

Wonder OSC-Commands

Complete OSC reception implementation chart

Parametertypes:

i = int

f = float

s = string

NULL = arbitrary number

Note: all commands have to be prefixed with /WONDER

Command	Parameters	content	>
cwonder Running on WFS-Server - IP:192.168.3.1 / Port: 58100								
/source/activate	i	id						
/source/deactivate	i	id						
/source/type	ii	id	type [0=plane, 1=point]					
/source/type	iff	id	type [0=plane, 1=point]	timestamp [seconds]				
/source/angle	if	id	angle [degrees]					
/source/angle	iff	id	angle [degrees]	duration [seconds]				
/source/angle	iff	id	angle [degrees]	duration [seconds]	timestamp [seconds]			
/source/position	iff	id	x coordinate [meters]	y coordinate [meters]				
/source/position	iff	id	x coordinate [meters]	y coordinate [meters]	duration [seconds]			
/source/position	iff	id	x coordinate [meters]	y coordinate [meters]	duration [seconds]	timestamp [seconds]		
/source/position	iff	id	x coordinate [meters]	y coordinate [meters]	duration [seconds]	timestamp [seconds]	duration [seconds]	
/source/color	iiii	id	red [0;255]	green [0;255]	blue [0; 255]			
/source/groupId	ii	id	groupId					
/source/rotationDirection	ii	id	inverted [0=false, 1=true]					
/source/scalingDirection	ii	id	inverted [0=false, 1=true]					
/source/dopplerEffect	ii	id	on [0 = false, 1 = true]					
/group/activate	i	groupId						
/group/deactivate	i	groupId						
/group/position	iff	groupId	x coordinate [meters]	y coordinate [meters]				
/group/color	iiii	groupId	red [0;255]	green [0;255]	blue [0; 255]			
/project/createWithScore	s	projectname						
/project/createWithoutScore	s	projectname						
/project/load	s	projectname						
/project/save								
/project/save	s	projectname						
/project/snapshot/take	i	snapshotId						
/project/snapshot/take	is	snapshotId	name					
/project/snapshot/recall	if	snapshotId	duration [seconds]					
/project/snapshot/delete	i	snapshotId						
/project/snapshot/rename	is	snapshotId	name					
/project/snapshot/copy	ii	snapshotId (from)	snapshotId (to)					
/score/play	none							
/score/stop	none							
/score/setStartScenario	none							
/score/enableRecord	i	0 = off, 1 = on						
/score/enableRead	i	0 = off, 1 = on						
/score/reset								
/score/newtime	f	time [seconds]						
/score/enableMMC	i	0 = off, 1 = on						
/score/source/enableRecord	ii	sourceId	0 = off, 1 = on					
/score/source/enableRead	ii	sourceId	0 = off, 1 = on					
/fwonder/frameTime	i	currentTime [jackframe]						
/fwonder/connect	none							
/fwonder/error	s	errorMessage						
/stream/render/connect	s	name						
/stream/render/connect	ss	host	port					
/stream/render/connect	none							
/stream/render/disconnect	none							
/stream/render/pong	i	count						
/stream/render/send	NULL							
/stream/score/connect	s	name						
/stream/score/connect	ss	host	port					
/stream/score/connect	none							
/stream/score/disconnect	none							
/stream/score/pong	i	count						
/stream/score/send	NULL							
/stream/visual/connect	s	name						
/stream/visual/connect	ss	host	port					
/stream/visual/connect	none							
/stream/visual/disconnect	none							
/stream/visual/pong	i	count						
/stream/visual/send	NULL							
/stream/timer/connect	ss	host	port					
/stream/timer/connect	none							
/stream/timer/pong	i	count						
/reply	sis	reply to message	state	message				

twonder								
/source/activate	i	id						
/source/deactivate	i	id						
/source/type	ii	id	type [0=plane, 1=point]					
/source/type	iff	id	type [0=plane, 1=point]	timestamp [seconds]				
/source/angle	if	id	angle [degrees]					
/source/angle	iff	id	angle [degrees]	duration [seconds]				
/source/angle	iff	id	angle [degrees]	duration [seconds]	timestamp [seconds]			
/source/position	iff	id	x coordinate [meters]	y coordinate [meters]				
/source/position	iff	id	x coordinate [meters]	y coordinate [meters]	duration [seconds]			
/source/position	iff	id	x coordinate [meters]	y coordinate [meters]	duration [seconds]	timestamp [seconds]		
/source/position	iff	id	x coordinate [meters]	y coordinate [meters]	duration [seconds]	timestamp [seconds]	duration [seconds]	
/source/dopplerEffect	ii	id	on [0 = false, 1 = true]					
/source/dopplerEffect	iff	id	on [0 = false, 1 = true]	timestamp [seconds]				
/global/maxNoSources	i	number of sources						
/global/renderpolygon	si (fff)	roomname	number of vertices	V.1 x coord. [meters]	V.1 y coord. [meters]	V.1 z coord. [meters]		

