



# Version Q

MIDI Scene → OSC Cue Bridge

## User Guide

For macOS

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# 1. Introduction

## What Version Q does

Version Q is a macOS menu bar utility that listens for scene recalls on a digital mixing console and fires matching cues in QLab. When you recall scene 12 on the console, Version Q sends the OSC message `/cue/12/start` to QLab. That's the whole job.

It runs quietly in your menu bar, auto-discovers consoles and QLab workspaces on the network, reconnects on its own if anything drops, and gets out of your way during a show.

## Supported consoles

- **Allen & Heath** — dLive, Avantis, SQ, Qu (MIDI over TCP)
- **Behringer** — WING (native protocol over TCP), X32 / Midas M32 (OSC over UDP)

## Requirements

- macOS 14 or later
- QLab 5 (QLab 4 also works for basic cue start)
- Console and Mac on the same network
- OSC enabled in QLab settings (Network → OSC Controls → Use OSC Controls)

### TIP — Before you start

Make sure QLab is running with a workspace open **before** you connect in Version Q. Version Q discovers QLab workspaces via Bonjour and will pick them up automatically.

## 2. Installation & First Launch

### Installing

Drag **Version Q.app** from the disk image into your Applications folder. On first launch, macOS may ask whether you trust the developer — click Open.

### Permissions

Version Q needs network access (to talk to the console and QLab) and local network access (for discovery). macOS will prompt you on first run. Allow both.

### The menu bar item

Once running, you'll see **Version Q** in your menu bar at the top of the screen. Click it to open the main window.

The window has a vertical sidebar on the left with five buttons:

- **Home** — pick a console and a QLab workspace, mute OSC, see the current scene
- **Log** — live event log with copy and test buttons
- **Settings** — OSC template, MIDI bridge, mute trigger
- **Lock** — locks the UI so it can't be touched mid-show
- **Mini player** — opens a floating always-on-top scene display

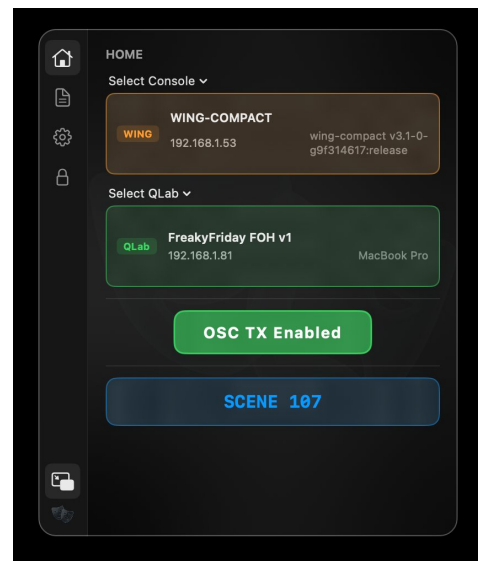
The small mask icon at the bottom of the sidebar opens the About screen.

## 3. The Home Tab — Connecting

Home is where you do everything during normal operation. It has two pickers (Select Console, Select QLab), a big OSC TX toggle, and a current-scene indicator.

Pick a console at the top, a QLab workspace below it, and the bridge will connect automatically. The badge colour on each card shows the device type at a glance.

When OSC TX is enabled (green pill) every console scene recall fires a matching cue in QLab. The scene number panel at the bottom shows the last scene seen.



The Home tab.

### 3.1 Selecting a console

Click **Select Console**. The menu lists every console Version Q has found on the network, plus a **Director** entry at the bottom (for manually entering an IP).

Each console shows up with:

- Its name (as set on the console itself)
- Its IP address
- A colored badge — dLive, WING, X32, SQ, Qu, or Avantis
- Firmware version or model, where available

Pick one and the card below the picker fills in with its details.

#### Discovery methods

<b>dLive / Avantis / SQ / Qu</b>	Passive — listens for the MixRack's UDP broadcast on port 51319. Appears within ~2 seconds of the console booting.
<b>Behringer WING</b>	Active probe — sends <code>WING?</code> to UDP port 2222 on every broadcast address. Re-probes every 2 seconds.
<b>X32 / M32</b>	Active probe — sends <code>/xinfo</code> via OSC to UDP port 10023. Re-probes every 2 seconds.

#### NOTE — Console not appearing?

Check that your Mac is on the *same subnet* as the console — broadcast discovery doesn't cross routers. If you're on a different subnet (common in tour rigs with managed networks), use the **Director** entry and type the IP manually.

### Using Director (manual IP)

Select the **Director** entry from the picker, type the console's IP address into the field, then click **Connect**. The IP is saved between launches.

