Director API

Overview

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Introduction

For Director family, we have rich APIs for developers to interact with the device such as switch scenes, apply GFX, play video and BGM, control audio and start/stop streaming and recording. These APIs are based on the Hyper Text Transfer Protocol (HTTP) and are lightweight and connectionless interfaces without response data. This document gives you a detailed understanding of each API's functions and request mode.

APIs in this document apply to:

- Director Mini (Firmware version: 3.0)
- Director One (Firmware version: 3.0)

HTTP Status Code

Code	Description
200	Success
400	The request contains syntax errors, and required parameter is missing in the request.
403	The server has understood the request but refuses to execute it. The content of the operation does not exist or the operation behavior is prohibited to execute.
404	The server could not find the requested page. The requested interface is written incorrectly.

DEMO: Command Line

In different operating systems, you can install the wget and curl tools, and then you can call the Director API from the command line by wget or curl commands.

The cookie file in the following example is stored in a different location in different operating systems, so please modify it according to the actual situation.

wget

1. Switch scenes by index.

   ```
   wget "http://10.10.3.21:8080/V1.0/scene/switchByIndex?index=0" -q -O -
   ```

2. Switch to the next scene.

   ```
   wget "http://10.10.3.21:8080/V1.0/scene/next" -q -O -
   ```

curl

1. Switch scenes by index.

   ```
   curl "http://10.10.3.21:8080/V1.0/scene/switchByIndex?index=0"
   ```

2. Switch to the next scene.

   ```
   curl "http://10.10.3.21:8080/V1.0/scene/next"
   ```

Version History

Version 3.0.938

Replay

New API

- removeAllEvents
- removeEvents
- removeEventsByTime

Show

New API

- first
- last
- next
- previous

Version 3.0.861

BGM

New API

- getPlayList
- playByFile
- playByIndex
- seekByProgress

GFX

New API

- actionByUUID
- getGFXList

Scoreboard

New API

- resetGameTime
- setFootballStoppageTime
- showFootballStagePlayer
- showFootballStoppageTime

Updated API

- adjustBallStrike
  - New input parameters: uuid
- adjustOut
  - New input parameters: uuid
- clearPitchCount
  - New input parameters: uuid
- firstPeriod
  - New input parameters: uuid
- gameTimeAction
  - New input parameters: uuid
- lastPeriod
  - New input parameters: uuid
- nextPeriod
  - New input parameters: uuid
- pauseGameTime

  - New input parameters: uuid
- playGameTime
  - New input parameters: uuid
- previousPeriod
  - New input parameters: uuid
- reset
  - New input parameters: uuid
- setCountdown
  - New input parameters: uuid
- setGameTime
  - New input parameters: uuid
- setOnBaseRunners
  - New input parameters: uuid
- setPeriod
  - New input parameters: uuid
- setScoreOfGuest
  - New input parameters: uuid
- setScoreOfHome
  - New input parameters: uuid
- setTimeFormat
  - New input parameters: uuid
- showBallStrike
  - New input parameters: uuid
- showCountdown
  - New input parameters: uuid
- showGameName
  - New input parameters: uuid
- showGameTime
  - New input parameters: uuid
- showInning
  - New input parameters: uuid
- showOnBaseRunners
  - New input parameters: uuid
- showOut
  - New input parameters: uuid
- updateScoreOfGuest
  - New input parameters: uuid
- updateScoreOfHome
  - New input parameters: uuid

Timer

Updated API

- pause
  - New input parameters: uuid
- play
  - New input parameters: uuid
- playAction
  - New input parameters: uuid
- reset
  - New input parameters: uuid

Stopwatch

Updated API

- pause
  - New input parameters: uuid
- play
  - New input parameters: uuid
- playAction
  - New input parameters: uuid

- reset
    - New input parameters: uuid

Webpage

New API

- downAction
- endAction
- goBack
- goForward
- homeAction
- leftAction
- pageDownAction
- pageUpAction
- reload
- reset
- rightAction
- scale
- upAction

Replay

New API

- nextFrame
- previousFrame
- seekByProgress

Updated API

- backward
    - New input parameters: offset
- enterReplayMode
    - New input parameters: lensIndex
- forward
    - New input parameters: offset
- getEventList
    - New input parameters: number, customName, clipSuffixName
- replayEvent
    - New input parameters: lensIndex
- replayFromSecondsAgo
    - New input parameters: lensIndex
- seek
    - Modified input parameters: progress

PTZ

New API

- focusExact
- zoomExact

Updated API

- getDeviceList
    - New input parameters: id, layerName, controlType, isSupportPtz

Deprecated API

- focusFar
- focusNear
- focusStop

Scene

New API

- getSceneList
- previewToPGM
- seekVideo
- seekVideoBackward
- seekVideoByProgress
- seekVideoForward
- seekVideoToEnd
- seekVideoToStart
- select3DPattern
- selectDvePattern
- selectStingerFile
- switchByUUID

Updated API

- setTransitionAnimation
    - Modified input parameters: name
- switchByIndex
    - Modified input parameters:switchEffect
- switchByName
    - Modified input parameters: switchEffect

Show

New API

- getShowList
- switchById

Stream

New API

- actionById
- getStreamServersList

Updated API

- actionByIndex
    - New input parameters: controlYouTubeLive
- actionByName
    - New input parameters: controlYouTubeLive
- stopAll
    - New input parameters: controlYouTubeLive

Shortcuts

New API

- action
- getConfig

System

New API

- screenshot
- setBrightness

Volume

New API

- getConfig
- outputMicToUsb
- setScope
- solo

Updated API

- monitorMicInput
  - Modified input parameters: on

first

Use the interface to jump to the first BGM.

Request Mode

```
POST/GET http://ip/V1.0/bgm/first
```

Request Data

Null

Response Body

HTTP Status Code

getPlayList

Use the interface to get the BGM play list.

Request Mode

```
POST/GET http://ip/V1.0/bgm/getPlayList
```

Request Data

Null

Response Body

```
{
    "bgmList": [
        {
            "singer": "Magewell",
            "artworkPath": "/storage/emulated/0/Director/Files/audio/audio_19b3b7793e8b6837fafaef300955ba83.png",
            "duration": 240,
            "fileMD5": "19b3b7793e8b6837fafaef300955ba83",
            "filePath": "/storage/emulated/0/Director/Files/audio/audio_19b3b7793e8b6837fafaef300955ba83.mp3",
            "notExist": false,
            "title": "Rain"
        }
    ],
    "message": "SUCCESS",
    "status": 0
}
```

Property	Description
status	Service status code 0: Success
message	Service status description
bgmList	BGM play list

Property	Description
title	The title
filePath	The file path
fileMD5	The file's MD5 value
duration	Duration, in ms
singer	Singer or artist
artworkPath	The thumbnail file path
notExist	Whether the file is lost. true: Lost; false: Not lost

HTTP Status Code

last

Use the interface to jump to the last BGM.

Request Mode

```
POST/GET http://ip/V1.0/bgm/last
```

Request Data

Null

Response Body

HTTP Status Code

next

Use the interface to go to the next BGM.

Request Mode

```
POST/GET http://ip/V1.0/bgm/next
```

Request Data

Null

Response Body

HTTP Status Code

pause

Use the interface to pause BGM.

Request Mode

```
POST/GET http://ip/V1.0/bgm/pause
```

Request Data

Null

Response Body

HTTP Status Code

play

Use the interface to play BGM.

Request Mode

```
POST/GET http://ip/V1.0/bgm/play
```

Request Data

Null

Response Body

HTTP Status Code

playAction

Play/Pause BGM.

Request Mode

```
POST/GET http://ip/V1.0/bgm/playAction
```

Request Data

Null

Response Body

HTTP Status Code

playByFile

Use the interface to play BGM by file.

Request Mode

```
POST/GET http://ip/V1.0/bgm/playByFile?filePath=/storage/emulated/0/Director/Files/audio/audio_19b3b7793e8b6837fafaef
300955ba83.mp3
```

Request Data

Parameter	Type	Description
filePath	String	The file path

Response Body

HTTP Status Code

playByIndex

Use the interface to play BGM by index.

Request Mode

```
POST/GET http://ip/V1.0/bgm/playByIndex?index=1
```

Request Data

Parameter	Type	Description
index	Int	The BGM index, which can be 1, 2, 3...

Response Body

HTTP Status Code

previous

Use the interface to go to the previous BGM.

Request Mode

```
POST/GET http://ip/V1.0/bgm/previous
```

Request Data

Null

Response Body

HTTP Status Code

seekByProgress

Use the interface to jump to a specific progress position of the current BGM.

Request Mode

```
POST/GET http://ip/V1.0/bgm/seekByProgress?progress=0.5
```

Request Data

Parameter	Type	Description
progress	Double	Background music progress as a percentage, with a value range of 0 to 1

Response Body

HTTP Status Code

actionByIndex

Use the interface to display/undisplay GFX by index.

Request Mode

```
POST/GET http://ip/V1.0/gfx/actionByIndex?index=1&on=true
```

Request Data

Parameter	Type	Description
index	Int	The position of GFX in the list, which can be 1, 2...
on	Bool	Whether to apply the GFX to the composite image. True: Apply, False: Not apply. Non-essential parameter. Without this parameter, the device automatically displays or undisplays the GFX.

Response Body

HTTP Status Code

actionByName

Use the interface to display/undisplay GFX by name.

Request Mode

```
POST/GET http://ip/V1.0/gfx/actionByName?name=clock&on=true
```

Request Data

Parameter	Type	Description
name	String	The name of GFX
on	Bool	Whether to apply the GFX to the composite image. True: Apply, False: Not apply. Non-essential parameter. Without this parameter, the device automatically displays or undisplays the GFX.

