# Director Mini OSC

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# Introduction

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

Director Mini OSC can be used by various Apps supporting the OSC protocol, such as TouchOSC.

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

Director Mini Sample Layout UDP(2.4)

# monitorMicInput

Turn on/off monitoring microphone input.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Boolean | Whether to monitor microphone input. `true` : monitor, `false` : not monitor |

## Example

Turn off monitoring microphone input.

```
/audioMixer/monitorMicInput false
```

# setAudioState

Set audio state.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | String | Audio type |
| argument 2 | Int | Audio state<br>0: Always on (unmute)<br>1: Always off (mute)<br>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<br>0: Always on (unmute)<br>1: Always off (mute)<br>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<br>0: Always on (unmute)<br>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<br>0: Always on (unmute)<br>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<br>0: Always on (unmute)<br>1: Always off (mute)<br>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<br>0: Always on (unmute)<br>1: Always off (mute)<br>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<br>0: Always on (unmute)<br>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<br>0: Always on (unmute)<br>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<br>0: Always on (unmute)<br>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<br>0: Always on (unmute)<br>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.<br>0: Repeat the list<br>1: Repeat a single song<br>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]
```

## 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. |

## 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]
```

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | The score to add or decrease. Positive is a plus, and negative is a minus. |

## 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]
```

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | The score to add or decrease. Positive is a plus, and negative is a minus. |

## 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]
```

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | The number of Out to add or decrease. Positive is a plus, and negative is a minus. |

## 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]
```

## 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. |

## 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
```

## Arguments

Null

## Example

Hide both balls and strikes.

```
/scoreboard/dismissBallStrike
```

# dismissGameName

Hide the game name.

## Address

```
/scoreboard/dismissGameName
```

## Arguments

Null

## Example

Hide the game name.

```
/scoreboard/dismissGameName
```

# dismissGameTime

Hide the game time.

## Address

```
/scoreboard/dismissGameTime
```

## Arguments

Null

## Example

Hide the game time.

```
/scoreboard/dismissGameTime
```

# dismissInning

Hide Inning.

## Address

```
/scoreboard/dismissInning
```

## Arguments

Null

## Example

Hide Inning.

```
/scoreboard/dismissInning
```

# dismissOnBaseRunners

Hide on-base runner indicators.

## Address

```
/scoreboard/dismissOnBaseRunners
```

## Arguments

Null

## Example

Hide on-base runner indicators.

```
/scoreboard/dismissOnBaseRunners
```

# dismissOut

Hide Out.

## Address

```
/scoreboard/dismissOut
```

## Arguments

Null

## Example

Hide Out.

```
/scoreboard/dismissOut
```

# firstPeriod

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

## Address

```
/scoreboard/firstPeriod
```

## Arguments

Null

## 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
```

## Arguments

Null

## Example

Start counting game time.

```
/scoreboard/gameTimeAction
```

# lastPeriod

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

## Address

```
/scoreboard/lastPeriod
```

## Arguments

Null

## Example

Jump to the last period.

```
/scoreboard/lastPeriod
```

# nextPeriod

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

## Address

```
/scoreboard/nextPeriod
```

## Arguments

Null

## Example

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

```
/scoreboard/nextPeriod
```

# pauseGameTime

Pause the game time.

## Address

```
/scoreboard/pauseGameTime
```

## Arguments

Null

## Example

Pause the game time.

```
/scoreboard/pauseGameTime
```

# playGameTime

Start or resume counting game time.

## Address

```
/scoreboard/playGameTime
```

## Arguments

Null

## Example

Start counting game time.

```
/scoreboard/playGameTime
```

# previousPeriod

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

## Address

```
/scoreboard/previousPeriod
```

## Arguments

Null

## Example

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

```
/scoreboard/previousPeriod
```

# reset

Reset the scoreboard.

## Address

```
/scoreboard/reset
```

## Arguments

Null

## Example

Reset the scoreboard.

```
/scoreboard/reset
```

# resetPitchCount

Make both balls and strikes zero.

## Address

```
/scoreboard/resetPitchCount
```

## Arguments

Null

## Example

Make both balls and strikes zero.

