WEIGL WEM|Script™ ASCII-Commands for ProCommander® X Series, ProCommander® Series, WEMC-1, PrismTag™ Series, Pro VP™ Series & Pro I/O™ Series

Weigl ASCII commands for UDP, INI, Show file integration (Conductor and Showforge) and RS-232/485. Default connection parameter: 9600 baud, 8 data bits, no parity, 1 stop bit. Port: RS232-1 If these serial parameters are changed, the transmitter must be changed to the same parameters! **Maximum length of a serial string for port RS232-1: 150 characters.** The same commands can be sent via IP (UDP). **Maximum length of an IP-string: 512 characters.**	Each command starts with a "!", terminator: "#". **The programmer has to take care of the correct syntax!** **Wrong commands are ignored or lead to a unexpected result!**
Commands marked in this colour are not implemented yet!	
Commands marked in this colour are only possible in the Control.ini file!	

Structure of the Control.ini file: It must always start with the definition of a trigger event. As a start condition either an input, time, real time clock, variable, DMX or infrared event can be used.

Attention! The limit is one trigger event per line.

Only variable conditions can be combined in one line. If you need a combination of several trigger events you have to do this via variables.

Trigger Event	Name	Parameter	Example-Explanation	Info
Input events:		**Stored in Control.ini file on memory card**		**This commands are only possible in the Control.ini file**
!iXc!...#	Input x changes to close	X: [1..16]: input ID further commands	!i1c!esd2:"Hello World"#	If the status of input 1 changes to closed, then send "Hello World" on serial port RS232-2.
!iXo!...#	Input x changes to open	X: [1..16]: input ID further commands	!i2o!pst\AUDIO\TRACK001.OGG#	If the status of input 2 changes to opens, then play single track "TRACK001.OGG" of folder AUDIO
!iXt!...#	Input x changes to toggle	X: [1..16]: input ID further commands	!i3t!edf1=20<10#	If input 3 toggles, then fade DMX channel 1 from current value within 10 seconds to value 20.
Time events:		**Stored in Control.ini file on memory card**		**This commands are only possible in the Control.ini file**
!tmXX:YY!...#	Absolute time after powering on or after the insertion of a flash card.	XX = minutes YY = seconds	!tm135:20!rsn1# !tm01:20!...#	At 2 hours, 15 minutes and 20 seconds, after powering on the ProCommander® or after the insertion of a flash card, the first show will be started in normal mode. If the time 1 minute 20 seconds is reached after the start-up or plug in of the card, then the downstream command will be executed.
!t&XX:YY!...#	At any time the value is reached the downstream is executed.	XX = minutes YY = seconds	!t&05:00!...#	All 5 minutes the downstream command will be executed.
!tcWW:XX:YY:ZZ!...#	Source is an external timecode	WW = hours XX = minutes YY = seconds ZZ = frames	!tc01:30:00!...# !tc03:15:30:10!...#	If the ProCommander receives the external timecode with 1 hour, 30 minutes and 0 seconds, then the downstream command will be executed. If the ProCommander receives the external timecode with 3 hour, 15 minutes, 30 seconds and 10 frames, then the downstream command will be executed. ATTENTION - Frames only works for ProCommander® AX

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Real time clock events:		**Stored in Control.ini file on memory card**		**This commands are only possible in the Control.ini file**
!rc...!...#	Time-controlled events with the internal real time clock.	**If no battery is inserted the command will be executed with a delay!**		
!rc(X=Y)!...#	=: is equal to	X: weekday/ day/ month/ year/ hour/ minute/ seconds Y: value w = weekday (value range: 1-7; Monday = 1, Sunday = 7)	!rc(h=8)!rsa3# !rc(d=24;o=12;y16)!rsn1# !rc(h=4;m=20)!rsnl1#	At 8 o'clock the third show starts in add mode. December 24th 2016 starts the first show in normal mode. The first show starts at 4:20 a.m. and runs in a loop, if a battery is inserted and the real time clock is activated. If no battery is inserted the command will be executed with a delay of 20 hours and 20 minutes. Because every time you power up the device or plug in a memory card the internal clock is set to 08:00 a.m..
!rc(X<Y)!...#	<: is less than	d = day (value range: 1-31).	!rc(o<5)!...#	Till may the downstream command will be executed.
!rc(X>Y)!...#	>: is greater than	o = month (value range: 1-12). y = year (value range: 16-17; corresponds 2016 to 2017).	!rc(d>13; h=9)!...# !rc(w>2;w<7;h=8)!...#	At 9 o'clock from the 13th till the end of each month the downstream command will be executed. From Tuesday till Saturday the downstream command will be executed precisely at 8 a.m.
!rc(X&Y)!...#	&: modulo	h = hour (value range: 0-23). m = minute (value range: 0-59).	!rc(m&15)!...# !rc(s&10)!...#	At every quater (15, 30, 45, 0) the downstream command will be executed. Every 10 seconds the downstream command will be executed.
DMX events:		**Stored in Control.ini file on memory card**		**This commands are only possible in the Control.ini file**
!d...!...#	The whole DMX univers can als be used as a start condition for a command line.	As operators > < = are permitted.		
!dX=Y!...#	=: is equal to	X: DMX channel Y: Value of the DMX channel	!d1=255!...#	If the value of the DMX channel 1 is equal 255, than the downstream command will be executed.
!dX<Y!...#	<: is less than	X: DMX channel Y: Value of the DMX channel	!d150<20!...#	If the value of the DMX channel 150 is less than 20, than the downstream command will be executed.
!dX>Y!...#	>: is greater than	X: DMX channel Y: Value of the DMX channel	!d512>175!...#	If the value of the DMX channel 512 is greater than 175, than the downstream command will be executed.
!d\X>Y!...#	\X: DMX channel, which is the sum of variable value (V) + offset (Z)	X: DMX channel, which is the sum of variable value (V) + offset (Z) Y: Value of the DMX channel V: Variable number Z: Offset [0..511], whereby the max. offset must not exceed the sum of X by 512.	!d\40+2>10!...# !d\15+23<241!...# !d\2=150!...#	The value of variable number 40 is 5 and the offset is 2, so the sum is 7, which is the DMX channel. If the value of the DMX channel 7 is greater than 10, then the downstream command will be executed. The value of variable number 15 is 7 and the offset is 23, so the sum is 30. If the value of the DMX channel 30 is less than 241, then the downstream command will be executed. Without offset, the value of variable number 2 is 8. If the value of the DMX channel 8 is equal 150, then the downstream command will be executed.
Infrared commands:		**Stored in Control.ini file on memory card**		**This commands are only possible in the Control.ini file**
!k...!...#	A infrared remote control can be used to start a command line. (Only if the device is capable of infrared).	Input 1 to 10 can be used, whereby the digit 0 is equivalent to 10.		
!kXc!...#	Input x changes to open	X: input ID from 1 to 16. further commands	!k1c!...#	If the status of input 1 on the infrared remote control changes to activated (c=close), than the downstream command will be executed.
!kXo!...#	Input x changes to open	X: input ID from 1 to 16. further commands	!k5o!...#	If the status of input 5 on the infrared remote control changes to deactivated (o=open), than the downstreamcommand will be executed.
!kXt!...#	Input x changes to toggle	X: input ID from 1 to 16. further commands	!k0t!...#	If input 10 on the infrared remote control changes (t=toggle), than the downstream command will be executed.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Trigger Event	Name	Parameter	Example-Explanation	Info
Unix timecode:		**Stored in Control.ini file on memory card**		**This commands are only possible in the Control.ini file**
!ut…!...#	**Unix time-controlled events with the unix time. (ProCommander® HX & ProCommander® VX ONLY)**	**The Ethernet port 1 must be used on the ProCommander® Front and connected to a network, which has access to the unix timecode.**	**The !nnt...# command must be set to a designated unix time and the timecode must be received once, that the timecode can be used as trigger event.**	
!ut(X=Y)!...#	=: is equal to	X: weekday/ day/ month/ year/ hour/ minute/ seconds Y: value	!ut(h=8)!rsa3# !ut(d=24;o=12;y22)!rsn1# !ut(h=4;m=20)!rsnl1#	At 8 o'clock unix time the third show starts in add mode. Unix time December 24th 2022 starts the first show in normal mode. The first show starts at 4:20 a.m. and runs in a loop, if the ProCommander is connected to a network, which can access the unix timecode and the !nnt command has been set.
!ut(X<Y)!...#	<: is less than	w = weekday (value range: 1-7; Monday = 1,	!ut(o<7)!...#	Till the month july the downstream command will be executed.
!ut(X>Y)!...#	>: is greater than	Sunday = 7) d = day (value range: 1-31). o = month (value range: 1-12).	!ut(d>3; h=9)!...# !ut(w>2;w<7;h=8)!...#	At 9 o'clock from the 3rd till the end of each month the downstream command will be executed. From Tuesday till Saturday the downstream command will be executed precisely at 8 a.m (unix timecode).
!ut(X&Y)!...#	&: modulo	y = year (value range: 16-17; corresponds 2016 to 2017).	!ut(m&15)!...# !ut(s&10)!...#	At every quater (15, 30, 45, 0) of the unix time the downstream command will be executed. Every 10 seconds of unix time the downstream command will be executed.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
Get configuration:				
!?#		2: Network port 2 for ProCommander® X Series	!?# !?2#	List the current settings of the unit on Ethernet port 1. List the curent settings of the unit for Ethernet port 2.
Set commands:	**cd**	**all changes with the set commands are stored in the internal EE-Prom**		
!sag..#	Set amplifier gain for built in 20W amplifier Not available for ProCommander® AX	Gain factor [1..4]	!sag1# !sag2# !sag3# !sag4#	Set amplifier gain to 1 (=20dB) Set amplifier gain to 2 (=26dB) Set amplifier gain to 3 (=32dB) Set amplifier gain to 1 (=36dB)
!san..#	Set analog min value	Output channel: 1..16, where: 1..4 = Analog output 1..4, 5..8 = Servo output 1..4, 9..16 = PWM output 1..8. Level: (0-10000) in 0.01% steps.	!san1=1000#	Set analog min value of analog output 1 to 100. If the new min value is greater than the current max value, the min value will be limited to the max value!
!saoX:Y:Z#	Set analog/CAN motor offset ONLY for ProCommander® X Series, if !onc0# is set. See next command for ProCommander® HXi and CAN motors	X: [1..16]: analog/CAN channel Y: [0..65535]: values Z: [0..1]: (optional) 0: not saved permanetly 1: save setting permanently	!sao1_16:2000#	Set offset on all 16 analog channels to 2000 and with !onc0# all 16 analog channels are also mapped tothe CAN outputs.
!saoW.X:Y:Z#	Set CAN motor offset !onc1# must be set, to use this command **ONLY for ProCommander® HXi**	W: [1..2]: CAN output 1: CAN 1 2: CAN 2 X: [1..16]: actuator ID Y: [0..65535]: values Z: [0..1]: (optional) 0: not saved permanetly 1: save setting permanently	!sao1.1_16:2000# !sao2.4:800# !sao1.3_9:5000:1# !sao# !sao1.1_16# !sao2.1_16# !sao1.4# !sao2.6#	Set offset on all 16 CAN channels to 2000 on CAN output 1. Set offset to 800 on actuator number 4 on CAN output 2. Set offset on CAN channels for actuator number 3 to 9 to 5000 on CAN output 1 and save setting permanently. Get offset for all analog channels on CAN output 1 and 2. Get offset for all 16 CAN channels on CAN output 1. Get offset for all 16 CAN channels on CAN output 2. Get offset for CAN channel 4 on CAN output 1. Get offset for CAN channel 6 on CAN output 2.
!sax..#	Set analog max value	Output channel: 1..16, where: 1..4 = Analog output 1..4, 5..8 = Servo output 1..4, 9..16 = PWM output 1..8. Level: (0-10000) in 0.01% steps.	!sax1=9000#	Set analog max value of analog output 1 to 900. If the new max value is less than the current min value, the max value will be limited to the min value!
!sbdX#	Set DMX byte delay	X: delay values between 0 and 250 The delay time is value*4µs	!sbd1# !sbd5#	Additional delay between the DMX bytes of 4µ seconds. Some DMX devices need a longer time to decode the DMX signal. Additional delay between the DMX bytes of 20µ seconds.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!sccV=W,XYZ#	Set RS232/ RS485 Baudrate Configuration	V: [1..3]: port number W: [1200..1000000]: Baud Rate 1200, 2400, 4800, 9600, 19200, 38400, 57600, 115200, 181818, 250000, 400000, 1000000 X: [5..8]: DataBits Y: [E,O,N]: Parity E: Even; O: Odd N: No Parity Z: [1..2]: Stopbits	!scc1=9600,8N1# !scc2=115200,7E2# !scc3=57600,8O1#	set RS232-1 to 9600Baud, 8 databits, No parity, 1 Stopbit. set RS232-2 to 115200Baud, 7 databits, Even parity, 2 Stopbits. set RS232-3 to 57600Baud, 8 databits, Odd parity, 1 Stopbit.
!scdX=Y#	Set RS232/ RS485 Driver-ID	n	!scd1=0# !scd1=1# !scd2=2# !scd3=2# !scd2=14# !scd2=100# !scd2=16#	set RS232-1 to no driver. set RS232-1 to SMCI47 Servo-unit from Nanotec. set RS232-2 to Dynamixel Servo-unit from Robotis. set Pro I/O™ Servo RS485 Output to Dynamixel Servo-unit from Robotis. Set RS232-2 to DMX read in. Set RS485-2 on ProCommander® AX to SMPTE-Timecode read in. Set RS485-2 to Pololu support (ONLY ProCommander® X Series).
!scnW.X:Y#	Set CAN motor minimum position value **ONLY for ProCommander® X Series** ATTENTION - is overridden with !apl# command	W: [1..2]: CAN output 1: CAN 1 (ProCommander® AX/HX/HXi/VX), 2: CAN 2 (ProCommander® HXi). X: [1..16]: actuator ID Y: [0..10000]: level resolution in 0.01% steps	!scn1.4_12:1055# !scn1.5:940# !scn2.13:1200# !scn1.1_16:2000# !scn2.4:800# !scn1.3_9:5000# !scn1.1_16# !scn2.1_16# !scn1.4# !scn2.6#	Set a minimum value of 10.55% on CAN motor number 4 to number 12 on CAN output 1. Set a minimum value of 9.40% on CAN motor number 5 on CAN output 1. Set a minimum value of 12.00% on CAN motor number 13 on CAN output 2. Set min value on all 16 CAN channels to 20.00% on CAN output 1. Set min value to 8.00% on actuator number 4 on CAN output 2. Set min value on CAN channels for actuator number 3 to 9 to 50.00% on CAN output 1. Get min value for all 16 CAN channels on CAN output 1. Get min value for all 16 CAN channels on CAN output 2. Get min value for CAN channel 4 on CAN output 1. Get min value for CAN channel 6 on CAN output 2.
!scxW.X:Y#	Set CAN motor maxixmum position value **ONLY for ProCommander® X Series** ATTENTION - is overridden with !apl# command	W: [1..2]: CAN output 1: CAN 1 (ProCommander® AX/HX/HXi/VX), 2: CAN 2 (ProCommander® HXi). X: [1..16]: actuator ID Y: [0..10000]: level resolution in 0.01% steps	!scx1.1_16:8000# !scx2.4:7500# !scx1.3_9:6055# !scx1.1_16# !scx2.1_16# !scx1.4# !scx2.6#	Set max value on all 16 CAN channels to 80.00% on CAN output 1. Set max value to 75.00% on actuator number 4 on CAN output 2. Set max value on CAN channels for actuator number 3 to 9 to 60.55% on CAN output 1. Get max value for all 16 CAN channels on CAN output 1. Get max value for all 16 CAN channels on CAN output 2. Get max value for CAN channel 4 on CAN output 1. Get max value for CAN channel 6 on CAN output 2.
!sda..#	Set DMX2Analog start channel.	DMX-Start channel [1 -- 512] for Analog map	!sda2#	The analog outputs are mapped to the consecutive DMX channels beginning with channel 2.
!sdbX:Y#	Set daisy chain baud rate	X: [1,2] 1=ON; 2=RS232-3 Y: Baud rate; possible values: 9600, 19200, 38400, 57600 and 115200	!sdb1:115200# !sdc2:19200#	Set daisy chain mode 1 and set baud rate to 115200. This command needs to be sent only to the first Pro I/O™ (A1) or Pro Commander. All units must be rebooted after that command. Set daisy chain mode 2 and set baud rate to 19200. This command needs to be sent only to the first Pro I/O™ (A1) or Pro Commander. All units must be rebooted after that command.
!sdcX#	Set daisy chain	X: [0,1,2] 0=OFF; 1=ON; 2=RS232-3	!sdc1# !sdc2#	Set daisy chain mode 1. This is the default mode and must be used, if the first Pro I/O™ (A1) is connected via network. Set daisy chain mode 2. This mode must be used, if the first Pro I/O™ (A1) is connected to RS232-3 port of the ProCommander®. (DIO32 compatible mode)
!sdd..#	Set DMX2Digital start channel.	DMX-Start channel [1 -- 512] for Digital map	!sdd18#	The digital (OpenCollector) outputs are mapped to the consecutive DMX channels beginning with channel 18.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!sde..#	Set DMX-merge end channel	DMX-Merge End channel [1 -- 512] If Merge-Mode is enabled, it is only valied between start- and end-channel.	!sds200#	new DMX-Merge End channel is stored in EE-Prom.
!sdfX#	Set DMX frame rate	X: frame rate values: 10 to 44	!sdf20# !sdf44# !sdf0#	Set DMX frame rate to 20 frames per second. Set DMX frame rate to 44 frames per second (maximum speed) Switch off frame rate delay, sets DMX signal to maximum speed = 44 frames per second.
!sdi..#	Assign Pro I/O™ IP-address for daisy chain connection.	Pro I/O ID, IP-Address	!sdi192.168.10.201#	Assigns to Pro I/O™ with device ID 1 - 32 the IP address 191.168.10.201. If Pro I/O™ devices are daisy chain connected, for each Pro I/O™ device the same IP address must be assigned in ProCommander®. (ProCommander® firmware 2.12 required)
!sdm..#	set DMX-merge mode	DMX-Merge Mode [0 -- 5] 0: Merge-None 1: Merge-LTP 2: Merge-HTP 3: Merge-Change 4: Merge-Add 5: Merge-Combine If Merge-Mode is enabled, it is only valied between start- and end-channel.	!sdm2#	new Merge-Mode is stored in EE-Prom. 0: Merge-Mode disabeld (default). 1: Output is the lowest value of both DMX signals. 2: Output is the highest value of both DMX signals. 3: Output is that value, which has changed at last. 4: The values of both DMX signals are added; maximum value = 255. 5: Between Start- and End-Channel the output follows the external DMX-Signal.
!sdp..#	Set Driver-Parameter	RS232-ID: 1-3; Parameter-ID: 1,2,... Value: 0..1000000	!sdp1:1=0# !sdp1:2=100000# !sdp2:1=0#	for serial driver of RS232-1 set driver parameter 1 (1=minimum value) to 0. for serial driver of RS232-1 set driver parameter 2 (2=maximum value) to 100000. for serial driver of RS232-2 set driver parameter 1 (1=minimum value) to 0.
!sdr..#	Set DMX read in	1: ON, 0: OFF	!sdr1# !sdr0#	Enable DMX read in. Disable DMX read in.
!sds..#	Set DMX-merge start channel	DMX-Merge Start channel [1 -- 512] If Merge-Mode is enabled, it is only valied between start- and end-channel.	!sds100#	new DMX-Merge Start channel is stored in EE-Prom.
!sdt..#	Set DMX time out	Time: 0--2.5 seconds in 0.01 steps	!sdt100#	Set DMX time out to 1 second.
!seiX#	Set ease-in time	X: 0-10 seconds in 0.01 steps (0-1000)	!sei1000#	Set ease-in time to 10 seconds.
!sfactory#	Set factory		!sfactory#	all settings are switched back to the default factory settings.
!sfactory:1#	Set factory without resetting the IP address (ProCommander® HX & ProCommander® VX ONLY)		!sfactory:1#	Reset all settings except the IP address to the default factory settings. (ProCommander® HX & ProCommander® VX ONLY)
!sgi..#	Set Gateway IP-address	IP-Address	!sgi10.0.0.105#	new Gateway IP Adress is stored in EE-Prom. Reboot required.
!sim..#	Set IP-address and sub-net mask	MAC-address, IP-Address, sub-net mask	!sim:00-1E-C0-81-58-75:10.0.3.100:255.255.252.0#	in device with MAC-address 00-1E-C0-81-58-75 the IP Adress 10.0.3.100 and new sub-net mask 255.255.252.0 is stored in EE-Prom.
!sioX#	Set WEMLink EtherCAT display to connected IO module	X: [0..6]: (Sub)-Device-ID of connected IO module, whereby 0 is the ProCommander®	!sio0# !sio1#	Show the I/Os of the ProCommander® on the WEMLink EtherCat display. Show the I/Os of the Sub-Device with the ID 1 on the WEMLink EtherCat display.
!sipX#	Set IP-address	IP-Address (XXX.XXX.XXX.XXX); @2: Network port 2 for ProCommander® X Series	!sip10.0.0.100# !sip10.0.0.105@2#	new IP Adress is stored in EE-Prom. Set IP Adress on network 2 on ProCommander® AX to 10.0.0.105.
!skm..#	Set KeyMode	p: parallel m: matrix	!skm:p# !skm:m#	Set key mode to parallel Set key mode to 4x4 matrix

