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# Controller API

*Release 8.0*

**Carallon Ltd**

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Welcome to the API documentation for Pharos Designer controllers.

If you're new here then you might start with the [introduction](#), otherwise you might want to read about [what's new](#).



## INTRODUCTION

Pharos Designer controllers offer *HTTP* and *Lua* APIs providing access to system information, playback functions and trigger operations.

In addition, a small *JavaScript library* is hosted on the controller's web server, which wraps the HTTP requests of the web API and also provides a mechanism to subscribe to the controller's websocket channels via callbacks.



## WEB API AUTHENTICATION

If the controller has security setup then some endpoints of the HTTP API and some functions in the JavaScript library will require clients to authenticate in order to authorise the requests.

### 2.1 Authentication Methods

Two methods for authenticating users of the Web API are supported:

- *Cookie Authentication*: the default when using the API and/or query.js library in a custom web interface.
- *Token Authentication*: used with HTTP API requests, typically when the client is not a web browser.

With both methods, a new token, valid for 5 minutes, is returned from each authenticated request. If the user, or API client, is inactive for longer than 5 minutes then the cookie or token expires, requiring a username and password to be provided again.

#### 2.1.1 Cookie Authentication

Cookie authentication is typically used by the controller's web interface (either the default web interface or a custom web interface in a project).

Cookie authentication works with both the HTTP API and the query.js library.

A cookie is returned by the controller in response to a *POST* request to the `/authenticate` endpoint when the `original_url` is provided as a cookie or a query parameter. This is the endpoint used by the default login page whenever a user signs in.

The cookie is stored by a web browser automatically, and the browser then sends this cookie with subsequent requests to authenticate the user. The response from each authenticated request will update this cookie with a new token, valid for 5 minutes. If no authenticated requests are made for 5 minutes then the token in the cookie will expire and the `/authenticate` endpoint must be used to get a new token.

The cookie can be removed by making a *GET* request to the `/logout` endpoint, which can be done simply by navigating the browser to that endpoint.

## Custom Login Page

Normally, a user will sign into the controller using the login page of the default web interface, which is shown if a user tries to visit a page that they don't have access to. In a custom web interface, uploaded as part of a project, a custom login page can be configured with the `LoginFile` directive in the `.webconfig` file of the custom web interface. This custom login page is then shown instead of the default login page when a user tries to visit part of a custom web interface that they don't have access to.

Typically a login page will be an HTML page with a form element containing fields for the username and password. The HTML snippet below can be used to generate a form with these fields:

```
<form action="/authenticate" method="POST">
  <input type="text" name="user">
  <input type="password" name="password">
  <button type="submit">Submit</button>
</form>
```

The form's action is set to POST the form to the controller's `/authenticate` endpoint. The `original_url` cookie will have been set by the webserver automatically, and will be sent by the browser as part of the POST request. If authentication is successful, the response from the controller will contain a `token` cookie, which the browser will store automatically.

### 2.1.2 Token Authentication

Token authentication is typically used by the HTTP API in cases where a web browser is not the client. The client requests a Bearer Token with a *POST* request to the controller's `/authenticate` endpoint, providing the username and password, and this token is then used in future requests.

To use the token in a request, set the `Authorization` header value to `Bearer {your token}`, where `{your token}` should be replaced with the value of `token` in the response.

The JSON object in the response from each authenticated request will include a `token` attribute, whose value will be a new token, valid for 5 minutes. If no authenticated requests are made for 5 minutes then the token will expire and the `/authenticate` endpoint must be used to get a new token.

## WHAT'S NEW

### 3.1 v8.0

- Release scenes and timelines by group number as well as group name.
- Add ability to *retrieve API version in use*.

### 3.2 v7.0

- Add lua controller *reset function*.
- Add new *I/O write mode, and document I/O functionality*.
- Improve ability to query *RIO* devices for inputs and outputs.
- Add cryptographic hashing functions *get\_hash\_string* and *get\_hash\_table*.
- Add ability to retrieve the status of the controller *WebServer* from lua.

### 3.3 v6.0

- Breaking change to HTTP authentication, using new *Authenticate* endpoint.
- Add *Factory Reset* HTTP endpoint.
- Remove password from the HTTP *config* response.
- Breaking change to setting colour overrides with new *Override Colour* object in *HTTP* and *JavaScript*.
- New snapshot functionality when setting colour overrides in *HTTP* and *JavaScript*.
- Add *RDM Discovery* HTTP endpoint and *RDM Discovery* JavaScript function.
- Add *RDM Get* HTTP endpoint and *RDM Get* JavaScript function.
- Add *RDM Set* HTTP endpoint and *RDM Set* JavaScript function.
- Add EDN protocols to Lua *disable\_output*.

## 3.4 v5.0

- Added controller propagation to certain HTTP API requests and query.js functions.
- `memory_free` changed to `memory_available` in the HTTP & JavaScript *System* information and in the Lua *System* namespace.
- `get_trigger_number` function added.
- `vlan_tag` property added to Lua *Controller*.
- `is_network_primary` property added to Lua *Controller*.
- `dns_servers` property added to the Lua *System* namespace.

## HTTP API

Pharos controllers provide an HTTP API to query and control the current project and the controller itself.

### 4.1 Authentication

Pharos controllers have user accounts, each of which can belong to different security groups, which in turn control access to parts of the HTTP API. The HTTP API has a series of *endpoints* to allow clients to authenticate users with the controller.

#### 4.1.1 Authentication

Authentication reference for the controller HTTP API.

##### Authenticate

##### Methods

##### POST

Accepts form data or JSON to authenticate a user's credentials.

POST /authenticate

The payload, whether form data or JSON, should have the following attributes:

Attribute	Value Type	Description
username	string	The username of the user.
password	string	The user's password.

If the credentials are valid, a JSON web token (JWT) is returned. This token is returned either as a `token` cookie or in a JSON object with a `token` attribute, depending on whether the *original\_url* parameter was sent with the request.

To use a token returned in a JSON object to authorise a request, set the `Authorization` header value to `Bearer {your token}`, where `{your token}` should be replaced with the value of `token` in the response from `/authenticate`.

If the user cannot be authenticated because the username or password are incorrect then a redirect response will be returned, pointing to the value of the `Referer` header in the request.

The response will be a 400 error if either attribute is missing or a value is of an invalid type.

### `original_url`

The `original_url` parameter is typically used when authenticating the user from form data sent from a web page. Its value is set to the path of the page from where the user was redirected to the login page, and its where the response from `/authenticate` will redirect the browser upon successful authentication. It can be sent as a cookie or a query parameter with the `/authenticate` request. Its presence in the request will result in the response from `/authenticate` setting a cookie with the JWT, rather than returning a JSON object containing the JWT.

For example, if an unauthenticated or unauthorised user attempts to access the configuration page of the built-in web interface, they would try to navigate to `/default/config.lsp` but the controller's web server would redirect them to `default/login.lsp` and set the `original_url` cookie to `/default/config.lsp`.

In a custom web interface using `.webconfig` files to configure access control, the `original_url` cookie is automatically set by the web server when redirecting to the login page (which may be a custom login page) when the user attempts to access a restricted page for which they are not authorised.

In both cases, when the login page submits a request to `/authenticate`, the `original_url` cookie will be sent automatically by the browser. A successful response will redirect to the value of `original_url` and store a `token` cookie in the browser with the user's JWT.

## Logout

### Methods

#### GET

Ends the user's current session.

GET `/logout`

The request must be authenticated either with a cookie or by sending a valid Bearer token in the `Authorization` header.

If the request is made from a web browser using cookie authentication then the cookie will be deleted from the browser by the response. The web browser will reload the page from which the request was made if the `Referer` header is set.

## 4.2 API Versions

This API is available in several versions.

You can retrieve the API version in use by querying the `api_version` endpoint as described below.

The current API version is set as a property of the project.

---

**Note:** The ability to query the API version is available only in Designer version 2.12 and above.

---

### 4.2.1 GET

Returns the API version in use from the controller.

GET /api/api\_version

Returns a JSON object with a single attribute, **version**, which is the integer version in use:

```
{
  "version": 8
}
```

## 4.3 Querying and Controlling

The endpoints provided in the HTTP API for querying and controlling the controller and its current project are detailed in the following sections:

### 4.3.1 Beacon

#### Methods

#### POST

Toggle beacon mode on the controller.

POST /api/beacon

In beacon mode, a controller will flash its LEDs or its screen continuously.

### 4.3.2 Channel / Park

#### Methods

#### POST

Park an output channel or channels at a specified level.

POST /api/channel

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
universe	string	See <i>Universe Key String Format</i>	"dmx:1"
channels	string	Comma separated list of channel numbers.	"1-3,5"
level	integer	Level to set the channel(s) to: 0-255.	128

## DELETE

Unpark an output channel or channels.

DELETE /api/channel

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
universe	string	See <i>Universe Key String Format</i>	"dmx:1"
channels	string	Comma separated list of channel numbers.	"1-3,5"

### Universe Key String Format

A universe key string takes the form:

- protocol:index for protocols dmx, pathport, sacn, art-net;
- protocol:kinetPowerSupplyNum:kinetPort for protocol kinet;
- protocol:remoteDeviceType:remoteDeviceNum for protocol rio-dmx;
- protocol:remoteDeviceType:remoteDeviceNum:port for protocols edn, edn-spi.

Where:

- kinetPowerSupplyNum is an integer;
- kinetPort is an integer;
- remoteDeviceType can be rio08, rio44 or rio80, edn10 or edn20;
- remoteDeviceNum is an integer;
- port is an integer.

For example:

- "dmx:1"
- "rio-dmx:rio44:1"

## 4.3.3 Cloud

### Methods

#### GET

Returns the state of connectivity to the cloud remote management system.

GET /api/cloud

Returns a JSON object with the following attributes:

Attribute	Value Type	Description
connected	boolean	Whether or not the system is currently connected to the cloud
connecting	boolean	Whether or not the system is currently in the process of connecting to the cloud

## POST

Allows configuration of the parameters for connection to the cloud.

POST /api/cloud

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description
action	string	Either <code>set_device_key</code> or <code>clear_device_key</code>
cloud_device_key	string	Only required for <code>set_device_key</code> - the string to set as the key.

### 4.3.4 Command

#### Methods

## POST

Run a Lua script or pass a command to the command line parser on the controller.

**Note:** The Command Line Parser must be enabled in the web interface settings of the current project, else this endpoint will not be available.

POST /api/cmdline

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description
input	string	The script to parse or run.

For example:

```
{
  "input": "tl = 1 get_timeline(tl):start()"
}
```

### Response

If the Command Line Parser is enabled in the web interface settings of the current project then a 200 status code will be returned, along with the text **Executed** if the script was executed successfully. If an error occurred when attempting to run the script then the error string will be returned.

The response will be **501 Not Implemented** if the Command Line Parser is not enabled, or **400 Bad Request** if no project is loaded.

## 4.3.5 Config

### Methods

#### POST

Edits the configuration of the controller.

POST /api/config

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
ip	string	Optional. Set the controller's IP address (management interface)	"192.168.1.3"
subnet_mask	string	Optional. Set the controller's subnet mask (management interface)	"255.255.255.0"
gateway	string	Optional. Set the controller's gateway address (management interface)	"192.168.1.1"
dhcp_enabled	boolean	Optional. Set whether the controller is assigned its IP address automatically by DHCP	true
name_server_1	string	Optional. Set the primary name server address	"192.168.1.1"
name_server_2	string	Optional. Set the secondary name server address	"8.8.8.8"
http_port	integer	Optional. Set the port opened for HTTP access to the controller's web server	80
https_port	integer	Optional. Set the port opened for HTTPS access to the controller's web server	443
year	integer	Optional. Set the year of the current date on the controller's clock	2021
month	integer	Optional. Set the month of the current date on the controller's clock (1-12)	4
day	integer	Optional. Set the day of the current date on the controller's clock (1-31)	25
hour	integer	Optional. Set the hour component of the current time on the controller's clock (0-23)	13
minute	integer	Optional. Set the minute component of the current time on the controller's clock (0-59)	21
second	integer	Optional. Set the second component of the current time on the controller's clock (0-59)	46
watchdog_enabled	boolean	Optional. Set whether the controller's hardware watchdog is enabled	true
log_level	integer	Optional. Set the level of verbosity of the controller's log (1-5)	3
syslog_enabled	boolean	Optional. Set whether the controller will send its log to a syslog server	false
syslog_ip	string	Optional. Set the IP address of a third party syslog server	"192.168.1.2"
ntp_enabled	boolean	Optional. Set whether the controller will fetch the current time automatically from an NTP server	true
ntp_ip	string	Optional. Set the IP address of a third party NTP server	"192.168.1.1"

If the response status code is 200 (OK), the response body will be a JSON object with a `restart` attribute. The value of `restart` is boolean. If `true`, the controller will reset itself imminently in order to apply the changes.

## GET

Returns information about the queried controller's configuration.

GET /api/config

Returns a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
ip	string	Controller IP address (management interface)	"192.168.1.3"
subnet_mask	string	Controller subnet mask (management interface)	"255.255.255.0"
gateway	string	Gateway address (management interface)	"192.168.1.1"
dhcp_enabled	boolean	Whether the controller is assigned its IP address automatically by DHCP	true
name_server_1	string	Primary name server address	"192.168.1.1"
name_server_2	string	Secondary name server address	"8.8.8.8"
http_port	integer	Port opened for HTTP access to the controller's web server	80
https_port	integer	Port opened for HTTPS access to the controller's web server	443
year	integer	Year of the current date, according to the controller's clock	2021
month	integer	Month of the current date, according to the controller's clock (1-12)	4
day	integer	Day of the current date, according to the controller's clock (1-31)	25
hour	integer	Hour component of the current time, according to the controller's clock (0-23)	13
minute	integer	Minute component of the current time, according to the controller's clock (0-59)	21
second	integer	Second component of the current time, according to the controller's clock (0-59)	46
watchdog_enabled	boolean	Whether the controller's hardware watchdog is enabled	true
log_level	integer	Level of verbosity of the controller's log (1-5)	3
syslog_enabled	boolean	Whether the controller is sending its log to a syslog server	false
syslog_ip	string	IP address of a third party syslog server	"192.168.1.2"
ntp_enabled	boolean	Whether the controller is fetching current time automatically from an NTP server	true
ntp_ip	string	IP address of a third party NTP server	"192.168.1.1"

### 4.3.6 Content Targets

**Note:** VLC/VLC+ only

#### Methods

#### POST

Control a content target; currently the only supported action is to master the intensity of a content target (applied as a multiplier to output levels).

POST /api/content\_target

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
action	string	The action to perform on the content target. Currently only <code>master_intensity</code> is supported.	"master_intensity"
type	string	Optional. Type of content target (only relevant on VLC+): <code>primary</code> , <code>secondary</code> , <code>target_3</code> , <code>target_4</code> , <code>target_5</code> , <code>target_6</code> , <code>target_7</code> , <code>target_8</code> . Defaults to <code>primary</code> .	"secondary"
level	float or string containing a bounded integer	Master intensity level to set on the content target	0.5 or "50:100"
fade	float	Optional. Fade time to apply the intensity change, in seconds.	2.0
delay	float	Optional. Time to wait before applying the intensity change, in seconds.	2.0

#### GET

Returns information about the current state of all Content Targets in the project.

GET /api/content\_target

Returns a JSON object with a single `content_targets` attribute, which has an array value. Each item in the array is a Content Target object with the following attributes:

Attribute	Value Type	Description	Value Example
name	string	Content target name	"Primary"
level	integer	Current intensity master level of the content target, 0-100	100

### 4.3.7 Controller

#### Methods

##### GET

Returns data about the controllers in the project.

GET /api/controller

Returns a JSON object with a single `controllers` attribute, which has an array value. Each item in the array is a Controller object with the following attributes:

Attribute	Value Type	Description	Value Example
<code>num</code>	integer	Controller number	1
<code>type</code>	string	Controller type, e.g. “LPC” or “TPC”	“LPC”
<code>name</code>	string	Controller user name, or the default name if none is set	“Controller 1”
<code>serial</code>	string	Serial number of the controller	“009060”
<code>ip_address</code>	string	IP address of the controller if the controller is discovered; empty if the controller is not discovered or is the queried controller	“192.168.1.3” or “”
<code>online</code>	boolean	Whether the controller is detected as online on the local network	true
<code>is_network_primary</code>	boolean	Whether the controller is set as the network primary in the project	true

### 4.3.8 DALI

If the project uses DALI, the DALI API call can be used to get the status of connected DALI ballasts, and to allow external systems to mark DALI issues as fixed.

#### Methods

##### GET

Returns information about connected DALI devices on a particular interface - see [DALI Interface](#) to retrieve a list of interfaces.

GET /api/dali?interface=interface\_num

`interface_num` is an integer referring to a specific interface.

Returns a JSON object with the following attributes:

Attribute	Value Type	Description
online	boolean	Whether or not the interface is currently online
schedule	object	A <i>DALI Schedule</i> object
power	object	A <i>DALI Power</i> object
errors	array of objects	An array of <i>DALI Error</i> objects
ballast_status	array of objects	An array of <i>DALI Ballast Status</i> objects

## POST

Allows marking of a DALI error as fixed, or refresh of the DALI data.

POST /api/dali

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description
interface	integer	The interface on which to perform the reset.
address	integer	The DALI short address on which to perform the reset.
action	string	Either <code>mark_fixed</code> or <code>refresh</code> .

### 4.3.9 DALI Interface

The DALI Interface API allows retrieval of a list of DALI interfaces in the system.

## Methods

### GET

Returns an array of DALI interfaces

GET /api/dali\_interfaces

Returns an array of JSON objects with the following attributes:

Attribute	Value Type	Description
id	integer	The ID of the interface
name	string	The assigned string name of the interface

### 4.3.10 Factory Reset

Reset the controller to its factory settings, including all network settings and user accounts.

#### HTTP

#### POST

POST /api/factory\_reset

### 4.3.11 Group

---

**Note:** Not applicable to VLC/VLC+

---

#### Methods

#### POST

Control a group; currently the only supported action is to master the intensity of a group (applied as a multiplier to output levels). Action will propagate to all controllers in a project.

POST /api/group

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
action	string	The action to perform on the group. Currently only <code>master_intensity</code> is supported.	"master_intensity"
num	integer	Group number. Group 0 means the <i>All Fixtures</i> group.	1
level	float or string containing a bounded integer	Master level to set on the group	0.5 or "50:100"
fade	float	Optional. Fade time to apply the intensity change, in seconds.	2.0
delay	float	Optional. Time to wait before applying the intensity change, in seconds.	2.0

## GET

Returns data about the fixture groups in the project.

