




# Create an OSC fixture type



- Tap on Fixture Types in the Show Editor
- Tap  to add a fixture type
- Tap Create OSC in the top right corner
- Type in the name of the new fixture type
- Tap Ok
- Fill in the appropriate OSC settings
- Set the appropriate [Speed Presets](#)
- Tap Ok
- Tap  and tap upload to server  
**Note: Upload to server will affect the current show**
-  shows successful upload

## Name

Type in the name of your OSC fixture type

## Short Name

Type in a short name of your OSC fixture type. This short name will be used as a default fixture patch name.

## Destination

Set OSC unicast target IP Address and the used Port

## Address String

The address string has the following structure:

**/PRESTRING/NAMEorID/POSTSTRING/COORDINATES**

**PRESTRING** can be chosen freely

**POSTSTRING** can be chosen freely

## NAME or ID

- ACTORDMX (send the DMX ID of the assigned Actor)
- ACTORNAME (send the name of the assigned Actor)
- FIXTURENAME (send the name of the OSC Fixture)
- FIXTUREDESCRIPTION (send the Description of the OSC Fixture)

## Mode

Set the outgoing data format:

- Absolute Millimeters (int)
- Absolute Meters (float)
- Absolute Round Meters (int)
- Range (open an advanced window)
- Grid 2D

## Axis Output

Choose the order of the transmitting data

## Send Mode

Send only on change

is only transmitting data if there is a change of the position

## Coordinate System

If the desired OSC System has a different coordinate system, there is the opportunity to create a new coordinate System. [Anchor or CPs](#) can be used to set the new coordinate system.

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