

DMX Record & Playback

The DecaBox can *grab* static (one-shot) DMX scenes or *record* continuous sequences at 44 frames per second.

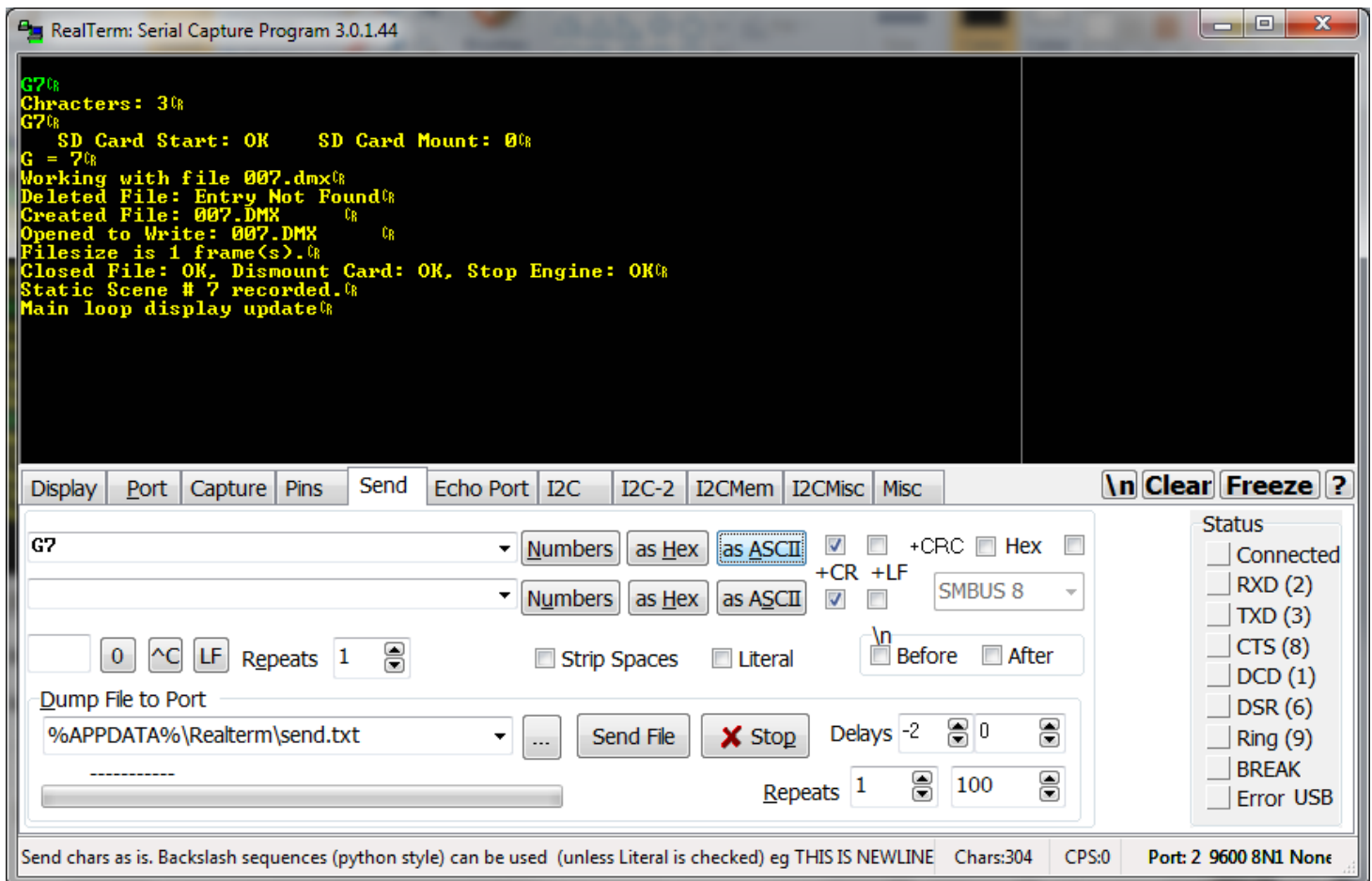
To grab a scene, send the serial command

```
GN[cr]

G is a capital G and mnemonic for grab

N is a decimal number, range is [1 999][cr] is the carriage return
```

A single frame of DMX is stored on the internal memory card. Here's a screenshot of the process. Again, green commands are generated by the user, and yellow is feedback from the system.