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!sma..#	Set DMX2Analog mask	Mask for analog outputs; 1: set, 0: clear; left alignement. A 1 indicates, that the corresponding DMX channel is mapped to the analo output. With a 0 the DMX channel will be ignored and the analog output may be controlled internally.	!sma1111111100000000# !sma1111111111111111# !sma1111000011110000#	The four analog outputs and the four R/C servo outputs are mapped to the DMX channels. The four analog outputs, the four R/C servo outputs and the eight PWM outputs are mapped to the DMX channels. The four analog outputs and the first four PWM outputs are mapped to the DMX channels. **!!!The eight PWM channels share with the digital channels 9-16. If PWM and digital channels are mapped to DMX, the digital channels 9-16 must be masked!!!**
!smb..#	Set master bass Not available for ProCommander® AX	Master Bass [0 -- 15]]; Channel number [1--8] for ProCommander® LX only.	!smb10# !smb5:3#	new Master Bass value is stored in EE-Prom. ProLX: all channels are set to bass value 10. ProLX: set bass value 5 on audio channel 3.
!smc..#	Set Multicast IP-address	IP-Address	!smc224.0.0.105#	Set multicast IP Adress to port number 2.
!smd..#	Set DMX2Digital mask	Mask for digital outputs; 1: set, 0: clear; left alignement. A 1 indicates, that the corresponding DMX channel is mapped to the digital output. With a 0 the DMX channel will be ignored and the digital output may be controlled internally.	!smd1111111100000000# !smd1111111111111111# !smd1111000011110000# !smd1111111100000000#	The first 8 digital channels are mapped to the DMX channels. All 16 digital outputs are mapped to the DMX channels. The digital outputs 1-4 and 9-12 are mapped to the DMX channels. **This is a mask example, if the PWM channels are mapped to DMX!**
!smt..#	Set master treble Not available for ProCommander® AX	Master Treble [0 -- 15]]; Channel number [1--8] for ProCommander® LX only.	!smt10# !smt5:3#	new Master Treble value is stored in EE-Prom. ProLX: all channels are set to treble 10. ProLX: set treble value 5 on audio channel 3.
!smv# !smvX# !smvX:Y#	Set master volume ProCommander® Series , ProCommander® X Series & PrismTag™ Wand Audio ATTENTION - For the ProCommander® AX, this will only adjust the speaker output levels (LS). To adjust LINE-OUT levels, please refer to the !xcv# command.	X: [0..31]: Master Volume Y: [1..8]: Audio channel pair number only for: ProCommander® 16 [1..8] ProCommander® PHX [1..2] ProCommander® VX [1..4] * ProCommander® HX [1..4] * * Basis-Version only [1..2]	!smv25# !smv10:2# !smv# !smv21:8#	New master volume level is stored in EE-Prom; (all audio channel pairs). Set volume level 10 on audio channel pair 2 (channel left & right). Get the feedback of current settings (working on X Series). Set volume level 21 on audio channel pair 8 (channel left & right) on ProCommander® 16.
!spa...#	Assign Pro I/O™ port number to all	Pro I/O ID, Port [0000 -- 65534]	!spa5559#	Set all Pro I/O™ ports to the same port value in the lookup table of the ProCommander®.
!spi..#	Assign Pro I/O™ IP-address	Pro I/O ID, IP-Address	!spi1=10.0.0.201#	Assign to Pro I/O™ with device ID 1 the IP address 10.0.0.201
!spo1..#	Set port1 -- port4	Port [0000 -- 65534]	!spo15555#	new Port1 -- 4 is stored in EE-Prom.
!spp...#	Assign Pro I/O™ port number	Pro I/O ID, Port [0000 -- 65534]	!spp1=5559#	Assign to Pro I/O™ with device ID 1 port 5559
!srd..#	Set date on real time clock - RTCC Date - on a ProCommander® (with a battery inserted it is stored)	date in format dd.mm.yy:wd dd: day from [1..31] mm: month [1..12] yy: year [12..99] wd: weekday [1..7] 1= Monday	!srd=20.10.12:1#	Set RTCC date to October 20th 2012; Monday.
!sreboot#	Reboot unit		!sreboot#	reboots the unit in the same way as a power cycle would do.
!srt..#	Set real time clock - RTCC Time - on a ProCommander® (with a battery inserted it is stored)	time in format hh:mm.ss hh: hour from 00 to 23 mm: minute from 00 to 59 ss: seconds from 00 to 59	!srt=08:30.15#	Set RTCC time to 8h, 30 minutes and 15 seconds.
!ssd..#	Set Start DMX read channel	DMX-Start channel [1 -- 512] for that channel, which contains the drop-out information.	!ssd1#	The first channel of the dmx stream contents the drop out information.
!ssiX#	Set Sub-Device-ID	X: Sub-Device-ID [1 -- 127]	!ssi1#	Sub-Device-ID is set to 1. ONLY FOR PRO I/O™ EXTENSION MODULES and ProCommander® X Series, which should run in Pro I/O mode.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!ssm..#	Set sub-net mask	Sub-Net Mask	!ssm255.255.255.0#	new Sub-Net-Mask is stored in EE-Prom.
!stt..#	Set timecode time out	Time: 0--2.5 seconds in 0.01 steps	!stt100#	Set timecode time out to 1 second
!swi..#	Assign Pro I/O™ IP-address for networkswitch (star) connection.	Pro I/O ID, IP-Address start address	!swi192.168.10.201# !swi192.168.10.201:5597#	Assigns to Pro I/O™ with device ID 1 - 32 the IP address 191.168.10.201 - 191.168.10.232. If Pro I/O™ devices are connected via network switch, for each Pro I/O™ device a seperate IP address must be assigned in the ProCommander®. Assigns to Pro I/O™ with device ID 1 - 32 the IP address 191.168.10.201 - 191.168.10.232 and to all Pro I/O™ port 1 the value 5597. If Pro I/O™ devices are connected via network switch, for each Pro I/O™ device a seperate IP address must be assigned in the ProCommander®. (ProCommander® firmware 4.51 required)
!swp..#	Set WemNet Port number	1..4: Port number.	!swp2# !swp3#	Set Port number 2 (default 5556) as port, where cues are sent to Pro I/O™ devices. Port 2 is the default port. Set Port number 3 (default 6454) as port, where cues are sent to Pro I/O™ devices.
!swp1..#	Set WEM-NET port	Port [1..4]	!swp3#	Defines port 3 as port, which will be used for WEM-NET cues.
Change commands:		**all changes are temporarily with the next power cycle, the ProCommander® switches back to the values stored in the EE-Prom**		
!cde..#	Change DMX-merge end channel	DMX-Merge End channel [1 -- 512] If Merge-Mode is enabled, it is only valied between Start- and End-Channel.	!cde200#	temporarily change of DMX-Merge End channel.
!cdm..#	Change DMX-merge mode	DMX-Merge Mode [0 -- 5] 0: Merge-None 1: Merge-LTP 2: Merge-HTP 3: Merge-Change 4: Merge-Add 5: Merge-Combine If Merge-Mode is enabled, it is only valied between Start- and End-Channel.	!cdm2#	temporarily change of Merge-Mode. 0: Merge-Mode disabeld (default). 1: Output is the lowest value of both DMX signals. 2: Output is the highest value of both DMX signals. 3: Output is that value, which has changed at last. 4: The values of both DMX signals are added; maximum value = 255. 5: Between Start- and End-Channel the output follows the external DMX-Signal.
!cdn..#	Change DMX min value	DMX channel: 1..256 Min value: 0-255.	!cdn1=20# !cdn1_512=20#	Change DMX min value of DMX channel 1 to 20. Change DMX min value of DMX channels 1 to 512 to 20. If the new min value is greater than the current max value, the min value will be limited to the max value!
!cds..#	Change DMX-merge start channel	DMX-Merge Start channel [1 -- 512] If Merge-Mode is enabled, it is only valied between Start- and End-Channel.	!cds100#	temporarily change of DMX-Merge Start channel.
!cdx..#	Change DMX max value	DMX channel: 1..256 Min value: 0-255.	!cdx1=200# !cdx1_512=200#	Change DMX max value of DMX channel 1 to 200. Change DMX max value of DMX channels 1 to 512 to 200. If the new max value is less than the current min value, the max value will be limited to the min value!
!cfm..#	Fade master volume	Level: 0--31 Level: 32 => stored level in EEProm. Time: 0--25.5 seconds in 0.1 steps time is calculated for the full range from 0 to 31. If less steps are required, the end value is reached in a shorter time! Channel number [1--8] for ProCommander® LX or PHX only.	 !cfm28<10# or !cfm28>100# !cfm0<5# or !cfm0>50# !cfm32<8.5# or !cfm32>85# !cfm28<10:1# or !cfm28>100:1#	(ProCommander® LX: all channels). Fade to volume level 28 with time 10 seconds. 10 seconds are calculated from 0 to 31. Fade volume to level 0 with time 5 seconds. 5 seconds are calculated from 0 to 31. Fade to level stored in EEProm with time 8.5 seconds. Fade to volume level 28 with time 10 seconds at audio output 1.
!cip..#	Change IP-address	IP-Address	!cip10.0.0.100#	temporarily change of IP Adress.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!cmb..#	Change master bass Not available for ProCommander® AX	Master Bass [0 -- 15]]; Channel number [1--8] for ProCommander® LX only.	!cmb10# !cmb5:3#	new Master Bass value is 10; ProLX: all channels are set to bass value 10. ProLX: set bass value 5 on audio channel 3.
!cmt..#	Change master treble Not available for ProCommander® AX	Master Treble [0 -- 15]]; Channel number [1--8] for ProCommander® LX only.	!cmt10# !cmt5:3#	new Master Treble value is 10; ProLX: all channels are set to treble 10. ProLX: set treble value 5 on audio channel 3.
!cmv..# !cmvX# !cmvX:Y#	Change master volume ATTENTION - For the ProCommander® AX, this will only adjust the speaker output levels (LS). To adjust LINE-OUT levels, please refer to the !xcv# command.	X: [0..31]: Master Volume value 32: stored level in EEProm +: increase one step -: decrease one step Y: [1..8]: Audio channel pair number only for: ProCommander® 16 [1..8] ProCommander® PHX [1..2] ProCommander® VX [1..4] * ProCommander® HX [1..4] * * Basis-Version only [1..2]	!cmv25# !cmv32# !cmv+# !cmv-# !cmv+:2# !cmv25:1#	Temporarily change of master volume level to level 25; (all audio channel pairs). Change master volume to level stored in EEProm; (all audio channel pairs). Increase master volume one step; (all audio channel pairs). Decrease master volume one step; (all audio channel pairs). Increase master volume one step on audio channel pair 2 (left & right). Change of Master Volume level to level 25 on audio channel pair 1 (left & right).
!cpo1..#	Change port1 -- port4	Port [0000 -- 65534]	!cpo5555#	temporarily change of Port.
!csm..#	Change sub-net mask	Sub-Net Mask	!csm255.255.255.0#	temporarily change of Sub-Net-Mask.
!ctcX#	Create Timecode	X: [0..6] timecode format: 0 = OFF/ stop timecode create; 1 = SMPTE 24fps; 2 = SMPTE 25fps; 3 = SMPTE 30fps; 4 = FSK 24fps*; 5 = FSK 25fps*; 6 = FSK 30fps*;	!ctc1# !ctc2# !ctc3# !ctc0# !ctc3=00:01:02.10#	Create 24 fps timecode. Create 25 fps timecode. Create 30 fps timecode. Stop create timecode. Create 30fps timecode and start with 00hour, 01minutes, 02seconds and 10frames.
!ctm..#	Change scheduler time	time in format hh:mm.ss hh: hour from 00 to 23 mm: minute from 00 to 59 ss: seconds from 00 to 59	!ctm=01:30.15#	Change scheduler time to 1h, 30 minutes and 15 seconds
Run commands:				
!rcsX#	Continue show	X: [0..999]: Show number [0]: any show [1..999]: Show number	!rcs1# !rcs0#	Continue show 1 Continue any paused show
!rfsW>X# !rfsW>X:Y<Z#	Fade show ONLY available for ProCommander® X Series	W: [1..999]: Show number of currently running show number X: [1..999]: Show number of fade to show (in add mode) Y: Optional; Left aligned up to 32 channels of CAN/analog channels can be faded 1: fade channel 0: ignore channel Z: [1..65535]: Ease-in time in 0.01 sec steps (optional)	!rfs1>2# !rfs3>5:1111001<600# !rfs23>65:11111111111111111111111111111111<400#	Fade show 1 into show 2, all channels are affected. As fade time the time of the !aetX:Y<Z# is used. Please refer to the !aet# command. Show 1 must be paused after the fade time with the command !rps1# or terminated with the command !rst1#. Fade show 3 into show 5 with a fade time of 6 seconds, whereby CAN/analog channels number 1,2,3,4 and 7 are faded and channel 5 and 6 ignored. Show 3 must be paused after the fade time with the command !rps3# or terminated with the command !rst3#. Fade show 23 into show 65 with a fade time of 4 seconds, whereby CAN/analog channels number 1 to 32 are faded. Show 23 must be paused after the fade time with the command !rps23# or terminated with the command !rst23#.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!rpsX#	Pause show	X: [0..999]: Show number [0]: any show [1..999]: Show number	!rps1# !rps0#	Pause show 1. Pause any current running show.
!rpxX#	Start polyphonic show in restart mode	X: [1..999]: Show number	!rpx6#	Only available for Pro Commander PHX. Audio of that show will be mixed to audio of audio channel 1. Restart mode: The new show will be started or if it is running, it will be restarted. Other perhaps running shows continue running.
!rsaX#	Start show in add mode	X: [1..999]: Show number	!rsa3#	Add mode: if the new show is not running, it will be started additionally to perhaps running shows. Attention: Up to 20 shows depending on content and complexity of each show. It needs to be tested.
!rsaX@Y#	Start show in add mode and define audio channels for assigning audio layers (ProCommander® HX & ProCommander® VX ONLY)	X: [1..999]: Show number Y: [1..3]: audio layer index	!rsa12@1# !rsa3@2#	Start show 12 in add mode and assign all audio channels of this show to audio layer 1. Start show 3 in add mode and assign all audio channels of this show to audio layer 2. ATTENTION - For changing the volume levels for each audio channel of an audio layer use the !xcvW.X=Y<Z# command from the list. Please refer to the ProCommander® VX manual to designated case studies.
!rseX#	End show	X: [0..999]: Show number [0]: all shows [1..999]: Show number	!rse7# !rse1_23# !rse0#	End: The show will be stopped. Stop all shows from show index 1 to 23 at once. Stop all shows at once. ATTENTION - Stops all shows at current time point!
!rsiX#	Start show in interrupt mode	X: [1..999]: Show number	!rsi5#	Interrupt mode: All shows are stopped, the new show will be started.
!rsnX#	Start show in normal mode	X: [1..999]: Show number	!rsn2# !rsn:\SHOWS\002Show.wm1#	Normal mode: a showstart is only possible, if no show is running.
!rsrX#	Start show in restart mode	X: [1..999]: Show number	!rsr6#	Restart mode: The new show will be started or if it is running, it will be restarted. Other perhaps running shows continue running.
!rssX_Y#	Start show in shuffle mode	X: [1..999]: Show number range to Y: [1..999]: Show number	!rss3_10#	Shuffle mode: one of the shows between 3 and 10 will be started. Shows are handled like restart. Means, if show is running, it will be restarted. Other running shows continue.
!rstX#	Start show in terminate mode	X: [1..999]: Show number	!rst4#	Terminate mode: All shows with a different number to the new show are terminated and the new show will be started. If the new show is allready running, it continues.
!rsvX# !rsvaX#	Start show in add mode based on variable content	X: [1..250]: Variable number	!rsva5# !rsv13#	Start show which is equal to the content of variable 5 in add mode. E.g. if variable 5 has the value 10, then show 10 will be started in add mode. Start show which is equal to the content of variable 13 in add mode. E.g. if variable 13 has the value 64, then show 64 will be started in add mode.
!rsviX#	Start show in interrupt mode based on variable content	X: [1..250]: Variable number	!rsvi20#	Start show which is equal to the content of variable 20 in interrupt mode. E.g. if variable 20 has the value 40, then show 40 will be started in interrupt mode.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!rsvnX#	Start show in normal mode based on variable content	X: [1..250]: Variable number	!rsvn161#	Start show which is equal to the content of variable 161 in normald mode. E.g. if variable 161 has the value 3, then show 3 will be started in normal mode.
!rsvrX#	Start show in restart mode based on variable content	X: [1..250]: Variable number	!rsvr2#	Start show which is equal to the content of variable 2 in restart mode. E.g. if variable 2 has the value 70, then show 70 will be started in restart mode.
!rsvtX#	Start show in terminate mode based on variable contenct	X: [1..250]: Variable number	!rsvt6#	Start show which is equal to the content of variable 6 in terminate mode. E.g. if variable 6 has the value 8, then show 8 will be started in terminate mode.
!rtcX#	Sync to external timecode When activated, show stops and waits for timecode, with ability to specify a timeout to return back to internal clock if no timecode received.	X: [0..60000]: [0]: OFF, [1]: ON, [2..60000]: Time: 0--600 seconds in 0.01 steps (60000 =600sec).	!rtc1# !rtc100# !rtc0#	Sync to external timecode enabled. Sync to external timecode, but if no time code comes in, it switchs to internal clock after 1 second. Sync to external timecode disabled, show runs with internal clock.
Loop Run commands:	**Firmware > 1.75 required!**			
!rsalX#	Start show in add mode and **run in loop**	X: [1..999]: Show number	!rsal3# !rsal:\SHOWS\003Show.wm1#	Add mode: if the new show is not running, it will be started additionally to perhaps running shows. Attention: Up to 20 shows depending on content and complexity of each show. It needs to be tested. **If once started, show runs in loop!**
!rsalX@Y#	Start show in add mode, **run in loop** and define audio channels for assigning audio layers (ProCommander® HX & ProCommander® VX ONLY)	X: [1..999]: Show number Y: [1..3]: audio layer index	!rsal22@1# !rsal30@2#	Start show 22 in add mode and assign all audio channels of this show to audio layer 1. If once started, show runs in loop! Start show 30 in add mode and assign all audio channels of this show to audio layer 2. If once started, show runs in loop! ATTENTION - For changing the volume levels for each audio channel of an audio layer use the !xcvW.X=Y<Z# command from the list. Please refer to the ProCommander® VX manual to designated case studies.
!rsilX#	Start show in interrupt mode and **run in loop**	X: [1..999]: Show number	!rsil5# !rsil:\SHOWS\005Show.wm1#	Interrupt mode: All shows are stopped, the new show will be started. **If once started, show runs in loop!**
!rsnlX#	Start show in normal mode and **run in loop**	X: [1..999]: Show number	!rsnl2# !rsnl:\SHOWS\002Show.wm1#	Normal mode: a showstart is only possible, if no show is running. **If once started, show runs in loop!**
!rsrlX#	Start show in restart mode and **run in loop**	X: [1..999]: Show number	!rsrl6# !rsrl:\SHOWS\006Show.wm1#	Restart mode: The new show will be started or if it is running, it will be restarted. Other perhaps running shows continue running. **If once started, show runs in loop!**
!rsvlX# !rsvlaX#	Start show in add mode based on variable content and **run in loop**	X: [1..250]: Variable number	!rsvla5# !rsvl13#	Start show which is equal to the content of variable 5 in add mode and run in loop. E.g. if variable 5 has the value 10, then show 10 will be started in add mode and show runs in loop. Start show which is equal to the content of variable 13 in add mode and run in loop. E.g. if variable 13 has the value 64, then show 64 will be started in add mode and show runs in loop.
!rsvltX#	Start show in terminate mode based on variable contenct and **run in loop**	X: [1..250]: Variable number	!rsvlt6#	Start show which is equal to the content of variable 6 in terminate mode and run in loop. E.g. if variable 6 has the value 8, then show 8 will be started in terminate mode and show runs in loop.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!rsvliX#	Start show in interrupt mode based on variable content and **run in loop**	X: [1..250]: Variable number	!rsvli20#	Start show which is equal to the content of variable 20 in interrupt mode and run in loop. E.g. if variable 20 has the value 40, then show 40 will be started in interrupt mode and show runs in loop.
!rsvlrX#	Start show in restart mode based on variable content and **run in loop**	X: [1..250]: Variable number	!rsvlr2#	Start show which is equal to the content of variable 2 in restart mode and run in loop. E.g. if variable 2 has the value 70, then show 70 will be started in restart mode and show runs in loop.
!rsvlnX#	Start show in normal mode based on variable content and **run in loop**	X: [1..250]: Variable number	!rsvln161#	Start show which is equal to the content of variable 161 in normald mode and run in loop. E.g. if variable 161 has the value 3, then show 3 will be started in normal mode and show runs in loop.
!rstlX#	Start show in terminate mode and **run in loop**	X: [1..999]: Show number	!rstl4# !rstl:\SHOWS\004Show.wm1#	Terminate mode: All shows with a different number to the new show are terminated and the new show will be started. If the new show is allready running, it continues. **If once started, show runs in loop!**
Execute commands:				
!eao#	Switch all off	no parameter	!eao#	Switch all channels off. Digital channels are set to 0, Analog channels fade to 0 based on the EaseInTime. This command is also sent via daisy chain to the connected Pro I/O™ devices.
!eas..#	And status at open collector	Open collector output channels, max. 16 outputs; left alignement. 1: additionally clear, 0: channel not affected. Not addressed channels are not affected.	!eas1001# !eas10011# !eas0001# !eas1111111111111111# !eas0000000000000000# !eas1111000001000101#	Clear output 1 and 4; output 2 and 3 is not affected; all other channels are not affected. Clear output 1,4 and 5; output 2 and 3 is not affected; all other channels are not affected. Clear output 4; outputs 1,2,3 and 5 - 16 are not affected. Clear all 16 open collector outputs. no change on all 16 open collector outputs. Clear output 1,2,3,4,10,14 and 16; outputs 5,6,7,8,9,11,12,13 and 15 are not affected.
!edf..#	Fade DMX value (range)	DMX (start) channel: 1..512 optional DMX end channel: 1..512 Value: 0..255 Time: in 1/10 sec steps from 0 - 600 seconds Format: s.t	!edf1=20<10# or !edf1=20>100# !edf5_20=255<5.8# or !edf5_20=255>58#	Fade DMX channel 1 from current value within 10 seconds to value 20. Fade all DMX channels from 5 to 20 from current value within 5.8 seconds to value 255.
!eds..#	Set DMX values **Maximum RS232 characters 150!** **Maximum IP characters 512!**	DMX start channel: 1..512 Values: 0..255 seperated by a comma	!eds20:5,100,30,40,255#	Set DMX channel 20 to value 5, 21 to 100, 22 to 30, 23 to 40 and 24 to 255. **If all the channels does not fit within the character limit, several consecutive commands with different address settings must be sent.**
!edv..#	Set DMX value (range)	DMX (start) channel: 1..512 optional DMX end channel: 1..512 Value: 0..255	!edv10:255# !edv10_200:50# !edv2+# !edv2-# !edv6+10# !edv6-20# !edv10_200+# !edv10_200-# !edv10_200+10# !edv10_200-10#	Set DMX channel 10 to value 255. Set all DMX channels from 10 to 200 to value 50.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!eea..#	And status at external Pro I/O™ device	Open collector output channels, max. 16 outputs; left alignement. 1: additionally clear, 0: channel not affected. Not addressed channels are not affected.	!eea1=1001# !eea2=10011# !eea3=0001# !eea4=1111111111111111# !eea5=10000000000000011# !eea6=11110000001000101#	Pro I/O™ device 1, outputs 1-16: Clear output 1 and 4; Pro I/O™ device 1, outputs 17-32: Clear output 17,20 and 21; Pro I/O™ device 2, outputs 1-16: Clear output 4; Pro I/O™ device 2, outputs 17-32: Clear outputs 17-32. Pro I/O™ device 3, outputs 1-16: Clear outputs 1, 15 and 16. Pro I/O™ device 3, outputs 17-32: Clear output 17,18,19,20,26,30 and 32.
!eeo..#	Or status at external Pro I/O™ device	Open collector output channels, max. 16 outputs; left alignement. 1: additionally set, 0: channel not affected. Not addressed channels are not affected.	!eeo1=1001# !eeo2=10011# !eeo3=0001# !eeo4=1111111111111111# !eeo5=10000000000000011# !eeo6=11110000001000101#	Pro I/O™ device 1, outputs 1-16: set output 1 and 4; Pro I/O™ device 1, outputs 17-32: Set output 17,20 and 21; Pro I/O™ device 2, outputs 1-16: Set output 4; Pro I/O™ device 2, outputs 17-32: Set outputs 17-32. Pro I/O™ device 3, outputs 1-16: Set outputs 1, 15 and 16. Pro I/O™ device 3, outputs 17-32: Set output 17,18,19,20,26,30 and 32;
!ees..#	Set status at external Pro I/O™ device	Open collector output channels, max. 16 outputs; 1: set, 0: clear; left alignement. The most left 0 or 1 is channel 1. Not addressed channels are not affected. No gap possible.	!ees1=1001# !ees2=10011# !ees3=0001# !ees4=1111111111111111# !ees5=0000000000000000# !ees6=11110000001000101#	Pro I/O™ device 1, outputs 1-16: set output 1 and 4; clear output 2,3 and 5-16; Pro I/O™ device 1, outputs 17-32: Set output 17,20 and 21; clear output 18,19 and 22-32. Pro I/O™ device 2, outputs 1-16: Set output 4; clear output 1,2,3 and 5-16. Pro I/O™ device 2, outputs 17-32: Set outputs 17-32. Pro I/O™ device 3, outputs 1-16: Clear outputs 1-16. Pro I/O™ device 3, outputs 17-32: Set output 17,18,19,20,26,30 and 32; clear output 21-25,27-29 and 31.
!efl..# !eflX%Y<Z# !eflX%Y>Z# !eflX=Y<Z# !eflX=Y>Z# !eflX|#	Fade to level in time (analog or servo output) For ProCommander® X Series devices please refer to next entry	X: [1..8]: Output channel, where: 1..4 = analog output 1..4, 5..8 = R/C-servo 1..4. Y: Level: 10bit resolution (0-1023): separator "%": value between 0% and 100%, separator "=": value between 0 and 1023. Z: [0..600] time: in 1/10 sec steps from 0 - 600 seconds Format depending on < or >: <: second.tenth of a second (<300 -> 300 seconds) >: in 1/10 sec steps (>300 -> 300/10 = 30 seconds) delimiter |: stopping a fade	!efl1%20<2.5# or !efl1%20>25# !efl1_4%50<20.8# or !efl1_4%50>208# !efl3=720<200# or !efl3=720>2000# !efl7%20<10# or !efl7%20>100# !efl5_8%0<1# or !efl5_8%0>10# !efl3|#	Fade analog output 1 to level 20% in 2.5 seconds. Fade analog outputs 1 to 4 to level 50% in 20.8 seconds. Fade analog output 3 to level 720 in 200 seconds. Turn R/C-servo 3 to 30%-position in 10 seconds. Turn R/C-servo 1 to 4 to 0-position in 1 second. Stop (!efl)-fade on output 3.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!efl..# !eflX%Y<Z# !eflX%Y>Z# !eflX=Y<Z# !eflX=Y>Z# !eflX|# !eflW.X=Y<Z# !eflW.X=Y>Z# !eflW.X%Y<Z# !eflW.X%Y>Z# !eflW.X:Y<Z# !eflW.X:Y>Z#	Fade to level in time (analog or servo output) ONLY for ProCommander® X Series devices !onc1# must be set, to use this command for all 16 motors	W: [1..2]: CAN Output channel, where: 1..2 = CAN Output. X: [1..16]: Output channel, where: 1..4 = analog output 1..4/ CAN 1..4, 5..8 = R/C-servo 1..4/ CAN 5..8, 9..16 = CAN. Y: Level: 10bit resolution (0-1023): separator "%": value between 0% and 100%, separator "=": value between 0 and 1023, separator ":": value between 0 and 65535 Z: [0..600] time: in 1/10 sec steps from 0 - 600 seconds Format depending on < or >: <: second.tenth of a second (<300 -> 300 seconds) >: in 1/10 sec steps (>300 -> 300/10 = 30 seconds) delimiter |: stopping a fade	!efl1%20<2.5# or !efl1%20>25# !efl1_4%50<20.8# or !efl1_4%50>208# !efl3=720<200# or !efl3=720>2000# !efl7%20<10# or !efl7%20>100# !efl5_8%0<1# or !efl5_8%0>10# !efl3|# !efl1.1%50<2.5# !efl2.6:35000<3# !efl1.9=560<7#	Fade analog output 1 to level 20% in 2.5 seconds. Fade analog outputs 1 to 4 to level 50% in 20.8 seconds. Fade analog output 3 to level 720 in 200 seconds. Turn R/C-servo 3 to 30%-position in 10 seconds. Turn R/C-servo 1 to 4 to 0-position in 1 second. Stop (!efl)-fade on output 3. Fade motor number 1 on CAN output 1 to level 50% in 2.5 seconds. Fade motor number 6 on CAN output 2 to level 35000 in 3 seconds. Fade motor number 9 on CAN output 1 to level 560 in 7 seconds.
!ekm..#	Set key mask	Key mask; left alignment	!ekm1111111111111111# !ekm1001# !ekm0000000000000000#	All 16 inputs are enabled. Input 1 and 4 are enabled, 2 and 3 are disabled. The remaining inputs are not affected. All 16 inputs are disabled.
!eos..#	Or status at open collector	Open collector output channels, max. 16 outputs; left alignement. 1: additionally set, 0: channel not affected. Not addressed channels are not affected.	!eos1001# !eos10011# !eos0001# !eos1111111111111111# !eos0000000000000000# !eos1111000001000101#	Set output 1 and 4; output 2 and 3 is not affected; all other channels are not affected. Set output 1,4 and 5; output 2 and 3 is not affected; all other channels are not affected. Set output 4; outputs 1,2,3 and 5 - 16 are not affected. Set all 16 open collector outputs. no change on all 16 open collector outputs. Set output 1,2,3,4,10,14 and 16; outputs 5,6,7,8,9,11,12,13 and 15 are not affected.
!epf..#	PWM output: Fade to level in time	Output channel: 1..8. Level: 10bit resolution (0-1023): delimiter %: value between 0% and 100%, delimiter =: value between 0 and 1023. Time: in 1/10 sec steps from 0 - 600 seconds Format: ss.t	!epf1%20<2.5# or !epf1%20>25# !epf1_4%50<20.8# or !epf1_4%50>208# !epf3=720<200# or !epf3=720>2000# !epf7%20<10# or !epf7%20>100# !epf5_8%0<1# or !epf5_8%0>10#	Fade PWM output 1 to level 20% in 2.5 seconds. Fade PWM outputs 1 to 4 to level 50% in 20.8 seconds. Fade PWM output 3 to level 720 in 200 seconds. Fade PWM output 7 to 30%-position in 10 seconds. Fade PWM output 5 to 8 to 0-position in 1 second.
!epl..#	PWM output: Set level	Output channel: 1..8. Level: 10bit resolution (0-1023): delimiter %: value between 0% and 100%, delimiter =: value between 0 and 1023. delimiter +: add value. delimiter -: subtract value.	!epl1%20# !epl1_4%50# !epl3=720# !epl7%30# !epl5_8%0# !epl2+# !epl2-# !epl6+10# !epl6-20#	Set PWM output 1 to level 20%. Set PWM outputs 1 to 4 to level 50%. Set PWM output 3 to level 720. Set PWM 3 to 30%. Set PWM 5 to 8 to 0. Increment PWM output 2. Decrement PWM output 2. Add 10 to current value PWM output 6; maximum limit: 1023 Subtract 20 from current value of PWM output 6; lower limit: 0

