Director OSC

Overview

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Introduction

Director device incorporates the OSC protocol, enabling you to operate the device effortlessly via the OSC protocol.

Director OSC can be used by various Apps supporting the OSC protocol, such as TouchOSC. For the usage of TouchOSC, please refer to How to use TouchOSC to control Director device.

The following sample layout developed based on TouchOSC will help you to get started quickly.

Director Sample Layout UDP(3.0)

Director Sample Layout UDP(2.4)

Version History

Version 3.0.938

Replay

New Interfaces

- nextFrame
- previousFrame
- removeAllEvents
- removeEvents
- removeEventsByTime

Show

New Interfaces

- first
- last
- next
- previous

Status

New Interfaces

- show

Updated Interfaces

- get
  - New output parameters: show

Version 3.0.861

Audio Mixer

New Interfaces

- outputMicToUsb

Updated Interfaces

- monitorMicInput
  - Modified arguments: true/false

Scoreboard

New Interfaces

- resetGameTime
- setFootballStoppageTime
- showFootballStagePlayer
- showFootballStoppageTime

Updated Interfaces

- adjustBall
  - New arguments: uuid
- adjustGuestTeamScore
  - New arguments: uuid
- adjustHomeTeamScore
  - New arguments: uuid
- adjustOut
  - New arguments: uuid
- adjustStrike

    - New arguments: uuid
- dismissBallStrike
    - New arguments: uuid
- dismissGameName
    - New arguments: uuid
- dismissGameTime
    - New arguments: uuid
- dismissInning
    - New arguments: uuid
- dismissOnBaseRunners
    - New arguments: uuid
- dismissOut
    - New arguments: uuid
- firstPeriod
    - New arguments: uuid
- gameTimeAction
    - New arguments: uuid
- lastPeriod
    - New arguments: uuid
- nextPeriod
    - New arguments: uuid
- pauseGameTime
    - New arguments: uuid
- playGameTime
    - New arguments: uuid
- previousPeriod
    - New arguments: uuid
- reset
    - New arguments: uuid
- resetPitchCount
    - New arguments: uuid
- setCountDownTime
    - New arguments: uuid
- setGameTime
    - New arguments: uuid
- setGuestTeamScore
    - New arguments: uuid
- setHomeTeamScore
    - New arguments: uuid
- setOnBaseRunners
    - New arguments: uuid
- setPeriod
    - New arguments: uuid
- setTimeFormat
    - New arguments: uuid
- showBallStrike
    - New arguments: uuid
- showGameName
    - New arguments: uuid
- showGameTime
    - New arguments: uuid
- showInning
    - New arguments: uuid
- showOnBaseRunners
    - New arguments: uuid
- showOut
    - New arguments: uuid
- switchTimingMode
    - New arguments: uuid

Timer

Updated Interfaces

- pause
  - New arguments: uuid
- play
  - New arguments: uuid
- playAction
  - New arguments: uuid
- reset
  - New arguments: uuid

Stopwatch

Updated Interfaces

- pause
  - New arguments: uuid
- play
  - New arguments: uuid
- playAction
  - New arguments: uuid
- reset
  - New arguments: uuid

Webpage

New Interfaces

- downAction
- endAction
- goBack
- goForward
- homeAction
- leftAction
- pageDownAction
- pageUpAction
- reload
- reset
- rightAction
- scale
- upAction

PTZ

New Interfaces

- focusExact

Deprecated Interfaces

- focusFar
- focusNear
- focusStop

Scene

New Interfaces

- previewToPGM
- seekVideo
- seekVideoBackward
- seekVideoForwar
- seekVideoToEnd
- seekVideoToStart

- select3DPattern
- selectDvePattern
- selectStingerFile

Updated Interfaces

- switchByIndex
  - Modified arguments: switch effect
- switchByName
  - Modified arguments: switch effect

Replay

Updated Interfaces

- backward
  - New arguments: seconds
- enterReplayMode
  - New arguments: lensIndex
- forward
  - New arguments: seconds
- replayEvent
  - New arguments: lensIndex
- replayFromSecondsAgo
  - New arguments: lensIndex
- replayLastEvent
  - New arguments: lensIndex
- seek
  - Modified arguments: progress

Shortcuts

New Interfaces

- action

Status

New Interfaces

- get
- shortcuts

Updated Interfaces

- streaming
  - New output parameters: status

Stream

Updated Interfaces

- actionByIndex
  - New arguments: controlYouTubeLive
- actionByName
  - New arguments: controlYouTubeLive
- startByIndex
  - New arguments: controlYouTubeLive
- startByName
  - New arguments: controlYouTubeLive
- stopAll
  - New arguments: controlYouTubeLive
- stopByIndex
  - New arguments: controlYouTubeLive
- stopByName
  - New arguments: controlYouTubeLive

System

New Interfaces

- screenshot
- setBrightness

monitorMicInput

Mix the microphone audio to monitor.

Address

```
/audioMixer/monitorMicInput [true/false]
```

Arguments

	Type	Description
argument 1	Boolean	Whether to mix the microphone audio to monitor. true: Yes; false: No

Example

Not mix the microphone audio to monitor.

```
/audioMixer/monitorMicInput false
```

outputMicToUsb

Mix the microphone audio to USB-C.

Address

```
/audioMixer/outputMicToUsb [true/false]
```

Arguments

	Type	Description
argument 1	Boolean	Whether to mix the microphone audio to USB-C. true: Yes; false: No

Example

Not mix the microphone audio to USB-C.

```
/audioMixer/outputMicToUsb false
```

setAudioState

Set audio state.

Address

```
/audioMixer/setAudioState [type] [state]
```

Arguments

	Type	Description
argument 1	String	Audio type
argument 2	Int	Audio state 0: Always on (unmute) 1: Always off (mute) 2: Audio follow video (AFV)

Audio Type

Audio Type	Description
0x0001	Monitor
0x0003	Program
0x0700	HDMI 1
0x0800	HDMI 2
0x0200	Microphone
0x0002	Video Clip
0x0300	Bluetooth
0x0600	BGM

Example

Mute the audio of Program.

```
/audioMixer/setAudioState 3 1
```

Note: Floating point numbers will be rounded down.

/audioMixer/setAudioState srt_1 1.9 = /audioMixer/setAudioState srt_1 1

setAudioStateByName

Set audio state by name (for IP source or USB input source).

Address

```
/audioMixer/setAudioStateByName [source name] [state]
```

Arguments

	Type	Description
argument 1	String	The name of IP source or USB input source
argument 2	Int	Audio state 0: Always on (unmute) 1: Always off (mute) 2: Audio follow video (AFV)

Example

Mute the audio of the IP source named as "srt_1".

```
/audioMixer/setAudioStateByName srt_1 1
```

Note: Floating point numbers will be rounded down.

/audioMixer/setAudioStateByName srt_1 1.9 = /audioMixer/setAudioStateByName srt_1 1

setAudioVolume

Set audio volume.

Address

```
/audioMixer/setAudioVolume [type] [volume]
```

Arguments

	Type	Description
argument 1	String	Audio type
argument 2	Float	The dB value, ranging from -40 to 10

Audio Type

Audio Type	Description
0x0001	Monitor
0x0003	Program
0x0700	HDMI 1
0x0800	HDMI 2
0x0200	Microphone
0x0002	Video Clip
0x0300	Bluetooth
0x0600	BGM

Example

Set the audio volume of Program to -10dB.

```
/audioMixer/setAudioVolume 3 -10
```

Note: Floating point numbers will be rounded down.

/audioMixer/setAudioVolume 1.9 = /audioMixer/setAudioVolume 1

setAudioVolumeByName

Set audio volume by name (for IP source or USB input source).

Address

```
/audioMixer/setAudioVolumeByName [source name] [volume]
```

Arguments

	Type	Description
argument 1	String	The name of IP source or USB input source
argument 2	Int	The dB value, ranging from -40 to 10

Example

Set the audio volume of the IP source named as "srt_1" to -10dB.

```
/audioMixer/setAudioVolumeByName srt_1 -10
```

Note: Floating point numbers will be rounded down.

/audioMixer/setAudioVolumeByName srt_1 1.9 = /audioMixer/setAudioVolumeByName srt_1 1

setBGMState

Set the audio state of BGM.

Address

```
/audioMixer/setBGMState [state]
```

Arguments

	Type	Description
argument 1	Int	Audio state 0: Always on (unmute) 1: Always off (mute)

Example

Mute the BGM audio.

```
/audioMixer/setBGMState 1
```

Note: Floating point numbers will be rounded down.

/audioMixer/setBGMState 1.9 = /audioMixer/setBGMState 1

setBGMVolume

Set the audio volume of BGM.

Address

```
/audioMixer/setBGMVolume [volume]
```

Arguments

	Type	Description
argument 1	Float	The dB value, ranging from -40 to 10

Example

Set the audio volume of BGM to -10dB.

```
/audioMixer/setBGMVolume -10
```

Note: Floating point numbers will be rounded down.

/audioMixer/setBGMVolume 1.9 = /audioMixer/setBGMVolume 1

setBluetoothState

Set the audio state of Bluetooth input.

Address

```
/audioMixer/setBluetoothState [state]
```

Arguments

	Type	Description
argument 1	Int	Audio state 0: Always on (unmute) 1: Always off (mute)

Example

Mute the Bluetooth input audio.

```
/audioMixer/setBluetoothState 1
```

Note: Floating point numbers will be rounded down.

/audioMixer/setBluetoothState 1.9 = /audioMixer/setBluetoothState 1

setBluetoothVolume

Set the audio volume of Bluetooth input.

Address

```
/audioMixer/setBluetoothVolume [volume]
```

Arguments

	Type	Description
argument 1	Float	The dB value, ranging from -40 to 10

Example

Set the audio volume of the Bluetooth input to -10 dB.

```
/audioMixer/setBluetoothVolume -10
```

Note: Floating point numbers will be rounded down.

/audioMixer/setBluetoothVolume 1.9 = /audioMixer/setBluetoothVolume 1

setHDMI1State

Set the audio state of HDMI 1 input.

Address

```
/audioMixer/setHDMI1State [state]
```

Arguments

	Type	Description
argument 1	Int	Audio state 0: Always on (unmute) 1: Always off (mute) 2: Audio follow video (AFV) (default)

Example

Mute the HDMI 1 input audio.

```
/audioMixer/setHDMI1State 1
```

Note: Floating point numbers will be rounded down.

