OSCpro MSC Note Mapper

Trigger lighting console cues from Ableton Live clips – via MIDI Show Control, OSC or both.

MAX FOR LIVE MIDI EFFECT · VERSION 1.1 · USER MANUAL

MIDI notes in a clip become lighting commands: each note is mapped to a command that is sent the moment it plays. You work scene-based instead of with timecode – the light follows the song, even when the band plays freely.

FEATURES

- Note-to-command table, saved with the Live Set
- Output via MSC, OSC or both
- Console profiles: grandMA3, grandMA2, ETC Eos, Hog 4, ChamSys MagicQ, Generic MSC
- Learn, Test, CSV import and export
- Output monitor with MSC bytes and OSC command

REQUIREMENTS

- Ableton Live 11 or later with Max for Live
- MSC: MIDI interface and 5-pin cable to the console
- OSC: network connection to the console
- macOS or Windows

INSTALLATION

1. Copy `OSCpro MSC Note Mapper.amxd` into your User Library, e.g. *Presets › MIDI Effects › Max MIDI Effect*.
2. Drag the device from the browser onto a MIDI track.
3. Done – the device is a single frozen file with no further dependencies.

Interface

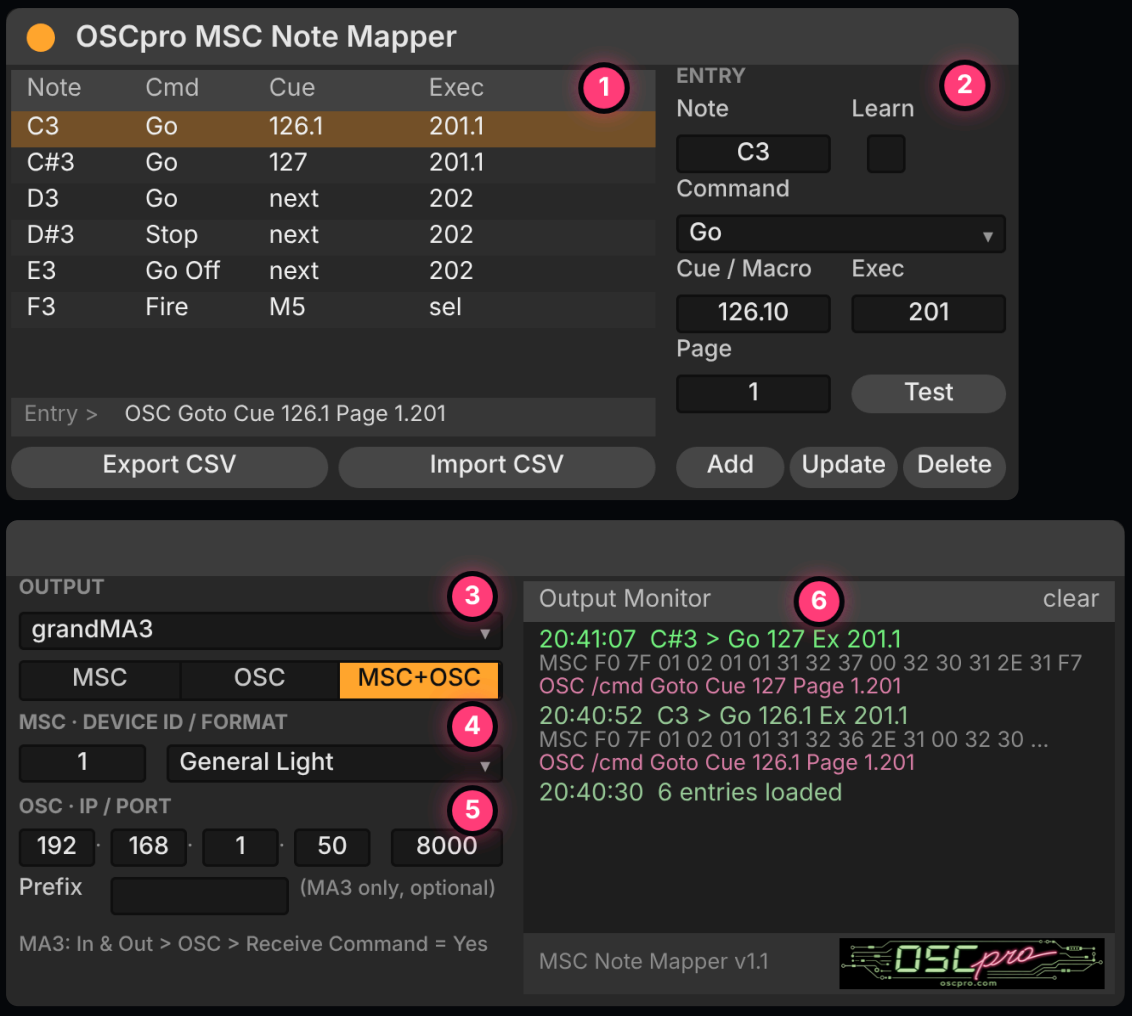

Fig. 1 – OSCpro MSC Note Mapper. Hover over any control to see its help text in Live's Info View.

1. **Mapping table** – all entries, sorted by note. Click a row to load it into the Entry fields; a row flashes when it is sent. The bottom line previews what the Entry fields would send. Below: *Export CSV* and *Import CSV*.
2. **Entry** – Note, Command, Cue, Exec and Page of an entry. *Add* creates an entry, *Update* overwrites the selected one, *Delete* removes it, *Test* sends the fields once. *Learn* takes the next incoming note.
3. **Output** – console profile and output: *MSC*, *OSC* or *MSC+OSC* (e.g. OSC as a backup). The profile also renames the Exec field to match the console.
4. **MSC** – Device ID and format (General Light, Moving Light, All). Both must match the console's MSC input.
5. **OSC** – IP address and UDP port of the console, optional prefix (grandMA3 only). Below: a setup hint for the selected console.
6. **Output Monitor** – every message sent, with time, MSC bytes (grey) and OSC command (pink). *clear* empties it; the logo opens oscpro.com.

