

## DMX / Art-Net control - Version 9005

The MDC-X system can be controlled using DMX/Art-Net. The DMX/ArtNet control of the MDC-X server is basically the same as the OSC control with the addition of the system-daemon. To enable ArtNet on the MDC-X you have to set the required Bcast-IP as well (for the default IP 192.168.0.200 the Bcast-IP for ArtNet is 192.168.0.255) as the DMX start address for the listening service -> MDC-Touch -> MDC CONTROL -> SETUP. By default the absolute DMX start channel is 200 which then corresponds to the relative channel 1 of the MDC-X fixture. Use the DMX Workspace for MDC-X to test the DMX fixture.

DMX relative channel	Function	Values
1 (= DMX #200 )	Preset Control	0: ignored 1-255: Preset number
2 (= DMX #201 )	Map Control	0: ignored 255: All Maps 1-245: Map number
3 (= DMX #202 )	Media Control	0: ignored 1-255: Media number
4 (= DMX #203 )	Timeline Control	0: ignored 1-10: Play 11-20: Pause 21-30: Stop 31-40: Restart 41-50: Fullscreen 51-60: Delete Animation
5 (= DMX #204 )	Output Control	0-255: Opacity of Maps (0: max opacity, 255 min opacity)
6 (= DMX #205 )	Project Control	0: ignored 1-255: Load a project with the name "DMXPRJ-x.mdc Where x is the value.
7 (= DMX #206 )	Automatisation Control	0: ignored 1-255: Load a automatisaton with the name "DMXAUTO-x.mdc_auto Where x is the value.
8 (= DMX #207 )	System Control	0: ignored 1: LAMP_ON 2: LAMP_OFF 3: MOTOR_ON

		4: MOTOR_OFF 5: RESET MIRROR 6: SIMPLESTART 7: SIMPLEKILL 9: DLOAD 10: DAULOAD
9-10	Reserved	Reserved
11 (= DMX #210 )	MH #1 -> PAN COASE	0: ignored 1-255: Position
12 (= DMX #211 )	MH #1 -> PAN FINE	0: ignored 1-255: Position
13 (= DMX #212 )	MH #1 -> TILT COASE	0: ignored 1-255: Position
14 (= DMX #213 )	MH #1 -> TILT FINE	0: ignored 1-255: Position
15 (= DMX #214 )	Reserved	Reserved
16 (= DMX #215 )	MH #2 -> PAN COASE	0: ignored 1-255: Position
17 (= DMX #216 )	MH #2 -> PAN FINE	0: ignored 1-255: Position
18 (= DMX #217 )	MH #2 -> TILT COASE	0: ignored 1-255: Position
19 (= DMX #218 )	MH #2 -> TILT FINE	0: ignored 1-255: Position
20	Reserved	Reserved
21 (= DMX #220 )	MH #3 -> PAN COASE	0: ignored 1-255: Position
22 (= DMX #221 )	MH #3 -> PAN FINE	0: ignored 1-255: Position
23 (= DMX #222 )	MH #3 -> TILT COASE	0: ignored 1-255: Position
24 (= DMX #223 )	MH #3 -> TILT FINE	0: ignored 1-255: Position
25	Reserved	Reserved