



AV Over IP Made Easy

# API

## Application Programming Interface

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### User Manual

Updated July, 2024

API Release 4.0x



# Safety Instructions

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1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this product near water.
6. Clean only with a dry cloth.
7. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
8. Do not install or place this product near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of a polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. To reduce the risk of electric shock and/or damage to this product, never handle or touch this unit or power cord if your hands are wet or damp. Do not expose this product to rain or moisture.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
15. Batteries that may be included with this product and/or accessories should never be exposed to open flame or excessive heat. Always dispose of used batteries according to the instructions.

# Operating Notes

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- The ZyPer Management Platform includes the ZMP web interface. The following browsers are supported:
  - ▶ Google Chrome version 55.0.2883 or greater
- Refer to the Support page on the ZeeVee web site to download the latest firmware.

# Contacting ZeeVee

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## Support

Contact us for installation and technical support, repairs, and warranty service:

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# Features and Package Contents

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## Features

- Pre-configured Linux O/S is maintenance-free and includes upgrades and support.
- Plug & Play operation will discover and enable labeling and control of any number of ZyPer4K, ZyPerUHD or ZyPerUHD60 encoders and decoders.
  - **Note:** Release 2.3.x was the final release to support the ZyPerHD
- Interface allows the independent routing of video, audio and control signals.
- The feature-rich API makes ZyPer4K / ZyPerUHD / ZyPerUHD60 the perfect add-on to existing distribution systems without the time and dollars usually required for custom programming.
- Presets enable signal routing and scheduling of saved, pre-defined source-display settings for easy duplication and recall.
- Real time system monitoring includes generating alerts for offline or disconnected ZyPer4K / ZyPerUHD / ZyPerUHD60 devices, sources and displays.
- Auto detection/discovery of additional encoders and decoders make system scaling a snap.
- Easily create and manage video walls of any pattern or configurations up to a 15 x 15 array.
- Create and manage Multi-view displays with up to 19 sources. (ZyPer4K only)

# New in Release 4.0 and 3.X

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## New Features 4.0

- Zones features updated
- Commands for ZyPer V.A.M. added (Visualization, Analysis, Monitoring Tool)  
Note this feature is Beta. (Not supported on ZyPerUHD60-2EMP)
- Transport Layer Security updates
- 802.1X Support added (ZyPer4K-XS/XR only)
- Multicast discovery enabled for ZyPer4K endpoints.
- Update Dante IP address (ZyPerUHD60-2EA and 2DA only)

## New Features 3.2

- Added support for ZyPerUHD60 2E, 2EA, 2D, 2DA
- Added specific commands related to Dante enabled UHD60 encoders and decoders

## New Features 3.1

- Added support for ZyPer4K 12G SDI Encoder

## New Features 3.0

- Many account and security related features
- Flash LED lights from GUI
- Set Low Power mode from GUI
- See Icron USB IP addresses in Display/Source Grid
- Set Server IP address from GUI

# New in Release 2.3 / 2.4 / 2.5

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## New Features 2.3 / 2.4

- Additional Multiview preset patterns. (ZyPer4K only)
- Clock added to Preset Calendar.
- Copy/Clone command added for Multiview. (ZyPer4K only)
- License count only applies to ZyPer4K units. Non ZyPer4K units do not count against license limit.
- Channel up/down command added for Multiview windows. (ZyPer4K only)
- Update ZyPerUHD “No Source Found” background from ZMP GUI.
- Ability to enable or disable viewing of IP address and firmware version in ZyPerUHD “No Source Found” screen. (Release 2.3.37261 and newer)
- Updated help search features for API
- Release 2.4 includes update to Linux version 20.04 on the new NUC form factor Management Platform. (See hardware specifications in Section 1)

## New Features 2.5

- Update ZyPerUHD “No Source Found” background from ZMP API.
- Maximum supported video wall size increased to 15x15 for ZyPerUHD
- Ability to disable 5V HDMI line on ZyPer4K-XS/XR decoders when no video routed to the decoder.
- Ability to issue a channel up or channel down command to ZyPer4K decoder via a ZeeVee IR remote control or ZyPer Trigger. Requires ZV IR RX unit.

## New Features 2.5.3

- Support for the new ZyPerUHD60

## New in Release 2.3

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### ethernetManagementPort changed to utilityPort

The 1Gb port on ZyPer4K units was referred to as the ethernetManagementPort in previous releases of the API. With release 2.3 this is now changed to utilityPort.



## New in Release 4.0

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### New/Updated Commands 4.0 (See API Command Listing)

- add snmp netNode
- delete snmp netNode
- generate tls csr
- load tls device
- rename zone
- set decoder analogAudioOut
- set decoder danteAudioOut
- set decoder hdmiAudioOut
- set decoder lowLatency
- set device dante ip
- set device optionCard
- set device utilityPort
- set encoder analogAudioOut
- set server api lineWrap
- set server contact
- set server discoverMode
- set server ftp mode
- set server hostName
- set server location
- set server redundancy
- set server security
- set snmp netNode
- show device names
- show snmp netNode

## New in Release 4.0

---

### New/Updated Commands 4.0 [\(See API Command Listing\)](#)

- show server config
- show server info
- show snmp netNode
- show tls device summary
- show tls ca pem
- show tls device pem
- show tls server pem

## New in Release 3.2

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### New/Updated Commands 3.2 (See API Command Listing)

- help
- join
- join dante
- set encoder danteAudioOut
- set decoder danteAudioOut
- set device security (ZyPer4K-XS/XR only)
- set device utilityPort
- set device videoPort

## New in Release 3.0

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### New/Updated Commands 3.0 (See API Command Listing)

- authenticate username
- create account
- delete account
- delete role
- generate tls
- help
- load account
- load tls
- logout
- set account
- set decoder autoAudioConnections hdmiAudioFollowVideo
- set multiview allowMainStream
- set role
- set server security
- set server timezone
- set tls
- show account
- show device config
- show files
- show logs
- show server ip duplicates
- show tls
- sign tls
- troubleReport

## Removed in Release 3.0

---

### Support for older ZMP NUC Devices

- First generation ZMP NUC devices are not supported with the 3.0 release of ZMP API. These devices are running an incompatible version of the Linux Operating System and were last shipped by ZeeVee back in 2017. These units can be easily identified as they have the brand name “GigaByte” written on the underside of the unit.
- Customers using this older NUC that wish to upgrade to the 3.0 ZMP API release should contact the ZeeVee sales team ([sales@zeevee.com](mailto:sales@zeevee.com)) to purchase an updated ZMP Hardware device.

### These API Commands have been removed

- join dante
- set server ssh password
- set device control authorization

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# **Application Programming Interface**

## Accessing the API

### Using Telnet

Telnet is a popular protocol that can be used on both Windows® and Mac OS® operating systems to connect to the programming shell. On a Windows operating system, a Telnet client, such as “PuTTY”, must be installed. From a Unix or Mac OS command line, use the `telnet` command followed by the IP address of the Management Platform:

```
telnet 192.168.0.22
```

*Instead of specifying the IP address of the Management Platform, the following identifier can also be used: `zyper.local`*

*Example: `telnet zyper.local`*

Telnet will use port 23 by default and once connected, the API prompt will be displayed:

```
Zyper$
```

### Getting Help

To make it easier to find commands, help now supports groups.

- `help` – lists all options
- `help byConcept--` lists commands within a concept

Note: The same command may appear in more than one concept.

- `help all bySubsystem` – lists all commands in subsystem
- `help all alphabetical` – list all commands in alphabetical order

Help is available in two forms. Typing `help` or `?` at the prompt will list all available commands:

```
Zyper$ help all alphabetical
```

```
Help All Commands Alphabetical
  add device ipAddress <ip>
  add snmp trapServer v2cTrap ipAddress <address:ip> community
  <string>
  ...
  ...
  update device <deviceNamePart>|all|encoders|decoders <filename>
  update server <filename>
```

```
Success
```

```
Zyper$
```



---

```
Zyper$ help
```

```

Help commands:
  help
  help all alphabetical
  help all byConcept
  help all bySubsystem
  help all byAccessLevel
  help concept <helpConcepts>
  help subsystem <helpSubsystems>
  help accessLevel <helpAccessLevels>
  help search string <keyWord:string>
  <command> help
  <command> ?
  ?

```

```
** NOTE: Use <tab> to complete a command **
```

```
Success
```

In addition, a partial list of commands can be listed by specifying the first word of each command. The first part of the command must be specified *before* the help command. For example, the following will only list command with the join prefix.

```

Zyper$ join help
join help
join <encoderMac|encoderName>|none <decoderMac|decoderName|zoneName|.zoneName> analogAudio|danteAudio
join <encoderMac|encoderName>|videoSource|none <decoderMac|decoderName|.zoneName|.zoneName> hdmiAudio
join <multiviewName>|none <decoderMac|decoderName> multiview
join <encoderMac|encoderName>|none <decoderMac|decoderName|zoneName|.zoneName> video|fastSwitched|genlocked|genlockedScaled
join <encoderMac|encoderName>|none <wallName> videoWall
join <encoderMac|encoderName>|none <decoderMac|decoderName>|none usb
join <encoderMac|encoderName>|none <decoderMac|decoderName> window viewportSource <x:int> <y:int> <sizeX:int> <sizeY:int> viewportDest <x:int> <y:int> <sizeX:int> <sizeY:int>
join none all video|analogAudio|hdmiAudio
Zyper$

```

In addition, help can be searched by keyword. help search string <string>

```
Zyper$ help search string layer
set multiview <multiviewName> windowNumber <int> encoderName
<encoderName>|none percentPositionX <float> percentPositionY <float>
percentSizeX <float> percentSizeY <float> layer <int>
set multiview <multiviewName> windowNumber <int> encoderName
<encoderName>|none pixelPositionX <int> pixelPositionY <int>
pixelSizeX <int> pixelSizeY <int> layer <int>
set multiview <multiviewName> windowNumber <int> layer <int>
Success
```

```
Zyper$ help search string wall
add zoneDisplay <zoneName[.zoneName]> <decoderMac|decoderName|wall
Name>
create videoWall <newWallName>
delete videoWall <wallName>
delete zoneDisplay <zoneName[.zoneName]> <decoderMac|decoderName|wa
llName>
join <encoderMac|encoderName>|none <wallName> videoWall
set role rolename <rolename> subsystem all|netmap|device|preset
|zone|account|role|videowall|log|multiview|server|snmpagent|tls
maxAccess none|view|join|config|admin
set videoWall <wallName> newName <newWallName>
set videoWall <wallName> decoder <deviceMac|deviceName>|none row
<int> column <int>
set videoWall <wallName> size rows <int> columns <int> topBezel
<int> bottomBezel <int> leftBezel <int> rightBezel <int>
show videoWalls
Success
```

```
Zyper$ help search string create
create account <newUsername> password <string>|*
create account <newUsername> tempInitialPassword
create multiview <newMultiviewName>
create presetNew <newPresetName> commands existingConnections|empty
create presetSchedule <presetName> schedule <newPresetScheduleName>
create role <newRolename> allSubsystems maxAccess
none|view|join|config|admin
create videoWall <newWallName>
create zone <[zoneName.]newZoneName>
Success
```

## Setting the Time Zone

The Management Platform can use the Network Time Protocol (NTP) to set the date and time. However, the time zone will need to be specified. Alternately the date and time can be set manually.

1. Telnet to the Management Platform.

```
telnet 192.168.0.22
```

2. After the connection has been established, use the `set server timezone` command to set the time zone.

*The time zone must be specified in POSIX format and is case-sensitive. Refer to the following link for more information:*

[http://wikipedia.org/wiki/List\\_of\\_tz\\_database\\_time\\_zones](http://wikipedia.org/wiki/List_of_tz_database_time_zones).

```
Zyper$ set server timezone America/New_York
Success
Zyper$
```

3. To set date/time manually use the `set server timezonedate manual` command.

```
Zyper$ set server date manual month 4 day 1 year 2021 hour 15
minute 1
Success
Zyper$
```

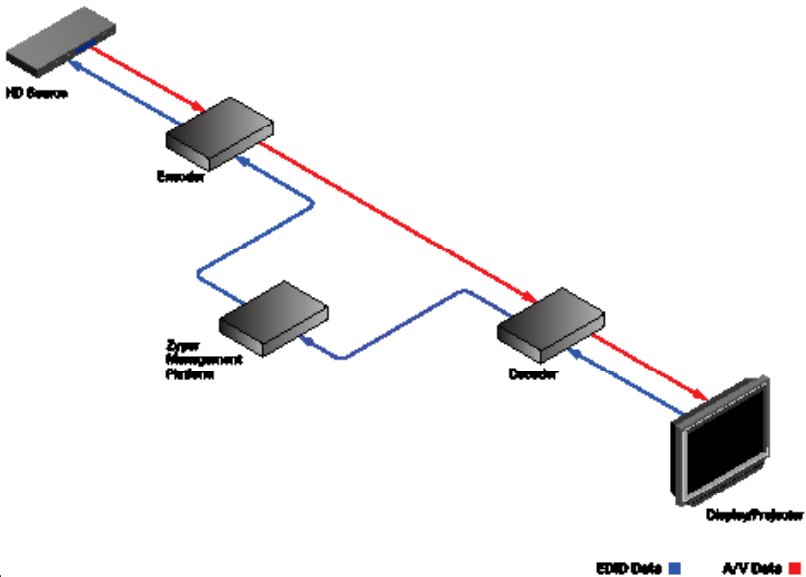
Use the `show server info` command to verify the correct time zone has been set.

```
Zyper$ show server info
server(192.168.0.22);
  server.gen; hostname=zyper.local, serverType=NUC-D, version=3.2.39285,
previousVersion=3.2.39280, master=true
  server.gen; uptime=2d:1h:23m:58s, freeMem= 6.43GB, sdvoeVersion=3.5.0.0,
bootCount=11, serialNumber=ZZM1K400011D
  server.gen; macAddress=94:c6:91:a0:47:fc, managementMacAddress=
server.ipActive; ipServerAddr=192.168.0.22, ipManagementAddr=192.168.0.22,
gatewayAddr=192.168.0.1, dnsAddr=0.0.0.0
  server.ipActive; managementGatewayAddr=0.0.0.0, managementDnsAddr=0.0.0.0
  server.time; time="Thu Oct 5 11:25:02 2023", timezone=America/New_York
  server.license; productID=F9188182-AF72-C6C8-92C6-94C691A047FC,
license=none
  server.license; Zyper4KLimit=24, Zyper4KDevices=7, allDevices=19,
allDevicesUp=8, Zyper4KDevicesExceeded=0
  server.deviceUpdates; active=0
  server.activeDeviceVersions; num_1.7.15.0=1, num_1.7.23.0=2,
num_1.7.24.0=4, num_1.7.4.0=1
lastChangeIdMax(165);
Success
```

## EDID Management

### Auto EDID Mode

By default, Auto EDID mode is *enabled*. This means that the Management Platform will compare the encoder EDID with the decoder EDID. If they are different, then the EDID from the decoder (sink) will be used by the encoder (source). Setting the EDID Mode affects all join modes: fast-switched, genlocked, and video-wall. Refer to the [join](#) command in the [API Command Listing \(page 94\)](#) section for more information.



### Using Custom EDID Data

There may be some instances where a custom EDID is desired. One example is when using a single encoder with multiple displays, such as a *video wall*. In such a case, follow the steps below to save and load a custom EDID to the Management Platform.

1. Telnet to the Management Platform.

```
telnet 192.168.0.22
```

2. Disable Auto EDID mode by entering the following command:

```
zyper$ set server auto-edid-mode disabled
```

3. Use the `save deviceEddid` command to save the EDID of the sink device (attached to the decoder) to the Management Platform, using the following convention:

```
save device-edid [id] [filename]
```

Make sure to replace `[id]` with the identifier of the sink device containing the EDID you wish to capture. You can specify either a MAC address or a name identifier. Follow the identifier with the name of the EDID file. For example:

```
zyper$ save device-edid SonyXBR4 myEDID
```

4. After executing this command, two files will be created under the following directory:

```
/srv/ftp/files/myEDID  
/srv/ftp/files/myEDID.txt
```

`myEDID` is a binary EDID data file in standard format. `myEDID.txt` contains the decoded EDID in standard ASCII text.

These files must remain in this directory when disabling Auto EDID mode.

5. To force a ZyPer encoder to use the saved EDID you need to have the MP load the binary EDID file onto the desired encoder.

```
zyper$ load encoder-edid [id] saved [filename]
```

Make sure to replace `[id]` with the identifier of the source device you want to load the EDID onto. You can specify either a MAC address or a name identifier. Follow the identifier with the name of the EDID file. For example:

```
zyper$ load encoder-edid BlueRay1 saved myEDID
```

6. To return to Auto EDID mode, for any reason, enter the following command at the prompt:

```
zyper$ load encoder-edid BlueRay1 auto
```

or

```
zyper$ set server auto-edid-mode enabled
```

## Using AJAX/JSON

The AJAX/JSON programming interface allows developers to control the Management Platform within browser-based applications. All calls to the server are asynchronous post/receive operations using Javascript and do not require any specific HTML or CSS code. We will present two examples in this section: Login authentication and command request/response.

### Login Authentication

There are two methods to authenticate with the server. The first and recommended method is to pass the username and password to `rcLogin.php`. The second method is to pass the username and password in every AJAX request.

Once the server accepts the username and password, it will generate a secure cookie called "userToken". This cookie will expire one hour after the last AJAX command is received by the server. After the cookie expires, all other AJAX requests will result in a failed authentication until `rcLogin.php` is called again. The following code excerpt is from the `zyperLogin()` function within `zyper.html`:

```
...
...
xmlhttp=new XMLHttpRequest();
xmlhttp.onreadystatechange = function(){
    if (xmlhttp.readyState == 4 && xmlhttp.status == 200){
        procLoginResp(xmlhttp.responseText);
    }
}
postdata = "";
postdata += encodeURIComponent("serverSocketName") + '=' +
    encodeURIComponent(socketName) + '&' +
    encodeURIComponent("username") + '=' +
    encodeURIComponent(username) + '&' +
    encodeURIComponent("password") + '=' +
    encodeURIComponent(password) + '&';
xmlhttp.open("POST", url, true);
xmlhttp.setRequestHeader("Content-Type", "application/x-www-form-urlencoded");
xmlhttp.send(postdata);
}
```

The response is a string value. The variable `resp` can be "Success", "Failed", or "Server not running".

```
function procLoginResp(jsonData) {
    var resp = JSON.parse(jsonData);
    ...
    ...
}
```

## Command Request / Response

After login, any further commands are sent to the rcCmd.php

The following code excerpt sends an AJAX request to list all ZyPer encoders and decoders:

```
function zt(){
    xmlhttp = new XMLHttpRequest();
    xmlhttp.open("POST", url, true);
    xmlhttp.setRequestHeader("Content-Type", "application/x-www-form-urlencoded");
    xmlhttp.onreadystatechange = function(){
        if (xmlhttp.readyState == 4 && xmlhttp.status == 200){
            procResp(xmlhttp.responseText);
        }
    }
    xmlhttp.send(encodeURIComponent("commands:show device-status all"));
}
```

In this example, the `encodeURIComponent` function has two parts: The request type, which is `commands` and the command `show device-status all`. Refer to the [show device status](#) command for more information. Currently, `commands` is the only request type that is supported and only a single command can be supplied for each request.

Here, we handle the AJAX response:

```
function procRespTest(jsonData){
    var jsData = JSON.parse(jsonData);
    # jsData.status may have the values:
    # "Success"
    # "Request failed authentication"
    # "Server not running"
    # "no commands provided"
    #
    if (jsData.status == "Success"){
        var element = document.getElementById("responseError");
        element.innerHTML = jsData.responses[0].error;
        element = document.getElementById("responseWarning");
        element.innerHTML = jsData.responses[0].warning;
        element = document.getElementById("numObjectsInResponse");
        element.innerHTML = jsData.responses[0].text.length;
    }
    else{
        // Failed authentication
    }
}
```

The JSON data is decoded using the `JSON.parse()` method. In this example, information about the response data is displayed on the web page (HTML code not shown).

---

The JavaScript object that is returned is:

```
var jsObj = {
  status: true | false;
  responses: [ {error: "errorText",
               warning: "warningText",
               text: [ { param1: "vall", parmN: "paramN" } ]
             }
            ]
};
```

The return value is an object that contains two members: `status` and `responses`. If the `status` member is not equal to "Success", then the `responses` member is not valid. If the request fails authentication, then the `status` value will be "Request failed authentication". Note that there may be other web-server level failures that can be returned in the `status` string.

The second member in the returned object, `responses`, which is an array of objects. Each of these objects contains three members: `error`, `warning`, and `text`. The `error` and `warning` members are strings. The `text` member is an array of objects with the desired parameters and values. If the `error` string is non-null, then the `warning` and `text` members will be null. If `text` is non-null, then the `warning` string may still be valid.

Currently, the `responses` member is always an array size of 1.

**Note:** ZeeVee provides a file [zyper.html](#) provides an example of all web-access commands.

From Browser the file can be accessed using IP Address of the ZMP.

`http://<ipAddr>/zyper.html`



## Fast-Switched vs. Genlocked Mode

The ZyPer4K provides two uniquely different modes for joining video/audio between a source (encoder) and display (decoder). The chart below details the differences between these two modes.

Feature	<i>Fast-Switched</i>	<i>Genlocked</i>
Latency	1-frame of latency. (16–33ms depending on frame rate of source video)	0 frames of latency. Less than 100µs
Transition Appearance	Instantaneous if switching between sources at same resolution and frame rate	Visible blanking of display when switching between sources
Scaling	Automatic scaling up or down to preferred resolution of the display (As determined by display EDID)	Source is not scaled. What comes in at source is presented to display exactly as input. (Note: Special Genlock-scaled mode is available)
HDR	HDR input is automatically reduced to 8-bits at output	HDR input is maintained exactly as input at the output
Color Space	Output from decoder is always RGB	Output from decoder matches the input at encoder
Encoded Audio	AC3 or other encoded audio formats are passed from encoder to decoder	AC3 or other encoded audio formats are passed from encoder to decoder
Video Wall	Video walls are technically not supported in Fast-Switched mode. (Join command for walls defaults to Genlock-scaled)	Video walls are technically always in Genlock-scaled mode
Multiview	Multiview is supported in Fast-Switch mode	Multiview is <b>not</b> supported in Genlocked mode
Video Disconnect	Disconnecting video (Join None) will maintain a black screen output. (Video is not technically disconnected)	Disconnecting video (Join None) will disconnect the video stream entirely. No video output from decoder
USB, IR, RS232	None of these items are associated with Fast-Switched or Genlocked mode	

**Notes:** Video Disconnect refers to the existing join between encoder and decoder. If existing join is Fast-Switched then a “Join None” command simply puts out a fully black video output from the decoder. If the existing join is Genlocked, then a “Join None” command disconnects the video stream and nothing is output from the decoder. This can be verified by looking at the VID light on the ZyPer4K decoder.

## API Command Listing

Command	Description
<code>add device</code>	Manually adds a device to Management Platform
<code>add snmp</code>	Add new snmp user or trap server
<code>add snmp netNode</code>	Used to add Netnode. (VAM feature)
<code>add zoneDisplay</code>	Adds a display or Video wall to an existing zone.
<code>authenticate username</code>	Used by browser to authenticate users
<code>channel</code>	Cycles up/down through encoders. Used to change channels.
<code>clone multiview</code>	Used to clone an existing multiview.
<code>create account</code>	create a new user account with password
<code>create multiview</code>	Creates a new multiview display (ZyPer4K family only)
<code>create presetNew</code>	Creates a new preset
<code>create presetSchedule</code>	Creates schedule for existing preset
<code>create role</code>	Create a new role with specified access level
<code>create videoWall</code>	Creates an empty 2x2 video wall.
<code>create zone</code>	Creates a new empty zone.
<code>dataConnect</code>	Used Creates a TCP port connection between devices for IR or RS232
<code>delete account</code>	delete a user account
<code>delete allConfiguration</code>	Deletes all encoder/decoder and server information from the Management Platform
<code>delete device</code>	Used Deletes the specified encoder or decoder from the Management Platform database.
<code>delete multiview</code>	Deletes the specified multiview from the Management Platform database. (ZyPer4K family only)
<code>delete multiviewWindow</code>	Deletes a specific window from an existing multiview (ZyPer4K family only)
<code>delete preset</code>	Used to delete a preset, preset runlog or preset schedule
<code>delete role</code>	Delete an existing role
<code>delete snmp</code>	Delete SNMP user or trap server
<code>delete snmp netNode</code>	Delete SNMP Netnode (VAM feature)
<code>delete videoWall</code>	Deletes the specified video wall from the Management Platform database.
<code>delete zone</code>	Deletes an existing zone
<code>delete zoneDisplay</code>	Removes a display from an existing zone
<code>diagnostics device</code>	Used Runs a set of diagnostics on device
<code>dumpusb</code>	Outputs information about USB devices
<code>events</code>	Causes the event mode to be entered
<code>factoryDefaults device</code>	Sets the specified encoder/decoder to factory-default settings.

Command	Description
<code>flashLed</code>	Physically identifies the specified encoder/decoder on the network using LED flashes.
<code>generate tls ca privKeyPass</code>	Used to generate a local Transport Layer Stream Certificate Authority private key.
<code>generate tls server/device csr privKeyPass</code>	Used to generate a local Transport Layer Stream server Certificate Signing Request private key.
<code>help</code>	Brings up various help options
<code>join</code>	Switches audio and/or video from source to display or video wall
<code>join videoSource</code>	Selects audio feed to follow a video join
<code>load account</code>	Sets GUI pre and post login images and warning text
<code>load encoderEdid</code>	Uploads an EDID file to the specified encoder
<code>load idleImage</code>	Uploads an image to use as UHD background when no video streamed to decoder (ZyPerUHD only)
<code>load tls</code>	Used to load TLS certifications and keys
<code>logging</code>	Used to set logging level and add notes to the log
<code>logout</code>	Used to logout current session or force logout of any active session
<code>previewStream</code>	Used to turn on/off the preview stream viable in the Management Platform GUI (ZyPer4K family and ZyPerUHD only)
<code>redundancy switchover</code>	Swap Management Platform Master and Slave
<code>redundancy delete downServers</code>	Removes no longer present servers from list of redundant servers
<code>rename zone</code>	Used to change the name of a Zone
<code>restart device</code>	Restarts the specified encoder/decoder
<code>restore server database</code>	Restores a saved database
<code>revert server</code>	Switch to a previously installed version of the API
<code>save deviceEdid</code>	Saves the EDID from a decoder to a local file
<code>save server database</code>	Saves current server database to file
<code>save system config</code>	Saves current system configuration to a file
<code>script</code>	Executes the specified AJAX/JSON or text script.
<code>send</code>	Sends an IR, CEC or RS232 string to the specified device
<code>set account</code>	Sets various security features
<code>set decoder connectionMode</code>	Changes current connection to decoder to fastSwitched, genlocked or genlockedScaled. (ZyPer4K family only)
<code>set decoder displayMode</code>	Sets defaults decoder output to crop, stretch or box
<code>set decoder displayResolution</code>	Used to set decoder output size to auto or manual resolution. (Width, Height, FPS)

Command	Description
<code>set decoder analogAudioOut source</code>	Sets the source of Analog audio output for specified decoder
<code>set decoder danteAudioOut</code>	Sets source for audio to put on Dante network
<code>set decoder edidPreferMode</code>	Sets the preferred resolution from the display EDID
<code>set decoder hdmiAudioOut source</code>	Sets the source of HDMI audio output for specified decoder
<code>set decoder hdmi5vControl</code>	Enables or disables HDMI 5V line (ZyPer4K-XS and ZyPer4K-XR only)
<code>set decoder lowLatency</code>	Enables or disables low latency mode on ZyPerUHD60 (ZyPer4UHD60 only)
<code>set decoder osdStatusMode</code>	Enables or disables OSD feature (ZyPerUHD and ZyPerUHD60 only)
<code>set decoder powerSave</code>	Enables or disables power-save feature (ZyPerUHD and ZyPerUHD60 only)
<code>set device general name</code>	Sets the name for the specified device.
<code>set device ip dhcp linkLocal</code>	Sets the specified device to DHCP or Link-Local mode (ZyPer4K family only)
<code>set device ip static</code>	Sets the device to static mode (ZyPer4K family and ZyPerUHD only)
<code>set device dante ip dhcp linkLocal</code>	Sets the specified device dante core to DHCP or Link-Local mode (ZyPerUHD60-2EA/2DA only)
<code>set device dante ip static</code>	Sets the device dante core to static mode (ZyPerUDH60-2EA/2DA only4)
<code>set device irProcessing</code>	Configures decoder to process incoming IR commands to issue Channel up/down command (ZyPer4K family only)
<code>set device rs232</code>	Sets the RS232 settings for the specified device
<code>set device optionCard</code>	Manually set ZyPer4K extended input encoder functionality (ZyPer4K only)
<code>set device security</code>	Enables security between server and device (ZyPer4K-XS and ZyPer4K-XR only)
<code>set device sendIpMcastRange</code>	Sets allowable range of multicast addresses for selected devices (ZyPer4K family only)
<code>set device sourceDisplay iconImageName</code>	Sets the icon image for the specified device.
<code>set device sourceDisplay location</code>	Sets the location name for the specified device.
<code>set device sourceDisplay manufacturer</code>	Sets the manufacturer name for the specified device.
<code>set device sourceDisplay model</code>	Sets the model name for the specified device
<code>set device sourceDisplay serialNumber</code>	Sets the serial number name for the specified device

Command	Description
<code>set device usbFilter</code>	Allows restrictions to USB use on selected device (ZyPer4K family only)
<code>set device utilityPort</code>	Enables or disables the 1G Ethernet utility port for the specified device (ZyPer4K and UHD60 family only)
<code>set device videoPort</code>	Selects active input port for ZyPer4K units with multiple inputs (ZyPer4K family only)
<code>set encoder analogAudioOut source</code>	Sets the source of Analog audio output for specified encoder (ZyPer4K family only)
<code>set encoder edid audio</code>	Sets allowable input audio formats
<code>set encoder hdcpMode</code>	Sets the HDCP compatibility at the encoder side
<code>set multiview</code>	Assigns source to a position and size within a multiview display (ZyPer4K family only)
<code>set multiview allowMainStream</code>	Determines if main unscaled stream can be used in a multiview (ZyPer4K family only)
<code>set multiview audioSource windowNumber</code>	Selects the input source to provide Audio for multiview display (ZyPer4K family only)
<code>set multiview canvasSize</code>	Specifies Multiview canvas for multiview creation. (ZyPer4K family only)
<code>set multiview newEncoderName</code>	Used to specify a new encoder for existing multiview window. Can also set to "none"
<code>set preset commands</code>	Specifies commands to be used for a preset
<code>set preset description</code>	Sets a description for the preset
<code>set preset schedule eventColor</code>	Sets the color to be used for a preset schedule in the GUI calendar
<code>set preset schedule month</code>	Sets the schedule month/day/time to run preset
<code>set responses rs232TermChars</code>	Specifies the RS232 termination string
<code>set role</code>	Sets permission levels for a specific role.
<code>set server api lineWrap</code>	Sets number of characters before API command line interface starts a new line
<code>set server autoEdidMode</code>	Sets the EDID mode
<code>set server contact</code>	Sets server contact information
<code>set server dataTunnelMode</code>	Sets server transfer mode to raw or telnet
<code>set server date</code>	Used to set server date manually or via ntp server
<code>set server discoverMode</code>	Used to set how server discovers ZyPer endpoints. Broadcast or Multicast
<code>set server encoderDefault edid audio</code>	Sets the default encoder audio format for HDMI audio input.
<code>set server ftp mode</code>	Enables or Disables FTP access to Management Platform
<code>set server hostName</code>	Sets server Hostname

Command	Description
<code>set server ip</code>	Sets the IP address of the Management Platform
<code>set server license</code>	Sets server license. (Controls max endpoints)
<code>set server location</code>	Sets server location
<code>set server isaac address</code>	Sets the domain name of the Isaac server
<code>set server isaac subsystemId</code>	Sets the subsystem ID of the Isaac server
<code>set server redundancy</code>	Set a virtual IP address/mask for Master and Slave Management Platforms
<code>set server security</code>	Set server device Security Key. (ZyPer4K-XS and ZyPer4K-XR only)
<code>set server telnet mode</code>	Used to enable or disable telnet access
<code>set server telnet password</code>	Used to set telnet password
<code>set server timezone</code>	Sets the time zone
<code>set terminal output</code>	Select either normal or JSON format output from API
<code>set tls</code>	Used to enable web server TLS mode
<code>set snmp netNode</code>	Used to change netNode settings of Nodes previously added. (VAM feature)
<code>set snmp netNode ipAddress</code>	Used to change netNode settings of Nodes previously added. (VAM feature)
<code>set videoWall</code>	Modifies an existing wall
<code>set videoWall Decoder</code>	Assigns the specified decoder to a position within the video wall
<code>show account</code>	Shows information about accounts
<code>show dataTunnels</code>	Shows what rs232 or IR data relay ports are opened on the server.
<code>show device capabilities</code>	Shows detailed capabilities of specified device or devices
<code>show device config</code>	Shows detailed configuration information for specified device or devices
<code>show device connections</code>	Shows encoder connections to decoders
<code>show device names</code>	Shows device names, MAC address, IP address and current state
<code>show device status</code>	Provides detailed status information for specified device or devices
<code>show device userAdded</code>	Will show a list of all ZyPer endpoints that have been manually added with the add device command
<code>show multiviews config</code>	Lists all created multiviews with source, position and size info (ZyPer4K family only)
<code>show multiviews status</code>	Lists all created multiviews with source, datarate and multicast address info (ZyPer4K family only)

Command	Description
<code>show files</code>	Show various types of files currently stored on Management Server. (EDID, Firmware, Icons, Idle Images)
<code>show logs commands</code>	Shows a listing of last commands send to the Management Server
<code>show logs authentications</code>	Shows listing of recent logon/logoff events
<code>show preset</code>	Shows information and configuration details for a preset
<code>show previewStreams</code>	Lists names of encoders currently generating a preview stream. (ZyPer4K family and ZyPerUHD family)
<code>show responses</code>	Displays the lastChangeld for the specified device
<code>show role</code>	Shows information about a specific role or all roles
<code>show server config</code>	Displays the IP address and EDID mode of the Management Platform
<code>show server info</code>	Displays Management Platform information
<code>show server ip duplicates</code>	Shows cases were an IP address has been duplicated in the system. (Issue needs to be resolved)
<code>show server redundancy</code>	Displays information about Master and Slave Management Platforms
<code>show snmp</code>	Displays information related to SNMP
<code>show snmp netNode</code>	Shows information related to netNodes used with VAM feature
<code>show tls ca pem</code>	Show TLS Private Enhanced Mail details
<code>show tls device summary</code>	Show TLS Device summary
<code>show tls summary</code>	Show Transport Layer Security summary
<code>show values</code>	Shows information related to encoder, decoder, server and multiviews
<code>show videoWalls</code>	Displays a list of all created video walls
<code>show zones</code>	Displays a list of zone and displays contained within
<code>shutdown server</code>	Shuts down or reboots the Management Platform
<code>sign tls</code>	Used with CSR to create signed certifiante
<code>sleep</code>	Sets a time delay, in milliseconds
<code>stop encoder</code>	Stop a specified stream (ZyPer4K family only)
<code>start encoder</code>	Start a specified stream (ZyPer4K family only)
<code>switch</code>	Switches IR or RS-232 between devices
<code>troubleReport</code>	Generates a trouble report
<code>update device</code>	Updates the individual encoder or decoder units
<code>update server</code>	Updates the Mangement Platform software. See <a href="#">Updating the Software (page 257)</a> for more information

---

## add Device

Used to manually add a device to the ZyPer Management Platform that are located on a different VLAN/Subnet than the ZMP itself.

