

Fixtures DMX Chart – Pro Version

The latest release of MediaMaster includes the updated fixtures first seen in V1.2. These allow DMX control of the new fixture attributes available in version 1.2 and version 2. Both fixture types are available in the preferences settings for MediaMaster Pro with fixture types 1.0 being the older versions and fixture types 1.1 being the new versions with additional attributes.

Layer Mini 1.0

	Chan.	Ranges	Snap/ Instant	Def. Value	Locate Value	Category
1	Dimmer	0-100%	No	0	255	DIMMER
2	Visual Library	0-15 Folder 0	Yes	0	0	BEAM
		16-31 Folder 1				
		32-47 Folder 2				
		48-63 Folder 3				
		64-79 Folder 4				
		80-95 Folder 5				
		96-111 Folder 6				
		112-127 Folder 7				
		128-143 Folder 8				
		144-159 Folder 9				
		160-175 Folder 10				
		176-191 Generators				
		192-207 Audio Flash				
		208-223 FlashTexts 1				
		224-239 FlashTexts 2				
		240-255 Cameras				
3	File	0-15 No Visual	Yes	0	1	BEAM
		16-31 File 1				
		32-47 File 2				
		48-63 File 3				
		...				
		240-255 File 15				
4	Effect	0-15 No Effect	Yes	0	0	BEAM
		16-31 RotoZoom				
		32-47 Cube Inside				
		48-63 Tile Scrolling				
		64-79 Plane				
		80-95 Tunnel				
		96-111 Kaleido				
		112-127 Radial Blur				
		128-143 Motion Blur				
		144-159 Mirror				
		160-175 AsciiArt				
		176-191 Split Scrolling				
		192-207 Greyscale				
		208-223 Invert				
		224-239 RGB Cycle				
		240-255 Larsen Simple				
5	Position	0-100%	No	0	0	POS or BEAM

Layer Tiny 1.0

	Chan.	Ranges	Snap/ Instant	Def. Value	Locate Value	Category
1	Dimmer	0-100%	No	0	255	DIMMER
2	Visual Library	0 User Folder 0	Yes	0	0	BEAM
		1 User Folder 1				
		...				
		239 User Folder 239				
		240 Generators				
		242 Audio Flahs				
		250 FlashTexts 1				
		251 FlashTexts 2				
		252 FlashTexts 3				
		253 FlashTexts 4				
		254 Cameras				
		255 Masks				
3	File	0 Prev. Layer	Yes	0	1	BEAM
		1-255 File 1-255				
4	Effect Library	0-15 3D	Yes	0	0	BEAM
		16-31 Color				
		32-47 Blur				
		48-63 Split				
		64-79 Artistic				
5	Effect	0 No Effect	Yes	0	0	BEAM
		1-255 Effect 1-255				
6	Effect Parameter	0-100%	No	128	128	BEAM
7	Red level	0-100%	No	255	255	COLOR
8	Green level	0-100%	No	255	255	COLOR
9	Blue level	0-100%	No	255	255	COLOR
10	ScaleX - coarse	0-100%	No	255-255	255-255	POS
11	ScaleX - fine					
12	ScaleY - coarse	0-100%	No	255-255	255-255	POS
13	ScaleY - fine					
14	Pan/PositionX - coarse	0-100%	No	128-128	128-128	POS
15	Pan/PositionX - fine					
16	Tilt/PositionY - coarse	0-100%	No	128-128	128-128	POS
17	Tilt/PositionY - fine					
18	PositionZ - coarse	0-100%	No	128-128	128-128	POS
19	PositionZ - fine					
20	Text	0-255 Text 0-255	Yes	0	0	BEAM

Layer Full 1.1

	Chan.	Ranges	Snap/ Instant	Def. Value	Locate Value	Category
1	Dimmer	0-100%	No	0	255	DIMMER
2	Visual Library	0 User Folder 0	Yes	0	0	BEAM
		1 User Folder 1				
		...				

	Chan.	Ranges	Snap/ Instant	Def. Value	Locate Value	Category
		239 User Folder 239				
		240 Generators				
		242 Audio Flahs				
		250 FlashTexts 1				
		251 FlashTexts 2				
		252 FlashTexts 3				
		253 FlashTexts 4				
		254 Cameras				
		255 Masks				
3	File	0 Prev. Layer	Yes	0	1	BEAM
		1-255 File 1-255				
4	Effect Library	0-15 3D Presets	Yes	0	0	BEAM
		16-31 Color Presets				
		32-47 Blur Presets				
		48-63 Split Presets				
		64-79 Artistic Presets				
		80-95 3D (Custom)				
		96-111 Color (Custom)				
		112-127 Blur (Custom)				
		128-143 Split (Custom)				
		144-159 Artistic (Custom)				
		160-175 Quartz-Composer				
5	Effect	0 No Effect	Yes	0	0	BEAM
		1-255 Effect 1-255				
6	FX Parameter 1	0-100%	No	128	128	BEAM
7	FX Parameter 2	0-100%	No	128	128	BEAM
8	FX Parameter 3	0-100%	No	128	128	BEAM
9	FX Parameter 4	0-100%	No	128	128	BEAM
10	Text	0-255 Text 0-255	Yes	0	0	BEAM
11	Shape	0-31 Plane	Yes	0	0	POS
		32-63 Cube				
		64-95 Sphere				
12	Tiling	0-100%	No	0	0	POS
13	Copy Mode	0-31 Copy	Yes	0	0	COLOR
		32-63 Add				
		64-95 Subtract				
		96-127 Multiply				
		128-159 Minimum				
		160-191 Maximum				
14	Mask Mode	0-31 None	Yes	0	0	COLOR
		32-63 LumaKey BR				
		64-95 LumaKey BP				
		96-127 ChromaKey BR				
		128-159 ChromaKey BP				

