

TPP Programmer's Guide

VIO 4K

Ref. V701

For version v02.00.7X



ANALOG WAY®
Pioneer in Analog, Leader in Digital

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1 INTRODUCTION

This document provides information and guidance to control a VIO 4K™ directly from controllers without using the standard *Web RCS*. A basic knowledge of the machine is necessary, using the *Web RCS*.

TPP stands for Third Party Protocol.

1.1 References

(on [ANALOG WAY](#) web site)

- VIO4K_TPP_variables_for_v02-00-7X.xls (VIO 4K™ v02.00.7X TPP command set)
- VIO 4K™ v02.00.7X firmware updater
- VIO 4K™ User Manual
- VIO 4K™ Quick Start Guide

1.2 Notices

Pictures and drawings are non-contractual.

Specifications are subject to change without prior notice.

2 CONTROLLING VIO 4K™

2.1 Introduction

VIO 4K™ products are usually controlled by the user friendly Web RCS or by the VERTIGE high-end remote controller, but a programming interface is also provided for automation applications.

A good practice is to setup the machine with the Web RCS and then control it with a few basic commands like “preset recalling” and “layer input change”.

2.2 Physical interfaces

VIO 4K™ can be controlled through its rear Ethernet **RJ45** plug:

- labeled “**ETHERNET**”
- 10/100Mbps compatible
- **auto-MDIX** (which avoid need of crossover cable to connect it directly to a computer)

VIO 4K™ can be controlled through its rear **RS232 DB9** plug:

- labeled “**RS232**”
- 1200Bds up to 115200 Bauds
- 3 wires straight cable, 8 data bits, 1 stop bit, no parity bit, no flow.

Warning: Enable RS232 may slow down device operations especially if a low baud rate is selected.

2.3 Protocol

Supported protocol is **TCP/IP**, parameters can be set up with front panel or Web RCS configuration menus.

Default values are:

- Protocol: **TCP**
- DHCP client: **yes**
- TPP port: **10600**

Note: The VIO 4K™ TPP server can handle at most 5 clients simultaneously.

2.4 Command principle and structure

2.4.1 VIO 4K™ control principle

VIO 4K™ functionalities are controlled through **commands**. Those commands allow **reading** or **writing** in device **registers**.

VIO 4K™ TPP interface could be considered as a state machine, controlled by sending commands to read or write its registers. Writing into registers modifies machine state. Current state of the machine is always available by reading its registers.

Registers structure and size can range from a simple bit, up to multidimensional array of 32 bits words, and also string. Note that reading or writing a value into a multidimensional register requires providing indexes in addition to the **register value**.

Each register have a unique name, only made of **letters**, usually five, upper case or lower case. (three exceptions having only one letter)

A command is made only of displayable ASCII characters (ranging from 0x21 up to 0x7E) and is ended with a line feed character (LF) (ASCII 0x0A) that will be represented hereafter with the L_F symbol.

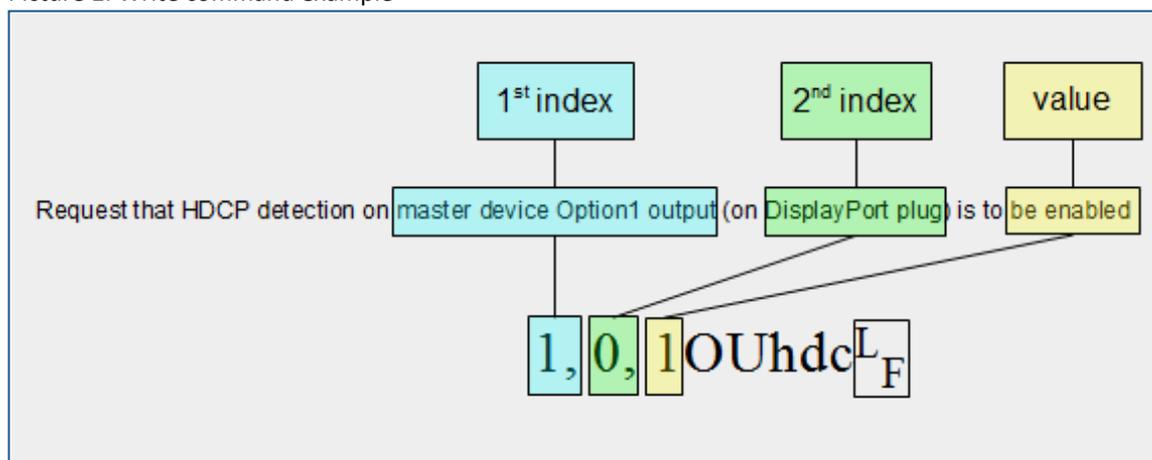
Commands are of 2 types: read commands or write commands, using the same syntax.

- A write command is made of indexes values, followed by the register value, the register name and ended by the L_F character.
- A read command uses exactly the same syntax, except the register value that is omitted.

2.4.2 Write command structure

A write command is made of numeric values separated by a comma, followed by a group of up to 5 letters defining the command and is ended with LF. (ASCII 0x0A)

Picture 1: Write command example



The last numerical field is the value to be written in the register.

The first numerical fields are “indexes values”, specifying on which dimension the command relates. The number of indexes can range from 0 to 3 depending on the command.

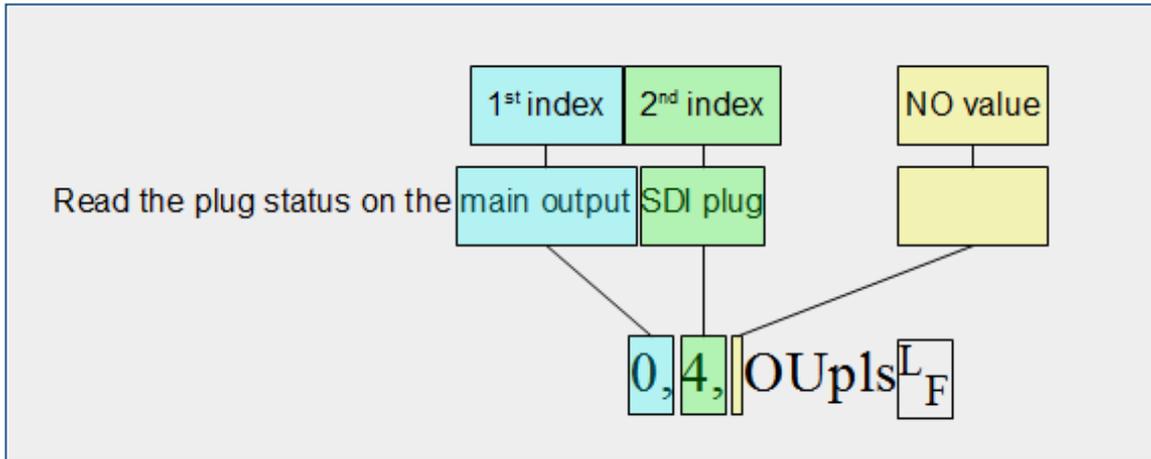
(details in chapter [§Command indexes and Command values](#))

Each command shall be ended with the L_F character. (ASCII 0x0A)

2.4.3 Read command structure

A read command follows the same structure than the write command, simply with the value field omitted. Please note that an index value is always followed by a comma.

Picture 2: Read command example

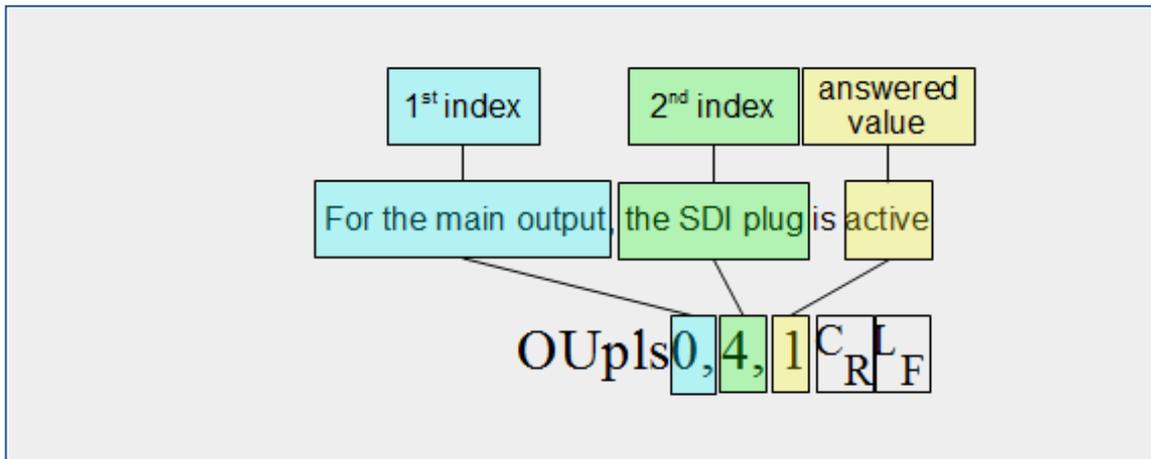


2.4.4 Valid answer structure

When a read or write command is **valid**, the device answers, giving the current register value. The answer structure is symmetrical to the write or read command.

