

EOS OSC Support

Supported OSC Input:

All OSC commands must begin with either `"/eos/..."` or `"/eos/user/<number>/..."`. By default, the OSC user is the same as the current console user. The OSC user can be set explicitly via OSC commands that contain a user method. Once set, the OSC user remains as specified until it is explicitly changed again.

Ex:

OSC Method
<code>/eos/chan/<channel number></code>
<code>/eos/user/<number>/chan/<channel number></code>

Supported Commands (all of which also support the `"/eos/user/x/..."` variant)

OSC Method	Arguments	Examples/Comments	Min Eos Version
Absolute Levels			
<code>/eos/at</code>	number for the level	<code>/eos/at=75</code> (useful for mapping to an OSC slider)	
<code>/eos/at/out</code>	number for the button edge 1.0=down, 0.0=up (optional)	<code>/eos/at/out</code>	
<code>/eos/at/home</code>	number for the button edge 1.0=down, 0.0=up (optional)	<code>/eos/at/home</code>	
<code>/eos/at/remdim</code>	number for the button edge 1.0=down, 0.0=up (optional)	<code>/eos/at/remdim</code>	
<code>/eos/at/level</code>	number for the button edge 1.0=down, 0.0=up (optional)	<code>/eos/at/level</code>	
<code>/eos/at/full</code>	number for the button edge 1.0=down, 0.0=up (optional)	<code>/eos/at/full</code>	
<code>/eos/at/min</code>	number for the button edge 1.0=down, 0.0=up (optional)	<code>/eos/at/min</code>	

/eos/at/max	number for the button edge 1.0=down, 0.0=up (optional)	/eos/at/max	
/eos/at/+%	number for the button edge 1.0=down, 0.0=up (optional)	/eos/at/+%	
/eos/at/-%	number for the button edge 1.0=down, 0.0=up (optional)	/eos/at/-%	
/eos/at/dmx	number for the DMX level	/eos/at/dmx/128 (useful for mapping to an OSC slider)	
/eos/param/<parameter>	number for the level	/eos/param/pan=270 (useful for mapping to an OSC slider)	
/eos/param/<parameter>/out	number for the button edge 1.0=down, 0.0=up (optional)	/eos/param/pan/out	
/eos/param/<parameter>/home	number for the button edge 1.0=down, 0.0=up (optional)	/eos/param/pan/home	
/eos/param/<parameter>/level	number for the button edge 1.0=down, 0.0=up (optional)	/eos/param/pan/level	
/eos/param/<parameter>/full	number for the button edge 1.0=down, 0.0=up (optional)	/eos/param/pan/full	
/eos/param/<parameter>/min	number for the button edge 1.0=down, 0.0=up (optional)	/eos/param/pan/min	
/eos/param/<parameter>/max	number for the button edge 1.0=down, 0.0=up (optional)	/eos/param/pan/max	
/eos/param/<parameter>/+%	number for the button edge 1.0=down, 0.0=up (optional)	/eos/param/pan/+%	

