# Command Line Usage

## Description

The Player can also be used as standalone. In this mode the application has to be controlled by a command line or serial connection. It is a controlling instance and has access to the feature API. A similar approach is also used by the CGI Panel. However, then the interaction is packed into a UI. Parameters are set as numbers as additional value. E.g.: “show scene 1”

## Commands

The command line currently supports the following commands:

| Short command | Long command | Param | Description |
|---|---|---|---|
| h | help | | Shows information about all features. |
| | list scenes | | Lists all scenes and their IDs which can be used to show and hide scenes. |
| | show scene | 1 | Requires the ID of a scene. Shows the scene on the screen. |
| | hide scene | 1 | Requires the ID of a scene. Hides the scene. |
| | hide all scenes | | Hides all scenes. |
| | list animations | | Lists all animations and their IDs which can be used to start and stop animation. |
| | start animation | 1 | Requires the ID of an animation. Starts an animation. |
| | stop animation | 1 | Requires the ID of an animation. Stops an animation. |
| | list cultures | | Lists all cultures and their IDs which can be used to switch the culture. |
| c | culture | 1 | Requires the ID of a culture. Switches to the selected culture. |

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|---|---|---|---|
| | next culture | | Switches to the next culture in the list. |
| | list controls | 1 | Requires the ID of a scene. Lists all controls of the scene. |
| | start script | | Starts or pause script system. |
| | stop script | | Stops the script system. |
| o | statoverlay | | Shows render statistics overlay. |
| m | memstats | | Shows memory statistics. |
| q | quit/shutdown | | Terminates the application. |

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