An answer is made of a group of letters (most often the same as the command) followed by numeric values separated by comma, and ended with $C_R L_F$ characters. (ASCII 0x0D and 0x0A)

Picture 3: Valid answer structure

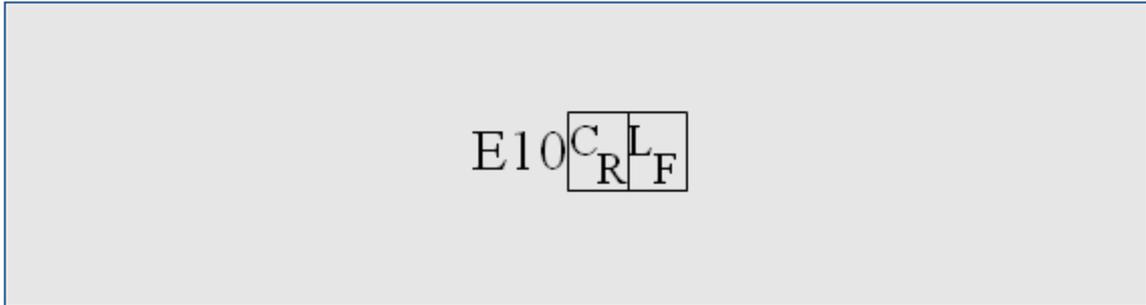


Answer starts generally by the same group of letters than in the initial read or write command, followed by indexes values, then register value and ending with $C_R L_F$ characters.

2.4.5 Error answer

When an **invalid** read or write command string is received, the device immediately answers with one of the following error string.

Picture 4: Error answer example



Error message structure:

An error message is made of the capital letter E followed by a 2 digits value depending on the error and is ended with $C_R L_F$ characters. (ASCII 0x0D and 0x0A)

Here are returned error code and conditions covered:

- E10: means “register name error”. It is usually due to a command field (i.e. five letters) that does not match any legal command string.
- E11: means “index value out of range”. It is usually due to a wrong index value.
- E12: means “index number error”. It is usually due to an incorrect number of indexes, too or not enough.
- E13: means “value out of range”. It is usually due to a wrong value in a writing command.

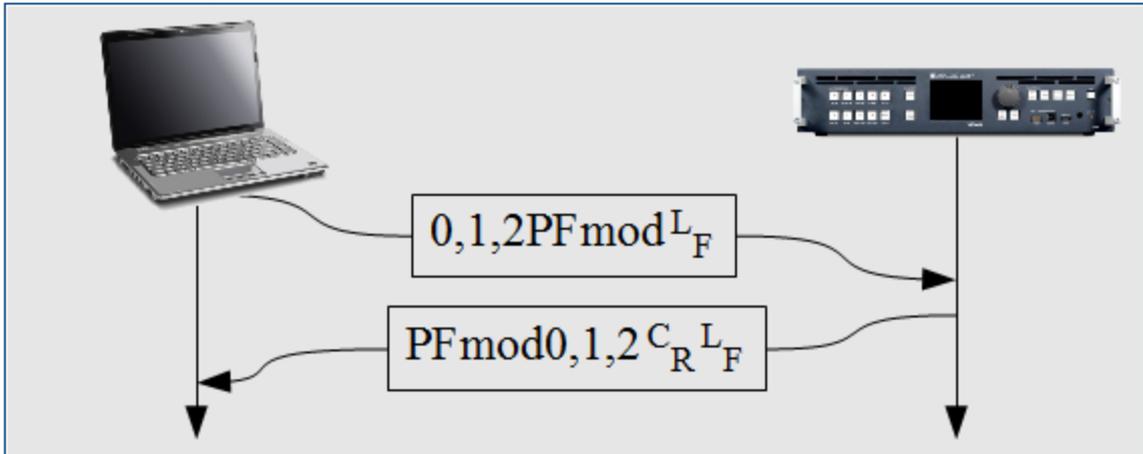
2.5 Commands sequencing

A complete command sequence is made of two parts: first, a read or write command issued by the controller, second, the answer of the device. The answer can be used as an acknowledgment. Because the processing of received commands is asynchronous, the answer delay is nor constant nor predictable, but on the other side, this allows to send multiple commands in advance.

A good practice is to check commands acknowledgment before sending new block of commands.

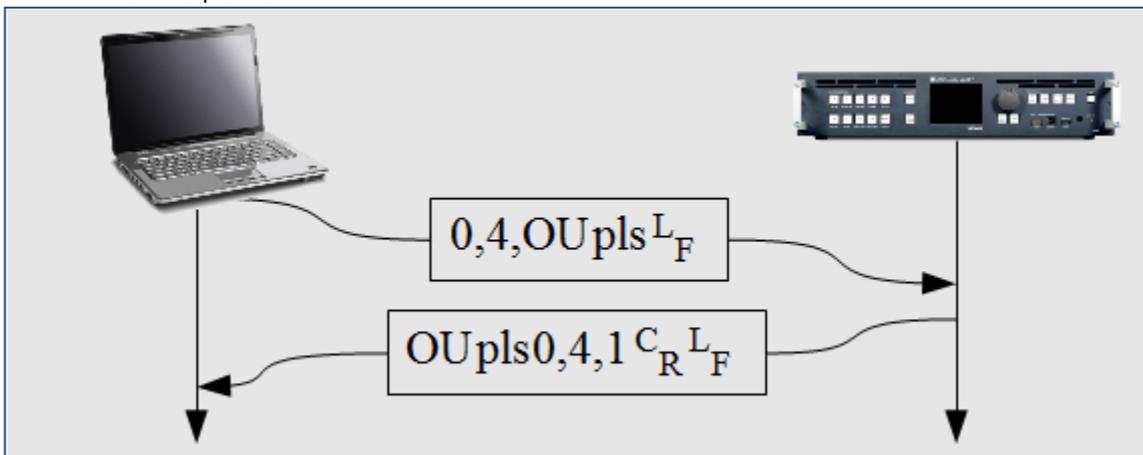
2.5.1 Write sequence

Picture 5: Write sequence



2.5.2 Read sequence

Picture 6: Read sequence



2.6 Command indexes and Command values

As explained in chapter [§VIO4K control principle](#), VIO 4K™ commands allow reading or writing values in multidimensional registers. For these, indexes values must be supplied. For simple registers (without dimension), reading or writing commands don't need indexes values.

Indexes values: Depending on the command, you can have to specify from 0 to 3 indexes values. They indicate on which dimension the command relates. For example, the “*OUT_FORMAT_STATUS*” command which gives the format of the output, requires an index value to indicate one of the outputs.

No wildcard exists, all required indexes values shall be supplied. Some indexes values have names starting with “*DIM_*”, meaning dimension. For example, the “*IN_LABEL*” command giving the name of an input, always requires a “*DIM_INPUT*” index value indicating the number of the input.

Indexes values are detailed in the “*VIO4K_TPP_variables_for_v02-00-7X.xls*” document.

Command value: This is the register value. In a write command, it indicates the new value that you want to be applied. In a read answer, it indicates the current state of the command (current register value). A write command is **only** distinguished from a read command due to the presence of the numerical or string value just before the command letters.

