name	Туре
state	enum
	Values
	"Stopped"
	"Running"
	"Calibrating"

optics.shutter.toggle

Toggle shutter position



This method does not require any parameters.

This method has no return value.

optics.zoom.calibrate

Calibrate motor



This method does not require any parameters.

This method has no return value.

optics.zoom.runforward

Run forward



This method does not require any parameters.

This method has no return value.

optics.zoom.runforwardtime

Run forward for X milliseconds



Parameters



This method has no return value.

optics.zoom.runreverse

Run reverse



This method does not require any parameters.

This method has no return value.

optics.zoom.runreversetime

Run reverse for X milliseconds



Parameters

Name	Type
milliseconds	int

This method has no return value.

optics.zoom.stepforward

Step forward



Parameters

Name Type

steps int

This method has no return value.

optics.zoom.stepreverse

Step reverse



Parameters

Name	Type	
ctanc	int	

This method has no return value.

optics.zoom.stop

Stop



This method does not require any parameters.

This method has no return value.

peripheral.autodetect

Trigger auto detection of connected peripherals.



This method does not require any parameters.

This method has no return value.

peripheral.list

List alignment tools.



This method does not require any parameters.

Return value

Name	Туре
modes	[string]

peripheral.ranging.getdistance

Distance in meter



This method does not require any parameters.

Return value

Name	Type
modes	float

profile.activatepreset

Activate the profile associated with the given preset.



Parameters

Name	Type
preset	int

Return value

Name	Type
result	bool

profile.activateprofile

Activate the given profile



Parameters

Name	Type
name	string

Return value

Name	Туре
racult	hool

profile.assignpreset

Assign a profile to a preset.



Parameters

Туре
int
string

Name	Type
------	------

result bool

profile.createprofile

Create a profile containing the current values of the listed domains.



Parameters

Name	Туре
profilename	string
domains	[string]

Return value

Name	Type
result	hool

profile.deleteprofile

Delete the given profile



Parameters

Name	Type
name	string

Return value

Name	Type
recult	hool

profile.getdomainsforprofile

Get the list of domains stored in a profile.



Parameters

Name	Type
name	string

Return value

Name	Туре
domains	[string]

profile.presetforprofile

Get the preset assignment for given profile. -1 means unassigned.



Parameters

Name	Type
name	string

Return value

Name	Type
result	int

profile.profileforpreset

Get the profile associated with the given preset assignment. Empty string means unassigned.



Parameters

Name	Type
preset	int

Return value

Name	Type
result	string

remotecontrol.listsensors

Return a list of all the object names of the IR sensors



This method does not require any parameters.

Return value

Name	Туре	
sensors	[string]	

statistics.laser bank 1 runtime.getname

Name of the counter



This method does not require any parameters.

Name	Туре
countername	strina

statistics.laser bank 1 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 10 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Type
countername	strina

statistics.laser bank 10 runtime.getunit

Unit of measurements



This method does not require any parameters.

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"

"percent"

statistics.laser bank 11 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	strina

statistics.laser bank 11 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 12 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Type
countername	string

statistics.laser bank 12 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 13 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	strina

statistics.laser bank 13 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 14 runtime.getname

Name of the counter

MODELS All

This method does not require any parameters.

Return value

Name	Туре
countername	strina

statistics.laser bank 14 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 15 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	string

statistics.laser bank 15 runtime.getunit

Unit of measurements



This method does not require any parameters.

Name	Туре	



statistics.laser bank 16 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	strina

statistics.laser bank 16 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 17 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Type
countername	string

statistics.laser bank 17 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 18 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Type
countername	string

statistics.laser bank 18 runtime.getunit

Unit of measurements



This method does not require any parameters.

Name	Туре
unit	enum
	Values

- "none"
- "hours"
- "minutes"
- "seconds"
- "number"
- "percent"

statistics.laser bank 19 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	strina

statistics.laser bank 19 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 2 runtime.getname

Name of the counter



This method does not require any parameters.

Name	Type
------	------

countername string

statistics.laser bank 2 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 20 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Type
countername	strina

statistics.laser bank 20 runtime.getunit

Unit of measurements



This method does not require any parameters.

