S-PLAY OSC API SPEC

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Purpose

This document specifies the requirements for a 3rd party application or hardware to communicate with ENTTEC's S-Play to have basic control and triggering.

Basic control means the API lets the APP control:

- Master Intensity
- Play/Pause/Stop (on a per-playlist level)
- Per-Playlist Intensity
- Play/Pause/Stop (Master control of all playlists)

Setup

By default, the OSC port in S-Play is set to 8000. However, it can be changed on the web interface under the settings page. This port forms the communication channel between the external controller and the S-Play.

Application Message Format

The application program communicates with the S-Play via the OSC defined port using the format listed in the table below:

Type	Description
Intensity	A float value between 0..1
Play	Play all or a specific Playlist
Pause	Pause all or a specific Playlist
Stop	Stop all or a specific Playlist

Note: When a pause is used, the last DMX values the unit/playlist output will be sustained.

GENERAL APPLICATION MESSAGES

1. Master Intensity (float value 0..1)

Master intensity controls the entire S-Play output intensity. It acts as a multiplier of the intensity of all the active playlists. *(i.e 0.5 for 50% intensity).*

Note: The live OSC input value will not be shown within the web interface in order to preserve resources enhance system performance.

Message

```
/splay/master/intensity 0..1
```

2. Play All

Play all plays all the playlists from the start position

Message

```
/splay/playlist/play/all
```

3. Pause All

Pause all pauses all the playlists. A paused playlist holds the DMX value

Message

```
/splay/playlist/pause/all
```
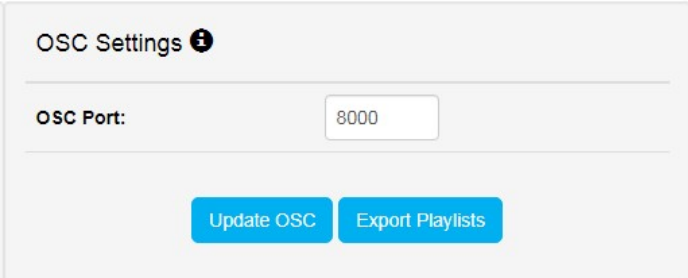
4. Stop All

Stop all stops all the playlists. S-Play blacks out on stop

Message

```
/splay/playlist/stop/all
```

SPECIFIC APPLICATION MESSAGES

For playlist specific commands, the Playlist ID needs to be known beforehand. In the OSC Settings section of the settings page of the web interface the S-Play generates the list of active IDs and Playlist Names. This ID will be required to Play, Pause, Stop and change Intensity on a Playlist basis.

5. Play Playlist

Play plays the specific playlist ID from the start position.

Message

```
/splay/playlist/play/playlistID
```

6. Pause Playlist

Pause pauses the specific playlist ID. It doesn't have effect if the playlist is already paused or stopped.

When a playlist is paused, the S-Play output holds the last DMX value.

Message

```
/splay/playlist/pause/playlistID
```

7. Stop Playlist

Stop stops the specific playlist ID. S-Play blacks out the output on stop.

Message

```
/splay/playlist/stop/playlistID
```

8. Playlist Intensity

Playlist Intensity scales the DMX output of a playlist in real time to allow live brightness control.

The range should be defined by a float value between 0 and 1 (*i.e **0.5** for 50% intensity*).

Note: The live OSC input value will not be shown within the web interface in order to preserve resources enhance system performance.

Message

```
/splay/playlist/intensity/playlistID 0..1
```