

ArtNet Universe to Pathport Device Mapping Chart

"Subnet" is shown here as the most significant digit, but in some ArtNet implementations, it may be the "Universe".

ArtNet		Pathway Universe
Subnet	Universe	
0	0	N/A
0	1	1
0	2	2
0	3	3
0	4	4
0	5	5
0	6	6
0	7	7
0	8	8
0	9	9
0	A (10)	10
0	B (11)	11
0	C (12)	12
0	D (13)	13
0	E (14)	14
0	F (15)	15
1	0	16
1	1	17
1	2	18
1	3	19
1	4	20
1	5	21
1	6	22
1	7	23
1	8	24
1	9	25
1	A (10)	26
1	B (11)	27
1	C (12)	28
1	D (13)	29
1	E (14)	30
1	F (15)	31
2	0	32
2	1	33
2	2	34
2	3	35
2	4	36
2	5	37
2	6	38
2	7	39
2	8	40
2	9	41
2	A (10)	42
2	B (11)	43
2	C (12)	44
2	D (13)	45
2	E (14)	46
2	F (15)	47
3	0	48
3	1	49
3	2	50
3	3	51
3	4	52
3	5	53
3	6	54
3	7	55
3	8	56
3	9	57
3	A (10)	58
3	B (11)	59
3	C (12)	60
3	D (13)	61
3	E (14)	62
3	F (15)	63

ArtNet		Pathway Universe
Subnet	Universe	
4	0	64
4	1	65
4	2	66
4	3	67
4	4	68
4	5	69
4	6	70
4	7	71
4	8	72
4	9	73
4	A (10)	74
4	B (11)	75
4	C (12)	76
4	D (13)	77
4	E (14)	78
4	F (15)	79
5	0	80
5	1	81
5	2	82
5	3	83
5	4	84
5	5	85
5	6	86
5	7	87
5	8	88
5	9	89
5	A (10)	90
5	B (11)	91
5	C (12)	92
5	D (13)	93
5	E (14)	94
5	F (15)	95
6	0	96
6	1	97
6	2	98
6	3	99
6	4	100
6	5	101
6	6	102
6	7	103
6	8	104
6	9	105
6	A (10)	106
6	B (11)	107
6	C (12)	108
6	D (13)	109
6	E (14)	110
6	F (15)	111
7	0	112
7	1	113
7	2	114
7	3	115
7	4	116
7	5	117
7	6	118
7	7	119
7	8	120
7	9	121
7	A (10)	122
7	B (11)	123
7	C (12)	124
7	D (13)	125
7	E (14)	126
7	F (15)	127
8	0	128

Because Pathport devices use a base ten counter, starting at numeral one, to calculate universe number, there is no simple solution to represent ArtNet universe 0:0. The most elegant of many ungainly solutions was for Pathway devices to ignore this ArtNet universe. Pathway only supports 128 universe at this time.