

PangoScript Commands

code	Parameter	Description
------	-----------	-------------

AddSMS "This is my demo message"

Angle Angle 0,0,0 *X,Y,Z angles in degrees* AngleDelta AngleDelta 0,0,0 increment X,Y,Z angles in degrees

AngleX AngleX 0 *degree* AngleY AngleY 0 *degree*

AngleZ AngleZ 0 *degree* AnimateProp AnimateProp "", 0,1,1000 "variable", From, To, Duration MS

AnimatePropDelta AnimatePropDelta "", 10,1000 "variable", Delta, Duration MS AnimationSpeed AnimationSpeed 100 speed in %. Zero full stop.

AnimationSpeedDelta AnimationSpeedDelta 0

AudioBeat AudioBeat

Autostart AutoStart

BeatResync BeatResync

BeatTap BeatTap

BlackOut BlackOut

Brightness Brightness 100 0..100 (percents) BrightnessDelta BrightnessDelta 0 CaptureToClipboard CaptureToClipboard ChannelOut ChannelOut 1, 1000 set first channel to 1000 (max value)

ClickFXStopAll ClickFXStopAll

ClickFXTabMode ClickFXTabMode 1 1-Master, 2-Cue, 3-Zone, 4-ProTrack ClickFlash ClickFlash optional argument: 1 or 2 (Grid number)

ClickFxVlj ClickFxVlj 1 Toggle first FX-VLJ ClickLCTabMode ClickLCTabMode 1 1-Master, 2-Cue, 3-Zone, 4-ProTrack

ClickLive ClickLive optional argument: 1 or 2 (Grid number) ClickLockSize ClickLockSize 1 0,1,2 Off, On, toggle

ClickRestart ClickRestart optional argument: 1 or 2 (Grid number) ClickScrollA ClickScrollA -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop.

ClickScrollAniSpeed ClickScrollAniSpeed -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop. ClickScrollB ClickScrollB -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop.

ClickScrollColor ClickScrollColor -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop. ClickScrollFade ClickScrollFade -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop.

ClickScrollG ClickScrollG -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop. ClickScrollHue

ClickScrollHue -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop.

ClickScrollHueShift *ClickScrollHueShift* -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop.

ClickScrollIR *ClickScrollIR* -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop.

ClickScrollSaturation *ClickScrollSaturation* -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop.

ClickScrollScanRate *ClickScrollScanRate* -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop.

ClickScrollSize *ClickScrollSize* -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop.

ClickScrollVPoints *ClickScrollVPoints* -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop.

ClickScrollZoom *ClickScrollZoom* -5 scroll speed, recommended -5..-1, or 1..5. Zero will stop. *ClickSelect*

ClickSelect optional argument: 1 or 2 (Grid number)

ClickSoloFlash *ClickSoloFlash* optional argument: 1 or 2 (Grid number) *ClickTCTabMode* *ClickTCTabMode*
1 1-Master, 2-Cue, 3-Zone, 4-ProTrack

ClickToggle *ClickToggle* optional argument: 1 or 2 (Grid number) *ClickTrack* *ClickTrack* optional
argument: 1 or 2 (Grid number)

CloseUmax *CloseUmax*

CodeColorMarker *CodeColorMarker* 0x00FF00 green color marker *CodeName* *CodeName* "MyCode"
define name of

CodeShortcut *CodeShortcut* "Ctrl+D"

ColorBGR *ColorBGR* 0x0000FF blue color *ColorOn* *ColorOn* 1 1-enabled, 0-disabled

ColorRGB *ColorRGB* 0x0000FF red color, *ColorSlider* *ColorSlider* 0 0..255

ColorSliderDelta *ColorSliderDelta* 0

ControlCue *ControlCue* 1,1

ControlFromFxTab *ControlFromFxTab*

ControlFromLcTab *ControlFromLcTab*

ControlFromTcTab *ControlFromTcTab*

ControlFromUI *ControlFromUI*

ControlMaster *ControlMaster*

ControlProTrack *ControlProTrack* 1

ControlProjector *ControlProjector* 1

ControlSelCues *ControlSelCues*

ControlSelProTracks ControlSelProTracks

ControlSelZones ControlSelZones

ControlZone ControlZone 1 *name as "Main Graphics", or zone number 1...N CueDown CueDown 1,1 page 1..100, cue 1..100*