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!esa..#	Send serial ASCII Command to all network devices **Maximum RS232 characters 150!** **Maximum IP characters 256!**	Data to be sent	!esa:"!efl1_8=0<10#"#	Send command !efl1_8=0<10# to all network devices. Result: Fade to 0 in 10 seconds of all analog channels in the network system.
!esd..#	Send serial Data **Maximum RS232 characters 150!** **Maximum IP characters 256!**	Data to be sent	!esd1:"Hello World"# !esd2:0xFF 0x02 0x03 0x04 0xAA#	Send 11 ASCII-characters: Hello World on RS232-1 Send 5 HEX-Bytes: FF 02 03 04 AA on RS232-2
!eslXY#	Set level at analog or servo output Please refer to next entry for ProCommander® X Series devices	X: [1..16]: Output channel, where: 1..4 = analog output 1..4, 5..8 = R/C-servo 1..4. Y: Level: 10bit resolution (0-1023): separator "%": value between 0% and 100%, separator "=": value between 0 and 1023 (10bit resolution), separator "+": increment by 1 or add value, separator "-": decrement by 1 or subtract value	!esl1%20# !esl1_4%50# !esl3=720# !esl7%30# !esl5_8%0# !esl2+# !esl2-# !esl6+10# !esl6-20#	Set analog output 1 to level 20%; ~-> 2V at a range from 0V--10V. Set analog outputs 1 to 4 to level 50%; ~-> 5V at a range from 0V--10V. Set analog output 3 to level 720; ~-> 7V at a range from 0V--10V. Turn R/C-servo 3 to 30%-position. Turn R/C-servo 1 to 4 to 0-position. Increment analog output 2. Decrement analog output 2. Add 10 to current value of R/C-servo 2; maximum limit: 1023 Subtract 20 from current value of R/C-servo 2; lower limit: 0
!eslXY# !eslW.XY#	Set level at analog or servo output ONLY for ProCommander® X Series devices !onc1# must be set, to use this command for all 16 motors	W: [1..2]: CAN Output channel, where: 1..2 = CAN Output. X: [1..16]: Output channel, where: 1..4 = analog output 1..4/ CAN 1..4, 5..8 = R/C-servo 1..4/ CAN 5..8, 9..16 = CAN. Y: Level: 16 bit resolution (0-65535): separator "%": value between 0% and 100%, separator "=": value between 0 and 1023 (10 bit resolution), separator ":": value between 0 and 65535 (16 bit resolution), separator "+": increment by 1 or add value, separator "-": decrement by 1 or subtract value	!esl1%20# !esl1_4%50# !esl3=720# !esl7%30# !esl5_8%0# !esl2+# !esl2-# !esl6+10# !esl6-20# !esl1.1%50# !esl1.1:65535# !esl1:40000#	Set analog output 1 to level 20%; ~-> 2V at a range from 0V--10V. Set analog outputs 1 to 4 to level 50%; ~-> 5V at a range from 0V--10V. Set analog output 3 to level 720; ~-> 7V at a range from 0V--10V. Turn R/C-servo 3 to 30%-position. Turn R/C-servo 1 to 4 to 0-position. Increment analog output 2. Decrement analog output 2. Add 10 to current value of R/C-servo 2; maximum limit: 1023 Subtract 20 from current value of R/C-servo 2; lower limit: 0 Set motor number 1 on CAN output 1 to level 50%. Set motor number 1 on CAN output 1 to 65535. Analog output 1 is set to 40000, with a possible range from 0 to 65535 (16 bit mode).
!ess..#	Set status at open collector	Open collector output channels, max. 16 outputs; 1: set, 0: clear; left alignement. The most left 0 or 1 is channel 1. Not addressed channels are not affected. No gap possible.	!ess1001# !ess10011# !ess0001# !ess1111111111111111# !ess0000000000000000# !ess1111000001000101#	Set output 1 and 4; clear output 2 and 3; other channels are not affected. Set output 1,4 and 5; clear output 2 and 3; other channels are not affected. Set output 4; clear output 1,2, and 3; other channels are not affected. Set all 16 open collector outputs. Clear all 16 open collector outputs. Set output 1,2,3,4,10,14 and 16; clear output 5,6,7,8,9,11,12,13 and 15.
Mask commands:				
!eam..#	Set analog mask	Analog mask for max. 16 outputs; 1: not masked, 0: masked, x:unchanged; left alignement. All masked channels are switched off! The left most 0 or 1 is channel 1. Not addressed channels are not affected. No gap allowed.	!eam0x00x00000000000# !eam1001#	Analog outputs 1,3,4 and 6-16 are masked. 2 and 5 stay unchanged. No further commands are mapped to the outputs. Analog output 2 and 3 are masked, 1 and 4 are not masked. The remaining outputs are not affected. No further commands are mapped to output 2 and 3.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!edm..#	Set digital mask; for switching off, please use !emo...#	Digital mask for max. 16 outputs; 1: not masked, 0: masked, x:unchanged; left alignement. The left most 0 or 1 is channel 1. Not addressed channels are not affected. No gap allowed.	!edm0x00x00000000000# !edm1001#	Outputs 1,3,4 and 6-16 are masked. 2 and 5 stay unchanged. No further commands from PC or show are mapped to the outputs. This allows direkt control of outputs via inputs regardless of show content. Output 2 and 3 are masked, 1 and 4 are not masked. The remaining outputs are not affected. No further commands are mapped to output 2 and 3. This allows direkt control of outputs 2 and 3 via inputs regardless of show content.
!emo..#	Set digital mask and switch off	Digital mask for max. 16 outputs; 1: not masked, 0: masked, x:unchanged; left alignement. All masked channels are switched off! The left most 0 or 1 is channel 1. Not addressed channels are not affected. No gap allowed.	!emo0x00x00000000000# !emo1001#	Outputs 1,3,4 and 6-16 are masked and switched off. 2 and 5 stay unchanged. No further commands are mapped to the outputs. Output 2 and 3 are masked and switched off, 1 and 4 are not masked. The remaining outputs are not affected. No further commands are mapped to output 2 and 3.
Play soundtrack commands:				
!phv..#	Polyphonic Volume	Polyphonic Volume [0 -- 31];	!phv0# !phv31#	Mute of polyphonic channel. Maximum volume of polyphonic channel.
!phx..#	Activate Polyphonic Currently NOT available for ProCommander® X Series	0: off for both channels 1: mix channel 2 to channel 1 2: mix channel 1 to channel 2	!phx0# !phx1# !phx2#	Polyphonic operation is switched off. Audio of channel 2 is mixed to channel 1. Audio of channel 1 is mixed to channel 2.
!ppe#	Playlist end Currently NOT available for ProCommander® X Series	Stops current running playlist after the end of the current running track.	!ppe#	Current running track will be finished, then the playlist stops.
!ppl..#	Play playlist in loop Currently NOT available for ProCommander® X Series	folder index x: value between 0 and 999 audio channel [1..8]. Only for ProCommander® LX available.	!ppl001# !ppl999:1# !ppl010:2#	play all tracks in folder PLAYL001 in loop on audio output 1. Track order: as stored in list. Play all tracks in folder PLAYL999 in Loop on audio output 1. Track order: as stored in list. Play all tracks in folder PLAYL010 in Loop on audio output 2. Track order: as stored in list.
!ppr..#	Play playlist in loop, random (shuffle) mode Currently NOT available for ProCommander® X Series	folder index x: value between 0 and 999 audio channel [1..8]. Only for ProCommander® LX available.	!ppr001# !ppr999:1# !ppr010:2#	play all tracks in folder PLAYL001 in loop on audio output 1. Track order: random mode. Play all tracks in folder PLAYL999 in Loop on audio output 1. Track order: random mode. Play all tracks in folder PLAYL010 in Loop on audio output 2. Track order: random mode.
!pps#	Playlist stop Currently NOT available for ProCommander® X Series	Stops current running playlist	!pps#	Stops immediately current running playlist
!psc#	Continue track Currently NOT available for ProCommander® X Series	Continues the paused track	!psc#	Current track will be continued.
!psp#	Pause track Currently NOT available for ProCommander® X Series	Pause the current running track	!psp#	Current running track will be paused.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!pst..#	Play single track Currently NOT available for ProCommander® X Series	Time: 0--25.5 seconds in 0.1 steps time is calculated for the full range from 0 to 31. If less steps are required, the end value is reached in a shorter time! \folder\filename: 8.3 name syntax	!pst\AUDIO\001TRACK.OGG# !pst<5:\AUDIO\002TRACK.OGG# or !pst>50:\AUDIO\002TRACK.OGG# !pst<25.5:003TRACK.OGG# or !pst>255:003TRACK.OGG#	play single track "001TRACK.OGG" of folder AUDIO. Only one folder supported! If a soundtrack is running, it fades out with time 5 seconds and then TRACK002.OGG of folder AUDIO starts. If no soundtrack is running TRACK002.OGG starts immediately. If a soundtrack is running, it fades out with time 25.5 seconds and then starts 003TRACK.OGG of root directory. If no soundtrack is running 003TRACK.OGG starts immediately.
!pts#	Stop track Currently NOT available for ProCommander® X Series	Stop current running track audio channel [1..8]; only available for ProLX	!pts# !pts:1#	All current running tracks will be stopped. Track on audio output 1 will be stopped.
Motor commands:				
!abd# !abdX#	Set animatronic break delay **ONLY for ProCommander® HXi** ONLY for HDT motors with a motor break	X: [0..65535]: delay value 0: disables the break -> break never activates 1..65535: resolution in 1/100 seconds steps	!abd3000#	Set overall animatronic break delay to 30 seconds, ONLY effective on all HDT motors with a motor break. If no new moving command for the motor is sent within this defined time, the break is activated and releases automatically with the next move command.
!acbX#	Set CAN baudrate See next command for ProCommander® HXi	X: baudrate of CAN motor [50000, 125000, 250000, 500000, 1000000]	!acb1000000#	Set baudrate of CAN motor to 1000000.
!acbW:X#	Set CAN baudrate **ONLY for ProCommander® HXi**	W: [1..2]: CAN output 1: CAN 1 2: CAN 2 X: baudrate of CAN motor [50000, 125000, 250000, 500000, 1000000]	!acb1:500000# !acb2:125000#	Set baudrate to 500000 on CAN output 1. Set baudrate to 125000 on CAN output 2.
!acc...#	Send CAN SDO message See next command for ProCommander® HXi	Refer to CANOpen DS 301 implementation guide	!acc601.22.00.18.01.00.00.00.00#	01 -> motor ID 22 -> write/read command 00 -> no byte of register 18 -> high byte of register 01 -> sub index 00.00.00.00 -> value for all please refer to implementation guide