Response Body

HTTP Status Code

actionByUUID

Use the interface to display/undisplay GFX by GFX ID.

Request Mode

```
POST/GET http://ip/V1.0/gfx/actionByUUID?uuid=1719559382373&on=true
```

Request Data

Parameter	Type	Description
uuid	String	The unique ID of GFX
on	Bool	Whether to apply the GFX to the composite image. True: Apply, False: Not apply. Non-essential parameter. Without this parameter, the device automatically displays or undisplays the GFX.

Response Body

HTTP Status Code

clear

Use the interface to turn off all of GFXs.

Request Mode

```
POST/GET http://ip/V1.0/gfx/clear
```

Request Data

Null

Response Body

HTTP Status Code

getGFXList

Use the interface to get the GFX list.

Request Mode

```
POST/GET http://ip/V1.0/gfx/getGFXList
```

Request Data

Null

Response Body

```
{
    "gfxList": [
        {
            "gfxSceneType": 1,
            "name": "Scoreboard",
            "uuid": "71465631-a682-49af-918e-e3713b6cbb18"
        },
        {
            "gfxSceneType": 2,
            "name": "Timer",
            "uuid": "6565d48c-d6c6-4fd7-8345-9cf62487f41d"
        },
        {
            "gfxSceneType": 9,
            "name": "Lower Third",
            "uuid": "e7d00fe7-188f-4fda-aa68-04f82a6fc844"
        }
    ],
    "totalCount": 5,
    "message": "SUCCESS",
    "status": 0
}
```

Parameter	Type	Description
status	Int	Service status code 0: Success
message	String	Service status description
totalCount	Int	Total number of GFXs
gfxList	Array of GFXInfo	The array of GFX information

GFXInfo

Parameter	Type	Description
uuid	String	The unique GFX ID
name	String	The name of GFX
gfxSceneType	Int	GFX type. 0: General 1: Scoreboard 2: Timer 3: Stopwatch 4: Custom 5: Baseball Scoreboard 6: Webpage 7: NDI 8: Soccer Scoreboard 9: PAG

HTTP Status Code

adjustBallStrike

Use the interface to modify the number of balls and strikes.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/adjustBallStrike?ballChange=-3&strikeChange=-3&uuid=1718789860579
```

Request Data

Parameter	Type	Description
ballChange	Int	Change the number of balls. A positive value is to add, and a negative value is to decrease.
strikeChange	Int	Change the number of strikes. A positive value is to add, and a negative value is to decrease.
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

adjustOut

Use the interface to modify the number of Out.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/adjustOut?change=-3&uuid=1718789860579
```

Request Data

Parameter	Type	Description
adjustOut	Int	Change the number of Out. A positive value is to add, and a negative value is to decrease.
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

clearPitchCount

Use the interface to make both balls and strikes zero.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/clearPitchCount?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

firstPeriod

Use the interface to jump to the first period or the top of the first inning.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/firstPeriod?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

gameTimeAction

Use the interface to start/resume/pause the game time.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/gameTimeAction?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

lastPeriod

Use the interface to jump to the last period. (Unavailable for baseball scoreboard)

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/lastPeriod?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

nextPeriod

Use the interface to jump to the next period or the next half (baseball).

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/nextPeriod?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

pauseGameTime

Use the interface to pause the game time.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/pauseGameTime?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

playGameTime

Use the interface to start or resume counting game time.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/playGameTime?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

previousPeriod

Use the interface to jump to the previous period or the previous half (baseball).

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/previousPeriod?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

reset

Use the interface to reset the scoreboard.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/reset?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

resetGameTime

Use the interface to reset the game time of scoreboard.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/resetGameTime?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	The unique ID of scoreboard. Non-essential parameter, without which it controls the scoreboard displayed in the program view.

Response Body

HTTP Status Code

setCountdown

Use the interface to set the time of countdown timer.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/setCountdown?h=1&m=2&s=3&sss=100&time=10:00&uuid=1718789860579
```

Request Data

Parameter	Type	Description
h	Int	Hour, ranging from 0 to ∞
m	Int	Minute, ranging from 0 to ∞
s	Int	Second, ranging from 0 to ∞
sss	Int	Millisecond, ranging from 0 to 999
time	String	Game time, such as 01:05:06, 05:06, 6:06, 9.8, 9, 0.5. When this value exists, the h, m, s, and sss parameters will be ignored.
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

showFootballStagePlayer

Use the interface to show substitution for the soccer scoreboard.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/showFootballStagePlayer?show=true&uuid=1718789860579
```

Request Data

Parameter	Type	Description
show	Boolean	Whether to show the substitution. Non-essential parameter, without which it shows or hides the substitution based on the current status of the scoreboard. true: Show, false: Hide
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

setFootballStoppageTime

Use the interface to set the stoppage time for a soccer scoreboard.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/setFootballStoppageTime?seconds=3&uuid=1718789860579
```

Request Data

Parameter	Type	Description
seconds	Int	Stoppage time, in seconds
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

setGameTime

Use the interface to set game time.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/setGameTime?h=1&m=2&s=3&sss=100&time=10:00&uuid=1718789860579
```

Request Data

Parameter	Type	Description
h	Int	Hour, ranging from 0 to ∞
m	Int	Minute, ranging from 0 to ∞
s	Int	Second, ranging from 0 to ∞
sss	Int	Millisecond, ranging from 0 to 999
time	String	Game time, such as 01:05:06, 05:06, 6:06, 9.8, 9, 0.5. When this value exists, the h, m, s, and sss parameters will be ignored.
modifyTimeFormat	Boolean	Whether to modify time format when set time parameters. True: Yes, False: No.
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

setOnBaseRunners

Use the interface to set on-base runner indicators.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/setOnBaseRunners?position=-3&touchBase=true&uuid=1718789860579
```

Request Data

Parameter	Type	Description
position	Int	Base. 1: first base 2: second base 3: third base
touchBase	Boolean	Whether the runner is on base. true: Yes; false: No
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

setPeriod

Use the interface to go the specified period or inning.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/setPeriod?period=1&uuid=1718789860579
```

Request Data

Parameter	Type	Description
period	Int	The position of the period in the list, 1, 2, 3...

Baseball scoreboard innings, 1: Top haft of 1st inning, 2: Bottom half of 1st inning, 3: Top half of 2nd inning... | |uuid |String |Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene |

Response Body

HTTP Status Code

setScoreOfGuest

Use the interface to set the score of guest team.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/setScoreOfGuest?score=3&uuid=1718789860579
```

Request Data

Parameter	Type	Description
score	Int	The score of guest team
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

setScoreOfHome

Use the interface to set the score of home team.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/setScoreOfHome?score=3&uuid=1718789860579
```

Request Data

Parameter	Type	Description
score	Int	The score of home team
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

setTimeFormat

Use the interface to set game time format.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/setTimeFormat?timeFormat=1&uuid=1718789860579
```

Request Data

Parameter	Type	Description
timeFormat	Int	Time format. 0: h:mm:ss 1: mm:ss 2: mm:ss.d 3: mm:ss, ss.d
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

showBallStrike

Use the interface to show balls and strikes.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/showBallStrike?show=true&uuid=1718789860579
&uuid=1718789860579
```

Request Data

Parameter	Type	Description
show	Boolean	Whether to show balls and strikes. true: Show; false: Hide
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

showCountdown

Use the interface to show game time countdown.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/showCountdown?show=true&uuid=1718789860579
```

Request Data

Parameter	Type	Description
show	Boolean	Whether to show game time countdown. true: show, false: hide
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

showFootballStoppageTime

Use the interface to show the stoppage time of a soccer scoreboard.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/showFootballStoppageTime?show=true&uuid=1718789860579
```

Request Data

Parameter	Type	Description
show	Boolean	Whether to show the stoppage time. Non-essential parameter, without which it shows or hides the stoppage time based on the current status of the scoreboard. true: Show, false: Hide
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

showGameName

Use the interface to show game name.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/showGameName?show=true&uuid=1718789860579
```

Request Data

Parameter	Type	Description
show	Boolean	Whether to show game name. true: show, false: hide
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

showGameTime

Use the interface to show game time count-up.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/showGameTime?show=true&uuid=1718789860579
```

Request Data

Parameter	Type	Description
show	Boolean	Whether to show game time count-up. true: show, false: hide
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

showInning

Use the interface to show the number of innings.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/showInning?show=true&uuid=1718789860579
```

Request Data

Parameter	Type	Description
show	Boolean	Whether to show the number of innings. true: Show; false: Hide
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

showOnBaseRunners

Use the interface to show on-base runners indicators.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/showOnBaseRunners?show=true&uuid=1718789860579
```

Request Data

Parameter	Type	Description
show	Boolean	Whether to show on-base runners indicators. true: Show; false: Hide
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

showOut

Use the interface to show the number of outs.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/showOut?show=true&uuid=1718789860579
```

Request Data

Parameter	Type	Description
show	Boolean	Whether to show the number of outs. true: Show; false: Hide
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

updateScoreOfGuest

Use the interface to change the score of guest team.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/updateScoreOfGuest?changeScore=3&uuid=1718789860579
```

Request Data

Parameter	Type	Description
changeScore	Int	The score to add or decrease. Positive is a plus, and negative is a minus.
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

updateScoreOfHome

Use the interface to change the score of home team.