CueUp CueUp 1,1 *page 1..100, cue 1..100 DecreaseTrigger DecreaseTrigger 0,100,"MyLabel" Min Value, Max Value, Label name*

DefineDmxTrigger DefineDmxTrigger 1 *Channel DefineMidiTrigger DefineMidiTrigger 0xC0, 0x00 MIDI Command, MIDI Data 1, Trigger Name (optional), MIDI Dev index from 0 to 3 (optional), but default - any*

DefineTcTrigger DefineTcTrigger "TC Test" *hour, minute, second DefineTrigger DefineTrigger "2+2" expression...*

DeletePropAni DeletePropAni "variable", ["variable",...] *DisableLaserOutput DisableLaserOutput DisplayPopup DisplayPopup "Hello world!" DisplayPopupOnTop DisplayPopupOnTop "Hello world!" DisplayPreview DisplayPreview "Hello world!", 0x0000ff DmxInMute DmxInMute 1, 255 Channel index, 0 or 1; or ChannelIndex*

DmxOut DmxOut 1, 255 *set first DMX OUT channel to 255 (max value) DmxOutRange DmxOutRange 1, 255 set first DMX OUT channel*

DropFX DropFX 1,1, 1000 *Layer, Index, duration ms Echo Echo 2 0-none, 1-ok/error, 2-echo of input plus ok/error*

EnableDmxIn EnableDmxIn Toggle *ON, OFF, TOGGLE EnableFb3StyleDmxIn EnableFb3StyleDmxIn 1 On(1), Off(0), Toggle(2)*

EnableLaserOutput EnableLaserOutput

ExecCmd ExecCmd "Blackout"

Exit Exit

ExitBEYOND ExitBEYOND *Exit from BEYOND FX FX 0,0,0,0 One or more layers. 0 stop. Effect 1..100*

FXAction FXAction 100,100,100,100 *One or more layers. Set effect action from 0% to 100% FXCellClick FXCellClick 1,1 FXCellDown FXCellDown 1, 1 Layer number: 1..4, Effect number*

FXClick FXClick 1,1

FXScroll FXScroll 1

FXScrollDelta FXScrollDelta 8

FXTimeScaleAx FXTimeScaleAx 1,2,1 *Layer, Mask (1,2,3), multiplier FXTimeScaleAxReset FXTimeScaleAxReset 1,2 Layer, Mask (1,2,3)*

FXTimeScaleDeltaAx FXTimeScaleDeltaAx 1,2,1 *Layer, Mask (1,2,3), increment value FXTimeSync*

FXTimeSync 1,1 Layer, Source (1-Master, 2-Own time)

FocusCell *FocusCell* 1,1 *Column* (1..10), *Row* (1..6) *FocusCellIndex* *FocusCellIndex* 1 cell index, 1..60

FocusProTrack *FocusProTrack* 1 *Track index/name* *FocusProjector* *FocusProjector* 1 Projector index, 1..N.

FocusZone *FocusZone* 1 *zone index*, 1..N. *GetFxControl* *GetFxControl* *GetLiveControl* *GetLiveControl* *GetPage* *GetPage* *GetTimeControl* *GetPage* *GoGridMode* *GoGridMode* *GoPlayListMode* *GoPlayListMode* *GoTimelineMode* *GoTimelineMode* *GoUniverseMode* *GoUniverseMode* *GroupCue* *GroupCue* *Hello* *hello* answer will be Hello!

