

Category	Sub Category	Command Name	1st Index Dimension	2nd Index Dimension	3rd Index Dimension	Command Value or Enumeration	Command	Response	Min Value	Max Value	Default Value	VERSION COMMAND
SYSTEM	DEVICE TYPE	SYSTEM_DEV	NONE	NONE	NONE	ENUM_DEV	?	DEV	VRC300 (513)	RCU300 (514)	VRC300 (513)	1
		Comment	(READ ONLY) Device type number				Value Description	513 = VRC300 / 514 = RCU300				
	MACHINE STATE	SYSTEM_DIESE	NONE	NONE	NONE	ENUM_DIESE_REQUEST	SYdie	SYdie	NONE (0)	DIFFERENT_FROM_DEF AULT (2)	NONE (0)	1
		Comment	Request to send all current command values				Value Description	The device will enumerate all commands, sending current values. The end of enumeration is signaled by resetting this command to NONE.				
	TPP CONTROLLERS COUNT	SYSTEM_CLIENT_CONNECTED	NONE	NONE	NONE	NO ENUM (see Min / Max values)	SYclc	SYclc	0	5	0	1
		Comment	(READ ONLY) Quantity of TPP clients connected to the device				Value Description	-				

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VERSION	UPDATER VERSION	VERSION_UPDATER	NONE	NONE	NONE	NO ENUM (see Min / Max values)	VEupd	VEupd	0	4294967295	0	1
		Comment	(READ ONLY) Updater version				Value Description	Bit 31 : 0 -> Release, 1 -> BETA Bit 24..30 : Major version Bit 16..23 : Minor version Bit 0..15 : Build version example : 83 886 097 stands for v05.00.11 Release				
	FIRMWARE VERSION	VERSION_FIRMWARE	NONE	NONE	NONE	NO ENUM (see Min / Max values)	VEfir	VEfir	0	4294967295	0	1
		Comment	(READ ONLY) Firmware version				Value Description	Bit 31 : 0 -> Release, 1 -> BETA Bit 24..30 : Major version Bit 16..23 : Minor version Bit 0..15 : Build version example : 83 886 097 stands for v05.00.11 Release				
	COMMAND SET VERSION	VERSION_COMMAND	NONE	NONE	NONE	NO ENUM (see Min / Max values)	VEcmd	VEcmd	0	4294967295	4	1
		Comment	(READ ONLY) Version of this entire command set, for the current firmware				Value Description	uint				

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WORKSPACE	CURRENT USER	WORKSPACE_CURRENT_USER	NONE	NONE	NONE	NO ENUM (see Min / Max values)	WKcus	WKcus	0	255	0	1
		<b>Comment</b>	(READ ONLY) Name of the currently logged in user				<b>Value Description</b>	string				
	CURRENT SHOW	WORKSPACE_CURRENT_SHOW	NONE	NONE	NONE	NO ENUM (see Min / Max values)	WKcsh	WKcsh	0	255	0	1
		<b>Comment</b>	(READ ONLY) Name of the currently opened show				<b>Value Description</b>	string				
	CURRENT ITERATION	WORKSPACE_CURRENT_ITERATION	NONE	NONE	NONE	NO ENUM (see Min / Max values)	WKcit	WKcit	0	4294967295	0	1
		<b>Comment</b>	(READ ONLY) ID of the currently loaded iteration				<b>Value Description</b>	0 = None / 1..4294967295 = iteration id				
	SET USER	WORKSPACE_PICK_USER	NONE	NONE	NONE	NO ENUM (see Min / Max values)	WKpus	WKpus	0	255	0	1
		<b>Comment</b>	Name of the user to login				<b>Value Description</b>	string				
	SET SHOW	WORKSPACE_PICK_SHOW	NONE	NONE	NONE	NO ENUM (see Min / Max values)	WKpsh	WKpsh	0	255	0	1
		<b>Comment</b>	Name of the show to open				<b>Value Description</b>	string				
	SET ITERATION	WORKSPACE_PICK_ITERATION	NONE	NONE	NONE	NO ENUM (see Min / Max values)	WKpit	WKpit	0	4294967295	0	1
		<b>Comment</b>	ID of the iteration to load				<b>Value Description</b>	0 = None / 1..4294967295 = iteration id				
	LOGIN STATUS	WORKSPACE_PICK_STATUS	NONE	NONE	NONE	NO ENUM (see Min / Max values)	WKpis	WKpis	0	1	0	1
		<b>Comment</b>	(READ ONLY) Status of the last WORKSPACE_TRYLOAD command. Success if the current [user, show, iteration] equals the picked [user, show, iteration]				<b>Value Description</b>	0 = Fail / 1 = Success				
	LOGIN COMMAND	WORKSPACE_TRYLOAD	NONE	NONE	NONE	NO ENUM (see Min / Max values)	WKtlo	WKtlo	1	1	1	1
		<b>Comment</b>	Request to log in the user, open the show and load the iteration				<b>Value Description</b>	1 = request (Only writing value 1 is allowed)				
	LOGOUT COMMAND	WORKSPACE_UNLOAD	NONE	NONE	NONE	NO ENUM (see Min / Max values)	WKunl	WKunl	1	1	1	1
		<b>Comment</b>	Request to unload the iteration, show and logoff the user				<b>Value Description</b>	1 = request (Only writing value 1 is allowed)				
	WORKSPACE STATUS	WORKSPACE_READY	NONE	NONE	NONE	NO ENUM (see Min / Max values)	WKrdy	WKrdy	0	1	0	1
		<b>Comment</b>	(READ ONLY) Workspace status. Ready if the workspace is loaded and all devices are connected and initialized				<b>Value Description</b>	0 = Idle / 1 = Ready				

