

CueScript Quick Reference Guide

Language Version 3.1

Command	Description	Examples
And <i>value</i>	Performs a logical AND between the previous value and <i>value</i> . If both sides of the AND are non-zero and non-empty, this operator returns 1. Otherwise it returns 0. <i>Works with:</i> numbers, strings.	42 And 64 Returns 1 (both numbers are non-zero)
		42 And 0 Returns 0 (one number is zero)
		" " And "Test" Returns 0 (one string is empty)
		If ('x' And 'y')... Evaluates as True if the contents of variables x and y are both True.
At <i>value</i> (A , @)	Sets the value of the selected object(s). May use percentage, decimal, or hexadecimal values. The special value FL is the same as 100%. Use a question mark (?) in place of the <i>value</i> parameter to return the current object value. <i>Works with:</i> Button , Channel , Group , Indicator , Output , Playback , Preset , Station .	Channel 1 At 50 Sets channel 1 to 50%
		Channel 2+8 At FL Sets channels 2 and 8 to 100%
		Group 7>10 At #253 Sets group 7 thru 10 to 253 in decimal
		Button 3.1 At \$FE Sets the indicator of button 1 on station 3 to FE in hexadecimal
		Channel 99 At ? Returns the current value of channel 99
		Indicator 4 At ? Returns the current value of indicator 4
At Cue number (AQ , @Q)	Sets the value of the selected channels to the values stored in the given cue. <i>Works with:</i> Channel , Group .	Channel 1>5 At Cue 1 Sets channels 1 thru 5 to the values stored in cue 1 for those channels
At Playback number (AP , @P)	Sets the value of the selected channels to the values currently in the given playback fader. <i>Works with:</i> Channel , Group .	Channel 1>100 At Playback 7 Sets channels 1 thru 100 to the values currently in playback 7
At Input (AIN , @IN)	Sets the value of the selected channels to the values currently incoming into the device. <i>Works with:</i> Channel , Group .	Channel 101>199 At Input Sets channels 101 thru 199 to the values currently present at the device's input
At Output (AO , @O)	Sets the value of the selected channels to the values currently being output from the device. <i>Works with:</i> Channel , Group .	Channel 1>512 At Output Sets channels 1 thru 512 to the values currently being output by the device
At [+/-] value (A+ , @+ , A- , @-)	Sets the value of the selected channels to an offset (delta) from their current values. May use percentage, decimal, or hexadecimal values. <i>Works with:</i> Channel , Group .	Channel 1 At +10 Sets channel 1 to a value 10% greater than its current value
		Channel 1>10 At -5 Sets channels 1 thru 10 to values that are 5% lower than their current values
At Page number (APA , @PA)	Sets the active page number of the currently selected station. <i>Works with:</i> Station .	Station 1 At Page 3 Sets the active page of station 1 to page 3

Command	Description	Examples	
Audio "filename"	Plays the given sound file. If a sound was already playing, that sound will be stopped and the new sound will begin playing.	Audio "Music.mp3"	Plays the audio track found in the file <i>Music.mp3</i>
		Audio "Chime.wav"	Plays the audio track found in the file <i>Chime.wav</i>
Audio Stop	Stops playing audio. If no sound was playing, this command has no affect.	Audio Stop	Stops playing audio
Break (BR)	Stops executing the current command. Use Break in situations where a condition requires that subsequent commands not be executed.	Cue 1 Go; Break; Cue 2 Go	Executes cue 1, then breaks; cue 2 is not executed
		Cue 1 Go If ('x' > 5) Then break EndIf Cue 2 Go	Executes cue 1, then checks to see if variable x is greater than 5, if it is, then the script stops; only if x is less than or equal to 5 does cue 2 execute
Button range (B)	Selects one or more buttons. A single number refers to a button on the current station. May also use 'station.button' syntax to refer to buttons on a different station. <i>Works with: At, Disable, Enable, Lock, Off, On, Unlock.</i>	Button 1	Selects button 1 on the current station
		Button 3.2	Selects button 2 on station 3
		Button 3+5 On	Turns the indicators of buttons 3 and 5 on
		Button 2>8 Disable	Disables buttons 2 thru 8 on the current station
Channel range (C)	Selects one or more channels. A single number refers to a global channel number. May also use 'universe.channel' syntax to refer to a channel within a specific universe. <i>Works with: At, Disable, Enable, Lock, Off, On, Unlock.</i>	Channel 1	Selects channel 1
		Channel 3+5>9	Selects channel 3 plus 5 thru 9
		Channel 2.5	Selects channel 5 in universe 2
		Channel 1>10 At FL	Sets channels 1 thru 10 to 'full'
		Channel 201 Park	Parks channel 201
Clear (CL)	Clears the selected (or active) playback fader(s). Clearing a playback fader releases all channels, un parks all channels, removes the selection, aborts pending follows, and returns the submaster to 100%.	Playback 3 Clear	Clears playback 3
		Playback 1+3+5 Clear	Clears playbacks 1, 3, and 5
		Clear	Clears the active playback
Contact range (CO)	Selects one or more contact closure inputs. A single number refers to a contact on the current station. May also use 'station.contact' syntax to refer to contacts on a different station. <i>Works with: Disable, Enable, Lock, Unlock.</i>	Contact 1	Selects contact 1 on the current station
		Contact 3.2	Selects contact 2 on station 3
		Contact 5 Disable	Disables contact 5 on the current station