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!accW:6X.Y#	Send CAN SDO message/ Individual CAN command **ONLY for ProCommander® HXi**	W: [1..2]: CAN output 1: CAN 1 2: CAN 2 X: [00..10]: HEX value, CAN motor ID Y: [00..FF]: HEX value, please refer to specific CANopen documentation Refer to CANOpen DS 301 implementation guide	!acc1:6X.22.00.18.01.00.00.00.00# !acc1:604.22.00.18.01.00.00.00.00# !acc2:000.81.0#	Send individual CAN command whereby X is the actuator ID on CAN output 1. X -> motor ID 22 -> write/read command 00 -> no byte of register 18 -> high byte of register 01 -> sub index 00.00.00.00 -> value for all please refer to implementation guide. Send individual CAN command whereby 04 is the actuator ID 04 on CAN output 1. 04 -> motor ID 22 -> write/read command 00 -> no byte of register 18 -> high byte of register 01 -> sub index 00.00.00.00 -> value for all please refer to implementation guide. Send individual network management (NMT) CAN command on CAN output 2.
!acmX:Y#	Monitor CAN message	X: monitor mode [0..9]: 0: disable 1: monitor all initialization queues, send and receive 2: monitor all initialization send queues 3: monitor all initialization receive queues 4: monitor all queues 5: monitor all send queues 6: monitor all received queues 7: monitor RPDO messages 8: monitor TPDO messages 9: monitor CANbus errors Y: [0..1]: 0: disable 1: enable	!acm1:1#	Enable monitoring of all initialization queues (send and receive).
!acnX#	Set CAN bus nodes Set CAN motor quantity See next command for ProCommander® HXi	X: [1..16]: number of CAN motors	!acn8#	Set number of CAN bus nodes to 8 to adress 8 CAN motors.
!acnW:X#	Set CAN bus nodes/ Set CAN motor quantity for two CAN outputs **ONLY ProCommander® HXi**	W: [1..2]: CAN output 1: CAN 1 2: CAN 2 X: [1..16]: number of CAN motors	!acn1:3# !acn2:16#	Set quantity of actuators to 3 on CAN output 1. Set quantity of actuators to 16 on CAN output 2.
!acw# !acwX#	Activate/Disable Copley CAN motor warnings ONLY ProCommander® Series By default it ist OFF (!acw0#)	X: [0..1]: 0 = OFF; 1 = ON	!acw1# !acw0#	Enable Copley CAN warnings. Disable Copley CAN warnings.
!acsX#	Set CAN sync time	X: [10..50]: value in milliseconds of CAN position commands update rate	!acs10#	Sync time in 10 milliseconds for CAN motors.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!acvX#	Send CAN statusword to variable	X: [0..1]: 0 = OFF; 1 = ON Variables from 231 to 246 contain statusword of CAN Motor 1-16 Motor ID 1 = Variable 233 […] Motor ID 16 = Variable 248 Recommendation: Display variable valus in HEX in Configurator	!acv1# !acv0#	Activate sending statusword from CAN motor to variable. If a motor with the ID 1 is connected and working the statusword is sent to variable 233, if no motor is connected then the variable value is 0. Deactivate sending statusword from CAN motor to variable.
!adcX:Y.Z#	Send direct Dynamixel command to Dynamixel servo	X: motor ID Y: servo address Z: Dynamixel command	!adc1:30.2=500# !adc1:64.1=1# !adc1:0.0=8#	Send to dynamixel motor number 1 at start servo adress 30, 2 bytes with value 500. Please refer to motor manual. Send to dynamixel motor number 1 for Torque On/ Off where address is 64 and size is 1. Send to dynamixel motor number 1 to reboot itself.
!aet# !aetW:X<Y# !aetW:X<Y:Z#	Set ease-in threshold CAN motor and any analog output ONLY available for ProCommander® X Series See next command for ProCommander® HXi ATTENTION - Please refer to !aspX:Y# to set CAN nodes, before using this command.	W: [1..16]: motor ID or analog output X: threshold value [0..10000] 0: disables the threshold 0..10000: resolution in 1/100 in percent steps. Y: Ease-in time. Resolution in 1/100 seconds. Z: [1]: set permanent, (optional) 1: save permanently	!aet3:1500<100# !aet7:2000<400:1# !aet5:0<0:1# Send to ProCommander®: !aet# Return from ProCommander®: EaseInThreshold 1: 30<1000 EaseInThreshold 2: 400<60000 EaseInThreshold 3: 1500<100 EaseInThreshold 4: 0<0 EaseInThreshold 5: 10<8000 EaseInThreshold 6: 1000<200 EaseInThreshold 7: 1500<100 EaseInThreshold 8: 0<0 EaseInThreshold 9: 0<0 EaseInThreshold 10: 0<0 EaseInThreshold 11: 0<0 EaseInThreshold 12: 0<0 EaseInThreshold 13: 0<0 EaseInThreshold 14: 0<0 EaseInThreshold 15: 0<0 EaseInThreshold 16: 0<0	If position change is above the threshold of 15%, then the movement is a fade within 1 seconds on CAN motor with the ID 3. If position change is above the threshold of 20%, then the movement is a fade within 4 seconds on CAN motor with the ID 7, the setting is stored permanently. Clears permanent setting for CAN motor 5. By sending !aet# the current ease-in threshold per output are listed.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!aet# !aetV.W:X<Y# !aetV.W:X<Y:Z#	Set ease-in threshold CAN motor and any analog output **ONLY available for ProCommander® HXi** ATTENTION - Please refer to !aspX:Y# to set CAN nodes, before using this command.	V: [1..2]: CAN output 1: CAN 1 2: CAN 2 W: [1..16]: actuator ID or analog output X: [0..10000]: threshold value 0: disables the threshold 1..10000: resolution in 1/100 in percent steps Y: Ease-in time. Resolution in 1/100 second increments Z: [1]: set permanent, (optional) 1: save permanently	!aet1.7:1500<100# !aet2.3:100<3000:1# !aet2.4:0<0:1# Send to ProCommander®: !aet1.1_16# Return from ProCommander®: CAN EaseInThreshold 1.1: 30<1000 CAN EaseInThreshold 1.2: 400<60000 CAN EaseInThreshold 1.3: 100<500 CAN EaseInThreshold 1.4: 1200<700 CAN EaseInThreshold 1.5: 10<8000 CAN EaseInThreshold 1.6: 1000<200 CAN EaseInThreshold 1.7: 1500<100 CAN EaseInThreshold 1.8: 0<0 CAN EaseInThreshold 1.9: 0<0 CAN EaseInThreshold 1.10: 0<0 CAN EaseInThreshold 1.11: 0<0 CAN EaseInThreshold 1.12: 0<0 CAN EaseInThreshold 1.13: 0<0 CAN EaseInThreshold 1.14: 0<0 CAN EaseInThreshold 1.15: 0<0 CAN EaseInThreshold 1.16: 0<0 Send to ProCommander®: !aet2.5_6# Return from ProCommander®: CAN EaseInThreshold 2.5: 1500<100 CAN EaseInThreshold 2.6: 100<3000	If position change is above the threshold of 15%, then the movement is a fade within 1 seconds on actuator number 7 on CAN output 1. If position change is above the threshold of 1%, then the movement is a fade within 30 seconds on actuator number 3 on CAN output 2, the setting is stored permanently. Clears permanent setting for motor 4 on CAN output 2. By sending !aet1.1_16# the current ease-in threshold for CAN output 1 per actuator number are listed. By sending !aet2.5_6# the current ease-in threshold for CAN output 2 per actuator number are listed.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!aet# !aetW:X<Y# !aetW:X<Y:Z#	Set ease-in threshold motor and any analog output ATTENTION - ProCommander® Series (legacy devices) and Pro I/O Servo 16 can not be stored permanently, the command must be put in the Control.ini of the ProCommander® In a Pro I/O Servo 16 this settings are not stored. Therefore the command must be sent via a network command like !nsd10.0.0.201:5559:"!aet1_16:100<200#"# right at time 0 with start of the show. Or at least once during power up, if the settings should be kept during the time the device is powered on. It is important to define the !aet command before the first level command, otherwise it can cause a jump.	W: [1..16]: motor ID or analog output X: threshold value [0..10000] 0: disables the threshold 0..10000: resolution in 1/100 in percent steps. Y: Ease-in time. Resolution in 1/100 seconds. Z: [1]: set permanent, (optional) 1: save permanently	!aet3:1500<100# !aet6:200<500:1# !aet8:0<0:1# Send to ProCommander®: !aet# Return from ProCommander®: EaseInThreshold 1: 30<1000 EaseInThreshold 2: 400<60000 EaseInThreshold 3: 1500<100 EaseInThreshold 4: 0<0 EaseInThreshold 5: 0<0 EaseInThreshold 6: 0<0 EaseInThreshold 7: 1500<100 EaseInThreshold 8: 0<0 EaseInThreshold 9: 0<0 EaseInThreshold 10: 0<0 EaseInThreshold 11: 0<0 EaseInThreshold 12: 0<0 EaseInThreshold 13: 0<0 EaseInThreshold 14: 0<0 EaseInThreshold 15: 0<0 EaseInThreshold 16: 0<0 !aet1_16:100<200#	If position change is above the threshold of 15%, then the movement is a fade within 1 seconds on motor with the ID 3. If position change is above the threshold of 2%, then the movement is a fade within 5 seconds on motor with the ID 6, the setting is stored permanently. Clears permanent setting for motor 8. By sending !aet# the current ease-in threshold per output are listed. If position change of Pro I/O Servo 16 is above 1% of the full range (0..65535 => 1% is 655), then ease in is activated with the corresponding fade time of 2 seconds on motors with the ID 1 to 16. In a Pro I/O Servo 16 this settings are not stored. Therefore the command must be sent via a network
!ahoX:Y# !ahoX:Y:Z#	Motor homing See next command for ProCommander® HXi	X: motor ID Y: homing mode, refer to motor manual Z: [0..1]: wait for homing 0: homing mode starts 1: initialize motor and wait for additional homing command (!amg...#) ATTENTION: limits must be set via !apl# command OR via motor interface	!aho1:1# !aho2:1:1#	Start homing of motor with the ID 1. Enable and wait for motor homing on motor with the ID 2.
!ahoW.X:Y:Z#	Motor homing for 2 CAN output **ONLY ProCommander® HXi** ---------- ATTENTION! This homing command also applies to Harmonic Drive IDT CANopen actuators with the absolute encoder feature. Be sure limits are initially set before homing for the first time!	W: [1..2]: CAN output 1: CAN 1 2: CAN 2 X: [1..16]: motor ID Y: homing mode, refer to motor manual Z: [0..1]: wait for homing, (optional) 0: homing mode starts 1: initialize motor and wait for additional homing command (!amg...#) ATTENTION: limits must be set via !aplW.X:Y/Z# command OR via motor interface	!aho1.4:3# !aho2.15:-3:1#	Start homing sequence of actuator number 4 in homing mode 3 on CAN output 1. Initialize homing sequence of actuator number 15 in homing mode -3 on CAN output 2 and wait for addtional homing command (!amg...#).

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!aho3.X#	Dynamixel motor homing ONLY for ProCommander® X Series ---------- ATTENTION! The individual homing of Dynamixel motors must be activated first with the !osh# command	X: [1..16]: motor ID	!aho3.1# !aho3.4#	Start homing of Dynamixel motor with the ID 1. Start homing of Dynamixel motor with the ID 4.
!aipX:Y:Z:A#	Define settings for network controlled motors	X: IP address, of the first motor (ascending ip address for other motors needed, only send first motor IP address) (XXX.XXX.XXX.XXX) Y: port, of all motors (YYYY) Z: motor type [1..2]: 1: Muse 2: CoolMuscle A: number of motors [1..16]	!aip10.0.0.120:1001:2:8#	Define for all Cool Muscle motors which are controlled via network and have the port number 1001. It will be only the first motor with the IP address 10.0.0.120 addressed directly, all other connected motors have to have an ascending IP address.
!amcX<Y# !amcX<Y:Z#	Define motor merge channel	X: [1..48]: channel to which the value of Y is merged into [1..16]: analog channel 1-16, [17..32]: CAN Output 1: channel 1-16, [33..48]: CAN Output 2: channel 1-16 Y: [1..16]: merge values of this channel + 16 into X [1..16]: analog channel 17-32 Z: [0..1]: set permanent, (optional) 0: not set permamently 1: save permanently	!amc1<2# !amc2<4# !amc18<7# !amc30<10# !amc33<9:1# !amc48<9:1#	Merge the values of analog channel 18 (=16+2) into analog channel 1. Merge the values of analog channel 20 (=16+4) into analog channel 2. Merge values of analog channel 23 (=16+7) into CAN channel 2 on CAN Output 1. Merge values of analog channel 26 (=16+10) into CAN channel 14 on CAN Output 1. Merge values of analog channel 25 (=16+9) into channel 1 on CAN Output 2 and permanetly save it. Merge values of analog channel 27 (=16+11) into channel 16 on CAN Output 2 and permanetly save it.
!amgX:Y#	Continue start homing	X: motor ID Y: [0..1]: idle mode 0: continue wait 1: start homing	!amg1:1#	Start homing of motor with the ID 1, only if command !aho1:1:1# has been set before.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!amhX:Y#	Motor halt	X: [1..16]: motor ID Y: [1..7; 255]: motor stop/ reset mode, depends on motor type: 1: controlword value 0x06: Shutdown, motor stops, no holding force at the motor. 2: controlword value 0x07: Switch ON, motor stops, no holding force at the motor. 3: controlword value 0x0F: Switch ON, enable operation, no movement. 4: controlword value 0x1F: Enable operation, start movement. 5: controlword value 0x100: Enabling halt function. 6: controlword value 0x80: Fault reset, no influence on motor. 7: Run state machine with controlword values 0x06, 0x07, 0x1F. Enable motor and start movement. 255: Full motor reset and motor stop.	!amh1:1#	Shut down and stop the motor with the motor ID 1.
!amhW.X:Y#	Motor halt **ONLY ProCommander® HXi**	W: [1..2]: CAN output 1: CAN 1, 2: CAN 2 X: [1..16]: motor ID Y: [1..7 & 255]: motor stop/ reset mode, depends on motor type: 1: controlword value 0x06: Shutdown, motor stops, no holding force at the motor. 2: controlword value 0x07: Switch ON, motor stops, no holding force at the motor. 3: controlword value 0x0F: Switch ON, enable operation, no movement. 4: controlword value 0x1F: Enable operation, start movement. 5: controlword value 0x100: Enabling halt function. 6: controlword value 0x80: Fault reset, no influence on motor. 7: Run state machine with controlword values 0x06, 0x07, 0x1F. Enable motor and start movement. 255: Full motor reset and motor stop.	!amh2.3:1# !amh1.10:2# !amh2.4:255#	Set Controlworld value to 0x06: Shutdown actuator number 3 on CAN output 2. Actuator stops, no holding force at the actuator. Restart with state machine (!amhW.X:7#) or homing sequence (!ahoW.X:Y#). Set Controlworld value to 0x07: Switch ON actuator number 10 on CAN output 1. Actuator stops, no holding force at the actuator. Restart via Controlword 0x1F (!amhW.X:4#) or homing sequence (!ahoW.X:Y#). Disable actuator number 4 on CAN output 2: Disable actuator movement, no holding force on actuator, no further CAN commands are sent to actuator number 4 on CAN output 2. Restart only by running the homing sequence (!ahoW.X:Y#).

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!amh4.X:Y#	Motor halt for Pololu board ONLY ONLY ProCommander® X Series	X: [1..32]: Pololu-Servo motor ID; Y: [0..3 & 128]: motor stop/ activate motor: 0: activate normal motor function. 1: motor stops, no holding force at the motor. 2: motor stops, no holding force at the motor. 3: motor stops, with holding force at the motor. 128: motor stops, with holding force at the motor.	!amh4.1:1# !amh4.19:2# !amh4.6:3# !amh4.17:128# !amh4.5# !amh4.1_32#	Shutdown actuator with motor ID 1 on Pololu board with Sub-Device-ID 1. Actuator stops, no holding force at the actuator. Stop actuator with motor ID 3 on Pololu board with Sub-Device-ID 2. Actuator stops, no holding force at the actuator. Stop actuator with motor ID 6 on Pololu board with Sub-Device-ID 1. Actuator stops, with holding force at the actuator on current position and new position values are ignored. Stop actuator with motor ID 1 on Pololu board with Sub-Device-ID 2. Actuator stops, with holding force at the actuator on current position and new position values are irgnored. Get motor halt information for actuator with motor ID 5 on Pololu board with Sub-Device-ID 1. Get motor halt information at once for actuator with motor ID 1 to 16 on Pololu board with Sub-Device-ID 1 and Sub-Device-ID 2.
!ammX#	Set number of servo motors	X: number of servo motors [1..16]	!amm5#	Set number of servo nodes to 5 to adress 5 servo motors.
!ampX:Y#	Set max position for Dynamixel servo motor, necessary if motor runs in multi-turn mode to allow position values beyond the Dynamixel default maximum postion	X: motor ID Y: max. position of motor, please refer to motor manual	!amp2:6000#	Set maximum position of Dynamixel servo motor with the ID 2, which runs in multi-turn mode to 6000 to allow position value beyond the Dynamixel default maximum position.
!amrX#	Servo motor position repeat	X: defines the delay between the commands which are sent to the motors [2..100]: value in milliseconds	!amr10#	Set a message delay of 10 milliseconds for servo motors.
!amtX#	Activate multi-turn mode for Dynamixel servo motor ATTENTION - please check the bit mode of the Dynamixel servo motor, it may be only working with the old 12bit mode (Dynamixel 2.0 FW)	X: number of servo motors [1..16]: 0: deactivate multi-turn mode 1: activate multi-turn mode	!amt000111# !amt0000000000000001#	Deactivate multi-turn mode on Dynamixel servo 1, 2, 3 and activate multi-turn mode on motor number 4, 5 and 6. Disable multi-turn mode on Dynamixel servo number 1 to 15 and activate mulit-turn mode on servo number 16.
!aplX:Y/Z#	Set position limits on CAN motors Please check with your motor driver manual for the correct values See next command for ProCommander® HXi ATTENTION - overrides the !scn# & !scx# commands	X: [1..16]: motor ID Y: [-2.147.483.647..2.147.483.647] (DEC) [7FFF FFFF..8000 0001] (HEX): minimum position, please refer to motor driver manual Z: [-2.147.483.647..2.147.483.647] (DEC) [7FFF FFFF..8000 0001] (HEX): maximum position, please refer to motor driver manual	!apl1:-1000/+1000#	Set the minimum position to -1000 and maximum position +1000 on CAN motor with the ID 1.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!aplW.X:Y/Z#	Set position limits on CAN motors Please check with your motor driver manual for the correct values **ONLY for ProCommander® HXi** ATTENTION - overrides the !scn# & !scx# commands	W: [1..2]: CAN output 1: CAN 1 2: CAN 2 X: [1..16]: motor ID Y: [-2.147.483.647..2.147.483.647] (DEC): minimum , position, please refer to motor driver manual Z: [-2.147.483.647..2.147.483.647] (DEC): maximum position, please refer to motor driver manual	!apl1.1:-1000/500# !apl2.6:300/2540#	Set the minimum position to -1000 and maximum position to 500 (decimal) on actuator number 1 on CAN output 1. Set minium position to 300 and maximum postion to 2540 on actuator number 6 on CAN output 2. Attention! Please check with your motor driver manual for the correct values for minimum position (Y) and maximum position (Z). The above position commands must be sent BEFORE initiating the home sequence (!ahoW.X:Y:Z).
!apsX# !aps#	Read and store number of Pololu-Servos	X: [1..32]: number of servos	!aps# !aps2#	Get the number of the addressed Pololu motors. Set the number of Pololu motors to 2.
!arvX:Y.Z=V#	Read Dynamixel servo register and store it in a variable	X: motor ID Y: address in servo Z: number of bytes related to that register V: variable number used for storing the value	!arv3:146.1=15#	Read 1 byte of the servo address 146 of a dynamixel motor with the motor ID 3 and store the value in variable 15.
!asfX#	Set servo frequency ProCommander 3 (only) ATTENTION - Hitec may require frequency adjustment.	X: [30..60], default value is 50	!asf60#	Set all servo frequencies to 60.
!asnX:Y#	Set servo motor min position Pololu support ONLY for ProCommander® X Series	X: [1..16;101..132]: motor ID, where: 1..16 = regular servo motor ID: ProCommander® AX/ HX/ VX [1..16], ProCommander® HXi [1..4]; 101..132 = Pololu-Servo motor ID 1..32: 101..116: Pololu Board - Sub-Device-ID 1 motor ID [1..16] 117..132: Pololu Board - Sub-Device-ID 2 motor ID [1..16] Y: [200..4000]: minimum position for RC-servo, please refer to motor manual.	!asn1:900# !asn101:200# !asn117:300# !asn124#	Set minimum position of servo motor with the ID 1 to 900. Set the minimum position of Pololu-Servo motor with motor ID 1 to 200, on Pololu board with the Sub-Device-ID 1. Set the minimum position of Pololu-Servo motor with motor ID 1 to 300, on Pololu board with the Sub-Device-ID 2. Get the minimum position of Pololu-Servo with motor ID 8, on Pololu board with the Sub-Device-ID 2.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!aspX#	Set CAN motor protocol/ Set CAN motor type See next command for ProCommander® HXi	X: [0..18]: driver for CAN motors: 0: None, 1: Reserved, 2: Quicksilver, 3: Reserved, 4: Elmo-Drive PP, 5: Elmo-Drive IP, 6: Applied/Moons, 7: Kollmorgen-IP, 8: Nanotec, 9: Copley, 10: Reserved, 11: JMC-Motion, 12: Reserved, 13: Exlar-Drive, 14: Festo-CMMP-AS, 15: HD-Integrated PP, 16: HD-Integrated CSP, 17: Menotec, 18: Lenze_CSP	!asp2#	Set CAN driver for Quicksilver motors.
!aspW.X:Y#	Set CAN motor protocol/ Set CAN motor type **ONLY for ProCommander® HXi**	W: [1..2]: CAN output 1: CAN 1 2: CAN 2 X: [1..16]: CAN motor ID Y: [0..18]: driver for CAN motors 0: None, 1: Reserved, 2: Quicksilver, 3: Reserved, 4: Elmo-Drive PP, 5: Elmo-Drive IP, 6: Applied/Moons, 7: Kollmorgen-IP, 8: Nanotec, 9: Copley, 10: Reserved, 11: JMC-Motion, 12: Reserved, 13: Exlar-Drive, 14: Festo-CMMP-AS, 15: HD-Integrated PP, 16: HD-Integrated CSP, 17: Menotec, 18: Lenze_CSP	!asp1.2:8# !asp2.7:5# !asp1.1:4#	Set CAN protocol to Nanotec for actuator number 2 on CAN output 1. Set CAN protocol to Elmo for actuator number 7 on CAN output 2. Set CAN protocol to Elmo in PP-mode for actuator number 1 on CAN output 1.
!assX:Y#	Set servo speed for CAN motors Attention - Applies only to cool muscle and applied motion motors.	X: motor ID Y: servo speed, refer to motor manual	!ass1:1000#	Set servo speed 1000 on motor number 1.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!asvX:Y#	Set CAN motor velocity Attention - Set speed in PP mode (profile position mode) See next command for ProCommander® HXi	X: [1..16] motor ID Y: velocity value accordingly to the documentation of the servo drive device	!asv1:1000#	Set velocity speed to 1000 on motor number 1.
!asvW.X:Y#	Set CAN motor velocity **ONLY for ProCommander® HXi**	W: [1..2]: CAN output 1: CAN 1 2: CAN 2 X: [1..16]: actuator ID Y: velocity value, please refer to actuator drive manual	!asv1.11:1000# !asv2.13:500#	Set velocity speed to 1000 on actuator number 11 on CAN output 1. Set velocity speed to 500 on actuator number 13 on CAN output 2.
!asxX:Y#	Set servo motor max position Pololu support ONLY for ProCommander® X Series	X: [1..16;101..132]: motor ID, where: 1..16 = regular servo motor ID: ProCommander® AX/ HX/ VX [1..16], ProCommander® HXi [1..4]; 101..132 = Pololu-Servo motor ID 1..32: 101..116: Pololu Board - Sub-Device-ID 1 motor ID [1..16], 117..132: Pololu Board - Sub-Device-ID 2 motor ID [1..16]; Y: [200..4000]: maximum position for RC-servo, please refer to motor manual.	!asx1:2000# !asx101:1900# !asx111:2500# !asx126#	Set maximum position of servo motor to 2000. Set the maximum position of Pololu-Servo motor with motor ID 1 to 1900, on Pololu board with the Sub-Device-ID 1. Set the maximum position of Pololu-Servo motor with motor ID 11 to 2500, on Pololu board with the Sub-Device-ID 1. Get the maximum position of Pololu-Servo with motor ID 10, on Pololu board with the Sub-Device-ID 2.
!avs# !avsX:Y#	Set motor halt variable ONLY For ProCommander® X Series	X: [0..1]: 0: activate 1: deactivate Y: [1..5, 128, 255]: motor stop/ reset mode, depends on motor type 1: control word value 0x06: Shutdown, motor stops, no holding force at the motor. 2: control word value 0x07: Switch ON, motor stops, no holding force at the motor. 3: control word value 0x0F: Switch ON, enable operation, no movement. 4: control word value 0x1F: Enable operation, start movement. 5: control word value 0x100: Enabling halt function 128: no control word change, motor stops at the last position with holding force. Any further position command will be suppressed. 255: complete reinitialization of the motor.	!avs1:128# !avs#	Activate the motor halt variable with no control word change, motor stops at the last position with holding force. Any further position command will be suppressed. Get information of motor halt variable setting.
Display commands:				

