



# ShowPlay User Guide

Version 1.0.1

## Introduction

ShowPlay provides remote triggering of video, audio and images and simulated calls and messages using OSC (Open Sound Control).

Media playback can be modified in several ways, including how an image fits on the display, and what should happen when a video reaches the end. For more information on the supported modifiers, refer to OSC Commands.

### Guided Access

For an optimum experience, it is recommended to put iOS devices into Guided Access mode. When devices are in Guided Access mode, the settings button will disappear, and the screen will dim to its minimum brightness when 'locked'.

Entering Guided Access varies between models, more information can be found at <https://support.apple.com/HT202612>.

## Setup

### Network

#### Interface

When multiple network interfaces are present on a device, a specific network interface can be selected. If this is left as 'Default' and ShowPlay only discovers a single interface, this will be used.

#### Rx port

The UDP port used for receiving OSC messages.




#### Device ID

An identifier for this device. The identifier is included in every OSC message and is used to address a message to a particular device. This identifier will usually be unique to a particular device.

All devices will respond to a message containing the Device ID 255 (All Call).

### Interaction

#### Force lock

Triple tapping the display on iOS, or    on macOS will return the app to the 'lock' state.

### Proximity sensor (iOS only)

Uses the devices proximity sensor to turn off the display when lifted to the ear.

### Hide dock and menu when listening (macOS only)

When listening for OSC messages, the dock and menu bar will be hidden.

## Media

### Media browser

Add, remove, and rename media. Media is imported from the local device. For more information on the supported media formats see 'Supported File Formats'.

### Media sync

Link to supported media sync services and synchronize media. When first linking to a service use 'Create media folders' to create the appropriate subdirectories in the sync service. Media added to these folders will then be synchronized to the device when requested.

### Call alert

Choose a default call alert for this device. If audio media is provided in the 'Call' folder with a name matching the Device ID, this will be preferred over the alert selected in setup.

### Message alert

Choose a default message alert for this device. If audio media is provided in the 'Message' folder with a name matching the Device ID, this will be preferred over the alert selected in setup.

### Silent mode

No audio will ever be emitted from this device regardless of the OSC messages received. This may be useful in filmed environments, where audio will be added in editing.

## About

### Logs

View device logs, including app and network events. Any network message rejected will be displayed in **red**. Messages containing the same OSC address will only be logged a maximum of once every 500ms to prevent OSC fades spamming the logs.

## Supported File Formats

Media	Formats
Image	jpg, png
Audio	mp3, aac, wav
Video	mp4, mov
Call	mp3, aac, wav
Message	mp3, aac, wav

## File Naming

All files must start with an identifier in the range 001-255 followed by any text and the file extension. For example, the first image should be in the 'Images' folder and be named either '001MyFile.jpg' or '001MyFile.png'. Imported media will be imported with its original name if it starts with a valid identifier or will have a valid identifier inserted as a prefix to its original name. Files can be renamed to a unique identifier in the app. When multiple files are provided with the same identifier the first (alphabetically sorted) file will be used for playback. This is indicated by a **green** ID in the browser.

## OSC Commands

OSC commands containing identical address and argument values will be rejected if they arrive within 50ms of the previous command. This allows multiple messages to be sent in quick succession if there are concerns about packet loss. Any network message rejected will be displayed in **red** in the logs.

General			
OSC Address	Arguments	Example	Support
<b>Lock</b>			
/showplay/<id>/lock		/showplay/1/lock	iOS/macOS
<b>Charge</b>			
/showplay/<id>/charge		/showplay/1/charge	iOS/macOS
<b>Flash</b>			
/showplay/<id>/flash/<length>		/showplay/1/flash/medium	iOS
Variable	Description	Options	
<id>	Device identifier	1-255 (255=All Call)	
<length>	Flash length	short, medium, long	
Call			
OSC Address	Arguments	Example	Support
<b>Incoming</b>			
/showplay/<id>/call/incoming/<alert>	Caller name [string] (optional) Audio level % [string, integer, float] (optional)	/showplay/1/call/incoming /ring "William Shakespeare" 50	iOS
<b>Outgoing</b>			
/showplay/<id>/call/outgoing	Caller name [string] (optional)	/showplay/1/call/outgoing "William Shakespeare"	iOS

