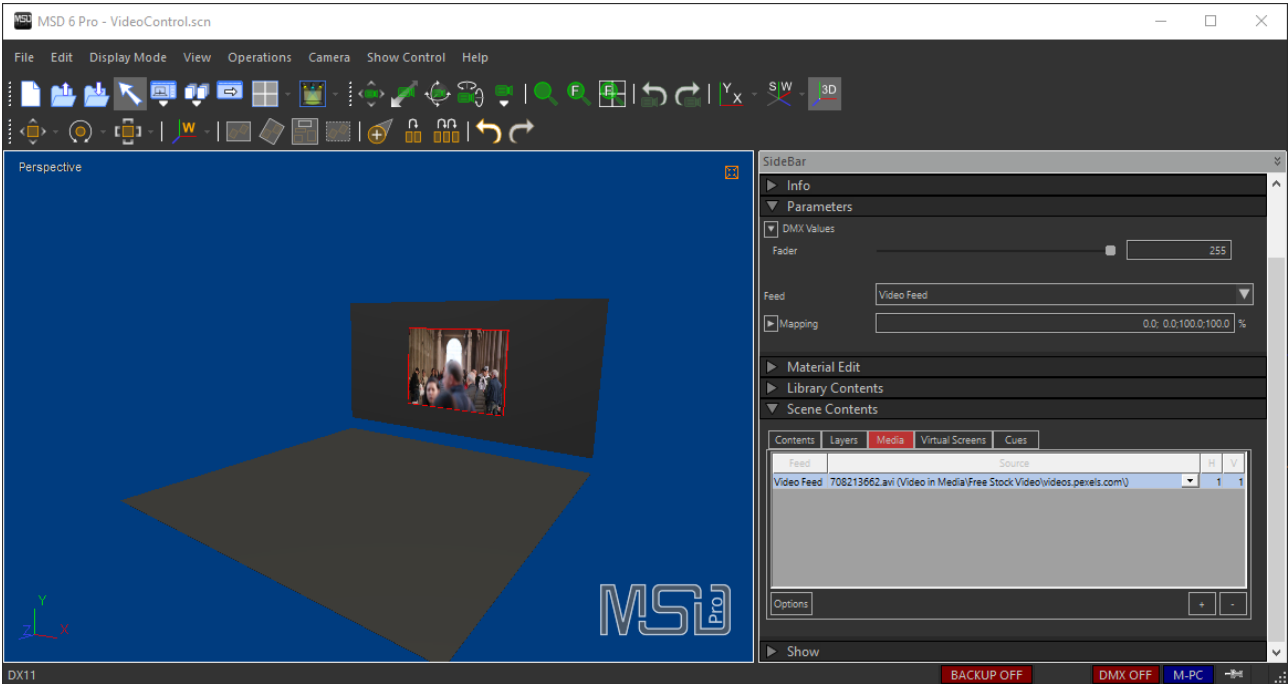


How to control a Video Source with DMX.

To be able to control a video in MSD, we created a special controller.