Request Mode

```
POST/GET http://ip/V1.0/gfx/scoreboard/updateScoreOfHome?changeScore=3&uuid=1718789860579
```

Request Data

Parameter	Type	Description
changeScore	Int	The score to add or decrease. Positive is a plus, and negative is a minus.
uuid	String	Unique ID of the scoreboard, non-essential parameter, without which is considered to control the scoreboard displayed on the PGM scene

Response Body

HTTP Status Code

pause

Use the interface to pause the timer.

Request Mode

```
POST/GET http://ip/V1.0/gfx/countdown/pause?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the timer, non-essential parameter, without which is considered to control the timer displayed on the PGM scene

Response Body

HTTP Status Code

play

Use the interface to start or resume the timer.

Request Mode

```
POST/GET http://ip/V1.0/gfx/countdown/play?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the timer, non-essential parameter, without which is considered to control the timer displayed on the PGM scene

Response Body

HTTP Status Code

playAction

Use the interface to start/resume/pause the timer.

Request Mode

```
POST/GET http://ip/V1.0/gfx/countdown/playAction?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the timer, non-essential parameter, without which is considered to control the timer displayed on the PGM scene

Response Body

HTTP Status Code

reset

Use the interface to reset the timer.

Request Mode

```
POST/GET http://ip/V1.0/gfx/countdown/reset?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the timer, non-essential parameter, without which is considered to control the timer displayed on the PGM scene

Response Body

HTTP Status Code

pause

Use the interface to pause the stopwatch.

Request Mode

```
POST/GET http://ip/V1.0/gfx/stopwatch/pause?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the stopwatch, non-essential parameter, without which is considered to control the stopwatch displayed on the PGM scene

Response Body

HTTP Status Code

play

Use the interface to start or resume the stopwatch.

Request Mode

```
POST/GET http://ip/V1.0/gfx/stopwatch/play?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the stopwatch, non-essential parameter, without which is considered to control the stopwatch displayed on the PGM scene

Response Body

HTTP Status Code

playAction

Use the interface to start/resume/pause the stopwatch.

Request Mode

```
POST/GET http://ip/V1.0/gfx/stopwatch/playAction?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the stopwatch, non-essential parameter, without which is considered to control the stopwatch displayed on the PGM scene

Response Body

HTTP Status Code

reset

Use the interface to reset the stopwatch.

Request Mode

```
POST/GET http://ip/V1.0/gfx/stopwatch/reset?uuid=1718789860579
```

Request Data

Parameter	Type	Description
uuid	String	Unique ID of the stopwatch, non-essential parameter, without which is considered to control the stopwatch displayed on the PGM scene

Response Body

HTTP Status Code

downAction

Use the interface to scroll down the webpage in the PGM scene, acting like the down arrow key.

Request Mode

```
POST/GET http://ip/V1.0/graphics/downAction
```

Request Data

Null

Response Body

HTTP Status Code

endAction

Use the interface to scroll the webpage to the end in the PGM scene, acting like the End key.

Request Mode

```
POST/GET http://ip/V1.0/graphics/endAction
```

Request Data

Null

Response Body

HTTP Status Code

goBack

Use the interface to go back to the previous webpage in the PGM scene.

Request Mode

```
POST/GET http://ip/V1.0/graphics/goBack
```

Request Data

Null

Response Body

HTTP Status Code

goForward

Use the interface to go forward to the next webpage in the PGM scene.

Request Mode

```
POST/GET http://ip/V1.0/graphics/goForward
```

Request Data

Null

Response Body

HTTP Status Code

homeAction

Use the interface to scroll the webpage to the top in the PGM scene, acting like the Home key.

Request Mode

```
POST/GET http://ip/V1.0/graphics/homeAction
```

Request Data

Null

Response Body

HTTP Status Code

leftAction

Use the interface to scroll left the webpage in the PGM scene, acting like the left arrow key.

Request Mode

```
POST/GET http://ip/V1.0/graphics/leftAction
```

Request Data

Null

Response Body

HTTP Status Code

pageDownAction

Use the interface to control the webpage in the PGM scene to scroll down a screen, acting like the Page Down (PdDn) key.

Request Mode

```
POST/GET http://ip/V1.0/graphics/pageDownAction
```

Request Data

Null

Response Body

HTTP Status Code

pageUpAction

Use the interface to control the webpage in the PGM scene to scroll up a screen, acting like the Page Up (PdUp) key.

Request Mode

```
POST/GET http://ip/V1.0/graphics/pageUpAction
```

Request Data

Null

Response Body

HTTP Status Code

doReload

Use the interface to reload the webpage in the PGM scene.

Request Mode

```
POST/GET http://ip/V1.0/graphics/reload
```

Request Data

Null

Response Body

HTTP Status Code

doReset

Use the interface to reset the webpage content to the default size in the PGM scene.

Request Mode

```
POST/GET http://ip/V1.0/graphics/reset
```

Request Data

Null

Response Body

HTTP Status Code

rightAction

Use the interface to scroll right the webpage in the PGM scene, acting like the right arrow key.

Request Mode

```
POST/GET http://ip/V1.0/graphics/rightAction
```

Request Data

Null

Response Body

HTTP Status Code

doScale

Use the interface to zoom the webpage content in the PGM scene.

Request Mode

```
POST/GET http://ip/V1.0/graphics/doScale?scale=2.0
```

Request Data

Parameter	Type	Description
scale	Float	Zoom ratio, ranging from 0.25 to 5.0

Response Body

HTTP Status Code

upAction

Use the interface to scroll up the webpage in the PGM scene, acting like the up arrow key.

Request Mode

```
POST/GET http://ip/V1.0/graphics/upAction
```

Request Data

Null

Response Body

HTTP Status Code

addEvent

Use the interface to save an event.

Request Mode

```
POST/GET http://ip/V1.0/replay/addEvent?duration=5
```

Request Data

Parameter	Type	Description
duration	Int	The duration of event, in second, ranging from 3 to 60

Response Body

HTTP Status Code

backward

Use the interface to rewind the video backward.

Request Mode

```
POST/GET http://ip/V1.0/replay/backward?offset=5000
```

Request Data

Parameter	Type	Description
offset	Int	The step size, in ms. Non-essential parameter. When it is 0 or not provided, the preset step size is used.

Response Body

HTTP Status Code

enterReplayMode

Use the interface to start quick replay which jumps back to the start of the buffer.

Request Mode

```
POST/GET http://ip/V1.0/replay/enterReplayMode?lensIndex=1
```

Request Data

Parameter	Type	Description
lensIndex	Int	The camera to replay first, non-essential parameter, which is only applicable when using dual-camera replay, with a default value of -1. 0: Camera 1; 1: Camera 2; -1: Replay according to preset order

Response Body

HTTP Status Code

exitReplayMode

Use the interface to exit the replay mode.

Request Mode

```
POST/GET http://ip/V1.0/replay/exitReplayMode
```

Request Data

Null

Response Body

HTTP Status Code

forward

Use the interface to wind the video forward.

Request Mode

```
POST/GET http://ip/V1.0/replay/forward?offset=5000
```

Request Data

Parameter	Type	Description
offset	Int	The step size, in ms. Non-essential parameter. When it is 0 or not provided, the preset step size is used.

Response Body

HTTP Status Code

getEventList

Use the interface to get the event list.

Request Mode

```
POST/GET http://ip/V1.0/replay/getEventList
```

Request Data

Null

Response Body

```
{
    "status": 0,
    "message": "SUCCESS",
    "eventList": [
        {
            "replayRecordId": "88",
            "totalSize": 370502,
            "duration": 5000,
            "number": 4
        },
        {
            "replayRecordId": "87",
            "totalSize": 2361703,
            "duration": 5000,
            "number": 3,
            "customName": "Event xxxx"
        },
        {
            "replayRecordId": "87_clip",
            "totalSize": 1535456,
            "duration": 5000,
            "number": 3,
            "customName": "Event xxxx",
            "clipSuffixName": "_clip"
        }
    ]
}
```

Name	Description
replayRecordId	The event ID
totalSize	The size of event file, in byte
duration	Duration, in millisecond
number	The event number
customName	The custom name
clipSuffixName	The suffix name of the clipped file, which is the reserved field

HTTP Status Code

muteAudio

Use the interface to mute the audio of replay.

Request Mode

```
POST/GET http://ip/V1.0/replay/muteAudio?mute=true
```

Request Data

Parameter	Type	Description
mute	Boolean	Whether to mute the audio of replay. False: Not mute, true: Mute. Non-essential parameter. Without this parameter, the device automatically mutes or unmutes the audio.

Response Body

HTTP Status Code

muteMic

Use the interface to mute the microphone during replay.

Request Mode

```
POST/GET http://ip/V1.0/replay/muteMic?mute=true
```

Request Data

Parameter	Type	Description
mute	Boolean	Whether to mute. False: Not mute, true: mute. Non-essential parameter. Without this parameter, the device automatically mutes or unmutes the audio.

Response Body

HTTP Status Code

nextFrame

Use the interface to go to the next frame, taking effect only when the replay is paused (for V2.5.0 and above).

Request Mode

```
POST/GET http://ip/V1.0/replay/nextFrame
```

Request Data

Null

Response Body

HTTP Status Code

pause

Use the interface to pause replay.

Request Mode

```
POST/GET http://ip/V1.0/replay/pause
```

Request Data

Null

Response Body

HTTP Status Code

play

Use the interface to play or resume replay.

Request Mode

```
POST/GET http://ip/V1.0/replay/play
```

Request Data

Null

Response Body

HTTP Status Code

playAction

Use the interface to play, resume or pause the replay.

Request Mode

