

Web API example

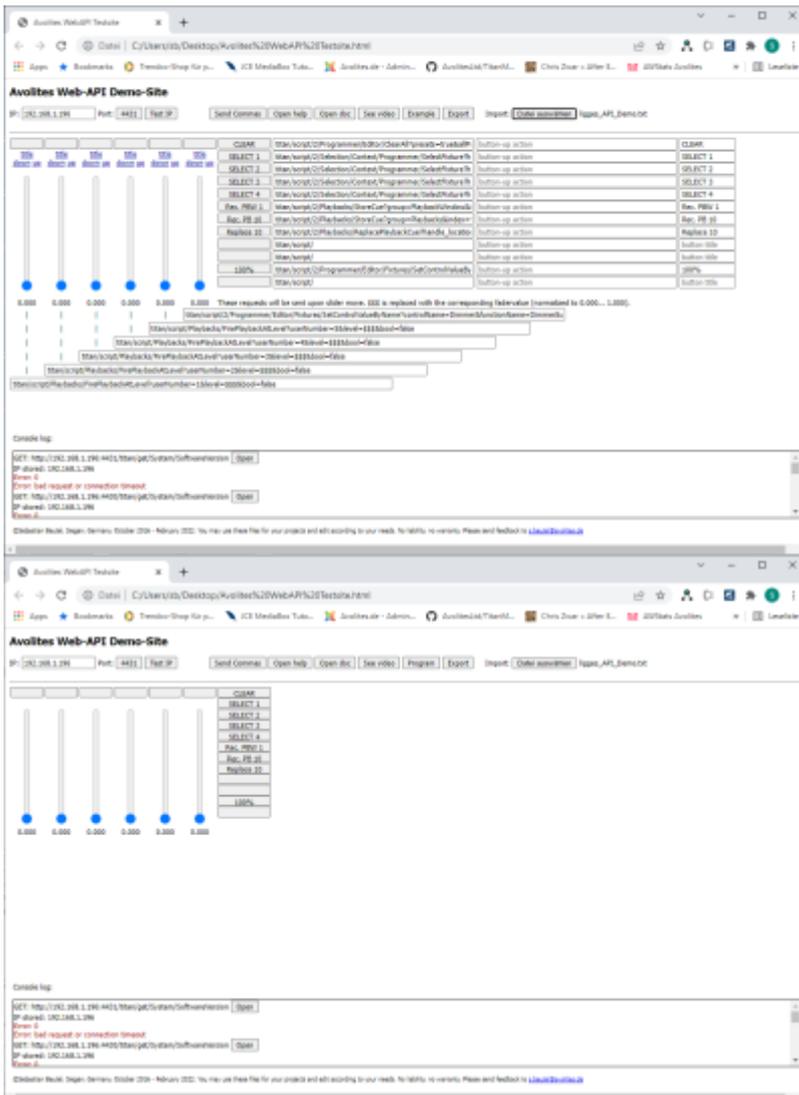
# Programming playbacks

Starting point to programm playbacks using the Web API. Inspired by a project where the customer shall be able to program simple cues. Also this might be the starting point for more sophisticated applications.

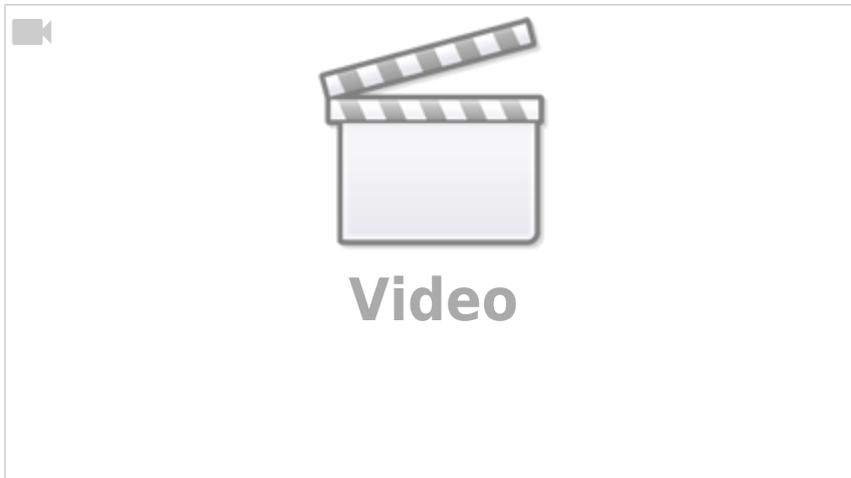
Also this solves the mystery about the 'separate programmer'.

<b>author, date</b>	Sebastian Beutel, February 2022
<b>published</b>	here, <a href="#">Youtube</a>
<b>prog. lang./ framework</b>	simple text editor (I used the <a href="#">Web API Demo</a> to play with the requests)
<b>description</b>	collection of http requests used to program simple cues.
<b>other requirements</b>	This is essentially just a collection of requests. You can send them with a web browser or with other tools.

## Screenshots



## Video



## Separate Programmer

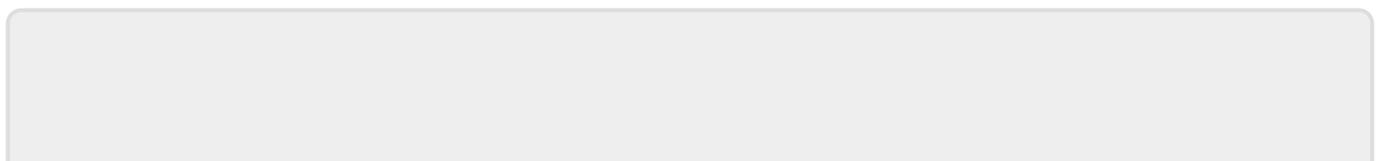
By default the Web API is available on network port 4430 (hence the requests start with something like '<http://localhost:4430/>...'). Also, actions on the user interface, e.g. changing pages or selecting fixtures, do not reflect in the Web API. In turn anything done in the API doesn't reflect in the normal user interface, e.g. if you select fixtures or set a level you won't see it in Titan. This is pretty much like the blind mode or another user. Unfortunately this makes it really hard to debug any API requests as you see the outcome only when everything is correct and you did succeed programming something.

However there is a solution: you

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## API Requests

- [Web-API requests](#)



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