

Open Sound Control Quick Reference for MOTU AVB Interfaces

This document covers typical uses for Open Sound Control (OSC): setting input and output trim levels, controlling parameters like pad and phantom power, routing, and mixing. For accessing more advanced parameters of MOTU AVB Interfaces using HTTP, consult the full API reference document.

IP Address, Hostname and Port

To set up your interface for OSC:

1. Connect the device to your local network or computer using the ethernet port on the back. This will allow the network to assign it an IP address and UDP port.
2. Find the OSC address and port at the bottom of the Device tab for the interface in the MOTU AVB Web App. The IP address and port are dynamically assigned, so depending on your network configuration they may change- after factory resetting your interface, for example.

Note that OSC communication is currently one-directional; you can change parameters on the interface but not retrieve them.

MOTU AVB interfaces don't currently support OSC wildcards

Troubleshooting:

1. If your client OSC program is not connecting to the MOTU interface's OSC server, first check that the program is configured to use UDP. Some OSC capable programs with greater flexibility (like Max) may allow the choice between UDP and TCP for OSC communication. MOTU AVB devices use UDP.
2. Make sure the port hasn't changed from your previous session by checking the port number in the AVB Web application.
3. Check if your device is showing up as a Bonjour enabled device either under the bookmarks menu in Safari (Mac) or Internet Explorer (Bonjour for Windows required- check with Apple for the latest version and downloads for Bonjour).
4. Make sure there are no firewall settings on your computer that may be blocking communication over the MOTU device's UDP port.

Global Settings

AVB (Audio Video Bridging) Settings

The avb section of the datastore is special because it includes information on all AVB devices in the target device's AVB network, in addition to the local parameters of that device. The list of all devices exists at avb/devs. Each device in that list maintains a separate subtree, containing all AVB parameters, located at avb/<uid>. Any AVB-capable device -- even those not created by MOTU -- will appear in the avb section, although MOTU-only parameters such as apiversion and url will only appear for MOTU devices.

avb/<uid>/master_clock/uid

- Type: OSC float32 'f'
- Available since avb version: 0.0.0
- Description: The UID of the device the master_clock stream is connected to, or the empty string if there is no connection. Only available for devices that are Master Clock capable (see master_clock/capable above).

avb/<uid>/current_configuration

- Type: OSC float32 'f'
- Available since avb version: 0.0.0
- Description: The index of the currently active device configuration. MOTU devices only have one configuration, index 0.

Other devices may have multiple available configurations.

avb/<uid>/cfg/<index>/identify

- Type: OSC float32 'f'
- Available since avb version: 0.0.0
- Description: True if the configuration is in identify mode. What identify mode means depends on the device. For MOTU devices, identify will flash the front panel backlight.

avb/<uid>/cfg/<index>/current_sampling_rate

- Type: OSC float32 'f'
- Available since avb version: 0.0.0
- Description: The sampling rate of the configuration with the given index.

avb/<uid>/cfg/<index>/clock_source_index

- Type: OSC float32 'f'
- Available since avb version: 0.0.0
- Description: The currently chosen clock source for the configuration with the given index.

avb/<uid>/cfg/<index>/input_streams/<index>/talker

- Type: OSC float32 'f'
- Available since avb version: 0.0.0
- Description: The talker for the given input stream. The first element of the pair is the device UID, the second element of the pair is the stream ID that this stream is connected to.

Routing and I/O Settings

ext/vlimit/lookahead

- Type: OSC float32 'f'
- Available since router version: 0.0.0
- Description: True if vLimit lookahead is enabled. vLimit lookahead provides better input limiting, at the cost of small amounts of extra latency. This path is only present on devices with access to vLimit.

ext/enableHostVolControls

- Type: OSC float32 'f'
- Available since router version: 0.1.0
- Description: True if the computer is allowed to control the volumes of computer-to-device streams.

ext/maxUSBToHost

- Type: OSC float32 'f'
- Available since router version: 0.1.0
- Description: Valid only when this device is connected to the computer via USB. This chooses the max number of channels/max sample rate tradeoff for the to/from computer input/output banks.

ext/<ibank_or_obank>/<index>/userCh

- Type: OSC float32 'f'
- Available since router version: 0.0.0
- Description: The number of channels that the user has enabled for this bank.

