|| AIR LAB Ceiling Rig DMX map

RGB ID
DMX

Flood ID
DMX

Block ID
DMX

For ID 1-8: 6 DMX adresses pr device:

Alpha = DMX
Red = DMX + 1
Blue = DMX + 2
Green = DMX + 3
Green [fine] = DMX + 4
White = DMX + 5

For ID 10-19: 5 DMX adresses pr device:

Red = DMX
Green = DMX + 1
Blue = DMX + 2
= DMX + 3
Strobe = DMX + 4

Flood lamps have 2 DMX adresses pr device

Cool white = DMX
Warm white = DMX + 1
On/Off = See Map

Dimmer Blocks have 4 DMX adresses pr device

A DMX message consists of a DMX address [1-512] annotated by a c, and a value [0-255] annotated by a w.
A given DMX device will fill out n numbers of consecutive channels, depending on their specifications. Their channels are set on the device itself.

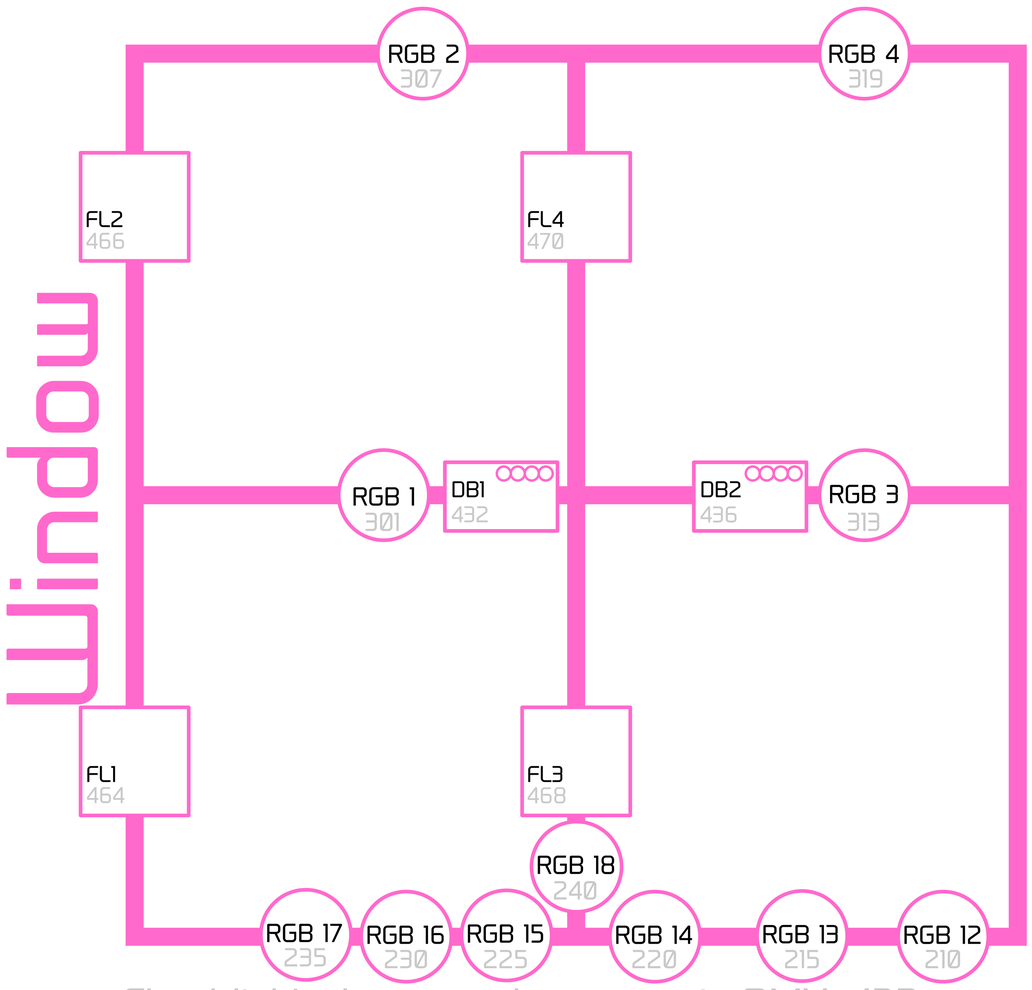
Turning on RGB 5 with red light would demand 2 messages and would look like this:

```
325c255w , 326c255w
```

