

# Build A Scene (A)

The A command allows new channel:value combinations to be stacked on the existing DMX output universe. This command *adds* to what's currently being output. In Photoshop, it's similar to creating a new layer. Nothing below is affected, the A command just adds new channel:value information to the existing scene.

If you're starting from scratch or building your own driver, use the G (group) command instead. It's easier to design with because leading zeroes are omitted and the syntax is more powerful.

```
XXXX@YYY:TTT[cr]  
XXXX@YYY,AAA@BBB,CCC@DDD:TTT[cr]
```

- A is a capital A
- XXX, AAA, CCC are three digit DMX channel numbers with range [001 512]
- YYY, BBB, DDD are three digit channel values with range [000 255]
- TTT is a three digit time value, in tenths of a second, range [000 999]
- For 'A' commands, the channel:value information contained in each string adds to data in the DMX output buffer. Higher values take precedence. Thus, lighting data may be added to existing scenes a few channels at a time. In a photo editing application, this process would be similar to adding layers to an image.
- Leading zeros are *required*.

If a channel is not specifically mentioned in an A command, its value remains the same as it as before the command was processed.

If the following commands were transmitted:

```
F001@100:000[cr]  
A002@255:000[cr]  
A010@128,011@127,012@126:024[cr]  
A007@010:010[cr]
```

... the DMX output buffer would have the following values:

CH1 : 100

CH2 : 255

CH10 : 128

CH11 : 127 CH12 : 126 CH7 : 10

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