ext/obank/<index>/midiFormat

- Type: OSC float32 'f'
- Available since router version: 0.2.0
- Description: 56 or 64 representing 56 or 64 MADI channels at 1x, 28 or 32 channels at 2x, or 14 or 16 channels at 4x, respectively

ext/obank/<index>/ch/<index>/src

- Type: OSC float32 'f'
- Available since router version: 0.0.0
- Description: If the output channel is connected to an input bank, a ":" separated pair in the form "":
", otherwise, if unrouted, an empty string.

ext/<ibank_or_obank>/<index>/ch/<index>/phase

- Type: OSC float32 'f'
- Available since router version: 0.0.0
- Description: True if the signal has its phase inverted. This is only applicable to some input or output channels.

ext/<ibank_or_obank>/<index>/ch/<index>/pad

- Type: OSC float32 'f'
- Available since router version: 0.0.0
- Description: True if the 20 dB pad is engaged. This is only applicable to some input or output channels.

ext/ibank/<index>/ch/<index>/48V

- Type: OSC float32 'f'
- Available since router version: 0.0.0
- Description: True if the 48V phantom power is engaged. This is only applicable to some input channels.

ext/ibank/<index>/ch/<index>/vLimit

- Type: OSC float32 'f'
- Available since router version: 0.0.0
- Description: True if the vLimit limiter is engaged. This is only applicable to some input channels.

ext/ibank/<index>/ch/<index>/vClip

- Type: OSC float32 'f'
- Available since router version: 0.0.0
- Description: True if vLimit clip is engaged. This is only applicable to some input channels.

ext/<ibank_or_obank>/<index>/ch/<index>/trim

- Type: OSC float32 'f'
- Available since router version: 0.0.0
- Description: A dB-value for how much to trim this input or output channel. The range of this parameter is indicated by ext/<ibank_or_obank>/<index>/ch/<index>/trimRange. Only available for certain input or output channels.

ext/<ibank_or_obank>/<index>/ch/<index>/trimRange

- Type: OSC float32 'f'
- Available since router version: 0.0.0
- Description: A pair of the minimum followed by maximum values allowed for the trim parameter on the input or output channel.

ext/<ibank_or_obank>/<index>/ch/<index>/stereoTrim

- Type: OSC float32 'f'
- Available since router version: 0.0.0
- Description: A dB-value for how much to trim this input or output channel. This stereo trim affect both this channel and the next one. The range of this parameter is indicated by `ext/<ibank_or_obank>/<index>/ch/<index>/stereoTrimRange`. Only available for certain input or output channels.

ext/<ibank_or_obank>/<index>/ch/<index>/stereoTrimRange

- Type: OSC float32 'f'
- Available since router version: 0.0.0
- Description: A pair of the minimum followed by maximum values allowed for the stereoTrim parameter on the input or output channel.

Mixer Settings

The mixer section as described is only valid for the current mixer version, 1.0. In future versions, paths, types, or valid parameter ranges may change.

mix/chan/<index>/matrix/aux/<index>/send

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/chan/<index>/matrix/group/<index>/send

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/chan/<index>/matrix/reverb/<index>/send

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/chan/<index>/matrix/aux/<index>/pan

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -1
- Maximum Value: 1
- Unit: pan

mix/chan/<index>/matrix/group/<index>/pan

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -1
- Maximum Value: 1
- Unit: pan

mix/chan/<index>/matrix/reverb/<index>/pan

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -1
- Maximum Value: 1
- Unit: pan

mix/chan/<index>/hpf/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/chan/<index>/hpf/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/chan/<index>/eq/highshelf/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/chan/<index>/eq/highshelf/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/chan/<index>/eq/highshelf/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/chan/<index>/eq/highshelf/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/chan/<index>/eq/highshelf/mode

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Possible Values: Shelf=0,Para=1

mix/chan/<index>/eq/mid1/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/chan/⟨index⟩/eq/mid1/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/chan/⟨index⟩/eq/mid1/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/chan/⟨index⟩/eq/mid1/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/chan/⟨index⟩/eq/mid2/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/chan/⟨index⟩/eq/mid2/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/chan/⟨index⟩/eq/mid2/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/chan/⟨index⟩/eq/mid2/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/chan/⟨index⟩/eq/lowshelf/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/chan/<index>/eq/lowshelf/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/chan/<index>/eq/lowshelf/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/chan/<index>/eq/lowshelf/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/chan/<index>/eq/lowshelf/mode