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"

- "seconds"
- "number"
- "percent"

statistics.laser bank 21 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	strina

statistics.laser bank 21 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 22 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	strina

statistics.laser bank 22 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 23 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Type
countername	strina

statistics.laser bank 23 runtime.getunit

Unit of measurements



This method does not require any parameters.

Name	Туре	
unit	enum	
	Values	
	"none"	
	"hours"	
	"minutes"	
	"seconds"	
	"number"	
	"percent"	

statistics.laser bank 24 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	string

statistics.laser bank 24 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре	
unit	enum	
	Values	
	"none"	
	"hours"	
	"minutes"	
	"seconds"	
	"number"	
	"percent"	

statistics.laser bank 25 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	string

statistics.laser bank 25 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 26 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	strina

statistics.laser bank 26 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 3 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	string

statistics.laser bank 3 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Type
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 4 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Type
countername	string

statistics.laser bank 4 runtime.getunit

Unit of measurements



This method does not require any parameters.

Name	Type	
unit	enum	



statistics.laser bank 5 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	string

statistics.laser bank 5 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value



statistics.laser bank 6 runtime.getname

Name of the counter



This method does not require any parameters.

Name	Type
countername	string

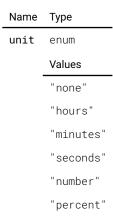
statistics.laser bank 6 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value



statistics.laser bank 7 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Type
countername	string

statistics.laser bank 7 runtime.getunit

Unit of measurements



This method does not require any parameters.

Name	Туре
unit	enum
	Values
	"none"
	"hours"

- "minutes"
- "seconds"
- "number"
- "percent"

statistics.laser bank 8 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Type
countername	string

statistics.laser bank 8 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laser bank 9 runtime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	string

statistics.laser bank 9 runtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laserruntime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Type
countername	strina

statistics.laserruntime.getunit

Unit of measurements



This method does not require any parameters.

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.laserstrikes.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Type
countername	string

statistics.laserstrikes.getunit

Unit of measurements



This method does not require any parameters.

Return value

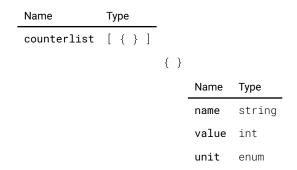
Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.listcounters

List all counter names



This method does not require any parameters.



- "none"
- "hours"
- "minutes"
- "seconds"
- "number"
- "percent"

statistics.projectorruntime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	string

statistics.projectorruntime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.systemtime.getname

Name of the counter



This method does not require any parameters.

Name	Type
------	------

countername string

statistics.systemtime.getunit

Unit of measurements



This method does not require any parameters.

Return value

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"
	"seconds"
	"number"
	"percent"

statistics.uptime.getname

Name of the counter



This method does not require any parameters.

Return value

Name	Туре
countername	strina

statistics.uptime.getunit

Unit of measurements



This method does not require any parameters.

Name	Туре
unit	enum
	Values
	"none"
	"hours"
	"minutes"

- "seconds"
- "number"
- "percent"

system.activity

Signal user activity (resets timeout countdown timers)



This method does not require any parameters.

This method has no return value.

system.boards.getboardlist

Retrieve list of detected boards



This method does not require any parameters.

Return value

Name	Туре	
boards	[string]	

system.boards.getmissingboardlist

Retrieve list of missing boards

MODELS All

This method does not require any parameters.

Return value

Name	Туре	
boards	[string]

system.date.getlocaldate

Returns the system date as local time.

MODELS All

This method does not require any parameters.

Name	Туре	_
date	{ }	
	Name	Type
	year	int

```
month int
day int
hour int
minute int
second int
```

system.date.getsystemdate

Returns the system date as UTC time.



This method does not require any parameters.

Return value

Name	Туре	
date	{ }	
	Name	Туре
	year	int
	month	int
	day	int
	hour	int
	minute	int
	second	int

system.getidentification

Description not provided



Parameters

Name	Type
identification	string

Return value

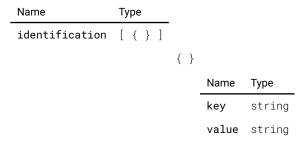
Name	Type
value	string

system.getidentifications

Description not provided



This method does not require any parameters.



system.getsystemdate

Description not provided



Name Type

Return value

Name Type

system.gotoeco

Set the device in the eco state



This method does not require any parameters.

