

OVController Commands

- Ovation can be remote controlled in two ways:
 - As a **Media Sequencer**: All features available in the user interface are remote controllable the same manner they are operated manually with the mouse from within the application. It's equivalent as remote controlling each buttons of the user interface.
 - As a **Media Server**: All Cues and Cue Lists can be remote controlled independently given their Cue List Number and/or Cue Number or Index. It's equivalent as remote controlling a pool of media independently of the Ovation user interface.
- - Both modes can be used at the same time. A remote controller can send some Media Sequencer commands and some Media Server commands anytime and transparently.
- - The charts in following pages show all available commands in both modes.
- **Appendix II on page 213** gives details on the Ovation Keyboard Commands mapping
- **Appendix III on page 216** gives details on MIDI / Midi Show Control Commands mapping
- **Appendix IV on page 224** gives details on DMX Commands mapping
- **Appendix V on page 225** gives details on GPI Commands mapping

Media Sequencer Mode available Commands:

Note: If the tables are difficult to read please zoom in.

Ovation Media Sequencer Commands	Parameter 1	Parameter 2	Parameter 3	Parameter 4
CueFire				
CueFireSequenced				
CuePause				
CueStop				
CueStopAll				
CueHotPress	Down = 1 / Up = 0			
CueAudition				
CueAuditionStart				
CueAuditionRewind				
CueAuditionStop				
CueAuditionPlayPause				
CueAuditionFastForward				
CueAuditionEnd				
CueAuditionReviewStart				
CueAuditionReviewEnd				
CueBrowse				
CueSelect	Cue # **	Cue Sub#1 **	Cue Sub#2 **	Cue Sub#3 **
CueSelectNext				
CueSelectPrev				
CueSelectNextScene				
CueSelectPrevScene				
CueListSelect	Cue List # *			
CueListSelectNext				
CueListSelectPrev				
CueListSelectToggle				
HotCueListSelect	Cue List # *			
HotCueListSelectNext				
HotCueListSelectPrev				
HotCueListSelectToggle				
CueListFireStart				
CueListStart				
CueListPause				
CueListStop				
CueListChase	On =1 / Off = 0			
CueListChaseToggle				
ShowInit				
ShowStart				
ShowPause				
ShowStop				
ShowReset				
OK				
Cancel				
SendModifierKey	Modifier Key Code ***	Down = 1 / Up = 0		
SendVirtualKey	Virtual Key Code ****	Down = 1 / Up = 0		
Undo				
Cut				
Copy				
Paste				
Save				
SetMasterOutputGain	Gain			
MuteMasterOutput	Mute = 1 / Unmute = 0			

Parameters details:

- * **CueList #** *Cue List Number as displayed in the Ovation Sequencer*

- ** **Cue #** *If Cue Sub#1 equals OVCUEINDEX (-2) then Cue # is the Cue index in its Cue List
 Otherwise the Cue is identified with up to 3 nested levels using :
 Cue#, Sub#1, Sub#2 and Sub#3.
 Example: 1.1.2 or 3.4.2.5
 Note: 1.2.0.0 = 1.2.-1.-1 = 1.2*

- *** **Modifier Key:** *OVCCMK_CONTROL 1
 OVCCMK_SHIFT 2
 OVCCMK_ALT 3*

*OVCCMK_FADE 2 (= OVCCMK_SHIFT)
 OVCCMK_RESET_PL 4
 OVCCMK_PLAY_STC 5
 OVCCMK_PLAY_PAL 6
 OVCCMK_PLAY_DEF 7
 OVCCMK_PLAY_DEF 8*

- **** **Virtual Keys:** *Any valid Windows Virtual Key Code*

Media Server Mode available Commands:

Ovation Media Server Commands	CueList / Cue Identification Parameters					Command Timing Parameters				Generic Parameters			
	CueList #	Cue #	CueSub #1	CueSub #2	CueSub #3	Time	TimeOffset	Fade	Progress Offset	Boolean	Integer	Floating Point	String
CueAddAudio	X	X	X	X	X								Audio Output Slot
CueAddVideo	X	X	X	X	X								Audio Gain
CueLoad	X	X	X	X	X								PathName URL
CueUnload	X	X	X	X	X								PathName URL
CueMakeReady	X	X	X	X	X								
CueFire	X	X	X	X	X	X	X	Fade In	X				
CueFireSequenced	X	X	X	X	X								
CuePause	X	X	X	X	X	X	X	Fade Out					
CueStop	X	X	X	X	X	X	X	Fade Out					
CueStopAll													
CueDim	X	X	X	X	X	X	X	Fade Out					
CueUnDim	X	X	X	X	X	X	X	Fade In					
CueHotPress	X	X	X	X	X								Pressed=1/Released=0
CueAudition	X	X	X	X	X								
CueAuditionStart	X	X	X	X	X								
CueAuditionRewind	X	X	X	X	X								
CueAuditionStop	X	X	X	X	X								
CueAuditionPlayPause	X	X	X	X	X								
CueAuditionFastForward	X	X	X	X	X								
CueAuditionEnd	X	X	X	X	X								
CueAuditionReviewStart	X	X	X	X	X								
CueAuditionReviewEnd	X	X	X	X	X								
CueBrowse	X	X	X	X	X								
CueSelect	X	X	X	X	X								
CueSelectNext	X												
CueSelectPrev	X												
CueSelectNextScene	X												
CueSelectPrevScene	X												
CueListSelect	X												
CueListSelectNext													
CueListSelectPrev													
CueListSelectToggle													
HotCueListSelect	X												
HotCueListSelectNext													
HotCueListSelectPrev													
HotCueListSelectToggle													
CueListFireStart	X	X	X	X	X								
CueListStart	X												
CueListPause	X												
CueListStop	X												
CueListSetTime	X					X	X						
CueListChase	X												Chase Enabled = 1
CueListChaseToggle	X												
ShowInit													
ShowStart													
ShowPause													
ShowStop													
ShowReset													
OK													
Cancel													
SendModifierKey													Pressed=1/Released=0 Modifier Key Code
SendVirtualKey													Pressed=1/Released=0 Virtual Key Code
Undo													
Cut													
Copy													
Paste													
Save													
SetMasterOutputGain													Gain
MuteMasterOutput													Mute = 1 / Unmute = 0