/eos/param/<parameter>/-%	number for the button edge 1.0=down, 0.0=up (optional)	/eos/param/pan/-%	
Variations			
/eos/param/<parameter 1>/<parameter 2>/...	number for all parameter levels multiple numbers for each parameter level	/eos/param/pan/tilt=45 (set pan & tilt to 45) /eos/param/pan/tilt=45,90 (set pan to 45 & tilt to 90)	
Color			
/eos/color/hs	Argument 1: Hue (0.0-360.0) Argument 2: Saturation (0.0-100.0)	/eos/color/hs=330.0, 75.0 (pink color with 75% saturation)	2.6.0
/eos/color/hsxy	Argument 1: X (0.0-1.0) Argument 2: Y (0.0-1.0)	For simulating the Hue/Saturation wheel in a 2D XY graph where bottom-left corner is (0.0, 0.0) and top-right corner it (1.0, 1.0) /eos/color.hsxy=0.82, 0.31 (pink color with 75% saturation)	2.6.0
/eos/color/rgb	Argument 1: Red (0.0-1.0) Argument 2: Green (0.0-1.0) Argument 3: Blue (0.0-1.0)	/eos/color/rgb=1.0, 0.25, 0.63 (pink color with 75% saturation)	2.6.0
/eos/color/xy	Argument 1: x (0.0-1.0) Argument 2: y (0.0-1.0)	For setting (x, y) chromaticity point in the CIE 1931 xyY color space /eos/color/xy=0.464, 0.254 (pink color with 75% saturation)	2.6.0
/eos/color/xyz	Argument 1: X Argument 2: Y Argument 3: Z	For setting (X, Y, Z) color point in XYZ color space /eos/color/xyz=0.851, 0.466, 0.516 (pink color with 75% saturation)	2.6.0
Pan/Tilt			
/eos/pantilt/xy	Argument 1: X (0.0-1.0) Argument 2: Y (0.0-1.0)	For 2D Pan/Tilt graph where bottom-left corner is (0.0, 0.0) and top-right corner if (1.0, 1.0)	2.6.0
Wheel			

/eos/wheel/level	number for wheel ticks for the specified wheel mode (positive or negative)	/eos/wheel/level=1.0 (increase value) /eos/wheel/level=-1.0 (decrease value) /eos/wheel/level=4.0 (increase valid rapidly) (defaults to Coarse mode, but wheel mode can be changed with the /eos/wheel command below)	
/eos/wheel	number for wheel mode: 0=coarse, 1=fine	/eos/wheel=1.0	
/eos/wheel/<parameter>	number for wheel ticks (positive or negative)	/eos/wheel/pan=1.0	
/eos/wheel/<parameter 1>/<parameter 2>/...	number for wheel ticks (positive or negative)	/eos/wheel/pan/tilt=1.0	
/eos/wheel/fine/<parameter>	number for fine wheel ticks (positive or negative)	/eos/wheel/fine/pan=1.0	
/eos/wheel/fine/<parameter 1>/<parameter 2>/...	number for fine wheel ticks (positive or negative)	/eos/wheel/fine/pan/tilt=1.0	
/eos/wheel/coarse/<parameter>	number for coarse wheel ticks (positive or negative)	/eos/wheel/coarse/pan=1.0	
/eos/wheel/coarse/<parameter 1>/<parameter 2>/...	number for coarse wheel ticks (positive or negative)	/eos/wheel/coarse/pan/tilt=1.0	
Switch			
NOTE: "switch" is a variant of "wheel" with the added functionality of continuously repeating wheel ticks until a subsequent OSC switch command sets the wheel ticks to zero. This may be used to continuously tick a wheel while a button is held down, for example. The expected argument range is -1.0 to 1.0, which affects the tick rate accordingly, but can be a smaller or larger range for more subtle or rapid movement.			
/eos/switch/level			
/eos/switch			
/eos/switch/<parameter>			
/eos/switch/<parameter 1>/<parameter 2>/...			
/eos/switch/fine/<parameter>			
/eos/switch/fine/<parameter 1>/<parameter 2>/...			

/eos/switch/coarse/<parameter>		
/eos/switch/coarse/<parameter 1>/<parameter 2>/...		
Active Parameters		
<p><i>NOTE: <index> is a 1-based index referencing the list of current parameters for the selected channel(s). Eos will send the parameter name and current value for each active parameter, so that the wheels on your OSC-enabled device may be labeled appropriately... See the OSC output section below for details.</i></p>		
/eos/active/wheel/<index>	number of wheel ticks for the specific wheel mode (positive or negative)	/eos/active/wheel/1=1.0 (increase value) /eos/active/wheel/1=-1.0 (decrease value) /eos/active/wheel/1=4.0 (increase value rapidly) (defaults to Coarse mode, but wheel mode can be changed with the /eos/wheel command)
/eos/active/wheel/fine/<index>	number of fine wheel ticks (positive or negative)	/eos/active/wheel/fine/1=1.0
/eos/active/wheel/coarse/<index>	number of coarse wheel ticks (positive or negative)	/eos/active/wheel/coarse/1=1.0
/eos/active/switch/<index>	number of wheel ticks for the specific switch mode (positive or negative)	/eos/active/switch/1=1.0 (increase value) /eos/active/switch/1=-1.0 (decrease value) /eos/active/switch/1=4.0 (increase value rapidly) /eos/active/switch/1=0.25 (increase value slowly) (defaults to Coarse mode, but wheel mode can be changed with the /eos/switch command)
/eos/active/switch/fine/<index>	number of fine wheel ticks (positive or negative)	/eos/active/switch/fine/1=1.0
/eos/active/switch/coarse/<index>	number of coarse wheel ticks (positive or negative)	/eos/active/switch/coarse/1=1.0
Subscribe to Specific Parameters		

