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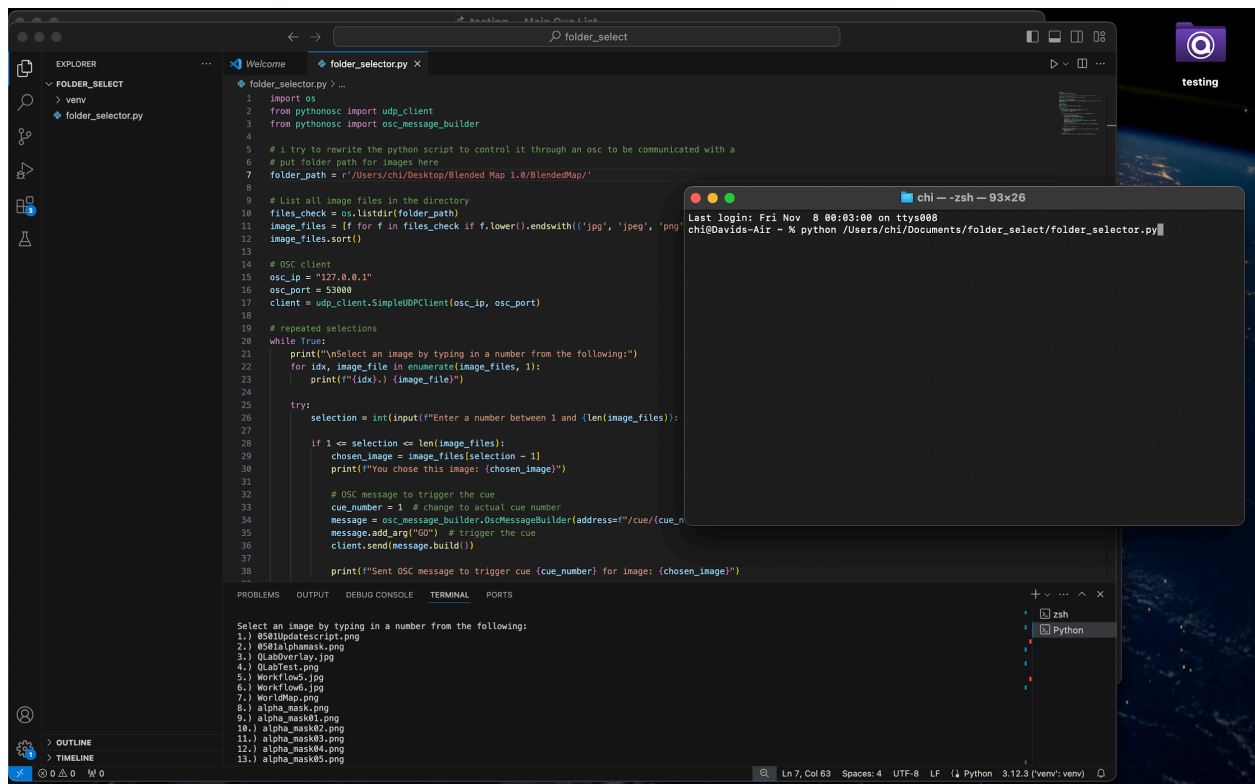
Non-Linear Narrative

December 5th, 2024

## Basic Media Controls in QLab

This Python script allows users to select an image from a specified folder while sending an OSC (Open Sound Control) message to trigger an event, such as a “cue”, based on the selected image. The selected image will show that it has been selected from the number “cue”.