A command value can be numerical or string:

- Numerical value should be integer (no space, no decimal part nor engineer notation) and made only of digits
- A string is made of displayable 7bits ASCII characters, surrounded by quotation mark, with a length up to the specified maximum number of characters. (e.g. “My first show”)

To use quotation mark in a string, it must be preceded by a backslash “\”. The double backslash sequence “\\” produces a normal literal backslash. (e.g. “My “\”first\” input”, “C:\\Folder\\File”)

The value types are detailed in the “*VIO4K_TPP_variables_for_v02-00-7X.xls*” document.

A value written in a register remains until modified by a new write command or by the device itself. This allows options to be written only once.

All registers have a **default value**, noted in the detailed tables.

You must be careful on value range, which depends on multiple factors, like device type, device configuration or current situation. Value range have names starting with “*ENUM_*”, else, if no enumeration name exist, value must be comprise between given “min value” and “max value”.

Commands values are detailed in the “*VIO4K_TPP_variables_for_v02-00-7X.xls*” document.

2.7 Multiple controllers

Multiple controllers are allowed, limited to 5, with TCP protocol.

No priority exists, in case of simultaneous writing of the same command, the device applies both, one after the other. In all cases, controllers must take into account the last answer received.

3 COMMON VIO 4K™ USE CASES

The following common actions can be remotely controlled:

- Establishing a connection with a VIO 4K™, comprising:
 - Socket opening
 - Device type checking
 - Command set version checking
 - VIO 4K™ registers readback
- Keeping a connection alive with a VIO 4K™
- Shutting down or rebooting the VIO 4K™ device
- Switching on manual commutation mode
- Loading a Preset from memory
- Changing a source displayed in the layer
- Loading a View from memory
- Using patterns
- Using snapshots

to **0**, meaning that no enumeration is running.

sending: $1\#^L_F$ or $3\#^L_F$ When `<value>` is equal to 1, the device will enumerate all registers values, for all indexes values in case of multidimensional registers. This can produce a huge amount of data. The end of the enumeration is signaled when the DIESE register automatically returns to the value 0, meaning that the controller must wait until receiving $0\#^C^L_F$.

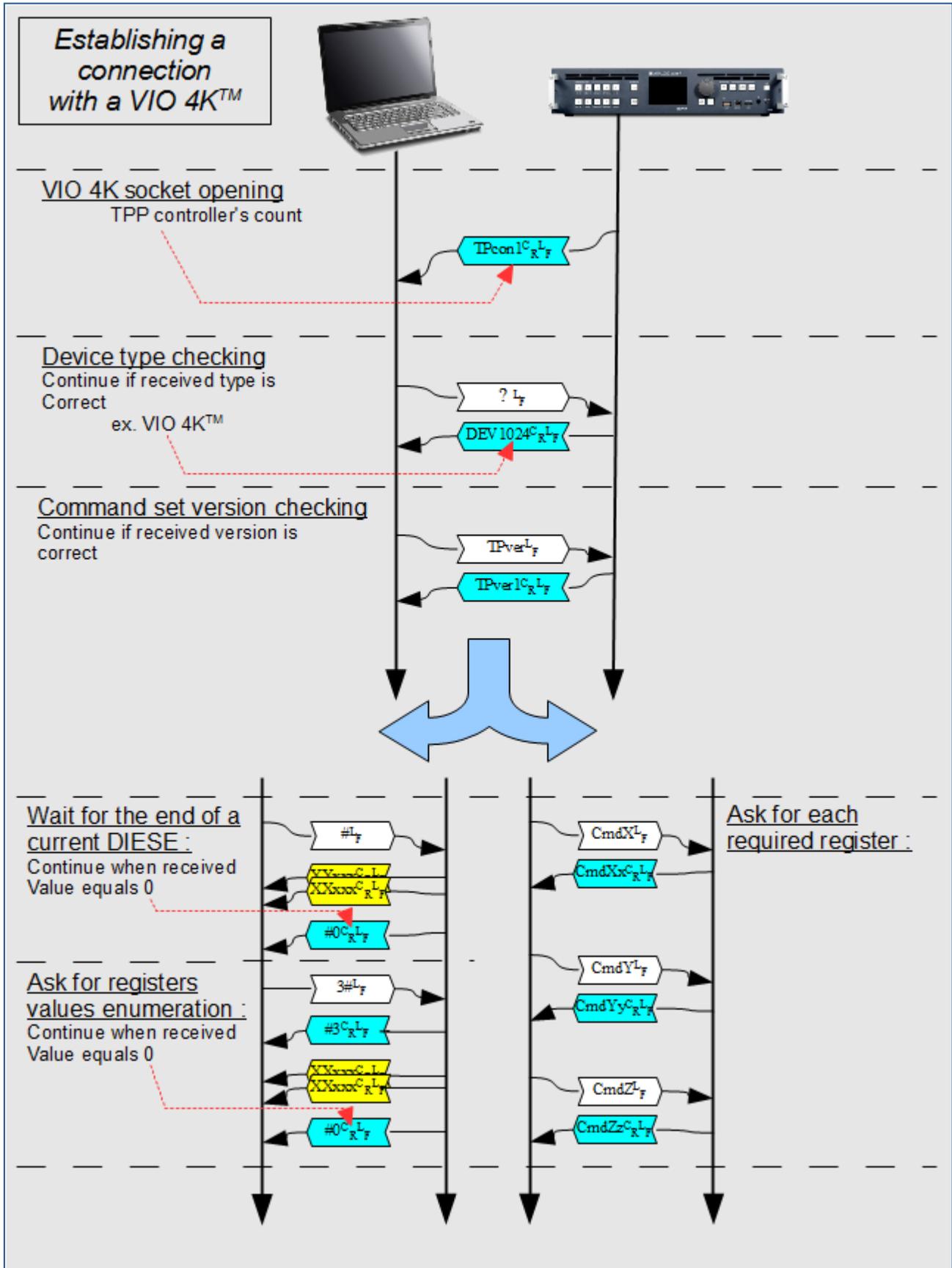
When `<value>` is equal to 3, the device works the same way, except that it will not enumerate registers having their default value, reducing the amount of received data.

- Registers read back managed by the controller:

The controller should read all used registers, slowly enough to avoid being saturated, issuing as many read commands as needed.

3.1.4 Example of connection establishment

Picture 7: Example of connection establishment



3.2 Keeping a connection alive with a VIO 4K™

3.2.1 Usage

This example gives you the proper way to maintain the connection alive with a VIO 4K™ device. It is recommended to use this method for future developments. It uses a single command allowing testing the connection and that the device is alive.

The sending rate should be slow enough to avoid link overload, typically at “human rate”.

It is advised to “ping” the device only when no communication occurs.

