JDC2 IP

PRELIMINARY

Quick User Guide

Rev. 20240528-1
Firmware V0.6.1

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Document History

Revision Version	Note
20240417-1	PRELIMINARY - DRAFT VERSION
20240527-1	PRELIMINARY - DRAFT VERSION – Update for V0.6.1
20240528-1	small corrections from 20240527-1 / DMX Channel Index seperated

GLP® JDC2 IP Quick User Guide – Revision 20240528-1 – SW Version V0.6.1

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Inhalt

IMPORTANT INFORMATION

The hardware of the GLP JDC2 IP is fully developed, and all components are fully implemented in series production.

The JDC2 firmware versions 0.5.0 and 0.5.2 are on BETA status only with limited and development feature functionality. Firmware version 0.6.1 will lift the software to a release software version with higher show proof level.

We strongly recommend updating all your JDC2 fixtures to minimum firmware version 0V0.6.1 to higher.

➔ The DMX Channel Index with its functionalities has been finalized. Changes in DMX channels are not expected. May be little channel function adjustments could happen but are not expected.

➔ For optimal functionality, the timings, functions, temperature management, fan modes, etc. will be revised in the next few weeks. Please expect optimizations with the next firmware updates. This is a normal situation within the first month after product shipping release. **Read Firmware Update Logfiles for more information before upgrade the fixture!**

➔ **Note that the DigiFX selection in V0.5.0 and V0.5.2 was for development purposes only. This selection will be significantly adjusted in terms of selection, order, effects, and functionality. DigiFX could remove or change completely.**

With Version V0.6.1 the first official DigiFX selection are fixed on position. All non-released DigiFXs are hide out as they are not show-proof and could be changed in future updates. To un-hide these DigiFX enable Experimental DigiFX at Fixture Settings.
Do not use experimental DigiFX if you expect a firmware update during your shows.
Read Firmware Update Logfiles for more information before upgrade the fixture!

➔ **ArtNet and sACN functionality are not currently implemented** in the software but will be implemented soon - **control is currently only possible via DMX cable!**
Read Firmware Update Logfiles for more information before upgrade the fixture!

➔ The NDI ports 1 and 2 can be used via the internal gigabit ports – Currently we suggest to only use NDI Port 1 and 2 with absolute positioning. NDI ports 3 and 4 are initially reserved for GLP FVP Protocol. For more information contact your local GLP Product Specialist.

➔ The fixture has a physically pixel matrix of 54x34 pixel. The Firmware Version V0.5.0 does only captured these physically 54x34 pixel. From firmware > V0.5.2 the fixture will capture a virtual resolution of 54x36 pixel to offset the pixel gap of the LED Beam Line.

About this document

The following quick guide gives you an overview of the most relevant features. This quick manual is just a draft version of the upcoming full user manual documents.

Some of the features may be not fully implemented so far. These features are marked with "under development". Do not use these features for pre-programming shows ! If used, stay on the firmware version, and do not update the fixture for the show. Read Firmware Update Logfiles for more information before upgrade the fixture! For pre-programming and to find out exactly what functions are affected, please contact our local Product Specialist.

Product Documentation

General Fixture Information

The GLP JDC2 IP is an innovative LED Fixture which combines a powerful white LED Strobe line (BEAM) and a colorful RGB LED Strobe (PLATE). The RGB LED Strobe (PLATE) can be individual pixel controlled for amazing dynamic effects. The resolution of the individual controllable RGB pixel allows a wide range of digital effects and makes it possible to integrate the fixture in more dramatic and detail lighting scene designs.

To keep the control of all the pixels simple there are plenty of dynamic digital effects (DigiFX) implemented which can easily manipulated by the lighting operator. For more flexibility it is also possible to select external NDI video streams, which allows to quickly capture a live video stream or external content coming from a media server.

NOTE: Art-Net and sACN currently not implemented!

General Fixture Structure

The GLP JDC2 IP is split into three modules:

- **1st module** is the **Main Module Beam** (BEAM) which give you control over the white strobe LED line. Most of the control modes also offer a pattern engine for quick dynamic effects and the strobe line.

- **2nd Module** is the **Main Module Plate** (PLATE) which gives you control over the RGB LED plates, above and below the strobe line (BEAM). Most of the control modes offer a wide range of DigiFXs for RGB-Plates and allow to replay the content of external NDI streams.

- **3rd / 4th Modules** are extra sub modules which can be used as background or mapping layer. Depending on the control mode it is possible to control all pixels as one group, control 12 or 24 segments of the plates or control the pixels individually (in progress)

Control Channels

Tilt

The fixture offers a motorized tilt with auto position correction (Position Feedback) in 16-bit resolution. When the fixture is standing on the ground, an increase of tilt values will turn the head to front (stage). Decreasing tilt values will turn the head to the back. The Tilt function can be inverted *(→ Fixture Settings/P/T Invert)*.The position feedback (Auto Position Correction) function will bring back the fixture into correct position if it was unintentionally removed from the correct position.