This method has no return value.

system.gotoready

Set the device from standby state to ready state



This method does not require any parameters.

This method has no return value.

system.license.file.saveregistrationtousb

Save registration file to usb memory device



This method does not require any parameters.

This method has no return value.

system.license.file.uploadfromusb

Upload license from usb memory device

MODELS All

This method does not require any parameters.

This method has no return value.

system.license.option.flexbrightness.getmaximumlightoutputcode

Description not provided



Parameters

Name	Туре
lightoutput	int
signature	string

Return value

Name	Type
code	strina

system.license.option.flexbrightness.setmaximumlightoutput

Description not provided



Parameters

Name	Type
code	string
lightoutput	int

This method has no return value.

system.license.option.flexbrightness.setmaximumlightoutputcode

Description not provided



Parameters

Name	Туре
lightoutput	int
signature	string
code	string

This method has no return value.

system.listresetdomains

Returns the list of available reset domains



This method does not require any parameters.

Return value

lame	Туре
lomains	[enum]
	Values
	"Dmx"
	"Environment"
	"Gpio"
	"Gsm"
	"Illumination"
	"ImageActuator"
	"ImageBlend"
	"ImageCapture"
	"ImageConnector"
	"ImageConvergence"
	"ImageDisplay"
	"ImageFeatures"
	"ImageOrientation"
	"ImageRealColor"
	"ImageResolution"
	"ImageSource"
	"ImageStereo"
	"ImageTestPattern"
	"ImageUniformity"
	"ImageWarp"
	"LightMeasurement"
	"LinkedServices"
	"Macro"
	"MediaPlayer"
	"Network"
	"Optics"
	"Peripheral"
	"Profiles"
	"Screen"
	"Snmp"
	"System"
	"User"
	"UserInterface"

system.poweroff

Power off the unit



This method does not require any parameters.

This method has no return value.

system.poweron

Power on the unit



This method does not require any parameters.

This method has no return value.

system.reset

Asynchronously starts reset of selected domains. The completion of the domains are signalled by one ore more 'Performed'-signals. Subsequent calls to 'ResetAll' or 'Reset' will fail until all domains have completed.

MODELS All

Parameters

Name	Туре	
domains	[enum]	
	Values	
	"Dmx"	
	"Environment"	
	"Gpio"	
	"Gsm"	
	"Illumination"	
	"ImageActuator"	
	"ImageBlend"	
	"ImageCapture"	
	"ImageConnector"	
	"ImageConvergence"	
	"ImageDisplay"	
	"ImageFeatures"	
	"ImageOrientation"	
	"ImageRealColor"	
	"ImageResolution"	
	"ImageSource"	
	"ImageStereo"	

"ImageTestPattern" "ImageUniformity" "ImageWarp" "LightMeasurement" "LinkedServices" "Macro" "MediaPlayer" "Network" "Optics" "Peripheral" "Profiles" "Screen" "Snmp" "System" "User" "UserInterface"

This method has no return value.

system.resetall

Asynchronously starts reset of all domains. The completion of the domains are signalled by one ore more 'Performed'signals. Subsequent calls to 'ResetAll' or 'Reset' will fail until all domains have completed.

MODELS All

This method does not require any parameters.

Return value

Name	Туре
domains	s [enum]
	Values
	"Dmx"
	"Environment"
	"Gpio"
	"Gsm"
	"Illumination"
	"ImageActuator"
	"ImageBlend"
	"ImageCapture"
	"ImageConnector"
	"ImageConvergence"
	"ImageDisplay"
	"ImageFeatures"
	"ImageOrientation"

- "ImageRealColor"
- "ImageResolution"
- "ImageSource"
- "ImageStereo"
- "ImageTestPattern"
- "ImageUniformity"
- "ImageWarp"
- "LightMeasurement"
- "LinkedServices"
- "Macro"
- "MediaPlayer"
- "Network"
- "Optics"
- "Peripheral"
- "Profiles"
- "Screen"
- "Snmp"
- "System"
- "User"
- "UserInterface"

ui.settings.get

Get the value of the specified key



Parameters

Name	Type	
key	string	

Return value

Name	Type	
value	string	

ui.settings.getfonticons

Return a dictionary of icons for the specified category. Then icon is returned as a string containing the font set class name and the icon class name.





