

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.

Settings > External Control

TCP/IP Control (port 5200)

Enable	Protocol	Profile
On	Generic ASCII	Factory Default

RS-232 Serial Control

Enable	Protocol	Profile	
On	Generic ASCII	Factory Default	
Baud Rate	Data Bits	Stop Bits	Parity
9600	8 Bits	1 Bit	None

GPIO Devices

GPIO Device 1

Enabled	Name	GPI interface		Edit
	Address			
	Type	eBOX		
	Status	Not Connected		

SNMP

☒ SNMP Enabled [Download MIB](#)

Device Name	Device Location	Device Contact
NXT 410		

Allowed Devices/Networks

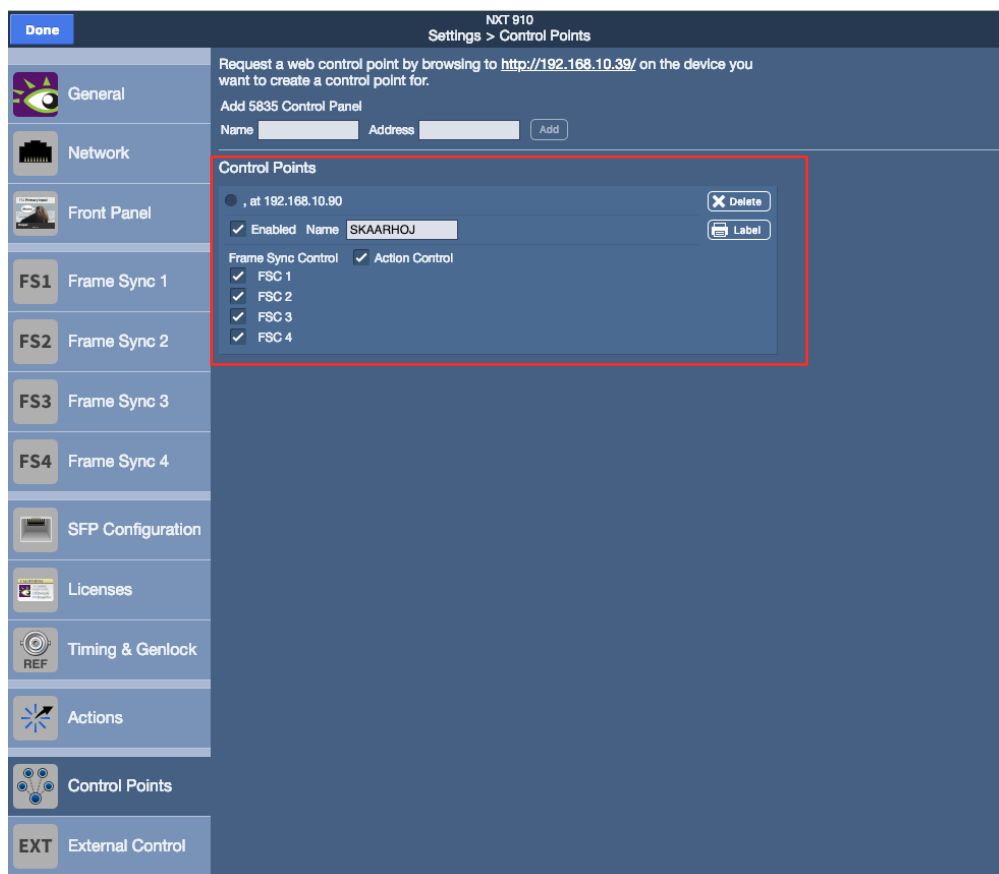
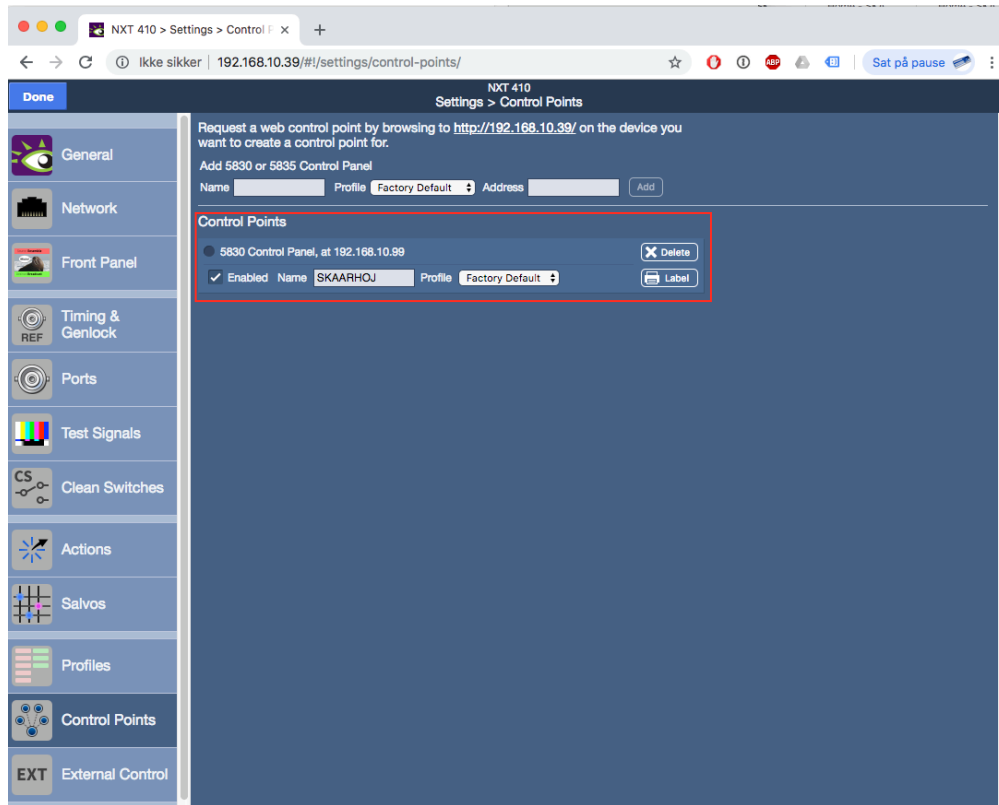
Enabled	Access	Address	Community String	Comment
<input type="checkbox"/>	Read Only	default		public
<input type="checkbox"/>	Read Only			
<input type="checkbox"/>	Read Only			
<input type="checkbox"/>	Read Only			