```
POST/GET http://ip/V1.0/replay/playAction
```

Request Data

Null

Response Body

HTTP Status Code

previousFrame

Use the interface to go to the previous frame,taking effect when the replay is paused ((for V2.5.0 and above).

Request Mode

```
POST/GET http://ip/V1.0/replay/previousFrame
```

Request Data

Null

Response Body

HTTP Status Code

removeAllEvents

Use the interface to delete all the events.

Request Mode

```
POST/GET http://ip/V1.0/replay/removeAllEvents
```

Request Data

Null

Response Body

HTTP Status Code

removeEvents

Use the interface to delete events.

Request Mode

```
POST/GET http://ip/V1.0/replay/removeEvents?ids=23,25
```

Request Data

Parameter	Type	Description
ids	String	The unique ID of an event. When there are multiple, use comma to separate them. This parameter is optional. If not provided, the last event will be deleted by default.

Response Body

HTTP Status Code

removeEventsByTime

Use the interface to delete events within a specified time interval.

Request Mode

```
POST/GET http://ip/V1.0/replay/removeEventsByTime?startTimestamp=1704067200000&endTimestamp=0
```

Request Data

Parameter	Type	Description
startTimestamp	Long	Start of the time interval, Unix timestamp.
endTimestamp	Long	End of the time interval, Unix timestamp. If set to 0, it is considered to span from the start time to the current time.

Response Body

HTTP Status Code

replayEvent

Use the interface to replay an event.

Request Mode

```
POST/GET http://ip/V1.0/replay/replayEvent?replayRecordId=23&lensIndex=1
```

Request Data

Parameter	Type	Description
replayRecordId	Int	The event ID, non-essential. If it is not carried, it means to replay the last event.
lensIndex	Int	The camera to replay first, non-essential parameter, which is only applicable when using dual-camera replay, with a default value of -1. 0: Camera 1; 1: Camera 2; -1: Replay according to preset order

Response Body

HTTP Status Code

replayFromSecondsAgo

Use the interface to start replay from N seconds before the end of replay buffer.

Request Mode

```
POST/GET http://ip/V1.0/replay/replayFromSecondsAgo?seconds=5&lensIndex=1
```

Request Data

Parameter	Type	Description
seconds	Int	Second, ranging from 3 to 60
lensIndex	Int	The camera to replay first, non-essential parameter, which is only applicable when using dual-camera replay, with a default value of -1. 0: Camera 1; 1: Camera 2; -1: Replay according to preset order

Response Body

HTTP Status Code

rewindToStart

Use the interface to rewind to the start.

Request Mode

```
POST/GET http://ip/V1.0/replay/rewindToStart
```

Request Data

Null

Response Body

HTTP Status Code

seek

Use the interface to set the progress of replay.

Request Mode

```
POST/GET http://ip/V1.0/replay/seek?progress=5000
```

Request Data

Parameter	Type	Description
progress	Int	The progress of replay, in ms

Response Body

HTTP Status Code

seekByProgress

Use the interface to jump to a specific progress position of the replay.

Request Mode

```
POST/GET http://ip/V1.0/replay/seekByProgress?progress=0.5
```

Request Data

Parameter	Type	Description
progress	Double	Replay progress as a percentage, with a value range of 0 to 1

Response Body

HTTP Status Code

selectLens

Use th interface to select the replay image.

Request Mode

```
POST/GET http://ip/V1.0/replay/selectLens?lensIndex=0
```

Request Data

Parameter	Type	Description
lensIndex	Int	The combination mode of replay image 0: camera 1 1: camera 2 2: side-by-side

Response Body

HTTP Status Code

setSpeed

Use the interface to set the playback speed.

Request Mode

```
POST/GET http://ip/V1.0/replay/setSpeed?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The playback speed, ranging from 0 to 1

Response Body

HTTP Status Code

AIHumanTrackingAction

Use the interface to start/stop AI human tracking (for OBSBOT Webcams).

Request Mode

```
POST/GET http://ip/V1.0/ptz/AIHumanTrackingAction
```

Request Data

Null

Response Body

HTTP Status Code

autoFocus

Use the interface to auto focus.

Request Mode

```
POST/GET http://ip/V1.0/ptz/autoFocus
```

Request Data

Null

Response Body

HTTP Status Code

focusExact

Use the interface to set the target location of focus.

Request Mode

```
POST/GET http://ip/V1.0/ptz/focusExact?focusValue=0.5
```

Request Data

Parameter	Type	Description
focusValue	double	The focus location, ranging from 0 to 1. (The larger the value, the more distant the focus.)

Response Body

HTTP Status Code

focusFar

> Deprecated since V3.0. Please use focusExact.

Use the interface to focus far.

Request Mode

```
POST/GET http://ip/V1.0/ptz/focusFar?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The speed at which the focal length gets longer, ranging from 0 to 1.

Response Body

HTTP Status Code

focusNear

> Deprecated since V3.0. Please use focusExact.

Use the interface to focus near.

Request Mode

```
POST/GET http://ip/V1.0/ptz/focusNear?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The speed at which the focal length gets closer, ranging from 0 to 1.

Response Body

HTTP Status Code

focusStop

> Deprecated since V3.0. Please use focusExact.

Use the interface to stop focusing far/near.

Request Mode

```
POST/GET http://ip/V1.0/ptz/focusStop
```

Request Data

Null

Response Body

HTTP Status Code

getDeviceList

Use the interface to get all the available PTZ devices in the current show.

Request Mode

```
POST/GET http://ip/V1.0/ptz/getDeviceList
```

Request Data

Null

Response Body

```
{
    "status": 0,
    "message": "SUCCESS",
    "current": "",
    "deviceList": [
        {
            "id": "fcd51e30551e4795879c8bdc8f5397cd",
            "isSupportPtz": true,
            "controlType": 102,
            "layerName": "PHONE CAMERA - Camera #1"
        },
        {
            "id": "2ccca046b59543bd931ad343f07445c5",
            "isSupportPtz": true,
            "controlType": 102,
            "layerName": "PHONE CAMERA - Camera #2"
        }
    ]
}
```

Property	Description
status	Response status. 0: success
current	The ID of the PTZ device under control
deviceList	Available PTZ device list

Property	Description
id	The PTZ device's ID
layerName	The PTZ device's name
controlType	The PTZ device type 100: Visca UDP 101: NDI 102: Phone Camera 103: UVC 104: OBSBOT NDI
isSupportPtz	Whether PTZ control is supported. true: Support; false: Not support

HTTP Status Code

goToPreset

Use the interface to call the preset.

Request Mode

```
POST/GET http://ip/V1.0/ptz/goToPreset?position=1
```

Request Data

Parameter	Type	Description
position	Int	The preset number, ranging from 1 to 9

Response Body

HTTP Status Code

moveDown

Use the interface to move the PTZ camera downward.

Request Mode

```
POST/GET http://ip/V1.0/ptz/moveDown?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The moving speed, ranging from 0 to 1

Response Body

HTTP Status Code

moveDownLeft

Use the interface to move the PTZ camera to bottom left.

Request Mode

```
POST/GET http://ip/V1.0/ptz/moveDownLeft?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The moving speed, ranging from 0 to 1

Response Body

HTTP Status Code

moveDownRight

Use the interface to move the PTZ camera to bottom right.

Request Mode

```
POST/GET http://ip/V1.0/ptz/moveDownRight?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The moving speed, ranging from 0 to 1

Response Body

HTTP Status Code

moveHome

Use the interface to move the PTZ camera to the Pan/Tilt center.

Request Mode

```
POST/GET http://ip/V1.0/ptz/moveHome
```

Request Data

Null

Response Body

HTTP Status Code

moveLeft

Use the interface to move the PTZ camera leftward.

Request Mode

```
POST/GET http://ip/V1.0/ptz/moveLeft?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The moving speed, ranging from 0 to 1

Response Body

HTTP Status Code

moveRight

Use the interface to move the PTZ camera rightward.

Request Mode

```
POST/GET http://ip/V1.0/ptz/moveRight?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The moving speed, ranging from 0 to 1

Response Body

HTTP Status Code

moveStop

Use th interface to stop moving the PTZ camera.

Request Mode

```
POST/GET http://ip/V1.0/ptz/moveStop
```

Request Data

Null

Response Body

HTTP Status Code

moveUp

Use the interface to move the PTZ camera upward.

Request Mode

```
POST/GET http://ip/V1.0/ptz/moveUp?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The moving speed, ranging from 0 to 1

Response Body

HTTP Status Code

moveUpLeft

Use the interface to move the PTZ camera to upper left.

Request Mode

```
POST/GET http://ip/V1.0/ptz/moveUpLeft?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The moving speed, ranging from 0 to 1

Response Body

HTTP Status Code

moveUpRight

Use the interface to move the PTZ camera to upper right.

Request Mode

```
POST/GET http://ip/V1.0/ptz/moveUpRight?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The moving speed, ranging from 0 to 1

Response Body

HTTP Status Code

recordAction

Use the interface to start or stop recording (for OBSBOT Tail Air).

Request Mode

```
POST/GET http://ip/V1.0/ptz/recordAction
```

Request Data

Null

Response Body

HTTP Status Code

reset

Use the interface to reset the OBSBOT Webcam.

Request Mode

```
POST/GET http://ip/V1.0/ptz/reset
```

Request Data

Null

Response Body

HTTP Status Code

selectedControl

Use the interface to select the PTZ device to control.

Request Mode

```
POST/GET http://ip/V1.0/ptz/selectedControl?id=35486f14-4799-4444-903b-22db131f0abb
```

Request Data

Parameter	Type	Description
id	String	The unique ID of the PTZ device

Response Body

HTTP Status Code

setHumanTrackingMode

Use the interface to set human tracking mode (for OBSBOT Webcams).

