

# Command Listing

## SetParamRaw

identifier/code: 1

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)
int	parameterValue	A numeric value to a corresponding parameter.
bool	doSilent	doSilent (when set) prevents the activation of a parameter. It will stay inactive and won't be treated as an active value.
bool	doDirect	doDirect (when set) sets the value without using the default value smoothing

### Returns

No returns

## SetParam

identifier/code: 84

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_narrow	parameterName	The parameterName is a string that identifies a

		property of a device. (ASCII only)
double	parameterValue	A numeric value to a corresponding parameter.
bool	doSilent	doSilent (when set) prevents the activation of a parameter. It will stay inactive and won't be treated as an active value.
bool	doDirect	doDirect (when set) sets the value without using the default value smoothing

### Returns

No returns

## SetParamByteTuples

identifier/code: 115

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)
int	tupleDimension	The number of elements in this tuple
byte_buffer	tupleData	The data of the tuple collection
bool	doSilent	doSilent (when set) prevents the activation of a parameter. It will stay inactive and won't be treated as an active value.
bool	doDirect	doDirect (when set) sets the value without using the default value smoothing

### Returns

No returns

## GetParam

identifier/code: 79

### Arguments

Type	Name	Description
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int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)

### Returns

Type	Name	Description
double	parameterValue	A numeric value to a corresponding parameter.

## GetParamByteTuples

identifier/code: 132

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_wide	parameterName	The parameterName is a string that identifies a property of a device.

### Returns

Type	Name	Description
int	tupleDimension	The number of elements in this tuple
byte_buffer	tupleData	The data of the tuple collection

## SetParamOfKind

identifier/code: 39

### Arguments

Type	Name	Description
		The siteId is a unique number that identifies a

int	siteId	manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
param_kind	parameterKindId	A numeric representation for a parameter. This is faster than using the text based identifier.
int	parameterValue	A numeric value to a corresponding parameter.
bool	doSilent	doSilent (when set) prevents the activation of a parameter. It will stay inactive and won't be treated as an active value.
bool	doDirect	doDirect (when set) sets the value without using the default value smoothing

### Returns

No returns

## SetParamOfKindDouble

identifier/code: 85

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
param_kind	parameterKindId	A numeric representation for a parameter. This is faster than using the text based identifier.
double	parameterValue	A numeric value to a corresponding parameter.
bool	doSilent	doSilent (when set) prevents the activation of a parameter. It will stay inactive and won't be treated as an active value.
bool	doDirect	doDirect (when set) sets the value without using the default value smoothing

### Returns

No returns

# GetParamOfKind

identifier/code: 80

## Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
param_kind	parameterKindId	A numeric representation for a parameter. This is faster than using the text based identifier.

## Returns

Type	Name	Description
double	parameterValue	A numeric value to a corresponding parameter.

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# SetParamInSelection

identifier/code: 58

## Arguments

Type	Name	Description
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)
int	parameterValue	A numeric value to a corresponding parameter.

## Returns

No returns

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# SetParamInSelectionDouble

identifier/code: 99

## Arguments

Type	Name	Description
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)

double	parameterValue	A numeric value to a corresponding parameter.
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Returns

No returns

SetParamOfKindInSelection

identifier/code: 59

Arguments

Type	Name	Description
param_kind	parameterKindId	A numeric representation for a parameter. This is faster than using the text based identifier.
int	parameterValue	A numeric value to a corresponding parameter.

Returns

No returns

SetParamOfKindInSelectionDouble

identifier/code: 100

Arguments

Type	Name	Description
param_kind	parameterKindId	A numeric representation for a parameter. This is faster than using the text based identifier.
double	parameterValue	A numeric value to a corresponding parameter.

Returns

No returns

SetParamLerpTime

identifier/code: 232

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)
int	smoothingTime	A time span in milliseconds that it takes for a parameter to fade to it's new value. A value of 0 means no parameter smoothing

### Returns

No returns

## GetIsLayerSelected

identifier/code: 74

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.

### Returns

Type	Name	Description
byte	isSelected	States whether something is currently selected in the master interface

## GetSelectedDeviceCount

identifier/code: 81

### Arguments

No arguments

### Returns

Type	Name	Description
int	selectedDevicesCount	Number of devices currently in selection.

## GetSelectedDevice

identifier/code: 75

Arguments

Type	Name	Description
int	selectionIndex	A index for the collection of selected devices. Get selected devices count with [c:16]

Returns

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.

SetContentAtTime

identifier/code: 56

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.



Returns

No returns

ApplyPreset

identifier/code: 40

Arguments

Type	Name	Description
int	bankId	The bank identifier for presets. They can be found in the Master's interface in the Project tab. The Presets folder contains all banks.
int	presetId	A identifier for a preset. It is unique in each bank.

Returns

No returns

AssignResource

identifier/code: 2

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
bool	forMesh	When forMesh it set, the command executes it's action for the MESH parameter of the given device. When set to false it is executed on the MEDIA parameter.

Returns

No returns

# AssignResourceByName

identifier/code: 129

## Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_wide	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"
string_wide	parameterName	The parameterName is a string that identifies a property of a device.
bool	forMesh	When forMesh it set, the command executes it's action for the MESH parameter of the given device. When set to false it is executed on the MEDIA parameter.

## Returns

No returns

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# AssignResourceToSelection

identifier/code: 61

## Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
bool	forMesh	When forMesh it set, the command executes it's action for the MESH parameter of the given device. When set to false it is executed on the MEDIA parameter.

## Returns

No returns

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## MoveResourceToPath

identifier/code: 144

### Arguments

Type	Name	Description
string_wide	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"
string_wide	projectPath	A path in the project. leave blank for the root folder. Subfolders are separated by a forward slash, no terminating slash is allowed.

## Returns

No returns

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## MoveTreeItem

identifier/code: 158

### Arguments

Type	Name	Description
int	itemIdFrom	Item IDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
int	itemIdTo	Item IDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)

## Returns

No returns

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## SetSequenceTransportMode

identifier/code: 3

### Arguments

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Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
transport_mode	transportMode	Playback status of a sequence. Possible values are 1 (Play), 2 (Stop) or 3 (Pause)

### Returns

No returns

## GetSequenceTransportMode

identifier/code: 72

### Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1

### Returns

Type	Name	Description
transport_mode	transportMode	Playback status of a sequence. Possible values are 1 (Play), 2 (Stop) or 3 (Pause)

## MoveSequenceToTime

identifier/code: 5

### Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

### Returns

No returns

## GetSequenceTime

identifier/code: 73

Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1

Returns

Type	Name	Description
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

MoveSequenceToNextFrame

identifier/code: 6

Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
byte	isNext	When true then the action is done to the NEXT element. When set to false then the action is done to the PREVIOUS element.

Returns

No returns

MoveSequenceToCue

identifier/code: 4

Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	cueId	A unique identifier for a cue.

Returns

No returns

# MoveSequenceToNextCue

identifier/code: 7

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
byte	isNext	When true then the action is done to the NEXT element. When set to false then the action is done to the PREVIOUS element.

## Returns

No returns

---

# SetSequenceTransparency

identifier/code: 8

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	transparency	The numeric visibility from 0 (totally opaque) to 255 (fully visible)

## Returns

No returns

---

# GetSequenceTransparency

identifier/code: 91

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1

## Returns

Type	Name	Description
int	transparency	The numeric visibility from 0 (totally opaque) to 255 (fully visible)

# SetSequenceTimeCodeMode

identifier/code: 41

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
sequence_smpte_mode	timeCodeMode	The mode for the SMTPE link: 0 (None), 1 (Send) or 2 (Receive)

## Returns

No returns

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# SetSequenceTimeCodeOffset

identifier/code: 42

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

## Returns

No returns

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# SetSequenceTimeCodeStopAction

identifier/code: 43

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
sequence_smpte_stop_mode	stopAction	Determines what should happen when the incoming timecode stops

## Returns

No returns

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## ResetAll

identifier/code: 9

### Arguments

No arguments

### Returns

No returns

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## ResetSite

identifier/code: 10

### Arguments

Type Name		Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

### Returns

No returns

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## ResetDevice

identifier/code: 11

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.