NOTE: once subscribed, Eos will reply with an osc packet per parameter as they change. Ex: /eos/out/param/pan See output section below for details.			2.6.0
/eos/subscribe/param/<parameter>	1=subscribe, 0=unsubscribe	/eos/subscribe/param/red=1	2.6.0
/eos/subscribe/param/<parameter 1>/<parameter 2>/...	1=subscribe, 0=unsubscribe	/eos/subscribe/param/pan/tilt=1	2.6.0
OSC Output Filter			
NOTE: used to limit OSC traffic to devices that only need specific OSC messages from Eos			2.6.1
/eos/filter/add	one or more string arguments, representing filters(s) that may contain "*" wildcards	When one or more filters are set, then Eos will only send OSC messages to the device that match the filters. Ex: /eos/filter/add=/eos/out/param/* (Eos will only send OSC messages to this device that start with "/eos/out/param/")	2.6.1
/eos/filter/remove	one or more string arguments, representing filters(s) that may contain "*" wildcards	Remove an existing filter /eos/filter/remove=/eos/out/param/*	2.6.1
/eos/filter/clear		Clear all filters, so that the device will receive <i>all</i> OSC messages from Eos	2.6.1
Direct Select Banks			
<p>NOTE:</p> <p><index> is a 1-based index of any number of OSC direct select banks you wish to create.</p> <p><target type> may be one of the following:</p> <p>chan group macro sub preset ip (intensity palette) fp (focus palette) cp (color palette) bp (beam palette) ms (magic sheet) curve snap (snapshot) fx (effects) pixmap</p> <p>Eos will send the description and button labels for all OSC direct select banks. See the OSC output section below for details.</p>			

/eos/ds/<index>/<target type>/<button count>		/eos/ds/1/chan/10 (create OSC direct select bank #1 with 10 channel buttons) /eos/ds/2/group/25 (create OSC direct select bank #2 with 25 group buttons)	
/eos/ds/<index>/<target type>/flexi/<button count>		/eos/ds/1/chan/flexi/10 (create OSC direct select bank #1 with 10 channel buttons, in flexi mode)	
/eos/ds/<index>/<target type>/<page number>/<button count>		/eos/ds/1/chan/3/10 (create OSC direct select bank #1 with 10 channel buttons on page 3) Can also be used to quick jump to a specific page	
/eos/ds/<index>/<target type>/flexi/<page number>/<button count>		/eos/ds/1/chan/flexi/3/10 (create OSC direct select bank #1 with 10 channel buttons on page 3, in flexi mode) Can also be used to quick jump to a specific page	
/eos/ds/<index>/page/<delta>	number for page delta	/eos/ds/1/page/1 (page down by 1) /eos/ds/1/page/-1 (page up by 1) /eos/ds/1/page/10 (page down by 10)	
/eos/ds/<index>/<button index>	number for button edge: 1.0=down, 0.0=up (optional)	/eos/ds/1/1=1.0 (press first button of OSC direct select bank #1) /eos/ds/1/1=0.0 (release first button of OSC direct select bank #1)	

Fader Banks

NOTE: <index> is a 1-based index of any number of OSC fader banks you wish to create.