A qualified network engineer should be involved in making these configuration updates and the network switch provider may need to be consulted to ensure support of needed features.

### Syntax

```
add device ipAddress ip
```

### Parameters

*i*

Type: **IP Address**

The IP address of the device

### Example

```
add device ipAddress 192.168.10.81
Success
```

### Detailed Example

The ZyPer4K Endpoints are located on VLAN 10 and the 192.168.10.X subnet. The ZyPer Management Platform is on VLAN 20 and the 192.168.20.X subnet.

The ZMP will automatically discover any ZyPer4K endpoints located on VLAN 20. The ZMP will NOT automatically discover any ZyPer4K endpoints located on VLAN 10. However, given the proper circumstances, the ZyPer4K endpoints on VLAN 10 can be manually added to the ZMP for control.

For this to work, the network **MUST** be configured to route traffic between VLAN 10 and VLAN 20. How to configure the network to allow routing between VLANs is beyond the scope this document and should be done by a qualified network engineer. A simple test to confirm routing is that a device in VLAN 10 can ping a device in VLAN 20.

The ZyPer4K endpoints need to have a known IP Address. The IP Address should either be assigned by a DHCP server or assigned statically.

ZyPer4K endpoints need to be added one at a time.

You can get a listing of all "user added" devices with the "show device userAdded" command.



## add snmp

Creates a new SNMP user or trap server. (Please see Section 5 of this manual for additional details on SNMP support)

### Syntax

```
add snmp arg name
```

### Parameters

*arg*

Type: **STRING**

Supply one of the following arguments before executing this command.

argument	Description
trapServer vc2Trap ipAddress <address> community <comm>	Add new trap server at the specified IP Address
user v2c accessLevel readOnly community	Add new SNMP user
user v3 accessLevel readOnly auth MD5 encrypted no username <name> password <password>	Add new SNMP user

*name*

Type: **STRING**

IP address of trapserver or name of new SNMP user (Password must be 8 to 127 characters)

### Example

```
add snmp user v3 accessLevel readOnly auth MD5 encrypted no
username john password abc12345
Success
```

```
add snmp trapServer v2cTrap ipAddress 192.168.0.231 community john
Success
```

### Related Commands

```
delete snmp
show snmp
```

## add snmp netNode (v3)

Adds new SNMP netNode for use with the ZeeVee Visualization, Analysis and Monitoring tool (VAM).

### Syntax

```
add snmp netnode ipAddress ipaddr snmp v3 authType auth username
name password pass
```

### Parameters

*ipaddr*

Type: **STRING**

IP Address of the new netNode (IP Address of switch on the network)

*auth*

Type: **STRING**

argument	Description
sha1	Use SHA-1 Hash
sha512	Use SHA-512 Hash

*name*

Type: **STRING**

Username

*pass*

Type: **STRING**

Password.

### Example

```
add snmp netNode ipAddress 192.168.0.1 snmp v3 authType sha512
username admin password netgear96
Success
```

### Related Commands

```
delete snmp netNode
set snmp netNode
show snmpNode
```

---

## add snmp netNode (v2c)

Adds new SNMP netNode for use with the ZeeVee Visualization, Analysis and Monitoring tool (VAM).

### Syntax

```
add snmp netnode ipAddress ipaddr snmp v2c communityName name
```

### Parameters

*ipaddr*

Type: **STRING**

IP Address of the new netNode (IP Address of switch on the network)

*name*

Type: **STRING**

Community Name

### Example

```
add snmp netNode ipAddress 192.168.0.55 snmp v2c communityName home  
Success
```

### Related Commands

```
delete snmp netNode  
set snmp netNode  
show snmpNode
```

---

## add zoneDisplay

Adds a display or video-wall to an existing zone.

Care should be taken that individual displays found within walls are not added to a Zone. This would result in the same display being in a zone more than once.

### Syntax

```
add zoneDisplay name id
```

### Parameters

*name*

Type: **STRING**

The name of the zone. Names are case-sensitive. ("All" is an option to add selected id to every current zone)

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the device. String names are case-sensitive.

### Example

```
add zoneDisplay Zone1 Decoder5
Success
```

```
add zoneDisplay All Decoder2
Success
```

### Related Commands

```
create zone
delete zone
delete zoneDisplay
show zones
```

---

## authenticate username

Used by browsers to authenticate users accessing ZMP.

**Note:** This command is not intended to be run directly from the API command line interface.

### Syntax

```
authenticate username user password pwd token tkn newPasword npwd
```

### Parameters

*user*

Type: **STRING**

The name of the user. Names are case-sensitive.

*pwd*

Type: **STRING**

Password. Passwords are case-sensitive

*tkn*

Type: **STRING**

Token.

*npwd*

Type: **STRING**

New Password.

### Example

## channel

Will cycle through all encoders (of the same type as the decoder) that have a number (channel) suffix, “\_nnn”, where nnn is an integer (channel).

If there are encoders with names: enc\_1, enc\_100, enc\_50, then a decoder will cycle through them in the order: enc\_1, enc\_50, enc\_100, then back to enc\_1.

If there are no encoders (of the same type as the decoder) with the channel suffix, an error is returned.

Only fastSwitch connection types is supported. If there was already a connection of some other type, it is changed to fastSwitched.

If the decoder has no connection, the encoder with the lowest channel suffix will be connected using fast-switch.

If the decoder has a connection to an encoder that does not have the channel suffix, then it will connect to the encoder that has the lowest channel suffix.

**Note:** In fastSwitch mode the join videoSource <decoder> command must be used to set audio to follow video join. Otherwise audio will not follow the video during channel up/down command.

### Syntax

```
channel direction <decoder-id>
```

### Parameters

*direction*

Type: **STRING**

argument	Description
up	cycle to next higher numbered encoder
down	cycle to next lower numbered encoder

*decoder-id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

### Example

```
channel up MyDecoder
Channel changed to Channel_2
Success
```

### Related Commands

[join videoSource](#)

---

## clone Multiview

Used to create a copy of an existing multiview. (*ZyPer4K only*) Once created, the new multiview will be listed under the **Multiview** menu within the built-in ZMP.

Use the `set multiview` command to set a source encoder to a specified location and size within the multiview.

Refer to [Creating a Multiview Screen \(page 42\)](#) for information on managing multiview displays in the built-in ZMP.

### Syntax

```
clone multiview name to newmvname
```

### Parameters

*name*

Type: **STRING**

The name of the existing multiview to be cloned. Names are case-sensitive.

*newmvname*

Type: **STRING**

The name of the new multiview. The name of the multiview cannot exceed 255 characters in length. Names are case-sensitive.

### Example

```
clone multiview mv2x2 to newmv2x2
Success
```

### Related Commands

```
delete multiview
delete multiviewWindow
set multiview
set multiview audioSource windowNumber
show multiviews config
show multiviews status
```

## create account

Creates a new user account with assigned password.

### Syntax

```
create account name passwordOption
```

### Parameters

*name*

Type: **STRING**

The name of the account. The name of the account cannot exceed 255 characters in length. Names are case-sensitive.

*passwordOption*

Type: **STRING**

Supply one of the following arguments before executing this command.

argument	Description
password	Enter the password to be used by this account.
tempInitialPassword	System will generate a temporary one time use password that will expire after the first use.

### Examples

```
create account bartender tempInitialPassword
result: password=ovmOH;arZasuHS, expires=immediate
Success
```

```
create account bartender password 12345
Success
```

### Related Commands

`delete account`



---

## create Multiview

Creates an empty multiview display. (ZyPer4K only) Once created, the new multiview will be listed under the **Multiview** menu within the built-in ZMP.

Use the `set multiview` command to set a source encoder to a specified location and size within the multiview.

Refer to [Creating a Multiview Screen \(page 42\)](#) for information on managing multiview displays in the built-in ZMP.

### Syntax

```
create multiview name
```

### Parameters

*name*

Type: **STRING**

The name of the multiview. The name of the multiview cannot exceed 255 characters in length. Names are case-sensitive.

### Example

```
create multiview myMultiview
Success
```

### Related Commands

```
delete multiview
delete multiviewWindow
set multiview
set multiview audioSource windowNumber
show multiviews config
show multiviews status
```

## create presetNew

Creates a new preset. Once created, the new preset will be listed under the **Preset** menu within the built-in ZMP.

### Syntax

```
create presetNew name commands connections
```

### Parameters

*name*

Type: **STRING**

The name of the preset. The name of the preset cannot exceed 255 characters in length. Names are case-sensitive.

*connections*

Type: **STRING**

Supply one of the following arguments before executing this command.

argument	Description
empty	This preset has no commands or connections associated with it.
existingConnections	Use the current connections to generate the preset

### Example

```
create presetNew EveningShutDown commands existingConnections
Success
```

### Related Commands

```
create presetSchedule
delete preset
run preset
set preset
show preset
```

---

## create presetSchedule

Inserts an existing preset into the schedule calendar. Once created, the item must be assigned months/days/time to execute. By default without further setting, the preset will be scheduled to occur every hour of every day.

Use the `set preset zoneDisplay` command to assign description, commands and schedule to the new schedule.

### Syntax

```
create presetSchedule presetname schedule name
```

### Parameters

*presetname*

Type: **STRING**

The name of an existing preset.

*name*

Type: **STRING**

The name of the schedule. The name of the schedule cannot exceed 255 characters in length. Names are case-sensitive.

### Example

```
create presetSchedule EveningShutDown schedule GoHome  
Success
```

### Related Commands

```
create presetNew  
delete preset  
run preset  
set preset  
show preset
```

## create role

Creates a account role with specified access level.

### Syntax

```
create role name allSubsystems maxAccess accessLevel
```

### Parameters

*name*

Type: **STRING**

The name of the role The name of the role cannot exceed 255 characters in length. Names are case-sensitive.

*accessLevel*

Type: **STRING**

Supply one of the following arguments before executing this command.

argument	Description
admin	Role has full administration privileges. No restrictions.
config	Role is able to configure existing items (endpoints, multiview, walls etc..) but cannot create/delete items.
join	Can only issue join commands
none	No access. Can only view the Help tab.
view	Role can only view. Cannot perform any actions.

### Examples

```
create account bartender tempInitialPassword
result: password=ovmOH;arZasuHS, expires=immediate
Success
```

```
create account bartender password 12345
Success
```

### Related Commands

[delete role](#)

---

## create videoWall

Creates an empty 2x2 video wall. Once created, the new video wall will be listed under the **Display Config** menu within the built-in ZMP.

Use the `join videoWall` command to assign a source encoder to the wall. To modify the size of the video wall and/or control bezel parameters, use the `set videoWall` command.

Refer to [Creating Video Walls \(page 36\)](#) for information on managing video walls in the ZMP.

### Syntax

```
create videoWall name
```

### Parameters

*name*

Type: **STRING**

The name of the video wall. The name of the video wall cannot exceed 255 characters in length. Names are case-sensitive.

### Example

```
create videoWall myWall
Success
```

### Related Commands

```
delete videoWall
set videoWall size
```

---

## create zone

Creates an empty zone. Once created, the new zone will be listed under the **Zones** menu within the built-in ZMP.

Use the `add zoneDisplay` command to assign decoders or video walls to the zone.

### Syntax

```
create zone name
```

### Parameters

*name*

Type: **STRING**

The name of the zone. The name of the zone cannot exceed 255 characters in length. Names are case-sensitive.

### Example

```
create zone Zone1  
Success
```

### Related Commands

```
add zoneDisplay  
delete zone  
delete zoneDisplay  
show zones
```

## dataConnect

Connects two devices for IR or RS232 communication over a specified TCP port. (**Note** TCP port only valid for connection between device and server. Not valid for connection between 2 devices)

The feature of dataConnect was added to allow a third party to connect to the ZMP server with a specific port and pass raw or telnet API commands (depending on the mode) to the server and port which is designated for a particular encoder or decoder.

### Syntax

```
dataConnect id1 id2 mode tunnelPort port
```

### Parameters

*id1*

Type: **STRING**

The name of the first device. String names are case-sensitive.

*id2*

Type: **STRING**

The name of the second device or server. String names are case-sensitive.

**Note:** Connection to server only supported for ZyPer4K. ZyPerUHD and ZyPer4K-XS/XR are not supported for this function.

*mode*

Type: **STRING**

ir or rs232

*port*

Type: **INTEGER**

TCP-Port #. Integer range from 1,024 to 49,152

### Example

```
dataConnect MediaPlayer server rs232 tunnelPort 2345
tunnel TCP port = 2345; telnet handshake mode
Success
```

### Related Commands

```
show dataTunnels
set server dataTunnelMode
```

---

## Notes on Tunnel Ports

There is a very convenient way to get RS232 data: TUNNELS.

```
Zyper$ dataConnect Decoder_1 server rs232
Dynamically assigned tunnel TCP port = 4100; telnet handshake mode
Success
Zyper$
Zyper$ show dataTunnels
data-sessions(d8:80:39:9b:9:a2);
  device: name=Decoder_1
  rs232Tunnel: port=4100
  rs232Tunnel-connections: none
Success
Zyper$
```

You can then connect to that tunnel port using TCP. Whatever is sent is forwarded to the device. Whatever the device returns is received on that TCP connection.

In the easiest case, you can just use telnet to connect to the tunnel.

```
You can specify the port number as well:
Zyper$ dataConnect Decoder_1 server rs232 tunnelPort 4101
tunnel TCP port = 4101; telnet handshake mode
Success
Zyper$
```

You can set the default TCP connection mode: raw|telnet (defaults to telnet).

```
Zyper$ set server dataTunnelMode raw|telnet
```

When in telnet mode the IAC commands are sent/received. Although most telnet clients will also work fine in raw mode.



---

## delete account

Deletes the specified account from the Management Platform database.

### Syntax

```
delete account id
```

### Parameters

*id*

Type: **STRING**

The name of the account. String names are case-sensitive.

### Example

```
delete account bartender1  
Success
```

### Related Commands

[create account](#)

---

## delete allConfiguration

Deletes all device and server information from the Management Platform. The network configuration is preserved.

### Syntax

```
delete allConfiguration action
```

### Parameters

*action*

Type: **STRING**

Supply one of the following arguments before executing this command.

argument	Description
reboot	Unit is automatically rebooted
restart	The ZyPer server service is restarted
shutdown	Unit is shutdown

### Example

```
delete allConfiguration restart  
delete allConfiguration reboot
```

### Related Commands

`factoryDefaults device`

---

## delete device

Deletes the specified device from the Management Platform database.

Note that if the deleted device remains on the network, then it will be rediscovered by the Management Platform and reposted to the database. To permanently remove a device from the database, physically disconnected it and execute the `delete device` command.

### Syntax

```
delete device id
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the device. String names are case-sensitive.

### Example

```
delete device myDevice  
Success
```

```
delete device 0:1e:c0:f6:42:a1  
Success
```

### Related Commands

[factoryDefaults device](#)

---

## delete multiview

Deletes the specified multiview from the database on the Management Platform.  
(ZyPer4K family only)

### Syntax

```
delete multiview name
```

### Parameters

*name*

Type: **STRING**

The name of the multiview. Names are case-sensitive.

### Example

```
delete multiview myMultiview  
Success
```

### Related Commands

```
create multiview  
delete multiviewWindow  
set multiview  
set multiview audioSource windowNumber  
show multiviews config  
show multiviews status
```

---

## delete multiviewWindow

Deletes the specified window from an existing multiview. (ZyPer4K family only)

### Syntax

```
delete multiviewWindow name window arg
```

### Parameters

*name*

Type: **STRING**

The name of the multiview. Names are case-sensitive.

*arg*

Type: **INTEGER**

Window number to remove. Integer range from 1 to 9

### Example

```
delete multiviewWindow myMultiview window 5  
Success
```

### Related Commands

```
create multiview  
delete multiview  
set multiview  
set multiview audioSource windowNumber  
show multiviews config  
show multiviews status
```

## delete snmp netNode

Deletes the specified netNode associated with the ZeeVee Visualization, Analysis, Monitoring tool (VAM)

### Syntax

```
delete snmp netNode arg ident
```

### Parameters

*arg*

Type: **STRING**

Supply one of the following arguments before executing this command.

argument	Description
byName	Name of the Netnode
byId	ID of the Netnode

*ident*

Type: **STRING or INTEGER**

Name of the Netnode for the numeric ID of the Netnode

### Example

```
delete snmp netNode byId 3
Success
```

```
show snmp netNode all general
netNode(1);
  netNode.gen; name="myZMPserver", chassisId=54:b2:03:f0:ee:99,
  type=NA, portErrors=0, ip=192.168.0.21, state=up,
  uptime=0d:1h:4m:9s
  netNode.gen; make=zeevee, descr="ZyPer Management Platform",
  version=" 3.3.39589", location="Wiring closet"
netNode(2);
  netNode.gen; name="NA", chassisId=8c:3b:ad:68:6b:34,
  type=bridge+router, portErrors=1, ip=192.168.0.1, state=up,
  uptime=3d:4h:31m:12s
  netNode.gen; make=netgear, descr="M4300-8X8F ProSAFE 8-port
  10GBASE-T and 8-port 10G SFP+", version=" 12.0.17.13",
  location="NA"
Success
```

### Related Commands

```
add netNode
show netNode
```

---

## delete preset

Deletes the specified preset, preset runlog or preset schedule from the system.

**Note:** Runlog is history of when the preset has been executed. Deleting the runlog does not impact the preset itself or the schedule.

### Syntax

```
delete preset name
delete preset name runLog
delete preset name schedule schname
```

### Parameters

*name*

Type: **STRING**

The name of the preset. Names are case-sensitive.

*schname*

Type: **STRING**

The name of the preset schedule. Names are case-sensitive.

### Examples

```
delete preset lunch runLog
Success
```

```
delete preset lunch schedule eat
Success
```

### Related Commands

```
create preset
run preset
set preset
show preset
```

---

## delete role

Deletes the specified role from the Management Platform database.

### Syntax

```
delete role id
```

### Parameters

*id*

Type: **STRING**

The name of the role. String names are case-sensitive.

### Example

```
delete role bartender  
Success
```

### Related Commands

```
create role
```



## delete snmp

Deletes an existing SNMP user or trap server. (Please see Section 5 of this manual for additional details on SNMP support)

### Syntax

```
delete snmp arg name
```

### Parameters

*arg*

Type: **STRING**

Supply one of the following arguments before executing this command.

argument	Description
trapServer vc2Trap ipAddress <address> community <comm>	Delete trap server at the specified IP Address
user v2c	Delete SNMP user
user v3	Delete SNMP user

*name*

Type: **STRING**

IP address and community of trapserver or name of new SNMP user

### Example

```
delete snmp trapServer v2cTrap 192.168.0.231 community john
Success
```

```
delete snmp user v3 username john
Success
```

### Related Commands

[add snmp](#)  
[show snmp](#)

---

## delete videoWall

Deletes the specified video wall from the database on the Management Platform.

### Syntax

```
delete videoWall name
```

### Parameters

*name*

Type: **STRING**

The name of the video wall. Names are case-sensitive.

### Example

```
delete videoWall myWall  
Success
```

### Related Commands

```
create videoWall  
set videoWall size
```

---

## delete zone

Deletes the specified zone from the database on the Management Platform.

### Syntax

```
delete zone name
```

### Parameters

*name*

Type: **STRING**

The name of the zone. Names are case-sensitive.

### Example

```
delete zone zone1  
Success
```

### Related Commands

```
add zoneDisplay  
create zone  
delete zoneDisplay  
show zones
```

---

## delete zoneDisplay

Deletes the specified display from an existing zone.

### Syntax

```
delete zoneDisplay name id
```

### Parameters

*name*

Type: **STRING**

The name of the zone. Names are case-sensitive.

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder/display. String names are case-sensitive.

### Example

```
delete zoneDisplay myzone mydisplay1  
Success
```

### Related Commands

```
add zoneDisplay  
create zone  
delete zone  
show zones
```

## diagnostics device

Runs a set to test diagnostics on the specified device

### Syntax

```
diagnostics device id
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the device. String names are case-sensitive.

### Possible Results

#### Decoder/Encoder:

error, Device is down  
 warning, Device has no HDMI link  
 warning, Device rebooted %d times in the last minute  
 warning, Device rebooted %d times in the last hour  
 warning, Device rebooted %d times in the last day

#### Decoder:

error, HDMI Audio stream connection without video connection.  
 warning, HDCP is forced on, but may not be supported by display device (however it is unlikely)  
 error, Decoder has never received a valid EDID  
 warning, Decoder resolution exceeds display EDID maximum -- very likely this will not work  
 warning, Decoder using encoder resolution, which may not be display's preferred based on its EDID  
 warning, Decoder using encoder resolution AND ignoring display EDID, which may allow resolution to exceed display capability  
 warning, Decoder using user-defined resolution, which may allow resolution to exceed display capability  
 error, Encoder down  
 warning, Encoder hdmi down  
 error, Encoder has multiview conflict with genlock  
 warning, Encoder stream disabled  
 warning, Video stream interrupted %d times in the last minute, indicating likely network problem  
 warning, Video stream interrupted %d times in the last hour, indicating likely network problem  
 warning, Video stream interrupted %d times in the last day, indicating possible network problem  
 warning, Encoder and decoder fps are not equal -- will result in very bad video  
 warning, Encoder and decoder fps are not equal -- will result in very bad video  
 warning, Encoder and decoder fps are not equal, but multiple of 2; this may still produce bad video  
 warning, Encoder and decoder HDCP versions are not the same  
 info, Encoder HDCP is disabled; this will prevent copyrighted material from display  
 info, Encoder HDCP is set to version 1.4; this may prevent copyrighted material from display

#### Encoder:

info, HDCP is disabled; this will prevent copyrighted material from display  
 info, HDCP is set to version 1.4; this may prevent copyrighted material from display

---

## Examples

```
diagnostics device Top-Right
device(d8:80:39:9a:7f:ec);
  device.diags.summary; status=complete, error=0, warning=0, info=0
Success
```

```
diagnostics device ABC
device(d8:80:39:9a:96:7);
  device.diags.info.1; message=HDCP is disabled; this will prevent
  copyrighted material from display
  device.diags.summary; status=complete, error=0, warning=0, info=1
Success
```

```
diagnostics device encoder1
device(34:1b:22:80:26:2a);
  device.diags.warning.1; message=Device has no HDMI link
  device.diags.summary; status=complete, error=0, warning=1, info=0
Success
```

```
diagnostics device MyEncoder
device(34:1b:22:80:63:9c);
  device.diags.error.1; message=Device is down
  device.diags.summary; status=complete, error=1, warning=0, info=0
Success
```

```
diagnostics device MeetingRoom6
device(34:1b:22:80:57:7d);
  device.diags.error.1; message=Device is down
  device.diags.info.1; message=No video connection
  device.diags.warning.1; message=HDCP is forced on, but may not be
  supported by display device (however it is unlikely)
  device.diags.error.2; message=Decoder has never received a valid
  EDID
  device.diags.summary; status=complete, error=2, warning=1, info=1
Success
```

---

## dumpusb

Outputs details about USB devices found in ZyPerUHD, ZyPerUHD60 and/or ZyPer4K units. Information includes MAC address and ICRON IP\_address if ICRON USB found in ZyPer4K unit.

### Syntax

```
dumpusb
```

### Example

```
dumpusb
Encoders/Decoders usb reported mac
  device UHDdec(UHDdec), usb mac 34:1b:22:80:57:df
  device UHDenc2(UHDenc2), usb mac 34:1b:22:80:7f:3d
  device Z4Kdec1(Z4Kdec1), usb mac 0:1b:13:1:1f:79
  device Arts_Encoder_1(Arts_Encoder_1), usb mac 0:1b:13:1:1e:90
Icrons reported info
  owner Arts_Encoder_1(80:1f:12:4d:9b:6b), deviceType local,
icronMac 0:1b:13:1:1e:90, ipAddr 169.254.4.123, fwRev
1.9.4, pairedInfoRcvd yes, numPairedMacs 1, 0:1b:13:1:1f:79
Z4Kdec1(Z4Kdec1)
  owner Z4Kdec1(80:1f:12:4d:2c:ff), deviceType remote, icronMac
0:1b:13:1:1f:79, ipAddr 169.254.4.125, fwRev 1.9.4, pairedInfoRcvd
yes, numPairedMacs 1, 0:1b:13:1:1e:90 Arts_Encoder_1(Arts_
Encoder_1)
Success
```

**Note:** This is a hidden command and will not appear in HELP

---

## events

Causes the events mode to be entered.

### Syntax

```
events
```

Server sends initial events and new events as they occur to the telnet session. Any character entered to the server causes the mode to exit back to the API prompt.

See Section 4 of this document for additional details on the events feature.



---

## factoryDefaults device

Set the specified device to the factory-default settings.

### Syntax

```
factoryDefaults device id
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the device. String names are case-sensitive.

### Example

```
factoryDefaults device Airshow  
Success
```

```
factoryDefaults device 0:1e:c0:f6:a8:c3  
Success
```

### Related Commands

```
delete allConfiguration
```

---

## flashLeds

Physically identifies the specified device on the network. When this command is executed, the LED indicators on the device will flash for 5 seconds.

### Syntax

```
flashLeds id
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the device. String names are case-sensitive.

### Example

```
flashLeds myEncoder  
Success
```

```
flashLeds 0:1e:c0:f6:59:13  
Success
```

---

## generate tls ca privKeyPass

Used to generate a local Transport Layer Security Certificate Authority private key.

### Syntax

```
generate tls ca privKeyPass privKey country country state state  
locality local organization org organizationUnit orgunit email  
email
```

Enter passphrase: *passphrase*

### Parameters

*privKey*

Type: **STRING** | \*

Private key phrase. String. If \* used; will be prompted for passphrase at the end.

*country*

Type: **STRING**

2 character string representing Country. Example "US"

*state*

Type: **STRING**

2 character string representing State. Example "MA"

*local*

Type: **STRING**

String representing local town/city. Example "Billerica"

*org*

Type: **STRING**

String representing organization. Example "ZeeVee"

*orgunit*

Type: **STRING**

String representing organization units. Example "money"

*email*

Type: **STRING**

String representing email address. Example "aweeks@zeevee.com"

---

*passphrase*

Type: **STRING**

Private phrase used in generation of the tls key. Prompted if \* used earlier in command.

## Example

```
generate tls ca privKeyPass * country US state MA locality
Billerica organization ZeeVee organizationUnit money email aweeks@
zeevee.com
Enter passphrase: *****
Success
```

## Related Commands

```
generate tls server csr privKeyPass
show tls pem ca privKey

show tls pem ca privKey
pemData:
-----BEGIN RSA PRIVATE KEY-----
Proc-Type: 4, ENCRYPTED
DEK-Info: AES-256-CBC, ADB163FA01562B533B617FA5792AB7F1

.....
-----END RSA PRIVATE KEY-----
Success
```

## generate tls device csr privKeyPass

Used to generate a local Transport Layer Security server Certificate Signing Request private key for a device.

### Syntax

```
generate tls device csr privKeyPass privKey fqdn domain
country country state state locality local organization org
organizationUnit orgunit email email
```

Enter passphrase: *passphrase*

### Parameters

*privKey*

Type: **STRING** | \*

Private key phrase. String. If \* used; will be prompted for passphrase at the end.

*domain*

Type: **STRING**

String representing fully qualified domain name. Example "zeevee.com"

*country*

Type: **STRING**

2 character string representing Country. Example "US"

*state*

Type: **STRING**

2 character string representing State. Example "MA"

*local*

Type: **STRING**

String representing local town/city. Example "Billerica"

*org*

Type: **STRING**

String representing organization. Example "ZeeVee"

*orgunit*

Type: **STRING**

String representing organization units. Example "money"

*email*

Type: **STRING**

String representing email address. Example "aweeks@zeevee.com"

*passphrase*

Type: **STRING**

Private phrase used in generation of the tls key. Prompted if \* used earlier in command.

## Example

```
generate tls device csr privKeyPass * fqdn zeevee.com country US
state MA locality Billerica organization ZeeVee organizationUnit
money email aweeks@zeevee.com
Enter passphrase: *****
Success
```

## Related Commands

```
generate tls ca privKeyPass
show tls pem server csr
show tls pem server privKey

show tls pem server csr
pemData:
-----BEGIN CERTIFICATE REQUEST-----
.....
-----END CERTIFICATE REQUEST-----
Success
```

---

## generate tls server csr privKeyPass

Used to generate a local Transport Layer Security server Certificate Signing Request private key.

### Syntax

```
generate tls server csr privKeyPass privKey fqdn domain  
country country state state locality local organization org  
organizationUnit orgunit email email
```

Enter passphrase: *passphrase*

### Parameters

*privKey*

Type: **STRING** | \*

Private key phrase. String. If \* used; will be prompted for passphrase at the end.

*domain*

Type: **STRING**

String representing fully qualified domain name. Example "zeevee.com"

*country*

Type: **STRING**

2 character string representing Country. Example "US"

*state*

Type: **STRING**

2 character string representing State. Example "MA"

*local*

Type: **STRING**

String representing local town/city. Example "Billerica"

*org*

Type: **STRING**

String representing organization. Example "ZeeVee"

---

*orgunit*

Type: **STRING**

String representing organization units. Example "money"

*email*

Type: **STRING**

String representing email address. Example "aweeks@zeevee.com"

*passphrase*

Type: **STRING**

Private phrase used in generation of the tls key. Prompted if \* used earlier in command.

## Example

```
generate tls server csr privKeyPass * fqdn zeevee.com country US
state MA locality Billerica organization ZeeVee organizationUnit
money email aweeks@zeevee.com
Enter passphrase: *****
Success
```

## Related Commands

```
generate tls ca privKeyPass
show tls pem server csr
show tls pem server privKey

show tls pem server csr
pemData:
-----BEGIN CERTIFICATE REQUEST-----
.....
-----END CERTIFICATE REQUEST-----
Success
```



---

## generate tls radius csr privKeyPass

Used to generate a local Transport Layer Security server Certificate Signing Request private key.

