

Smart Preso OSC API Documentation

as of October 23, 2026

DESCRIPTION

Smart Preso features an OSC-based API for controlling Smart Preso systems from third-party controllers. SP Builder is the primary application within the Smart Preso ecosystem to accept and parses OSC commands.

NETWORK INFRASTRUCTURE

SP Builder accepts any OSC command from the command library over UDP. It listens on every network adapter, so it accepts commands sent to any of the computer's IP addresses. Users can target SP Builder on any physical network it is connected to (Peer, Control, or other). By default, OSC communication uses port 10500. Users can assign a different port in SP Builder for OSC communication. External devices can target SP Builder with either a broadcast address (e.g., 255.255.255.255) or a specific IP address. Because targets are defined within the OSC address, a single broadcast packet can still be directed at specific devices on a case-by-case basis (see OSC ADDRESS).

SP MultiScreen and SP PreViz also accept some commands from the command library *(as noted)*. For commands that are supported on Smart Preso player applications, there is a boolean argument to prevent a connected SP Builder device from relaying the command to Player devices, so that errors relating to duplicate, unsynced commands do not occur.

OSC ADDRESS

The address of any OSC packet targeting Smart Preso must start with /sp. The second segment of the address defines the target device(s). Use /all to target all devices on the network. To target specific devices, list their IP addresses in braces within the second segment → /{IP_ADDRESS_1,IP_ADDRESS_2,...}. For instance, the following address targets SP Builder on the two devices with the IP addresses 10.11.0.11 and 10.11.0.12 → /sp/{10.11.0.11,10.11.0.12}.

After the second segment, the remaining segments of the address form the command. Each additional segment makes the command more specific.

The third segment usually identifies a specific Smart Preso object (e.g., Cue List, Cue Sequence), but it can also address other parts of a Smart Preso system (e.g., Network).

OSC ARGUMENTS

Depending on the command, arguments can follow the OSC address. When a command is written out as text, arguments are separated by spaces, so any string argument that contains spaces must be wrapped in double quotation marks. Without quotes, the sending application splits the value into multiple arguments, and SP Builder will treat the command as malformed.

COMMAND LIBRARY

Activate Cue List

/sp/TARGET/cuelist/activate *string*

This command activates a Cue List within the project. It is equivalent to double-clicking a Cue List in the RESOURCES panel.

Arguments

Arg 1 (string)

The name of the Cue List to activate

Example: /sp/all/cuelist/activate "Cue List 1"

This will activate a Cue List named "Cue List 1".

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue List of the supplied string value does not exist in the current project

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Take (run) Cue List item

/sp/TARGET/cuelist/current/take

This command takes (runs) whatever Cue List item is currently selected within an active Cue List. It is equivalent to pressing ENTER while operating a Cue List.

Arguments

There are no arguments associated with this command.

Example: /sp/all/cuelist/current/take

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue List is not currently active

Select next Cue List item

/sp/TARGET/cuelist/cue/select/next

This command selects the next Cue List item in the active Cue List. It is similar to pressing the DOWN arrow while operating a Cue List.

If there is no Cue List item currently selected, it will select the first Cue List item from the first Cue Group. If the currently selected Cue List item is the last item for a Cue Group, it will select the first item of the next Cue Group. If the currently selected Cue List item is the last item in the overall Cue List, nothing will happen.

Arguments

There are no arguments associated with this command.

Example: /sp/all/cuelist/cue/select/next

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue List is not currently active

Select previous Cue List item

/sp/TARGET/cuelist/cue/select/previous

This command selects the previous Cue List item in the active Cue List. It is similar to pressing the UP arrow while operating a Cue List.

If the currently selected Cue List item is the first item for a Cue Group, it will select the last item of the previous Cue Group. If there is no Cue List item currently selected, or

the currently selected Cue List item is the first item in the overall Cue List, nothing will happen.

Arguments

There are no arguments associated with this command.

Example: /sp/all/cuelist/cue/select/previous

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue List is not currently active

Select Cue List item

/sp/TARGET/cuelist/cue/select *string int*

This command selects a Cue List item from a Cue Group of the active Cue List. It is the equivalent to clicking on a Cue List item from a Cue List.