/audioMixer/setHDMI1State 1.9 = /audioMixer/setHDMI1State 1

setHDMI1Volume

Set the audio volume of HDMI 1 input.

Address

```
/audioMixer/setHDMI1Volume [volume]
```

Arguments

	Type	Description
argument 1	Float	The dB value, ranging from -40 to 10

Example

Set the audio volume of the HDMI 1 input to -10dB.

```
/audioMixer/setHDMI1Volume -10
```

Note: Floating point numbers will be rounded down.

/audioMixer/setHDMI1Volume 1.9 = /audioMixer/setHDMI1Volume 1

setHDMI2State

Set the audio state of HDMI 2 input.

Address

```
/audioMixer/setHDMI2State [state]
```

Arguments

	Type	Description
argument 1	Int	Audio state 0: Always on (unmute) 1: Always off (mute) 2: Audio follow video (AFV) (default))

Example

Mute the HDMI 2 input audio.

```
/audioMixer/setHDMI2State 1
```

Note: Floating point numbers will be rounded down.

/audioMixer/setHDMI2State 1.9 = /audioMixer/setHDMI2State 1

setHDMI2Volume

Set the audio volume of HDMI 2 input.

Address

```
/audioMixer/setHDMI2Volume [volume]
```

Arguments

	Type	Description
argument 1	Float	The dB value, ranging from -40 to 10

Example

Set the audio volume of HDMI 2 input to -10dB.

```
/audioMixer/setHDMI2Volume -10
```

Note: Floating point numbers will be rounded down. /audioMixer/setHDMI2Volume 1.9 = /audioMixer/setHDMI2Volume 1

setMicState

Set the audio state of microphone input.

Address

```
/audioMixer/setMicState [state]
```

Arguments

	Type	Description
argument 1	Int	Audio state 0: Always on (unmute) 1: Always off (mute)

Example

Mute the microphone input audio.

```
/audioMixer/setMicState 1
```

Note: Floating point numbers will be rounded down.

/audioMixer/setMicState 1.9 = /audioMixer/setMicState 1

setMicVolume

Set the audio volume of microphone input.

Address

```
/audioMixer/setMicVolume [volume]
```

Arguments

	Type	Description
argument 1	Float	The dB value, ranging from -40 to 10

Example

Set the audio volume of the microphone input to -10dB.

```
/audioMixer/setMicVolume -10
```

Note: Floating point numbers will be rounded down.

/audioMixer/setMicVolume 1.9 = /audioMixer/setMicVolume 1

setMonitorDevice

Select the monitor device.

Address

```
/audioMixer/setMonitorDevice [index number]
```

Arguments

	Type	Description
argument 1	Int	The order of audio output devices, which can be 1, 2, 3...

Example

Select the headphone jack for monitoring.

```
/audioMixer/setMonitorDevice 1
```

Note: Floating point numbers will be rounded down.

/audioMixer/setMonitorDevice 1.9 2 0 0 = /audioMixer/setMonitorDevice 1 2 0 0

setMonitorState

Set the audio state of monitor.

Address

```
/audioMixer/setMonitorState [state]
```

Arguments

	Type	Description
argument 1	Int	Audio state 0: Always on (unmute) 1: Always off (mute)

Example

Mute the monitor audio.

```
/audioMixer/setMonitorState 1
```

Note: Floating point numbers will be rounded down. /audioMixer/setMonitorState 1.9 = /audioMixer/setMonitorState 1

setMonitorVolume

Set the audio volume of monitor.

Address

```
/audioMixer/setMonitorVolume [volume]
```

Arguments

	Type	Description
argument 1	Float	The dB value, ranging from -40 to 10

Example

Set the audio volume of monitor to -10dB.

```
/audioMixer/setMonitorVolume -10
```

Note: Floating point numbers will be rounded down.

/audioMixer/setMonitorVolume 1.9 = /audioMixer/setMonitorVolume 1

setPreviewState

Set the audio state of preview.

Address

```
/audioMixer/setPreviewState [state]
```

Arguments

	Type	Description
argument 1	Int	Audio state 0: Always on (unmute) 1: Always off (mute)

Example

Mute the preview audio.

```
/audioMixer/setPreviewState 1
```

Note: Floating point numbers will be rounded down.

/audioMixer/setPreviewState 1.9 = /audioMixer/setPreviewState 1

setPreviewVolume

Set the audio volume of preview.

Address

```
/audioMixer/setPreviewVolume [volume]
```

Arguments

	Type	Description
argument 1	Float	The dB value, ranging from -40 to 10

Example

Set the audio volume of preview to -10dB.

```
/audioMixer/setPreviewVolume -10
```

Note: Floating point numbers will be rounded down.

/audioMixer/setPreviewVolume 1.9 = /audioMixer/setPreviewVolume 1

setProgramState

Set the audio state of program.

Address

```
/audioMixer/setProgramState [state]
```

Arguments

	Type	Description
argument 1	Int	Audio state 0: Always on (unmute) 1: Always off (mute)

Example

Mute the program audio.

```
/audioMixer/setProgramState 1
```

Note: Floating point numbers will be rounded down.

/audioMixer/setProgramState 1.9 = /audioMixer/setProgramState 1

setProgramVolume

Set the audio volume of program.

Address

```
/audioMixer/setProgramVolume [volume]
```

Arguments

	Type	Description
argument 1	Float	The dB value, ranging from -40 to 10

Example

Set the audio volume of program to -10dB.

```
/audioMixer/setProgramVolume -10
```

Note: Floating point numbers will be rounded down.

/audioMixer/setProgramVolume 1.9 = /audioMixer/setProgramVolume 1

first

Play the first BGM.

Address

```
/bgm/first
```

Arguments

Null

Example

Play the first BGM.

```
/bgm/first
```

last

Play the last BGM.

Address

```
/bgm/last
```

Arguments

Null

Example

Play the last BGM.

```
/bgm/last
```

next

Play the next BGM.

Address

```
/bgm/next
```

Arguments

Null

Example

Play the next BGM.

```
/bgm/next
```

pause

Pause the BGM.

Address

```
/bgm/pause
```

Arguments

Null

Example

Pause the BGM.

```
/bgm/pause
```

play

Play or resume the BGM.

Address

```
/bgm/play
```

Arguments

Null

Example

Play or resume the BGM.

```
/bgm/play
```

playAction

Play or pause BGM.

Address

```
/bgm/playAction
```

Arguments

Null

Example

Play or pause BGM.

```
/bgm/playAction
```

previous

Play the previous BGM.

Address

```
/bgm/previous
```

Arguments

Null

Example

Play the previous BGM.

```
/bgm/previous
```

setPolicy

Set the playback policy of BGM.

Address

```
/bgm/setPolicy [type]
```

Arguments

	Type	Description
argument 1	Int	Playback policy of BGM. 0: Repeat the list 1: Repeat a single song 2: Shuffle the list

Example

Set to shuffle the list

```
/bgm/setPolicy 2
```

Note: Floating point numbers will be rounded down.

/bgm/setPolicy 1.9 = /bgm/setPolicy 1

switchByIndex

Play the specific song.

Address

```
/bgm/switchByIndex [index number]
```

Arguments

	Type	Description
argument 1	Int	The index of song in the playlist, which can be 1, 2...

Example

Play the 2nd song.

```
/bgm/switchByIndex 2
```

Note: Floating point numbers will be rounded down.

/bgm/switchByIndex 1.9 = /bgm/switchByIndex 1

clear

Clear all the displayed GFXs in program view.

Address

```
/gfx/clear
```

Arguments

Null

Example

Clear all the displayed GFXs in program view.

```
/gfx/clear
```

dismissByIndex

Hide the specific GFX in program view.

Address

```
/gfx/dismissByIndex [index number]
```

Arguments

	Type	Description
argument 1	Int	The GFX index, which can be 1, 2...

Example

Hide the second GFX in program view.

```
/gfx/dismissByIndex 2
```

Note: Floating point numbers will be rounded down.

/gfx/dismissByIndex 1.9 = /gfx/dismissByIndex 1

dismissByName

Hide the specific GFX by name in program view.

Address

```
/gfx/dismissByName [GFX name]
```

Arguments

	Type	Description
argument 1	String	The GFX name

Example

Hide the GFX named as "new_gfx" in program view.

```
/gfx/dismissByName new_gfx
```

showByIndex

Display the specific GFX in program view.

Address

```
/gfx/showByIndex [index number]
```

Arguments

	Type	Description
argument 1	Int	The GFX index, which can be 1, 2...

Example

Display the second GFX.

```
/gfx/switchByIndex 2
```

Note: Floating point numbers will be rounded down.

/gfx/showByIndex 1.9 = /gfx/showByIndex 1

showByName

Display the specific GFX by name in program view.

Address

```
/gfx/showByName [GFX name]
```

Arguments

	Type	Description
argument 1	String	The GFX name

Example

Display the GFX named as "new_gfx" in program view.

```
/gfx/showByName new_gfx
```

switchByIndex

Display or undisplay the specific GFX by index in the Program view.

Address

```
/gfx/switchByIndex [index number]
```

Arguments

	Type	Description
argument 1	Int	GFX index, which can be 1, 2...

Example

Display or undisplay the second GFX in the Program view.

```
/gfx/switchByIndex 2
```

Note: Floating point numbers will be rounded down.

/gfx/switchByIndex 1.9 = /gfx/switchByIndex 1

switchByName

Display or undisplay the specific GFX by name in the Program view.

Address

```
/gfx/switchByName [GFX name]
```

Arguments

	Type	Description
argument 1	String	GFX name

Example

Display or undisplay the GFX named as "new_gfx" in the Program view.

```
/gfx/switchByName new_gfx
```

adjustBall

Modify the number of balls.

Address

```
/scoreboard/adjustBall [change ball] [uuid]
```

Arguments

	Type	Description
argument 1	Int	The number of balls to add or decrease. A positive value is to add, and a negative value is to decrease.
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Increase the number of balls by 1.

```
/scoreboard/adjustBall 1
```

Note: Floating point numbers will be rounded down.

/scoreboard/adjustBall 1.9 = /scoreboard/adjustBall 1

adjustGuestTeamScore

Change the score of guest team.

