

# LiveToAir Macro Documentation

The Web Server runs on port 56000 by default. It currently only supports the Paths “/Macro” which takes Parameters “Command” and “Payload”, and “/State” which takes no Parameters

**URL Format:** <http://localhost:56000/Macro/?Command={COMMAND}&Payload={PAYLOAD}>

**Example:** <http://localhost:56000/Macro/?Command=SelectChannel&Payload=5> (Selects the 5<sup>th</sup> Channel)

**URL Format:** <http://localhost:56000/State>

## Commands:

Command Name	Command Description	Payload Description
None	No Operation (Primarily for Internal Null Use)	This Command Supports no Payload
CallOrOnAirChannel	If the Currently Selected or Specified Channel has No Guest in it, Calls the Currently Selected Guest in the Call-In Manager Queue. If the Channel has a Guest in it that is Off-Air, sends them On-Air. If the Guest is already On-Air, does nothing.	A Payload that is Empty or Zero Executes on the Selected Channel, Otherwise Enter the Channel Number to Execute the Command On
MuteChannelAudioOutput	Mutes the Currently Selected or Specified Channel’s Audio Output. If it is already Muted, it does nothing.	A Payload that is Empty or Zero Executes on the Selected Channel, Otherwise Enter the Channel Number to Execute the Command On
MuteChannelAudioReturn	Mutes the Currently Selected or Specified Channel’s Audio Return. If it is already Muted, it does nothing.	A Payload that is Empty or Zero Executes on the Selected Channel, Otherwise Enter the Channel Number to Execute the Command On
MuteOperatorMicrophone	Mutes the Operator’s Microphone. If it is already Muted, it does nothing.	This Command Supports no Payload

MuteOperatorSpeakers	Mutes the Operator's Speakers/Headset Output. If it is already Muted, it does nothing.	This Command Supports no Payload
OffAirAllChannels	Sends all On-Air Channels to Off-Air. If a Channel has no Guest connected or is already Off-Air, it does nothing to the Channel.	This Command Supports no Payload
OffAirChannel	If the Currently Selected or Specified Channel is On-Air, it is set Off-Air. Otherwise, it does nothing.	A Payload that is Empty or Zero Executes on the Selected Channel, Otherwise Enter the Channel Number to Execute the Command On
OffAirDropOrClearChannel	If the Currently Selected or Specified Channel is On-Air, it is set Off-Air. If it is Off-Air, the Guest is Dropped from the Channel. If it has no Guest connected but isn't Cleared, it clears the channel. If the Channel is already Cleared, it does nothing.	A Payload that is Empty or Zero Executes on the Selected Channel, Otherwise Enter the Channel Number to Execute the Command On
OnAirAllChannels	Sends all Off-Air Channels to On-Air. If a Channel has no Guest connected or is already On-Air, it does nothing to the Channel.	This Command Supports no Payload
OnAirChannel	If the Currently Selected or Specified Channel is Off-Air, it is set On-Air. Otherwise, it does nothing.	A Payload that is Empty or Zero Executes on the Selected Channel, Otherwise Enter the Channel Number to Execute the Command On
SelectChannel	Selects the Specified Channel in the User Interface	Enter the Channel Number of the Channel to Select