## 3.2 Selecting a QLab workspace

Click **Select QLab**. The menu lists every open QLab workspace on the network, found via Bonjour (`_qlab._tcp.`).

Each entry shows:

- Workspace name (the `.qlab` file's display name)
- Hostname of the Mac running QLab

Version Q targets cues to the specific workspace, so even if QLab has two workspaces open simultaneously, cues only fire in the one you picked.

### TIP — Multi-machine setups

If you have a QLab Main and QLab Backup on two separate Macs, both will appear in the picker. Select one; if it goes down, switch the picker to the other — no settings changes needed.

## 3.3 Connecting

Once you've picked both a console and a QLab workspace, Version Q connects automatically. The console card and QLab card light up with their badge colour to indicate an active link.

To disconnect, open either picker and choose **Disconnect**.

## 3.4 The OSC TX toggle

The large pill below the dividers is your **safety switch**. When green and labeled **OSC TX Enabled**, scene changes fire cues to QLab. When red and labeled **OSC TX Disabled**, Version Q still tracks scenes but does *not* send anything to QLab.

Use this when:

- Soundcheck — the engineer wants to test scenes without firing video / lights
- Programming — recalling scenes for review without disturbing playback
- Recovery — pausing the bridge briefly without disconnecting

Keyboard shortcut: **■M** (Cmd-M) toggles OSC TX while the Version Q window has focus.

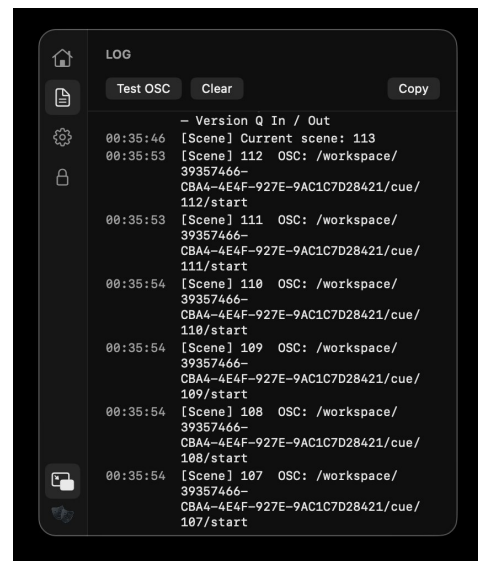
## 3.5 Current scene indicator

The bottom panel shows **SCENE n** where *n* is the last scene recalled on the console. It updates whether OSC TX is enabled or not — useful as a quick console-status display.

## 4. The Log Tab

Log shows the last 500 events with millisecond timestamps. It's the first place to look when something doesn't behave.

Each entry is tagged in square brackets — **[Scene]**, **[QLab]**, **[Bridge]** and so on — so you can scan it quickly. The full text of every outgoing OSC message is logged, which makes it easy to verify exactly what reached QLab.



*Live event log.*

### Buttons

<b>Test OSC</b>	Sends a test message — scene 1 — to the currently configured QLab. Useful for confirming the network path before show time.
<b>Clear</b>	Wipes the on-screen log (does not affect a file — Version Q doesn't write log files).
<b>Copy</b>	Copies the entire visible log to the clipboard — paste it into an email if you need to ask for help.

### Reading the log

Entries are tagged in square brackets:

<b>[dLive] / [WING] / [X32]</b>	Console connection events
<b>[QLab]</b>	QLab target setup messages
<b>[Scene]</b>	Scene recalls — shows scene number and OSC path sent
<b>[Bridge]</b>	Lifecycle messages (start / stop / reconnect)
<b>[OSC Listen]</b>	Incoming OSC messages from external controllers
<b>[MIDI Bridge]</b>	CoreMIDI virtual port activity
<b>[Mute]</b>	MIDI mute-trigger events
<b>[Test]</b>	Output from the Test OSC button

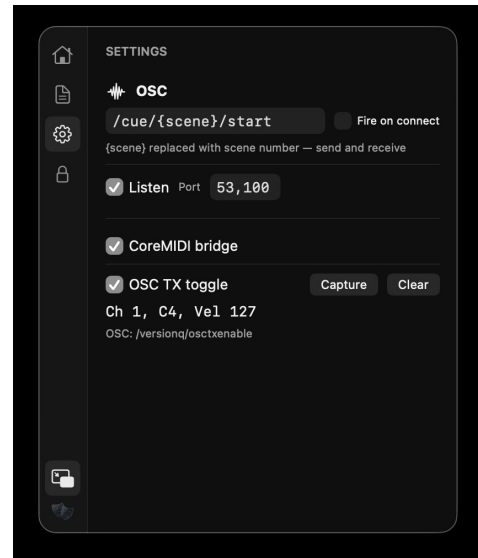
**TIP — Verifying scenes**

Recall a scene on the console. You should see a **[Scene]** line within a few tens of milliseconds. If you don't, the bridge is connected but isn't seeing scene messages — check the channel filter (Settings → Scene recall channel for A&H).