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PRESET	USED PRESET STATUS	PRESET_USED	<a href="#">DIM PRESET SLOT</a>	NONE	NONE	NO ENUM (see Min / Max values)	PRusd	PRusd	0	1	0	1
		<b>Comment</b>	<b>(READ ONLY)</b> Indicate if the preset slot is filled				<b>Value Description</b>	0 = No / 1 = Yes				
	PRESET DESCRIPTION	PRESET_DESCRIPTION	<a href="#">DIM PRESET SLOT</a>	NONE	NONE	NO ENUM (see Min / Max values)	PRdsc	PRdsc	0	255	0	1
		<b>Comment</b>	<b>(READ ONLY)</b> Description associated to a preset slot				<b>Value Description</b>	string				
	LOAD PRESET COMMAND	PRESET_LOAD	<a href="#">DIM PRESET STATE</a>	<a href="#">DIM PRESET SLOT</a>	NONE	NO ENUM (see Min / Max values)	PRloa	PRloa	1	1	1	4
		<b>Comment</b>	Request to load a preset slot onto Preview or Program				<b>Value Description</b>	1 = request (Only writing value 1 is allowed)				
	LOAD PRESET COMMAND	PRESET_LOAD_TEMPLATE	<a href="#">DIM PRESET STATE</a>	<a href="#">DIM PRESET SLOT</a>	NONE	NO ENUM (see Min / Max values)	PRlot	PRlot	1	1	1	4
		<b>Comment</b>	Request to load a preset slot onto Preview or Program without the source data				<b>Value Description</b>	1 = request (Only writing value 1 is allowed)				
	LAST PRESET	PRESET_LAST_LOADED	<a href="#">DIM PRESET STATE</a>	NONE	NONE	NO ENUM (see Min / Max values)	PRllo	PRllo	0	200	0	4
		<b>Comment</b>	<b>(READ ONLY)</b> Store the slot of the last preset loaded onto Preview and Program				<b>Value Description</b>	0 = None / 1..200 = Preset Slot				
	SAVE	PRESET_SAVE	<a href="#">DIM PRESET STATE</a>	<a href="#">DIM PRESET SLOT</a>	NONE	NO ENUM (see Min / Max values)	PRsav	PRsav	1	1	1	4
		<b>Comment</b>	Request to save Preview or Program into a preset slot (TRANSITION_SCENE_FILTER is also				<b>Value Description</b>	1 = request (Only writing value 1 is allowed)				
	NATIVE SOURCE	PRESET_NATIVE_SOURCE	<a href="#">DIM PRESET STATE</a>	<a href="#">DIM SCENE</a>	NONE	<a href="#">ENUM SOURCE</a>	PRnso	PRnso	NONE (0)	SOURCE_240 (240)	NONE (0)	1
		<b>Comment</b>	Native source used by the native layer of a scene on Preview or Program				<b>Value Description</b>	0 = None / 1..240 = native source key				
	FILL SOURCE	PRESET_LAYERFILL_SOURCE	<a href="#">DIM PRESET STATE</a>	<a href="#">DIM SCENE</a>	<a href="#">DIM LAYER</a>	<a href="#">ENUM SOURCE</a>	PRlfs	PRlfs	NONE (0)	SOURCE_240 (240)	NONE (0)	1
		<b>Comment</b>	Source used to fill the layer of a scene on Preview or Program				<b>Value Description</b>	0 = None / 1..240 = source key				
	CUT SOURCE	PRESET_LAYERCUT_SOURCE	<a href="#">DIM PRESET STATE</a>	<a href="#">DIM SCENE</a>	<a href="#">DIM LAYER</a>	<a href="#">ENUM SOURCE</a>	PRlcs	PRlcs	NONE (0)	SOURCE_240 (240)	NONE (0)	1
		<b>Comment</b>	Source used to cut the layer of a scene on Preview or Program				<b>Value Description</b>	0 = None / 1..240 = source key				