Parameters

Name	Туре
category	enum
	Values

"Source"

"Connector"

"TestPattern"

Return value

Name

ui.settings.geticons

Return a dictionary of icons for the specified category. The icon is return as a SVG sprite name.

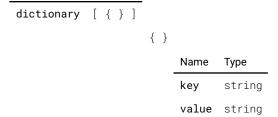
MODELS All

Parameters

Name	Туре
category	enum
	Values
	"Source"
	"Connector"
	"TestPattern"

Return value

Name



ui.settings.keys

Return a list of all the keys



This method does not require any parameters.

Return value

Name	Type	
keys	[stri	ing]

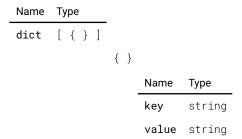
ui.settings.list

Return a list of key/value pairs of all the settings



This method does not require any parameters.

Return value



ui.settings.remove

Remove the specfied key and value



Parameters

Name	Type
key	string

This method has no return value.

ui.settings.set

Set the key to the specified value



Parameters

Name	Type	
key	string	
value	string	

This method has no return value.

ui.togglestealthmode

This method is depreciated.



This method does not require any parameters.

This method has no return value.

ui.touchscreen.tapped

Called from touchpanel when the touchpanel is in Test mode



Parameters

Name	Type
Х	int
٧	int

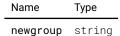
This method has no return value.

user.admin.changegroup

Change the user group



Parameters



This method has no return value.

user.admin.changepassword

Change the password



Parameters

Name	Type
newpassword	string

This method has no return value.

user.admin.changepincode

Change the 6-digit PIN code



Parameters

Name	Type
newpincode	int

This method has no return value.

user.admin.changepublickey

Change the public key



Parameters

Name	Type
newpublickev	strina

This method has no return value.

user.admin.changeusername

Change the username



Parameters

Name	Type
newusername	strina

Return value

Name	Туре
newuserslug	string

user.admin.disable

Disable the user



This method does not require any parameters.

This method has no return value.

user.admin.enable

Enable the user



This method does not require any parameters.

This method has no return value.

user.admin.invalidatetokens

Invalidate all tokens



This method does not require any parameters.

This method has no return value.

user.admin.logouteverywhere

Invalidate all tokens and log out of all active sessions



This method does not require any parameters.

This method has no return value.

user.admin.removepassword

Remove the password



This method does not require any parameters.

This method has no return value.

user.admin.removepincode

Remove the 6-digit PIN code



This method does not require any parameters.

This method has no return value.

user.currentuser.changegroup

Change the user group



Parameters

Name	Type	
newgroup	string	

This method has no return value.

user.currentuser.changepassword

Change the password



Parameters

Name	Type
newpassword	strina

This method has no return value.

user.currentuser.changepincode

Change the 6-digit PIN code



Parameters

Name	Type
newpincode	int

This method has no return value.

user.currentuser.changepublickey

Change the public key



Parameters

Name	Type
newpublickey	string

This method has no return value.

user.currentuser.changeusername

Change the username



Parameters

Name	Type
newusername	string

Return value

Name	Type
newuserslug	string

user.currentuser.disable

Disable the user



This method does not require any parameters.

This method has no return value.

user.currentuser.enable

Enable the user



This method does not require any parameters.

This method has no return value.

user.currentuser.invalidatetokens

Invalidate all tokens



This method does not require any parameters.

This method has no return value.

user.currentuser.logouteverywhere

Invalidate all tokens and log out of all active sessions



This method does not require any parameters.

This method has no return value.

user.currentuser.removepassword

Remove the password



This method does not require any parameters.

This method has no return value.

user.currentuser.removepincode

Remove the 6-digit PIN code



This method does not require any parameters.