Quick start

1. **Choose console and output.** Select your console under *Console*, then *MSC*, *OSC* or *MSC+OSC*.
2. **MSC:** set the track's *MIDI To* to your interface and enable *Track* output for that port in Live's MIDI preferences. **OSC:** enter the console's IP address and port.
3. **Set up the console** (page 4).
4. **Create an entry.** Pick a note or switch on *Learn* and play one, set Command, Cue, Exec and Page, click *Add*.
5. **Test.** *Test* sends the fields right away – check the monitor and the console.
6. **Place the notes** in a clip on the same track. Every mapped note sends its command when it plays.

COMMANDS – GRANDMA3 EXAMPLE

ENTRY	MSC	OSC (/CMD)
Go · Cue 126.1 · Exec 201 · Page 1	`Go 126.1 / 201.1`	`Goto Cue 126.1 Page 1.201`
Go · Cue 0 (next) · Exec 201	`Go / 201`	`Go+ Executor 201`
Stop · Exec 201	`Stop`	`Pause On Executor 201`
Resume · Exec 201	`Resume`	`Pause Off Executor 201`
Go Off · Exec 202	`Go_Off`	`Off Executor 202`
Fire Macro · 5	`Fire 5`	`Go+ Macro 5`

- Exec 0 = the console's selected executor, Page 0 = current page, Cue 0 = next cue.
- Several entries may share one note – all of them are sent.

CSV IMPORT AND EXPORT

To back up or prepare a show. *Import CSV* replaces the whole table. Separator `;` `,` or tab, decimal point or comma, notes as names (C3, Db3) or numbers (60). Exec `201.1` is read as Exec 201, Page 1.

```
Note;Command;Cue;Exec;Page
C3;Go;126.1;201;1
D3;Fire;5;0;0
```

Console compatibility

The console profile sets how the cue list is sent via MSC (grandMA: Exec.Page, all others: cue list number) and which OSC commands are used. Commands a console does not support are not sent – the preview and the monitor say why.

CONSOLE	EXEC FIELD	MSC	OSC
grandMA3	Exec + Page	all commands	all commands
grandMA2	Exec + Page	all commands	– (no OSC input)
ETC Eos	Cue List	all commands	Go to cue, Fire macro
Hog 4	Cuelist	all except Fire	all commands (cuelist required)
ChamSys MagicQ	Stack / PB	Go, Stop, Resume	Go, Pause, Release (PB 1–10)
Generic MSC	Cue List	standard MSC	–

CONSOLE SETUP

CONSOLE	SETTINGS
grandMA3 · MSC	*Menu › In & Out › MSC*: Enable Input, Input Device = Device ID, Input Command = Format. MSC arrives via 5-pin MIDI. MSC is ignored in Preview mode.
grandMA3 · OSC	*Menu › In & Out › OSC*: add a line with the same port, Receive Command = Yes, Enable Input. Prefix as in the device, or empty on both.
grandMA2	Set up the MSC input with the device's Device ID and format. No OSC.
ETC Eos	MSC: cue and cue list. OSC: enable RX under *Setup › System › Show Control › OSC* and *UDP Strings & OSC* in the ECU. Addresses: `/eos/cue/<list>/<cue>/fire`, `/eos/macro/<n>/fire`.
Hog 4	MSC: Go, Halt, Resume, Release. Enable OSC input on the same port: `/hog/playback/go/0` etc., macros via `go/2`.
ChamSys MagicQ	MSC: Show Control Type *Normal*; the list number is the cue stack. OSC: `/pb/<1–10>/go`, `/pb/<n>/<cue>` – the field is the playback number.
Generic MSC	For other consoles with standard MSC (e.g. Avolites, Onyx). See your console's MSC manual.

Limitations

- **Up to 64 entries** per device. For more, use another device on a second track.
- Only **note-on** triggers. Note length, note-off and velocity are ignored.
- MSC commands: Go, Stop, Resume, Go Off and Fire. No Timed Go, Set or All Off.
- Ranges: cue up to 9999.999 (3 decimals), Exec up to 9999, Page up to 999, macro 1–127.
- OSC via **UDP** only, to one destination (one IP, one port) per device. No TCP, no feedback from the console.
- OSC prefix for grandMA3 only, up to 16 characters.
- Tested on grandMA3. The other profiles follow the manufacturers' documentation; Hog 4 via OSC with decimal cues is unconfirmed.
- *Import CSV* replaces the whole table. Every change is an undo step in Live.
- Loop guard: a Go cue that the OSCpro MSC Scene Trigger has just received is not sent for 3 seconds.

TROUBLESHOOTING

PROBLEM	SOLUTION
Nothing in the monitor	The notes don't reach the device. Put the clip on the same track, or arm the track for live input.
"not mapped"	No entry for that note. Note names follow Live: C3 = MIDI note 60.
MSC sent, console ignores it	Device ID or format don't match. Check *Track* output for the port in Live's MIDI preferences.
OSC sent, console ignores it	Check IP, port, prefix and *Receive Command*. A firewall may block UDP.
Light comes slightly late	Set a negative *Track Delay* on the track, e.g. −20 ms.

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