Arguments

Arg 1 (string)

The name of the Cue Group to target

Arg 2 (int)

The item number of the Cue List item to target within the target Cue Group

Example: /sp/all/cuelist/cue/select "Cue Group 1" 3

This will select the 3rd item within a Cue Group named "Cue Group 1".

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue List is not currently active
- A Cue Group of the supplied string value does not exist in the current Cue List
- The supplied number value for the Cue List item is out of bounds for the Cue Group

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Activate Cue Sequence

/sp/TARGET/cuesequence/activate *string*

This command activates a Cue Sequence within the project. It is equivalent to double-clicking a Cue Sequence in the RESOURCES panel.

Arguments

Arg 1 (string)

The name of the Cue Sequence to activate

Example: /sp/all/cuesequence/activate "Cue Seq 1"

This will activate a Cue Sequence named "Cue Seq 1".

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence of the supplied string value does not exist in the current project

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Play Cue Sequence

/sp/TARGET/cuesequence/current/play

This command advances the active Cue Sequence, playing into the next Cue Column.

Arguments

There are no arguments associated with this command.

Example: /sp/all/cuesequence/current/play

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active

Go to Cue Column in Cue Sequence

/sp/TARGET/cuesequence/current/goto *int bool*

This command will cue the active Cue Sequence to the specified Cue Column. There is an additional argument specifying whether it plays or pauses at that Cue Column.

Arguments

Arg 1 (int)

The Cue Column to target

Arg 2 (bool)

Whether to play or pause at the Cue Column (set true to play)

Example: /sp/all/cuesequence/current/goto 5 true

This will cue the Cue Sequence to the 5th Cue Column and subsequently play into the Cue Column.

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active
- The supplied integer value for the Cue Column is out of bounds for the Cue Sequence

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Go to Marker in Cue Sequence

/sp/TARGET/cuesequence/current/goto/marker *string bool*

This command will cue the active Cue Sequence to the nearest *(forward in time)* Cue Column of the specified Marker. There is an additional argument specifying whether it plays or pauses at that Cue Column.

Arguments

Arg 1 (string)

The Marker name of the Cue Column to target

Arg 2 (bool)

Whether to play or pause at Cue Column (set true to play)

Example: /sp/all/cuesequence/current/goto/marker "Marker A" true

This will cue the Cue Sequence to the nearest *(forward in time)* Cue Column with Marker "Marker A", and subsequently play into the Cue Column.

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active
- The supplied string value for the Marker is not found within the Cue Sequence

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Play Timeline Cue

/sp/TARGET/cuesequence/cue/play *int*

This command plays the internal timeline of a Timeline Cue that occupies the supplied Track Index at the current Cue Column for the active Cue Sequence.

Arguments

Arg 1 (int)

The Track Index to target for the Timeline Cue

Example: /sp/all/cuesequence/cue/play 2

This will set the Timeline Cue on Track 2 for the current Cue Column to play its internal timeline.

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active
- The supplied integer value for the Track Index does not result in a Timeline Cue that can be targeted
- The resulting Timeline Cue is a cue type that does not support a time base (does not contain a timeline)

Stop Timeline Cue

/sp/TARGET/cuesequence/cue/stop *int*

This command stops the internal timeline of a Timeline Cue that occupies the supplied Track Index at the current Cue Column for the active Cue Sequence.

Arguments

Arg 1 (int)

The Track Index to target for the Timeline Cue

Example: /sp/all/cuesequence/cue/stop 3

This will set the Timeline Cue on Track 3 for the current Cue Column to stop playback of its internal timeline.

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active
- The supplied integer value for the Track Index does not result in a Timeline Cue that can be targeted
- The resulting Timeline Cue is a cue type that does not support a time base (does not contain a timeline)

Go to time in Timeline Cue

/sp/TARGET/cuesequence/cue/goto *int float bool*

This command will cue the internal timeline of a Timeline Cue that occupies the supplied Track Index at the current Cue Column for the active Cue Sequence to the

specified time position. There is an additional argument specifying whether it plays or pauses at the time position.

Arguments

Arg 1 (int)

The Track Index to target for the Timeline Cue

Arg 2 (float)

The time position to cue to (in seconds)

Arg 3 (bool)

Whether to play or pause at the time position (set true to play)

Example: /sp/all/cuesequence/cue/goto 2 64.2 true

This will cue the internal timeline of the Timeline Cue on Track 2 for the current Cue Column to 1:04.2 and then subsequently play the timeline.