HoldClick *HoldClick* ON

HtmlBody *HtmlBody*

HtmlClearBody *HtmlClearBody*

HtmlClearHead *HtmlClearHead*

HtmlHead *HtmlHead*

HtmlHide *HtmlHide*

HtmlUpdate *HtmlUpdate*

Hue *Hue* 0

HueDelta *HueDelta* 0

HueShift *HueShift* 0

HueShiftDelta *HueShiftDelta* 0

InRangeTrigger *InRangeTrigger* 0,100,"MyLabel" *Min Value, Max Value, Label name* *InRangeTriggerCmd* *InRangeTriggerCmd* 0,100,"Blackout" *Min Value, Max Value, Command*

IncreaseTrigger *IncreaseTrigger* 0,100,"MyLabel" *Min Value, Max Value, Label name* *InvertPlayersTime* *InvertPlayersTime* *InvertProTrackTime* *InvertProTrackTime* *InvertRotationX* *InvertRotationX* *InvertRotationY* *InvertRotationY* *InvertRotationZ* *InvertRotationZ* *LessThanTrigger* *LessThanTrigger* 0,"MyLabel" *Value, Label name*

LinePerCycle *LinePerCycle* 24

LoadCue *LoadCue* "c:\MyAnimationFile.bani" *Enter correct file name!* *LoadCueFromBlob* <internal command> *LoadPlaylist* *LoadPlaylist* "c:\MyPlaylist.BeyondSL" *LoadWorkspace* *LoadWorkspace* "c:\MyWorkspace.BeyondWorkspace" *Enter correct file name!*

LoadZoneFromBlob <internal command>

MakeSecuredFile *MakeSecuredFile* "Input file name", "Output file name", *ClientHardwareSerial*

ManualBeat ManualBeat

MasterAudioVolume MasterAudioVolume 100 *in percents* MasterAudioVolumeMute
MasterAudioVolumeMute 1 On(1), Off(0), Toggle(2)

MasterClockShift MasterClockShift 0 *in seconds* MasterCueLcSpeed MasterCueLcSpeed 100 *in percents*

MasterCueSpeed MasterCueSpeed 100 *in percents* MasterEffectClockShift MasterEffectClockShift 0 *in seconds*

MasterEffectMetroShift MasterEffectMetroShift 0 *in beats* MasterFXSpeed MasterFXSpeed 100 *in percents*

MasterLCSpeed MasterLCSpeed 100 *in percents* MasterMetroShift MasterMetroShift 0 *in beats*

MasterPause MasterPause Toggle ON, OFF, TOGGLE MasterPauseTime MasterPauseTime 1000 *time in milliseconds*

MasterShowBrightness MasterShowBrightness 100 *in percents* MasterShowSpeed MasterShowSpeed 100 *in percents*

MasterSpeed MasterSpeed 1 *From zero to one* MasterTransition MasterTransition ON
MasterTransitionIndex MasterTransitionIndex 2 MasterTransitionTime MasterTransitionTime 0.1
MasterZoneFxSpeed MasterZoneFxSpeed 100 *in percents*

MeshCurve MeshCurve 1,2,3 *quad-spline between point 1,2 and 3* MeshPoint MeshPoint -100,-100, 0,
"LeftBottom" MeshPointChan MeshPointChan 1,0,0 MeshPolygon MeshPolygon 1,2 *connect 1st and 2nd point*

MeshRect MeshRect 1,2,3,4

MeshSpline MeshSpline 1,2,3,4 *cubic-spline based on 4 points. 1,4 bases, 2,3 "handles"* MeshTriangle
MeshTriangle 1,2,3 MidiOut MidiOut 0x90, 0x40, 0x7F MidiOutLong MidiOutLong 0x90, 0x40, 0x7F
MidiSysexAdd MidiSysexAdd "F0477F" *add data to Systex buffer, string must represent sequence of hex values. In addition, you may use integer parameters*

MidiSysexSend MidiSysexSend *send prepared sysex buffer* MidiSysexStart MidiSysexStart *clear Sysex buffer*

MoreThanTrigger MoreThanTrigger 0, "MyLabel" *Value, Label name* MoveFocus MoveFocus -1,0 *number of cells to go horizontally and vertically*

MulFXMulAx MulFXMulAx 1, 3, 1 *Multiply multiplier...*  *Layer number: 1..4, Mask (1 is clock, 2 is beat, 3 is clock and beat), Value of multiplier* MultiCue MultiCue MuteAllProTracks MuteAllProTracks
MuteProTrack MuteProTrack 1 *index(es) or name(s)*