Parameters Explanation:

CueList # If CueList # equals OVSELECTED (-1) then the currently selected CueList in the Sequencer is used for the command
 Otherwise the Cue List Number as displayed in the Ovation Sequencer

Cue # If Cue # equals OVSELECTED (-1) then the currently selected Cue in the Sequencer is used for the command
 If Cue Sub#1 equals OVCUEINDEX (-2) then Cue # is the Cue index in its Cue List
 Otherwise the Cue is identified with up to 3 nested levels using Cue#, Sub#1, Sub#2 and Sub#3.
 Example: 1.1.2 or 3.4.2.5
 Note: 1.2.0.0 = 1.2.-1.-1 = 1.2

Time Absolute Time when the Command will be executed.
 This Time relates to the Show Time. (OV_INVALID_TIME means as soon as possible)

TimeOffset Relative Time when the Command will be executed counting from when the command is issued
 (OV_INVALID_TIME means no offset)

Fade Fade Time (OV_INVALID_TIME means the Fade Time defined in the Sequencer is used)

ProgressOffset Time from the beginning of the Cue to start playing the Cue when Fired
 (OV_INVALID_TIME means the Cue starts from its beginning)

Modifier Key Code:

OVCCMK_CONTROL	1
OVCCMK_SHIFT	2
OVCCMK_ALT	3
OVCCMK_FADE	2 (= OVCCMK_SHIFT)
OVCCMK_RESET_PLAY	4
OVCCMK_PLAY_STOP	5
OVCCMK_PLAY_PAUSE	6
OVCCMK_PLAY_DEPRESS_ST	7
OVCCMK_PLAY_DEPRESS_PA	8

Virtual Key Code: Any valid Windows Virtual Key Code

The Ovation Keyboard Controller Commands Map

Keyboard Layout

Standard - General Purpose Mapping

Ctrl	Shift	⏪	⏩	■	⏮	⏭	⏪
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48
Fade	Play Reset	Play Stop	Play Pause	Play Stop	Play Pause	Alt	Select Hot Key

Ready Show Start Show Pause Show Stop Show

OK Cancel
Cut Copy
Paste Save

Fire Cue List Start Cue List Pause Cue List Stop Cue List

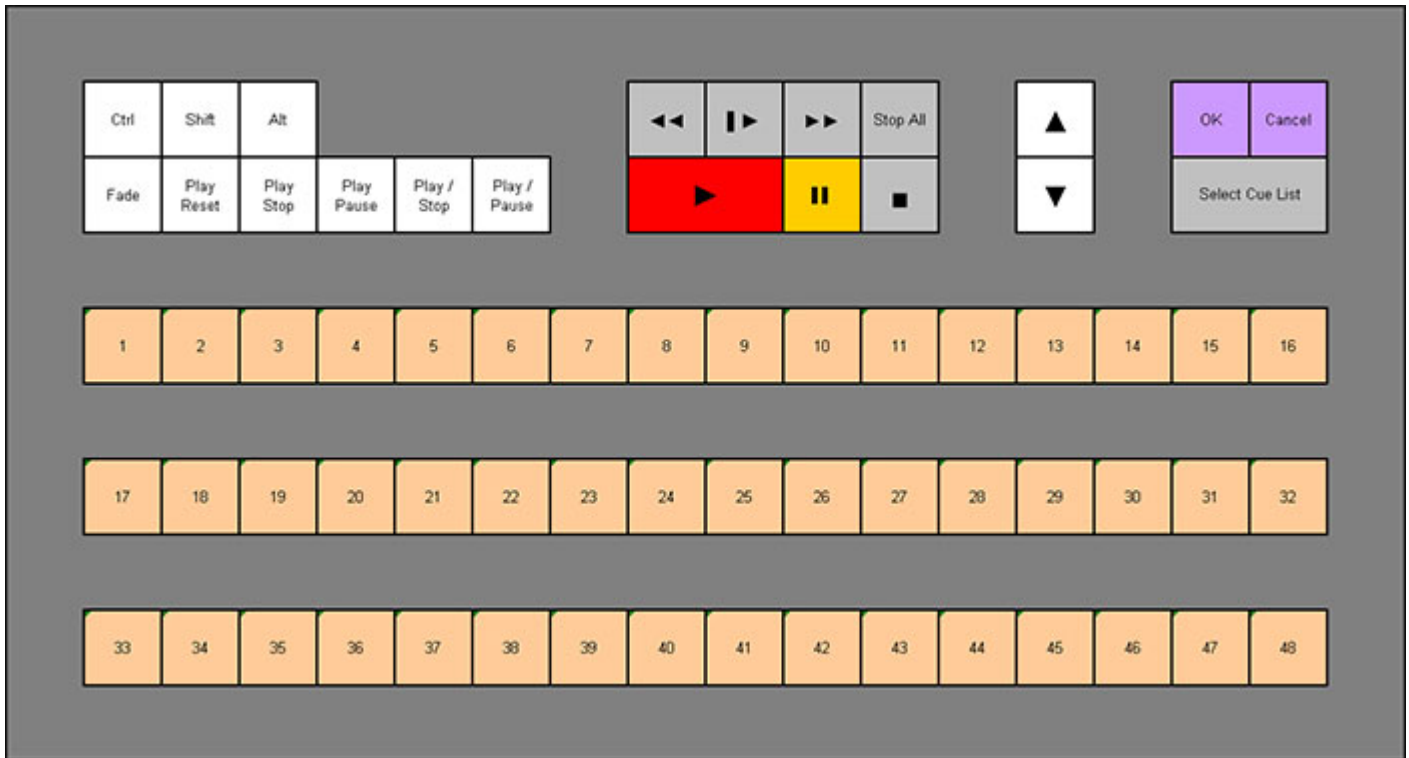
▶ || ■

Select Cue List

⏻

▲
▼ ▶

Hot Keys Only Mapping



Note: The Ovation Keyboard does not map any Media Server Mode specific Commands.