Request Mode

```
POST/GET http://ip/V1.0/ptz/setHumanTrackingMode?mode=normalTrack
```

Request Data

Parameter	Type	Description
mode	String	normalTrack: Normal tracking upperBody: Upper body closeUp: Close-up

Response Body

HTTP Status Code

setHumanTrackingSpeed

Use the interface to set human tracking speed (for OBSBOT Tail Air).

Request Mode

```
POST/GET http://ip/V1.0/ptz/setHumanTrackingSpeed?speed=slow
```

Request Data

Parameter	Type	Description
speed	String	Slow, fast, or standard

Response Body

HTTP Status Code

setHumanTrackingType

Use the interface to set human tracking type (for OBSBOT Tiny 2).

Request Mode

```
POST/GET http://ip/V1.0/ptz/setHumanTrackingType?type=1
```

Request Data

Parameter	Type	Description
type	int	0: Standard, 1: Motion

Response Body

HTTP Status Code

startAIHumanTracking

Use the interface to start AI human tracking (for OBSBOT Webcams).

Request Mode

```
POST/GET http://ip/V1.0/ptz/startAIHumanTracking
```

Request Data

Null

Response Body

HTTP Status Code

startRecording

Use the interface to start recording (for OBSBOT Tail Air).

Request Mode

```
POST/GET http://ip/V1.0/ptz/startRecording
```

Request Data

Null

Response Body

HTTP Status Code

stopAIHumanTracking

Use the interface to stop AI human tracking (for OBSBOT Webcams).

Request Mode

```
POST/GET http://ip/V1.0/ptz/stopAIHumanTracking
```

Request Data

Null

Response Body

HTTP Status Code

stopRecording

Use the interface to stop recording (for OBSBOT Tail Air).

Request Mode

```
POST/GET http://ip/V1.0/ptz/stopRecording
```

Request Data

Null

Response Body

HTTP Status Code

storePreset

Use the interface to save the current state as the preset.

Request Mode

```
POST/GET http://ip/V1.0/ptz/storePreset?position=1
```

Request Data

Parameter	Type	Description
position	Int	The preset number, ranging from 1 to 9

Response Body

HTTP Status Code

wakeUp

Use the interface to wake up the PTZ device (for OBSBOT Tiny 2).

Request Mode

```
POST/GET http://ip/V1.0/ptz/wakeUp
```

Request Data

Null

Response Body

HTTP Status Code

zoomExact

Use the interface to zoom in/out.

Request Mode

```
POST/GET http://ip/V1.0/ptz/zoomExact?zoomValue=0.5
```

Request Data

Parameter	Type	Description
zoomValue	double	Zoom range, ranging from 0 to 1. (The higher the value, the closer the lens.)

Response Body

HTTP Status Code

zoomIn

Use the interface to zoom in

Request Mode

```
POST/GET http://ip/V1.0/ptz/zoomIn?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The speed of zooming in, ranging from 0 to 1

Response Body

HTTP Status Code

zoomOut

Use the interface to zoom out.

Request Mode

```
POST/GET http://ip/V1.0/ptz/zoomOut?speed=0.5
```

Request Data

Parameter	Type	Description
speed	double	The speed of zooming out, ranging from 0 to 1

Response Body

HTTP Status Code

zoomStop

Use the interface to stop zooming in/out.

Request Mode

```
POST/GET http://ip/V1.0/ptz/zoomStop
```

Request Data

Null

Response Body

HTTP Status Code

action

Use the interface to start or stop recording.

Request Mode

```
POST/GET http://ip/V1.0/record/action
```

Request Data

Null

Response Body

HTTP Status Code

screenshot

Use the interface to take screenshots of the program output.

Request Mode

```
POST/GET http://ip/V1.0/record/screenshot
```

Request Data

Null

Response Body

HTTP Status Code

start

Use the interface to start recording.

Request Mode

```
POST/GET http://ip/V1.0/record/start
```

Request Data

Null

Response Body

HTTP Status Code

stop

Use the interface to stop recording.

Request Mode

```
POST/GET http://ip/V1.0/record/stop
```

Request Data

Null

Response Body

HTTP Status Code

first

Use the interface to switch to the first scene.

Request Mode

```
POST/GET http://ip/V1.0/scene/first
```

Request Data

Null

Response Body

HTTP Status Code

freeze

Use the interface to freeze the current scene.

Request Mode

```
POST/GET http://ip/V1.0/scene/freeze
```

Request Data

Null

Response Body

HTTP Status Code

freezeToggle

Use the interface to switch the frozen state of the current scene.

Request Mode

```
POST/GET http://ip/V1.0/scene/freezeToggle
```

Request Data

Null

Response Body

HTTP Status Code

ftbToggle

Use the interface to switch the enabling state of FTB.

Request Mode

```
POST/GET http://ip/V1.0/scene/ftbToggle
```

Request Data

Null

Response Body

HTTP Status Code

getSceneList

Use the interface to get the scene list.

Request Mode

```
POST/GET http://ip/V1.0/scene/getSceneList
```

Request Data

NULL

Response Body

```
{
    "sceneList": [
        {
            "name": "PICTURE",
            "uuid": "17170511950740"
        },
        {
            "name": "HDMI 1",
            "uuid": "17170511950741"
        },
        {
            "name": "HDMI 2",
            "uuid": "17170511950742"
        },
        {
            "name": "Camera #1",
            "uuid": "17170511950754"
        },
        {
            "name": "HDMI 1",
            "uuid": "1717059172941"
        },
        {
            "name": "Camera #1",
            "uuid": "1717051945689"
        },
        {
            "name": "HDMI 1",
            "uuid": "1717059182814"
        },
        {
            "name": "Hamedal C10",
            "uuid": "1718156142532"
        }
    ],
    "totalCount": 8,
    "message": "SUCCESS",
    "status": 0
}
```

HTTP Status Code

Parameter	Type	Description
status	Int	Service status code 0: Success
message	String	Service status description
totalCount	Int	Total number of scenes
sceneList	Array of SceneInfo	The array of scene information

SceneInfo

Parameter	Type	Description
uuid	String	The unique scene ID
name	String	The name of scene

last

Use the interface to switch to the last scene.

Request Mode

```
POST/GET http://ip/V1.0/scene/last
```

Request Data

Null

Response Body

HTTP Status Code

next

Use the interface to switch to the next scene.

Request Mode

```
POST/GET http://ip/V1.0/scene/next
```

Request Data

Null

Response Body

HTTP Status Code

pauseVideo

Use the interface to pause the video of the current scene.

Request Mode

```
POST/GET http://ip/V1.0/scene/pauseVideo
```

Request Data

Null

Response Body

HTTP Status Code

playVideo

Use the interface to play the video of the current scene.

Request Mode

```
POST/GET http://ip/V1.0/scene/playVideo
```

Request Data

Null

Response Body

HTTP Status Code

previewToPGM

Use the interface to switch the preview scene to program.

Request Mode

```
POST/GET http://ip/V1.0/scene/previewToPGM?switchEffect=1
```

Request Data

Parameter	Type	Description
switchEffect	Int	Transition effect. 0: Cut, 1: Fade. Non-essential parameter,without which it uses the preset transitions in the Switch Settings.

Response Body

HTTP Status Code

previous

Use the interface to switch to the previous scene.

Request Mode

```
POST/GET http://ip/V1.0/scene/previous
```

Request Data

Null

Response Body

HTTP Status Code

seekVideo

Use the interface to jump to a specified time of the video.

Request Mode

```
POST/GET http://ip/V1.0/scene/seekVideo?progress=10000
```

Request Data

Parameter	Type	Description
progress	Int	The target progress of the video, in ms

Response Body

HTTP Status Code

seekVideoBackward

Use the interface to rewind the video.

Request Mode

```
POST/GET http://ip/V1.0/scene/seekVideoBackward?offset=5000
```

Request Data

Parameter	Type	Description
offset	Int	Rewind time, in ms

Response Body

HTTP Status Code

seekVideoByProgress

Use the interface to jump to a specific progress position of the video in the current scene.

Request Mode

```
POST/GET http://ip/V1.0/scene/seekVideoByProgress?progress=0.5
```

Request Data

Parameter	Type	Description
progress	Double	Video progress as a percentage, with a value range of 0 to 1

Response Body

HTTP Status Code

seekVideoForward

Use the interface to fast forward the video.

Request Mode

```
POST/GET http://ip/V1.0/scene/seekVideoForward?offset=5000
```

Request Data

Parameter	Type	Description
offset	Int	Fast forward time, in ms

Response Body

HTTP Status Code

seekVideoToEnd

Use the interface to jump to the end of the video.

Request Mode

```
POST/GET http://ip/V1.0/scene/seekVideoToEnd
```

Request Data

Null

Response Body

HTTP Status Code

seekVideoToStart

Use the interface to jump to the start of the video.

Request Mode

```
POST/GET http://ip/V1.0/scene/seekVideoToStart
```

Request Data

Null

Response Body

HTTP Status Code

select3DPattern

Use the interface to select the 3D pattern.

Request Mode

```
POST/GET http://ip/V1.0/scene/select3DPattern?pattern=1
```

Request Data

Parameter	Type	Description
pattern	Int	3D pattern 0: Flip 1: Cube 2: Frame 3: Louver 4: Open door 5: Strip 6: Swap 7: Mosaic

Response Body

HTTP Status Code

selectDvePattern

Use the inteface to select the DVE pattern.

Request Mode

