**Mestra**

Introduction

Michel Keijzers, © 2017

# History

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|  |  |
| --- | --- |
| **Date/period** | **Actions** |
| Nov 8, 2017 | Initial Version |

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# Introduction

Mestra stands for MESsage TRAnsformer.

It contains of several parts:

* External computer application, which is used to configure rules.
* Controller, which contains the rules and receives, processes and sends messages to the slave devices. This device is mandatory.
* Slave devices, which can be used to add outside interfaces (like MIDI, DMX etc) to the system. At least one slave device is needed to have a useful Mestra system.
* GUI, which is a special (slave) device to be able to see useful data displayed and enter (simple) rules.