MuteSelected MuteSelected

MuteSelectedZones MuteSelectedZones OFF ON, OFF, TOGGLE MuteZone MuteZone 0 *index(es) or name(s)*

MuteZonesOfProjector MuteZonesOfProjector 1 *projector index, 1..N. OneCue OneCue* one cue per workspace

OnePer OnePer *one cue per projectoin zone* OscOut OscOut *"/beam1/xy", -5, 100* set beam 1 position to [-5,100]

OscOutTTS OscOutTTS *"","" Address, Type Tag String, Arguments (optional)* OutOfRangeTrigger OutOfRangeTrigger *0,100,"MyLabel"* Min Value, Max Value, Label name

OutOfRangeTriggerCmd OutOfRangeTriggerCmd *0,100,"Blackout"* Min Value, Max Value, Command Password password *"enter pasword here"* PasteToCue PasteToCue PauseCue PauseCue *1,1, TOGGLE* page, cue, action (ON, OFF, TOGGLE)

PlayListFirst PlayListFirst

PlayListLast PlayListLast

PlayListNext PlayListNext

PlayListPlay PlayListPlay

PlayListPrev PlayListPrev

PlayListSetPos PlayListSetPos 1

PlayListSetTime PlayListSetTime 0

PlayListStop PlayListStop

PlayTimeline PlayTimeline

PlayersDisk PlayersDisk 1, 0.1

PlayersDiskShift PlayersDiskShift 0.1

PlayersResetJump PlayersResetJump

PlayersSetJump PlayersSetJump

PlayersSetLoop PlayersSetLoop

Position Position *0,0,0 X,Y,Z position. PositionDelta PositionDelta 0,0,0 X,Y,Z*

PositionIndex PositionIndex *1,0 one axiz only: 1 is X, 2 is Y, 3 is Z. Second paramater is Value, 0 center, 100 is max* PositionX PositionX *0 -100..100*

PositionY PositionY *0 -100..100* PositionZ PositionZ *0 -100..100*

PreviewMaster PreviewMaster

PreviewNxN PreviewNxN 1 1 - laser, 2 - 2x2, 3 - 3x3, 4 - 4x4 ProTrackDisk ProTrackDisk 1, 0.1
 ProTrackDiskShift ProTrackDiskShift 0.1 ProTrackResetJump ProTrackResetJump ProTrackSetJump
 ProTrackSetJump ProTrackSetLoop ProTrackSetLoop ProjectionZonesDialog ProjectionZonesDialog
 PulseEvent PulseEvent "MyEventName" QLog QLog "My message to QLog tab" RGBA RGBA
 255,255,255,255 R,G,B,Alpha. 0..255

RGBADelta RGBADelta 0,0,0,0

ReStartCell RestartCell restart current cell ReStoreZoneSelection ReStoreZoneSelection
 RebootConnectedFB4 RebootConnectedFB4 If you need to use this command then please contact
 Pangolin (report@pangolin.com) and tell what is wrong with your FB4. Thanks.

RefreshDmxIn RefreshDmxIn activate update of DMX IN reactions, independently on data changed or no
 RegisterOscFeedback RegisterOscFeedback "/beyond/master/brightness", "master.brightness"
 ResetCuesFX ResetCuesFX ResetFxTiming ResetFxTiming ResetLCTab ResetLCTab ResetLiveControl
 ResetLiveControl ResetMasterFX ResetMasterFX ResetMidiFeedback ResetMidiFeedback
 ResetOscFeedback ResetOscFeedback ResetPosition ResetPosition ResetProTrackFX ResetProTrackFX
 ResetRotation ResetRotation ResetRotationX ResetRotationX ResetRotationY ResetRotationY
 ResetRotationZ ResetRotationZ ResetZonesFX ResetZonesFX Restart Restart RestartCue RestartCue 1,1
 page, cue

RestorePlayer RestorePlayer

ResyncByCueClick ResyncByCueClick On options: On, Off, Toggle RotoSpeed RotoSpeed 0,0,0 rotation
 speed by X,Y,Z axis. degree.

