



The following commands can be sent to your Hive player as OSC messages or called from the Schedule page.

This is a very powerful way to control a Hive Player, allowing users to create their own user interfaces.

OSC Communications can be targeted at the devices IP address on the following port:

Port no: 8084

When using the the commands below with OSC the Command should be used as the OSC Address, don't forget the / at the beginning. If OSC Arguments are used then use the values as detailed in the Value column below.

When using these commands on the schedule page just enter the command into the command field when the system prompts you for the command and then the value(s) when the system asks you for the value(s)

Here are some examples of the type of messages that can be sent. If you have any questions about accessing parameters which are not shown in this list please contact support@hive.run

Please note for LAYER 2 simply substitute 1 with 2

LAYER PARAMETERS

Function	Description	Command	Value
File Select	Selects current Media File	/Layer/1/FileSelect	0..255: File Select
Folder Select	Selects current Media Folder	/Layer/1/FolderSelect	0..255: Folder Select
In Frame	Frame number From which Media Playback should start	/Layer/1/InFrame	0..4294967295 Frame Number to start media from
Out Frame	Frame number at which Media Playback should end or loop	/Layer/1/OutFrame	0..4294967295 Frame Number to end/loop media at
Play Mode	How the media should play	/Layer/1/PlayMode	0: In Frame 1: Out Frame 2: Loop Forward 3: Loop Reverse 4: Play Once Forward 5: Play Once Reverse 6: Stop 7: Pause 8: Bounce (Ping-Pong) 9: Take Over Frame 10: Loop Forward with pause on zero intensity 11: Loop Reverse with pause on zero intensity 12: Play Once Forward with pause on zero intensity 13: Play Once Reverse with pause on zero intensity 15: Bounce (Ping-Pong) with pause on zero intensity 20: Synchronise to Time code 40: Loop Forward with re-trigger on intensity 41: Loop Reverse with re-trigger on intensity 42: Play Once Forward with re-trigger on intensity 43: Play Once Reverse with re-trigger on intensity
Play Speed	Play speed of media	/Layer/1/PlaySpeed	0.0: Stop 0.001..0.499: Slower 0.5: 100% 0.501..1.0: Faster (up to 10x)
Scale	Zoom into or out of the media	/Layer/1/Scale	0.0..4999: Zoom Out 0.5: 100% 0.5001..1.0: Zoom In
Framing Mode	How media should fit into output rectangle	/Layer/1/FramingMode	0: Letterbox 1: Crop 2: Stretch 3: Multi Letterbox 4: Centered
Aspect Ratio	Horizontal and Vertical adjustment of the rectangular shape of the media	/Layer/1/AspectRatio	0.0: No Adjustment 0..4999: Horizontal Squeeze 0.5: Center 0.501..1.0: Vertical Squeeze
Position X	Horizontal position of media	/Layer/1/PositionX	0.0..0.4999: Left 0.5: Center 0.5001..1.0: Right
Position Y	Vertical position of media	/Layer/1/PositionY	0.0..0.4999: Above 0.5: Center 0.5001..1.0: Below
Rotation X	Rotate the media around the horizontal axis	/Layer/1/RotationX	0.0..0.25: Auto Rotate CCW (0 FAST) 0.25..0.4999: Manual Rotate CCW 0.5: No Rotation 0.5001..0.75: Manual Rotate CW 0.75..1.0: Auto Rotate CW (Hi FAST)
Rotation Y	Rotate the media around the vertical axis	/Layer/1/RotationY	0.0..0.25: Auto Rotate CCW (0 FAST) 0.25..0.4999: Manual Rotate CCW 0.5: No Rotation 0.5001..0.75: Manual Rotate CW 0.75..1.0: Auto Rotate CW (Hi FAST)
Rotation Z	Rotate the media around the Z axis	/Layer/1/RotationZ	0.0..0.25: Auto Rotate CCW (0 FAST) 0.25..0.4999: Manual Rotate CCW 0.5: No Rotation 0.5001..0.75: Manual Rotate CW 0.75..1.0: Auto Rotate CW (Hi FAST)
Movement Speed	Reserved for future use	/Layer/1/MovementSpeed	Reserved for future use