```
/scoreboard/resetPitchCount
```

# setCountDownTime

Set the time of countdown timer.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | The duration of countdown, in ms |

## 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

# setGameTime

Set the game time (count-up).

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | The game time, in ms |

## 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]
```

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | The score of guest team |

## 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]
```

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | The score of home team |

## 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]
```

## 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 |

## 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]
```

## 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... |

## 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]
```

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | Time format.<br>0: h:mm:ss<br>1: mm:ss<br>2: mm:ss.d<br>3: mm:ss, ss.d |

## 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
```

## Arguments

Null

## Example

Show balls and strikes.

```
/scoreboard/showBallStrike
```

# showGameName

Show the game name.

## Address

```
/scoreboard/showGameName
```

## Arguments

Null

## Example

Show the game name.

```
/scoreboard/showGameName
```

# showGameTime

Show the game time.

## Address

```
/scoreboard/showGameTime
```

## Arguments

Null

## Example

Show the game time.

```
/scoreboard/showGameTime
```

# showInning

Show Inning.

## Address

```
/scoreboard/showInning
```

## Arguments

Null

## Example

Show Inning.

```
/scoreboard/showInning
```

# showOnBaseRunners

Show on-base runner indicators.

## Address

```
/scoreboard/showOnBaseRunners
```

## Arguments

Null

## Example

Show on-base runner indicators.

```
/scoreboard/showOnBaseRunners
```

# showOut

Show Out.

## Address

```
/scoreboard/showOut
```

## Arguments

Null

## Example

Show Out.

```
/scoreboard/showOut
```

# switchTimingMode

Switch the counting mode of game time.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | The counting mode. 0: Count-up 1: Countdown |

## 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
```

## Arguments

Null

## Example

Pause the timer.

```
/timer/pause
```

# play

Start or resume the timer.

## Address

```
/timer/play
```

## Arguments

Null

## Example

Start the timer.

```
/timer/play
```

# playAction

Start, resume or pause timer.

## Address

```
/timer/playAction
```

## Arguments

Null

## Example

Start the timer.

```
/timer/playAction
```

# reset

Reset the timer.

## Address

```
/timer/reset
```

## Arguments

Null

## Example

Reset the timer.

```
/timer/reset
```

# pause

Pause the stopwatch.

## Address

```
/stopwatch/pause
```

## Arguments

Null

## Example

Pause the stopwatch.

```
/stopwatch/pause
```

# play

Start or resume the stopwatch.

## Address

```
/stopwatch/play
```

## Arguments

Null

## Example

Start the stopwatch.

```
/stopwatch/play
```

# playAction

Start, resume or pause stopwatch

## Address

```
/stopwatch/playAction
```

## Arguments

Null

## Example

Start the stopwatch.

```
/stopwatch/playAction
```

# reset

Reset the stopwatch.

## Address

```
/stopwatch/reset
```

## Arguments

Null

## Example

Reset the stopwatch.

```
/stopwatch/reset
```

# 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
```

## Arguments

Null

## Example

Rewind the video backward.

```
/replay/backward
```

# enterReplayMode

Enter the replay mode.

## Address

```
/replay/enterReplayMode
```

## Arguments

Null

## 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
```

## Arguments

Null

## Example

Wind the video forward.

```
/replay/forward
```

# 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
```

# 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
```

# replayEvent

Replay the specific event.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | The event index in the event list, which can be 1, 2, 3...<br>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. |

## 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]
```

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | Second, ranging from 3 to 60 |

## 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 | Float | The progress of replay, ranging from 0 to 1. |

## Example

Go to the middle of the progress bar of the replay.

```
/replay/seek 0.5
```

# 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<br>0: camera 1<br>1: camera 2<br>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
```

# focusFar

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

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

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

以0.5速度向下移动云台

```
/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<br>upperBody: Upper body<br>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
```

# previous

Switch to the previous scene.

## Address

```
/scene/previous
```

## Arguments

Null

## Example

Switch to the previous scene.

```
/scene/previous
```

# 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<br>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.<br>Non-essential parameter, which only takes effect when switching the Preview scene to Program view. |

## 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.<br>Non-essential parameter, which only takes effect when switching the Preview scene to Program view. |

## 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
```

# 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 0, 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

Director Mini device sends the data of Audio Mixer, which is triggered upon the configuration of Audio Mixer on the device changes or it receives the "/status/sync" request.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | String | The data of Audio Mixer |

## Example

Director Mini device sends the data of audio list.


