## **Picturall series**

# Picturall TCP/IP quick start guide

v01.00





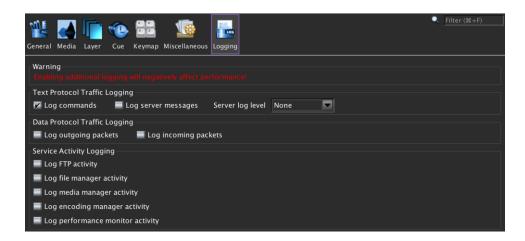
### Picturall TCP/IP quick start guide

This document describes few basic commands to control Picturall products with third party controllers via TCP/IP. Details on server connection can be found on Picturall user manuals.

Communication with Picturall media servers works through TCP/IP based telnet-like connection. Client starts communication by connecting to server IP address and port 11000. You can then send commands to the server. For example, you can telnet 10.0.0.1 11000 on the command line on a Windows or a Mac computer. Command is executed in the server when line feed is received.

#### Finding out sent commands from Picturall Commander

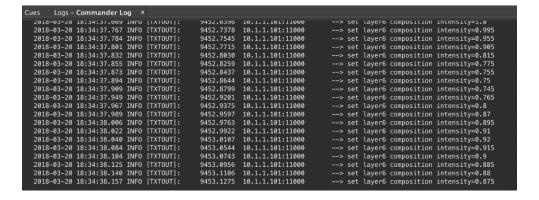
The user interface of Picturall media servers is called Picturall Commander. It uses same TCP/IP commands for controlling server than 3rd parties do. You can check the sent commands from Picturall Commander and copy-paste them to your control system. First you need to make sure you have correct settings. Go to **Edit** -> **Options** -> **Logging** and make sure you have **Log commands** checked.



After this select View -> Commander log



Now when you do any changes in Commander the sent commands will be copied to the Commander Log after 5 to 10 seconds. In this example the value of layer 6 intensity was changed.

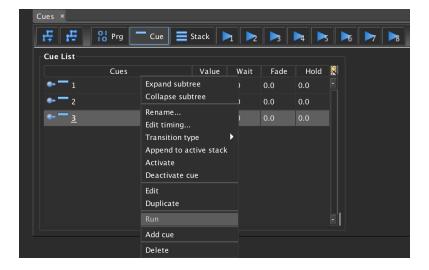


#### Basic commands for cue handling

Here are few basic commands you need in controlling cues in Picturall server.

#### Run cue

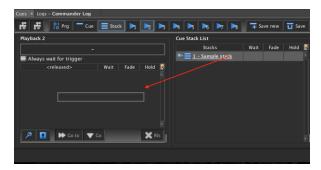
You can run single cue in Picturall server with command **cue x** where x is the number of the cue. For example command **cue 3** will execute cue number 3. Same would be done in Picturall Commander by right clicking a cue and selecting **run**.





#### Put cue stack to playback

The action we are performing is illustrated in two photos below:





We are putting the cue stack number one into playback two. This will not lead into any action yet since no cue is triggered. The command for this is

set stack2 select cue\_stack=1,major=0,minor=0

The playback 2 is called stack2 in the command line. Yes, it's confusing, but fixing this would break the backwards compatibility so we have to live with it. If you want to execute a certain cue in the cue stack you can for example call

#### set stack2 select cue\_stack=1,major=3,minor=0

This will insert the cue stack one to playback 2 and execute the cue that has position 3.0 in the cue stack.

You can execute the playback 2 go button press with command set stack2 control command=1

#### Power on and power off Picturall media server

Picturall media servers can be powered on by standard wake-on-lan protocol. Server MAC address can be found in web configuration tool by typing server IP address to your browser.

Powering off the server can be done by following command **poweroff** 

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