### Returns

No returns



# ResetParam

identifier/code: 12

## Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)

## Returns

No returns

---

# SetAllActive

identifier/code: 35

## Arguments

No arguments

## Returns

No returns

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# SetSiteActive

identifier/code: 36

## Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

## Returns

No returns

---

## SetDeviceActive

identifier/code: 37

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.

### Returns

No returns

---

## SetParamActive

identifier/code: 38

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)

### Returns

No returns

---

## ClearAllActive

identifier/code: 13

### Arguments

No arguments

Returns

No returns

ClearActiveSite

identifier/code: 14

Arguments

Type Name		Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

Returns

No returns

ClearActiveDevice

identifier/code: 15

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.

Returns

No returns

ClearActiveParam

identifier/code: 16

Arguments

Type	Name	Description
		The siteId is a unique number that identifies a

int	siteId	manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)

### Returns

No returns

## ToggleFullscreen

identifier/code: 17

### Arguments

Type Name		Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

### Returns

No returns

## SetParamRelative

identifier/code: 98

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)
int	parameterValue	A numeric value to a corresponding parameter.

Returns

No returns

SetParamRelativeExtended

identifier/code: 149

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)
double	parameterValue	A numeric value to a corresponding parameter.
bool	doSilent	doSilent (when set) prevents the activation of a parameter. It will stay inactive and won't be treated as an active value.
bool	doDirect	doDirect (when set) sets the value without using the default value smoothing

Returns

No returns

SetParamRelativeInSelection

identifier/code: 60

Arguments

Type	Name	Description
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)
int	parameterValue	A numeric value to a corresponding parameter.

Returns

No returns

# SetParamRelativeInSelectionDouble

identifier/code: 101

## Arguments

Type	Name	Description
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)
double	parameterValue	A numeric value to a corresponding parameter.

## Returns

No returns

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# AddContentToPath

identifier/code: 87

## Arguments

Type	Name	Description
string_narrow	filePath	A Windows-Styled path to a file. ("C:\coolux\content\sample\video.mpv")
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.

## Returns

No returns

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# AddContentToTreeItem

identifier/code: 153

Arguments

Type	Name	Description
string_narrow	filePath	A Windows-Styled path to a file. ("C:\coolux\content\sample\video.mpv")
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)

Returns

No returns

AddContentFromLocalNode

identifier/code: 63

Arguments

Type	Name	Description
string_narrow	filePath	A Windows-Styled path to a file. ("C:\coolux\content\sample\video.mpv")
short	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
short	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

Returns

No returns

AddContentFromLocalNodeToPath

identifier/code: 135

Arguments

Type	Name	Description
string_narrow	filePath	A Windows-Styled path to a file. ("C:\coolux\content\sample\video.mpv")
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.
short	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
short	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

Returns

No returns

AddContentFromLocalNodeToTreeItem

identifier/code: 154

Arguments

Type	Name	Description
string_narrow	filePath	A Windows-Styled path to a file. ("C:\coolux\content\sample\video.mpv")
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
short	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
		Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike.



short	dmxFileId	This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
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Returns

No returns

AddContentFromFolder

identifier/code: 124

Arguments

Type	Name	Description
string_wide	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_wide	projectPath	A path in the project. leave blank for the root folder. Subfolders are separated by a forward slash, no terminating slash is allowed.

Returns

No returns

AddContentFromLocalNodeFolder

identifier/code: 133

Arguments

Type	Name	Description
string_wide	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")

short	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
short	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

### Returns

No returns

## AddContentFromLocalNodeFolderToPath

identifier/code: 134

### Arguments

Type	Name	Description
string_narrow	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.
short	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
short	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

### Returns

No returns

## AddContentFolderFromLocalNodeToTreeItem

identifier/code: 155

### Arguments

Type	Name	Description
string_narrow	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")
		TreeItemIDs are counted from top to bottom in the

int	treeItemIndex	project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
short	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
short	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

### Returns

No returns

## RemoveMediaById

identifier/code: 20

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

### Returns

No returns

## RemoveMeshById

identifier/code: 21

### Arguments

Type	Name	Description
		Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the

int	dmxFolderId	FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

### Returns

No returns

## RemoveContentByName

identifier/code: 125

### Arguments

Type	Name	Description
string_wide	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"
bool	allEquallyNamed	True: Execute action on all equally named items. False: Do action only for one/the first item having the target name.

### Returns

No returns

## RemoveTreeItem

identifier/code: 156

### Arguments

Type	Name	Description
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)

### Returns

No returns

## RemoveAllResources

identifier/code: 126

Arguments

Type	Name	Description
bool	removeFolder	True: Remove folders. False: Keep folder structure.

Returns

No returns

SetContentId

identifier/code: 234

Arguments

Type	Name	Description
string_wide	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"
short	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
short	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

Returns

No returns

SpreadAll

identifier/code: 22

Arguments

No arguments

Returns

No returns

# SpreadMediaById

identifier/code: 23

## Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

## Returns

No returns

---

# SpreadMeshById

identifier/code: 24

## Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

## Returns

No returns

---

# ReloadMediaById

identifier/code: 44

## Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

### Returns

No returns

## ReloadMeshById

identifier/code: 45

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

### Returns

No returns

## ReloadResource

identifier/code: 147

### Arguments

Type	Name	Description
string_wide	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"

## Returns

No returns

---

## SpreadResource

identifier/code: 148

### Arguments

Type	Name	Description
string_wide	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"

## Returns

No returns

---

## ReloadAndSpreadResource

identifier/code: 159

### Arguments

Type	Name	Description
string_wide	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"

## Returns

No returns

---

## ReloadAndSpreadResource

identifier/code: 160

### Arguments

Type	Name	Description
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)



Returns

No returns

ReloadAndSpreadResource

identifier/code: 161

Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

Returns

No returns

RemoveInconsistent

identifier/code: 34

Arguments

No arguments

Returns

No returns

RemoveAssetOnSite

identifier/code: 170

Arguments

Type	Name	Description
string_wide	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"

int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
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### Returns

No returns

## RemoveAssetOnSiteById

identifier/code: 171

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

### Returns

No returns

## RemoveAssetOnSiteByTreeItem

identifier/code: 172

### Arguments

Type	Name	Description
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

## Returns

No returns

---

## AttachAssetOnSite

identifier/code: 173

### Arguments

Type	Name	Description
string_wide	filePath	A Windows-Styled path to a file. ("C:\coolux\content\sample\video.mpv")
string_wide	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

## Returns

No returns

---

## AttachAssetOnSiteByDmxId

identifier/code: 174

### Arguments

Type	Name	Description
string_wide	filePath	A Windows-Styled path to a file. ("C:\coolux\content\sample\video.mpv")
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine.

		The site id can be found when looking at the Master in the Devices Tab
--	--	--

Returns

No returns

AttachAssetOnSiteByTreeItem

identifier/code: 175

Arguments

Type	Name	Description
string_wide	filePath	A Windows-Styled path to a file. ("C:\coolux\content\sample\video.mpv")
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

Returns

No returns

StoreActive

identifier/code: 25

Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1

Returns

No returns

StoreActiveToTime

identifier/code: 26

Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

### Returns

No returns

## SetMediaFrameBlendingById

identifier/code: 27

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
bool	frameBlended	Enable/Disable FluidFrame

### Returns

No returns

## SetMediaDeinterlacingById

identifier/code: 28

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The

		Widget Designer also takes advantage of this kind of addressing of resources.
int	deinterlacer	Sets the deinterlacing mode

### Returns

No returns

## SetMediaAnisotropicFilteringById

identifier/code: 29

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
bool	useFiltering	Anisotropic Filtering

### Returns

No returns

## SetMediaUnderscanById

identifier/code: 30

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
bool	useUnderscan	Underscan for media

Returns

No returns

SetMediaMpegColourSpaceById

identifier/code: 31

Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
bool	useMpegColorSpace	Convert MPEG color space to full 24bit

Returns

No returns

SetMediaAlphaChannelById

identifier/code: 32

Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
bool	useAlphaChannel	Enables the use of the alpha channel