Blend Mode	How this layer of media should be blended with any layers appearing below this layer	/Layer/1/BlendMode	0: ALPHA 1: ADDITIVE 2: MULTIPLY 3: DIFFERENCE 4: SCREEN 5: PRESERVE LUMA 6: RECTANGLE WIPE 7: TRIANGLE WIPE 8: MINIMUM 9: MAXIMUM 10: SUBTRACT 11: DARKEN 12: LIGHTEN 13: SOFT LIGHTEN 14: DARK LIGHTEN 15: EXCLUSION 16: RANDOM 17: RIPPLE 18: THRESHOLD 19: SINE 20: INVERT MASK 21: NOISE 22: SWIRL 23: GRADIENT 24: PIXEL SORT 25: CHECKERBOARD 26: PULSE 27: HUE SHIFT 28: FRACTAL 29: WAVEFORM 30: RGB SPLIT 31: GLITCH
Intensity	Media Intensity / Opacity	/Layer/1/Intensity	0.0..1.0: Media Intensity / Opacity
Red	Red channel adjustment of media	/Layer/1/Red	0.0..0.4999: Remove Red Channel 0-99.9% 0.5: Red Channel at 100% 0.5001..1.0: Add to Red Channel 0-99.9%
Green	Green channel adjustment of media	/Layer/1/Green	0.0..0.4999: Remove Green Channel 0-99.9% 0.5: Green Channel at 100% 0.5001..1.0: Add to Green Channel 0-99.9%
Blue	Blue channel adjustment of media	/Layer/1/Blue	0.0..0.4999: Remove Blue Channel 0-99.9% 0.5: Blue Channel at 100% 0.5001..1.0: Add to Blue Channel 0-99.9%
Hue	Hue adjustment of the colour of the media	/Layer/1/Hue	0.0..1.0: Hue adjust 0-360°
Saturation	Saturation adjustment of media	/Layer/1/Saturation	0.0..0.4999: Desaturate 100-0% 0.5: Saturation not adjusted 0.5001..1.0: Over-saturate 0-100%
Contrast	Contrast adjustment of media	/Layer/1/Contrast	0.0..0.4999: Contrast adjust 0-100% 0.5: Contrast not adjusted 0.5001..1.0: Contrast adjust 100-200%
LUT	Select LUT from LUTS folder. See web UI Param Page for complete list available on device	/Layer/1/LUT	0..32767: Select LUT from LUT folder
Strobe	Strobe Media	/Layer/1/Strobe	0.0..0.5: On Off Strobe slow-fast 0.5..1.0: Punch Strobe slow-fast
TC Hour	Timecode Trigger point Hour. Play media on layer with respect to this start point. (Only active when TC Offsets on external clock page is set to 'Layer Param')	/Layer/1/MTCHour	0..24: HOUR
TC Minute	Timecode Trigger point Minute. Play media on layer with respect to this start point. (Only active when TC Offsets on external clock page is set to 'Layer Param')	/Layer/1/MTCMinute	0..60: MINUTE
TC Second	Timecode Trigger point Second. Play media on layer with respect to this start point. (Only active when TC Offsets on external clock page is set to 'Layer Param')	/Layer/1/MTCSecond	0..60: SECOND
TC Frame	Timecode Trigger point Frame. Play media on layer with respect to this start point. (Only active when TC Offsets on external clock page is set to 'Layer Param')	/Layer/1/MTCFrame	0..60: FRAME
FX1 Select	Select Effect 1. See Effects Page for parameters for each effect	/Layer/1/FX1Select	0..32767: Select Effect 1 (FX1) 0 - NONE 1 - OLD TV 2 - SEPIA 3 - FEEDBACK 4 - BLUR 5 - CRYSTALISE 6 - FRACTAL SOUP 7 - RADAR 8 - PIXELISE 9 - SOFT EDGE OVAL 10 - TILE 11 - INFINITY ZOOM 12 - DOT GRID 13 - KALEIDOSCOPE 14 - MULTI MIRROR 15 - REBELLE DISTORT
FX1 Opacity	Effect 1 Opacity. Blends Effected media with original media	/Layer/1/FX1Opacity	0.0..1.0: FX1 Opacity 0-100%
FX1 Param 1	Effect 1 High resolution adjustment for parameter 1	/Layer/1/FX1Param1	0.0..1.0 FX1 Parameter 1
FX1 Param 2	Effect 1 High resolution adjustment for parameter 2	/Layer/1/FX1Param2	0.0..1.0 FX1 Parameter 2
FX1 Param 3	Effect 1 High resolution adjustment for parameter 3	/Layer/1/FX1Param3	0.0..1.0 FX1 Parameter 3
FX1 Param 4	Effect 1 High resolution adjustment for parameter 4	/Layer/1/FX1Param4	0.0..1.0 FX1 Parameter 4

