

Infinity Chimp consoles

OSC Command Path			Data	
/chimp	/fader	/1-30	/go	0 = release, 1 = press
			/pause	0 = release, 1 = press
			/flash	0 = release, 1 = press
			/value	0 < 1000 fader value
			/name	[string]
		/page	/next	0 = release, 1 = press
			/previous	0 = release, 1 = press
			/template	0 = release, 1 = press
			/name	[string]
	/master	/1-4	/flash	0 = release, 1 = press
			/value	0 < 1000 fader value
	/executor	/1-10	/flash	0 = release, 1 = press
			/name	[string]
		/page	/next	0 = release, 1 = press
			/previous	0 = release, 1 = press
			/template	0 = release, 1 = press
		/name	[string]	
	/virtual_executor	/1-128	/flash	0 = release, 1 = press
			/name	[string]
	/programmer	/keypad	/record	0 = release, 1 = press
			/edit	0 = release, 1 = press
			/delete	0 = release, 1 = press
			/copy	0 = release, 1 = press
			/move	0 = release, 1 = press
			/name	0 = release, 1 = press
			/open	0 = release, 1 = press
			/select	0 = release, 1 = press
			/link	0 = release, 1 = press
			/load	0 = release, 1 = press
			/off	0 = release, 1 = press
			/skip	0 = release, 1 = press
/goto			0 = release, 1 = press	
/time			0 = release, 1 = press	
/fixture			0 = release, 1 = press	
/group			0 = release, 1 = press	
/preset			0 = release, 1 = press	
/cuelist			0 = release, 1 = press	
/cue			0 = release, 1 = press	
/effect			0 = release, 1 = press	
/minus			0 = release, 1 = press	
/plus			0 = release, 1 = press	
/thru			0 = release, 1 = press	
/full			0 = release, 1 = press	
/at			0 = release, 1 = press	
/fw_slash	0 = release, 1 = press			
/backspace	0 = release, 1 = press			
/0	0 = release, 1 = press			
/1	0 = release, 1 = press			

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OSC Command Path			Data		
/chimp	/programmer	/keypad	/2	0 = release, 1 = press	
			/3	0 = release, 1 = press	
			/4	0 = release, 1 = press	
			/5	0 = release, 1 = press	
			/6	0 = release, 1 = press	
			/7	0 = release, 1 = press	
			/8	0 = release, 1 = press	
			/9	0 = release, 1 = press	
			/dot	0 = release, 1 = press	
			/enter	0 = release, 1 = press	
			/shift	0 = release, 1 = press	
			/home	0 = release, 1 = press	
			/set	0 = release, 1 = press	
		/blind	/btn	0 = release, 1 = press	
			/led	0 = release, 1 = press	
		/highlight	/btn	0 = release, 1 = press	
			/led	0 = release, 1 = press	
		/fan	/btn	0 = release, 1 = press	
			/led	0 = release, 1 = press	
		/select	/all_none	0 = release, 1 = press	
			/next	0 = release, 1 = press	
			/previous	0 = release, 1 = press	
			/even_odd	0 = release, 1 = press	
			/first_second_half	0 = release, 1 = press	
			/random	0 = release, 1 = press	
			/shuffle_selection	0 = release, 1 = press	
		/feature	/select/intensity	0 = release, 1 = press	
			/select/position	0 = release, 1 = press	
			/select/color	0 = release, 1 = press	
			/select/gobo	0 = release, 1 = press	
			/select/beam	0 = release, 1 = press	
			/select/shaper	0 = release, 1 = press	
			/select/control	0 = release, 1 = press	
			/select/special	0 = release, 1 = press	
		/clear	/btn	0 = release, 1 = press	
			/led	0 = release, 1 = press	
		/commandline	/content	[string]	
			/error_led	0 = release, 1 = press	
		/pan_tilt			0 < 1 XY value
		/encoder	/1-4	/btn	0 = release, 1 = press
				/inc	-5 < 5 variable value
				/text1	[string]
				/text2	[string]
		/use_accel			0 = release, 1 = press
		/sync			0 = release, 1 = press