



IMAGE PULL

Revised 2016-07-06

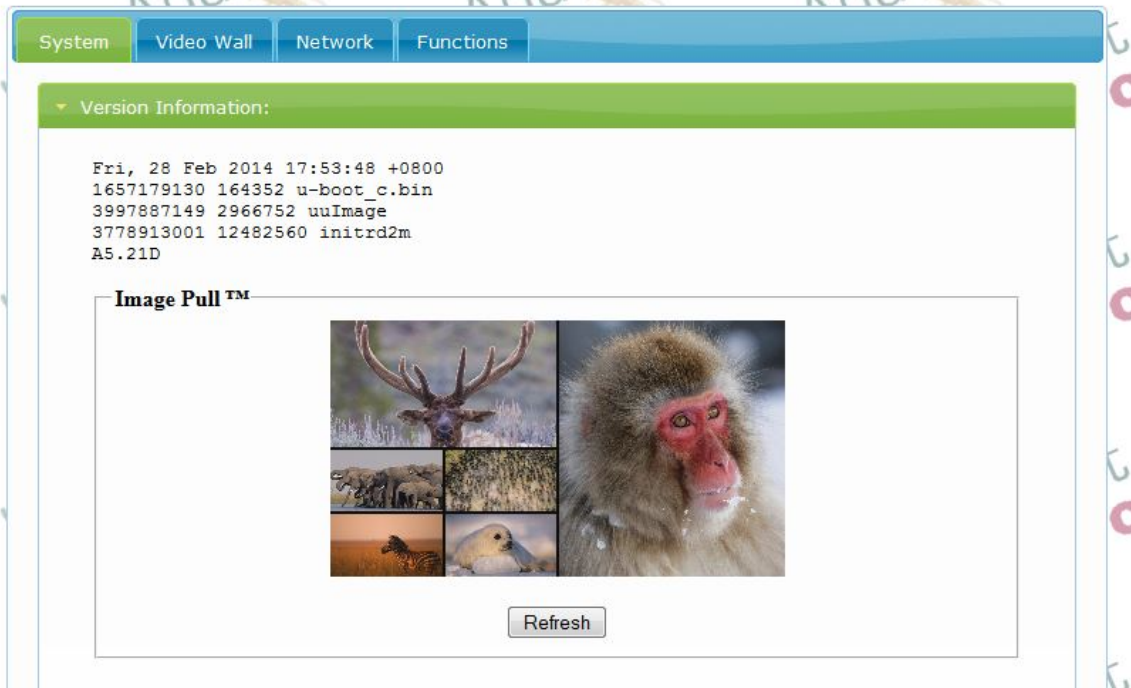
2G: A5.3.1 FC+4+

3G: A6.1.10

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Description



A Just Add Power Receiver or Transmitter takes periodic snapshots of the video that is being processed. That snapshot is viewable in the web interface of the devices, through a separate web page, or by copying the image file from the device as it is being copied.

Image Pull in A5.30 has been improved so that pulling at low priority on a Receiver at maximum speed no longer causes video glitches.

The snapshot is a Bitmap ([.bmp](#)) file by default.

Image Pull™ is turned **OFF** by default. See instructions below for enabling.

Image Pull™ can be used for:

- Getting an image preview of a source before switching to it. “Is the game back from commercial yet?”
- Remote monitoring of other displays in the house. “I wonder what the kids are watching upstairs?”
- Diagnostic information for proper functioning of devices. “Is the Transmitter or Receiver showing video?”
- Other situations where monitoring what is being shown on a matrix is useful.

Requirements

- Just Add Power Layer 3 Installation – All JADConfig installations are Layer 3.

Setup

1. Telnet into the Just Add Power device and issue the Image Pull™ command. The image file is saved as [pull.bmp](#). The commands **WILL NOT WORK** if applied through the Web Interface’s Console API box.
2. To view the image, open the web interface of the Just Add Power device. It will show on the main page.
3. To view just the image, navigate a web browser to [IPAddress]/pull.bmp. **Example:** 10.128.0.2/pull.bmp
4. For programmer options, please contact Just Add Power Support.

Commands

1. `astparam s pull_on_boot x_y_z;astparam save;reboot`

Sets a value in memory so that Image Pull™ runs on startup.

x = Resolution width of the pulled image. Valid values are integers from 64-640. Higher resolutions **WILL** impact video performance. 320 is **Recommended!**

y = Pull priority.

0 = High priority

1 = Low priority – **Recommended!**

High priority guarantees a full frame capture but could cause image degradation. Low priority is recommended.

z = Number of seconds to wait between each pull. 0 = as fast as possible

Suggested values are 320_1_3. This will pull a 320-pixel picture at Low priority every 3 seconds.

Example: `astparam s pull_on_boot 320_1_3;astparam save;reboot`

Sets the device to start Image Pull™ on start-up with a 320-pixel-wide picture pulled at Low priority once per second.

Warning 1: High priority pull on a Transmitter or Receiver **MAY** cause video degradation. Test before using.

Warning 2: Running Image Pull™ (any priority) on a 2G Transmitter **MAY** cause video degradation on **ALL** Receivers watching that Transmitter. The video will have a small ‘jump’ every time a pull occurs. Running Image Pull™ on a Receiver does not impact performance when Low priority is used.

Warning 3: Running Image Pull™ for a prolonged period of time may cause some commands (including video wall and USB) to not function correctly. Reboot the device to restore those functions.

2. `astparam s pull_on_boot n;astparam save;reboot`

Prevents Image Pull™ from running on startup. This is the **DEFAULT VALUE** on both Receivers and Transmitters

Example: `astparam s pull_on_boot n;astparam save;reboot`

Sets the device to turn off Image Pull™ on startup.

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3. `start_image_pull x y z`

Starts Image Pull™ and kills all other Image Pull™ processes that are running. If the device reboots, Image Pull™ will reset to the `pull_on_boot` value.

x = Resolution width of the pulled image. Valid values are positive integers. Higher resolutions **WILL** impact video performance. 320 is **Recommended!**

y = Pull priority.

0 = High priority

1 = Low priority – **Recommended!**

High priority guarantees a full frame capture but could cause image degradation. Low priority is recommended.

z = Number of seconds to wait between each pull. 0 = as fast as possible

Suggested values are `320 1 1`. This will pull a 320-pixel picture at Low priority every 1 second.

Example: `start_image_pull 320 1 1`

Starts Image Pull™ with a 320-pixel-wide picture pulled at Low priority every 1 second.

Warning 1: High priority pull on a Transmitter or Receiver **MAY** cause video degradation. Test before using.

Warning 2: Running Image Pull™ (any priority) on a 2G Transmitter **MAY** cause video degradation on Receivers watching that Transmitter. The video will have a small ‘jump’ every time a pull occurs. Running Image Pull™ on a Receiver does not impact performance when Low priority is used.

Warning 3: Running Image Pull™ for a prolonged period of time **MAY** cause some commands (including video wall and USB) to not function correctly. Reboot the device to restore those functions.

4. `stop_image_pull`

Stops all Image Pull™ processes currently running.