FX1 Param 5	Effect 1 High resolution adjustment for parameter 5	/Layer/1/FX1Param5	0.0..1.0 FX1 Parameter 5
FX1 Param 6	Effect 1 High resolution adjustment for parameter 6	/Layer/1/FX1Param6	0.0..1.0 FX1 Parameter 6
FX1 Param 7	Effect 1 High resolution adjustment for parameter 7	/Layer/1/FX1Param7	0.0..1.0 FX1 Parameter 7
FX1 Param 8	Effect 1 High resolution adjustment for parameter 8	/Layer/1/FX1Param8	0.0..1.0 FX1 Parameter 8
FX1 Param 9	Effect 1 High resolution adjustment for parameter 9	/Layer/1/FX1Param9	0.0..1.0 FX1 Parameter 9
FX1 Param 10	Effect 1 High resolution adjustment for parameter 10	/Layer/1/FX1Param10	0.0..1.0 FX1 Parameter 10
FX1 Param 11	Effect 1 High resolution adjustment for parameter 11	/Layer/1/FX1Param11	0.0..1.0 FX1 Parameter 11
FX1 Param 12	Effect 1 High resolution adjustment for parameter 12	/Layer/1/FX1Param12	0.0..1.0 FX1 Parameter 12
FX1 Param 13	Effect 1 High resolution adjustment for parameter 13	/Layer/1/FX1Param13	0.0..1.0 FX1 Parameter 13
FX1 Param 14	Effect 1 High resolution adjustment for parameter 14	/Layer/1/FX1Param14	0.0..1.0 FX1 Parameter 14
FX1 Param 15	Effect 1 High resolution adjustment for parameter 15	/Layer/1/FX1Param15	0.0..1.0 FX1 Parameter 15
FX1 Param 16	Effect 1 High resolution adjustment for parameter 16	/Layer/1/FX1Param16	0.0..1.0 FX1 Parameter 16
FX2 Select	Select Effect 2. See web UI Effects Page for list	/Layer/1/FX2/Select	0..32767: Select Effect 2 (FX2) 0 - NONE 1 - OLD TV 2 - SEPIA 3 - FEEDBACK 4 - BLUR 5 - CRYSTALISE 6 - FRACTAL SOUP 7 - RADAR 8 - PIXELISE 9 - SOFT EDGE OVAL 10 - TILE 11 - INFINITY ZOOM 12 - DOT GRID 13 - KALEIDOSCOPE 14 - MULTI MIRROR 15 - REBELLE DISTORT
FX2 Opacity	Effect 2 Opacity. Blends Effected media with original media	/Layer/1/FX2/Opacity	0.0..1.0: FX2 Opacity 0-100%
FX2 Param 1	Effect 2 High resolution adjustment for parameter 1	/Layer/1/FX2Param1	0.0..1.0 FX2 Parameter 1
FX2 Param 2	Effect 2 High resolution adjustment for parameter 2	/Layer/1/FX2Param2	0.0..1.0 FX2 Parameter 2
FX2 Param 3	Effect 2 High resolution adjustment for parameter 3	/Layer/1/FX2Param3	0.0..1.0 FX2 Parameter 3
FX2 Param 4	Effect 2 High resolution adjustment for parameter 4	/Layer/1/FX2Param4	0.0..1.0 FX2 Parameter 4
FX2 Param 5	Effect 2 High resolution adjustment for parameter 5	/Layer/1/FX2Param5	0.0..1.0 FX2 Parameter 5
FX2 Param 6	Effect 2 High resolution adjustment for parameter 6	/Layer/1/FX2Param6	0.0..1.0 FX2 Parameter 6
FX2 Param 7	Effect 2 High resolution adjustment for parameter 7	/Layer/1/FX2Param7	0.0..1.0 FX2 Parameter 7
FX2 Param 8	Effect 2 High resolution adjustment for parameter 8	/Layer/1/FX2Param8	0.0..1.0 FX2 Parameter 8
FX2 Param 9	Effect 2 High resolution adjustment for parameter 9	/Layer/1/FX2Param9	0.0..1.0 FX2 Parameter 9
FX2 Param 10	Effect 2 High resolution adjustment for parameter 10	/Layer/1/FX2Param10	0.0..1.0 FX2 Parameter 10
FX2 Param 11	Effect 2 High resolution adjustment for parameter 11	/Layer/1/FX2Param11	0.0..1.0 FX2 Parameter 11
FX2 Param 12	Effect 2 High resolution adjustment for parameter 12	/Layer/1/FX2Param12	0.0..1.0 FX2 Parameter 12
FX2 Param 13	Effect 2 High resolution adjustment for parameter 13	/Layer/1/FX2Param13	0.0..1.0 FX2 Parameter 13
FX2 Param 14	Effect 2 High resolution adjustment for parameter 14	/Layer/1/FX2Param14	0.0..1.0 FX2 Parameter 14
FX2 Param 15	Effect 2 High resolution adjustment for parameter 15	/Layer/1/FX2Param15	0.0..1.0 FX2 Parameter 15
FX2 Param 16	Effect 2 High resolution adjustment for parameter 16	/Layer/1/FX2Param16	0.0..1.0 FX2 Parameter 16
Transition Duration	Set the duration of the transition (cross fade on a layer)	/Layer/1/TransitionDuration	0..65535 Milliseconds - 1 second = 1000