This method has no return value.

user.poweruser.changegroup

Change the user group



Parameters

Name Type

newgroup string

This method has no return value.

user.poweruser.changepassword

Change the password



Parameters

Name	Type
newpassword	string

This method has no return value.

user.poweruser.changepincode

Change the 6-digit PIN code



Parameters

Name	Type
newpincode	int

This method has no return value.

user.poweruser.changepublickey

Change the public key



Parameters

Name	Type
newpublickey	string

This method has no return value.

user.poweruser.changeusername

Change the username



Parameters

Name	Type
newusername	string

Return value

Name	Type
newuserslua	string

user.poweruser.disable

Disable the user



This method does not require any parameters.

This method has no return value.

user.poweruser.enable

Enable the user



This method does not require any parameters.

This method has no return value.

user.poweruser.invalidatetokens

Invalidate all tokens



This method does not require any parameters.

This method has no return value.

user.poweruser.logouteverywhere

Invalidate all tokens and log out of all active sessions



This method does not require any parameters.

This method has no return value.

user.poweruser.removepassword

Remove the password



This method does not require any parameters.

This method has no return value.

user.poweruser.removepincode

Remove the 6-digit PIN code



This method does not require any parameters.

This method has no return value.

user.resetadministrator

Reset the administrator account using the response provided by barco



Parameters

Name	Type
response	int

This method has no return value.

user.user.changegroup

Change the user group



Parameters

Name	Туре
newaroup	strina

This method has no return value.

user.user.changepassword

Change the password



Parameters

Name	Type
newpassword	string

This method has no return value.

user.user.changepincode

Change the 6-digit PIN code



Parameters

Name	Type
newnincode	int

This method has no return value.

user.user.changepublickey

Change the public key



Parameters

Name	Type
newpublickev	strina

This method has no return value.

user.user.changeusername

Change the username



Parameters

Name	Туре
newusername	string

Return value

Name	Type
newuserslug	string

user.user.disable

Disable the user



This method does not require any parameters.

This method has no return value.

user.user.enable

Enable the user



This method does not require any parameters.

This method has no return value.

user.user.invalidatetokens

Invalidate all tokens



This method does not require any parameters.

This method has no return value.

user.user.logouteverywhere

Invalidate all tokens and log out of all active sessions



This method does not require any parameters.

This method has no return value.

user.user.removepassword

Remove the password



This method does not require any parameters.

This method has no return value.

user.user.removepincode

Remove the 6-digit PIN code



This method does not require any parameters.

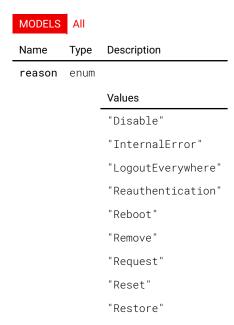
This method has no return value.

Signals

Alphabetical list of all signals

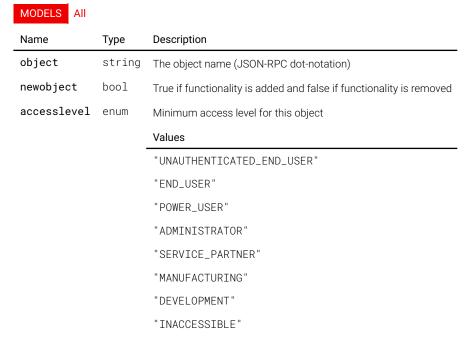
loggedout

Will be raised whenever the user is logged out



modelupdated

Signals whenever functionality for an object appears or disappears



dmx.shutdownrequest

Description not provided



This signal does contain any arguments.

image.connector.l1displayport.edid.listchanged

Will be raised when list of EDIDs changed



This signal does contain any arguments.

image.connector.l1hdbaset1.edid.listchanged

Will be raised when list of EDIDs changed



This signal does contain any arguments.

image.connector.l1hdbaset2.edid.listchanged

Will be raised when list of EDIDs changed



This signal does contain any arguments.

image.connector.l1hdmi.edid.listchanged

Will be raised when list of EDIDs changed



This signal does contain any arguments.

image.processing.blacklevel.file.listchanged

This signal is fired every time the return value of List() changes



This signal does contain any arguments.