## 5. The Settings Tab

Settings hold the rules of how Version Q behaves. They are saved automatically and persist across launches.

The OSC group controls what message gets sent to QLab and whether Version Q also *listens* for incoming OSC. The MIDI group enables the virtual CoreMIDI bridge and lets you assign a MIDI message (button, knob, foot pedal) to toggle OSC TX on and off mid-show.



The Settings tab.

### 5.1 OSC

#### OSC template

The default is `/cue/{scene}/start`. The `{scene}` placeholder is replaced with the scene number at runtime. So scene 17 becomes `/cue/17/start`.

Other templates that work in QLab:

<code>/cue/{scene}/start</code>	Start the cue numbered {scene}
<code>/cue/{scene}/preview</code>	Highlight the cue (no playback)
<code>/cue/SC{scene}/start</code>	Custom prefix — match QLab cue numbers like SC1, SC2...
<code>/go</code>	Just press GO (no scene number used)

#### NOTE — Cue numbers must match

QLab cue numbers are not the same as cue order. A cue at position 5 in the list might be numbered 3.2. Version Q sends the *number*, not the position — make sure your QLab cue numbers correspond to your console scene numbers.

#### Fire on connect

Off by default. When enabled, the first scene seen after a fresh connection is fired to QLab. When disabled (recommended), that first scene is treated as “where the console already is” — Version Q only fires *changes* from that point on.

Most operators leave this off so reconnecting mid-show doesn't accidentally re-fire whatever scene the console happens to be on.

## Listen (incoming OSC)

Enable to let Version Q *receive* OSC and trigger scene recalls back on the console. Set the port (default 53100). Two things can come in:

- Your OSC template — sending `/cue/12/start` to port 53100 makes Version Q recall scene 12 on the console.
- `/versionq/osctxenable` — toggles the OSC TX mute remotely. Pass int 1 to enable, int 0 to disable, or no argument to toggle.

### TIP — Reverse recall in practice

If your QLab cue stack also fires scenes back to the console (a fail-safe in case the engineer falls behind), enable Listen and send the same template back. Version Q will translate it to the right MIDI Bank Select + Program Change, or X32 OSC scene jump.

## 5.2 X32 Show Control

Visible only when the console type is X32. Choose which X32 show-control object Version Q tracks:

<b>Scenes</b>	Full mixer snapshots — usually one per song or cue
<b>Snippets</b>	Partial-state recalls
<b>Cues</b>	X32 show cue list (which can reference scenes and snippets)

Match this to how your X32 show is built. Most users with a structured show file want **Cues**. Engineers who just save scenes ad-hoc want **Scenes**.

## 5.3 MIDI

### CoreMIDI bridge

When on, Version Q creates two virtual MIDI ports system-wide:

- **Version Q Out** — MIDI flowing *from* the console *to* other apps
- **Version Q In** — MIDI from other apps that gets forwarded *to* the console

This lets other software (Bitfocus Companion, your DAW, custom scripts) see the console's MIDI traffic and send commands back, without having to share the TCP connection. Not supported for X32 (which is OSC-only).

### Scene recall channel

Visible for A&H consoles (dLive, Avantis, SQ, Qu). The MIDI channel Version Q listens on for scene-recall messages. Set this to match the MIDI channel configured on your console.

Use **0** to listen on all channels — the safest choice if you're not sure.

### OSC TX toggle (MIDI trigger)

Lets a MIDI message — a Note On or a CC — toggle the OSC TX mute remotely. Useful for stomp boxes, foot pedals, or a dedicated mute button on a MIDI controller.

To set it up:

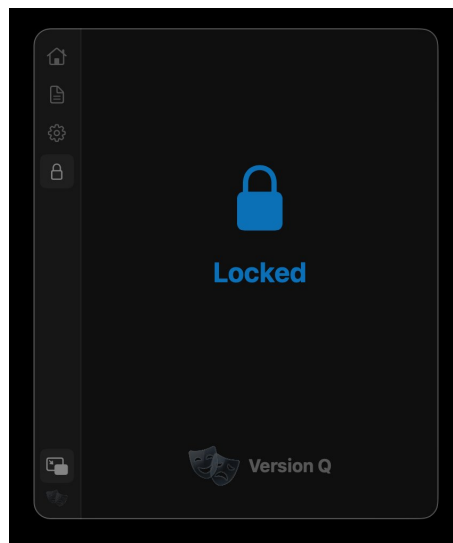
- Tick **OSC TX toggle**
- Click **Capture**
- Press the button or hit the pad you want to use — Version Q reads the next MIDI message and saves it
- Press the same button again — OSC TX flips state

The captured trigger is shown in human-readable form, e.g. Ch 1, C3, Vel 100 or Ch 16, CC 64, Val 127. Click **Clear** to remove it. Captured triggers are matched on channel + note/CC number — velocity / value just has to be non-zero for Notes.