3.2.2 Detailed command sequence

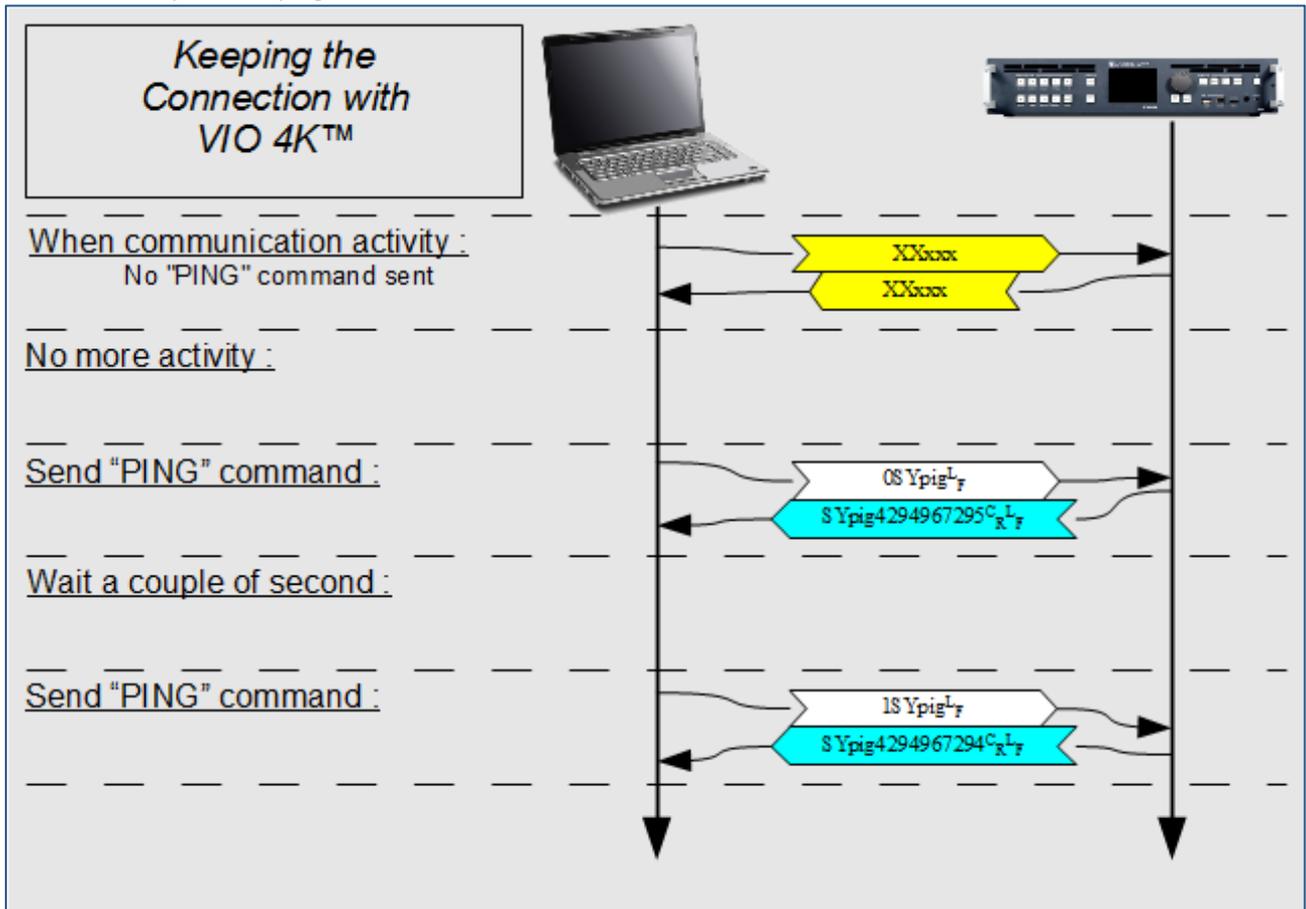
Syntax : `<val1>SYpig` `<val1>` is any numerical value that will be used and returned inverted by the device, showing that it is alive.

Answer : `SYpig<val2>C LR F<val2>` is computed by binary inverting `<val1>`.

- Examples : sending 0 (0x0000 0000) will return 4.294.967.295 (0xFFFF FFFF)
- : sending 1 (0x0000 0001) will return 4.294.967.294 (0xFFFF FF5E)
- : sending 170 (0x0000 00AA) will return 4.294.967.125 (0xFFFF FF55)

3.2.3 Example of PING command

Picture 8: Example of keeping a connection alive



3.3 Shutting down or rebooting the VIO 4K™ device

3.3.1 Usage

This command sequence reboots or shuts down the device.

3.3.2 Detailed commands sequence

- **Reboot the device**: This command restarts the device by writing the value 1.

Syntax : $1SBreb^L_F$

OR

- **Power off the device**: This command shuts down and powers off the device by writing the value 2 (manual restart required).

Syntax : $2SBreq^L_F$

OR

- **Standby the device**: This command puts the device on standby by writing the value 1.

Syntax : $1SBreq^L_F$

- **Wake up the device**: This command wakes up the device by writing the value 0 if the device was previously on standby.

Syntax : $0SBreq^L_F$

3.4 Switching on manual commutation mode

3.4.1 Usage

By default, the inputs' commutation is done immediately once a TPP commutation related command is received. With the manual commutation mode, it is possible to do a macro sequence with the commands below and apply all when the user requests it.

The commands which are associated with the commutation mode, are:

- **PE_INPUTNUM**: Change the current input;
- **PRESET_VIEW_BANK_RECALL_REQUEST**: Load the view from memory to an input;
- **PRESET_VIEW_BANK_ACTIVE_RECALL_REQUEST**: Load the view to the active input;
- **PRESET_BANK_RECALL_REQUEST**: Load the preset from memory.

User must particularly be careful with this mode if multiples remote controllers are connected. Multiple controllers using those commands simultaneously would cause unpredictable results. This can cause intermixing commands with 2 simultaneously sending controllers.

3.4.2 Detailed commands sequence

- **Select the manual mode**: This command disables the automatic commutation by writing the value 0.

Syntax: $0PCpum^{L_F}$

OR

- **Select the auto-apply mode**: This command enables the automatic commutation by writing the value 1.

Syntax: $1PCpum^{L_F}$

- **Apply modification in manual mode**: This command allows the application of sent previous commands to commute.

Syntax: $1PCrpr^{L_F}$

Answer: $0PRrpr^{C_{R_F} L_F} CIava0^{C_{R_F} L_F} CIava1^{C_{R_F} L_F}$

Syntax: $CIava<value>^{C_{R_F} L_F}$

The COMMUTATION_AVA register indicates that the commutation is running by the value 0 and finished by the value 1.

3.5 Loading a Preset from memory

3.5.1 Usage

A simple way to control a VIO 4K™ product is to record the entire device's screens content in its memories, using the Web RCS, during the initial setup. These memories can then be remotely recalled by a controller.

The “recall Preset from memory” action can be used automatically and with the manual apply mode.

This command allows to load a previously memorized preset.

3.5.2 Detailed commands sequence

- **Load a preset from memory:**

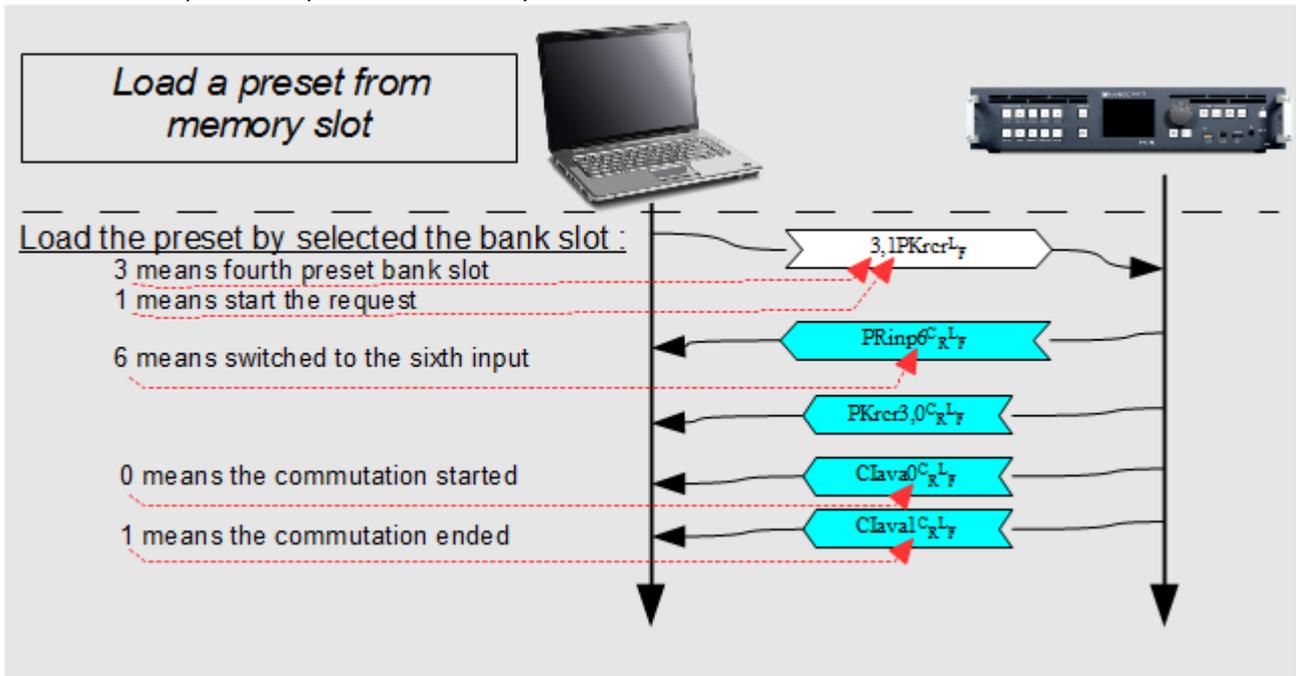
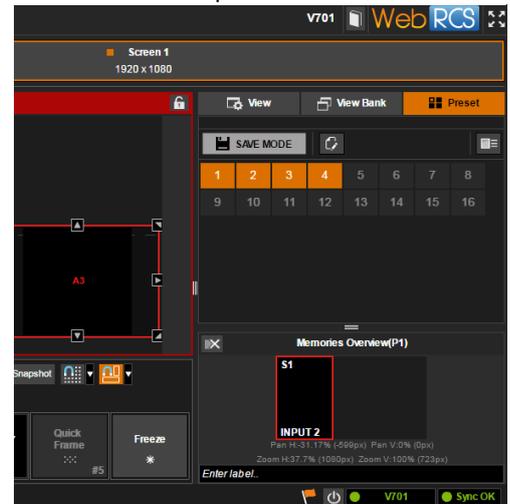
Syntax : `<bank>,1PKrcrLF`

<bank> is the memory index (16 memories addressed from 0 to 15).

