Cameo_Pixbar650CPro

This is another example for creating a vis file (old visualiser personality) from a d4 file (Titan personality). The fundamentals are described in Creating vis files from d4 personalities. Here, only the little details are explained.

- this fixture has subfixtures (cells) a feature neither the classic consoles nor the visualiser support
- instead, we build a vis personality which at least shows cell #1 so that we have an impression if the fixture should work
- colour temperature control is not supported
- patterns and sound are not implemented in the visualiser (they are in no visualiser I know of)

Master Dimmer 0-100%

Strobe open

Apart from that it works reasonably well in the visualiser.

The DMX table:

CH1

9-CH Mode CLPIXBAR450CPR0 / CLPIXBAR650CPR0

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(full DMX tables are in the manual which is included in the zip below)

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005

I	L	000	· ·	005	Strope obeu
I	Strobe	006	-	010	Strobe closed
CH2		011	-	033	Puls Random, slow -> fast
		034	-	056	Ramp up Random, slow -> fast
		057	-	079	Ramp down Random, slow -> fast
		080	-	102	Random Strobe Effect, slow -> fast
I		103	-	127	Strobe Break Effect, 5s1s (Very Short Flash)
I		128	-	250	Strobe slow -> fast 0Hz - 20Hz
		251	-	255	Strobe open
CH3	Red	000	-	255	0% to 100%
CH4	Green	000	-	255	0% to 100%
CH5	Blue	000	-	255	0% to 100%
	Colour Macro (override RGB)	000	-	005	Colour off
I		006	-	013	Red
I		014	-	021	Amber
I		022	-	029	Yellow warm
I		030	-	037	Yellow
I		038	-	045	Green
I		046	-	053	Turquoise
I		054	-	061	Cyan
I		062	-	069	Blue
CH6		070	-	077	Lavender
I		078	-	085	Mauve
I	Ī	086	-	093	Magenta
	Ī	094	-	101	Pink
		102	-	109	Warm White
		110	-	117	White
I		118	-	125	Cold White
		126	-	128	Colour Jumping Stop
		129		192	Colour Jumping Speed slow -> fast/ Colour 1 -> 12
		193	-	255	Colour Fading Speed slow -> fast / Colour 1 -> 12
0117	Colour Tem-	000	-	005	off
CH7	perature	006	-	255	cold to warm
		000	-	005	Pattern off
I	t	006	-	023	Dream

Most importantly, when setting the Classic Pearl References in the Personality Builder, we also need

1/3

to add the attributes to the respective Compatibility Attributes sections of the multicell modes as this is where R20 and VIS files are created from:

- check Classic Pearl References as described
- add references for the 26ch and the 30ch modes (I used UKCM65C5 and UKCM65C6)
- unfold both modes (left panel)
- click on Compatibility Attributes (left)

PIXBAR 650CPRO B- Distory	Athibutes Functions Created Athibute	19 Current Functional History Modes Macros Palettes Swatch
- ☐ Mercual Physical ⊕ 20 Attricutes ⊕ 4 Modes ⊕ 4 3 DMX m1 ⊕ 5 3 DMX m2 ⊕ 5 Cel ⊕ 5 9 DMX ⊖ 4 9 DMX ⊖ 5 0 DMX ⊕ 5 2 DMX ⊕ 5 2 DMX ⊕ 5 2 DMX	Colour Macro	Red Green Blue Auto + Sound Master Drivner
B-B Cells B-Ø Compatibility Attributes B-A 30 DMX	26 DMX	
Baron Baron	V Mode Oramels Hidden Name	25 False 26 DMX
	References Atellaer Mode ID Classic Pear Reference Damond 2/3 Reference RDM Mapping	0000000-0000-0000-0000-000000000000000
	Name How this mode will be displayed in your of	onsole's patch menu.

 top-right, in the Created Attributes tab, doubleclick on the attributes you want in that mode (26ch: Dimmer, Shutter, Red, Green, Blue; 30ch: Dimmer, Shutter, Red, Green, Blue, Colour Macro, CTO, Auto, Sound) - the attributes are assigned channels in the order you add them, thus adding in the correct order makes life easier

PIXBAR 650CPRO III - D Helory	Attributes Functions Create	d Atributes Current Functions	Hatory Modes Macros Pail	ettes Swatch				
- Marual - Physical -	Colour Macro			Bue Master Denner				
Cols	25 DMX							
Shutter	V Mode							
Red	Channels	26	1					
Green	Hidden	Fi	dae .					
Blue	Name	26	5 DMX					
(8)— 条 30 DMX	V References							
Macros	AtlaBase Mode ID	00	000000-0000-0000-0000-000000	000000				
(i) Palettes	Classic Pearl Reference		UNCM65C5					
	Diamond 2/3 Reference							
	RDM Mapping		<u>_</u>					
	Name How this mode will be displayed	d in your console's patch menu.						

The coubleclick

adds each attribute to the selected mode (here: compatibility attributes). Alternatively you can drag and drop the attributes there.

• now we need to check/correct the channels for each Compatibility Attributes section. Click on Compatibility Attributes (left), then on the tab Channel (bottom right). Check (and correct) the channel offsets as required,

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Edit View Jools Help 9: PIXBAR 650CPRD					
Hatory	Channel Assignment				
- In Nanual - Physical	Auto Assign 🖂 S	how Compatibility At	div dan		
P Atributes	nuo nangri 🖉 o	now companying re-	104000		
⊕_A_Nodes	Mode: 30 DMX				
⊕- <u>↓</u> 2 DMX ⊕- <u>↓</u> 3 DMX m1	Name	Resolution	Channel Offset		
B- ▲ 3DMX=2	Dimmer	8 Bit	1		
🕮 🚣 Cel	Shutter	8 Bit	2		
⊞- <u>≜</u> 9 DMX ⊞- <u>≜</u> 26 DMX	Red	8 Bit	3		
B- <u>4</u> 30 DMX	Green	8 Bit	4		
(i) Sol Master	Elue	8 Bit	5		
(8) 🚼 Cela	Colour Macro	8 Bit	27		
Compatibility Attributes	СТО	8 Bit	28		
Shutter	S Auto	8 Bit	29		
	+ Sound	8 Bit	30		
Colour Macro					
СТО					
-+ Sound					
E-2 Palettes					
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Some adjusted

definition: ChanRef Dimmer Vismode Strobe UseBits 1 2 3 4 5 6 7 8 DmxOffset 1 Mapping 0 7 0 0 Mapping 8 15 1 1 Mapping 16 131 30 300 Mapping 132 139 1 1 Mapping 140 181 30 300 Mapping 182 189 1 1 Mapping 190 231 30 300 Mapping 232 239 1 1 Mapping 240 247 30 300 Mapping 248 255 1 1 End The edited and tested files are in this zip:

my_fixture.zip

. Refer to Creating vis files from d4 personalities for more details. More examples:

- А
- American DJ Ikon Profile
- С
- Cameo_Pixbar650CPro

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