Note: The keyboard keys can be changed easily with the key caps removal tool provided with the keyboard. All the key caps required for both keyboard layouts are supplied with the keyboard.

Changing Keyboard Mapping

To change the keyboard mapping between General Purpose and Hotkeys go to:

Settings > Application > Controller Units > Proprietary > OVKeyboard

Make sure that the **Enable** checkbox is ticked and choose the appropriate mapping with the radio buttons.

Ovation Keyboard Commands mapping

Ovation Media Sequencer Commands	Mapped on Standard Keyboard	Mapped on Hot Keys Keyboard	Buttons
CueFire	Yes	Yes	
CueFireSequenced	Yes	No	
CuePause	Yes	Yes	
CueStop	Yes	Yes	
CueStopAll	No	Yes	
CueHotPress	1 to 48	1 to 48	
CueAudition	No	No	
CueAuditionStart	Yes	No	
CueAuditionRewind	Yes	Yes	
CueAuditionStop	Yes	No	
CueAuditionPlayPause	Yes	Yes	
CueAuditionFastForward	Yes	Yes	
CueAuditionEnd	Yes	No	
CueAuditionReviewStart	Yes	No	
CueAuditionReviewEnd	Yes	No	
CueBrowse	No	No	
CueSelect	No	No	
CueSelectNext	Yes	Yes	
CueSelectPrev	Yes	Yes	
CueSelectNextScene	Yes	No	
CueSelectPrevScene	Yes	No	
CueListSelect	No	No	
CueListSelectNext	No	No	
CueListSelectPrev	No	No	
CueListSelectToggle	Yes	Yes	
HotCueListSelect	No	No	
HotCueListSelectNext	No	No	
HotCueListSelectPrev	No	No	
HotCueListSelectToggle	Yes	Yes	
CueListFireStart	Yes	No	
CueListStart	Yes	No	
CueListPause	Yes	No	
CueListStop	Yes	No	
CueListChase	No	No	
CueListChaseToggle	No	No	
ShowInit	Yes	No	
ShowStart	Yes	No	
ShowPause	Yes	No	
ShowStop	Yes	No	
ShowReset	No	No	
OK	Yes	Yes	
Cancel	Yes	Yes	
SendModifierKey	Yes	Yes	
SendVirtualKey	No	No	
Undo	No	No	
Cut	Yes	No	
Copy	Yes	No	
Paste	Yes	No	
Save	Yes	No	
SetMasterOutputGain	No	No	
MuteMasterOutput	No	No	

MIDI and Midi Show Control

Midi Show Control Media Sequencer Mode Commands Mapping

Ovation Media Sequencer Commands	MCS Command	Cmd Param (Dec)	Cmd Param (Hex)	Comments
CueFire	Fire	8	8	
CueFireSequenced	Fire	9	9	
CuePause	Fire	10	A	
CueStop	Fire	11	B	
CueStopAll	Fire	12	C	
CueHotPress	Fire	48-95	30-5F	Even : Down - Odd : Up
CueAudition	Fire	32	20	
CueAuditionStart	Fire	33	21	
CueAuditionRewind	Fire	34	22	
CueAuditionStop	Fire	35	23	
CueAuditionPlayPause	Fire	36	24	
CueAuditionFastForward	Fire	37	25	
CueAuditionEnd	Fire	38	26	
CueAuditionReviewStart	Fire	39	27	
CueAuditionReviewEnd	Fire	40	28	
CueBrowse	Fire	41	29	
CueSelect				
CueSelectNext	Fire	42	2A	
CueSelectPrev	Fire	43	2B	
CueSelectNextScene	Fire	44	2C	
CueSelectPrevScene	Fire	45	2E	
CueListSelect	Fire			
CueListSelectNext	Fire	17	11	
CueListSelectPrev	Fire	18	12	
CueListSelectToggle	Fire	19	13	
HotCueListSelect	Fire			
HotCueListSelectNext	Fire	22	16	
HotCueListSelectPrev	Fire	23	17	
HotCueListSelectToggle	Fire	24	18	
CueListFireStart	Fire	26	1A	
CueListStart	Fire	27	1B	
CueListPause	Fire	28	1C	
CueListStop	Fire	29	1D	
CueListChase				
CueListChaseToggle	Fire	30	1E	
ShowInit	Fire	1	1	
ShowStart	Fire	2	2	
ShowPause	Fire	3	3	
ShowStop	Fire	4	4	
ShowReset	Fire	5	5	
OK	Fire	112	70	
Cancel	Fire	113	71	
SendModifierKey	Fire	96-111	60-6F	Even : Down - Odd : Up
SendVirtualKey				
Undo	Fire	114	72	
Cut	Fire	115	73	
Copy	Fire	116	74	
Paste	Fire	117	75	
Save	Fire	118	76	
SetMasterOutputGain				
MuteMasterOutput	Fire	119-120	7A-7B	Mute - Unmute

Midi Show Control Media Server Mode Commands mapping:

Ovation Media Server Commands	MSC Command
CueAddAudio	
CueAddVideo	
CueLoad	
CueUnload	
CueMakeReady	Load
CueFire	Go / Timed Go / Resume
CueFireSequenced	
CuePause	Stop
CueStop	Go Off
CueStopAll	
CueDim	
CueUnDim	
CueHotPress	
CueAudition	
CueAuditionStart	
CueAuditionRewind	
CueAuditionStop	
CueAuditionPlayPause	
CueAuditionFastForward	
CueAuditionEnd	
CueAuditionReviewStart	
CueAuditionReviewEnd	
CueBrowse	
CueSelect	
CueSelectNext	Standby +
CueSelectPrev	Standby -
CueSelectNextScene	Sequence +
CueSelectPrevScene	Sequence -
CueListSelect	
CueListSelectNext	Open Cue List
CueListSelectPrev	
CueListSelectToggle	
HotCueListSelect	
HotCueListSelectNext	
HotCueListSelectPrev	
HotCueListSelectToggle	
CueListFireStart	Go / Jam Clock
CueListStart	Start Clock
CueListPause	
CueListStop	Stop Clock
CueListSetTime	Zero Clock / Set Clock
CueListChase	MTC Chase On / Off
CueListChaseToggle	
ShowInit	
ShowStart	
ShowPause	
ShowStop	
ShowReset	Reset

