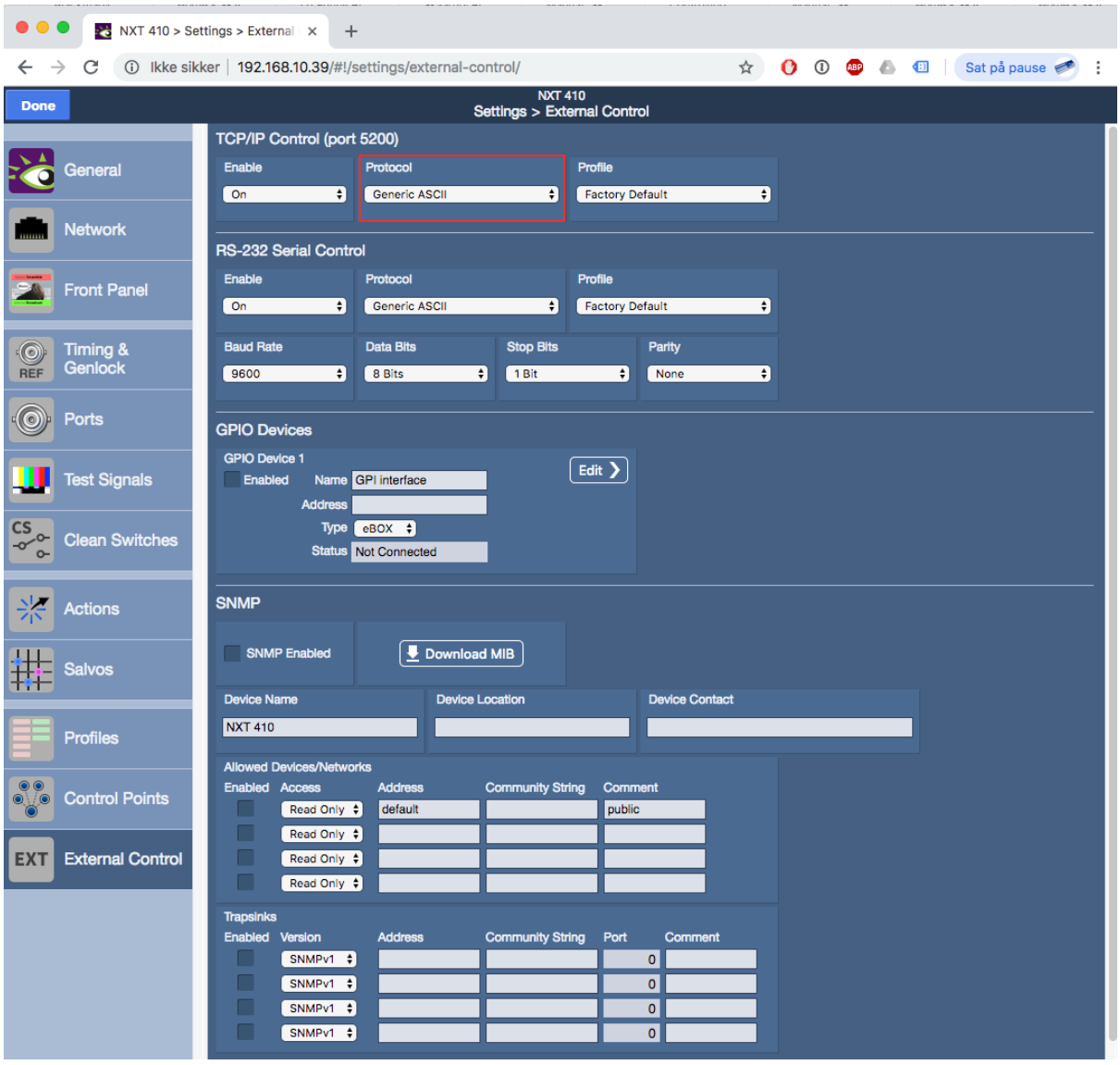
Device: Ensemble Design BrightEye NXT 450/900

Setup BrightEye NXT 450/900

Two steps must be performed in order for a SKAARHOJ controller to communicate with an Ensemble Designs BrightEye unit. Log into the web interface of the BrightEye to configure.