Intensity (Dimmer)

The Intensity Channel controls the output or intensity of the related fixture module (Beam / Plate) in 16-bit resolution. Different dimming curve options are available. You can select the dimming curve using the control panel *(→ Fixture Settings/Dimmer Curve)*, DMX *(→ see DMX Control Channel)* or by RDM.

Duration

Using the Flash Duration Channel the operator can adjust the length of a flash from super short to long flashes. It is possible to change the behavior of the duration control from normal to percentage by control panel (→ Fixture Settings/Duration Control), by DMX (→ see DMX Control Channel) and by RDM.

If the Intensity Effects Channel is set to an intensity effect the Duration Channel will also affect the performance of the selected intensity effect. How the effect will be adjusted is depending on the selected effect.

Rate (Shutter)

The operator can adjust the interval between flashes or the speed of Intensity Effects.
If the Intensity Effects Channel is set to DMX 000..004 the Rate Channel will perform as a standard Strobe Channel and will adjust the strobe speed as follow:

- At DMX 000..004 the fixture will not flash anyway (Shutter Blackout)
- At DMX 255 the fixture will perform a continuous on (Shutter Open)
- In-between the above values the fixture will perform flashes with long interval to super short interval.

If the Intensity Effects Channel is set to an intensity effect the Rate Channel will also affect the performance of the selected intensity effect. How the effect will be adjusted is depending on the selected effect.

Intensity Effects (Shutter Mode)

The operator can select between different Intensity effects. At DMX 000 all intensity effects are disabled and there will be normal Flashes performing on all pixels at the same time.

CTC (Color Temperature Control)

The plate control offers a separate Color Temperature Correction Channel (CTC) which allows a comfortable shift in color temperature between 10000K to 2500K. Remember, to get the correct CTC color temperature all color mix channels need to be set to 100%, if they are not at 100% the system will mix color relative to the selected white point of the CTC Channel. At DMX 000 the open color temperature depended on the selected white point *(→ Fixture Settings/White Point).*

Pattern Control (Beam)

Different static and dynamic patterns are available for the white strobe segments (BEAM).

A static pattern is a fix pattern with only one pattern step. This allows you a very quick selection of a non-dynamic effect. An active pixel shows the selected pattern intensity while an inactive pixel is fully transparent. The Pattern Speed/Step channel has no effect on static patterns.

A dynamic pattern is a sequence of multiple pattern steps and has active and inactive pixel. An active pixel shows the selected pattern color while an inactive pixel is fully transparent. The pattern steps can automatically change continuously *(→ Pattern Speed)* or a special step can be chosen directly *(→ Pattern Index)*.

By using the Mix Priority Channel, you can decide how the output of the main module and the sub modules should be mixed or merged.

FX Pattern Select

At Pattern Select the operator can select the pattern they want to use. There are >50 static patterns and >50 dynamic patterns available. The dynamic patterns offer multiple pattern steps for individual step selection or continuous step-chasers. Pattern 0 (DMX 000) is the idle pattern and just set all pixel active. The Random-Pixel-FX Pattern at the end of the Pattern Select channel will randomly select pixels which creates a great sparkle effect.

FX Pattern Step Speed

As a dynamic pattern is a sequence of multiple patterns steps the operator can choose between an automatic run-through the pattern steps continuously with different speeds clockwise or counterclockwise or select one of the available specific pattern steps. Note that different patterns have a different number of patterns steps which can cause different effect behavior.

FX pattern Crossfade

With the cross-fade effect channel the operator can choose the behavior how one pattern-step of a pattern should change into the next pattern-step. This can be a snap, a normal cross fade, or a fade with tail (quick fade In and variable long fade out).

FX Pattern Transition

With transition effect the operator can chose the behavior how a Pattern A will change into Pattern B. This can be a snap, soft cross fade, Fade over Blackout (FOB) or Fade over Full (FOF).

Mix Priority

The Mix Priority Channel lets the user decide how the color mix output of the main module and the color mix output of the sub modules will be merged or which value has higher priority.

The default setting (DMX 000) is "Main & Sub (HTP)" where the highest color value of main or sub modules defines the resulting value of the output color.