Address

```
/scoreboard/adjustGuestTeamScore [change score] [uuid]
```

Arguments

	Type	Description
argument 1	Int	The score to add or decrease. Positive is a plus, and negative is a minus.
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Increase the score of guest team by 2.

```
/scoreboard/adjustGuestTeamScore 2
```

Note: Floating point numbers will be rounded down.

/scoreboard/adjustGuestTeamScore 1.9 = /scoreboard/adjustGuestTeamScore 1

adjustHomeTeamScore

Change the score of home team.

Address

```
/scoreboard/adjustHomeTeamScore [change score] [uuid]
```

Arguments

	Type	Description
argument 1	Int	The score to add or decrease. Positive is a plus, and negative is a minus.
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Increase the score of home team by 2.

```
/scoreboard/adjustHomeTeamScore 2
```

Note: Floating point numbers will be rounded down.

/scoreboard/adjustHomeTeamScore 1.9 = /scoreboard/adjustHomeTeamScore 1

adjustOut

Modify the number of Out.

Address

```
/scoreboard/adjustOut [change out] [uuid]
```

Arguments

	Type	Description
argument 1	Int	The number of Out to add or decrease. Positive is a plus, and negative is a minus.
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Increase the number of Out by 1.

```
/scoreboard/adjustOut 1
```

Note: Floating point numbers will be rounded down.

/scoreboard/adjustOut 1.9 = /scoreboard/adjustOut 1

adjustStrike

Modify the number of strikes.

Address

```
/scoreboard/adjustStrike [change strike] [uuid]
```

Arguments

	Type	Description
argument 1	Int	The number of strikes to add or decrease. A positive value is to add, and a negative value is to decrease.
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Increase the number of strikes by 1.

```
/scoreboard/adjustStrike 1
```

Note: Floating point numbers will be rounded down.

/scoreboard/adjustStrike 1.9 = /scoreboard/adjustStrike 1

dismissBallStrike

Hide both balls and strikes.

Address

```
/scoreboard/dismissBallStrike [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Hide both balls and strikes.

```
/scoreboard/dismissBallStrike
```

dismissGameName

Hide the game name.

Address

```
/scoreboard/dismissGameName [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Hide the game name.

```
/scoreboard/dismissGameName
```

dismissGameTime

Hide the game time.

Address

```
/scoreboard/dismissGameTime [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Hide the game time.

```
/scoreboard/dismissGameTime
```

dismissInning

Hide Inning.

Address

```
/scoreboard/dismissInning [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Hide Inning.

```
/scoreboard/dismissInning
```

dismissOnBaseRunners

Hide on-base runner indicators.

Address

```
/scoreboard/dismissOnBaseRunners [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Hide on-base runner indicators.

```
/scoreboard/dismissOnBaseRunners
```

dismissOut

Hide Out.

Address

```
/scoreboard/dismissOut [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Hide Out.

```
/scoreboard/dismissOut
```

firstPeriod

Jump to the first period or the top of the first inning.

Address

```
/scoreboard/firstPeriod [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Jump to the first period or the top of the first inning.

```
/scoreboard/firstPeriod
```

gameTimeAction

Start, resume or pause counting game time.

Address

```
/scoreboard/gameTimeAction [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Start counting game time.

```
/scoreboard/gameTimeAction
```

lastPeriod

Jump to the last period. (Unavailable for baseball scoreboard)

Address

```
/scoreboard/lastPeriod [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Jump to the last period.

```
/scoreboard/lastPeriod
```

nextPeriod

Jump to the next period or the next half (baseball).

Address

```
/scoreboard/nextPeriod [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Jump to the next period or the next half (baseball).

```
/scoreboard/nextPeriod
```

pauseGameTime

Pause the game time.

Address

```
/scoreboard/pauseGameTime [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Pause the game time.

```
/scoreboard/pauseGameTime
```

playGameTime

Start or resume counting game time.

Address

```
/scoreboard/playGameTime [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Start counting game time.

```
/scoreboard/playGameTime
```

previousPeriod

Jump to the previous period or the previous half (baseball).

Address

```
/scoreboard/previousPeriod [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Jump to the previous period or the previous half (baseball).

```
/scoreboard/previousPeriod
```

reset

Reset the scoreboard.

Address

```
/scoreboard/reset [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Reset the scoreboard.

```
/scoreboard/reset
```

resetGameTime

Reset the game time of scoreboard.

Address

```
/scoreboard/resetGameTime [uuid]
```

Arguments

	Type	Description
argument 1	String	The unique ID of scoreboard. Non-essential parameter, without which it controls the scoreboard displayed in the program view.

Example

Reset the game time of scoreboard.

```
/scoreboard/resetGameTime
```

resetPitchCount

Make both balls and strikes zero.

Address

```
/scoreboard/resetPitchCount [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Make both balls and strikes zero.

```
/scoreboard/resetPitchCount
```

setCountDownTime

Set the time of countdown timer.

Address

```
/scoreboard/setCountDownTime [duration] [uuid]
```

Arguments

	Type	Description
argument 1	Int	The duration of countdown, in ms
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Set the duration of countdown to 10 minutes.

```
/scoreboard/setCountDownTime 600000
```

Note: Floating point numbers will be rounded down.

/scoreboard/setCountDownTime 1.9 = /scoreboard/setCountDownTime 1

setFootballStoppageTime

Set the stoppage time of soccer scoreboard.

Address

```
/scoreboard/setFootballStoppageTime [seconds] [uuid]
```

Arguments

	Type	Description
argument 1	Int	The duration of stoppage time, in seconds
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Set the stoppage time of soccer scoreboard to 1 minute.

```
/scoreboard/setFootballStoppageTime 60
```

setGameTime

Set the game time (count-up).

Address

```
/scoreboard/setGameTime [duration] [uuid]
```

Arguments

	Type	Description
argument 1	Int	The game time, in ms
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Set the game time to 10 minutes.

```
/scoreboard/setGameTime 600000
```

Note: Floating point numbers will be rounded down.

/scoreboard/setGameTime 1.9 = /scoreboard/setGameTime 1

setGuestTeamScore

Set the score of guest team.

Address

```
/scoreboard/setGuestTeamScore [score] [uuid]
```

Arguments

	Type	Description
argument 1	Int	The score of guest team
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Set the score of guest team to 10.

```
/scoreboard/setGuestTeamScore 10
```

Note: Floating point numbers will be rounded down.

/scoreboard/setGuestTeamScore 1.9 = /scoreboard/setGuestTeamScore 1

setHomeTeamScore

Set the score of home team.

Address

```
/scoreboard/setHomeTeamScore [score] [uuid]
```

Arguments

	Type	Description
argument 1	Int	The score of home team
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Set the score of home team to 10.

```
/scoreboard/setHomeTeamScore 10
```

Note: Floating point numbers will be rounded down.

/scoreboard/setHomeTeamScore 1.9 = /scoreboard/setHomeTeamScore 1

setOnBaseRunners

Set on-base runner indicators.

Address

```
/scoreboard/setOnBaseRunners [position] [true/false] [uuid]
```

Arguments

	Type	Description
argument 1	Int	Base. 1: first base 2: second base 3: third base
argument 2	Boolean	Whether the runner is on base. true: Yes; false: No
argument 3	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Set the first base is on.

```
/scoreboard/setOnBaseRunners 1 true
```

Note: Floating point numbers will be rounded down.

/scoreboard/setOnBaseRunners 1.9 true = /scoreboard/setOnBaseRunners 1 true

setPeriod

Go to the specified period or inning.

Address

```
/scoreboard/setPeriod [index] [uuid]
```

Arguments

	Type	Description
argument 1	Int	The position of the period in the list, 1, 2, 3... Baseball scoreboard innings, 1: Top haft of 1st inning, 2: Bottom half of 1st inning, 3: Top half of 2nd inning...
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Go to the bottom half of 1st inning.

```
/scoreboard/setPeriod 2
```

Note: Floating point numbers will be rounded down.

/scoreboard/period 1.9 = /scoreboard/period 1

setTimeFormat

Set time format.

Address

```
/scoreboard/setTimeFormat [type] [uuid]
```

Arguments

	Type	Description
argument 1	Int	Time format. 0: h:mm:ss 1: mm:ss 2: mm:ss.d 3: mm:ss, ss.d
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Set time format to h:mm:ss

```
/scoreboard/setTimeFormat 0
```

Note: Floating point numbers will be rounded down.

/scoreboard/setTimeFormat 1.9 = /scoreboard/setTimeFormat 1

showBallStrike

Show balls and strikes.

Address

```
/scoreboard/showBallStrike [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Show balls and strikes.

```
/scoreboard/showBallStrike
```

showFootballStagePlayer

Show the substitution of soccer scoreboard.

Address

```
/scoreboard/showFootballStagePlayer [show/dismiss] [uuid]
```

Arguments

	Type	Description
argument 1	Boolean	Whether to show the substitution. true: Show, false: Hide
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Show the substitution of soccer scoreboard.

```
/scoreboard/showFootballStagePlayer true
```

showFootballStoppageTime

Show the stoppage time of soccer scoreboard.

Address

```
/scoreboard/showFootballStoppageTime [show/dismiss] [uuid]
```

Arguments

	Type	Description
argument 1	Boolean	Whether to show the stoppage time. true: Show, false: Hide
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Show the stoppage time of soccer scoreboard.

```
/scoreboard/showFootballStoppageTime true
```

showGameName

Show the game name.

Address

```
/scoreboard/showGameName [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Show the game name.

```
/scoreboard/showGameName
```

showGameTime

Show the game time.

Address

```
/scoreboard/showGameTime [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Show the game time.

```
/scoreboard/showGameTime
```

showInning

Show Inning.

Address

```
/scoreboard/showInning [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Show Inning.

```
/scoreboard/showInning
```

showOnBaseRunners

Show on-base runner indicators.

Address

```
/scoreboard/showOnBaseRunners [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Show on-base runner indicators.

```
/scoreboard/showOnBaseRunners
```

showOut

Show Out.

Address

```
/scoreboard/showOut [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Show Out.

```
/scoreboard/showOut
```

switchTimingMode

Switch the counting mode of game time.

Address

```
/scoreboard/switchTimingMode [timing mode] [uuid]
```

Arguments

	Type	Description
argument 1	Int	The counting mode. 0: Count-up 1: Countdown
argument 2	String	Unique ID of the scoreboard, non-essential argument, without which is considered to control the scoreboard displayed on the PGM scene

Example

Set the counting mode to countdown.