Transition Mode	Set the transition mode/blend mode for the transition (cross fade on a layer)	/Layer/1/TransitionMode	0: ALPHA 1: ADDITIVE 2: MULTIPLY 3: DIFFERENCE 4: SCREEN 5: PRESERVE LUMA 6: RECTANGLE WIPE 7: TRIANGLE WIPE 8: MINIMUM 9: MAXIMUM 10: SUBTRACT 11: DARKEN 12: LIGHTEN 13: SOFT LIGHTEN 14: DARK LIGHTEN 15: EXCLUSION 16: RANDOM 17: RIPPLE 18: THRESHOLD 19: SINE 20: INVERT MASK 21: NOISE 22: SWIRL 23: GRADIENT 24: PIXEL SORT 25: CHECKERBOARD 26: PULSE 27: HUE SHIFT 28: FRACTAL 29: WAVEFORM 30: RGB SPLIT 31: GLITCH
Volume	Audio volume (if video file has uncompressed embedded audio stream in 16, 24 or 32bit)	/Layer/1/Volume	0..65535: Volume 0 – 100%

OTHER COMMANDS

Function	Description	OSC Command (Address)	Value (Argument)
Use TC Cuelist	switch on or off timecode triggering mode:	/UI/Play/ExternalClock/UseLayer1	0: disable, 1: enable
Use Playlist	switch on or off playlist triggering mode:	/UI/Play/Playlist/UsePlaylist	0: disable, 1: enable
Use Screenberry mapping	Switch on or off Screenberry Mapping	/UI/Map/WarpAndBlend/UseScreenberry	0: disable, 1: enable
Use SB calibration mode	Switch on or off Screenberry Mapping Calibration Mode	/UI/Map/WarpAndBlend/CalibrationMode	0: disable, 1: enable
Set SB Calibration Index	Set the selected Screenberry calibration file index	/UI/Map/WarpAndBlend/CalibrationIndex	calibration index (zero based)
Master Brightness	Set the master brightness (affects all layers simultaneously)	/UI/Map/MasterBrightness	0.0..1.0: Master brightness [<i>v1.1.15 and above</i>]
Seek Playhead	Set play head position whilst video is paused or playing	/UI/Play/Playlist/PlayheadSeekLayer1	Time in floating point seconds to seek to
Playlist Play Next	Play Next file on Play list	/UI/Play/Playlist/PlayNext	1 = play next
Playlist Seek	Seek to specified time in play list	/UI/Play/Playlist/Seek	Time in floating point seconds to seek to
Playlist Play Row	Jump to specified row in play list	/UI/Play/Playlist/RowIndex	row index (zero based)
Playlist Play Mode	Pause / Play Playlist playback	/UI/Play/Playlist/PlayMode	0 = Pause playlist, 1 = Play playlist
Set File And Folder Indices	Set file and folder index at the same time with 1 command	/UI/Media/FileAndFolderSelectLayer1	FileIndex, FolderIndex
Identify Device	Identify the device by displaying the device information banner on the HDMI output	/DeviceCommands/IdentifyDevice	ignored
Restart Software	Restart the Hive software running on your device	/DeviceCommands/RestartSoftware	ignored
Restart Device	Reboot your device	/DeviceCommands/RestartDevice	ignored
Shut down	Shut down your device into standby mode. To power back on after this command press the power button, send a WakeOnLan packet or power the board through the display (SDM only)	/DeviceCommands/Shutdown	ignored
Send UDP Message	Send UDP Message to the specified IP Address & port	/Network/UDP/SendMessage	ipAddress, Port, Message
Send OSC String Message	Send OSC String Message to the specified IP Address & port	/Network/OSC/SendString	ipAddress, Port, OSC Address, String
Send OSC Value Message	Send OSC Value Message to the specified IP Address & port	/Network/OSC/SendValue	ipAddress, Port, OSC Address, Value