### Images:



```
1 import os
2 from pythonosc import udp_client
3 from pythonosc import osc_message_builder
4
5 # I try to rewrite the python script to control it through an osc to be communicated with a
6 # put folder path for images here
7 folder_path = r"/Users/chi/Desktop/Blended Map 1.0/BlendedMap/"
8
9 # List all image files in the directory
10 files_check = os.listdir(folder_path)
11 image_files = [f for f in files_check if f.lower().endswith(('.jpg', '.jpeg', '.png'))]
12 image_files.sort()
13
14 # OSC client
15 osc_ip = "127.0.0.1"
16 osc_port = 53000
17 client = udp_client.SimpleUDPClient(osc_ip, osc_port)
18
19 # repeated selections
20 while True:
21     print("\nSelect an image by typing in a number from the following:")
22     for idx, image_file in enumerate(image_files, 1):
23         print(f"{idx}. {image_file}")
24
25     try:
26         selection = int(input("Enter a number between 1 and {len(image_files)}: "))
27
28         if 1 <= selection <= len(image_files):
29             chosen_image = image_files[selection - 1]
30             print(f"You chose this image: {chosen_image}")
31
32             # OSC message to trigger the cue
33             cue_number = 1 # change to actual cue number
34             message = osc_message_builder.OscMessageBuilder(address=f"/cue/{cue_number}")
35             message.add_arg("GO!") # trigger the cue
36             client.send(message.build())
37
38             print(f"Sent OSC message to trigger cue {cue_number} for image: {chosen_image}")
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

Select an image by typing in a number from the following:

- 1.) 8581Updatescript.png
- 2.) 8581alphamask.png
- 3.) QLabOverlay.jpg
- 4.) QLabTest.png
- 5.) Workflow5.jpg
- 6.) Workflow6.jpg
- 7.) WorldMap.png
- 8.) alpha\_mask.png
- 9.) alpha\_mask01.png
- 10.) alpha\_mask02.png
- 11.) alpha\_mask03.png
- 12.) alpha\_mask04.png
- 13.) alpha\_mask05.png

Ln 7, Col 63 Spaces: 4 UTF-8 LF Python 3.12.3 (venv: venv)

The screenshot shows the VS Code editor with the file explorer on the left displaying a folder named 'FOLDER\_SELECT' containing a subfolder 'venv' and a file 'folder\_selector.py'. The main editor window shows the 'folder\_selector.py' script. The script imports 'os', 'pythonosc.udp\_client', and 'pythonosc.osc\_message\_builder'. It defines a folder path, lists image files in the directory, and sets up an OSC client. A while loop prompts the user to select an image by number. The terminal output shows the list of image files and the user's selection of image 1, which triggers an OSC message.

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2 from pythonosc import udp_client
3 from pythonosc import osc_message_builder
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5 # i try to rewrite the python script to control it through an osc to be communicated with a
6 # put folder path for images here
7 folder_path = r'/Users/chl/Desktop/Blended Map 1.0/BlendedMap/'
8
9 # List all image files in the directory
10 files_check = os.listdir(folder_path)
11 image_files = [f for f in files_check if f.lower().endswith(('jpg', 'jpeg', 'png', 'gif', 'bmp'))]
12 image_files.sort()
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28         if 1 <= selection <= len(image_files):
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30             print(f"You chose this image: {chosen_image}")
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32             # OSC message to trigger the cue
33             cue_number = 1 # change to actual cue number
34             message = osc_message_builder.OscMessageBuilder(address=f"/cue/{cue_number}")
35             message.add_arg("GO") # trigger the cue
36             client.send(message.build())
37
38             print(f"Sent OSC message to trigger cue {cue_number} for image: {chosen_image}")
39
40     except:
41         print("Invalid input")
42
43     # user to select another image
44     continue_selection = input("Would you like to select another image? (y/n): ").lower()
45     if continue_selection != 'y':
46         print("Thank you!")
47         break
48
49 except Exception as e:
50     print(f"Error: Please enter a valid number from 1 to {len(image_files)}. (e)")
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

38.) layer02.png  
39.) layer03.png  
40.) layer04.png  
41.) layer05.png  
42.) layer06.png  
43.) screenshotofAlphaMask.png  
44.) workFlow1.jpg  
45.) workFlow2.jpg  
46.) workFlow3.jpg  
Enter a number between 1 and 46: 2  
You chose this image: 0501alphamask.png  
Sent OSC message to trigger cue 1 for image: 0501alphamask.png  
Would you like to select another image? (y/n): n  
Thank you!

(venv) chl@Davids-Air folder\_select %

This screenshot shows the same VS Code editor with the 'folder\_selector.py' script, but with additional error handling and a loop to allow multiple selections. The script now includes an 'except' block for invalid input and a loop that continues until the user chooses not to select another image.

```
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3 from pythonosc import osc_message_builder
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6 # put folder path for images here
7 folder_path = r'/Users/chl/Desktop/Blended Map 1.0/BlendedMap/'
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34             message = osc_message_builder.OscMessageBuilder(address=f"/cue/{cue_number}")
35             message.add_arg("GO") # trigger the cue
36             client.send(message.build())
37
38             print(f"Sent OSC message to trigger cue {cue_number} for image: {chosen_image}")
39
40     except:
41         print("This is an invalid input.")
42
43     # user to select another image
44     continue_selection = input("Would you like to select another image? (y/n): ").lower()
45     if continue_selection != 'y':
46         print("Thank you!")
47         break
48
49 except Exception as e:
50     print(f"Error: Please enter a valid number from 1 to {len(image_files)}. (e)")
```

### **Key Components:**

- Image File Path Folder: The script lists all image files (JPG, JPEG, PNG, GIF, BMP) from a specified folder (folder\_path).
- OSC Communication: The script uses the python-osc library to send OSC messages by getting a specified IP and port based on the QLab setup.
- User Interaction: The script prompts the user to choose an image by entering a number “cue” which corresponds to the list of images in the folder. Each image has an assigned number attached to them to be called back.
- OSC Trigger: Upon selecting an image, the OSC message is sent to a specific address to trigger an event (event = cue).

### **Description:**

- Directory Listing: The folder path (folder\_path) is set to a specific directory on the local system. All image files within the folder are listed, and only files with supported image extensions (jpg, jpeg, png, gif, bmp) are considered.
- User Image Selection: The user is shown a list of images; with numbers assigned to each of them. The user enters a number that corresponds to their choice of image.
- OSC Message: Once an image is selected, an OSC message is sent to trigger an event (e.g., a cue) with a predefined cue number (default is 1).

Repetition & Exit: After triggering the cue. The user is given a choice to either select another image or exit the program. This process repeats itself until the user opts to exit by entering 'n'.

### **Error Handling:**

- If the user enters an invalid number (outside the list range), the script catches the error and prompts for a valid selection. Any other exceptions are caught and displayed as an error message.

### **Dependencies:**

- python-osc: Library for OSC communication.
- os: For directory operations (Folder path).

### **Instructions to Run:**

- Set the path to your image folder in folder\_path.
- The OSC message is sent to the specified IP and port (osc\_ip, osc\_port).
- Run the script, and choose an image until you exit the program. Enjoy!