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active
- The supplied integer value for the Track Index does not result in a Timeline Cue that can be targeted
- The resulting Timeline Cue is a cue type that does not support a time base (does not contain a timeline)
- The supplied decimal value for the time position is outside the bounds of the targeted timeline

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Go to Marker in Timeline Cue

/sp/TARGET/cuesequence/cue/goto/marker *int string bool*

This command will cue the internal timeline of a Timeline Cue that occupies the supplied Track Index at the current Cue Column for the active Cue Sequence to the time position at the specified Marker. There is an additional argument specifying whether it plays or pauses at the time position. This command will only work on a Timeline Cue that is a Composition. This command supports the markers that are automatically generated for Compositions to represent common remaining time markers ("1 min", "30s", and "15s").

Arguments

Arg 1 (int)

The Track Index to target for the Timeline Cue

Arg 2 (string)

The Marker to target for the target time position

Arg 3 (bool)

Whether to play or pause at the target time position (set true to play)

Example: /sp/all/cuesequence/cue/goto/marker 1 "30s" false

This will cue the internal timeline of the Timeline Cue on Track 1 for the current Cue Column to the time position at the nearest Marker *(forward in time)* called "30s", then subsequently pause the timeline.

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active
- The supplied integer value for the Track Index does not result in a Timeline Cue that can be targeted
- The resulting Timeline Cue is not a Composition
- A Marker of the supplied string value does not exist within the target Composition

Set transform for Timeline Cue*

/sp/TARGET/cuesequence/cue/set/transform *int float float float float bool*

This command will set the base transform properties of a Timeline Cue that occupies the supplied Track Index at the current Cue Column for the active Cue Sequence to the specified decimal values. There is an additional argument specifying whether to relay the command to connected Player devices when targeting a device running SP Builder.

Arguments

Arg 1 (int)

The Track Index to target for the Timeline Cue

Arg 2 (float)

The X position value *(in pixels)* to set the Timeline Cue to

Arg 3 (float)

The Y position value *(in pixels)* to set the Timeline Cue to

Arg 4 (float)

The Width value *(in pixels)* to set the Timeline Cue to

Arg 5 (float)

The Height value *(in pixels)* to set the Timeline Cue to

Arg 6 (bool)

Whether to relay the command to connected Player devices

Example: /sp/all/cuesequence/cue/set/transform 2 32 128 1280 720 true

This will set the Timeline Cue on Track 2 for the current Cue Column to the position 32,128 and size 1280x720 and then relay the command to connected Player devices.

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active

- The supplied integer value for the Track Index does not result in a Timeline Cue that can be targeted
- The resulting Timeline Cue is not a visual-based cue

Set rotation for Timeline Cue*

/sp/TARGET/cuesequence/cue/set/rotation *int float float float bool*

This command will set the rotation properties of a Timeline Cue that occupies the supplied Track Index at the current Cue Column for the active Cue Sequence to the specified decimal values. There is an additional argument specifying whether to relay the command to connected Player devices when targeting a device running SP Builder.

Arguments

Arg 1 (int)

The Track Index to target for the Timeline Cue

Arg 2 (float)

The X rotation value *(in degrees)* to set the Timeline Cue to

Arg 3 (float)

The Y rotation value *(in degrees)* to set the Timeline Cue to

Arg 4 (float)

The Z rotation value *(in degrees)* to set the Timeline Cue to

Arg 5 (bool)

Whether to relay the command to connected Player devices

Example: /sp/all/cuesequence/cue/set/rotation 5 0 45 0 false

This will set the Timeline Cue on Track 5 for the current Cue Column to the rotation 0,45,0 and will not relay the command to connected Player devices.

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active
- The supplied integer value for the Track Index does not result in a Timeline Cue that can be targeted
- The resulting Timeline Cue is not a visual-based cue

Set crop for Timeline Cue*

/sp/TARGET/cuesequence/cue/set/crop *int float float float float float bool*

This command will set the crop properties of a Timeline Cue that occupies the supplied Track Index at the current Cue Column for the active Cue Sequence to the specified decimal values. There is an additional argument specifying whether to relay the command to connected Player devices when targeting a device running SP Builder.

