

OSCreader

General

Reads a single OSC (Open Sound Control) packet. Binds initially to a local UDP socket. Reads packet and decodes it according to OSC rules. Currently the following data types are recognized: value, and vector. An additional hexdump (text) is provided for test purposes.

Children

1. IN local IP (text, default 0.0.0.0)
2. IN local port (value, default 5000)
3. IN output selector (value): 0 (default) , 1 Hex
4. OUT data (text)
5. OUT data (value)
6. OUT data (vector)
7. OUT OSC address (text)
8. OUT sender IP address (text)
9. OUT sender IP port (value)

Description

Reads local IP, local port number with the first call only. This settings will be valid during the remaining application live time. Reads and decodes OSC packets send to this receipt. Decodes the payload according to the OSC encoding of the payload data types.

Returns with 0 if no packet present. Returns with number of bytes successfully interpreted or an error code <0. Trial expiration returns a -2. Other socket error codes:

<http://msdn.microsoft.com/en-us/library/ms740668>.

Children 8 and 9 provide the actual sender IP address and its port number. This allows to identify different source, if needed.

Tips

- Multiple OSCreader channels in one application are OK. Use different port numbers to avoid binding conflicts.
- Broadcasting may be used, e.g. directed broadcast IP address X.X.X.255 with standard network mask 255.255.255.0.
- Handle firewalls beforehand (application may crash during firewall dialogs).
- Use hexdump for an insight into any payload content.
- Content preset in the OUT channels may be outdated. Ensure immediate processing after arrival.
- Some WSA errors: 10048 Address already in use, 10049 Can't assign requested address.
- The plug-in channel "UDPreader" can handle some other data structures.

Legal note: Permission granted for evaluation and educational purposes only (trial version), commercial use requires an explicit license agreement (lite or full version).

Volume, runtime duration, and expiration restrictions are enforced with trial and lite licenses.

Contact: quest3d.godbersen.eu

Tutorial:

See: OSCreaderText.cgr

For testing purposes I recommend a small utility
http://www.hw-group.com/products/hercules/index_en.html

And OSCdump.exe