

Ai Modules

# ArtNet Input Large

<b>section</b>	Network
<b>short description</b>	allows to receive up to 48 channels Artnet
<b>licence level</b>	Anjuna
<b>ports</b>	Server Input [multipurpose] - connect to an Artnet device in order to receive data
	ArtNet Lock [control/numeric] - whether to lock to Artnet
	Universe Input [control/numeric] - set the Artnet universe externally
	Base Channel Input [control/numeric] - set the Base Channel externally
	Channel Offset Input 0~47 [control/numeric] - set the channel offset per channel externally
	Output 0~39 [control/numeric] - output the received data (normalized - 0.00000...1.000000)
<b>parameter</b>	Universe [text/numeric] - display/input the Artnet universe to listen to
	Base Channel [text/numeric] - display/input the Artnet base channel
	Channel Offset 0~47 [text/numeric] - display/input the channel of this channel
	Channel Override 0~47 [knob] - allows to set the value manually
	Output Display 0~47 [text/numeric] - display/input the channel value numerically, either 0...1 (8-Bit off) or 0...255 (8-Bit on)
	8-bit 0~47 [togglebutton] - whether to show the value normalized or 0...255
	Map Mode 0~47 [dropdown select] - tbd.
<b>skins</b>	./.

## used in example

- [Visualiser: Moving Matrix](#)
- [Visualiser: Moving RGB Matrix](#)
- [Moving Screens](#)

## Manual

Receives data from a connected Artnet device and converts it into Control Value data.

