

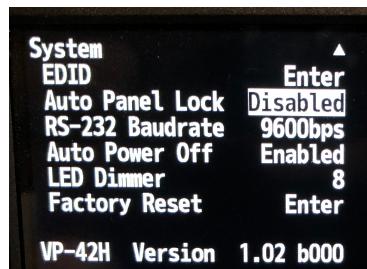
Device: Roland VP-42HD



Introduction

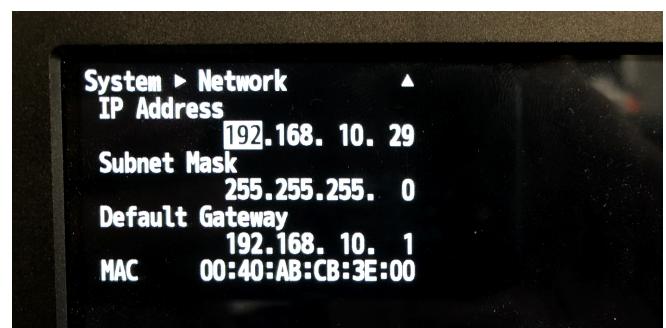
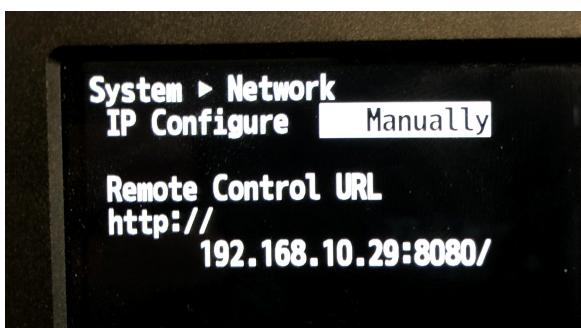
A number of parameters on the Roland VP-42H Video Processor can be controlled from a SKAARHOJ control panel. The complete feature set is not implemented but a large variety of actions can be found. This document gives you an overview of possible control parameters. Control of the Video Processor is via IP.

The implementation have been done on a VP-42H with version 1.02 b000



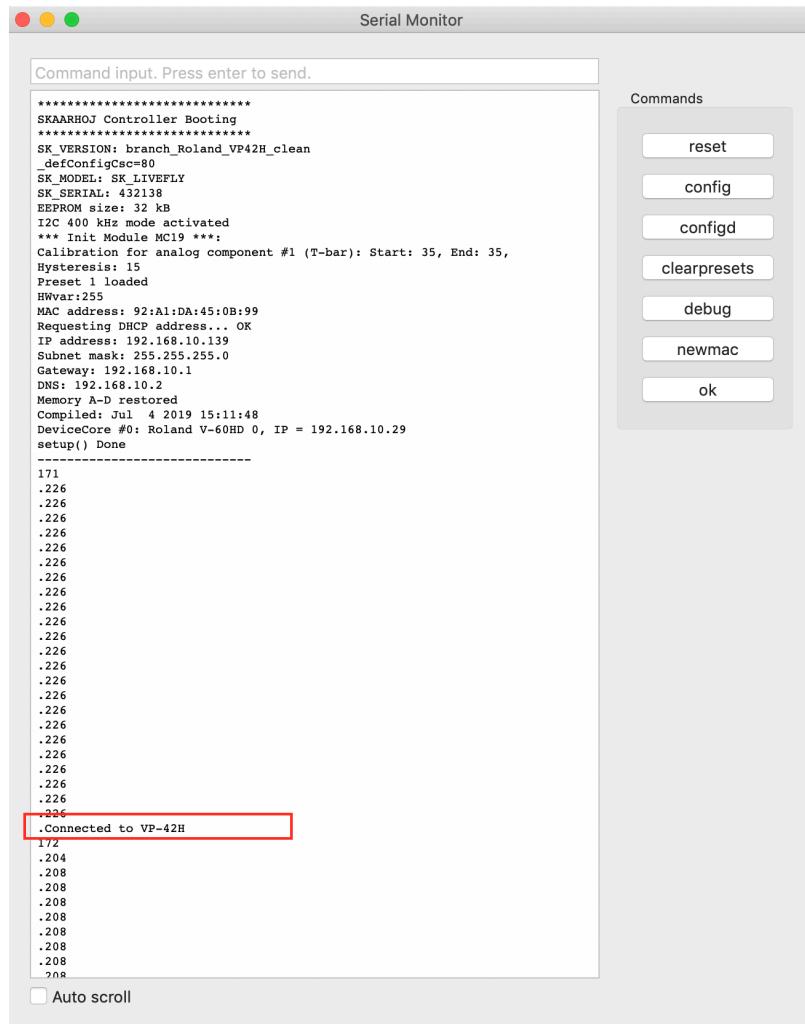
Connection

In order to control the VP-42H a fixed IP address must be set in the menu. The IP address here must match the IP address of the Roland VP-42H Device Core.