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Ovation Media Server Commands
Cancel
SendModifierKey
SendVirtualKey
Undo
Cut
Copy
Paste
Save
SetMasterOutputGain
MuteMasterOutput

MSC Command
All Off / Restore

Note: Ovation is compatible with the MSC data specification with the following limitation:

Sub-Cue (Child-Cue) level id is limited to 4

I.e. if 10.4.1.2.8.14 cue data is sent, Ovation will use the 10.4.1.2 cue identifier and Sub Cue id 8.14 will be ignored

Sub-Cue list level id is limited to 1 all Sub-Cue list id will be ignored

I.e. If 1.2 cue list data is sent, Ovation will use the first cue list identifier. In that case 1

Cue list 0 is not supported

Cue path data is ignored

General MIDI Media Sequencer Mode Commands Mapping

Note: If the tables are difficult to read please zoom in.

Ovation Media Sequencer Commands	Command	Data 1	Data 2	Comments
CueFire	Control Change	mappable		
CueFireSequenced	Control Change	mappable		
CuePause	Control Change	mappable		
CueStop	Control Change	mappable		
CueStopAll	Control Change	mappable		
CueHotPress	Control Change	mappable	0 = down otherwise up	
CueAudition	Control Change	mappable		
CueAuditionStart	Control Change	mappable		
CueAuditionRewind	Control Change	mappable		
CueAuditionStop	Control Change	mappable		
CueAuditionPlayPause	Control Change	mappable		
CueAuditionFastForward	Control Change	mappable		
CueAuditionEnd	Control Change	mappable		
CueAuditionReviewStart	Control Change	mappable		
CueAuditionReviewEnd	Control Change	mappable		
CueBrowse	Control Change	mappable		
CueSelect	Control Change	mappable	the Cue #	
CueSelectNext	Control Change	mappable		
CueSelectPrev	Control Change	mappable		
CueSelectNextScene	Control Change	mappable		
CueSelectPrevScene	Control Change	mappable		
CueListSelect	Control Change	mappable	the Cue List #	
CueListSelectNext	Control Change	mappable		
CueListSelectPrev	Control Change	mappable		
CueListSelectToggle	Control Change	mappable		
HotCueListSelect	Control Change	mappable	the Cue List #	
HotCueListSelectNext	Control Change	mappable		
HotCueListSelectPrev	Control Change	mappable		
HotCueListSelectToggle	Control Change	mappable		
CueListFireStart	Control Change	mappable		
CueListStart	Control Change	mappable		
CueListPause	Control Change	mappable		
CueListStop	Control Change	mappable		
CueListChase	Control Change	mappable	0 = Chase On otherwise Chase Off	
CueListChaseToggle	Control Change	mappable		
ShowInit	Control Change	mappable		
ShowStart	Control Change	mappable		
ShowPause	Control Change	mappable		
ShowStop	Control Change	mappable		
ShowReset	Control Change	mappable		
OK	Control Change	mappable		
Cancel	Control Change	mappable		
SendModifierKey	Control Change	mappable		
SendVirtualKey	Control Change	mappable		
Undo	Control Change	mappable		
Cut	Control Change	mappable		
Copy	Control Change	mappable		
Paste	Control Change	mappable		
Save	Control Change	mappable		
SetMasterOutputGain	Control Change	mappable	The master gain fader position 0 = Mute	
MuteMasterOutput	Control Change	mappable	0 = Unmute otherwise Mute	

Note: Data 1 is a range of values from 0 to 63

General MIDI Media Server Mode Commands Mapping

Ovation Media Server Commands	GM Command	Data 1	Comments
CueAddAudio			
CueAddVideo			
CueLoad			
CueUnload			
CueMakeReady			
CueFire	Note On	the Cue #	depends on the Note On option
CueFireSequenced			
CuePause	Note Off	the Cue #	depends on the Note Off and Note On option
CueStop	Note Off	the Cue #	depends on the Note Off and Note On option
CueStopAll			
CueDim			
CueUnDim			
CueHotPress	Note On / Note Off	the Cue #	depends on the Note On option
CueAudition			
CueAuditionStart			
CueAuditionRewind			
CueAuditionStop			
CueAuditionPlayPause			
CueAuditionFastForward			
CueAuditionEnd			
CueAuditionReviewStart			
CueAuditionReviewEnd			
CueBrowse			
CueSelect			
CueSelectNext			
CueSelectPrev			
CueSelectNextScene			
CueSelectPrevScene			
CueListSelect	Program Change	the CueList #	
CueListSelectNext			
CueListSelectPrev			
CueListSelectToggle			
HotCueListSelect			
HotCueListSelectNext			
HotCueListSelectPrev			
HotCueListSelectToggle			
CueListFireStart			
CueListStart			
CueListPause			
CueListStop			
CueListSetTime			
CueListChase			
CueListChaseToggle			
ShowInit			
ShowStart			
ShowPause			
ShowStop			
ShowReset			
OK			
Cancel			
SendModifierKey			
SendVirtualKey			
Undo			
Cut			
Copy			
Paste			
Save			
SetMasterOutputGain			
MuteMasterOutput			

The MIDI channel is the Cue list Id or is ignored and the Selected Cue List is targeted. An option is available.