image.processing.blend.file.listchanged

This signal is fired every time the return value of List() changes



This signal does contain any arguments.

image.processing.warp.file.listchanged

This signal is fired every time the return value of List() changes



This signal does contain any arguments.

image.processing.warpgrid.changed

Fired when the grid changes, without the grid data as payload



This signal does contain any arguments.

image.processing.warpgrid.gridchanged

Description not provided

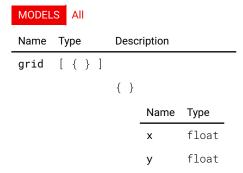


image.testpattern.added

Description not provided

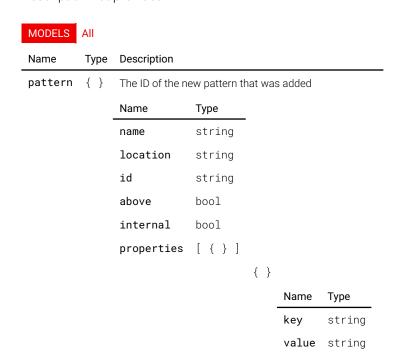
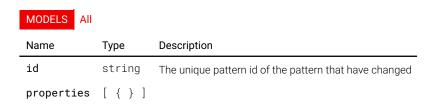


image.testpattern.changed

Description not provided



{ }

Name	Туре
key	string
value	string

image.testpattern.file.listchanged

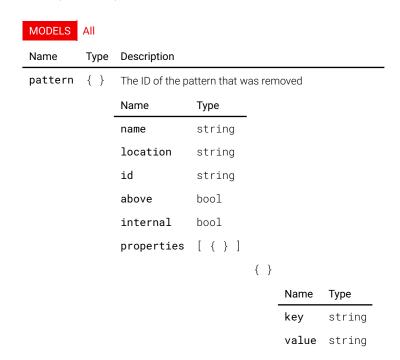
This signal is fired every time the return value of List() changes



This signal does contain any arguments.

image.testpattern.removed

Description not provided



network.added

Raised when a new device has been added



network.removed

Raised when a device has been removed

MODEL	S All	
Name	Туре	Description
id	string	The logical device id of the device that was removed, e.g. 'wired2'

notification.caution.dismissed

Signal the dismissal of a notification of the given severity level



This signal does contain any arguments.

notification.caution.emitted

Signal the emission of a new notification of the given severity level



This signal does contain any arguments.

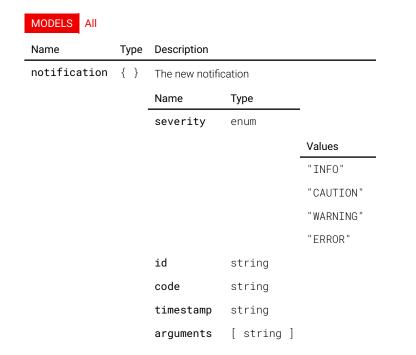
notification.dismissed

Description not provided



notification.emitted

Description not provided



message string timeout string visibility string doc string actions [enum]

> Values "NONE" "OK" "CANCEL" "YES" " NO " "SUPPRESS"

notification.error.dismissed

Signal the dismissal of a notification of the given severity level



This signal does contain any arguments.

notification.error.emitted

Signal the emission of a new notification of the given severity level



This signal does contain any arguments.

notification.info.dismissed

Signal the dismissal of a notification of the given severity level



This signal does contain any arguments.

notification.info.emitted

Signal the emission of a new notification of the given severity level



This signal does contain any arguments.

notification.warning.dismissed

Signal the dismissal of a notification of the given severity level



This signal does contain any arguments.

notification.warning.emitted

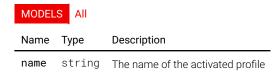
Signal the emission of a new notification of the given severity level



This signal does contain any arguments.