```
POST/GET http://ip/V1.0/scene/selectDvePattern?pattern=1
```

Request Data

Parameter	Type	Description
pattern	Int	DVE pattern 0: Push up 1: Push down 2: Push left 3: Push right 4: Push upper left 5: Push upper right 6: Push down left 7: Push down right 8: Squeeze up 9: Squeeze down 10: Squeeze left 11: Squeeze right 12: Squeeze upper left 13: Squeeze upper right 14: Squeeze down left 15: Squeeze down right 16: Squeeze horizontal 17: Squeeze vertical 18: Squeeze center

Response Body

HTTP Status Code

selectStingerFile

Use the interface to select the file used as Stinger.

Request Mode

```
POST/GET http://ip/V1.0/scene/selectStingerFile?index=1
```

Request Data

Parameter	Type	Description
index	Int	The index of Stinger file, 1, 2, 3 or 4

Response Body

HTTP Status Code

setFTBDuration

Use the interface set the FTB transition duration.

Request Mode

```
POST/GET http://ip/V1.0/scene/setFTBDuration?duration=1000
```

Request Data

Parameter	Type	Description
duration	Int	Duration, in ms

Response Body

HTTP Status Code

setQuickSwitch

Use the interface to toggle on/off quick switch.

Request Mode

```
POST/GET http://ip/V1.0/scene/setQuickSwitch?state=off
```

Request Data

Parameter	Type	Description
state	String	On: toggle on, Off: toggle off Non-essential parameter. Without this parameter, the device automatically toggles on/off quick switch.

Response Body

HTTP Status Code

setTransitionAnimation

Use the interface to set the transition effect.

Request Mode

```
POST/GET http://ip/V1.0/scene/setTransitionAnimation?name=cut
```

Request Data

Parameter	Type	Description
name	String	Transition effect. cut: Cut fade: Fade dip: DIP wipe: Wipe dve: DVE stinger: Stinger 3d: 3D

Response Body

HTTP Status Code

setTransitionDuration

Use the interface to set the transition effect duration.

Request Mode

```
POST/GET http://ip/V1.0/scene/setTransitionDuration?duration=1000
```

Request Data

Parameter	Type	Description
duration	Int	Duration, in ms

Response Body

HTTP Status Code

switchByIndex

Use the interface to switch to the specific scene by index.

Request Mode

```
POST/GET http://ip/V1.0/scene/switchByIndex?index=1&switchEffect=1
```

Request Data

Parameter	Type	Description
index	Int	The scene index in the list, which can be 1, 2...
switchEffect	Int	Transition effect. 0: Cut, 1: Fade. Non-essential parameter, without which it uses the preset transitions in the Switch Settings.

Response Body

HTTP Status Code

switchByName

Use the interface to switch to the specific scene by name.

Request Mode

```
POST/GET http://ip/V1.0/scene/switchByName?name=scene1&switchEffect=1
```

Request Data

Parameter	Type	Description
name	String	The scene's name
switchEffect	Int	Transition effect. 0: Cut, 1: Fade. Non-essential parameter, without which it uses the preset transitions in the Switch Settings.

Response Body

HTTP Status Code

switchByUUID

Use the interface to switch to the specific scene by scene ID.

Request Mode

```
POST/GET http://ip/V1.0/scene/switchByUUID?uuid=17170511950740&switchEffect=1
```

Request Data

Parameter	Type	Description
uuid	String	The unique ID of scene
switchEffect	Int	Transition effect. 0: Cut, 1: Fade. Non-essential parameter,without which it uses the preset transitions in the Switch Settings.

Response Body

HTTP Status Code

toggleFreeze

Use the interface to freeze or unfreeze the current scene.

Request Mode

```
POST/GET http://ip/V1.0/scene/toggleFreeze
```

Request Data

Null

Response Body

HTTP Status Code

toggleFTB

Use the interface to enable/disable FTB.

Request Mode

```
POST/GET http://ip/V1.0/scene/toggleFTB
```

Request Data

Null

Response Body

HTTP Status Code

toggleOffFTB

Use the interface to disable FTB.

Request Mode

```
POST/GET http://ip/V1.0/scene/toggleOffFTB
```

Request Data

Null

Response Body

HTTP Status Code

toggleOnFTB

Use the interface to enable FTB.

Request Mode

```
POST/GET http://ip/V1.0/scene/toggleOnFTB
```

Request Data

Null

Response Body

HTTP Status Code

unfreeze

Use the interface to unfreeze the current scene.

Request Mode

```
POST/GET http://ip/V1.0/scene/unfreeze
```

Request Data

Null

Response Body

HTTP Status Code

videoPlayAction

Use the interface to play/pause the video in the current scene.

Request Mode

```
POST/GET http://ip/V1.0/scene/videoPlayAction
```

Request Data

Null

Response Body

HTTP Status Code

first

Use the interface to switch to the first show.

Request Mode

```
POST/GET http://ip/V1.0/show/first
```

Request Data

Null

Response Body

HTTP Status Code

getShowList

Use the interface to get the show list.

Request Mode

```
POST/GET http://ip/V1.0/show/getShowList
```

Request Data

NULL

Response Body

```
{
    "showList": [
        {
            "frameHeight": 1080,
            "frameRate": 60000,
            "frameWidth": 1920,
            "inCurrent": true,
            "name": "Default Show12",
            "orientation": 0,
            "showId": 1717051195073
        },
        {
            "frameHeight": 1920,
            "frameRate": 60000,
            "frameWidth": 1080,
            "inCurrent": false,
            "name": "Default Show (9:16)",
            "orientation": 1,
            "showId": 1717051195074
        },
        {
            "frameHeight": 1080,
            "frameRate": 60000,
            "frameWidth": 1920,
            "inCurrent": false,
            "name": "1002",
            "orientation": 0,
            "showId": 1717739749370
        },
        {
            "frameHeight": 1080,
            "frameRate": 60000,
            "frameWidth": 1920,
            "inCurrent": false,
            "name": "Default Show",
            "orientation": 0,
            "showId": 1718270747433
        }
    ],
    "totalCount": 4,
    "message": "SUCCESS",
    "status": 0
}
```

HTTP Status Code

Parameter	Type	Description
status	Int	Service status code 0: Success
message	String	Service status description
totalCount	Int	Total number of shows
showList	Array of ShowInfo	The array of show information

ShowInfo

Parameter	Type	Description
showId	Int	The unique show ID
name	String	The name of show
orientation	Int	The orientation of show 0: horizontal; 1: vertical
inCurrent	Boolean	Whether it is the current presenting show false: No; true: Yes
frameRate	Int	Frame rate * 1000
frameWidth	Int	Frame width
frameHeight	Int	Frame height

last

Use the interface to switch to the last show.

Request Mode

```
POST/GET http://ip/V1.0/show/last
```

Request Data

Null

Response Body

HTTP Status Code

next

Use the interface to switch to the next show.

Request Mode

```
POST/GET http://ip/V1.0/show/next
```

Request Data

Null

Response Body

HTTP Status Code

previous

Use the interface to switch to the previous show.

Request Mode

```
POST/GET http://ip/V1.0/show/previous
```

Request Data

Null

Response Body

HTTP Status Code

switchById

Use the interface to switch to the specific show by ID.

Request Mode

```
POST/GET http://ip/V1.0/show/switchById?id=1717051195074
```

Request Data

Parameter	Type	Description
id	Int	The show's ID

Response Body

HTTP Status Code

switchByIndex

Use the interface to switch to the specific show by index.

Request Mode

```
POST/GET http://ip/V1.0/show/switchByIndex?index=0
```

Request Data

Parameter	Type	Description
index	Int	The index of show in the list, which can be 0, 1, 2...

Response Body

HTTP Status Code

switchByName

Use the interface to switch to the specific show by name.

Request Mode

```
POST/GET http://ip/V1.0/show/switchByName?name=Default 1080p60 fps
```

Request Data

Parameter	Type	Description
name	String	The show name

Response Body

HTTP Status Code

actionById

Use the interface to start/stop streaming by stream server ID.

Request Mode

```
POST/GET http://ip/V1.0/stream/actionById?id=1717051195500&start=true&controlYouTubeLive=true
```

Request Data

Parameter	Type	Description
id	Int	The unique stream server ID
start	Bool	Control streaming. True: start, False: stop Non-essential parameter. Without this parameter, the device automatically starts/stops streaming.
controlYouTubeLive	Bool	Whether to change the live stream state of YouTube channel at the same time. Non-essential parameter, only taking effect for YouTube live streaming. It is set to false by default.

Response Body

HTTP Status Code

actionByIndex

Use the interface to start/stop streaming by index.

Request Mode

```
POST/GET http://ip/V1.0/stream/actionByIndex?index=1&start=true&controlYouTubeLive=true
```

Request Data

Parameter	Type	Description
index	Int	The index of stream server in the list, which can be 1, 2...
start	Bool	Control streaming. True: start, False: stop Non-essential parameter. Without this parameter, the device automatically starts/stops streaming.
controlYouTubeLive	Bool	Whether to change the live stream state of YouTube channel at the same time. Non-essential parameter, only taking effect for YouTube live streaming. It is set to false by default.

Response Body

HTTP Status Code

actionByName

Use the interface to start/strop streaming by name.

Request Mode

```
POST/GET http://ip/V1.0/stream/actionByName?name=clock&start=true&controlYouTubeLive=true
```

Request Data

Parameter	Type	Description
name	String	The stream server's name
start	Bool	Control streaming. True: start, False: stop Non-essential parameter. Without this parameter, the device automatically starts/stops streaming.
controlYouTubeLive	Bool	Whether to change the live stream state of YouTube channel at the same time. Non-essential parameter, only taking effect for YouTube live streaming. It is set to false by default.

Response Body

HTTP Status Code

getStreamServersList

Use the interface to get the stream server list.

Request Mode