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!ful:X# !ful:0#	Set startup display image ONLY For ProCommander® HX & ProCommander® VX The *.bin file must be done by Weigl. Please send your request directly to support@weiglcontrol.com	X: file name and file extension of image in HEX code, MAX. 8 characters for file name ---------- PLEASE NOTE: *.bmp file which you provied must be saved in 24bit color with 160x128px	!ful:Logo.bin# !ful:0#	The image will be shown during boot sequence. The image for the boot sequence will be reset to the Weigl Control logo.
!mcpX#	Display CPU load ONLY For ProCommander® HX/VX/HXi	X: [0..1]: display CPU load 0 = OFF; 1 = ON	!mcp1# !mcp# !mcp0#	Activate display CPU load, this feature is only temporarily. Get information if display CPU load is active. Deactivate display CPU load.
!mdcX#	Set display brightness ONLY For ProCommander® X Series	X: [1..127]: Brightness value of display	!mdc99# !mdc#	Set display brightness to 99. Get the current brightness value.
!mmd100:...#	Monitor Display message	Display time: 0..2,54 seconds Value 255: Permanent display of message Message for Device display \X: X is variable [1..250], its value will be displayed.	!mmd100:"Hello World!"# !mmd255:"Content of V1=\1"#	Displays "Hello World!" for one second. Displays the value of variable 1 permanently.
Network commands:				
!nai#	Network allowed IP	Request setting of allowed IP-Addresses in network	!nai#	Get list of IP-addresses of all devices, which are allowed to send an ASCII-message, which is checked for Control.ini settings.
!naiX:Y#	Network allowed IP (define up to 5 devices - whitelist - which are allowed to send string messages to ProCommander® to trigger events in Control.ini)	X: 1..5: number of IP-address Y: IP-address (YYY.YYY.YYY.YYY)	!nai1:10.0.0.214#	The device with the IP-address 10.0.0.214 is able to send an ASCII-message, which is checked for Control.ini settings. The corresponding command in the Control.ini is: !sStartShow1!rsn1# If the device with the IP-addrss 10.0.0.214 sends the string (!s) "StartShow1", the command run show number 1 in normal mode (!rsn1#) will be executed. ATTENTION - the string is case sensitive and only regular ASCII characters are allowed.
!naoX:Y:Z#	Network-Art-Net Out For ProCommander® Series & ProCommander® X Series adresses **only internal ProCommander® DMX universe (universe 0)** (legacy command) (Please refer to **new** command !nui#, especially for ProCommander® X Series)	Activate/ Deactivate Art-Net Out X: IP address for destination device (XXX.XXX.XXX.XXX) Y: [0..1]: 0 = OFF; 1 = ON Z: Art-Net universe [0..127]	!nao10.0.0.101:1:4# !nao10.0.0.101:0:3#	Activates the output for DMX via Art-Net. Art-Net is sent to Art-Net Universe 4 with IP-address 10.0.0.101. Deactivates the output for DMX via Art-Net. Stops Art-Net for Art-Net Universe 4 with IP-address 10.0.0.101. Port is Art-Net default port: 6454
!napXXXX#	Streaming ACN (sACN) Priorities	X: the sACN priority value Default value is 100.	!nap150#	ProCommander® sACN priority value is set to 150.
!narX#	Art-Net repeat	X: Repeat function [0..65535] 0: Queue is sent on a change within the Art-Net universe 1..65535: define the interval time to repeat the queue even no change with the Art-Net universe is happening	!nar0# !nar20000#	Send the DMX signal of a ProCommander® within the Art-Net universe, if it's changing. Repeat the DMX signal within 20 seconds.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!nauX:Y#	Art-Net-Universe Read-In ON/OFF	Activate/ Deactivate Art-Net Read-In X: Art-Net Universe [0..15] Y: [0..1]: 0 = OFF, 1 = ON	!nau1:1# !nau1:0#	Activates the Art-Net read in for Art-Net universe 1. Deactivates the Art-Net read in for Art-Net universe 1.
!nctW:X:Y:Z#	Create network timecode	W: Destination IP address of timecode node (WWW.WWW.WWW.WWW) X: Port of timecode node (XXXX) Y: [0..6] output format: 0 = OFF; 1 = MTC24fps; 2 = MTC25fps; 3 = MTC30fps; 4 = Art-Net-Timecode24fps*; 5 = Art-Net-Timecode25fps*; 6 = Art-Net-Timecode30fps*; *Art-Net modes coming soon Z: [X..IN]: X = time point, when timecode starts generating; IN = [0..6] network input format; 0 = OFF; 1 = SMPTE 24fps; 2 = SMPTE 25fps; 3 = SMPTE 30fps; 4 = FSK 24fps; 5 = FSK 25fps; 6 = FSK 30fps;	!nct10.0.0.140:5555:X=12:10:15# !nct10.0.0.108:5555:3=IN:6#	Create timecode and send it to timecode node with the IP address 10.0.0.140 and port 5555 at time point 12:10:15. Generate and convert timecode from extarnal source. The network input format is FSK 30fps, which is converted to MTC30fps and sent to the timecode node with 10.0.0.108 and port 5555.
!ndw# !ndwX#	Disable Wi-Fi network ProCommander® AX ONLY	X: [0..1] output format: 0 = Activate WiFi; 1 = Disable WiFi;	!ndw# Send to ProCommander®: !ndw1# Return from ProCommander®: WIFI Status: OFF Send to ProCommander®: !ndw0# Return from ProCommander®: WIFI Status: ON	Get WiFi Status of ProCommander® AX. Disable WiFi module on ProCommander® AX. Enable WiFi module on ProCommander® AX to communicate via WiFi IP address with the ProCommander AX.
!nnt:X#	Set Network timecode (ProCommander® HX & ProCommander® VX ONLY)	X: Network time from server of choosen country https://www.pool.ntp.org/zone/at IMPORTANT: Gateway-IP address must be set to the router IP address. If ProCommander® HX & ProCommander® VX gets a valid network time it shows up in the display with prefix "NT>"	!nnt:pool.ntp.org# !nnt:at.pool.ntp.org#	Request network time from server pool.ntp.org. Request network time from server at.pool.ntp.org. The timecode for Austria (at). The !ut..# commands can be used in the Control.ini file.
!npgX#	Ping another device in the network (ProCommander® X Series ONLY on network port 1)	X: Destination IP address of device to ping (XXX.XXX.XXX.XXX)	Send to ProCommander®: !npg10.0.0.30# Return from ProCommander®: Send ping to: 10.0.0.30 10.0.0.30 is at: 2A-74-AC-00-9D-35	Send a ping command to the device with the IP address 10.0.0.30.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!nsaW:X:Y:Z# (Unicast mode) Multi-cast mode: !nsaW->Z# !nsaW->Z:1# Setting mode: !nsa# !nsa~# !nsaW# !nsaW~# !nsaW~:1#	Network sACN Universe IP ONLY for ProCommander® X Series	Unicast mode: W: [0..16]: 0: ProCommander® DMX universe, 1..16: Pro I/O DMX Sub-Device-ID X: Destination IP address of sACN node (XXX.XXX.XXX.XXX) Y: Port of sACN node (YYYY) Z: sACN Universe [0..255] = max. 256 sACN nodes ---------- Multi-Cast mode: W: [0..16]: 0: ProCommander® DMX universe, 1..16: Pro I/O DMX Sub-Device-ID Z: sACN Universe [0..255] = max. 256 sACN nodes ->: multi-cast mode [1]: save setting permanently (optional) ---------- Setting mode: W: [0..16]: 0: ProCommander® DMX universe, 1..16: Pro I/O DMX Sub-Device-ID ~: delete settings [1]: save setting permanently (optional) ---------- ATTENTION - total number of max. 16 sACN Universes	!nsa5:10.0.0.120:5568:3# !nsa# !nsa1# !nsa~# !nsa2~:1# !nsa0->1# !nsa3->8:1#	ProIO-A5 mapped to sACN Universe 3 Activate sACN Universe 3 on sACN device with IP address 10.0.0.120 on port 5568. Get all sACN settings. Get sACN settings of sACN universe 1. Delete all sACN settings for all sACN universes at once, temporarily. Delete all sACN settings for sACN universe 2 and save permanetly. ProCommander® DMX Universe 0 is mapped temporarily to Universe 1 of the sACN node at standard sACN multicast IP adress scheme of 239.255.0.1. ProCommander® DMX Universe 3 is mapped to Universe 8 of the sACN node at standard sACN multicast IP adress scheme of 239.255.0.8 and saved permanently.
!nsiX# !nsiX:Y#	Listen to network sACN input ONLY for ProCommander® X Series	X: [0..1]: 1: activate listening to sACN input; 0: deactivate listening to sACN input. Y: sACN universe	!nsi1# !nsi1:5#	Set ProCommander® to listen to sACN input of default universe 1. For example, to start a show with a !d trigger command in the control.ini (please refer to "Trigger command" section). Set ProCommander® to listen to sACN input of universe 5. For example, to start a show with a !d trigger command in the control.ini (please refer to "Trigger command" section).

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!nsdW:X:Y:Z#	Network send data	W: Destination IP address of network device (WWW.WWW.WWW.WWW) X: Port of network device (XXXX) Y: [nothing/1..2] network port: @nothing or 1: Network port 1 (ETHERNET) @2: Network port 2 >[1..4]: Network port 1 >[1..8]: Network port 2 Z: Data to be sent within quotes, (ASCII and Hex-strings)	!nsd10.0.0.110:5555:"!rsn1#"# or !nsd10.0.0.110:5555>1@1:"!rsn1#"# !nsd10.0.0.120:5556>1@1:"Network 1"# !nsd10.0.0.113:6454>8@2:"Network 2"# !nsd10.0.0.105:5555:"!xas:""Yellow""#"# ---------- !nsd10.0.0.109:5236:"play"# !nsd10.0.0.109:5236:"play teaser.mp4"# !nsd10.0.0.109:5236:"finally loop SampleVideo.mp4"# !nsd10.0.0.109:5236:"play Unicorn.mp4"# !nsd10.0.0.109:5237:"finally loop teaser.mp4"#	ProCommander® sends run show with the index 1 (!rsn1#) to a network device with IP-Address 10.0.0.110 at port 5555. ProCommander® sends on port 1 (>1) via network port 1 (@1) "Network 1" to a network device with IP-Address 10.0.0.120 at port 5556. ProCommander® sends on port 8 (>8) via network port 2 (@2) "Network 2" to a network device with IP-Address 10.0.0.113 at port 6454. Send to the ProCommander® HX with the IP-Address 10.0.0.105 at port 5555 the command that the AES67 audio stream is enabled and shows up with the name Yellow in the AES67 network. (Ensure to enable ptp on the device [!xpp...#]). ---------- ProCommander® sends "play" to a Pro VP (Single Player Mode) with IP-Address 10.0.0.109 at port 5236 to start or continue a playlist. ProCommander® sends "play teaser.mp4" to a Pro VP (Single Player Mode) with IP-Address 10.0.0.109 at port 5236 to unload any active playlist, load and play the video with the filename "teaser.mp4", which is stored on the Pro VP™ in the root of the "Media Files" folder. ProCommander® sends "finally loop Sample Video.mp4" to a Pro VP (Single Player Mode) with IP-Address 10.0.0.109 at port 5236 to start the SampleVideo.mp4, which is stored on the Pro VP™ in the root of the "Media Files" folder, when the current video, script or playlist is complete. ProCommander® sends "play Unicorn.mp4" to a Pro VP (Multi Player Mode - Player 1) via HDMI-2 with IP-Address 10.0.0.109 at port 5236 to unload any active playlist, load and play the video with the filename "teaser.mp4", which is stored on the Pro VP™ in the root of the "Media Files" folder. ProCommander® sends "finally loop teaser.mp4" to a Pro VP (Multi Player Mode - Player 2) via HDMI-2 with IP-Address 10.0.0.109 at port 5237 to start the teaser.mp4, which is stored on the Pro VP™ in the root of the "Media Files" folder, when the current video, script or playlist is complete. *** Capitalization of file names and paths in commands are honored and must be followed to function properly. For further script logic, please refer to the Pro VP manual.
!nstX#	Network send timecode	X: [0..1]: 1: start timecode send; 0: stop timecode send.	!nst1#	Start timecode read. Format ASCII 01:02:03.04 (=1 hour, 2 minutes, 3 seconds, 4 frames) If this command is sent via RS232-1, timecode comes back on RS232-1. If this command is sent via USB, timecode comes back on USB. If this command is sent via network, timecode is sent back to that IP address and port, where the command comes from.
!ntp…#	TCP send data For ProCommander® X Series with Firmware Version greater than 4.35 and ONLY via Ethernet port 2	Destination IP-Address of the connected device, TCP port on which the device is listening, Data to be sent, (ASCII and Hex-strings)	!ntp:10.0.0.160:55057:"Hello World" 0x0D#	ProCommander® sends Hello World<CR> to the device with ip-address 10.0.0.160 and port 55057. ATTENTION - To be able to send UDP commands as well, send the command !osp1# to set UDP communication to port 1.
!nto:X#	Set Network Timecode Offset ONLY for ProCommander® X Series on Ethernet port 1	X: offset in seconds	!nto:+3600# !nto:-7200#	Set the timecode offset +3600 seconds, which is plus 1 hour offset. Set the timecode offset to -7200 seconds, which is minus 2 hours offset.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!nuiW:X:Y:Z# Setting mode: !nui# !nui~# !nuiW# !nuiW~# !nuiW~:1#	Network Art-Net Universe IP ONLY for ProCommander® X Series	W: [0..16]: 0: ProCommander® DMX universe, 1..16: Pro I/O DMX Sub-Device-ID X: Destination IP address of Art-Net node (XXX.XXX.XXX.XXX) Y: Port of Art-Net node (YYYY) Z: Art-Net Universe [0..255] = max. 256 Art-Net nodes ---------- Setting mode: W: [0..16]: 0: ProCommander® DMX universe, 1..16: Pro I/O DMX Sub-Device-ID ~: delete settings [1]: save setting permanently (optional) ---------- ATTENTION - total number of max. 16 Art-Net Universes	!nui7:10.0.0.31:6454:8# !nui# !nui1# !nui~:1# !nui2~#	ProIO-A7 mapped to Art-Net Universe 8 Activate Art-Net Universe 8 on Art-Net device with IP address 10.0.0.31 on port 6454. Get all Art-Net settings. Get all Art-Net settings of Art-Net universe 1. Delete all Art-Net settings for all Art-Net universes at once and save permanently. Delete all Art-Net settings for Art-Net universe 2.
!nul…#	UDP-MAC-LifeTime	Time in 1/100 seconds; Value: 100 -- 60000 Range: 1 to 600 seconds	!nul1000#	Set UDP-MAC-LifeTime to 10 seconds. Factory default: 18000 -> 3 minutes.
!nwd…#	Network watchdog	Toggle info 0/1; Time out in 1/100 seconds; Range: 0.02 to 655,35 seconds Show number.	!nwd1# !nwd0# !nwd100:10# !nwd0:0#	Alive query for ProCommander®. ProCommander® sends back: nwd0 <CR> Alive query for ProCommander®. ProCommander® sends back: nwd1 <CR> After time out start show: start show 10 one second after receive of this command. For avoiding time out, this command (!nwd100:10#) has to be sent periodically within the timeout period. This command can also be used for delayed show start. The start mode is ADD. The command !nwd0:0# deactivates an activated watchdog timer.
!nwl:mac#	Wake On Lan	mac: Mac address of device in format: 00-1A-2B-3C-4D-5E	!nwl:00-04-A3-04-76-F4#	Wakes up the device with the mac address: 00-04-A3-04-76-F4
Option commands:				
!oaiX#	Enable / disable analog input	X: [0..1]: 0 = OFF, 1 = ON	!oai1# !oai0#	Analog read in is enabled. This is a permanent setting. Analog read in is disabled. This is a permanent setting.
!oavX:Y#	Map analog input to variable	X: analog input [1..8]; Y: variable [1..70].	!oav1:1# !oav3:20#	Value of analog input 1 is copied into variable 1. Value range 0-1023. Value of analog input 3 is copied into variable 20. Value range 0-1023.
!ociX#	Send Pro I/O™ cues over IP	X: [0..1]: 0 = OFF, 1 = ON	!oci1# !oci0#	Send Pro I/O™ cues via network and via WEM-NET. Send Pro I/O™ cues only via WEM-NET.
!odiYYY….YYY#	Invert digital channels	Y=0: normal output Y=1: inverted output	!odi110011# !odi1111001100000001# !odi0000000000000000#	Invert digital channels 1,2 and 5,6. Invert digital channels 1,2,3,4,7,8, and 16. Invert off for all digital channels.
!oeaX#	Enable/ disable audio amplifier	X: [0..1]: 0 = OFF, 1 = ON	!oea1# !oea0#	Enable audio amplifier for loud speaker on a ProCommander® AX. Disable audio amplifier for loud speaker on a ProCommander® AX.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!oepX#	Enable/ diable PWM function on all open collector outputs Please refer to the wiring diagram of the respective ProCommander® to understand, which channels are effected.	X: [0..1]: 0 = OFF, 1 = ON	!oep1# !oep0#	Enable PWM and disable digital function on all open collector outputs of a ProCommander® AX. Disable PWM and enable digital function on all open collector outputs of a ProCommander® AX.
!oet#	Get external timecode	Send to ProCommander®: Return from ProCommander®: ON/ OFF: Status of external timecode	!oet# Extern Time-Code in: ON Extern Time-Code in: OFF	Get timecode from external source.
!oetX#	Enable/ disable external timecode	X: [0..1]: 0 = OFF, 1 = ON	!oet1# !oet0#	Enable timecode from external source. Disable timecode from external source.
!oicX:Y#	Invert analog channel output	X: analog output [1..16]; Y: [0..1]: 0 = normal output, 1 = inverted output	!oic1:1# !oic15:1# !oic3:0#	Invert analog output of channel 1. Invert analog output of channel 15. Normal analog output of channel 3.
!oicX_Y:Z#	Invert range of analog/servo channel outputs	X: analog/ servo output start Y: analog/ servo output end Z: [0..1]: 0 = normal output, 1 = inverted output	!oic1_4:1# !oic1_4:0#	Invert analog outputs from channel 1 to 4. Normalize analog outputs from channel 1 to 4.
!oimX:Y#	Set input to MIDI	X=MIDI-channel; Y=Controler.	!oim1:2#	If an input is activated, a MIDI control change message is sent to MIDI channel 1 and Controler 2 + i via RS232-1. (MIDI cable KAT-PN/MIDI required). E.g.: if input 1 is activated, the MIDI message (hex) B1 03 7F is sent via RS232-1. If input 1 is released, the MIDI message (hex) B1 03 00 is sent via RS232-1.
!oioX:Y#	Map analog inputs to analog output 1:1	X: analog input [1..8]; Y: analog output [1..4].	!oio1:3#	Value of analog input 1 is mapped to analog output 3, whereby the value range of an analog input is 0-1023 and will be scaled up to a value range of analog output 0-65535.
!ojc# !ojcX#	Close/ open virtual jumper for open collector output on ProCommander® HXi ONLY for Hardware Version greater than 1.05	X: [0..1]: 0 = OFF, 1 = ON	!ojc# !ojc1# !ojc0#	Get status of virtual jumper for open collector outputs on ProCommander® HXi. Close virtual jumper for open collector outputs on ProCommander® HXi. Open virtual jumper for open collector outputs on ProCommander® HXi.
!ojsX#	Enable/ disable joystick	X: [0..1]: 0 = OFF, 1 = ON	!ojs1# !ojs0#	Enable joystick on ProCommander®. Disable joystick on ProCommander®.
!olv#	Get left volume level of all audio channel pair(s) in relation to the current master volume setting at once	Send to ProCommander®: Return from ProCommander®:	!olv# Left Volume Channel 1: 31 Left Volume Channel 2: 31 Left Volume Channel 3: 31 Left Volume Channel 4: 31	Get volume level of the left channel of all audio channel pairs. ProCommander® VX (Channel 1, 2) ProCommander® HX (Channel 1, 2, 3, 4) ProCommander® LTC (Channel 1, 2) - legacy device ProCommander® LX (Channel 1, 2, 3, 4, 5, 6, 7, 8)
!olvX# !olvX:Y#	Set left volume level on audio channel pair in relation to the current master volume setting	X: [0..31]: volume level value Y: left channel of audio channel pair [1..2]: ProCommander® LTC, [1..2]: ProCommander® VX, [1..4]: ProCommander® HX, [1..8]: ProCommander® LX	!olv25:1# !olv16#	Set volume level to 25 on left audio output of audio channel pair 1. Set volume level to 16 on all left audio outputs. ProCommander® VX (Channel 1, 2) ProCommander® HX (Channel 1, 2, 3, 4) ProCommander® LTC (Channel 1, 2) - legacy device ProCommander® LX (Channel 1, 2, 3, 4, 5, 6, 7, 8)