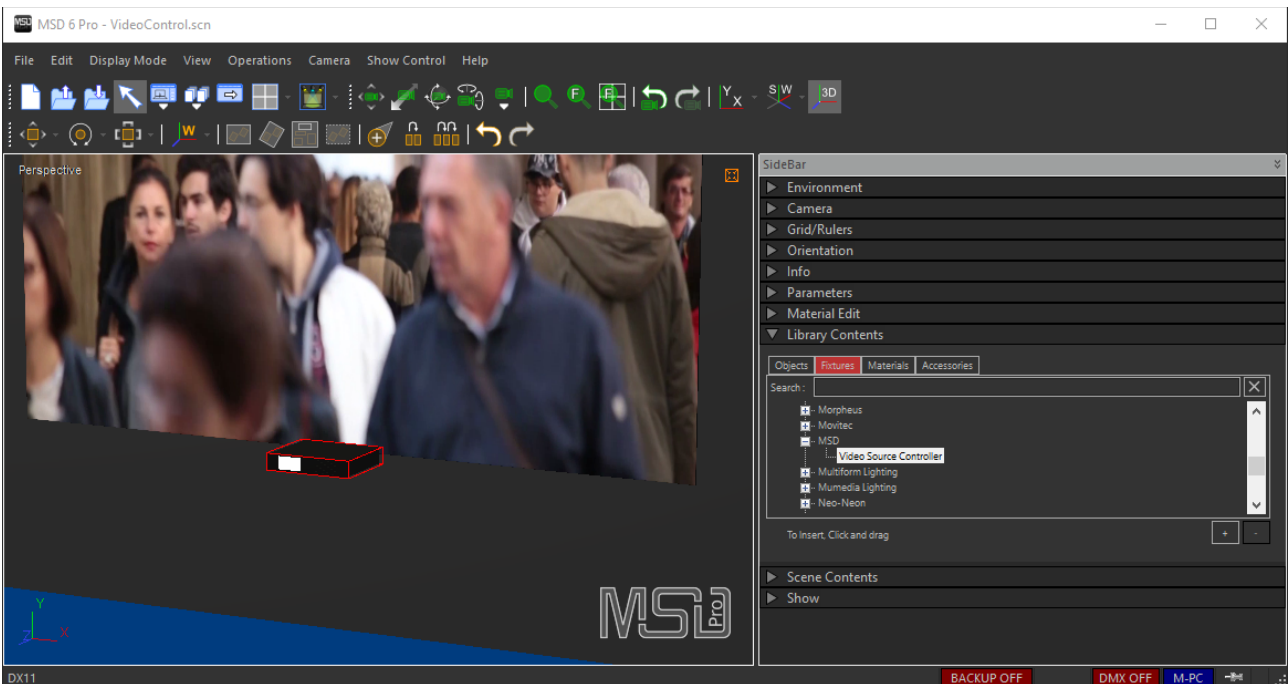
It is basically a special 'fixture', build as a 19 inch wide, 2 units high box, which you can place anywhere in your scene. (You can place it on an invisible layer if you do not want to see it.)

As example, I start with a simple scene, with a floor, wall and a panel with a video feed which has a video file as source.

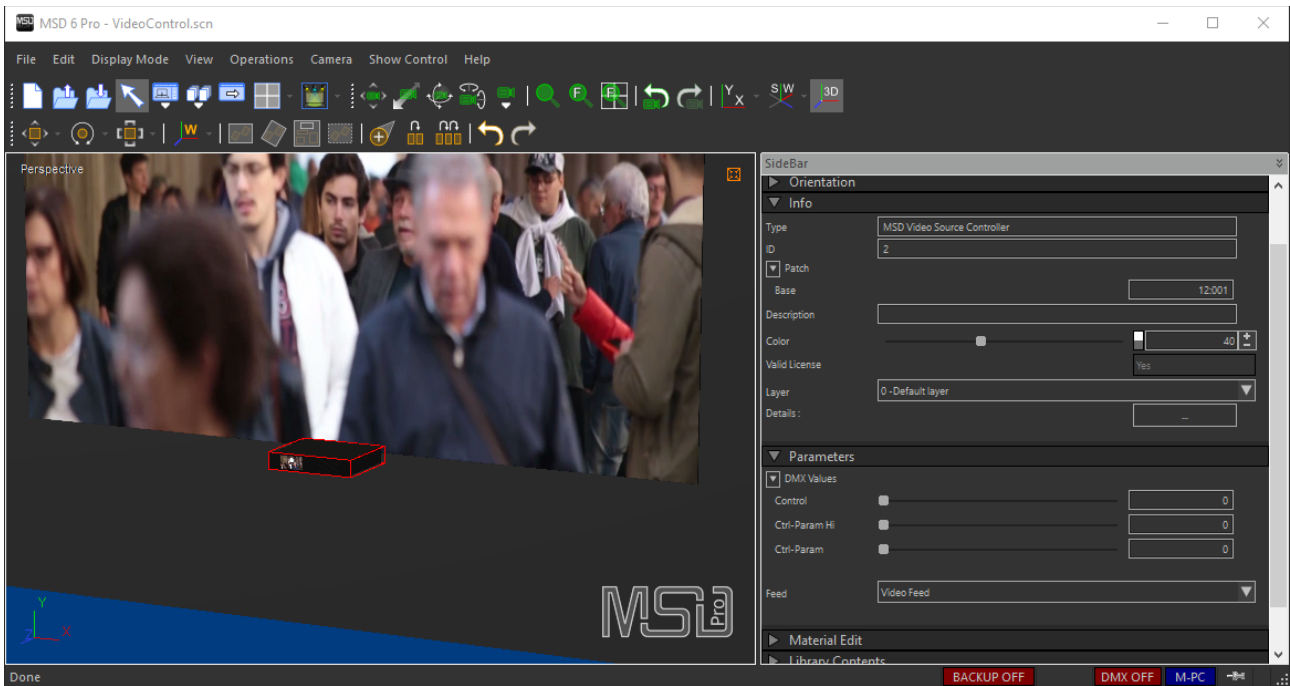


You can now find the special '**Video Source Controller**' fixture in the Standard Fixture libraries under manufacturer '**MSD**'.