```
/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,"vo
lume":-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<br>0: Always on (unmute)<br>1: Always off (mute)<br>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

Director Mini device sends the data of BGM list, which is triggered upon the BGM list or play state changes on the device or it receives the "/status/sync" request.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | String | The data of BGM list |

## Example

Director Mini device sends the data of BGM list.

```
/status/bgm {"bgmList":[{"name":"Music 01","duration":"03:51","isCurrent":false},{"name":"Music 02","duration":"03:32","isCurrent":true}],"is
Playing":true,"policy":0,"duration":212,"progress":0.029510999098420143}
```

| Name | Type | Description |
|---|---|---|
| isPlaying | Boolean | Whether it is playing |
| policy | Int | Playback policy.<br>0: Repeat the list<br>1: Repeat a single song<br>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 |

# gfx

Director Mini device sends the data of GFX list, which is triggered upon the GFX list changes on the device or it receives the "/status/sync" request.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | String | The data of GFX list. |

## Example

Director Mini device sends the data of GFX list.

```
/status/gfx {"gfxList":[{"name":"Lower Third","uuid":"1704251299429","onScreen":true},{"name":"Animated Text","uuid":"1704251305309","onScree
n":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

Director Mini device sends the data of PTZ status, which is triggered upon the PTZ status changes on the device or it receives the "/status/sync" request.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | String | The data of PTZ status |

## Example

Director Mini sends the data of PTZ status.

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

| Name | Type | Description |
|---|---|---|
| host | String | The reserved parameter |
| controlType | Int | The device type or communication protocol type.<br>0: No device<br>100: VISCA UDP<br>101:NDI<br>102: Mobile device with Director Utility app<br>103: UVC<br>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<br>1: Working<br>3: Sleep |
| recordStatus | String | Recording status<br>on: Recording<br>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.<br>unplugged: No SD card is inserted.<br>ready: The SD card is ready. **full: The SD card is full.** |

# scene

Director Mini device sends the data of scene list, which is triggered upon the scene list changes on the device or it receives the "/status/sync" request.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | String | The data of scene list |

## Example

Director Mini device sends the data of scene list.

```
/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 |

# streaming

Director Mini device sends the data of stream server list, which is triggered upon the stream server list changes on the device or it receives the "/status/sync" request.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | String | The data of stream server list |

## Example

Director Mini device sends the data of stream server list.


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


| 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 |

# switchSettings

Director Mini device sends the data of switch settings and scene status, which is triggered upon switch settings or scene state changes on the device or it receives the "/status/sync" request.

## Address

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

## Arguments

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

## Example

Director Mini device sends the data of switch settings and scene state.

```
/status/switchSettings {"isFTB":true,"isFreezed":false,"switchSettings":{"switchMode":0,"transitionType":1,"transitionDuration":500,"ftbTrans
itionDuration":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 Director Mini device.

```
/status/sync
```

# video

Director Mini device sends the data of video playback, which is triggered upon the data of video playback changes on the device or it receives the "/status/sync" request.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | String | The data of video playback |

## Example

Director Mini device sends the data of video playback.

```
/status/video {"videoStatus":{"haveVideo":true,"sceneName":"Video","isPlaying":true,"durationString":"103:55","duration":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]
```

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | The index of live stream server, which can be 1, 2... |

## 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]
```

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | String | The name of the live stream server |

## Example

Start streaming to the server named as "new_streaming".

```
/streaming/actionByName new_streaming
```

# startByIndex

Start streaming by index.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | The index of stream server in the list, which can be 1, 2... |

## 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]
```

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | String | The stream server's name |

## Example

Start streaming to the server named as "new_streaming".

```
/streaming/startByName new_streaming
```

# clear

Stop all live streaming.

## Address

```
/streaming/stopAll
```

## Arguments

Null

## Example

Stop all live streaming.

```
/streaming/stopAll
```

# stopByIndex

Stop streaming by index.

## Address

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

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | Int | The index of stream server in the list, which can be 1, 2... |

## 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]
```

## Arguments

| | Type | Description |
|---|---|---|
| argument 1 | String | The stream server's name |

## 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
```

# 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.<br>0: Duplicate Screen<br>1: Clean Program<br>2: Loop HDMI 1<br>3: Loop HDMI 2<br>4: Multi-view<br>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
```