```
/scoreboard/switchTimingMode 1
```

Note: Floating point numbers will be rounded down.

/scoreboard/switchTimingMode 1.9 = /scoreboard/switchTimingMode 1

pause

Pause the timer.

Address

```
/timer/pause [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the timer, non-essential argument, without which is considered to control the timer displayed on the PGM scene

Example

Pause the timer.

```
/timer/pause
```

play

Start or resume the timer.

Address

```
/timer/play [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the timer, non-essential argument, without which is considered to control the timer displayed on the PGM scene

Example

Start the timer.

```
/timer/play
```

playAction

Start, resume or pause timer.

Address

```
/timer/playAction [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the timer, non-essential argument, without which is considered to control the timer displayed on the PGM scene

Example

Start the timer.

```
/timer/playAction
```

reset

Reset the timer.

Address

```
/timer/reset [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the timer, non-essential argument, without which is considered to control the timer displayed on the PGM scene

Example

Reset the timer.

```
/timer/reset
```

pause

Pause the stopwatch.

Address

```
/stopwatch/pause [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the stopwatch, non-essential argument, without which is considered to control the stopwatch displayed on the PGM scene

Example

Pause the stopwatch.

```
/stopwatch/pause
```

play

Start or resume the stopwatch.

Address

```
/stopwatch/play [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the stopwatch, non-essential argument, without which is considered to control the stopwatch displayed on the PGM scene

Example

Start the stopwatch.

```
/stopwatch/play
```

playAction

Start, resume or pause stopwatch

Address

```
/stopwatch/playAction [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the stopwatch, non-essential argument, without which is considered to control the stopwatch displayed on the PGM scene

Example

Start the stopwatch.

```
/stopwatch/playAction
```

reset

Reset the stopwatch.

Address

```
/stopwatch/reset [uuid]
```

Arguments

	Type	Description
argument 1	String	Unique ID of the stopwatch, non-essential argument, without which is considered to control the stopwatch displayed on the PGM scene

Example

Reset the stopwatch.

```
/stopwatch/reset
```

downAction

Scroll down the webpage in the PGM scene, acting like the down arrow key.

Address

```
/htmlGraphics/downAction
```

Arguments

Null

Example

Scroll down the webpage in the PGM scene.

```
/htmlGraphics/downAction
```

endAction

Scroll the webpage to the end in the PGM scene, acting like the End key.

Address

```
/htmlGraphics/endAction
```

Arguments

Null

Example

Scroll the webpage to the end in the PGM scene.

```
/htmlGraphics/endAction
```

goBack

Go back to the previous webpage in the PGM scene.

Address

```
/htmlGraphics/goBack
```

Arguments

Null

Example

Go back to the previous webpage in the PGM scene.

```
/htmlGraphics/goBack
```

goForward

Go forward to the next webpage in the PGM scene.

Address

```
/htmlGraphics/goForward
```

Arguments

Null

Example

Go forward to the next webpage in the PGM scene.

```
/htmlGraphics/goForward
```

homeAction

Scroll the webpage to the top in the PGM scene, acting like the Home key.

Address

```
/htmlGraphics/homeAction
```

Arguments

Null

Example

Scroll the webpage to the top in the PGM scene.

```
/htmlGraphics/homeAction
```

leftAction

Scroll left the webpage in the PGM scene.

Address

```
/htmlGraphics/leftAction
```

Arguments

Null

Example

Scroll left the webpage in the PGM scene.

```
/htmlGraphics/leftAction
```

pageDownAction

Control the webpage in the PGM scene to scroll down a screen, acting like the Page Down (PdDn) key.

Address

```
/htmlGraphics/pageDownAction
```

Arguments

Null

Example

Control the webpage in the PGM scene to scroll down a screen.

```
/htmlGraphics/pageDownAction
```

pageUpAction

Control the webpage in the PGM scene to scroll up a screen, acting like the Page Up (PdUp) key.

Address

```
/htmlGraphics/pageUpAction
```

Arguments

Null

Example

Control the webpage in the PGM scene to scroll up a screen.

```
/htmlGraphics/pageUpAction
```

reload

Reload the webpage in the PGM scene.

Address

```
/htmlGraphics/reload
```

Arguments

Null

Example

Reload the webpage in the PGM scene.

```
/htmlGraphics/reload
```

reset

Reset the webpage content to the default size in the PGM scene.

Address

```
/htmlGraphics/reset
```

Arguments

Null

Example

Reset the webpage content to the default size in the PGM scene.

```
/htmlGraphics/reset
```

rightAction

Scroll right the webpage in the PGM scene, acting like the right arrow key.

Address

```
/htmlGraphics/rightAction
```

Arguments

Null

Example

Scroll right the webpage in the PGM scene.

```
/htmlGraphics/rightAction
```

scale

Zoom the webpage content in the PGM scene.

Address

```
/htmlGraphics/scale [scale]
```

	Type	Description
argument 1	Float	Zoom ratio, ranging from 0.25 to 5.0

Example

Zoom in the webpage content to 2x.

```
/htmlGraphics/scale 2
```

Note: Floating point numbers will be rounded down.

/htmlGraphics/scale 1.9 = /htmlGraphics/scale 1

upAction

Scroll up the webpage in the PGM scene, acting like the up arrow key.

Address

```
/htmlGraphics/upAction
```

Arguments

Null

Example

Scroll up the webpage in the PGM scene.

```
/htmlGraphics/upAction
```

addEvent

Save an event.

Address

```
/replay/addEvent [duration]
```

Arguments

	Type	Description
argument 1	Int	The duration of event, in second, ranging from 3 to 60

Example

Save an event of 5s.

```
/replay/addEvent 5
```

Note: Floating point numbers will be rounded down.

/replay/addEvent 5.9 = /replay/addEvent 5

backward

Rewind the video backward.

Address

```
/replay/backward [seconds]
```

Arguments

	Type	Description
argument 1	Int	The step size, in ms. Non-essential parameter. When it is 0 or not provided, the preset step size is used.

Example

Rewind the video backward by 5 seconds.

```
/replay/backward 5000
```

Note: Floating point numbers will be rounded down.

/replay/backward 1.9 = /replay/backward 1

enterReplayMode

Enter the replay mode.

Address

```
/replay/enterReplayMode [lensIndex]
```

Arguments

	Type	Description
argument 1	Int	The camera to replay first, non-essential parameter, which is only applicable when using dual-camera replay, with a default value of -1. 0: Camera 1; 1: Camera 2; -1: Replay according to preset order

Example

Enter the replay mode.

```
/replay/enterReplayMode
```

exitReplayMode

Exit the replay mode.

Address

```
/replay/exitReplayMode
```

Arguments

Null

Example

Exit the replay mode.

```
/replay/exitReplayMode
```

forward

Wind the video forward.

Address

```
/replay/forward [seconds]
```

Arguments

	Type	Description
argument 1	Int	The step size, in ms. Non-essential parameter. When it is 0 or not provided, the preset step size is used.

Example

Wind the video forward by 5 seconds.

```
/replay/forward 5000
```

Note: Floating point numbers will be rounded down.

/replay/forward 1.9 = /replay/forward 1

micMuteAction

Mute or unmute the microphone during replay.

Address

```
/replay/micMuteAction
```

Arguments

Null

Example

Mute the microphone.

```
/replay/micMuteAction
```

muteAction

Mute or unmute the sound of replay.

Address

```
/replay/muteAction
```

Arguments

Null

Example

Mute the sound of replay.

```
/replay/muteAction
```

muteAudio

Mute the audio of replay.

Address

```
/replay/muteAudio
```

Arguments

Null

Example

Mute the audio of replay.

```
/replay/muteAudio
```

muteMic

Mute the microphone during replay.

Address

```
/replay/muteMic
```

Arguments

Null

Example

Mute the microphone during replay.

```
/replay/muteMic
```

nextFrame

Go to the next frame, taking effect only when replay is paused.

Address

```
/replay/nextFrame
```

Arguments

Null

Example

Go to the next frame.

```
/replay/nextFrame
```

pause

During quick replay or event replay, pause the playback.

Address

```
/replay/pause
```

Arguments

Null

Example

During quick replay or event replay, pause the playback.

```
/replay/pause
```

play

During quick replay or event replay, resume the playback.

Address

```
/replay/play
```

Arguments

Null

Example

During quick replay or event replay, resume the playback.

```
/replay/play
```

playAction

During quick replay or event replay, pause or resume the playback.

Address

```
/replay/playAction
```

Arguments

Null

Example

During quick replay or event replay, resume the playback.

```
/replay/playAction
```

previousFrame

Go to the previous frame, taking effect only when replay is paused.

Address

```
/replay/previousFrame
```

Arguments

Null

Example

Go to the previous frame.

```
/replay/previousFrame
```

removeAllEvents

Delete all the events.

Address

```
/replay/removeAllEvents
```

Arguments

Null

Example

Delete all the events.

```
/replay/removeAllEvents
```

removeEvents

Delete events.

Address

```
/replay/removeEvents [index]
```

Arguments

	Type	Description
argument 1	String	The index of an event. When there are multiple ones, use comma(s) to separate them.

Example

Delete the first event (which is the newly added).

```
/replay/removeEvents 1
```

Delete the second and fourth events.

```
/replay/removeEvents 2,4
```

removeEventsByTime

Delete events within a specified time interval.

Address

```
/replay/removeEventsByTime [startTimestamp] [endTimestamp]
```

Arguments

	Type	Description
argument 1	Long	Start of the time interval, Unix timestamp.
argument 2	Long	End of the time interval, Unix timestamp. If set to 0, it is considered to span from the start time to the current time.

Example

Delete all events from 2024-01-01T00:00:00Z to the current time.

```
/replay/removeEventsByTime 1704067200000 0
```

replayEvent

Replay the specific event.

Address

```
/replay/replayEvent [index] [lensIndex]
```

Arguments

	Type	Description
argument 1	Int	The event index in the event list, which can be 1, 2, 3... Events are listed in reverse order when they were added, with 1 being the last event, 2 being the second to last, and so on.
argument 2	Int	The camera to replay first, non-essential parameter, which is only applicable when using dual-camera replay, with a default value of -1. 0: Camera 1; 1: Camera 2; -1: Replay according to preset order

Example

Replay the second to last event.

```
/replay/replayEvent 2
```

Note: Floating point numbers will be rounded down.