Returns

No returns

# CreateTextInput

identifier/code: 52

## Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_narrow	text	

## Returns

No returns

---

# SetText

identifier/code: 33

## Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_narrow	text	

## Returns

No returns

---

# LoadProject

identifier/code: 46



Arguments

Type	Name	Description
string_narrow	folderPathToProject	A Windows-Styled path to a folder. ("C:\coolux\content\projects\myproject")
string_narrow	projectXmlFileName	The name of the XML file of the project. ("myproject.xml")
byte	saveExisting	

Returns

No returns

CloseProject

identifier/code: 47

Arguments

Type	Name	Description
byte	save	

Returns

No returns

ClearSelection

identifier/code: 48

Arguments

No arguments

Returns

No returns

SetDeviceAcceptDmxById

identifier/code: 49

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning

		them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
byte	acceptDmx	

Returns

No returns

-----  
**SetSiteAcceptDmxById**

identifier/code: 50

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
byte	acceptDmx	

Returns

No returns

-----  
**SetDeviceDmxAddressById**

identifier/code: 51

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
int	index	
int	id1	
int	id2	

Returns

No returns

# SetSiteDmxAddressById

identifier/code: 235

## Arguments

Type Name		Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	index	
int	id1	
int	id2	

## Returns

No returns

---

# SetCuePlayMode

identifier/code: 53

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	cueId	A unique identifier for a cue.
int	playMode	

## Returns

No returns

---

# SetNextCuePlayMode

identifier/code: 54

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	playMode	

## Returns

No returns

---

## SetIgnoreNextCue

identifier/code: 55

### Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
byte	doIgnore	

### Returns

No returns

---

## SaveProject

identifier/code: 62

### Arguments

No arguments

### Returns

No returns

---

## SetIsSiteFullscreen

identifier/code: 64

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
byte	isFullscreen	

### Returns

No returns

---

## SetIsSiteFullscreenByIp

identifier/code: 65

Arguments

Type	Name	Description
string_narrow	ipAddress	
byte	isFullscreen	

Returns

No returns

SetTextTextureSize

identifier/code: 66

Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFolderId identifier is unique in each dmxFolder. The Widget Designer also takes advantage of this kind of addressing of resources.
int	width	
int	height	

Returns

No returns

SetTextProperties

identifier/code: 67

Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
		Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike.

int	dmxFileId	This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_narrow	FontFamily	
int	size	
byte	style	
byte	alignment	
byte	colorRed	
byte	colorGreen	
byte	colorBlue	

### Returns

No returns

## SetTextCenterOnTexture

identifier/code: 68

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
byte	centerOnTexture	

### Returns

No returns

## CreateTextInputWide

identifier/code: 69

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes

		advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_wide	text	

### Returns

No returns

## SetTextWide

identifier/code: 70

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_wide	text	

### Returns

No returns

## SetSiteIpById

identifier/code: 71

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
string_narrow	Ip	

### Returns

No returns

## GetClipRemainingTime

identifier/code: 77

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1

### Returns

Type	Name	Description
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

## GetRemainingTimeUntilNextCue

identifier/code: 78

### Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1

### Returns

Type	Name	Description
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

## GetResourceCount



identifier/code: 82

Arguments

No arguments

Returns

Type	Name	Description
int	mediaCount	

GetTreeItemCount

identifier/code: 150

Arguments

No arguments

Returns

Type	Name	Description
int	treeItemCount	The total number of items

CreateProjectFolder

identifier/code: 83

Arguments

Type	Name	Description
string_wide	folderName	

Returns

No returns

CreateProjectFolderInPath

identifier/code: 122

Arguments

Type	Name	Description
string_wide	folderName	
string_wide	projectPath	A path in the project. leave blank for the root folder. Subfolders are separated by a forward slash, no

		terminating slash is allowed.
--	--	-------------------------------

Returns

No returns

---

CreateProjectFolderInTreeItem

identifier/code: 157

Arguments

Type	Name	Description
string_wide	folderName	
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)

Returns

No returns

---

RemoveFolderFromProject

identifier/code: 123

Arguments

Type	Name	Description
string_wide	projectPath	A path in the project. leave blank for the root folder. Subfolders are separated by a forward slash, no terminating slash is allowed.

Returns

No returns

---

SetDeviceSelection

identifier/code: 86

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when

		looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
selection_mode	selectionMode	

### Returns

No returns

## SetClxControllerFaderMapping

identifier/code: 90

### Arguments

Type	Name	Description
int	faderId	
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1

### Returns

No returns

## SetClxControllerCueMapping

identifier/code: 92

### Arguments

Type	Name	Description
int	cueBtnId	
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	cueId	A unique identifier for a cue.

### Returns

No returns

## CreateCue

identifier/code: 93

### Arguments

--

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	cueId	A unique identifier for a cue.
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan
string_wide	cueName	
int	cueKindId	

### Returns

No returns

## RemoveCueById

identifier/code: 94

### Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	cueId	A unique identifier for a cue.

### Returns

No returns

## RemoveAllCues

identfier/code: 95

### Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1

### Returns

No returns

## CreateLayerGetId

identifier/code: 96

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
bool	isGraphicLayer	

Returns

Type	Name	Description
int	layerId	

RemoveLayer

identifier/code: 97

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	layerId	
bool	isGraphicLayer	

Returns

No returns

SetIsBackup

identifier/code: 102

Arguments

Type	Name	Description
bool	enable	

Returns

No returns

## ApplyView

identifier/code: 103

### Arguments

Type	Name	Description
int	viewId	

### Returns

No returns

---

## SetSpareFromSpread

identifier/code: 104

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
bool	spareFromSpread	

### Returns

No returns

---

## GetParamResource

identifier/code: 105

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
bool	isMedia	

string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)
---------------	---------------	--

### Returns

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_narrow	filePath	A Windows-Styled path to a file. ("C:\coolux\content\sample\video.mpv")
string_narrow	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"

## GetMediaTransportMode

identifier/code: 108

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.

### Returns

Type	Name	Description
transport_mode	transportMode	Playback status of a sequence. Possible values are 1 (Play), 2 (Stop) or 3 (Pause)

## GetIsSiteConnected

identifier/code: 109

### Arguments

Type Name		Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

Returns

Type	Name	Description
bool	isConnected	

MoveLayerUp

identifier/code: 111

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.

Returns

No returns

MoveLayerDown

identifier/code: 112

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.

Returns

No returns



# MoveLayerToFirstPosition

identifier/code: 113

## Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.

## Returns

No returns

---

# MoveLayerToLastPosition

identifier/code: 114

## Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.

## Returns

No returns

---

# SetEnableClxController

identifier/code: 117

## Arguments

Type	Name	Description
clx_hardware	forJogShuttle	The target coolux Hardware
bool	enable	

## Returns

No returns

## GetEnableClxController

identifier/code: 116

### Arguments

Type	Name	Description
clx_hardware	forJogShuttle	The target coolux Hardware

### Returns

Type	Name	Description
bool	isEnabled	

## SetSequenceCueWaitTime

identifier/code: 118

### Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	cueId	A unique identifier for a cue.
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

### Returns

No returns

## SetSequenceCueJumpTargetTime

identifier/code: 119

### Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	cueId	A unique identifier for a cue.
int	hours	The HOURS part of a time or timespan

int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

Returns

No returns

SetCueJumpCount

identifier/code: 120

Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	cueId	A unique identifier for a cue.
int	jumpCount	

Returns

No returns

ResetCueTriggerCount

identifier/code: 121

Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	cueId	A unique identifier for a cue.