/stream/render/ping	i	pingcount				
/reply	s i s	reply to message	state	message		
xwonder						
/source/activate	i	id				
/source/deactivate	i	id				
/source/position	i f f	id	x coordinate [meters]	y coordinate [meters]		
/source/angle	i i	id	angle [degrees]			
/source/type	i i	id	type [0=plane, 1=point]			
/source/name	i s	id	name			
/source/color	i i i	id	red [0;255]	green [0;255]	blue [0; 255]	
/source/groupId	i i	id	groupId			
/source/rotationDirection	i i	id	inverted [0=false, 1=true]			
/source/scalingDirection	i i	id	inverted [0=false, 1=true]			
/score/source/enableRecord	i i	id	0 = off, 1 = on			
/score/source/enableRead	i i	id	0 = off, 1 = on			
/score/dopplerEffect	i i	id	on [0 = false, 1 = true]			
/group/activate	i	groupId				
/group/deactivate	i	groupId				
/group/position	i f f	groupId	x coordinate [meters]	y coordinate [meters]		
/group/color	i i i	groupId	red [0;255]	green [0;255]	blue [0; 255]	
/mtime	i i i i	hour	minute	second	millisecond	
/score/stop	none					
/score/play	none					
/score/enableRecord	i	0 = off, 1 = on				
/score/enableRead	i	0 = off, 1 = on				
/score/enableMMC	i	0 = off, 1 = on				
/score/status	NULL (i)	scoreplayerPlayMode	scoreplayerRecordMode	scoreplayerReadMode	sourceRecordMode	sourceReadMode
/global/maxNoSources	i	number of sources				
/global/renderpolygon	s i (f f f)	roomname	number of vertices	V.1 x coord. [meters]	V.1 y coord. [meters]	V.1 z coord. [meters]
/project/xmlDump	i s	errorflag (1 = error)	project in xml (see dtd)			
/stream/visual/ping	i	pingcount				
/reply	s i s	reply to message	state	message		

scoreplayer						
/source/activate	i	id				
/source/deactivate	i	id				
/source/name	i s	id	name			
/source/position	i f f f	id	x coordinate [meters]	y coordinate [meters]	duration [seconds]	timestamp [seconds]
/source/type	i i f	id	type [0=plane, 1=point]	timestamp [seconds]		
/source/angle	i f f	id	angle [degrees]	timestamp [seconds]	duration [seconds]	
/score/source/enableRecord	i i	id	record [0=off, 1= on]			
/score/source/enableRead	i i	id				
/score/enableRecord	i	record (0=off, 1=on)				
/score/enableRead	i	read (0=off, 1=on)				
/score/create	s	scorename				
/score/save	NULL					
/score/load	s	scorename				
/score/play	none					
/score/stop	none					
/score/reset	none					
/score/setStartScenario	none					
/score/enableMMC	i	0 = off, 1 = on				
/score/enableMSRC	i	0 = off, 1 = on				
/score/newtime	i i i i	hours	minutes	seconds	milliseconds	
/global/maxNoSources	i	number of sources				
/stream/score/ping	i	pingcount				
/reply	s i s	reply to message	state	message		

jfwonder						
/jfwonder/connect	none					

fwonder						
/tracker/move	i f f f	source id	pan [degrees]	tilt [degrees]	rot [degrees], NOT USED	
/tracker/move/pan	f	pan [degrees]				
/tracker/move/tilt	f	tilt [degrees]				
/tracker/move/rot	f	rot [degrees], NOT USED				
/fwonder/resolution/x	i	x resolution of IR Matrix [> 0]				
/fwonder/resolution/y	i	y resolution of IR Matrix [> 0]				

qfwonder						
/qfwonder/IRLoaded	i i i	x	y	loaded [0 = no, 1 = yes]	type [0 = static, 1 = dynamic]	
/qfwonder/currentIR	i i	x	y			
/qfwonder/numLoadedIRs	i i	number of IRs	type [0 = static, 1 = dynamic]			
/qfwonder/reset	none					

tracker						
/tracker/omit	i	keep 1, omit i messages				