# Introduction

Yosco is a protocol bridge that receives OSC messages and translates them into a format that can be understood by Yamaha's CL, QL and TF series consoles. Yosco runs on the same machine as the OSC sender, which can be any arbitrary application, such as QLab. It is not a controller in itself, it is a translator.

## UI Indicators

*Send:* Blinks when Yosco successfully dispatches a command to the network. Note that this does not indicate whether the message has reached a destination, nor whether it has been successfully interpreted, i.e. your Yamaha device may receive the message, but fail to properly read it.

*Receive:* Blinks when Yosco successfully receives an OSC message. Note that this does not indicate whether the message is valid or can be properly interpreted and translated by the Yosco application. Invalid messages and arguments generally open an error dialog.

## UI Controls

*UDP/TCP:* This is for testing purposes only. Toggle this to TCP, your Yamaha console will not read UDP packets.

*Active:* Toggles the bridge on and off.

Automute: Toggle this on to handle muting and unmuting channels automatically when assigning and unassigning them from DCA's.

*Receive Port:* This is the network port that Yosco will receive OSC messages on. This is the port to which your OSC application should send messages.

*Console IP:* The IP address of the console you want to control. Currently, only one console can be controlled at once.

*Console Model*: Allows you to select the model of console you would like to control. While the OSC API is identical for each model, this is not the case for the format to which they are being converted. Further, Yosco will place constraints on what you can target, e.g. channel numbers, and will raise an error if you target a channel outside the console's range, e.g. calling channel 64 on a QL1.

# Set Up

*Example using QLab*

- In QLab >>Settings>>Network create a network patch with the destination "localhost" and any port number; the 35000-36000 range is recommended.
- Create a Network Cue and select the Network Patch you just created.
- Enter a valid OSC string, e.g. /set/mixer/input/5/fader/level -20

- In Yosco, in the Receive Port parameter, enter the port number you designated in the QLab Network patch.
- Enter the IP Address of the console you would like to control.
- Select the model you want to control

You are now ready to control your Yamaha console with OSC