Returns

No returns

GetIsContentConsistent

identifier/code: 127

Arguments

Type	Name	Description
		Resources can have a identifier pair (Folder and File ID) for

int	dmxFolderId	external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

Returns

Type	Name	Description
consistency	isContentInconsistent	

GetIsContentConsistentByName

identifier/code: 128

Arguments

Type	Name	Description
string_wide	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"

Returns

Type	Name	Description
consistency	isContentInconsistent	

CreateSequenceGetId

identifier/code: 130

Arguments

No arguments

Returns

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1

RemoveSequence

identifier/code: 131

Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1

Returns

No returns

SendMouseInput

identifier/code: 136

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
int	mouseEventType	
int	screenPosX	
int	screenPosY	
bool	firstPass	

Returns

No returns

SendMouseScroll

identifier/code: 233

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.

int	scrollValue	
-----	-------------	--

Returns

No returns

SendTouchInput

identifier/code: 146

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
int	touchId	
int	touchType	
int	screenPosX	
int	screenPosY	
bool	firstPass	

Returns

No returns

SendKeyboardInput

identifier/code: 137

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	keyboardEventType	
int	keyCode	

Returns

No returns

# SetShowCursorInFullscreen

identifier/code: 138

## Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
bool	showCursor	

## Returns

No returns

---

# SetBrowserURL

identifier/code: 139

## Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_wide	url	LIKE

## Returns

No returns

---

# SetBrowserURLByName

identifier/code: 140

## Arguments

Type	Name	Description
string_wide	browserProjectPath	

string_wide	url	LIKE
-------------	-----	------

Returns

No returns

RefreshBrowserView

identifier/code: 141

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.

Returns

No returns

SetBrowserSize

identifier/code: 142

Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
int	width	
int	height	

Returns

No returns

SetBrowserSizeByName



identifier/code: 138

Arguments

Type		Name	Description
string_wide		browserProjectPath	
int		width	
int		height	

Returns

No returns

---

SetNodeOfSiteIsAudioClockMaster

identifier/code: 145

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
bool	isMaster	

Returns

No returns

---

AddEncryptionKeyGetId

identifier/code: 164

Arguments

Type		Name	Description
string_wide		encryptionKey	

Returns

Type	Name	Description
bool	isKeyAdded	

---

AddEncryptionPolicyGetId

identifier/code: 165

Arguments

Type	Name	Description
string_wide	encryptionPolicy	

Returns

Type	Name	Description
bool	isKeyAdded	

SetRouteInputToLayer

identifier/code: 166

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
bool	enableInputRouting	

Returns

No returns

SetRouteInputToAutomation

identifier/code: 167

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
bool	enableInputAutomation	

Returns

No returns

SetEnableOutputForPicking

identifier/code: 168

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	outputId	
bool	enableInputPicking	

Returns

No returns

SetASIOMasterVolume

identifier/code: 169

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
double	asioVolume	

Returns

No returns

GetThumbnailByPath

identifier/code: 162

Arguments

Type	Name	Description
string_wide	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"

Returns

Type	Name	Description
int	thumbnailWidth	The width of a thumbnail image in pixels. Always comes in pair with [thumbnailHeight]
int	thumbnailHeight	The width of a thumbnail image in pixels. Always comes in pair with [thumbnailWidth]
byte_buffer	thumbnailData	4 Byte/Pixel encoded image data (BGRA). There is no header, only raw data. The width and height can be found in [thumbnailWidth] and [thumbnailHeight]

## GetThumbnailByItemIndex

identifier/code: 163

### Arguments

Type	Name	Description
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)

### Returns

Type	Name	Description
int	thumbnailWidth	The width of a thumbnail image in pixels. Always comes in pair with [thumbnailHeight]
int	thumbnailHeight	The width of a thumbnail image in pixels. Always comes in pair with [thumbnailWidth]
byte_buffer	thumbnailData	4 Byte/Pixel encoded image data (BGRA). There is no header, only raw data. The width and height can be found in [thumbnailWidth] and [thumbnailHeight]

## CreatePlaylist

identifier/code: 176

### Arguments

Type	Name	Description
bool	doSetDmxId	
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

Returns

No returns

CreatePlaylistInPath

identifier/code: 177

Arguments

Type	Name	Description
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.
bool	doSetDmxId	
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

Returns

No returns

CreatePlaylistInItemId

identifier/code: 178

Arguments

Type	Name	Description
int	treeItemIdIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
bool	setdmxFileIds	
int	newDmxFolderId	
int	newdmxFileId	

Returns

No returns

CreatePlaylistInPathFromFolder

identifier/code: 179

Arguments

Type	Name	Description
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.
string_narrow	sourceProjectPath	A path in the project tab containing media
bool	setdmxFileIds	
int	newDmxFolderId	
int	newdmxFileId	

Returns

No returns

CreatePlaylistInTreeItemFromFolder

identifier/code: 180

Arguments

Type	Name	Description
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
int	sourceFolderItemId	
bool	setdmxFileIds	
int	newDmxFolderId	
int	newdmxFileId	

Returns

No returns

PushBackPlaylistEntryByDmxId

identifier/code: 181

Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	
int	resourceDmxFolderId	

int	resourceDmxFileId	
-----	-------------------	--

Returns

No returns

PushBackPlaylistEntryByPath

identifier/code: 182

Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.
string_narrow	resourcePath	A path in the project to a resource.

Returns

No returns

PushBackPlaylistEntryById

identifier/code: 183

Arguments

Type	Name	Description
int	playlistItemId	
int	resourceItemId	

Returns

No returns

InsertPlaylistEntryByDmxId

identifier/code: 184

Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	
int	resourceDmxFolderId	
int	resourceDmxFileId	
int	index	

## Returns

No returns

---

## InsertPlaylistEntryByPath

identifier/code: 185

### Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.
string_narrow	resourcePath	A path in the project to a resource.
int	index	

## Returns

No returns

---

## InsertPlaylistEntryById

identifier/code: 186

### Arguments

Type	Name	Description
int	playlistItemId	
int	resourceItemId	
int	index	

## Returns

No returns

---

## RemovePlaylistEntryByDmxId

identifier/code: 187

### Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	
int	index	

## Returns



No returns

---

## RemovePlaylistEntryByPath

identifier/code: 188

### Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.
int	index	

### Returns

No returns

---

## RemovePlaylistEntryById

identifier/code: 189

### Arguments

Type	Name	Description
int	playlistItemId	
int	index	

### Returns

No returns

---

## GetPlaylistSizeByDmxId

identifier/code: 190

### Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	

### Returns

Type	Name	Description
int	playlistSize	

---

## GetPlaylistSizeByPath

identifier/code: 191

Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.

Returns

Type	Name	Description
int	playlistSize	

GetPlaylistSizeById

identifier/code: 192

Arguments

Type	Name	Description
int	playlistItemId	

Returns

Type	Name	Description
int	playlistSize	

SetPlaylistEntryIndexByDmxId

identifier/code: 199

Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	
int	index	
int	newIndex	

Returns

No returns

SetPlaylistEntryIndexByPath

identifier/code: 200

Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.
int	index	
int	newIndex	

Returns

No returns

SetPlaylistEntryIndexById

identifier/code: 201

Arguments

Type	Name	Description
int	playlistItemId	
int	index	
int	newIndex	

Returns

No returns

SetPlaylistEntryDurationByDmxId

identifier/code: 202

Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	
int	index	
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

Returns

No returns

# SetPlaylistEntryDurationByPath

identifier/code: 203

## Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.
int	index	
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

## Returns

No returns

---

# SetPlaylistEntryDurationById

identifier/code: 204

## Arguments

Type	Name	Description
int	playlistItemId	
int	index	
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

## Returns

No returns

---

# SetPlaylistEntryFadeOutTimeByDmxId

identifier/code: 205

## Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	

int	index	
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

### Returns

No returns

## SetPlaylistEntryFadeOutTimeByPath

identifier/code: 206

### Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.
int	index	
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

### Returns

No returns

## SetPlaylistEntryFadeOutTimeById

identifier/code: 207

### Arguments

Type	Name	Description
int	playlistItemId	
int	index	
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

### Returns

No returns

# SetPlaylistEntryInPointByDmxId

identifier/code: 208

## Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	
int	index	
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

## Returns

No returns

---

# SetPlaylistEntryInPointByPath

identifier/code: 210

## Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.
int	index	
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

## Returns

No returns

---

# SetPlaylistEntryInPointById

identifier/code: 211

## Arguments

Type	Name	Description
int	playlistItemId	

int	index	
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

Returns

No returns

SetPlaylistEntryOutPointByDmxId

identifier/code: 212

Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	
int	index	
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

Returns

No returns

SetPlaylistEntryOutPointByPath

identifier/code: 213

Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.
int	index	
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

Returns

No returns

---

## SetPlaylistEntryOutPointById

identifier/code: 214

### Arguments

Type	Name	Description
int	playlistItemId	
int	index	
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

