DIGILINE SERIES COMMANDS

User Manual
Version1.2

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SAFETY INSTRUCTIONS

1. Read this manual carefully.

2. Follow all instructions and warnings.

3. Only use accessories specified by WORK PRO.

4. Follow the safety instructions of your country.

5. Be careful with sound levels.

SYMBOLS

The following symbols are used in this document:

This symbol indicates a potential risk of harm to a person or damage to the product. You can also notify the user of the instructions that must be followed strictly to ensure the installation or safe operation of the product.

This symbol notifies the user about the instructions that must be followed strictly to ensure the correct installation or operation of the product.

This symbol notifies the user about additional information or optional instructions.

WELCOME TO WORK PRO

This document contains essential information on the use of the system. Read this document carefully to become familiar with the system.

Please check the WORK PRO website regularly to download the latest version of the document and software updates: https://www.workpro.es/

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CONTENT

1. Introduction

Digiline series accepts OSC commands and ASCII commands via UDP or serial port, if you need more information about OSC protocol you can click on the next link.

http://opensoundcontrol.org/introduction-osc

The next point '3' table shows OSC and ASCII commands, for the OSC commands the form to send them will depend on the App that be used, on the list bellow you can see all the OSC commands with its syntax: path, type of data and data.

For the ASCII (UDP) commands we use the same syntax that OSC commands, with the difference that the commands begin with "//", and the separation between path, type of data and data is ";".

For the ASCII (serial) commands you need to add "#" to indicate the beginning of the command and "\" to indicate the end of the command. Below you can see an example of command to mute the output one in OSC, ASCII/UDP and ASCII/Serial forms.

- OSC. /out1/gain/mute,T
- UDP. //out1/gain/mute;T;
- Serial port. #//out1/gain/mute;T;\

For the selection of inputs and outputs through OSC/ASCII commands you should use the way below:

Single selection ⟶ x

Group selection, one by one ⟶ [x,y,z,…]

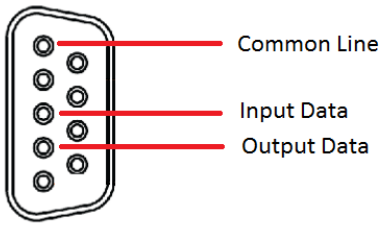
Group selection, from-to ⟶ [x-y]

Default UDP port (Foreign/Local) = 9000

2. Serial port configuration

Digiline accepts control via RS232. Bellow is the serial por configuration.

The following figure shows the pinout of the Digiline MX MKII male connector.



Pin number	Function
5	GND
3	Rx
2	Tx

Serial port specifications.

Baudrate	4800 (Configurable via WorkCAD)
Data	8bits
Parity	None
Stop	1
Flow control	None

3. Table of commands

Method	OSC / ASCII (UDP) /ASCII (Serial)	OSC Type of Data	Data	Use
Register Listener	/osc/add,[x] //osc/add;i;[x]; #//osc/add;i;[x];\	i	[x] = UDP port[1]	Register communication, it gives feeback of any parameter change.
Unregister Listener	/osc/del,[x] //osc/del;i;[x]; #//osc/del;i;[x];\	i	[x] = UDP port[1]	Unregister communication
Parameters status	/osc/all,1 //osc/all;i;1; #//osc/all;i;1;\	i		Status parameters feedback
Push	/presets/live/push //presets/live/push;; #//presets/live/push;;\			Save state
Pop	/presets/live/pop //presets/live/pop;; #//presets/live/pop;;\			Load state saved with Push

[1] "0", Source port.

Output Gain	/out[x]/gain,[y][z][a] //out[x]/gain;f[y][z];[a]; #//out[x]/gain;f[y][z];[a];\	f, T/F, T/F	[x] = Output channel [y] = Mute channel (Muted=T / Unmuted=F) [z] = Invert channel (Inverted=T / Not inverted=F) [a] = Gain value (dBs)	Gain, mute and invert of the output.
Output Gain: Value	/out[x]/gain/value,[y] //out[x]/gain/value;f;[y]; #//out[x]/gain/value;f;[y];\	f	[x] = Output channel [y] = Gain value (dBs)	Gain value of the output.
Output Gain Status	/out[x]/gain/value //out[x]/gain/value;; #//out[x]/gain/value;;\		[x] = Output channel	Output gain feeback
Output Gain: Mute	/out[x]/gain/mute,[y] //out[x]/gain/mute;[y]; #//out[x]/gain/mute;[y];\	T,F	[x] = Output channel [y] = Mute channel (Muted=T / Unmuted=F)	Mute selected output
Output Mute Status	/out[x]/gain/mute //out[x]/gain/mute;; #//out[x]/gain/mute;;\		[x] = Output channel	Output mute feedback
Output Gain: Mute with Fade	/out[x]/gain/fade,[y] #//out[x]/gain/fade;f;[y];\	f	[x] = Output channel [y] = fade (in=0.00, out=1.00)	Output fade in / fade out

