## NAME

x10cli − command line interface to X10 I/O daemon

## SYNOPSIS

**x10cli** [**−h** ] [**−Z** ] **x10cli** *command*

**x10cli turn** *house_code* [*unit_code* ] *action*

**x10cli fade** *house_code unit_code limit time* [*options...* ]

**x10cli test** *house_code unit_code condition* [*level* ]

**x10cli show** *house_code* [*unit_code* ]

**x10cli set** *house_code unit_code flag*

## DESCRIPTION

**x10cli** is the command line interface to the **x10iod** X10 I/O daemon. **x10cli** allows devices to be turned on, off, and faded. Devices can be configured, and device status can be checked.

**x10cli may be installed as these alternate names: setunit** or **set**, **showunit** or **show**, **turn** or **switch**, **fade** or **dim**, **x10test** or **test**. With these names installed, the action is determined from the invoked name rather than the first command line parameter.

### turn

**turn** *house_code unit_code* <**on**|**off**|**bright**|**up**|**dim**|**down**>

With a unit code, turn turns on, turns off, brightens, or dims devices. Brightening and dimming increase or decrease the device by one fade level. Use**fade** to adjust by multiple le vels.

**turn** *house_code* <**on**|**off**|**lightson**|**lightsoff**|**alloff**>

Without a unit code, turns on or off all lights on a given house code. The **alloff** action can turn off all devices (both lights and appliances) on a given house code, but there is no complementary **allon** action. This is a limitation of the X10 protocol.

### fade

**fade** *house_code unit_code* <**on**|**off**|**full**|**min**|**half**|**level%**> *time* [**override**|**up**|**down**|**faststart**|**slowstart** ]

Fade adjusts the brightness level of a device to a requested level. A keyword or a percentage (with optional percent sign) indicates the desired level. The*time* o ver which to complete the fade is specified in minutes.

Note that different types of X10 devices have different fading behaviors. Cheap lamp devices can not be faded on, but must be turned on to full brightness then dimmed to the desired level; this is the default behavior. Better (two-way) devices remember their brightness when turned off, and return to this level when turned on. If using these devices, be sure to register them with **setunit** so **fade** knows how to correctly operate them. Despite the efforts to handle these different devices correctly, there is still the potential for the daemon's status to get out-of-sync with the actual device, which can cause erratic behavior. **override**, when used with **on**, **off**, or **full**, causes the device to execute a full 20 fade-up commands, ensuring that the light and daemon are forced into sync.

**up** and **down** indicate devices capable of only fade up and fade down, respectively; these are deprecated because I've never seen devices that behave this way.

By default, **fade** does a linear fade, whereby it fades levels at equal time intervals. **slowstart** and **faststart** adjust the rate so the fade starts slowly and speeds up, or starts quickly then slows and gradually reaches full brightness. For small values of *time*, **fade** may take nominally longer than the requested interval, especially with **slowstart** and **faststart**. For longer values of time, **fade** generally runs close to the requested time.

### x10test

**x10test** *house_code unit_code* <**on**|**alive**|**exist**|**twoway**|**me**|**light**>

**x10test** *house_code unit_code* <**at**|**above**|**below**> *level*

**test** checks X10 configuration or status. **on** is obvious. **twoway**, **me**, and **light** are configuration flags set with the **setunit** command. Presently, **alive** and **exist** both indicate that communication for the house/unit code has occurred in the past. In the future, **alive** may be changed to indicate whether a device is still responding.

The **at**, **above**, and **below** commands take a comparison *level* expressed as a percent, with optional percent sign. **above** and **below** are non-inclusive. A lamp that is off still has a non-zero fade level, which is either the last on-level for the two-way devices, or 100% for the cheaper devices.

### showunit

**showunit** *house_code* [*unit_code* ]

**showunit** displays the current status of a single device if both *house_code* and *unit_code* are provided. If only *house_code* is indicated, then all devices for that house code are displayed.

### setunit

**setunit** *house_code unit_code* [**-** ] <**on**|**alive**|**exist**|**twoway**|**me**|**light**>

**setunit** is usually used to configure the type of X10 device assigned to a particular house/unit code. All the options are flags and are turned on by **setunit ,** unless preceded by a dash (**-light**, for example)
in which case the flag is cleared. The daemon needs to know device types to accurately track status, as different devices respond differently to certain requests.

**twoway** and **light** are two flags (resulting in 4 types of devices) that define the behavior of X10 controllers.

**me** controls how the daemon responds: when enabled, this causes the daemon to execute an external command in response to activity seen for a house/unit code.

**on**, **exist**, and **alive** change the current device status, which is updated as the daemon communicates with devices.

There is presently no method to set a fade level.

## OPTIONS

**−h** Displays **x10cli** usage.

**−Z** Enables debug output.

## EXIT STATUS

**0** **test** returns 0 to indicate true. All other commands return 0 on success.

**>0** All commands return non-0 on error.

## SIGNALS

None.

## FILES

**/tmp/x10** UNIX domain socket used to send commands to **x10iod**(1).

**/tmp/x10map** File accessed to determine status of X10 devices.

## SEE ALSO

**x10iod**(1)**.**

## BUGS

The program can not display a picture of a fish.