### Returns

No returns

---

## SetPlaylistEntryTransitionByDmxId

identifier/code: 215

### Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	
int	index	
int	fadeFxId	

### Returns

No returns

---

## SetPlaylistEntryTransitionByPath

identifier/code: 216

### Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.
int	index	
int	fadeFxId	



Returns

No returns

SetPlaylistEntryTransitionById

identifier/code: 217

Arguments

Type	Name	Description
int	playlistItemId	
int	index	
int	fadeFxId	

Returns

No returns

SetPlaylistEntryNoteByDmxId

identifier/code: 218

Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	
int	index	
string_narrow	pNote	

Returns

No returns

SetPlaylistEntryNoteByPath

identifier/code: 219

Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.
int	index	
string_narrow	pNote	

Returns

No returns

SetPlaylistEntryNoteById

identifier/code: 220

Arguments

Type	Name	Description
int	playlistItemId	
int	index	
string_narrow	pNote	

Returns

No returns

RecordLiveInputByDmxId

identifier/code: 222

Arguments

Type	Name	Description
int	folderID	
int	fileID	
string_narrow	pFilename	
string_narrow	encodingPresetName	The name of a encoding preset. A list of possible presets can be found in the Video Recording Tab
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

Returns

No returns

RecordLiveInputStartByDmxId

identifier/code: 223

Arguments

Type	Name	Description
int	folderID	
int	fileID	
string_narrow	pFilename	
string_narrow	encodingPresetName	The name of a encoding preset. A list of possible presets can be found in the Video Recording Tab

### Returns

No returns

## RecordLiveInputStop

identifier/code: 222

### Arguments

No arguments

### Returns

No returns

## RecordLiveInputByName

identifier/code: 225

### Arguments

Type	Name	Description
string_narrow	liveInputResourcePath	A string representing the full path to a live input resource of the project. Live Inputs that reside in the root fodler of the project can be addressed directly like "MyLiveInput". The same resource in a subfolder named "sub" can be referenced by "sub/MyLiveInput"
string_narrow	pFilename	
string_narrow	encodingPresetName	The name of a encoding preset. A list of possible presets can be found in the Video Recording Tab
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan

### Returns

No returns

## RecordLiveInputStartByName

identifier/code: 226

### Arguments

Type	Name	Description
string_narrow	liveInputResourcePath	A string representing the full path to a live input resource of the project. Live Inputs that reside in the root fodler of the project can be addressed directly like "MyLiveInput". The same resource in a subfolder named "sub" can be referenced by "sub/MyLiveInput"
string_narrow	pFilename	
string_narrow	encodingPresetName	The name of a encoding preset. A list of possible presets can be found in the Video Recording Tab

### Returns

No returns

## ExportVideo

identifier/code: 227

### Arguments

Type	Name	Description
string_narrow	pFilename	
string_narrow	encodingPresetName	The name of a encoding preset. A list of possible presets can be found in the Video Recording Tab
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	startHour	The time to start at (hours)
int	startMinute	The time to start at (minutes)
int	startSecond	The time to start at (seconds)
int	startFrame	The time to start at (frames)
int	endHour	The time to end at (hours)
int	endMinute	The time to end at (minutes)
int	endSec	The time to end at (seconds)
int	endFrame	The time to end at (frames)

### Returns

No returns

---

## EncodeFile

identifier/code: 228

### Arguments

Type	Name	Description
string_narrow	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"
string_narrow	encodingPreset	

### Returns

No returns

---

## EncodeFileByDmxId

identifier/code: 230

### Arguments

Type	Name	Description
int	folderID	
int	fileID	
string_narrow	encodingPreset	

### Returns

No returns

---

## EncodeFilePath

identifier/code: 229

### Arguments

Type	Name	Description
string_narrow	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"

string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.
bool	overwriteExisting	
string_narrow	encodingPreset	

### Returns

No returns

## EncodeFile

identifier/code: 231

### Arguments

Type	Name	Description
int	folderID	
int	fileID	
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.
bool	overwriteExisting	
string_narrow	encodingPreset	

### Returns

No returns

## SetCanvasResolutionByDmxId

identifier/code: 239

### Arguments

Type	Name	Description
int	canvasDmxFolderId	
int	canvasDmxFileId	
int	width	
int	height	

### Returns

No returns

## SetCanvasResolutionByPath

identifier/code: 240

Arguments

Type	Name	Description
string_narrow	canvasResourcePath	A path in the project to a canvas.
int	width	
int	height	

Returns

No returns

---

SetCanvasResolutionById

identifier/code: 241

Arguments

Type	Name	Description
int	canvasItemId	
int	width	
int	height	

Returns

No returns

---

ClearCanvasByDmxId

identifier/code: 242

Arguments

Type	Name	Description
int	canvasDmxFolderId	
int	canvasDmxFileId	

Returns

No returns

---

ClearCanvasByPath

identifier/code: 243

Arguments

Type	Name	Description
string_narrow	canvasResourcePath	A path in the project to a canvas.

Returns

No returns

ClearCanvasById

identifier/code: 244

Arguments

Type	Name	Description
int	canvasItemId	

Returns

No returns

ExecuteCanvasCmdByDmxId

identifier/code: 245

Arguments

Type	Name	Description
int	canvasDmxFolderId	
int	canvasDmxFileId	
string_narrow	pCmd	
bool	cmdContainsResourcePath	

Returns

No returns

ExecuteCanvasCmdByPath

identifier/code: 246

Arguments

Type	Name	Description
string_narrow	canvasResourcePath	A path in the project to a canvas.



string_narrow	pCmd	
bool	cmdContainsResourcePath	

### Returns

No returns

## ExecuteCanvasCmdByItemId

identifier/code: 247

### Arguments

Type	Name	Description
int	canvasItemId	
string_narrow	pCmd	
bool	cmdContainsResourcePath	

### Returns

No returns

## GetCanvasDrawCommandsByDmxId

identifier/code: 248

### Arguments

Type	Name	Description
int	canvasDmxFolderId	
int	canvasDmxFileId	

### Returns

Type	Name	Description
string_narrow	commands	

## GetCanvasDrawCommandsByPath

identifier/code: 249

### Arguments

Type	Name	Description
string_narrow	canvasResourcePath	A path in the project to a canvas.

Returns

Type	Name	Description
string_narrow	commands	

GetCanvasDrawCommandsById

identifier/code: 250

Arguments

Type	Name	Description
int	canvasItemId	

Returns

Type	Name	Description
string_narrow	commands	

GetMediaWidthByDmxId

identifier/code: 251

Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

Returns

Type	Name	Description
int	width	

GetMediaWidthByPath

identifier/code: 252

Arguments

Type	Name	Description
string_narrow	folderPathToProject	A Windows-Styled path to a folder. ("C:\coolux\content\projects\myproject")

### Returns

Type	Name	Description
int	width	

## GetMediaWidthById

identifier/code: 253

### Arguments

Type	Name	Description
int	itemId	

### Returns

Type	Name	Description
int	width	

## GetMediaHeightByDmxId

identifier/code: 254

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

### Returns

Type	Name	Description
int	height	

## GetMediaHeightByPath

identifier/code: 255

Arguments

Type	Name	Description
string_narrow	folderPathToProject	A Windows-Styled path to a folder. ("C:\coolux\content\projects\myproject")

Returns

Type	Name	Description
int	height	

GetMediaHeightById

identifier/code: 256

Arguments

Type	Name	Description
int	itemId	

Returns

Type	Name	Description
int	height	

GetProjectPathOnDisc

identifier/code: 257

Arguments

No arguments

Returns

Type	Name	Description
string_narrow	commands	

SaveProjectAs

identifier/code: 258

Arguments

Type	Name	Description
------	------	-------------

string_narrow	folderPathToProject	A Windows-Styled path to a folder. ("C:\coolux\content\projects\myproject")
string_narrow	projectXmlFileName	The name of the XML file of the project. ("myproject.xml")

### Returns

No returns

## SaveProjectCopy

identifier/code: 259

### Arguments

Type	Name	Description
string_narrow	folderPathToProject	A Windows-Styled path to a folder. ("C:\coolux\content\projects\myproject")
string_narrow	projectXmlFileName	The name of the XML file of the project. ("myproject.xml")

