

## Triggering Isadora 3 with OSC from an ETC ION/Nomad

I'm headed out so I'll clean this up later, but here's the gist of it:

Before tonight I didn't know how to do this but I taught myself and a user ( @sroyal06 ) so I wanted to share

### **PREP STEPS:**

1. Download the most recent version of Isadora 3: <https://troikatronix.com/get-it/>
- 2a. If you're not working with an ETC Ion, download the EOS Family software onto your computer for free to simulate one/learn how this works:  
<https://www.etcconnect.com/Products/Consoles/Eos-Family/?LangType=1033>
- 2b. If you're working with an ETC Ion, connect the Ion and the video computer to an ethernet switch with ethernet cables.
3. Download my files ---->  
<https://community.troikatronix.com/topic/6332/triggering-isadora-3-with-osc-from-a-n-etc-ion-nomad>

Credit: User actors adapted from @tlaloc 's from this post:

<https://community.troikatronix.com/topic/2924/working-with-the-eos-and-osc>

### **ETC ION/NOMAD SETUP STEPS:**

If you want to work on the Ion/Nomad with my example EOS showfile (which has the right settings and some dummy cues designed to be used with the included example Isadora Patch), it's included in the zip.

If you want to setup your own file on the Ion/Nomad:

1. Click the Gear

2. Click Setup > System Settings
3. Show Control > OSC
4. Set the UDP TX Port to the incoming OSC Port for Isadora (default = 1234) - (highlighted green in the Isadora Preferences screenshot and the ETC Ion/Nomad screenshot)
5. On the Nomad I had to set the OSC UDP TX IP Address to the local IP address of the computer - (highlighted yellow in the Isadora Preferences screenshot and the ETC Ion/Nomad screenshot)
6. The Isadora Patch I've included was built to be triggered by the EOS showfile I created and included, but you can also just record a Cue 0.5, 1, 2, 2.5, 2.7, 3, and 4 in your own show file and bang through those cues to see the system I made. It's got some explanations in the Comment actors.

### **ISADORA SETUP STEPS:**

Test that you're actually receiving OSC from the ion before you even worry about the OSC listener actor.

1. Go to Output > Stream Setup
2. VERY IMPORTANT!!! ---> Check the "Auto-Detect Input" box at the top right.
3. Bang the go button a few times on the ETC Ion
4. If nothing is showing up in stream setup, you don't have the computer and the ION networked together properly and/or you don't have the ION configured to send out cue information over OSC.
5. When you get channels showing up from the ETC Ion/Nomad, set the channel number for "/eos/out/active/cue/text" to "1". (For this basic setup I didn't care about any of the other info coming from the ETC device.)
6. Then you should be able to see the two user actors actively changing their outputs when you bump through the cues.





7. If you press Cmd/Ctrl+Shift+S or Cmd/Ctrl+Shift+C to show the Control Panel, you should also see the Stage Preview and the number below it (the current cue number) changing as you bump through the cues.

2D Slider  
Background  
Bin Picker  
Button  
Color  
Comment  
Dial  
Edit Text  
FPS  
Monitor  
Next Cue  
Number  
Popup Menu  
Prev Cue  
Radio Button  
Scene Select  
Slider  
Stage Preview  
Timecode  
Video Picker



2

Current Cue #

Mute OSC

Rehearsal tool to keep the video computer from being dragged around while you're programming.

When pressed, incoming OSC will not jump you into different cue numbers (it will still trigger cues internal to Scenes and trigger any Jump actors you've set up yourself though). I'll make this better in future versions.