NOTE: use an <index> of zero to reference the master fader

Eos will send the description and fader labels for all OSC fader banks. See the OSC output section below for details.

/eos/fader/<index>/config/<fader count>		/eos/fader/1/config/10 (create OSC fader bank #1 with 10 faders)	
/eos/fader/<index>/config/<page number>/<fader count>		/eos/fader/1/config/2/10 (create OSC fader bank #1 with 10 faders on page 2) Can also be used to quick jump to a specific page	

/eos/fader/<index>/page/<delta>		/eos/fader/1/page/1 (page down by 1) /eos/fader/1/page/-1 (page up by 1) /eos/fader/1/page/10 (page down by 10)	
/eos/fader/<index>/<fader index>	floating point number to set sub percent to	/eos/fader/1/2=0.75 (set the second fader in OSC fader bank #1 to 75%)	
/eos/fader/<index>/<fader index>/load	number for button edge: 1.0=down, 0.0=up (optional)	/eos/fader/1/2/load	
/eos/fader/<index>/<fader index>/unload		/eos/fader/1/2/unload	
/eos/fader/<index>/<fader index>/stop	number for button edge: 1.0=down, 0.0=up (optional)	/eos/fader/1/2/stop	
/eos/fader/<index>/<fader index>/fire	number for button edge: 1.0=down, 0.0=up (optional)	/eos/fader/1/2/fire	
/eos/fader/<index>/<fader index>/out		/eos/fader/1/2/out	
/eos/fader/<index>/<fader index>/home		/eos/fader/1/2/home	
/eos/fader/<index>/<fader index>/min		/eos/fader/1/2/min	
/eos/fader/<index>/<fader index>/max		/eos/fader/1/2/max	
/eos/fader/<index>/<fader index>/full		/eos/fader/1/2/full	
/eos/fader/<index>/<fader index>/level		/eos/fader/1/2/level	
/eos/fader/<index>/<fader index>/+%		/eos/fader/1/2/+%	
/eos/fader/<index>/<fader index>/-%		/eos/fader/1/2/-%	
Cue List Banks			
<p><i>NOTE: <index> is a 1-based index of any number of OSC cue list banks you wish to create.</i></p> <p><i>Eos will send the cue list label and cue information for all OSC cue list banks. See the OSC output section below for details.</i></p>			2.6.0
/eos/cuelist/<index>/config/<cue list number>/<num prev cues>/<num pending cues>		/eos/cuelist/1/config/2/3/6 (create OSC cue list bank #1 for cue list 2, showing 3 previous cues, the current cue, and 6 pending cues) NOTE: set <cue list number> to zero to follow the current cue list	2.6.0

/eos/cuelist/<index>/config/<cue list number>/<num prev cues>/<num pending cues>/<offset>		/eos/cuelist/1/config/2/3/6/10 (create OSC cue list bank #1 for cue list 2, showing 3 previous cues, the current cue, and 6 pending cues, starting at offset 10 into the cue list) offset is a zero-based index into the entire cue list, where each cue counts as one item and each cue part counts as one item NOTE: set <cue list number> to zero to follow the current cue list	2.6.0
/eos/cuelist/<index>/page/<delta>		/eos/cuelist/1/page/1 (page OSC cue list bank down 1 row) /eos/cuelist/1/page/-1 (page OSC cue list bank up 1 row) /eos/cuelist/1/page/0 (jump back to the current cue and follow it)	2.6.0
/eos/cuelist/<index>/select/<cue number>		/eos/cuelist/1/select/100.4 (jump to cue 100.4)	2.6.0
Key			
NOTE: for a list of supported key names - in the magic sheet editor select "Console Button" magic sheet item, and see the list of [Hard Keys] options			
/eos/key/<name>	number for button edge: 1.0=down, 0.0=up (optional)	/eos/key/select active=1.0 (press [Select Active] button) /eos/key/select active=0.0 (release [Select Active] button) /eos/key/go 0 (press & release [Go] button) NOTE: for the slash key use a backslash: "/eos/key/\ "	
Softkey			
NOTE: <index> is 1-based index into the softkey list. There are 6 softkeys and 2 pages, so valid <index> numbers are 1-12. Eos will send out softkey labels as /eos/out/softkey/<index>. See the OSC output section below for details.			2.6.0
/eos/softkey/<index>	number for button edge: 1.0=down, 0.0=up (optional)	/eos/softkey/1=1.0 (press 1st softkey) /eos/softkey/1=0.0 (release 1st softkey)	2.6.0
Address			