### Returns

No returns

## BundleProject

identifier/code: 260

### Arguments

Type	Name	Description
string_narrow	bundlePath	
string_narrow	bundleName	

### Returns

No returns

## SetResourceNameByPath

identifier/code: 261

### Arguments

Type	Name	Description
		A string representing the full path to a resource

string_narrow	resourcePath	of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"
string_narrow	newResourceName	

### Returns

No returns

## SetResourceNameByItemIndex

identifier/code: 263

### Arguments

Type	Name	Description
int	treeItemIdIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
string_narrow	newResourceName	

### Returns

No returns

## SetResourceNameByDmxId

identifier/code: 262

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFolderId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_narrow	newResourceName	

### Returns

No returns

---

## SendCanvasCmdsToStackByDmxId

identifier/code: 265

### Arguments

Type	Name	Description
int	canvasDmxFolderId	
int	canvasDmxFileId	
bool	doAddToStack	

### Returns

No returns

---

## SetAddCanvasCmdsToStackByPath

identifier/code: 266

### Arguments

Type	Name	Description
string_narrow	canvasResourcePath	A path in the project to a canvas.
bool	doAddToStack	

### Returns

No returns

---

## SetAddCanvasCmdsToStackByItemId

identifier/code: 267

### Arguments

Type	Name	Description
int	canvasItemId	
bool	doAddToStack	

### Returns

No returns

---

## ClearEmptyPlaylistEntriesByDmxId

identifier/code: 268

Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	

Returns

No returns

---

ClearEmptyPlaylistEntriesByPath

identifier/code: 269

Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.

Returns

No returns

---

ClearEmptyPlaylistEntriesById

identifier/code: 270

Arguments

Type	Name	Description
int	playlistItemId	

Returns

No returns

---

ClearAllPlaylistEntriesByDmxId

identifier/code: 271

Arguments

Type	Name	Description
int	playlistDmxFolderId	
int	playlistdmxFileId	



Returns

No returns

ClearAllPlaylistEntriesByPath

identifier/code: 272

Arguments

Type	Name	Description
string_narrow	playlistPath	A path in the project to a playlist.

Returns

No returns

ClearAllPlaylistEntriesByItemIndex

identifier/code: 273

Arguments

Type	Name	Description
int	playlistItemId	

Returns

No returns

SetSublayerParamOfKindDouble

identifier/code: 274

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
int	sublayerId	
param_kind	parameterKindId	A numeric representation for a parameter. This is faster than using the text based identifier.

double	parameterValue	A numeric value to a corresponding parameter.
bool	doSilent	doSilent (when set) prevents the activation of a parameter. It will stay inactive and won't be treated as an active value.
bool	doDirect	doDirect (when set) sets the value without using the default value smoothing

### Returns

No returns

## HandleSublayer

identifier/code: 275

### Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
int	action	
int	data	

### Returns

No returns

## SetCueName

identifier/code: 276

### Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	cueId	A unique identifier for a cue.
string_narrow	cueName	

### Returns

No returns

# GetCueName

identifier/code: 277

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	cueId	A unique identifier for a cue.

## Returns

Type	Name	Description
string_narrow	cueName	

---

# StoreActiveSite

identifier/code: 278

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

## Returns

No returns

---

# StoreActiveDevice

identifier/code: 279

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
-----	----------	---

Returns

No returns

StoreActiveParam

identifier/code: 280

Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)

Returns

No returns

AssignDevice

identifier/code: 282

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
int	sourceDeviceId	
string_narrow	parameterName	The parameterName is a string that identifies a

		property of a device. (ASCII only)
--	--	------------------------------------

Returns

No returns

AssignResourceToParam

identifier/code: 283

Arguments

Type	Name	Description
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	deviceId	The deviceId is a per-site unique number that identifies a kind of layer, camera, output or a dmx-device.
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
bool	forMesh	When forMesh it set, the command executes it's action for the MESH parameter of the given device. When set to false it is executed on the MEDIA parameter.
string_narrow	parameterName	The parameterName is a string that identifies a property of a device. (ASCII only)

Returns

No returns

AddImageSequence

identifier/code: 284

Arguments

--

Type	Name	Description
string_narrow	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
int	fps	The frames per second to be used.

### Returns

No returns

## AddImageSequenceToFolder

identifier/code: 285

### Arguments

Type	Name	Description
string_narrow	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
int	fps	The frames per second to be used.
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.

Returns

No returns

AddImageSequenceToTreeItem

identifier/code: 286

Arguments

Type	Name	Description
string_narrow	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
int	fps	The frames per second to be used.
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)

Returns

No returns

AddImageSequenceFromLocalNode

identifier/code: 287

Arguments

Type	Name	Description
string_narrow	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")
int	fps	The frames per second to be used.

Returns

No returns

AddImageSequenceFromLocalNodeId

identifier/code: 288

Arguments

Type	Name	Description
string_narrow	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")
int	fps	The frames per second to be used.
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

Returns

No returns

AddImageSequenceFromLocalNodeToFolder

identifier/code: 289

Arguments

Type	Name	Description
string_narrow	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")
int	fps	The frames per second to be used.
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.

Returns

No returns

AddImageSequenceFromLocalNodeToFolderId



identifier/code: 290

Arguments

Type	Name	Description
string_narrow	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")
int	fps	The frames per second to be used.
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.

Returns

No returns

AddImageSequenceFromLocalNodeToTreeItem

identifier/code: 291

Arguments

Type	Name	Description
string_narrow	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")
int	fps	The frames per second to be used.
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)

Returns

No returns

AddImageSequenceFromLocalNodeToTreeItemId

identifier/code: 292

Arguments

Type	Name	Description
string_narrow	folderPath	A Windows-Styled path to a folder. ("C:\coolux\content\sample_folder")
int	fps	The frames per second to be used.
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)

### Returns

No returns

## SetTextFormatted

identifier/code: 293

### Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_narrow	text	
bool	isFormatted	True: This text contains formatting that should be applied to the text asset. False: Set the raw text only.

### Returns

No returns

# SetTextFormattedWide

identifier/code: 294

## Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_wide	text	
bool	isFormatted	True: This text contains formatting that should be applied to the text asset. False: Set the raw text only.

## Returns

No returns

---

# GetCurrentTimeCueInfo

identifier/code: 295

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1

## Returns

Type	Name	Description
int	hours	The HOURS part of a time or timespan
int	minutes	The MINUTES part of a time or timespan
int	seconds	The SECONDS part of a time or timespan
int	frames	The FRAMES part of a time or timespan
int	previousCueId	
string_narrow	previousCueName	
int	hoursPreviousCue	
int	minutesPreviousCue	
int	secondsPreviousCue	

int	framesPreviousCue	
int	previousCueMode	
int	nextCueId	
string_narrow	nextCueName	
int	hoursNextCue	
int	minutesNextCue	
int	secondsNextCue	
int	framesNextCue	
int	nextCueMode	

---

## GetContentIsConsistentByTreeItem

identifier/code: 296

### Arguments

Type	Name	Description
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)

### Returns

No returns

---

## SpreadToSite

identifier/code: 297

### Arguments

Type	Name	Description
string_narrow	resourcePath	A string representing the full path to a resource of the project. Resources in the root folder can be addressed directly like "resource.mpv". The same resource in a subfolder named "sub" can be referenced by "sub/resource.mpv"
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

### Returns

No returns

# SetGroupSelection

identifier/code: 298

## Arguments

Type	Name	Description
int	groupIndex	A index pointing to a group
selection_mode	selectionMode	

## Returns

No returns

---

# SetSequenceSelection

identifier/code: 299

## Arguments

Type	Name	Description
int	sequenceId	The unique identifier for a sequence. The first/default sequence is 1

## Returns

No returns

---

# CreatePlaylistWithName

identifier/code: 300

## Arguments

Type	Name	Description
bool	doSetDmxId	
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.