Using this channel the user can change to the following settings:

- **Main & Sub (HTP)** - the highest color value of main- or sub modules defines the resulting color value of the color.
- **Main Only** - The color value of the sub fixture will be ignored. The resulting color value is the values of the main color value.
- **Sub Only** - The color value of the main fixture will be ignored. The resulting color value is the values of the sub color value.
- **Main + Sub additive** - The color value of the sub modules will be added to the color value of the main color value. The resulting color value is the sum of both values.
- **Main - Sub subtractive** - The color value of the sub fixture will be subtracted from the color value of the main color value.
- **Sub - Main subtractive** - The color value of the main fixture will be subtracted from the color value of the sub color value.
- **TrueColor 1 : Main over Sub Snap -** Color Output from the sub modules stays in the background. Color Output from the main module has higher priority and will not mix with the Sub color. As soon the color output value of the main module is >0 the Sub color will black out and the Main color will appear.
- **TrueColor 2 : Sub over Main Snap** - Color Output from the main module stays in the background. Color Output from the sub modules has higher priority and will not mix with the main color. As soon the color output value of the sub module is >0 the main color will black out and the sub color will appear.
- **TrueColor 3 : Main over Sub Crossfade** - Color Output from the sub modules stays in the background and the Color Output from the main module has higher priority. If you fade in a Main color, the Sub color will cross fade to the Main color.
- **TrueColor 4 : Sub over Main Crossfade** - Color Output from the main module stays in the background and the Color Output from the sub modules has higher priority. If you fade in a Main color, the Sub color will cross fade to the Main color.
- **Crossfade between** Main Only … Main & Sub (HTP) … Sub Only

Control / Special Channel

A special Control/Setting channel allows to do selected fixture settings by DMX. This could be very helpful if fixture performance should be adjusted during the show or just for special scenes. To enable one of the settings the DMX Value need to be set and hold for some seconds to be activated.

To trigger the reset functionality of the fixture using the control channel, the DMX value for this function need to be set for 3s. If you want to trigger an additional Reset using the control channel, the Reset DMX value need to be left first and then set again. This should avoid an unwanted Reset-Looping if the fixture is patched wrong.
NOTE: Not all settings are implemented so far

DigiFX and NDI Control

The 2nd main module gives control over the RGB Plate LEDs as one group.

As long no DigiFX or NDI Stream is selected (DMX 000) all plate LEDs are performing as one group.
The color output can then easily be mixed using the RGB Color Channel Set A.
Color Channel Set B has no function.

If a DigiFX is selected the plate LEDs are performing the selected internal digital effect.
The color output of the DigiFX can then easily be adjusted using the RGB Color Channel Set A and B.

If an NDI Input is selected the plate LEDs are performing the content of the external NDI signal.
The color output of the NDI source can then easily be adjusted using the RGB Color Channel Set A.
Color Channel Set B has no function.

**Note that the DigiFX selection in V0.5.0 and V0.5.2 is for development purposes only.
This selection will be significantly adjusted in terms of selection, order, effects, and functionality.
DigiFX could remove or change completely.**

**With Version V0.6.1 the first official DigiFX selection are fixed on position.
All non-released DigiFXs are hide out as they are not show-proof and could be changed in future
updates. To un-hide these DigiFX enable Experimental DigiFX at Fixture Settings
(→ FIXTURE SETTINGS / EXPERIMENTAL DiGiFX)**

**Do not use experimental DigiFX if you expect a firmware update during your shows.
Read Firmware Update Logfiles for more information before upgrade the fixture!**

**The NDI ports 1 and 2 can be used via the internal gigabit ports – Currently only NDI Port 1 and 2 is
working with absolute positioning. NDI ports 3 and 4 are initially reserved for GLP FVP Protocol.
For more information contact your local GLP Product Specialist.**

General DigiFX Information

With the internal DigiFXs, the GLP JDC2 offers a completely new way to generate breathtaking effects in a short time. These DigiFX are elaborately developed by our development team. To offer you the best possible performance and easy handling, the DigiFX are sorted into different quality categories.

1.) Simple 2-Color DigiFX

A 2-Color DigiFX is a 2-Layer effect with the option to adjustable each of the layer colors separately (RGB-A and RGB-B). These simple 2-Layer effect gives easy color control to the user. As the color control is limited to two colors only, these effects can look less realistic or multi-dimensional compared to the multicolor DigiFXs.

Example:

The DigiFX runs two effects in two Layer combined.
RGB-A-Color-Mix allows to adjust the color of the first effect running in layer 1.
RGB-B-Color-Mix allows to adjust the color of the second effect running in layer 2.
The default color mix settings are RGB1: 100%,100%,100% and RGB2: 0%,0%,0%.

2.) Multicolor DigiFX

Most of the multicolor DigiFX are multi-Layer effects with the option to adjustable the layer colors separately (RGB-A and RGB-B).

Additionally, to the normal Colors RGB-A and RGB-B the effect also shows additional automatically created colors. As the color control is not limited to two colors only and additional colors are automatically generated to the effect. These effects look much more realistic with multi-dimensional compared to the 2-Color DigiFXs.

At some multicolor DigiFXs the adjustable colors (RGB-A and RGB-B) will shift colors instead of a standard mix-colors.

3.) Experimental DigiFX

Since the development of DigiFX is very complex and we want to offer an optimal mix of 2-color and multicolor effects, we select DigiFX very carefully. In the default setting state of the JDC2, only officially released DigiFX are displayed, which offer reliable content for shows and pre-programming.

Additionally, non-confirmed DigiFX can be activated via the fixture setting "Experimental DigiFXs". As soon an experimental DigiFX is finalized it will move to the official released DigiFX selection.