/replay/replayEvent 1.9 = /replay/replayEvent 1

replayFromSecondsAgo

Replay from N seconds before the end of replay buffer.

Address

```
/replay/replayFromSecondsAgo [seconds] [lensIndex]
```

Arguments

	Type	Description
argument 1	Int	Second, ranging from 3 to 60
argument 2	Int	The camera to replay first, non-essential parameter, which is only applicable when using dual-camera replay, with a default value of -1. 0: Camera 1; 1: Camera 2; -1: Replay according to preset order

Example

Replay from 5 seconds before the end of replay buffer.

```
/replay/replayFromSecondsAgo 5
```

Note: Floating point numbers will be rounded down.

/replay/replayFromSecondsAgo 1.9 = /replay/replayFromSecondsAgo 1

replayLastEvent

Replay the last event.

Address

```
/replay/replayLastEvent
```

Arguments

Null

Example

Replay the last event.

```
/replay/replayLastEvent
```

rewindToStart

Rewind to the start.

Address

```
/replay/rewindToStart
```

Arguments

Null

Example

Rewind to the start.

```
/replay/rewindToStart
```

seek

Set the progress of replay.

Address

```
/replay/seek [progress]
```

Arguments

	Type	Description
argument 1	Int	The progress of replay, in ms

Example

Go to the 5 seconds of the progress bar of the replay.

```
/replay/seek 5000
```

Note: Floating point numbers will be rounded down.

/replay/seek 1.9 = /replay/seek 1

setSpeed

select the replay image.

Address

```
/replay/setSpeed [replay speed]
```

Arguments

	Type	Description
argument 1	Float	The playback speed, ranging from 0 to 1

Example

Set the playback speed to 0.1x.

```
/replay/setSpeed 0.1
```

switchCamera

Select the replay image.

Address

```
/replay/switchCamera [lens index]
```

Arguments

	Type	Description
argument 1	Int	The combination mode of replay image 0: camera 1 1: camera 2 2: side-by-side

Example

Select the side-by-side mode to replay.

```
/replay/switchCamera 2
```

Note: Floating point numbers will be rounded down. /replay/switchCamera 1.9 = /replay/switchCamera 1

unmuteAudio

Unmute the audio of replay.

Address

```
/replay/unmuteAudio
```

Arguments

Null

Example

Unmute the audio of replay.

```
/replay/unmuteAudio
```

unmuteMic

Unmute the microphone during replay.

Address

```
/replay/unmuteMic
```

Arguments

Null

Example

Unmute the microphone during replay.

```
/replay/unmuteMic
```

AIHumanTrackingAction

Enable or disable AI human tracking (for OBSBOT Webcam).

Address

```
/ptz/AIHumanTrackingAction
```

Arguments

Null

Example

Enable AI human tracking.

```
/ptz/AIHumanTrackingAction
```

autoFocus

Implement auto-focus.

Address

```
/ptz/autoFocus
```

Arguments

Null

Example

Implement auto-focus.

```
/ptz/autoFocus
```

focusExact

Set the target location of focus.

Address

```
/ptz/focusExact [focus value]
```

Arguments

	Type	Description
argument 1	Float	The focus location, ranging from 0 to 1. (The larger the value, the more distant the focus.)

Example

Set to focus the farthest location.

```
/ptz/focusExact 1.0
```

focusFar

> Deprecated since V3.0. Please use focusExact.

Focus far.

Address

```
/ptz/focusFar [speed]
```

Arguments

	Type	Description
argument 1	Float	The speed at which the focal length gets longer, ranging from 0 to 1.

Example

Focus far at the speed of 0.5.

```
/ptz/focusFar 0.5
```

focusNear

> Deprecated since V3.0. Please use focusExact.

Focus near.

Address

```
/ptz/focusNear [speed]
```

Arguments

	Type	Description
argument 1	Float	The speed at which the focal length gets closer, ranging from 0 to 1.

Example

Focus near at the speed of 0.5.

```
/ptz/focusNear 0.5
```

focusStop

> Deprecated since V3.0. Please use focusExact.

Stop focusing far/near.

Address

```
/ptz/focusStop
```

Arguments

Null

Example

Stop focusing far/near.

```
/ptz/focusStop
```

goToPreset

Call the preset.

Address

```
/ptz/goToPreset [position]
```

Arguments

	Type	Description
argument 1	Int	The preset number, ranging from 1 to 9

Example

Call the Preset 1.

```
/ptz/goToPreset 1
```

Note: Floating point numbers will be rounded down.

/ptz/goToPreset 1.9 = /ptz/goToPreset 1

home

Move the PTZ camera to the Pan/Tilt center.

Address

```
/ptz/home
```

Arguments

Null

Example

Move the camera to the Pan/Tilt center.

```
/ptz/home
```

moveDown

Move the PTZ camera downward.

Address

```
/ptz/moveDown [speed]
```

Arguments

	Type	Description
argument 1	Float	The moving speed, ranging from 0 to 1

Example

Move the PTZ camera downward at the speed of 0.5

```
/ptz/moveDown 0.5
```

moveDownLeft

Move the PTZ camera to bottom left.

Address

```
/ptz/moveDownLeft [speed]
```

Arguments

	Type	Description
argument 1	Float	The moving speed, ranging from 0 to 1

Example

Move the PTZ camera to bottom left at the speed of 0.5

```
/ptz/moveDownLeft 0.5
```

moveDownRight

Move the PTZ camera to bottom right.

Address

```
/ptz/moveDownRight [speed]
```

Arguments

	Type	Description
argument 1	Float	The moving speed, ranging from 0 to 1

Example

Move the PTZ camera to bottom right at the speed of 0.5.

```
/ptz/moveDownRight 0.5
```

moveLeft

Move the PTZ camera leftward.

Address

```
/ptz/moveLeft [speed]
```

Arguments

	Type	Description
argument 1	Float	The moving speed, ranging from 0 to 1

Example

Move the PTZ camera leftward at the speed of 0.5.

```
/ptz/moveLeft 0.5
```

moveRight

Move the PTZ camera rightward.

Address

```
/ptz/moveRight [speed]
```

Arguments

	Type	Description
argument 1	Float	The moving speed, ranging from 0 to 1

Example

Move the PTZ camera rightward at the speed of 0.5.

```
/ptz/moveRight 0.5
```

moveStop

Stop moving the PTZ camera.

Address

```
/ptz/moveStop
```

Arguments

Null

Example

Stop moving the PTZ camera.

```
/ptz/moveStop
```

moveUp

Move the PTZ camera upward.

Address

```
/ptz/moveUp [speed]
```

Arguments

	Type	Description
argument 1	Float	The moving speed, ranging from 0 to 1

Example

Move the PTZ camera upward at the speed of 0.5.

```
/ptz/moveUp 0.5
```

moveUpLeft

Move the PTZ camera to upper left.

Address

```
/ptz/moveUpLeft [speed]
```

Arguments

	Type	Description
argument 1	Float	The moving speed, ranging from 0 to 1

Example

Move the PTZ camera to upper left at the speed of 0.5.

```
/ptz/moveUpLeft 0.5
```

moveUpRight

Move the PTZ camera to upper right.

Address

```
/ptz/moveUpRight [speed]
```

Arguments

	Type	Description
argument 1	Float	The moving speed, ranging from 0 to 1

Example

Move the PTZ camera to upper right at the speed of 0.5.

```
/ptz/moveUpRight 0.5
```

recordAction

Start or stop recording (for OBSBOT Tail Air).

Address

```
/ptz/recordAction
```

Arguments

Null

Example

Start Recording

```
/ptz/recordAction
```

reset

Reset the OBSBOT Webcam.

Address

```
/ptz/reset
```

Arguments

Null

Example

Reset the OBSBOT Webcam.

```
/ptz/reset
```

selectControlByIndex

Select the PTZ device to control by index.

Address

```
/ptz/selectControlByIndex [index number]
```

Arguments

	Type	Description
argument 1	Int	The position of the layer supporting PTZ control in the scene (from bottom to top), which can be 1, 2, 3...

Example

Select the 1st PTZ layer from bottom to top.

```
/ptz/selectControlByIndex 1
```

Note: Floating point numbers will be rounded down.

/ptz/selectControlByIndex 1.9 = /ptz/selectControlByIndex 1

selectControlByName

Select the PTZ device by name.

Address

```
/ptz/selectControlByName [layer name]
```

Arguments

	Type	Description
argument 1	String	The name of the layer supporting PTZ control

Example

Select the PTZ layer named as NDI.

```
/ptz/selectControlByName NDI
```

setHumanTrackingMode

Set human tracking mode (for OBSBOT Webcams).

Address

```
/ptz/setHumanTrackingMode [speed]
```

Arguments

	Type	Description
argument 1	String	normalTrack: Normal tracking upperBody: Upper body closeUp: Close-up

Example

Set human tracking mode to upper body.

```
/ptz/setHumanTrackingMode upperBody
```

setHumanTrackingSpeed

Set human tracking speed (for OBSBOT Tail Air).

Address

```
/ptz/setHumanTrackingSpeed [speed]
```

Arguments

	Type	Description
argument 1	String	slow, fast, or standard

Example

Set human tracking speed to slow.

```
/ptz/setHumanTrackingSpeed slow
```

setHumanTrackingType

Set human tracking type (for OBSBOT Tiny 2).

Address

```
/ptz/setHumanTrackingType [type]
```

Arguments

	Type	Description
argument 1	Int	0: Standard, 1: Motion

Example

Set human tracking type to standard.

```
/ptz/setHumanTrackingType 0
```

Note: Floating point numbers will be rounded down. /ptz/setHumanTrackingType 1.9 = /ptz/setHumanTrackingType 1

startAIHumanTracking

Start AI human tracking (for OBSBOT Webcams).

Address

```
/ptz/startAIHumanTracking
```

Arguments

Null

Example

Start AI human tracking.

```
/ptz/startAIHumanTracking
```

startRecording

Start recording (for OBSBOT Tail Air).

Address

```
/ptz/startRecording
```

Arguments

Null

Example

Start recording.

```
/ptz/startRecording
```

stopAIHumanTracking

Stop AI human tracking (for OBSBOT Webcams).

Address

```
/ptz/stopAIHumanTracking
```

Arguments

Null

Example

Stop AI human tracking.

```
/ptz/stopAIHumanTracking
```

stopRecording

Stop recording (for OBSBOT Tail Air).

