ShowPlay
User Guide
Version 1.0.2

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.

Local Network Access

The first time you launch ShowPlay on iOS, it will request local network access. It is essential that this access is granted for ShowPlay to function. If access is not granted at this point it is not possible for ShowPlay to determine whether messages can be received or transmitted. If access has been denied, please go to Settings> Privacy > Local Network and toggle ShowPlay to 'on'.

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 ⌘⌥L 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 400ms 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. 400ms after receiving the first actioned message additional messages will be processed again.

General			
OSC Address	**Arguments**	**Example**	**Support**
Lock			
/showplay/<id>/lock		/showplay/1/lock	iOS/macOS
Charge			
/showplay/<id>/charge		/showplay/1/charge	iOS/macOS
Flash			
/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**	
Incoming			
/showplay/<id>/call/incoming/<alert>	Caller name [string] (optional) Audio level % [string, integer, float] (optional)	/showplay/1/call/incoming /ring "William Shakespeare" 50	iOS
Outgoing			
/showplay/<id>/call/outgoing	Caller name [string] (optional)	/showplay/1/call/outgoing "William Shakespeare"	iOS
Answer			
/showplay/<id>/call/answer	Caller name [string] (optional)	/showplay/1/call/answer "William Shakespeare"	iOS
End			
/showplay/<id>/call/end		/showplay/1/call/end	iOS
Variable	**Description**	**Options**	
<id>	Device identifier	1-255 (255=All Call)	
<alert>	Alert style	ringvibrate, ring, vibrate, silent	
Message			
OSC Address	**Arguments**	**Example**	
Incoming			
/showplay/<id>/message/incoming/<alert>	Messenger name [string] (optional), Audio level % [string, integer, float] (optional)	/showplay/1/message /incoming/vibrate "William Shakespeare" 50	iOS
Variable	**Description**	**Options**	
<id>	Device identifier	1-255 (255=All Call)	
<alert>	Alert style	ringvibrate, ring, vibrate, silent	
Image			
OSC Address	**Arguments**	**Example**	
Image			
/showplay/<id>/image/file/<file>/<style>/ <orientation>		/showplay/1/image/file/20 /fill/portrait	iOS/macOS
Color			
/showplay/<id>/image/color	RGB values [string, integer, float]	/showplay/1/image/color 118 188.0 "55"	iOS/macOS
Stop			
/showplay/<id>/image/stop		/showplay/1/image/stop	iOS/macOS
Variable	**Description**	**Options**	
<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
Audio			
OSC Address	**Arguments**	**Example**	
Audio			
/showplay/<id>/audio/file/<file>/<loop>/ <routing>	Audio level % [string, integer, float] (optional)	/showplay/1/audio/file/10 /once/speaker 25	iOS/macOS
Level			
/showplay/<id>/audio/level	Audio level % [string, integer, float]	/showplay/1/audio/level "75"	iOS/macOS
Stop			
/showplay/<id>/audio/stop		/showplay/1/audio/stop	iOS/macOS
Variable	**Description**	**Options**	
<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	

Video			
OSC Address	**Arguments**	**Example**	
Video			
/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
Level			
/showplay/<id>/video/level	Audio level % [string, integer, float]	/showplay/1/video/level "75"	iOS/macOS
Stop			
/showplay/<id>/video/stop		/showplay/1/video/stop	iOS/macOS
Play			
/showplay/<id>/video/play		/showplay/1/video/play	iOS/macOS
Pause			
/showplay/<id>/video/pause		/showplay/1/video/pause	iOS/macOS
Variable	**Description**	**Options**	
<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