



Vector to
DMX

Calc Pos.
w. Spot Pos,
Calc Spot Vec.



Calc POS

↳ Pos. Anchors (Static Setup)

⇒ Output dyn. TAG Pos.

Case A0A
(angle of arrival)

nothing TBD yet

Calc Vec

↳ Pos. Movinghead (Static Setup)
↳ relative to Anchor Setup

↳ Tag Pos.

⇒ Output Vector

calc Angle
(Vector) from
antennae inputs

Vec. to DMX

↳ convert Vector to Movinghead DMX

(maybe DMX is too "lightspecific" and
a more common format before DMX is better)