Address

```
/ptz/stopRecording
```

Arguments

Null

Example

Stop recording.

```
/ptz/stopRecording
```

storePreset

Save the current state as the preset.

Address

```
/ptz/storePreset [position]
```

Arguments

	Type	Description
argument 1	Int	The preset number, ranging from 1 to 9

Example

Save the current state as the preset 1.

```
/ptz/storePreset 1
```

Note: Floating point numbers will be rounded down.

/ptz/storePreset 1.9 = /ptz/storePreset 1

wakeUp

Wake up the PTZ device (for OBSBOT Tiny 2).

Address

```
/ptz/wakeUp
```

Arguments

Null

Example

Wake up the PTZ device.

```
/ptz/wakeUp
```

zoomIn

Zoom in.

Address

```
/ptz/zoomIn [speed]
```

Arguments

	Type	Description
argument 1	Float	The speed of zooming in, ranging from 0 to 1

Example

Zoom in at the speed of 0.5.

```
/ptz/zoomIn 0.5
```

zoomOut

Zoom out.

Address

```
/ptz/zoomOut [speed]
```

Arguments

	Type	Description
argument 1	Float	The speed of zooming out, ranging from 0 to 1

Example

Zoom out at the speed of 0.5.

```
/ptz/zoomOut 0.5
```

zoomStop

Stop zooming in/out.

Address

```
/ptz/zoomStop
```

Arguments

Null

Example

Stop zooming in/out.

```
/ptz/zoomStop
```

action

Start or stop recording.

Address

```
/record/action
```

Arguments

Null

Example

Start recording.

```
/record/action
```

screenshot

Take screenshots of the program output.

Address

```
/record/screenshot
```

Arguments

Null

Example

Take screenshots of the program output.

```
/record/screenshot
```

start

Start recording.

Address

```
/record/start
```

Arguments

Null

Example

Start recording.

```
/record/start
```

stop

Stop recording.

Address

```
/record/stop
```

Arguments

Null

Example

Stop recording.

```
/record/stop
```

first

Switch to the first scene.

Address

```
/scene/first
```

Arguments

Null

Example

Switch to the first scene.

```
/scene/first
```

freeze

Freeze the current scene.

Address

```
/scene/freeze
```

Arguments

Null

Example

Freeze the current scene.

```
/scene/freeze
```

freezeToggle

Switch the frozen state of the current scene.

Address

```
/scene/freezeToggle
```

Arguments

Null

Example

Unfreeze the current scene.

```
/scene/freezeToggle
```

ftbToggle

Switch the enabling state of FTB.

Address

```
/scene/ftbToggle
```

Arguments

Null

Example

Enable FTB

```
/scene/ftbToggle
```

last

Switch to the last scene.

Address

```
/scene/last
```

Arguments

Null

Example

Switch to the last scene.

```
/scene/last
```

next

Switch to the next scene.

Address

```
/scene/next
```

Arguments

Null

Example

Switch to the next scene.

```
/scene/next
```

pauseVideo

Pause the video of the current scene.

Address

```
/scene/pauseVideo
```

Arguments

Null

Example

Pause the video of the current scene.

```
/scene/pauseVideo
```

playVideo

Play the video of the current scene.

Address

```
/scene/playVideo
```

Arguments

Null

Example

Play the video of the current scene.

```
/scene/playVideo
```

previewToPGM

Switch the preview scene to live program view.

Address

```
/scene/previewToPGM [switch effect]
```

Arguments

	Type	Description
argument 1	Int	Transition effect. 0: Cut, 1: Fade. Non-essential parameter, without which it uses the preset transitions in the Switch Settings.

Example

Switch the preview scene to live program view with the Fade effect.

```
/scene/previewToPGM 1
```

Note: Floating point numbers will be rounded down.

/scene/previewToPGM 1.9 = /scene/previewToPGM 1

previous

Switch to the previous scene.

Address

```
/scene/previous
```

Arguments

Null

Example

Switch to the previous scene.

```
/scene/previous
```

seekVideo

Jump to a specified time of the video.

Address

```
/scene/seekVideo [seconds]
```

Arguments

	Type	Description
argument 1	Int	The target progress of the video, in ms

Example

Jump to the 1 second of the video.

```
/scene/seekVideo 1000
```

Note: Floating point numbers will be rounded down.

/scene/seekVideo 1000.9 = /scene/seekVideo 1000

seekVideoBackward

Rewind the video.

Address

```
/scene/seekVideoBackward [seconds]
```

Arguments

	Type	Description
argument 1	Int	Rewind time, in ms

Example

Rewind the video by 5 seconds.

```
/scene/seekVideoBackward 5000
```

Note: Floating point numbers will be rounded down.

/scene/seekVideoBackward 5000.9 = /scene/seekVideoBackward 5000

seekVideoForward

Fast forward the video.

Address

```
/scene/seekVideoForward [seconds]
```

Arguments

	Type	Description
argument 1	Int	Fast forward time, in ms

Example

Fast forward the video by 5 seconds.

```
/scene/seekVideoForward 5000
```

Note: Floating point numbers will be rounded down.

/scene/seekVideoForward 5000.9 = /scene/seekVideoForward 5000

seekVideoToEnd

Jump to the end of the video.

Address

```
/scene/seekVideoToEnd
```

Arguments

Null

Example

Jump to the end of the video.

```
/scene/seekVideoToEnd
```

seekVideoToStart

Jump to the start of the video.

Address

```
/scene/seekVideoToStart
```

Arguments

Null

Example

Jump to the start of the video.

```
/scene/seekVideoToStart
```

select3DPattern

Select the 3D pattern.

Address

```
/scene/select3DPattern [pattern]
```

Arguments

	Type	Description
argument 1	Int	3D pattern 0: Flip 1: Cube 2: Frame 3: Louver 4: Open door 5: Strip 6: Swap 7: Mosaic

Example

Select "Cube" as the 3D pattern.

```
/scene/select3DPattern 1
```

Note: Floating point numbers will be rounded down.

/scene/select3DPattern 1.9 = /scene/select3DPattern 1

selectDvePattern

Select the DVE pattern.

Address

```
/scene/selectDvePattern [pattern]
```

Arguments

	Type	Description
argument 1	Int	DVE pattern 0: Push up 1: Push down 2: Push left 3: Push right 4: Push upper left 5: Push upper right 6: Push down left 7: Push down right 8: Squeeze up 9: Squeeze down 10: Squeeze left 11: Squeeze right 12: Squeeze upper left 13: Squeeze upper right 14: Squeeze down left 15: Squeeze down right 16: Squeeze horizontal 17: Squeeze vertical 18: Squeeze center

Example

Select "Push down" as the DVE pattern.

```
/scene/selectDvePattern 1
```

Note: Floating point numbers will be rounded down.

/scene/selectDvePattern 1.9 = /scene/selectDvePattern 1

selectStingerFile

Select the file used as Stinger.

Address

```
/scene/selectStingerFile [index]
```

Arguments

	Type	Description
argument 1	Int	The index of Stinger file, 1, 2, 3 or 4

Example

Select the 1st file.

```
/scene/selectStingerFile 1
```

Note: Floating point numbers will be rounded down.

/scene/selectStingerFile 1.9 = /scene/selectStingerFile 1

setFTBTransitionDuration

Set the FTB transition duration.

Address

```
/scene/setFTBTransitionDuration [duration]
```

Arguments

	Type	Description
argument 1	Int	Duration, in ms, ranging from 200 to 2000

Example

Se the FTB transition duration to 500ms.

```
/scene/setFTBTransitionDuration 500
```

Note: Floating point numbers will be rounded down.

/scene/setFTBTransitionDuration 1.9 = /scene/setFTBTransitionDuration 1

setQuickSwitch

Toggle on/off quick switch.

Address

```
/scene/setQuickSwitch [mode]
```

Arguments

	Type	Description
argument 1	Int	0: Toggle on, 1: Toggle off Non-essential parameter, without which, the device automatically toggles ON/OFF quick switch.

Example

Toggle on quick switch.

```
/scene/setQuickSwitch 0
```

Note: Floating point numbers will be rounded down.

/scene/setQuickSwitch 1.9 = /scene/setQuickSwitch 1

setTransitionAnimation

Set the transition effect.

Address

```
/scene/setTransitionAnimation [mode]
```

Arguments

	Type	Description
argument 1	Int	Transition effect. 0: Cut, 1: Fade

Example

Set the transition effect to fade.

```
/scene/setTransitionAnimation 1
```

Note: Floating point numbers will be rounded down.

/scene/setTransitionAnimation 1.9 = /scene/setTransitionAnimation 1

setTransitionDuration

Set the transition effect duration.

Address

```
/scene/setTransitionDuration [duration]
```

Arguments

	Type	Description
argument 1	Int	Duration, in ms, ranging from 50 to 1000

Example

Set the transition effect duration to 500ms.

```
/scene/setTransitionDuration 500
```

Note: Floating point numbers will be rounded down.

/scene/setTransitionDuration 1.9 = /scene/setTransitionDuration 1

switchByIndex

Switch to the specific scene by index.

Address

```
/scene/switchByIndex [index number] [switch effect]
```

Arguments

	Type	Description
argument 1	Int	The scene index in the list, which can be 1, 2...
argument 2	Int	Transition effect. 0: Cut, 1: Fade. Non-essential parameter, without which it uses the preset transitions in the Switch Settings.

Example

Switch to Scene 2 with the Fade effect.

```
/scene/switchByIndex 2 1
```

Note: Floating point numbers will be rounded down.

/scene/switchByIndex 1.9 1 = /scene/switchByIndex 1 1

switchByName

Switch to the specific scene by name.

Address

```
/scene/switchByName [scene name] [switch effect]
```

Arguments

	Type	Description
argument 1	String	The scene's name
argument 2	Int	Transition effect. 0: Cut, 1: Fade. Non-essential parameter, without which it uses the preset transitions in the Switch Settings.

Example

Switch to the scene named as "new_scene" with the Fade effect.

```
/scene/switchByName new_scene 1
```

toggleOffFTB

Disable FTB.

Address

```
/scene/toggleOffFTB
```

Arguments

Null

Example

Disable FTB.

```
/scene/toggleOffFTB
```

toggleOnFTB

Enable FTB.