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Possible Values: Shelf=0,Para=1

mix/chan/<index>/gate/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/chan/<index>/gate/release

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 50
- Maximum Value: 2000
- Unit: ms

mix/chan/<index>/gate/threshold

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 1
- Unit: linear

mix/chan/<index>/gate/attack

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

- Minimum Value: 10
- Maximum Value: 500
- Unit: ms

mix/chan/⟨index⟩/comp/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/chan/⟨index⟩/comp/release

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 10
- Maximum Value: 2000
- Unit: ms

mix/chan/⟨index⟩/comp/threshold

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -40
- Maximum Value: 0
- Unit: dB

mix/chan/⟨index⟩/comp/ratio

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 1
- Maximum Value: 10

mix/chan/⟨index⟩/comp/attack

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 10
- Maximum Value: 100
- Unit: ms

mix/chan/⟨index⟩/comp/trim

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/chan/⟨index⟩/comp/peak

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Possible Values: RMS=0,Peak=1

mix/chan/⟨index⟩/matrix/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/chan/⟨index⟩/matrix/solo

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/chan/⟨index⟩/matrix/mute

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/chan/⟨index⟩/matrix/pan

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -1
- Maximum Value: 1
- Unit: pan

mix/chan/⟨index⟩/matrix/fader

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/main/⟨index⟩/eq/highshelf/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/main/⟨index⟩/eq/highshelf/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/main/⟨index⟩/eq/highshelf/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/main/⟨index⟩/eq/highshelf/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/main/⟨index⟩/eq/highshelf/mode

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Possible Values: Shelf=0,Para=1

mix/main/<index>/eq/mid1/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/main/<index>/eq/mid1/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/main/<index>/eq/mid1/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/main/<index>/eq/mid1/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/main/<index>/eq/mid2/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/main/<index>/eq/mid2/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/main/<index>/eq/mid2/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/main/<index>/eq/mid2/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/main/<index>/eq/lowshelf/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/main/<index>/eq/lowshelf/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/main/<index>/eq/lowshelf/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/main/<index>/eq/lowshelf/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/main/<index>/eq/lowshelf/mode

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Possible Values: Shelf=0,Para=1

mix/main/<index>/leveler/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/main/<index>/leveler/makeup

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 100
- Unit: %

mix/main/<index>/leveler/reduction

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 100

- Unit: %

mix/main/<index>/leveler/limit

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/main/<index>/matrix/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/main/<index>/matrix/mute

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/main/<index>/matrix/fader

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/aux/<index>/eq/highshelf/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/aux/<index>/eq/highshelf/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/aux/<index>/eq/highshelf/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/aux/<index>/eq/highshelf/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/aux/<index>/eq/highshelf/mode

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

- Possible Values: Shelf=0,Para=1

mix/aux/<index>/eq/mid1/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/aux/<index>/eq/mid1/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/aux/<index>/eq/mid1/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/aux/<index>/eq/mid1/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/aux/<index>/eq/mid2/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/aux/<index>/eq/mid2/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/aux/<index>/eq/mid2/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/aux/<index>/eq/mid2/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3

- Unit: octaves

mix/aux/<index>/eq/lowshelf/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/aux/<index>/eq/lowshelf/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/aux/<index>/eq/lowshelf/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/aux/<index>/eq/lowshelf/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/aux/<index>/eq/lowshelf/mode

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Possible Values: Shelf=0,Para=1

mix/aux/<index>/matrix/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/aux/<index>/matrix/prefader

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/aux/<index>/matrix/panner

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/aux/<index>/matrix/mute

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/aux/<index>/matrix/fader

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/group/<index>/matrix/aux/<index>/send

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/group/<index>/matrix/reverb/<index>/send

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/group/<index>/eq/highshelf/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/group/<index>/eq/highshelf/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/group/<index>/eq/highshelf/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/group/<index>/eq/highshelf/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/group/<index>/eq/highshelf/mode