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!oncX#	Enable/ Disable separate CAN motor outputs (in relation to analog and servo channels) ONLY for ProCommander® X Series & Showforge® ATTENTION - This will affect commands such as !efl#, !sao#, !esl#, and potentially other commands throughout the logic, which include output channel assignments. Command reformatting may be required.	X: [0..1]: 0 = OFF (mirrored), 1 = ON (separate)	!onc1# !onc0#	Separate address range for CAN motors, whereby analog and servo channels are addressed separately from CAN channels. Servo channels and analog channels 1-16 are also mapped to CAN motors, as has been traditionally configured on all ProCommanders.
!orpX#	Enable / disable run playlist	X: [0..1]: 0 = OFF, 1 = ON	!orp1# !orp0#	Enable playlist function. This is a permanent setting. If enabled, all audio files in folder PLAYL000 are played after power up. Disable playlist function. This is a permanent setting.
!orv#	Get right volume level of audio channel pair in relation to the current master volume setting	Send to ProCommander®: Return from ProCommander®:	!orv# Right Volume Channel 1: 31 Right Volume Channel 2: 31 Right Volume Channel 3: 31 Right Volume Channel 4: 31	Get volume level of the right channel of all audio channel pairs. ProCommander® VX (Channel 1, 2) ProCommander® HX (Channel 1, 2, 3, 4) ProCommander® LTC (Channel 1, 2) - legacy device ProCommander® LX (Channel 1, 2, 3, 4, 5, 6, 7, 8)
!orvX# !orvX:Y#	Set right volume level on audio channel pair in relation to the current master volume setting	X: [0..31]: volume level value Y: right channel of audio channel pair [1..2]: ProCommander® LTC, [1..2]: ProCommander® VX, [1..4]: ProCommander® HX, [1..8]: ProCommander® LX	!orv13:2# !orv22#	Set volume level to 13 on right audio output of audio channel pair 2. Set volume level to 22 on all right audio outputs. ProCommander® VX (Channel 1, 2) ProCommander® HX (Channel 1, 2, 3, 4) ProCommander® LTC (Channel 1, 2) - legacy device ProCommander® LX (Channel 1, 2, 3, 4, 5, 6, 7, 8)
!osh# !oshX#	Enable/Disable function for homing for Dynamixel motors ONLY for ProCommander® X Series afterwards must be sent the !aho3.1# command to home the Dynamixel motor (3 indicates, that it is for the Dynamixel and not for CAN motors)	X: [0..1]: 1: enable homing for Dynamixel 0: disable homing for Dynamixel	!osh# !osh1# !osh0#	Get the current status, if Dynamixel homing is enabled or disabled. Activate Dynamixel homing on the ProCommander®. Afterwards the homing command !aho3.1# must be send. Whereby the 3 indicates, that the homing is for a Dynamixel and not for CAN motors, the 1 indicates the motor ID 1. Disable Dynamixel homing on the ProCommander®.
!osp..#	Set Port number for IP-Messages from ProCommander®	1..4: Port number.	!osp3#	Set Port number 3 (default6454) as port, which is used for sending IP messages.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!otrX#	Overrun Scheduler-Time to 0 at 24h	X: [0..1]: 0 = OFF (default value), 1 = ON The overrun scheduler-time is not set by default, this means after 24 hours it is 25h, etc.. The default value (time overrun is set to 0) !tm..# commands are executed only once, if the ProCommander® is permanently powered on. If time overrun is set to 1 (!otr1#), !tm..# commands are executed again after 24 hours, if ProCommander® is permanently powered on.	!otr1# !otr0#	Enable overrun scheduler-time to 0 at 24h. After 24 h the hour will be set back to 0. Disable overrun scheduler-time to 0 at 24h. After 24h the hour will count up to 25h+.
!ovuX#	Enable / disable VU-meter display	X: [0..1]: 0 = OFF, 1 = ON	!ovu1# !ovu0#	Enable VU meter dislay during audio playback. This is a permanent setting. Disable VU meter display during audio playback. This is a permanent setting.
!owmX:Y#	Enable/ disable wheel mode on a Dynamixel servo	X: motor id; Y: [0..1]: 0 = Disable, 1 = Enable	!owm1:1# !owm3:0#	Enable wheel mode for a Dynamixel servo with the motor ID 1. Disable wheel mode for a Dynamixel servo with the motor ID 3. ATTENTION! If the servo is also set to wheel mode, then you can turn in one direction, if the value is above 50% in the timeline and in the other direction, if the value is below 50%. The speed of the motor is controlled by the distance between a data point and the 50% position of the channel. The motor stands still at exact 50%, the maximum speed of a motor is at 0% or 100% depending on the direction.
Get commands:				
!gacX#	Get analog input	Send to ProCommander®: Return from ProCommander®:	!gac1# aiX:Y x: number from 1 to 16 represents the analog input. Y: analog value [0..65535]	ONLY FOR IP-FEEDBACK: Request command is required only one time, so that the ProCommander® knows, to which IP-address and port the monitoring of the input must be sent.
!gaiX#	Get analog input X	X: Value between 1 and 8	!gai3# ai3:1023	Get current analog value of input 3. Value of analog input 3 is 1023. Possible value range from 0 to 1023 (10bit).
!ganY#	Get analog min value of channel Y	Y: Value between 1 and 16	Send to ProCommander®: !gan1# Return from ProCommander®: amin1:100	Get analog min value of analog channel 1. Analog min value of analog channel 1 is 100. Possible value range from 0 to 1023 (10bit).
!gasX#	Get audio settings	X: Channelnumber X = 0: all channels, X = [1..8] designated channel	!gas0# !gas1#	Display audio settings of all audio outputs. Display audio settings of audio output 1.
!gaxY#	Get analog max value of channel Y	Y: Value between 1 and 16	Send to ProCommander®: !gax1# Return from ProCommander®: amax1:900	Get analog max value of analog channel 1. Analog max value of analog channel 1 is 900. Possible value range from 0 to 1023 (10bit).
!gbd#	Get DMX byte delay		Send to ProCommander®: !gbd# Return from ProCommander®: Current delay between each DMX byte.	The return value must be multiplied by 4µsec.
!gcdX#	Get current driver	Send to ProCommander®: Return from ProCommander®: X: RS232/RS485 port number X = [1..6] designated channel	!gcd1# RS232-1 DriverID: Dynamixel XM430	Get current driver status on RS232-1 port. Current driver on RS232-1 port is Dynamixel XM430.
!gci#	Get setting of IP Cue to Pro I/O dev		Send to ProCommander®: !gci# Return from ProCommander®: Current delay between each DMX byte.	The return value must be multiplied by 4µsec.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!gdf#	Get DMX frame rate		Send to ProCommander®: !gdf# Return from ProCommander®: Current DMX frame rate.	
!gdi#	Get digital invert status		!gdi# Digital-Invert: 1111000011001010	Get digital invert status of all digital channels. Channels 1,2,3,4,9,10,13 and 15 are inverted.
!gdm#	Get digital mask		Send to ProCommander®: !gdm# Return from ProCommander®: Current mask of digital outputs	!gdm#
!gic#	Get input on change	Send to ProCommander®: Return from ProCommander®:	!gic# DIxH x: number from 1 to 16 represents the digital input. Y: digital input is high. L: digital input is low.	ONLY FOR IP-FEEDBACK: Request command is required only one time, so that the ProCommander® knows, to which IP-address and port the monitoring of the input must be sent.
!gin#	Get Input Left alignment	Send to ProCommander®: Return from ProCommander®:	!gin# in:1000 0000 0000 0000 in:0111 1000 0001 0010	Get current status of the 16 remote input pins. Input 1 is active, all other are 0. There is NO space between the characters! Here it is just for a better overfew. Inputs 2,3,4,5,12 and 15 are active, all other are 0.
!gms#	Get map settings		Send to ProCommander®: !gms# Return from ProCommander®: current setting of all map parameter.	
!gpa#	Get IP addresses and ports of all assigned Sub-Devices in the lookup table of the ProCommander®	Feedback of the lookup table: Pro I/O IP-Address: 1=10.0.0.201:5559 1: Sub-Device-ID 10.0.0.201: IP address of Sub-Device-ID with A1 5559: destination port (port on A1)	Send to ProCommander®: !gpa# Return from ProCommander®: IP addresses and ports from all Sub-Devices	!gpa# Pro I/O IP-Address: 1=10.0.0.201:5559 Pro I/O IP-Address: 2=10.0.0.201:5559 list of all 32 Pro I/O IP-Address settings will come back.
!gpa1#	Get internal lookup table of the ProCommander® and list all IP addresses and ports of assigned Sub-Devices (Pro I/O™ mode) (ProCommander® AX firmware V2.64 or later required)	Feedback of the lookup table: ProIO List Setting: U = V:W:X<Y>Z U: Sub-Device-ID V: IP address of Sub-Device-ID with A1 (VVV.VVV.VVV.VVV) W: destination port (port on A1) (WWWW) X: source port (port on A:0) (XXXX) Y: MAC address of Sub-Device-ID with ID 1, if no device has been detected it is <FF-FF-FF-FF-FF-FF> Z: [1] = ARP request not successfull	Send to ProCommander®: !gpa1# Return from ProCommander®: All Sub-Devices in the network, which are connected and run in Pro I/O™ mode All network commands will be sent from port 6454 of the ProCommander® to a Sub-Device with the ID 1, via IP address 10.0.0.103 on port 5555 with the MAC address 70-B3-D5-01-D6-79. No Sub-Device with the ID 2, IP address 10.0.0.104 and port 5555 had been found (1)	!gpa1# ProIO List Setting: 1 = 10.0.0.103:5555:6454<70-B3-D5-01-D6-79>0 ProIO List Setting: 2 = 10.0.0.104:5555:0<FF-FF-FF-FF-FF-FF>1 list of all 32 Sub-Device settings will come back.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!gpa2#	Get internal lookup table of the ProCommander® and list all IP addresses and ports of external devices, which are addressed via a !nsd command (ProCommander® AX firmware V2.64 or later required)	Feedback of the lookup table: Ext. Dev. Settings: U = V:W:X<Y>Z U: ID V: IP address of external device (VVV.VVV.VVV.VVV) W: destination port (port on external device) (WWWW) X: source port (port on A:0) (XXXX) Y: MAC address of external device with ID, if no device has been detected it is >00-00-00-00-00-00 Z: [1]: 1 = ARP request not successfull	Send to ProCommander®: !gpa2# Return from ProCommander®: All external devices in the network, which are addressed via a !nsd command All network commands will be sent from port 22202 of the ProCommander® to a external device with ID 1, via IP address 10.0.0.30 on port 62284 with the MAC address 44-8A-D7-5B-CA-EF. No external device with ID had been found.	!gpa2# ProIO List Setting: 1 = 10.0.0.30:62284:22202>44-8A-D7-5B-CA-EF<0 ProIO List Setting: 2 = 0.0.0.0:0:0>00-00-00-00-00-00<0 list of all 32 Sub-Device settings will come back.
!gpiX#	Get assigned Pro I/O™ IP address	X: Pro I/O ID	Send to ProCommander®: !gpi1# Return from ProCommander®: IP address assignment for Pro I/O™ X	!gpi1# Pro I/O™ IP-Address: 1=10.0.0.201
!gpoX#	Get assigned Pro I/O port	X: Pro I/O ID	Send to ProCommander®: !gpo1# Return from ProCommander®: IP address assignment for Pro I/O X	!gpo1# Pro I/O Port: 1=5559
!gps#	Get Pro I/O IP SUB-Address		Send to ProCommander®: !gps# Return from ProCommander®: IP address assignment for Pro I/O X	!gps# Pro I/O IP-Address: 1=10.0.0.201
!gsiX#	Get specific input X	X: [1..16]: number of input Feedback: [0..1]: 0: clear/open 1: set/closed	!gsi5# in5:1	Get current status of input 5. Input 5 is active/closed.
!igsX#	Get current input status and execute the assigned logic for the input status (Available for all ProCommander® and for the Pro I/O Remote 16)	X: [1..16]: input number X_X: to address a range of x inputs This commands forces an input scan regardless, if the input is set or clear.	!igs1# !igs3_5#	Get input status of input 1. For example: In the Control.ini these two input events are set: !i1o!vmc30=4# !i1c!vmc15=6# When during the input scan (!igs1#) input 1 was open, then the downstream command (set the value of variable 30 to 4) will be executed. When during the input scan (!igs1#) input 1 was closed, then the downstream command (set the value of variable 15 to 6) will be executed. Get input status of input 3, 4 and 5 at once. In this case all defined events for input 3, 4 and 5 will be executed.
!gsl[:port]#	Get show list	Optional port.	Send to ProCommander®: !gsl# Return from ProCommander®: List of all shows on card in folder SHOWS. Send to ProCommander®: !gsl:5590#	Show list is sent back to the port, where the query came from. Either the long name, if defined, or the file name will be sent back. Show list is sent back to port 5590.
!gsn[:port]#	Get show names	Optional port.	Send to ProCommander®: !gsn# Return from ProCommander®: List of all shows on card in folder SHOWS. Send to ProCommander®: !gsn:5590#	Show names are sent back to the port, where the query came from. Format: file name, space, long show name (if defined). E.g.: "001_SHOW.WM1 Main Show number 1" Show names are sent back to port 5590.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!gss[:port]#	Get show status	Optional port.	Send to ProCommander®: !gss# Return from ProCommander®: current status of all running shows. Send to ProCommander®: !gss:5590#	Show status is sent back to the port,where the query came from. Show status is sent back to port 5590.
!grd#	Get date of the RTCC (Real-Time Clock Control) Time - on a ProCommander® (with a battery inserted it is stored)		Send to ProCommander®: !grd# Return from ProCommander®: RTD=16.06.2026/2	Get RTCC date which is June 16th 2026; Tuesday.
!gtc#	Get timecode		Send to ProCommander®: !gtc# Return from ProCommander®: current incomming timecode.	Format of return string: TC=R00:01:02:70 if timecode is running TC=P00:01:02:70 if last timecode value is repeated. TC=O00:01:02:70 if there is no timecode comming in. Time value is the last valid timecode.
!gtm#	Get scheduler time		Send to ProCommander®: !gtm# Return from ProCommander®: current scheduler time.	The scheduler time is the run time, since the last card insertion. This time is the reference time for any time related commands in control.ini. Format of return string: TM=00:01:02:70
!gva#	Get variable content of motor variable ONLY for the latest ProCommander® HXi Firmware Version	[1..340]: number of variables, returns content of variable with carriage return after the value: [1..250]: regular variables, [251..282]: CAN motor variables contain the last emergency error, [283..300]: regular variables, [301..332]: CAN motor variables contain status word of CAN motor 1 to 32, [333]: CAN motor variable contains the homing status of the motor 1 to 16, each bit of the 16 bits shows the homing situation of the corresponding motor. [334]: CAN motor variable contains the homing status of the motor 17 to 32, each bit of the 16 bits shows the homing situation of the corresponding motor. [335..336]: motor operating status [337..338]: motor halt status [339..362]: motor variables for ProCommander child devices, with Sub-Device-ID 1 to 4 Returns content of variable with carriage return after the value	!gva#	Return from ProCommander®: Current content of all variables

