

PangoScript

Here you can find different example Pangoscripts to help you see different ways scripting can be used. They also should just work if copy and pasted into BEYOND, as-is, or modified to your needs.

Pangolin Internal Examples

These examples were made by internal team members at pangolin as examples for pangoscripts

Timeline AutoSave

```
CodeName "Autosave"  
TimelineQuickSave  
Sleep 60000 //Wait 1 Minute  
Restart
```

This code is designed to create an autosave script for your timeline, since saving does pause output, it's not recommended to leave this on for operating your show. The Sleep is in milliseconds, so 60,000 is 60 seconds, you can change the timeframe to your desired save duration, just know it does save a separate backup, so more frequent saves will eat up more storage.

Daily Schedule

```
CodeName "Daily Schedule"  
Autostart  
WaitForTime 19,45,0,0 //Wait for 7:45  
StartCue 1,1  
WaitforCueStop 1,1  
StartCue 1,10  
WaitforCueStop 1,10  
StartCue 1,21  
WaitforCueStop 1,21  
StartCue 1,41  
WaitforTime 23,0,0,0  
StopCue 1,41  
WaitForTime 23,59,59,0  
Sleep 10000  
RunApp "C:\Windows\System32\shutdown", "-r -t 10" // full exe file name,  
parameters  
//These parameters on this shutdown, sets it to "restart" then "Time 10  
seconds" These options can be found on the web.
```

ExitBeyond

This code is an example for an install where you want a sequence of cues (maybe timelines saved to cues) to run at specific times in sequence, And at the end the script waits for the clock to turn over, then restarts the machine, if you put beyond in the windows startup folder, it will auto start beyond, the script and start the cycle. You will need the "RunApp" command enabled, which is in configuration, and will also need to check the box which doesn't ask for confirmation on exit of beyond in the configuration window for this to be fully automatic, an example of automation scripting.

Flip Zones

```
CodeName "Flip Zones > - <"
Zone.0.SizeX = -100
Zone.1.SizeX = -100
Zone.2.SizeX = -100
Zone.3.SizeX = -100
Zone.4.SizeX = 100
Zone.5.SizeX = 100
Zone.6.SizeX = 100
Zone.7.SizeX = 100
Master.DISPLAYPOPUPTIMEOUT=.5
displaypopup "> - <"
Exit
```

This code exploits the fact that each zone has parameters associated with it on a level that is usually not seen by the user, technically there are these parameters, and also GEO parameters, these parameters are content values, and geo is for zoning, it's important to not use the GEO ones, as that will move your zone. These just affect the content within a zone. These parameters are also the same as what BEYOND server modifies, and by using numbers of zones instead of the names, it won't matter what the zone names are, just that they are in order. It also does a popup to let you know what you have selected, something that may be useful for a midi controller trigger, where the button has no label.

Pull Tempo from DMX

```
Codename "Pull Tempo From DMX"
WaitForDmx 501 //Channel at 1 will run code
beattap
sleep 200 // Make DMX reset to zero on console less then 100ms
restart
```

This code is imperfect, but it will tap the beat tap when the channel selected "updates" any change in value, so if you have a flash button with a cue that just sets the channel to full and off when you release, it will tap the temp, the sleep is to wait for your tap on the console to reset, 200ms is enough to still get 200bpm out of your taps, and a safe spacing for the reset. You could macro on your console to automatically do this from a speed master or just use it to tap the bpm. To make this code better, you

would really want a conditional trigger, where when it hits value of 255 it taps but, this works and is much simpler of a code.

Restart Show Softly

```
Codename "Restart Show Soft"  
AnimateProp "Master.AudioVolume", 100,0,5000  
sleep 5000  
TimelineSetPos 0  
Master.AudioVolume = 100  
TimelinePlay  
Exit
```

This script demonstrates the ability to animate objects over time, Animate Prop goes from value1, to value 2, over value in ms. In this case, a code is written to restart a timeline, but to fade out the audio before doing so. You could animate Volume and master brightness at the same time which could be interesting too. Then resets the values by just setting their value and plays the show again.

Examples from Users

The following examples are from the userbase, at the permission of the users.