0 Sec



0 Sec



8. Now read the instructions in the first Scene labelled "SECONDARY SCENE" to learn how to trigger specific scenes that match the cue numbers from the EOS device:

**OSC FROM ETC EOS---CUE INFORMATION - WOLAND**

1 Stream Setup Channel for /eos/out/active/cue/text

Current Cue (text) 2

Current Cue (#) 2

time 5

percent 100

Gate - Mute OSC Button

off gate out 2

on in

Mute OSC Gate

Jump to Cue

2 cue

on fade ovrd

additive transition

3 Sec fade out

3 Sec fade in trigger

**Comment**

Go to Scenes > Cue Numbering and set it to Manual

You can then manually number your Scenes as specific cues that will be triggered by specific lighting cues

**Comment**

This setup will make it so that you can set manual cue numbers for your scenes that match your desired lighting cues and then when you fire the desired lighting cue, you'll jump into the desired Isadora Scene

**Comment**

The fade in and out times here will be used for all scenes that have a Q# before the Scene Name.

If you want a different fade time for something, read the instructions about Cue 4 that are in the Scene named Cue 3

**Comment**

If this been helpful (and if you/your theatre/your company can afford to) I'd be very happy if you'd show your appreciation by making a one-off donation of any amount (even \$5) to the Kaleidoscope Diversity Trust:

<https://kaleidoscopetrust.com/what-you-can-do/donate>

1. Click red "Support Us" button near the bottom
2. Click "other amount" at the bottom
3. Click "Continue" at the bottom right and then it'll give you the option to make a one-off donation

You'll need one of these in every Scene to keep yourself from accidentally deactivating the SECONDARY SCENE when you navigate directly to it and then back to a different Scene:

**YOU NEED TO KEEP THIS IN EVERY SCENE IN ORDER TO MAKE SURE THE SECONDARY SCENE STAYS ACTIVE**

Enter Scene Trigger

trigger

Activate Scene

trigger

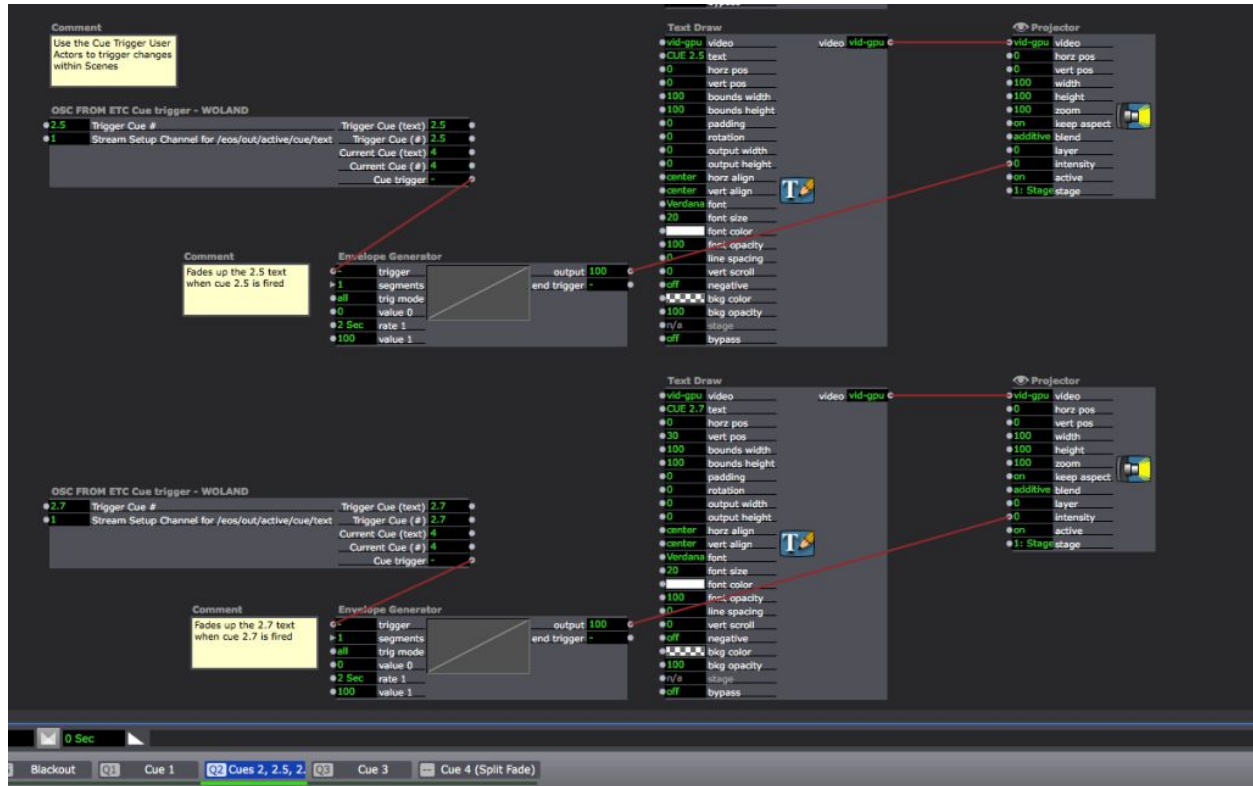
absolute mode

1 SECOND scene

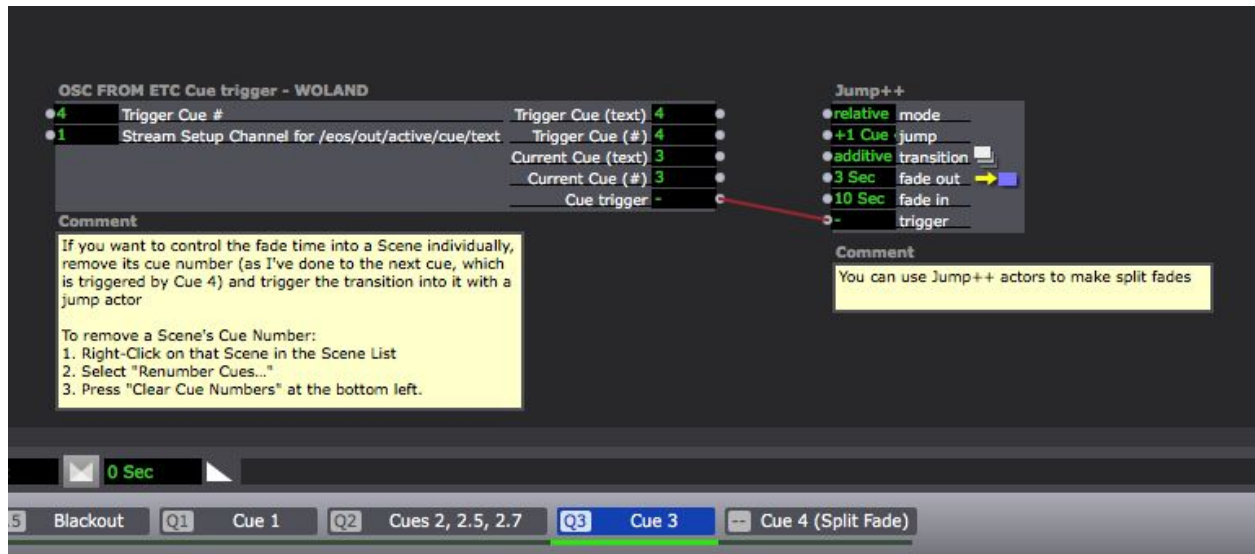
additive transition

0 Sec fade

9. The Scene named "Cues 2, 2.5, 2.7" has instructions on how to deal with using the EOS device to trigger changes inside Scenes with EOS lighting cues:



10. The Scene named "Cue 3" has instructions on how to handle jumping to Scenes for which you want custom timing:



## 11. The End

This was very basic (I'll eventually merge this with [my MSC system](#) so it has all the fancy and nice controls and rehearsal tools I built there but for now this will do).

### THANK YOU STEPS:

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Best wishes,

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[https://lucaswilsonspiro.wordp...](https://lucaswilsonspiro.wordpress.com/)

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