Just insert the fixture into the scene. You will see the 19" box with a small LCD panel on the front.



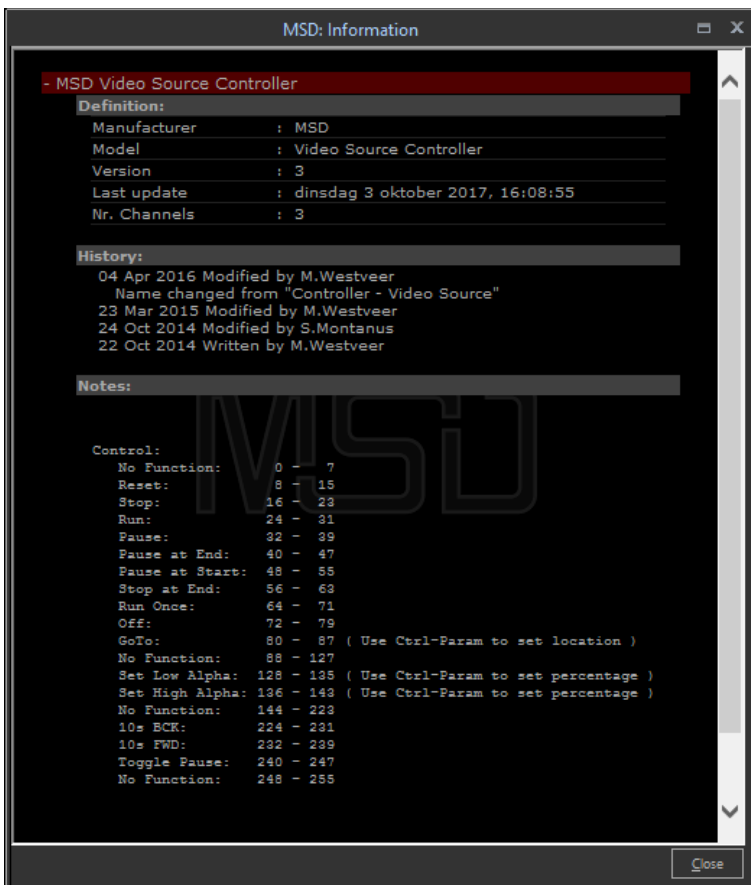
So to be able to control the video source, just connect it with a feed like a regular panel fixture, and patch it to a DMX address:



The feed will also show on the LCD panel of the box, and you now have 3 DMX channels to control the video source: 1 control channel, and 2 channels for a 16-bit value function.

The commands be executed by going to the appropriate DMX range, coming from another range ('No Function' range for example).

The Command and ranges can be found in the information section of the fixture ('Info' section in the SideBar, 'Details'):



Some of the commands use the 16-bit value channel, there you should set the appropriate value(s) on the values channels first, before executing the command.
 Below is a table with explanation on what the commands do:

Command	Action
Reset	Set the position of the video to the start. (Regardless of whether the video is playing or not.)
Stop	Stop the video and turn the video off. (The position where the video is will remain there.)
Run	Turn on and start running the video from the current position.
Pause	Stop the video, keep the video on.
Pause at End	Run the video from the current position until the end of the video, stop the video, and keep it on.
Pause at Start	Run the video from the current position until the end of the video, reset the video to the begin, stop the video, and keep it on.
Stop at End	Run the video from the current position until the end of the video, stop the video, and turn it off.
Run Once	Run the video from the start of the video until the end of the video once, reset the video to the begin, stop the video, and turn it off.
Off	Stop the video, reset the video to the begin and turn it off.
GoTo	Go to a specific point in the video. (using the value channel, value = 0 % - 100 %).
Set Low Alpha	Set the Low transparency limit for the video. (when using with Video Effects feeds, using the value channel, value = 0 % - 100 %).
Set High Alpha	Set the High transparency limit for the video. (when using with Video Effects feeds, using the value channel, value = 0 % - 100 %).
10s BCK	Move the position of the video 10 seconds backwards.
10s FWD	Move the position of the video 10 seconds forwards.
Toggle Pause	Toggle between pausing and playing.