/eos/addr	number for address to select	/eos/addr=513	
/eos/addr/<address>	number for level to set address to	/eos/addr/513=100 (useful for mapping to an OSC slider)	
/eos/addr/<address>/dmx	number for DMX level to set address to	/eos/addr/513/dmx=255 (useful for mapping to an OSC slider)	
Chan			
/eos/chan	number for channel to select	/eos/chan=1	
/eos/chan/<number>	number for channel level	/eos/chan/1=75 (useful for mapping to an OSC slider)	
/eos/chan/<number>/out	number for button edge: 1.0=down, 0.0=up (optional)	/eos/chan/1/out	
/eos/chan/<number>/home	number for button edge: 1.0=down, 0.0=up (optional)	/eos/chan/1/home	
/eos/chan/<number>/remdim	number for button edge: 1.0=down, 0.0=up (optional)	/eos/chan/1/remdim	
/eos/chan/<number>/level	number for button edge: 1.0=down, 0.0=up (optional)	/eos/chan/1/level	
/eos/chan/<number>/full	number for button edge: 1.0=down, 0.0=up (optional)	/eos/chan/1/full	
/eos/chan/<number>/min	number for button edge: 1.0=down, 0.0=up (optional)	/eos/chan/1/min	
/eos/chan/<number>/max	number for button edge: 1.0=down, 0.0=up (optional)	/eos/chan/1/max	
/eos/chan/<number>/+%	number for button edge: 1.0=down, 0.0=up (optional)	/eos/chan/1/+%	
/eos/chan/<number>/-%	number for button edge: 1.0=down, 0.0=up (optional)	/eos/chan/1/-%	
/eos/chan/<number>/dmx	number for channel DMX level	/eos/chan/1/dmx=255	
/eos/chan/<number>/param/<parameter>	number for parameter level	/eos/chan/1/param/pan=90 (useful for mapping to an OSC slider)	

/eos/chan/<number>/param/<parameter 1>/<parameter 2>/...	number for all parameter levels multiple numbers for each parameter level	/eos/chan/1/param/pan/tilt=90 (set channel 1 pan & tilt to 90) /eos/chan/1/param/pan/tilt=45,90 (set channel 1 pan to 45 & tilt to 90)	
/eos/chan/<number>/param/<parameter>/dmx	number for parameter DMX level	/eos/chan/1/param/pan/dmx=255	
/eos/chan/<number>/param/<parameter 1>/<parameter 2>/.../dmx	number(s) for parameter DMX level(s)	/eos/chan/1/param/pan/tilt/dmx=255	
Group			
NOTE: same syntax and behavior as /eos/chan/... above			
/eos/group			
/eos/group/<number>			
/eos/group/<number>/out			
/eos/group/<number>/home			
/eos/group/<number>/level			
/eos/group/<number>/full			
/eos/group/<number>/min			
/eos/group/<number>/max			
/eos/group/<number>/+%			
/eos/group/<number>/-%			
/eos/group/<number>/dmx			
/eos/group/<number>/param/<parameter>			
/eos/group/<number>/param/<parameter 1>/<parameter 2>/...			
/eos/group/<number>/param/<parameter>/dmx			
/eos/group/<number>/param/<parameter 1>/<parameter 2>/.../dmx			
Macro			
/eos/macro	number for macro to select	/eos/macro=1	
/eos/macro/fire	number for macro to run	/eos/macro/fire=1	
/eos/macro/<number>/fire	number for button edge: 1.0=down, 0.0=up (optional)	/eos/macro/1/fire=1.0	