string_narrow	newResourceName	
---------------	-----------------	--

### Returns

No returns

## CreatePlaylistInPathWithName

identifier/code: 301

### Arguments

Type	Name	Description
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.
bool	doSetDmxId	
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmx-folder. The Widget Designer also takes advantage of this kind of addressing of resources.
string_narrow	newResourceName	

### Returns

No returns

## CreatePlaylistInItemIdWithName

identifier/code: 302

### Arguments

Type	Name	Description
int	treeItemIdIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
bool	setdmxFileIds	
int	newDmxFolderId	
int	newdmxFileId	

string_narrow	newResourceName	
---------------	-----------------	--

Returns

No returns

CreatePlaylistInPathFromFolderWithName

identifier/code: 303

Arguments

Type	Name	Description
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.
string_narrow	sourceProjectPath	A path in the project tab containing media
bool	setdmxFileIds	
int	newDmxFolderId	
int	newdmxFileId	
string_narrow	newResourceName	

Returns

No returns

CreatePlaylistInTreeItemFromFolderWithName

identifier/code: 304

Arguments

Type	Name	Description
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
int	sourceFolderItemId	
bool	setdmxFileIds	
int	newDmxFolderId	
int	newdmxFileId	
string_narrow	newResourceName	

Returns

No returns

# SetWatchedFolderProperty

identifier/code: 305

## Arguments

Type	Name	Description
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.
watch_folder_property	watchFolderProperty	A trait of a watchfolder.
bool	enable	

## Returns

No returns

---

# SetWatchedFolderPropertyById

identifier/code: 306

## Arguments

Type	Name	Description
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
watch_folder_property	watchFolderProperty	A trait of a watchfolder.
bool	enable	

## Returns

No returns

---

# SetFolderSpreadToSite

identifier/code: 307

## Arguments

Type	Name	Description
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.
		The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created



int	siteId	without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
bool	enable	

Returns

No returns

SetFolderSpreadToSiteByItemId

identifier/code: 308

Arguments

Type	Name	Description
int	treeItemId	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
bool	enable	

Returns

No returns

ClearStreamingText

identifier/code: 309

Arguments

Type	Name	Description
int	dmxFolderId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FOLDER part. The Widget Designer also takes advantage of this kind of addressing of resources.
int	dmxFileId	Resources can have a identifier pair (Folder and File ID) for external control like DMX,Art-net and alike. This is the FILE part. The dmxFileId identifier is unique in each dmxfolder. The Widget Designer also takes advantage of this kind of addressing of resources.
bool	pendingOnly	

Returns

No returns

## GetWatchedFolderProperty

identifier/code: 310

### Arguments

Type	Name	Description
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.
watch_folder_property	watchFolderProperty	A trait of a watchfolder.

### Returns

Type	Name	Description
bool	isEnabled	

## GetWatchedFolderPropertyById

identifier/code: 311

### Arguments

Type	Name	Description
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
watch_folder_property	watchFolderProperty	A trait of a watchfolder.

### Returns

Type	Name	Description
bool	isEnabled	

## GetFolderSpreadToSite

identifier/code: 312

### Arguments

Type	Name	Description
string_narrow	projectPath	A path in the project tab. ("somefolder/otherfolder") Leave empty for root directory.

int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab
-----	--------	---

### Returns

Type	Name	Description
bool	isEnabled	

## GetFolderSpreadToSiteByItemId

identifier/code: 313

### Arguments

Type	Name	Description
int	treeItemIndex	TreeItemIDs are counted from top to bottom in the project tree. Nesting has no influence on counting order. The first item is 0 (always the project root folder)
int	siteId	The siteId is a unique number that identifies a manager, player or server in a project. Sites can also be created without assigning them to a specific physical machine. The site id can be found when looking at the Master in the Devices Tab

### Returns

Type	Name	Description
bool	isEnabled	

## Enumeration Listing

### int param\_kind

- none = 0
- opacity = 1
- mesh = 2
- media = 3
- opacity = 1
- mesh = 2
- media = 3
- inpoint = 4
- outpoint = 5
- transport = 6
- x\_pos = 8
- y\_pos = 9
- z\_pos = 10
- x\_angle = 11

- y\_angle = 12
- z\_angle = 13
- x\_scale = 14
- y\_scale = 15
- z\_scale = 16
- x\_axis = 25
- y\_axis = 26
- z\_axis = 27
- x\_offset = 29
- y\_offset = 30
- ksl = 32
- kslr = 33
- ksr = 34
- ksrr = 35
- kst = 36
- kstr = 37
- ksb = 38
- ksbr = 39
- lin\_x = 40
- lin\_y = 41
- sel = 42
- selc = 43
- ser = 44
- serc = 45
- set = 46
- setc = 47
- seb = 48
- sebc = 49
- volume = 50
- x = 51
- z = 52
- room\_size = 53
- ambience = 54
- diffusion = 55
- blend\_mode = 56
- fx\_hue = 57
- fx\_saturation = 58
- fx\_brightness = 59
- multi\_fx\_list = 60
- video\_speed = 61
- audio\_pan = 62
- rot\_pivot\_x\_pos = 63
- rot\_pivot\_y\_pos = 64
- rot\_pivot\_z\_pos = 65
- scale\_pivot\_x\_pos = 66
- scale\_pivot\_y\_pos = 67
- scale\_pivot\_z\_pos = 68
- x\_rot\_speed = 69
- y\_rot\_speed = 70
- z\_rot\_speed = 71
- cam\_target\_x\_pos = 72
- cam\_target\_y\_pos = 73
- cam\_target\_z\_pos = 74
- cam\_fov = 75

- cam\_near\_plane = 76
- cam\_far\_plane = 77
- cam\_aspect = 78
- cam\_z\_roll = 79
- cam\_post\_bypass = 80
- cam\_proj\_mode = 81
- particle\_gravity = 82
- particle\_spawn\_rate = 83
- particle\_speed = 84
- particle\_time\_to\_live = 85
- particle\_wind = 86
- particle\_wind\_pos\_x = 87
- particle\_wind\_pos\_y = 88
- particle\_wind\_pos\_z = 89
- particle\_wind\_rot\_x = 90
- particle\_wind\_rot\_y = 91
- particle\_wind\_rot\_z = 92
- particle\_emitter\_type = 93
- particle\_emitter\_radius = 94
- particle\_emitter\_radius\_option = 95
- particle\_mass = 96
- particle\_emission\_angle = 97
- particle\_alignment = 98
- particle\_drag = 99
- particle\_emission\_range = 100
- cam\_state = 101
- audio\_volume = 102
- particle\_color = 103
- particle\_opacity = 104
- selm = 105
- selmw = 106
- serm = 107
- sermw = 108
- setm = 109
- setmw = 110
- sebm = 111
- sebmw = 112
- particle\_x\_scale = 113
- particle\_y\_scale = 114
- particle\_z\_scale = 115
- ps\_opacity = 116
- particle\_rotation\_x = 117
- particle\_rotation\_y = 118
- particle\_rotation\_z = 119
- x\_rot\_mode = 120
- y\_rot\_mode = 121
- z\_rot\_mode = 122
- light\_x\_pos = 123
- light\_y\_pos = 124
- light\_z\_pos = 125
- light\_target\_x\_pos = 126
- light\_target\_y\_pos = 127
- light\_target\_z\_pos = 128
- light\_angle = 129