### Syntax

```
generate tls radius csr privKeyPass privKey fqdn domain  
country country state state locality local organization org  
organizationUnit orgunit email email
```

Enter passphrase: *passphrase*

### Parameters

*privKey*

Type: **STRING** | \*

Private key phrase. String. If \* used; will be prompted for passphrase at the end.

*domain*

Type: **STRING**

String representing fully qualified domain name. Example "zeevee.com"

*country*

Type: **STRING**

2 character string representing Country. Example "US"

*state*

Type: **STRING**

2 character string representing State. Example "MA"

*local*

Type: **STRING**

String representing local town/city. Example "Billerica"

*org*

Type: **STRING**

String representing organization. Example "ZeeVee"

*orgunit*

Type: **STRING**

String representing organization units. Example "money"

*email*

Type: **STRING**

String representing email address. Example "aweeks@zeevee.com"

*passphrase*

Type: **STRING**

Private phrase used in generation of the tls key. Prompted if \* used earlier in command.

## Example

```
generate tls radius csr privKeyPass * fqdn zeevee.com country US
state MA locality Billerica organization ZeeVee organizationUnit
money email aweeks@zeevee.com
Enter passphrase: *****
Success
```

## Related Commands

```
generate tls ca privKeyPass
show tls pem server csr
show tls pem server privKey

show tls pem server csr
pemData:
-----BEGIN CERTIFICATE REQUEST-----
.....
-----END CERTIFICATE REQUEST-----
Success
```

---

## help

Provides a listing of API commands grouped or sorted in various ways.

### Syntax Options

```
help
  help all alphabetical
  help all byConcept
  help all bySubsystem
  help all byAccessLevel
  help concept <helpConcepts>
  help subsystem <helpSubsystems>
  help accessLevel <helpAccessLevels>
  help search string <keyWord:string>
```

### Example

```
help

Help commands:
  help
  help all alphabetical
  help all byConcept
  help all bySubsystem
  help all byAccessLevel
  help concept <helpConcepts>
  help subsystem <helpSubsystems>
  help accessLevel <helpAccessLevels>
  help search string <keyWord:string>
<command> help
<command> ?
?
```

\*\* NOTE: Use <tab> to complete a command \*\*

Success

---

## join

Joins the specified decoder (display) with the specified encoder (source). The *mode* parameter must be specified and defines the type of join to execute.

- ▶ **analogAudio**  
Embeds analog audio stream from the encoder on the output of the decoder. The audio is from the (analog) Audio jack on the encoder. Will force UHD60 Dante enabled encoder into Dante Transmit mode.  
In order to control what type of audio is being output from the decoder, refer to the `set decoder analogAudioOut` command.
- ▶ **danteAudio**  
Will force UHD60 Dante enabled encoder into Dante Receive mode. This allows a received Dante audio stream to be transmitted as regular UHD60 audio to any UHD60 decoder.
- ▶ **fastSwitched**  
Allows the joining of an encoder and decoder with no video dropout. In order to make use of this feature, the resolution and frame rate of the “new” encoder must be the same as the previous encoder.
- ▶ **genlocked**  
This mode provides a very low-latency, all-purpose method of joining an encoder and decoder. (ZyPer4K family only)
- ▶ **genlockedScaled**  
This mode provides a very low-latency, all-purpose method of joining an encoder and decoder that includes scaling up or down at the decoder/display.
- ▶ **hdmiAudio**  
Embeds hdmi-downmix audio from an encoder to specified decoder.
- ▶ **multiview**  
Join the configured multiview to a display (decoder) (ZyPer4K family only)
- ▶ **video**  
Joins video only from encoder to decoder. No audio.
- ▶ **videoWall**  
Join the encoder to the named video-wall
- ▶ **window**  
Join any portion of a source to any portion of a display
- ▶ **usb**  
Creates USB connection between encoder and decoder. Note that multiple connections are valid.
- ▶ **none**  
Special command to disconnect existing connections (joins) Example: `join none decoder fastSwitched`

---

## Syntax

```
join enc dec mode  
join none dec fastSwitched
```

## Parameters

*enc*

Type: **STRING** or **MAC Address**

The name or MAC address of the encoder. String names are case-sensitive.

*dec*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. Can also be name of existing video-wall String names are case-sensitive.

*zone*

Type: **STRING**

The name of an existing zone. String names are case-sensitive.

*mode*

Type: **STRING**

Supply one of the following arguments before executing this command.

argument	Description
analogAudio	Embed audio from the specified encoder. Force Dante enabled UHD60 encoder into Dante transmit mode.
danteAudio	Force UHD60 Dante enabled encoder into Dante receive mode. (Z4K-XS units will be both send and receive)
fastSwitched	Join in "fast-switched" mode
genlocked	Low-latency join mode (ZyPer4K family only)
genlockedScaled	Low-latency with scale up/down (ZyPer4K family only)
hdmiAudio	Join hdmi-audio to either hdmi-out or analog-out. Note this command will cause hdmiAudioFollowVideo=False for specified decoder. See join videoSource command on next page.
multiview	Join a multiview to a display (ZyPer4K family only)
videoWall	Join a source to a video-wall
video	Join video only (audio not joined)
window	Join any portion of a source to any portion of a display (ZyPer4k family only)
usb	Establish USB connection
"none"	Disconnect existing joins

**Notes:**

Multiviews cannot be joined to a zone.

USB cannot be joined to a zone.

**Examples**

```
join myEncoder1 myDecoder2 fastSwitched
Success
```

```
join myEncoder1 myDecoder2 hdmiAudio
Success
(Note: If Dante Encoder currently set to Receive mode, this will set the
Encoder to Dante Transmit mode and force a reboot of the encoder)
```

```
join myMultiview2 Display4 multiview
Success
```

```
join myEncoder1 myWall videoWall
Success
```

```
join none myDecoder1 fastSwitched
```

```
join myEncoder1 myDecoder2 danteAudio
(Sets myEncoder1 to Dante Receive mode. Will force reboot of UHD60 encoder
if not already in Dante Receive mode)
```

---

## Window Example

```
join myEncoder1 myDecoder2 window viewportSource 0 0 1920 1080  
viewportDest 500 500 500 500
```

(ViewportSource parameters are starting X/Y coordinates of the source and desired X/Y size)

(ViewportDest parameters are starting X/Y coordinates in the display and desired X/Y size)

## join videoSource

Tells a decoder to automatically join corresponding audio from a source encoder whenever a join command is used to join video.

### Syntax

```
join videoSource dec mode
```

### Parameters

*dec*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*mode*

argument	Description
audio	automatically join audio from connected encoder (ZyPerUHD only)
hdmiAudio	automatically join hdmi-audio from connected encoder (ZyPer4K family only)

### Example

```
join videoSource MyDecoder hdmiAudio
Success
```

### Related Commands

```
join hdmiAudio
```



## load account

Uploads text and/or images to be displayed prior to and after the login screen. Can be used a warning or any other purpose.

### Syntax

```
load account all PrePost Arg file
```

### Parameters

*PrePost*

argument	Description
preLoginBanner	Specified text or image will appear before login
postLoginBanner	Specified text or image will appear after login

*Arg*

argument	Description
terminal	Provides pre or post login message when using SSH to access the API command line interface. <b>Note:</b> This feature does not work when using Telnet to access the API command line interface.
webText	Text that will appear before/after ZMP-GUI login
webImage	Image that will appear before/after ZMP-GUI login

*file*

Type: **STRING**

The name of the file to load. Text or .PNG

### Examples

```
load account all preLoginBanner webImage DOD-Seal.png
Success
```

```
load account all preLoginBanner webText securePre.txt
Success
```

```
load account all postLoginBanner webImage mickey.png
Success
```

## load encoderEdid

Uploads an EDID file to the specified encoder.

**Important Note:** Auto-EDID mode should be disabled when loading a specific EDID to an encoder. Otherwise the loaded EDID will immediately get replaced by the Auto-EDID option.

### Syntax

```
load encoderEdid enc mode file
```

### Parameters

*enc*

Type: **STRING** or **MAC Address**

The name or MAC address of the encoder. String names are case-sensitive.

*mode*

argument	Description
auto	use whatever EDID information is provided by connected decoder
builtIn	use one of the EDID files provided by ZeeVee. Many options available covering various 4k settings. See list below.
default	use default EDID with maximum capabilities of the encoder
saved	use a file that user has previously saved to the system with the save device-edid command

*file*

Type: **STRING**

The name of the file to load.

### Build in EDID options

```
zyper-default
zyper4k25
zyper4k30
```

---

## Build in EDID options continued

```

zyper4k50
zyper4k50-420
zyper4k50-420_hdmi14
zyper4k50-hbraudio
zyper4k50-hd-hdr
zyper4k50-hdr
zyper4k50-hdr-bf2020
zyper4k50-hdr-bf2020-hbraudio
zyper4k50-hdr-hbraudio
zyper4k60
zyper4k60-420
zyper4k60-420_hdmi14
zyper4k60-hbraudio
zyper4k60-hd-hdr
zyper4k60-hdr
zyper4k60-hdr-bf2020
zyper4k60-hdr-bf2020-hbraudio
zyper4k60-hdr-hbraudio
zyperHd50
zyperHd60
zyperPc
zyperUhd25
zyperUhd25-hbraudio
zyperUhd30
zyperUhd30-hbraudio
zyperUhd50
zyperUhd50-420
zyperUhd50-420_hdmi14
zyperUhd50-hbraudio
zyperUhd50-hd-hdr
zyperUhd50-hdr
zyperUhd50-hdr-bf2020
zyperUhd50-hdr-bf2020-hbraudio
zyperUhd50-hdr-hbraudio
zyperUhd60
zyperUhd60-420
zyperUhd60-420_hdmi14
zyperUhd60-hbraudio
zyperUhd60-hd-hdr
zyperUhd60-hdr
zyperUhd60-hdr-bf2020
zyperUhd60-hdr-bf2020-hbraudio
zyperUhd60-hdr-hbraudio

```

## Examples

```
load encoderEdid myEncoder saved myEDID.bin
Success
```

```
load encoderEdid myEncoder builtIn zyper4k60
Success
```

## Related Commands

```
save deviceEdid
set server autoEdidMode
```

---

## load idleImage

Uploads an image to use at ZyPerUHD background when no video source streamed to the decoder.

### Syntax

```
load idleImage dec filename file
```

### Parameters

*dec*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*file*

Type: **STRING**

The name of the file to load. (Must already exist on ZMP in Files directory)

### Examples

```
load idleImage myDecoder filename background.jpg  
Success
```

### Notes:

Image must be in .JPG format  
Image must be 1280 x 720 in size  
(Will output from decoder at this resolution)

Image file must be previously copied onto ZMP into the Files directory using FTP. Alternately file can be loaded via the GUI. See Display Grid "Config" tab.

### Related Commands

```
save deviceEdidet decoder osdStatusMode
```

## load tls ca cert

Options for loading Transport Layer Security Certificate Authority certification

### Syntax

```
load tls ca cert fromInput *
load tls ca cert fromFile filename
```

### Parameters

*input*

Type: **STRING**

String representing the Certificate Authority. The system will prompt for a string input. This should be the PEM data.

*filename*

Type: **STRING**

The name of the PEM data file to load. (Must already exist on ZMP in Files directory)

### Example

```
load tls ca cert fromInput *
Enter PEM text (ctr-d to end):
-----BEGIN CERTIFICATE-----
MIIF1TCCA72gAwIBAgIBADANBgkqhkiG9w0BAQsFADB9MRswGQYJKoZIhvcNAQkB
.....RDz+01lBNWe2
-----END CERTIFICATE-----
```

Success

#### Notes:

File must be previously copied onto ZMP into the Files directory using FTP.

### Related Commands

```
load tls ca privateKey privKeyPass
show tls summary
```

## load tls ca privateKey

Options for loading Transport Layer Security Certificate Authority Private Key

### Syntax

```
load tls ca privateKey privKeyPass * fromInput *
```

```
load tls ca privateKey privKeyPass * fromFile filename
```

### Parameters

*input*

Type: **STRING**

String representing the Private Key. The system will prompt for a string input. This should be the PEM data.

*filename*

Type: **STRING**

The name of the PEM data file to load. (Must already exist on ZMP in Files directory)

### Example

```
load tls ca privateKey privKeyPass * fromInput *
Enter passphrase: *****
Enter PEM text (ctr-d to end):
-----BEGIN RSA PRIVATE KEY-----
Proc-Type: 4,ENCRYPTED
DEK-Info: AES-256-CBC,16DD663CF1D9875E1B8102AD2C020A37

bQVUu4Bp9XrsudbAc2iYGl9cgSplbSD5mAsC3rsc/5XUi+Fe3lnhXZKgIHfIui
2v.....
f/NuPpeZ3KLUJGcpUGN4t393aaRXyoidSo4ekgUARJgnt/QND86zCyxJHyd7TmQS
-----END RSA PRIVATE KEY-----
```

Success

#### Notes:

File must be previously copied onto ZMP into the Files directory using FTP.

### Related Commands

```
load tls ca cert
show cls summary
```

## load tls device caIntermediates

Options for loading Transport Layer Security server Certificate Authority Intermediates

### Syntax

```
load tls device caIntermediates fromInput none|*
load tls device caIntermediates fromFile filename|none
```

### Parameters

*input*

Type: **STRING**

String representing the Certificate Authority Intermediates. The system will prompt for a string input. This should be the PEM data.

*filename*

Type: **STRING**

The name of the PEM data file to load. (Must already exist on ZMP in Files directory)

### Example

```
load tls device caIntermediates fromInput *
Enter PEM text (ctr-d to end):
-----BEGIN CERTIFICATE-----
MIIF1TCCA72gAwIBAgIBADANBgkqhkiG9w0BAQsFADB9MRswGQYJKoZIhvcNAQkB
.....RDz+011BNWe2
-----END CERTIFICATE-----
```

Success

#### Notes:

File must be previously copied onto ZMP into the Files directory using FTP.

### Related Commands

`show tls summary`

## load tls device cert

Options for loading Transport Layer Security server certification

### Syntax

```
load tls device cert fromInput *
load tls device cert fromFile filename
```

### Parameters

*input*

Type: **STRING**

String representing the server certification. The system will prompt for a string input. This should be the PEM data.

*filename*

Type: **STRING**

The name of the PEM data file to load. (Must already exist on ZMP in Files directory)

### Example

```
load tls device cert fromInput *
Enter PEM text (ctr-d to end):
-----BEGIN CERTIFICATE-----
MIIF1TCCA72gAwIBAgIBADANBgkqhkiG9w0BAQsFADB9MRswGQYJKoZIhvcNAQkB
.....RDz+011BNWe2
-----END CERTIFICATE-----
```

Success

#### Notes:

File must be previously copied onto ZMP into the Files directory using FTP.

### Related Commands

```
load tls server privateKey privKeyPass
show tls summary
```



## load tls device privateKey

Options for loading Transport Layer Security server Private Key

### Syntax

```
load tls device privateKey privKeyPass * fromInput *
load tls device privateKey privKeyPass * fromFile filename
```

### Parameters

*input*

Type: **STRING**

String representing the Private Key. The system will prompt for a string input. This should be the PEM data.

*filename*

Type: **STRING**

The name of the PEM data file to load. (Must already exist on ZMP in Files directory)

### Example

```
load tls device privateKey privKeyPass * fromInput *
Enter passphrase: *****
Enter PEM text (ctr-d to end):
-----BEGIN RSA PRIVATE KEY-----
Proc-Type: 4, ENCRYPTED
DEK-Info: AES-256-CBC,16DD663CF1D9875E1B8102AD2C020A37

bQVUu4Bp9XrsudbAc2iYGl9cgSplbSD5mAsC3rsc/5XUi+Fe31nhXZKgIHfIui
2v.....
f/NuPpeZ3KLUJGcpUGN4t393aaRxyoidSo4ekgUARJgnt/QND86zCyxJHyd7TmQS
-----END RSA PRIVATE KEY-----
```

Success

#### Notes:

File must be previously copied onto ZMP into the Files directory using FTP.

### Related Commands

```
load tls server cert
show tls summary
```

## load tls server caIntermediates

Options for loading Transport Layer Security server Certificate Authority Intermediates

### Syntax

```
load tls server caIntermediates fromInput none|*
load tls server caIntermediates fromFile filename|none
```

### Parameters

*input*

Type: **STRING**

String representing the Certificate Authority Intermediates. The system will prompt for a string input. This should be the PEM data.

*filename*

Type: **STRING**

The name of the PEM data file to load. (Must already exist on ZMP in Files directory)

### Example

```
load tls server caIntermediates fromInput *
Enter PEM text (ctr-d to end):
-----BEGIN CERTIFICATE-----
MIIF1TCCA72gAwIBAgIBADANBgkqhkiG9w0BAQsFADB9MRswGQYJKoZIhvcNAQkB
.....RDz+011BNWe2
-----END CERTIFICATE-----
```

Success

### Notes:

File must be previously copied onto ZMP into the Files directory using FTP.

### Related Commands

```
show tls summary
```

## load tls server cert

Options for loading Transport Layer Security server certification

### Syntax

```
load tls server cert fromInput *
load tls server cert fromFile filename
```

### Parameters

*input*

Type: **STRING**

String representing the server certification. The system will prompt for a string input. This should be the PEM data.

*filename*

Type: **STRING**

The name of the PEM data file to load. (Must already exist on ZMP in Files directory)

### Example

```
load tls server cert fromInput *
Enter PEM text (ctr-d to end):
-----BEGIN CERTIFICATE-----
MIIF1TCCA72gAwIBAgIBADANBgkqhkiG9w0BAQsFADB9MRswGQYJKoZIhvcNAQkB
.....RDz+01lBNWe2
-----END CERTIFICATE-----
```

Success

#### Notes:

File must be previously copied onto ZMP into the Files directory using FTP.

### Related Commands

```
load tls server privateKey privKeyPass
show tls summary
```

## load tls server privateKey

Options for loading Transport Layer Security server Private Key

### Syntax

```
load tls server privateKey privKeyPass * fromInput *
load tls server privateKey privKeyPass * fromFile filename
```

### Parameters

*input*

Type: **STRING**

String representing the Private Key. The system will prompt for a string input. This should be the PEM data.

*filename*

Type: **STRING**

The name of the PEM data file to load. (Must already exist on ZMP in Files directory)

### Example

```
load tls server privateKey privKeyPass * fromInput *
Enter passphrase: *****
Enter PEM text (ctr-d to end):
-----BEGIN RSA PRIVATE KEY-----
Proc-Type: 4, ENCRYPTED
DEK-Info: AES-256-CBC,16DD663CF1D9875E1B8102AD2C020A37

bQVUu4Bp9XrsudbAc2iyG19cgSplbSD5mAsC3rsc/5XUi+Fe31nhXZKgIHfIui
2V.....
f/NuPpeZ3KLUJGcpUGN4t393aaRXyoidSo4ekgUARJgnt/QND86zCyxJHyd7TmQS
-----END RSA PRIVATE KEY-----
```

Success

#### Notes:

File must be previously copied onto ZMP into the Files directory using FTP.

### Related Commands

```
load tls server cert
show cls summary
```

---

## logging

Used to set the level of detail captured by Trouble Reports and manually add text notes into log for Trouble report. To be used at direction of ZeeVee support team to aid in troubleshooting of issues.

### Syntax

```
logging level arg
```

### Parameters

*arg*

Type: **INTEGER**

Logging Level. Integer range from 1 to 4

### Example

```
logging level 2  
Success
```

### Syntax

```
logging note string
```

### Parameters

*string*

Type: text

String with length from 1 to 132 characters

### Example

```
logging note "my inserted text"  
Success
```

---

## logout

Used to logout of the current session for force the logout of any other active session.

### Syntax

```
logout force sessionId num
```

### Parameters

*num*

Type: **INTEGER**

Session ID. Integer range from 1 to X, where X is the number is the session you wish to force a logout.

### Examples

```
logout  
Connection closed by foreign host.
```

```
logout force sessionId 2  
Success
```

## previewStream

Used to turn on/off a small thumbnail size preview stream that is viewable in the ZyPer Management Platform GUI. (ZyPer4K and ZyPerUHD only) **Note:** Preview streams are not supported by the ZyPer4K-XS and ZyPer4K-XR

### Syntax

```
previewStream enc arg comp width size
```

### Parameters

*enc*

Type: **STRING** or **MAC Address**

The name or MAC address of the encoder. String names are case-sensitive.

*arg*

argument	Description
stop	used to manually stop the preview stream. Note that it can turned back on from the GUI
start	used to manually start the preview stream.

*comp*

argument	Description
hls	set the format of the preview stream to HLS
jpeg	set the format of the preview stream images to JPEG

*size*

Type: **Integer**

Width of the preview stream in pixels. (180 to 400)

---

## Example

```
previewStream MyEnc start hls width 300
BWG: After Start Preview Streams running = 3
Success
```

```
previewStream MyEnc stop
Success
```

## HLS Notes

A maximum of 20 preview streams may be enabled at a single time.

ZyPer4K devices must be on firmware release 4.0.1.0 or newer for this feature to work.

The HLS stream can be viewed by any HLS capable viewer such as a browser. The path needed is shown below:

```
http://mp_ip_address/media/encoder_mac_address.m3u8
```

mp\_ip\_address is the IP address of the ZyPer Management Platform  
encoder\_mac\_address is the MAC address of the Z4K encoder

## Example

```
http://192.168.0.78/media/d8:80:39:eb:1c:ee.m3u8
```

## JPEG Notes

JPEG images cannot be viewed in the ZyPer Management Platform GUI. This feature is intended for 3rd party control systems to grab individual JPEG images. (1 per second)

The JPEG images can be viewed by any JPEG capable viewer such as a browser. They can also be directly downloaded to a system. The path needed is shown below:

```
http://mp_ip_address/media/encoder_mac_address.jpeg
```

mp\_ip\_address is the IP address of the ZyPer Management Platform  
encoder\_mac\_address is the MAC address of the Z4K encoder

## Examples

```
http://192.168.0.78/media/d8:80:39:eb:1c:ee.jpeg
```

```
curl http://192.168.0.78/media/80:1f:12:4d:bb:11.jpeg > preview.jpg
```



---

## redundancy switchover

If there is an active slave, this command causes the existing master to become the slave and the existing slave to become the master. The server does not restart or re-initialize any other state, including any existing video and audio connections.

The IP address that is always assigned to the master. If the active slave becomes the master, this IP address will then terminate at that system. Note that any existing TCP connection will terminate and have to be reopened (to the new master).

### Syntax

```
redundancy switchover
```

### Parameters

*none*

### Example

```
redundancy switchover  
Success
```

### Related Commands

```
set server redundancy  
redundancy delete downServers
```

---

## redundancy delete downServers

Cleans up and removes any redundant servers from server list that are no longer available in the system.

### Syntax

```
redundancy delete downServers
```

### Parameters

*none*

### Example

```
redundancy delete downServers  
Success
```

### Related Commands

```
set server redundancy  
redundancy switchover
```

---

## rename zone

Changes the name of an existing zone

### Syntax

```
rename zone zonename newName newzonename
```

### Parameters

*zonename*

Type: **STRING**

The name of the existing zone. String names are case-sensitive.

*newzonename*

Type: **STRING**

The new name of the zone. The name of the zone cannot exceed 255 characters in length. Names are case-sensitive.

### Example

```
Zyper$ rename zone FirstFloor newName SecondFloor  
Success
```

### Related Commands

`create zone`

`delete zone`

---

## restart device

Restarts the specified device.

### Syntax

```
restart device id
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the device. String names are case-sensitive.

### Examples

```
restart device myEncoder2  
Success
```

```
restart device 0:1e:c0:f6:cb:76  
Success
```

### Related Commands

```
shutdown server reboot
```

---

## restore server database

Restores a stored server database from file. (Stored on the ZyPerMP hardware)

**Important Note:** Saved database to be restored MUST have been created using the exact same version of API that is currently running.

### Syntax

```
restore server database name
```

### Parameters

*name*

Type: **STRING**

The name of the stored database. Names are case-sensitive.

### Example

```
restore server database jan16_2019
Loaded database jan16_2019; restarting server
Success
```

### Related Commands

[save server database](#)

---

## revert server

Returns to a previously installed version of the API and device database.

This feature can be used to go back to a previous software version and database version in case of a failed software upgrade. Primarily used to recover previous state if something goes wrong.

### Syntax

```
revert server
```

**Note:** The show sever info command will identify the Previous Version that will be restored to the system.

### Example

```
revert server
Reverting from update_nuc_1.8.34605.zyper to update_nuc_2.0.34928.
yper
Success
```

### Related Commands

```
show server info
```

---

## run preset

Manually executes an existing preset

### Syntax

```
run preset name
```

### Parameters

*name*

Type: **STRING**

The name of the existing preset. Names are case-sensitive.

### Example

```
run preset lunch  
Success
```

```
run preset closing  
Success
```

### Related Commands

```
create preset  
delete preset  
set preset  
show preset
```

---

## save deviceEdid

Saves the EDID of the downstream sink to the `srv/ftp/files` folder on the Management Server. Executing this command will generate two file types: `.bin` and `.txt`. The `.bin` file is the EDID in standard format. The `.txt` file is the decoded EDID data. See [Using Custom EDID Data \(page 6\)](#) for more information on using this command.

### Syntax

```
save deviceEdid id file
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder that is connected to the sink device. String names are case-sensitive.

*file*

Type: **STRING**

The name of the EDID file. Two files will be created using the *file* name: `.txt` and a file with no extension.

### Example

```
save deviceEdid 0:1e:c0:f6:a5:2f myEDID
Success
```

### Related Commands

```
load encoderEdid
set server autoEdidMode
```



---

## save server database

Saves the current MP database to a file. (Stored on the ZyPerMP hardware)

### Syntax

```
save server database name
```

### Parameters

*name*

Type: **STRING**

The name of the database. Names are case-sensitive.

### Example

```
save server database jan16_2019
Saved database to jan16_2019
Success
```

### Related Commands

```
restore server database
```

---

## save system config

Saves the current system configuration to a file. (Stored on the ZyPerMP hardware)

### Syntax

```
save system config name
```

### Parameters

*name*

Type: **STRING**

The name of the file. Names are case-sensitive.

### Example

```
save system config march24
Saved config to /srv/ftp/files/march24
Success
```

### Related Commands

```
save server database
restore server database
```

---

## script

Executes the specified script. The script must exist in the `/srv/ftp/files` folder. Use the optional `loop` argument to place the script in a loop. The script will continue running until a key is pressed on the keyboard.

### Syntax

```
script file [loop]
```

### Parameters

*file*

Type: **STRING**

The name of the script file.

### Example

```
script myScript  
Success
```

### Related Commands

[sleep](#)

## send

Sends an IR, RS232 or CEC string to the specified device. Use the *type* parameter to specify an IR, RS232 or CEC code.

### Syntax

```
send id type text
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the device.

*type*

Type: **STRING**

Specifies IR, CEC or RS232 command

argument	Description										
ir	The string must be the hex representation of the binary data. (Pronto code) The maximum length for a string is 1024 characters. (ZyPer4K family only)										
cec	on   off (Used to turn a device on or off)										
cec hexString	hex-numerals-no-delimiters (ZyPer4K family only)										
rs232	The string is ASCII and must not exceed 256 characters in length. Spaces and the following control characters are supported as a portion of the string: <table border="0" style="margin-left: 20px;"> <tr> <td style="padding-right: 20px;">\n</td> <td>New line</td> </tr> <tr> <td style="padding-right: 20px;">\r</td> <td>Carriage return</td> </tr> <tr> <td style="padding-right: 20px;">\t</td> <td>Tab</td> </tr> <tr> <td style="padding-right: 20px;">\\</td> <td>Slash</td> </tr> <tr> <td style="padding-right: 20px;">\xnn</td> <td>Hex value, where nn is a two-digit hex value, including leading zeros</td> </tr> </table>	\n	New line	\r	Carriage return	\t	Tab	\\	Slash	\xnn	Hex value, where nn is a two-digit hex value, including leading zeros
\n	New line										
\r	Carriage return										
\t	Tab										
\\	Slash										
\xnn	Hex value, where nn is a two-digit hex value, including leading zeros										

*text*

Type: **STRING**

The string to send. See the table, above, for restrictions.

---

## Example

```
send myDecoder2 ir 0000006900000015005f001700300017003000170030001
700300017001700170030001700170017001700170030001700170017003000170
03000170017001700300017001700170017001700170030001700300017003
00200
Success
```

```
send myDecoder2 rs232 ZeeVee_support_is_the_greatest\r\n
Success
```

```
send myDecoder2 cec on
Success
```

```
send myDecoder2 cec off
Success
```

## Important Notes

CEC is not supported on ZyPerHD

CEC functionality on the ZyPer4K is only supported with hardware firmware version 3.5.2 and newer.

CEC hexString command is not supported on ZyPerUHD

## Related Commands

```
set device rs232
```

## set account all

Sets various security features for all accounts

### Syntax

```
set account all option
```

### Parameters

*option*

Type: **STRING**

The security feature to configure

argument	Description
authMode	Sets telnet or web authorization. (telnet oldAuth fullAuth), (web backend browser)
concurrentSessionsMax	Maximum number of sessions allowed. <int> unlimited
idleLogout minutes	Number of idle minutes before a logout is forced. <int> unlimited (Note: authMode web must be set to "backend" to use this feature.)
onThreeFailures	What to do if login attempt fails 3 consecutive times. lockoutMinutes <int> none disableAccount true false
password	Set complexity or duration of passwords. complex enabled disabled minLen <int> duration initialExpire enabled disabled minDays <int> maxDays <int> unlimited

### Examples

```
set account all authMode telnet oldAuth
Success
set account all authMode web backend
Success
set account all concurrentSessionsMax 5
Success
set account all idleLogout minutes unlimited
Success
set account all onThreeFailures lockoutMinutes none disableAccount
false
Success
set account all onThreeFailures lockoutMinutes 1 disableAccount
true
Warning:(6) You set both actions for onThreeFails. Only setting
disableAccount true
Success
set account all password complex disabled minLen 8
Success
```

---

## set account password

Used to change existing accounts password

### Syntax

```
set account password existing currentpass | * newpass
```

### Parameters

*option*

Type: **STRING**

The account feature to configure

argument	Description
currentpass	Current password (Case sensitive) Can also use wildcard * to be prompted for password
newpass	New password (Case sensitive)

### Examples

```
set account password existing redsox new yankees
Success
```

```
set account password existing * new redsox
Existing password: *****
Success
```

## set account username

Sets various features associated to a specific account

### Syntax

```
set account username option
```

### Parameters

*option*

Type: **STRING**

The account feature to configure

argument	Description
2fa	Enable or disable 2 factor authorization (enabled disabled)
expirePassword	Set password to expire or not (enabled disabled)
lock	Lock a specific account
password new	Set a new password for an account (<string> *)
role	Assign an existing role to this account (<rolename>)
unlock	Unlock a specific account

### Examples

```
set account username ArtW 2fa enabled
2fa-secret: GOCE5AMI6ZP7NNVZTWUK2375UQ
Success
set account username ArtW 2fa disabled
Success
set account username ArtW expirePassword enabled
Success
set account username ArtW lock
Success
set account username ArtW unlock
Success
set account username ArtW role admin
Success
```



## set encoder analogAudioOut

Sets the analog audio output source type for the specified encoder. (ZyPer4K and ZyPerUHD60 family only)

Also used to configure the port as an input.

### Syntax

```
set encoder id analogAudioOut source type
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the encoder. String names are case-sensitive.

*type*

Type: **STRING**

The audio mode (analog or HDMI).

argument	Description
none	No analog audio output from the encoder. Port is configured for analog audio input in this case.
hdmiAudioDownmix	Uses downmixed audio from input HDMI stream
directDanteAudio	Uses Dante audio that has been routed from another Dante Source to the encoder. (Only valid if Encoder as supporting Dante hardware installed) ZyPer4K-XS Family only

### Examples

```
set encoder Myencoder1 analogAudioOut source hdmiAudioDownmix
Success
set encoder Myencoder1 analogAudioOut source none
Success
set encoder MyDanteEncoder analogAudioOut source directDanteAudio
Success
```

## set encoder danteAudioOut

Sets the audio input source type for the specified encoder. ([ZyPerUHD60 Dante Enabled Encoders only](#))

Only used when UHD60 Encoder is configured as a Dante Transmitter

### Syntax

```
set encoder id danteAudioOut source mode
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the encoder. String names are case-sensitive.

*mode*

Type: **STRING**

The audio output to use.

argument	Description
analogAudio	Place the input Analog Audio from 5-pin phoenix connector onto Dante Network
hdmiAudioDownmix	Place the Downmix HDMI audio from HDMI connector onto Dante Network

### Example

```
set encoder Myencoder1 danteAudioOut source hdmiAudioDownmix
Success
set encoder Myencoder1 danteAudioOut source analogAudio
Success
```

### Related Commands

```
set decoder danteAudioOut
```

---

## set encoder edid audio

Sets the allowable audio input formats at the encoder.

### Detailed Background

ZeeVee added a feature that will allow compressed formats to be passed down in an encoder EDID file. This EDID will be then forwarded to the source device to determine the type of audio sent to the encoder.

This enhancement was to provide fast-switched connections the “compressed audio” options in the EDID file. Prior to this version with the fast-switched connection, ZeeVee modified the EDID passed from the decoder to the encoder and removed all compression formats. This left just LPCM as the only option under the “Audio data block” in the edid file.

