Coyote Q3G & S12G Playback Server JSON API

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All Coyotes are equipped with a powerful JSON-based API that is accessible over any network connection.

Protocol notes

Your Coyote will listen on port 7000 for raw TCP connections, and port 8000 for HTTP POST connections. HTTPS is not supported.

Sometimes, using JSON isn't necessary at all! Many commands can be used as an HTTP GET request, such as merely pointing your web browser at your Coyote on port 8000 and putting the command name in the URL:

http://192.168.0.xx:8000/GetPresets

Generally, commands that have optional or no parameters will work with this method. You will otherwise need to use HTTP POST or TCP. The response you receive will of course still be encoded in JSON.

TCP commands require two full Windows line feeds, (\r\n\r\n) after each command. It delimits the end of a command on TCP.

No such restrictions apply on HTTP.

The Basics

To play the first preset, with ID 1:

{ "CoyoteAPIVersion" : "0.2", "CommandName" : "Take", "Data" : { "PK" : 1 } }

To end it:

{ "CoyoteAPIVersion" : "0.2", "CommandName" : "End", "Data" : { "PK" : 1 } }

Pause:

{ "CoyoteAPIVersion" : "0.2", "CommandName" : "Pause", "Data" : { "PK" : 1 } }

You can leave out the Data field or specify 0 for PK and it will instead operate on the currently selected preset, like so:

{ "CoyoteAPIVersion" : "0.2", "CommandName" : "Take" }

To cycle through presets:

{ "CoyoteAPIVersion" : "0.2", "CommandName" : "SelectNext" }
{ "CoyoteAPIVersion" : "0.2", "CommandName" : "SelectPrev" }

Selection will wrap, e.g. if you call SelectPrev while on the first preset, it will select the very last preset.

To immediately begin playing the previous or next preset:

```
{ "CoyoteAPIVersion" : "0.2", "CommandName" : "TakeNext" }
{ "CoyoteAPIVersion" : "0.2", "CommandName" : "TakePrev" }
```

To select a specific preset:

```
{ "CoyoteAPIVersion" : "0.2", "CommandName" : "SelectPreset", "Data" : { "PK" : 1 }
}
```

To get a list of existing presets:

```
{ "CoyoteAPIVersion" : "0.2", "CommandName" : "GetPresets" }
```

To get the current TRT and remaining run time for a preset:

```
{ "CoyoteAPIVersion" : "0.2", "CommandName" : "GetTimeCode", "Data" : { "PK" :
1 } }
```

Or if you just want the time codes for the selected preset:

```
{ "CoyoteAPIVersion" : "0.2", "CommandName" : "GetTimeCode" }
```

To seek to a position in a preset, specify the time remaining in milliseconds (1/1000ths of a second) until preset end, e.g. a value of 0 means the end of the preset:

```
{ "CoyoteAPIVersion" : "0.2", "CommandName" : "SeekTo", "Data" : { "PK" : 1,
"TimeIndex" : 1000 } }
```

NOTE: The preset must be playing or paused at the time of seek. Controlling trimmed presets is not well supported at this time.

You can even switch video modes:

```
{ "CoyoteAPIVersion" : "0.2", "CommandName" : "SetHardwareMode", "Data" :
{ "Resolution" : "2160p", "Refresh" : "60" } }
```

You can reboot, power off, and soft reboot your Coyote:

```
{ "CoyoteAPIVersion" : "0.2", "CommandName" : "RebootCoyote" }
{ "CoyoteAPIVersion" : "0.2", "CommandName" : "ShutdownCoyote" }
{ "CoyoteAPIVersion" : "0.2", "CommandName" : "SoftRebootCoyote" }
```

Coming soon:

- ◆ Official open source SDK for C++ and Python, to be released soon!

- ◆ Raw UDP support on port 9000, coming September 2019

- ◆ Documentation on more advanced API features, such as creating presets from scratch