



DMX Personality v1.4

Zoe Media supports two modes, **Single Universe** or **Multi Universe**.

The only difference is that in Multi-Universe mode, each layer starts at Channel #1 on incremental sACN Universes for simplicity.

If "Simplified Zero Mode" is enabled then the **0** DMX value for each channel will be replaced with the **default** value (i.e. for the Zoom attribute 0 would be 128) this allows for use with simple desks without creating full fixture profiles and defining every parameter.

Master Fixture

DMX Channel			Attribute		
Std 8B	16 Int	16 Ex			
1	1, 2	1, 2	Master Intensity	0-255	0-100%
2	3	3, 4	Master Zoom	0-255	0-200%
3	4	5, 6	Master Image Position X	0-128-255	128 is Centred
4	5	7, 8	Master Image Position Y	0-128-255	128 is Centred
5	6	9, 10	Master Crop Top Edge	0-255	0-100% image height
6	7	11, 12	Master Crop Bottom Edge	0-255	0-100% image height
7	8	13, 14	Master Crop Left Edge	0-255	0-100% image width
8	9	15, 16	Master Crop Right Edge	0-255	0-100% image width
9	10	17, 18	Master Rotation	0-128-255	180° CCW - 0° - 180° CW
10	11	19, 20	Keystone Top Left Horizontal	0-255	Moves Top Left Inward
11	12	21, 22	Keystone Top Right Horizontal	0-255	Moves Top Right Inward
12	13	23, 24	Keystone Bottom Left Horizontal	0-255	Moves Bottom Left Inward
13	14	25, 26	Keystone Bottom Right Horizontal	0-255	Moves Bottom Right Inward
14	15	27, 28	Keystone Top Left Vertical	0-255	Moves Top Left Down
15	16	29, 30	Keystone Top Right Vertical	0-255	Moves Top Right Down
16	17	31, 32	Keystone Bottom Left Vertical	0-255	Moves Bottom Left Up
17	18	33, 34	Keystone Bottom Right Vertical	0-255	Moves Bottom Right Up

MSB, LSB

Channels in **purple** are 16bit (in 16 Bit Intensity and 16 Bit Extended Modes)
In each case the range will be 0-65535 not 0-255 for these channels

Layer Fixture

In single universe mode, the layer channel numbers start from an offset as shown overleaf.

DMX Channel Offset**			Attribute			
Std 8B	16 Int	16 Ex				
1	1, 2	1, 2	Layer Intensity	0-255	0-100%	
2	3	3	Red	0-255	Red Level	
3	4	4	Green	0-255	Green Level	
4	5	5	Blue	0-255	Blue Level	
5	6	6	Library Select	0-255	Image Selection [0-255]	
6	7	7	Blend Mode	0-255	0-15 Normal 16-31 Darken 32-47 Multiply 48-63 Colour Burn 64-79 Linear Burn 80-95 Lighten 96-111 Screen 112-127 Overlay 128-143 Soft Light 144-159 Hard Light 160-175 Vivid Light 176-191 Difference 192-207 Exclusion 208-223 Subtract 223-255 Normal	
7	8	8	Playback Speed	0-255	Linear adjustment between 0 Stopped 128 1x Normal 255 2x Fast	
8	9	9	Playback Mode	0-255	0-128 Loop 129-255 Play Once	
9	10	10	Adjust Hue	0-255	0-360° Hue Adjustment	
10	11	11	Adjust Saturation	0-128-255	0 Desaturate 128 Normal 255 Saturated	
11	12	12	Adjust Contrast	0-128-255	0 Min Contrast 128 Normal 255 Increase Contrast	
12	13	13, 14	Blur	0-255	Blur Filter	
13	14	25, 26	Zoom	0-255	Moves Bottom Right Inward	
14	15	27, 28	Image Position X	0-255	Moves Top Left Down	
15	16	29, 30	Image Position Y	0-255	Moves Top Right Down	
16	17	31, 32	Crop Top Edge	0-255	0-100% image height	
17	18	33, 34	Crop Bottom Edge	0-255	0-100% image height	
18	19	35, 36	Crop Left Edge	0-255	0-100% image width	
19	20	37, 38	Crop Right Edge	0-255	0-100% image width	
20	21	39, 40	Rotation	0-128-255	180° CCW - 0° - 180° CW	

Layer Fixture Offset

Zoe Media supports two modes, **Single Universe** or **Multi Universe**.

In **Multi Universe Mode** each of the layers occupies their own universe so can be addressed directly as above (i.e. if the master controls are on universe 11, the layers can be found on universes 12, 13, 14, and 15)

In **Single Universe Mode** each of the layers are offset and occupy the following ranges;

DMX Channel Range			
Std 8B	16 Int	16 Ex	
1-17	1-18	1-34	Master
31-51	31-51	41-61	Layer 1
71-91	71-91	81-101	Layer 2
111-131	111-131	121-141	Layer 3
151-171	151-171	161-181	Layer 4

Changes from Earlier Versions

Due to popular demand, version 1.4 now includes support for some **16 bit** attributes. As a result, there is an incompatibility with earlier versions if using the new **16 Bit Intensity** or **16 Bit Extended** modes.

Support / Questions

This product is provided **AS-IS** and Free of Charge so there should be no formal expectation of support. However, I'm happy to answer any questions and keen to hear how you've used Zoe in your productions and if you have any feedback or requests, please get in touch ross@rhlx.co.uk