Menu Structure:

Experimental DigiFXs	Disabled	Will hide all experimental DigiFX and shows only showproof released DigiFX
	Enabled	Will show all showproof released DigiFX but also all non-showproof "experimental" DigiFXs. ⚠ "experimental" DigiFXs will may change with Firmware Update !

DMX Control Channel:

Experimental DigiFXs: **DISABLED**	224	225		(3s hold) - Default
Experimental DigiFXs: ENABLED	226	227		(3s hold)

DigiFX Control

If a DigiFX is selected, the Plate LEDs will perform one of multiple amazing DigiFXs. The selection, control and manipulation options allow a very flexible individualization of the original DigiFX.

Each DigiFX is based on two colors A and B and the default color is mostly white. To adjust the color of a DigiFX the user can change two separate colors with the RGB Color Channel Set A and B.
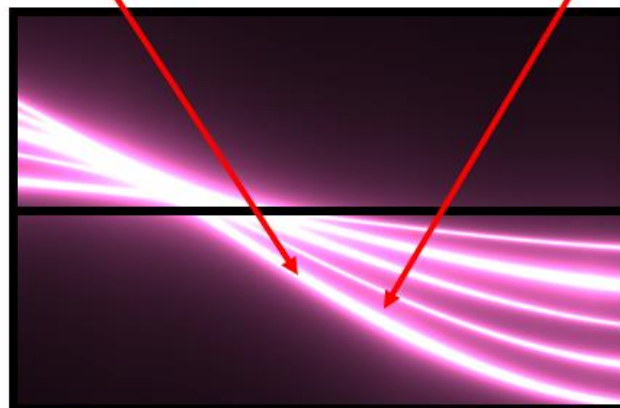

DigiFX Presets Channel
(UNDER DEVELOPMENT)

The DigiFX Preset channel give a quick access to a wide selection of pre-programmed effects, incl. color manipulation, etc..
NOTE: All preset slots are currently empty. → Will be implemented later.

DigiFX Speed Channel

The DigiFX Speed channel let you manipulate the original speed of the DigiFX.

NOTE: DigiFX speeds may change for an optimal performance.

DigiFX Positioning Channels (x,y)

A DigiFX is a coded digital effect within a 20x20 fixture matrix.

The pixel resolution of the JDC2 fixture is much smaller than the generated DigiFX itself so it is necessary to define the position of the fixture capture area in the DigiFX content.

The virtual pixel resolution of the JDC2 capture frame is 54 x 36px (→ physically 54 x 2*16).
You can move the JDC2 capture area through the effect by using the X and Y positioning channels.

> ➔ **If you want to show the identical effect at all fixtures,**
>   **set all fixtures to the same x-y-position.**

> ➔ **If you want that each fixture looks different,**
>   **set the fixture capture area to individual x-y-positions.**

The DigiFX positioning is possible from:

|	DMX 000 0%	DMX 32768 50%	DMX 65536 100%
X	Left fixture of the 20x20 fixture matrix	Center of the 20x20 Fixture Matrix	Right Fixture of the 20x20 fixture matrix
Y	Top fixture of the 20x20 fixture matrix	Center of the 20x20 Fixture Matrix	Bottom fixture of the 20x20 fixture matrix

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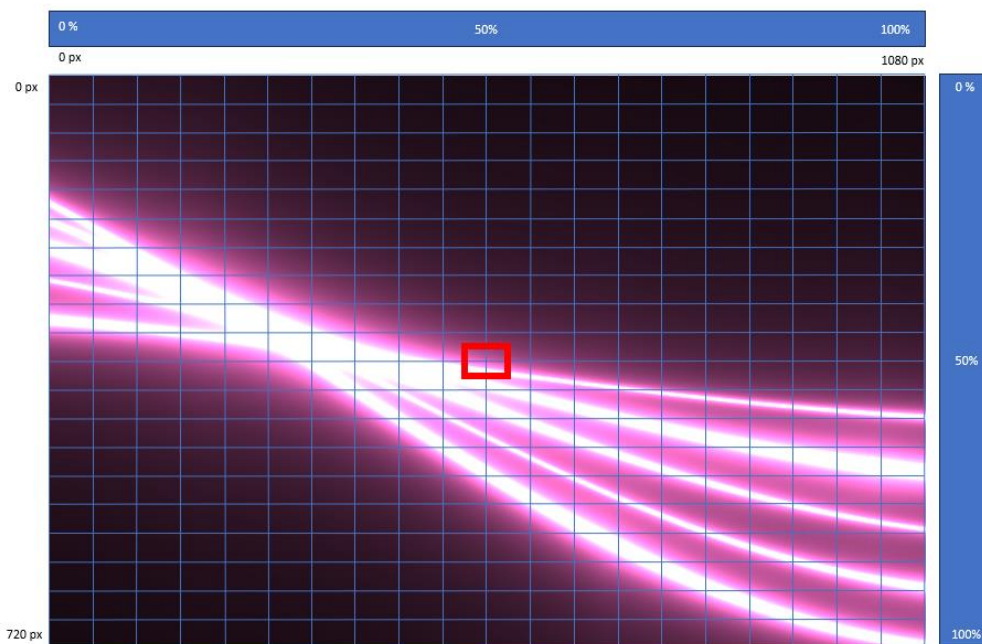
DigiFX Scale Channel

