

This package contains demonstrations of how to use RGB and macros 1-10 without color effects.

Controller configuration:

Controller settings: CCR is unit **20**. (Yours may be configured differently. Either edit the LAS file or change your controller to be unit 20 for the demos)

Unit ID Mode: Normal (single ID)

Resolution: 50 Pixels

Channel Mode: Triples (RGB, RGB, ...) (Demos only use RGB at this time. RRR..GGG...BBB.. may be covered at a later date)

Strips: 1

Standalone Speed: 9 (Not used for these demos)

DMX Mode: Both Macro and RGB Channels (Not used for these demos)

Definitions:

LED – Light Emitting Diode.

CCR – CCR contains 150 RGB LED's.

RGB LED – A group of 3 LED's, one Red, one Green and one Blue. Turning on each color at a different intensity will generate a different color of the spectrum.

Pixel – A group of 3 RGB LED's.

Segment – A group of one or more pixels as defined by the resolution channel (Channel 151).

Resolution – Channel 151. Setting this value creates segments of the CCR. Valid values are 1, 2, 5, 10, 16, 17, 25 & 50.

Macro – Channel 152. Setting this value creates various preprogrammed effects on the CCR. Valid values are 1, 2, 3, 4, 5, 6, 7, 8, 9 & 10. See CCR Manual for descriptions.

Macro Sub-Mode – Channel 153. This value is used in conjunction with some Macro values to perform different effects. Values depend on the value of the Macro.

Macro Effect – Channel 154. This value is used in conjunction with some Macro values to perform different effects. Primary use is to select a range of pixels or to control the speed of a Macro.

Color Effect – Channel 155– Not used in these demos

Color Effect Speed – Channel 156– Not used in these demos

Channel Effect Intensity – Channel 157 – Not used in these demos

Description:

Here are demo sequences that demonstrate the basic functionality of the CCR. Note that I only show examples for 1, 2 and 5 pixel modes in most cases. Do the math and figure out all the combinations according to the manual. You can split the pixels in many different ways.

Important note regarding macro setup: Note RGB commands are not sent at same time as the macro commands. Generally the timeline offsets color channels and macro channel commands by a centisecond or more. Example: Timeline 0:0.0 Set Macro to 1, 0:0.1 Set Red channel, 0:0.2 Begin Macro Effect. Changing the RGB channels at the same time as setting a macro value may cause undesired results or may not work at all.

Demos contained in this package

CCR_Demo_Simple_1A - Ch 151 Resolution = 1 (1 segment), No macro (Does not use channels 152-157), Red fade from 0 to 100 to 0 over 10 seconds.

CCR_Demo_Simple_1B - Ch 151 Resolution = 1 (1 segment), No macro (Does not use channels 152-157), Green fade from 0 to 100 to 0 over 10 seconds.

CCR_Demo_Simple_1C - Ch 151 Resolution = 1 (1 segment), No macro (Does not use channels 152-157), Blue fade from 0 to 100 to 0 over 10 seconds.

CCR_Demo_Simple_1D - Ch 151 Resolution = 1 (1 segment), No macro (Does not use channels 152-157), RGB (White) fade from 0 to 100 to 0 over 10 seconds.

CCR_Demo_Simple_1E - Ch 151 Resolution = 1 (1 segment), No macro (Does not use channels 152-157), RGB (100,60,0) (Yellow) on over 10 seconds.

CCR_Demo_Simple_1F - Ch 151 Resolution = 1 (1 segment), No macro (Does not use channels 152-157), RGB (70,00,20) (Purple) on over 10 seconds.

CCR_Demo_Simple_1G - Ch 151 Resolution = 1 (1 segment), No macro (Does not use channels 152-157), RGB (100,10,20) (Rose) on over 10 seconds.

CCR_Demo_Simple_2A - Ch 151 Resolution = 2 (2 segments), No macro (Does not use channels 152-157), Demonstrates splitting the CCR into 2 segments. Segment one fades red and segment two fades green.

CCR_Demo_Simple_3A - Ch 151 Resolution = 5 (5 segments), No macro (Does not use channels 152-157), Demonstrates splitting the CCR into 5 segments. Each of the five segments are a different color for 10 seconds.

CCR_Demo_Macro_1A - Ch 151 Resolution = 1 , Ch 152 Macro = 1, Does not use 153, 155, 156, 157, Demonstrates Filling the pixels Red from the controller to the end and back over 10 seconds.

CCR_Demo_Macro_1B - Ch 151 Resolution = 1 , Ch 152 Macro = 1, Does not use 153, 155, 156, 157, Demonstrates Filling the pixels Green from the controller to the end and back over 10 seconds.

CCR_Demo_Macro_1C - Ch 151 Resolution = 1 , Ch 152 Macro = 1, Does not use 153, 155, 156, 157, Demonstrates Filling the pixels Blue from the controller to the end and back over 10 seconds.