```
>>> Audio data block <<<
  Linear PCM, max channels 8
  Supported sample rates (kHz): 192 176.4 96 88.2 48 44.1 32
  Supported sample sizes (bits): 24 20 16
```

The information provided to the Video Source device (such as BluRay Player or Media player) increases the possibility of compression being a chosen audio format. However it is still up to the device to choose uncompressed or compressed formats. It is important to know that some devices such as the Apple 4K TV requires the audio output type to be set (even if the audio format is available in the EDID). Compression will need to be set manually on these types of devices.

In addition any downmixed stream internal to ZyPer devices will not process compressed audio, so you will not hear compressed audio on these connections.

### Syntax

```
set encoder id edid audio mode
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the encoder. String names are case-sensitive.

mode

Type: **STRING**

The supported input audio mode

argument	Description
onlyPcm	Force PCM audio format at encoder. Does not allow compressed formats such as AC3.
allowCompressed	Passes the decoders edid with unmodified audio information and thus allows compression options to be seen.
serverDefault	Follows the server setting

## Example

```
set encoder Cuba edid audio allowCompressed
Success
```

## Related Commands

```
set server encoderDefaultAudioFormat
```

## Additional Information

In an attempt to properly Identify the Audio Streams used under the product the following changes were also made along with some modification to the API commands.

Product	Old Audio Stream Name	New Stream Name
ZyPer4K	hdmi (used in genlocked mode)	hdmiPassthroughAudio
ZyPer4K	hdmi-audio-downmix	hdmiAudio
ZyPer4K	analog-audio	analogAudio
ZyPerUHD	audio	hdmiAudio
ZyPerUHD	analog-audio	analogAudio
ZyPerUHD60	none	hdmiAudio
ZyPerUHD60	none	analogAudio

-----  
The ZyPer4k can have analog and digital audio streams going to the decoder at the same time and routing either way.

So:

```
join <enc> <dec> hdmiAudio
```

is simply used to route 'standard' HDMI audio from encoder to decoder.

Which port it goes out is based on defaults or the set command.

```
Zyper$ set decoder z4k_dec_desk_58 analogAudioOut source  
    analogAudio  
    hdmiAudioDownmix
```

or

```
Zyper$ set decoder z4k_dec_desk_58 hdmiAudioOut source  
    analogAudio  
    hdmiAudio (For HDMI out only)  
    hdmiAudioDownmix  
    hdmiPassthroughAudio (This is for genlockonly)
```

## set encoder hdcpMode

Sets the hdcp mode for the specified encoder.

### Syntax

```
set encoder id mode type
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the encoder. String names are case-sensitive.

*mode*

Type: **STRING**

The hdcp mode to use

argument	Description
hdcpMode	HDCP mode of the Encoder.

*type*

Type: **STRING**

Enable or Disable

argument	Description
enabled	encoder will accept HDCP 1.4/2.2 compatible streams. Also will accept unencrypted inputs.
enabled1_4	encoder will accept HDCP 1.4 compatible streams. Also will accept unencrypted inputs.
disabled	encoder will reject HDCP 1.4/2.2 compatible streams. Will only accept unencrypted inputs.

### Example

```
set encoder Myencoder1 hdcpMode disabled
Success
```

### Notes

Useful when user does not want Source such as Apple Macbook to provide HDCP protected content to the Encoder.

## set decoder

Sets the audio output type and video timing details for the specified decoder.

### Syntax

```
set decoder id mode type
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*mode*

Type: **STRING**

argument	Description
analogAudioOut	Audio output from the Audio port on the decoder. (ZyPer4K and ZyPerUHD60 family only)
connectionMode	Sets/changes current connection mode to decoder. (Options are fast-switched, genlocked and genlocked-scaled) (ZyPer4K family only)
displayAdvancedTiming	Set advanced features, Front porch, sync width, sync polarity and total size
displayMode	Set display to box, crop or stretch input stream within display resolution
displayResolution	Set display resolution manually (pixels) or automatically based on EDID.
hdcpMode	Allows user to force HDCP protection at level 1.4 or 2.2 on previously unprotected content. (ZyPerUHD and ZyPerUHD60 only) Will cause decoder to reboot.
hdmiAudioOut	Audio output from the HDMI port on the decoder. (ZyPer4K and ZyPerUHD60 family only)

*type*

Type: **STRING**

HDCP options. (Note: Valid with ZyPerUHD and ZyPerUHD60 only) Used to minimize connection time.

argument	Description
auto	Maintain existing HDCP level. None if none
forceVersion1.4	Apply HDCP 1.4 protection to output stream
forceVersion2.2	Apply HDCP 2.2 protection to output stream

The audio mode (analog out or HDMI out).

argument	Description
source analogAudio	Uses the audio output created with the join command. (ZyPer4K only)
source hdmiAudio	Uses the HDMI stream (HDMI audio-out only) Use if video in Fast-Switch mode. (ZyPer4K only)
source hdmiPassthroughAudio	Used if video is in Genlock mode. (ZyPer4K only)
source hdmiAudioDownmix	Uses the HDMI-downmix stream
danteAudio	Use stream that Decoder is receiving from encoder that was in Dante format. (ZyPer4K-XS only) (Outside Dante Source routed to Encoder then routed to Decoder)
directDanteAudio	Use Dante Audio Stream routed to Decoder from outside Dante source.

Display timing, aspect ratio, mode, size.

argument	Description
syncFrontPorch	Synchronization mode.
syncWidth	Synchronization width
hsyncPolarity	Horizontal sync polarity (auto, negative, positive)
vsyncPolarity	Vertical sync polarity (auto, negative, positive)
totalSize	Horizontal and vertical size (Pixels or auto)
box	Box image within display. (Smaller source to larger display)
crop	Crop image within display (Larger source to smaller display)
stretch	Scale image to fill display. (Scale up or down) (Default Setting)
pixelsHoriz	Width in pixels or auto
pixelsVert	Height in pixels or auto
fps	Frames per second
source	Match decoder resolution to source input size
auto	automatically based on EDID



**Command Description:** Override output display size and fps

```
set decoder <Decoder_Name or MAC> displayResolution activeSize <int> pixelsHoriz
<int> pixelsVert <int>|source
```

This command allows an override of EDID parameters supplied by the display. Regardless of what the supplied EDID indicates, the decoder will generate a stream with specified overall size and frame rate parameters.

Note that in “genlock-scaled” mode, the frame rate parameter is ignored – it must be the same as the encoder frame rate. This does mean care must be taken when setting this parameter if the source stream is 60fps (e.g. 720p60fps) and scaled to 4K. That only works if the display supports 4K60.

If configured resolution specification in these parameters that exceed the displayed maximum resolution, the display will black out with no indication to the user.

Example command:

```
Zyper$ set decoder Dec1 displayResolution activeSize 3840 2160 fps 60
```

**Command Description:** Output display size determined by received EDID

Command Syntax

```
set decoder <Decoder_Name or MAC> displayResolution auto
```

The command causes the decoder to set output display size to the “preferred” value in the EDID received from the display.

**Command Description:** Override detailed video parameters

Command Syntax

```
set decoder <decoderMac|decoderName> displayAdvancedTiming activeSize
<pixelsHoriz:int> <pixelsVert:int> fps <float> total-size <pixelsHoriz:int> <pixelsVert:int>
syncFrontPorch <pixelsHoriz:int> <pixelsVert:int> syncWidth <pixelsHoriz:int>
<pixelsVert:int> syncPolarity hPositive|hNegative vPositive|vNegative
```

This command allows an override of EDID parameters supplied by the display. Regardless of what the supplied EDID indicates, the decoder will generate a stream with specified detailed timing parameters.

If configured resolution specification in these parameters that exceed the displayed maximum resolution, the display will black out with no indication to the user.

Example command:

```
Zyper$ set decoder Dec1 displayAdvancedTiming activeSize 1920 1080 fps 60 totalSize
2200 1200 syncFrontPorch 88 4 syncWidth 44 5 syncPolarity hPositive vPositive
```

---

## set decoder autoAudioConnections hdmiAudioFollowVideo

Tells the decoder to automatically join Audio associated with connected Video stream or not.

### Syntax

```
set decoder id autoAudioConnections hdmiAudioFollowVideo arg
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
enabled	Audio will follow video automatically
disabled	Audio will not follow video automatically

### Example

```
set decoder myDecoder autoAudioConnections hdmiAudioFollowVideo  
enabled  
Success
```

## set decoder danteAudioOut

Sets the ZyPerUHD60 Dante enabled decoder to either Transmit or Receive mode. (Note that unit will reboot after making a change). Also will select what received audio stream to convert to Dante when in Transmit mode.

### Syntax

```
set decoder id danteAudioOut source arg
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
joinedAudio	Makes the UHD60 a Dante Transmitter (ZyPerUHD60 only)
none	Makes the UHD60 a Dante Receiver (ZyPerUHD60 only)
analogAudio	Convert analog audio to Dante format (ZyPer4K-XS only)
hdmiAudioDownmix	Convert HDMI downmix audio to Dante format (ZyPer4K-XS only)
DanteAudio	Use the Dante audio stream that is received from Encoder (ZyPer4K-XS only)

### Examples

```
set decoder MyDecoder1 danteAudioOut source none
Warning:(36) Device has been restarted
Success
```

```
set decoder myDecoder danteAudioOut source joinedAudio
Warning:(36) Device has been restarted
Success
```

## set decoder edidPreferMode

Sets the preferred resolution from the display EDID

### Syntax

```
set decoder id mode type
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*mode*

Type: **STRING**

argument	Description
edidPreferMode	Select preferred EDID mode

*type*

Type: **STRING**

HDCP options. (Note: Valid with ZyPerUHD only) Used to minimize connection time.

argument	Description
max	Default mode. Selects the largest resolution defined in the EDID.
strict	Selects the Preferred resolution as stated in the display EDID

**“max”** – Default mode. Selects the largest resolution defined in the EDID. This has been the operating mode prior to this command. In almost all cases, this is the native resolution of the display. However, some displays can accept a resolution above the native (and scale down). In this case, it is better to use the **“strict”** mode.

**“strict”** – The Preferred Resolution is selected as defined in the EDID 1.3 specification. EDID 1.3 specifies that the first Detailed Timing Descriptor in the Standard Timing Information block is always the preferred resolution, although it is only the native resolution if the native-resolution flag is set. If the native-resolution flag is not set, then the maximum resolution will be chosen (falls back to **“max”** mode).

---

**Note:** All comparisons of “resolution” actually mean comparisons of the associated Pixel Clock. The Pixel Clock represents the entire resolution definition: horizontal and vertical size, fps, bit-depth and color decimation (RGB/4:4:4, 4:2:2, 4:2:0).

The command will immediately reanalyze the active EDID and if needed change the preferred resolution and reconnect to the encoder.

The reason for the “max” mode, and for it being the default, is that many displays do not follow the EDID 1.3 specification, claiming a native, Preferred Resolution below the display’s actual native resolution. It is fairly common for a UHD display to have an HD resolution as the specified preferred resolution.

**Note:** ZyPer4K and ZyPerUHD, depending on mode, may support only a limited set of output resolutions, particularly when the scaler is enabled. ZMP will choose the active resolution based decoder capability, scaler mode and preferred resolution. However, the display’s Preferred Resolution is displayed regardless of what the decoder ultimately actually uses. The active resolution is displayed in the decoder status as well.

## Overriding Preferred Resolution Selection

It should rarely be required. But if the EDID supplied by the display is not correct, or for some reason ZMP chooses a Preferred Resolution that is not desired, the following command will force the decoder to a specific output resolution:

```
set decoder <decoder> displayResolution activeSize <int>
<int> fps <float>
```

When set, the decoder output resolution will remain as specified without exception.

Note: When in this mode, it is very possible that no video will be displayed, and with no warning from ZMP. It is up to the user to ensure that the output settings are valid for the display.

---

## Scaler Control

ZyPer4K, ZyPerUHD60 and ZyPerUHD decoders have output scaling. Besides the obvious benefit of supporting HD-only displays with a UHD source, the other major benefit is faster switching times. With ZyPer4K, there is virtually no delay. With ZyPerUHD it is less than a one second.

However, there are some cases where disabling the scaler produces a better image. Of course, if the scaler is disabled and the source provides a resolution greater than the display's ability, it will be black. To solve this problem, we have a new mode that disables the scaler, but only if the display can handle the source resolution.

The decoder display-resolution command now has an option called "source".

```
set decoder <decoder> display-resolution source
```

When in "source" mode the scaler is disabled if the display can handle the received resolution. Otherwise it is automatically enabled (e.g. if the source is 480 and the Preferred Resolution is 1080 then the scaler is disabled, but if source is UHD and the Preferred Resolution is 1080, then the scaler is enabled).

The downside to this mode: switching time between non-scaled resolutions is about 3 seconds. Switching time between scaled and non-scaled resolutions is closer to 4s.

## Active Output Resolution Selection

***Selecting the correct output resolution for a decoder is, unfortunately, a fairly complicated endeavor. Clearly depends on the display (Preferred Resolution), but also on the decoder capability and the source resolution.***

***Remember: All comparisons of "resolution" actually mean comparisons of the associated Pixel Clock. The Pixel Clock represents the entire resolution definition: horizontal and vertical size, fps, bit-depth and color decimation (RGB/4:4:4, 4:2:2, 4:2:0).***

***Also, setting "edidPreferMode" only affects which Preferred Resolution is chosen. It does not affect when that Preferred Resolution is used (or if it is used). Although the chosen Preferred Resolution is always reported in the decoder status output (as is the chosen active output resolution).***

## ZyPer4K HDMI 2.0 Devices

Presently, the decoder active resolution is limited to a number of resolutions: 4096x2160, 3840x2160, 1080x1920 or 1280x720. The closest lower resolution is used.

There are a number of exceptions to the operation.

- Scaler always converts to 8bit 444/RGB. That means UHDp60 4:2:0 is converted to UHDp60 4:4:4. UHDp60 YUV 4:2:0 bit rate is lower than HDM 1.4. But UHDp60 4:4:4 is not. In this case, the output FPS is divided by 2.
- If in genlockScaled, videoWall or window mode, decoder FPS must equal encoder FPS
  - Means 1080p60 scaling to UHD must be UHDp60, which won't work if display is only UHDp30 capable.
  - If UHDp60 > decoder Preferred Resolution, then the output is left at 1080p60.
- If source is 1080i
  - Output must be input FPS \* 2
  - If decoder resolution > 1080, it is set to 1080.

### **displayResolution = auto**

When in this mode, the output resolution will always be the **Preferred Resolution**. There really is no reason not to use this mode with the Z4K Charlie and will produce the lowest switching times.

### **displayResolution = source**

When in this mode, the output resolution will always be the **encoder resolution**, unless the source resolution greater than the encoder resolution (same case as displayResolution auto).

This mode may provide better video at or below the preferred resolution of the display. However, the switching time is somewhat slower (~3.3s).

### **displayResolution = sourceIgnoreEdid**

Same operation as displayResolution = auto, but effectively using a manually entered Preferred Resolution. Generally only used if the EDID is incorrect.

---

## ZyPerUHD

The ZyPerUHD scaler scales up fine (source resolution lower than display preferred). However, it can only scale down from UHD to 1080.

Even with this limitation, the vast majority of installations will be fine. The exception comes with PC-based resolutions. For example a case that will not work well:

- 1080-only display and source resolution of 1920x1200

For the cases where VESA/PC resolutions such as 1920x1200, 2560x1440 and 2560x1600 are needed, all displays must be at least that resolution or greater. For example, a 1920x1200 display can handle all resolutions up to 1920x1200 and it can also handle UHD, since the decoder will output UHD scaled down to 1080 (which is fine for a 1920x1200 display).

And, clearly, all of those resolutions will be fine if the displays are UHD capable (scaling up works, plus, the new mode “display-size source” can be used).

If a configuration that causes downscaling that is not handled well, likely generating poor video, a warning will be generated.

### **displayResolution = auto**

When in this mode, the output resolution will always be the **Preferred Resolution**, unless the source resolution greater than the preferred resolution.

This mode provides the fastest switching time (less than 1 second). However, there may be some cases where video quality is less than when using display-resolution = source.

If source is greater than decoder Preferred Resolution, then decoder output will be **1920x1080** (unless the display does not support it) with the preferred FPS. As noted, the only case this normally works for is when the source is 3840x2160.

### **displayResolution = source**

When in this mode, the output resolution will always be the **encoder resolution**, unless the source resolution greater than the encoder resolution (same case as displaySize auto).

This mode may provide better video at or below the preferred resolution of the display. However, the switching time is somewhat slower (~3.3s).

### **displayResolution = sourceIgnoreEdid**

Same operation as displayResolution = auto, but effectively using a manually entered Preferred Resolution. Generally only used if the EDID is incorrect.



## set decoder hdmi5vControl

Enables or disables 5V HDMI line of the decoder. (ZyPer4K-XS and ZyPer4K-XR only)

When decoder is not receiving a video stream the decoder will disable the 5V HDMI line.

### Syntax

```
set decoder id hdmi5vControl arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
enabled	5V HDMI line will disable when no video streamed of the decoder.
disabled	5V HDMI line is never disabled. (Default)

### Example

```
set decoder myDecoder hdmi5vControl enabled
Success
```

If you attempt to run this command on a decoder that is not XS/XR or not on correct firmware you get the following error.

```
Error:(29) Device myDecoder does not support or cannot change:
videoPort with value hdmi5vControl.
```

### Notes

ZyPer4K-XS or ZyPer4K-XR must be updated to firmware version 1.3.2.4 or newer for this command to work.

The connection before disconnecting video from the decoder must be "genlocked" to fully disable video and cut the 5V line.

---

## set decoder hdmi5vControl

Enables or disables low latency mode for the ZyPerUHD60 decoder. (ZyPerUHD60 only)

### Syntax

```
set decoder id lowLatency arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
enabled	enable low latency mode. (Default)
disabled	disable low latency mode.

### Example

```
set decoder myDecoder lowLatency enabled  
Success
```

### Notes

There may be instances where the user will want to disable low latency mode. Example: We have found a compatibility issue with a Crestron HD-DA4-4KZ-E splitter that requires low latency mode disable in order to properly recognise the input from ZyPerUHD60 decoder.

## set decoder osdStatusMode

Enables or disables on-screen-display feature of the decoder. (ZyPerUHD and ZyPerUHD60 only)

When decoder is not receiving a stream the decoder will display a “No Source Found” screen. In the lower corner of this screen is displayed the following information:

Firmware version and date

IP address of the decoder

Remote IP: (Encoder it is attempting to get stream from if any)

MAC Address

The `osdStatusMode` command will make this information visible or not.

Note, changing status with the command will force the decoder to reboot.

### Syntax

```
set decoder id osdStatusMode arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
enabled	OSD feature enabled.
disabled	OSD feature disabled.

### Example

```
set decoder myDecoder osdStatusMode enabled
Warning: (36) Device myDecoder has been restarted
Success
```

---

## set decoder powerSave

Enables or disables power save feature of the decoder. (ZyPerUHD and ZyPerUHD60 only)

When decoder is not receiving a stream the decoder will enter a low power mode and the display will go black.

### Syntax

```
set decoder id powerSave arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
enabled	Power save feature enabled.
disabled	Power save feature disabled.

### Example

```
set decoder myDecoder powerSave enabled  
Success
```

## set device dante ip

Sets DHCP mode for the specified device. (ZyPerUHD60-2EA and 2DA only)

Note only applies when ZyPerUHD60-2EA/2DA using using Dante on the Utility Port. (Separate LAN from primary AV network)

In future this command will also support Dante enabled ZyPer4K-XS units.

### Syntax

```
set device id dante ip arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
dhcp	IP address assigned by DHCP server
linkLocal	IP address self assigned Link-Local

### Example

```
set device UHD60-2EA dante ip dhcp
Success
```

### Related Commands

```
set device general name
set device ip static
set device rs232
set device sourceDisplay iconImageName
set device sourceDisplay location
set device sourceDisplay manufacturer
set device sourceDisplay model
set device sourceDisplay serialNumber
```

---

## set device dante ip static

Sets static mode for the specified device. The IP address, subnet mask, and gateway must be supplied. (ZyPerUHD60-2EA and 2DA only)

Note only applies when ZyPerUHD60-2EA using using Dante on the Utility Port. (Separate LAN from primary AV network)

In future this command will also support Dante enabled ZyPer4K-XS units.

### Syntax

```
set device id ip static addr mask gateway
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*addr*

Type: **IP Address**

The desired IP address for the device.

*mask*

Type: **IP Address**

The desired subnet mask for the device.

*gateway*

Type: **IP Address**

The desired gateway for the device.

### Example

```
set device UHD60-2EA dante ip static 10.5.68.121 255.255.255.0  
10.5.64.1  
Success
```

---

## set device general name

Sets the name for the specified encoder or decoder.

### Syntax

```
set device id general name str
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the device. String names are case-sensitive.

**Important Note:** The following characters are not valid for device names.

Colon :

Quotes "

Blank Spaces

*str*

Type: **STRING**

The name for the device.

### Example

```
set device myDecoder5 general name Samsung-55  
Success
```

### Related Commands

```
set device ip  
set device ip static  
set device rs232  
set device sourceDisplay iconImageName  
set device sourceDisplay location  
set device sourceDisplay manufacturer  
set device sourceDisplay model  
set device sourceDisplay serialNumber
```

## set device ip

Sets DHCP mode for the specified device.

### Syntax

```
set device id ip arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
dhcp	IP address assigned by DHCP server
linkLocal	IP address self assigned Link-Local

### Example

```
set device ABC ip dhcp
Success
```

### Related Commands

```
set device general name
set device ip static
set device rs232
set device sourceDisplay iconImageName
set device sourceDisplay location
set device sourceDisplay manufacturer
set device sourceDisplay model
set device sourceDisplay serialNumber
```



---

## set device ip static

Sets static mode for the specified device. The IP address, subnet mask, and gateway must be supplied.

### Syntax

```
set device id ip static addr mask gateway
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*addr*

Type: **IP Address**

The desired IP address for the device.

*mask*

Type: **IP Address**

The desired subnet mask for the device.

*gateway*

Type: **IP Address**

The desired gateway for the device.

### Example

```
set device ABC ip static 10.5.68.121 255.255.255.0 10.5.64.1  
Success
```

---

## Related Commands

```
set device general name
set device ip
set device rs232
set device sourceDisplay iconImageName
set device sourceDisplay location
set device sourceDisplay manufacturer
set device sourceDisplay model
set device sourceDisplay serialNumber
```

## set device irProcessing

Configures ZyPer4K endpoint to process input IR commands to issue *channel up* or *channel down* API command.

ZyPer Remote is an IR remote control. Part number: ZVREMOTE  
 Hitting Up or CH+ button will issue *channel up* API command.  
 Hitting Down or CH- button will issue *channel down* API command.

ZeeVee IR Receiver is required to be plugged into Decoder IR input port.  
 Part number: Z4KIRRX

ZyPer Trigger is a device to connect a "button" to the ZeeVee decoder IR ports.  
 Part number: Z4KIRTRIGTX

### Syntax

```
set device id irProcessing arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
zyperTrigger	Process button press from ZyPer Trigger device
zyperRemote	Process up/down button press from ZeeVee IR remote control
none	Do not process IR inputs

### Example

```
set device Z4KDec irProcessing zyperRemote
Success
```

### Related Commands

```
set device general name
set device ip static
```

## set device optionCard

Manually forces option card type for ZyPer4K extended box Encoders (**ZyPer4K only**).

Typically extended box encoders will automatically identify themselves to the ZMP. However in some cases using the "auto" setting, the expansion/option card is not detected. Manually setting the feature forces correct operation. Note you must select the correct setting based on the ZyPer4K encoder hardware you have. For example 12G SDI hardware cannot be set to Display Port.

### Syntax

```
set device id optionCard type arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the encoder. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
auto	ZMP will automatically detect the proper setting. Note issue above.(default)
hdsdi	Force setting to HD-SDI
displayPort	Force setting to DisplayPort
analog	Force setting to Analog
hdmiOptionalIn	Force setting to Dual HDMI input with loopout
sdil2g	IP address self assigned Link-Local

### Example

```
set device ABC optionCard type sdil2g
Success
```

### Related Commands

```
set device general name
set device ip static
```

---

## set device rs232

Sets the RS232 settings for the specified device.

### Syntax

```
set device id rs232 baud data stop parity
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the device. String names are case-sensitive.

*baud*

Type: **INTEGER**

The baud rate for the device. Supply one of the following values from the table below.

argument		
2400	9600	19200
38400	57600	115200

*data*

Type: **INTEGER**

The data bit setting for the device. Supply one of the following values from the table below.

argument
7-bits
8-bits

---

*stop*

Type: **INTEGER**

The stop bit setting for the device. Supply one of the following values from the table below.

argument
1-stop
2-stop

*parity*

Type: **STRING**

The parity setting for the device. Supply one of the following values from the table below.

argument
even
odd
none

## Example

```
set device decoderNumber2 rs232 57600 8-bits 1-stop none
Success
```

## Related Commands

```
send
set device general name
set device ip
set device ip static
set device sourceDisplay iconName
set device sourceDisplay location
set device sourceDisplay manufacturer
set device sourceDisplay model
set device sourceDisplay serialNumber
```

## set device security

Mechanism to enable security over Semtech's server-device communication. First, there has to be an overall key associated with the server (deviceSecurityKey). Then, each device has to enable the security. Provides authentication and encryption. This only works with ZyPer4K-XS and ZyPer4K-XR devices. Once a device has been enabled for a specific server, it will not work with any server without the same key. Redundancy automatically sets the same key on both servers. If the key is lost, devices have to be hardware factory defaulted

### Syntax

```
set device id security arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the device. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
enabled	Feature enabled.
disabled	Feature disabled.

### Example

```
set device Encoder_1 security enabled
Success
```

### Related Commands

```
set device ipserver security deviceSecurityKey
```

---

## set device sendIpMcastRange

Sets allowable range of multicast addresses for selected devices. (ZyPer4K family only)

### Syntax

```
set device id sendIpMcastRange first:ip last:ip
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the encoder. String names are case-sensitive. Can all use “all” or “encoders” as an ID option.

*first:ip / last:ip*

Type: **Multicast Address**

Supply the starting and ending multicast addresses in the allowable range.

Note: Allowable range is from 224.1.1.1 to 239.255.255.255

### Example

```
set device encoders sendIpMcastRange 224.1.1.25 224.1.2.125
```

### Related Commands

```
set device general name
set device ip static
set device rs232
set device sourceDisplay iconName
set device sourceDisplay location
set device sourceDisplay manufacturer
set device sourceDisplay model
set device sourceDisplay serialNumber
```



## set device sourceDisplay iconImageName

Assigns an icon to the desired device. The icon will be displayed within the ZMP to identify the device.

### Syntax

```
set device id sourceDisplay iconImageName fname
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the encoder or decoder. String names are case-sensitive.

*fname*

Type: **FILENAME**

The full filename of the icon to be used. The filename is case-sensitive.

argument	Description
abc	ABC network icon
cbs	CBS network icon
nbc	NBC network icon
fox	Fox network icon
xbox	Xbox game console icon
golf	Golf channel icon
espn	ESPN network icon
tennis	Tennis channel icon
cnn	CNN network icon
ps3	PlayStation game console icon
DVD	DVD player icon
BluRay	BluRay icon
VCR	VCR icon
CableBox	Cable box icon
Laptop	Laptop icon
BroadcastCamera	Broadcast camera icon
SecurityCamera	Security camera icon

---

## Example

```
set device Encoder1 sourceDisplay iconName cbs  
Success
```

## Related Commands

```
set device general name  
set device ip  
set device ip static  
set device rs232  
set device sourceDisplay location  
set device sourceDisplay manufacturer  
set device sourceDisplay model  
set device sourceDisplay serialNumber
```

---

## set device sourceDisplay location

Assigns a location description for the specified device.

### Syntax

```
set device id sourceDisplay location loc
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the device. String names are case-sensitive.

*loc*

Type: **STRING**

The location description of the device (e.g. "Conference\_Rm", "Den", etc.). Do not use quotes when specifying this string value.

### Example

```
set device myDecoder3 sourceDisplay location VideoWall-1  
Success
```

### Related Commands

```
set device general name  
set device ip  
set device ip static  
set device rs232  
set device sourceDisplay iconImageName  
set device sourceDisplay manufacturer  
set device sourceDisplay model  
set device sourceDisplay serialNumber
```

---

## set device sourceDisplay manufacturer

Assigns a manufacturer description for the specified device.

### Syntax

```
set device id sourceDisplay manufacturer mfg
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the device. String names are case-sensitive.

*mfg*

Type: **STRING**

The manufacturer description of the device (e.g. "Sony", "Panasonic", etc.). Do not use quotes when specifying this string value.

### Example

```
set device myDecoder3 sourceDisplay manufacturer Sony  
Success
```

### Related Commands

```
set device general name  
set device ip  
set device ip static  
set device rs232  
set device sourceDisplay iconImageName  
set device sourceDisplay location  
set device sourceDisplay model  
set device sourceDisplay serialNumber
```

---

## set device sourceDisplay model

Assigns a model description for the specified device.

### Syntax

```
set device id sourceDisplay model model
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the device. String names are case-sensitive.

*model*

Type: **STRING**

The manufacturer's model number of the device.  
Do not use quotes when specifying this string value.

### Example

```
set device myDecoder3 sourceDisplay model DVPSR210P  
Success
```

### Related Commands

```
set device general name  
set device ip  
set device ip static  
set device rs232  
set device sourceDisplay iconImageName  
set device sourceDisplay location  
set device sourceDisplay manufacturer  
set device sourceDisplay serialNumber
```

---

## set device sourceDisplay serialNumber

Assigns the manufacturer serial number for the specified device.

### Syntax

```
set device id sourceDisplay serialNumber serial
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the device. String names are case-sensitive.

*serial*

Type: **STRING**

The manufacturer serial number of the device.

