

## Moving Light Standard

Group	Library Name	Screen Name	DMX Channel	DMX Value	Percent	Description	Albion Min. Value	Albion Max. value	Bit depth	Control
<b>Break 1 (Input / output)</b>										
Fixture	DIM	Dimmer	1 2	0-65535	0-100%	Intensity control	0	1	16	Slider
	PAN	Pan	3 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
	ZOOM	Zoom	7 8	0-65535	0-100%	Zoom control	[fixt. min]	[fixt max]	16	Slider
<b>Break 2 (Input Only)</b>										
Tracking	COPID	Copernic ID	1 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 recommended	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	0-32766	0-49%	Tracker offset on X axis from -5m to 0m	-5	5	16	Slider
			11	32767-32768 32769-65535	50% 51%-100%	Tracker offset on X axis at 0 (default) Tracker offset on X axis from 0m to +5m				
	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 32769-65535	0-49% 50% 51%-100%	Tracker offset on Z axis from -5m to 0m Tracker offset on Z axis at 0 (default) Tracker offset on Z axis from 0m to +5m	-5	5	16	Slider	
Blobify	BLOBIZOOM	Blobify Diameter (m)	16	0-65535	0-100%	Sized of the two merged beam when two trackers are within the Blobify radius distance. Incremental of 0.1m recommended	0	5	16	Slider
			17							
	BLOBIDISTANCE	Blobify distance (m)	18 19	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. Incremental presets of 0.1s recommended	0	10	8	Slider	
AutoFade	BLOCKERIN	Blocker fade in (s)	21	0-255	0-100%	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	VDAMP	Vertical Dampening (%)	28	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
			29							
	FLIPMODE	Flip Mode	30	0-1 1-255	0% 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	31	0-1	0%	Release, Photon user can decide which mode they'd like to use "input" or "output" from Photon	0	100	8	Slider
				1 2-255	0,1% 1-100%	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 values to MA (pan, tilt, dimmer, zoom). Used for tracking process.				
MOVERZOOM	Target Diameter (m)	32 33	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. (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.	0	5	16	Slider	

## Virtual Moving Light

Group	Library Name	Screen Name	DMX Channel	DMX Value	Percent	Description	Albion Min. Value	Albion Max. value	Bit depth	Control
<b>Break 1 (Input only)</b>										
Fixture	VDIMMER	Virtual dimmer	1 2	0-65535	0-100%	Intensity control	0	1	16	Slider
	PAN	Pan	3 4	0-65535	0-100%	Pan control	-270	270	16	Slider
	TILT	Tilt	5 6	0-65535	0-100%	Tilt control	-135	135	16	Slider
Gobo	GOBO1	Gobo index	7	0-255	0-100%	Number of Gobos index defined in the lighting renderer FX ("Gobo num X" and "Gobo num Y" table size). Incremental of 1 recommended. 0 = no gobo, 1 = Gobo1, 2 = Gobo2,...	0	255	8	Slider
	GOBO1_POS	Gobo speed	8	0-255	0-50%	Manual rotation clockwise from 0° to 360°	-5	5	8	Slider
					50-75%	Automatic rotation counter-clockwise from 360°/s to 0°/s				
75%-100%	Automatic rotation clockwise from 0°/s to 360°/s									
Colors	COLORRGB1	Color red	9 10	0-65535	0-100%	Red control	0	1	16	Slider
	COLORRGB2	Color green	11 12	0-65535	0-100%	Green control	0	1	16	Slider
	COLORRGB3	Color blue	13 14	0-65535	0-100%	Blue control	0	1	16	Slider
Beam	ZOOM	Zoom	15 16	0-65535	0-100%	Zoom control	1°	50°	16	Slider
	IRIS	Iris	17	0-255	0-100%	Iris control gives you the ability to crop the video texture in a circular shape with soft edge. 100% = full coverage	0	1	8	Slider
	FROST	Frost	18	0-255	0-100%	Blur scaled defined by Lighting renderer FX "defocus step" and "defocus radius" parameters.	0	1	8	Slider
Tracking	COPID	Copernic ID	19 20	0-65535	0-100%	Set which tracker ID to follow	0	65535	16	Slider
	TRACKING	Enable tracking	21	0-1 1-255	0% 1-100%	Tracking disable Tracking enable	0	1	8	Toggle
Filtering	EXTRAPOLATION	Extrapolation	22 23	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 recommended	0	1	16	Slider
	MINMOVEMENT	Minimum Movement (cm)	24 25	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	26 27	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)	28	0-32766	0-49%	Tracker offset on X axis from -5m to 0m	-5	5	16	Slider
			29	32767-32768 32769-65535	50% 51%-100%	Tracker offset on X axis at 0 (default) Tracker offset on X axis from 0m to +5m				
	30	0-32766	0-49%	Tracker offset on Y axis from -5m to 0m	-5	5	16	Slider		
31	32767-32768 32769-65535	50% 51%-100%	Tracker offset on Y axis at 0 (default) Tracker offset on Y axis from 0m to +5m							
32	0-32766	0-49%	Tracker offset on Z axis from -5m to 0m	-5	5	16	Slider			
33	32767-32768 32769-65535	50% 51%-100%	Tracker offset on Z axis at 0 (default) Tracker offset on Z axis from 0m to +5m							
Blobify	BLOBIZOOM	Blobify Diameter (m)	34 35	0-65535	0-100%	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)	36 37	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)	38	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. Incremental presets of 0.1s recommended	0	10	8	Slider
AutoFade	BLOCKERIN	Blocker fade in (s)	39	0-255	0-100%	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)	40	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)	41	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)	42	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)	43	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)	44	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)	45	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	VDAMP	Vertical Dampening (%)	46 47	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	48	0-1 1-255	0% 1-100%	Quick tilt disabled. The moving light will wait to reach max. or min. pan value to perform a flip. Quick tilt enabled. The moving light will flip as soon as it finds a shortest way to follow the tracker assigned.	0	1	8	Toggle
	DMXMODE	DMX mode	49	0	0%	Release, Photon user can decide which mode they'd like to use "input" or "output" from Photon	0	100	8	Toggle
				1	0,1%	Input, Albion will listen to break 1 values from MA (pan, tilt, dimmer, zoom). Used for calibration process.				
	2-255	1-100%	Output mode, Albion will send break 1 values to MA (pan, tilt, dimmer, zoom). Used for tracking process.							
MOVERZOOM	Target Diameter (m)	50 51	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. (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.	0	5	16	Slider	