Jeff Vyduna

Knob or fader to QuickFX 2^X speeds

```
// Quantize a continuous input (fader/potentiometer) to 2^x beat scaling in  
FX.  
  
// Take a 0-127 Midi value and select a 2^i multiplier  
// for i in [-4, 4]  
// Assumes a nominal FX duration of 2 beats to work best  
// by producing multipliers that result in 32 beats at  
// knob minimum (MIDI 0), 2 beats at knob center,  
// and 1/16 of a beat (thirtysecond notes) at MIDI 127.  
  
// If you want to consume the current metronome multiplier, add the next  
// two lines to your MIDI device initializstion script in MIDI settings.  
GlobalVar gMetroAx  
gMetroAx = 0  
  
Var metroScaleVal
```

```
metroScaleVal = 0
metroScaleVal = ExtValue(0,8.999) // Scale incoming MIDI value to 0..9

// Uncomment for debugging values to the laser preview window
// DisplayPreview "Value:", metroScaleVal, 0xffffffff

var metroAx // Metronome Multiplier (doc misnomer? Seems like a divisor)

// Assumes the FX duration is set to 2 beats.
// int(metroSlider): Beat duration, multiplier
// 0-1: 32 beats, 1/16
// 1: 16 beats, .125
// 2: 8 beats, .25
// 3: 4 beats, .5
// 4: 2 beats or nominal - 1<<4 /16 = 1x multiplier;
// 5: 1 beat: multiplier of 2
// 6: 1/2 (eighth note, *8 displayed), 4
// 7: 1/4 (sixteenth note, *16 displayed), 8
// 8: 1/8 (thirteenth note, *32 displayed), 16
metroAx = max(1 << int(metroScaleVal), 1) / 16

// DisplayPreview "metroAx", metroAx, 0xffffffff

gMetroAx = metroAx // Make value available to other scripts

// Uncomment which QuickFX layers to apply the new metronome multipliers to.

// FXTimeScaleAx 4, 2, metroAx // Layer 1 = Color 1
// FXTimeScaleAx 5, 2, metroAx // Layer 2 = Color 2
// FXTimeScaleAx 6, 2, metroAx // Layer 3 = Zone
FXTimeScaleAx 4, 2, metroAx // Layer 4 = Intensity, Mask (1,2,3) 2=Metronome,
multiplier
FXTimeScaleAx 5, 2, metroAx // Layer 5 = Structure
FXTimeScaleAx 6, 2, metroAx // Layer 6 = Movements

// Display duration / period in beats on a Kontrol F1 7-seg display
// Second argument to MidiOutLong should be 41 for the controller's unshifted
page layer,
// or 78 for the shifted display. Since I map this to a shifted page, I'm
using 78.
if (metroAx <= 2) MidiOutLong(0xBC, 78, int(2.0 / metroAx))
if (int(metroAx) = 4) MidiOutLong(0xBC, 78, 108)
if (int(metroAx) = 8) MidiOutLong(0xBC, 78, 116)
if (int(metroAx) = 16) MidiOutLong(0xBC, 78, 132)
```

exit

Takes a fader or rotary pot on a MIDI controller, such as on a APC40mk2 or Traktor F1, and scale the global cue speed to snap to a 2^X speed multiplier (25%, 50%, 100%, 200%, 400%, etc). For example, if you've made cues with a 4 beat duration, this lets you use a MIDI control to instantly change their duration to 8, 16, or 32 beats (as well as 2, 1, 1/2, 1/4 of a beat).