3.5.3 Example of preset recall (auto-apply mode)

Picture 10: Example of load preset from memory

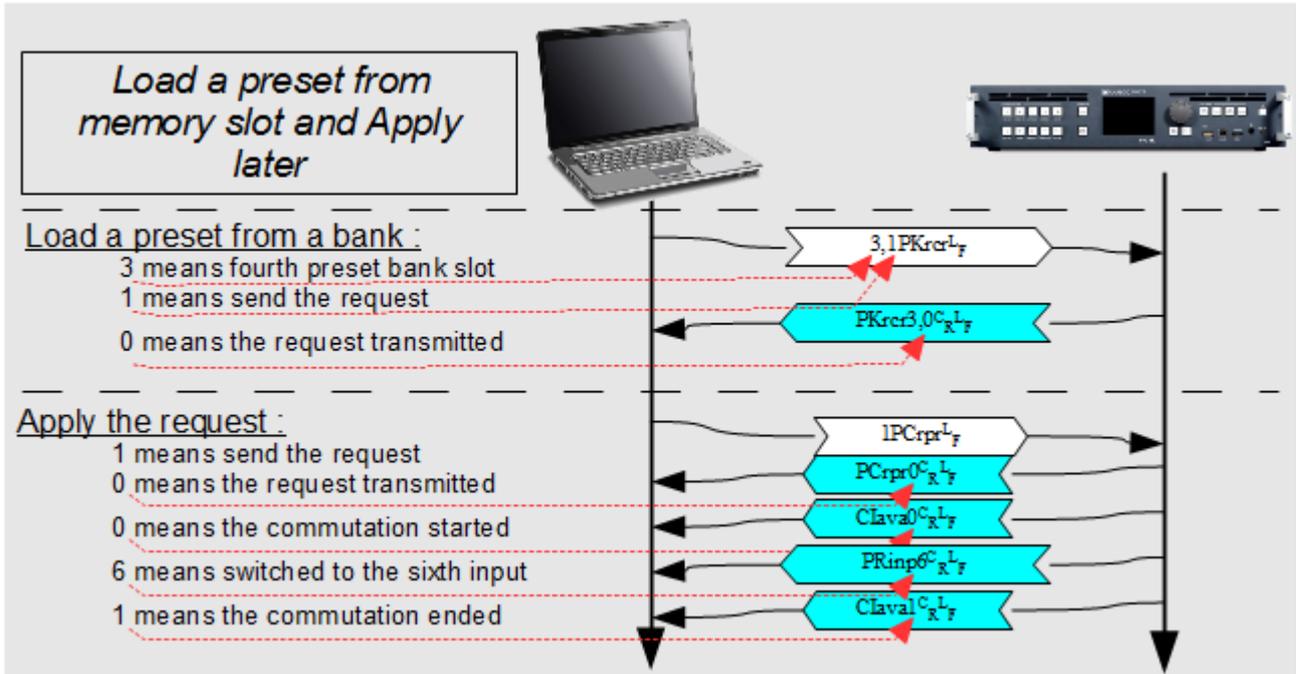
Picture 9: Select a preset - Web RCS



In auto-apply mode, the commutation with transition is directly called.

3.5.4 Example of preset recall (manual mode)

Picture 11: Example of load a preset in manual mode



In manual mode, the commutation with transition is called only when the user send the PRESET_APPLY_REQUEST.

3.6 Changing a source displayed in the layer

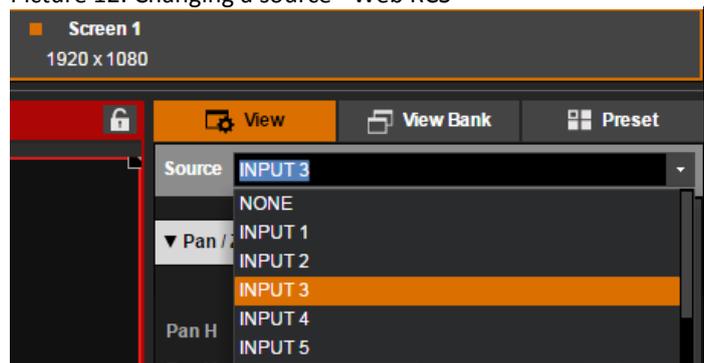
3.6.1 Usage

The “Layer Source change” action allows changing the source displayed in a layer of a screen. It can be used automatically and with the manual apply mode.

The PE_INPUTNUM register is used to know and change the source displayed in the layer of the preset.

Warning: In manual mode, when change request is emit, the register has a different value compared to the genuine current input.

Picture 12: Changing a source - Web RCS



3.6.2 Detailed commands sequence

Syntax: $\langle \text{source} \rangle \text{PRinp}^L_F$

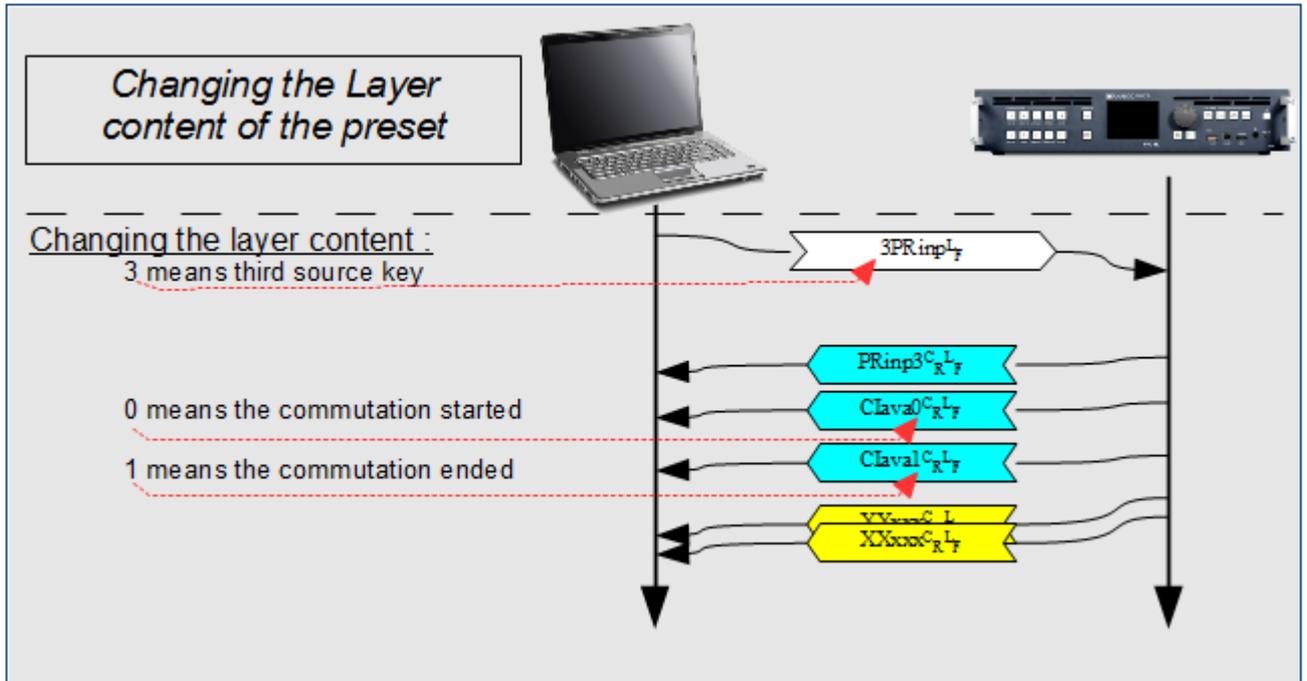
The $\langle \text{source} \rangle$ is the register value giving the source: 0 for none and from 1 up to 9 for source key.

