
Name

`rdsoftkeys` — Simple button panel for sending Rivendell Macro Language (RML) commands

Synopsis

```
rdsoftkeys [--map-file=filename]
```

Description

`rdsoftkeys(1)` is a small utility that can be configured to present the user with a set of push buttons, each of which, when clicked, will send a specified RML command to a local or remote Rivendell host.

If started with no arguments, `rdsoftkeys(1)` will look in the `[SoftKeys]` section of `/etc/rd.conf` for button programming information.

Options

`--from-file=filename` Look in the `filename` file for button programming information rather than `/etc/rd.conf`.

Programming Buttons

Button programming information is contained in a `[SoftKeys]` section, which can contain the following directives:

`Columns = cols` The maximum number of buttons to place in a single row. If more than this number of buttons are programmed, `rdsoftkeys(1)` will use multiple rows. Default is to place all buttons in a single row.

`Legendnum = text` Put `text` on button number `num`. Button numbers must start with `1` and be incremented for each additional button desired.

`Colornum = color` Use `color` for the background color of button `num`. Button numbers must start with `1` and be incremented for each additional button desired.

`color` can be English color names --e.g. `red` or `blue`, or specified in standard HTML notation --e.g. `#FF0000`, `#0000FF`.

`Commandnum = address:rml` Send the RML command `rml` on button number `num` to `address`. Button numbers must start with `1` and be incremented for each additional button desired.

Example

The following example will create three buttons, each of which will send a `PN` RML to an `rdairplay(1)` instance at `rd.example.com`:

```
[SoftKeys]
Columns=2
```

```
Command1=rd.example.com:PN 1!
```

Legend1=Start Main Log
Color1=red

Command2=rd.example.com:PN 2!
Legend2=Start Aux Log 1
Color2=#00FF00

Command3=rd.example.com:PN 3!
Legend3=Start Aux Log 2
Color3=blue