Rotary relative encoder to 2^X cue speeds

```
// Quantize an relative encoder input to  $100 \cdot 2^n$  cue speed.

// SUMMARY

// Takes MIDI values 1 (incr) and 127 (decr) to select a  $2^i$  speed
// multiplier for i in [-4, 4]. This produces multipliers of:
// 100% * [1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16]

// DETAILED DESCRIPTION

// This script lets you set your cue speed to multiples of 2. For example.
// if you had a cue designed for 1-beat duration, you can snap instantly to
// scaling the duration slower to 2, 4, 8 beats, or faster to 1/2, 1/4,
// etc., by setting MasterCueSpeed to 200%, 400%, 50%, etc.

// The script is configured to use input from a rotary incremental encoder
// in "relative" mode. These limitless-rotation encoders typically have a
// "click" feel during rotation, and send out MIDI values of 1 (for
// clockwise increment) and 127 (counterclockwise decrement).

// I commonly use a Traktor Kontrol F1 which has its default (unshifted)
// encoder assigned to MIDI Control Channel 13 value 41 (hex BC 29 xx),
// so this script is pasted into the MIDI-to-PangoScript slot there.
// This controller also allows you to push the encoder down as a momentary
// button. I use this to reset the master cue speed to 100% on receiving
// value 63. On Traktor, you configure this value (and turn-relative mode)
// in the Controller Editor software.

// This script also displays the current effect duration in beats on the
// MIDI controller. The Traktor F1 has a 2-digit numeric display that I've
// configured to display values sent to it on the same MIDI channel.

// To store the current duration between inputs, you must use a Global
// Variable. To set this up, paste the following (uncommented) in your
// MIDI Controller's initialization script:
```

```
// GLOBALVAR gCueSpeedFrac
// gCueSpeedFrac = 1.0

var cueSpeedDelta
cueSpeedDelta = 0

// Scale incoming MIDI value to decr = -1, push = 0, incr = 1
cueSpeedDelta = ExtValue(1,-1)

// Uncomment for debugging. Displays text on the laser preview window.
// DisplayPreview "cueSpeedDelta:", cueSpeedDelta, 0xffffffff

if (cueSpeedDelta > 0.5) gCueSpeedFrac = gCueSpeedFrac * 2 // Knob incr
if (cueSpeedDelta < -0.5) gCueSpeedFrac = gCueSpeedFrac / 2 // Knob decr
if ((cueSpeedDelta >= -0.5) & (cueSpeedDelta <= 0.5)) gCueSpeedFrac = 1 //
Knob push -> reset
if (gCueSpeedFrac > 17.0) gCueSpeedFrac = 16
if (gCueSpeedFrac < .06) gCueSpeedFrac = .0625

// Uncomment for debugging:
// DisplayPreview "gCueSpeedFrac:", gCueSpeedFrac, 0xffffffff

// Display beat duration (period) on a Kontrol F1 7-segment display.
// This assumes a default effect duration of 1 beat, so 50% speed runs FX
// for 2 beats, and the display will show "2". 200% speed implies a 1/2 beat
// duration, but because there's no "/" character possible I add the
// leading period (.) indicator: ".2" means "1/2 beat", ".4" = 1/4 beat, etc.

var cueSpeedDispVal
cueSpeedDispVal = 0
cueSpeedDispVal = round(1.0 / gCueSpeedFrac) // .5 = 50%, display period of
"2"

// Display faster speeds over 100% as fractions of a beat.
// 102 = "(dot)2". 4 = 400%, send 104, display "(dot)4" (period is 1/4th
normal)
if (gCueSpeedFrac > 1.0) cueSpeedDispVal = 100 + round(gCueSpeedFrac)
MidiOutLong(0xBC, 41, cueSpeedDispVal)

// Finally, set the actual cue speed. You may wish to use AnimationSpeed
// instead, or MasterFXSpeed to only speed up FX and not cues.
MasterCueSpeed 100 * gCueSpeedFrac

exit
```

Takes a rotary incremental (relative mode) encoder on a MIDI controller, such as on a APC40mk2 or

Traktor F1, and scale the metronome for beat-based effects in selected QuickFX rows to snap to a 2^X time scale multiplier. For example, if you've made effects with a 2 beat nominal duration, this lets you twist a knob and instantly change their duration to 2, 4, 8, or 16 beats (as well as 1, 1/2, 1/4, or 1/16th of a beat).

Advance a QuickFX, toggling through multiple layers

```
// Advance the currently running QuickFX from the color layers,  
// which are layers 1 and 2 in many QuickFX layouts.  
// Use this script in a MIDI-to-PangoScript slot.  
  
// As configured below, it will toggle advance through the first 24 colors  
// in layer 1, then in layer 2, then back to layer one (including a state  
// where both layers are off)  
  
// Scripts like this that store some state in a global variable should have  
// that variable defined in the controller initialization script. Copy these  
// these and uncomment:  
// GLOBALVAR gColorFXIdx  
// gColorFXIdx = 0  
  
gColorFXIdx = gColorFXIdx + 1 // advance on MIDI trigger  
gColorFXIdx = gColorFXIdx % 49  
  
MidiOutLong(0xBC, 41, gColorFXIdx) // Display on Traktor F1 the color index  
  
if (gColorFXIdx > 24) GOTO Layer2  
  
SetFX 2, 0  
SetFX 1, gColorFXIdx  
  
exit  
  
Layer2:  
  
SetFX 1, 0  
SetFX 2, gColorFXIdx - 24  
  
exit
```

Many workspaces keep the default scheme of having the first two QuickFX layers apply colors. On some compact MIDI controllers, I've wanted to have a single button advance through the effects in a row. This script advances through the first 24 colors on layer 1, then disables layer 1 and advances through the first 24 effects in layer 2, finally ending with a state where both layers are off.

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