Answer: $\text{PRinp} \langle \text{source} \rangle^C_R^L_F$

Example: 3PRinp^L_F in the layer assigns the HD15 input.

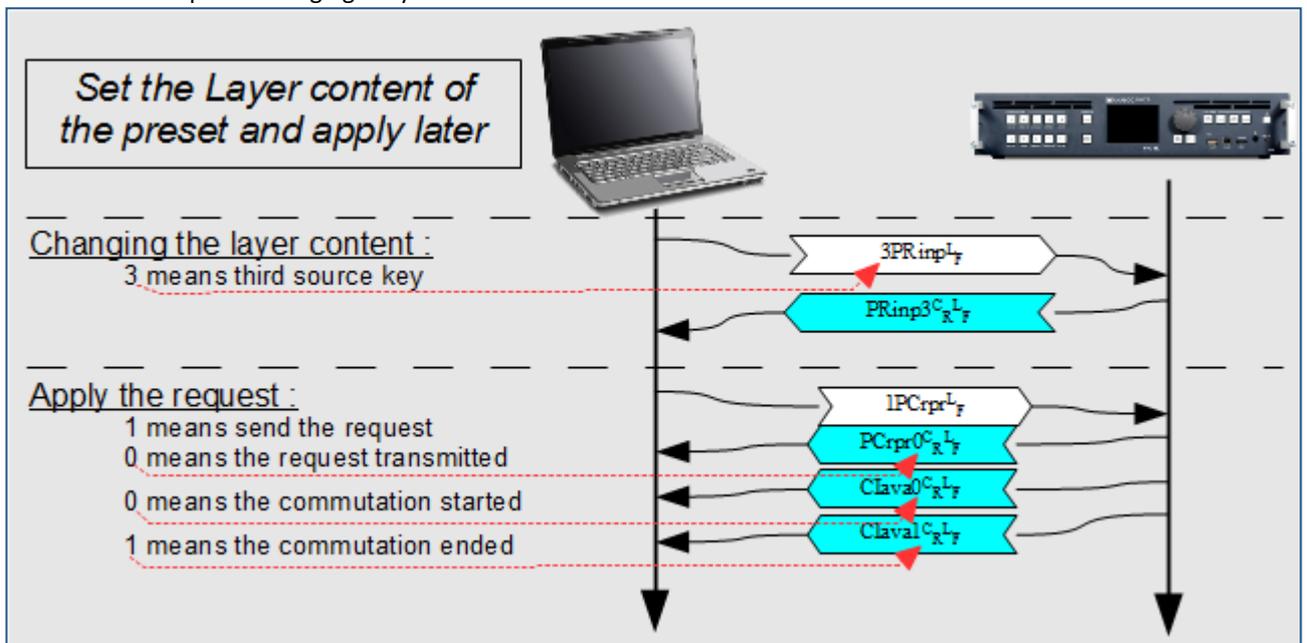
3.6.3 Example of changing a layer content (auto-apply mode)

Picture 13: Example of changing a layer content



3.6.4 Example of changing a layer content (manual mode)

Picture 14: Example of changing a layer content



3.7 Loading a View from memory

3.7.1 Usage

This command allows to load a previously memorized view to apply on specified input layer.

It can be used automatically and with the manual apply mode.

Warning: In auto-apply mode, the command is directly applied without transition.

In manual mode, the command is applied with a transition when the apply request is send.

3.7.2 Detailed commands sequence

- **Load a view from memory:**

Syntax : `<bank>,<screen>,<input>,1PBrcrLF`

<bank> is the memory index (64 memories addressed from 0 to 63).

<screen> is the destination screen index (6 screens addressed from 0 to 5).

<input> is the source index (9 inputs addressed from 0 to 8).

OR

- **Load a view from memory to active input:**

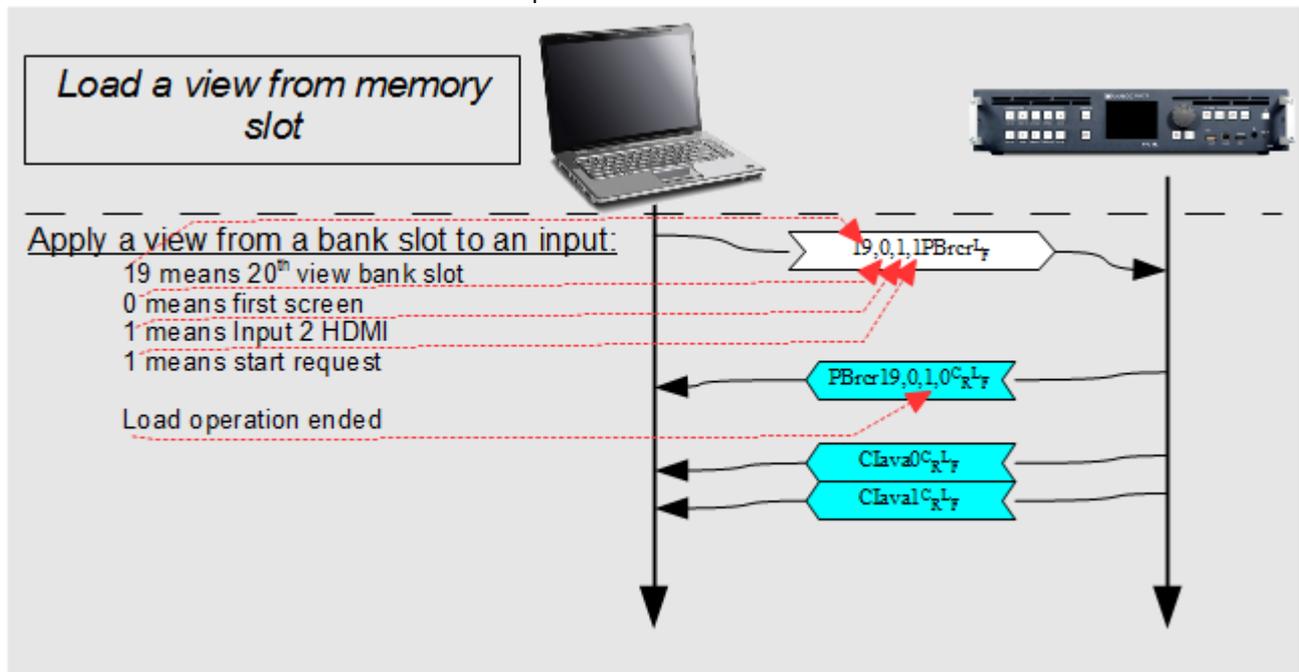
Syntax : `<bank>,<screen>,1PBirrLF`

<bank> is the memory index (64 memories addressed from 0 to 63).

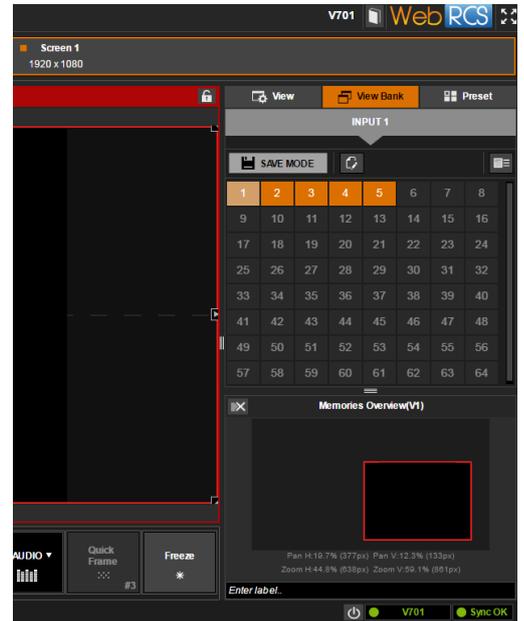
<screen> is the destination screen index (6 screens addressed from 0 to 5).