#### TIP — Hands-free muting

Pair the MIDI trigger with a USB foot pedal or one of your A&H SoftKeys configured as a MIDI output. The board op can mute the QLab feed without touching the laptop.

## 6. Lock

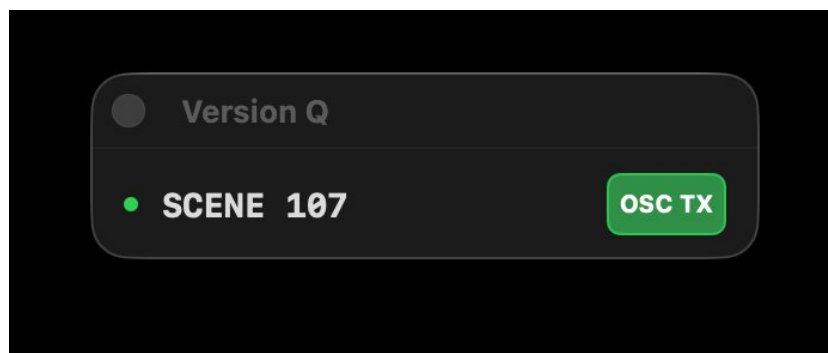


*The Lock screen — bridge keeps running, but no input is accepted.*

Lock disables every interactive element in the Version Q window — sidebar buttons, OSC TX toggle, pickers, everything. The bridge keeps running underneath; scenes still fire. Use it before doors so a curious crew member can't click the wrong thing.

Click anywhere on the unlock screen (the lock icon and the “Version Q” logo) to unlock. There's no password — it's a casual safety, not a security feature.

## 7. Mini Player



*The Mini Player — always-on-top, draggable, perfect for show-night layouts.*

Click the picture-in-picture icon on the sidebar to open the mini player — a small always-on-top window showing:

- A colored status dot — green = connected, orange = connecting, red = error, grey = stopped
- The current scene number
- An OSC TX / OFF toggle button

It floats above all other windows on every Space and stays visible in full-screen QLab. Drag it from any part of the window. Close the window to dismiss; click the sidebar icon again to re-open.

**TIP — Showcalling layout**

Position the mini player in a corner of your QLab screen so the showcaller can see what the engineer just recalled without alt-tabbing. Pair it with QLab in full-screen go mode for the cleanest show-night layout.

## 8. Console-Specific Notes

### 8.1 Allen & Heath dLive

Setup on the MixRack:

- Utility → Control → MIDI → set the MIDI channel (match it in Version Q settings, or use 0=all)
- Make sure TCP MIDI is enabled — it usually is by default on dLive
- The MixRack itself is what Version Q connects to, not the Surface — point the IP at the MixRack

Scene number on the console = scene number sent to QLab. Bank Select (CC 0) is used for scenes above 128, so scene 200 becomes Bank 1, Program 71. Version Q handles that math for you.

### 8.2 Avantis / SQ / Qu

Same protocol as dLive — MIDI over TCP. Set the MIDI channel on the console under the MIDI / Setup menu (it varies by console; consult the A&H reference manual). Same channel in Version Q's **Scene recall channel** field.

All four A&H consoles auto-discover the same way — they all use the dLive MixRack's discovery protocol.

### 8.3 Behringer WING

WING uses its own binary protocol over TCP port 2222 — no MIDI involved. Version Q subscribes to `$actidx` (the active scene index) and is notified directly by the WING when it changes.

Nothing to configure on the WING side — just make sure your Mac and the WING are on the same network. A keepalive is sent every 4 seconds to prevent the WING's 10-second idle timeout.

### 8.4 X32 / M32

X32 and M32 use OSC over UDP port 10023. Version Q registers as a remote client (`/xremote`) every 9 seconds so the X32 keeps pushing updates.

Pick whether to track **Scenes**, **Snippets**, or **Cues** in Settings — see §5.2. The CoreMIDI bridge is not available for X32 (since the X32 isn't MIDI).