Sub			
/eos/sub	number for sub to select	/eos/sub=1	
/eos/sub/<number>	floating point number to set sub percent to	/eos/sub/1=0.75 (useful for mapping to an OSC slider)	
/eos/sub/<number>/out	number for button edge: 1.0=down, 0.0=up (optional)	/eos/sub/1/out	
/eos/sub/<number>/home	number for button edge: 1.0=down, 0.0=up (optional)	/eos/sub/home	
/eos/sub/<number>/level	number for button edge: 1.0=down, 0.0=up (optional)	/eos/sub/1/level	
/eos/sub/<number>/full	number for button edge: 1.0=down, 0.0=up (optional)	/eos/sub/1/full	
/eos/sub/<number>/min	number for button edge: 1.0=down, 0.0=up (optional)	/eos/sub/1/min	
/eos/sub/<number>/max	number for button edge: 1.0=down, 0.0=up (optional)	/eos/sub/max	
/eos/sub/fire	number for sub to bump	/eos/sub/fire=1	
/eos/sub/<number>/fire	number for button edge: 1.0=down, 0.0=up (optional)	/eos/sub/1/fire=1.0 (bump sub 1 on) /eos/sub/1/fire=0.0 (bump sub 1 off)	
Preset			
/eos/preset	number of preset to select	/eos/preset=1	
/eos/preset/fire	number of preset to recall	/eos/preset/fire=1	
/eos/preset/<number>/fire	number for button edge: 1.0=down, 0.0=up (optional)	/eos/preset/1/fire	
Intensity Palette			
/eos/ip	number of intensity palette to select	/eos/ip=1	

/eos/ip/fire	number of intensity palette to recall	/eos/ip/fire=1	
/eos/ip/<number>/fire	number for button edge: 1.0=down, 0.0=up (optional)	/eos/ip/1/fire	
Focus Palette			
/eos/fp	number of focus palette to select	/eos/fp=1	
/eos/fp/fire	number of focus palette to recall	/eos/fp/fire=1	
/eos/fp/<number>/fire	number for button edge: 1.0=down, 0.0=up (optional)	/eos/fp/1/fire	
Color Palette			
/eos/cp	number of color palette to select	/eos/cp=1	
/eos/cp/fire	number of color palette to recall	/eos/cp/fire=1	
/eos/cp/<number>/fire	number for button edge: 1.0=down, 0.0=up (optional)	/eos/cp/1/fire	
Beam Palette			
/eos/bp	number of beam palette to select	/eos/bp=1	
/eos/bp/fire	number of beam palette to recall	/eos/bp/fire=1	
/eos/bp/<number>/fire	number for button edge: 1.0=down, 0.0=up (optional)	/eos/bp/1/fire	
Cue			
/eos/cue	number of cue to select	/eos/cue=1.5	
/eos/cue/<list number>	number of cue to select (in the specified cue list)	/eos/cue/1=1.5	
/eos/cue/<list number>/<cue number>	number of cue part to select (in the specified cue list and cue number)	/eos/cue/1/1.5=2	
/eos/cue/fire	number of cue to run	/eos/cue/fire=1	