3.7.3 Example of changing a view to specific input (auto-apply mode)

Picture 16 : Load a view from 20th bank slot to Input 2 HDMI

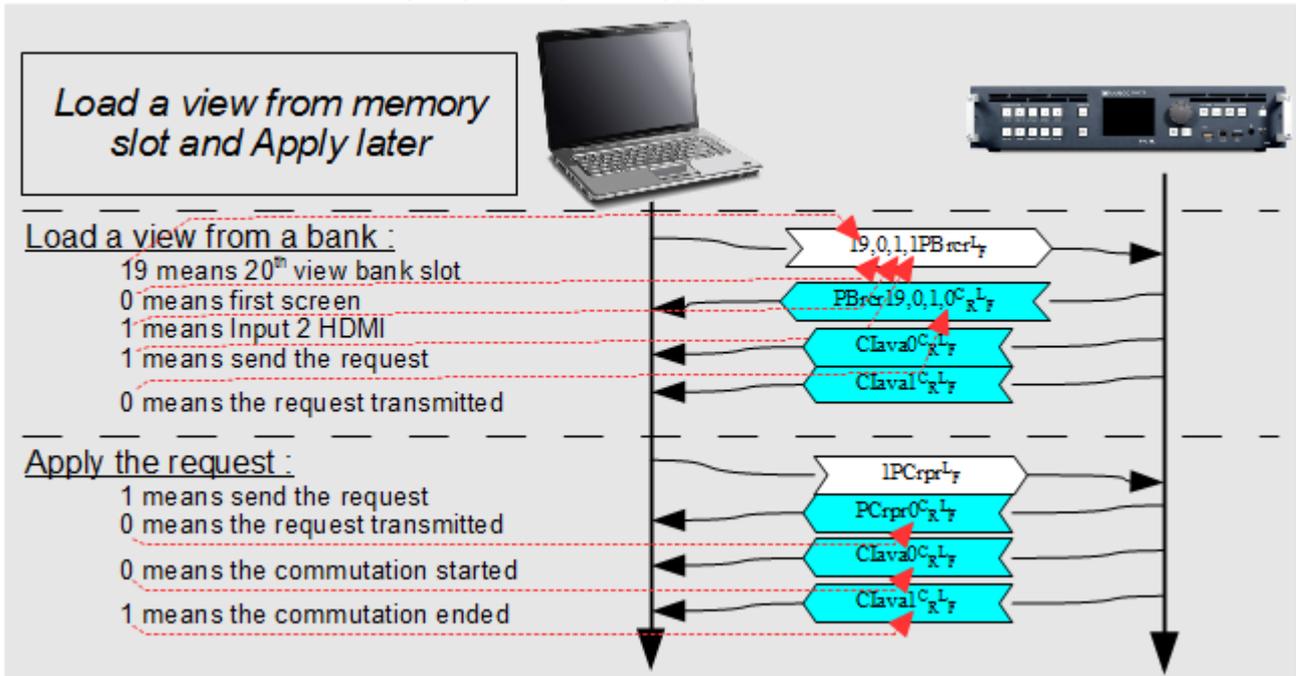


Picture 15: Loading a view to an input - Web RCS



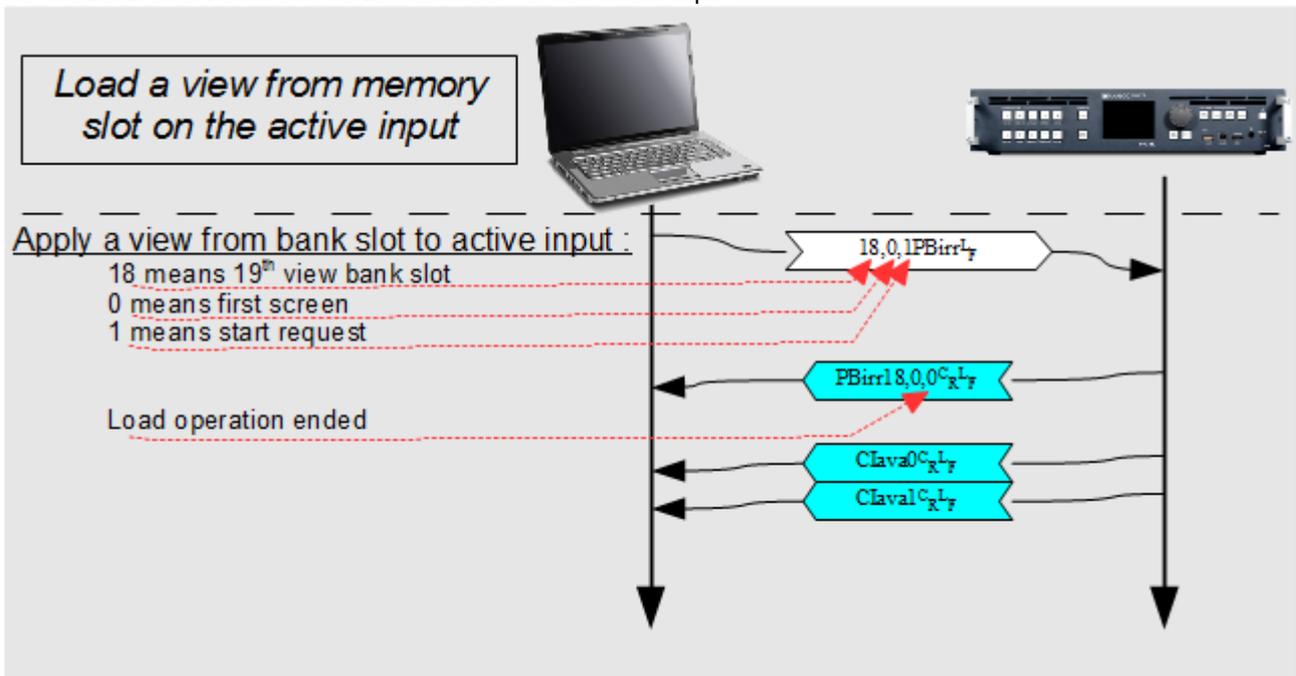
3.7.4 Example of loading a view to specific input (manual mode)

Picture 17 : Load a view from memory to specific input and apply later with transition



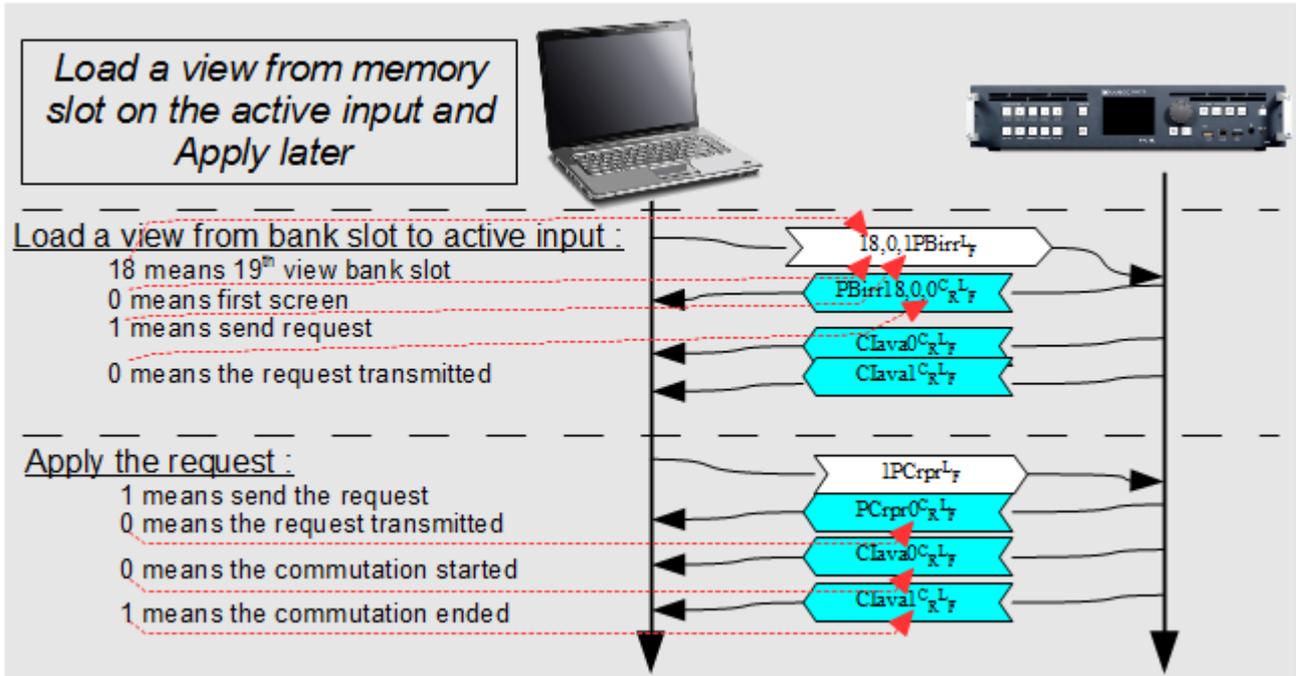
3.7.5 Example of changing a view to current input (auto-apply mode)

