

# PangoScript Commands

Function	Code	Comments
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		
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.

Function	Code	Comments
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	

Function	Code	Comments
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 ChannellIndex
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%

Function	Code	Comments
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

Function	Code	Comments
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 commmand>	
LoadPlaylist	LoadPlaylist "c:\MyPlaylist.BeyondSL"	
LoadWorkspace	LoadWorkspace "c:\MyWorkspace.BeyondWorkspace"	Enter correct file name!
LoadZoneFromBlob	<internal commmand>	
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	

Function	Code	Comments
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	

Function	Code	Comments
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

Function	Code	Comments
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.

Function	Code	Comments
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

Function	Code	Comments
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))

Function	Code	Comments
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 commmand>	
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	

Function	Code	Comments
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
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

Function	Code	Comments
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

Function	Code	Comments
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	

Function	Code	Comments
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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