

THIS MANUAL IS A WORK IN PROGRESS PLEASE ALSO REFER TO NR37.NL/OSCREMOTE

OSCRemote v1.2 changes

- Optionally save files on the OSCRemote server (for exchanging files between devices).
- Custom sliders/buttons/etc.
- Load the most recent file at startup, which saves 2 clicks when using the same file over and over.
- An option is added in the Settings tab to send the current filename via tag */filename*.
- Added an OSC input so client software may send values back to OSCRemote (e.g. to update slider values). The input is set to port 1234, the device's IP address can be found in Apple's Settings application (Wifi > Detail icon).
- When switching between modes OSCRemote now remembers all values and doesn't reset all values to 0 when switching back to Play mode.
- Textfield object largely improved, now showing the input directly onscreen as well as three buttons for send/return, send and clear.
- XY object largely improved with more visible crosshairs and title.
- The Prefix in the Settings tab can now optionally be set to nothing. In this case no tag is put in front of all the individual objects' tags.
- Double tap an empty area in Play mode to enter/leave fullscreen mode.
- Smaller tabs at the bottom of the screen.
- Added a Debug mode, showing the OSC output.
- Added a Comment object, to be able to better document files.
- Only showing the Accelerometer icon in Edit mode.

OSCRemote v1.2 known issues

- One could create multiple instances of the Accelerometer object.

OSCRemote Manual

- IP and Port Settings

In order to send data to an OSC compliant device (either software running on another system or OSC hardware) you have to know it's IP address and the port over which the data should be sent.

In case of the example Max/MSP application that can be found on <http://nr37.nl/OSCRemote/download> it listens on port 7000. The IP can be found in the Network pane of the System Preferences on OSX. Sending OSC by means of this application is not bound to any receiving OS. The IP and port can then be entered in the Settings tab of OSCRemote.

- Prefix

The Prefix setting enables you to globally prepend a tag in front of all the created objects' tags. For instance a slider might be created sending it's value to OSC tag */slider*, when the Prefix is set to */iPhone* the actual message that is sent looks like this; */iPhone/slider 127*.

- Prevent sleep

Probably your iPhone/iPod Touch is set to dim it's screen when the device is not active for an amount of time. This functionality can be disabled in the OSCRemote Settings tab. When you set Prevent sleep to On, the screen won't be dimmed anymore (though draining more of your battery).

- File options

Also in the Settings tab you can find buttons to Save, Delete, Create or Open files. The Save button will ask to save changes or save a copy as, in case of editing an existing file.

When a file is saved for the first time or when you choose Save as, a dialog appears in which you specify the filename. Also here you should specify whether you want to save the file on your device (Local) or in the OSCRemote server (Server). When choosing the last option data will be send to the OSCRemote database at www.nr37.nl. There's no option to save files on a custom location. This also means that files that are saved on the OSCRemote server will be available globally.

The Open tab of course displays all the files that are created with a copy of OSCRemote. To ensure no unwanted network traffic appears you have to actively load data from the server.

- Creating objects

OSCRemote lets you create User Interface files that send customized OSC tag/value pairs. Available objects are:

- | | |
|-------------|---------------------------------------------------|
| - Button | Sends 1 when pressed, 0 when released |
| - Switch | Sends 1 or 0 depending on its state |
| - Slider | Sends values continuously, min and max can be set |
| - Textfield | Displays the device's keyboard |

- XY-pad Multitouch XY pad
- Accelerometer Sends the device's orientation
- Comment To add reminders and labels

When creating a new file you are automatically redirected to the Edit tab. In Edit mode you can add, move or edit objects. Adding an object is achieved by clicking its desired location, when doing so a + appears. Upon clicking this + the list of available objects appears. After selecting one a Detail dialog appears in which properties of the newly created object can be set.

Clicking the object displays its Detail dialog again, here you can choose to delete the object, move it to a new location or change the OSC tag that is put in front of its value in Play mode.