MMC Media Sequencer Commands Mapping

Ovation Media Sequencer Commands	MMC Command	Cmd (Dec)	Cmd (Hex)	Comments
CueFire	Play / Deferred Play	2, 3	2, 3	
CueFireSequenced				
CuePause	Pause	9	9	
CueStop	Stop	1	1	
CueStopAll				
CueHotPress				
CueAudition				
CueAuditionStart				
CueAuditionRewind				
CueAuditionStop				
CueAuditionPlayPause				
CueAuditionFastForward				
CueAuditionEnd				
CueAuditionReviewStart				
CueAuditionReviewEnd				
CueBrowse				
CueSelect				
CueSelectNext	Fast Forward	4	4	
CueSelectPrev	Rewind	5	5	
CueSelectNextScene				
CueSelectPrevScene				
CueListSelect				
CueListSelectNext	Variable Play	69	45	positive value
CueListSelectPrev	Variable Play	69	45	negative value
CueListSelectToggle	Eject	10	A	
HotCueListSelect				
HotCueListSelectNext				
HotCueListSelectPrev				
HotCueListSelectToggle				
CueListFireStart				
CueListStart				
CueListPause				
CueListStop				
CueListChase				
CueListChaseToggle				
ShowInit				
ShowStart				
ShowPause				
ShowStop				
ShowReset				
OK				
Cancel				
SendModifierKey				
SendVirtualKey				
Undo				
Cut				
Copy				
Paste				
Save				
SetMasterOutputGain				
MuteMasterOutput				

GM Media Sequencer Commands Mapping

Ovation Media Sequencer Commands	Command	Data 1	Data 2	Comments
CueFire	Control Change	mappable		
CueFireSequenced	Control Change	mappable		
CuePause	Control Change	mappable		
CueStop	Control Change	mappable		
CueStopAll	Control Change	mappable		
CueHotPress	Control Change	mappable	0 = down otherwise up	
CueAudition	Control Change	mappable		
CueAuditionStart	Control Change	mappable		
CueAuditionRewind	Control Change	mappable		
CueAuditionStop	Control Change	mappable		
CueAuditionPlayPause	Control Change	mappable		
CueAuditionFastForward	Control Change	mappable		
CueAuditionEnd	Control Change	mappable		
CueAuditionReviewStart	Control Change	mappable		
CueAuditionReviewEnd	Control Change	mappable		
CueBrowse	Control Change	mappable		
CueSelect	Control Change	mappable	the Cue #	
CueSelectNext	Control Change	mappable		
CueSelectPrev	Control Change	mappable		
CueSelectNextScene	Control Change	mappable		
CueSelectPrevScene	Control Change	mappable		
CueListSelect	Control Change	mappable	the Cue List #	
CueListSelectNext	Control Change	mappable		
CueListSelectPrev	Control Change	mappable		
CueListSelectToggle	Control Change	mappable		
HotCueListSelect	Control Change	mappable	the Cue List #	
HotCueListSelectNext	Control Change	mappable		
HotCueListSelectPrev	Control Change	mappable		
HotCueListSelectToggle	Control Change	mappable		
CueListFireStart	Control Change	mappable		
CueListStart	Control Change	mappable		
CueListPause	Control Change	mappable		
CueListStop	Control Change	mappable		
CueListChase	Control Change	mappable	0 = Chase On otherwise Chase Off	
CueListChaseToggle	Control Change	mappable		
ShowInit	Control Change	mappable		
ShowStart	Control Change	mappable		
ShowPause	Control Change	mappable		
ShowStop	Control Change	mappable		
ShowReset	Control Change	mappable		
OK	Control Change	mappable		
Cancel	Control Change	mappable		
SendModifierKey	Control Change	mappable		
SendVirtualKey	Control Change	mappable		
Undo	Control Change	mappable		
Cut	Control Change	mappable		
Copy	Control Change	mappable		
Paste	Control Change	mappable		
Save	Control Change	mappable		
SetMasterOutputGain	Control Change	mappable	The master gain fader position 0 = Mute	
MuteMasterOutput	Control Change	mappable	0 = Unmute otherwise Mute	

Note: Data 1 is a range of values from 0 to 63

GM Media Server Commands Mapping

Ovation Media Server Commands	GM Command	Data 1	Comments
CueAddAudio			
CueAddVideo			
CueLoad			
CueUnload			
CueMakeReady			
CueFire	Note On	the Cue #	depends on the Note On option
CueFireSequenced			
CuePause	Note Off	the Cue #	depends on the Note Off and Note On option
CueStop	Note Off	the Cue #	depends on the Note Off and Note On option
CueStopAll			
CueDim			
CueUnDim			
CueHotPress	Note On / Note Off	the Cue #	depends on the Note On option
CueAudition			
CueAuditionStart			
CueAuditionRewind			
CueAuditionStop			
CueAuditionPlayPause			
CueAuditionFastForward			
CueAuditionEnd			
CueAuditionReviewStart			
CueAuditionReviewEnd			
CueBrowse			
CueSelect			
CueSelectNext			
CueSelectPrev			
CueSelectNextScene			
CueSelectPrevScene			
CueListSelect	Program Change	the CueList #	
CueListSelectNext			
CueListSelectPrev			
CueListSelectToggle			
HotCueListSelect			
HotCueListSelectNext			
HotCueListSelectPrev			
HotCueListSelectToggle			
CueListFireStart			
CueListStart			
CueListPause			
CueListStop			
CueListSetTime			
CueListChase			
CueListChaseToggle			
ShowInit			
ShowStart			
ShowPause			
ShowStop			
ShowReset			
OK			
Cancel			
SendModifierKey			
SendVirtualKey			
Undo			
Cut			
Copy			
Paste			
Save			
SetMasterOutputGain			
MuteMasterOutput			

Note: The MIDI channel is the **Cue list Id** or is ignored and the Selected Cue List is targeted. An option is available.

Appendix IV

DMX Commands

Under Construction

GPI Commands

Ovation Media Server Commands	GPI Media Server Mapping				
	Param 1	Param 2	Param 3	Param 4	Comments
CueAddAudio	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAddVideo	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueLoad	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueUnload	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueMakeReady	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueFire	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueFireSequenced	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CuePause	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueStop	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueStopAll					
CueDim	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueUnDim	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueHotPress	CueList #	Cue #	Cue Sub#1	0 = Down otherwise Up	
CueAudition	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionStart	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionRewind	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionStop	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionPlayPause	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionFastForward	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionEnd	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionReviewStart	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionReviewEnd	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueBrowse	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueSelect	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueSelectNext	CueList #				
CueSelectPrev	CueList #				
CueSelectNextScene	CueList #				
CueSelectPrevScene	CueList #				
CueListSelect	CueList #				
CueListSelectNext					
CueListSelectPrev					
CueListSelectToggle					
HotCueListSelect	CueList #				
HotCueListSelectNext					
HotCueListSelectPrev					
HotCueListSelectToggle					
CueListFireStart	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueListStart	CueList #				
CueListPause	CueList #				
CueListStop	CueList #				
CueListSetTime	CueList #				
CueListChase	CueList #			Chase Off = 0 otherwise Chase On	
CueListChaseToggle	CueList #				
ShowInit					
ShowStart					
ShowPause					
ShowStop					
ShowReset					
OK					
Cancel					
SendModifierKey	Modifier Key Code	Release=0 otherwise Pressed			
SendVirtualKey	Virtual Key Code	Release=0 otherwise Pressed			
Undo					
Cut	CueList #				
Copy	CueList #				
Paste	CueList #				
Save					
SetMasterOutputGain	Gain [dB]				
MuteMasterOutput	Unmute = 0 otherwise Mute				