```
POST/GET http://ip/V1.0/stream/getStreamServersList
```

Request Data

NULL

Response Body

```
{
    "serverList": [
        {
            "id": 1717051195496,
            "isConfigured": false,
            "name": "YouTube",
            "type": 1
        },
        {
            "id": 1717051195497,
            "isConfigured": false,
            "name": "Twitch",
            "type": 2
        },
        {
            "id": 1717051195498,
            "isConfigured": false,
            "name": "Facebook Live",
            "type": 3
        },
        {
            "id": 1717051195499,
            "isConfigured": false,
            "name": "NDI",
            "type": 6
        },
        {
            "id": 1717051195500,
            "isConfigured": true,
            "name": "RTMP Server",
            "type": 4
        },
        {
            "id": 1717051195501,
            "isConfigured": false,
            "name": "SRT Caller",
            "type": 5
        }
    ],
    "totalCount": 6,
    "message": "SUCCESS",
    "status": 0
}
```

HTTP Status Code

Parameter	Type	Description
status	Int	Service status code 0: Success
message	String	Service status description
totalCount	Int	Total number of stream servers
serverList	Array StreamConfigInfo	Array of stream server configuration

StreamConfigInfo

Parameter	Type	Description
id	Int	The unique stream server ID
name	String	The name of stream server
type	Int	The type of stream server 1: YouTube; 2: Twitch; 3: Facebook; 4: RTMP; 5: SRT; 6: NDI
isConfigured	Boolean	Whether the stream server configuration is complete and valid false: No; true: Yes

stopAll

Use the interface to stop all the ongoing streaming services.

Request Mode

```
POST/GET http://ip/V1.0/stream/stopAll?controlYouTubeLive=true
```

Request Data

Parameter	Type	Description
controlYouTubeLive	Bool	Whether to change the live stream state of YouTube channel at the same time. Non-essential parameter, only taking effect for YouTube live streaming. It is set to false by default.

Response Body

HTTP Status Code

action

Use the interface to trigger shortcuts.

Request Mode

```
POST/GET http://ip/V1.0/shortcuts/action?id=1725525445613
```

Request Data

Parameter	Type	Description
id	Int	The unique ID of the shortcut

Response Body

HTTP Status Code

getConfig

Use the interface to get the shortcut list.

Request Mode

```
POST/GET http://ip/V1.0/shortcuts/getConfig
```

Request Data

NULL

Response Body

```
{
    "list": [

        {
            "functions": [
                {
                    "id": 311,
                    "name": "PTZ move left"
                },
                {
                    "id": 29,
                    "name": "Wait for 500 ms"
                },
                {
                    "id": 317,
                    "name": "PTZ stop moving"
                }
            ],
            "id": 1725522037805,
            "name": "Move Left"
        },
        {
            "functions": [
                {
                    "id": 315,
                    "name": "PTZ move right"
                },
                {
                    "id": 29,
                    "name": "Wait for 500 ms"
                },
                {
                    "id": 317,
                    "name": "PTZ stop moving"
                }
            ],
            "id": 1725524226309,
            "name": "Move Right"
        },
        {
            "functions": [
                {
                    "id": 12,
                    "name": "Switch to the next scene"
                }
            ],
            "id": 1725525445613,
            "name": "Next Scene"
        }
    ],
    "totalCount": 3,
    "message": "SUCCESS",
    "status": 0
}
```

HTTP Status Code

Parameter	Type	Description
status	Int	Service status code 0: Success
message	String	Service status description
totalCount	Int	The total number of shortcuts
list	Array of ShortcutsInfo	The shortcut list

ShortcutsInfo

Parameter	Type	Description
id	Int	The unique ID of the shortcut
name	String	The shortcut name
functions	Array of FunctionInfo	The shortcut function list

FunctionInfo

Parameter	Type	Description
id	Int	The unique ID of the function
name	String	The function name

reboot

Use the interface to reboot the device.

Request Mode

```
POST/GET http://ip/V1.0/system/reboot
```

Request Data

Null

Response Body

HTTP Status Code

screenshot

Use the interface to take a screenshot to capture all the elements on the screen, acting like using the power button for screenshot.

Request Mode

```
POST/GET http://ip/V1.0/system/screenshot
```

Request Data

Null

Response Body

HTTP Status Code

setBrightness

Use the interface to set display brightness.

Request Mode

```
POST/GET http://ip/V1.0/system/setBrightness?brightness=1
```

Request Data

Parameter	Type	Description
brightness	Float	Display brightness. The value range is 0, or from 0.1 to 1.0.

Response Body

HTTP Status Code

setUSBCMode

Use the interface to set the content displayed on the external screen.

Request Mode

```
POST/GET http://ip/V1.0/system/setUSBCMode?mode=1
```

Request Data

Parameter	Type	Description
mode	Int	The content displayed on the external screen. 0: Duplicate Screen 1: Clean Program 2: Loop HDMI 1 3: Loop HDMI 2 4: Multi-view 5: Preview

Response Body

HTTP Status Code

shutdown

Use the interface to power off the device.

Request Mode

```
POST/GET http://ip/V1.0/system/shutdown
```

Request Data

Null

Response Body

HTTP Status Code

getConfig

Use the interface to get the audio configuration.

Request Mode

```
POST/GET http://ip/V1.0/volume/getConfig
```

Request Data

Null

Response Body

```
{
    "audioList": [
        {
            "audioSourceId": 3,
            "meter": [
                -100.0,
                -100.0
            ],
            "audioInfo": {
                "beInMultiScenes": 0,
                "boost": false,
                "direction": 0,
                "isGFX": false,
                "label": "",
                "muted": 0,
                "name": "PROGRAM",
                "preview": false,
                "scope": 0,
                "solo": 0,
                "sourceType": 0,
                "supportAFV": false,
                "type": 3,
                "volume": 0,
                "volumeRecovery": 0
            }
        },
        {
            "audioSourceId": 1,
            "meter": [
                -100.0,
                -100.0
            ],
            "audioInfo": {
                "beInMultiScenes": 0,
                "boost": false,
                "direction": 0,
                "isGFX": false,
                "label": "",
                "muted": 0,
                "name": "MONITOR",
                "preview": false,
                "scope": 0,
                "solo": 0,
                "sourceType": 0,
                "supportAFV": false,
                "type": 1,
                "volume": -15,
                "volumeRecovery": 0
            }
        },
        {
            "audioSourceId": 513,
            "meter": [
                -100.0,
                -100.0
            ],
            "audioInfo": {
                "beInMultiScenes": 1,
                "boost": false,
                "direction": 0,
                "isGFX": false,
                "label": "",
                "muted": 0,
                "name": "MIC",
                "preview": false,
                "scope": 1,
                "solo": 0,
                "sourceType": 0,
                "supportAFV": false,
                "type": 512,
                "uuid": "mic",
                "volume": 0,
                "volumeRecovery": 0
            }
        },
        {
            "audioSourceId": 1792,
            "meter": [
                -100.0,
                -100.0
            ],
            "audioInfo": {
                "beInMultiScenes": 0,
                "boost": false,
                "direction": 0,
                "isGFX": false,
                "label": "",
                "muted": 1,
                "name": "HDMI 1",
                "preview": false,
                "scope": 0,
                "solo": 0,
                "sourceType": 6,
                "supportAFV": true,
                "type": 1792,
                "uuid": "eco0",
                "volume": 0,
                "volumeRecovery": 0
            }
        },
        {
            "audioSourceId": 2048,
            "meter": [
                -100.0,
                -100.0
            ],
            "audioInfo": {
                "beInMultiScenes": 0,
                "boost": false,
                "direction": 0,
                "isGFX": false,
                "label": "",
                "muted": 2,
                "name": "HDMI 2",
                "preview": false,
                "scope": 0,
                "solo": 0,
                "sourceType": 7,
                "supportAFV": true,
                "type": 2048,
                "uuid": "eco1",
                "volume": -13,
                "volumeRecovery": 0
            }
        },
        {
            "audioSourceId": 1539,
            "meter": [
                -100.0,
                -100.0
            ],
            "audioInfo": {
                "beInMultiScenes": 0,
                "boost": false,
                "direction": 0,
                "isGFX": false,
                "label": "BGM",
                "muted": 0,
                "name": "BGM",
                "preview": false,
                "scope": 0,
                "solo": 0,
                "sourceType": 0,
                "supportAFV": false,
                "type": 1539,
                "uuid": "global_bgm",
                "volume": 0,
                "volumeRecovery": 0
            }
        },
        {
            "audioSourceId": 266,
            "meter": [
                -100.0,
                -100.0
            ],
            "audioInfo": {
                "beInMultiScenes": 0,
                "boost": false,
                "direction": 0,
                "isGFX": false,
                "label": "Camera #1",
                "muted": 0,
                "name": "Camera #1",
                "preview": false,
                "scope": 0,
                "solo": 0,
                "sourceType": 30,
                "supportAFV": true,
                "type": 266,
                "uuid": "fcd51e30551e4795879c8bdc8f5397cd",
                "volume": 10,
                "volumeRecovery": 0
            }
        },
        {
            "audioSourceId": 268,
            "meter": [
                -100.0,
                -100.0
            ],
            "audioInfo": {
                "beInMultiScenes": 0,
                "boost": false,
                "direction": 0,
                "isGFX": false,
                "label": "Camera #1",
                "muted": 0,
                "name": "Camera #1",
                "preview": false,
                "scope": 0,
                "solo": 0,
                "sourceType": 32,
                "supportAFV": true,
                "type": 268,
                "uuid": "0fb2b8a73754415cbea02a08c9446f96",
                "volume": 10,
                "volumeRecovery": 0
            }
        },
        {
            "audioSourceId": 256,
            "meter": [
                -100.0,
                -100.0
            ],
            "audioInfo": {
                "beInMultiScenes": 0,
                "boost": false,
                "direction": 0,
                "isGFX": false,
                "label": "22",
                "muted": 2,
                "name": "22",
                "preview": false,
                "scope": 0,
                "solo": 0,
                "sourceType": 10,
                "supportAFV": true,
                "type": 256,
                "uuid": "ebdaeb581a9b41b89d26a67c7c018cae",
                "volume": 0,
                "volumeRecovery": 0
            }
        },
        {
            "audioSourceId": 276,
            "meter": [
                -100.0,
                -100.0
            ],
            "audioInfo": {
                "beInMultiScenes": 0,
                "boost": false,
                "direction": 0,
                "isGFX": false,
                "label": "Magewell",
                "muted": 2,
                "name": "Magewell",
                "preview": false,
                "scope": 0,
                "solo": 0,
                "sourceType": 54,
                "supportAFV": true,
                "type": 276,
                "uuid": "1721371716617",
                "volume": 0,
                "volumeRecovery": 0
            }
        }
    ],
    "micAudioDevice": {
        "audioSourceId": 513,
        "cardNo": 0,
        "devNo": 0,
        "deviceType": 0,
        "direction": 1,
        "id": 513,
        "isMic": true,
        "sourceType": 0
    },
    "monitorAudioDevice": {
        "audioSourceId": 0,
        "cardNo": 0,
        "devNo": 0,
        "deviceType": 0,
        "direction": 0,
        "id": 0,
        "isMic": true,
        "sourceType": 0
    },
    "monitorMicSound": true,
    "message": "SUCCESS",
    "status": 0
}
```

1. Response Body