Picture 18: Load a view from the 19th bank slot to the current input



3.7.6 Example of loading a view to current input (manual mode)

Picture 19 : Load a view from memory to the current input and apply later with transition



3.8 Using patterns

3.8.1 Usage

To check position and colorimetry of outputs, the VIO 4K has multiples patterns. They can be applied on output format or in the area of interest. They are configurable, and most have a motion option.

3.8.2 Detailed commands sequence

For commands below, `<output>` is the destination output index (6 outputs addressed from 0 to 5).

- **Enable pattern:**

Syntax : `<output>,0OUpinLF`

Enable by writing the value 0 and disable by writing the value 1.

- **Show raster box:**

- On format: This command enables the view of edge of the output format by writing the value 1, and disables with the value 0.

Syntax : `<output>,1OUpctLF`

OR/AND

- On AIO: This command enables the view of edge of the area of interest by writing the value 1 and disables with the value 0.

Syntax : `<output>,1OUactLF`

- **Select pattern fit area:** This command defines if the pattern is shown on all format area by writing the value 0 or on defined area of interest by writing the value 1.

Syntax : `<output>,<value>OUfaiLF`

`<value>` is the selected area (0 selects Format, 1 selects AOI).

- **Select the pattern:**

Syntax : `<output>,<value>OUpatLF`

`<value>` is the pattern index (16 patterns addressed 0 for none and from 1 up to 15 for pattern keys).

- **Options configuration:**

For all pattern, the colorimetry settings can be disabled and the pattern can move expected COLOR and CHECKERBOARD patterns.

- Disable colorimetry settings :

Syntax : `<output>,<value>OUpdcLF`

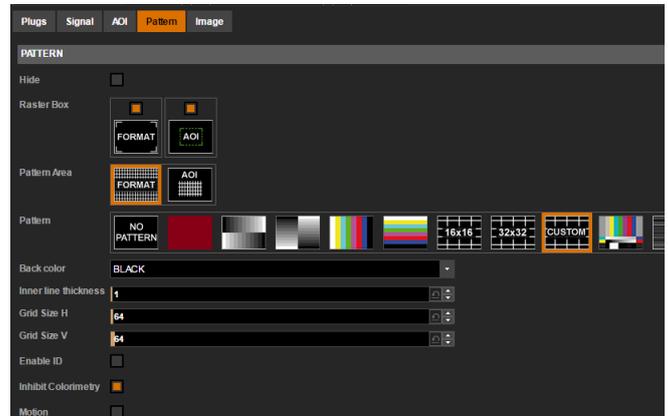
It is disable by writing `<value>` 1 and enable with 0.

- Moving option :

Syntax : `<output>,<value>OUmovLF`

It is enable by writing `<value>` 1 and disable with 0.

Picture 20: Show a pattern in an output - Web RCS



- **Specifics options configuration:** According to the selected pattern, options are available.
COLOR pattern: define RGB color.
GRID CUSTOM pattern: define the grid's size, the background color, the thickness and show block ID.
CROSSHATCH pattern: define the crosshatch's size.
CHECKERBOARD pattern: define the square's size, start with black or white.
Options values are detailed in the "VIO4K_TPP_variables_for_v02-00-7X.xls" document.

3.9 Using snapshots

Small snapshots of live inputs and outputs, frame and logos are available. Live input and live output snapshots are regularly refreshed, while frame snapshots are refreshed only on change.

Snapshot request rate must not be more than 1 per second.

Picture maximal size is 256 pixels (width) by up to 256 pixels (height). The size depends on aspect ratio.

Live output snapshot maximum size is 512 pixels (width) by up to 512 pixels (height).

Picture type is PNG.

Live inputs snapshot URL are:

- http://<machine_ip>/LIVE_SNAPSHOT/SNAP_INPUT_1.png
up to
- http://<machine_ip>/LIVE_SNAPSHOT/SNAP_INPUT_OPT_2.png

Live outputs snapshot URL are:

- http://<machine_ip>/LIVE_SNAPSHOT/SNAP_OUTPUT_MAIN.png
up to
- http://<machine_ip>/LIVE_SNAPSHOT/SNAP_INPUT_OPT_2.png

Frames snapshot URL are:

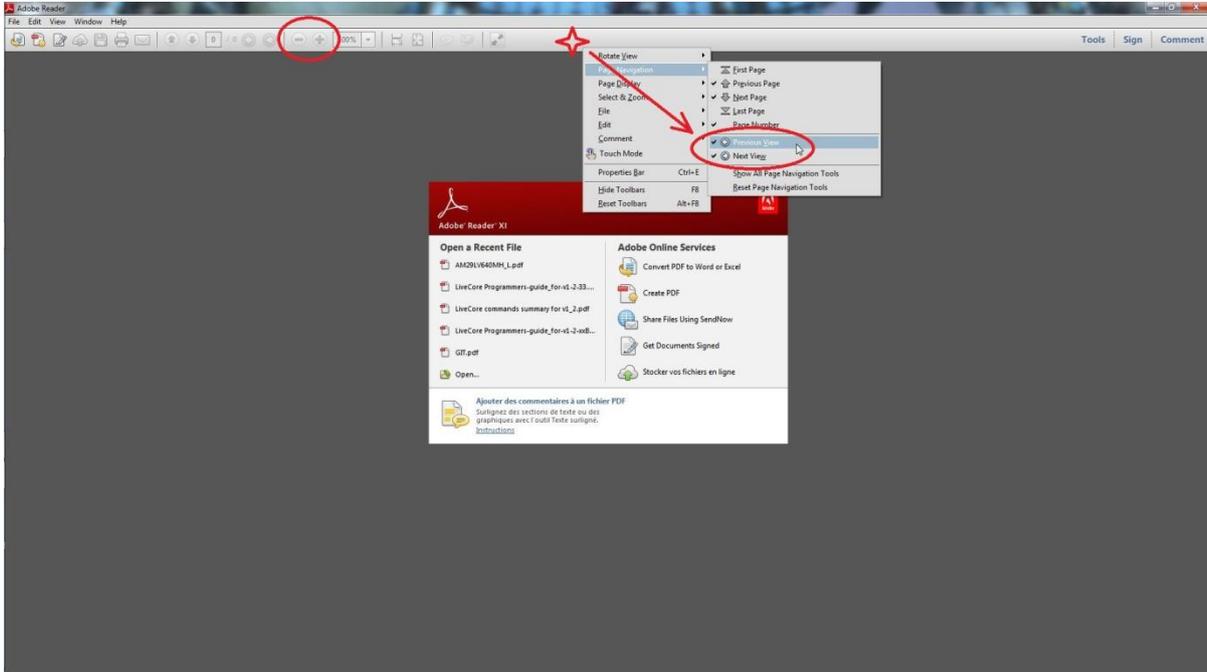
- http://<machine_ip>/FRAMELIB_THUMBNAIL/STILL_LIBRARY_1.png
up to
- http://<machine_ip>/FRAMELIB_THUMBNAIL/STILL_LIBRARY_50.png

4 NOTES

4.1 Using this document

This document contains many internal links. You can improve your navigation by using the “previous page” function, as in the following example:

Picture 21: PDF reader, Previous and Next page buttons



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