Arguments

Arg 1 (int)

The Track Index to target for the Timeline Cue

Arg 2 (float)

The Left crop value *(in pixels)* to set the Timeline Cue to

Arg 3 (float)

The Right crop value *(in pixels)* to set the Timeline Cue to

Arg 4 (float)

The Top crop value *(in pixels)* to set the Timeline Cue to

Arg 5 (float)

The Bottom crop value *(in pixels)* to set the Timeline Cue to

Arg 6 (float)

The Edge Feathering value *(in pixels)* to set the Timeline Cue to

Arg 7 (bool)

Whether to relay the command to connected Player devices

Example: /sp/all/cuesequence/cue/set/crop 3 64 64 64 64 32 true

This will set the Timeline Cue on Track 3 for the current Cue Column so that all edges crop 64 pixels with a feathering of 32 pixels, and then relay the command to connected Player devices.

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active
- The supplied integer value for the Track Index does not result in a Timeline Cue that can be targeted
- The resulting Timeline Cue is not a visual-based cue

Set opacity for Timeline Cue*

/sp/TARGET/cuesequence/cue/set/opacity *int float bool*

This command will set the opacity of a Timeline Cue that occupies the supplied Track Index at the current Cue Column for the active Cue Sequence to the specified decimal value. There is an additional argument specifying whether to relay the command to connected Player devices when targeting a device running SP Builder.

Arguments

Arg 1 (int)

The Track Index to target for the Timeline Cue

Arg 2 (float)

The Opacity value *(0 - 1)* to set the Timeline Cue to

Arg 3 (bool)

Whether to relay the command to connected Player devices

Example: /sp/all/cuesequence/cue/set/opacity 2 0.6 true

This will set the Timeline Cue on Track 2 for the current Cue Column to an opacity of 60%, and then relay the command to connected Player devices.

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active
- The supplied integer value for the Track Index does not result in a Timeline Cue that can be targeted
- The resulting Timeline Cue is not a visual-based cue

Set color for Timeline Cue*

/sp/TARGET/cuesequence/cue/set/color *int string bool*

This command will set the color/tint of a Timeline Cue that occupies the supplied Track Index at the current Cue Column for the active Cue Sequence to the specified hex value. There is an additional argument specifying whether to relay the command to connected Player devices when targeting a device running SP Builder.

Arguments

Arg 1 (int)

The Track Index to target for the Timeline Cue

Arg 2 (string)

The Color value *(in hex)* to set the Timeline Cue to

Arg 3 (bool)

Whether to relay the command to connected Player devices

Example: /sp/all/cuesequence/cue/set/color 2 "#FF7700" true

This will set the Timeline Cue on Track 2 for the current Cue Column to a color tint value that matches the hex value of "#FF7700", and then relay the command to connected Player devices.

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active
- The supplied integer value for the Track Index does not result in a Timeline Cue that can be targeted
- The resulting Timeline Cue is not a visual-based cue

Set volume for Timeline Cue*

/sp/TARGET/cuesequence/cue/set/volume *int float bool*

This command will set the volume of a Timeline Cue that occupies the supplied Track Index at the current Cue Column for the active Cue Sequence to the specified decimal value. There is an additional argument specifying whether to relay the command to connected Player devices when targeting a device running SP Builder.

Arguments

Arg 1 (int)

The Track Index to target for the Timeline Cue

Arg 2 (float)

The Volume value *(0-1)* to set the Timeline Cue to

Arg 3 (bool)

Whether to relay the command to connected Player devices

Example: /sp/all/cuesequence/cue/set/volume 6 0.7 true

This will set the Timeline Cue on Track 6 for the current Cue Column to a volume of 70%, and then relay the command to connected Player devices.

The following conditions will cause this command to report an OSC error to the console/log:

- A project is not currently open
- A Cue Sequence is not currently active
- The supplied integer value for the Track Index does not result in a Timeline Cue that can be targeted
- The resulting Timeline Cue is not a cue type that supports audio

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Set Test Pattern for system

/sp/TARGET/network/testpattern/set *int*

This command will set the test pattern/mode for the system.

Arguments

Arg 1 (int)

The index for the test pattern/mode to target (see list below)

0 = OFF

1 = LED Map Grid

2 = Window IDs

3 = Color Bars

4 = Vertical Gray Bars

5 = Horizontal Gray Bars

6 = Cross Hatch

Example: /sp/all/network/testpattern/set 1

This will set the system test pattern to LED Map Grid mode.

** This command is supported on Player device networks as well*