

Build a DMX Scene Channel by Channel

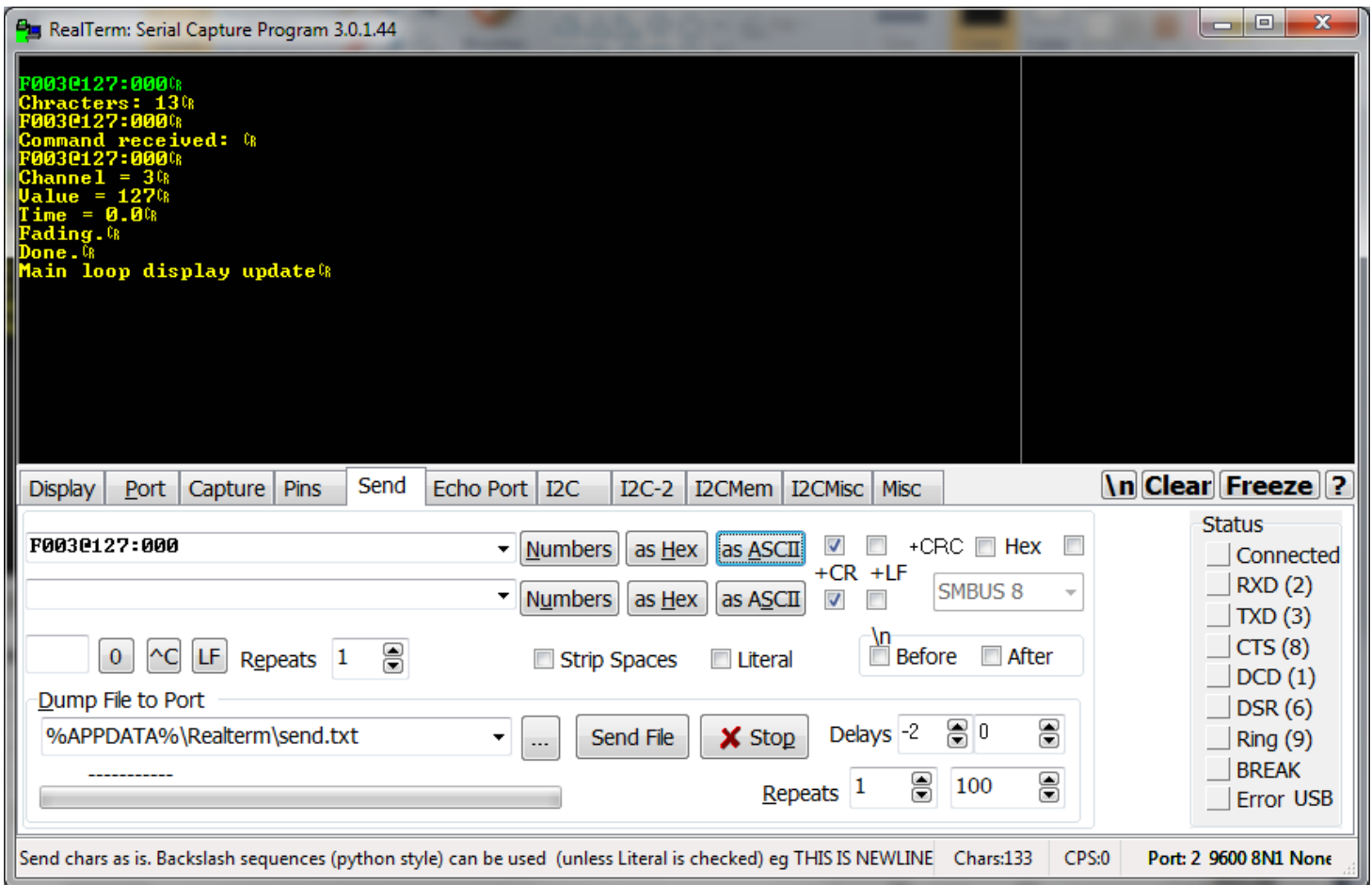
DecaBox can receive RS-232 commands and use them to set specific channels to levels. The syntax looks like this:

```
FXXX@YYY:TTT[cr]
```

XXX is the DMX channel, range [000 512]. Leading zeros are required. YYY is the channel value, range is [000 255]. Leading zeroes are required. TTT is the time, in tenths of a second, that the internal crossfade

engine should take to completely process this command. Range is [0 999] in tenths of a second. 23 -> 2.3 seconds. 999 -> 99.9 seconds.