RotoSpeedDelta RotoSpeedDelta 0,0,0 increment of rotation speed. X,Y,Z axis. RotoSpeedX RotoSpeedX
 0 rotation speed, degree

RotoSpeedY RotoSpeedY 0 rotation speed, degree RotoSpeedZ RotoSpeedZ 0 rotation speed, degree

RunApp RunApp "C:\Windows\notepad.exe", "" full exe file name, parameters Saturation Saturation 0
 SaturationDelta SaturationDelta 0 ScanRate ScanRate 100 ScanRateDelta ScanRateDelta 0 SelectAllCat
 SelectAllCat SelectAndFocusZone SelectAndFocusZone 1 zone index, 1..N.

SelectCat SelectCat 1 category index, 1..N. SelectCatName SelectCatName "Graphics" define correct
 Category name.

SelectCue SelectCue "Cue01" Enter correct Cue name! SelectFixt SelectFixt 0 index(es) or name(s)

SelectGrid SelectGrid 1 1-main grid, 2-grid at bottom. 0-recently active SelectMidi SelectMidi 1 select
 MIDI device pair, 1..4.

SelectNextCat SelectNextCat

SelectNextCatGrid1 SelectNextCatGrid1

SelectNextPage SelectNextPage

SelectNextPageGrid1 SelectNextPageGrid1

SelectNextTab SelectNextTab

SelectNextTabGrid1 SelectNextTabGrid1

SelectPage SelectPage 1 *tab index, 1..N. SelectPageName SelectPageName "Graphics" define Page name!*

SelectPrevCat SelectPrevCat

SelectPrevCatGrid1 SelectPrevCatGrid1

SelectPrevPage SelectPrevPage

SelectPrevPageGrid1 SelectPrevPageGrid1

SelectPrevTab SelectPrevTab

SelectPrevTabGrid1 SelectPrevTabGrid1

SelectProTrack SelectProTrack 1 *index(es) (1..N) or name(string). Can be used more than one argument*
SelectProjector SelectProjector 1 *index(es) (1..N) or name(string). Can be used more than one argument*

SelectTab SelectTab 1 *tab index, 1..N. SelectTabName SelectTabName "Graphics" define Page name!*

SelectZone SelectZone 1 *zone index, 1..N. SelectZoneName SelectZoneName "Main Graphics" enter Zone name*

SetActiveGrid SetActiveGrid 1 *or 2 SetAttractionSlider SetAttractionSlider 10 SetAudioGain SetAudioGain 10 1..15*

SetAudioInGain SetAudioInGain 10 *1 is min, 15 is max, 10 default SetAudioInRelease SetAudioInRelease 75 1 is min, 99 is max (slowest) 75 is default*

SetAudioRelease SetAudioRelease 75 *1..99 SetBpm SetBpm 120 SetBpmDelta SetBpmDelta 1*
SetButtonMSL SetButtonMSL 1 *SetChannelToChannelRatio SetChannelToChannelRatio 0 0..100*

SetCueCaptionColor SetCueCaptionColor 1,2, 0x0000FF *page 1, cue 2, color (windows, 24bit color)*
SetDmxEditorChannel SetDmxEditorChannel 1, 128 *SetDmxToChannelRatio SetDmxToChannelRatio 0 0..100*

SetEffectChannelAction SetEffectChannelAction 0 *0..100 SetFFTTToChannelRatio SetFFTTToChannelRatio 0 0..100*

SetFX SetFX 1, 1 *Layer number: 1..4, Effect index: 1..100 SetFX1MSL SetFX1MSL 1 SetFX2MSL*
SetFX2MSL 1 SetFX3MSL SetFX3MSL 1 SetFX4MSL SetFX4MSL 1 SetFX5MSL SetFX5MSL 1 SetFX6MSL
SetFX6MSL 1 SetFXAction SetFXAction 1, 100 Layer number: 1..4, Action 0..100 percent

SetFXAction1 SetFXAction1 100 *Action 0..100 percent SetFXAction2 SetFXAction2 100 Action 0..100 percent*