### Example

```
set device myDecoder3 sourceDisplay serialNumber 123456789
Success
```

### Related Commands

```
set device general name
set device ip
set device ip static
set device rs232
set device sourceDisplay iconImageName
set device sourceDisplay location
set device sourceDisplay manufacturer
set device sourceDisplay model
```

## set device usbFilter

Allows restrictions to USB use on selected device. (ZyPer4K only. Not supported on ZyPer4K-XS or ZyPer4K-XR units)

### Syntax

```
set device id usbFilter arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the encoder or decoder. String names are case sensitive

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
none	No restrictions on USB port
exceptHid	Allows any USB device except HID devices
storage	Allows any USB device except Storage devices

### Example

```
set device myDecoder2 usbFilter none
Success
```

### Related Commands

```
set device general name
set device ip
set device rs232
set device sourceDisplay iconImageName
set device sourceDisplay location
set device sourceDisplay manufacturer
set device sourceDisplay model
set device sourceDisplay serialNumber
```

## set device utilityPort

Enables or disables the 1Gb Utility Ethernet port on the specified encoder or decoder.  
(ZyPer4K and ZyPerUHD60 only)

### Syntax

```
set device id utilityPort arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the device. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
enabled	Ethernet port is enabled.
disabled	Ethernet port is disabled
onlyDanteAudio	Ethernet port is enabled as a sepeate LAN with Dante TX/RX. (ZyPerUHD60-2EA and ZyPerUHD-2DA only)

### Example

```
set device myDecoder5 utilityPort disabled
Success
```

### Related Commands

```
set device general name
set device ip
set device rs232
set device sourceDisplay iconImageName
set device sourceDisplay location
set device sourceDisplay manufacturer
set device sourceDisplay model
set device sourceDisplay serialNumber
```



## set device videoPort

Selects active input port for ZyPer4K units with multiple inputs. (ZyPer4K and ZyPerUHD60 only)

### Syntax

```
set device id videoPort arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the encoder. String names are case sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
hdmi	Use the HDMI input (Z4K Located to the right) "HDMI IN1" on UHD60
hdmiOptionalIn	Use the HDMI input (Located to the left). "Primary Input" Z4K Dual input HDMI only. "HDMI IN2" on UHD60
usb-c	Use the USB-C input.
auto	Use whatever port has an active input if only one source is connected. Note this is only valid for DisplayPort and Dual-HDMI options. Does not work with SDI or Analog inputs. Please see ZyPer4K User Guide for details on what port is used if both ports have an active input.
displayPort	Use the Display-Port input
hdsdi	Use the SDI input port
12gsdi	Use the 12G SDI input port
component	Use component input. (Requires ZeeVee Hydra cable)
composite	Use composite input (Requires ZeeVee Hydra cable)
s-video	Use s-video input (Audio not supported)
vga	Use vga input. (Requires ZeeVee VGA cable)

### Example

```
set device myEncoder1 videoPort displayPort
Success
```

## set multiview

Assigns source to a position and size within a multiview display. (ZyPer4K family only)

### Syntax

```
set multiview id windowNumber wn encoderName enc position
percentPositionX posx percentPositionY posy percentSizeX sx
percentSizeY sy layer ly
```

```
set multiview id windowNumber wn encoderName enc position
pixelPositionX posx pixelPositionY posy pixelSizeX sx pixelSizeY sy
layer ly
```

### Parameters

*id*

Type: **STRING**

Name of previously created multiview. String names are case-sensitive.

*wn*

Type: **Integer**

Window number within the multiview (1-19)

*enc*

Type: **STRING or MAC Address**

The name or MAC address of the encoder. String names are case-sensitive.

*percentPositionX*

Type: **Integer**

X coordinate in percentage of multiview canvas. Upper left corner of window.  
(0-99)

*percentPositionY*

Type: **Integer**

Y coordinate in percentage of multiview canvas. Upper left corner of window.  
(0-99)

*pixelPositionX*

Type: **Integer**

X coordinate of multiview in multiview canvas. Upper left corner of window.

*pixelPositionY*

Type: **Integer**

Y coordinate of multiview in multiview canvas. Upper left corner of window.

---

pixelSizeX

Type: Integer

Size/Length of multiview window. Number of pixels in multiview canvas.

pixelSizeY

Type: Integer

Size/Height of multiview window. Number of Pixels in multiview canvas

percentSizeX

Type: Integer

Size/Length of multiview window. As a percentage of X dimension of multiview canvas. (0-99)

percentSizeY

Type: Integer

Size/Height of multiview window. As a percentage of Y dimension of multiview canvas. (0-99)

ly

Type: Integer

Window Layer. Value from 1-9 with layer 1 being the bottom layer and 9 being the top.

## Examples

### Using Percentages

```
set multiview myMview1 windowNumber 1 encoderName myEncl
percentPositionX 50 percentPositionY 50 percentSizeX 25
percentSizeY 25 layer 3
```

### Using Pixel Values

```
set multiview myMview1 windowNumber 1 encoderName myEncl
pixelPositionX 1920 pixelPositionY 1080 pixelSizeX 800 pixelSizeY
600 layer 3
```

## Related Commands

```
create multiview
delete multiview
delete multiviewWindow
set multiview audioSource windowNumber
show multiviews config
show multiviews status
```

## set multiview (layer, position, size)

Allows user to change a multiview window layer, position or size without specifying other parameters. (ZyPer4K family only)

### Syntax

```
set multiview id windowNumber wn positionX posx positionY posy
sizeX sx sizeY sy layer ly
```

### Parameters

id

Type: STRING

Name of previously created multiview. String names are case-sensitive.

wn

Type: Integer

Window number within the multiview (1-19)

percentPositionX

Type: Integer

X coordinate in percentage of multiview canvas. Upper left corner of window.  
(0-99)

percentPositionY

Type: Integer

Y coordinate in percentage of multiview canvas. Upper left corner of window.  
(0-99)

pixelPositionX

Type: Integer

X coordinate of multiview in multiview canvas. Upper left corner of window.

pixelPositionY

Type: Integer

Y coordinate of multiview in multiview canvas. Upper left corner of window.

pixelSizeX

Type: Integer

Size/Length of multiview window. Number of pixels in multiview canvas.

---

*pixelSizeY*

Type: **Integer**

Size/Height of multiview window. Number of Pixels in multiview canvas

*percentSizeX*

Type: **Integer**

Size/Length of multiview window. As a percentage of X dimension of multiview canvas. (0-99)

*percentSizeY*

Type: **Integer**

Size/Height of multiview window. As a percentage of Y dimension of multiview canvas. (0-99)

*ly*

Type: **Integer**

Window Layer. Value from 1-9 with layer 1 being the bottom layer and 9 being the top.

## Examples

```
set multiview myMview1 windowNumber 2 layer 4
Success
```

```
set multiview myMview1 windowNumber 2 size percentSizeX 50 percentSizeY
50
Success
```

```
set multiview mv1 windowNumber 1 size pixelSizeX 500 pixelSizeY 400
Success
```

## Related Commands

```
create multiview
delete multiview
delete multiviewWindow
set multiview audioSource windowNumber
show multiviews config
show multiviews status
```

## set multiview allowMainStream

Controls if the main unscaled video stream from an encoder can be used in a multiview.  
(ZyPer4K family only)

### Syntax

```
set multiview id allowMainStream arg
```

### Parameters

*id*

Type: **STRING**

Name of previously created multiview. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
enabled	Unscaled stream is allowed
disabled	Unscaled stream is not allowed

### Example

```
set multiview myMview1 allowMainStream enabled
Success
```

### Related Commands

```
create multiview
delete multiview
delete multiviewWindow
show multiviews config
show multiviews status
```

---

## set multiview audioSource windowNumber

Selects the input source to provide Audio for multiview display. (ZyPer4K family only)

### Syntax

```
set multiview id audioSource windowNumber arg
```

### Parameters

*id*

Type: **STRING**

Name of previously created multiview. String names are case-sensitive.

*arg*

Type: **STRING / Integer**

Supply one of the following arguments.

argument	Description
Integer	Integer from 1-19 identifying source to use for audio
none	Set no audio for the multiview window

### Example

```
set multiview myMview1 audioSource window number 4  
Success
```

### Related Commands

```
create multiview  
delete multiview  
delete multiviewWindow  
show multiviews config  
show multiviews status
```

## set multiview windowNumber channel up/down

Cycles the encoder source up/down for a specified multiview window. (ZyPer4K family only)

### Syntax

```
set multiview id windowNumber channel arg
```

### Parameters

*id*

Type: **STRING**

Name of previously created multiview. String names are case-sensitive.

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
up	Will cycle the encoder source in the specified multiview window to next higher numbered encoder. Will cycle around to lowest encoder number when maximum value is reached.
down	Will cycle the encoder source in the specified multiview window to next lower numbered encoder. Will cycle around to highest encoder number when minimum value is reached.

### Examples

```
set multiview mv3x3 windowNumber 3 channel up
Channel changed to Z4Kenc_2
Success
```

```
set multiview mv3x3 windowNumber 3 channel up
Channel changed to Arts_Encoder_1
Success
```

### Related Commands

```
create multiview
delete multiview
delete multiviewWindow
show multiviews config
show multiviews status
```



## set multiview canvasSize

Selects the canvas size for creating multiview windows. (ZyPer4K family only)

Helpful feature to control bandwidth of scaled streams for a multiview. Default canvas size is 3840x2160. This can create case where datarate from encoder is greater than 9.5Gb limit.(Full size stream plus scaled stream.) Reducing the canvas size will reduce required size and datarate of scaled stream used for multiview.

### Syntax

```
set multiview id canvasSize pixelsHoriz pixelVert
```

### Parameters

*id*

Type: **STRING**

Name of previously created multiview. String names are case-sensitive.

*pixelsHorz*

Type: **Integer**

Horizontal width of the multiview canvas. (640 to 8192)

*pixelsVert*

Type: **Integer**

Vertical height of multiview window. (480 to 8192)

**Note:** Maximum canvas pixels is 8,847,360

### Example

```
set multiview MyView1 canvasSize 1920 1080
Success
```

### Related Commands

```
create multiview
delete multiview
delete multiviewWindow
show multiviews config
show multiviews status
```

---

## set multiview newEncoderName

Assigns a new encoder to an existing multiview window. (ZyPer4K family only)

### Syntax

```
set multiview id windowNumber wn newEncoderName encName|none
```

### Parameters

*id*

Type: **STRING**

Name of previously created multiview. String names are case-sensitive.

*wn*

Type: **Integer**

Window number within existing multiview. (1 to 19)

*encName*

Type: **STRING / STRING**

The name or MAC address of the encoder. String names are case sensitive. None is also an option to remove existing encoder and replace with nothing.

### Example

```
set multiview mv2x2-Art windowNumber 3 newEncoderName ABC
Success
```

```
set multiview mv2x2-Art windowNumber 3 newEncoderName none
Success
```

### Related Commands

```
create multiview
delete multiview
delete multiviewWindow
show multiviews config
show multiviews status
```

---

## set multiview title

Used to create a text overlay in a multiview window. (ZyPer4K family only)

Create a string of text to be overlaid somewhere in a multiview window. Color of text and color of background can be specified. Size of text can be specified. Transparency of text and background can be specified. Note that 100% transparent setting is not fully transparent.

### Syntax

```
set multiview id windowNumber wn title textString title
```

```
set multiview id windowNumber wn title text-size ts
```

```
set multiview id windowNumber wn title transparency text tt  
background bt
```

```
set multiview id windowNumber wn title color text tc background bc
```

### Parameters

*id*

Type: **STRING**

Name of previously created multiview. String names are case-sensitive.

*wn*

Type: **Integer**

Window number within the multiview (1-19)

*ts*

Type: **Integer**

Size of text (1-10)

*tt*

Type: **Integer**

Text Transparency. Percentage (0-100)

*bt*

Type: **Integer**

Background Transparency. Percentage (0-100)

---

*tc*

Type: **STRING**

Text color. Can be any of the following options: black, blue, brown, cyan, darkBlue, gray, green, lightBlue, lightGray, lime, magenta, maroon, olive, orange, purple, red, silver, white, yellow.

*bc*

Type: **STRING**

Background color. Can be any of the following options: black, blue, brown, cyan, darkBlue, gray, green, lightBlue, lightGray, lime, magenta, maroon, olive, orange, purple, red, silver, white, yellow.

*title*

Type: **STRING**

Any text string to be associated and displayed in the selected multiview window. Strings contains spaces must be enclosed in quotations.

## Examples

```
set multiview MyView1 windowNumber 1 title textString "Window #1"
Success
```

```
set multiview MyView1 windowNumber 1 title textSize 10
Success
```

```
set multiview MyView1 windowNumber 1 title transparency text 0
background 100
Success
```

```
set multiview MyView1 windowNumber 1 title color black background-
color green
```

## Related Commands

```
create multiview
delete multiview
delete multiviewWindow
show multiviews config
show multiviews status
```

---

## set preset commands auto

Used to update an existing preset commands

### Syntax

```
set preset id commands auto connections
```

### Parameters

*id*

Type: **STRING**

The name of the preset. String names are case-sensitive.

*connections*

Supply one of the following arguments.

argument	Description
existingConnections	Uses the existing set of connections to create the command list
empty	Creates an empty set of commands. No connections

### Example

```
set preset morning commands auto existingConnections  
Success
```

```
set preset morning commands auto empty  
Success
```

### Related Commands

```
create preset  
delete preset  
run preset  
show preset
```

## set preset commands blob

Used to update an existing preset commands

### Syntax

```
set preset id commands blob connections
```

### Parameters

*id*

Type: **STRING**

The name of the preset. String names are case-sensitive.

*connections*

Type: **STRING**

Manually enter a list of commands contained within quotations. Insert a semi-colon between commands. Maximum character limit is 4096.

### Example

```
set preset morning commands blob "join Cuba Bot-Left fast-switched;join NBC Bot_Right fast-switched;join Sports Top-Right fast-switched;join Media Player Top_Left fast-switched"
```

Below is image from ZMP GUI showing these commands in the Preset window:

#### Commands:

```
join Cuba Bot-Left fast-switched
join NBC Bot_Right fast-switched
join Sports Top-Right fast-switched
join MediaPlayer Top_Left fast-switched
```

### Related Commands

```
create preset
delete preset
run preset
show preset
```

---

## set preset description

Used to update an existing preset description

### Syntax

```
set preset id description description
```

### Parameters

*id*

Type: **STRING**

The name of the preset. String names are case-sensitive.

*description*

Type: **STRING**

Updated description of the preset

### Example

```
set preset morning description "Open for business"  
Success
```

### Related Commands

```
create preset  
delete preset  
run preset  
show preset
```

---

## set preset schedule eventColor

Used to update an existing preset schedule color in the calendar.

### Syntax

```
set preset id schedule sname eventColor color
```

### Parameters

*id*

Type: **STRING**

The name of the preset. String names are case-sensitive.

*sname*

Type: **STRING**

Name of the schedule.

*color*

Type: **STRING**

Name of the new color. Options include the following: aqua, aquamarine, black, blue, brown, coral, cyan, darkBlue, darkSlateGray, deepPink, deepSkyBlue, fuchsia, gray, green, hotPink, khaki, lightBlue, lightGray, lightSeaGreen, lightSlateGray, lime, magenta, maroon, mistyRose, olive, orange, pink, purple, red, silver, teal, web-hex-color starting with # (e.g. #22ffee), white, yellow, zvGreen, zvPurple

### Example

```
set preset morning schedule opentime zvGreen
Success
```

### Related Commands

```
create preset
delete preset
run preset
show preset
```



---

## set preset schedule month

Used to update an existing preset schedule month/day/time to run

### Syntax

```
set preset id schedule scname month month dayOfMonth day dayOfWeek  
day hour hour minute minute
```

### Parameters

*id*

Type: **STRING**

The name of the preset. String names are case-sensitive.

*scname*

Type: **STRING**

Name of the schedule.

*month*

Type: **STRING**

Months to run this preset: Options are all, jan, feb, mar, apr, may, jun, jul, aug, oct, nov, dec

*dayOfMonth*

Type: **Integer**

Days of the month to run this preset. Enter an integer date or "all"

*dayOfWeek*

Type: **STRING**

Days of week to run this preset: Options are all, sunday, monday, tuesday, wednesday, thursday, friday, saturday, weekday, weekend. (Note: Weekday = M-F, Weekend = Sat+Sun)

*hour*

Type: **String**

Hour to run this preset. Enter an integer time (24 hour format) or "all"

---

*minute*

Type: **Integer**

Enter the minute (0-59) for this preset to run.

## Example

```
set preset test1 schedule LateLunch month all dayOfMonth all
dayOfWeek weekday hour 14 minute 30
Success
```

## Related Commands

```
create preset
delete preset
run preset
show preset
```

---

## set responses rs232TermChars

Specifies the termination character for an RS232 string. The default string is “\n\r”. Any character in the termination string causes the response-string to terminate and be placed into the response-string ring buffer.

This string is optional. If it is not specified, then the string is empty and each low-level response is handled as a separate response.

### Syntax

```
set responses id chr
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*chr*

Type: **STRING**

The specified string.

### Example

```
set responses decoder2 rs232TermChars "\r"  
Success
```

### Related Commands

```
set device rs232
```

## set role

Sets permission levels for a specific role. Note that the role must have been previously created.

### Syntax

```
set role rolename rolename subsystem subinfo maxAccess accessLevel
```

### Parameters

*rolename*

Type: **STRING**

String names are case-sensitive.

*subinfo*

Type: **STRING**

Supply one of the following arguments

argument	Description
account	Ability of this role to modify accounts
all	Set all priority fields with a single setting
device	Ability of this role to modify devices
log	Ability of this role to access logs
multiview	Ability of this role to modify/create multiviews
netmap	Ability of this role to modify netmaps
preset	Ability of this role to modify/create presets
role	Ability of this role to modify/create other roles
server	Ability of this role to modify server settings
snmpagent	Ability of this role to modify/view snmp
tls	Ability of this role to modify/view tls settings
videowall	Ability of this role to modify/create videowalls
zone	Ability of this role to modify/create zones

*accessLevel*

Type: **STRING**

Supply one of the following arguments

argument	Description
admin	Full unlimited access/control
config	Ability to configure
join	Ability to join (only applies to certain items such as multiviews)
none	No permissions
view	Ability to view only

## Examples

```
set role rolename junior subsystem all maxAccess admin
Success
```

```
set role rolename junior subsystem account maxAccess config
Success
```

```
set role rolename junior subsystem role maxAccess view
Success
```

```
set role rolename junior subsystem videowall maxAccess none
Success
```

## Related Commands

```
create role
delete role
show role
```

---

## set server api lineWrap

Sets the number of characters the API will display in the Command Line Interface before wrapping to a new line.

### Syntax

```
set server api lineWrap wrap
```

### Parameters

*wrap*

Type: **INTEGER**

Integer value from 100 to 512

### Example

```
set server api lineWrap 200  
Success
```

---

## set server autoEdidMode

Sets the EDID mode for the Management Platform. By default, Auto-EDID mode is enabled.

### Syntax

```
set server autoEdidMode mode
```

### Parameters

*mode*

Type: **STRING**

Supply one of the following arguments.

argument	Description
disabled	Disables auto-EDID mode.
enabled	Enables auto-EDID mode.

### Example

```
set server autoEdidMode disabled  
Success
```

### Related Commands

```
set server timezone
```

---

## set server contact

Assign a server contact name.

### Syntax

```
set server contact name
```

### Parameters

*name*

Type: **STRING**

The name of the contact (String length from 1 to 256 characters)

Note use of Quotes "" is name includes a space character.

### Example

```
set server contact "Art Weeks"
```

Success

```
show server info
server(192.168.0.21);
  server.gen; hostname=zyper.local, serverType=NUC-E,
version=3.3.39589, previousVersion=3.2.39546, master=true,
location=Wiring closet, contact=Art Weeks
  server.gen; uptime=2d:20h:42m:32s, freeMem= 3.05GB,
sdvoeVersion=3.6.0.1, bootCount=20, serialNumber=ZM1MC00001A
  server.gen; macAddress=00:0e:c6:8e:38:6f, managementMacAddress=54
:b2:03:f0:ee:99
  server.ipActive; ipServerAddr=192.168.0.21,
ipManagementAddr=0.0.0.0, gatewayAddr=0.0.0.0, dnsAddr=0.0.0.0
  server.ipActive; managementGatewayAddr=0.0.0.0,
managementDnsAddr=0.0.0.0
  server.time; time="Mon Jan  8 10:03:11 2024", timezone=America/
New_York
  server.license; productID=367d8850-f6f2-cd73-fbb1-54b203f0ee99,
license=none
  server.license; Zyper4KLimit=24, Zyper4KDevices=2, allDevices=10,
allDevicesUp=9, Zyper4KDevicesExceeded=0
  server.deviceUpdates; active=0
  server.activeDeviceVersions; num_1.7.24.0=2, num_1.7.26.0=1,
num_1.7.31.0=1, num_2.0.0.0=2, num_2.0.4.18=1, num_4.1.2.9=2
lastChangeIdMax(964);
```



---

## set server dataTunnelMode

Sets the transfer mode for the Management Platform.

### Syntax

```
set server dataTunnelMode mode
```

### Parameters

*mode*

Type: **STRING**

Supply one of the following arguments.

argument	Description
raw	Sets raw communication mode.
telnet	Sets telnet communication mode.

### Notes

Telnet is a way of passing control information about the communication channel. It defines line-buffering, character echo, etc, and is done through a series of will/wont/do/dont messages when the connection starts.

Raw is a TCP stream with no telnet escape sequences.

Telnet is an application layer protocol while TCP is a transport layer protocol. Telnet uses TCP in order to transmit data. That is a big fundamental difference between Telnet and TCP.

### Example

```
set server dataTunnelMode telnet
Success
```

### Related Commands

```
set server timezone
```

## set server date

Used to set server date manually or via ntp server. Note: NTP Server must be IPV4

### Syntax

```
set server date mode
```

```
set server date ntpServer address <domainName>
```

```
set server date manual month <int> day <int> year <int> hour <int>
minute <int>
```

### Parameters

*mode*

Type: **STRING**

Supply one of the following arguments.

argument	Description
manual	Sets date/time manually
ntpServer	Sets date/time via ntp server. Must provide valid IP address for an ntp Server.

### Example

```
set server date manual month 4 day 1 year 2021 hour 15 minute 1
Success
```

```
set server date ntpServer address 129.6.15.28
Success
```

**Link to NTP Servers:**

<https://tf.nist.gov/tf-cgi/servers.cgi>

### Related Commands

```
set server timezone
show server config
show server info
```

---

## set server discoverMode

Sets how ZyPer endpoints are discovered by the Management Server on the network

### Syntax

```
set server discoverMode mode
```

### Parameters

*mode*

Type: **STRING**

Supply one of the following arguments.

argument	Description
broadcast	Sets discovery mode to broadcast (Default)
multicast	Sets discovery mode to multicast

### Notes

Allows the server to discover ZyPer endpoints using multicast across subnets when multicast routing is enabled. When in multicast mode there must be a igmp querier running – usually that would be the multicast router querier.

### Example

```
set server discoverMode multicast
Success
```

### Related Commands

```
set server timezone
```

## set server encoderDefault audio

Sets the default encoder audio format for HDMI audio input.

### Detailed Background

ZeeVee added a feature that will allow compressed formats to be passed down in an encoder EDID file. This EDID will be then forwarded to the source device to determine the type of audio sent to the encoder.

This enhancement was to provide fastSwitched connections the “compressed audio” options in the EDID file. Prior to this version with the fast-switched connection, ZeeVee modified the EDID passed from the decoder to the encoder and removed all compression formats. This left just LPCM as the only option under the “Audio data block” in the edid file.

>>> Audio data block <<<

Linear PCM, max channels 8

Supported sample rates (kHz): 192 176.4 96 88.2 48 44.1 32

Supported sample sizes (bits): 24 20 16

The information provided to the Video Source device (such as BluRay Player or Media player) increases the possibility of compression being a chosen audio format. However it is still up to the device to choose uncompressed or compressed formats. It is important to know that some devices such as the Apple 4K TV requires the audio output type to be set (even if the audio format is available in the EDID). Compression will need to be set manually on these types of devices.

In addition any downmixed stream internal to ZyPer devices will not process compressed audio, so you will not hear compressed audio on these connections.

### Syntax

```
set server encoderDefault edid audio mode
```

### Parameters

*mode*

Type: **STRING**

Supply one of the following arguments.

argument	Description
allowCompressed	Passes the decoders edid with unmodified audio information and thus allows compression options to be seen.
onlyPcm	Forces the EDID modification described above

## Example

```
set server encoderDefault edid audio allowCompressed
Success
```

## Related Commands

```
set encoder edid audio
```

## Additional Information

In an attempt to properly Identify the Audio Streams used under the product the following changes were also made along with some modification to the API commands.

Product	Old Audio Stream Name	New Stream Name
ZyPer4K	hdmi (used in genlocked mode)	hdmiPassthroughAudio
ZyPer4K	hdmi-audio-downmix	hdmiAudio
ZyPer4K	analog-audio	analogAudio
ZyPerUHD	audio	hdmiAudio
ZyPerUHD	analog-audio	analogAudio
ZyPerUHD60	none	hdmiAudio
ZyPerUHD60	none	analogAudio

---

## set server ftp mode

Used to enable to disable FTP access to the Management Server.

### Syntax

```
set server ftp mode arg
```

### Parameters

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
enabled	Enable FTP access to the Management Server
disabled	Disable FTP access to the Management Server

### Examples

```
set server ftp mode enabled  
Success
```

```
set server ftp mode disabled  
Success
```

### Related Commands

```
set server timezone
```

## set server hostname

Assign a server hostname. (Default is zyper.local)

### Syntax

```
set server hostname name
```

### Parameters

*name*

Type: **STRING**

The updated hostname (String length from 1 to 128 characters)

Note use of Quotes "" is name includes a space character.

### Example

```
set server hostName myZMPserver
Success
```

```
show server info
server(192.168.0.21);
  server.gen; hostname=myZMPserver, serverType=NUC-E,
version=3.3.39589, previousVersion=3.2.39546, master=true,
location=Wiring closet, contact=Art Weeks
  server.gen; uptime=2d:20h:49m:51s, freeMem= 3.04GB,
sdvceVersion=3.6.0.1, bootCount=20, serialNumber=ZZM1MC00001A
  server.gen; macAddress=00:0e:c6:8e:38:6f, managementMacAddress=54
:b2:03:f0:ee:99
  server.ipActive; ipServerAddr=192.168.0.21,
ipManagementAddr=0.0.0.0, gatewayAddr=0.0.0.0, dnsAddr=0.0.0.0
  server.ipActive; managementGatewayAddr=0.0.0.0,
managementDnsAddr=0.0.0.0
  server.time; time="Mon Jan  8 10:10:30 2024", timezone=America/
New_York
  server.license; productID=367d8850-f6f2-cd73-fbb1-54b203f0ee99,
license=none
  server.license; Zyper4KLimit=24, Zyper4KDevices=2, allDevices=10,
allDevicesUp=9, Zyper4KDevicesExceeded=0
  server.deviceUpdates; active=0
  server.activeDeviceVersions; num_1.7.24.0=2, num_1.7.26.0=1,
num_1.7.31.0=1, num_2.0.0.0=2, num_2.0.4.18=1, num_4.1.2.9=2
lastChangeIdMax(968);
Success
```

## set server ip

Sets the IP Address of the Management Platform. For MP hardware with multiple Network Interfaces this command is used to set the IP Address of each interface independently.

### Syntax

```
set server ip id mode address IP Address mask Mask gateway Gateway
dns DNS-Server reboot
```

### Parameters

*id*

Type: **STRING**

Supply one of the following arguments.

argument	Description
videoPort	Select the "Video" network. (ZyPer Network)
managementPort	Select the "Management" network. (Non-ZyPer Network)

*mode*

Type: **STRING**

Supply one of the following arguments.

argument	Description
static	Manually select/assign IP Address
dhcp	Allow DHCP server to automatically assign IP Address

### Example

```
set server ip videoPo dhcp reboot
Success
```

```
set server ip videoPort static address 172.16.16.111 mask
255.255.255.0 gateway 172.16.6.1 dns none reboot
Success
```

```
set server ip managementPort static address 192.160.20.2 mask
255.255.255.0 gateway 192.168.20.1 dns none reboot
Success
```

### Related Commands

[set server timezone](#)



---

## set server isaac address

Sets the domain name of the isaac server.

### Syntax

```
set server isaac address domainname
```

### Parameters

*domainname*

Type: **STRING**

domainname of the Isaac server

### Example

```
set server isaac address  
Success
```

### Related Commands

```
set server isaac subsystemId
```

---

## set server isaac subsystemId

Sets the subsystemID on isaac server.

### Syntax

```
set server isaac address subsystemId
```

### Parameters

*subsystemID*

Type: **STRING**

Subsystem ID of the Isaac server

### Example

```
set server isaac subsystemId Wallyworld  
Success
```

### Related Commands

```
set server isaac address
```

---

## set server license

Sets the license for the Management Platform. This controls the maximum number of endpoints supported by the Management Platform.

### Syntax

```
set server license key
```

### Parameters

*key*

Type: **STRING**

License key obtained from ZeeVee that sets maximum number of endpoints

### Example

```
set server license QDZV-AYYA-0048-303D-5C0E-BD5D-56AA-154D-976C-  
BCE3-BAC4  
Success
```

### Related Commands

```
set server autoEdidMode
```

## set server location

Assign a server location.

### Syntax

```
set server location name
```

### Parameters

*name*

Type: **STRING**

The updated location (String length from 1 to 256 characters)

Note use of Quotes "" is name includes a space character.

### Example

```
set server location "Art's Dining Room"
Success

show server info
server(192.168.0.21);
  server.gen; hostname=myZMPserver, serverType=NUC-E,
version=3.3.39589, previousVersion=3.2.39546, master=true,
location=Art's Dining Room, contact=Art Weeks
  server.gen; uptime=2d:20h:52m:56s, freeMem= 3.03GB,
sdvoeVersion=3.6.0.1, bootCount=20, serialNumber=ZZM1MC00001A
  server.gen; macAddress=00:0e:c6:8e:38:6f, managementMacAddress=54
:b2:03:f0:ee:99
  server.ipActive; ipServerAddr=192.168.0.21,
ipManagementAddr=0.0.0.0, gatewayAddr=0.0.0.0, dnsAddr=0.0.0.0
  server.ipActive; managementGatewayAddr=0.0.0.0,
managementDnsAddr=0.0.0.0
  server.time; time="Mon Jan  8 10:13:35 2024", timezone=America/
New_York
  server.license; productID=367d8850-f6f2-cd73-fbb1-54b203f0ee99,
license=none
  server.license; Zyper4KLimit=24, Zyper4KDevices=2, allDevices=10,
allDevicesUp=9, Zyper4KDevicesExceeded=0
  server.deviceUpdates; active=0
  server.activeDeviceVersions; num_1.7.24.0=2, num_1.7.26.0=1,
num_1.7.31.0=1, num_2.0.0.0=2, num_2.0.4.18=1, num_4.1.2.9=2
lastChangeIdMax(970);
Success
```

---

## set server redundancy mode

Used to enable or disable the redundancy feature of a server when two servers are located in the same system.

### Syntax

```
set server redundancy mode arg
```

### Parameters

*arg*

Type: **STRING**

argument	Description
enabled	Enable redundancy feature (DEFAULT)
disabled	Disable redundancy feature

**Note:** The default setting for this feature is Enabled. Redundancy commands can be ignored in systems using only a single ZMP Server.

### Examples

```
set server redundancy mode enabled  
Success
```

```
set server redundancy mode disabled  
Success
```

## set server redundancy

Sets a virtual IP address and Mask for the Master and Slave Management Platforms in the system. (See Appendix for additional Redundancy Configuration Instructions)

### Syntax

```
set server redundancy serv_id virtualIp address IP_Address
networkInterface video|management
```

### Parameters

*serv\_id*

Type: **STRING**

The servers to apply Virtual-ID to.

argument	Description
allServers	All Management Platforms on the Network. (Master and Slave)
thisServer	The specific server (Master or Slave) currently logged into.
server IP Address	Manually enter IP address of a specific Management Platform. (Master or Slave)

*IP\_Address and Mask*

Type: **STRING**

Virtual IP address with Subnet Mask

argument	Description
IP Address	Virtual IP address to use for designated servers: Example: 192.168.0.25
networkInterface	Selects either the Video or Management interface for MP units with Dual Network Interfaces

**Note:** The virtual address has to be accessible within the subnet already defined for the interface. So, if the “video network”, aka the original interface has 172.6.2.22/24, then the virtual address has to be 172.16.2.xxx.

---

## Examples

```
set server redundancy allServers virtualIp address 192.168.0.25
networkInterface video
Success
```

```
set server redundancy thisServer preferredMaster true
preferredSlave false
Success
```

```
set server redundancy 192.168.1.202 preferredMaster false
preferredSlave true
Success
```

---

## set server security deviceSecurityKey

Part of the mechanism to enable security over Semtech's server-device communication. First, there has to be an overall key associated with the server (deviceSecurityKey). Then, each device has to enable the security. It's authentication and encryption. This only works with [ZyPer4K-XS](#) and [ZyPer4K-XR](#) devices. Once a device has been enabled for a specific server, it will not work with any server without the same key. Although redundancy automatically sets the same key on both servers. If the key is lost, devices have to be hardware factory defaulted.

### Syntax

```
set server security deviceSecurityKey key
```

### Parameters

*key*

Type: **STRING**

Server security key. Text from 8 to 64 characters in length

### Example

```
set server security deviceSecurityKey patriotsrule
Success
```

### Notes

To change the server key; all devices (encoder and decoders) must have the security feature disabled first. Then change the key and re-enable the security feature on the devices.

### Related Commands

```
set server device security
```



---

## set server telnet password

Sets the password for Telnet. If a password is not provided, then the current password will be deleted. In this case, no password prompt will be displayed.

By default Telnet has no password.

### Syntax

```
set server telnet pass
```

### Parameters

*pass*

Type: **STRING**

The desired password.

### Example

```
set server telnet password biGB055  
Success
```

### Notes

To reset system to no telnet password:

FTP the empty file named "defaultPasswords" to the /files directory of the MP (no file extension)

Power cycle the MP within **1 minute**, when it comes back the passwords will be defaulted.

This provides the very secure requirement of having physical access to the MP in order to reset the password.

### Related Commands

```
set server autoEdidMode  
set server telnet mode  
set server timezone
```

---

## set server telnet mode

Used to enable or disable telnet access to the server.

### Syntax

```
set server telnet mode mode
```

### Parameters

*mode*

Type: **STRING**

Supply one of the following arguments.

argument	Description
enabled	Telnet access is enabled
disabled	Telnet access is disabled

### Example

```
set server telnet mode disabled  
Success
```

### Example trying to access via Telnet once disabled

```
telnet 192.168.0.78  
Trying 192.168.0.78...  
telnet: connect to address 192.168.0.78: Connection refused  
telnet: Unable to connect to remote host
```

### Related Commands

```
set server autoEdidMode  
set server telnet password  
set server timezone
```

---

## set server timezone

Sets the time zone for the Management Platform. The time zone must be specified in POSIX format.