Using the DigiFX Scale channel let you scale the capture frame to zoom in or out the DigiFX content. You can scale the content smaller by factor 10 and bigger by factor 20 (→ to match the 20x20 fixture matrix).
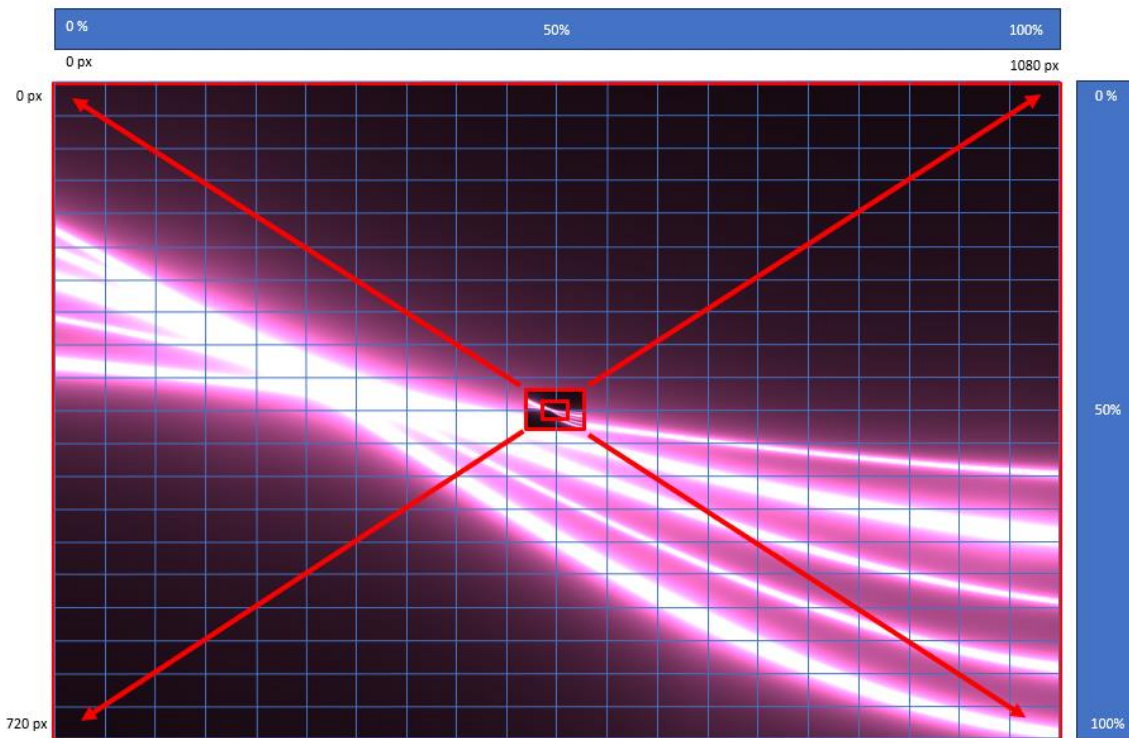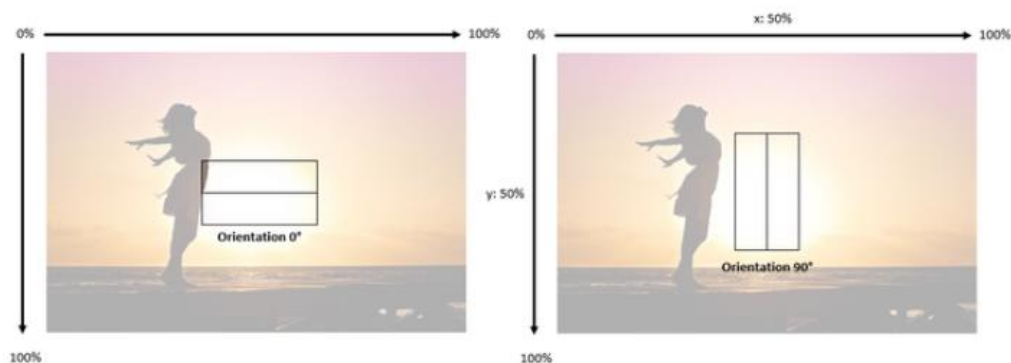

NOTE: The scaling factor in V0.5.x will change in future Firmware Updates !
The target is a scaling factor from -0,1x to +20x idle size.

DigiFX Rotation Channel

Using the DigiFX Rotation allows to rotate the capture frame.