	#//out[x]/gain/fade;f;[y];\			
Output Gain: Increment	/out[x]/gain/value/inc,[y] //out[x]/gain/value/inc;f;[y]; #//out[x]/gain/value/inc;f;[y];\	f	[x] = Output channel [y] = Gain steps (dBs)	Increment output gain by steps
Mixer	/out[x]/matrix/in[y],[z][a][b] //out[x]/matrix/in[y];f[z][a];[b]; #//out[x]/matrix/in[y];f[z][a];[b];\	f	[x] = Output channel [y] = Input channel [z] = Mute channel (Muted=T / Unmuted=F) [a] = Invert channel (Inverted=T / Not inverted=F) [b] = Input gain value (dBs)	Mix the selected inputs to the selected output, and inputs set up (mute, invert)
Mixer: Value	/out[x]/matrix/in[y]/value,[z] //out[x]/matrix/in[y]/value;f;[z]; #//out[x]/matrix/in[y]/value;f;[z];\	f	[x] = Output channel [y] = Input channel [z] = Input gain value (dBs)	Mix the selected inputs to the selected output
Mixer: Value Status	/out[x]/matrix/in[y]/value //out[x]/matrix/in[y]/value;; #//out[x]/matrix/in[y]/value;;\		[x] = Output channel [y] = Input channel	Mixer status
Mixer: Mute	/out[x]/matrix/in[y]/mute,[z] //out[x]/matrix/in[y]/mute;[z]; #//out[x]/matrix/in[y]/mute;[z];\	T,F	[x] = Output channel [y] = Input channel [z] = Mute input channel (Muted=T / Unmuted=F)	Mute the selected inputs to the selected output

Mixer: Mute with Fade	/out[x]/matrix/in[y]/fade,[z] //out[x]/matrix/in[y]/fade;f;[z]; #//out[x]/matrix/in[y]/fade;f;[z];\	f	[x] = Output channel [y] = Input channel [z] = fade (in=0.00, out=1.00)	Fade in / fade out of the selected inputs to the selected output
Mixer: Increment	/out[x]/matrix/in[y]/value/inc,[z] //out[x]/matrix/in[y]/value/inc;f;[z]; #//out[x]/matrix/in[y]/value/inc;f;[z];\	f	[x] = Output channel [y] = Input channel [z] = Input gain steps (dBs)	Mix the selected inputs to the selected output by steps
Equalizer Output	/out[x]/eq/[y],[z][a][b][c] //out[x]/eq/[y];ifff;[z];[a];[b];[c]; #//out[x]/eq/[y];ifff;[z];[a];[b];[c];\	ifff	[x] = Output channel [y] = Band Index [z] = Filter Type[2] [a] = frequency (Hz) [z] = Gain (dBs) [z] = Quality factor [0.01,10]	Set output equalizer

[2] Bypass=0, Peak = 1, Low pass=2, High pass=3, Low shelving=4, High shelving=5, Band pass=6, Notch=7, All pass=8

CrossOver	/out[x]/xover,[y][z][a][b][c][d] //out[x]/xover;iiiiff;[y];[z];[a];[b];[c];[d]; #//out[x]/xover;iiiiff;[y];[z];[a];[b];[c];[d]; \	iiiiff	[x] = Output channel [y] = High pass type [z] = Low pass type [a] = High pass Type order [b] = Low pass Type order [c] = High pass cut frequency [d] = Low pass cut frequency	Set outputs crossover filters
Presets: Execute	/presets/edit/exec,[x] //presets/edit/exec;i;[x]; #//presets/edit/exec;i;[x];\	i	[x] = Preset to execute	Executed preset
Presets: Execute Status	/presets/edit/exec //presets/edit/exec;; #//presets/edit/exec;;\			Preset status
Presets: Copy to preset	/presets/live/store,[x] //presets/live/store;i;[x]; #//presets/live/store;i;[x];\	i	[x] = Preset number	Save to preset
Presets: Get ex	/presets/get,[x][y] //presets/get;i[x];[y]; #//presets/get;i[x];[y];\	i,T/F	[x] = Live or Preset to get (live=T,preset=F) [y] = Part to get (all = -1)	Get live or preset info

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