OSCpro MSC Scene Trigger

The console calls the cue, Live follows: incoming MSC or OSC fires Session View scenes.

MAX FOR LIVE MIDI EFFECT · VERSION 1.2 · USER MANUAL

A Go 150 from the console fires the scene tagged `[150]` in its name. The mapping survives moving and renaming. Optionally, Live's scene selector moves on – turning the console into a GO button for Live.

FEATURES

- Mapping via `[cue]` in the scene name, set with one click
- Input via MSC, OSC or both
- Scene selector: stay, fired scene or next scene
- Filters for Device ID, format and cue list
- Recognises ETC Eos cue events automatically

REQUIREMENTS

- Ableton Live 11 or later with Max for Live
- MSC: MIDI interface, console's MSC output via 5-pin cable
- OSC: network connection to the console
- A dedicated MIDI track for the device

INSTALLATION

1. Copy `OSCpro MSC Scene Trigger.amxd` into your User Library, e.g. *Presets › MIDI Effects › Max MIDI Effect*.
2. Drag the device onto its **own** MIDI track – not onto the OSCpro MSC Note Mapper's track.
3. Set *MIDI From* to the console's port and *Monitor* to **In**.

Interface

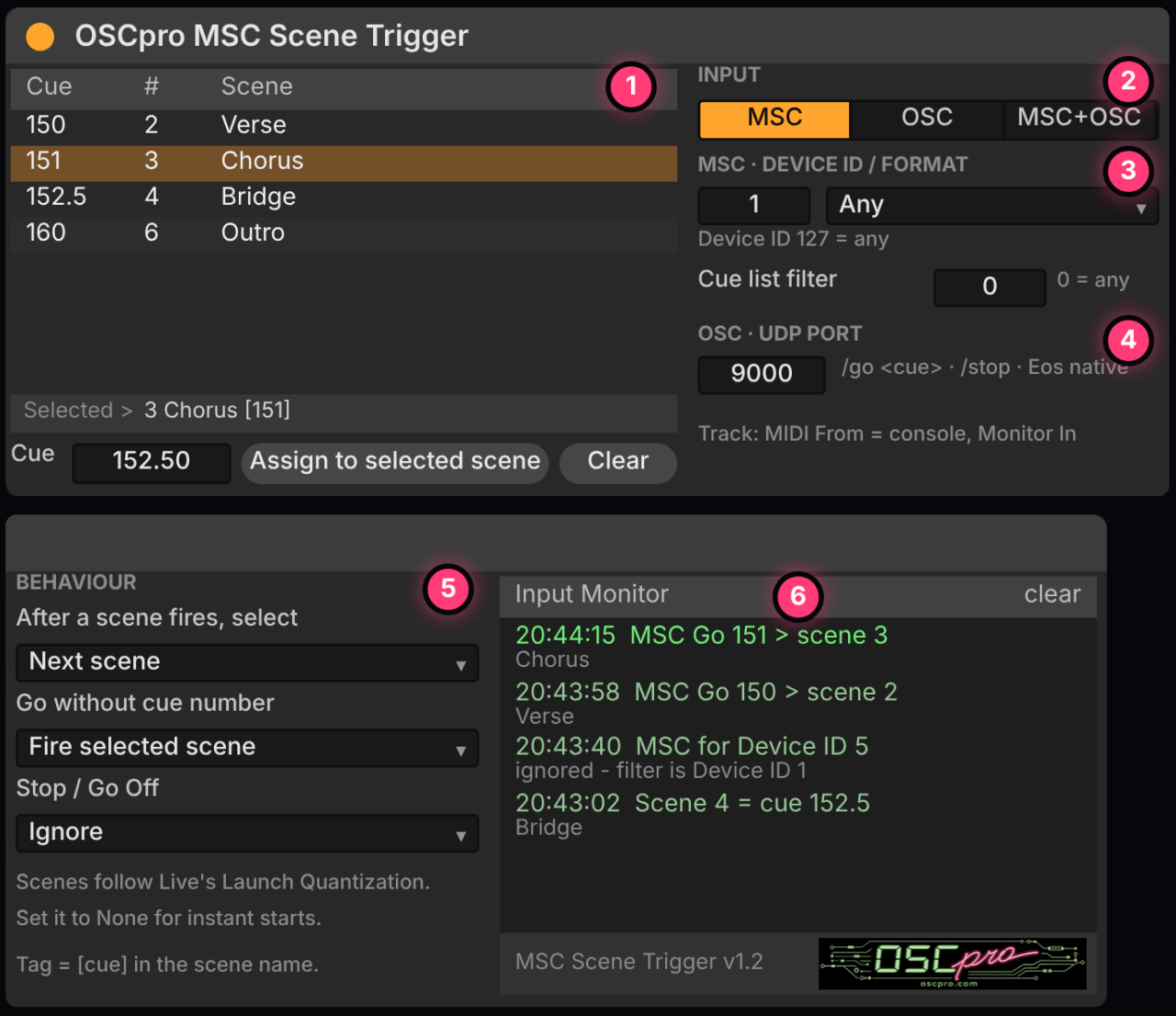

Fig. 1 – OSCpro MSC Scene Trigger. Hover over any control to see its help text in Live's Info View.