GET /api/group[?num=groupNumbers]

num can be used to filter which groups are returned and is expected to be either a single number or a string expressing the required groups, e.g. "1,2,5-9".

---

**Note:** Group 0 will return data about the *All Fixtures* group.

---

Returns a JSON object with a single `groups` attribute, which has an array value. Each item in the array is a Group object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Group number (only included for user-created groups)	1
name	string	Group name	"Group 1"
level	integer	Group master level, 0-100	100

### 4.3.12 Input

#### Methods

## GET

Returns the status of digital & analogue inputs on the queried controller.

GET /api/input

Returns a JSON object with the following attributes:

Attribute	Value Type	Description
gpio	array	Array of Input objects; returned when queried controller is LPC or TPC + EXT
dmxIn	object	DMX Input object; returned when DMX input is configured on the queried controller

The Input object has the following properties:

Attribute	Value Type	Description	Value Example
input	integer	Input number	1
type	string	Analog, Digital, or Contact Closure	"Contact Closure"
value	integer or boolean	Value type depends on input type - Analog inputs return an integer, 0-100; other types return a bool.	true

The DMX Input object has the following properties:

Attribute	Value Type	Description	Value Example
error	string	If DMX input is configured but no DMX is received	"No DMX received"
dmxInFrame	array	Array of channel values	[0,0,0,0,0,0,0,0,0,255,255,255...255,0,255]
dmxInSourceCount	integer	The number of sources - will be 1 except for sACN.	1
dmxInProtocol	string	dmx, art-net or sacn	"dmx"

### 4.3.13 Log

#### Methods

##### GET

Returns the log from the controller.

GET /api/log

Returns a JSON object with the following attributes:

Attribute	Value Type	Description
log	string	The whole log from the controller

### 4.3.14 Lua Variable

#### Methods

##### GET

Returns the current value of specified Lua variables.

GET /api/lua?variables=luaVariables

luaVariables is expected to be a string or comma-separated list of strings, where each string is a Lua variable name.

Returns a JSON object with the Lua variables and their values as its key/value pairs - the Lua variable names are the keys.

For example, in a project that creates variables called bob and alice, GET /api/lua?variables=bob,alice could return a JSON object as follows:

```
{
  "alice": 1234,
  "bob": "a string variable"
}
```

### 4.3.15 Output

#### Methods

#### POST

Enable/disable the output of a selected protocol from the controller. Action will propagate to all controllers in a project.

POST /api/output

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
protocol	string	Protocol to disable. Options: dmx, pathport, sacn, art-net, kinet, rio-dmx, edn, edn-spi.	"parthport"
action	string	Whether to enable or disable output via the protocol.	"disable"

#### GET

Returns the lighting levels being output by the queried controller.

GET /api/output?universe=universeKey

universeKey is a string; see [Universe Key String Format](#).

For example: \* GET /api/output?universe=dmx:1 \* GET /api/output?universe=rio-dmx:rio44:1

If the queried controller is an LPC 1, the universe is DMX 2, DMX Proxy has been enabled for a TPC in the project and the TPC is offline then this request will return a JSON object with the following attributes:

Attribute	Value Type	Value Example
proxied_tpc_name	string	"Controller 2"

Otherwise a JSON object with the following attributes is returned:

Attribute	Value Type	Description	Value Example
channels	array	Array of integer (0-255) channel levels	[0,0,0,0,0,0,0,0,0,255,255,255...255,0,255]
disabled	bool	Whether the output has been disabled by a Trigger Action	false

## Universe Key String Format

A universe key string takes the form:

- `protocol:index` for protocols `dmx`, `pathport`, `sacn`, `art-net`;
- `protocol:kinetPowerSupplyNum:kinetPort` for protocol `kinet`;
- `protocol:remoteDeviceType:remoteDeviceNum` for protocol `rio-dmx`;
- `protocol:remoteDeviceType:remoteDeviceNum:port` for protocols `edn`, `edn-spi`.

Where:

- `kinetPowerSupplyNum` is an integer;
- `kinetPort` is an integer;
- `remoteDeviceType` can be `rio08`, `rio44` or `rio80`, `edn10` or `edn20`;
- `remoteDeviceNum` is an integer;
- `port` is an integer.

For example:

- `"dmx:1"`
- `"rio-dmx:rio44:1"`

## 4.3.16 Override

### Methods

#### PUT

Set the Intensity, Red, Green, Blue levels for a fixture or group. Action will propagate to all controllers in a project.

`PUT /api/override`

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
target	string	What the override should be applied to: group, fixture, or (in Expert) space	"group"
num	integer	Optional. Group, fixture, or space number depending on target. Group 0 means the <i>All Fixtures</i> group.	1
intensity	integer or string	Optional. Either an integer (0-255) representing the intensity to set as part of override <b>or</b> the string "snapshot" to capture the current intensity of the fixture(s) and set this as the override value. Intensity override will not be changed if this attribute isn't provided.	128
colour	<i>Override Colour</i> or string	Optional. Specifies the colour to set as part of the override. Either an <i>Override Colour</i> or the string "snapshot" to capture the current colour of the fixture(s) and set this as the override.	
temperature	integer or string	Optional. Either an integer (0-255) representing the temperature component to set as part of override <b>or</b> the string "snapshot" to capture the current temperature component of the fixture(s) and set this as the override value. Temperature override will not be changed if this attribute isn't provided.	128
fade	float	Optional. Fade time to apply the override change, in seconds.	2.0
path	string	Optional. Crossfade path to use when applying the override: Default, Linear, Start, End, Braked, Accelerated, Damped, Overshoot, Col At Start, Col At End, Int At Start, Int At End, Colour First, Intensity First	"Braked"

## Override Colour

The value of the colour attribute in a PUT override request is a JSON object, specifying colour as *either* *RGB* or *Hue/Saturation* values.

## RGB

Colour as RGB for colour in an override *PUT* request:

Attribute	Value Type	Description	Value Example
red	integer or string	Optional. Red component to set as part of override: 0-255, or a percentage (0-100) followed by the % sign. Red override will not be changed if this attribute isn't provided.	255
green	integer or string	Optional. Green component to set as part of override: 0-255, or a percentage (0-100) followed by the % sign. Green override will not be changed if this attribute isn't provided.	255
blue	integer or string	Optional. Blue component to set as part of override: 0-255, or a percentage (0-100) followed by the % sign. Blue override will not be changed if this attribute isn't provided.	255

## Hue/Saturation

Colour as hue/saturation for colour in an override *PUT* request:

Attribute	Value Type	Description	Value Example
hue	integer	Hue component to set as part of override: 0-255.	0
saturation	integer	Saturation component to set as part of override: 0-255.	255

**Note:** Both hue and saturation are required for the request to be valid.

## Example Overrides

Override group 1 to full intensity, using 0-255 values, and set colour to yellow:

```
{
  "target": "group",
  "num": "1",
  "intensity": 255,
  "colour": {
    "red": 255,
    "green": 255,
    "blue": 0
  }
}
```

Override fixture 1 to 50% intensity and green, using percentages:

```
{
  "target": "fixture",
  "num": 1,
```

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```
"intensity": "50%",
"colour": {
  "red": "0%",
  "green": "100%",
  "blue": "0%"
}
```

Override fixture 2 to 80% intensity and blue, using hue and saturation:

```
{
  "target": "fixture",
  "num": 2,
  "intensity": "50%",
  "colour": {
    "hue": 200,
    "saturation": 240
  }
}
```

Override group 3 colour temperature of 44 with a fade time of 5 seconds:

```
{
  "target": "group",
  "num": 3,
  "intensity": 255,
  "temperature": 44,
  "fade": 5.0
}
```

Snapshot the colour and intensity of all fixtures:

```
{
  "target": "group",
  "num": "0",
  "intensity": "snapshot",
  "colour": "snapshot"
}
```

## DELETE

Release any overrides on fixtures or groups. Action will propagate to all controllers in a project.

DELETE /api/override

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
target	string	What the overrides should be cleared on: <code>group</code> , <code>fixture</code> .	"group"
num	integer	Optional. Group or fixture number, depending on <code>target</code> . If not provided, <code>target</code> is ignored and all overrides are cleared.	1
fade	float	Optional. Fade time in which to release overrides, in seconds.	2.0

### 4.3.17 Project

#### Methods

##### GET

Returns data about the current project.

GET /api/project

Returns a JSON object with the following attributes:

Attribute	Value Type	Value Example
name	string	"Help Project"
author	string	"Contoso"
filename	string	"help_project_v1.pd2"
unique_id	string	"{6b48627a-1d5e-4b2f-81e2-481e092a6a79}"
upload_date	string	"2017-01-30T15:19:08"

### 4.3.18 Project File

The controller allows you to upload or download the current project file, allowing the project in use to be switched out.

#### Methods

##### GET

Downloads the currently running project file.

GET /api/project/file

Returns the project file (as type `application/vnd.pharos`).

## POST

Uploads a project file, which will trigger the controller to switch to the new file.

**Warning:** The file to be uploaded **must** be exported from Designer for the project using the *Export Project For Upload* button in Designer under the *Network* tab. You can **not** load a saved Designer project file directly.

POST /api/project/file

Uploads a project file to the controller. The body of the request should be the exported project file as binary data.

Note that the Content-Type header should be set to `application/vnd.pharos`; and the Content-Length header should be set to the size of the project file.

### 4.3.19 Protocol

#### Methods

#### GET

Returns all the universes in the project on the queried controller.

GET /api/protocol

Returns a JSON object with a single `outputs` attribute, which has an array value. Each item in the array is a Protocol object with the following attributes:

Attribute	Value Type	Description	Value Example
<code>type</code>	integer	Protocol type; possible types are: DMX (1), Path-port (2), Art-Net (4), KiNET (8), sACN (16), DVI (32), RIO DMX (64), EDN DMX (128), EDN SPI (256)	1
<code>name</code>	string	Protocol name	"DMX"
<code>disabled</code>	boolean	Whether the output has been disabled by a Trigger Action	false
<code>universes</code>	array	Array of Universe objects (see table below)	[{"key":{"index":1}, "name":"1"}, {"key":{"index":2}, "name":"2"}]
<code>dmx_proxy</code>	object	DMX Proxy object, if applicable (see table below)	{"ip_address":"192.168.1.17", "name":"Controller 1"}

Each Universe object has the following properties:

Attribute	Value Type	Description	Value Example
name	string	A simplistic version of the universe name, which for most protocols is simply the index number	"1"
key	object	Universe Key object (see table below)	{"index":1}

Each DMX Proxy object has the following properties:

Attribute	Value Type	Description	Value Example
name	string	Name of the controller that is outputting this universe by proxy	"Controller 1"
ip_address	string	IP address of the controller that is outputting this universe by proxy	"192.168.1.17"

The properties of the Universe Key object depend on the type.

For DMX, Pathport, sACN and Art-Net:

Attribute	Value Type	Value Example
index	integer	1

For KiNET:

Attribute	Value Type	Value Example
kinet_port	integer	1
kinet_power_supply_num	integer	1

For RIO DMX:

Attribute	Value Type	Description	Value Example
remote_device_num	integer	Remote device number (address)	1
remote_device_type	integer	Value can be 101 (RIO 80), 102 (RIO 44) or 103 (RIO 08)	101

For EDN:

Attribute	Value Type	Description	Value Example
remote_device_num	integer	EDN number (address)	1
remote_device_type	integer	Value can be 109 (EDN 20) or 110 (EDN 10)	110
port	integer	Number of EDN output port	1

### 4.3.20 RDM Discovery

#### Methods

#### POST

Request to start a full RDM discovery. A 202 response will be returned if the request has been successfully queued. Results are available via a websocket subscription (see [subscribe\\_rdm\\_discovery](#)).

POST /api/rdm/discovery

Payload is a JSON object with a single `universe` attribute, which can either be a string in the *Universe Key String Format* or an *RDM Universe Key* object.

For example, to start a full discovery on DMX universe 2, the request payload could be:

```
{
  "universe": "dmx:2"
}
```

or, alternatively:

```
{
  "universe": {
    "protocol": 1,
    "index": 2
  }
}
```

To start RDM discovery on the first port of the EDN 20 with number 4 in the project, the request payload could be:

```
{
  "universe": "edn:edn20:4:1"
}
```

or, alternatively:

```
{
  "universe": {
    "protocol": 128,
    "remote_device_type": 109
  }
}
```

#### PUT

Request to start an RDM discovery update, which is faster if a full RDM discovery has already been performed with a *POST* request. A 202 response will be returned if the request has been successfully queued. Results are available via a websocket subscription (see [subscribe\\_rdm\\_discovery](#)).

PUT /api/rdm/discovery

Payload is a JSON object with a single `universe` attribute, which can either be a string in the *Universe Key String Format* or an object with the same attributes as for the *POST* request.

## GET

Returns the cached results of the last RDM discovery operation.

GET /api/rdm/discovery?universe=universeId

`universe` specifies which output universe to fetch cached RDM discovery data for. Its value is a string in the *Universe Key String Format*.

Returns a JSON object with a `devices` attribute, which has an array value. Each item in the array is an *RDM Device Info* object.

### Universe Key String Format

A universe key string for RDM takes the form:

- `protocol:index` for protocols `dmx` and `art-net`;
- `protocol:remoteDeviceType:remoteDeviceNum:port` for protocol `edn`.

Where:

- `remoteDeviceType` can be `edn10` or `edn20`;
- `remoteDeviceNum` is an integer;
- `port` is an integer.

For example:

- `"dmx:1"`
- `"edn:edn20:1:5"`

## 4.3.21 RDM Get

### Methods

#### POST

Request to start an RDM Get operation. A 202 response will be returned if the request has been successfully queued. Results are available via a websocket subscription (see *subscribe\_rdm\_get\_set*).

POST /api/rdm/get

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
universe	string in <i>Universe Key String Format</i> or <i>RDM Universe Key</i>	The universe on which to perform the RDM Get operation.	"dmx:2"
destination_uid	string	Format is <code>{manuId}:{deviceId}(:{subId})</code> where {manuId} is a padded unsigned hexadecimal integer of width 4, lowercase, e.g. 072c; {deviceId} is a padded unsigned hexadecimal integer of width 8, lowercase, e.g. 0004fe02; {subId} is an optional unsigned decimal integer.	"072c:0004fe02"
pid	string	RDM PID for the Get operation. Can be one of the <i>Supported RDM PIDs</i> or the raw PID value as a hex string, e.g. "FF".	"DEVICE_INFO"
meta	object	Optional. Metadata for the PID, i.e. query params (see <i>Meta</i> ).	
max_rx_length	integer	Optional. Expected length of the response data. Only relevant if a raw PID value has been provided for pid. If not provided then the controller must wait for a timeout before handling a response to ensure all response data has been received from the device.	

## Meta

## STATUS\_MESSAGES

For the STATUS\_MESSAGES PID, the meta object should have the following parameters:

Attribute	Value Type	Description
status_type	integer	Type of status messages to retrieve. Set to STATUS_NONE (0x00) to establish whether a device is present on the network without retrieving any status message data from the device.

## PARAMETER\_DESCRIPTION

For the PARAMETER\_DESCRIPTION PID, the meta object should have the following parameters:

Attribute	Value Type	Description
pid_requested	integer	The manufacturer-specific PID for which a description is requested. Range 0x8000 to 0xFFDF.

## DMX\_PERSONALITY\_DESCRIPTION

For the DMX\_PERSONALITY\_DESCRIPTION PID, the meta object should have the following parameters:

Attribute	Value Type	Description
personality_requested	integer	Index of the requested personality.

## SLOT\_DESCRIPTION

For the SLOT\_DESCRIPTION PID, the meta object should have the following parameters:

Attribute	Value Type
slot_number_requested	integer

## SENSOR\_DEFINITION and SENSOR\_VALUE

For the SENSOR\_DEFINITION and SENSOR\_VALUE PIDs, the meta object should have the following parameters:

Attribute	Value Type
sensor_number_requested	integer

## Universe Key String Format

A universe key string for RDM takes the form:

- `protocol:index` for protocols `dmx` and `art-net`;
- `protocol:remoteDeviceType:remoteDeviceNum:port` for protocol `edn`.

Where:

- `remoteDeviceType` can be `edn10` or `edn20`;
- `remoteDeviceNum` is an integer;
- `port` is an integer.

For example:

- "dmx:1"
- "edn:edn20:1:5"

### Supported RDM PIDs

The following PIDs are directly supported for RDM Get operations:

- COMMS\_STATUS
- STATUS\_MESSAGES
- SUPPORTED\_PARAMETERS
- PARAMETER\_DESCRIPTION
- DEVICE\_INFO
- DEVICE\_MODEL\_DESCRIPTION
- MANUFACTURER\_LABEL
- DEVICE\_LABEL
- FACTORY\_DEFAULTS
- SOFTWARE\_VERSION\_LABEL
- BOOT\_SOFTWARE\_VERSION\_ID
- BOOT\_SOFTWARE\_VERSION\_LABEL
- DMX\_PERSONALITY
- DMX\_PERSONALITY\_DESCRIPTION
- DMX\_START\_ADDRESS
- SLOT\_INFO
- SLOT\_DESCRIPTION
- SENSOR\_DEFINITION
- SENSOR\_VALUE
- LAMP\_HOURS
- LAMP\_STATE

## 4.3.22 RDM Set

### Methods

#### POST

Request to start an RDM Set operation. A 202 response will be returned if the request has been successfully queued. Results are available via a websocket subscription (see [subscribe\\_rdm\\_get\\_set](#)).

POST /api/rdm/set

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
universe	string in <i>Universe Key String Format</i> or <i>RDM Universe Key</i>	The universe on which to perform the RDM Set operation.	"dmx:2"
destination_uid	string	Format is <code>{manuId}:{deviceId}(:{subId})</code> where {manuId} is a padded unsigned hexadecimal integer of width 4, lowercase, e.g. 072c; {deviceId} is a padded unsigned hexadecimal integer of width 8, lowercase, e.g. 0004fe02; {subId} is an optional unsigned decimal integer.	"072c:0004fe02"
pid	string	RDM PID for the Set operation. Can be one of the <i>Supported RDM PIDs</i> or the raw PID value as a hex string, e.g. "FF".	"DEVICE_INFO"
meta	object	Optional. Metadata for the PID, i.e. query params (see <i>Meta</i> ).	
max_rx_length	integer	Optional. Expected length of the response data. Only relevant if a raw PID value has been provided for pid. If not provided then the controller must wait for a timeout before handling a response to ensure all response data has been received from the device.	

## Meta

### DEVICE\_LABEL

For the DEVICE\_LABEL PID, the meta object should have the following parameters:

Attribute	Value Type	Description
label	string	Ascii text label for the device. Up to 32 characters.

## IDENTIFY\_DEVICE

For the IDENTIFY\_DEVICE PID, the meta object should have the following parameters:

Attribute	Value Type	Description
enable	boolean	Whether to enable/disable IDENTIFY_DEVICE mode over RDM.

## DMX\_START\_ADDRESS

For the DMX\_START\_ADDRESS PID, the meta object should have the following parameters:

Attribute	Value Type	Description
start_address	integer	DMX start address to set on the device.

## DMX\_PERSONALITY

For the DMX\_PERSONALITY PID, the meta object should have the following parameters:

Attribute	Value Type	Description
personality	integer	Index of the personality to set as current.

## SENSOR\_VALUE

For the SENSOR\_VALUE PID, the meta object should have the following parameters:

Attribute	Value Type	Description
sensor_number	integer	Sensor number to reset.

## LAMP\_HOURS

For the LAMP\_HOURS PID, the meta object should have the following parameters:

Attribute	Value Type	Description
lamp_hours	integer	Starting value to set on the device's lamp hours counter.

## LAMP\_STATE

For the LAMP\_STATE PID, the meta object should have the following parameters:

Attribute	Value Type	Description
lamp_state	integer	Operating state to set the lamp to.

## Raw

Where a raw PID value has been provided for `pid`, the meta object should have a single `raw` attribute with a string value. This value will be the base64-encoded string containing parameters for the Set command.

## Universe Key String Format

A universe key string for RDM takes the form:

- `protocol:index` for protocols `dmx` and `art-net`;
- `protocol:remoteDeviceType:remoteDeviceNum:port` for protocol `edn`.

Where:

- `remoteDeviceType` can be `edn10` or `edn20`;
- `remoteDeviceNum` is an integer;
- `port` is an integer.

For example:

- `"dmx:1"`
- `"edn:edn20:1:5"`

## Supported RDM PIDs

The following PIDs are directly supported for RDM Set operations:

- COMMS\_STATUS
- DEVICE\_LABEL
- FACTORY\_DEFAULTS
- IDENTIFY\_DEVICE
- DMX\_START\_ADDRESS
- DMX\_PERSONALITY
- SENSOR\_VALUE
- LAMP\_HOURS
- LAMP\_STATE

### 4.3.23 Remote Device

#### Methods

#### GET

Returns data about all the remote devices in the project.

GET /api/remote\_device

Returns a JSON object with a single `remote_devices` attribute, which has an array value. Each item in the array is a Remote Device object with the following attributes:

Attribute	Value Type	Description	Value Example
<code>num</code>	integer	Remote device number (address)	1
<code>type</code>	string	RIO 08, RIO 44, RIO 80, BPS, BPI, RIO A, or RIO D	"RIO 44"
<code>serial</code>	array	Array of serial numbers (as strings) of all discovered devices matching the address and type	["001234", "005678"]
<code>outputs</code>	array	Array of Output objects (see table below); only returned for RIO 44 and RIO 08 on the queried controller	[{"output":1, "value":true}, {"output":2, "value":true}, {"output":3, "value":true}, {"output":4, "value":true}]
<code>inputs</code>	array	Array of Input objects (see table below); only returned for RIO 44 and RIO 80 on the queried controller	[{"input":1, "type":"Contact Closure", "value":true}, {"input":2, "type":"Contact Closure", "value":true}, {"input":3, "type":"Contact Closure", "value":true}, {"input":4, "type":"Contact Closure", "value":true}]
<code>online</code>	boolean	Whether the remote device is detected as being online on the local network	true

The Output JSON object has the following attributes:

Attribute	Value Type	Description	Value Example
<code>output</code>	integer	Number of the output, as labelled on the remote device	1
<code>state</code>	boolean	true means the output is on, false means it is off	true

The Input JSON object has the following attributes:

Attribute	Value Type	Description	Value Example
input	integer	Number of the input, as labelled on the remote device	1
type	string	Analog, Digital, or Contact Closure	"Digital"
value	integer or boolean	Value type depends on input type - Analog inputs return an integer, 0-255; other types return a bool.	true

### 4.3.24 Replication

#### Methods

##### GET

Returns data about the install replication.

GET /api/replication

Returns a JSON object with the following attributes:

Attribute	Value Type	Value Example
name	string	"Help Project"
unique_id	string	"{6b48627a-1d5e-4b2f-81e2-481e092a6a79}"

### 4.3.25 Hardware Reset

#### Methods

##### POST

Reboot the controller.

POST /api/reset

### 4.3.26 Scene

#### Methods

##### POST

Control a scene in the project.

Action will propagate to all controllers in a project.

POST /api/scene

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
action	string	The action to perform on the scene(s): <b>start</b> , <b>release</b> , <b>toggle</b>	"start"
num	integer	The number of the scene to perform the action on. If not present, the action will be applied to all scenes in the project; omitting this attribute is valid for <b>release</b> .	1
fade	number	Optional. The fade time to apply to a <b>release</b> action, in seconds, or the scene release that results from a <b>toggle</b> action. If not provided, the default release fade time will be used.	2.0
group	string <b>or</b> integer	Optional. Scene group name or number. If name, prepend the name with ! to apply the action to all groups <i>except</i> the specified group. This attribute is valid for a <b>release</b> action without a specified <b>num</b> , meaning <i>release all scenes</i> .	"Group 1", "!Group 2" or 3

For example, to start a scene 2, the request payload is:

```
{
  "action": "start",
  "num": 2
}
```

To release scene 2 in 3.5 seconds, the request payload would be:

```
{
  "action": "release",
  "num": 2,
  "fade": 3.5
}
```

To toggle scene 2, and release it in 2 seconds if it's already been started, the request payload would be:

```
{
  "action": "toggle",
  "num": 2,
  "fade": 2.0
}
```

To release all scenes in 2 seconds, the request payload would be:

```
{
  "action": "release",
  "fade": 2.0
}
```

To release all scenes except those in group B in 2 seconds, the request payload would be:

```
{
  "action": "release",
```

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```
"group": "!B",  
"fade": 2.0  
}
```

## GET

Returns data about the scenes in the project and their state on the controller.

GET /api/scene[?num=sceneNumbers]

num can be used to filter which scenes are returned and is expected to be either a single number or a string expressing the required scenes, e.g. "1,2,5-9".

Returns a JSON object with a single scenes attribute, which has an array value. Each item in the array is a Scene object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Scene number	1
name	string	Scene name	"Scene 1"
state	string	none, started	"none"
onstage	boolean	Whether the scene is affecting output of any fixtures	true

### 4.3.27 System

#### Methods

## GET

Returns data about the controller.

GET /api/system

Returns a JSON object with the following attributes:

Attribute	Value Type	Value Example
hardware_type	string	"LPC"
channel_capacity	integer	512
serial_number	string	"006321"
memory_total	string	"12790Kb"
memory_used	string	"24056Kb"
memory_available	string	"103884Kb"
storage_size	string	"1914MB"
bootloader_version	string	"0.9.0"
firmware_version	string	"2.8.0"
reset_reason	string	"Software Reset"
last_boot_time	string	"01 Jan 2017 09:09:38"
ip_address	string	"192.168.1.3"
subnet_mask	string	"255.255.255.0"
broadcast_address	string	"192.168.1.255"
default_gateway	string	"192.168.1.3"

### 4.3.28 Temperature

#### Methods

#### GET

Returns data about the controller's temperature.

GET /api/temperature

Returns a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
sys_temp	number	Only for LPC X and VLC/VLC+	40.2
core1_temp	number	Only for LPC X and VLC/VLC+	44
core2_temp	number	Only for LPC X rev 1	44.1
ambient_temp	number	Only for TPC, LPC X rev 1	36.9
cc_temp	number	Only for LPC X rev 2 and VLC/VLC+	44.1
gpu_temp	number	Only for VLC/VLC+	38.2

### 4.3.29 Text Slots

#### Methods

#### PUT

Set the value of a text slot used in the project, which will propagate to all controllers in a project.

PUT /api/text\_slot

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
name	string	Text slot name	"myTextSlot"
value	string	New value for the text slot.	"Hello World!"

## GET

Returns data about the text slots in the project and their current values.

GET /api/text\_slot[?names=slotNames]

slotNames can be used to filter which test slots are returned and is expected to be either a single string or an array of strings.

Returns a JSON object with a single `text_slots` attribute, which has an array value. Each item in the array is a Text Slot object with the following attributes:

Attribute	Value Type	Value Example
name	string	"text"
value	string	"example"

## 4.3.30 Time

### Methods

## GET

Returns data about the time stored in the controller.

GET /api/time

Returns a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
datetime	string	Controller's local time as a string	"01 Feb 2017 13:44:42"
local_time	integer	Controller's local time in milliseconds	1485956682
uptime	integer	Milliseconds since last boot	493347

### 4.3.31 Timeline

#### Methods

#### POST

Control a timeline in the project. Action will propagate to all controllers in a project.

POST /api/timeline

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
action	string	The action to perform on the timeline(s): <code>start</code> , <code>release</code> , <code>toggle</code> , <code>pause</code> , <code>resume</code> , <code>set_rate</code> , <code>set_position</code>	"start"
num	integer	The number of the timeline to perform the action on. If not present, the action will be applied to all timelines in the project; omitting this attribute is valid for <code>release</code> , <code>pause</code> and <code>resume</code> .	1
fade	number	Optional. The fade time to apply to a <code>release</code> action, in seconds, or the timeline release that results from a <code>toggle</code> action. If not provided, the default release fade time will be used.	2.0
group	string <b>or</b> integer	Optional. Timeline group name or number. If name, prepend the name with <code>!</code> to apply the action to all groups <i>except</i> the specified group. This attribute is valid for a <code>release</code> action without a specified <code>num</code> , meaning <i>release all timelines</i> .	"Group 1", " <code>!</code> Group 2" or 3
rate	string	Required for a <code>set_rate</code> action; invalid otherwise. Value should be a string containing a floating point number or a bounded integer, where 1.0 means the timeline's default rate.	"0.1" or "10:100"
position	string	Required for a <code>set_position</code> action; invalid otherwise. Value should be a string containing a floating point number or a bounded integer, representing a fraction of the timeline length.	"0.1" or "10:100"

For example, to start a timeline 2, the request payload is:

```
{
  "action": "start",
  "num": 2
}
```

To release timeline 2 in 3.5 seconds, the request payload would be:

```
{
  "action": "release",
  "num": 2,
  "fade": 3.5
}
```

To toggle timeline 2, and release it in 2 seconds if it's running, the request payload would be:

```
{
  "action": "toggle",
  "num": 2,
  "fade": 2.0
}
```

To pause timeline 4, the request payload is:

```
{
  "action": "pause",
  "num": 4
}
```

To resume timeline 4, the request payload is:

```
{
  "action": "resume",
  "num": 4
}
```

To pause all timelines, the request payload is:

```
{
  "action": "pause"
}
```

To resume all timelines, the request payload is:

```
{
  "action": "resume"
}
```

To release all timelines in 2 seconds, the request payload would be:

```
{
  "action": "release",
  "fade": 2.0
}
```

To release all timelines except those in group B in 2 seconds, the request payload would be:

```
{
  "action": "release",
  "group": "!B",
  "fade": 2.0
}
```

To set the rate of timeline 5 to half the default range, the request payload would be:

```
{
  "action": "set_rate",
  "num": 5,

```

(continues on next page)

(continued from previous page)

```
"rate": "0.5"
}
```

To set the position of timeline 1 to a third of the way through, the request payload would be:

```
{
  "action": "set_position",
  "num": 1,
  "position": "1:3"
}
```

## GET

Returns data about the timelines in the project and their state on the controller.

GET /api/timeline[?num=timelineNumbers]

num can be used to filter which timelines are returned and is expected to be either a single number or a string expressing the required timelines, e.g. "1,2,5-9".

Returns a JSON object with a single `timelines` attribute, which has an array value. Each item in the array is a Timeline object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Timeline number	1
name	string	Timeline name	"Timeline 1"
group	string	Timeline group name (A through H or empty string)	"A"
length	integer	Timeline length, in milliseconds	10000
source_bus	string	internal, timecode_1 ... timecode_6, audio_1 ... audio_4	"internal"
timecode_format	string	Incoming timecode format on source bus	"SMPTE30"
audio_band	integer	0 is volume band	0
audio_channel	string	left, right or combined	"combined"
audio_peak	boolean	The Peak setting of the timeline, if set to an audio time source	false
time_offset	integer	1/1000 of a second	5000
state	string	none, running, paused, holding_at_end or released	"running"
onstage	boolean	Whether the timeline is affecting output of any fixtures	true
position	integer	1/1000 of a second	10000
priority	string	high, above_normal, normal, below_normal or low	"normal"
custom_properties	object	Object properties and property values correspond to custom property names and values	{}

### 4.3.32 Trigger

#### Methods

#### POST

Fire a trigger in the project.

POST /api/trigger

Payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	User number of the trigger to fire.	2
var	string	Optional. Comma-separated to pass into the trigger.	e.g. a string "Foo"; integers 2,4,5; multiple strings "string1", "string2", "string3"
conditions	boolean	Optional. Whether to test the trigger's conditions before deciding to run its actions. Defaults to true.	true

#### GET

Returns the triggers in the project.

GET /api/trigger?[type=triggerType]

triggerType is expected to be a string and can be used to filter the type of trigger returned. For example, "Timeline Started" would return only Timeline Started triggers in the project.

Returns a JSON object with a single `triggers` attribute, which has an array value. Each item in the array is a Trigger object with the following attributes:

Attribute	Value Type	Description	Value Example
type	string	Trigger type	"Startup"
num	integer	Trigger user number	1
name	string	User-defined trigger name	"Initialise"
group	string	Trigger group colour as a hex colour string	"#e18383"
description	string	User-defined description of trigger	""
trigger_text	string	Generated description of when the trigger will run, based on its properties	"At startup"
conditions	array	Array of Condition objects (see below)	[{"text": "Before 12:00:00 every day"}]
actions	array	Array of Action objects (see below)	[{"text": "Start Timeline 1"}]

The Condition and Action objects have the following properties:

Attribute	Value Type	Description	Value Example
text	string	Generated description of the condition or action, based on its properties	"Start Timeline 1"

### 4.3.33 User

This allows user accounts on the controller to be added, modified, or removed.

#### Methods

#### POST

POST /api/user

Add a new user. The payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
session_password	string	The password for the current session.	"my_password"
username	string	The name of the new user to add	"bob"
password	string	The new user's password.	"bobs_password"
access	array of strings	The access level(s) to grant the new user. Includes Admin, Control and Status.	["Control", "Status"]

#### PUT

PUT /api/user

Update a user account with a new password and/or access groups. The payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
session_password	string	The password for the current session.	"my_password"
"username"	string	The name of the user to modify	"bob"
password	string	The user's updated password.	"bobs_password"
access	array of strings	The access level(s) to grant the user. Includes Admin, Control and Status.	["Control", "Status"]

## DELETE

DELETE /api/user

Update a user account with a new password and/or access groups. The payload is a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
session_password	string	The password for the current session.	"my_password"
username	string	The name of the user to delete	"bob"

### 4.3.34 User Groups

These methods allow discovery of the user and guest groups on the controller.

#### Methods

##### GET

GET /api/user\_groups

Get the list of available user groups. Returns a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
user_groups	array of strings	The list of available groups.	["Admin", "Control", "Status"]

##### GET

GET /api/guest\_groups

Get the list of available guest groups. Returns a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
guest_groups	array of strings	The list of available guest groups.	["Foo", "Bar"]

### 4.3.35 HTTP API Objects

Reference for objects used in the controller HTTP API.

#### DALI Power

The DALI power object has the following attributes:

Parameter	Value Type	Description	Value Example
dali_bus_uptime	integer	The amount of time the DALI bus has been up, in minutes	368
power_failures	array of date-time	A list of the time and dates of recent power failures	["01 Feb 2017 13:44:42", "30 Nov 2022 08:33:01"]

#### DALI Error

The DALI error object has the following attributes:

Parameter	Value Type	Description	Value Example
address	integer	The DALI bus address of the device with the error	12
test	string	The test that discovered the error	"Function"
error	string	A description of the DALI error	"Battery Duration"
fixed	boolean	Whether the error has been fixed. Once fixed, the error remains in the list until it is retested.	true

#### DALI Schedule

The DALI ballast status object has the following attributes:

Parameter	Value Type	Description	Value Example
next_function_test	date-time	The next date and time automated function test will occur	"01 Feb 2017 13:44:42"
next_duration_test	date-time	The next date and time automated duration test will occur	"01 Feb 2017 13:44:42"
prev_function_test	date-time	The previous date and time automated function test occurred	"01 Feb 2017 13:44:42"
prev_duration_test	date-time	The previous date and time automated duration test occurred	"01 Feb 2017 13:44:42"

## DALI Ballast Status

The DALI ballast status object has the following attributes:

Parameter	Value Type	Description	Value Example
address	integer	The ballast address	12
user_name	string	The user assigned name of the ballast	"Center Room"
status	string	A string representing the current status of the ballast	"Lamp Failure"
actual_level	integer	The current actual output level of the ballast	128
battery_level	integer	For emergency ballasts only - the level of the battery reported	12
battery_charged	boolean	Whether or not the battery is charged	True
lamp_emergency_hours	integer	How many hours the fixture has been on in emergency state	12
lamp_total_hours	integer	How many hours the fixture has been on in total	400
last_status_check	date/time	The last date and time the ballast status was checked	0

## RDM Device Info

Where an RDM Device Info object is returned from an API request, it will have the following attributes:

Parameter	Value Type	Description	Value Example
uid	string	Format is {manuId}:{deviceId}(:{subId}) where {manuId} is a padded unsigned hexadecimal integer of width 4, lowercase, e.g. 072c; {deviceId} is a padded unsigned hexadecimal integer of width 8, lowercase, e.g. 0004fe02; {subId} is an optional unsigned decimal integer.	"072c:0004fe02"
rdm_protocol_version	integer	16 bit value encoding the major version in the most significant byte and the minor version in the least significant byte. The current standard v1.0 is therefore 0x0100.	0x0100
device_model_id	integer	Device model ID of the Root Device or the Sub-Device. Must be unique within the products of a manufacturer.	1836
product_category	integer	16 bit value encoding the coarse category in the upper eight bits and the (optional) fine category in lower eight bits, e.g. 0x0100 is PRODUCT_CATEGORY_FIXTURE with no fine category.	0x0100
software_version_id	integer	Software version ID for the device, which is a 32-bit value determined by the manufacturer. It may use any encoding scheme such that the controller may identify devices containing the same software versions. Any devices from the same manufacturer with differing software will not report the same software version ID.	
dmx512_footprint	integer (0-512)	The DMX footprint of the device - the number of consecutive DMX slots required to patch the device. If the device is a sub-device, then the value is the DMX footprint for that sub-device. If the device is the root device, it is the footprint for the root device itself.	3
dmx512_personality	integer	16 bit field, encoding the current personality in the upper 8 bits and the total number of personalities supported by the device in the lower 8 bits.	0x0102
dmx512_start_address	integer	The DMX start address of the device, or 0xffff if the device has a DMX footprint of zero.	7
sub_device_count	integer	Number of sub devices represented by the root device. This value is always the same regardless of whether the device is the root device or a sub-device.	0
sensor_count	integer	Number of available sensors in a root device or sub-device. For sub-devices, this value is identical for any sub-device owned by the same root device. When a device or sub-device is fitted with a single sensor, it will return a value of 0x01 for the sensor count. This sensor would then be addressed as sensor number 0x00 when using the other sensor-related parameter messages.	0

## RDM Universe Key

Used to specify the target universe for RDM operations. It is a JSON object with the following attributes:

Attribute	Value Type	Description
protocol	integer	Output protocol (see <i>Enumerated Protocols</i> ).
index	integer	Only required for protocols DMX and ART-NET.
remote_device_num	integer	Only required for protocol EDN. The remote device number of the EDN node.
remote_device_type	integer	Only required for protocol EDN. The type of EDN as defined in <i>Enumerated EDN Device Types</i> .
port	integer	Only required for protocol EDN. The port on the EDN.