Command	Description	Examples
Cue number (Q, CU)	Sets the next cue in the active playback fader. The next cue will be executed with a subsequent Go command. The Stack command can be used to change which cue stack cues are loaded from. <i>Works with: Go, Stack.</i>	Cue 1 Chooses cue 1 as the next cue for the active playback fader
		Cue 3 Go Executes cue 3 in the active playback fader
		Playback 2 Cue 5 Go Executes cue 5 in playback 2
		Cue 10.5 Time 2 Go Chooses cue 10.5 as the next cue, overrides the fade time to 2 seconds, then executes the cue
		Playback 5 Stack "Intro" Cue 101.1 Go Selects playback 5, sets the playback to use the stack named <i>Intro</i> , and then executes cue 101.1
Disable (DIS)	Disables the selected object(s). <i>Works with: Button, Channel, Contact, Enable, Playback, Station, Universe.</i>	Button 6 Disable Disables button 6 on the current station (the button will no longer trigger events)
		Channel 3 Disable Disables channel 3 (the channel will no longer contribute to the playback)
		Contact 8 Disable Disables contact closure 8 on the current station (the contact will no longer trigger events)
		Group 1+2 Disable Disables the channels in groups 1 and 2 (the channels will no longer contribute to the playback)
		Playback 7 Disable Disables playback 7 (the playback will no longer contribute to the output)
		Station 4 Disable Turns off station 4 (the station will appear powered off)
		Universe 5 Disable Disables universe 5 (the universe will no longer output data)

Command	Description	Examples	
Enable (EN)	Enables the selected object(s). <i>Works with: Button, Channel, Contact, Disable, Playback, Station, Universe.</i>	Button 6 Enable	Enables button 6 on the current station (the button will trigger events normally)
		Channel 3 Enable	Enables channel 3 (the channel will contribute to the playback normally)
		Contact 8 Enable	Enables contact closure 8 on the current station (the contact will trigger events normally)
		Group 1+2 Enable	Enables the channels in groups 1 and 2 (the channels will contribute to the playback normally)
		Playback 7 Enable	Enables playback 7 (the playback will contribute to the output normally)
		Station 4 Enable	Turns on station 4 (the station will operate normally)
		Universe 5 Enable	Enables universe 5 (the universe will output data normally)
Fade time (FA)	Sets the active playback fader's cue fade time (in seconds). May use split fades using two times separated by a slash (/). A fade time may be preceded by a delay time and a dash (-). Use a question mark (?) in place of the <i>time</i> parameter to return the current cue fade time. <i>Works with: Cue, Playback.</i>	Time 5	Sets the active playback fader's cue fade time to 5 seconds
		Time 2.3/4.75	Sets the active playback fader's cue fade time to 2.3 seconds for rising channels and 4.75 seconds for falling channels
		Time 1-3.5	Sets the active playback fader's cue fade time to a delay of 1 second, followed by a fade of 3.5 seconds
		Cue 3 Time 2.1 Go	Chooses cue 3 as the next cue, overrides the fade time to 2.1 seconds, then executes the cue
		Time ?	Returns the current cue fade time
Follow time (FO)	Sets the active playback fader's cue follow time (in seconds). Whenever a Go occurs, this time is used to start a timer that will automatically execute another Go to advance to the subsequent cue. Setting a follow time of 0 (zero) causes no follow to occur. Use Follow Clear to cancel any currently active follow timer that is counting down. Use a question mark (?) in place of the <i>time</i> parameter to return the current follow time. <i>Works with: Cue, Playback.</i>	Follow 15	Sets the active playback fader's cue follow time to 15 seconds
		Cue 7 Follow 1 Go	Chooses cue 7 as the next cue, overrides the follow time to 1 second, then executes the cue
		Follow Clear	Cancel the currently active follow timer in the active playback fader
		Follow ?	Returns the current cue follow time