NDI Control

To work with your own external effect content, the fixture can handle up to 4 external NDI/FVP streams with up to 640x480px (VGA) resolution. At the end of the DigiFX/NDI Select channel the operator can select 1 of 4 NDI7FVP Sources with different positioning options (→ *NDI Capture Frame positioning*).

By selecting a NDI stream the fixture will continuously capture the data from this stream, also if the user change back to a DigiFX. The toggle between DigiFX and the before selected NDI stream is performed with minimal latency. Changing between different NDI Streams can cause some latently due to re-capturing.

If an NDI Stream is selected, the Plate LEDs will show the content of a selected NDI data stream.
The Color Channel Set A allows to limit the intensity of RGB individually.
Color Channel Set B has no function.

NOTE:
Currently only NDI Stream 1 and 2 are working with absolute positioning.
NDI Port 3 is reserved for FVP Protocol for now. If you need higher resolution than 640x480px NDI streams and high-performance sync, please contact your local GLP Product Specialist and ask for the GLP FVP Network Server.

NDI Stream Network Configuration

To receive an external NDI Stream the JDC1 IP fixture need to be in the same network as the NDI Transmitter. Configure the fixtures primary Network IP Adress in the same range as the transmitter is.

NDI Stream Name

For an internal NDI Stream routing it is by default necessary that each of the 4 NDI streams has a specific NDI Name. That allows the fixture to route the NDI Signal to the related NDI port 1 to 4. The NDI Stream Name only needs to be part of the full NDI Stream name.

Here is a list of the specific allowed NDI stream names:

NDI Stream	NDI Stream Label	Resolution
NDI Stream 1	**GLP-JDC2-1**	**up to 640x480px (VGA)**
NDI Stream 2	**GLP-JDC2-2**	**up to 640x480px (VGA)**
NDI Stream 3 FVP ONLY !		
NDI Stream 4 FVP ONLY !		

For renaming an NDI Stream Name we suggest using the free software "NDI Tool" from Newtec.

NDI positioning

You can move the JDC2 capture area through the NDI picture by using the X and Y positioning channels.

If you want to show the identical effect at all fixtures, set all fixtures to the same position.
If you want that each fixture looks different, set the fixture capture area to individual positions.
The capture frame positioning can be done by different methods:

Positioning Method		Description
Relative positioning (in preparation)	Flex	Use the x,y-channels to move the capture frame through the NDI picture in relative position from 0% (left/top) to 100% (right/bottom) NOTE: Store the x-y-position in your cue or preset. OR capture the x-y-position to the internal relative position memory.
	Fix	The x,y-channels have no function. The capture frame position is fix and uses the internal saved position data.
Segmented positioning (in preparation)	Flex	Use the x,y-channels to set the row and column of the capture frame. NOTE: Store the x-y-values in your cue or preset. OR capture the x-y-values to the internal segmented position memory.
	Fix	The x,y-channels have no function. The capture frame position is fix and uses the internal saved segmented position data.
Absolute positioning	Flex	Use the x,y-channels to move the capture frame through the NDI picture in absolute pixel values. NOTE: Store the x-y-position in your cue or preset. OR capture the x-y-position to the internal absolute position memory.
	Fix	The x,y-channels have no function. The capture frame position is fix and uses the internal saved absolute position data.

NOTE:
For Firmware 0.x.x we suggest to only use NDI Stream 1 and 2 with absolute positioning.

NDI Relative capture frame position
(UNDER DEVELOPMENT)

If selecting an NDI Stream with relative capture frame position, the X-Y Position Channels allows to move the capture frame in the captured content with percentage values:
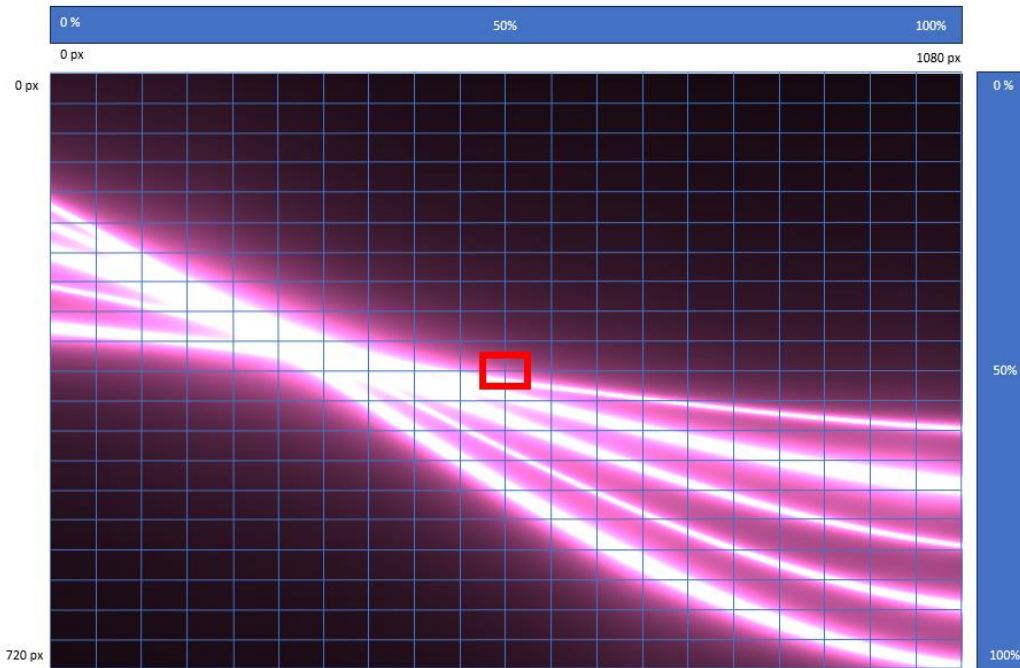
X	Y	Position
0%	0%	Capture frame is in the lop left corner of the NDI Stream
100%	0%	Capture frame is in the lop right corner of the NDI Stream
50%	**50%**	**Capture frame is in the center of the NDI Stream (DEAFULT)**
0%	100%	Capture frame is in the bottom left corner of the NDI Stream
100%	100%	Capture frame is in the bottom right corner of the NDI Stream

