

Hippotizer DMX Chart v3.0.12

Please Note: This revision is backwards compatible to 3.0.11. Master and layer patches have not been changed. There are more Effects and also the simple Master and Simple Layer are new. Also new is DMX control of Phat Controller, Automation and Beat bridge. To patch a Hippotizer to a LX console you need to first select the Master Layer and then map subsequent Layers after that. For Dual Mode you need to first map Master A, then 4 Image Layers, Followed by Master B and another 4 Media Layers. See below for the Start addresses of the different fixtures in the appropriate modes. Additional components like PhatController, Timeline Control and others will automatically be activated when the component has been added. Use the DMX dialogue if you wish to disable the DMX control for those elements.

Single Mode:

	Start	Length	Last
Master A	1	45	45
Layer1	46	50	95
Layer2	96	50	145
Layer3	146	50	195
Layer4	196	50	245
Layer5	246	50	295
Layer6	296	50	345
Layer7	346	50	395
Layer8	396	50	445
Timeline Control	446	4	449

Pan Mode:

	Start	Length	Last	Notes
Master A	1	45	45	In the Hippotizer Master and Pan Sub Master are mapped using a single MasterPan.
Pan Sub-Master	46	30	75	
Layer1	76	50	125	
Layer2	126	50	175	
Layer3	176	50	225	
Layer4	226	50	275	
Layer5	276	50	325	
Layer6	326	50	375	
Layer7	376	50	425	
Layer8	426	50	475	

Dual Mode:

	Start	Length	Last
Master A	1	45	45
Layer1	46	50	95
Layer2	96	50	145
Layer3	146	50	195
Layer4	196	50	245
Master B	246	45	290
Layer5	291	50	340
Layer6	341	50	390
Layer7	391	50	440
Layer8	441	50	490

Express:

	Start	Length	Last
Master A	1	45	45
Layer1	46	50	95
Layer2	96	50	145
Layer3	146	50	195
Layer4	196	50	245

Simple Mode

	Start	Length	Last
Master	1	25	25
Layer1	26	25	50
Layer2	51	25	75