```
"status": 0
```

Property	Description
status	Service status code 0: Success
message	Service status description
monitorMicSound	Whether to monitor MIC input true: Yes; false: No
monitorAudioDevice	The monitor device
micAudioDevice	The MIC device
audioList	The audio list

2.AudioDevice

Property	Description
audioSourceId	The audio source ID
deviceType	The audio device type 0: embedded audio device 1: external audio device
id	The device ID
devNo	The device number
cardNo	The audio card number

3.AudioInfo

Property	Description
type	The audio type
beInMultiScenes	Whether the audio is used by multiple scenes. When it is 1, it supports setScope. 1: Yes; 0: No
scope	Whether the audio is set to global, which means to sharing audio configuration with other scenes. 0: Share; 1: Not share
supportAFV	Whether it supports to set to AFV true: Yes; false: No
solo	Whether to monitor the audio exclusively 1: Yes; 0: No
muted	The audio state. 0: Always On 1: Always Off 2: AFV
volume	Volume, in dB
label	Label
name	Name

Other properties not listed are reserved parameters.

HTTP Status Code

getMonitorDevices

Use the interface to get monitor device list.

Request Mode

```
POST/GET http://ip/V1.0/volume/getMonitorDevices
```

Request Data

Null

Response Body

{ "monitorAudioDeivceList": [{ "audioSourceId": 0, "cardNo": 0, "devNo": 0, "deviceType": 0, "direction": 0, "id": 0, "isMic": true, "sourceType": 0 }, { "audioSourceId": 2, "cardName": "USB Capture HDMI+", "cardNo": 3, "devNo": 0, "deviceType": 1, "direction": 0, "id": 2, "isMic": true, "name": "HDMI [USB Capture HDMI+]", "sourceType": 0 }, { "audioSourceId": 2, "cardName": "C204221201227", "cardNo": 4, "devNo": 0, "deviceType": 1, "direction": 0, "id": 2, "isMic": true, "name": "C204221201227 [C204221201227] #0", "sourceType": 0 }], "message": "SUCCESS", "status": 0 }

1. Response Status

```
"status": 0
```

Property	Description
status	Response status. 0: success
message	The description of response status
monitorAudioDeivceList	The monitor device list

2. monitorAudioDeivceList [{...}]

```
    "monitorAudioDeivceList": [
        {
            "audioSourceId": 0,
            "cardNo": 0,
            "devNo": 0,
            "deviceType": 0,
            "direction": 0,
            "id": 0
        },
        {
            "audioSourceId": 1,
            "cardNo": 0,
            "devNo": 0,
            "deviceType": 0,
            "direction": 0,
            "id": 1
        }
    ]
```

Property	Description
audioSourceId	The ID of audio source
deviceType	The device type. 0: Internal audio device 1: External audio device
id	The device ID
devNo	The device number
cardNo	The card number

HTTP Status Code

monitorMicInput

Use the interface to set mixing the microphone audio to monitor.

Request Mode

```
POST/GET http://ip/V1.0/volume/monitorMicInput?on=true
```

Request Data

Parameter	Type	Description
on	Bool	Whether to mix the microphone audio to monitor true: Yes; false: No

Response Body

HTTP Status Code

outputMicToUsb

Use the interface to set mixing the microphone audio to USB-C.

Request Mode

```
POST/GET http://ip/V1.0/volume/outputMicToUsb?on=true
```

Request Data

Parameter	Type	Description
on	Bool	Whether to mix the microphone audio to USB-C true: Yes; false: No

Response Body

HTTP Status Code

setMonitorDevice

Use the interface to set the monitor device.

Request Mode

```
POST/GET http://ip/V1.0/volume/setMonitorDevice?deviceId=1&deviceType=0&cardNo=0&devNo=0
```

Request Data

Parameter	Type	Description
deviceId	Int	The ID of audio device, which comes from /volume/getMonitorDevices
deviceType	Int	The audio device type, which comes from /volume/getMonitorDevices
cardNo	Int	The card number, which comes from /volume/getMonitorDevices
devNo	Int	The device number, which comes from /volume/getMonitorDevices

Audio Device Type

Audio Device Type	Description
0	Internal device, such as Headphone Jack
1	External device, such as Bluetooth device and USB device

Response Body

HTTP Status Code

setScope

Use the interface to set the audio to global or not, to share its audio configuration with other scenes or not.

Request Mode

```
POST/GET http://ip/V1.0/volume/setScope?type=512&scope=1
```

Request Data

Parameter	Type	Description
type	Int	The audio type
scope	Whether the audio is set to global, which means to sharing audio configuration with other scenes. 0: Share; 1: Not share	

type

Type	Description
0x0001	Monitor
0x0003	Program
0x0700	HDMI 1
0x0800	HDMI 2
0x0200	Mic
0x0002	Video
0x0300	Bluetooth input
0x0600	BGM

Response Body

HTTP Status Code

setState

Use the interface to set audio state.

Request Mode

```
POST/GET http://ip/V1.0/volume/setState?type=3&state=1
```

Request Data

Parameter	Type	Description
type	Int	The audio type
state	Int	The audio state. 0: Always on (unmute), the audio is always mixed to the program output. 1: Always off (mute), the audio is always not mixed to the program output. 2: Audio-follow-video (AFV), only when the source is in the program view, the audio is mixed to the program output, which is the default value.

Audio Type

Audio Type	Description
0x0001	Monitor
0x0003	Program
0x0700	HDMI 1
0x0800	HDMI 2
0x0200	Microphone
0x0002	Video Clip
0x0300	Bluetooth
0x0600	BGM

Response Body

HTTP Status Code

setStreamAudioState

Use the interface to set the state of audio inputs.

Request Mode

```
POST/GET http://ip/V1.0/volume/setStreamAudioState?name=srt&state=1
```

Request Data

Parameter	Type	Description
name	String	The name of the stream source or USB input source
state	Int	The audio state. 0: Always on (unmute), the audio is always mixed to the program output. 1: Always off (mute), the audio is always not mixed to the program output. 2: Audio-follow-video (AFV), only when the source is in the program view, the audio is mixed to the program output, which is the default value.

Response Body

HTTP Status Code

setStreamAudioVolume

Use the interface to set the volume of audio input by name.

Request Mode

```
POST/GET http://ip/V1.0/volume/setStreamAudioVolume?name=rtmp&volume=0
```

Request Data

Parameter	Type	Description
name	String	The name of the stream source or USB input source
volume	Int	The dB value of audio, ranging from -40 to 10

Response Body

HTTP Status Code

setVolume

Use the interface to set audio volume.

Request Mode

```
POST/GET http://ip/V1.0/volume/setVolume?type=0&volume=0
```

Request Data

Parameter	Type	Description
type	Int	The audio type
volume	Int	The dB value of audio, ranging from -40 to 10

Audio Type

Audio Type	Description
0x0001	Monitor
0x0003	Program
0x0700	HDMI 1
0x0800	HDMI 2
0x0200	Microphone
0x0002	Video Clip
0x0300	Bluetooth
0x0600	BGM

Response Body

HTTP Status Code

solo

Use the interface to monitor one audio exclusively.

Request Mode

```
POST/GET http://ip/V1.0/volume/solo?type=1792
```

Request Data

Parameter	Type	Description
type	Int	Audio type, to only monitor one audio. When the audio is already in solo monitor status, use the interface to cancel solo monitor.

type

Type	Description
0x0001	Monitor
0x0003	Program
0x0700	HDMI 1
0x0800	HDMI 2
0x0200	Mic
0x0002	Video
0x0300	Bluetooth input
0x0600	BGM

Response Body

HTTP Status Code