/eos/cue/<cue number>/fire	number for button edge: 1.0=down, 0.0=up (optional)	/eos/cue/1.5/fire	
/eos/cue/<list number>/<cue number>/fire	number for button edge: 1.0=down, 0.0=up (optional)	/eos/cue/1/1.5/fire	
/eos/cue/<list number>/<cue number>/<part number>/fire	number for button edge: 1.0=down, 0.0=up (optional)	/eos/cue/1/1.5/2/fire	
Magic Sheet			
/eos/ms	number of the magic sheet to open	/eos/ms=1	
/eos/<ms number>	number of the magic sheet view to open (optional)	/eos/ms/1=2	
Other Targets			
/eos/curve	number of curve to select	/eos/curve=1	
/eos/fx	number of effect to select	/eos/fx=1	
/eos/snap	number of snapshot to recall	/eos/snap=1	
/eos/pixmap	number of pixel map to select	/eos/pixmap=1	
Command Line			
/eos/cmd	string with command line text	/eos/cmd="Chan 1 At 75" (unterminated command) /eos/cmd="Chan 1 At 75#" (terminated command) /eos/cmd="Chan 1 At 75 Enter" (terminated command)	
/eos/cmd	in-line command line arguments	/eos/cmd="Chan 1 At %1#", 75 (results in command line "Chan 1 At 75#" /eos/cmd="Chan %1 At %2#", 1, 75	
/eos/cmd/<text>/<text>/<text>/...	in-line command line arguments (optional)	/eos/cmd/Chan/1/At/75 /eos/cmd/Chan/%1/At/%2#=1, 75	
/eos/newcmd	same behavior as /eos/cmd, but reset the command line first		
/eos/event	same behavior as /eos/cmd, but treated as console event		
/eos/newevent	same behavior as /eos/event, but reset the command line first		

User			
/eos/user	number for OSC user ID	/eos/user=1 (set OSC user ID to 1) /eos/user=-1 (set OSC user to match console) /eos/user=0 (set OSC user as background user)	
Other			
/eos/reset		/eos/reset clears any active switches resets all persistent OSC settings (like OSC user ID & wheel modes) send ALL implicit OSC output commands	

Explicit OSC Output:

OSC output exactly like Serial String output, but the string must start with an OSC address (ex: "/device/fader").
Optionally, you may add arguments by adding "=" to the string, followed by a comma delimited list of arguments.
Numeric arguments with a decimal are treated as 32-bit floating point numbers
Numeric arguments with no decimal are treated as 32-bit integer numbers
Non-numeric arguments are treated as strings

Examples:

```
"/device/command"
"/device/command=1"
"/device/command=1.5"
"/device/command=1.5,3.0"
"/device/command=1.5,3.0,text"
```

Implicit OSC Output

When udp transmit is enabled, certain OSC commands are sent out as appropriate:

Command Lines:

- "/eos/out/user/<number>/cmd", <string argument with current command line text>, <int32 argument 1=error, 0=no error (Eos 2.6.0+)>
- "/eos/out/cmd", <string argument with current command line text for the current console user>, <int32 argument 1=error, 0=no error (Eos 2.6.0+)>

Softkeys:

- "/eos/out/softkey/<index>", <string argument with softkey label>
 - NOTE: <index> is 1-based, valid range is 1-12, to account for 2 pages of 6 softkeys.
 - NOTE: requires Eos 2.6.0

OSC Settings:

- "/eos/out/user", <integer argument with current OSC user ID>
- "/eos/out/wheel", <float argument with current OSC wheel mode: 0.0=Coarse, 1.0=Fine>
- "/eos/out/switch", <float argument with current OSC switch mode: 0.0=Coarse, 1.0=Fine>

- `"/eos/out/show/name", <string argument with show title>`

Active Channels and Parameters:

- `"/eos/out/active/chan", <string argument with active channels and current value from the 1st channel>`
- `"/eos/out/active/wheel/<number>", <string argument with parameter name and current value from the 1st channel>, <uint32 argument for parameter category, Eos 2.6.0+>`
 - NOTE: this allows you to create an ML-Controls style interface via OSC. For example, on the OSC-enabled device, setup 10 wheels (`/eos/out/active/wheel/<1-10>`) with matching labels
 - NOTE: if using in conjunction with `"/eos/out/active/switch/<number>",` you should still use `"/eos/out/active/wheel/<number>"` to display feedback for that switch
 -

Category	Number
Intensity	1
Focus	2
Color	3
Image	4
Form	5
Shutter	6

- `"/eos/out/color/hs", <float argument: hue (0.0-360.0)> <float argument: saturation (0.0-100.0)>`
 - NOTE: if channel selection does not contain a color, the command is still sent, but with no arguments
 - NOTE: requires Eos 2.6.0
- `"/eos/out/pantilt", <float argument: pan range min> <float argument: pan range max> <float argument: tilt range min> <float argument: tilt range max> <float argument: pan level> <float argument: tilt level>`
 - NOTE: if channel selection does not contain a pan/tilt pair, the command is still sent, but with no arguments
 - NOTE: requires Eos 2.6.0