### Syntax

```
set server timezone zone
```

### Parameters

*zone*

Type: **STRING**

The time zone in POSIX format.

### Example

```
set server timezone America/New_York
Success
```

### Link to list of POSIX format timezones:

[https://en.wikipedia.org/wiki/List\\_of\\_tz\\_database\\_time\\_zones](https://en.wikipedia.org/wiki/List_of_tz_database_time_zones)

### Related Commands

```
set server autoEdidMode
set server date ntpServer address <domainName>
set server date manual month <int> day <int> year <int> hour <int>
minute <int>
show server info
show server config
```

---

## set terminal output

Set terminal output options between normal and JSON format.

The web interface has always been “JSON encoded responses” (computer friendly). The major benefit for this is for a web app to easily process the response. The downside is that it’s not at all “human friendly”.

There are two output format options from the API. One over telnet and ssh that is human friendly, and one over http that’s computer friendly.

This new command allows users to select the format of responses from the API.

### Syntax

```
set terminal output normal|json echo yes|no prompt yes|no
```

### Parameters

normal | json - allows user to select between these two options

echo - allows characters/commands to be seen while typing in telnet/ssh session

prompt - provides “ZyPer\$” prompt as que for entering commands in telnet/ssh session

### Examples

```
set terminal output normal echo yes prompt yes
Success
```

```
set terminal output json echo yes prompt yes
[ 114]{"status":"Success","text":[],"errors":[],"warnings":[],"command":"set terminal output json echo yes prompt yes "}
```

```
set terminal output json echo no prompt yes
[ 112]{"status":"Success","text":[],"errors":[],"warnings":[],"command":"set terminal output json echo no prompt yes"}
```

### Warning

Removing echo feature from a normal Telnet or SSH session can be challenging as the user would no longer be able to see the commands being typed into the Telnet or SSH window. Copy/paste the first example above to return to normal operation.

## set snmp netNode (v3)

Updates SNMP netNode for use with the ZeeVee Visualization, Analysis and Monitoring tool (VAM).

### Syntax

```
set snmp netnode nameId version v3 authType auth username name
password pass
```

### Parameters

*nameId*

Type: **STRING** or **INTEGER**

Name or NetNode ID Number of the NetNode

*auth*

Type: **STRING**

argument	Description
sha1	Use SHA-1 Hash
sha512	Use SHA-512 Hash

*name*

Type: **STRING**

Username

*pass*

Type: **STRING**

Password.

### Example

```
set snmp netNode Arts_8x8 version v3 authType sha512 username admin
password netgear96
Success
```

### Related Commands

```
delete snmp netNode
set snmp netNode
show snmpNode
```

---

## set snmp netNode (v2c)

Updates SNMP netNode for use with the ZeeVee Visualization, Analysis and Monitoring tool (VAM).

### Syntax

```
set snmp netnode nameID snmp v2c communityName name
```

### Parameters

*nameID*

Type: **STRING or INTEGER**

Name or NetNode ID Number of the NetNode

*name*

Type: **STRING**

Community Name

### Example

```
set snmp netNode myZMPserver version v2c communityName ZeeVee  
Success
```

### Related Commands

```
delete snmp netNode  
set snmp netNode  
show snmpNode
```

---

## set snmp netNode ipAddress

Used to update or change ipAddress of SNMP netNode for use with the ZeeVee Visualization, Analysis and Monitoring tool (VAM).

### Syntax

```
set snmp netnode ipaddr ipAddress newipaddr
```

### Parameters

*ipaddr*

Type: **STRING**

Current IP Address of the SNMP NetNode

*newipaddr*

Type: **STRING**

New/Updated IP Address of the SNMP NetNode

### Example

```
set snmp netNode 192.168.0.222 ipAddress 192.168.0.1  
Success
```

### Related Commands

```
delete snmp netNode  
set snmp netNode  
show snmpNode
```

---

## set tls server mode

Used to enable web server TLS mode.

### Syntax

```
set tls server mode mode
```

### Parameters

*mode*

Type: **STRING**

Supply one of the following arguments.

argument	Description
enabled	Telnet access is enabled
disabled	Telnet access is disabled

### Example

```
set tls server mode enabled  
Success
```

```
set tls server mode disabled  
Success
```

### Related Commands

```
show tls summary  
show tls pem ca signedCert
```



---

## set tls server fqdn

Used to set server Fully Qualified Domain Name. Either manually entered by user or contained in Certification file.

### Syntax

```
set tls server fqdn domain | fromCert
```

### Parameters

*domain*

Type: **STRING**

Full domain name

### Examples

```
set tls server fqdn www.zeevee.com  
Success
```

```
set tls server fqdn fromCert  
Success
```

### Related Commands

```
show tls summary  
show tls pem ca signedCert
```

---

## set videoWall size

Changes the size of the specified video wall and bezel parameters. Bezel values are measured in pixels.

*Setting bezel values will affect a resolution change to the display. If the resolution is not supported by the display, then the display will have no picture. If this is the case, try assigning a different bezel pixel value.*

### Syntax

```
set videoWall id size rows rows columns cols topBezel bezt  
bottomBezel bezb leftBezel bezl rightBezel bezr
```

### Parameters

*id*

Type: **STRING**

The name of the video wall. String names are case-sensitive.

*rows*

Type: **INTEGER**

The number of rows. (Maximum 15 for ZyPer4K, Maximum 15 for ZyPerUHD, Maximum 4 for ZyPerHD)

*cols*

Type: **INTEGER**

The number of columns. (Max 15 for ZyPer4K, Max 15 for ZyPerUHD, Max 4 for ZyPerHD)

*bezt*

Type: **INTEGER**

The top bezel pixel value.

*bezb*

Type: **INTEGER**

The bottom bezel pixel value.

*bezl*

Type: **INTEGER**

The left bezel pixel value.

---

*bezr*

Type: **INTEGER**

The right bezel pixel value.

**Note:** Bezel adjustment only supported on [ZyPer4K family](#)

## Example

```
set videoWall Mywall1 size rows 5 columns 5 topBezel 0 bottomBezel
0 leftBezel 0 rightBezel 0
Success
```

## Related Commands

```
create videoWall
set videoWall decoder
show videoWalls
join videoWall
set videoWall newName
```

---

## set videoWall decoder

Assigns the specified decoder, to the desired row and column, on the specified video wall.

### Syntax

```
set videoWall wallid decoder id row col
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive. If *none* is passed as the argument, then any existing display is disconnected from that position in the video wall.

*wallid*

Type: **STRING**

The name of the video wall. String names are case-sensitive.

*row*

Type: **INTEGER**

The row of the specified video wall.

*col*

Type: **INTEGER**

The column of the specified video wall.

### Example

```
set videoWall myVideoWall decoder myDecoder row 2 column 3  
Success
```

### Related Commands

```
create videoWall  
set videoWall size  
show videoWalls  
join videoWall
```

---

## set videoWall newName

Changes the name of an existing video wall

### Syntax

```
set videoWall id newName name
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The name of the video wall. String names are case-sensitive.

*name*

Type: **STRING**

The updated name of the video wall.

### Example

```
set videoWall myWall12 newName yourWall12  
Success
```

### Related Commands

```
create videoWall  
set videoWall size  
show videoWalls  
join videoWall
```

## show account

Displays information about accounts

### Syntax

```
show account select [since]
```

### Parameters

*select*

Type: **STRING**

Supply one of the following arguments.

argument	Description
active users	Used to show information about currently active users logged into the system
allConfig	Shows account settings that apply to all accounts
list	Shows information about accounts including security settings and status
login banner filenames	Shows currently used banner image filenames
login banner text webPreLogin	Shows currently used login banner Pre login text
login banner text webPostLogin	Shows currently used login banner Post login text.

*since*

This parameter is optional and can be specified to display units based on the number of changes, using the `lastChangeId` value on each device. However, if used, a `lastChangeId` value must follow. Supply the `since` argument before the providing the `lastChangeId` value.

argument	Description
since	Required when using this parameter.

---

## Examples

```
show account active users all
session(1);
  session.status; user=admin, type=Telnet, extId=none,
start=12/21/22T13:55:10-0500, lastActive=12/21/22T14:07:04-0500
session(2);
  session.status; user=admin, type=Web, extId=Qf,lebMNNAN,
start=12/21/22T14:00:10-0500, lastActive=12/21/22T14:04:30-0500
lastChangeIdMax(19478);
Success
```

```
show account allConfig
allAccounts(192.168.0.22);
  allAccounts.gen; idleLogoutMins=unlimited, concurrentSessionsMax=5
  allAccounts.password; complexity=disabled, minLen=NA,
initialExpire=disabled, minDays=0, maxDays=unlimited
  allAccounts.onThreeFailures; lockoutMins=none, disable=false
  allAccounts.authMode; telnetFullAuth=oldAuth, webFullAuth=noAuth
lastChangeIdMax(9);
Success
```

```
show account list all
account(admin);
  account.gen; role=admin, lastLogin=12/21/22T14:00:17-0500,
twoFactor=disabled
  account.status; locked=disabled, passwordExpires=never
account(zyper);
  account.gen; role=admin, lastLogin=none, twoFactor=disabled
  account.status; locked=disabled, passwordExpires=never
account(sftp);
  account.gen; role=none, lastLogin=none, twoFactor=disabled
  account.status; locked=disabled, passwordExpires=never
lastChangeIdMax(9);
Success
```

```
show account login banner filenames
allAccounts(192.168.0.22);
  allAccounts.webBanners; preLoginText=none,
postLoginText=securePre.txt, preLoginImage=none,
postLoginImage=mickey.png
  allAccounts.terminalBanners; preLoginText=securePre.txt,
postLoginText=securePost.txt
lastChangeIdMax(9);
Success
```

```
show account login banner text webPostLogin
allAccounts(192.168.0.22);
  allAccounts.bannerText; webPostLogin="You are about enter a
secure site.\nIf you do not have authorization, do not proceed."
lastChangeIdMax(17);
Success
```

---

## show dataTunnels

Shows what rs232 or IR data relay ports are opened on the server.

The feature of data-relays was added to allow a third party to connect to the ZMP server with a specific port and pass raw or telnet API commands (depending on the mode) to the server and port which is designated for a particular encoder or decoder.

### Syntax

```
show dataTunnels
```

### Parameters

*none*

### Example

```
show dataTunnels
dataSessions(d8:80:39:9a:96:7);
  device: name=Cuba
  irTunnel: port=1234
  irTunnel-connections: none
Success
```

### Related Commands

```
dataConnect
set server dataTunnelMode
```



## show device capabilities

Displays device capabilities for the specified device(s).

### Syntax

```
show device capabilities id select [since]
```

### Parameters

*id*

Type: **STRING or MAC Address**

The identifier of the device. Either the full or portion of a string name or MAC address can be supplied.

*select*

Type: **STRING**

Supply one of the following arguments.

argument	Description
all	Displays configuration information for all available devices.
encoders	Only encoders are displayed.
decoders	Only decoders are displayed.

*since*

This parameter is optional and can be specified to display units based on the number of changes, using the `lastChangeId` value on each device. However, if used, a `lastChangeId` value must follow. Supply the `since` argument before the providing the `lastChangeId` value.

argument	Description
since	Required when using this parameter.

---

## Example

```

show device capabilities MyEnc1 since 20
device(d8:80:39:eb:1:cb);
  device.gen; lastChangeId=28
  device.CapabilitiesVersion; values=1
  device.analogAudioPort; values=none:hdmiAudioDownmix
  device.colorDepth; values=fastSwitchDeepColor:multiviewDeepColor
  device.colorEncoding; values=fastSwitchSubsample:multiviewSubsam
ple
  device.edid; values=save:load
  device.edidAudioFormat; values=onlyPcm:allowCompressed:serverDef
ault
  device.ethernetManagementPortMode; values=enabled:disabled
  device.factoryDefaults; values=supported
  device.firmwareUpdate; values=...apz
  device.flashLeds; values=supported
  device.hdcpcMode; values=enabled:enabled1.4:disabled
  device.hdmiStatus; values=link:hdcpc:resolution:fps
  device.ipMode; values=dhcp:static
  device.ipStaticGateway; values=supported
  device.ir; values=device:server:none
  device.joinAudio; values=analogAudio:hdmiAudio
  device.joinUsb; values=false
  device.joinVideo; values=fastSwitched:genlocked:genlockedScaled:m
ultiview>window
  device.multiview; values=title
  device.previewStream; values=enabled:disabled
  device.rs232; values=device:server:none
  device.sendMulticasts; values=settable
  device.streamMcastSettable; values=video:analogAudio:hdmiAudio
  device.streamModeSettable; values=video:hdmiAudio:videoScaled:ana
logAudio
  device.streamsSupported; values=video:hdmiAudio:videoScaled:analo
gAudio
  device.temperature; values=main
  device.usbFilter; values=none
  device.videoPort; values=hdmi:auto
  device.videoWall; values=maxSize(15):bezelsSupported
lastChangeIdMax(29);
Success

```

## Related Commands

```

show device status
show device config

```

## show device config

Displays device information for the specified device(s).

### Syntax

```
show device config id [since]
```

### Parameters

*id*

Type: **STRING or MAC Address**

The identifier of the device. Either the full or portion of a string name or MAC address can be supplied. Can also enter in one of the arguments below.

argument	Description
all	Displays configuration information for all available devices.
commands	Shows all the commands used to configure every device, multiview, video wall in the system. (Can be a lot of output)
encoders	Only encoders are displayed.
decoders	Only decoders are displayed.

*since*

This parameter is optional and can be specified to display units based on the number of changes, using the `lastChangeId` value on each device. However, if used, a `lastChangeId` value must follow. Supply the `since` argument before the providing the `lastChangeId` value.

argument	Description
since	Required when using this parameter.

---

## Example

```

show device config XSdec
device(0:16:c0:4d:e3:12);
  device.gen; model=Zyper4KXS, type=decoder, virtualType=none,
name=XSdec, state=Up, lastChangeId=173
  device.gen; productCode=Z4KDECFXS, productDescription=Fiber
Decoder - HDMI 2.0, pid=0xd
  device.gen; controlAuthenticationMode=disabled
  device.gen; firmware=1.3.2.4
  device.gen; ethernetManagementPortMode=disabled
  device.optionalPorts; video=none, usb=hid, analogAudio=yes,
rs232=no, ir=no
  device.hdmi; hdcpcMode=auto, 5vControl=disabled
  device.ports; videoPort=auto
  device.ip; mode=dhcp, address=169.254.19.227, mask=255.255.0.0,
gateway=NA
  device.display; iconName=GenericDisplay, manufacturer=none,
model=none, location=none, serialNumber=none
  device.edid; preferMode=strict
  device.display; mode=stretch
  device.displayResolution; allParameters=auto
  device.displayTiming; allParameters=auto
  device.connectedEncoder; macAddr=0:16:c0:4d:e3:67, name=XSenc_1,
connectionMode=fastSwitched
  device.audioConnections; analogSourceMac=none,
analogSourceName=none, hdmiAudioSourceMac=0:16:c0:4d:e3:67,
hdmiAudioSourceName=XSenc_1
  device.autoAudioConnections; hdmiAudioFollowVideo=false
  device.audioOutSourceType; analogOutSourceType=hdmiAudioDownmix,
hdmiOutSourceType=hdmiAudio
  device.usb; filter=none, internalIpAddress=none
  device.usbUplink; macAddr=none, name=none
lastChangeIdMax(176);
lastDeleteIdMax(3);
Success

```

## Related Commands

```

show device status
show device capabilities
show device connections

```

---

## show device connections

Shows encoder connections to decoders

### Syntax

```
show device connections
```

### Parameters

*none*

### Example

```
show device connections
encoder.GalapogosHD; BotLeftHD
encoder.RaptorsHD; SamsungHD
encoder.MuralsHD; BotRightHD
encoder.Soccer4K; TopRight, BotLeft
Success
```

### Related Commands

```
show device status
show device capabilities
show device config
```

## show device names

Displays status information for the specified device(s). This command functions the same as the `show device config` command.

### Syntax

```
show device names
```

### Parameters

*id*

Type: **STRING or MAC Address**

Supply one of the following arguments.

argument	Description
all	Displays configuration information for all available devices.
encoders	Only encoders are displayed.
decoders	Only decoders are displayed.

### Example

```
show device names all
name=Z4K-XS-Dec, mac=00:16:c0:4d:e3:12, ip=192.168.0.12, state=Down
name=Z4K-Enc-XS, mac=00:16:c0:4d:e3:67, ip=192.168.0.3, state=Down
name=UHD60-1D, mac=00:1c:d5:01:09:65, ip=192.168.0.52, state=Down
name=UHD60-0EA, mac=00:1c:d5:01:0a:a3, ip=192.168.0.63, state=Down
name=UHD60-2EA, mac=00:1c:d5:01:13:bd, ip=192.168.0.75, state=Up
name=UHD60-1EA, mac=00:1c:d5:01:13:c0, ip=192.168.0.66, state=Up
name=UHD60-0E, mac=34:1b:22:81:f9:81, ip=192.168.0.61, state=Up
name=UHD60-1DA, mac=34:1b:22:81:f9:88, ip=192.168.0.54, state=Up
name=XSE-Enc-Combo, mac=6c:df:fb:00:03:9e, ip=192.168.0.14,
state=Up
name=XSE-Dec-Combo, mac=6c:df:fb:00:03:a0, ip=192.168.0.9, state=Up
name=XSE-Decoder, mac=6c:df:fb:00:03:c2, ip=192.168.0.8, state=Up
name=XSE-Encoder, mac=6c:df:fb:00:03:c6, ip=192.168.0.7, state=Up
name=Z4K-Dec2, mac=d8:80:39:59:f0:36, ip=192.168.0.6, state=Down
name=Z4K-Enc2, mac=d8:80:39:9a:95:2f, ip=192.168.0.7, state=Down
Success
```

### Related Commands

```
add device
show device status
show device capabilities
show device config
```

---

## show device status

Displays status information for the specified device(s). This command functions the same as the `show device config` command.

### Syntax

```
show device status id [since]
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The identifier of the device. Either the full or portion of a string name or MAC address can be supplied.

Supply one of the following arguments.

argument	Description
all	Displays configuration information for all available devices.
encoders	Only encoders are displayed.
decoders	Only decoders are displayed.

*since*

This parameter is optional and can be specified to display units based on the number of changes. Supply this argument followed by the desired value to query.

argument	Description
since	Required when using this parameter.

---

## Example

```

show device status Cuba
device(d8:80:39:9a:96:7);
  device.gen; model=Zyper4K, type=encoder, name=Cuba, state=Up,
uptime=4d:1h:57m:24s, lastChangeId=78
  device.temperature; main=59C
  device.firmwareUpdate; status=idle, loadingFile=none, percentComplete=0
  device.hdmiInput; cableConnected=connected, hdcp=inactive,
hdcpVersion=none, hdmi2.0=yes, horizontalSize=1280, verticalSize=720,
fps=60.000, interlaced=no
  device.hdmiInput; hTot=1650, hBlank=370, hFront=110, hSync=40,
hSyncPol=positive
  device.hdmiInput; vTot=750, vBlank=30, vFront=5, vSync=5, vSyncPol=positive
  device.hdmiInput; pixelClock=74.250, colorEncoding=YCBCR_444, colorDepth=8,
colorSpace=BT709, colorQuantRange=limited, timingStandard=CEA-861-F VIC-4
  device.edid; sourceType=file, sourceFilename=George.edid
  device.edid; edidStatus=valid, edidMonitorName=SyncMaster
  device.edid; firstDescriptorPreferredResolution=yes
  device.edid; maxFps=75.00, maxPixelClockMhz=170.00,
maxDeepColorPixelClockMhz=0.00, rgbColorDepth=8, yuv420ColorDepth=0
  device.edid; only420=none, also420=none, yuvQuantRange=default,
rgbQuantRange=default
  device.edid.audio.PCM; channels=2, sampleRates=48Khz-44.1Khz-32Khz,
sampleBits=16-20
  device.edid.preferredResolution; pixelClockMhz=148.50, sizeX=1920,
sizeY=1080, fps=60.00
  device.edid.maxResolution; pixelClockMhz=148.50, sizeX=1920, sizeY=1080,
fps=60.00
  device.videoStream; inputFps=60.00, inputDatarate=1451Mbps,
compressionFactor= 1.00, streamFps=60.00, streamDatarate=1451Mbps
  device.videoScaledStream; inputFps=60.00, inputDatarate=1451Mbps,
streamFps=30.00, streamDatarate=0Mbps
  device.previewStream; status=down, recvData=false
lastChangeIdMax(78);
Success

```

## Related Commands

[show device config](#)



---

## show device userAdded

Shows devices that have been manually added to the Management Platform using the add device command.

### Syntax

```
show device userAdded
```

### Parameters

*none*

### Example

```
show device userAdded
device(d8:80:39:eb:1c:ee);
device.gen; model=Zyper4K, type=encoder, name=London, state=Up,
uptime=0d:18h:32m:36s, lastChangeId=55
device.ip; address=192.168.10.79
device(d8:80:39:59:f1:ff);
device.gen; model=Zyper4K, type=decoder, name=Right, state=Up,
uptime=0d:18h:32m:36s, lastChangeId=52
device.ip; address=192.168.10.81
device(d8:80:39:59:af:be);
device.gen; model=Zyper4K, type=decoder, name=Left, state=Up,
uptime=0d:18h:30m:5s, lastChangeId=56
device.ip; address=192.168.10.82
Success
```

### Related Commands

```
add device
show device status
show device capabilities
show device config
```

## show files

Shows files currently stored on the Management Server. (EDID, Firmware, Icons and Idle Images)

### Syntax

```
show files type
```

### Parameters

*type*

Type: **STRING**

Supply one of the following arguments.

argument	Description
all	Show all files. (EDID, Firmware, Icons and Idle Images)
edid	Show EDID files.
firmware	Show Firmware files.
icon	Show Icon files.
idleImage	Show Idle Image files (ZyPerUHD and ZyPerUHD60 use)

### Examples

```
show files icon
server(192.168.0.22);
  files.encoderIcon; names=SatelliteReceiver.png:BluRay.png:ps3.
png:SecurityCamera.png:FlatPanelDisplay.png:Laptop.png:cbs.
png:BroadcastCamera.png:fox.png:abc.jpg:DVD.png:xbox.png:DesktopPC.
png:MediaPlayer.png:tennis.png:espn.png:VCR.png:cnn.jpg:nbc.
png:foxSports.png:CableBox.png:golf.png:nflNetwork.jpg
  files.decoderIcon; names=FlatPanelDisplay.png:Projector.png:vw.png
  files.savedIcon; names=none
lastChangeIdMax(1);
Success
```

```
show files idleImage
server(192.168.0.22);
  files.idleImage; names=001Rupdated.jpg:IPD5000-B70_idle_image_
v1.0.jpg:SLupdated.jpg:test720.jpg
lastChangeIdMax(1);
Success
```

---

## show logs authentications

Shows a listing of server login/logout events ordered from newest to oldest.

### Syntax

```
show logs authentications max quantity
```

### Parameters

*quantity*

Type: **INTEGER**

Number of past authentications to display

### Example

```
show logs authentications max 5
log(192.168.0.22);
  log.msg.1; dt=Dec-16-22-12:47:02, user=system, sid=0, msg="EVENT
for server; Login -- account=admin, sessionId=1"
  log.msg.2; dt=Dec-16-22-12:47:00, user=system, sid=0,
msg="EVENT for server; Logout -- account=admin, sessionId=1,
reason=remoteClose"
  log.msg.3; dt=Dec-16-22-12:46:43, user=system, sid=0, msg="EVENT
for server; Login -- account=admin, sessionId=1"
  log.msg.4; dt=Dec-16-22-12:46:40, user=system, sid=0,
msg="EVENT for server; Logout -- account=admin, sessionId=1,
reason=remoteClose"
  log.msg.5; dt=Dec-16-22-12:46:40, user=system, sid=0, msg="EVENT
for server; Logout -- account=admin, sessionId=1, reason=User"
Success
```

### Related Commands

[show logs commands](#)

---

## show logs commands

Shows a listing of last commands send to the Management Server.

### Syntax

```
show logs commands max quantity
```

### Parameters

*quantity*

Type: **INTEGER**

Number of past commands to display

### Example

```
show logs commands max 5
log(192.168.0.22);
  log.msg.1; dt=Dec-16-22-12:43:38, user=admin, sid=1,
msg="CommandLine: show logs commands max 5"
  log.msg.2; dt=Dec-16-22-12:43:36, user=admin, sid=2,
msg="Error:(29) Device Z4KDante does not support or cannot change:
joinUsb with value true."
  log.msg.3; dt=Dec-16-22-12:43:36, user=admin, sid=2,
msg="CommandLine: join Enc1 Z4KDante usb"
  log.msg.4; dt=Dec-16-22-12:43:36, user=admin, sid=2,
msg="Error:(29) Device Z4KDante does not support or cannot change:
joinUsb with value true."
  log.msg.5; dt=Dec-16-22-12:43:36, user=admin, sid=2,
msg="CommandLine: join none Z4KDante usb"
Success
```

### Related Commands

```
show logs authentications
```

---

## show multiviews config

Shows configuration information on all multiview displays. (ZyPer4K family only)

### Syntax

```
show multiviews config
```

### Parameters

*none*

### Example

```
show multiviews config
multiview(Ltest1);
  multiview.audio; sourceWindow=none;
  multiview.window1; encoder-name=Airshow4K, percentPosX=40,
percentPosY=5, percentSizeX=55, percentSizeY=55, layer=1;
  multiview.window2; encoder-name=Soccer4K, percentPosX=5,
percentPosY=5, percentSizeX=30, percentSizeY=30, layer=1;
  multiview.window3; encoder-name=Wildlife4K, percentPosX=5,
percentPosY=65, percentSizeX=30, percentSizeY=30, layer=1;
  multiview.window4; encoder-name=Soccer4K, percentPosX=65,
percentPosY=65, percentSizeX=30, percentSizeY=30, layer=1;
  multiview.window5; encoder-name=USA4K, percentPosX=5,
percentPosY=35, percentSizeX=30, percentSizeY=30, layer=1;
  multiview.window6; encoder-name=USA4K, percentPosX=35,
percentPosY=65, percentSizeX=30, percentSizeY=30, layer=1;
multiview(MView4k);
  multiview.audio; sourceWindow=1;
  multiview.window1; encoder-name=Airshow4K, percentPosX=0,
percentPosY=0, percentSizeX=50, percentSizeY=50, layer=1;
  multiview.window2; encoder-name=USA4K, percentPosX=0,
percentPosY=50, percentSizeX=50, percentSizeY=50, layer=1;
  multiview.window3; encoder-name=Soccer4K, percentPosX=50,
percentPosY=0, percentSizeX=50, percentSizeY=50, layer=1;
  multiview.window4; encoder-name=Wildlife4K, percentPosX=50,
percentPosY=50, percentSizeX=50, percentSizeY=50, layer=1;
multiview(LBar);
  multiview.audio; sourceWindow=none;
  multiview.window1; encoder-name=Soccer4K, percentPosX=5,
percentPosY=5, percentSizeX=30, percentSizeY=30, layer=1;
  multiview.window2; encoder-name=Wildlife4K, percentPosX=5,
percentPosY=65, percentSizeX=30, percentSizeY=30, layer=1;
  multiview.window3; encoder-name=USA4K, percentPosX=35,
```

---

```
percentPosY=65, percentSizeX=30, percentSizeY=30, layer=1;
  multiview.window4; encoder-name=Soccer4K, percentPosX=65,
percentPosY=65, percentSizeX=30, percentSizeY=30, layer=1;
  multiview.window5; encoder-name=USA4K, percentPosX=5,
percentPosY=35, percentSizeX=30, percentSizeY=30, layer=1;
  multiview.window6; encoder-name=Airshow4K, percentPosX=35,
percentPosY=5, percentSizeX=60, percentSizeY=60, layer=1;
Success
```

## Related Commands

```
create multiview
delete multiview
delete multiviewWindow
show multiviews status
```

---

## show multiviews status

Shows status information for all multiview displays. (ZyPer4K family only)

### Syntax

```
show multiviews status
```

### Parameters

*none*

### Example

```
show multiviews status
multiview(mv1);
  multiview.gen; totalDatarate=0Mbps
  multiview.window1; encoderName=MediaPlayer,
encoderMac=d8:80:39:eb:1:cb, streamType=none, datarate=0Mbps,
multicast=0.0.0.0, titleStatus=none, status=inactive, reason=no
decoder joined
  multiview.window2; encoderName=Curved,
encoderMac=d8:80:39:9a:e6:d, streamType=none, datarate=0Mbps,
multicast=0.0.0.0, titleStatus=none, status=inactive, reason=no
decoder joined
  multiview.window3; encoderName=Cuba,
encoderMac=d8:80:39:9a:96:7, streamType=none, datarate=0Mbps,
multicast=0.0.0.0, titleStatus=none, status=inactive, reason=no
decoder joined
  multiview.window4; encoderName=Camera2,
encoderMac=d8:80:39:9a:af:a3, streamType=none, datarate=0Mbps,
multicast=111.117.114.99, titleStatus=none, status=inactive,
reason=no decoder joined
Success
```

### Related Commands

```
create multiview
delete multiview
delete multiviewWindow
show multiviews config
```

## show multiviews titles

Shows title information for all multiview displays. (ZyPer4K family only)

### Syntax

```
show multiviews titles arg
```

### Parameters

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
config	Displays title configuration information for multiview.
text	Displays text configuration information for multiview.

### Examples

```
show multiviews titles text
multiview(mv1);
  multiview.gen; audioSourceWindow=none, canvasWidth=3840,
canvasHeight=2160
  multiview.window1; title=Window1
  multiview.window2; title=Window2
  multiview.window3; title=none
  multiview.window4; title=none
Success
```

```
show multiviews titles config
multiview(mv1);
  multiview.gen; audioSourceWindow=none, canvasWidth=3840,
canvasHeight=2160
  multiview.window1; position=bottomCenter, textSize=8,
textColor=lightGray, backgroundColor=black, textTransparency=0,
backgroundTransparency=80
  multiview.window2; position=bottomCenter, textSize=8,
textColor=lightGray, backgroundColor=black, textTransparency=0,
backgroundTransparency=80
  multiview.window3; position=bottomCenter, textSize=8,
textColor=lightGray, backgroundColor=black, textTransparency=0,
backgroundTransparency=80
  multiview.window4; position=bottomCenter, textSize=8,
textColor=lightGray, backgroundColor=black, textTransparency=0,
backgroundTransparency=80
Success
```



## show preset

Shows information about a preset

### Syntax

```
show preset name arg since
```

### Parameters

*name*

Type: **STRING**

The name of the preset

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
commandBlob	Displays command list in "blob" format. Commands separated by semi-colons.
commands	Shows current list of preset commands
config	Shows preset description
runLog	Shows information about last time preset was run
schedule	Shows schedule details for the preset
status	Displays text configuration information for multiview.

### Examples

```
show preset test1 schedule all
preset(test1);
  preset.schedule.today; mode=enabled, color=#652d90, month=all,
  dayOfMonth=all, dayOfWeek=weekday, hour=14, minute=30
lastChangeIdMax(92);
Success
```

```
show preset test1 runLog since 0
preset(test1);
lastChangeIdMax(92);
Success
```

## Examples

```
show preset test1 config since 0
preset(test1);
  preset.gen; description=Playing with preset
lastDeleteIdMax(3);
lastChangeIdMax(90);
Success
```

```
show preset test1 commands since 0
preset(test1);
  preset.line1; cmd=join MediaPlayer Bot_Right fastSwitched
  preset.line2; cmd=join none Bot_Right analogAudio
  preset.line3; cmd=join videoSource Bot_Right hdmiAudio
  preset.line4; cmd=set decoder Bot_Right hdmiAudioOut source
hdmiAudio
  preset.line5; cmd=join mv2x2-Art Top-Right multiview
  preset.line6; cmd=join none Top-Right analogAudio
  preset.line7; cmd=join videoSource Top-Right hdmiAudio
  preset.line8; cmd=join mv3x3-Art Top_Left multiview
  preset.line9; cmd=join none Top_Left analogAudio
  preset.line10; cmd=join videoSource Top_Left hdmiAudio
  preset.line11; cmd=join mv4x4-Art Bot-Left multiview
  preset.line12; cmd=join none Bot-Left analogAudio
  preset.line13; cmd=join videoSource Bot-Left hdmiAudio
lastChangeIdMax(94);
Success
```