SetFXAction3 SetFXAction3 100 Action 0..100 percent SetFXAction4 SetFXAction4 100 Action 0..100 percent

SetFXAction5 SetFXAction5 100 Action 0..100 percent SetFXAction6 SetFXAction6 100 Action 0..100 percent

SetFXAction7 SetFXAction7 100 Action 0..100 percent SetFXAction8 SetFXAction8 100 Action 0..100 percent

SetFXMul SetFXMul 1, 1,1 Layer number: 1..4, Multiplier 1 - default value for clock and metronome
SetFXMulAx SetFXMulAx 1, 3, 1 Layer number: 1..4, Mask (1 is clock, 2 is beat, 3 is clock and beat), Value of multiplier

SetFXMute SetFXMute 1, 0 Layer number: 1..4, 0-Off, 1-On, 2-Toggle SetFrictionSlider SetFrictionSlider 10
SetGrid1MSL SetGrid1MSL 1 SetGrid1Page SetGrid1Page 1 SetGrid2MSL SetGrid2MSL 1 SetGrid2Page
SetGrid2Page 1 SetGridSize SetGridSize 8,5 SetGridView SetGridView SetLimiterBeam SetLimiterBeam 5
SetLimiterDMX SetLimiterDMX 5 SetLimiterFlash SetLimiterFlash 4 SetLimiterHold SetLimiterHold 3
SetLimiterPerGrid SetLimiterPerGrid 10 SetLimiterPerZone SetLimiterPerZone 3 SetLimiterProfile
SetLimiterProfile 1 SetLimiterShow SetLimiterShow 2 SetLocation SetLocation 1, 0,0,0 set one of 256
positions/locations (index 1..256, X,Y,Z as normalized values (0..1))

SetMassSlider SetMassSlider 4

SetMidiLayer SetMidiLayer 1 1..8. SetPage SetPage 1 SetPhysicsCheckbox SetPhysicsCheckbox ON
SetPlayListView SetPlayListView SetProTrackZones SetProTrackZones 1, 1 Track index/name, Zone
name(es)/index(es)

SetSliderMSL SetSliderMSL 1

SetTimelineView SetTimelineView

SetTransitionIndex SetTransitionIndex 2

SetTransitionTime SetTransitionTime 0.1

SetUCenterPage SetUCenterPage 1 set first page SetUEditPage SetUEditPage 1 set first page

SetUMaxPage SetUMaxPage 1 set first page SetUPreviewPage SetUPreviewPage 1 set first page

SetURightPage SetURightPage 1 set first page SetUToolPage SetUToolPage 1 set first page

SetUniverseView SetUniverseView

SetVdjToChannelRatio SetVdjToChannelRatio 0 0..100 SetWorkspacePageCount <internal command>
SetZoneMeshPointPos SetZoneMeshPointPos 1, 1,1, 0,0 Zone index, X node index, Y node index, X
coordinate (-32K..32K), y coordinate

SetZoneMuteMSL SetZoneMuteMSL 1

SetZoneSelMSL SetZoneSelMSL 1

ShiftFX ShiftFX 1, 1 *Layer 1..4, delta ShiftFocus ShiftFocus -5* go back and forth on N cells

ShowHint ShowHint "Hello!" *show hint window in center of main window ShowItNowSMS ShowIsNowSMS*
1 ShowMasterHelpFile ShowMasterHelpFile ShutDownWindows ShutDownWindows require
ShutDownWindows.exe application

Size Size 100,100,100 *Size X,Y,Z axis SizeDelta SizeDelta 0,0,0* shift Size value

SizeIndex SizeDelta 0,0

SizeX SizeX 100

SizeY SizeY 100

SizeZ SizeZ 100

Sleep Sleep 1000

SoloProTrack SoloProTrack 1 *index(es) or name(s) StartAudioRecord StartAudioRecord StartCell StartCell*
start current cell

StartCode StartCode "MyCode" *put YOUR name of code StartCue StartCue 1,1 StartPrevious*
StartPrevious "Back" button

