Cave OSC Commands

Are used to control global cave audio parameters. Such as the master volume, Global transform, Revereberation, and Ambisonic surroundings.

OSC	Unit	Range	Function
Cave Main Commands			
/cave/level	%	0 - 100	Cave master volume
/cave/headphones	bool	0 - 1	Enable Binaural monitoring: the speaker setup is scaled down to headphones using HRTF rendering
/cave/headphonesLevel	%	0 - 100	Set the volume for headphones output (headphones output will still work with the cave volume off)
GUI - Bring up Spatial engine elements.			
/cave/settings	Bool	0 - 1	Open the settings menu
/cave/visual	Bool	0 - 1	Open 3D visualiser
/cave/monitor	Bool	0 - 1	Open OSC monitor
/cave/input	Bool	0 - 1	Open audio input RMS meter
/cave/output	Bool	0 - 1	Open audio outputRMS meter
/cave/Planes	Bool	0 - 1	Open planes manager
/cave/ambi	Bool	0 - 1	Open ambisonic mixer
Distance Attenuation			
/cave/drop	db (float)	0 - 20	Logarithmic volume drop per meter from the center
Reverb zones interpolator			
/cave/verbInterp	float	0. - 1.	Interpolate between two instances of ircamverb to create reverb zones.
Ircamverb - Instance 1 + 2			
/cave/verb#/direct	Bool	0 - 1	Enable Direct audio source sound
/cave/verb#/early	Bool	0 - 1	Enable Early reflections
/cave/verb#/cluster	Bool	0 - 1	Enable omnidicetional cluster of diffused early reflections
/cave/verb#/late	Bool	0 - 1	Enable late reverberation tail.
/cave/verb#/decay	%	0 - 100	Set the level of reverberance by changing the reflectiveness of the virtual walls.
/cave/verb#/size	M3	0 - 15000	Control the pre-delay, density, filters, and other parameters to help simulate the physical size of a room.
/cave/verb#/deepDecay	%	0 - 100	Control the presence and duration of low frequencies in the reverb tail
/cave/verb#/brightDecay	%	0 - 100	Control the presence and duration of high frequencies in the reverb tail
/cave/verb#/density	%	0 - 100	Blend Frequency bands to smoothen out the reverb tail.
/cave/verb#/predelay	%	0 - 100	Set the delay time before the reflections. Useful when creating echo's
Interactive reverb channel - a dedicated omni reverb channel to be used with a live input.			
/cave/interactive/reverb/active	bool	0 - 1	Enable interactive verb
/cave/interactive/reverb/adc	int	0 - 64	Route a channel from Jack audio connection kit to the reverb directly.
/cave/interactive/reverb/micgain	%	0 - 100	Reverb channel input gain (turn it up slowly! Beware of audio feedback!)
"/cave/interactive/reverb/level";	%	0 - 100	Reverb channel Output Level
Orientation and headtracking (transform sources)			
/cave/yaw	Degrees	-180. - 180.	Rotate all audio sources around the Y axis, to be used with headtracker.
/cave/pitch	Degrees	-180. - 180.	Rotate all audio sources around the x axis
/cave/roll	Bool	0 - 1	Rotate all audio sources around the z axis
/cave/scaling/xyz	List	1. 1. 1. Factor	Scale all audio source positions on the X, Y, and Z axis, Speakers always stay in their physical place.
/cave/mirror/x	Bool	0 - 1	Flip the x axis for all sources
/cave/mirror/y	Bool	0 - 1	Flip the y axis for all sources
/cave/mirror/z	Bool	0 - 1	Flip the z axis for all sources
Planar sources (# = index)			
/planar/active/#	bool	0 - 1	Activate plane source
/planar#/xfocus	%	0 - 100	Set the horizontal focus for the audiobeam
/planar#/yfocus	%	1 - 100	Set the vertical focus for the audiobeam
/planar#/azimuth	deg.	-180. / 180.	Rotate the plane source on the Y axis (fixed distance)
/planar#/elevation	deg.	0. / 90.	Move the planar source up and down
/planar#/level	%	0 - 100	Set the level for the plane
/planar#/verb	%	1 - 100	Send planes to reverb (Interactive verb channel must be on)
Ambisonic Mixer (format: 1st order, ACN, SN3D AmbiX)			
/ambi/master	%	0 - 100	Master volume control for the ambisonic mixer.
/ambi/#/play	bool	0 - 1	Play AmbiX file
/ambi/#/loop	bool	1 - 1	Loop AmbiX file
/ambi/#/level	%	1 - 100	Set level for ambisonic mixer channel
/ambi/#/focus	%	2 - 100	Focus the Ambisonic soundfield beam by spectral blurring the rest of the spatial recording.
/ambi/#/azim	deg.	-180 - 180	Set the azimuth for the focus beam
/ambi/#/elev	deg.	-180 - 181	Set the elevation for the focus beam
OSC package updates			
/osc/push	bool	0 - 1	Reset internal OSC message filter manually
/osc/play	string	pullBundleOnGameLaunch!	Reset internal duplication filter on startup (to be inserted in void start script)