

Betreff: Re: Avo Subfixture howto
Von: Nic Morris
Datum: 26.10.2011 14:16
An: Sebastian Beutel

Hi,

There aren't any instructions yet that I know of. To be fair I probably understand it more than John at the moment.

Some quick points regarding creation:

- The sub-fixtures are based on modes. Where new modes have to be created for this purpose they can be hidden from patch to avoid confusion.
- Attributes in the master fixture can be linked to attributes in the cells ('attribute link'). Normally this will be linking the same attribute although it is not limited to that. Crucially a linked master attribute directly controls the cell attributes it is linked to (as opposed to being a virtual controller).
- To add a master attribute hold <alt> while selecting the attribute. This is initially useful to begin creation of a multi-cell fixture where it doesn't solely rely on cells.
- With 'add automatically' ticked, when adding cells the attribute links are automatically created in the master fixture whenever the master fixture does not already contain this attribute with a resolution (8/16bit).

Let's look at some common examples and how to create:

Example 1 - 4 cell batten. No dimmers, just 12 ch R,G,B,R,G,B,R,G,B,R,G,B:

- 1 - Create red, green, blue and dimmer attribute (we will use the dimmer for v-dim).
- 2 - Create two modes - '12 DMX' and 'RGB cell, 3 DMX'.
- 3 - Add all the attributes to 'RGB cell, 3 DMX' and toggle 'hidden' to 'true'.
- 4 - Open channel view, change dimmer to resolution 'none' and delete its channel.
- 5 - Return to properties view, select R+G+B and choose virtual master = 'dimmer'.
- 6 - Select '12 DMX' mode.
- 7 - Open cells view.
- 8 - Increase 'count' to 4.
- 9 - Add attribute links automatically should already be enabled by default and 'mode to add' will already be 'RGB cell, 3 DMX' as it is the only valid option here.
- 10 - [Add Cell]

That's it. You will notice RGBD have been automatically added to the master fixture with no resolution/mapping. If you expand the cells you will see each of these attributes is linked to the one in the master.

Example 2 - 4 cell batten with a master dimmer located on ch 1.

(Repeat example 1 steps 1-6)

- Now hold Alt and double-click 'dimmer' in created attributes. This will place dimmer in the master fixture with channel mapping 1
- Select cells and continue with steps from example 1.

Note how this time the cells are not attribute linked to dimmer.

Example 2 - 4 cell batten with a master dimmer located on ch 13.

(Repeat example 1 steps 1-10)

Because when we added the cells there was no dimmer in the master fixture it was created automatically and linked to the cells. Since the fixture has a master dimmer we don't want this.

- Either select dimmer in 'cell master' and change its resolution/mapping to suit or select, delete and then double-click 'dimmer' again in created attributes to get it automatically added to the end of the mapping.
- Expand all the cells, select each dimmer and delete it in turn to remove the attribute link.

Hopefully this makes some sense. The attribute link is the important factor here.

Where a fixture has no real master attributes then it is simple - the master fixture just contains links to the cells. When you locate the master fixture it follows the locate rules defined for those attributes (ie. 100% for dimmer, r,g,b) and because all the cells are linked they jump to 100% also and everything lights on stage. The problem occurs where a fixture does have a master. If this was linked to the cells then it would present very awkward control difficulties - ie. the only way to separate master from cells would be to turn off the cell attributes each time. This would be very inconvenient. Therefore to avoid this the cells are not linked, but this does mean that they don't locate from the master fixture.

This is a known issue and has been discussed. The conclusion myself and Gregory came to was that the software should attempt to locate both the master and sub-fixtures when the folded master is selected. If an unfolded master fixture is located then only that should locate.

As for the Eurolite - yes, I see the problem. This is very tricky. I have one possible solution that I will try. I really wish manufacturers wouldn't do this!

Nic

On 26/10/2011 11:14, Sebastian Beutel wrote:

Hi Nic,

since you mentioned you'd do the personalities with subfixtures: is there a basic explanations how it's supposed to work?

Here's what I wrote to John Rogers - but obviously he's just overwhelmed with work:

1. Is there some documentation how subfixtures are supposed to work? I know the whole mess is somewhat difficult, but e.g. Eurolite_Led Bar 324-10 RGB.d4, patched in the 11ch mode, requires Locating both, the master fixture, AND the cells, to show some output (a few cells/colours), whereas e.g. the JTE Pixelline 1044, patched in 18cell RGB mode, doesn't - locating the master at least does the right thing (seems to locate the whole bar)
2. But then, when patching the 1044 with vDim, it's basically the same like with the Eurolite LED Bar
3. And the Eurolite_Led Bar 324-10 RGB.d4 is not correct in the way that RGB values will never go higher than 250 (I attach the manual, for your reference)

Is it possible there is a strange issue with subfixtures and vDim in the same perso/mode?

Thanks in advance,

Sebastian