## Enumerated Protocols

Constants for protocols are defined in query.js as follows:

Name	Value
DMX	1
PATHPORT	2
ARTNET	4
KINET	8
SACN	16
DVI	32
RIO_DMX	64
EDN	128

## Enumerated EDN Device Types

Constants for EDN types are defined in query.js as follows:

Name	Value
EDN20	109
EDN10	110

## JAVASCRIPT QUERY LIBRARY

Pharos controllers provide a JavaScript library, accessible at `/default/js/query.js`. Controller projects may have a custom web interface, whose source files may include this library to provide convenient access to the controller HTTP API through JavaScript callbacks and to real time status updates through *websocket subscriptions*.

### 5.1 Including the Library

The `query.js` library may be included within the `<head>` in any HTML file within a custom web interface created for a Pharos Designer project as follows:

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1, user-
    ↪scalable=yes">
    <!--Include query.js library-->
    <script type="text/javascript" src="/default/js/query.js" defer></script>
  </head>
  <body>
    <!-- etc. -->
  </body>
</html>
```

### 5.2 Event Handlers

Functions are provided in the library to set event handlers.

- `set_success_handler(success)` - function passed as `success` will be called when a websocket connection is successfully established with the controller and when a response is received to an HTTP API request.
- `set_error_handler(error)` - function passed as `error` will be called when a websocket connection cannot be established with the controller and when an error is encountered as part of making an HTTP API request.
- `set_restart_handler(restart)` - function passed as `restart` will be called when the controller has restarted, at which point any users must authenticate again.
- `set_redirect_handler(redirect)` - function passed as `redirect` will be called when a request is unauthorized. The function will be passed the url of the default login page as a string, and may choose to return this (the default behaviour) or return the path of a custom login page.

For example:

```
Query.set_redirect_handler((suggestion) => {  
  console.log("Suggested redirect: " + suggestion)  
  return "/custom-login.html"  
})
```

## 5.3 Querying and Controlling

The functions provided in query.js for querying and controlling the controller and its current project are in the following sections:

### 5.3.1 Beacon

#### Functions

##### **toggle\_beacon**

Toggle beacon mode on the controller.

`toggle_beacon(callback)`

In beacon mode, a controller will flash its LEDs or its screen continuously.

### 5.3.2 Channel / Park

#### Functions

##### **park\_channel**

Park an output channel or channels at a specified level.

`park_channel(params, callback)`

`params` is expected to be an object with the same attributes as the HTTP *POST* request.

##### **unpark\_channel**

Unpark an output channel or channels.

`unpark_channel(params, callback)`

`params` is expected to be an object with the same attributes as the HTTP *DELETE* request.

### 5.3.3 Command

#### Functions

##### `run_command`

Run a Lua script or pass a command to the command line parser on the controller.

---

**Note:** The Command Line Parser must be enabled in the web interface settings of the current project, else this function will not be available.

---

`run_command(params, callback)`

`params` is expected to be an object with the same attributes as the HTTP *POST* request.

Returns Executed if the script was executed successfully or an error string if not.

### 5.3.4 Config

#### Functions

##### `edit_config`

Edits the configuration of the controller.

`edit_config(params, callback)`

`params` is expected to be an object with the same attributes as the HTTP *POST* request.

The callback function will be passed the same object as is received from the HTTP *POST* request.

##### `get_config`

Returns information about the queried controller's configuration.

`get_config(callback)`

Returns an object with the same attributes as in the HTTP *GET* response.

For example:

```
Query.get_config(config => {  
  let year = config.year  
})
```

### 5.3.5 Content Targets

---

**Note:** VLC/VLC+ only

---

#### Functions

##### `master_content_target_intensity`

`master_content_target_intensity(params, callback)`

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
<code>type</code>	string	Optional. Type of content target (only relevant on VLC+): <code>primary</code> , <code>secondary</code> , <code>target_3</code> , <code>target_4</code> , <code>target_5</code> , <code>target_6</code> , <code>target_7</code> , <code>target_8</code> . Defaults to <code>primary</code> .	"secondary"
<code>level</code>	float or string containing a bounded integer	Master level to set on the group	0.5 or "50:100"
<code>fade</code>	float	Optional. Fade time to apply the intensity change, in seconds.	2.0
<code>delay</code>	float	Optional. Time to wait before applying the intensity change, in seconds.	2.0

##### `get_content_target_info`

`get_content_target_info(callback)`

Returns an object with a single `content_targets` attribute, which has an array value. Each item in the array is a Content Target object with the same attributes as in the HTTP *GET* response.

For example:

```
Query.get_content_target_info(c => {  
  let level = c.content_targets[0].level // level of primary content target  
})
```

### 5.3.6 Controller

#### Functions

##### get\_controller\_info

get\_controller\_info(callback)

Returns an object with a single `controllers` attribute, which has an array value. Each item in the array is a Controller object with the same attributes as in the HTTP *GET* response.

For example:

```
Query.get_controller_info(data => {
  for(index in data.controllers) {
    console.log("Controller " + index + " name is " + data.controllers[index].name);
  }
});
```

Will print out the name of each controller to the console.

### 5.3.7 Group

**Note:** Not applicable to VLC/VLC+

#### Functions

##### master\_intensity

master\_intensity(params, callback)

Propagates to all controllers in a project.

params is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Group number. Group 0 means the <i>All Fixtures</i> group.	1
level	float or string containing a bounded integer	Master level to set on the group	0.5 or "50:100"
fade	float	Optional. Fade time to apply the intensity change, in seconds.	2.0
delay	float	Optional. Time to wait before applying the intensity change, in seconds.	2.0

For example:

```
// Master group 1 to 50% in 3 seconds
Query.master_intensity({
  "num": 1,
  "level": "50:100",
  "fade": 3
}, result => {
  // Check for error
})
```

### get\_group\_info

Returns data about the fixture groups in the project.

`get_group_info(callback[, num])`

Returns an object with a single `groups` attribute, which has an array value. Each item in the array is a `Group` object with the same attributes as in the HTTP *GET* response.

`num` can be used to filter which groups are returned and is expected to be a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
<code>num</code>	string <b>or</b> integer	Define the numbers of the group that should be returned	"1,2,5-9" <b>or</b> 5

---

**Note:** Group 0 will return data about the *All Fixtures* group.

---

For example:

```
Query.get_group_info(g => {
  let name = g.groups[0].name // name of the first group returned
}, {"num": "2-4"})
```

### 5.3.8 Input

There's no function in the JavaScript Query library to get the digital & analogue inputs at the moment.

### 5.3.9 Log

There's no function in the JavaScript Query library to get the log at the moment.

### 5.3.10 Lua Variable

#### Functions

##### get\_lua\_variables

Returns the current value of specified Lua variables.

`get_lua_variables(luaVariables, callback)`

Returns an object with the requested Lua variables and their values as key/value pairs, in the same manner as the HTTP *GET* request.

`luaVariables` can be a string or an array of strings, where each string is a Lua variable name. The Lua variable must be directly accessible from the Lua global table.

For example:

```
--[[ Lua definitions ]]--
foo = 'spam'
bar = {
  a = 'ham',
  b = 100
}
local baz = 'eggs'
```

```
/* Javascript Query */
Query.get_lua_variables(["foo","bar"], v => {
  let foo = v.foo // foo contains "spam"
  console.log(typeof foo) // Output: "string"
  let bar = v.bar // bar contains a javascript object { a: "ham", b: 100 }
  console.log(typeof bar) // Output: "object"
  console.log(typeof bar.a) // Output: "string"
  console.log(typeof bar.b) // Output: "number"
})

// Invalid query, `a` is a child of `bar` and not directly accessible from the global
↪table
Query.get_lua_variables(["bar.a"], v => {})

// Invalid query, `baz` is scoped locally, and inaccessible from the global table
Query.get_lua_variables(["baz"], v => {})
```

### 5.3.11 Output

#### Functions

##### `disable_output`

Disable the output of a specified protocol from the controller. Propagates to all controllers in a project.

`disable_output(params, callback)`

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
<code>protocol</code>	string	Protocol to disable. Options: <code>dmx</code> , <code>pathport</code> , <code>sacn</code> , <code>art-net</code> , <code>kinet</code> , <code>rio-dmx</code> , <code>edn</code> , <code>edn-spi</code> .	" <code>parthport</code> "

##### `enable_output`

Enable the output of a specified protocol from the controller. Propagates to all controllers in a project.

`enable_output(params, callback)`

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
<code>protocol</code>	string	Protocol to enable. Options: <code>dmx</code> , <code>pathport</code> , <code>sacn</code> , <code>art-net</code> , <code>kinet</code> , <code>rio-dmx</code> , <code>edn</code> , <code>edn-spi</code> .	" <code>parthport</code> "

##### `get_output`

Returns the lighting levels being output by the queried controller.

`get_output(universeKey, callback)`

Returns an object with the same attributes as in the HTTP *GET* response.

`universeKey` can be a string (see *Universe Key String Format*) or it can be an object with the following attributes:

Attribute	Value Type	Description
<code>protocol</code>	integer	Output protocol (see <i>Enumerated Protocols</i> )
<code>index</code>	integer	Required unless <code>protocol</code> is <code>KINET</code> , <code>RIO_DMX</code> or <code>EDN</code>
<code>kinet_power_supply_num</code>	integer	Only required if <code>protocol</code> is <code>KINET</code>
<code>kinet_port</code>	integer	Only required if <code>protocol</code> is <code>KINET</code>
<code>remote_device_type</code>	integer	Only required if <code>protocol</code> is <code>RIO_DMX</code> or <code>EDN</code> (see <i>Enumerated Remote Device Types</i> )
<code>remote_device_num</code>	integer	Only required if <code>protocol</code> is <code>RIO_DMX</code> or <code>EDN</code>
<code>port</code>	integer	Only required if <code>protocol</code> is <code>EDN</code>

For example:

```

Query.get_output({
  protocol: KINET,
  kinet_port: 1,
  kinet_power_supply_num: 1
}, u => {
  console.log(u)
})

Query.get_output({
  protocol: DMX,
  index: 1
}, u => {
  console.log(u)
})

Query.get_output("dmx:1", u => {
  console.log(u)
})

```

### Universe Key String Format

A universe key string takes the form:

- protocol:index for protocols dmx, pathport, sacn, art-net;
- protocol:kinetPowerSupplyNum:kinetPort for protocol kinet;
- protocol:remoteDeviceType:remoteDeviceNum for protocol rio-dmx;
- protocol:remoteDeviceType:remoteDeviceNum:port for protocols edn, edn-spi.

Where:

- kinetPowerSupplyNum is an integer;
- kinetPort is an integer;
- remoteDeviceType can be rio08, rio44 or rio80, edn10 or edn20;
- remoteDeviceNum is an integer;
- port is an integer.

For example:

- "dmx:1"
- "rio-dmx:rio44:1"

## Enumerated Protocols

Constants for protocols are defined in query.js as follows:

Name	Value
DMX	1
PATHPORT	2
ARTNET	4
KINET	8
SACN	16
DVI	32
RIO_DMX	64
EDN	128

## Enumerated Remote Device Types

Constants for RIO types are defined in query.js as follows:

Name	Value
RI080	101
RI044	102
RI008	103

Constants for EDN types are defined in query.js as follows:

Name	Value
EDN20	109
EDN10	110

## 5.3.12 Override

### Functions

#### **set\_group\_override**

Set the Intensity, Red, Green, Blue levels for a group. Propagates to all controllers in a project.

`set_group_override(params, callback)`

params is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Group or fixture number, depending on target. Group 0 means the <i>All Fixtures</i> group.	1
intensity	integer or string	Optional. Either an integer (0-255) representing the intensity to set as part of override <b>or</b> the string "snapshot" to capture the current intensity of the fixture(s) and set this as the override value. Intensity override will not be changed if this attribute isn't provided.	128
colour	<i>Override Colour</i> or string	Optional. Specifies the colour to set as part of the override. Either an <i>Override Colour</i> or the string "snapshot" to capture the current colour of the fixture(s) and set this as the override. JSON object with the same attributes as the HTTP <i>PUT</i> request.	
temperature	integer or string	Optional. Either an integer (0-255) representing the temperature component to set as part of override <b>or</b> the string "snapshot" to capture the current temperature component of the fixture(s) and set this as the override value. Temperature override will not be changed if this attribute isn't provided.	128
fade	float	Optional. Fade time to apply the override change, in seconds.	2.0
path	string	Optional. Crossfade path to use when applying the override: Default, Linear, Start, End, Braked, Accelerated, Damped, Overshoot, Col At Start, Col At End, Int At Start, Int At End, Colour First, Intensity First	"Braked"

### clear\_group\_overrides

Release any overrides on a group, or all groups. Propagates to all controllers in a project.

`clear_group_overrides(params, callback)`

params is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Optional. Group number. If not provided, all overrides are cleared.	1
fade	float	Optional. Fade time in which to release overrides, in seconds.	2.0

### set\_fixture\_override

Set the Intensity, Red, Green, Blue levels for a fixture. Propagates to all controllers in a project.

`set_fixture_override(params, callback)`

params is expected to be an object with the same attributes as for *set\_group\_override*.

### clear\_fixture\_overrides

Release any overrides on a fixture, or all fixtures. Propagates to all controllers in a project.

`clear_fixture_overrides(params, callback)`

params is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Optional. Fixture number. If not provided, all overrides are cleared.	1
fade	float	Optional. Fade time in which to release overrides, in seconds.	2.0

### clear\_all\_overrides

Release all overrides. Propagates to all controllers in a project.

`clear_all_overrides(params, callback)`

params is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
fade	float	Optional. Fade time in which to release overrides, in seconds.	2.0

## 5.3.13 Project

### Functions

#### get\_project\_info

Returns data about the current project.

`get_project_info(callback)`

Returns an object with the same attributes as in the HTTP *GET* response.

For example:

```
Query.get_project_info(project => {
  const author = project.author
})
```

### 5.3.14 Protocol

#### Functions

##### get\_protocols

Returns all the universes in the project on the queried controller.

```
get_protocols(callback)
```

Returns an object with a single `outputs` attribute, which has an array value. Each item in the array is a Protocol object with the same attributes as in the HTTP *GET* response.

For example:

```
Query.get_protocols(p => {
  const protocol_name = p.outputs[0].name // name of the first protocol
})
```

### 5.3.15 RDM Discovery

#### Functions

##### start\_rdm\_discovery

Request to start a full RDM discovery. Results are available via *subscribe\_rdm\_discovery*.

```
start_rdm_discovery(params, callback)
```

`params` is expected to be an object with the same attributes as the HTTP *POST* request.

### 5.3.16 RDM Get

#### Functions

##### start\_rdm\_get

Request to start an RDM Get operations. Results are available via *subscribe\_rdm\_get\_set*.