<b>Answer</b>			
/showplay/<id>/call/answer	Caller name [string] (optional)	/showplay/1/call/answer "William Shakespeare"	iOS
<b>End</b>			
/showplay/<id>/call/end		/showplay/1/call/end	iOS
<b>Variable</b>	<b>Description</b>	<b>Options</b>	
<id>	Device identifier	1-255 (255=All Call)	
<alert>	Alert style	ringvibrate, ring, vibrate, silent	
<b>Message</b>			
<b>OSC Address</b>	<b>Arguments</b>	<b>Example</b>	
<b>Incoming</b>			
/showplay/<id>/message/incoming/<alert>	Messenger name [string] (optional), Audio level % [string, integer, float] (optional)	/showplay/1/message /incoming/vibrate "William Shakespeare" 50	iOS
<b>Variable</b>	<b>Description</b>	<b>Options</b>	
<id>	Device identifier	1-255 (255=All Call)	
<alert>	Alert style	ringvibrate, ring, vibrate, silent	
<b>Image</b>			
<b>OSC Address</b>	<b>Arguments</b>	<b>Example</b>	
<b>Image</b>			
/showplay/<id>/image/file/<file>/<style>/<orientation>		/showplay/1/image/file/20 /fill/portrait	iOS/macOS
<b>Color</b>			
/showplay/<id>/image/color	RGB values [string, integer, float]	/showplay/1/image/color 118 188.0 "55"	iOS/macOS
<b>Stop</b>			
/showplay/<id>/image/stop		/showplay/1/image/stop	iOS/macOS
<b>Variable</b>	<b>Description</b>	<b>Options</b>	
<id>	Device identifier	1-255 (255=All Call)	
<file>	File identifier	(00)0-255 (0=Sample)	
<style> (optional)	Display style	fixed, fit, fill	
<orientation> (optional)	Device orientation	auto, portrait, left, right	iOS
<b>Audio</b>			
<b>OSC Address</b>	<b>Arguments</b>	<b>Example</b>	
<b>Audio</b>			
/showplay/<id>/audio/file/<file>/<loop>/<routing>	Audio level % [string, integer, float] (optional)	/showplay/1/audio/file/10 /once/speaker 25	iOS/macOS
<b>Level</b>			
/showplay/<id>/audio/level	Audio level % [string, integer, float]	/showplay/1/audio/level "75"	iOS/macOS
<b>Stop</b>			
/showplay/<id>/audio/stop		/showplay/1/audio/stop	iOS/macOS
<b>Variable</b>	<b>Description</b>	<b>Options</b>	
<id>	Device identifier	1-255 (255=All Call)	
<file>	File identifier	(00)0-255 (0=Sample)	
<loop> (optional)	File loop	loop, stop	
<routing> (optional)	Speaker routing	ear, speaker	
<b>Video</b>			
<b>OSC Address</b>	<b>Arguments</b>	<b>Example</b>	
<b>Video</b>			
/showplay/<id>/video/file/<file>/<loop>/<audio>/<orientation>	Audio level % [string, integer, float] (optional)	/showplay/1/video/file/015 /hold/audio/any 50	iOS/macOS
<b>Level</b>			
/showplay/<id>/video/level	Audio level % [string, integer, float]	/showplay/1/video/level "75"	iOS/macOS

<b>Stop</b>			
/showplay/<id>/video/stop		/showplay/1/video/stop	iOS/macOS
<b>Play</b>			
/showplay/<id>/video/play		/showplay/1/video/play	iOS/macOS
<b>Pause</b>			
/showplay/<id>/video/pause		/showplay/1/video/pause	iOS/macOS
<b>Variable</b>	<b>Description</b>	<b>Options</b>	
<id>	Device identifier	1-255 (255=All Call)	
<file>	File identifier	(00)0-255 (0=Sample)	
<loop> (optional)	File loop	loop, stop, hold	
<audio> (optional)	Audio options	audio, silent	
<orientation> (optional)	Device orientation	auto, portrait, left, right	iOS