ToggleMuteChannelAudioOutput	Toggles the Mute State of the Currently Selected or Specified Channel's Audio Output.	A Payload that is Empty or Zero Executes on the Selected Channel, Otherwise Enter the Channel Number to Execute the Command On
ToggleMuteChannelAudioReturn	Toggles the Mute State of the Currently Selected or Specified Channel's Audio Return.	A Payload that is Empty or Zero Executes on the Selected Channel, Otherwise Enter the Channel Number to Execute the Command On
ToggleMuteOperatorMicrophone	Toggles the Mute State of the Operator's Microphone.	This Command Supports no Payload
ToggleMuteOperatorSpeakers	Toggles the Mute State of the Operator's Speakers/Headset Output.	This Command Supports no Payload
TogglePTTAll	Toggles the PTT All State.	This Command Supports no Payload
TogglePTTGroup	Toggles the PTT Group State for the Currently Selected Channel in the User Interface.	This Command Supports no Payload
TogglePTTSingle	Toggles the PTT Single State for the Currently Selected Channel in the User Interface.	This Command Supports no Payload
UnmuteChannelAudioOutput	Unmutes the Currently Selected or Specified Channel's Audio Output. If it is already Unmuted, it does nothing.	A Payload that is Empty or Zero Executes on the Selected Channel, Otherwise Enter the Channel Number to Execute the Command On
UnmuteChannelAudioReturn	Unmutes the Currently Selected or Specified Channel's Audio Return. If	A Payload that is Empty or Zero Executes on the Selected Channel, Otherwise Enter the

	it is already Unmuted, it does nothing.	Channel Number to Execute the Command On
UnmuteOperatorMicrophone	Unmutes the Operator’s Microphone. If it is already Unmuted, it does nothing.	This Command Supports no Payload
UnmuteOperatorSpeakers	Unmutes the Operator’s Speakers/Headset Output. If it is already Unmuted, it does nothing.	This Command Supports no Payload
SetChannelAudioOutputVolume	Sets the Provided Channel’s Output Audio Level to the Provided Volume	<p>A Payload that is of the comma-separated format “{Channel},{Volume}”</p> <p>Where Channel is the Channel to set the Output Volume. Channel Zero is the Currently Selected Channel.</p> <p>And Volume is a Floating Point Value between 0.00 and 1.00 (Where 0.00 is No Level, and 1.00 is Maximum Level)</p>
SetChannelAudioReturnVolume	Sets the Provided Channel’s Return Audio Level to the Provided Volume	<p>A Payload that is of the comma-separated format “{Channel},{Volume}”</p> <p>Where Channel is the Channel to set the Return Volume. Channel Zero is the Currently Selected Channel.</p> <p>And Volume is a Floating Point Value between 0.00 and 1.00 (Where 0.00 is No Level, and 1.00 is Maximum Level)</p>
SetOperatorSpeakersVolume	Sets the Operator Speaker’s Audio Level to the Provided Volume	A Payload that is a Floating Point Value between 0.00 and 1.00 that Represents

		the Volume (Where 0.00 is No Level, and 1.00 is Maximum Level)
SetOperatorMicrophoneVolume	Sets the Operator Microphone Audio Level to the Provided Volume	A Payload that is a Floating Point Value between 0.00 and 1.00 that Represents the Volume (Where 0.00 is No Level, and 1.00 is Maximum Level)
SelectCallInQueue	Sets the Currently Selected Call-In Queue	A Payload that represents the Queue to Switch to, with one of three Values: Inbound, Studio, or Completed (Which correspond to their Respective Queues)
SelectFirstGuestInCallInQueue	Selects the First Guest in the Currently Selected Call-In Queue	This Command Supports no Payload
SelectNextGuestInCallInQueue	Selects the Next Guest in the Currently Selected Call-In Queue.  Selects the First Guest if No Guest is Selected.  No-Op If there is no Next Guest (At the end of the Queue)	This Command Supports no Payload
SelectPreviousGuestInCallInQueue	Selects the Previous Guest in the Currently Selected Call-In Queue  Selects the First Guest if no Guest is Selected  No-Op if there is no Previous Guest (At the Beginning of the Queue)	This Command Supports no Payload
MoveSelectedGuestInCallInQueue	Moves the Currently Selected Guest in the Call-In Queue to the following Queue depending on their	This Command Supports no Payload

	<p>state:</p> <p>If they are in the Inbound Queue, they are moved to the Studio Queue</p> <p>If they are in the Studio Queue, they are moved to the Completed Queue</p> <p>If they are in the Completed Queue, they are moved back to the Studio Queue.</p>	
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