```
show preset test1 commandBlob since 0
preset(test1);
  preset.cmdBlob; cmdBlob=join MediaPlayer Bot_Right
fastSwitched;join none Bot_Right analogAudio;join videoSource
Bot_Right hdmiAudio;set decoder Bot_Right hdmiAudioOut source
hdmiAudio;join mv2x2-Art Top-Right multiview;join none Top-Right
analogAudio;join videoSource Top-Right hdmiAudio;join mv3x3-Art
Top_Left multiview;join none Top_Left analogAudio;join videoSource
Top_Left hdmiAudio;join mv4x4-Art Bot-Left multiview;join none Bot-
Left analogAudio;join videoSource Bot-Left hdmiAudio
lastChangeIdMax(94);
Success
```

## Related Commands

```
create preset
delete preset
run preset
set preset
```

## show responses

Displays response strings from the specified device.

### Syntax

```
show responses id type param3
```

### Parameters

*id*

Type: **STRING or MAC Address**

The name or MAC address of the device. String names are case-sensitive.

*type*

Type: **STRING**

Supply one of the following arguments.

argument	Description
ir	Displays IR response strings.
rs232	Displays RS232 response strings.

*param3*

Supply one of the following arguments.

argument	Description
last	Displays the last received response, based on the argument supplied for the <i>type</i> parameter.
lastChangeId	Displays the <b>lastChangeId</b> of the most recently received response.
since	Displays only new response data. Follow this argument with desired value to query.

---

## Example

```
show responses 0:1e:c0:f6:b0:8a rs232 since 10
lastChangeId(0);
Success
```

```
show responses 0:1e:c0:f6:b0:8a ir lastChangeId
lastChangeId(0);
Success
```

```
show responses 0:1e:c0:f6:b0:8a ir last
lastChangeId(0);
Success
```

```
show responses UHDdec1 rs232 last
device(34:1b:22:80:64:68);
  device.rs232Response.19; string="Yes ZeeVee Support is the
Greatest\x0D"
lastChangeId(20);
Success
```

```
Zyper$ show responses UHDdec1 rs232 since 19
device(34:1b:22:80:64:68);
  device.rs232Response.19; string="Yes ZeeVee Support is the
Greatest\x0D"
  device.rs232Response.20; string="Really, still the greatest!\x0D"
lastChangeId(21);
Success
```

## show role

Shows information about a specific role or all roles.

### Syntax

```
show role rolename|all maxAccess[since]
```

### Parameters

*role*

Type: **STRING**

The name of the role

*since*

This parameter is optional and can be specified to display units based on the number of changes, using the `lastChangeId` value on each device. However, if used, a `lastChangeId` value must follow. Supply the `since` argument before the providing the `lastChangeId` value.

argument	Description
<code>since</code>	Required when using this parameter.

### Examples

```
show role admin maxAccess since 0
role(admin);
  role.account; maxAccess=admin
  role.device; maxAccess=admin
  role.log; maxAccess=admin
  role.multiview; maxAccess=admin
  role.netmap; maxAccess=admin
  role.preset; maxAccess=admin
  role.role; maxAccess=admin
  role.server; maxAccess=admin
  role.snmpagent; maxAccess=admin
  role.tls; maxAccess=admin
  role.videowall; maxAccess=admin
  role.zone; maxAccess=admin
lastChangeIdMax(12);
Success
```

---

```
show role all maxAccess
role(admin);
  role.account; maxAccess=admin
  role.device; maxAccess=admin
  role.log; maxAccess=admin
  role.multiview; maxAccess=admin
  role.netmap; maxAccess=none
  role.preset; maxAccess=admin
  role.role; maxAccess=admin
  role.server; maxAccess=admin
  role.snmpagent; maxAccess=admin
  role.tls; maxAccess=admin
  role.videowall; maxAccess=admin
  role.zone; maxAccess=admin
role(Jr.Tech);
  role.account; maxAccess=view
  role.device; maxAccess=join
  role.log; maxAccess=view
  role.multiview; maxAccess=none
  role.netmap; maxAccess=none
  role.preset; maxAccess=join
  role.role; maxAccess=none
  role.server; maxAccess=none
  role.snmpagent; maxAccess=none
  role.tls; maxAccess=none
  role.videowall; maxAccess=join
  role.zone; maxAccess=view
lastChangeIdMax(2281);
Success
```

## Related Commands

```
create role
delete role
set role rolename
set account username role
```

---

## show server config

Displays configuration information for the Management Platform.

### Syntax

```
show server config [since]
```

### Parameters

*since*

This parameter is optional and can be specified to display units based on the number of changes, using the `lastChangeId` value on each device. However, if used, a `lastChangeId` value must follow. Supply the `since` argument before the providing the `lastChangeId` value.

argument	Description
<code>since</code>	Required when using this parameter.

### Example

```
show server config
server(192.168.0.21);
  server.gen; autoEdidMode=enabled, redundancy=enabled
  server.ipServerAddress; mode=static, address=192.168.0.21,
mask=255.255.255.0, gateway=0.0.0.0, dns=0.0.0.0
  server.ipManagementAddress; mode=static, address=192.168.20.2,
mask=255.255.255.0, gateway=0.0.0.0, dns=0.0.0.0
  server.ntpServer; address=pool.ntp.org
  server.telnetAccess; mode=enabled
  server.ftpAccess; mode=enabled
  server.encoderDefault.edid; audio=onlyPcm
  server.dataTunnelMode; telnet=telnetHandshakeMode
  server.logging; level=1
  server.isaac; address=none, subsystemId=none
  server.discover; mode=broadcast
lastChangeIdMax(543);
Success
```

### Related Commands

```
show server info
```

## show server info

Displays information for the Management Platform, including IP settings, uptime, and license level.

### Syntax

```
show server info [since]
```

### Parameters

*since*

This parameter is optional and can be specified to display units based on the number of changes, using the `lastChangeId` value on each device. However, if used, a `lastChangeId` value must follow. Supply the `since` argument before the providing the `lastChangeId` value.

argument	Description
<code>since</code>	Required when using this parameter.

### Example

```
show server info
server(192.168.0.21);
  server.gen; hostname=zyper.local, serverType=NUC-E,
  version=3.3.40029, previousVersion=3.2.39797, master=true,
  location=Wiring closet, contact=ZeeVee
  server.gen; uptime=3d:0h:45m:32s, freeMem= 2.60GB,
sdvoeVersion=3.6.0.1, bootCount=19, serialNumber=ZZM1MC00001A
  server.gen; macAddress=00:0e:c6:8e:38:6f,
managementMacAddress=54:b2:03:f0:ee:99
  server.ipActive; ipServerAddr=192.168.0.21,
ipManagementAddr=0.0.0.0, gatewayAddr=0.0.0.0, dnsAddr=0.0.0.0
  server.ipActive; managementGatewayAddr=0.0.0.0,
managementDnsAddr=0.0.0.0
  server.time; time="Mon Apr  8 09:38:06 2024", timezone=America/
New_York
  server.license; productID=367d8850-f6f2-cd73-fbb1-54b203f0ee99,
license=none
  server.license; Zyper4KLimit=24, Zyper4KDevices=8, allDevices=14,
allDevicesUp=9, Zyper4KDevicesExceeded=0
  server.deviceUpdates; active=0
  server.activeDeviceVersions; num_1.7.24.0=4, num_1.7.31.0=1,
num_2.0.0.0=2, num_2.1.0.0=2
lastChangeIdMax(535);
Success
```

### Related Commands

```
show server config
revert server
```



---

## show server ip duplicates

Shows if there any duplicate IP addresses in the system. Can include encoders, decoders, ICRON or Dante units

### Syntax

```
show server ip duplicates [since]
```

### Parameters

*since*

This parameter is optional and can be specified to display units based on the number of changes, using the `lastChangeId` value on each device. However, if used, a `lastChangeId` value must follow. Supply the `since` argument before the providing the `lastChangeId` value.

argument	Description
<code>since</code>	Required when using this parameter.

### Example

```
show server ip duplicates
server(192.168.0.22);
lastChangeIdMax(88);
Success
```

### Related Commands

```
show server config
```

---

## show server redundancy

Displays information about master and slave Management Platforms

### Syntax

```
show server redundancy
```

### Parameters

*since*

This parameter is optional and can be specified to display units based on the number of changes, using the `lastChangeId` value on each device. However, if used, a `lastChangeId` value must follow. Supply the `since` argument before the providing the `lastChangeId` value.

argument	Description
<code>since</code>	Required when using this parameter.

### Example

```
show server redundancy
server(172.16.6.111);
  server.status; state=master, version=2.1.1.36527, wasMaster=true,
wasSlave=true
  server.config; preferredMaster=true, preferredSlave=true
  server.virtualIp; address=0.0.0.0, networkInterface=video
Success
```

### Related Commands

```
set server redundancy
redundancy switchover
```

---

## show snmp

Displays information related to SNMP. (Please see Section 5 of this manual for additional details on SNMP support)

### Syntax

```
show snmp arg
```

### Parameters

*type*

Type: **STRING**

Supply one of the following arguments.

argument	Description
trapServers	Displays snmp trap servers.
users	Displays snmp users.

### Example

```
show snmp trapServers  
snmp (172.16.6.111);  
Success
```

```
show snmp users  
snmp (172.16.6.111);  
Success
```

### Related Commands

```
add snmp  
delete snmp
```

## show snmp netNode

Displays information related to SNMP NetNodes use with the ZeeVee Visualization, Analysis and Monitoring (VAM) tool.

### Syntax

```
show snmp ident arg
```

### Parameters

*ident*

Type: **STRING**

Supply one of the following arguments.

argument	Description
all	Displays info for all netNodes.
Name	Name of specific netNode

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
general	Basic information
snooping	Snooping and Querier information
warnings	Warnings associated with setup/ configuration
justChanges since <lastChangeID : lastChangeNumber>	Changes to netNodes since a given changeID. (Command only valid if "ident" = all)

### Examples

```
show snmp netNode all snooping
netNode(1);
  netNode.snooping; mode=NA, proxyQuerier=NA
netNode(4);
  netNode.snooping; mode=enabled, proxyQuerier=disabled
Success
```

---

```
show snmp netNode all general
netNode(1);
  netNode.gen; name="myZMPserver", chassisId=54:b2:03:f0:ee:99,
  type=NA, portErrors=0, ip=192.168.0.21, state=up,
  uptime=0d:1h:27m:12s
  netNode.gen; make=zeevee, descr="ZyPer Management Platform",
  version=" 3.3.39589", location="Wiring closet"
netNode(4);
  netNode.gen; name="Arts_8x8", chassisId=8c:3b:ad:68:6b:34,
  type=bridge+router, portErrors=1, ip=192.168.0.1, state=up,
  uptime=3d:6h:48m:38s
  netNode.gen; make=netgear, descr="M4300-8X8F ProSAFE 8-port
  10GBASE-T and 8-port 10G SFP+", version=" 12.0.17.13",
  location="Dining Room"
Success

show snmp netNode all warnings
netNode(1);
netNode(4);
  netNode.warning.1; message=Port-level proxy querier is enabled;
  it will cause issues in a multi-switch network
  netNode.warning.2; message=VLAN-level proxy querier is enabled;
  this will cause capacity issues on inter-switch trunks
Success
```

## Related Commands

```
add snmp netNode
delete snmp netNode
```

## show snmp netNode vlan

Displays information related to SNMP NetNodes use with the ZeeVee Visualization, Analysis and Monitoring (VAM) tool.

### Syntax

```
show snmp ident vlan arg snooping
```

### Parameters

*ident*

Type: **STRING**

Supply one of the following arguments.

argument	Description
all	Displays info for all netNodes.
Name	Name of specific netNode

*arg*

Type: **STRING or INTEGER**

Supply one of the following arguments.

argument	Description
VLAN Number	Number of the VLAN. Example "2"
all	all VLANs

### Example

```
show snmp netNode all vlan all snooping
netNode(1);
netNode(4);
  netNode.vlan.1; snooping=enabled, agingSeconds=600,
fastLeave=enabled, proxyQuerier=enabled
Success
```

### Related Commands

```
add snmp netNode
delete snmp netNode
```

## show snmp netNode port

Displays information related to SNMP NetNodes use with the ZeeVee Visualization, Analysis and Monitoring (VAM) tool.

### Syntax

```
show snmp ident port arg detail
```

### Parameters

*ident*

Type: **STRING**

Supply one of the following arguments.

argument	Description
all	Displays info for all netNodes.
Name	Name of specific netNode

*arg*

Type: **STRING or INTEGER**

Supply one of the following arguments.

argument	Description
Port Number	Number of the Port. Example "2"
all	all Ports

*arg*

Type: **STRING or INTEGER**

Supply one of the following arguments.

argument	Description
state	Displays status of given port
peer	Detailed information on given port including peerSlot and peerPort
snooping	Snooping status including fastLeave, Querier, mrouter, aging and flooding of unregistered multicasts
vlan	Shows VLAN IDs
stats	Shows MTU, link speeds, data in/out rates

---

## Example

```
show snmp netNode all port all state
netNode(1);
  netNode.port.state;++          state bandwidth
  netNode.port.state;;;          -----
  netNode.port.state.0.2;        down  ok
  netNode.port.state.0.1;        up    ok
  netNode.port.state;--
netNode(4);
  netNode.port.state;++          state bandwidth
  netNode.port.state;;;          -----
  netNode.port.state.0.1;        down  ok
  netNode.port.state.0.2;        down  ok
  netNode.port.state.0.3;        down  ok
  netNode.port.state.0.4;        down  ok
  netNode.port.state.0.5;        down  ok
  netNode.port.state.0.6;        down  ok
  netNode.port.state.0.7;        down  ok
  netNode.port.state.0.8;        down  ok
  netNode.port.state.0.9;        up    ok
  netNode.port.state.0.10;       up    ok
  netNode.port.state.0.11;       down  ok
  netNode.port.state.0.12;       down  ok
  netNode.port.state.0.13;       up    ok
  netNode.port.state.0.14;       up    ok
  netNode.port.state.0.15;       up    ok
  netNode.port.state.0.16;       up    ok
  netNode.port.state;--
Success
```

## Related Commands

```
add snmp netNode
delete snmp netNode
```



---

## show snmp netNode multicastForwardingDb

Displays information related to SNMP NetNodes use with the ZeeVee Visualization, Analysis and Monitoring (VAM) tool.

### Syntax

```
show snmp ident multicastForwardingDb
```

### Parameters

*ident*

Type: **STRING**

Supply one of the following arguments.

argument	Description
all	Displays info for all netNodes.
Name	Name of specific netNode

### Related Commands

```
add snmp netNode  
delete snmp netNode
```

## Example

```
show snmp netNode all multicastForwardingDb
netNode(1);
netNode(4);
  netNode.mfdb;++      group          encoder          stream          portsOut
  netNode.mfdb;;;-----
-----
netNode.mfdb.1;      1:0:5e:0:0:12      unknown          unknown          [0.9-0.10,0.13-
0.16]
netNode.mfdb.2;      1:0:5e:0:0:e6      unknown          unknown          [0.9-0.10,0.13-
0.16]
netNode.mfdb.3;      1:0:5e:0:0:e7      unknown          unknown          [0.9-0.10,0.13-
0.16]
netNode.mfdb.4;      1:0:5e:0:0:e9      unknown          unknown          [0.9-0.10,0.13-
0.16]
netNode.mfdb.5;      1:0:5e:0:0:fb      unknown          unknown          [0.9-0.10,0.13-
0.16]
netNode.mfdb.6;      1:0:5e:0:1:81      unknown          unknown          [0.9-0.10,0.13-
0.16]
netNode.mfdb.7;      1:0:5e:0:1:bc      unknown          unknown          [0.9]
netNode.mfdb.8;      1:0:5e:11:13:bd      unknown          unknown          [0.10]
netNode.mfdb.9;      1:0:5e:11:13:c0      unknown          unknown          [0.10]
netNode.mfdb.10;     1:0:5e:11:1c:84      unknown          unknown          [0.10]
netNode.mfdb.11;     1:0:5e:1:0:0        unknown          unknown          [0.10]
netNode.mfdb.12;     1:0:5e:1:0:1        unknown          unknown          [0.10]
netNode.mfdb.13;     1:0:5e:1:1:6        XSE_Enc_Combo    hdmiAudio        [0.13]
netNode.mfdb.14;     1:0:5e:1:1:7        XSE_Enc_Combo    danteAudio        [0.13]
netNode.mfdb.15;     1:0:5e:1:1:fd      unknown          unknown          [0.14-0.15]
netNode.mfdb.16;     1:0:5e:1:1:fe      unknown          unknown          [0.13,0.16]
netNode.mfdb.17;     1:0:5e:21:13:bd      UHD60-2EA        video             [0.10]
netNode.mfdb.18;     1:0:5e:21:13:c0      UHD60-1EA        video             [0.10]
netNode.mfdb.19;     1:0:5e:21:1c:84      UHD60-Wallplate  video             [0.10]
netNode.mfdb.20;     1:0:5e:21:21:21      unknown          unknown          [0.9]
netNode.mfdb.21;     1:0:5e:2:0:0        unknown          unknown          [0.9]
netNode.mfdb.22;     1:0:5e:31:13:bd      UHD60-2EA        hdmiAudio        [0.10]
netNode.mfdb.23;     1:0:5e:31:13:c0      UHD60-1EA        hdmiAudio        [0.10]
netNode.mfdb.24;     1:0:5e:31:1c:84      UHD60-Wallplate  hdmiAudio        [0.10]
netNode.mfdb.25;     1:0:5e:41:13:bd      unknown          unknown          [0.10]
netNode.mfdb.26;     1:0:5e:41:13:c0      unknown          unknown          [0.10]
netNode.mfdb.27;     1:0:5e:41:1c:84      unknown          unknown          [0.10]
netNode.mfdb.28;     1:0:5e:41:d1:bc      unknown          unknown          [0.10]
netNode.mfdb.29;     1:0:5e:51:13:bd      unknown          unknown          [0.10]
netNode.mfdb.30;     1:0:5e:51:13:c0      unknown          unknown          [0.10]
netNode.mfdb.31;     1:0:5e:51:1c:84      unknown          unknown          [0.10]
netNode.mfdb.32;     1:0:5e:61:f9:88      unknown          unknown          [0.10]
netNode.mfdb.33;     1:0:5e:71:13:bd      unknown          unknown          [0.10]
netNode.mfdb.34;     1:0:5e:71:13:c0      unknown          unknown          [0.10]
netNode.mfdb.35;     1:0:5e:71:1c:84      unknown          unknown          [0.10]
netNode.mfdb.36;     1:0:5e:7f:2d:d8      unknown          unknown          [0.10,0.15]
netNode.mfdb.37;     1:0:5e:7f:ff:fa      unknown          unknown          [0.9-0.10,0.13-
0.16]
netNode.mfdb.38;     1:0:5e:7f:ff:ff      unknown          unknown          [0.10,0.13,0.15]
netNode.mfdb.39;     91:e0:f0:1:0:0      unknown          unknown          [0.9-0.10,0.13-
0.16]
netNode.port.mfdb;--
Success
```

## show tls ca pem

Shows Transport Layer Security information for the Certificate Authority

### Syntax

```
show tls ca pem arg
```

### Parameters

*type*

Type: **STRING**

Supply one of the following arguments.

argument	Description
cert	Displays the certificate
privKey	Displays the RSA Private Key
signedCert	Display the signed certificate

### Examples

```
show tls ca pem cert
pemData:
-----BEGIN CERTIFICATE-----
.....
-----END CERTIFICATE-----
Success
```

```
show tls ca pem privKey
pemData:
-----BEGIN RSA PRIVATE KEY-----
Proc-Type: 4, ENCRYPTED
DEK-Info: AES-256-CBC,10E7EB7C47A3B07D64608BC1D4A63F5F
.....
-----END RSA PRIVATE KEY-----
Success
```

```
show tls ca pem signedCert
pemData:
-----BEGIN CERTIFICATE-----
.....
-----END CERTIFICATE-----
Success
```

### Related Commands

```
show tls summary
```

## show tls device pem

Shows Transport Layer Security information for the Server or Device

### Syntax

```
show tls device pem target arg
```

### Parameters

*target*

Type: **STRING**

Supply one of the following arguments.

argument	Description
device	show Device information
radius	show Radius information
server	show Server information

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
csr	Displays certificate signing request
cert	Displays the certificate ( <b>Device and Server only</b> )
privKey	Displays RSA private key
caIntermediates	Displays chain of certificates between root cert and your cert. Used when cert received from trusted certificate authority such as Verisign. ( <b>Device and Server only</b> )

### Example

```
show tls device pem server csr
pemData:
-----BEGIN CERTIFICATE REQUEST-----
.....
-----END CERTIFICATE REQUEST-----
Success
```

## show tls summary

Shows a summary of Transport Layer Security settings.

### Syntax

```
show tls summary
```

### Parameters

*none or*

argument	Description
ca	show Certificate Authority information
radius	show Radius information
server	show Server information

### Examples

```
show tls ca summary
server(192.168.0.21);
  ca.tls.caCert; status=valid, C=US, CN=caCert, L=BillERICA,
O=ZeeVee, OU=Money, ST=MA, emailAddress=aweeks@zeevee.com
  ca.tls.caCert; issuer=caCert
  ca.tls.caCert; fingerprint=8A783DC9351E8877BBE5D0C1E7A913336B15
0F68
  ca.tls.caCert; expires=01/09/34T13:55:55-0500
  ca.tls.signed; status=valid, C=US, CN=zeevee.com, O=ZeeVee,
OU=Money, ST=MA, emailAddress=aweeks@zeevee.com
  ca.tls.signed; issuer=caCert
6Dca.tls.signed; fingerprint=44CD6AB55BAB13AF3B7A76E453A307761FDDBC
  ca.tls.signed; expires=01/11/25T13:58:19-0500
Success
```

```
show tls radius summary
server(192.168.0.21);
  radius.tls.csr; status=valid, C=US, CN=zeevee.com, O=ZeeVee,
OU=Money, ST=MA, emailAddress=aweeks@zeevee.com
Success
```

```

show tls summary
server(192.168.0.21);
  server.tls.server; tlsMode=disabled, fqdnMode=fromCert, fqdn=NA
  server.tls.csr; status=invalid
  server.tls.serverCert; status=invalid
  server.tls.caChainCert; status=invalid
  ca.tls.caCert; status=valid, C=US, CN=caCert, L=Billericia,
O=ZeeVee, OU=Money, ST=MA, emailAddress=aweeks@zeevee.com
  ca.tls.caCert; issuer=caCert ca.tls.caCert; fingerprint=8A783DC93
51E8877BBE5D0C1E7A913336B150F68
  ca.tls.signed; expires=01/09/34T13:55:55-0500
  ca.tls.signed; status=valid, C=US, CN=zeevee.com, O=ZeeVee,
OU=Money, ST=MA, emailAddress=aweeks@zeevee.com
  ca.tls.signed; issuer=caCert
6Dca.tls.signed; fingerprint=44CD6AB55BAB13AF3B7A76E453A307761FDBCB
ca.tls.signed; expires=01/11/25T13:58:19-0500
  device.tls.csr; status=valid, C=US, CN=zeevee.com, O=ZeeVee,
OU=Money, ST=MA, emailAddress=aweeks@zeevee.com
  device.tls.deviceCert; status=valid, C=US, CN=zeevee.com,
O=ZeeVee, OU=Money, ST=MA, emailAddress=aweeks@zeevee.com
  device.tls.deviceCert; issuer=caCert
  device.tls.deviceCert; fingerprint=44CD6AB55BAB13AF3B7A76E453A3077
61FDBCB6D
  device.tls.deviceCert; expires=01/11/25T13:58:19-0500
  device.tls.deviceCaChainCert; status=valid, C=US, CN=zeevee.com,
O=ZeeVee, OU=Money, ST=MA, emailAddress=aweeks@zeevee.com
  device.tls.deviceCaChainCert; issuer=caCert
  device.tls.deviceCaChainCert; fingerprint=44CD6AB55BAB13AF3B7A76E4
53A307761FDBCB6D
  device.tls.deviceCaChainCert; expires=01/11/25T13:58:19-0500
  radius.tls.csr; status=valid, C=US, CN=zeevee.com, O=ZeeVee,
OU=Money, ST=MA, emailAddress=aweeks@zeevee.com
Success

```

## Related Commands

```

show tls server pem privKey
show tls ca pem privKey
load tls ca cert
load tls ca privateKey
load tls server
generate tls ca privKeyPass
generate tls server csr privKeyPass

```

---

## show tls device summary

Shows a summary of Transport Layer Security settings for Device

### Syntax

```
show tls device summary
```

### Parameters

*none*

### Examples

```
show tls device summary
server(192.168.0.21);
  device.tls.csr; status=valid, C=US, CN=zeevee.com,
  O=ZeeVee, OU=Money, ST=MA, emailAddress=aweeks@zeevee.com
device.tls.deviceCert; status=invalid
  device.tls.deviceCaChainCert; status=valid, C=US, CN=caCert,
  L=Billerica, O=ZeeVee, OU=Money, ST=MA,
  emailAddress=aweeks@zeevee.com
  device.tls.deviceCaChainCert; issuer=caCert
  device.tls.deviceCaChainCert;
fingerprint=A7C444401F258372BEB6E015EE1FC4E357AB4E89
  device.tls.deviceCaChainCert; expires=01/06/34T15:24:05-0500
  device.tls.deviceCaCert; status=invalid
Success
```

### Related Commands

```
show tls server pem privKey
show tls ca pem privKey
load tls ca cert
load tls ca privateKey
load tls server
generate tls ca privateKeyPass
generate tls server csr privateKeyPass
```

## show values

Shows all possible information/values associated with encoders, decoders, servers or multiviews.

### Syntax

```
show values arg
```

### Parameters

*arg*

Type: **STRING**

Supply one of the following arguments.

argument	Description
all	Displays all values encoders, decoders, servers and multiviews. (Status, Config, Info, Redundancy)
encoder status	Shows values associated with encoder status
encoder config	Shows values associated with encoder config
decoder status	Shows values associated with decoder status
decoder config	Shows values associated with decoder config
server info	Shows values associated with server info
server config	Shows values associated with server config
server redundancy	Shows values associated with server redundancy
multiview status	Shows values associated with multiview status
multiview config	Shows values associated with multiview config

### Examples

```
show values server config
values(serverConfig);
  server.ipServerAddress.mode; values=dhcp|static
  server.ipManagementAddress.mode; values=none|dhcp|static
  server.telnetAccess; values=enabled|disabled
  server.encoderDefault.edid.audio; values=onlyPcm|allowCompressed
  server.dataTunnelMode; values=telnet|raw
  server.logging; values=<integer 1-5>
Success
```



---

## Examples

```
show values encoder config
values(encoderConfig);
  device.gen.ethernetManagementPortMode; values=enabled|disabled
  device.gen.controlAuthenticationMode; values=enabled|disabled
  device.gen.name; values=<string 1-256>
  device.ip.mode; values=dhcp|static|linkLocal
  device.ip.address; values=<IPv4Address>
  device.ip.mask; values=<IPv4Mask>
  device.ip.gateway; values=<IPv4Address>|NA
  device.rs232.baud; values=2400|9600|19200|38400|57600|115200
  device.rs232.parity; values=none|even|odd
  device.ports.videoPort; values=auto|initializing|unknown|hdmi|displayPort|hdmioptionalin|usb|vga|component|composite|s-video|analogNone|hdsdi|lgsdi
  device.analogAudioStream.mode; values=enabled|disabeld
  device.audioOutSourceType.analogOutSourceType; values=analogAudio|hdmiaudioDownmix
  device.edid.loadMode; values=auto|file
  device.edid.audio; values=onlyPcm|allowCompressed|serverDefault
  device.hdmi.hdcpcMode; values=enabled|disabled|enabled1.4
  device.hdmiAudioStream.mode; values=enabled|disabeld
  device.previewStream.mode; values=enabled|disabeld
  device.previewStream.type; values=hls|jpeg
  device.previewStream.width; values=auto|<integer 180-400>
  device.usb.filter; values=none|exceptHid|storage
  device.videoStream.mode; values=enabled|disabeld
  device.videoScaledStream.mode; values=enabled|disabeld
Success
```

---

## show videoWalls

Displays all video walls that have been created and all associated information.

### Syntax

```
show videoWalls
```

### Parameters

none

### Example

```
show videoWalls
videoWall(wall1);
    videoWall.gen; videoSourceMac=none, numDisplayRows=2,
numDisplayCols=2
    videoWall.bezel; top=0, bottom=0, left=0, right=0
    videoWall.decodersRow1; col1=Top_Left, col2=Top_Right
    videoWall.decodersRow2; col1=Bot-Left, col2=Bot_Right
Success
```

### Related Commands

```
create videoWall
set videoWall size
```

---

## show zones

Displays all zones that have been created and all associated information.

### Syntax

```
show zones
```

### Parameters

*none*

### Example

```
show zones
 1stfloor; Top-Right, Top_Left
 1stfloor.1stfloorroom2; empty
Success
```

### Related Commands

```
add zoneDisplay
create zone
delete zone
delete zoneDisplay
```

---

## shutdown server

Performs a shutdown of the Management Platform.

### Syntax

```
shutdown server
```

### Parameters

*none*

### Example

```
shutdown server  
Success  
Connection closed by foreign host.
```

## sign tls csr caPrivateKeyPass

Use the CSR to create signed TLS certificate

### Syntax

```
sign tls csr caPrivateKeyPass * fromInput *
```

```
sign tls csr PrivateKeyPass * fromFile filename
```

### Parameters

*input*

Type: **STRING**

String representing the Private Key Password. The system will prompt for a string input. This should be the PEM data.

*filename*

Type: **STRING**

The name of the PEM data file to load. (Must already exist on ZMP in Files directory)

### Example

```
sign tls csr caPrivateKeyPass * fromInput *
Enter passphrase: *****
Enter PEM text (ctr-d to end):
-----BEGIN CERTIFICATE REQUEST-----
.....
-----END CERTIFICATE REQUEST-----
Success
```

#### Notes:

File must be previously copied onto ZMP into the Files directory using FTP.

### Related Commands

```
show cls summary
show tls pem ca signedCert
```

---

## sleep

Specifies a sleep duration in milliseconds. This command is sometime required when executing a series of commands within a web page, using AJAX. Often times, a pause must occur in order for a device or the Management Platform to change states before another command is executed.

### Syntax

```
sleep ms
```

### Parameters

*ms*

Type: **INTEGER**

The duration in milliseconds.

### Example

```
sleep 500  
Success
```

### Related Commands

[script](#)

## start encoder

Used to start a specific encoder multicast stream. This command only has affect if at least one decoder has been “joined” to the encoder and the “encoder stop” command has been used to override the enabling of the encoder stream. In effect, this command removes a previously entered “encoder stop” command – it returns stream control to normal operation based on existing “join” configuration. The command will immediately restore stream operation based on existing join configuration. No further join commands are required. (ZyPer4K family only)

### Syntax

```
start encoder id stream arg
```

### Parameters

*id*

Type: **STRING** or **MAC Address**

The identifier of the device. Either the full or portion of a string name or MAC address can be supplied.

*arg*

Supply one of the following arguments.

argument	Description
analogAudio	analog audio multicast stream.
hdmiAudio	downmix audio multicast stream
video	full scale video stream
videoScaled	downscaled video stream (for multiview)

### Example

```
start encoder Myencoder1 stream video
Success
```

### Related Commands

[stop encoder](#)

## stop encoder

Used to stop a specific encoder multicast stream. This command only has affect if at least one decoder has been “joined” to the encoder. In effect, this command overrides any existing “join” command – either present or future. (ZyPer4K family only)

When stopping a “scaled-video” stream, any multiview window receiving that stream will go black. The rest of the multiview will be unaffected.

### Syntax

```
stop encoder id stream arg
```

### Parameters

*id*

Type: **STRING or MAC Address**

The identifier of the device. Either the full or portion of a string name or MAC address can be supplied.

*arg*

Supply one of the following arguments.

argument	Description
analogAudio	analog audio multicast stream.
hdmiAudio	downmix audio multicast stream
video	full scale video stream
videoScaled	downscaled video stream (for multiview)

### Example

```
stop encoder Myencoder1 stream videoScaled
Success
```

### Related Commands

`start encoder`



## switch

This command is used in conjunction with the IR and RS232 switching commands. Both the `rs232` and the `ir` argument specify unidirectional connection between two devices. When switching data to the server, use the `show responses` command to retrieve the data.

### Syntax

```
switch txid rxid type
```

### Parameters

*txid*

Type: **STRING** or **MAC Address**

The name or MAC address of the encoder. String names are case-sensitive.

*rxid*

Type: **STRING** or **MAC Address**

The name or MAC address of the decoder. String names are case-sensitive.

*type*

Type: **STRING**

Supply one of the following arguments.

argument	Description
<code>ir</code>	Specifies a IR connection. (ZyPer4K family and ZyPerUHD only)
<code>rs232</code>	Connection to another device or the server. Set <code>rxid = none</code> to pass data to an arbitrary IP host.

### Example