Trapsinks

Enabled	Version	Address	Community String	Port	Comment
<input type="checkbox"/>	SNMPv1			0	
<input type="checkbox"/>	SNMPv1			0	
<input type="checkbox"/>	SNMPv1			0	
<input type="checkbox"/>	SNMPv1			0	

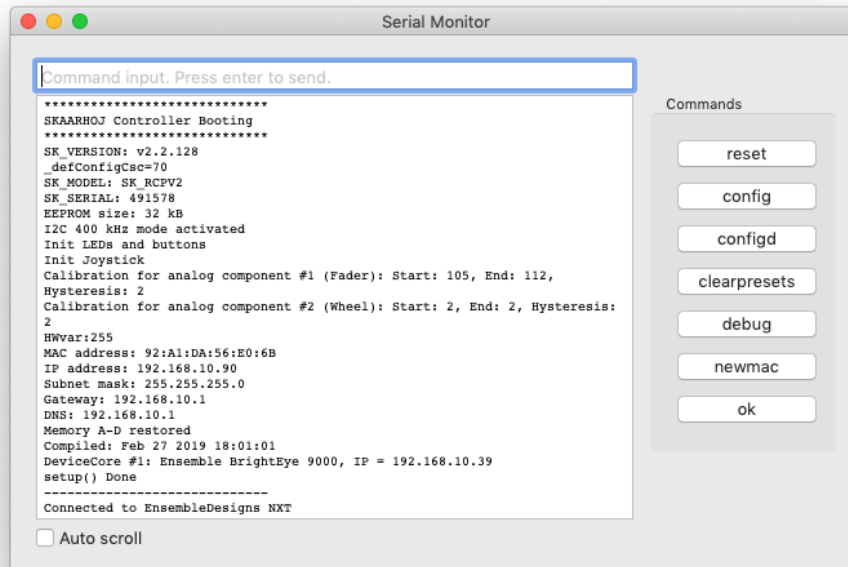
Control Points

The SKAARHOJ controller must be added as a control point with proper 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