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TRANSITION	USED SCENE STATUS	TRANSITION_SCENE_USED	<a href="#">DIM_SCENE</a>	NONE	NONE	NO ENUM (see Min / Max values)	TRsus	TRsus	0	1	0	1
		Comment	(READ ONLY) Indicate if a scene exists				Value Description	0 = No / 1 = Yes				
	SCENE NAME	TRANSITION_SCENE_NAME	<a href="#">DIM_SCENE</a>	NONE	NONE	NO ENUM (see Min / Max values)	TRsnm	TRsnm	0	255	0	1
		Comment	(READ ONLY) Name of the scene				Value Description	string				
	TAKE SCENE	TRANSITION_SCENE_TAKE	<a href="#">DIM_SCENE</a>	NONE	NONE	NO ENUM (see Min / Max values)	TRstk	TRstk	1	1	1	1
		Comment	Request a scene to Take Preview to Program (this command bypass the SCENE FILTER)				Value Description	1 = request (Only writing value 1 is allowed)				
	TAKE ALL SCENES	TRANSITION_TAKE_ALL	NONE	NONE	NONE	NO ENUM (see Min / Max values)	TRtka	TRtka	1	1	1	1
		Comment	Request all scenes to Take Preview to Program (this command bypass the SCENE FILTER)				Value Description	1 = request (Only writing value 1 is allowed)				
	SCENE TRANSITION STATUS	TRANSITION_SCENE_STATUS	<a href="#">DIM_SCENE</a>	NONE	NONE	NO ENUM (see Min / Max values)	TRsst	TRsst	0	1	0	1
		Comment	(READ ONLY) Transition status of a scene				Value Description	0 = Idle / 1 = In Transition				
	SCENE FILTER	TRANSITION_SCENE_FILTER	<a href="#">DIM_SCENE</a>	NONE	NONE	NO ENUM (see Min / Max values)	TRsfl	TRsfl	0	1	0	1
		Comment	Filter of the scene (used by TRANSITION_TAKE)				Value Description	0 = Transition Disabled / 1 = Transition Enabled				
	TAKE FILTERED SCENES	TRANSITION_TAKE	NONE	NONE	NONE	NO ENUM (see Min / Max values)	TRtke	TRtke	1	1	1	1
		Comment	Request enabled scenes to Take Preview to Program (this command depends on SCENE FILTER)				Value Description	1 = request (Only writing value 1 is allowed)				

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MACRO	USED MACRO STATUS	MACRO_USED	<a href="#">DIM_MACRO_SLOT</a>	NONE	NONE	NO ENUM (see Min / Max values)	MRusd	MRusd	0	1	0	1
		Comment	(READ ONLY) Indicate if the macro slot is filled				Value Description	0 = No / 1 = Yes				
	MACRO NAME	MACRO_NAME	<a href="#">DIM_MACRO_SLOT</a>	NONE	NONE	NO ENUM (see Min / Max values)	MRnme	MRnme	0	255	0	1
		Comment	(READ ONLY) Name associated to a macro slot				Value Description	string				
	RUN MACRO COMMAND	MACRO_RUN	<a href="#">DIM_MACRO_SLOT</a>	NONE	NONE	NO ENUM (see Min / Max values)	MRrun	MRrun	1	1	1	1
		Comment	Request the macro at a bank slot to run				Value Description	1 = request (Only writing value 1 is allowed)				
	MACRO RUNNING STATUS	MACRO_STATUS	<a href="#">DIM_MACRO_SLOT</a>	NONE	NONE	NO ENUM (see Min / Max values)	MRsta	MRsta	0	1	0	1
		Comment	(READ ONLY) Running status of the macro at a bank slot				Value Description	0 = Idle / 1 = Running				

