

Command Line Usage

Description

The Player can also be used as standalone. In this mode the application has to be controlled by a command line or serial connection. It is a controlling instance and has access to the feature API. A similar approach is also used by the CGI Panel. However, then the interaction is packed into a UI. Parameters are set as numbers as additional value. E.g.: “show scene 1”

Commands

The command line currently supports the following commands:

Short command	Long command	Param	Description
h	help		Shows information about all features.
	list scenes		Lists all scenes and their IDs which can be used to show and hide scenes.
	show scene	1	Requires the ID of a scene. Shows the scene on the screen.
	hide scene	1	Requires the ID of a scene. Hides the scene.
	hide all scenes		Hides all scenes.
	list animations		Lists all animations and their IDs which can be used to start and stop animation.
	start animation	1	Requires the ID of an animation. Starts an animation.
	stop animation	1	Requires the ID of an animation. Stops an animation.
	list cultures		Lists all cultures and their IDs which can be used to switch the culture.
c	culture	1	Requires the ID of a culture. Switches to the selected culture.
	next culture		Switches to the next culture in the list.

	list controls	1	Requires the ID of a scene. Lists all controls of the scene.
	start script		Starts or pause script system.
	stop script		Stops the script system.
o	statoverlay		Shows render statistics overlay.
m	memstats		Shows memory statistics.
q	quit/shutdown		Terminates the application.

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