Alternately, dynamic, complicated DMX scenes may be captured at 40 frames per second. The

internal storage can hold ~ 9 hours of data.

RN[cr]

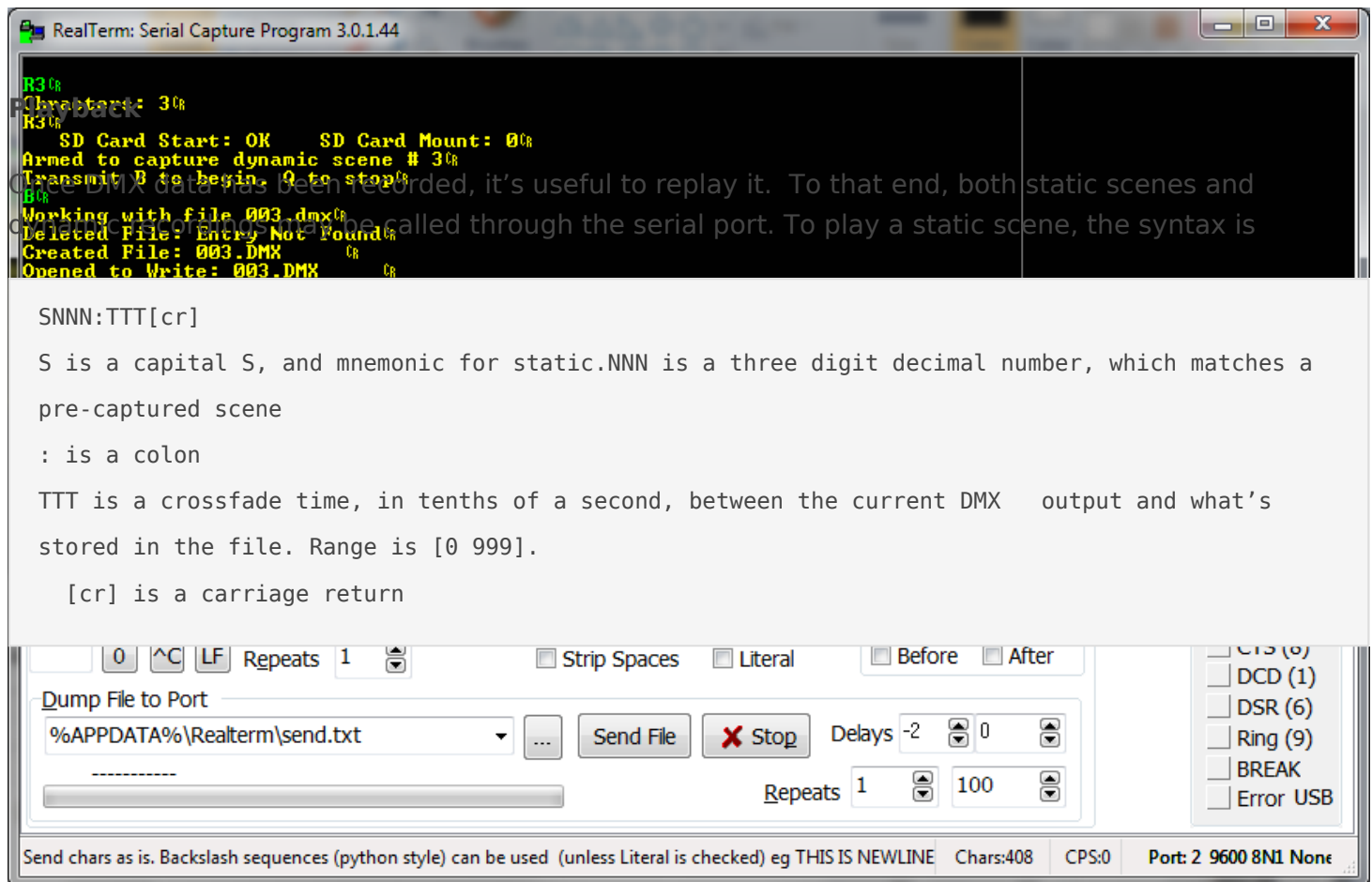
where

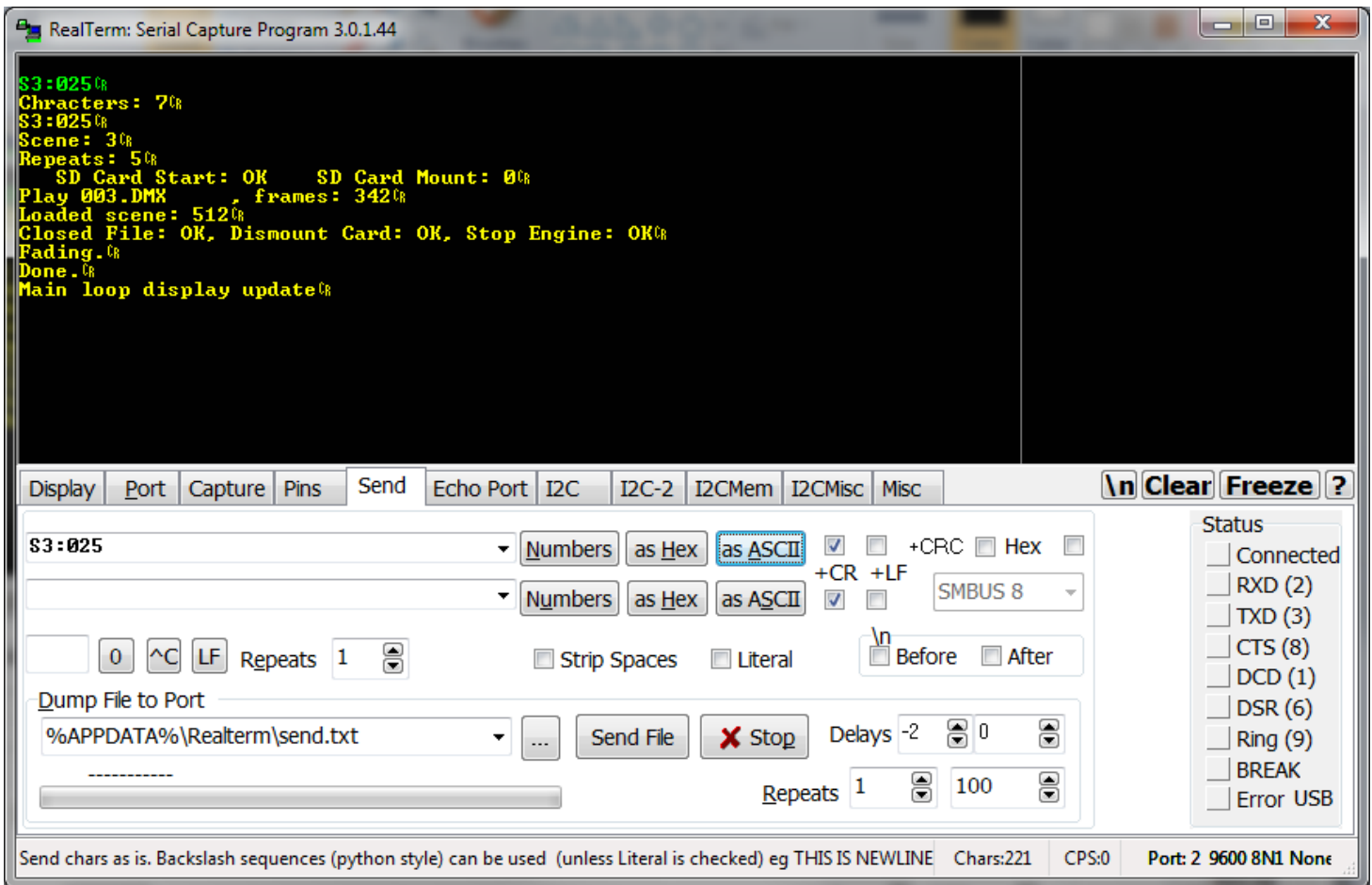
R is a capital R and mnemonic for record

N is a decimal number, range is [1 999]

[cr] is a carriage return
The system creates the file for recording, and then prompts for a 'start' trigger.

B[cr] begins the capture and Q[cr] ends it, as shown below.