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SEQUENCE	USED CUE STEP STATUS	SEQUENCE_CUESTEP_USED	<a href="#">DIM_CUE_STACK</a>	<a href="#">DIM_CUE_STEP</a>	NONE	NO ENUM (see Min / Max values)	SQcsu	SQcsu	0	1	0	1
		Comment	(READ ONLY) Indicate if the cue step exists in the cue stack				Value Description	0 = No / 1 = Yes				
	CUE STACK NAME	SEQUENCE_CUESTACK_NAME	<a href="#">DIM_CUE_STACK</a>	NONE	NONE	NO ENUM (see Min / Max values)	SQcsn	SQcsn	0	255	0	1
		Comment	(READ ONLY) Name of a cue stack				Value Description	string				
	RUNNING STATUS	SEQUENCE_STATUS	NONE	NONE	NONE	<a href="#">ENUM_SEQUENCE_STATUS</a>	SQsta	SQsta	IDLE (0)	<a href="#">PLAYING_AUTO</a> (2)	IDLE (0)	1
		Comment	(READ ONLY) Running status of the sequencer				Value Description	0 = Idle / 1 = Running manual / 2 = Running auto				
	PLAYHEAD POSITION STATUS	SEQUENCE_PLAYHEAD_STATUS	NONE	NONE	NONE	NO ENUM (see Min / Max values)	SQpst	SQpst	0	255	0	1
		Comment	(READ ONLY) Current position of the sequencer's playhead when the sequencer is running empty string when the sequencer is stopped				Value Description	string format = numerical values of cueStack and cueStep, separated with a dot values start at value 0 (see ENUM_CUE_STACK and ENUM_CUE_STEP)				
	LOOP ENABLE	SEQUENCE_LOOP	NONE	NONE	NONE	NO ENUM (see Min / Max values)	SQloo	SQloo	0	1	0	1
		Comment	Enable or not the loop option of the sequencer				Value Description	0 = Loop Disabled / 1 = Loop Enabled				
	SET PLAYHEAD POSITION	SEQUENCE_PICK_PLAYHEAD	NONE	NONE	NONE	NO ENUM (see Min / Max values)	SQppl	SQppl	0	255	0	1
		Comment	If the sequencer is not running, the actions NEXT / PREVIOUS / PLAY will be executed from this position				Value Description	string format = numerical values of cueStack and cueStep, separated with a dot values start at value 0 (see ENUM_CUE_STACK and ENUM_CUE_STEP)				
	NEXT COMMAND	SEQUENCE_NEXT	NONE	NONE	NONE	NO ENUM (see Min / Max values)	SQnxt	SQnxt	1	1	1	1
		Comment	Request the sequencer to play the PICK_PLAYHEAD or the current step and move to the next one				Value Description	1 = request (Only writing value 1 is allowed)				
	PREVIOUS COMMAND	SEQUENCE_PREVIOUS	NONE	NONE	NONE	NO ENUM (see Min / Max values)	SQpvs	SQpvs	1	1	1	1
		Comment	Request the sequencer to play the PICK_PLAYHEAD or the current step and move to the previous				Value Description	1 = request (Only writing value 1 is allowed)				
	RUN COMMAND	SEQUENCE_PLAY	NONE	NONE	NONE	NO ENUM (see Min / Max values)	SQpla	SQpla	1	1	1	1
		Comment	Request the sequencer to play from the PICK_PLAYHEAD till the end				Value Description	1 = request (Only writing value 1 is allowed)				
	STOP COMMAND	SEQUENCE_STOP	NONE	NONE	NONE	NO ENUM (see Min / Max values)	SQsto	SQsto	1	1	1	1
		Comment	Request the sequencer to stop				Value Description	1 = request (Only writing value 1 is allowed)				
	TRIGGER STATUS	SEQUENCE_TRIGGER_WAITING	NONE	NONE	NONE	NO ENUM (see Min / Max values)	SQtgw	SQtgw	0	1	0	1
		Comment	(READ ONLY) Indicate if the sequencer is waiting for a manual trigger				Value Description	0 = No / 1 = Yes				
	TRIGGER COMMAND	SEQUENCE_TRIGGER_PULL	NONE	NONE	NONE	NO ENUM (see Min / Max values)	SQtgp	SQtgp	1	1	1	1
		Comment	Request the sequencer to continue if it was waiting for a manual trigger				Value Description	1 = request (Only writing value 1 is allowed)				