Parameter Subscriptions:

After subscribing to one or more parameters using `/eos/subscribe/param/<parameter>` (see above), Eos will send out an OSC packet for each parameter as they change

- `"/eos/out/param/<parameter>", <float argument: level>, <float argument: range min>, <float argument: range max>`
 - NOTE: if channel selection does not contain the parameter, the command is still sent, but with no arguments
 - NOTE: requires Eos 2.6.0

Active Cue:

NOTE: updated once per second

- `"/eos/out/active/cue/<cue list number>/<cue number>", <float argument with percent complete (0.0-1.0)>`
- `"/eos/out/active/cue", <float argument with percent complete (0.0-1.0)>`
- `"/eos/out/active/cue/text", <string argument with descriptive text about the active cue, ex: "1/2.3 Label 0:05 75%">`
- `"/eos/out/pending/cue/<cue list number>/<cue number>"`
- `"/eos/out/pending/cue/text", <string argument with descriptive text about the pending cue, ex: "1/2.4 Label 0:30">`

OSC Direct Select Banks:

- `"/eos/out/ds/<index>", <string argument with descriptive text for the OSC direct select at <index>: target name, page number, and mode>>`
- `"/eos/out/ds/<index>/<button index>", <string argument with button label for OSC direct select at <index> for button <button index>>, <string argument for direct select tile number (Eos 2.6.0+)>`

OSC Fader Banks:

- `"/eos/out/fader/<index>", <string argument with descriptive text for the OSC fader bank at <index>>`
- `"/eos/out/fader/<index>/<fader index>/name", <string argument with fader label for OSC fader bank at <index> for fader <fader index>>`
- `"/eos/fader/<index>/<fader index>", <floating point number for fader percent: 0.0-1.0>`
 - NOTE: Eos will delay sending fader levels for faders that have been moved via OSC commands for 3 seconds. So, if you move a fader on an OSC remote control, Eos will send the actual fader level 3 seconds later.

OSC Cue List Banks:

- `"/eos/out/cuelist/<index>", <string argument with cue list label>, <uint32 argument with total # of cues> <int32 argument with cue list follow time (ms)>`
- `"/eos/out/cuelist/<index>/<cue index>", <string argument with descriptive label including cue number, label, time remaining, state>, <string argument cue number>, <string argument label>, <string argument notes>, <string argument scene> <bool scene end> <int32 argument duration(ms)> <int32 argument remaining(ms)>`
 - NOTE: remaining (ms), -1=inactive cue, 0=completed cue (orange), positive=actively running cue (red)
 - NOTE: requires Eos 2.6.0

OSC Show Control Events:

- `"/eos/out/event/cue/<cue list number>/<cue number>/fire", <string argument with cue label (Eos 2.6.0+)>`
- `"/eos/out/event/cue/<cue list number>/<cue number>/stop"`
- `"/eos/out/event/cue/<cue list number>/0/resume"`
- `"/eos/out/event/sub/<sub number>", <integer argument, 0=Bump Off, 1=Bump On>`
- `"/eos/out/event/macro/<macro number>"`
- `"/eos/out/event/relay/<relay number>/<group number>", <integer argument, 0=On, 1=Off>`
- `"/eos/out/event" (used for time code learn)`

Misc. Console Events:

- `"/eos/out/event/show/saved", <string argument with file path>`
- `"/eos/out/event/show/loaded", <string argument with file path>`
- `"/eos/out/event/show/cleared"`
- `"/eos/out/event/state", <integer argument, 0=Blind, 1=Live>`

Other:

- when Eos receives the command `"/eos/ping"` it will reply with `"/eos/out/ping"`. You may optionally add any number of arguments and Eos will reply with the same arguments. This may be useful, for example, to test latency.