StartTalkClient StartUdpTalkClient

StartTalkServer StartUdpTalkServer

StopAllAsync StopAllAsync 0.5 *duration in seconds StopAllNow StopAllNow* no arguments

StopAllSync StopAllSync 0.5 *duration in seconds StopAudioRecord StopAudioRecord StopCell StopCell*
stop current cell

StopCode StopCode "MyCode" *put YOUR name of code StopCue StopCue 1,1 StopCueNow StopCueNow*
1, 1 page 1..100, cue 1..100

StopCueSync StopCueSync 1, 1, 0.5 *page 1..100, cue 1..60, time 0.. StopCueType StopCueType 255*
Mask: 1-Image, 2-Timeline, 4-DMX, 8-Sequence, 16-Beams, 32-Capture

StopFX StopFX *One or more layers. 0 stop. Effect 1..100 StopFxCell StopFXCell* Layer index, optional Cell
index (relative, take into account scrollbar)

StopOnBlackout StopOnBlackout 1

StopProTrack StopProTrack 1 *index(es) (1..N) or name(string). Can be used more than one argument*
StopProTrackFX StopProTrackFX 1, 1 Track index/name and FX line index(es). Counting from 1. If no
arguments at all - stop all FX on all tracks

StopTalkClient StopUdpTalkClient

StopTalkServer StopUdpTalkServer

StopTimeline StopTimeline

StoreZoneSelection StoreZoneSelection

StrobeSpeed StrobeSpeed 0.2 *period, flicker per second* StrobeSpeedDelta StrobeSpeedDelta 0.1 *period, flicker per second*

SynchronizePlayerToBeat SynchronizePlayerToBeat *On options: On, Off, Toggle TapByCueClick TapByCueClick On options: On,Off, Toggle*

TimelineAddMarker TimelineAddMarker

TimelineEnableTC TimelineEnableTC

TimelineFirstTab TimelineFirstTab

TimelineJumpDelta TimelineJumpDelta 1 *one second* TimelineJumpToEnd TimelineJumpToEnd
TimelineJumpToStart TimelineJumpToStart TimelineLastTab TimelineLastTab TimelineMarker
TimelineMarker TimelineNextEditPoint TimelineNextEditPoint TimelineNextMarker TimelineNextMarker
TimelineNextTab TimelineNextTab TimelinePlay TimelinePlay TimelinePlayFromMarker
TimelinePlayFromMarker "" TimelinePrevEditPoint TimelinePrevEditPoint TimelinePrevMarker
TimelinePrevMarker TimelinePrevTab TimelinePrevTab TimelineQuickSave TimelineQuickSave
TimelineSetPos TimelineSetPos 10 *jump to second 10*

TimelineSetTabIndex TimelineSetTabIndex

TimelineSetTabName TimelineSetTabName "MyShow"

TimelineSetViewRange TimelineSetViewRange 1,5 *from s to 5 second* TimelineShiftViewRange
TimelineShiftViewRange 1 *one second shift*

TimelineShowItNow TimelineShowItNow 1 *set online mode for timeline editor* TimelineStop TimelineStop
TimerBeat TimerBeat ToggleCell Toggle *start/stop current cell*

ToggleCue ToggleCue 1,1

ToggleFX ToggleFX 1 *Layer number: 1..4* ToggleMuteProTrack ToggleMuteProTrack 1 *index(es) or name(s)*

ToggleMuteZone ToggleMuteZone 0 *index(es) or name(s)* ToggleMuteZoneOfProjector
ToggleMuteZoneOfProjector 1 *1st projector*

TogglePrevious TogglePrevious "SWAP" *button* ToggleSelectFixt ToggleSelectFixt ToggleSelectProTrack
ToggleSelectProTrack 1 *index(es) (1..N) or name(s)*

ToggleSelectProjector ToggleSelectProjector 1 *index(es) (1..N) or name(s)* ToggleSelectZone
ToggleSelectZone 1 *zone index, 1..N.*

ToggleSoloProTrack ToggleSoloProTrack 1 *index(es) or name(s)* ToggleUCenterPage ToggleUCenterPage 1 Relative command. +1 means next page, -1 means previous