Command	Description	Examples
Go (G)	Executes the next cue in the active playback fader. <i>Works with: Cue, Playback.</i>	Go Executes the next cue in the active playback fader
		Cue 1 Go Executes cue 1 in the active playback fader
		Playback 3 Cue 2 Go Executes the cue 2 in playback 3
Group range (GR, U)	Selects the channels in one or more groups. <i>Works with: At, Disable, Enable, Lock, Off, On, Unlock.</i>	Group 3 Selects the channels in group 3
		Group 1+5 Selects the channels in groups 1 and 5
		Group 1>3 At 66 Sets the channels in groups 1 thru 3 to 66%
		Group 7 Disable Disables the channels in group 7
If expression [Then] action [Else action] [EndIf]	Used to conditionally execute statements based on the value of an expression.	If ('x' == 1) Cue 1 Go If variable x is equal to 1, then execute cue 1
		If ('y' > 3) Then Cue 1 Go Else Cue 2 Go EndIf Playback 3 Clear If variable y is greater than 3, then execute cue 1, otherwise execute cue 2. Regardless of the value of y, playback 3 is always cleared
Indicator range (IND)	Selects one or more indicators. A single number refers to an indicator on the current station. May also use 'station.button' syntax to refer to indicators on a different station. <i>Works with: At, Off, On</i>	Indicator 1 Selects indicator 1 on the current station
		Indicator 3.2 Selects indicator 2 on station 3
		Indicator 3+5 On Turns the indicators of buttons 3 and 5 on
Input state (IN)	Enables or disables the DMX input layer of the playback stack. Use a question mark (?) in place of the state parameter to return the enable status.	Input Enable Enables DMX input
		Input Disable Disables DMX input
		Input ? Returns either 0 or 1 depending on the current input enable state
Join number	Sets the <i>join group number</i> for the current zone. Multiple zones that are part of the same "join group" mimic each others actions. Join group numbers are from 1 to 32. Use Join 0 or Join Clear to remove the zone from a join group. Use a question mark (?) in place of the <i>number</i> parameter to return the current join group for the active zone. <i>Works with: Zone</i>	Join 3 Sets the join group of the active zone to 3
		Zone "Entry" Join 4 Sets the join group of the zone named "Entry" to 4
		Join Clear Removes the active zone from any join groups
		Join ? Returns the join group number for the active zone