To replay a complicated dynamic scene, much like a video clip, the syntax is

```
DNNN:RRR[cr]
```

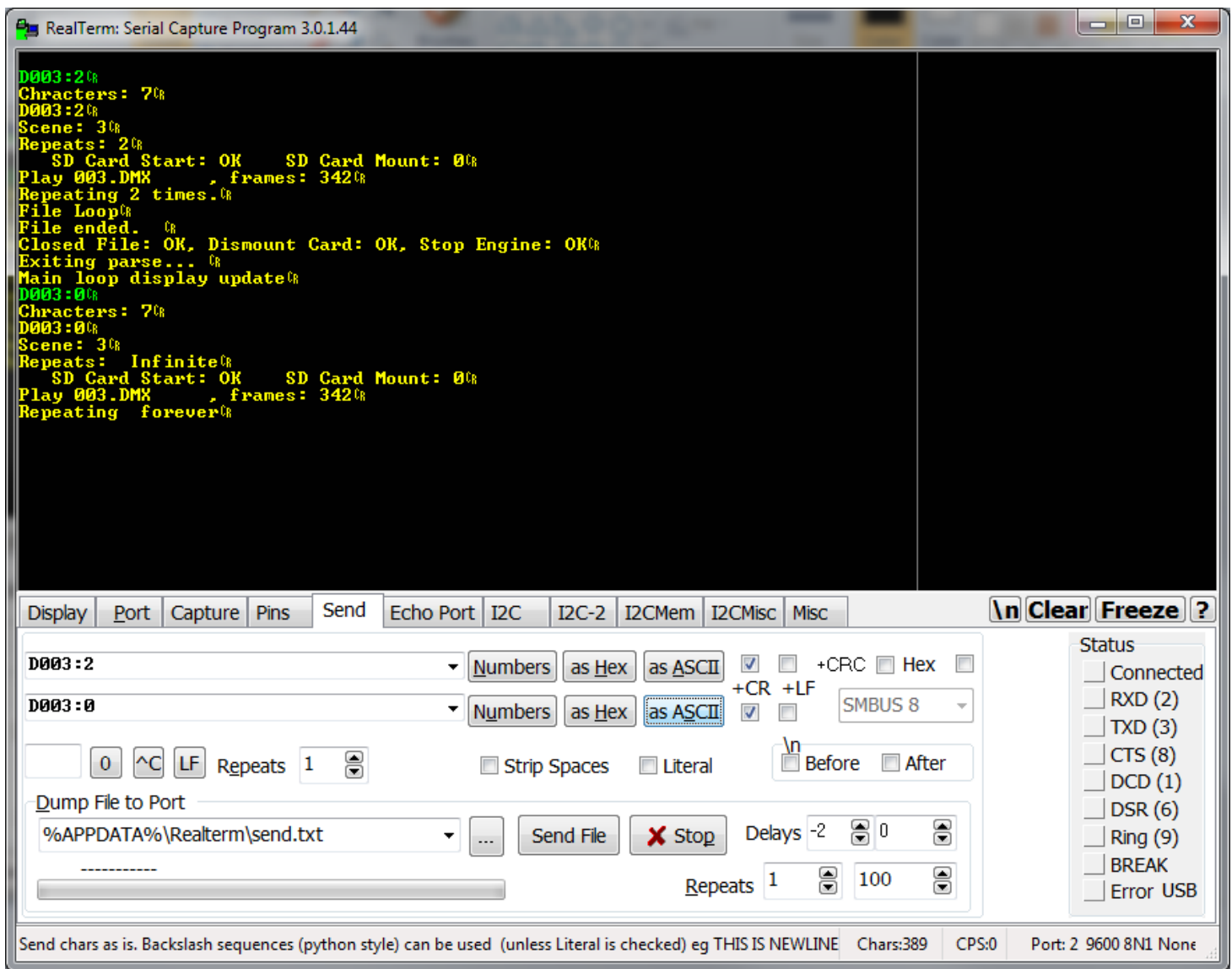
where

D is a capital D and mnemonic for dynamic. NNN is a pre-recorded scene number, three digits, LEADING ZEROS REQUIRED.

: is a colon

RRR is the number of times a file repeats. Use 000 for infinite loop.

[cr] is a carriage return. Decimal 13 or 0x0D



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