1. **Scene list** – all tagged scenes, sorted by cue. Click a row to select the scene in Live; red = the same cue on several scenes. Bottom: the selected scene; below: *Cue*, *Assign to selected scene* and *Clear*.
2. **Input** – source: *MSC*, *OSC* or *MSC+OSC*.
3. **MSC filters** – Device ID (127 = any), format (*Any* = all) and cue list (0 = any).
4. **OSC** – UDP port the device listens on (default 9000).
5. **Behaviour** – what the scene selector does after firing, what Go without a cue number does, and how Stop and Go Off are handled.
6. **Input Monitor** – every received message and what it did, including filtered ones. *clear* empties it; the logo opens oscpro.com.

Quick start

1. **Set up the track:** device on its own MIDI track, *MIDI From* = console port, *Monitor* = **In**.
2. **Set up the console:** enable its MSC output (page 4).
3. **Assign:** select a scene in Live, enter *Cue*, click *Assign to selected scene*. The scene is now called e.g. "Verse [150]".
4. **Test:** fire the cue on the console – the monitor shows the message and the scene that was fired.

HOW THE TAG WORKS

- The tag lives in the scene name, e.g. `Intro [150]`. Moving and renaming scenes is fine as long as `[150]` stays in the name.
- Tags can also be typed by hand. Decimal cues work: `[152.5]`.
- *Assign* keeps each cue unique: if it is already on another scene, it is removed there. *Clear* removes the tag of the selected scene.

SETTINGS

SETTING	OPTIONS	DEFAULT
Select after firing	Don't move · Fired scene · Next scene	Next scene
Go without cue number	Fire selected scene · Ignore	Fire selected scene
Stop / Go Off	Ignore · Stop all clips	Ignore
Device ID	0–126, 127 = any	127
Format	General Light · Moving Light · All · Any	Any
Cue list filter	0 = any, else list number	0
OSC port	1–65535	9000

Tip: *Next scene* plus Go without a cue number turns the console into a GO button that steps through the scenes in order.

Messages & console setup

INCOMING	ACTION
MSC Go with cue	fires the scene with that tag
MSC Go without cue · OSC `/go`	fires the selected scene (or ignore)
MSC Stop · Go Off · All Off · OSC `/stop`	ignore (default) or stop all clips
OSC `/go 150`	same as MSC Go 150
ETC Eos `/eos/out/event/cue/<list>/<cue>/fire`	recognised automatically; other Eos messages are ignored

No console selection is needed: every console sends MSC in the same form. The cue list filter compares the number before the dot – grandMA's `201.1` and Eos' `1` both work.

CONSOLE SETUP

CONSOLE	SETTINGS
All consoles · MSC	Enable the console's MSC output, note its Device ID and format and enter them in the device – or leave the filters on *any*.
grandMA3 · OSC	The MA3 doesn't report cues via OSC by itself. Put this in the cue's command: `SendOSC 1 "/go,s,150"`. Use type `s` (string) so decimal cues arrive exactly.
ETC Eos · OSC	*Setup › System › Show Control › OSC*: OSC TX on, TX IP = computer running Live, TX port = the device's port. Enable *UDP Strings & OSC* in the ECU.
Hog 4 · MagicQ	Use MSC – there is no profile for their OSC output.

TOGETHER WITH THE OSCPRO MSC NOTE MAPPER

If a scene starts a clip with a note that the Note Mapper sends back as the same Go cue, a loop occurs. The Note Mapper therefore doesn't send a Go cue it has just received for 3 seconds. Still: don't map the same cues in both directions.

Limitations

- **Dedicated track required:** Live can't send and receive SysEx on the same track.
- **Session View scenes** only – no Arrangement positions or individual clips.
- Scenes start on the global **Launch Quantization**. Set it to *None* for instant starts.
- One tag per scene. If the same cue is on several scenes, the first one fires.
- Go, Stop, Go Off and All Off are handled. Resume, Timed Go, Set and Fire are ignored.
- OSC via **UDP** only. Fixed addresses: `/go`, `/stop` and the Eos cue event. No OSC profile for Hog 4 and MagicQ.
- Cue numbers with up to 3 decimals.
- The same Go within 200 ms is executed only once – e.g. when the console sends MSC and OSC at the same time.
- After *Clear*, a previously unnamed scene is named " " (a single space) – Live doesn't accept an empty name.

TROUBLESHOOTING

PROBLEM	SOLUTION
Nothing in the monitor	Check *MIDI From* and *Monitor = In*. The device must not be on the Note Mapper's track.
"ignored – filter ..."	Device ID, format or cue list don't match. Set the filters to *any* or use the console's values.
"no scene tagged [150]"	No scene has that tag. Select a scene and click *Assign*.
Scene starts late	Set Live's Launch Quantization to *None*.
OSC doesn't arrive	Set the source to *OSC* or *MSC+OSC*, check the port, allow UDP in the firewall.

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