Command	Description	Examples	
Length <i>time</i> (LEN)	<p>Overrides the length for the playback of a streaming cue (in seconds). If a # precedes the parameter, then it will be interpreted as a number of <i>frames</i> instead of seconds.</p> <p>Use a question mark (?) in place of the <i>time</i> parameter to return the current playback length.</p> <p><i>Works with:</i> Cue, Go, Offset</p>	Length 1	Sets the current streaming cue's playback length to 1 second
		Cue 4 Length 8.075 Go	Loads cue 4, then sets its playback length to 8.075 seconds, and then begins playing the cue
		Length #150	Sets the current streaming cue's playback length to 150 frames (each frame is 1/40th of a second)
		Length ?	Returns the current playback length of the active playback fader
Link <i>cue</i> (L)	<p>Sets the <i>linked cue</i> for the active playback fader. When the next Go occurs, the link will become the next cue instead of the normal numerical progression of cues.</p> <p>Use the Link Clear command to remove any link from the active playback fader</p> <p>Use a question mark (?) in place of the <i>cue</i> parameter to return the current linked cue.</p> <p><i>Works with:</i> At, Off, On</p>	Link 1	Sets the linked cue to cue 1
		Cue 22 Link 3 Go	Loads cue 22, then overrides its linked cue to "Cue 3" before executing it
		Link Clear	Clears any currently linked cue from the active playback fader
		Link ?	Returns the currently linked cue in the active playback fader
Lock	<p>Locks the selected object(s).</p> <p><i>Works with:</i> Button, Contact, Page, Station, Unlock.</p>	Button 6 Lock	Locks button 6 on the current station (the button will no longer trigger events, and will appear locked)
		Contact 8 Lock	Locks contact closure 8 on the current station (the contact will no longer trigger events)
		Page 7 Lock	Locks page 7 on the current station (if the page requires a PIN number, the user will be required to enter the PIN before using the page)
		Station 4 Lock	Locks station 4 (the station will appear locked)
Log <i>string</i>	<p>Adds a user message to the system log.</p> <p>When system-added "important" messages are logged, the device's Power LED will blink Blue/Magenta.</p> <p>Use Log Clear to acknowledge important messages and remove the blinking Power LED.</p> <p>Use Log Reset to remove all messages from the system log.</p> <p>Use Log ? to return the number of important messages in the system log.</p>	Log "Hello World"	Puts the message "Hello World" into the system log
		Log "Cue \${myCue}"	Put the message "Cue ", followed by the value of the <i>myCue</i> variable into the system log
		Log Clear	Acknowledges any important messages in the system log
		Log Reset	Removes all system log messages
		Log ?	Returns the number of important messages in the system log

Command	Description	Examples	
Macro number (M)	<p>Executes CueScript instructions contained in a macro.</p> <p>A macro is simply a way to encapsulate various CueScript commands into a single callable function block.</p>	Macro 3	Executes the CueScript commands stored in macro 3
Off	<p>Off is an alias for At 0.</p> <p>This alias is commonly used to "turn off" objects.</p> <p><i>Works with: Button, Channel, Group, Indicator, Output, Playback, Preset.</i></p>	Button 1 Off	Turns off the indicator on button 1
		Channel 3>7 Off	Sets channels 3 thru 7 to 0%
		Group 5 Off	Sets the channels in group 5 to 0%
		Output 6+8 Off	Turns off outputs 6 and 8 on the current station
		Playback 2 Off	Sets the submaster of playback 2 to 0%
		Preset 4 Off	Turns off preset 4 in the current zone
Offset time	<p>Overrides the starting time of the playback of a streaming cue (in either positive or negative seconds). If a # precedes the parameter, then it will be interpreted as a number of frames instead of seconds.</p> <p>Use a question mark (?) in place of the <i>time</i> parameter to return the current playback offset.</p> <p><i>Works with: Cue, Go, Length</i></p>	Offset 1	Sets the current streaming cue's playback offset to 1 second
		Cue 4 Offset -3.25 Go	Loads cue 4, then sets its playback offset to -3.25 seconds, and then begins playing the cue
		Offset #7	Sets the current streaming cue's playback offset to 7 frames (each frame is 1/40th of a second)
		Offset ?	Returns the current playback offset of the active playback fader
On	<p>Off is an alias for At 100 or At FL.</p> <p>This alias is commonly used to "turn on" objects.</p> <p><i>Works with: Button, Channel, Group, Indicator, Output, Playback, Preset.</i></p>	Button 1 On	Turns on the indicator on button 1
		Channel 3>7 On	Sets channels 3 thru 7 to 100%
		Group 5 On	Sets the channels in group 5 to 100%
		Output 6+8 On	Turns on outputs 6 and 8 on the current station
		Playback 2 On	Sets the submaster of playback 2 to 100%
		Preset 4 On	Turns on (activates) preset 4 in the current zone
Page number (PA)	<p>Selects a page on the current station.</p> <p>Use a question mark (?) in place of the <i>number</i> parameter to return the station's current page number.</p> <p><i>Note:</i> This command does not change the active page. See At Page instead.</p> <p><i>Works with: Lock, Station, Unlock.</i></p>	Page 1	Selects page 1 on the current station
		Page 2 Lock	Locks page 2 on the current station
		Station 2 Page ?	Returns the currently active page number of station 2
		Station 3 Page 4 Unlock	Unlocks page 4 on station 3

