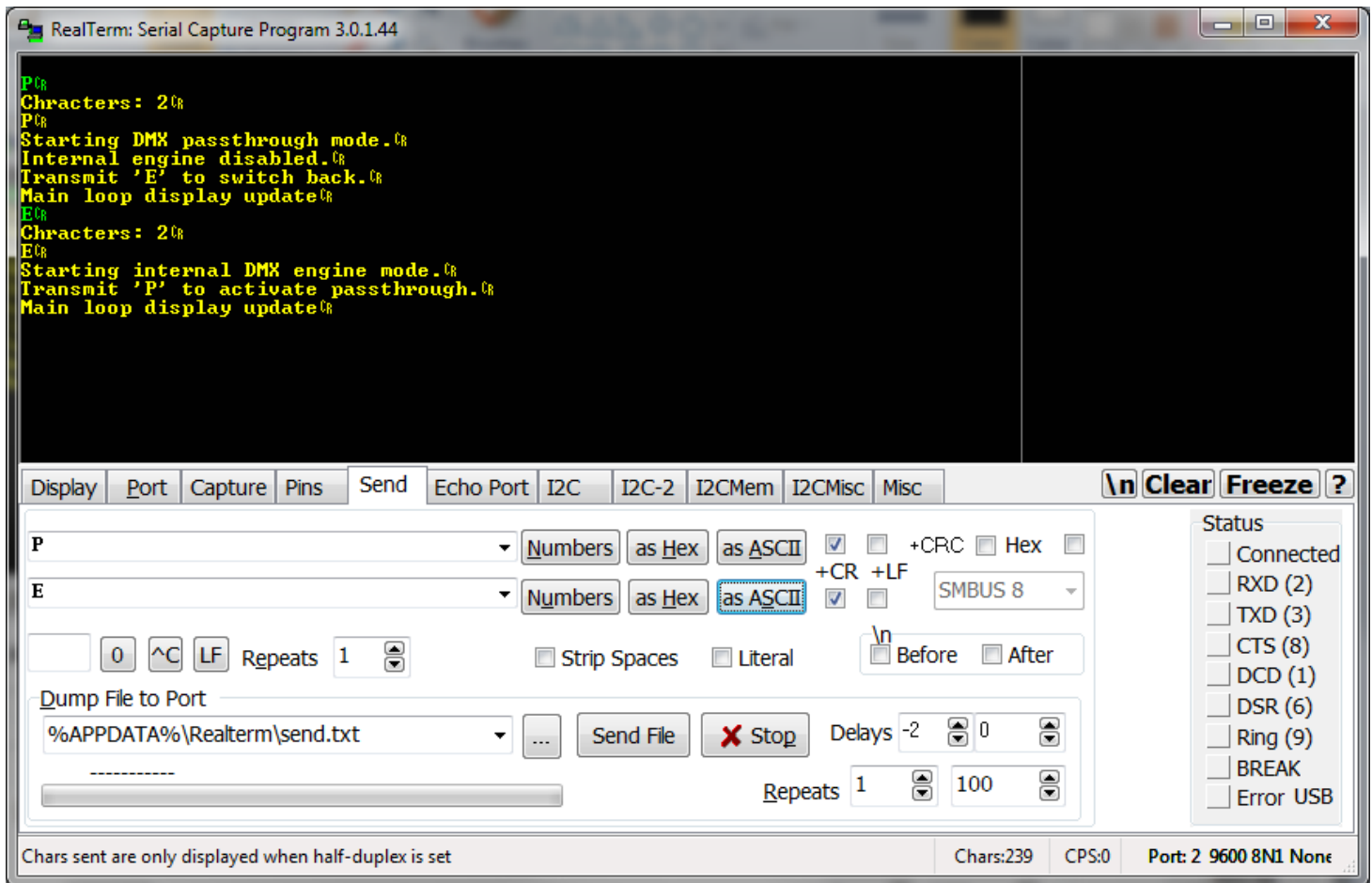# Toggle DMX Passthrough

Imagine this scenario:

In an auditorium or small performance space, there is a Crestron / Control4 / AMX control system installed. Touchscreens or switchpanels are mounted near the doorways. On weekends or during large productions, the lighting designer uses a large-format console or PC to run the show. But for rehearsals, cleaning, etc, only a few different lighting scenes may be required. The DecaBox can easily accommodate this, based on its three DMX connections.

- **DMX In** can be connected to any upstream controller, such as a lighting console or USB / DMX interface on a PC.
- **DMX Through** is a passive, parallel copy of DMX input.
- **DMX Out** is connected to our internal processor.

In *passthrough* mode, DMX data is copied from input to output. System lag is ~ 1 DMX frame. It's virtually unnoticeable.

```
P[cr]

... enables passthrough mode.

Data is copied from input to output.

System delay is ~ 1 frame, or 1/40 second.

E[cr]

... tells the DecaBox to ignore

DMX input and instead generate its own scenes,based on serial input, stored data, etc.
```

Thus it can be very straightforward to for in-wall touchscreens, for example, to recall stored DecaBox scenes during the day when unskilled users are present, but for large productions, the lighting crew has complete control.

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