1.) If an NDI Stream is selected with "*flex relative positioning*" option, the user can move the capture frame position live by using the X-Y Position Channels. This allows a maximum flexibility, dynamic cues or just easy configuration.

TIP: If using flexible positioning the NDI Stream selection and X-Y DMX values should be saved as a combined preset.

2.) If an NDI Stream is selected with "**_fix relative positioning_**" option, the capture frame position is fixed, and the x/y channels have no functionality. This is useful if the setup will not change, or no dynamic movement is needed. The fix position is stored in the fixture internal memory and can be set by using the x/y channels in combination with the Control Channel *"Set Relative Fix Position"*.

ATTENTION: The fix position will be restored by "Load Fixture Setting Defaults" or "Load factory Defaults".

NDI Segmented capture frame position
(UNDER DEVELOPMENT)

Selecting a NDI Stream with segmental capture frame position, will place the capture frame next by next and line by line with the following resolution per segment:
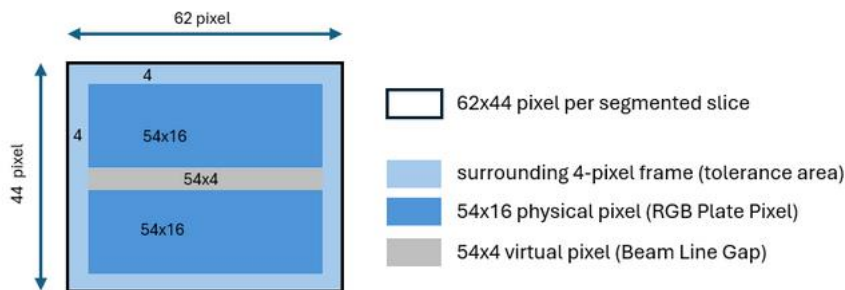
By using the X-Y Position Channels the user can select the row (X) and the column (Y) as follow:

X / Y DMX Values	Horizontal Position	Vertical Position
00000 … 00999	1st column	1st row
01000 … 01999	1st column	1st row
02000 … 02999	2nd column	2nd row

03000 … 03999	3rd column	3rd row
…	… column	… row
65000 … 65535	65th column	65th row

1.) If an NDI Stream is selected with "*flex segmented positioning*" option, the user can change the capture frame position in real time by using the X-Y Position Channels. This allows a maximum flexibility, dynamic cues or just easy configuration.

TIP: If using flexible positioning the NDI Stream selection and X-Y values should be saved as a combined preset.

2.) If an NDI Stream is selected with "*fix segmented positioning*" option, the capture frame position is fixed stored in the internal fixture memory, and the X-Y Position Channels have no functionality. This is useful if the setup will not change, or no dynamic movement is needed. The fix position is stored in the fixture internal memory and can be set by using the X-Y Position Channels in combination with the Control Channel *"Set Segmented Fix Position"*.

ATTENTION: The fix position will be restored by "Load Fixture Setting Defaults" or "Load factory Defaults".

## NDI Absolute capture frame position

Selecting an NDI Stream with absolute capture frame position, will place the capture frame in a defined individual pixel position with a virtual capture frame of 54x36 pixel.

NOTE:
The fixture has a physically pixel matrix of 54x34 pixel.
The Firmware Version V0.5.0 does only captured these physically 54x34 pixel.
From firmware > V0.5.2 the fixture will capture a virtual resolution of 54x36 pixel to offset the pixel gap of the LED Beam Line.