Command	Description	Examples
Park	Parks the selected channel(s). The values of parked channels cannot be changed by cues, presets, or commands unless unparked. <i>Works with: At, Channel1, Group, Playback, Unpark.</i>	Park Parks the currently selected channels in the active playback
		Channel 1>10 Park Parks channels 1 thru 10 in the active playback
		Playback 3 Group 5 Park Parks the channels in group 5 in playback 3
Playback number (P)	Changes the active playback fader and/or selects one or more playbacks. <i>Works with: At, Channel, Clear, Cue, Disable, Enable, Group.</i>	Playback 2 Changes the active playback fader to playback 2
		Playback 4 Cue 1 Go Executes cue 1 in playback 4
		Playback 5>7 Clear Clears all active channels and active properties from playbacks 5 thru 7
		Playback 6+8 At 50 Changes the submaster of playback 5 and 8 to 50%
Preset number [On Off] At value Toggle value] (PR [On, Off, A v, @ v, Tog v])	Activates a preset in the current zone. Use On to activate, Off to deactivate, At to set a preset to a given level, or Toggle to toggle a preset on and off.	Preset 5 On Activates preset 5 in the current zone
		Zone "Foyer" Preset 3 On Activates preset 3 in the zone "Foyer"
	The Zone command can be used to change which zone is currently active. <i>Works with: Zone.</i>	Preset 1 Toggle On Activates or deactivates preset 1 depending on its previous state
		Preset 7 Off Deactivates preset 7 in the current zone
Press	Performs the same event that would occur if the user physically presses a button (or closes a contact). <i>Works with: Button, Contact, Release.</i>	Button 1 Press Performs the same action as if the user had pressed button 1
		Station 1 Page 2 Button 3 Press Presses button 3 on page 2 of station 1
Random [value] {value1, value2}] (RAND)	Generates a random number. Use the Random command in CueScript expressions to introduce randomness. If only given a single value, Random returns a number from 0 through <i>value</i> . If given an array of two values, Random returns a number from <i>value1</i> through <i>value2</i> .	Random 5 Returns a random number from 0 through 5
		Random {10, 20} Returns a random number from 10 through 20
		Macro (Random{5,8}) Executes a random macro from 5 through 8
		Cue (Random{1,4}) Go Executes a random cue from 1 through 4
		Group (Random 3) At (Random{50,75}) Sets the channels of a random group from 0 thru 3 to a random value from 50 thru 75
Reboot	Causes the CueServer to reboot immediately.	Reboot Causes the CueServer to reboot

Command	Description	Examples	
Record [<i>options</i>] Cue number (R [All, Empty, Sel, Active, In, P n, STA s] Q)	Records (or re-records) a normal cue. By default, all channels being output by CueServer will be recorded into the new cue. Use <i>options</i> to change the default behavior. If the cue exists, it will be replaced. To update the channel levels of an existing cue, use the Update command. <i>Options:</i> All: Records all channels Empty: Records no channels Selected: Records selected channels Active: Records active channels Input: Records from DMX input Playback n: Records from playback <i>n</i> Stack s: Records into stack <i>s</i>	Record Cue 1	Records the current output from the CueServer as cue 1
		Record Empty Cue 2	Records cue 2 with no DMX channels
		Record Selected Cue 3	Records the currently selected DMX channels as cue 3
		Record Active Input Cue 5.1	Records only the active channels from the DMX input as cue 5.1
		Record Selected Playback 7 Cue 99	Records the currently selected channels from playback 7 as cue 99
		Record Stack "Test" Active Cue 101.5	Records only the active channels into cue 101.5 in the stack "Test"
		Channel 1>10 Record Selected Cue 8	Records channels 1 thru 10 into cue 8
Record Group <i>number</i> (RU, RGR)	Creates a new group from the currently selected channels. If the group exists, it will be replaced. To update the channels in an existing group, use the Update command. <i>Works with: Channel, Group</i>	Record Group 1	Records the currently selected channels as group 1
		Channel 1>10 Record Group 2	Records channels 1 thru 10 as group 2
Record [<i>options</i>] Stream number (R [C n, T t, STA s] Q)	Records a streaming cue. As soon as this command is executed, a stream recording of the CueServer's DMX output will begin. Use Record Stop to stop recording. Use the following <i>options</i> to modify the recording behavior. <i>Options:</i> Channel n: Trigger on channel <i>n</i> Time t: Only record <i>t</i> seconds Stack s: Records into stack <i>s</i>	Record Stream 1	Begins recording the current output from the CueServer as streaming cue 1
		Record Channel 512 Stream 2	Begins recording streaming cue 2, using channel 512 as a trigger channel to start/stop recording
		Record Time 15 Stream 101.5	Begins recording streaming cue 101.5, automatically stopping after 15 seconds
Record Stop (RSTO)	Stops recording any currently recording streaming cue.	Record Stop	Stops recording the current streaming cue
Release <i>(for channels)</i> (REL)	Releases channels from the active playback fader. <i>Works with: Channel, Group</i>	Release	Releases the currently selected channels from the active playback or if no channels are selected, releases all channels
		Group 3 Release	Releases the channels in group 3
Release <i>(for buttons)</i> (REL)	Performs the same event that would occur if the user physically releases a button (or opens a contact). <i>Works with: Button, Contact, Press.</i>	Button 1 Release	Performs the same action as if the user had released button 1
		Station 1 Page 2 Button 3 Release	Releases button 3 on page 2 of station 1
Reset	Clears all running show information from all playback faders.	Reset	Resets all playback faders

