

Pandoras Box Version 8 DMX Profile

- Camera Device -

	Console	Standard					
	23 CH	31 CH	Parameter		Values	Meaning	Default
Mode	1	1	Projection Mode	8 Bit	0 1	Perspective Orthogonal	0
Viewpoint Position			<i>By default, the GUI displays position parameters as pixel values but incoming DMX values are in generic units. To display generic units, see chapter "Unit Management" in the helpfile. One display width equals 16.000 units, the height is calculated by the aspect ratio. Resolution: 1 DMX step = 0.008 units</i>				
	2	2	X Pos	16 Bit	0 32768 65535	-256.000 units left Center +256.000 units right	32768
	4	4	Y Pos	16 Bit	0 32768 65535	-256.000 units down Center +256.000 units up	32768
	6	6	Z Pos	16 Bit	0 32768 65535	-256.000 units backwards Center +256.000 units forwards	29568
Target Position	8	8	Target X Pos	16 Bit	0 32768 65535	-256.000 units left Center +256.000 units right	32768
	10	10	Target Y Pos	16 Bit	0 32768 65535	-256.000 units down Center +256.000 units up	32768
	12	12	Target Z Pos	16 Bit	0 32768 65535	-256.000 units backwards Center +256.000 units forwards	32768
Settings	14	14	FOV	16 Bit	0 17745 65535	0.001 35.489 131.070	17745
		16	Near Plane	16 Bit	0..65535		5
		18	Far Plane	16 Bit	0..65535		50000
	16	20	Aspect Ratio	16 Bit	0 10924 32768 65535	0.000 1.000 3.000 6.000	10924
Lens Shift	18	22	X Offset	16 Bit	0 32768 65535	-256.000 units left Center +256.000 units right	32768
	20	24	Y Offset	16 Bit	0 32768 65535	-256.000 units down Center +256.000 units up	32768
	22	26	Z Roll	16 Bit	0 32768 65535	-1080.00° 0° +1080.00°	32768
Background Color		28	Red	8 Bit	0 255	Red level, Color Picker	0
		29	Green	8 Bit	0 255	Green level, Color Picker	0
		30	Blue	8 Bit	0 255	Blue level, Color Picker	0
		31	Alpha	8 Bit	0 255	Alpha Level	255