```
switch Wildlife SonyXBR4 rs232
Success
```

### Related Commands

`send`

---

## troubleReport

Generates capture logs and system state information and is used by the ZeeVee support team for troubleshooting purposes. This unencrypted file is in `.tgz` format and is written to the `/srv/ftp/files` folder on the Management Platform.

If using password option; the encrypted file is in `.gpg` format and written to the same location.

### Syntax

```
troubleReport
troubleReport password pw
```

### Parameters

*pw*

Type: **STRING**

Password to open the encrypted Trouble Report file.

Note the password is optional feature and will create an encrypted trouble report file.

### Examples

```
troubleReport password 1234
Clean up files
Creating Trouble Report
Saving device status and configuration...
Saving SQL database...
Saving system files...
Saving device EDIDs...
Saving device specific information; this may take a few seconds...
Success
```

```
troubleReport
Clean up files
Creating Trouble Report
Saving device status and configuration...
Saving SQL database...
Saving system files...
Saving device EDIDs...
Saving device specific information; this may take a few seconds...
Success
```

## update device

Updates the firmware on the encoder and/or decoder units. The firmware update file uses the `.apz` or `.zip` extension.

### Syntax

```
update device arg file
```

### Parameters

*arg*

Supply one of the following arguments.

argument	Description
id	Encoder or Decoder name. Names are case-sensitive
all	All encoders and decoders in the system
encoders	All encoders in the system
decoders	All decoders in the system

*file*

Type: **STRING**

The full filename of the software file.

### Example

```
update device all Z4K_Firmware_HDMI2.0_v4_1_2_9.apz
Warning:(18) Firmware updating started, use 'show device status' to
monitor progress
Success
```

---

## update server

Updates the Management Platform software. The server software file uses the `.zyper` extension. Refer to [Updating the Software \(page 257\)](#) for more information on using this command.

### Syntax

```
update server file
```

### Parameters

*file*

Type: **STRING**

The full filename of the software file.

### Example

```
update server new-software-file.zyper  
Success
```

```
Server rebooting; connection will end
```

### Important Note:

The ZyPer MP update file will be available in six, platform-specific versions. Please use the correct version for the hardware platform being updated.

ZyPerMP Single NIC NUC computer: `update_nuc_3.3.xxxx.zyper`  
ZyPerMP Dual NIC NUC computer: `update_nuc2004_3.3.xxxx.zyper`  
ZyPerMP Older Proserver: `update_proserver_3.3.xxxx.zyper`  
ZyPerMP Newer Proserver: `update_proserver2204_3.3.xxxx.zyper`  
ZyPerMP VMware: `update_vm_3.3.xxxx.zyper`  
ZyPerUHD60-EMP: `update_zemp_3.3.xxxx.zyper`

**2**

## **Modules / Plug-Ins**

---

## Disclaimers

### ZeeVee control offerings

ZeeVee provides modules / plug-ins for third-party control systems as a courtesy to our channel partners to speed development time. In addition to the modules/drivers, our fully documented ZyPer Management Platform API allows our customers to connect to nearly any control system.

### ZeeVee support for control products

The ZeeVee support team is available to assist you in getting your new ZyPer encoders, decoders, and management system working correctly and providing direction with API calls for desired functionality.

### ZeeVee limitation

Given the variety of capabilities across various control products, ZeeVee cannot commit to deep-rooted knowledge that would allow us to address all support requests. Further, the drivers provided may not include all commands needed for a particular solution that your organization has devised.

### How you can prepare

While ZeeVee provides modules/drivers and the API, your organization will need expertise on the chosen control system and may require technical support from the control system vendor.

### Where to find documentation

All ZeeVee and ZyPer documentation can be found on our website here: <https://www.zeevee.com/documentation/>

## ZeeVee Control Modules / Plug-Ins

### ZeeVee Modules / Plug-Ins

ZeeVee provides many different control options for the ZyPer family of products. (ZyPer4K, ZyPerUHD60, ZyPerUHD). This includes the availability of modules or built in support directly for the following 3rd party control systems.



### Support

Modules / Plug-Ins for 3rd party control systems are provided as a courtesy to developers in an effort to reduce development time. They are provided “as-is” from ZeeVee with no additional support provided other than the accompanying documentation. See Disclaimers section at the beginning of this document.

### Availability

ZeeVee produced modules can be accessed on the ZeeVee ConnectivityXchange <https://github.com/ConnectivityXchange>

### Module / Plug-In Basics

A module or driver is an interface between the primary controller (Crestron, RTI, Control4 etc..) and the ZeeVee Management Platform (ZMP). Think of the module or driver as a translator. It will translate commands from the primary control system into the appropriate commands that can be understood by the ZyPerMP.

**Note:** Not all ZyPerMP API commands are supported by the module/driver. Our goal has been to support the most common and basic commands to allow routing of video from any source to any destination as well as some special features such as multiview and video walls.

## Configuration Tips

### Documentation

You will need to know the ZyPer Management Platform API commands to perform actions that are not provided by the module / plug-in. (The first part of this document).

### Basic Setup

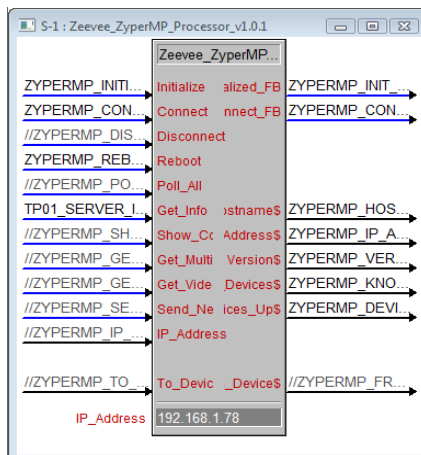
Regardless of the control system used to control the ZyPer equipment, it is a requirement that the ZyPer Management Platform (ZMP) must be present.

1. The ZMP IP address should be configured either via DHCP or given a static address.
2. The ZMP IP address MUST be on the same network as the primary hardware controller. (Crestron 4-Series controller, Control4 EA1, EA3, EA5, DTVGameControl iPAD)
3. All ZyPer endpoints should be configured using either the ZMP Graphical User Interface (GUI) or via the ZMP API (Telnet or SSH).
  - a. Assign all endpoints a logical name (Encoders and Decoders)
  - b. Design/create any video walls and give them logical names
  - c. Design/create any multiview displays and give them logical names (ZyPer4K only)

### Module / Plug-In Setup

Every control system is different but will have some common features when it comes to basic setup and configuration.

1. The IP address of the ZMP must be provided so that the primary controller can communicate with the ZMP.
  - a. Where the IP address is provided will vary based on the control system. Below are some examples
    - i. Crestron – SIMPL Windows under IP\_Address field for the ZeeVee\_ZyPerMP\_Processor module. See image below:



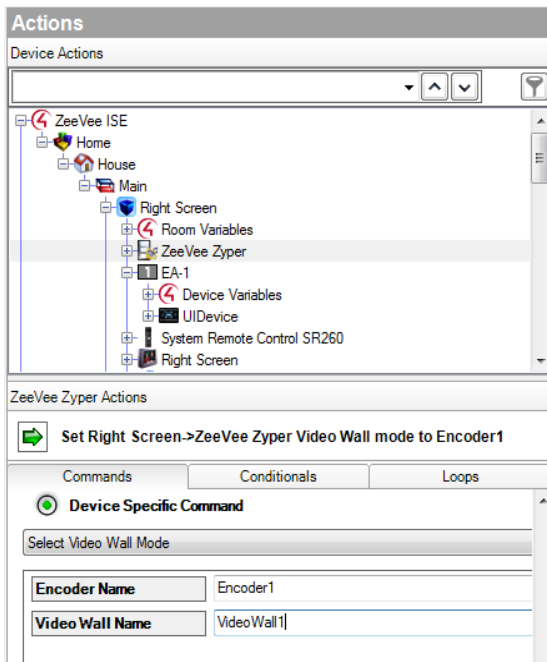


2. The names of the endpoints must be provided. Similar to the IP address detailed above.
3. The names of Multiview's (ZyPer4K only) need to be provided.
  - a. Crestron – SIMPL Windows in the appropriate Multiview logic module.
  - b. Control4 – Create a “virtual” encoder and assign it appropriate multiview name and set the “Input Join Type” to multiview.

## Video Walls

Video walls are configured differently depending on the control system.

- a. Crestron – Similar to IP address and multiview. SIMPL Windows in the appropriate Video Wall logic module.
- b. Control4 – Video walls need to be assigned to a special programmed command. For example, a Red Button press on the SR260 remote control. In Composer highlight the room, select Programming and Commands. Select the “Red Button”. Then in the Actions window select ZeeVee ZyPer, scroll down to Device Specific Command. Enter the Encoder and Video Wall Names. (See image below)



## Serial / RS-232

The ZyPer Management Platform (ZMP) must first be linked to the specific endpoint to send RS232 information. This can be done with either the dataConnect or switch command.

**Examples:**

```
dataConnect Dec1 server rs232 tunnelPort 1234
```

```
switch Dec1 server rs232
```

**Note:** The feature of dataConnect was added to allow a third party to connect to the ZMP server with a specific port and pass raw or telnet API commands (depending on the mode) to the server and port which is designated for a particular encoder or decoder.

**Important Note:** Issuing the dataConnect or switch command can cause the ZyPer endpoint to reboot to enable the link. Disconnecting the link can also cause the endpoint to reboot. The link should only be established once and then left alone to prevent undesired endpoint reboots.

When using any control system; that system is communicating with our ZMP and not to any specific endpoint.

When sending RS232 commands to an endpoint via the ZMP you must follow very specific syntax.

The ZeeVee command is: send <decoder\_name> rs232 text

Here are examples on this. (Assume decoder name is Dec1)

```
Input command: send Dec1 rs232 Hello
```

```
Received at Dec1: Hello (Note, no line feed or carriage return)
```

```
Input command: send Dec1 rs232 Hello\r\n
```

```
Received at Dec1: Hello (with carriage return and line feed)
```

```
Input command: send Dec1 rs232 Hello World
```

```
Received at Dec1: Nothing. You get an error. Bad syntax. You cannot have a space between Hello and World.
```

```
Input command send Dec1 rs232 Hello_World
```

```
Received at Dec1: Hello_World (Note, no line feed or carriage return)
```

```
Input command send Dec1 rs232 "Hello World"
```

```
Received at Dec1: Hello World (Note, no line feed or carriage return)
```

Input command send Dec1 rs232 "Hello World"\r\n  
 Received at Dec1: Nothing. You get an error. Bad syntax. Token \r\n is invalid.

You need to contain the line feed and carriage return symbols inside the quotes in this case.

Input command send Dec1 rs232 "Hello World\r\n"  
 Received at Dec1: Hello World (with carriage return and line feed)

**Text can also be Hexadecimal Code as shown below:**

Input command:  
 send Dec1 rs232 \x48\x65\x6c\x6c\x6f\x20\x57\x6f\x72\x6c\x64\x0A\x0D  
 Received at Dec1: Hello World (with carriage return and line feed)

The ZyPer Management Platform also has the ability to receive RS232 communications that were input into a ZyPer endpoint. To view any such RS232 string, you use the "show responses" command.

Example:

```
Zyper$ show responses DEC1 rs232 since 0
device(d8:80:39:59:bf:57);
  device.rs232Response.0; string="Have a great day!\x0D"
  device.rs232Response.1; string="\x0A"
lastChangeld(2);
Success
```

**Important Crestron Note**

When using Crestron as the control system, you may need to append an extra \ symbol before the Carriage return symbol. Otherwise carriage return may not work.

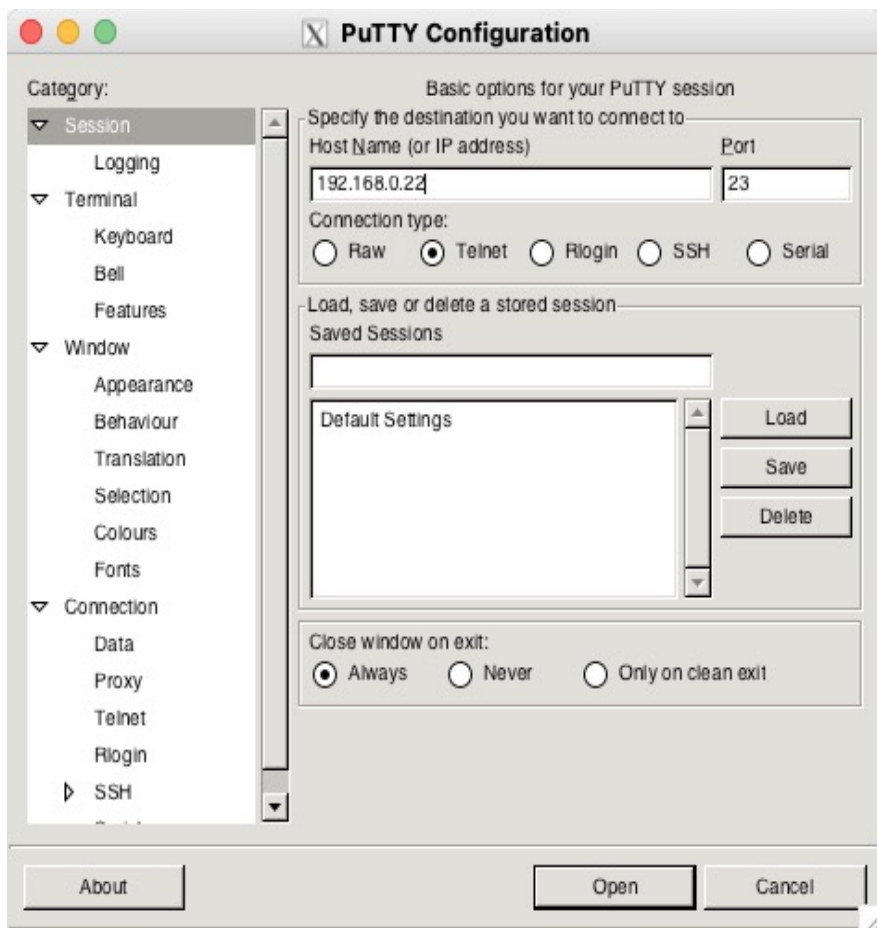
Example using Crestron to turn on/off LG display.

```
LG TV
ON
send DecoderName rs232 \x6B\x61\x20\x30\x30\x20\x30\x31\x0D
OFF
send DecoderName rs232 \x6B\x61\x20\x30\x30\x20\x30\x30\x0D
```

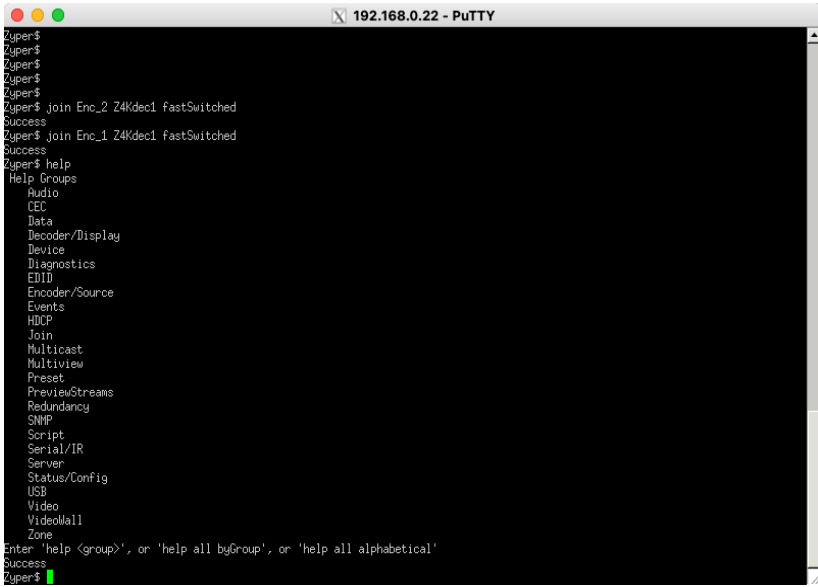
## Troubleshooting Tips

If a command issued from a 3rd party control system is not working, the first thing to do is confirm the command works when issued directly in the API. To do this you should Telnet or SSH into the API using a tool such as PuTTY.

Once the Telnet or SSH session is open, you can issue any API command to the ZyPer Management Platform manually. You can also use the HELP feature of the API to learn the correct API commands and syntax.



Once the command is working via Telnet directly to the ZMP, copy the exact syntax as needed into the 3rd party control system.



```
192.168.0.22 - PuTTY
Zuper$
Zuper$
Zuper$
Zuper$
Zuper$
Zuper$ join Enc_2 Z4Kdec1 fastSwitched
Success
Zuper$ join Enc_1 Z4Kdec1 fastSwitched
Success
Zuper$ help
Help Groups
  Radio
  CEC
  Data
  Decoder/Display
  Device
  Diagnostics
  EDIU
  Encoder/Source
  Events
  HUCP
  Join
  Multicast
  Multiview
  Preset
  PreviewStreams
  Redundancy
  SNMP
  Script
  Serial/IR
  Server
  Status/Config
  USB
  Video
  Videomall
  Zone
Enter 'help <group>', or 'help all byGroup', or 'help all alphabetical'
Success
Zuper$
```

**3**

## **Appendix**

---

## Updating the Software

### Using Mac OS X

1. Make sure the Management Platform is powered and is working correctly.
2. Download the latest software from the ZeeVee website. Make note of the location of where the software was downloaded.
3. Launch the Terminal app, found under the Applications > Utilities folder. By default, the current directory will be the Home directory.

```
Last login: Tue Mar 22 14:24:08 on console
Andrews-MacBook-Pro:~ Andrew$
```

4. Change the directory to the location of the downloaded software file. For example, if the software was downloaded to the Desktop, then change to the Desktop folder, as shown:

```
Last login: Tue Mar 22 14:24:08 on console
Andrews-MacBook-Pro:~ Andrew$ cd desktop
Andrews-MacBook-Pro:desktop Andrew$
```

5. Use the FTP protocol to login to the Management Platform. At the terminal prompt, type the following and press the [ENTER] key.

```
Andrews-MacBook-Pro:desktop Andrew$ ftp 192.168.1.6
```

6. Enter the user name and password. Use anonymous for the user name and use guest for the password. The password will not be echoed to the screen.

```
Andrews-MacBook-Pro:desktop Andrew$ ftp 192.168.1.6
Connected to 192.168.1.6
220 (vsFTPD 3.0.2)
Name (192.168.1.6:Andrew): anonymous
331 Please specify the password.
Password:
230 Login successful.
Remote system type is UNIX.
Using binary mode to transfer files.
ftp>
```

7. Type `cd files` at the ftp prompt to change to the /files directory.

```
ftp> cd files
250 Directory successfully changed.
ftp>
```

- 
8. Enter and run the `put` command, followed by the full name of the software file, as shown. Make sure to replace `[version]` with the version of the filename you are using. For example:

```
ftp> put update_nuc_3.0.38847.zyper
```

9. Press the `[ENTER]` key. Information similar to the following will be displayed.

```
local: update_nuc_3.0.38847.zyper remote: update_nuc_3.0.38847.
zyper
229 Entering Extended Passive Mode (|||35257|).
150 Ok to send data.
100% |*****| 6830 KiB 94.30
MiB/s 00:00 ETA
226 Transfer complete.
6994519 bytes sent in 00:00 (92.30 MiB/s)
```

10. Type the `exit` command to exit FTP.

```
ftp> exit
Andrews-MacBook-Pro:desktop Andrew$
```

11. Telnet to the Management Platform, as shown.

```
$ telnet 192.168.1.6
Trying 192.168.1.6...
Connected to 192.168.1.6
Escape character is '^]'.
zyper$
```

12. Use the `update` command to update the Management Platform. Once entered, the Management Platform will reboot and the software will be updated. Note that the connection will be lost, temporarily, during the update process.

```
zyper$ update server update_nuc_3.0.38847.zyper
Success
```

```
Server rebooting; connection will end
```



---

## Using Windows

1. Make sure the Management Platform is powered and is working correctly.
2. Download the latest software from the ZeeVee website. Make note of the location of where the software was downloaded.
3. Open Chrome and enter the IP address of the Management Platform using the FTP protocol. For example:

```
ftp://169.254.185.207
```

4. The /files folder will be displayed.
5. Drag-and-drop the latest software file to the /files folder.
6. Use the Telnet protocol to access the Management Platform API.
7. Use the `update` command to update the Management Platform. Once entered, the Management Platform will reboot and the software will be updated. Note that the connection will be lost, temporarily, during the update process.

```
zyper$ update server update_nuc_3.0.38847.zyper  
Success
```

```
Server rebooting; connection will end
```

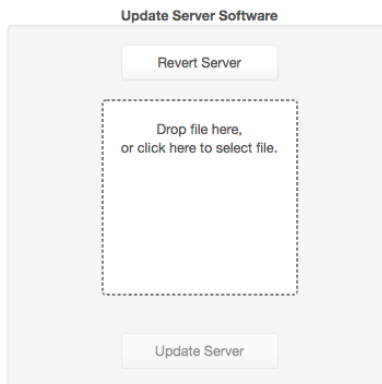
---

## Using ZyPer Management Platform

1. Make sure the Management Platform is powered and is working correctly.
2. Download the latest software from the ZeeVee website. Make note of the location of where the software was downloaded.
3. Login to the ZyPer Management Platform. Refer to [Accessing ZyPer Management Platform \(page 11\)](#) for more information.
4. Click the **Server** option at the left of the page.



5. Scroll down within the Server pain until you see the option to Update Server Software. Drag the latest software into the box and press **Update Server** to begin process. (**Note:** You can also revert the server to the previously installed version of software by clicking the **Revert Server** button) "[Show advanced controls](#)" must be enabled to use this option.



Show advanced controls

---

### Important Notes:

The ZyPer MP update file will be available in four, platform-specific versions. Please use the correct version for the hardware platform being updated.

ZyPerMP NUC computer (Single Ethernet Port): update\_nuc\_3.0.xxxxx.zyper  
ZyPerMP NUC computer (Two Ethernet Ports): update\_nuc2004\_3.0.xxxxx.zyper  
ZyPerMP Proserver: update\_proserver\_3.0.xxxxx.zyper  
ZyPerMP VMware: update\_vm\_3.0.xxxxx.zyper

- First generation ZMP NUC devices are not supported with the 3.0 release of ZMP API. These devices are running an incompatible version of the Linux Operating System and were last shipped by ZeeVee back in 2017. These units can be easily identified as they have the brand name “GigaByte” written on the underside of the unit.
- Customers using this older NUC that wish to upgrade to the 3.0 ZMP API release should contact the ZeeVee sales team (sales@zeevee.com) to purchase an updated ZMP Hardware device.

---

## Redundancy Configuration Instructions

To configure redundancy, follow the steps below. The secondary server must be running for the redundancy fields to be visible in ZMP or the API.

### Configuring redundancy through the API

#### Configuring the IP Address

1) Login to the main ZMP, or Master through telnet/ssh.

2) Issue the **“set server redundancy all-servers”** command to configure redundancy

IE: set server redundancy all-servers virtual-ip address 172.16.5.239 network-interface video

3) Use the **“show server redundancy”** command to review the redundancy configuration and confirm the changes

4) Login to the Secondary server, or Slave, through telnet.

5) Use the **“show server redundancy”** command to review the redundancy configuration and confirm the changes

### Configure the preferred roles

1) Login to the Master ZMP through telnet/ssh.

2) Issue the **“set server redundancy this-server”** command to set the preferred master and slave states on the server.

IE: set server redundancy this-server preferred-master true preferred-slave false

3) Use the **“show server redundancy”** command to review the redundancy configuration and confirm the changes

4) Login to the Slave ZMP through telnet.

5) Use the **“show server redundancy”** command to review the redundancy configuration and confirm the changes

### Configuring redundancy through ZMP

1) Login through you Master ZMP GUI with Chrome.

2) Open the Server Panel

3) Scroll down to the Redundancy fields

4) Set the fields listed below.

**Virtual IP:** The IP address that the Master and Slave servers will use. This IP address must be unique and available on the network as it will be used for telnet access for the API as well as ZMP.

**Virtual Mask:** The subnet mask for the virtual interface, must be correct for the IP address listed above and not it should not conflict with the main eth0 interface.

**Preferred Roles Radio Button:** The preferred roles for the server. This field is used to decide the Master or Slave upon both servers initializing at the same time. Although rare, this can occur.

**State:** The current role of the current Server connected to.

Server

**Redundancy**

IP: 172.16.5.240

Virtual IP:

Virtual Mask:

State: Master

**Preferred**

Master

Slave

After configuration is complete on the Master, the information should populate to the Slave server. The preferred roles for the Slave server will still need to be configured. This can be done by logging into ZMP using the Slave server IP address and modifying the Preferred roles.

The **“State”** field will reflect the servers current state.

5) After the configuration changes are made, login into ZMP with the Virtual IP address configured above.

The server panel should show the correct redundancy information.

**Note: The “switchover” button above will allow the servers to swap roles as needed.**

---

### Virtual interface on the ZMP.

Below is an example of the output of the “ifconfig” from the ZMP showing the virtual IP configured on the current master server.

```
eth0  Link encap:Ethernet  HWaddr 40:8d:5c:32:46:0e
      inet addr:172.16.5.240 Bcast:172.16.5.255 Mask:255.255.255.0
      UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
      RX bytes:36015816 (36.0 MB)  TX bytes:31515642 (31.5 MB)

eth0:ZMP Link encap:Ethernet  HWaddr 40:8d:5c:32:46:0e
      inet addr:172.16.5.239 Bcast:0.0.0.0 Mask:255.255.255.0
      UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1

eth0:avahi Link encap:Ethernet  HWaddr 40:8d:5c:32:46:0e
      inet addr:169.254.4.58 Bcast:169.254.255.255 Mask:255.255.0.0
      UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1

lo    Link encap:Local Loopback
      inet addr:127.0.0.1 Mask:255.0.0.0
      UP LOOPBACK RUNNING  MTU:65536  Metric:1
      RX bytes:4873342 (4.8 MB)  TX bytes:4873342 (4.8 MB)
```

### Important Note Regarding the Virtual Interface on the ZMP

If the Master ZMP goes offline the Slave ZMP will take over and become the new Master. There is a brief period of between 10 and 20 seconds where the Virtual IP address may not be available on the network. This is due to the ARP Age Time parameter setting of the associated network.

Please consult your network switch documentation regarding this parameter and set it to the lowest setting possible.

## Hardware Specifications (Older Intel NUC version)

CPU	<ul style="list-style-type: none"> <li>Intel® Pentium® Processor J5005</li> </ul>
Operating System	<ul style="list-style-type: none"> <li>Linux Ubuntu 16.04</li> </ul>
Internal Storage	<ul style="list-style-type: none"> <li>64 GB SSD</li> </ul>
Graphics	<ul style="list-style-type: none"> <li>Intel® HD Graphics 600</li> </ul>
LAN	<ul style="list-style-type: none"> <li>Gigabit LAN</li> </ul>
Internal Memory	<ul style="list-style-type: none"> <li>8 GB DDR4</li> </ul>
Power Supply	<ul style="list-style-type: none"> <li>Input: 100 ~ 240 V AC</li> <li>Output: 19V DC, 3.42 A</li> </ul>
I/O	<ul style="list-style-type: none"> <li>2 x HDMI 2.0a</li> <li>4 x USB 3.0, Type- A, female</li> <li>1 x RJ45</li> <li>1 x 19V DC</li> <li>1 x Kensington lock slot</li> <li>2 x 3.5mm headset jacks (Not used)</li> </ul>
Operating Temperature	<ul style="list-style-type: none"> <li>0 °C to +40 °C</li> </ul>
Storage Temperature	<ul style="list-style-type: none"> <li>-20 °C to +60 °C</li> </ul>
VESA	<ul style="list-style-type: none"> <li>VESA Bracket included</li> <li>Supports 75 x 75 and 100 x 100 mm</li> </ul>
Dimensions (W x H x D)	<ul style="list-style-type: none"> <li>4.55 in x 2.01 in x 4.57 in (115 mm x 51 mm x 111 mm)</li> </ul>



RoHS



## Hardware Specifications (NUC version Feb 2022 and beyond)

CPU	<ul style="list-style-type: none"> <li>Intel® Celeron® Processor N3350</li> </ul>
Operating System	<ul style="list-style-type: none"> <li>Linux Ubuntu 20.04</li> </ul>
Internal Storage	<ul style="list-style-type: none"> <li>64 GB SSD</li> </ul>
Graphics	<ul style="list-style-type: none"> <li>Intel® HD Graphics 500</li> </ul>
LAN	<ul style="list-style-type: none"> <li>1x 100mb LAN (Eth0), 1x Gigabit LAN (Eth1)</li> </ul>
Internal Memory	<ul style="list-style-type: none"> <li>4 GB DDR4</li> </ul>
Power Supply	<ul style="list-style-type: none"> <li>Input: 100 ~ 240 V AC</li> <li>Output: 19V DC, 3.42 A</li> </ul>
I/O	<ul style="list-style-type: none"> <li>2 x HDMI 2.0a</li> <li>3 x USB 3.0, Type-A, female</li> <li>2 x USB 2.0, Type-A, female</li> <li>2 x RJ45</li> <li>1 x 19V DC</li> <li>1 x Kensington lock slot</li> <li>1 x 3.5mm headset jacks (Not used)</li> </ul>
Operating Temperature	<ul style="list-style-type: none"> <li>0 °C to +40 °C</li> </ul>
Storage Temperature	<ul style="list-style-type: none"> <li>-20 °C to +70 °C</li> </ul>
VESA	<ul style="list-style-type: none"> <li>VESA Bracket included</li> <li>Supports 75 x 75 and 100 x 100 mm</li> </ul>
Dimensions (W x H x D)	<ul style="list-style-type: none"> <li>6.06 in x 1.25 in x 4.25 in (154 mm x 32 mm x 108 mm)</li> </ul>



RoHS



Ethernet Port 0 = Video Port. DHCP default IP Address (Side with USB only)

Video Port connected to same network with ZyPer Endpoints

Ethernet Port 1 = Management Port. (Side with HDMI ports)

Management Port connected to other network (if used)

Static IP Address 192.168.20.2 Subnet Mask = 255.255.255.0



## Hardware Specifications (Enterprise Grade Rack Mount)

CPU	<ul style="list-style-type: none"> <li>Intel® Xeon E3-1200 v5</li> </ul>
Operating System	<ul style="list-style-type: none"> <li>Linux Ubuntu 16.04 or 22.04</li> </ul>
Internal Storage	<ul style="list-style-type: none"> <li>64 GB SSD</li> </ul>
Graphics	<ul style="list-style-type: none"> <li>ASPEED AST2400 BMC</li> </ul>
LAN	<ul style="list-style-type: none"> <li>Dual Gigabit LAN</li> </ul>
Internal Memory	<ul style="list-style-type: none"> <li>8 GB DDR4</li> </ul>
Power Supply	<ul style="list-style-type: none"> <li>200W Low-Noise AC-DC power supply. Fan speed dynamically adjusts for load and environment.</li> </ul>
I/O	<ul style="list-style-type: none"> <li>1 x VGA (15-pin D-sub)</li> <li>2 x USB 2.0, Type-A, female</li> <li>2 x RJ45 (LAN) (Video Network and Management Network)</li> <li>1 x RS232 (9-pin D-sub)</li> </ul>
Operating Temperature	<ul style="list-style-type: none"> <li>+10 °C to +35 °C</li> </ul>
Storage Temperature	<ul style="list-style-type: none"> <li>-40 °C to +70 °C</li> </ul>
Dimensions (W x H x D)	<ul style="list-style-type: none"> <li>17.2 in x 1.7 in x 11.3 in</li> <li>(437 mm x 43 mm x 287 mm)</li> </ul>
Ambient Noise	<ul style="list-style-type: none"> <li>Measurement point was 1M distant, straight in front of unit</li> <li>43.5 db(A) - Startup and peak load condition</li> <li>32.8 - 34.4 db(A) - Expected range during typical load</li> <li>31.7 db(A) - Idle and very lightly loaded or cooler ambient conditions</li> </ul>
Weight	<ul style="list-style-type: none"> <li>8.45 lbs, (3.83 kg)</li> </ul>



Ethernet Port 0 = Video Port. DHCP default IP Address

Video Port connected to same network with ZyPer Endpoints

Ethernet Port 1 = Management Port.

Management Port connected to other network (if used)

Static IP Address 192.168.20.2 Subnet Mask = 255.255.255.0



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## Hardware Specifications (VMware Virtual Machine)

CPU	<ul style="list-style-type: none"><li>• Dual CPU's</li></ul>
Server Platform	<ul style="list-style-type: none"><li>• VMware ESXi 6.0 or later</li></ul>
Internal Storage	<ul style="list-style-type: none"><li>• 64 GB or greater</li></ul>
LAN	<ul style="list-style-type: none"><li>• Gigabit LAN</li></ul>
Internal Memory	<ul style="list-style-type: none"><li>• 8 GB or greater</li></ul>





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