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Possible Values: Shelf=0,Para=1

mix/group/<index>/eq/mid1/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/group/<index>/eq/mid1/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/group/<index>/eq/mid1/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/group/<index>/eq/mid1/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/group/<index>/eq/mid2/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/group/<index>/eq/mid2/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/group/<index>/eq/mid2/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/group/<index>/eq/mid2/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/group/<index>/eq/lowshelf/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/group/<index>/eq/lowshelf/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/group/<index>/eq/lowshelf/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/group/<index>/eq/lowshelf/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/group/<index>/eq/lowshelf/mode

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Possible Values: Shelf=0,Para=1

mix/group/<index>/leveler/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/group/<index>/leveler/makeup

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 100
- Unit: %

mix/group/<index>/leveler/reduction

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 100
- Unit: %

mix/group/<index>/leveler/limit

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/group/<index>/matrix/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/group/<index>/matrix/solo

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/group/<index>/matrix/prefader

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/group/<index>/matrix/panner

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/group/<index>/matrix/mute

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/group/<index>/matrix/fader

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/reverb/<index>/matrix/aux/<index>/send

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/reverb/<index>/matrix/reverb/<index>/send

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/reverb/<index>/eq/highshelf/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/reverb/<index>/eq/highshelf/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/reverb/<index>/eq/highshelf/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/reverb/<index>/eq/highshelf/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/reverb/<index>/eq/highshelf/mode

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Possible Values: Shelf=0,Para=1

mix/reverb/<index>/eq/mid1/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/reverb/<index>/eq/mid1/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/reverb/<index>/eq/mid1/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/reverb/<index>/eq/mid1/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/reverb/<index>/eq/mid2/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/reverb/<index>/eq/mid2/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/reverb/<index>/eq/mid2/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/reverb/<index>/eq/mid2/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/reverb/<index>/eq/lowshelf/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/reverb/<index>/eq/lowshelf/freq

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 20
- Maximum Value: 20000
- Unit: Hz

mix/reverb/<index>/eq/lowshelf/gain

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -20
- Maximum Value: 20
- Unit: dB

mix/reverb/<index>/eq/lowshelf/bw

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0.01
- Maximum Value: 3
- Unit: octaves

mix/reverb/<index>/eq/lowshelf/mode

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Possible Values: Shelf=0,Para=1

mix/reverb/<index>/leveler/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/reverb/<index>/leveler/makeup

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 100
- Unit: %

mix/reverb/<index>/leveler/reduction

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 100
- Unit: %

mix/reverb/<index>/leveler/limit

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/reverb/<index>/matrix/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/reverb/<index>/matrix/solo

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/reverb/<index>/matrix/prefader

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/reverb/<index>/matrix/panner

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/reverb/<index>/matrix/mute

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/reverb/<index>/matrix/fader

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/reverb/<index>/reverb/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/reverb/<index>/reverb/reverbtime

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 100
- Maximum Value: 60000
- Unit: ms

mix/reverb/<index>/reverb/hf

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 500
- Maximum Value: 15000
- Unit: Hz

mix/reverb/<index>/reverb/mf

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 500
- Maximum Value: 15000
- Unit: Hz

mix/reverb/<index>/reverb/predelay

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 500
- Unit: ms

mix/reverb/<index>/reverb/mfratio

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 1
- Maximum Value: 100
- Unit: %

mix/reverb/<index>/reverb/hfratio

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

- Minimum Value: 1
- Maximum Value: 100
- Unit: %

mix/reverb/<index>/reverb/tailsread

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -100
- Maximum Value: 100
- Unit: %

mix/reverb/<index>/reverb/mod

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 100
- Unit: %

mix/monitor/<index>/matrix/enable

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/monitor/<index>/matrix/mute

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0

mix/monitor/<index>/matrix/fader

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: 0
- Maximum Value: 4
- Unit: linear

mix/monitor/<index>/assign

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -2
- Maximum Value: 4096

mix/monitor/<index>/override

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0
- Minimum Value: -1
- Maximum Value: 4096

mix/monitor/<index>/auto

- Type: OSC float32 'f'
- Available since mixer version: 1.0.0