

command	types	arguments
/WONDER/project/create	ss	project name, path
/WONDER/project/load	ss	project name, path
/WONDER/project/save	ss	project name, path
/WONDER/project/current	is	error no., XML-string
/WONDER/scene/select	iiff	scene no., mix, time, duration
/WONDER/scene/set	i	scene no.
/WONDER/scene/add	i	scene no.
/WONDER/scene/remove	i	scene no.
/WONDER/scene/copy	ii	from id, to id
/WONDER/scene/name	is	id, name
/WONDER/scene/source/name	is	src id, name
/WONDER/scene/source/enable	ii	src id, 1 or 0
/WONDER/global/enable	i	enable
/WONDER/global/fadejump_threshold	i	threshold
/WONDER/global/mute	i	mute
/WONDER/global/max_negdelay	f	maximum negative delay
/WONDER/source/position	iffff	src id, pos x, pos y, pos z, time, duration
/WONDER/source/angle	iiff	src id, angle, time, duration
/WONDER/source/type	iffff	src id, type, pos x, pos y, pos z, angle, time
/WONDER/source/fadejump_threshold	ii	src id, threshold
/WONDER/source/mute	ii	src id, mute (1 == silence)
/WONDER/source/enable	ii	src id, enable
/WONDER/source/max_negdelay	if	src id, maximum negative delay
/WONDER/score/quit		
/WONDER/score/undo		
/WONDER/score/redo		
/WONDER/score/play		
/WONDER/score/pause		
/WONDER/score/stop		
/WONDER/score/record		
/WONDER/score/newtime	f	new time
/WONDER/score/reset	f	
/WONDER/score/offset		
/WONDER/score/save		
/WONDER/score/load	s	filename
/WONDER/score/set_midiin_dev	i	midi device
/WONDER/score/set_midiout_dev	i	midi device
/WONDER/score/show_mididevices		
/WONDER/score/status		

**Table 3.1:** Working OSC commands.

... with a focus on the reproduction of arbitrarily shaped sound sources