Address

```
/scene/toggleOnFTB
```

Arguments

Null

Example

Enable FTB.

```
/scene/toggleOnFTB
```

unfreeze

Unfreeze the current scene.

Address

```
/scene/unfreeze
```

Arguments

Null

Example

Unfreeze the current scene.

```
/scene/unfreeze
```

videoPlayAction

Play or pause the video in the current scene.

Address

```
/scene/videoPlayAction
```

Arguments

Null

Example

Play or pause the video in the current scene

```
/scene/videoPlayAction
```

action

Trigger a shortcut.

Address

```
/shortcuts/action [shortcuts id]
```

Arguments

	Type	Description
argument 1	String	The unique ID of the shortcut

Example

Trigger a specific shortcut (ID: 1725525445613).

```
/shortcuts/action 1725525445613
```

first

Switch to the first show.

Address

```
/show/first
```

Arguments

Null

Example

Switch to the first show.

```
/show/first
```

last

Switch to the last show.

Address

```
/show/last
```

Arguments

Null

Example

Switch to the last show.

```
/show/last
```

next

Switch to the next show.

Address

```
/show/next
```

Arguments

Null

Example

Switch to the next show.

```
/show/next
```

previous

Switch to the previous show.

Address

```
/show/previous
```

Arguments

Null

Example

Switch to the previous show.

```
/show/previous
```

switchByIndex

Switch to the specific show by index.

Address

```
/show/switchByIndex [index number]
```

Arguments

	Type	Description
argument 1	Int	The index of show in the list, which can be 1, 2...

Example

Switch to the 2nd show.

```
/show/switchByIndex 2
```

Note: Floating point numbers will be rounded down.

/show/switchByIndex 1.9 = /show/switchByIndex 1

switchByName

Switch to the specific show by name.

Address

```
/show/switchByName [show name]
```

Arguments

	Type	Description
argument 1	String	The show name

Example

Switch to the show named as "new_show".

```
/show/switchByName new_show
```

audioMixer

When the configuration of Audio Mixer on the device changes or it receives the Request for state synchronization, the Director device sends the data of Audio Mixer to the receiver.

For how to configure the receiver, please refer to How to use TouchOSC to control Director.

Address

```
/status/audioMixer [json string]
```

Arguments

	Type	Description
argument 1	String	The data of Audio Mixer

Example

After receiving Request for state synchronization, the Director device sends the data of Audio Mixer to the receiver.

```
/status/audioMixer {"audioList":[{"audioSourceId":3,"meter":[-20.337009293112548,-21.646143025102283],"audioInfo":{"beInMultiScenes":0,"boost":false,"direction":0,"label":"","muted":0,"name":"PROGRAM","preview":false,"scope":0,"solo":0,"sourceType":0,"supportAFV":false,"type":3,"volume":-8,"volumeRecovery":0}},{"audioSourceId":1,"meter":[-100,-100],"audioInfo":{"beInMultiScenes":0,"boost":false,"direction":0,"label":"","muted":0,"name":"MONITOR","preview":false,"scope":0,"solo":0,"sourceType":0,"supportAFV":false,"type":1,"volume":-33,"volumeRecovery":0}}]}
```

Name	Type	Description
meter	Array	The audio level of left and right channels, in dB
audioInfo	Object	The audio configuration

AudioInfo

Name	Type	Description
type	Int	Audio type
name	String	Audio name
muted	Int	Audio state 0: Always on (unmute) 1: Always off (mute) 2: Audio follow video (AFV)
volume	Int	The dB value, ranging from -40 to 10
supportAFV	Boolean	Whether it supports AFV. true: Yes, false: No

bgm

When the BGM list or play state on the device changes or it receives the Request for state synchronization, the Director device sends the data of BGM list to the receiver.

For how to configure the receiver, please refer to How to use TouchOSC to control Director.

Address

```
/status/bgm [json string]
```

Arguments

	Type	Description
argument 1	String	The data of BGM list

Example

After receiving Request for state synchronization, the Director device sends the data of BGM list to the receiver.

```
/status/bgm {"bgmList":[{"name":"Music 01","duration":"03:51","isCurrent":false},{"name":"Music 02","duration":"03:3
2","isCurrent":true}],"isPlaying":true,"policy":0,"duration":212,"progress":0.029510999098420143}
```

Name	Type	Description
isPlaying	Boolean	Whether it is playing
policy	Int	Playback policy. 0: Repeat the list 1: Repeat a single song 2: Shuffle the list
duration	Int	The duration of current playing audio, in second
progress	Float	The playback progress
bgmList	List	The BGM list

bgmlist

Name	Type	Description
name	String	Song name
isCurrent	Whether the music is currently playing. true: Yes, false: No	
duration	String	The duration of the music file, e.g. 03:00

get

Request for the device status information which will be sent to the assigned OSC receiver.

Address

```
/status/get [business type] [receiver ip] [receiver port]
```

Arguments

	Type	Description
argument 1	String	Business type
argument 2	String	Receiver IP
argument 3	Int	Receiver port

Business Type

Business type	Description	Status Inferface of Director Device
all	All information	All the interfaces below
show	Show information	show
scene	Scene information	scene
gfx	GFX information	gfx
bgm	BGM information	bgm
audioMixer	Audio mixer information	audioMixer
video	Video information	video
streaming	Live stream information	streaming
recording	Record information	recording
switchSettings	Switch settings and scene changes information	switchSettings
ptz	PTZ information	ptz
shortcuts	The shortcut list	shortcuts

Example

Initiate a request to retrieve the recording status from the Director device, with the target receiver at IP address 10.10.10.20 and port number 7001.

```
/status/get recording 10.10.10.20 7001
```

gfx

When the GFX list on the device changes or it receives the Request for state synchronization, the Director device sends the data of GFX list to the receiver.

For how to configure the receiver, please refer to How to use TouchOSC to control Director.

Address

```
/status/gfx [json string]
```

Arguments

	Type	Description
argument 1	String	The data of GFX list.

Example

After receiving Request for state synchronization, the Director device sends the data of GFX list to the receiver.

```
/status/gfx {"gfxList":[{"name":"Lower Third","uuid":"1704251299429","onScreen":true},{"name":"Animated Text","uui
d":"1704251305309","onScreen":false},{"name":"Digital Clock","uuid":"1704251313123","onScreen":true}]}
```

Name	Type	Description
uuid	String	The unique ID of GFX
name	String	The GFX name
onScreen	Boolean	Whether the GFX is overlaid on the program view. true: Yes, false: No

ptz

When the PTZ status on the device changes or it receives the Request for state synchronization, the Director device sends the data of PTZ status to the receiver.

For how to configure the receiver, please refer to How to use TouchOSC to control Director.

Address

```
/status/ptz [json string]
```

Arguments

	Type	Description
argument 1	String	The data of PTZ status

Example

After receiving Request for state synchronization, the Director device sends the data of PTZ status to the receiver.

```
/status/ptz {"host":"","controlType":0,"AIHumanEnabled":false,"isSupportTrackSpeed":false,"isSupportTrackMode":fals
e,"isSupportWorkMode":false,"recordStatus":"off","lastRecordReason":"normal","recordTimeMillis":0,"recordTime":"00:0
0","AIHumanTracking":false,"trackMode":"closeUp","trackSpeed":"none","trackType":0,"hibernateStatus":1,"sdStatus":"un
plugged"}
```

Name	Type	Description
host	String	The reserved parameter
controlType	Int	The device type or communication protocol type. 0: No device 100: VISCA UDP 101:NDI 102: Mobile device with Director Utility app 103: UVC 104: OBSBOT NDI
AIHumanEnabled	Boolean	Whether the device supports AI Human Tracking. true: Yes, false: No
AIHumanTracking	Boolean	Whether AI Human Tracking is enabled. true: Yes, false: No
isSupportTrackSpeed	Boolean	Whether it supports setting tracking speed. true: Yes, false: No
isSupportTrackMode	Boolean	Whether it supports settings tracking mode. true: Yes, false: No
isSupportWorkMode	Boolean	Whether it supports setting tracking type. true: Yes, false: No
trackMode	String	Tracking mode
trackSpeed	String	Tracking speed
trackType	String	Tracking type
hibernateStatus	Int	Device status 1: Working 3: Sleep
recordStatus	String	Recording status on: Recording off: Not recording
lastRecordReason	int	The last record error code, reserved parameter
recordTimeMillis	int	The duration of record tack, in ms
recordTime	String	The duration of record tack, e.g. 00:00
sdStatus	String	The status of SD card. unplugged: No SD card is inserted. ready: The SD card is ready. **full: The SD card is full.**

recording

When the recording state on the device changes or it receives the Request for state synchronization, the Director device sends the data of recording task to the receiver.

For how to configure the receiver, please refer to How to use TouchOSC to control Director.

Address

```
/status/recording [json string]
```

Arguments

	Type	Description
argument 1	String	The data of recording task

Example

After receiving Request for state synchronization, the Director device sends the data of recording task to the receiver.

```
/status/recording {"recordStatus":{"recording":true,"timeRecording":"00:02"}}
```

Name	Type	Description
recording	Boolean	Recording state. true: Recording, false: Not recording
timeRecording	String	The duration of recording task

scene

When the scene list on the device changes or it receives the Request for state synchronization, the Director device sends the data of scene list to the receiver.

For how to configure the receiver, please refer to How to use TouchOSC to control Director.

Address

```
/status/scene [json string]
```

Arguments

	Type	Description
argument 1	String	The data of scene list

Example

After receiving Request for state synchronization, the Director device sends the data of scene list to the receiver.

```
/status/scene {"sceneList":[{"name":"HDMI 1","uuid":"1705029684819","isPGM":false,"isPreview":false},{"name":"WEBCAM 1","uuid":"1705030263278","isPGM":true,"isPreview":true}]}
```

Name	Type	Description
uuid	String	The unique ID of scene
name	String	The scene name
isPGM	Boolean	Whether the scene is in program view. true: Yes, false: No
isPreview	Boolean	Whether the scene is in preview view. true: Yes, false: No

shortcuts

When the shortcut list changes on the device or it receives the Request for state synchronization, the Director device sends the data of shortcut list to the receiver.

For how to configure the receiver, please refer to How to use TouchOSC to control Director.