```
start_rdm_get(params, callback)
```

`params` is expected to be an object with the same attributes as the HTTP *POST* request.

### 5.3.17 RDM Set

#### Functions

##### **start\_rdm\_set**

Request to start an RDM Set operations. Results are available via *subscribe\_rdm\_get\_set*.

`start_rdm_set(params, callback)`

`params` is expected to be an object with the same attributes as the HTTP *POST* request.

### 5.3.18 Remote Device

#### Functions

##### **get\_remote\_device\_info**

Returns data about all the remote devices in the project.

`get_remote_device_info(callback)`

Returns an object with a single `remote_devices` attribute, which has an array value. Each item in the array is a Remote Device object with the same attributes as in the HTTP *GET* response.

For example:

```
Query.get_remote_device_info(r => {  
  const type = r.remote_devices[0].type // type of the first remote device  
})
```

### 5.3.19 Replication

#### Functions

##### **get\_replication**

Returns data about the install replication.

`get_replication(callback)`

Returns an object with the same attributes as in the HTTP *GET* response.

### 5.3.20 Scene

#### Functions

##### **start\_scene**

`start_scene(params, callback)`

Propagates to all controllers in a project.

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Scene number	5

For callback please see *JavaScript Command Callback*.

##### **release\_scene**

`release_scene(params, callback)`

Propagates to all controllers in a project.

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Scene number	5
fade	float	Optional. Release fade time in seconds. If not provided, the default fade time will be used.	2.0

For callback please see *JavaScript Command Callback*.

##### **toggle\_scene**

`toggle_scene(params, callback)`

Propagates to all controllers in a project.

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Scene number	5
fade	float	Optional. The release fade time in seconds to apply if the toggle action results in the scene being released. If not provided, the default fade time will be used.	2.0

For callback please see *JavaScript Command Callback*.

### release\_all\_scenes

release\_all\_scenes(params, callback)

Propagates to all controllers in a project.

params is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
fade	float	Optional. Release fade time in seconds. If not provided, the default fade time will be used.	2.0
group	variant	Optional. Scene group name or number. If name, prepend the name with ! to apply the action to all groups <i>except</i> the specified group.	"Group 1", "!" Group 2" or 3

For callback please see *JavaScript Command Callback*.

### release\_all

Release all timelines and scenes. Propagates to all controllers in a project.

release\_all(params, callback)

params is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
fade	float	Optional. Release fade time in seconds. If not provided, the default fade time will be used.	2.0
group	variant	Optional. Timeline/Scene group name or number. If name, prepend the name with ! to apply the action to all groups <i>except</i> the specified group.	"Group 1", "!" Group 2" or 3

For callback please see *JavaScript Command Callback*.

### get\_scene\_info

Returns data about the scenes in the project and their state on the controller.

get\_scene\_info(callback[, num])

Returns an object with a single scenes attribute, which has an array value. Each item in the array is a Scene object with the same attributes as in the HTTP GET response.

num can be used to filter which scenes are returned and is expected to be a JSON object with the following attributes:

Attribute	Value Type	Description	Value Example
num	string <b>or</b> integer	Define the numbers of the scene that should be returned	"1, 2, 5-9" <b>or</b> 5

For example:

```
Query.get_scene_info(s => {
  let name = s.scenes[0].name // name of the first scene returned
}, {"num": "1,2-5"})
```

### JavaScript Command Callback

Functions in the JavaScript API that perform actions on the controller, e.g. `start_timeline`, have an optional callback argument. This expects a function, which is called when a response to the underlying HTTP API request is received. Its argument, if non-null, is the response body. If the content type of the response was "application/json" then the argument will be an object - the result of parsing the body as JSON.

## 5.3.21 System

### Functions

#### `get_system_info`

`get_system_info(callback)`

Returns an object with the same attributes as in the HTTP *GET* response.

For example:

```
Query.get_system_info(system => {
  const capacity = system.channel_capacity
})
```

## 5.3.22 Temperature

### Functions

#### `get_temperature`

`get_temperature(callback)`

Returns an object with the same attributes as in the HTTP *GET* response.

For example:

```
Query.get_temperature(temp => {
  const ambient = temp.ambient_temp
})
```

### 5.3.23 Text Slots

#### Functions

##### set\_text\_slot

Set the value of a text slot used in the project, which will propagate to all controllers in a project.

`set_text_slot(params, callback)`

`params` is expected to be an object with the same attributes as the HTTP *PUT* request.

##### get\_text\_slot

Returns data about the text slots in the project and their current values.

`get_text_slot(callback[, filter])`

Returns an object with a single `text_slots` attribute, which has an array value. Each item in the array is a Text Slot object with the same attributes as in the HTTP *GET* response.

`filter` can be used to filter which text slots are returned and is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
<code>names</code>	string <b>or</b> array	Define the names of the text slots that should be returned, either as a single string or an array of strings	<code>["test_slot1", "anotherSlot"]</code> <b>or</b> <code>"test_slot1"</code>

For example:

```
Query.get_text_slot(t => {
  let value = t.text_slots[0].value // value of the first text slot returned
}, {"names":["test_slot1","test_slot2"]})
```

### 5.3.24 Time

#### Functions

##### get\_current\_time

`get_current_time(callback)`

Returns an object with the same attributes as in the *GET* GET response.

For example:

```
Query.get_current_time(time => {
  const uptime = time.uptime
})
```

### 5.3.25 Timeline

#### Functions

##### start\_timeline

`start_timeline(params, callback)`

Propagates to all controllers in a project.

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Timeline number	5

For callback please see *JavaScript Command Callback*.

##### release\_timeline

`release_timeline(params, callback)`

Propagates to all controllers in a project.

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Timeline number	5
fade	float	Optional. Release fade time in seconds. If not provided, the default fade time will be used.	2.0

For callback please see *JavaScript Command Callback*.

##### toggle\_timeline

`toggle_timeline(params, callback)`

Propagates to all controllers in a project.

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Timeline number	5
fade	float	Optional. The release fade time in seconds to apply if the toggle action results in the timeline being released. If not provided, the default fade time will be used.	2.0

For callback please see *JavaScript Command Callback*.

**pause\_timeline**

`pause_timeline(params, callback)`

Propagates to all controllers in a project.

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Timeline number	5

For callback please see *JavaScript Command Callback*.

**resume\_timeline**

`resume_timeline(params, callback)`

Propagates to all controllers in a project.

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Timeline number	5

For callback please see *JavaScript Command Callback*.

**pause\_all**

Pause all timelines in the project which are currently running. Propagates to all controllers in a project.

`pause_all(callback)`

For callback please see *JavaScript Command Callback*.

**resume\_all**

Resume all timelines in the project which are currently paused. Propagates to all controllers in a project.

`resume_all(callback)`

For callback please see *JavaScript Command Callback*.

### release\_all\_timelines

`release_all_timelines(params, callback)`

Propagates to all controllers in a project.

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
fade	float	Optional. Release fade time in seconds. If not provided, the default fade time will be used.	2.0
group	variant	Optional. Timeline group name or number. If name, prepend the name with ! to apply the action to all groups <i>except</i> the specified group.	"Group 1", "!" Group 2" or 3

For callback please see *JavaScript Command Callback*.

### release\_all

Release all timelines and scenes. Propagates to all controllers in a project.

`release_all(params, callback)`

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
fade	float	Optional. Release fade time in seconds. If not provided, the default fade time will be used.	2.0
group	variant	Optional. Timeline/Scene group name or number. If name, prepend the name with ! to apply the action to all groups <i>except</i> the specified group.	"Group 1", "!" Group 2" or 3

For callback please see *JavaScript Command Callback*.

### set\_timeline\_rate

`set_timeline_rate(params, callback)`

Propagates to all controllers in a project.

`params` is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Timeline number	5
rate	string	A string containing a floating point number or a bounded integer, where 1.0 means the timeline's default rate.	"0.1" or "10:100"

For callback please see *JavaScript Command Callback*.

### set\_timeline\_position

set\_timeline\_position(params, callback)

Propagates to all controllers in a project.

params is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Timeline number	5
position	string	A string containing a floating point number or a bounded integer, representing a fraction of the timeline length.	"0.1" or "10:100"

For callback please see *JavaScript Command Callback*.

### get\_timeline\_info

get\_timeline\_info(callback[, num])

Returns data about the timelines in the project and their state on the controller.

Returns an object with a single `timelines` attribute, which has an array value. Each item in the array is a Timeline object with the same attributes as in the HTTP GET response.

num can be used to filter which timelines are returned and is expected to be an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	string <b>or</b> integer	Define the numbers of the timeline that should be returned	"1,2,5-9" <b>or</b> 5

For example:

```
Query.get_timeline_info(t => {  
  let name = t.timelines[0].name // name of the first timeline returned  
}, {"num": "1-4"})
```

### JavaScript Command Callback

Functions in the JavaScript API that perform actions on the controller, e.g. `start_timeline`, have an optional callback argument. This expects a function, which is called when a response to the underlying HTTP API request is received. Its argument, if non-null, is the response body. If the content type of the response was "application/json" then the argument will be an object - the result of parsing the body as JSON.

### 5.3.26 Trigger

#### Functions

##### fire\_trigger

`fire_trigger(params, callback)`

`params` is expected to be an object with the same attributes as the HTTP *POST* request.

##### get\_trigger\_info

`get_trigger_info(callback[, type])`

Returns an object with a single `triggers` attribute, which has an array value. Each item in the array is a Trigger object with the same attributes as in the HTTP *GET* response.

`type` is expected to be a string and can be used to filter the type of trigger returned. For example, "Timeline Started" would return only Timeline Started triggers in the project.

For example:

```
Query.get_trigger_info(t => {
  let name = t.triggers[0].name // name of first startup trigger returned
}, "Startup")
```

## 5.4 Subscriptions

Websocket subscriptions allow data to be pushed to the web client whenever there is a change within the project. The query.js library includes *functions* with callbacks to subscribe to each channel and return any data received.

### 5.4.1 Websocket Subscriptions

Websocket subscriptions allow data to be pushed to the web client whenever there is a change within the project. The query.js library includes functions with callbacks to subscribe to each channel and return any data received.

#### Functions

##### subscribe\_timeline\_status

Subscribe to changes in timeline status.

`subscribe_timeline_status(callback)`

The `callback` is called each time a timeline changes state on the controller. Each time it is passed an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Timeline number	1
state	string	The new state of the timeline: none, running, paused, holding_at_end, released	"running"
onstage	boolean	Whether the timeline is currently affecting the output of any fixtures in the project.	true
position	integer	Current time position of the timeline playback, in milliseconds	5000

For example:

```
Query.subscribe_timeline_status(t => {
  alert(t.num + ": " + t.state)
})
```

### subscribe\_scene\_status

Subscribe to changes in scene status.

`subscribe_scene_status(callback)`

The callback is called each time a scene changes state on the controller. Each time it is passed an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Scene number	1
state	string	The new state of the scene: none, started, released	"started"
onstage	boolean	Whether the scene is currently affecting the output of any fixtures in the project.	true

For example:

```
Query.subscribe_scene_status(s => {
  alert(s.num + ": " + s.state)
})
```

### subscribe\_group\_status

Subscribe to changes in group level, as set by the Master Intensity action.

`subscribe_group_status(callback)`

The callback is called each time the group master level changes on the controller. Each time it is passed an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Group number	1
name	string	Group name	"Group 1"
level	integer	New master intensity level of the group: 0-255	128

For example:

```
Query.subscribe_group_status(g => {
  alert(g.num + ": " + g.level)
})
```

### subscribe\_remote\_device\_status

Subscribe to changes in remote device online/offline status.

`subscribe_remote_device_status(callback)`

The callback is called each time the remote device online/offline status changes. Each time it is passed an object with the following attributes:

Attribute	Value Type	Description	Value Example
num	integer	Remote device number	1
type	string	Type of remote device: RIO 80, RIO 44, RIO 08, BPS, RIO A, RIO D, EDN 20, EDN 10	"RIO 80"
online	boolean	New online state of the remote device	true
serial	string	Remove device serial number	"001001"

For example:

```
Query.subscribe_remote_device_status(r => {
  alert(r.num + ": " + (r.online ? "online" : "offline"))
})
```

### subscribe\_beacon

Subscribe to changes in the device beacon.

`subscribe_beacon(callback)`

The callback is called each time the controller beacon status changes. Each time it is passed an object with the following attributes:

Attribute	Value Type	Description	Value Example
on	boolean	New beacon status	true

For example:

```
Query.subscribe_beacon(b => {
  alert(b.on ? "Beacon turned on" : "Beacon turned off")
})
```

### subscribe\_lua

The receiver for the `push_to_web()` Lua function.

`subscribe_lua(callback)`

The callback is called each time a script on the controller calls the `push_to_web()` function. Each time it is passed an object with a single attribute - the name or key string passed as the first argument to `push_to_web()`. The value of this attribute is the second argument passed to `push_to_web()`, converted to a string.

For example, if a project needs to send a touch slider level to the web interface, it might have the following in a trigger Lua script:

```
level = getMySliderLevel() -- user-defined function to get the current slider level
push_to_web("slider_level", level) -- invoke callbacks on subscribers
```

If `level` is equal to e.g. 56 then the object passed the JavaScript callback will be:

```
{
  "slider_level": "56"
}
```

And the subscription could be setup as follows:

```
Query.subscribe_lua(l => {
  key = Object.keys(l)[0] // "slider_level" in the above example
  value = l.key           // "56" in the above example
  alert(key + ": " + value)
})
```

### subscribe\_rdm\_discovery

Subscribe for results from RDM discovery operations.

`subscribe_rdm_discovery(callback)`

The callback is called every time an RDM device is found during an RDM discovery operation, and to announce when the RDM discovery operation is finished or has been cancelled. The callback is passed an object with the following attributes:

Attribute	Value Type	Description
<code>message_type</code>	string	Categorises the message, defining what data is present, if any (see below).
<code>universe</code>	string	The universe on which the RDM operation is acting, in the <i>Universe Key String Format</i> .
<code>data</code>	object	Optional. Data appropriate for the message type.

### Device found

"message\_type" : "device\_found"

The data object will have the following attributes:

Attribute	Value Type	Description
device_info	<i>RDM Device Info</i>	RDM device info from the discovered device.
fixture_num	integer	User number of the fixture in the project with the same DMX address and footprint as the discovered device, or <i>null</i> if there is no matching fixture in the project.

### Discovery finished

"message\_type" : "finished"

The data object will not be present, or will be empty.

### Discovery cancelled

"message\_type" : "cancelled"

The data object will have the following attributes:

Attribute	Value Type	Description
error	string	A description of why the discovery was cancelled.

### subscribe\_rdm\_get\_set

Subscribe for results from RDM Get and Set operations.

`subscribe_rdm_get_set(callback)`

The callback is called to provide the response from RDM Get and Set operations, and to announce when the RDM operation is finished or has been cancelled. The callback is passed an object with the following attributes:

Attribute	Value Type	Description
message_type	string	Categorises the message, defining what data is present, if any (see below).
universe	string	The universe on which the RDM operation is acting, in the <i>Universe Key String Format</i> .
device_id	string	Format is {manuId}:{deviceId}(:{subId}) where {manuId} is a padded unsigned hexadecimal integer of width 4, lowercase, e.g. 072c; {deviceId} is a padded unsigned hexadecimal integer of width 8, lowercase, e.g. 0004fe02; {subId} is an optional unsigned decimal integer.
pid	string	RDM PID as a human-readable string, e.g. DEVICE_INFO, or a string containing the hex representation of the enum value of the PID as defined by the RDM standard, e.g. "c1".
data	object	Optional. Data appropriate for the message type.

### Get Finished

"message\_type" : "get\_finished"

The GET operation indicated by the PID has finished. No data object is expected.

### Set Finished

"message\_type" : "set\_finished"

The SET operation indicated by the PID has finished. No data object is expected.

### Get/Set result error

"message\_type" : "result\_error"

The data object will have the following attributes:

Attribute	Value Type	Description
error	string	Description of the error with the response.

### Get/Set operation cancelled

"message\_type" : "get\_cancelled" "message\_type" : "set\_cancelled"

The data object will have the following attributes:

Attribute	Value Type	Description
error	string	Description of why the operation was cancelled.

## Get/Set Result

```
"message_type" : "result"
```

Provides the results of the operation, parsed from the response from the device. The data object will be appropriate for the PID. If `pid` is a human-readable string, e.g. `DEVICE_INFO` then data is described under *RDM PID result data*. Otherwise, if `pid` is the hex representation of the enum value of a PID, then data will have one key, `raw`, the value of which will be the base64-encoded raw payload data received from the device.

## RDM PID result data

When the object passed to the `subscribe_rdm_get_set` callback has `"message_type": "result"` and where `pid` is a human-readable string, e.g. `DEVICE_INFO`, the format of the data object is described in one of the following sections.

### Get Communication Status (COMMS\_STATUS)

Following a successful GET operation for `COMMS_STATUS`, the data object in the `subscribe_rdm_get_set` callback argument will have the following attributes, which map to the attributes of the same names in the RDM specification for this response:

- `short_message` - number (16 bit)
- `length_mismatch` - number (16 bit)
- `checksum_fail` - number (16 bit)

### Get Status Messages (STATUS\_MESSAGES)

Following a successful GET operation for `STATUS_MESSAGES`, the data object in the `subscribe_rdm_get_set` callback argument will have a `status_messages` attribute with an array value, the items of which will each have the following attributes, which map to the attributes of the same names in the RDM specification for this response:

- `sub_device_id` - number (16 bit)
- `status_type` - number (8 bit)
- `status_message_id` - number (16 bit)
- `data_value_1` - number (16 bit)
- `data_value_2` - number (16 bit)

### Get Supported Parameters (SUPPORTED\_PARAMETERS)

Following a successful GET operation for `SUPPORTED_PARAMETERS`, the data object in the `subscribe_rdm_get_set` callback argument will have a `supported_parameters` attribute with an array value. The array will contain numbers, corresponding to the 16 bit parameter IDs supported by the RDM device, as described in the RDM specification.

### **Get Parameter Description (PARAMETER\_DESCRIPTION)**

Following a successful GET operation for `PARAMETER_DESCRIPTION`, the data object in the `subscribe_rdm_get_set` callback argument will have the following attributes, which map to the attributes of the same names in the RDM specification for this response:

- `pid_requested` - number (16 bit)
- `pdl_size` - number (8 bit)
- `data_type` - number (8 bit)
- `command_class` - number (8 bit)
- `type` - number (8 bit)
- `unit` - number (8 bit)
- `prefix` - number (8 bit)
- `min_valid_value` - number (32 bit)
- `max_valid_value` - number (32 bit)
- `default_value` - number (32 bit)
- `description` - string (ASCII, max 32 characters)

### **Get Device Info (DEVICE\_INFO)**

Following a successful GET operation for `DEVICE_INFO`, the data object in the `subscribe_rdm_get_set` callback argument will have the following attributes, which map to the attributes of the same names in the RDM specification for this response:

- `rdm_protocol_version` - number (16 bit)
- `device_model_id` - number (16 bit)
- `product_category` - number (16 bit)
- `software_version_id` - number (32 bit)
- `dmx512_footprint` - number (16 bit)
- `dmx512_personality` - number (16 bit)
- `start_address` - number (16 bit)
- `sub_device_count` - number (16 bit)
- `sensor_count` - number (8 bit)

### **Get Device Model Description (DEVICE\_MODEL\_DESCRIPTION)**

Following a successful GET operation for `DEVICE_MODEL_DESCRIPTION`, the data object in the `subscribe_rdm_get_set` callback argument will have a `model_description` attribute with a string value. The string will be the ASCII model description, 0-32 characters, as described in the RDM specification.

### Get Manufacturer Label (MANUFACTURER\_LABEL)

Following a successful GET operation for MANUFACTURER\_LABEL, the data object in the `subscribe_rdm_get_set` callback argument will have a `manufacturer_label` attribute with a string value. The string will be the ASCII manufacturer description, 0-32 characters, as described in the RDM specification.

### Get/Set Device Label (DEVICE\_LABEL)

Following a successful GET operation for DEVICE\_LABEL, the data object in the `subscribe_rdm_get_set` callback argument will have a `device_label` attribute with a string value. The string will be the current ASCII device label, 0-32 characters, as described in the RDM specification.

No data is expected in the response for a SET operation.

### Get/Set Factory Defaults (FACTORY\_DEFAULTS)

Following a successful GET operation for FACTORY\_DEFAULTS, the data object in the `subscribe_rdm_get_set` callback argument will have a `factory_defaults` attribute with a boolean value, indicating whether the device is currently set to is factory defaults.

No data is expected in the response for a SET operation.

### Get Software Version Label (SOFTWARE\_VERSION\_LABEL)

Following a successful GET operation for SOFTWARE\_VERSION\_LABEL, the data object in the `subscribe_rdm_get_set` callback argument will have a `software_version_label` attribute with a string value. The string will be the ASCII software version label, 0-32 characters, as described in the RDM specification.

### Get Boot Software Version ID (BOOT\_SOFTWARE\_VERSION\_ID)

Following a successful GET operation for BOOT\_SOFTWARE\_VERSION\_ID, the data object in the `subscribe_rdm_get_set` callback argument will have a `boot_software_version_id` attribute with a 32 bit number value, as described in the RDM specification.

### Get Boot Software Version Label (BOOT\_SOFTWARE\_VERSION\_LABEL)

Following a successful GET operation for BOOT\_SOFTWARE\_VERSION\_LABEL, the data object in the `subscribe_rdm_get_set` callback argument will have a `boot_software_version_label` attribute with a string value. The string will be the ASCII boot version label, 0-32 characters, as described in the RDM specification.

### **Get/Set DMX512 Personality (DMX\_PERSONALITY)**

Following a successful GET operation for DMX\_PERSONALITY, the data object in the `subscribe_rdm_get_set` callback argument will have the following attributes, which map to the attributes of the same names in the RDM specification for this response:

- `current_personality` - number (8 bit)
- `num_personalities` - number (8 bit)

No data is expected in the response for a SET operation.

### **Get DMX512 Personality Description (DMX\_PERSONALITY\_DESCRIPTION)**

Following a successful GET operation for DMX\_PERSONALITY\_DESCRIPTION, the data object in the `subscribe_rdm_get_set` callback argument will have the following attributes, which map to the attributes of the same names in the RDM specification for this response:

- `personality_requested` - number (8 bit)
- `dmx512_slots_required` - number (16 bit)
- `description` - string (ASCII, 0-32 characters)

### **Get/Set DMX512 Starting Address (DMX\_START\_ADDRESS)**

Following a successful GET operation for DMX\_START\_ADDRESS, the data object in the `subscribe_rdm_get_set` callback argument will have a `dmx512_address` attribute with a 16 bit number value, as described in the RDM specification.

No data is expected in the response for a SET operation.

### **Get Slot Info (SLOT\_INFO)**

Following a successful GET operation for SLOT\_INFO, the data object in the `subscribe_rdm_get_set` callback argument will have a `slot_info` attribute with an array value, the items of which will each have the following attributes, which map to the attributes of the same names in the RDM specification for this response:

- `slot_offset` - number (16 bit)
- `slot_type` - number (8 bit)
- `slot_label_id` - number (16 bit)

### **Get Slot Description (SLOT\_DESCRIPTION)**

Following a successful GET operation for SLOT\_DESCRIPTION, the data object in the `subscribe_rdm_get_set` callback argument will have the following attributes, which map to the attributes of the same names in the RDM specification for this response:

- `slot_number_requested` - number (16 bit)
- `description` - string (ASCII, 0-32 characters)

### Get Sensor Definition (SENSOR\_DEFINITION)

Following a successful GET operation for SENSOR\_DEFINITION, the data object in the `subscribe_rdm_get_set` callback argument will have the following attributes, which map to the attributes of the same names in the RDM specification for this response:

- `sensor_number_requested` - number (8 bit)
- `type` - number (8 bit)
- `unit` - number (8 bit)
- `prefix` - number (8 bit)
- `range_minimum_value` - number (16 bit)
- `range_maximum_value` - number (16 bit)
- `normal_minimum_value` - number (16 bit)
- `normal_maximum_value` - number (16 bit)
- `recorded_value_support` - number (8 bit)
- `description` - string (ASCII, 0-32 characters)

### Get/Set Sensor (SENSOR\_VALUE)

Following a successful GET or SET operation for SENSOR\_VALUE, the data object in the `subscribe_rdm_get_set` callback argument will have the following attributes, which map to the attributes of the same names in the RDM specification for this response:

- `sensor_number_requested` - number (8 bit)
- `present_value` - number (16 bit)
- `lowest_detected_value` - number (16 bit)
- `highest_detected_value` - number (16 bit)
- `recorded_value` - number (16 bit)

### Get/Set Lamp Hours (LAMP\_HOURS)

Following a successful GET or SET operation for LAMP\_HOURS, the data object in the `subscribe_rdm_get_set` callback argument will have the following attributes, which map to the attributes of the same names in the RDM specification for this response:

- `lamp_hours` - number (32 bit)

### Get/Set Lamp State (LAMP\_STATE)

Following a successful GET or SET operation for LAMP\_STATE, the data object in the `subscribe_rdm_get_set` callback argument will have the following attributes, which map to the attributes of the same names in the RDM specification for this response:

- `lamp_state` - number (8 bit)

### Universe Key String Format

A universe key string for RDM takes the form:

- `protocol:index` for protocols `dmx` and `art-net`;
- `protocol:remoteDeviceType:remoteDeviceNum:port` for protocol `edn`.

Where:

- `remoteDeviceType` can be `edn10` or `edn20`;
- `remoteDeviceNum` is an integer;
- `port` is an integer.

For example:

- `"dmx:1"`
- `"edn:edn20:1:5"`

## LUA API

Pharos controllers offer a Lua API providing access to system information, playback functions and trigger operations.

### 6.1 Adjustment Target

---

**Note:** Only supported on VLC+.

---

An `Adjustment` object is returned from `get_adjustment`.

#### 6.1.1 Properties

Property	Value Type
<code>rotation_offset</code>	float
<code>x_position_offset</code>	float
<code>y_position_offset</code>	float

For example:

```
target = get_adjustment(1)
r_offset = target.rotation_offset
```

#### 6.1.2 Member functions

The following are member functions of `Adjustment` objects.

**transition\_rotation**

```
transition_rotation([angle[, count[, period[, delay[, useShortestPath]]]]])
```

Applies a rotation to the adjustment target according to the parameters:

Parameter	Value Type	Description	Value	Example
angle	float	Optional. Angle of rotation to transition to, in degrees. Defaults to zero.	90.0	
count	integer	Number of times to repeat the rotation transformation.	1	
period	integer	The period of the rotation, in seconds - the time to perform one count of the transformation.	2	
delay	integer	Time to wait before starting the rotation, in seconds.	0	

**transition\_x\_position**

```
transition_x_position([x_offset[, count[, period[, delay]]]])
```

Moves the adjustment target along the x axis according to the parameters:

Parameter	Value Type	Description	Value	Example
x_offset	float	Optional. Offset to apply to the x position. Defaults to 0.	25.0	
count	integer	Number of times to repeat the x translation.	1	
period	integer	The period of the translation, in seconds - the time to perform one count of the transformation.	2	
delay	integer	Time to wait before starting the translation, in seconds.	0	

**transition\_y\_position**

```
transition_y_position([x_offset[, count[, period[, delay]]]])
```

Moves the adjustment target along the y axis according to the parameters:

Parameter	Value Type	Description	Value	Example
y_offset	float	Optional. Offset to apply to the y position. Defaults to 0.	25.0	
count	integer	Number of times to repeat the y translation.	1	
period	integer	The period of the translation, in seconds - the time to perform one count of the transformation.	2	
delay	integer	Time to wait before starting the translation, in seconds.	0	

## 6.2 BPS

A BPS object is returned from `get_bps`.

### 6.2.1 Member functions

The following are member functions of BPS objects.

#### `get_state`

`get_state(buttonNum)`

Returns the state of the button with integer number `buttonNum`, which can be one of the constants `RELEASED`, `PRESSED`, `HELD` or `REPEAT`.

For example:

```
bps = get_bps(1)
btn = bps.get_state(1)
```

#### `set_led`

`set_led(button, effect[, intensity[, fade]])`

Set the effect and intensity of a BPS button LED according to the parameters:

Parameter	Value Type	Description	Value Example
<code>button</code>	integer (1-8)	Number of the BPS button to set an effect on	1
<code>effect</code>	integer	Integer value of constants: <code>OFF</code> , <code>ON</code> , <code>SLOW_FLASH</code> , <code>FAST_FLASH</code> , <code>DOUBLE_FLASH</code> , <code>BLINK</code> , <code>PULSE</code> , <code>SINGLE</code> , <code>RAMP_ON</code> , <code>RAMP_OFF</code>	<code>SLOW_FLASH</code>
<code>intensity</code>	integer (0-255)	Optional. Intensity level to set on the LED. If this parameter is not specified, full intensity will be set on the LED.	255
<code>fade</code>	float	Optional. Fade time to apply the override change, in seconds.	2.0

For example:

```
-- Set button 1 on BPS 1 to Fast Flash at full intensity
get_bps(1).set_led(1, FAST_FLASH, 255)
```

## 6.3 Content Target

**Note:** Only supported on VLC and VLC+.

A ContentTarget object is returned from `get_content_target`.

### 6.3.1 Properties

Property	Value Type	Description
<code>master_intensity_level</code>	<i>Variant</i>	
<code>rotation_offset</code>	float	VLC+ only
<code>x_position_offset</code>	float	VLC+ only
<code>y_position_offset</code>	float	VLC+ only

For example, on a VLC:

```
target = get_content_target(1)
current_level = target.master_intensity_level
```

And on a VLC+:

```
target = get_content_target(1, PRIMARY)
current_angle = target.rotation_offset
```

### 6.3.2 Member functions

The following are member functions of ContentTarget objects.

#### set\_master\_intensity

```
set_master_intensity(level[, fade[, delay]])
```

Masters the intensity of the content target according to the parameters:

Parameter	Value Type	Description	Value Example
<code>level</code>	float (0.0-1.0) or integer (0-255)	Master level to set on the content target.	0.5 or 128
<code>fade</code>	float	Optional. Fade time to apply the intensity change, in seconds.	2.0
<code>delay</code>	float	Optional. Time to wait before applying the intensity change, in seconds.	3.0

For example, on a VLC:

```
-- Master the primary content target in composition 1 to 50% (128/255 = 0.5) in 3 seconds
get_content_target(1):set_master_intensity(128,3)
```

Or on a VLC+:

```
-- Master the secondary content target in composition 2 to 100% in 2.5 seconds
get_content_target(2, SECONDARY):set_master_intensity(255,2.5)
```

### transition\_rotation

**Note:** Only supported on VLC+.

```
transition_rotation([angle[, count[, period[, delay[, useShortestPath]]]])
```

Applies a rotation to the content target according to the parameters:

Parameter	Value Type	Description	Value	Example
angle	float	Optional. Angle of rotation to transition to, in degrees. Defaults to zero.	90.0	
count	integer	Number of times to repeat the rotation transformation.	1	
period	integer	The period of the rotation, in seconds - the time to perform one count of the transformation.	2	
delay	integer	Time to wait before starting the rotation, in seconds.	0	

### transition\_y\_position

```
transition_y_position([y_offset[, count[, period[, delay]]])
```

Moves the content target along the y axis according to the parameters:

Parameter	Value Type	Description	Value	Example
y_offset	float	Optional. Offset to apply to the y position. Defaults to 0.	25.0	
count	integer	Number of times to repeat the y translation.	1	
period	integer	The period of the translation, in seconds - the time to perform one count of the transformation.	2	
delay	integer	Time to wait before starting the translation, in seconds.	0	

## 6.4 Controller

A Controller object is returned from e.g. `get_current_controller`.

### 6.4.1 Properties

Property	Value Type	Description	Value Example
number	integer	Controller number	1
name	string	Controller name	"Controller 1"
vlan_tag	string	VLAN tag number as a string. "None" if there is no tag set	"65535"
is_network_primary	boolean	Whether this controller is set as the Network Primary in the project	true

For example:

```
cont = get_current_controller()
name = cont.name
```

## 6.5 DateTime

A DateTime object is returned from e.g. *System* properties.

### 6.5.1 Properties

Property	Value Type	Value Example
year	integer	2022
month	integer	12
monthday	integer	3
time_string	string	"11:35:32"
date_string	string	"03 Dec 2022"
weekday	integer (0 => Sunday)	0
hour	integer	11
minute	integer	35
second	integer	32
utc_timestamp	integer	1670045912

## 6.6 Group

A Group object is returned from *get\_group*.

### 6.6.1 Properties

Property	Value Type	Description	Value Example
name	string	Group name	"Group 1"
master_intensity_level	<i>Variant</i>	The intensity level that this group is currently being mastered to	

For example:

```
grp = get_group(1)
name = grp.name
```

### 6.6.2 Member functions

The following are member functions of Group objects.

#### set\_master\_intensity

set\_master\_intensity(level[, fade[, delay]])

Masters the intensity of the group according to the parameters:

Parameter	Value Type	Description	Value Example
level	float (0.0-1.0) or integer (0-255)	Master level to set on the group	0.5 or 128
fade	float	Optional. Fade time to apply the intensity change, in seconds	2.0
delay	float	Optional. Time to wait before applying the intensity change, in seconds	3.0

For example:

```
-- Master group 1 to 50% (128/255 = 0.5) in 3 seconds
get_group(1):set_master_intensity(128,3)
```

## 6.7 InputThreshold

A `InputThreshold` object is returned from `get_input_threshold` for a RIO device, or `get_input_threshold` for the local inputs of a controller.

## 6.7.1 Properties

Property	Value Type	Description	Value Example
low	integer	If the input type is DIGITAL, this is the low voltage threshold. If the input type is ANALOG, this marks the low end of the voltage range and voltages at or below this value will be reported as 0%.	4
high	integer	If the input type is DIGITAL, this is the high voltage threshold. If the input type is ANALOG, this marks the high end of the voltage range and voltages at or above this value will be reported as 100%.	16

## 6.8 Location

A Location object is returned from *get\_location*.

### 6.8.1 Properties

Property	Value Type	Value Example
lat	float	51.512
long	float	-0.303

For example:

```
lat = get_location().lat
```

## 6.9 Override

An Override object is returned from *get\_fixture\_override* and *get\_group\_override*.

### 6.9.1 Member functions

The following are member functions of Override objects.

## set\_irgb

```
set_irgb(intensity, red, green, blue, [fade, [path]])
```

Overrides the intensity, red, green and blue levels for the fixture or group according to the parameters:

Parameter	Value Type	Description	Value Example
intensity	integer (0-255)	Intensity level to set as an override.	128
red	integer (0-255)	Red level to set as an override.	128
green	integer (0-255)	Green level to set as an override.	128
blue	integer (0-255)	Blue level to set as an override.	128
fade	float	Optional. Fade time to apply the override change, in seconds.	2.0
path	string	Optional. Crossfade path to use when applying the override: Default, Linear, Start, End, Braked, Accelerated, Damped, Overshoot, Col At Start, Col At End, Int At Start, Int At End, Colour First, Intensity First	"Linear"

For example:

```
-- Get override for fixture 22
override = get_fixture_override(22)
-- Set the override colour to red (and full intensity)
override:set_irgb(255, 255, 0, 0)
```

## set\_intensity

```
set_intensity(intensity, [fade, [path]])
```

Overrides the intensity level for the fixture or group according to the parameters:

Parameter	Value Type	Description	Value Example
intensity	integer (0-255)	Intensity level to set as an override.	128
fade	float	Optional. Fade time to apply the override change, in seconds.	2.0
path	string	Optional. Crossfade path to use when applying the override: Default, Linear, Start, End, Braked, Accelerated, Damped, Overshoot, Col At Start, Col At End, Int At Start, Int At End, Colour First, Intensity First	"Linear"

For example:

```
-- Get override for group 3
override = get_group_override(3)
-- Set the intensity to 50% in 2 seconds
override:set_intensity(128, 2.0)
```

**set\_red**

```
set_red(red, [fade, [path]])
```

Overrides the red level for the fixture or group according to the parameters:

Parameter	Value Type	Description	Value Example
red	integer (0-255)	Red level to set as an override.	128
fade	float	Optional. Fade time to apply the override change, in seconds.	2.0
path	string	Optional. Crossfade path to use when applying the override: Default, Linear, Start, End, Braked, Accelerated, Damped, Overshoot, Col At Start, Col At End, Int At Start, Int At End, Colour First, Intensity First	"Linear"

**set\_green**

```
set_green(green, [fade, [path]])
```

Overrides the green level for the fixture or group according to the parameters:

Parameter	Value Type	Description	Value Example
green	integer (0-255)	Green level to set as an override.	128
fade	float	Optional. Fade time to apply the override change, in seconds.	2.0
path	string	Optional. Crossfade path to use when applying the override: Default, Linear, Start, End, Braked, Accelerated, Damped, Overshoot, Col At Start, Col At End, Int At Start, Int At End, Colour First, Intensity First	"Linear"

**set\_blue**

```
set_blue(blue, [fade, [path]])
```

Overrides the blue level for the fixture or group according to the parameters:

Parameter	Value Type	Description	Value Example
blue	integer (0-255)	Blue level to set as an override.	128
fade	float	Optional. Fade time to apply the override change, in seconds.	2.0
path	string	Optional. Crossfade path to use when applying the override: Default, Linear, Start, End, Braked, Accelerated, Damped, Overshoot, Col At Start, Col At End, Int At Start, Int At End, Colour First, Intensity First	"Linear"

## set\_temperature

`set_temperature(temperature, [fade, [path]])`

Overrides the temperature level for the fixture or group according to the parameters:

Parameter	Value Type	Description	Value Example
temperature	integer (0-255)	Temperature level to set as an override.	128
fade	float	Optional. Fade time to apply the override change, in seconds.	2.0
path	string	Optional. Crossfade path to use when applying the override: Default, Linear, Start, End, Braked, Accelerated, Damped, Overshoot, Col At Start, Col At End, Int At Start, Int At End, Colour First, Intensity First	"Linear"

## clear

`clear([fade])`

Removes any override on the fixture or group. Optionally specify a fade time in seconds as a float, e.g. 2.0.

For example:

```
-- Clear the override on fixture 1
get_fixture_override(1):clear()
```

See also: [\*clear\\_all\\_overrides\*](#).

## 6.10 Project

A Project object is returned from [\*get\\_current\\_project\*](#).

### 6.10.1 Properties

Property	Value Type	Value Example
name	string	"Help Project"
author	string	"Contoso"
filename	string	"help_project_v1.pd2"
unique_id	string	"{6b48627a-1d5e-4b2f-81e2-481e092a6a79}"

For example:

```
project_name = get_current_project().name
```

## 6.11 Network 2

Information about the controller's second network interface is available in the `protocol_interface` namespace. In trigger action scripts the `protocol_interface` namespace is added directly to the environment; in IO modules it is in the controller namespace, i.e. `controller.protocol_interface`.

### 6.11.1 Properties

The `protocol_interface` namespace has the following properties:

Property	Value Type	Value Example
<code>has_interface</code>	boolean	<code>true</code>
<code>is_up</code>	boolean	<code>true</code>
<code>ip_address</code>	string	<code>"192.168.1.12"</code>
<code>subnet_mask</code>	string	<code>"255.255.255.0"</code>
<code>gateway</code>	string	<code>"192.168.1.1"</code>

For example:

```
if protocol_interface.has_interface == true then
  ip = protocol_interface.ip_address
end
```

## 6.12 Replication

A Replication object is returned from *`get_current_replication`*.

### 6.12.1 Properties

Property	Value Type	Value Example
<code>name</code>	string	<code>"Help Project"</code>
<code>unique_id</code>	string	<code>"{6b48627a-1d5e-4b2f-81e2-481e092a6a79}"</code>

For example:

```
rep_name = get_current_replication().name
```

## 6.13 RIO

A RIO object is returned from `get_rio`.

For example:

```
rio = get_rio(RIO44, 1)
input = rio:get_input(1)
output_state = rio:get_output(1)
```

### 6.13.1 Member functions

The following are member functions of RIO objects.

#### `get_input`

`get_input(inputNum)`

Returns the state of the input with integer number `inputNum` as a boolean if the input is set to Digital or Contact Closure, or an integer if the input is set to Analog.

For example:

```
rio = get_rio(RIO44, 3)
input = rio:get_input(1)
```

#### `get_input_count`

`get_input_count()`

Returns the number of input ports this RIO has.

#### `get_input_type`

`get_input_type(inputNum)`

Returns an integer equal to the one of the constants `ANALOG`, `DIGITAL`, `CONTACT_CLOSURE` according to the configuration of the input port with number `inputNum`, or `nil` if `inputNum` does not correspond to a port.

#### `get_input_threshold`

`get_input_threshold(inputNum)`

Returns an *InputThreshold* object describing the threshold configurations for the input port with number `inputNum`, or `nil` if `inputNum` does not correspond to a port.

### get\_output\_count

`get_output_count()`

Returns the number of output ports this RIO has.

### get\_output

`get_output(outputNum)`

Returns the state of the output with integer number `outputNum` as a boolean.

For example:

```
rio = get_rio(RIO44, 2)
output_state = rio:get_output(1)
```

### set\_output

`set_output(outputNum, state)`

Sets the output of a RIO to on or off according to the parameters:

Parameter	Value Type	Description	Value Example
outputNum	integer (1-8)	Number of the RIO output to change the state of. Range depends on type of RIO.	1
state	boolean or integer	State to set the output to. Can be any of: 0, 1, true, false, ON or OFF	OFF

## 6.14 Scene

A Scene object is returned from *get\_scene*.

### 6.14.1 Properties

Property	Value Type	Description	Value Example
name	string	Scene name	"Scene 1"
group	string	Scene group name (A through H or empty string)	"A"
state	integer	Integer value of constants: <code>Scene.NONE</code> , <code>Scene.STARTED</code> or <code>Scene.RELEASED</code>	1
onstage	boolean	Whether the scene is affecting output of any fixtures	false
custom_properties	table	Table keys and values correspond to custom property names and values	

For example:

```
scn = get_scene(1)
name = scn.name
state = scn.state
```

### 6.14.2 Member functions

The following are member functions of Scene objects.

#### start

```
start()
```

Starts the scene. For example:

```
-- start scene 1
get_scene(1):start()
```

#### release

```
release([fade])
```

Releases the scene. Optionally specify a fade time in seconds as a float, e.g. 2.0.

For example:

```
-- release scene 3 with a fade of 1 second
get_scene(3):release(1.0)
```

#### toggle

```
toggle([fade])
```

Toggles the playback of the scene - if it's running, release it; if it's not running, start it. Optionally specify a release fade time in seconds as a float, e.g. 2.0.

For example:

```
-- toggle scene 2, releasing in time 3 secs if it's running
get_scene(2):release(3.0)
```

## 6.15 System

In trigger action scripts the `system` namespace is added directly to the environment; in IO modules it is in the controller namespace, i.e. `controller.system`.

### 6.15.1 Properties

The `system` namespace has the following properties:

Property	Value Type	Value Example
<code>hardware_type</code>	string	"lpc"
<code>channel_capacity</code>	integer	512
<code>serial_number</code>	string	"006321"
<code>memory_total</code>	string	"12790Kb"
<code>memory_used</code>	string	"24056Kb"
<code>memory_available</code>	string	"103884Kb"
<code>storage_size</code>	string	"1914MB"
<code>bootloader_version</code>	string	"0.9.0"
<code>firmware_version</code>	string	"2.8.0"
<code>reset_reason</code>	string	"Software Reset"
<code>last_boot_time</code>	<i>DateTime</i>	
<code>ip_address</code>	string	"192.168.1.3"
<code>subnet_mask</code>	string	"255.255.255.0"
<code>broadcast_address</code>	string	"192.168.1.255"
<code>default_gateway</code>	string	"192.168.1.3"
<code>dns_servers</code>	table of strings	"1.1.1.1", "1.0.0.1"

For example:

```
capacity = system.channel_capacity

boot_time = system.last_boot_time.time_string
```

## 6.16 Temperature

A `Temperature` object is returned from *`get_temperature`*.

### 6.16.1 Properties

Property	Value Type	Description	Value Example
<code>sys_temp</code>	number	Only for LPC X and VLC/VLC+	40.2
<code>core1_temp</code>	number	Only for LPC X and VLC/VLC+	44
<code>core2_temp</code>	number	Only for LPC X rev 1	44.1
<code>ambient_temp</code>	number	Only for TPC, LPC X rev 1	36.9
<code>cc_temp</code>	number	Only for LPC X rev 2 and VLC/VLC+	44.1
<code>gpu_temp</code>	number	Only for VLC/VLC+	38.2

For example:

```
temp = get_temperature()
log(temp.ambient_temp)
```

## 6.17 Time

Information about the controller's clock is available in the `time` namespace. In trigger action scripts the `time` namespace is added directly to the environment; in IO modules it is in the `controller` namespace, i.e. `controller.time`.

### 6.17.1 Properties

The `time` namespace has the following properties:

Property	Value Type	Value Example
<code>is_dst</code>	boolean	<code>true</code>
<code>gmt_offset</code>	integer (minutes)	<code>-300</code> 300 Minutes (5 hours) behind

### 6.17.2 Functions

The `time` namespace has the following functions, which each return a *DateTime* object:

- `get_current_time()`
- `get_sunrise()`
- `get_sunset()`
- `get_civil_dawn()`
- `get_civil_dusk()`
- `get_nautical_dawn()`
- `get_nautical_dusk()`
- `get_new_moon()`
- `get_first_quarter()`
- `get_full_moon()`
- `get_third_quarter()`

For example:

```
current_hour = time.get_current_time().hour
```

## 6.18 Timeline

A Timeline object is returned from *get\_timeline*.

### 6.18.1 Properties

Property	Value Type	Description	Value Example
name	string	Timeline name	"Timeline 1"
group	string	Timeline group name (A through H or empty string)	"A"
length	integer	Timeline length, in milliseconds	10000
source_bus	integer	Integer value of constants: DEFAULT, TCODE_1 ... TCODE_6, AUDIO_1 ... AUDIO_4	1
timecode_format	string	Incoming timecode format on source bus	"SMPTE30"
audio_band	integer	0 is equivalent to the constant: VOLUME	0
audio_channel	integer	Integer value of constants: LEFT, RIGHT or COMBINED	1
audio_peak	boolean	The Peak setting of the timeline, if set to an audio time source	false
time_offset	integer	Milliseconds	5000
state	integer	Integer value of the state - see <i>Timeline States</i> below for definitions	1
onstage	boolean	Whether the timeline is affecting output of any fixtures	true
position	integer	Milliseconds	5000
priority	integer	Integer value of constants: HIGH_PRIORITY, ABOVE_NORMAL_PRIORITY, NORMAL_PRIORITY, BELOW_NORMAL_PRIORITY or LOW_PRIORITY	0
custom_properties	table	Table keys and values correspond to custom property names and values	

For example:

```

tl = get_timeline(1)
name = tl.name
state = tl.state

if (tl.source_bus == TCODE_1) then
  -- do something
end

```

## Timeline States

A timeline will be in one of the following states:

- `Timeline.NONE`
  - The timeline has never been run (since the last reset of the controller).
- `Timeline.RUNNING`
  - The timeline is running (although might not be actively controlling outputs - see the `onstage` property).
- `Timeline.PAUSED`
  - The timeline has been paused by another action.
- `Timeline.HOLDING_AT_END`
  - The timeline has reached the end, and is holding.
- `Timeline.RELEASED`
  - The timeline has been run and has now been released.

### 6.18.2 Member functions

The following are member functions of `Timeline` objects.

#### **start**

`start()`

Starts the timeline. For example:

```
-- start timeline 1
get_timeline(1):start()
```

#### **release**

`release([fade])`

Releases the timeline. Optionally specify a fade time in seconds as a float, e.g. `2.0`.

For example:

```
-- release timeline 3
get_timeline(3):release(1.0)
```

### toggle

`toggle([fade])`

Toggles the playback of the timeline - if it's running, release it; if it's not running, start it. Optionally specify a release fade time in seconds as a float, e.g. `2.0`.

For example:

```
-- toggle timeline 2, releasing in time 3 secs if it's running
get_timeline(2):release(3.0)
```

### pause

`pause()`

Pauses the timeline.

### resume

`resume()`

Resumes the timeline.

### set\_rate

`set_rate(rate)`

Sets the rate of playback of the timeline. Set the `rate` as a float or an integer with range, e.g. `0.1` or `Variant(10, 100)` would set the rate to 10% of normal speed.

For example:

```
-- set the rate of timeline 1 to 20% of normal speed
get_timeline(1):set_rate(0.2)
-- set the rate of timeline 2 to 30% of normal speed
get_timeline(2):set_rate(Variant(30,100))
```

### set\_position

`set_position(position)`

Jumps the position of playback of the timeline. Set the `position` as a float or an integer with range, e.g. `0.1` or `Variant(10, 100)` would set the position to 10% of the timeline length.

For example:

```
-- set the position of timeline 1 to 50% of timeline length
get_timeline(1):set_position(0.5)
-- set the position of timeline 2 to 20% of timeline length
get_timeline(2):set_position(Variant(2,10))
```

### set\_default\_source

Set the time source for the timeline to the default.

For example:

```
get_timeline(1):set_default_source()
```

### set\_timecode\_source

```
set_timecode_source(timecodeBus[, offset])
```

Set a timecode source for the timeline according to the parameters:

Parameter	Value Type	Description	Value Example
timecodeBus	integer	Integer value of constants: TCODE_1 ... TCODE_6	TCODE_1
offset	integer	Optional offset to apply to the timecode, in milliseconds	1000

### set\_audio\_source

```
set_audio_source(audioBus, band, channel[, peak])
```

Set a audio band as the time source for the timeline according to the parameters:

Parameter	Value Type	Description	Value Example
audioBus	integer	Integer value of constants: AUDIO_1 ... AUDIO_4	AUDIO_1
band	integer	The audio band to sample (number of bands depends on audio source configuration; 0 => volume)	0
channel	integer	Integer value of constants: LEFT, RIGHT or COMBINED	LEFT
peak	boolean	Optional. Whether to use the peak levels from the audio band as the time source input (default false)	false

## 6.19 Universe

A Universe object is returned from e.g. *get\_dmx\_universe*.

### 6.19.1 Member functions

The following are member functions of Universe objects.

#### **get\_channel\_value**

`get_channel_value(channel)`

Gets the current level of a channel in the universe, where `channel` is the integer channel number (1-512).

For example:

```
uni = get_dmx_universe(1) -- get DMX Universe 1
level = uni:get_channel_value(1) -- get channel 1 from the returned universe
```

#### **park**

`park(channel, value)`

Parks an output channel at a given value according to the parameters:

Parameter	Value Type	Description	Value Example
<code>channel</code>	integer (1-512)	Number of the output channel	1
<code>value</code>	integer (0-255)	Level to set the channel to	128

For example:

```
-- Park channel 4 of DMX universe 1 at 128 (50%)
get_dmx_universe(1):park(4,128)
```

#### **unpark**

`unpark(channel)`

Clears the parked value on an output channel, where `channel` is the integer channel number (1-512).

For example:

```
-- Unpark channel 4 of DMX universe 1
-- (it will go back to normal output levels)
get_dmx_universe(1):unpark(4)
```

## 6.20 Variant

### 6.20.1 Introduction

Within Lua Scripting (as with other scripting languages) it is possible to store data within a named location (variable).

Lua typically doesn't differentiate between the contents of a variable (unlike some programming languages) and the type (integer, string, boolean) of the variable can change at any time.

Pharos has added an object to the scripting environment called a **Variant**, which can be used to contain the data with an assignment as to the type of data that is contained. This means that a single **Variant** can be utilised and handled differently depending on the data that is contained and how it is being used.

### 6.20.2 Definition

#### Properties

A **Variant** object has the following properties:

Property	Description
<code>integer</code>	Get or set an integer data type
<code>range</code>	Get or set the range of an integer data type
<code>real</code>	Get or set a real data type (number with decimal point)
<code>string</code>	Get or set a string data type
<code>ip_address</code>	Get or set an IP address data type

#### Member functions

##### Constructor

`Variant()`

Create new variant.

##### `is_integer`

Returns `true` or `false` to show whether the stored data has an integer representation.

##### `is_string`

Returns `true` or `false` to show whether the stored data has a string representation.

## **is\_ip\_address**

Returns true or false to show whether the stored data has an IP address representation.

### **6.20.3 Usage**

Variant(value, range)

#### **Defining a variant**

Within your Lua script you can create a Variant with the following syntax:

```
var = Variant() -- where var is the name of the variant.
```

#### **Variant types**

##### **Integer**

An integer variant can be used to store a whole number:

```
var = Variant() -- where var is the name of the variant
var.integer = 123 -- set var to an integer value of 123
log(var.integer) -- get the integer value stored in var
log(var.real) -- get the integer value stored in var and convert it to a float
log(var.string) -- get the integer value stored in var and convert it to a string
```

As shown in the example code, above, the `integer` property of a `Variant` can be used to either get or set the value of the `Variant` as an integer (whole number).

```
var.is_integer() -- returns a boolean if the variant contains an integer
```

##### **Range**

An integer can be stored with an optional range parameter:

```
var = Variant() -- where var is the name of the variant
var.integer = 123 -- set var to an integer value of 123
var.range = 255 -- set the range of var to be 255
```

This can be used to calculate fractions and/or to define that a `Variant` is a 0-1, 0-100 or 0-255 value.

The range of a `Variant` should be set if you intend to use the `Variant` to set an intensity or colour value.

Some captured variables have a range attribute, and this is indicated in the log like this:

Trigger 7 (Ethernet Input): Captured 3 variables  
 Captured variables  
 1 - Integer: 100 of 255

## Real

A real Variant can be used to store a floating point (decimal) number.

```
var = Variant() -- where var is the name of the variant.

var.real = 12.3 -- set var to an integer value of 12.3

log(var.real) -- get the integer value stored in var
```

As shown in the example code, above, the real property of a Variant can be used to either get or set the value of the Variant as a real number.

## String

A string Variant can be used to store a string of ASCII characters.

```
var = Variant() -- where var is the name of the variant

var.string = "example" -- set var to a string value of "example"

log(var.string) -- get the string value stored in var
```

As shown in the example code, above, the string property of a Variant can be used to either get or set the value of the Variant as a string.

```
var.is_string() -- returns a boolean if the variant contains a string
```

## IP address

```
var = Variant() -- where var is the name of the variant

var.ip_address = "192.168.1.23" -- set var to the IP Address 192.168.1.23 or -1062731497

log(var) -- get the stored data ("192.168.1.23")

log(var.ip_address) -- get the stored IP Address (-1062731497)

log(var.string) -- get the stored IP Address and convert it to a string ("192.168.1.23")

log(var.integer) -- get the stored IP Address and convert it to an integer (-1062731497)
```

As shown in the example code, above, the ip\_address property of a Variant can be used to either get or set the value of the Variant as an IP Address.

As a setter, you can pass a dotted decimal string (e.g. "192.168.1.23" or the integer representation -1062731497).

```
var:is_ip_address() -- returns a boolean if the variant contains a IP Address
```

## Shorthand

A Variant can also be defined using a shorthand:

```
var = Variant(128,255) -- create variable var as an integer (128) with range 0-255  
var = Variant(128) -- create variable var as a real number (128.0)  
var = Variant(12.3) -- create variable var as a real number (12.3)  
var = Variant("text") -- create variable var as a string ("text")
```

---

**Note:** There isn't a shorthand for IP Addresses.

---

### 6.20.4 Default variants

Some script functions return a Variant, including *get\_trigger\_variable*. For example:

```
get_trigger_variable(1).integer
```

The *master\_intensity\_level* properties of *Group* and *Content Target* are both Variants:

```
get_group(1).master_intensity_level.integer  
get_group(1).master_intensity_level.range  
get_content_target(1).master_intensity_level.integer  
get_content_target(1).master_intensity_level.range
```

## 6.21 WebServer

Information about the controller's web server is available in the `web_server` namespace. In trigger action scripts the `web_server` namespace is added directly to the environment; in IO modules it is in the `controller` namespace, i.e. `controller.web_server`.

### 6.21.1 Properties

The `web_server` namespace has the following properties:

Property	Value Type	Description	Value Example
<code>is_enabled</code>	boolean	True if the web server is enabled	<code>true</code>
<code>http_port</code>	integer	The port the HTTP web server is listening on or 0 if disabled.	51346
<code>https_port</code>	integer	The port the HTTPS web server is listening on or 0 if disabled.	56278

## 6.22 Standard Libraries

The following standard Libraries are imported

- Basic library
- Package library
- String manipulation
- Basic UTF-8 support
- Table manipulation
- Mathematical functions
- Input and output

### 6.22.1 Input and output (IO)

**Attention:** It's important to understand some of the limitations of writing to permanent storage when using the IO library.

**Frequency and size of writes should be limited for reliability and performance.**

Flash storage (i.e. SD Card) has an almost unlimited number of read operations, but a limited number of write operations. Exceeding the write count can degrade the storage device, leading to data loss or failure.

While flash storage is faster than legacy magnetic media (e.g. HDD, floppy disks), it's markedly slower than RAM (aka Memory). To prevent performance degradation the IO library buffers the data in RAM until being committed to the storage at some point in the future by the underlying operating system (OS). While the standard IO library provides `io.flush()`, this function simply passes the buffer to the OS ready to be committed when the OS is ready.

Should the controller experience a power loss before the file is committed to disk, then at best the data is lost, at worst this could cause corruption to the underlying flash storage. To mitigate this, and to provide the designer control over when this process should happen, `io.open()` is provided with an extra mode flag. By including the mode flag `c`, the file will be committed to storage when an `io.flush()` or `io.close()` command is issued.

While this increases data integrity, it comes with performance degradation; large files may take a number of moments for the commit to complete, during this time you may experience a degradation of playback performance.

---

**Note:** For further advice, please contact our support team.

---

```
--[[ Without commit flag ]]--  
local file = io.open('myFile.txt', 'w+')  
file:write('TheQuickBrownFoxJumpsOverTheLazyDog')  
file:close() -- The file is committed to storage at "some point" in the future.
```

