

# MiX16 Show Cue - Built-in default OSC commands and templates

## Control MiX16 Show Cue from OSC applications

- `/mix16showcue/info` - get basic information
- `/mix16showcue/info/full` - get full information
- `/mix16showcue/info/cuescount` - get cues count information
- `/mix16showcue/setgo, <cue number>` - set GO to desired cue
- `/mix16showcue/go, <cue number>` - set GO to desired cue and play it (trigger GO)
- `/mix16showcue/playnext` - play next cue
- `/mix16showcue/pauseall` - pause all cues
- `/mix16showcue/stopall` - stop all cues
- `/mix16showcue/setprev` - set GO to previous cue
- `/mix16showcue/setnext` - set GO to next cue
- `/mix16showcue/setmaster, <master volume 0 - 100>` - set master volume
- `/mix16showcue/setlightingmaster, <master 0 - 100>` - set lighting master
- `/mix16showcue/resetplaystatus` - reset play status of all cues
- `/mix16showcue/playcue, <cue number>` - play desired cue
- `/mix16showcue/pausecue, <cue number>` - pause desired cue
- `/mix16showcue/stopcue, <cue number>` - stop desired cue
- `/mix16showcue/setcuevol, <cue number>, <volume 0 - 100>` - set volume of desired cue
- `/mix16showcue/playsidebarcue, <sidebar cue name> or #<sidebar cue position>` - play desired sidebar cue
- `/mix16showcue/stopsidebarcue, <sidebar cue name> or #<sidebar cue position>` - stop desired sidebar cue

General actions Play Next Cue, Stop All Cues, Set Previous Cue, Set Next

Cue, Master Volume and Lighting Master are customizable. Tap keyboard icon on the main toolbar, then tap Settings icon and set your own OSC commands for this actions. You can save them as template which will be automatically used in all new projects. Also note that this OSC commands are saved into your project. Which means you can use different OSC commands for each project.

Cue actions Play, Pause, Stop and Volume are also customizable. The same logic applies as for general actions.

## **Information sent from MiX16 Show Cue to OSC applications**

Basic Info:

- /mix16showcue/app/name - application name and version
- /mix16showcue/project/name - loaded project name
- /mix16showcue/go/title - GO button title (GO 1, GO 5, etc.)
- /mix16showcue/nextcue/name - next cue name (GO button subtitle)
- /mix16showcue/playingcue/number - playing cue number
- /mix16showcue/playingcue/name - playing cue name
- /mix16showcue/playingcue/status - playing cue status (playing or paused)
- /mix16showcue/playingcue/time - playing cue time
- /mix16showcue/master - master volume
- /mix16showcue/lightingmaster - lighting master

Full Info (basic info + playlist and siderbar cues info):

- /mix16showcue/cues - cues count
- /mix16showcue/sidebarcues - sidebar cues count
- /mix16showcue/cue - cue position, number, name, volume, status, note, time, color
- /mix16showcue/sidebarcue - sidebar cue position, name, volume, status, note, time, color

Cues count info:

- /mix16showcue/cues - cues count
- /mix16showcue/sidebarcues - sidebar cues count

Values are sent as OSC message arguments.

More information about OSC can be found [here](#).

## **Templates**

Here are download links of OSC templates created by MiX16 Show Cue users.

OSC templates are free to use and can be modified and improved.

If you wish to share your templates with the world, please send them to [info@mix16apps.com](mailto:info@mix16apps.com).

You need MiX16 Show Cue version 4.8 or later.

## **Ziggy**

### **[OpenStageControl and TouchOSC](#)**