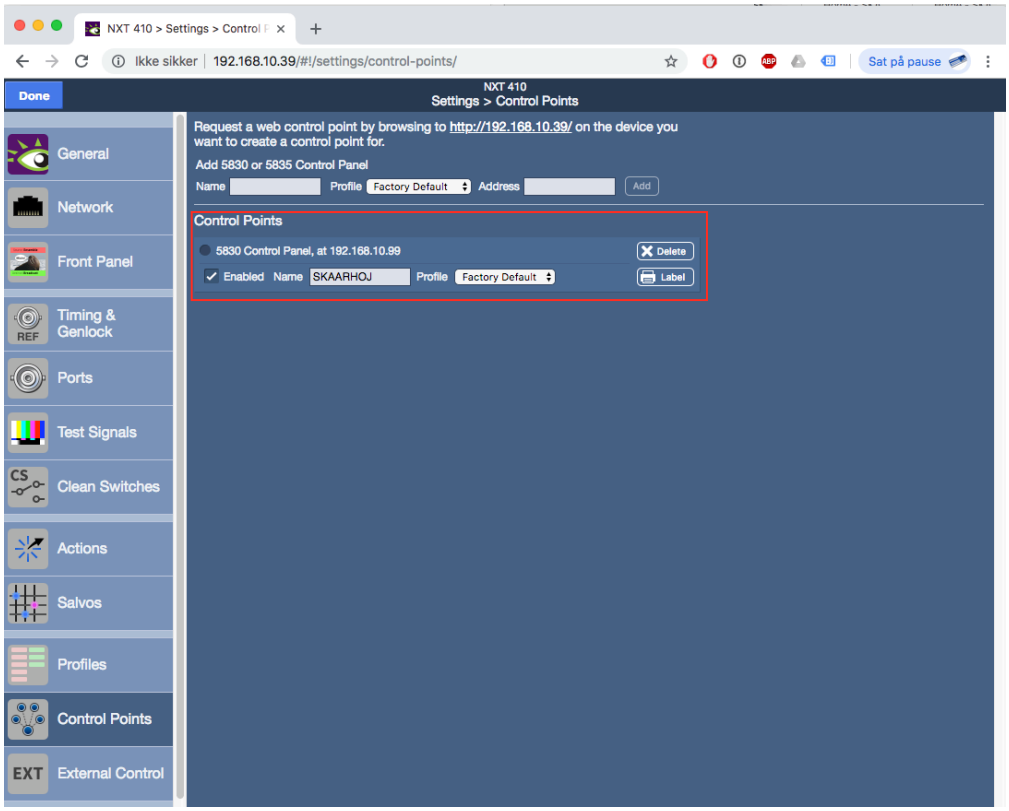
Protocol

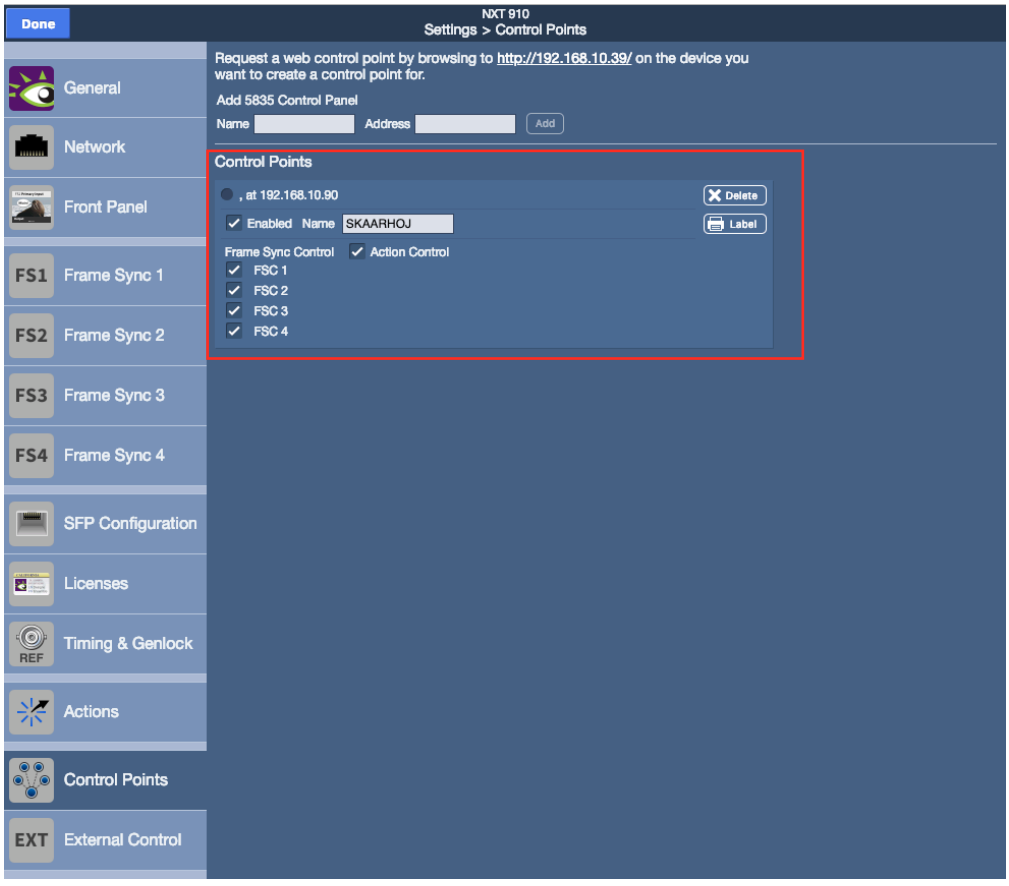
The protocol must be set to "Generic ASCII" in the "External Control" tab and TCP/IP control must be enabled.