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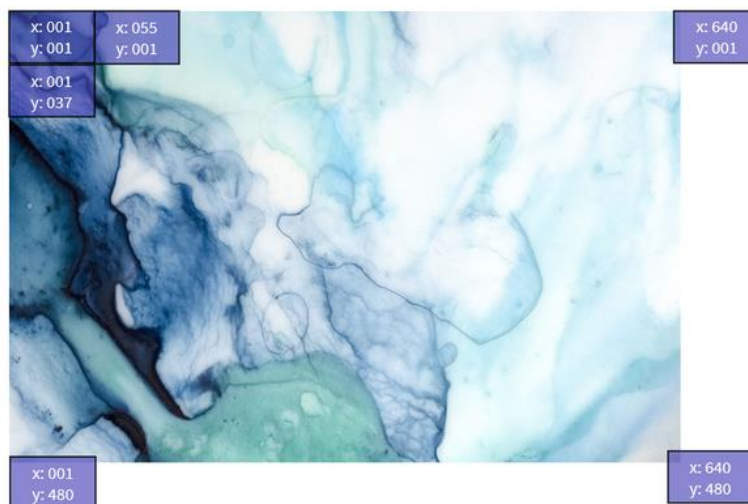
By using the X-Y Position Channels the user can select the exact pixel position of the top left pixel in x and y pixel coordinate as follow:

X DMX Values	Y DMX Values	Horizontal Position	Vertical Position
000001	000001	1st pixel from left	1st pixel from top
000002	000002	2nd pixel from left	2nd pixel from top
…	…	…	…
000055	000037	55th pixel from left	37th pixel from top
…	…	…	…

1.) If an NDI Stream is selected with "*flex absolute positioning*" option, the user can move the capture frame position live by using the X-Y Position channels. This allows a maximum flexibility, dynamic cues or just easy configuration.

TIP: If using "*flex absolute positioning*" the NDI Stream selection and X-Y Position values should be saved as a combined preset.

2.) If an NDI Stream is selected with "*fix absolute positioning*" option, the capture frame position is fixed stored in the internal memory, and the X-Y Position Channels have no functionality. This is useful if the setup will not change, or no dynamic movement is needed. The fix position is stored in the internal fixture menory and can be set by using the X-Y Position Channels in combination with the Control Channel *"Set Absolut Fix Position"*.

ATTENTION: The fix position will be restored by "Load Fixture Setting Defaults" or "Load factory Defaults".

**NOTE: Currently only the absolute positioning is implemented.**

Test / Orientation Pattern
(UNDER DEVELOPMENT)

The Test or Orientation Patterns gives you a quick orientation for capture frame positioning.
NOTE: Will be implemented later.

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NDI Scale

The standard virtual capture frame relation is 1:1. It is possible to modify these 1:1 relation and scale the capture frame in and out of the NDI content.
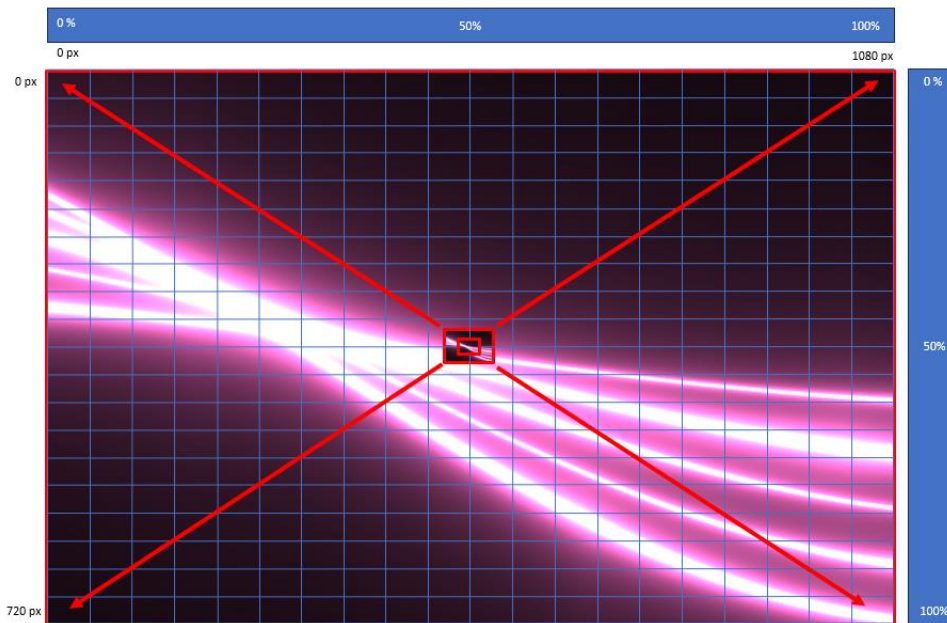
NOTE:
The scaling factor in V0.5.x will change in future Firmware Updates ! The target is a scaling from -0,1x to +20x idle size.

NDI Rotation

Using the orientation channel allows to rotate the capture frame orientation from 0..359°.

The fix point of the fixture is the center of the pixel matrix.
At absolute and segmental positioning this channel has no function.