#### NOTE — X32 and Wi-Fi

X32 OSC over Wi-Fi can be unreliable. If you're seeing dropped scenes or laggy updates, put the Mac on a wired connection to the same switch as the X32.

## 9. QLab Configuration

Version Q sends OSC to QLab. You need OSC enabled in QLab.

### In QLab

- Open your workspace
- QLab menu → **Workspace Settings** → **Network**
- Tick **Use OSC Controls**
- Leave **Reply to OSC over TCP** as default
- Make a note of the OSC port (53000 by default — Version Q uses this automatically)

### Cue numbering

Number your QLab cues to match your console scenes. If your console has scenes 1–40, your QLab cue numbers should be 1 through 40. They don't have to be sequential — gaps are fine — but a console scene *N* only fires if a QLab cue numbered exactly *N* exists.

### Workspace passcodes

Version Q does not currently send OSC passcodes. If your QLab workspace has an OSC passcode set, either remove it or leave it blank during your Version Q-driven shows.

## 10. Networking & Discovery

### Ports

<b>UDP 51319 (in)</b>	dLive / SQ / Qu / Avantis discovery broadcasts
<b>UDP 2222 (out/in)</b>	WING discovery probes and binary protocol
<b>UDP 10023 (out/in)</b>	X32 / M32 OSC
<b>TCP 51325 (out)</b>	dLive / SQ / Qu / Avantis MIDI
<b>TCP 2222 (out)</b>	WING data connection
<b>UDP 53000 (out)</b>	Outbound OSC to QLab
<b>UDP 53001 (in)</b>	QLab reply for workspace queries
<b>UDP 53100 (in)</b>	Incoming OSC (when Listen is on)
<b>Bonjour _qlab._tcp.</b>	QLab workspace discovery

#### NOTE — Firewalls and managed networks

On corporate or venue-managed networks, broadcast and Bonjour are often blocked. Use the Director manual-IP entry if discovery fails. If outbound OSC to QLab isn't arriving either, ask the network owner to allow UDP between your Mac and QLab's Mac.

## Reconnection behaviour

If the console connection drops — cable yanked, switch rebooted, console power cycled — Version Q waits 3 seconds and tries again, indefinitely, until either you click Disconnect or the connection comes back. No user action required.

## 11. Troubleshooting

### My console doesn't appear in the picker

Check Mac and console are on the same subnet. Try Director / manual IP. Verify the console is broadcasting (dLive: any change should generate one within 5 seconds; WING / X32 are probed every 2 seconds).

### Connected, but no scenes fire

Check the OSC TX toggle is green (Enabled). Check the Log for [Scene] lines when you recall on the console. If none appear: for A&H, check the MIDI channel filter; for X32, check the Show Control type (Scenes / Snippets / Cues).

### Scenes fire but QLab doesn't respond

Open QLab → Workspace Settings → Network and confirm OSC Controls are on. Check the cue number you recall exists in QLab. Try the Test OSC button in the Log tab.

### First scene fires unexpectedly when I connect

Turn off **Fire on connect** in Settings → OSC.

### WING drops every 10 seconds

Shouldn't happen — Version Q sends a keepalive every 4 seconds. If it does, check for double-running instances (only one Version Q at a time should be talking to a given WING).

### OSC TX toggle keeps flipping by itself

You've probably set a MIDI mute trigger that's seeing legitimate scene-recall MIDI. Settings → MIDI → Clear, then Capture again with a button that isn't part of normal console traffic.

### QLab workspace shows “Open a workspace”

QLab is running but has no .qlab file open on that machine. Open one and the entry will update within a few seconds.

### The window vanishes when I click outside it

Menu bar windows are designed to auto-dismiss — but Version Q pins itself open. If yours doesn't, check you're on macOS 14+. The mini player is always-on-top and won't dismiss.

## 12. Appendix — Quick Reference

### Keyboard shortcuts



Toggle OSC TX (when Version Q window has focus)

### Default OSC template

```
/cue/{scene}/start
```

## Remote-control OSC paths (Listen)

<code>/cue/{scene}/start</code>	Recall scene on the console (matches your template)
<code>/versionq/osctxenable 1</code>	Enable OSC TX
<code>/versionq/osctxenable 0</code>	Disable OSC TX
<code>/versionq/osctxenable</code>	Toggle OSC TX

## Default port numbers

<b>Console MIDI (A&amp;H)</b>	51325 / TCP
<b>WING data</b>	2222 / TCP
<b>X32 OSC</b>	10023 / UDP
<b>QLab OSC</b>	53000 / UDP
<b>Version Q Listen</b>	53100 / UDP

*For support, copy the Log tab and email it with a description of what went wrong.*

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