Command	Description	Examples	
Set <i>variable value</i>	Sets the value of a variable. Works with either user-defined (such as <i>xyz</i> , <i>myCount</i> , or <i>IsMyShowEnabled</i>) or system variables (such as <i>button.onColor</i> , or <i>lcd.backlight</i>).	Set x 3	Sets the variable <i>x</i> to the number 3
		Set text "Hello"	Sets the variable <i>text</i> to the string "Hello"
		Set lcd.backlight 25	Sets the system variable <i>lcd.backlight</i> to the value 25
		Set y ('x' + 1)	Sets the variable <i>y</i> to the result of the expression 'x' + 1
SMPTE [Start Stop Clear <i>"timecode"</i> <i>frameNumber</i> [+/-] <i>frames</i> Input source]	Used to manage timecode, including the internal timecode generator, and external timecode input. Input Options: "Audio": Use audio input for timecode "Internal": Use internal timecode	SMPTE Start	Begins generating internal timecode
		SMPTE Stop	Stops generating internal timecode
		SMPTE Clear	Sets the timecode to 00:00:00:00
		SMPTE "00:12:34:56"	Sets the timecode to 00:12:34:56
		SMPTE 12	Sets the timecode to frame 12
		SMPTE +5	Sets the timecode to 5 frames beyond the current frame
		SMPTE Input "Audio"	Sets the input source of timecode to the audio input
Stack [<i>"name"</i> Clear ?]	Changes the current cue stack of the active playback fader. Stacks are user-defined cue lists and can be used to organize cues.	Stack "Surprise"	Sets the active playback fader's cue stack to the stack named "Surprise"
		Stack "Intro" Go	Executes the first cue in the stack named "Intro"
		Stack Clear	Sets the active playback fader to use the main cue stack
Start (STA)	Resumes normal timing operation of the active playback fader. Start has the opposite effect as the Stop command.	Start	Resumes normal timing of the active playback fader
		Playback 2 Start	Resumes normal timing operation of playback 2
Station range (STAT)	Selects one or more stations. Use the station command to enable, disable, lock, or unlock stations, or to select a station for referring to its page or controls. <i>Works with: At, Off, On</i>	Station 1	Selects station 1
		Station 3 Button 4	Selects button 4 on station 3
		Station 2 At Page 5	Changes the activate page of station 2 to page 5
		Station 1+3+5 Lock	Locks stations 1, 3, and 5
Stop (STO)	Suspends normal timing operation of the active playback fader. A stopped playback fader does no crossfade on a Go command, the At command sets channels immediately, and auto-follows and streaming playback are paused. Stop has the opposite effect as the Start command.	Stop	Suspends normal timing of the active playback fader
		Playback 2 Stop	Suspends normal timing operation of playback 2