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!gvcX#	Get variable content	X: [1..340]: number of variable: [1..250]: regular variables, [251..282]: CAN motor variables contain the last emergency error, [283..300]: regular variables, [301..332]: CAN motor variables contain status word of CAN motor 1 to 32, [333]: CAN motor variable contains the homing status of the motor 1 to 16, [334]: CAN motor variable contains the homing status of the motor 17 to 32, [335..340]: regular variables Returns content of variable with carriage return after the value	!gvc1# !gvc251# !gvc257# !gvc282# !gvc284# !gvc301# !gvc316# !gvc332# !gvc333# !gvc334# !gvc335#	Return from ProCommander®: Current content of variable 1. Return from ProCommander®: Current content of variable 1. Returns the last emergency error of CAN motor 1. Returns the last emergency error of CAN motor 17. Returns the last emergency error of CAN motor 32. Returns the content of the regular variable 284. Returns the status word of CAN motor 1. Returns the status word of CAN motor 16. Returns the status word of CAN motor 32. Returns the homing status of the motor 1 to 16. Each bit of the 16 bits shows the homing situation of the corresponding motor. E.g.: if bit 1 is 1, motor 1 is finished homing. Bit 2 is motor 2 and so on. If all 16 motors are homed, this variable contains FFFF. With bit operations homing status of all motors can be checked easily. Returns the homing status of the motor 17 to 32. Each bit of the 16 bits shows the homing situation of the corresponding motor. E.g.: if bit 1 is 1, motor 1 is finished homing. Bit 2 is motor 2 and so on. If all 16 motors are homed, this variable contains FFFF. With bit operations homing status of all motors can be checked easily. Returns the content of the regular variable 335.
!gvfX#	Get variable feedback	X: number of variable (1-100) Returns content of variable without carriage return after the value	Send to ProCommander®: !gvf1# Return from ProCommander®: Current content of variable X	!gvf1# Var1=20#
!gws#	Get watchdog show		Send to ProCommander®: !gws# Return from ProCommander®: number of watchdog show, which will be executed, if network watchdog times out.	
!gwt#	Get watchdog time out		Send to ProCommander®: !gwt# Return from ProCommander®: timeout time of network watchdog timer.	
Queue commands:				
!qmm#	Queue all analog MIN and MAX values	Send to ProCommander®: Return from ProCommander®:	!qmm# AMin01:0 AMax01:10000 AMin02:3500 AMax02:8000 till AMax16	Get values of all 16 analog MIN and MAX values. The MIN value of analog channel 1 is 0, which is 0%. The MAX value of analog channel 1 is 10000, which is 100%. The MIN value of analog channel 2 is 3500, which is 35%. The MAX value of analog channel 2 is 8000, which is 80%. list all MIN/ MAX values till channel 16.
Variable commands:	**ATTENTION! EEProm variables (71-100) should only be used when permanent storage of a variable value is required! See the ProCommander manual for more details.**			
!vccX&Y!...#	Variable compare constant. If condition is true, then the following command will be executed. Only one command allowed.	&: operator. Can be =,>,<,~ X: number of variable (1-70 RAM variable, 71-100 EEProm variable Y: constant value (0-65535)	!vcc2=10!rsn3# !vcc80>0!pst\AUDIO\TRACK001.OGG# !vcc10<20!edf1=20<10# !vcc5~1!esd2:"Hello World"#	If value of RAM-variable 2 equals 10, then start show number 5 in normal mode. If value of EEProm-variable 80 greater than 0, then play single track "TRACK001.OGG" of folder AUDIO. If value of RAM-variable 10 less than 20, then fade DMX channel 1 from current value within 10 seconds to value 20. If value of RAM-variable 5 unequal to 1, then send "Hello World" on serial port RS232-2.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!vcvX&Y!...#	Variable compare variable. If condition is true, then the following command will be executed. Only one command allowed.	&: operator. Can be =,>,<,~ X: number of variable (1-70 RAM variable, 71-100 EEProm variable Y: constant value (0-65535)	!vcv2=10!rsn3# !vcv80>1!pst\AUDIO\TRACK001.OGG# !vcv10<20!edf1=20<10# !vcv5~1!esd2:"Hello World"#	If value of RAM-variable 2 equals to value of RAM-variable 10, then start show number 5 in normal mode. If value of EEProm-variable 80 greater than value of RAM-variable 1, then play single track "TRACK001.OGG" of folder AUDIO. If value of RAM-variable 10 less than value of RAM-variable 20, then fade DMX channel 1 from current value within 10 seconds to value 20. If value of RAM-variable 5 unequal to value of RAM-variable1, then send "Hello World" on serial port RS232-2.
!vmcX&Y#	Variable modify with constant value. No overflow! Any result > 65535 will be limited to 65535 (0xFFFF) and any result < 0 will be limited to 0. Decimal system	&: operator. Can be =,+,-,*,/ X: number of variable (1-70 RAM variable, 71-100 EEProm variable Y: constant value (0-65535)	!vmc2=10# !vmc1_10+2# !vmc71-5# !vmc3_20*5# !vmc6/10#	Set RAM-variable 2 to value 10. Increments all RAM-variables from 1 to 10 by 2. Decrements EEProm variable 71 by 5. Multiplies the content of all RAM-variables from 3 to 20 by 5. Devides the content of RAM-variable 6 by 10.
!vmcX&Y#	Variable modify with constant value. No overflow! Any result > 65535 will be limited to 65535 (0xFFFF) and any result < 0 will be limited to 0. Binary system	&: operator. Can be &,|,^ &: [=,+,-,*,/,&,|,^]: =: Is Set To (Decimal operation) +: Add (Decimal operation) -: Minus (Decimal operation) /: Divide By (Decimal operation) *: Multiply By (Decimal operation) &: Logic AND (Binary operation) |: Logic OR (Binary operation) ^: Logic XOR (Binary operation) X: number of variable (1-70 RAM variable, 71-100 EEProm variable Y: constant value (0-65535)	!vmc2=10# !vmc1_10+2# !vmc71-5# !vmc3_20*5# !vmc6/10# !vmc5&2#	Set RAM-variable 2 to value 10. Increments all RAM-variables from 1 to 10 by 2. Decrements EEProm variable 71 by 5. Multiplies the content of all RAM-variables from 3 to 20 by 5. Devides the content of RAM-variable 6 by 10. The value of variable 5 is 6 (0110 in binary system) and the constant 2 (0010 in binary system) are logic AND, which changes the value of variable 5 to 2 (0010).* *Please find further information here: https://en.wikipedia.org/wiki/Bitwise_operation.
!vmvX&Y#	Variable modify with value of other variable. No overflow! Any result > 65535 will be limited to 65535 (0xFFFF) and any result < 0 will be limited to 0.	&: operator. Can be =,+,-,*,/,&,|,^ X: number of variable (1-70 RAM variable, 71-100 EEProm variable Y: number of variable 2	!vmv2_8=10# !vmv1+2# !vmv71-5# !vmv3*5# !vmv6/10#	Loads all RAM-variables from 2 to 8 with the value of RAM-variable 10. Increments RAM-variable 1 by the value of RAM-variable 2. Decrements EEProm variable 71 by value of RAM-variable 5. Multiplies the content of RAM-variable 3 by value of RAM-variable 5. Devides the content of RAM-variable 6 by value of RAM-variable 10.
!vriX#	Read inputs into variable (ProCommander® X Series ONLY)	X: number of variable	!vri3#	All inputs of the ProCommander® will be stored in variable 3.
Device commands to control Pro I/O devices:				
!cls#	Clear loaded script	none	!cls#	Clears the loaded script in a Pro I/O Remote.
!dasX:Y#	And status at external Pro I/O™ device	Open collector output channels, max. 16 outputs; X: Sub-Device with Sub-Device-ID Y: [0..1]: left alignment. 0: channel not affected, 1: additionally clear. Not addressed channels are not affected.	!das1=1001# !das2=10011# !das3=0001# !das4=1111111111111111# !das5=1000000000000011# !das6=1111000001000101#	Pro I/O™ Digital A1, outputs 1-16: Clear output 1 and 4; Pro I/O™ Digital A1, outputs 17-32: Clear output 17,20 and 21; Pro I/O™ Digital A2, outputs 1-16: Clear output 4; Pro I/O™ Digital A2, outputs 17-32: Clear outputs 17-32. Pro I/O™ Digital A3, outputs 1-16: Clear outputs 1, 15 and 16. Pro I/O™ Digital A3, outputs 17-32: Clear output 17,18,19,20,26,30 and 32.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!ddfU:VWXYZ#	DMX fade to level command for external devices (e.g. Pro I/O™)	U: Sub-Device-ID V: [1..512]: DMX channel W: [%..=]: %: value between 0% and 100% =: value between 0 and 255 X: DMX value Y: [<..>]: <: value Z in seconds >: value Z in centisecond Z: time in 1/10 sec steps from 0 - 600 seconds	!ddf1:1%20<2.5# or !ddf1:1%20>25# !ddf2:1_4%50<20.8# or !ddf2:1_4%50>208# !ddf4:3=255<200# or !ddf4:3=255>2000#	Pro I/O™ DMX device A1: Fade DMX channel 1 to level 20% in 2.5 seconds. Pro I/O™ DMX device A2: Fade DMX channels 1 to 4 to level 50% in 20.8 seconds. Pro I/O™ DMX device A4: Fade DMX channel 3 to level 255 in 200 seconds.
!ddm..#	Set digital mask for external devices (e.g. Pro I/O™); for switching off, please use !dmo..#	Device Sub-ID Address; Digital mask for up to 32 outputs; 1: not masked, 0: masked, x: unchanged; left alignement. The left most 0 or 1 is channel 1. Not addressed channels are not affected. No gap possible.	!ddm1:0x00x00000000000# !ddm2:xxxxxxxxxxxxxxxx00000000000000000# !ddm3:1001#	Pro I/O™ device A1, outputs 1,3,4 and 6-16 are masked, outputs 2 and 5 stay unchanged. No further commands from PC or show are mapped to the outputs. This allows direkt control of outputs via !dss,!dos,!das commands regardless of show content. Outputs 17-32 are not affected. Pro I/O™ device A2, outputs 17-32. Outputs 1-16 are not affected. Pro I/O™ device A3, outputs 2 and 3: Outputs 2 and 3 are masked, 1 and 1 are not masked. The remaining outputs are not affected. No further commands are mapped to output 2 and 3. This allows direkt control of outputs 2and 3 via !dss,!dos,!das commands regardless of show content.
!ddnW:XYZ#	Set DMX min value command for external devices (e.g. Pro I/O™)	W: Sub-Device-ID X: [1..512]: DMX channel Y: [%..=]: %: value between 0% and 100% =: value between 0 and 255 Z: DMX value: (0-255)	!ddn1:1=20# !ddn2:1_512=128#	Pro I/O™ DMX device A1: Set DMX min value of DMX channel 1 to 20 = 7.8% Pro I/O™ DMX device A2: Set DMX min value of DMX channels 1 to 512 to 128 = 50%. If the new min value is greater than the current max value, the min value will be limited to the max value!
!ddsW:XYZ#	DMX set to level command for external devices (e.g. Pro I/O™)	W: Sub-Device-ID X: [1..512]: DMX channel Y: [%..=]: %: value between 0% and 100% =: value between 0 and 255 Z: DMX value: (0-255)	!dds1:1%20# !dds2:1_4%50# !dds4:3=255# !dds5:7%30# !dds6:5_8=0#	Pro I/O™ DMX A1: Set DMX channel 1 to level 20%; Pro I/O™ DMX A2: Set DMX channels 1 to 4 to level 50%; Pro I/O™ DMX A4: Set DMX channel 3 to value 255; Pro I/O™ DMX A5: Set DMX channel 7 to level 30%; Pro I/O™ DMX A6: Set DMX channels 5 to 8 to value 0;
!ddxW:XYZ#	Set DMX max value command for external devices (e.g. Pro I/O™)	W: Sub-Device-ID X: [1..512]: DMX channel Y: [%..=]: %: value between 0% and 100% =: value between 0 and 255 Z: DMX value: (0-255)	!ddx1:1=200# !ddx2:1_512=153#	Pro I/O™ DMX device A1: Set DMX max value of DMX channel 1 to 200 = 78%. Pro I/O™ DMX device A2: Set DMX max value of DMX channels 1 to 512 to 153 = 60%. If the new max value is less than the current min value, the max value will be limited to the min value!
!deiY:Z#	Device Ease-In	Y: Sub-Device-ID Z: [0..1]: 0: no ease-in 1: activate ease-in	!dei1:11000111#	Activates ease-in at Pro I/O Analog module A1 for analog channels 1,2,6,7,8.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!dflU:VWXYZ#	Fade to level command for external devices (e.g. Pro I/O™)	U: Sub-Device-ID V: [1..8]: Output channel W: [%..=]: %: value between 0% and 100% =: value between 0 and 1023 X: Level value Y: [<..>]: <: value Z in seconds >: value Z in centisecond Z: time in 1/10 sec steps from 0 - 600 seconds	!dfl1:1%20<2.5# or !dfl1:1%20>25# !dfl2:1_4%50<20.8# or !dfl2:1_4%50>208# !dfl4:3=720<200# or !dfl4:3=720>2000#	Pro I/O™ Analog A1: Fade analog output 1 to level 20% in 2.5 seconds. Pro I/O™ Analog A2: Fade analog outputs 1 to 4 to level 50% in 20.8 seconds. Pro I/O™ Analog A4: Fade analog output 3 to level 720 in 200 seconds.
!dmaY:Z#	Map Pro I/O Analog or Servo to DMX	Y: Sub-Device-ID Z: [0..512]: DMX start address	!dma2:60#	Pro I/O™ device A2 is mapped to DMX starting at channel 60. DMX signal is read by ProCommander®!!! ProCommander® creates cues for analog channels based on incoming DMX signal.
!dmdY:Z#	Map Pro I/O Digital or Relay to DMX	Y: Sub-Device-ID Z: [0..512]: DMX start address	!dmd1:20#	Pro I/O™ device A1 is mapped to DMX starting at channel 20. DMX signal is read by ProCommander®!!! ProCommander® creates cues for digital channels based on incoming DMX signal. If DMX channel is < 128, digital channel is 0, if DMX channel is >= 128, digital channel is 1.
!dmoX:Y#	Set digital mask for external devices (e.g Pro I/O™) and switch off	Digital mask for up to 32 outputs; X: Sub-Device with Sub-Device-ID Y: [0..1]: left alignment. 0: masked, 1: not masked, x: unchanged All masked channels are switched off! The left most 0 or 1 is channel 1. Not addressed channels are not affected. No gap possible.	!dmo1:0x00x00000000000# !dmo2:xxxxxxxxxxxxxxxx0000000000000000# !dmo3:1001#	Pro I/O™ device A1, outputs 1,3,4 and 6-16 are masked, outputs 2 and 5 stay unchanged. No further commands from PC or show are mapped to the outputs. This allows direkt control of outputs via !dss,!dos,!das commands regardless of show content. Outputs 17-32 are not affected. Pro I/O™ device A2, outputs 17-32. Outputs 1-16 are not affected. Pro I/O™ device A3, outputs 2 and 3 Outputs 2 and 3 are masked, 1 and 4 are not masked. The remaining outputs are not affected. No further commands are mapped to output 2 and 3. This allows direkt control of outputs 2 and 3 via !dss,!dos,!das commands regardless of show content.
!dosX:Y#	Or status at external Pro I/O™ device	Open collector output channels, max. 16 outputs; X: Sub-Device with Sub-Device-ID Y: [0..1]: left alignment. 0: channel not affected, 1: additionally set. Not addressed channels are not affected.	!dos1:1001# !dos2:10011# !dos3:0001# !dos4:1111111111111111# !dos5:1000000000000011# !dos6:1111000001000101#	Pro I/O™ Digital A1, outputs 1-16: set output 1 and 4; Pro I/O™ Digital A1, outputs 17-32: Set output 17,20 and 21; Pro I/O™ Digital A2, outputs 1-16: Set output 4; Pro I/O™ Digital A2, outputs 17-32: Set outputs 17-32. Pro I/O™ Digital A3, outputs 1-16: Set outputs 1, 15 and 16. Pro I/O™ Digital A3, outputs 17-32: Set output 17,18,19,20,26,30 and 32;
!dslW:XYZ#	Set to level command for external devices (e.g. Pro I/O™)	W: Sub-Device-ID X: [1..8]: Output channel Y: [%..=]: %: value between 0% and 100% =: value between 0 and 1023 Z: Level value: 10bit resolution (0-1023)	!dsl1:1%20# !dsl2:1_4%50# !dsl4:3=720# !dsl5:7%30# !dsl6:5_8=0#	Pro I/O™ Analog A1: Set analog output 1 to level 20%; ~-> 2V at a range from 0V--10V. Pro I/O™ Analog A2: Set analog outputs 1 to 4 to level 50%; ~-> 5V at a range from 0V--10V. Pro I/O™ Analog A4: Set analog output 3 to level 720; ~-> 7V at a range from 0V--10V. Pro I/O™ Analog A5: Set analog output 7 to level 30%; Pro I/O™ Analog A6: Set analog outputs 5 to 8 to level 0;

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!dssX:Y#	Set status at external Pro I/O™ device	Open collector output channels, max. 16 outputs; X: Sub-Device with Sub-Device-ID Y: [0..1]: left alignment. 0: clear, 1: set; The most left 0 or 1 is channel 1. Not addressed channels are not affected. No gap possible.	!dss1:1001# !dss2:10011# !dss3:0001# !dss4:1111111111111111# !dss5:0000000000000000# !dss6:1111000001000101#	Pro I/O™ Digital A1, outputs 1-16: set output 1 and 4; clear output 2,3 and 5-16; Pro I/O™ Digital A1, outputs 17-32: Set output 17,20 and 21; clear output 18,19 and 22-32. Pro I/O™ Digital A2, outputs 1-16: Set output 4; clear output 1,2,3 and 5-16. Pro I/O™ Digital A2, outputs 17-32: Set outputs 17-32. Pro I/O™ Digital A3, outputs 1-16: Clear outputs 1-16. Pro I/O™ Digital A3, outputs 17-32: Set output 17,18,19,20,26,30 and 32; clear output 21-25,27-29 and 31.
!gls#	Get loaded script	none	!gls#	Read back of the loaded script in a Pro I/O Remote.
Device commands to control PrismTag Target:				
!tuc4:TUID:red:green:blue#	Set color on Target with the TUID	TUID: Target Unique ID Red: [0..127] Green: [0..127] Blue: [0..127]	!tuc4:100281:60:40:127#	Set color of PrismTag Target with TUID 100281.
!tuc3#	Get Target list		!tuc3#	Get list of all Targets via Unique ID indepent of Target ID's.
!tsvX:Y:Z#	Set value of PrismTag Target This is the increment score value of the variable, if the target is hit.	X: [0..48]: PrismTag Target ID, 0 = all targets Y: [1..16000]: Value of PrismTag Target Z: [0..1]: 0 = value is temporarily till power cycle, 1 = value is stored permanently in EEProm	!tsv5:600:1# !tsv10:800:0#	Set value of PrismTag Target with ID 5 to 600 permanently. Set value of PrismTag Target with ID 10 to 800 temporarily till the next power cycle.
!trt1#	List the complete PrismTag Targets list	Answer in ASCII: Target #X:Y:Zv1.14<CR> X: [1..48]: ID in the internal target list Y: [1..48]: PrismTag Target ID Z: [0..65535]: Serial number of PrismTag Target v: Firmware Version of PrismTag Target	!trt1# Answer: Target #1:0u0s0v0p0c0 Target #2:0u0s0v0p0c0 Target #3:3u100644s6644v125p1c1# Target #4:0u0s0v0p0c0 [...]	Lists all possible PrismTag Targets (ID 1-48) and PrismTag Sector Targets (ID 49-56). Answer: PrismTag Target #1 and Target #2 had not be detected. PrismTag Target with the Target ID 3, Target Unique ID 100644, Serial Number 6644, Software Version 125 is connected with the Target IN to the ProCommander® and has the value 1.
!trt#	Search for all connected PrismTag Targets incl. Software Version	Answer in ASCII: Target #X:Y:Z<CR> X: [1..48]: ID in the internal target list Y: [1..48]: PrismTag Target ID Z: [0..65535]: Serial number of PrismTag Target u: Target Unique ID s: Serial number of PrismTag Target v: Firmware Version of PrismTag Target p: [0..1]: connected to ProCommander® c: current value of PrismTag Target	!trt# Answer: Target #1:1u100273s6273v119p1c1 Target #17:17u100289s6289v119p0c1	Get whole list of all connected PrismTag Target incl. Software Version Answer: PrismTag Target #1 with the Target ID 1, Target Unique ID 100273, Serial Number 6273, Software Version 119 is connected with the Target IN to the ProCommander® and has the value 1. PrismTag Target #17 with the Target ID 17, Target Unique ID 100289, Serial Number 6289, Software Version 119 is connected to another PrismTag Target and has the value 1.
!trgX:R,G,B#	Set color of PrismTag Target	X: [1..48]: PrismTag Target ID R: [0..127]: value of red G: [0..127]: value of green B: [0..127]: value of blue	!trg0:0,127,0# !trg1:0,0,127# !trg3:127,0,0# !trg0:127,127,127#	All PrismTag Targets change their color to green The PrismTag Target with the IP-address #1 will change the color to blue The PrismTag Target with the IP-address #3 will change the color to red All PrismTag Targets change their color to white.
!tgvX#	Get PrismTag Target Firmware Version	X: [1..48]: PrismTag Target ID Answer in ASCII: Version #X:1.07<CR>	!tgv1#	Get firmware version of PrismTag Target number 1.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!tgl0#	Get PrismTag Target list	Answer in ASCII: Target #X:Y:Z<CR> X: [1..48]: ID in the internal target list Y: [1..48]: PrismTag Target ID Z: [0..65535]: Serial number of PrismTag Target	!tgl0#	Get whole list of Target ID's of all connected PrismTag Target (max. 48 pc), without any reboot of the ProCommander®.
!tgcX#	Get PrismTag Target color	X: [1..48]: PrismTag Target ID Answer in ASCII: RGB #X:R,G,B,<CR> X: [1..48]: PrismTag Target ID R: [0..127]: value of red G: [0..127]: value of green B: [0..127]: value of blue	!tgc20#	Get the color of PrismTag Target number 20.
!tdsX:YYYY#	Set digital outputs 1 to 4 of PrismTag Target	X: [0..48]: PrismTag Target ID, 0 = all Targets YYYY: Left aligned output channels 1 to 4. 1: output activated. 0: output deactivated.	!tds1:1001# !tds24:1111# !tds31:0000#	The digital outputs 1 and 4 are activated and 2 and 3 are deactivated of target number one. All digital outputs are activated of target number 24. All digital outputs are deactivated of target number 31.
!tdoX:YYYY#	Set digital outputs 1 to 4 of PrismTag Target ON	X: [0..48]: PrismTag Target ID, 0 = all Targets YYYY: Left aligned output channels 1 to 4. 1: output activated.	!tdo24:1111# !tdo3:1001#	All digital outputs are activated of target number 24. Outputs 1 and 4 of target 3 are activated.
!tdaX:YYYY#	Set digital outputs 1 to 4 of PrismTag Target OFF	X: [0..48]: PrismTag Target ID, 0 = all Targets YYYY: Left aligned output channels 1 to 4. 0: output deactivated.	!tda31:1111# !tda2:1100#	All digital outputs are deactivated of target number 31. Outputs 1 and 2 of target 2 are deactivated.
!tcbX:Y<Z#	Set come-back time and fade-in time of a PrismTag Target	X: [0..48]: PrismTag Target ID Y: [0..120]: Come back time of Target Z: [0..10]: Fade in time of Target	!tcb3:5<10# !tcb0:1<1#	PrismTag Target with the ID 3, if the Target is hit the lights are powered off for 5 seconds and after that they fade in within 10 seconds. All PrismTag Targets are powered off for 1 second and fade in within 1 second.
!tbwX:Y:Z#	Block PrismTag Wand for individual PrismTag Targets. Individual wands can be blocked. If the same wand is also in the associated list, block has priority and the PrismTag Wand will be ignored.	X: [0..48]: PrismTag Target ID, 0 = all Targets Y: [1..120]: PrismTag Wand ID Y: [126]: unblock all wands Y: [127]: block all wands Z: [0..1]: 0 = remove from blocklist, 1 = add to blocklist	!tbw0:127:0# !tbw5:127:0# !tbw0:126:0# !tbw7:126:0# !tbw30:60:1# !tbw42:89:0# !tbw0:0:0#	Block all PrismTag wands for all PrimTag Targets. The current block list is not changed. Block all Wands for PrismTag Target with the Target ID 5 (block list is not changed). Unblock all PrismTag Wands for all PrismTag Targets. The current block list is not changed. Unblock all PrismTag Wands for PrismTag Target with the Target ID 7 (block list is not changed). Add PrismTag Wand with the ID 60 to the block list of PrismTag Target with the Target ID 30. Remove PrismTag Wand with the ID 89 of the block list of PrismTag Target with the Target ID 42. The block list can be cleared for all PrismTag Targets.
!tawX:Y:Z#	Associate PrismTag Wand. If at least one wand is associated, only associated wands are accepted. Maximum 50 PrismTag Wands can be associated per PrismTag Target.	X: [0..48]: PrismTag Target ID, 0 = all Targets Y: [1..120]: PrismTag Wand ID Z: [0..1]: 0 = unassociate PrismTag Wand, 1 = associate PrismTag Wand	!tawX:0:0# !taw1:20:1#	All associations are cleared. Associate to PrismTag Target with the ID 1, PrismTag Wand with the ID 20.
!sldX#	Set PrismTag Wand laser delay On each trigger the optional laser output is activated for the given time in seconds.	X: [0…255]: seconds	!sld1#	Set laser delay to 1 second.
!sidX#	Set Wand ID	X: [1..120]: PrismTag™ Wand ID	!sid1# !sid25#	Set PrismTag Wand (Audio) ID to number 1. Set PrismTag Wand (Audio) ID to number 25.
Enable ProCommander® 3, ProCommander® LX 2 & ProCommander® PHX 2 (Firmware Version > 4.34) on VenueMagic 2.6 and 3.0:				