- light\_media = 130
- light\_intensity = 131
- light\_color\_red = 132
- light\_color\_green = 133
- light\_color\_blue = 134
- light\_aspect = 135
- light\_z\_roll = 136
- light\_tolerance = 137
- shadow\_softness = 138
- widget\_value1 = 140
- widget\_value2 = 141
- widget\_value3 = 142
- widget\_value4 = 143
- widget\_value5 = 144
- widget\_value6 = 145
- widget\_value7 = 146
- widget\_value8 = 147
- widget\_value9 = 148
- widget\_value10 = 149
- widget\_value11 = 150
- widget\_value12 = 151
- matrix\_mix = 152
- matrix\_texture = 153
- matrix\_patch = 154
- pointer\_loop\_in\_point = 155
- pointer\_out\_delay = 156
- pointer\_offset\_x = 157
- pointer\_offset\_y = 158
- rt\_clear\_color\_red = 159
- rt\_clear\_color\_green = 160
- rt\_clear\_color\_blue = 161
- rt\_clear\_color\_alpha = 162
- gen\_persp\_target\_pt1\_x = 163
- gen\_persp\_target\_pt1\_y = 164
- gen\_persp\_target\_pt1\_z = 165
- gen\_persp\_target\_pt2\_x = 166
- gen\_persp\_target\_pt2\_y = 167
- gen\_persp\_target\_pt2\_z = 168
- gen\_persp\_target\_pt3\_x = 169
- gen\_persp\_target\_pt3\_y = 170
- gen\_persp\_target\_pt3\_z = 171
- engine\_global\_param = 172
- browser\_url = 173
- camera\_pre = 174
- light\_proj\_mode = 175
- default\_mesh\_shading\_wire\_red = 176
- default\_mesh\_shading\_wire\_green = 177
- default\_mesh\_shading\_wire\_blue = 178
- default\_mesh\_shading\_wire\_alpha = 179
- default\_mesh\_shading\_fill\_red = 180
- default\_mesh\_shading\_fill\_green = 181
- default\_mesh\_shading\_fill\_blue = 182
- default\_mesh\_shading\_fill\_alpha = 183
- default\_mesh\_shading\_wire\_width = 184

- default\_mesh\_shading\_ambient = 185
- default\_mesh\_shading\_diffuse = 186
- default\_mesh\_shading\_specular = 187
- default\_mesh\_shading\_shininess = 188
- default\_mesh\_shading\_wire\_brightness\_factor = 189
- inpoint = 4
- outpoint = 5
- transport = 6
- x\_pos = 8
- y\_pos = 9
- z\_pos = 10
- x\_angle = 11
- y\_angle = 12
- z\_angle = 13
- x\_scale = 14
- y\_scale = 15
- z\_scale = 16
- x\_axis = 25
- y\_axis = 26
- z\_axis = 27
- x\_offset = 29
- y\_offset = 30
- ksl = 32
- kslr = 33
- ksr = 34
- ksrr = 35
- kst = 36
- kstr = 37
- ksb = 38
- ksbr = 39
- lin\_x = 40
- lin\_y = 41
- sel = 42
- selc = 43
- ser = 44
- serc = 45
- set = 46
- setc = 47
- seb = 48
- sebc = 49
- volume = 50
- x = 51
- z = 52
- room\_size = 53
- ambience = 54
- diffusion = 55
- blend\_mode = 56
- fx\_hue = 57
- fx\_saturation = 58
- fx\_brightness = 59
- multi\_fx\_list = 60
- video\_speed = 61
- audio\_pan = 62
- rot\_pivot\_x\_pos = 63

- rot\_pivot\_y\_pos = 64
- rot\_pivot\_z\_pos = 65
- scale\_pivot\_x\_pos = 66
- scale\_pivot\_y\_pos = 67
- scale\_pivot\_z\_pos = 68
- x\_rot\_speed = 69
- y\_rot\_speed = 70
- z\_rot\_speed = 71
- cam\_target\_x\_pos = 72
- cam\_target\_y\_pos = 73
- cam\_target\_z\_pos = 74
- cam\_fov = 75
- cam\_near\_plane = 76
- cam\_far\_plane = 77
- cam\_aspect = 78
- cam\_z\_roll = 79
- cam\_post\_bypass = 80
- cam\_proj\_mode = 81
- particle\_gravity = 82
- particle\_spawn\_rate = 83
- particle\_speed = 84
- particle\_time\_to\_live = 85
- particle\_wind = 86
- particle\_wind\_pos\_x = 87
- particle\_wind\_pos\_y = 88
- particle\_wind\_pos\_z = 89
- particle\_wind\_rot\_x = 90
- particle\_wind\_rot\_y = 91
- particle\_wind\_rot\_z = 92
- particle\_emitter\_type = 93
- particle\_emitter\_radius = 94
- particle\_emitter\_radius\_option = 95
- particle\_mass = 96
- particle\_emission\_angle = 97
- particle\_alignment = 98
- particle\_drag = 99
- particle\_emission\_range = 100
- cam\_state = 101
- audio\_volume = 102
- particle\_color = 103
- particle\_opacity = 104
- selm = 105
- selmw = 106
- serm = 107
- sermw = 108
- setm = 109
- setmw = 110
- sebm = 111
- sebmw = 112
- particle\_x\_scale = 113
- particle\_y\_scale = 114
- particle\_z\_scale = 115
- ps\_opacity = 116
- particle\_rotation\_x = 117



- particle\_rotation\_y = 118
- particle\_rotation\_z = 119
- x\_rot\_mode = 120
- y\_rot\_mode = 121
- z\_rot\_mode = 122
- light\_x\_pos = 123
- light\_y\_pos = 124
- light\_z\_pos = 125
- light\_target\_x\_pos = 126
- light\_target\_y\_pos = 127
- light\_target\_z\_pos = 128
- light\_angle = 129
- light\_media = 130
- light\_intensity = 131
- light\_color\_red = 132
- light\_color\_green = 133
- light\_color\_blue = 134
- light\_aspect = 135
- light\_z\_roll = 136
- light\_tolerance = 137
- shadow\_softness = 138
- widget\_value1 = 140
- widget\_value2 = 141
- widget\_value3 = 142
- widget\_value4 = 143
- widget\_value5 = 144
- widget\_value6 = 145
- widget\_value7 = 146
- widget\_value8 = 147
- widget\_value9 = 148
- widget\_value10 = 149
- widget\_value11 = 150
- widget\_value12 = 151
- matrix\_mix = 152
- matrix\_texture = 153
- matrix\_patch = 154
- pointer\_loop\_in\_point = 155
- pointer\_out\_delay = 156
- pointer\_offset\_x = 157
- pointer\_offset\_y = 158
- rt\_clear\_color\_red = 159
- rt\_clear\_color\_green = 160
- rt\_clear\_color\_blue = 161
- rt\_clear\_color\_alpha = 162
- gen\_persp\_target\_pt1\_x = 163
- gen\_persp\_target\_pt1\_y = 164
- gen\_persp\_target\_pt1\_z = 165
- gen\_persp\_target\_pt2\_x = 166
- gen\_persp\_target\_pt2\_y = 167
- gen\_persp\_target\_pt2\_z = 168
- gen\_persp\_target\_pt3\_x = 169
- gen\_persp\_target\_pt3\_y = 170
- gen\_persp\_target\_pt3\_z = 171
- engine\_global\_param = 172

- browser\_url = 173
  - camera\_pre = 174
  - light\_proj\_mode = 175
  - default\_mesh\_shading\_wire\_red = 176
  - default\_mesh\_shading\_wire\_green = 177
  - default\_mesh\_shading\_wire\_blue = 178
  - default\_mesh\_shading\_wire\_alpha = 179
  - default\_mesh\_shading\_fill\_red = 180
  - default\_mesh\_shading\_fill\_green = 181
  - default\_mesh\_shading\_fill\_blue = 182
  - default\_mesh\_shading\_fill\_alpha = 183
  - default\_mesh\_shading\_wire\_width = 184
  - default\_mesh\_shading\_ambient = 185
  - default\_mesh\_shading\_diffuse = 186
  - default\_mesh\_shading\_specular = 187
  - default\_mesh\_shading shininess = 188
  - default\_mesh\_shading\_wire\_brightness\_factor = 189
- 

## **byte media\_or\_mesh**

---

## **byte clx\_hardware**

- fader\_extension = 0
  - jog\_shuttle = 1
- 

## **int consistency**

- inconsistent = 1
  - consistent = 0
- 

## **int selection\_mode**

- set\_selection = 0
  - add\_selection = 1
  - unselect = 2
  - unselect\_all = 3
- 

## **int watch\_folder\_property**

- include\_subdirectories = 1
  - delete\_in\_project = 2
  - delete\_in\_clients = 3
- 

## **int transport\_mode**

- play = 1
- pause = 3
- stop = 2

# int sequence\_smpte\_mode

- none = 0
- send = 1
- receive = 2

---

# int sequence\_smpte\_stop\_mode

- none = 0
- stop = 1
- pause = 2
- continue = 3