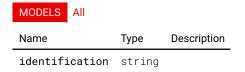
profile.profileactivated

Fired when a profile is activated



system.identificationchanged

Will be raised whenever an identification is changed



system.license.licensechanged

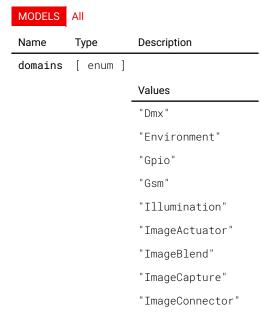
Description not provided



This signal does contain any arguments.

system.performed

Emitted when one or more domains have completed resetting. This signal might be emitted several times, every time with one or more domains, until all requested domains are done resetting. 'All domains' in this context is either the list of domains supplied to a call to 'Reset' or the list of domains returned from 'ResetAll'.



- "ImageConvergence"
- "ImageDisplay"
- "ImageFeatures"
- "ImageOrientation"
- "ImageRealColor"
- "ImageResolution"
- "ImageSource"
- "ImageStereo"
- "ImageTestPattern"
- "ImageUniformity"
- "ImageWarp"
- "LightMeasurement"
- "LinkedServices"
- "Macro"
- "MediaPlayer"
- "Network"
- "Optics"
- "Peripheral"
- "Profiles"
- "Screen"
- "Snmp"
- "System"
- "User"
- "UserInterface"

ui.settings.added

Fired when a new key/value pair was added

MODELS All Name Type Description key string The key name value string The key value

ui.settings.changed

Fired when a key has an updated value

MODELS All Name Type Description key string The key name value string The value of the key

ui.settings.removed

Fired when a key was removed



Name	Type	Description
key	string	The kev name

Files

Alphabetical list of all file end points.

bio.logger.transfer

Download notification log files



Upload Download

Nο Yes

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl use the file name suggestion of the server and will overwrite a file if it already exists.





pulse:~\$ curl -0 -J http://192.168.1.100/api/bio/logger/transfer

Example of file download using the PowerShell on Windows.

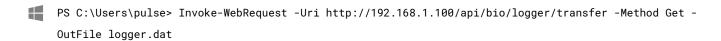


image.connector.edid.transfer

Upload and download EDID files



Download

Yes

Yes

Example of file upload using the curl program.





pulse:~\$ curl -F file=@edid.dat http://192.168.1.100/api/image/connector/edid/transfer

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl use the file name suggestion of the server and will overwrite a file if it already exists.





pulse:~\$ curl -0 -J http://192.168.1.100/api/image/connector/edid/transfer

Example of file download using the PowerShell on Windows.



image.processing.blacklevel.file.transfer

Upload and download black level correction file



Yes Yes

Example of file upload using the curl program.



pulse:~\$ curl -F file=@blacklevel.dat http://192.168.1.100/api/image/processing/blacklevel/file/transfer

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl use the file name suggestion of the server and will overwrite a file if it already exists.



pulse:~\$ curl -0 -J http://192.168.1.100/api/image/processing/blacklevel/file/transfer

Example of file download using the PowerShell on Windows.

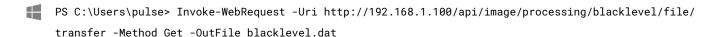


image.processing.blend.file.transfer

Upload and download blend files



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Upload Download

Yes Yes

Example of file upload using the curl program.



Ć

pulse:~\$ curl -F file=@blend.dat http://192.168.1.100/api/image/processing/blend/file/transfer

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl use the file name suggestion of the server and will overwrite a file if it already exists.



É

pulse:~\$ curl -0 -J http://192.168.1.100/api/image/processing/blend/file/transfer

Example of file download using the **PowerShell** on **Windows**.

PS C:\Users\pulse> Invoke-WebRequest -Uri http://192.168.1.100/api/image/processing/blend/file/ transfer -Method Get -OutFile blend.dat Upload and download warp files



Upload Download

Yes Yes

Example of file upload using the curl program.





pulse:~\$ curl -F file=@warp.dat http://192.168.1.100/api/image/processing/warp/file/transfer

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl use the file name suggestion of the server and will overwrite a file if it already exists.





pulse:~\$ curl -0 -J http://192.168.1.100/api/image/processing/warp/file/transfer

Example of file download using the PowerShell on Windows.



PS C:\Users\pulse> Invoke-WebRequest -Uri http://192.168.1.100/api/image/processing/warp/file/transfer -Method Get -OutFile warp.dat

image.source.preview.transfer

Download current source image



.