Command	Description	Examples	
Time <i>time</i> (T)	Sets the global fade time. This time is used to crossfade channels or values whenever the At command is executed. <i>Works with: At, Off, On, Toggle</i>	Time 1	Sets the global fade time to 1 second
		Channel 1>10 Time 5 At 50	Sets channels 1 thru 10 to 50% with a fade time of 5 seconds
		Time 1.35/7.2	Sets the global fade time to 1.35 seconds for upward fading channels and 7.2 seconds for downward fading channels
		Playback 1 Time 3.5 At 25	Sets the submaster of playback 1 to 25% with a fade time of 3.5 seconds
Toggle <i>value</i> (TOG)	Flip-flops the currently selected object(s) values between a fixed value and zero. In other words, if the selected value is already set to the toggle value, the value is set to zero, otherwise it is set to the toggle value. <i>Works with: Button, Channel, Group, Indicator, Output, Playback, Preset.</i>	Channel 1 Toggle 100	Toggles the value of channel 1 between 0 and 100
		Group 3 Toggle 33	Toggles the value of group 3 between 0 and 33
		Preset 2 Toggle On	Toggles the state of preset 2 between off and on
Universe <i>range</i> (UNIV)	Selects one or more universes. Use with Enable , Disable , or Set to enable/disable the universe or set its properties. <i>Works with: Disable, Enable, Set.</i>	Universe 1	Selects universe 1
		Universe 3 Disable	Disables transmission of universe 3
		Universe 1>5 Enable	Enables transmission of universes 1 thru 5
		Universe 2 Set Universe.priority 150	Sets the "priority" of universe 2 to 150
Unlock	Unlocks the selected object(s). <i>Works with: Button, Contact, Lock, Page, Station.</i>	Button 6 Unlock	Unlocks button 6 on the current station (the button will trigger events, and will not appear locked)
		Contact 8 Unlock	Unlocks contact closure 8 on the current station (the contact will trigger events)
		Page 7 Unlock	Unlocks page 7 on the current station (the user will not be required to enter a PIN number)
		Station 4 Unlock	Unlocks station 4 (the station will appear unlocked)

Command	Description	Examples
Wait ["time" Clear Stop id ?] (W)	Causes the current command to wait for a specified amount of time. While one command is waiting, other commands in the system will continue to operate. To stop all currently waiting commands in the system, use the Wait Clear command. The returned value from a Wait command can be used with the Wait Stop command to stop a specific command from running.	Wait 5 Waits 5 seconds before continuing with the current command
		Cue 1 Go; Wait 2.5; Clear Executes cue 1, then waits 2.5 seconds, then clears the playback
		Wait Clear Clears all currently waiting commands
		"id" = (B10N; W5; B10FF) Turns button 1 on, waits 5 seconds, then turns button 1 off; and while waiting, puts the ID of the wait into the variable <i>id</i>
		Wait Stop 'id' Stops the pending wait of the command referenced by <i>id</i>
Write [port string ip string ip:port string URL url] (WR)	Writes (or sends) the given string to the specified serial port, UDP destination, or via URL.	Write COM1 "Hello" Sends the string "Hello" to the RS-232 port
		Write COM2 "Test\r" Sends the string "Test" followed by a carriage return character to the RS-485 port
		Write "10.0.1.5" "Cue 1 Go" Sends the string "Cue 1 Go" via UDP to the ip address 10.0.1.5 using the default port 52737
		Write "10.0.1.5:42" "Accepted\x00" Sends the string "Accepted" followed by a null character via UDP to the address 10.0.1.5 on port 42
		Write URL "http://10.0.1.5/request" Sends an HTTP GET request to 10.0.1.5 to fetch the "/request" URL
Zone ["name" Clear ?] (Z)	Changes the current zone of the current command context. Zones are used to limit the scope of channels that can be accessed for a particular station, or command.	Zone "Ballroom A" Chooses the zone "Ballroom A"
		Zone "Foyer" Preset 3 On Activates preset 3 in the zone named "Foyer"
		Zone "Theater" Channel 1>100 @ FL Selects the "Theater" zone and then attempts to set channels 1 thru 100 to Full; only channels in the zone will be able to be set