ToggleUEditPage ToggleUEditPage 1 *Relative command.* +1 means next page, -1 means previous
ToggleUMaxPage ToggleUMaxPage 1 Relative command. +1 means next page, -1 means previous

ToggleUPreviewPage ToggleUPreviewPage 1 *Relative command.* +1 means next page, -1 means previous
ToggleURightPage ToggleURightPage 1 Relative command. +1 means next page, -1 means previous

ToggleUToolPage ToggleUToolPage 1 *Relative command.* +1 means next page, -1 means previous
Transition Transition Toggle ON, OFF, TOGGLE

UnMuteZonesOfProjector UnMuteZonesOfProjector 1 *projector index, 1..N.* UnSelectZone UnSelectZone 1 zone index, 1..N.

UnSelectZoneName UnSelectZoneName "Main Graphics" *enter Zone name* UnSoloAllProTrack
UnSoloAllProTrack UnSoloProTrack UnSoloProTrack 1 *index(es) or name(s)*

UnmuteAllProTracks UnmuteAllProTracks

UnmuteAllZone UnmuteAllZone

UnmuteProTrack UnmuteProTrack 1 *index(es) or name(s)* UnmuteZone UnmuteZone 0 *index(es) or name(s)*

UnselectAllCue UnselectAllCue

UnselectAllFixt UnselectAllFixt

UnselectAllProTracks UnselectAllProTracks

UnselectAllProjectors UnselectAllProjectors

UnselectAllZones UnselectAllZones

UnselectFixt UnselectFixt 0 *index(es) or name(s)* UnselectProTrack UnselectProTrack 1 *index(es) (1..N) or name(s)*

UnselectProjector UnselectProjector 1 *index(es) (1..N) or name(s)* VLJFX VlJFX 1, *Toggle index of FX-VLJ 1..4, and action: ON, OFF, TOGGLE*

Version version *remote server will get exe file version* VirtualLJ VirtualLJ Toggle ON, OFF, TOGGLE

VisiblePoints VisiblePoints 100 0..100 (*percents*) VisiblePointsDelta VisiblePointsDelta 0 WaitForAudioBeat
WaitForAudioBeat 1 WaitForBeat WaitForBeat 7, 1 WaitForCellDown WaitForCellDown 1 WaitForCellUp
WaitForCellUp 1 WaitForChannel WaitForChannel 1 WaitForCueStart WaitForCueStart 1 1 WaitForCueStop
WaitForCueStop 1 1 WaitForDmx WaitForDmx 1 WaitForEvent WaitForEvent "MyEventName"
WaitForHotKey WaitForHotKey waiting for hotkey assigned to this script in Code-tab

WaitForManualBeat WaitForManualBeat 1

WaitForMidi WaitForMidi 0x90, -1, -1

WaitForPageChange WaitForPageChange

WaitForTC WaitForTC 15,30,0,0 *hours, minutes, seconds, ms* WaitForTime WaitForTime 15,30,0,0 *hours, minutes, seconds, ms*

WaitForTimePos WaitForTimePos 21,00,00,00 *hours, minutes, seconds, ms* WaitForTimerBeat
WaitForTimerBeat 1 Write write WriteLn writeln "Hello world!" ZoneFXTimeScale ZoneFXTimeScale 1,2,1
Layer, Clock multiplier, Metronome multiplier

ZoneFXTimeScaleDelta ZoneFXTimeScaleDelta 0,0,0,0

ZoneFXTimeShift ZoneFXTimeShift 1,2,1 *Layer, Clock multiplier, Metronome multiplier*
ZoneFXTimeShiftDelta ZoneFXTimeShiftDelta 0,0,0,0 Zoom Zoom 100 *value -100..100*

ZoomDelta ZoomDelta 0 *shift zoom value*

From:

<http://wiki.pangolin.com/> - **Complete Help Docs**

Permanent link:

http://wiki.pangolin.com/doku.php?id=beyond:pangoscript_commands&rev=1590489494

Last update: **2020/06/11 19:23**