Control Points

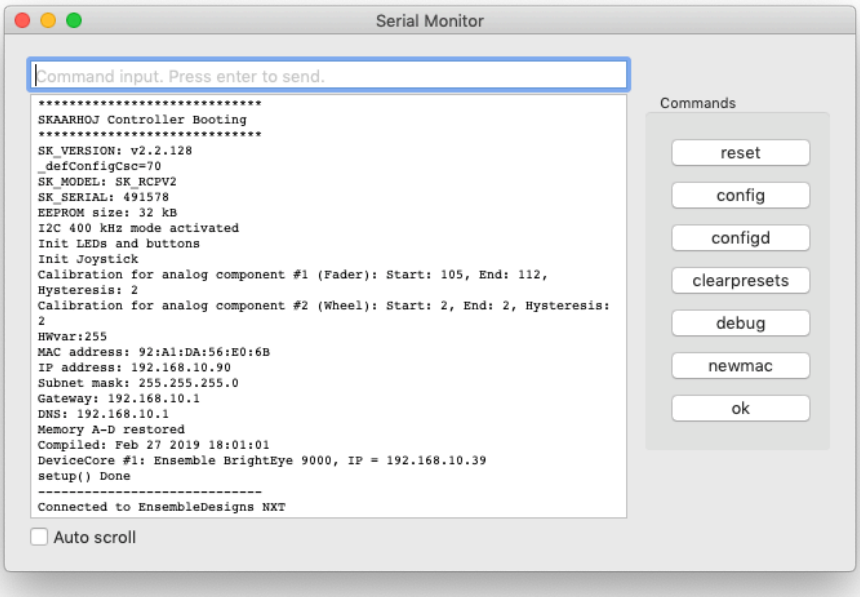
The SKAARHOJ controller must be added as a control point with propper IP address. The IP address set must match the IP address of the SKAARHOJ controller connected.





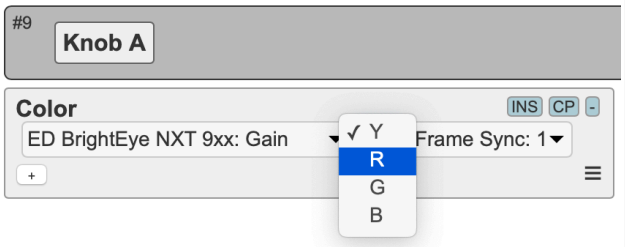
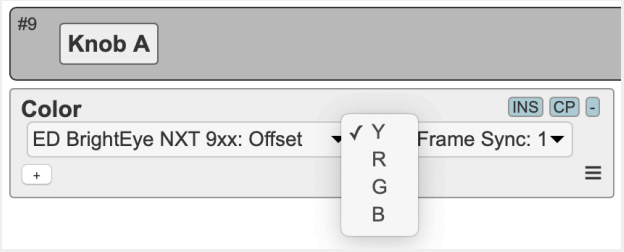
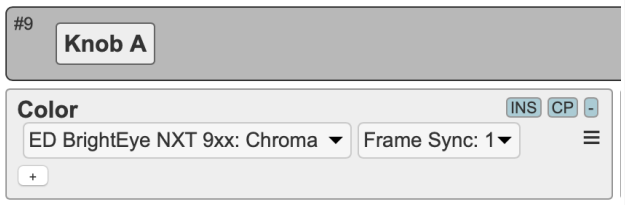
Confirmation of Connection

When a SKAARHOJ unit have successfully connected to the BrightEye NXT unit a message with "Connected to EnsembleDesigns NXT" will appear in the serial monitor.