```
--[[ With commit flag ]]--  
local file = io.open('myFile.txt', 'w+c')  
file:write('TheQuickBrownFoxJumpsOverTheLazyDog')  
file:close() -- The file is committed to storage now.
```

## 6.23 Functions

The following functions are available in trigger action scripts and in IO modules. In trigger action scripts they are added directly to the environment; in IO modules they are available in the `controller` namespace.

### 6.23.1 Queries

#### **get\_current\_project**

Returns a *Project* object.

For example:

```
project_name = get_current_project().name
```

#### **get\_current\_replication**

Returns a *Replication* object.

For example:

```
rep_name = get_current_replication().name
```

#### **get\_location**

Returns a *Location* object.

For example:

```
lat = get_location().lat
```

### get\_timeline

get\_timeline(timelineNum)

Returns a single *Timeline* object for the timeline with user number timelineNum.

For example:

```
tl = get_timeline(1)
name = tl.name
state = tl.state

if (tl.source_bus == TCODE_1) then
  -- do something
end
```

### get\_scene

get\_scene(sceneNum)

Returns a single *Scene* object for the scene with user number sceneNum.

For example:

```
scn = get_scene(1)
name = scn.name
state = scn.state
```

### get\_group

get\_group(groupNum)

Returns a single *Group* object for the group with user number groupNum.

For example:

```
grp = get_group(1)
name = grp.name
```

---

**Note:** Passing 0 as groupNum will return *Group* for the *All Fixtures* group. This can also be used on VLC family projects to master the intensity of the entire unit.

---

### get\_fixture\_override

get\_fixture\_override(fixtureNum)

Returns an *Override* object for the fixture with user number fixtureNum.

For example:

```
-- Get override for fixture 22
override = get_fixture_override(22)
-- Set the override colour to red (and full intensity)
override:set_irgb(255, 255, 0, 0)
```

### **get\_group\_override**

`get_group_override(groupNum)`

Returns an *Override* object for the group with user number `groupNum`.

---

**Note:** Passing 0 as `groupNum` will return an *Override* for the *All Fixtures* group.

---

For example:

```
-- Get override for group 3
override = get_group_override(3)
-- Set the intensity to 50% in 2 seconds
override:set_intensity(128, 2.0)
```

### **get\_current\_controller**

Returns the *Controller* that the script is being executed on.

For example:

```
cont = get_current_controller()
name = cont.name
```

### **get\_remote\_devices**

Returns a table of remote devices on this controller. The keys are integers with values equal to the global constants which correspond to the remote device type (e.g. RI044). The values are tables of integers representing the assigned device number.

## **6.23.2 get\_input\_count**

`get_input_count()`

Returns the number of general purpose input ports this controller has.

### 6.23.3 get\_input\_type

`get_input_type(inputNum)`

Returns an integer equal to the one of the constants `ANALOG`, `DIGITAL`, `CONTACT_CLOSURE` according to the configuration of this controller's general purpose input port with number `inputNum`, or `nil` if `inputNum` does not correspond to a port.

### 6.23.4 get\_input\_threshold

`get_input_threshold(inputNum)`

Returns an *InputThreshold* object describing the threshold configurations for this controller's general purpose input port with number `inputNum`, or `nil` if `inputNum` does not correspond to a port.

### 6.23.5 get\_output\_count

`get_output_count()`

Returns the number of relay output ports this controller has.

### get\_network\_primary

Returns the *Controller* in the project that is set as the *network primary*.

### is\_controller\_online

`is_controller_online(controllerNum)`

Returns true if the controller with user number `controllerNum` has been discovered, or false otherwise.

For example:

```
if (is_controller_online(2)) then
  log("Controller 2 is online")
else
  log("Controller 2 is offline")
end
```

### get\_temperature

Returns a *Temperature* object with measurements from the controller's temperature sensors.

For example:

```
temp = get_temperature()
log(temp.ambient_temp)
```

### get\_rio

get\_rio(type, num)

Returns a *RIO* object representing a RIO matching the parameters:

- type can be one of the constants `RIO80`, `RIO44` or `RIO80`.
- num is the remote device number within the Designer project.

For example:

```
rio = get_rio(RIO44, 1)
input = rio:get_input(1)
output_state = rio:get_output(1)
```

---

**Note:** The constants for type are in the `controller` namespace within IO modules, e.g. `controller.RIO44`.

---

### get\_bps

get\_bps(num)

Returns a *BPS* object with remote device number num.

For example:

```
bps = get_bps(1)
btn = bps:get_state(1)
```

### get\_text\_slot

get\_text\_slot(slotName)

Returns the value of the text slot with name slotName. If no such text slot exists in the project then an empty string will be returned.

For example:

```
log(get_text_slot("my text slot"))
```

### get\_dmx\_universe

get\_dmx\_universe(idx)

Returns a *Universe* object for the DMX universe with number idx.

For example:

```
uni = get_dmx_universe(1) -- get DMX Universe 1
level = uni:get_channel_value(1) -- get channel 1 from the returned universe
```

### **get\_artnet\_universe**

`get_artnet_universe(idx)`

Returns a *Universe* object for the Art-Net universe with number `idx`.

### **get\_pathport\_universe**

`get_pathport_universe(idx)`

Returns a *Universe* object for the Pathport universe with number `idx`.

### **get\_sacn\_universe**

`get_sacn_universe(idx)`

Returns a *Universe* object for the sACN universe with number `idx`.

### **get\_kinet\_universe**

`get_kinet_universe(power_supply_num, port_num)`

Returns a *Universe* object for the KiNET power supply port matching the parameters:

- `power_supply_num` is the KiNET power supply number in the project.
- `port_num` is the port number of the KiNET power supply.

### **get\_edn\_universe**

`get_edn_universe(remote_device_type, remote_device_num, port_num)`

Returns a *Universe* object for the EDN output matching the parameter:

- `remote_device_type` is be one of the constants EDN10 or EDN20.
- `remote_device_num` is the remote device number of the EDN in the project.
- `port_num` is the DMX output port number of the EDN.

---

**Note:** The constants for `remote_device_type` are in the controller namespace within IO modules, e.g. `controller.EDN20`.

---

### **get\_input**

`get_input(idx)`

Returns the state of the controller's input numbered `idx` as a boolean (for digital inputs) or an integer (for analog inputs, 0-100).

For example:

```
in1 = get_input(1)

if in1 == true then
    log("Input 1 is digital and high")
elseif in1 == false then
    log("Input 1 is digital and low")
else
    log("Input 1 is analog at " .. in1)
end
```

### **get\_dmx\_input**

`get_dmx_input(channel)`

Returns the value of the DMX channel number as an integer. If no DXM input is detected then `nil` will be returned.

### **get\_trigger\_variable**

`get_trigger_variable(idx)`

Returns the trigger variable at index `idx` as a *Variant*.

For example:

```
-- Use with a Touch Colour Move Trigger
red = get_trigger_variable(1).integer
green = get_trigger_variable(2).integer
blue = get_trigger_variable(3).integer

-- Use with Serial Input "<s>\r\n"
input = get_trigger_variable(1).string
```

### **get\_trigger\_number**

`get_trigger_number()`

Returns the number of the trigger that ran this script. Will return `nil` if called from another context.

### **get\_resource\_path**

`get_resource_path(filename)`

Returns the path to the resource file, where `filename` is the name of a file on the controller's internal storage.

For example:

```
dofile(get_resource_path("my_lua_file.lua"))
```

## get\_content\_target

**Note:** Only supported on VLC and VLC+.

On a VLC: `get_content_target(compositionNum)`

On a VLC+: `get_content_target(compositionNum, type)`

Returns a *Content Target* object representing the Content Target in the project that matches the parameters:

- `compositionNum` is the user number of the composition containing the desired Content Target.
- `type` describes the Content Target type and can be one of the constants `PRIMARY`, `SECONDARY` or `TARGET_3 ... TARGET_8`.

**Note:** The constants for `type` are in the `controller` namespace within IO modules, e.g. `controller.TARGET_5`.

Will return `nil` if no matching Content Target exists in the project.

For example, on a VLC:

```
target = get_content_target(1)
current_level = target.master_intensity_level
```

And on a VLC+:

```
target = get_content_target(1, PRIMARY)
current_angle = target.rotation_offset
```

## get\_adjustment

**Note:** Only supported on VLC+.

`get_adjustment(num)`

Returns an *Adjustment Target* object representing the Adjustment Target in the project with the integer user number `num`:

Will return `nil` if no matching Adjustment Target exists in the project.

For example:

```
target = get_adjustment(1)
target:transition_x_position(10,1,5) -- Move 10 pixels right in 5 seconds
target:transition_y_position(10,1,5) -- Move 10 pixels down in 5 seconds
target:transition_rotation(90,1,5)  -- Rotate by 90 degrees in 5 seconds
```

### **get\_log\_level**

Returns the current log level of the controller, which can be one of the following constants:

- LOG\_DEBUG
- LOG\_TERSE
- LOG\_NORMAL
- LOG\_EXTENDED
- LOG\_VERBOSE
- LOG\_CRITICAL

---

**Note:** These constants are in the `controller` namespace within IO modules, e.g. `controller.LOG_NORMAL`.

---

### **get\_syslog\_enabled**

Returns true if Syslog is enabled, or false otherwise.

### **get\_syslog\_ip\_address**

Returns the IP address of the Syslog server as a string.

### **get\_ntp\_enabled**

Returns true if NTP is enabled.

### **get\_ntp\_ip\_address**

Returns the IP address of the NTP server as a string.

### **get\_hash\_string**

`get_hash_string(string, method)`

Returns hashed string using the one of specified cryptographic methods:

- HASH\_MD4 (0)
- HASH\_MD5 (1)
- HASH\_SHA1 (2)
- HASH\_SHA224 (3)
- HASH\_SHA256 (4)
- HASH\_SHA384 (5)
- HASH\_SHA512 (6)

get\_hash\_table

get\_hash\_table(table, method)

Returns hashed byte table using the specified cryptographic method.

```
-- Hash the bytes using MD5
local bytes = {0x1, 0x2, 0x3, 0x4, 0x5, 0x6}
local digest = get_hash_table(bytes, HASH_MD5)
-- 'digest' now contains '{0x6a, 0xc1, 0xe5, 0x6b, 0xc7, 0x8f, 0x03, 0x10, 0x59, 0xbe,
↪0x7b, 0xe8, 0x54, 0x52, 0x2c, 0x4c}'
```

6.23.6 Actions

log

log([level, ]message)

Write a message to the controller's log according to the parameters:

Parameter	Value Type	Description	Value Example
level	Integer value of constants: LOG_DEBUG, LOG_TERSE, LOG_NORMAL, LOG_EXTENDED, LOG_VERBOSE, LOG_CRITICAL; defaults to LOG_NORMAL	Optional. The log level to apply to the message.	LOG_VERBOSE
message	string	The message to add to the log.	"Your log message"

For example:

```
log(LOG_CRITICAL, "This is a critical message!") -- logs a message at Critical log level
log("This is a normal message.") -- logs a message at Normal log level.
```

reset

Reboots the controller.

### **set\_log\_level**

`set_log_level(log_level)`

Changes the log level of the controller, showing more or less detailed information, where `log_level` is an integer value of the constants:

- `LOG_DEBUG` (5)
- `LOG_TERSE` (4)
- `LOG_NORMAL` (3)
- `LOG_EXTENDED` (2)
- `LOG_VERBOSE` (1)
- `LOG_CRITICAL` (0)

### **pause\_all**

Pause all timelines in the project.

### **resume\_all**

Resume all timelines in the project.

### **release\_all**

`release_all([fade,] [group])`

Release all timelines and scenes in the project.

---

#### **Note:**

##### **You can provide:**

- No arguments - this will release all with the default fade time.
  - A fade time, which will be used to release all.
  - Or, both a fade time and a group.
- 

Parameter	Value Type	Description	Value Example
<code>fade</code>	float	Optional. Release fade time in seconds. If not provided, the default fade time will be used.	<code>2.0</code>
<code>group</code>	string	Optional. Group name or number. If name, prepend the name with <code>!</code> to apply the action to all groups <i>except</i> the specified group.	<code>"Group 1", "!"</code> <code>Group 2</code> or <code>3</code>

**release\_all\_timelines**

```
release_all_timelines([fade,] [group])
```

Release all timelines in the project.

**Note:****You can provide:**

- No arguments - this will release all with the default fade time.
- A fade time, which will be used to release all.
- Or, both a fade time and a group.

Parameter	Value Type	Description	Value Example
fade	float	Optional. Release fade time in seconds. If not provided, the default fade time will be used.	2.0
group	string	Optional. Group name or number. If name, prepend the name with ! to apply the action to all groups <i>except</i> the specified group.	"Group 1", "! Group 2" or 3

**release\_all\_scenes**

```
release_all_scenes([fade,] [group])
```

Release all scenes in the project.

**Note:****You can provide:**

- No arguments - this will release all with the default fade time.
- A fade time, which will be used to release all.
- Or, both a fade time and a group.

Parameter	Value Type	Description	Value Example
fade	float	Optional. Release fade time in seconds. If not provided, the default fade time will be used.	2.0
group	string	Optional. Group name or number. If name, prepend the name with ! to apply the action to all groups <i>except</i> the specified group.	"Group 1", "! Group 2" or 3

### **clear\_all\_overrides**

`clear_all_overrides([fade])`

Removes all overrides from all fixtures and groups. Optionally specify a fade time in seconds as a float, e.g. 2.0.

### **enqueue\_trigger**

`enqueue_trigger(num[,var...])`

Queue trigger number `num` to be fired on the next controller playback refresh. The trigger's conditions will be tested. Optional variables `var` can be passed in as additional arguments.

For example:

```
-- enqueue trigger 2, passing in three variables: 255, 4.0 and "string"
enqueue_trigger(2,255,4.0,"string")
```

### **enqueue\_local\_trigger**

`enqueue_local_trigger(num[,var...])`

Same behaviour as for *enqueue\_trigger* but the trigger `num` will only be queued on the controller that ran the function - the trigger will not propagate to other controllers in the project.

### **force\_trigger**

`force_trigger(num[,var...])`

Queue trigger number `num` to be fired on the next controller playback refresh without testing the trigger's conditions - the trigger actions will always run. Optional variables `var` can be passed in as additional arguments.

For example:

```
-- force the execution of trigger 2's actions
-- pass in three variables: 255, 4.0 and "string"
force_trigger(2,255,4.0,"string")
```

### **force\_local\_trigger**

`force_local_trigger(num[,var...])`

Same behaviour as for *force\_trigger* but the trigger `num` will only be queued on the controller that ran the function - the trigger will not propagate to other controllers in the project.

### set\_text\_slot

set\_text\_slot(name, value)

Set the value of the text slot named name in the project to value, for example:

```
-- Set "My slot" to value "Hello world!"
set_text_slot("My slot", "Hello world!")
```

### set\_control\_value

set\_control\_value(name, [index,] value[, emitChange])

Set the value on a Touch Slider or Colour Picker according to the parameters:

Parameter	Value Type	Description	Value Example
name	string	The Key of the Touch Control.	slider001
index	integer (1-3)	Optional. Axis of movement - a slider has 1; a colour picker has 3. Will default to 1 if this parameter isn't specified.	1
value	integer (0-255)	New value to set.	128
emitChange	boolean	Optional. Whether to fire associated triggers as a result of the control value change. Defaults to false.	true

For example:

```
-- Set slider001 to half (and don't fire any associated triggers)
set_control_value("slider001", 128)
-- Set the second axis (green) to full on colour020
set_control_value("colour020", 2, 255)
```

### set\_control\_state

set\_control\_state(name, state)

Set the state on a Touch control according to the parameters:

Parameter	Value Type	Description	Value Example
name	string	The Key of the Touch Control.	slider001
state	string	The name of the state as defined in the Touch theme.	Green

For example:

```
-- Set slider001 to a state called "Green"
set_control_state("slider001", "Green")
```

**set\_control\_caption**

set\_control\_caption(name, caption)

Set the caption on a Touch control according to the parameters:

Parameter	Value Type	Description	Value Example
name	string	The Key of the Touch Control.	button001
caption	string	The text to display as the control's caption.	On

For example:

```
-- Set button001's caption to "On"
set_control_caption("button001", "On")
```

**set\_interface\_page**

set\_interface\_page(number[, transition])

Change the current page on the Touch interface according to the parameters:

Parameter	Value Type	Description	Value Example
number	integer	Touch interface page to change to.	2
transition	integer	Optional page transition. Integer value of constants: SNAP, PAN_LEFT, PAN_RIGHT	PAN_LEFT

---

**Note:** Must be executed on the TPC that hosts the interface.

---

For example:

```
-- Change the touch screen interface to page 4 with a snap transition
set_interface_page(4, SNAP)
```

**set\_interface\_enabled**

set\_interface\_enabled([enabled])

Enable/disable the touchscreen, according to the optional boolean parameter enabled (default: true).

---

**Note:** Must be executed on the TPC that hosts the interface.

---

For example:

```
-- Disable the touchscreen
set_interface_enabled(false)
```

### set\_interface\_locked

set\_interface\_locked([lock])

Lock/unlock the touchscreen, according to the optional boolean parameter lock (default: true).

**Note:** Must be executed on the TPC that hosts the interface.

For example:

```
-- Lock the touchscreen
set_interface_locked()
-- Unlock the touchscreen
set_interface_locked(false)
```

### push\_to\_web

push\_to\_web(name, value)

Sends data as JSON to clients who are subscribed to the relevant websocket channel, e.g. custom web interfaces using *subscribe\_lua* in the `query.js` library. The parameters are as follows:

Parameter	Value Type	Description	Value Example
name	string	JSON attribute name	"myVar"
value	<i>Variant</i>	Value for the JSON, which will be sent as a string.	"String value" or 1234

For example:

```
myData = 1234
-- Will push JSON object {"my_data": "1234"}
push_to_web("my_data", myData)
```

### disable\_output

disable\_output(protocol)

Disables the output of a single protocol from the controller, where `protocol` is the integer value of the constants:

- DMX
- PATHPORT
- ARTNET
- KINET
- SACN
- DVI
- RIO\_DMX
- EDN\_DMX
- EDN\_SPI

For example:

```
-- Disable the DMX output from the controller
disable_output(DMX)
```

### **enable\_output**

`enable_output(protocol)`

Enables the output of a single protocol from the controller, where `protocol` is the integer value of the constants defined for *disable\_output*.

For example:

```
-- Enable the DMX output from the controller
enable_output(DMX)
```

### **set\_timecode\_bus\_enabled**

`set_timecode_bus_enabled(bus[, enable])`

Enable or disable a timecode bus, where `bus` is the integer value of the constants `TCODE_1` ... `TCODE_6` and `enable` is a boolean, determining whether the bus is enabled (default `true`) or not.