Parameters Explanation:

CueList # *If CueList # equals OVSELECTED (-1) then the currently selected CueList in the Sequencer is used for the command
Otherwise the Cue List Number as displayed in the Ovation Sequencer*

Cue # *If Cue # equals OVSELECTED (-1) then the currently selected Cue in the Sequencer is used for the command*

Modifier Key Code:	OVCCMK_CONTROL	1
	OVCCMK_SHIFT	2
	OVCCMK_ALT	3
	OVCCMK_FADE	2 (= OVCCMK_SHIFT)
	OVCCMK_RESET_PLAY	4
	OVCCMK_PLAY_STOP	5
	OVCCMK_PLAY_PAUSE	6
	OVCCMK_PLAY_DEPRESS_STOP	7
	OVCCMK_PLAY_DEPRESS_PAUSE	8

Virtual Key Code: *Any valid Windows Virtual Key Code*

Mouse Modifier Keys

This table shows the valid modifier keys which can be used in conjunction with some mouse operations

Show Control

Under construction

Hot Key Mode

Click on a Cue Fire Button

Fire Cue following Cue Properties Hot Key Mode	None
Fire Cue following inverse of Cue Properties Hot Key Mode (for example Toggle Play / Stop becomes Press Play / Release Stop)	Ctrl
Force Stop	Alt
Add default Fade In and Out	Shift

Web Server Commands

Please zoom in to view comfortably.

HTTP Media Sequencer Map

Definition of Commands and Parameters for controlling Ovation as a Media Sequencer through HTTP Commands

Ovation Media Sequencer Commands	Command	Parameter 2	Parameter 3	Parameter 4	Parameter 5
CueFire	<IP>:<Port>/Action?Command=Cue_Fire	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueFireSequenced	<IP>:<Port>/Action?Command=Cue_FireSequenced	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CuePause	<IP>:<Port>/Action?Command=Cue_Pause	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueStop	<IP>:<Port>/Action?Command=Cue_Stop	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueStopAll	<IP>:<Port>/Action?Command=Cue_StopAll				
CueHotPress	<IP>:<Port>/Action?Command=Cue_HotPress	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Pressed=1 or 0	
CueAudition	<IP>:<Port>/Action?Command=Cue_Audition	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CueAuditionStart					
CueAuditionRewind					
CueAuditionStop					
CueAuditionPlayPause					
CueAuditionFastForward					
CueAuditionEnd					
CueAuditionReview Start					
CueAuditionReview End					
CueBrowse					
CueSelect	<IP>:<Port>/Action?Command=Cue_Select	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CueSelectNext	<IP>:<Port>/Action?Command=Cue_Select_Next	&CueList=<CueList> (*)			
CueSelectPrev	<IP>:<Port>/Action?Command=Cue_Select_Prev	&CueList=<CueList> (*)			
CueSelectNextScene	<IP>:<Port>/Action?Command=Cue_Select_NextScene	&CueList=<CueList> (*)			
CueSelectPrevScene	<IP>:<Port>/Action?Command=Cue_Select_PrevScene	&CueList=<CueList> (*)			
CueListSelect	<IP>:<Port>/Action?Command=CueList_Select	&CueList=<CueList> (*)			
CueListSelectNext	<IP>:<Port>/Action?Command=CueList_Select_Next				
CueListSelectPrev	<IP>:<Port>/Action?Command=CueList_Select_Prev				
CueListSelectToggle	<IP>:<Port>/Action?Command=CueList_Select_Toggle				
HotCueListSelect	<IP>:<Port>/Action?Command=HotCueList_Select	&CueList=<CueList> (*)			
HotCueListSelectNext	<IP>:<Port>/Action?Command=HotCueList_Select_Next				
HotCueListSelectPrev	<IP>:<Port>/Action?Command=HotCueList_Select_Prev				
HotCueListSelectToggle	<IP>:<Port>/Action?Command=HotCueList_Select_Toggle				
CueListFireStart	<IP>:<Port>/Action?Command=CueList_FireStart	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CueListStart	<IP>:<Port>/Action?Command=CueList_Start	&CueList=<CueList> (*)			
CueListPause	<IP>:<Port>/Action?Command=CueList_Pause	&CueList=<CueList> (*)			
CueListStop	<IP>:<Port>/Action?Command=CueList_Stop	&CueList=<CueList> (*)			
CueListChase	<IP>:<Port>/Action?Command=CueList_Chase	&CueList=<CueList> (*)	&ChaseOn=1 or 0		
CueListChaseToggle	<IP>:<Port>/Action?Command=CueList_ChaseToggle	&CueList=<CueList> (*)			
CueListSetTime	<IP>:<Port>/Action?Command=CueList_SetTime	&CueList=<CueList> (*)	&Time=<n [ms]>		
ShowInit	<IP>:<Port>/Action?Command=Show_Init				
ShowStart	<IP>:<Port>/Action?Command=Show_Start				
ShowPause	<IP>:<Port>/Action?Command=Show_Pause				
ShowStop	<IP>:<Port>/Action?Command=Show_Stop				
ShowReset					
OK					
Cancel					
SendModifierKey					
SendVirtualKey					
Undo					
Cut					
Copy					
Paste					
Save					
SetMasterOutputGain	<IP>:<Port>/Action?Command=Master_OutputGain	&Gain=<n [dB]>			
MuteMasterOutput	<IP>:<Port>/Action?Command=Master_Mute	&Mute=1 or 0			

