
Rivendell RDCatch Monitor Protocol

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Overview

This defines the IP protocol used for communication between different modules of Rivendell and the **rdcatchd(8)** daemon.

Connection to **ripd** is by means of a TCP SOCK_STREAM connection to TCP port **6006**. The format of a message is as follows:

cmd-code [*arg*] [. . .]!

cmd-code A two letter command code, describing the generic action to be performed

arg Zero or more arguments, delimited by spaces or, if the last argument, by ! (see below)

! The ASCII character 33, indicating the end of the command sequence.

Unprivileged Commands

No authentication is required to execute these.

Drop Connection

End the session and drop the TCP connection.

DC!

Send Password

Send a password to the server for authentication.

PW *passwd*!

passwd A password to be supplied before granting the client access.

rdcatchd(8) will respond with **PW +!** or **PW -!**, indicating the success or failure of the authentication.

Privileged Commands

A connection must be authenticated before these can be executed.

Deck Event Processed

Sent by RDCatchd whenever a deck event is processed.

DE *deck-num event-num*!

deck-num The number of the deck originating the event. Record decks have numbers in the range 1 through 127, while Play decks have numbers in the range 128 through 254.

event-num The new event state of the specified deck.

See the section called “Request Deck Status” for the list of possible deck event states.

Reload Deck List

Reload the record/play deck configuration.

RD!

rdcatchd(8) will respond with **RS +!**.

Reload Event List

Reload the list of scheduled events.

RS!

rdcatchd(8) will respond with **RS +!**.

Request Deck Status

Request the current deck status.

RE *deck-num*!

deck-num The number of the deck for which to return status.

If *deck-num* is greater than zero, **rdcatchd**(8) will respond with **RE *deck-num status id cutname*!**

deck-num Channel number

status The current status of the deck. Possible values are:

Table 1. Deck Status Codes

Code	Meaning
0	Offline
1	Idle
2	Ready
3	Active (playing or recording)
4	Waiting (for a GPI)

event-id ID number of current event (from RECORDINGS table)

cutname The cutname of the event (present only for *status*==3).

If *channel* is zero, **rdcatchd**(8) will respond for every event whose status is non-idle.

An RE packet will also be sent automatically to all active connections upon any change of deck status.

Enable Metering

Enable/Disable Audio Metering

RM state!

state 1 = Enabled, 0 = Disabled.

When metering is active, meter data packets will be periodically sent, as follows:

RM *deck chan level!*

deck Deck number

chan Channel, 0 = Left, 1 = Right

level Left audio level, in 1/100 of dbFS

Stop Deck

Stop active event.

SR deck-num!

deck-num The number of the deck to stop.

Purge Event

Report purging of one-shot event.

PE event-num!

event-num The number of the purged event.

Received upon completion of a one-shot event by **rdcatchd**(8) to indicate that the event has been purged.

Reload Time Offset

Reload the time offset value from the database.

RO!

Reload Heartbeat Configuration

Reload the heartbeat configuration from the database.

RH!

Heartbeat Pulse

Heartbeat Pulse, for connection keep-alive.

HB!

Input Monitor State

Turn the input monitor on or off.

MN *deck-num state!*

deck-num The number of the deck.

state 1 = Enabled, 0 = Disabled.

Set Exit Code

Set the exit code of an event.

SC *event-num code msg!*

event-num The number of the event.

code The numeric code to set.

msg The text message to set.