Address

```
/status/shortcuts [json string]
```

Arguments

	Type	Description
argument 1	String	The data of shortcut list

Example

After receiving Request for state synchronization, the Director device sends the data of shortcut list to the receiver.

```
/status/shortcuts  [{"functions":[{"id":311,"name":"PTZ move left"},{"id":29,"name":"Wait for 500 ms"},{"id":317,"nam
e":"PTZ stop moving"}],"id":1725522037805,"name":"Move Left"},{"functions":[{"id":315,"name":"PTZ move right"},{"id":
29,"name":"Wait for 500 ms"},{"id":317,"name":"PTZ stop moving"}],"id":1725524226309,"name":"Move Right"},{"function
s":[{"id":12,"name":"Switch to the next scene"}],"id":1725525445613,"name":"Next Scene"}]
```

Name	Type	Description
list	Array of ShortcutsInfo	The shortcut list

ShortcutsInfo

Name	Type	Description
id	Int	The unique ID of the shortcut
name	String	The shortcut name
functions	Array of FunctionInfo	The function list

FunctionInfo

Name	Type	Description
id	Int	The unique ID of the function
name	String	The function name

show

当 Director 设备上的节目列表数据发生变化，或接收到请求状态同步的指令时，Director 设备将向接收端发送节目列表数据。

关于如何配置接收端，可参考如何使用 TouchOSC 控制 Director。

Address

```
/status/show [json string]
```

Arguments

	Type	Description
argument 1	String	The data of show list

Example

After receiving Request for state synchronization, the Director device sends the data of show list to the receiver.

```
/status/show {"showList":[{"name":"Default 1080p60","showId":1717739749370,"isCurrent":true},{"name":"Default 720p3
0","showId":1723621515740,"isCurrent":false}]}
```

Name	Type	Description
showId	Long	The unique ID of show
name	String	The show name
isCurrent	Boolean	Whether the show is presenting. true: Yes, false: No

streaming

When the stream server list on the device changes or it receives the Request for state synchronization, the Director device sends the data of stream server list to the receiver.

For how to configure the receiver, please refer to How to use TouchOSC to control Director.

Address

```
/status/streaming [json string]
```

Arguments

	Type	Description
argument 1	String	The data of stream server list

Example

After receiving Request for state synchronization, the Director device sends the data of stream server list to the receiver.

```
/status/streaming {"serverList":[{"id":1706067028475,"name":"Facebook Live","isConfigured":false,"isStreaming":fals
e,"duration":"00:00","bitrate":"0 Mbps","status":0},{"id":1706067028477,"name":"RTMP Serv34434","isConfigured":tru
e,"isStreaming":true,"duration":"00:13","bitrate":"11.23 Mbps","status":2},{"id":1706067028478,"name":"SRT Caller","i
sConfigured":false,"isStreaming":false,"duration":"00:00","bitrate":"0 Mbps","status":0}]}
```

Name	Type	Description
id	Long	The unique ID of stream server
name	String	The name of stream server
isStreaming	Boolean	Whether the server is streaming. true: Yes, false: No
isConfigured	Boolean	Whether the configuration of stream server is complete. true: Yes, false: No
duration	String	Live streaming duration
bitrate	String	Live streaming transition rate
status	Int	The connection status of stream server 0: Not connected, or Waiting for reconnection after a previous connection failure 1: Connecting 2: Connected 3: Connection failed or disconnected

switchSettings

When the switch settings or scene state on the device changes or it receives the Request for state synchronization, the Director device sends the data of switch settings and scene status to the receiver.

Address

```
/status/switchSettings [json string]
```

Arguments

	Type	Description
argument 1	String	The data of switch settings and scene state

Example

After receiving Request for state synchronization, the Director device sends the data of switch settings and scene status to the receiver.

For how to configure the receiver, please refer to How to use TouchOSC to control Director.

```
/status/switchSettings {"isFTB":true,"isFreezed":false,"switchSettings":{"switchMode":0,"transitionType":1,"transitio
nDuration":500,"ftbTransitionDuration":1716}}
```

Name	Type	Description
isFTB	Boolean	Whether FTB is enabled. true: Yes, false: No
isFreezed	Boolean	Whether the program scene is frozen. true: Yes, false: No
switchSettings	Object	Switch settings

SwitchSettings

Name	Type	Description
switchMode	Int	Switch mode.0: Quick switch, 1: Manual switch
transitionType	Int	Transition effect. 0: Cut, 1: Fade
transitionDuration	Int	Transition duration, in ms, ranging from 50 to 1000
ftbTransitionDuration	Int	FTB transition duration, in ms, ranging from 200 to 2000

sync

Request for state synchronization.

Address

```
/status/sync
```

Arguments

Null

Example

Send the request for state synchronization to the Director device.

```
/status/sync
```

video

When the data of video playback on the device changes or it receives the Request for state synchronization, the Director device sends the data of video playback to the receiver.

For how to configure the receiver, please refer to How to use TouchOSC to control Director.

Address

```
/status/video [json string]
```

Arguments

	Type	Description
argument 1	String	The data of video playback

Example

After receiving Request for state synchronization, the Director device sends the data of video playback to the receiver.

```
/status/video {"videoStatus":{"haveVideo":true,"sceneName":"Video","isPlaying":true,"durationString":"103:55","durati
on":6235800000,"progress":0.3782481798646525}}
```

Name	Type	Description
haveVideo	Boolean	Whether the program scene contains a video layer. true: Yes, false: No
sceneName	String	The name of the program scene
isPlaying	Boolean	The state of video playback.true: Playing, false: Paused
duration	Int	The video duration, in μs
durationString	String	The video duration, e.g. 00:00
progress	Float	The playback progress

actionByIndex

Start or stop streaming by index.

Address

```
/streaming/actionByIndex [index number] [controlYouTubeLive]
```

Arguments

	Type	Description
argument 1	Int	The index of live stream server, which can be 1, 2...
argument 2	Boolean	Whether to change the liv stream state of YouTube channel at the same time. Non-essential parameter, only taking effect for YouTube live streaming. It is set to false by default.

Example

Start streaming to the second server.

```
/streaming/actionByIndex 2
```

Note: Floating point numbers will be rounded down.

/streaming/actionByIndex 1.9 = /streaming/actionByIndex 1

actionByName

Start or stop streaming by name.

Address

```
/streaming/actionByName [stream server name] [controlYouTubeLive]
```

Arguments

	Type	Description
argument 1	String	The name of the live stream server
argument 2	Boolean	Whether to change the liv stream state of YouTube channel at the same time. Non-essential parameter, only taking effect for YouTube live streaming. It is set to false by default.

Example

Start streaming to the server named as "new_streaming".

```
/streaming/actionByName new_streaming
```

startByIndex

Start streaming by index.

Address

```
/streaming/startByIndex [index number] [controlYouTubeLive]
```

Arguments

	Type	Description
argument 1	Int	The index of stream server in the list, which can be 1, 2...
argument 2	Boolean	Whether to change the liv stream state of YouTube channel at the same time. Non-essential parameter, only taking effect for YouTube live streaming. It is set to false by default.

Example

Start streaming to the 2nd server.

```
/streaming/startByIndex 2
```

Note: Floating point numbers will be rounded down.

/streaming/startByIndex 1.9 = /streaming/startByIndex 1

startByName

Start streaming by name.

Address

```
/streaming/startByName [stream server name] [controlYouTubeLive]
```

Arguments

	Type	Description
argument 1	String	The stream server's name
argument 2	Boolean	Whether to change the liv stream state of YouTube channel at the same time. Non-essential parameter, only taking effect for YouTube live streaming. It is set to false by default.

Example

Start streaming to the server named as "new_streaming".

```
/streaming/startByName new_streaming
```

clear

Stop all live streaming.

Address

```
/streaming/stopAll [controlYouTubeLive]
```

Arguments

	Type	Description
argument 1	String	The stream server's name
argument 2	Boolean	Whether to change the liv stream state of YouTube channel at the same time. Non-essential parameter, only taking effect for YouTube live streaming. It is set to false by default.

Example

Stop all live streaming. If it is streaming to YouTube, it ends the live stream on YouTube at the same time.

```
/streaming/stopAll true
```

stopByIndex

Stop streaming by index.

Address

```
/streaming/stopByIndex [index number] [controlYouTubeLive]
```

Arguments

	Type	Description
argument 1	Int	The index of stream server in the list, which can be 1, 2...
argument 2	Boolean	Whether to change the liv stream state of YouTube channel at the same time. Non-essential parameter, only taking effect for YouTube live streaming. It is set to false by default.

Example

Stop streaming to the 2nd server.

```
/streaming/stopByIndex 2
```

Note: Floating point numbers will be rounded down.

/streaming/stopByIndex 1.9 = /streaming/stopByIndex 1

stopByName

Stop streaming by name.

Address

```
/streaming/stopByName [stream server name] [controlYouTubeLive]
```

Arguments

	Type	Description
argument 1	String	The stream server's name
argument 2	Boolean	Whether to change the liv stream state of YouTube channel at the same time. Non-essential parameter, only taking effect for YouTube live streaming. It is set to false by default.

Example

Stop streaming to the server named as "new_streaming"

```
/streaming/stopByName new_streaming
```

reboot

Reboot the device.

Address

```
/system/reboot
```

Arguments

Null

Example

Reboot the device.

```
/system/reboot
```

screenshot

Take a screenshot to capture all the elements on the screen, acting like using the power button for screenshot.

Address

```
/system/screenshot
```

Arguments

Null

Example

Take a screenshot to capture all the elements on the screen.

```
/system/screenshot
```

setBrightness

Set display brightness.

Address

```
/system/setBrightness [brightness]
```

Arguments

	Type	Description
argument 1	Float	Brightness. The value range is 0, or from 0.1 to 1.0.

Example

Set display brightness to 50%.

```
/system/setBrightness 0.5
```

setUSBCMode

Set the content displayed on the external screen.

Address

```
/system/setUSBCMode [mode]
```

Arguments

	Type	Description
argument 1	Int	The content displayed on the extern screen. 0: Duplicate Screen 1: Clean Program 2: Loop HDMI 1 3: Loop HDMI 2 4: Multi-view 5: Preview

Example

Set the content displayed on the external screen as Preview.

```
/system/setUSBCMode 5
```

Note: Floating point numbers will be rounded down. /gfx/setUSBCMode 1.9 = /gfx/setUSBCMode 1

shutdown

Power off the device.

Address

```
/system/shutdown
```

Arguments

Null

Example

Power off the device.

```
/system/shutdown
```