Parameter details:	
(*)	Optional parameter
<IP>	IP Address of the machine running the Ovation Sequencer
<Port>	Port number as set in the Ovation All Settings > Controller Units > Proprietary > Web Server Page > HTTP Port
<CueList>	The Cue List Index (0 based, i.e. Cue List Number - 1) -1 indicates the currently selected Cue List (Default if the <CueList> parameter is not set)
<Cue>	The Cue Number, for example Cue=1.1.2 or Cue=3.4.2.5 -1 indicates the currently selected Cue, for example Cue=-1 (Default if the <Cue> parameter is not set) -2 in the second sub digit indicates that the first digit is the Cue Index in the Cue List instead of the Cue Number, for example Cue=5.-2
Time	Absolute Time in [ms] when the Command will be executed. This Time relates to the Show Time.
TimeOffset	Relative Time in [ms] when the Command will be executed counting from when the command is issued
Fade	Fade Time in [ms]
ProgressOffsetTime	Time in [ms] from the beginning of the Cue to start playing the Cue when Fired

HTTP Media Server Map

Definition of Commands and Parameters for controlling Ovation as a Media Server through HTTP Commands

Ovation Media Sequencer Commands	Command	Parameter 2	Parameter 3	Parameter 4	Parameter 5
CueAddAudio CueAddVideo	<IP>:<Port>/Action?Command=Cue_Fire	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueLoad CueUnload					
CueFire	<IP>:<Port>/Action?Command=Cue_Fire	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueFireSequenced	<IP>:<Port>/Action?Command=Cue_FireSequenced	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CuePause	<IP>:<Port>/Action?Command=Cue_Pause	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueStop	<IP>:<Port>/Action?Command=Cue_Stop	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueStopAll	<IP>:<Port>/Action?Command=Cue_StopAll				
CueDim	<IP>:<Port>/Action?Command=Cue_Dim	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueUnDim	<IP>:<Port>/Action?Command=Cue_UnDim	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueHotPress	<IP>:<Port>/Action?Command=Cue_HotPress	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Pressed=1 or 0	
CueAudition	<IP>:<Port>/Action?Command=Cue_Audition	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CueAuditionStart					
CueAuditionRewind					
CueAuditionStop					
CueAuditionPlayPause					
CueAuditionFastForward					
CueAuditionEnd					
CueAuditionReviewStart					
CueAuditionReviewEnd					
CueBrowse					
CueSelect	<IP>:<Port>/Action?Command=Cue_Select	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CueSelectNext	<IP>:<Port>/Action?Command=Cue_Select_Next	&CueList=<CueList> (*)			
CueSelectPrev	<IP>:<Port>/Action?Command=Cue_Select_Prev	&CueList=<CueList> (*)			
CueSelectNextScene	<IP>:<Port>/Action?Command=Cue_Select_NextScene	&CueList=<CueList> (*)			
CueSelectPrevScene	<IP>:<Port>/Action?Command=Cue_Select_PrevScene	&CueList=<CueList> (*)			
CueListSelect	<IP>:<Port>/Action?Command=CueList_Select	&CueList=<CueList> (*)			
CueListSelectNext	<IP>:<Port>/Action?Command=CueList_Select_Next				
CueListSelectPrev	<IP>:<Port>/Action?Command=CueList_Select_Prev				
CueListSelectToggle	<IP>:<Port>/Action?Command=CueList_Select_Toggle				
HotCueListSelect	<IP>:<Port>/Action?Command=HotCueList_Select	&CueList=<CueList> (*)			
HotCueListSelectNext	<IP>:<Port>/Action?Command=HotCueList_Select_Next				
HotCueListSelectPrev	<IP>:<Port>/Action?Command=HotCueList_Select_Prev				
HotCueListSelectToggle	<IP>:<Port>/Action?Command=HotCueList_Select_Toggle				
CueListFireStart	<IP>:<Port>/Action?Command=CueList_FireStart	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CueListStart	<IP>:<Port>/Action?Command=CueList_Start	&CueList=<CueList> (*)			
CueListPause	<IP>:<Port>/Action?Command=CueList_Pause	&CueList=<CueList> (*)			
CueListStop	<IP>:<Port>/Action?Command=CueList_Stop	&CueList=<CueList> (*)			
CueListChase	<IP>:<Port>/Action?Command=CueList_Chase	&CueList=<CueList> (*)	&ChaseOn=1 or 0		
CueListChaseToggle	<IP>:<Port>/Action?Command=CueList_ChaseToggle	&CueList=<CueList> (*)			
CueListSetTime	<IP>:<Port>/Action?Command=CueList_SetTime	&CueList=<CueList> (*)	&Time=<n [ms]>		
ShowInit	<IP>:<Port>/Action?Command=Show_Init				
ShowStart	<IP>:<Port>/Action?Command=Show_Start				
ShowPause	<IP>:<Port>/Action?Command=Show_Pause				
ShowStop	<IP>:<Port>/Action?Command=Show_Stop				
ShowReset					
OK					
Cancel					
SendModifierKey					
SendVirtualKey					
Undo					
Cut					
Copy					
Paste					
Save					

Parameters details:

(*)	Optional parameter
<IP>	IP Address of the machine running the Ovation Sequencer
<Port>	Port number as set in the Ovation All Settings > Controller Units > Proprietary > Web Server Page > HTTP Port
<CueList>	The Cue List Index (0 based, i.e. Cue List Number - 1) -1 indicates the currently selected Cue List (Default if the <CueList> parameter is not set)
<Cue>	The Cue Number, for example Cue=1.1.2 or Cue=3.4.2.5 -1 indicates the currently selected Cue, for example Cue=-1 (Default if the <Cue> parameter is not set) -2 in the second sub digit indicates that the first digit is the Cue Index in the Cue List instead of the Cue Number, for example Cue=5.-2
Time	Absolute Time in [ms] when the Command will be executed. This Time relates to the Show Time.
TimeOffset	Relative Time in [ms] when the Command will be executed counting from when the command is issued
Fade, FadeIn, FadeOut	Fade Time in [ms]
ProgressOffsetTime	Time in [ms] from the beginning of the Cue to start playing the Cue when Fired
PathName	URLs or PathNames can optionally be converted with escaped characters (for example White Spaces = %20)

