

N-Series Windowing Processor

Direct Control API

An SVSI system is comprised of Encoders, Decoders, and other available accessories including Network Video Recording (NVR) solutions, Window Processing (WP) units, and Audio Transceivers (ATRs). The system allows you to distribute HD video and audio across a Gigabit Ethernet network. Each device is controllable via TCP/IP direct socket using device IP addresses and port 50002. Port 50002 supports a single connection at one time and rejects all other connection attempts until the established connection is closed. Refer to this document to find the commands needed for your Windowing Processor application.

NOTE: This information is considered current as of the date of publication. AMX reserves the right to add/modify/remove commands and change the standard response packet as needed.

NOTE: Window numbers index at 0.

NOTE: In the Example sections of this document, <CR> indicates a carriage return as defined by your control method (e.g., $\$ r, $\$ x0d, $\$ 0d, 00x0d, 0x0d, 0dH). <CRLF> is also supported, but not required.

API Command List

| Command | Description | Variables | Example |
|------------|---|---|--|
| winset | Set coordinates for window arrangement. | Window number (0-3). xUL, yUL: x, y coordinates (in pixels) for upper-left corner of window. xLR, yLR: x, y coordinates (in pixels) for lower-right corner of window. | winset:1:0,0,960,540 <cr></cr> |
| cropwinset | Set crop parameters. | Window number (0-3). XUL, yUL: x, y crop coordinates (in pixels) for upper-left corner of window. XLR, yLR: x, y crop coordinates (in pixels) for lower-right corner of window. | cropwinset:1:0,0,959,540 <cr></cr> |
| cropref | Set crop parameters (based on 1080p reference). | Window number (0-3). XUL, yUL: x, y crop coordinates (in pixels) for upper-left corner of window. XLR, yLR: x, y crop coordinates (in pixels) for lower-right corner of window. | cropref:1:963,542,1920,1080 <cr></cr> |
| set | Set stream number for designated window. | Window number (0-3). Stream number (1-254). | set:1:240 <cr></cr> |
| setz | Set layering/priority order of the windows. | Window number (0-3). Z settings (1-4, with 4 being the top-most). | setz:1:1 <cr></cr> |
| setbord | Set window border. | Window number (0-3). Vertical border width (in pixels). Horizontal border width (in pixels). | setbord:1:8,8 <cr></cr> |
| setbordcol | Set window border color. | Window number (0-3). RGB values (0-255). | setbordcol:1:124,168,205 <cr></cr> |
| bordon | Turn on border for window. | Window number (0-3). | bordon:1 <cr></cr> |
| bordoff | Turn off border for window. | Window number (0-3). | bordoff:1 <cr></cr> |
| winon | Turn on window. | Window number (0-3). | winon:1 <cr></cr> |
| winoff | Turn off window. | Window number (0-3). | winoff:1 <cr></cr> |
| preset | Load preset settings. | Window number (0-3). | preset:1 <cr></cr> |
| seta | Set output audio source stream. | Audio source stream number (1-254). | seta:1 <cr></cr> |
| mute | Mute audio. | | mute <cr></cr> |
| unmute | Unmute audio. | | unmute <cr></cr> |
| setbkgd | Set background image. | Background number (1-4). | setbkgd:2 <cr></cr> |

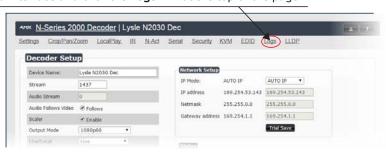
| Command | Description | Variables | Example |
|-------------------------------|--|--|--------------------------------------|
| bkgndloaded | Refresh the window to the newly uploaded background. | Window number (0-3). | bkgndloaded:1 <cr></cr> |
| Iploaded | Refresh the window to the newly uploaded local play image. | Window number (0-3). | lploaded:1 <cr></cr> |
| modeset | Set output resolution of Windowing Processor. | Mode name. 1024x768 1080p 1080p59.94 1080p60 1080p_24hz 1360x768 1366x768 1600x1200 1680x1050 480p 720p 720p59.94 720p60 800x600 | modeset:1080p <cr></cr> |
| windowReset | Restart a window. | Window number (0-3). | windowReset:1 <cr></cr> |
| getStatus | Returns current device status string in XML form. | | getStatus <cr></cr> |
| setSettings:name | Set a unit name for the Windowing Processor. | Serial string (255 character max). | name:Conf WP 2 <cr></cr> |
| setSettings:quality | Set compression level of stream. | Quality value (1-100). The higher the value, the better the quality. | quality:80 <cr></cr> |
| setSettings: motionQuality | Set the motion quality of stream. | Quality value (1-100). The higher the value, the better the quality. | motionQuality:80 <cr></cr> |
| setSettings: extremeMode | Enable or disable extreme quality mode. | on off | extremeMode:on <cr></cr> |
| setSettings: audioDelay | Set an audio delay (in milliseconds). | Delay value in milliseconds (1-255). | setSettings:audioDelay 50 <cr></cr> |
| setSettings: setStream | Set the stream number for the Windowing Processor. | Stream number (1-32767). | setSettings:setStream 240 <cr></cr> |
| setSettings: mode | Enable or disable output stream. | on off | setSettings:mode off <cr></cr> |
| setSettings: mediaPort0 | Allow or disallow multicast on the P0 port. | on off | setSettings:mediaPort0 on <cr></cr> |
| setSettings: mediaPort1 | Allow or disallow multicast on the P1 port. | on off | setSettings:mediaPort1 off <cr></cr> |
| setSettings: mediaPort2 | Allow or disallow multicast on the P2 port. | on off | setSettings:mediaPort2 on <cr></cr> |

API Command Discovery

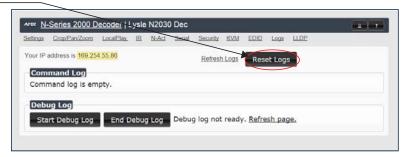
Follow these steps to discover API commands using the web interface's **Log** page.

NOTE: This example features an SVSI system Decoder, but the steps also apply to most SVSI system products.

1. Log in to your unit's web interface and click the **Logs** link at the top of the page.



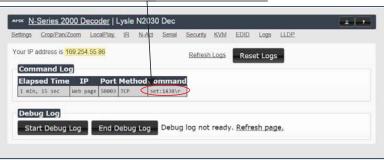
2. Click the Reset Logs button.



Change a setting. For this example, we are discovering the API command used to change the Stream setting.



4. Return to the **Logs** page. The API command for the change displays here.



Please contact SVSI technical support at svsisupport@harman.com or 256.461.7143 x9900 for any installation issues. Visit our support webpage at support.svsiav.com.