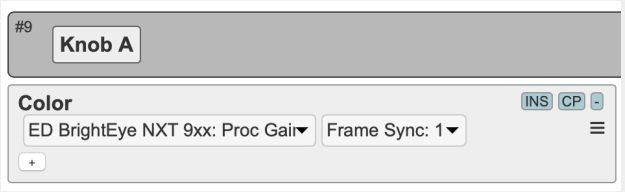


Action Details for NXT 910

This is a table of actions for the NXT910

Gain 	Control Gain YRGB *Binary triggers:* Not implemented *Pulse inputs:* Will cycle through the YRGB values for the selected Frame Sync. Press and hold will reset to unity. *Binary Outputs:* Not implemented *Analog Inputs:* Not implemented *Button Colors:* Not implemented *Displays:* "Gain-X/Value"
Offset 	Control Offset YRGB *Binary triggers:* Not implemented *Pulse inputs:* Cycle through the YRGB values for the selected Frame Sync. Press and hold will reset to unity. *Binary Outputs:* Not implemented *Analog Inputs:* Not implemented *Button Colors:* Not implemented *Displays:* "Offset-X/Value"
Hue 	Adjust Hue *Binary triggers:* Not implemented *Pulse inputs:* Cycle values for Hue. Press and hold will reset to unity. *Binary Outputs:* Not implemented *Analog Inputs:* Not implemented *Button Colors:* Default color implemented. *Displays:* "Hue/Value"
Pedestal 	Adjust Pedestal *Binary triggers:* Not implemented *Pulse inputs:* Cycle values for Pedestal. Press and hold will reset to unity. *Binary Outputs:* Not implemented *Analog Inputs:* Cycle values for Pedestal *Button Colors:* Default color implemented. *Displays:* "Pedestal/Value"
Chroma 	Adjust Chroma *Binary triggers:* Not implemented *Pulse inputs:* Cycle values for Chroma. Press and hold will reset to unity. *Binary Outputs:* Not implemented *Analog Inputs:* Not implemented *Button Colors:* Default color implemented. *Displays:* "Chroma/Value"

Proc Gain



Adjust Proc Gain

Binary triggers: Not implemented

Pulse inputs: Cycle values for Proc Gain. Press and hold will reset to unity.

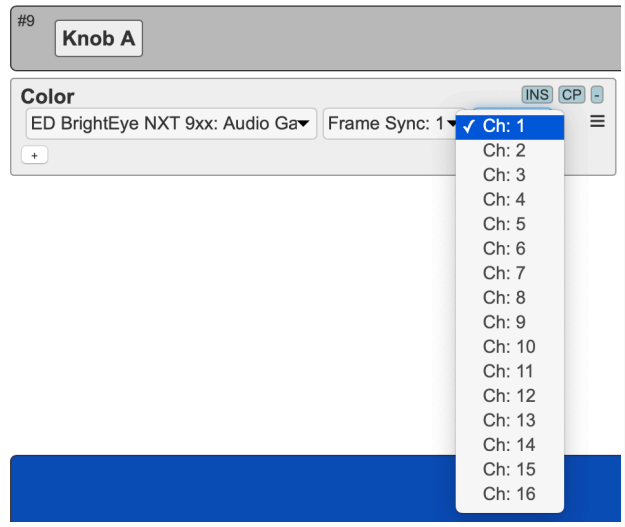
Binary Outputs: Not implemented

Analog Inputs: Cycle values for Proc Gain

Button Colors: Default color implemented.

Displays: "Pedestal/Value"

Audio Gain



Adjust Audio Gain for Channel 1-16

Binary triggers: Not implemented

Pulse inputs: Cycle values for Audio Gain. Press and hold will reset to unity.

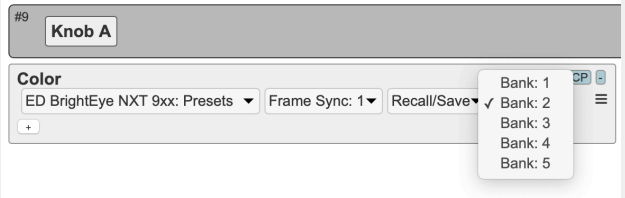
Binary Outputs: Not implemented

Analog Inputs: Not implemented

Button Colors: Default color implemented.

Displays: "Chroma/Value"

Presets



Save and reload presets

Binary triggers: If Save mode, the given color settings will be saved to the chosen bank. In Recall mode the color settings will be recalled. The button will blink for 10 seconds and if you push the button again within this period of time settings will revert back to the settings prior to the recall (which is stored in the hidden bank: 0). If Recall/Save mode the two functions are combined. Press and hold will Save. One press will recall. There is a total of 5 banks per Frame Sync.

Pulse inputs: Not implemented

Binary Outputs: Not implemented

Analog Inputs: Not implemented

Button Colors: Not implemented.

Displays: "Preset FSx/Preset Number"