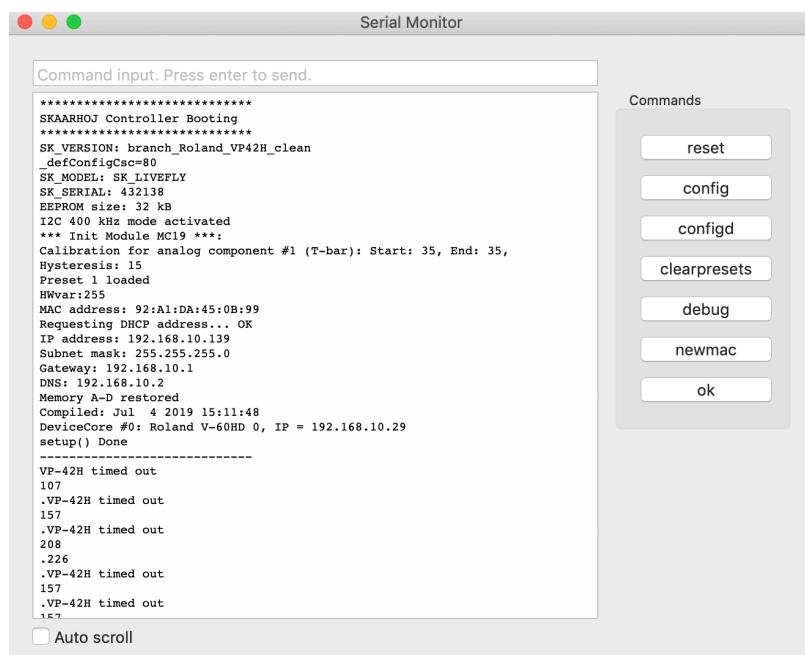


SKAARHOJ DEVICE CORES

When a SKAARHOJ device have successfully connected to the VP-42H the serial monitor will report "Connected to VP-42H". Notice it can take a while before connection have been established.



If the SKAARHOJ device are unable to locate the Roland Video Processor on the network the serial monitor will report:



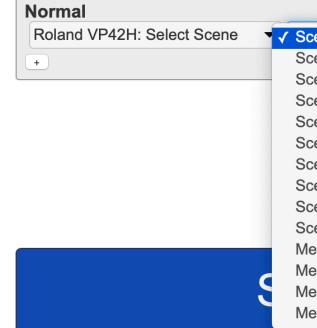
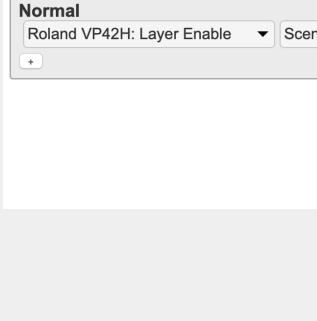
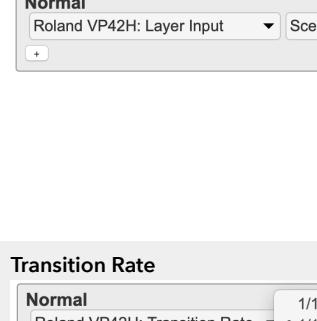
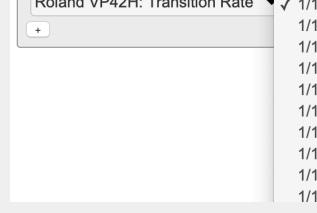
SKAARHOJ DEVICE CORES

If connection have been lost to the Roland Video Processor it will reconnect but it can take up to 20/30 seconds.

This is a overview of the actions implemented in the Device Core

- ✓ Roland VP42H: Select Scene
- Roland VP42H: Layer Enable
- Roland VP42H: Layer Input
- Roland VP42H: Transition Rate

This is a table of actions for Roland VP-42H Device Core

Select Scene 	<p>Select between the 10 Scene options</p> <p><i>Binary triggers:</i> Sets the selected Scene</p> <p><i>Pulse inputs:</i> Selects next/previous Scene</p> <p><i>Binary outputs:</i> Not implemented</p> <p><i>Displays:</i> "Scene/x" (When in transition x -> y)</p> <p><i>Button colors:</i> Highlighted when selected, otherwise dim. When in transition between two Scenes yellow highlighted.</p>
Layer Enable 	<p>Enable Layers for a selected Scene</p> <p><i>Binary triggers:</i> If Toggle Layer turns on/off. With On/Off the layer turns on/off. With Hold Down the selected Layer is active as long a hold down action is engaged. If the layer was already on, a release with a hold down setting will turn the layer off.</p> <p><i>Pulse inputs:</i> Not implemented</p> <p><i>Binary outputs:</i> Not implemented</p> <p><i>Displays:</i> "Scene x/Layer: y/Status: 0/1" (0=off, 1=on)</p> <p><i>Button colors:</i> Highlighted when on, otherwise dim</p>
Layer Input 	<p>Selects Input for Scene/Layer combination</p> <p><i>Binary inputs:</i> Sets Input 1-4 + Black for chosen Scene and Layer</p> <p><i>Pulse inputs:</i> Not implemented</p> <p><i>Binary outputs:</i> Not implemented</p> <p><i>Displays:</i> "Scene: x/Layer: y/Input 1-5" (1-4=Input 1-4, 5=Black)</p> <p><i>Button colors:</i> Highlighted when conditions match</p>
Transition Rate 	<p>Sets the Transition Rate between 0.0s to 4.0s</p> <p><i>Binary inputs:</i> Sets transition rate to the selected value</p> <p><i>Pulse inputs:</i> Cycle through possible transition rates</p> <p><i>Binary outputs:</i> Not implemented</p> <p><i>Displays:</i> "Trans Time/x"</p> <p><i>Button colors:</i> Highlighted when Transition Rate match selected values</p>