

PangoScript Commands

Function	Code	Description
AddSMS	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.*

ClickScrollR ClickScrollR -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 Cmmand, 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 OutOutOfRangeTrigger 0,100, "MyLabel" Min Value, Max Value, Label name OutOutOfRangeTriggerCmd OutOutOfRangeTriggerCmd 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 ShowItNowSMS 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

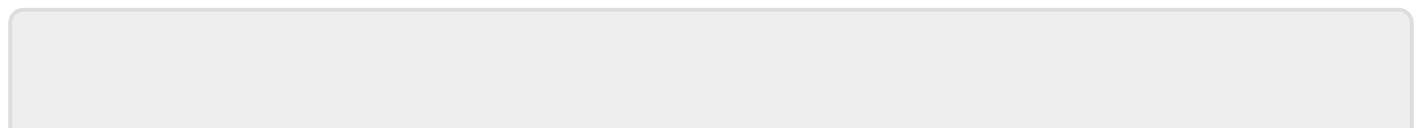
Write write

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



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