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DIM_PRESET_SLOT	<a href="#">ENUM PRESET_SLOT</a>	SLOT_1	SLOT_200	Preset slots	1
DIM_PRESET_STATE	<a href="#">ENUM PRESET_STATE</a>	PROGRAM	PREVIEW	Preset states	1
DIM_SCENE	<a href="#">ENUM SCENE</a>	SCENE_1	SCENE_24	Scenes	1
DIM_LAYER	<a href="#">ENUM LAYER</a>	LAYER_1	LAYER_72	Layers of a Scene	1
DIM_MACRO_SLOT	<a href="#">ENUM MACRO_SLOT</a>	SLOT_1	SLOT_90	Macro slots	1
DIM_CUE_STACK	<a href="#">ENUM CUE_STACK</a>	CUESTACK_1	CUESTACK_10	Cue stacks	1
DIM_CUE_STEP	<a href="#">ENUM CUE_STEP</a>	CUESTEP_1	CUESTEP_20	Cue steps in a cue stack	1

Name	Value Name	Values	Description	Comments	VERSION COMMAND
ENUM_DEV	VRC300	513	Vertige	List of devices	1
	RCU300	514	Rackmount Control Unit		
ENUM_DIESE_REQUEST	NONE	0	No Diese request is pending	List of Diese possible requests	1
	ALL	1	The device will dump all its command values (all index values)		
	DIFFERENT_FROM_DEFAULT	2	The device will dump all its command values except those having the default value		
ENUM_PRESET_SLOT	SLOT_1	0	1st preset slot in bank	List of preset slots	1
	SLOT_2	1	(value+1)th preset slot in bank		
	SLOT_xxx	xxx	xxx		
	SLOT_199	198	(value+1)th preset slot in bank		
	SLOT_200	199	200th preset slot in bank		
ENUM_PRESET_STATE	PROGRAM	0	Program	List of preset states	1
	PREVIEW	1	Preview		
ENUM_SCENE	SCENE_1	0	1st scene	List of scenes	1
	SCENE_2	1	(value+1)th scene		
	SCENE_xxx	xxx	xxx		
	SCENE_23	22	(value+1)th scene		
	SCENE_24	23	24th scene		
ENUM_SOURCE	NONE	0	No source	List of sources	3
	SOURCE_1	1	1st source		
	SOURCE_2	2	(value+1)th source		
	SOURCE_xxx	xxx	xxx		
	SOURCE_239	239	(value+1)th source		
	SOURCE_240	240	240th source		
ENUM_LAYER	LAYER_1	0	1st layer of a Scene	List of layers of a Scene	1
	LAYER_2	1	(value+1)th layer of a Scene		
	LAYER_xxx	xxx	xxx		
	LAYER_71	70	(value+1)th layer of a Scene		
	LAYER_72	71	72th layer of a Scene		
ENUM_MACRO_SLOT	SLOT_1	0	1st macro slot in bank	List of macro slots	1
	SLOT_2	1	(value+1)th macro slot in bank		
	SLOT_xxx	xxx	xxx		
	SLOT_89	88	(value+1)th macro slot in bank		
	SLOT_90	89	90th macro slot in bank		
ENUM_CUE_STACK	CUESTACK_1	0	1st cue stack	List of Cue Stacks	1
	CUESTACK_2	1	(value+1)th cue stack		
	CUESTACK_xxx	xxx	xxx		
	CUESTACK_9	8	(value+1)th cue stack		
	CUESTACK_10	9	10th cue stack		

ENUM_CUE_STEP	CUESTEP_1	0	1st cue step in cue stack	List of Cue Steps in a Cue Stack	1
	CUESTEP_2	1	(value+1)th cue step in cue stack		
	CUESTEP_xxx	xxx	xxx		
	CUESTEP_19	18	(value+1)th cue step in cue stack		
	CUESTEP_20	19	20th cue step in cue stack		
ENUM_SEQUENCE_STATUS	IDLE	0	The sequencer is idle	List of sequence possible status	1
	PLAYING_MANUAL	1	The sequencer is playing step by step, with a pause after each step requiring an operator's action in order to resume		
	PLAYING_AUTO	2	The sequencer is playing automatically each step till the end		