

## **Mensajes OSC (enviados desde el TrmxControl al TrmxClient):**

### **Global Namespaces**

#### **Ping**

Send ping to server

Address: /ping @param string "ping"

Response:

Address: /ping @param string "ping"

#### **Request Directory List**

List the contents of the media directory

Address: /request\_dir\_list

Response:

Address: /receive\_dir\_list

@return string directory list in the following format: [index number1]=[filename 1]\$[index number2]=[filename 2]\$. ... \$[index numbern]=[filename n]\$#

#### **Set Background Color**

Set the background color of the app window

Address: /set\_background\_color

@param int red [0-255] default:0 @param int green [0-255] default:0  
@param int blue [0-255] default:0

### **Channel Specific Namespaces**

All channel specific requests must have an address prefix with the media frame channel number:

/<media frame channel number>/<request action address>

eg:

/ch1/<request action address> /ch2/<request action address>

### **Set Media**

Set the media in the media frame. Send a file number obtained by Request Directory List.

Address: /<media frame channel number>/set\_media

@param int fileNumber

### **Play**

If the media is a video, play.

Address: /<media frame channel number>/play

### **Pause**

If the media is a video, toggle pause state.

Address: /<media frame channel number>/pause

### **Stop**

If the media is a video, stop.

Address: /<media frame channel number>/stop

### **Next Frame**

If the media is a video, and the video is paused, advance the video by one frame.

Address: /<media frame channel number>/next\_frame

### **Previous Frame**

If the media is a video, and the video is paused, rollback the video by one frame.

Address: /<media frame channel number>/previous\_frame

### **Set Frame**

If the media is a video, and the video is paused, set the video to the specified.

Address: /<media frame channel number>/set\_frame

@param int frame

### **Set Speed**

If the media is a video, set the speed multiplier.

Address: /<media frame channel number>/set\_speed

@param float speed

### **Set Volume**

If the media is a video, set the volume.

Address: /<media frame channel number>/set\_volume

@param float volume

### **Get Total Number of Frames**

If the media is a video, return the total number of frames in the video.

Address: /<media frame channel number>/get\_total\_num\_frames

Response:

Address: /<media frame channel number>/receive\_num\_frames

@return int totalNumFrames

### **Get Current Frame Number**

If the media is a video, return the current frame number.

Address: /<media frame channel number>/get\_current\_frame

Response:

Address: /<media frame channel number>/receive\_current\_frame

@return in currentFrame

### **Fade In**

Fade the media frame in, in the specified number of millisecond, from current alpha value to max alpha value.

Address: /<media frame channel number>/fade\_in

@param int millisecondsToFade

### **Fade Out**

Fade the media frame out, in the specified number of millisecond, from current alpha value to max alpha value.

Address: /<media frame channel number>/fade\_out

@param int millisecondsToFade

### **Fade To**

Fade to the specified alpha value, in the specified number of millisecond.

Address: /<media frame channel number>/fade\_to

@param int targetAlpha [0-255] @param int millisecondsToFade

### **Set Top Frame**

Specify that a specific media frame is on the top. This will set the other media frames as the bottom frame.

Address: /<media frame channel number>/set\_top\_frame

### **Set Native Size**

Address: /<media frame channel number>/set\_native\_size

Specify that the media should be displayed in its native resolution, ie. NOT stretched to fit the window. By default, media IS stretched to fit window.

@param int nativeSize [1|0] default: 0

### **Set Loop Video**

Specify if the video should be played on a loop. Videos loop by default.

Address: /<media frame channel number>/set\_loop\_video

@param int loopVideo [1|0] default: 1

### **Set Position**

Set the position on the screen to place the media frame. Sets the upper left corner of the frame.

Address: /<media frame channel number>/set\_position

@param int x default:0 @param int y default:0

### **Set Color Tint**

Set the color of the frame tint.

Address: /<media frame channel number>/set\_color

@param int red [0-255] default:255 @param int green [0-255]  
default:255 @param int blue [0-255] default:255

### **Set Alpha**

Set the current alpha value, ie. transparency/opacity. Alpha value of 0 is totally transparent, or invisible. Alpha value of 255 is totally opaque.

Address: /<media frame channel number>/set\_alpha

@param int alpha [0-255] default: 0

### **Set Max Fade To Alpha**

Set the maximum value that alpha will fade to during a fade\_in.

Address: /<media frame channel number>/set\_max\_fade\_to\_alpha

@param int maxAlpha [0-255] default:255

### **Set Min Fade to Alpha**

Set the minimum value that alpha will fade to during a fade\_out.

Address: /<media frame channel number>/set\_min\_fade\_to\_alpha

@param int minAlpha [0-255] default: 0