HTTP Request Response

Show Request Command:

```
<IP>:<Port>/Request?Show
```

JSON Response:

Comments

```
{
  Host : "192.168.1.34:888",
  Show :
    {
      Title : "Test.ovs",
      PathName : "D:\Projects\Ovation\Test.ovs",
      ShowTimeCueFireButtons : 0,
      State : "Running",
      ShowTime : "00:00:02",
      TimeCodes :
        [
          {
            Name : "LTC 1",
            Type : "Generator",
            TimeCode : "00:01:09:00"
          },
          {
            Name : "MTC 1",
            Type : "Source",
            TimeCode : "00:00:00:00"
          }
        ]
      ,
      CueLists :
        [
          {
            Index : 0,
            Name : "Standard Cue List",
            Number : "1",
            Mode : 0,
            HotKeysColumns : -1,
            Selected : 1,
            HotSelected : 0,
            TitleColor : "60e6b4",
            Cues :
              [
                {
                  Index : 0,
                  Name : "11 Don't Kill It Carol",
                  Number : "1",
                  GoTime : "Invalid",
                  Selected : 1,
                  Length : "00:06:14",
                  State : "Ready",
                  StateBackgroundColor : "a495b2",
                  StateBorderColor : "a495b2",
                  Progress : 0,
                  Percent : "",
                  ProgressCounters : ""
                }
              ]
          },
          {
            Index : 1,
            Name : "Timed Cue List",
            Number : "2",
            Mode : 1,
            HotKeysColumns : -1,
            Selected : 0,
            HotSelected : 0,
            CueListTime : "00:00:00",
            Chasing : 0,
            Running : 0,
            Paused : 0,
            TitleColor : "000000",
            Cues :
              [
                {
                  Index : 0,
                  Name : "Million Miles From Home",
                  Number : "1",
                  GoTime : "00:01:00:000",
                  Selected : 1,
                  Length : "00:03:58",
                  State : "Asleep",
                  StateBackgroundColor : "9f9b93",
                  StateBorderColor : "9f9b93",
                  Progress : 0,
                  Percent : "",
                  ProgressCounters : ""
                }
              ]
          }
        ]
    }
}
```

Continued on next page:

```

Index : 2,
Name : "Hot Keys",
Number : "3",
Mode : 2,
HotKeysColumns : -1,
Selected : 0,
HotSelected : 1,
TitleColor : "000000",
Cues :

```

Hot Keys Cue List

```

{
  Index : 0,
  Name : "Trust_Antisocial",
  Number : "1",
  GoTime : "Invalid",
  HotKeyNumber : 1,
  HotRectLeft : 8,
  HotRectRight : 207,
  HotRectTop : 8,
  HotRectBottom : 207,
  Selected : 1,
  Length : "00:04:32",
  State : "Ready",
  StateBackgroundColor : "b26f43",
  StateBorderColor : "b26f43",
  Progress : 0, Percent
  ProgressCounters : ""
}

```

```

}
{
Index : 3,
Name : "Custom Cue List",
Number : "4",
Mode : 3,
HotKeysColumns : -1,
Selected : 0,
HotSelected : 0,
TitleColor : "000000",
Cues :

```

Custom Keys Cue List

```

{
  Index : 0,
  Name : "19 Banquet",
  Number : "3.2",
  GoTime : "Invalid",
  CustomRectLeft : 60,
  CustomRectRight : 360,
  CustomRectTop : 40,
  CustomRectBottom : 140,
  CustomColor : "00cc99",
  CustomFont : "",
  CustomFontColor : "000000",
  Selected : 1,
  Length : "00:05:15",
  State : "Ready",
  StateBackgroundColor : "008e6b",
  StateBorderColor : "008e6b",
  Progress : 0, Percent
  ProgressCounters : ""
}

```

```

}
ShowDirty : 1

```

Show has changed meaning that a Show Request is required when received in a Cues_Status response

Cues Status Request Command:

<IP>:<Port>/Request?Cues_Status

JSON Response:

Comments

```
{
  Host : "192.168.1.34:888",
  Show :
    {
      State : "Running",
      ShowTime : "00:01:44",
      TimeCodes :
        [
          {
            Name : "LTC 1",
            Type : "Generator",
            TimeCode : "00:01:09:00"
          },
          {
            Name : "MTC 1",
            Type : "Source",
            TimeCode : "00:00:00:00"
          }
        ],
      CueLists :
        [
          {
            Index : 0,
            Name : "Standard Cue List",
            Number : "1",
            Mode : 0,
            Selected : 1,
            HotSelected : 0,
            TitleColor : "60e6b4",
            Cues :
              [
                {
                  Index : 0,
                  Selected : 1,
                  Length : "00:06:14",
                  State : "Playing",
                  StateBackgroundColor : "45b259",
                  StateBorderColor : "45b259",
                  Progress : 6, Percent
                  ProgressCounters : "00:00:23 - 00:05:50"
                }
              ]
            }
          ,
          {
            Index : 1,
            Name : "Timed Cue List",
            Number : "2",
            Mode : 1,
            Selected : 0,
            HotSelected : 0,
            CueListTime : "00:00:00",
            Chasing : 0,
            Running : 0,
            Paused : 0,
            TitleColor : "000000",
            Cues :
              [
                ]
            }
          ,
          {
            Index : 2,
            Name : "Hot Keys",
            Number : "3",
            Mode : 2,
            Selected : 0,
            HotSelected : 1,
            TitleColor : "000000",
            Cues :
              [
                ]
            }
          ,
          {
            Index : 3,
            Name : "Custom Cue List",
            Number : "4",
            Mode : 3,
            Selected : 0,
            HotSelected : 0,
            TitleColor : "000000",
            Cues :
              [
                ]
            }
          ]
        ,
      ShowDirty : 0
    }
}
```