
Name

rdairplay — Module for playing Rivendell logs

Synopsis

rdairplay [OPTIONS]

Description

The **rdairplay**(1) module is the primary interface for executing logs other audio content. This man page documents its command-line arguments. For overview of the UI and other elements, see the *Running Logs with RDAirPlay* chapter in the *Rivendell Operations and Administration Guide*.

Options

<code>log-spec=log-name[:next-line[+]]</code>	After startup, load the <i>log-name</i> log into the log machine specified by <i>log-spec</i> . If a <i>next-line</i> value has been specified, then do a make next to that line. If a + has been appended to the line number, then start the log. <i>log-spec</i> must be --log1 , --log2 or --log3 , referring to the Main Log, Aux 1 Log or Aux 2 Log log machines respectively. It is possible to use multiple <i>log-spec</i> clauses. If multiple clauses referring to the same log machine are given, then the last one specified will be used.
<code>--dump-panel-updates</code>	When this option is given, rdairplay (1) will print a dump of the currently loaded sound panel array to standard output each time the Rivendell user logged into the system is changed.

Examples

<code>rdairplay --log1=MyLog</code>	Load MyLog into the Main Log machine
<code>rdairplay --log2=MyLog:14+</code>	Load MyLog into the Aux Log 1 machine, 'Make Next' to line 14 and then start the log.
<code>rdairplay --log1=YourLog --log2=MyLog</code>	Load YourLog into the Main Log machine and MyLog into the Aux Log 1 machine.