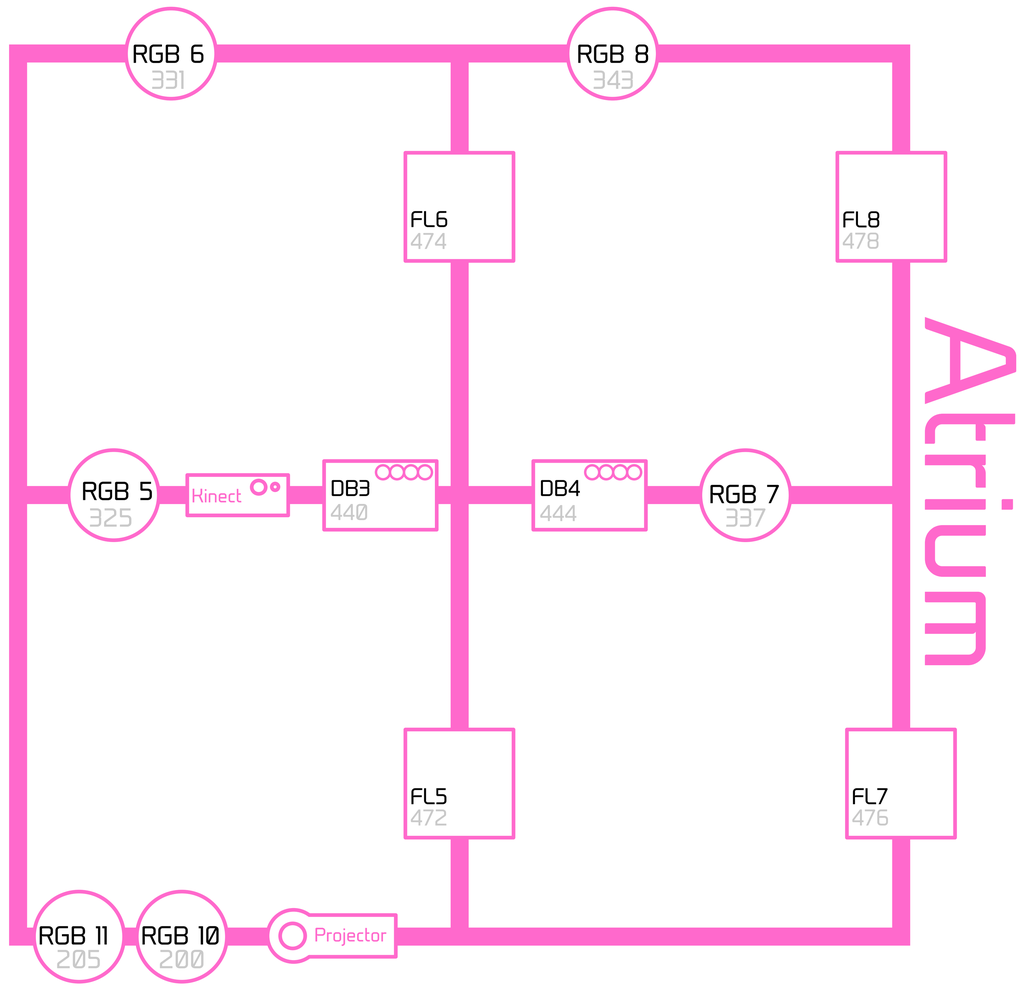
In code it might be concatonated into a message in a manner similar to this:

```
DMX + "c" + 255 + "w" , ( DMX + 1 ) + "c" + v255 + "w"
```

If you are in AIR LAB, try experimenting with the lights by connecting the Ceiling Rig DMX Controller USB cable to your computer and opening up the Arduino IDE. This was you can manually write DMX messages into the serial monitor.



Flood lights here needs power via DMX: 432
On = 255 || Off = 0



Flood lights here needs power via DMX: 444
On = 255 || Off = 0

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