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!svmX#	Set Venue Magic enabled	X: [0..1]: 0 = Venue Magic OFF, 1 = Venue Magic ON	!svm1#	Enable ProCommander® 3, ProCommander® LX 2 & ProCommander® PHX 2 (Firmware Version > 4.34) on VenueMagic 2.6 and 3.0
ProCommander® X Series (Firmware Version > 2.92):				
!xalYYYY# !xalYYYYYYYY#	Define for each audio output amplifier or line output (rear panel) (ProCommander® HX & ProCommander® VX ONLY)	Y: [0..1]: 0 = amplifier output, 1 = line output	!xal11001100# !xal1010# !xal1111#	Set audio output 1, 2, 5 and 6 to line output and 3, 4, 7 and 8 to amplifier output (ProCommander® HX). Set audio output 1 and 3 to line output and 2 and 4 to amplifier output. Set audio output 1 to 4 to line output.
!xas:"Y"#	Enable AES67 network audio distribution (ProCommander® HX & ProCommander® VX ONLY)	Y: String in ASCII characters, max. 32 characters ATTENTION: command is not persistent after reboot. ATTENTION: ptp must be enabled on device (!xpp...#)	!xas:"PC_HX-Audio8"# !xas:"Yellow"#	The AES67 audio stream is enabled and shows up with the name PC_HX-Audio8 in the AES67 network. The AES67 audio stream is enabled and shows up with the name Yellow in the AES67 network.
!xcvV.W=X<Y# !xcvV.W=X<Y:Z#	Activate Audio Layering mode (ProCommander® X Series ONLY) also used for adjusting volume on a AES67 Ravenna stream ATTENTION - used on ProCommander® AX for adjusting the volume level via LINE-OUT	V: [1..8]: 1-4: audio channel on ProCommander® HX/VX ("Base model") (audio channel pair 1 & 2), 1-4: audio channel on ProCommander® HXb (audio channel pair 1 & 2), 1-8: audio channel on ProCommander® HX/VX ("activated extension to 8 channel-audio-playback") (audio channel pair 1 to 4) W: [1..2]: audio layer which is assigned to show X: [0..256]: 0 = muted, 1..256 = volume, 256 = 100% volume Y: [0..650.0]: fade out time in seconds. Steps in seconds are possible Z: [0..1]: optional; 0 = not stored permanently, 1 = store level permanently	!xcv1_2.1=15<3# !xcv1_2.1=150:5# !xcv1_2.1=200#	Fade out volume of the currently running show with audio layer 1 within 3 seconds to level 15 on audio output 1 and 2. Fade out volume of a currently running show with audio layer 1 within 5 seconds to level 150 on audio output 1 and 2 and store new audio level permantently. ATTENTION - requires an assigned audio layer to a designated show, for example !rsal1@1# command in the show 1. Please refer to the ProCommander® X manuals to designated case studies. On ProCommander® AX the LINE-OUT volume level is set to 200 on left and right LINE-OUT channel. ATTENTION - Setting the !xcv# command also influences the volume on the power amplifier (LS).

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!xdk# !xdkY# !xdkY:Z# !xdkY:ZZZZ# !xdkY:ZZZZZZZZ#	Audio Ducking mode (ProCommander® HX & ProCommander® VX ONLY)	Y: [0..8]: 0: disable audio ducking, 1: audio ducking threshold, 2: audio ducking attack, 3: audio ducking fade-out 4: audio ducking release, 5: audio ducking fade-in 6: audio ducking volume, 7: audio ducking channels, 8: audio ducking MIC-threshold (mute level) Z: [0..65535]: for Y [1..5 & 8] [0..31]: for Y [6] [0..1]: for Y [7] All ducking values are permanently stored per default. To get ducking to work, also the audio routing needs to be set properly. Please refer to the !xlm# and !xio# commands.	!xdk1:500# !xdk2:10# !xdk3:5# !xdk4:100# !xdk5:200# !xdk6:1# !xdk7:1100# !xdk7:11111111# !xdk8:50# !xdk0# !xdk#	Set audio ducking threshold to 500. Good experience with values +/-500. Set audio ducking attack time to 10 for fast activating of ducking function. Good experience with values +/-10 for fast activating of ducking. Set fade-out time to 5 for fast activating of audio ducking. Good experience with values +/-5 for fast activating of ducking. Set audio ducking release time to 100. Good experience with values +/-100. Set audio ducking fade-in time to 200. Good experience with values +/-200. Set low volume to which the current running audio fades down to. Good experience with valus 1-5. Activate ducking mode on audio output channels 1 and 2 (ProCommander® VX/HX "Base model"). Activate ducking mode on audio output channels 1, 2, 3, 4, 5, 6, 7 and 8 (ProCommander® VX/HX "Full model"). Set MIC-IN threshold to value 50 to avoid MIC background noise, if no announcement is made. MIC-IN is always enabled if value is 0. Each value unequal 0 enables MIC-IN only if a MIC-IN value higher than the assigned value is detected. Please note: Value is different for each Microphone type, value has to be evaluated independently for each microphone. Deactivate ducking mode permanently. Please note: Only the !xdk1 and !xdk7 values are effected. All other values remain the same. Get audio ducking settings.
!xgp#	Get PTP (Precision Time Protocol) time & PTP lock status (ProCommander® HX & ProCommander® VX ONLY)		!xgp#	Get the PTP time and PTP lock status to which the AES67 is synced to
!xhv# !xhvY# !xhvY:Z#	Set Headphone-OUT volume (ProCommander® HX & ProCommander® VX ONLY)	Y: [0..31]: volume on Headphone-OUT Z: [1]: save setting permanently (optional)	!xhv18# !xhv#	Set volume level temperaliy to 18 on Headphone-OUT. Get Headphone-OUT volume level.
!xio# !xioYYYY# !xioYYYY:Z# !xioYYYYYYYY# !xioYYYYYYYY:Z#	Assign LINE-IN/ MIC-IN to corresponding audio outputs (ProCommander® HX & ProCommander® VX ONLY)	Y: [0..1]: 0 = not assigned, 1 = assigned to audio channel, x = unchanged Z: [1]: save setting permanently (optional)	!xio0001xxxx# !xio11001100:1# !xio1111:1# !xio#	Assign LINE-IN/ MIC-IN to corresponding audio outputs 4 and unchanges state on audio ouput 5 to 8 temporarily. Assign LINE-IN/ MIC-IN to corresponding audio outputs 1, 2, 5 & 6 and unassignes audio output 3, 4, 7 & 8 and save settings permanently (ProCommander® HX). Assign LINE-IN/ MIC-IN to corresponding audio outputs 1, 2, 3 & 4 and save settings permanently (ProCommander® VX). Get LINE-IN/ MIC-IN to audio output mapping.
!xlmY# !xlmY:Z#	Enable/ Disable LINE-IN/ MIC-IN (ProCommander® HX & ProCommander® VX ONLY)	Y: [0..2]: 0 = disable, 1 = enable LINE-IN, 2 = enable MIC-IN Z: [1]: save setting permanently (optional)	!xlm1:1# !xlm2# !xlm0#	Enable LINE-IN and save setting permanently. Enable MIC-IN until next power cycle. Disable LINE-IN & MIC-IN temporarily.
!xls:"Y"# !xls:"Y":Z#	Listen to AES67 network audio (ProCommander® HX & ProCommander® VX ONLY)	Y: String in ASCII characters, max. 32 characters Z: [1]: save setting permanently (optional)	!xls:"PC_HX-Audio8"# !xls:"Yellow":1#	The device listens to AES67 audio stream with the name PC_HX-Audio8 in the AES67 network. The device listens to AES67 audio stream with the name Yellow in the AES67 network and saves this setting permanently.
!xlo# !xloY# !xloY:Z#	Assign audio stereo channel to Line-OUT & Headphone-OUT (front panel) (ProCommander® HX & ProCommander® VX ONLY)	Y: [1..4]: audio stereo channel (ProCommander® HX) [1..2]: audio stereo channel (ProCommander® VX) Z: [1]: save setting permanently (optional)	!xlo2# !xlo1:1# !xlo#	Assign audio stereo channel 2 to Line-OUT & Headphone OUT. Map audio stereo channel 1 to Line-Out and Headphone-Out and save setting permanently. Get Line-Out to channel pair mapping.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
!xlv# !xlvY# !xlvY:Z#	Set LINE-IN volume level (ProCommander® HX & ProCommander® VX ONLY)	Y: [0..31]: volume level on LINE-IN 0 = mute, 1..31 = volume level, Z: [1]: save setting permanently (optional)	!xlv11# !xlv20:1# !xlv#	Set Line-In volume level to 11 and save setting temporarily until next reboot. Set Line-In volume level to 15 and save setting permanently. Get Line-In Volume.
!xmv# !xmvY# !xmvY:Z#	Set MIC-IN volume level (ProCommander® HX & ProCommander® VX ONLY)	Y: [0..64]: volume level on MIC-IN 0 = mute, 1..64 = volume level, Z: [1]: save setting permanently (optional)	!xmv20# !xmv34:1# !xmv#	Set Mic-In volume level to 20 and save setting temporarily until next reboot. Set Mic-In volume level to 34 and save setting permanently. Get Mic-In Volume.
!xpp# !xppY#	Enable/disable ptp-time sync (ProCommander® HX & ProCommander® VX ONLY)	Y: [0..1]: enabled/disable 0: disable, 1: PTP-Sync enabled (default), 2: PTP-Master enabled	!xpp1# !xpp0# !xpp#	Enable ptp-time sync. Disable ptp-time sync. Get ptp-sync information.
!xse#	Stop all shows and all audio and all video at once (ProCommander® HX & ProCommander® VX ONLY)		!xse#	Stop all shows, all audio and all video at once. ATTENTION - Stops all shows at current time point!
!xsm# !xsmY# !xsmY:Z#	AES67 stream mapping to audio output (ProCommander® HX & ProCommander® VX ONLY) The commands for PTP (!xgp) and listening to AES67 stream (!xls) must be set as well.	Y: [1..8]: volume level on LINE-IN 0 = mute, 1..31 = volume level, Z: [1]: save setting permanently (optional)	!xsm:1,2,3,4,5,6,7,8:1# !xsm:1,1,3,3:1# !xsm:2,2,2,2,2,2,2,2#	The first channel of AES67 stream is mapped to output 1, the second channel is mapped to output 2, the third channel is mapped to output 3, the forth channel is mapped to ouput 4, the fifth channel is mapped to output 5, the sixth channel is mapped to ouput 6, the seventh channel is mapped to output 7, the eigth channel is mapped to output 8 and all setting are stored permanently. The first channel of AES67 stream is mapped to output 1 and 2, the third channel is mapped to output 3 and 4 and all setting are stored permanently. All eight channels of the AES67 stream is mapped to output 1, 2, 3, 4, 5, 6, 7 and 8, the setting is stored temporarily until the next reboot.
ProCommander® HX & ProCommander® VX Modules				
!ugk#	Get all modules (ProCommander® HX & ProCommander® VX ONLY)		!ugk#	Lists all modules on a ProCommander® HX/ ProCommander® VX. Next to it is the information if it is "enabled" or "disabled", e.g. 16 DMX Universes, AES67-Out, Mic-Line In/ Out, CAN Control, etc.
!udk#	Get ProCommander® Upgrade Key to enable a module (ProCommander® HX & ProCommander® VX ONLY)	ATTENTION: Key is valid only once	Send to ProCommander®: !udk# Return from ProCommander®: Upgrade-Device-Key: D76863313646048270423130308495OO	Please send the Upgrade-Device-Key to support@weiglcontrol.com or to one of our Weigl team members with the information, which addtionial function you want to enable.
Video player commands for Pro VP® Series & ProCommander® VX				
add <filepath>	Add a media file, folder or a *.cma file (Creative Media Arrangement) to the current playlist or creates a new playlist, if no playlist exists.		add teaser.mp4 add /Flowershow/hdmi-1.mp4 add /Demo/video.cma add /Bedtime Stories	Add the video with the filename "teaser.mp4", which is stored on the Pro VP™ in the root of the "Media Files" folder to the current playlist. Add the video with the filename "hdmi-1.mp4", which is stored on the Pro VP™ in the "Flowershow" folder in "Media Files" to the current playlist. Add the CMA project with the filename "video.cma", which is stored on the Pro VP™ in the "Demo" folder in "Media Files" to the current playlist. All all videos which are stored in the "Bedtime Stories" folder in "Media Files" to the current playlist. Thereby it is essential to name the files accordingly to their output ports, for example such as HDMI-1.* or HDMI-2.* (* = video file format).
unload	Stops playback and unloads any active playlist.		unload	Stops playback and unloads any active playlist.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
select <track number>	Stops playback of the current video, if one is playing, and starts the specified video.	Whereby the track number is the position of the video in the playlist.	select 4	
prev	Plays the previous playlist entry.		prev	Plays the previous playlist entry.
next	Plays the next playlist entry.		next	Plays the next playlist entry.
stop	Stops playback and the playlist position is set back to position 1.		stop	Stops playback and the playlist position is set back to position 1.
pause	Pauses playback.		pause	Pauses playback.
play	Starts or continues a paused playback. As soon as the end of the playlist is reached the Pro VP™ stops.		play	Play or continue the paused playlist.
play <filepath>	Unloads any active playlist and loads the chosen file, folder or *.cma project and starts it immediately.		play teaser.mp4 play /Bedtime Stories/Unicorn.mp4 play /Demo/video.cma play /Flowershow	Unload any active playlist, load and play the video with the filename "teaser.mp4", which is stored on the Pro VP™ in the root of the "Media Files" folder. Unload any active playlist, load and play the video with the filename "Unicorn.mp4", which is stored on the Pro VP™ in the "Bedtime Stories" folder in "Media Files". Unload any active playlist, load and play the CMA project with the filename "video.cma", which is stored on the Pro VP™ in the "Demo" folder in "Media Files" to the current playlist. Unload any active playlist, load and play the content of the folder with the folder name "Flowershow", which is stored on the Pro VP™ in the root folder in "Media Files". If these videos are to play on more than one port simultaneously, it is essential to name the files accordingly to their output ports, for example, HDMI-1.* or HDMI-2.* (* = video file format).
loop	Starts or continues a paused playback. At the end of the playlist, the playlist will be started from the top.		loop	Loop the playlist (seamless).
loop <filepath>	Unloads any active playlist and loads the chosen file, folder or *.cma project and starts it immediately. At the end of the playlist, the playlist will be started from the top.		loop teaser.mp4 loop /Bedtime Stories/MyLittleFriend.mp4 loop /Demo/video.cma loop /Flowershow	Unload any active playlist, load and loop the video with the filename "teaser.mp4", which is stored on the Pro VP™ in the root of the "Media Files" folder. Unload any active playlist, load and loop the video with the filename "MyLittleFriend.mp4", which is stored on the Pro VP™ in the "Bedtime Stories" folder in "Media Files". Unload any active playlist, load and loop the CMA project with the filename "video.cma", which is stored on the Pro VP™ in the "Demo" folder in "Media Files" to the current playlist. Unload any active playlist, load and loop the content of the folder with the folder name "Flowershow", which is stored on the Pro VP™ in the root folder in "Media Files". If these videos are to play on more than one port simultaneously, it is essential to name the files accordingly to their output ports, for example, HDMI-1.* or HDMI-2.* (* = video file format).
seek <time>	Jumps to the desired time position in the playback. Playback must be in the "Pause" or "Play" state to execute this command.	time: hh:mm:ss.ms 1/frames per second x (frame - 1) = time in seconds.	seek 100 seek 2:40 seek 3:51.60 seek 01:30:00.00	Jump to second 100 (seek 100). Jump to position 2 minutes and 40 seconds (seek 2:40). Jump to position 3 minutes, 51 seconds and 600 milliseconds (seek 3:51.60). Jump to position 1 hour and 30 minutes in the playback (seek 01:30:00.00).
position	Sends current playback position.		position	Sends current playback position.
playlist	Sends the entire playlist.		playlist	Sends the entire playlist.
run <script>	Starts the script with the corresponding script name.		run BedtimeStories	Run the script with the script name "BedtimeStories".

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
finally <command>	At the end of the current action (playlist, script, video playback, etc.), the command will be executed. This command can be sent any time after the previous command and before the desired "finally" execution.		finally run AmbientLoop finally play SampleVideo.mp4	Starts the script AmbientLoop when the end of the current playlist is reached. Start the SampleVideo.mp4, when the current video, script or playlist is complete.
after <time><command>	Executes the command in the specified point in time.	time: hh:mm:ss.ms command: Weigl ASCII-Commands or ASCII characters	after 2:40 run AmbientLoop after 100 message 10.0.0.101:5555 !rst1# after 1:40 message 10.0.0.101:5555 !rst2#	In 2 minutes and 40 seconds, start the script AmbientLoop. In 100 seconds, send the ASCII command !rst1# to the device with the IP address 10.0.0.101 on port 5555. In 100 seconds, send the ASCII command !rst2# to the device with the IP address 10.0.0.101 on port 5555.
message <ip>:<port><message>	Send a UDP message to a device with the IP address on the assigned port.	ip: xxx.xxx.xxx.xxx port: port number command: Weigl ASCII-Commands or ASCII characters	message 10.0.0.101:5555 !rsn1#	Send the ASCII command !rsn1# to the device with the IP address 10.0.0.101 on port 5555.
restart	Restarts the player without a reboot of the Pro VP™. All configured settings will be stored.		restart	Restarts the player without a reboot of the Pro VP™. All configured settings will be stored.
reboot	Reboots the Pro VP™.		reboot	Reboots the Pro VP™.
shutdown	Powers off the Pro VP™.		shutdown	Powers off the Pro VP™.
set audio.<audio-port>.volume=<value>	Changes volume of an audio port.	audio-port: LINE-OUT or Alternate Name of the audio port value: (0 - 87) or (0% - 100%) or (+/-x) or (+/-x%)	set audio.LINE-OUT.volume=0 set audio.LINE-OUT.volume=50% set audio.AmbientAudio.volume=+3 set audio.LINE-OUT.volume=-10%	Mutes the LINE-OUT audio tracks. Set volume to 50% on LINE-OUT. Increment the current volume by 3 on audio port with the Alternate Name "AmbientAudio". Decrement the current volume by 10% on LINEOUT.
get audio.<audio-port>.volume	Reads the current volume value of an audio port.	audio-port: LINE-OUT or Alternate Name of the audio port	get audio.LINE-OUT.volume get audio.AmbientAudio.volume.min get audio.LINE-OUT.volume.max	Read the current volume value on LINE-OUT. Read the minimum volume value of audio port on audio port with the Alternate Name "AmbientAudio". Read the maximum volume value of audio port LINEOUT.
set video.<video-port>.cleanup=<value>	Defines if a screen holds the last frame or not.	video-port: HDMI-1/HDMI-2/VGA or Alternate Name of the video port value: (on/off)	set video.HDMI-1.cleanup=on set video.HDMI-2.cleanup=off set video.HDMI-1.cleanup=on; set video.HDMI-2.cleanup=on	Release the video on HDMI-1 after the playback, by default a black background will be displayed. Holds the last frame of the playback on the screen of HDMI-2. Holds the last frame of the playback on the screen of HDMI-1 & HDMI-2.
get video.<video-port>.cleanup	Get the cleanup status (whether or not a screen holds the last frame after video playback).	video-port: HDMI-1/HDMI-2/VGA or Alternate Name of the video port	get video.HDMI-1.cleanup	Gets the current cleanup state on HDMI-1.
set video.<video-port>.cleanup.color.r=<value> set video.<video-port>.cleanup.color.g=<value> set video.<video-port>.cleanup.color.b=<value>	Defines the background color of a screen, if the last frame of the playback is released (cleanup=on). The default color is black.	video-port: HDMI-1/HDMI-2/VGA or Alternate Name of the video port value: (0.0 - 1.0)	set video.HDMI-1.cleanup.color.r=1.0 video.HDMI-1.cleanup.color.g=1.0 video.HDMI-1.cleanup.color.b=0.5 set video.HDMI-2.cleanup=off	Set the screen color on HDMI-1 after the playback to a bright yellow as background color. Holds the last frame of the playback on the screen of HDMI-2.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.

Command	Name	Parameter	Example-Explanation	Info
get video.<video-port>.cleanup.color.r get video.<video-port>.cleanup.color.g get video.<video-port>.cleanup.color.b	When cleanup=on (last frame of video playback released), get the background color status. The default color is black.	video-port: HDMI-1/HDMI-2/VGA or Alternate Name of the video port	get video.HDMI-1.cleanup.color.r; get video.HDMI-1.cleanup.color.g video.HDMI-1.cleanup.color.b get video.HDMI-2.cleanup.color.g	Sends the current cleanup.color values in two separate statements back, one with the value for color channel red and another one returns the value for color channel green and blue. Get the current cleanup.color value of color channel green.

© 2007 – 2026 – Weigl GmbH & Co KG (Weigl Control)

POWERING ENTERTAINMENT AROUND THE WORLD
All information is subject to change and no liability is assumed for damages resulting from the use of the information contained herein.