Upload Download

Yes

No

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl use the file name suggestion of the server and will overwrite a file if it already exists.





pulse:~\$ curl -0 -J http://192.168.1.100/api/image/source/preview/transfer

Example of file download using the PowerShell on Windows.



PS C:\Users\pulse> Invoke-WebRequest -Uri http://192.168.1.100/api/image/source/preview/transfer - Method Get -OutFile preview.dat

image.source.transfer

Download current source image



Upload	Download		
No	Yes		

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl use the file name suggestion of the server and will overwrite a file if it already exists.





pulse:~\$ curl -0 -J http://192.168.1.100/api/image/source/transfer

Example of file download using the PowerShell on Windows.



PS C:\Users\pulse> Invoke-WebRequest -Uri http://192.168.1.100/api/image/source/transfer -Method Get -OutFile source.dat

image.testpattern.file.transfer

Upload and download test pattern images



Upload Download

Yes Yes

Example of file upload using the curl program.





 $pulse: \sim \$ \ curl \ -F \ file= @ testpattern.dat \ http://192.168.1.100/api/image/testpattern/file/transfer \ http://192.168.100/api/image/testpattern/file/transfer \ http://192.168.100/ap$

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl use the file name suggestion of the server and will overwrite a file if it already exists.





pulse:~\$ curl -0 -J http://192.168.1.100/api/image/testpattern/file/transfer

Example of file download using the PowerShell on Windows.



PS C:\Users\pulse> Invoke-WebRequest -Uri http://192.168.1.100/api/image/testpattern/file/transfer -Method Get -OutFile testpattern.dat

notification.logger.transfer

Download notification log files





Upload Download

Yes

No

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl

use the file name suggestion of the server and will overwrite a file if it already exists.





pulse:~\$ curl -0 -J http://192.168.1.100/api/notification/logger/transfer

Example of file download using the PowerShell on Windows.



PS C:\Users\pulse> Invoke-WebRequest -Uri http://192.168.1.100/api/notification/logger/transfer -Method Get -OutFile logger.dat

peripheral.camera.transfer

Download camera image file





Upload Download

No

Yes

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl use the file name suggestion of the server and will overwrite a file if it already exists.





pulse:~\$ curl -0 -J http://192.168.1.100/api/peripheral/camera/transfer

Example of file download using the PowerShell on Windows.



PS C:\Users\pulse> Invoke-WebRequest -Uri http://192.168.1.100/api/peripheral/camera/transfer -Method Get -OutFile camera.dat

system.license.file.registration

Download registration file





Upload

Download

No

Yes

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl use the file name suggestion of the server and will overwrite a file if it already exists.





pulse:~\$ curl -0 -J http://192.168.1.100/api/system/license/file/registration

Example of file download using the PowerShell on Windows.



PS C:\Users\pulse> Invoke-WebRequest -Uri http://192.168.1.100/api/system/license/file/registration -Method Get -OutFile registration.dat

ui.capture.lcd

Download screen capture of LCD



Upload Download

No Yes

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl use the file name suggestion of the server and will overwrite a file if it already exists.





pulse:~\$ curl -0 -J http://192.168.1.100/api/ui/capture/lcd

Example of file download using the PowerShell on Windows.



PS C:\Users\pulse> Invoke-WebRequest -Uri http://192.168.1.100/api/ui/capture/lcd -Method Get -OutFile lcd.dat

ui.capture.osd

Download screen capture of OSD



Upload Download

No Yes

Example of file download using the curl program on Linux and Mac OS X. Using the -0 and -J option makes curl use the file name suggestion of the server and will overwrite a file if it already exists.





pulse:~\$ curl -0 -J http://192.168.1.100/api/ui/capture/osd

Example of file download using the PowerShell on Windows.



PS C:\Users\pulse> Invoke-WebRequest -Uri http://192.168.1.100/api/ui/capture/osd -Method Get -OutFile osd.dat

ui.splashscreen.file

Upload splash screen for LCD - 800x480 PNG,JPG



Upload Download

Yes

No

Example of file upload using the curl program.





pulse:~\$ curl -F file=@splashscreen.dat http://192.168.1.100/api/ui/splashscreen/file

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