	Chan.	Ranges	Snap/ Instant	Def. Value	Locate Value	Category
15	Mask center	0-100%	No	0	0	COLOR
16	Mask width	0-100%	No	50	50	COLOR
17	Mask Smooth	0-100%	No	20	20	COLOR
18	Speed	0-100%	No	64	64	BEAM
19	Loop Mode	0-31 Loop Forward	Yes	0	0	BEAM
		32-63 Loop Backward				
		64-95 Once Forward				
		96-127 Once Backward				
		128-159 Ping pong				
		160-191 First Frame				
		192-223 Last Frame				
		224-227 Once and Freeze Forward				
		228-231 Once and Freeze Backward				
20	Loop Start - coarse	0-100%	No	0-0	0-0	BEAM
21	Loop Start - fine					
22	Loop End - coarse	0-100%	No	255- 255	255-255	BEAM
23	Loop End - fine					
24	Red level	0-100%	No	255	255	COLOR
25	Green level	0-100%	No	255	255	COLOR
26	Blue level	0-100%	No	255	255	COLOR
27	ScaleX - coarse	0-100%	No	255- 255	255-255	POS
28	ScaleX - fine					
29	ScaleY - coarse	0-100%	No	255- 255	255-255	POS
30	ScaleY - fine					
31	RotationX - coarse	0-100%	No	128- 128	128-128	POS
32	RotationX - fine					
33	RotationY - coarse	0-100%	No	128- 128	128-128	POS
34	RotationY - fine					
35	RotationZ - coarse	0-100%	No	128- 128	128-128	POS
36	RotationZ - fine					
37	Pan/PositionX - coarse	0-100%	No	128- 128	128-128	POS
38	Pan/PositionX - fine					
39	Tilt/PositionY - coarse	0-100%	No	128- 128	128-128	POS
40	Tilt/PositionY - fine					
41	PositionZ - fine	0-100%	No	128- 128	128-128	POS
42	PositionZ -coarse					
43	Output	0 All outputs	Yes	0	0	BEAM
		1-199 Display outputs				

Chan.	Ranges	Snap/ Instant	Def. Value	Locate Value	Category
	200-249 Output Groups				
	250 LED Mapper output				
	251 Kling-Net output				

Layer Full 1.0

Layer Full 1.0 is similar to Layer Full 1.1 with the exception than in the Fixture Full 1.1 we added support for the Quartz Composer effects (Mac OS X only). The channel mapping is not changed but the library of effects has been expanded. Those are accessed by the channels offset 4 and 5: EFFECT LIBRARY and EFFECT.

Prior to MediaMaster 3.x, the 43rd channel of the Layer Full 1.0 and 1.1 wasn't used and reserved for future updates.

In order to keep the backward compatibility, Layer Full 1.0 and 1.1 have been modified in MediaMaster 3.x to change the 43rd channel's name to "Output".

The only other changes in MediaMaster 3's Layer Full table are the two new playback modes "Once and Freeze Forward" and "Once and Freeze Backward" on the 19th channel.

Master Small 1.0

	Channels	Ranges	Snap/ Instant	Def. Value	Locate Value	Category
1	Brightness	0-100%	No	128	128	BEAM
2	Contrast	0-100%	No	0	0	BEAM
3	Mask	0 No Mask	Yes	0	0	BEAM
		1-255 Mask 1-255				

Master Full 1.0

	Channels	Ranges	Snap/ Instant	Def. Value	Locate Value	Category
1	Brightness	0-100%	No	128	128	BEAM
2	Contrast	0-100%	No	0	0	BEAM
3	Mask	0 No Mask	Yes	0	0	BEAM
		1-255 Mask 1-255				
4	KeystoneX1	0-100%	No	0	0	POS
5	KeystoneY1	0-100%	No	0	0	POS
6	KeystoneX2	0-100%	No	0	0	POS
7	KeystoneY2	0-100%	No	0	0	POS
8	KeystoneX3	0-100%	No	0	0	POS
9	KeystoneY3	0-100%	No	0	0	POS
10	KeystoneX4	0-100%	No	0	0	POS
11	KeystoneY4	0-100%	No	0	0	POS
12	SoftEdge width	0-100%	No	0	0	BEAM
13	SoftEdge curve	0-100%	No	0	0	BEAM

Master Full 1.1

	Channels	Ranges	Snap/ Instant	Def. Value	Locate Value	Category
1	Brightness	0-100%	No	128	128	BEAM
2	Contrast	0-100%	No	0	0	BEAM
3	Mask	0 No Mask	Yes	0	0	BEAM
		1-255 Mask 1-255				
4	KeystoneX1	0-100%	No	0	0	POS
5	KeystoneY1	0-100%	No	0	0	POS
6	KeystoneX2	0-100%	No	0	0	POS
7	KeystoneY2	0-100%	No	0	0	POS
8	KeystoneX3	0-100%	No	0	0	POS
9	KeystoneY3	0-100%	No	0	0	POS
10	KeystoneX4	0-100%	No	0	0	POS
11	KeystoneY4	0-100%	No	0	0	POS
12	SoftEdge width	0-100%	No	0	0	BEAM
13	SoftEdge curve	0-100%	No	0	0	BEAM
14	Layer Select	0-100%	No	0	0	
15	Master volume	0-100%	No	0	0	
16	Master blackout	0-250 Normal	No	0	0	BEAM
		251-255 Blackout				