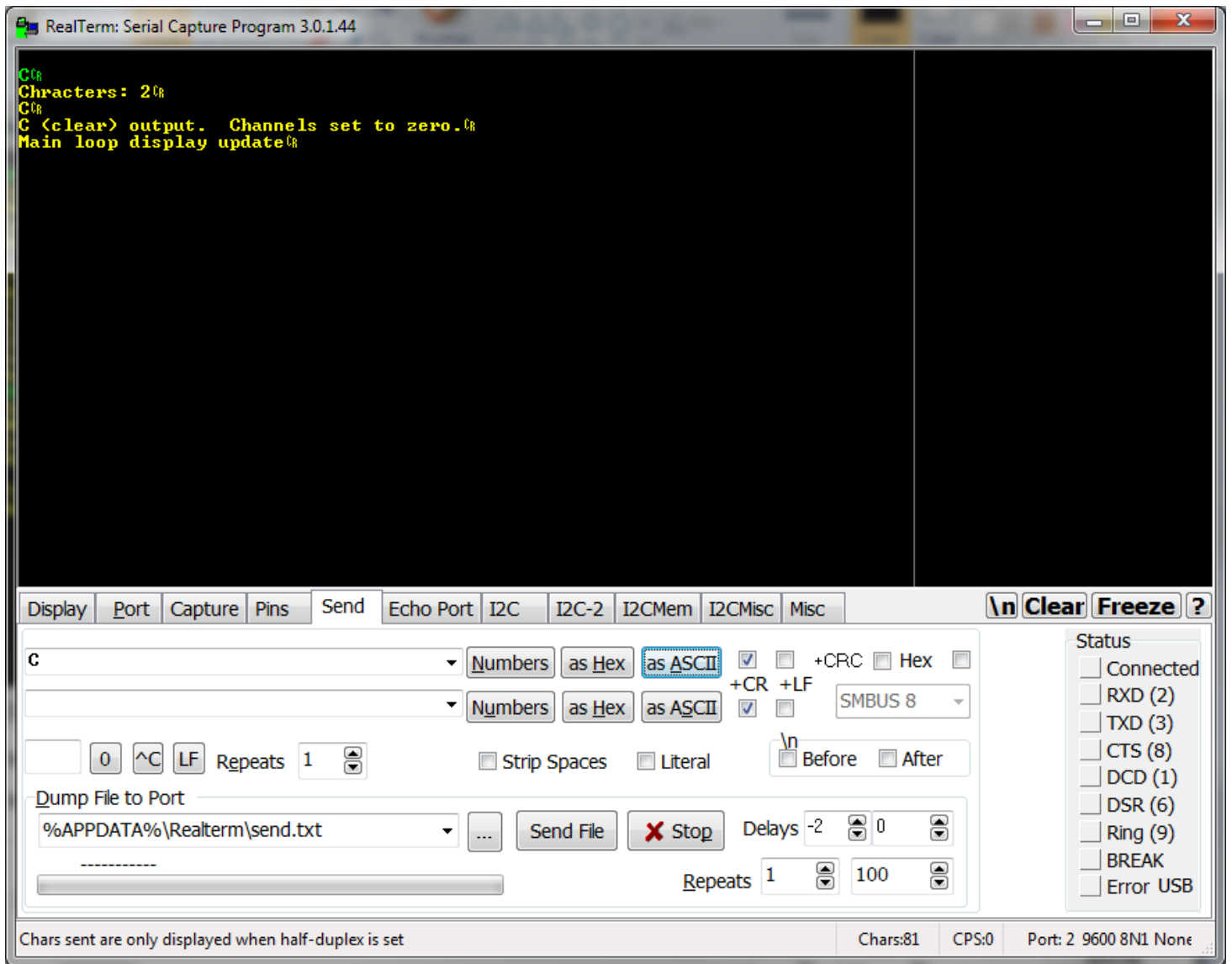
[cr] is a carriage return.



All DMX output channels may be cleared (set to zero) quickly by sending the command

C[cr]

C for Clear.



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