<p>Gain</p> <p>#9 Knob A</p> <p>Color ED BrightEye NXT 9xx: Gain INS CP Frame Sync: 1</p> <p>Y R G B</p>	<p>Control Gain YRGB</p> <p><i>Binary triggers:</i> Not implemented</p> <p><i>Pulse inputs:</i> Will cycle through the YRGB values for the selected Frame Sync. Press and hold will reset to unity.</p> <p><i>Binary Outputs:</i> Not implemented</p> <p><i>Analog Inputs:</i> Not implemented</p> <p><i>Button Colors:</i> Not implemented</p> <p><i>Displays:</i> "Gain-X/Value"</p>
<p>Offset</p> <p>#9 Knob A</p> <p>Color ED BrightEye NXT 9xx: Offset INS CP Frame Sync: 1</p> <p>Y R G B</p>	<p>Control Offset YRGB</p> <p><i>Binary triggers:</i> Not implemented</p> <p><i>Pulse inputs:</i> Cycle through the YRGB values for the selected Frame Sync. Press and hold will reset to unity.</p> <p><i>Binary Outputs:</i> Not implemented</p> <p><i>Analog Inputs:</i> Not implemented</p> <p><i>Button Colors:</i> Not implemented</p> <p><i>Displays:</i> "Offset-X/Value"</p>
<p>Hue</p> <p>#9 Knob A</p> <p>Color ED BrightEye NXT 9xx: Hue INS CP Frame Sync: 1</p>	<p>Adjust Hue</p> <p><i>Binary triggers:</i> Not implemented</p> <p><i>Pulse inputs:</i> Cycle values for Hue. Press and hold will reset to unity.</p> <p><i>Binary Outputs:</i> Not implemented</p> <p><i>Analog Inputs:</i> Not implemented</p> <p><i>Button Colors:</i> Default color implemented.</p> <p><i>Displays:</i> "Hue/Value"</p>
<p>Pedestal</p> <p>#9 Knob A</p> <p>Color ED BrightEye NXT 9xx: Pedestal INS CP Frame Sync: 1</p>	<p>Adjust Pedestal</p> <p><i>Binary triggers:</i> Not implemented</p> <p><i>Pulse inputs:</i> Cycle values for Pedestal. Press and hold will reset to unity.</p> <p><i>Binary Outputs:</i> Not implemented</p> <p><i>Analog Inputs:</i> Cycle values for Pedestal</p> <p><i>Button Colors:</i> Default color implemented.</p> <p><i>Displays:</i> "Pedestal/Value"</p>
<p>Chroma</p> <p>#9 Knob A</p> <p>Color ED BrightEye NXT 9xx: Chroma INS CP Frame Sync: 1</p>	<p>Adjust Chroma</p> <p><i>Binary triggers:</i> Not implemented</p> <p><i>Pulse inputs:</i> Cycle values for Chroma. Press and hold will reset to unity.</p> <p><i>Binary Outputs:</i> Not implemented</p> <p><i>Analog Inputs:</i> Not implemented</p> <p><i>Button Colors:</i> Default color implemented.</p> <p><i>Displays:</i> "Chroma/Value"</p>

Proc Gain

#9 Knob A

Color

ED BrightEye NXT 9xx: Proc Gain Frame Sync: 1

INS CP

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"

Adjust Audio Gain for Channel 1-16

Audio Gain

#9 Knob A

Color

ED BrightEye NXT 9xx: Audio Ga Frame Sync: 1 Ch: 1

INS CP

Ch: 2
Ch: 3
Ch: 4
Ch: 5
Ch: 6
Ch: 7
Ch: 8
Ch: 9
Ch: 10
Ch: 11
Ch: 12
Ch: 13
Ch: 14
Ch: 15
Ch: 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

#9 Knob A

Color

ED BrightEye NXT 9xx: Presets Frame Sync: 1 Recall/Save Bank: 1

INS CP

Bank: 2
Bank: 3
Bank: 4
Bank: 5

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. **Please notice: The preset save/recall is not presets from the NXT itself, but parameters stored locally on the SKAARHOJ panel. The preset save/recall on the NXT itself are not exposed in the protocol.**

Pulse inputs: Not implemented

Binary Outputs: Not implemented

Analog Inputs: Not implemented

Button Colors:

Notice: Button Color feedback is universal per bank and not per frame sync. So when saving a preset to Bank: 1 for Frame Sync: 1 it will light up for Bank: 1 for Frame Sync: 2-3 even though no settings are stored for these Frame Syncs.

In Recall/Save: When press and hold for save - Green

In Recall/Save: When Recall - Highlighted

Displays: "Preset FSx/Preset Number"