Track Date: 2025-02-27

Hack	Moving Light Standard + VYV Albion control								Date: 2025-02	2-21
Group	Library Name	Screen Name	DMX Channel	DMX Value	Percent	V AIDION CONTROL  Description	Albion	Albion	Bit depth	Control
Group  Break 1 (Ing	-	Screen Name	DMX Channel	DIMIX Value	Percent	Description	Min. Value	Max. value	Bit depth	Control
Break r (m)	DIM	Dimmer	11	0-65535	0-100%	Intensity control	0	1	16	Slider
Fixture	DAN	D	2				Mint min	16. d 3		054
	PAN	Pan	4	0-65535	0-100%	Pan Control	[fixt. min]	[fixt max]	16	Slider
	TILT	Tilt	5 6	0-65535	0-100%	Tilt Control	[fixt. min]	[fixt max]	16	Slider
	<b>ZOOM</b>	Zoom	7 8	0-65535	0-100%	Zoom control	[fixt. min]	[fixt max]	16	Slider
Break 2 (Ing	out Only)									
Tracking	COPID	Copernic ID	2	0-65535	0-100%	Set which tracker ID to follow	0	65535	16	Slider
	TRACKING	Enable tracking	3	0-1 1-255	0% 1-100%	Tracking disable Tracking enable	0	1	8	Toggle
Filtering	EXTRAPOLATION	Extrapolation	4 5	0-65535	0-100%	Used to predict next tracker position in time (usually set between 0.05 and 0.35). Incremental presets of 0.05 recommanded	0	1	16	Slider
	MINMOVEMENT	Minimum Movement (cm)	6 7	0-65535	0-100%	Used to smooth out fixture movement dynamically. (Value in cm usually set between 50 and 200). Incremental presets of 5cm recommended	0	500	16	Slider
	SMOOTHNESS	Smoothness	8 9	0-65535	0-100%	Used to smooth out fixture movement linearly. (Value usually set between 0.1 and 0.5). Incremental presets of 0.05 recommended.	0	5	16	Slider
Offset	OFFSETX	Target Offset X (m)	10 11	0-32766 32767-32768 32769-65535	0-49% 50% 51%-100%	Tracker offset on X axis from -5m to 0m Tracker offset on X axis at 0 (default) Tracker offset on X axis from 0m to +5m	-5	5	16	Slider
	OFFSETY	Target Offset Y (m)	12 13	0-32766 32767-32768 32769-65535	0-49% 50% 51%-100%	Tracker offset on Y axis from -5m to 0m Tracker offset on Y axis at 0 (default) Tracker offset on Y axis from 0m to +5m	-5	5	16	Slider
	OFFSETZ	Target Offset Z (m)	14 15	0-32766 32767-32768	0-49% 50%	Tracker offset on Z axis from -5m to 0m Tracker offset on Z axis at 0 (default)	-5	5	16	Slider
Blobify	BLOBIZOOM	Blobify Diameter (m)	16	0-65535	0-100%	Tracker offset on Z axis from 0m to +5m Sized of the two merged beam when two trackers are within the Blobify radius distance. Incremental of 0.1m recommended	0	5	16	Slider
	BLOBIDISTANCE	Blobify distance (m)	18	0-65535	0-100%	Used to merge two moving lights together when two trackers are within the Blobify distance radius value. Incremental of 0.1m recommended.	0	5	16	Slider
	BLOBIFADE	Blobify transition time (s)	20	0-255	0-100%	Set the timing for two moving light beam to merge together when two trackers are within the Blobify distance radius value.	0	10	8	Slider
AutoFade	BLOCKERIN	Blocker fade in (s)	21	0-255	0-100%	Incremental presets of 1s recommended Set the timing for the moving light to fade back in when not intersecting with a blocker object. Incremental presets of 0.1s recommended	0	10	8	Slider
	BLOCKEROUT	Blocker fade out (s)	22	0-255	0-100%	Set the timing for the moving light to fade out when intersecting with a blocker object. Incremental presets of 0.1s recommended	0	10	8	Slider
	TRACKERIN	Tracker Lost Fade in (s)	23	0-255	0-100%	Set the timing for the moving light to fade back in when the tracker followed is visible. Incremental presets of 0.1s recommended	0	10	8	Slider
	TRACKEROUT	Tracker lost fade out (s)	24	0-255	0-100%	Set the timing for the moving light to fade out when the tracker followed is not visible. Incremental presets of 0.1s recommended	0	10	8	Slider
AutoFlip	FLIPIN	Flip fade in (s)	25	0-255	0-100%	Set the timing for the moving light to fade back in when the fixture has complete a flip. Incremental presets of 0.1s recommended	0	10	8	Slider
	FLIPOUT	Flip fade out (s)	26	0-255	0-100%	Set the timing for the moving light to fade out when the fixture needs to flip. Incremental presets of 0.1s recommended	0	10	8	Slider
	FLIPTIME	Flip fade time (s)	27	0-255	0-100%	Set the timing for the moving light to stay out while the flip is performed. Incremental presets of 0.1s recommended	0	10	8	Slider
Advanced	<del>VDAMP</del>	Vertical Dampening (%)	28 29	0-65535	0-100%	Used to smooth out vertical bumping of a moving-light when the object followed- is moving up and down. Incremental presets of 1% is recommended	0	100	16	Slider
	FLIPMODE	Flip Mode	28	0-1 1-255	1-100%	Quick tilt disabled. The moving light will do a full pan rotation to re-center Quick tilt enabled. Allows to re-center faster by executing a 180 pan while inverting tilt simultaneously, basically doing 2x half-rotations rather than a single axis full-rotation.	0	1	8	Toggle
	DMXMODE	DMX mode	29	0	0%	single axis full-rotation.  Photon Contol, Photon user can decide which mode they'd like to use "input" or "output" from Photon				
				1	0,1%	Inactive, the fixture will not listen or output any DMX values.	0	255	8	Slider
				2	0,3%	Input, Albion will listen to break 1 values from MA (pan, tilt, dimmer, zoom). Used for calibration process. Output mode, Albion will send break 1		200	8	Silder
				3-255	1-100%	values to MA (pan, tilt, dimmer, zoom). Used for tracking process.				
	MOVERZOOM	Target Diameter (m)	30	0-65535	0-100%	Set the beam size wanted for Albion to automatically adjust the zoom value depending where the tracker followed is compare to moving light position. Incremental of 0.1m is recommended.	0	5	16	Slider
			31			(This feature does not take into consideration Iris, Focus and Frost values which might affect your beam size). Value 0 = feature disabled, zoom at full.				