CCR_Demo_Macro_1D - Ch 151 Resolution = 2, Ch 152 Macro = 1, Does not use 153, 155, 156, 157, Demonstrates filling from controller to end using 2 segments with 2 different colors. First half is red and second half is green.

CCR_Demo_Macro_2A - Ch 151 Resolution = 1 , Ch 152 Macro = 2, Does not use 153, 155, 156, 157, Demonstrates Filling the pixels Red from the end to the controller and back over 10 seconds.

CCR_Demo_Macro_2D - Ch 151 Resolution = 2, Ch 152 Macro = 2, Does not use 153, 155, 156, 157, Demonstrates filling from end to controller using 2 segments with 2 different colors. First half is red and second half is green.

CCR_Demo_Macro_3A - Resolution = 1 , Ch 152 Macro = 3, Does not use 153, 155, 156, 157, Demonstrates Filling the pixels Red from the ends to the center and back over 10 seconds.

CCR_Demo_Macro_3D - Resolution = 2 , Ch 152 Macro = 3, Does not use 153, 155, 156, 157, Demonstrates Filling the pixels Red from the control end and green from end to the center and back over 10 seconds.

CCR_Demo_Macro_4A - Resolution = 1 , Ch 152 Macro = 3, Does not use 153, 155, 156, 157, Demonstrates Filling the pixels Red from the center to the ends and back over 10 seconds

CCR_Demo_Macro_4D - Resolution = 2 , Ch 152 Macro = 4, Does not use 153, 155, 156, 157, Demonstrates Filling the pixels Red from the center and green from the center to the ends and back over 10 seconds.

CCR_Demo_Macro_5A - Resolution = 1, Ch 152 Macro = 5, Ch 153 = 42 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 is the speed of the chase (Fade 0 to 99 and back to 0), Does not use 155, 156, 157, Demonstrates chasing Red pixels 4 on and 2 off from the controller to the end of the CCR over 10 seconds

CCR_Demo_Macro_5B - Resolution = 1, Ch 152 Macro = 5, Ch 153 = 33 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 is the speed of the chase (Fade 0 to 99 and back to 0), Does not use 155, 156, 157, Demonstrates chasing Red pixels 3 on and 3 off from the controller to the end of the CCR over 10 seconds.

CCR_Demo_Macro_5D - Resolution = 2, Ch 152 Macro = 5, Ch 153 = 33 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 is the speed of the chase (Fade 0 to 99 and back to 0), Does not use 155, 156, 157, Demonstrates chasing Red pixels 3 on and 3 off from the controller to the end of the CCR over 10 seconds.

CCR_Demo_Macro_6A - Resolution = 1, Ch 152 Macro = 6, Ch 153 = 42 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 is the speed of the chase (Fade 0 to 99 and back to 0), Does not use 155, 156, 157, Demonstrates chasing Red pixels 4 on and 2 off from the end to the controller of the CCR over 10 seconds

CCR_Demo_Macro_6B - Resolution = 1, Ch 152 Macro = 6, Ch 153 = 33 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 is the speed of the chase (Fade 0 to 99 and back to 0), Does not use 155, 156, 157, Demonstrates chasing Red pixels 3 on and 3 off from end to the controller of the CCR over 10 seconds.

CCR_Demo_Macro_6D - Resolution = 2, Ch 152 Macro = 6, Ch 153 = 33 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 is the speed of the chase (Fade 0 to 99 and back to 0), Does not use 155, 156, 157, Demonstrates chasing Red pixels 3 on and 3 off from end to the controller of the CCR over 10 seconds.

CCR_Demo_Macro_7A - Resolution = 1, Ch 152 Macro = 7, Ch 153 = 0 (Fill mode), Ch 154 Fade 0 to 99 and back to 0, Does not use 155, 156, 157, Demonstrates a double arch fill pattern from controller and center to the end of the CCR over 10 seconds. Setting channel 153 to 0 does a fill like the documentation states.

CCR_Demo_Macro_7B - Resolution = 1, Ch 152 Macro = 7, Ch 153 = 2 (Indicates a 2 pixel sweep), Ch 154 Fade 0 to 99 and back to 0, Does not use 155, 156, 157, Demonstrates double arch two chasing Red from controller to the end and back of the CCR over 10 seconds. Note: Appears to be a bug because this causes a chase effect and not a fill effect like the documentation states.

CCR_Demo_Macro_7D - Resolution = 2, Ch 152 Macro = 7, Ch 153 = 4 (Indicates 4 pixel sweep), Ch 154 is the speed of the chase (Fade 0 to 99 and back to 0), Does not use 155, 156, 157. Demonstrates double arch two chasing segments (Red and Green) from the end/center toward the controller and back again over 10 seconds. Note: This performs a chase effect and not a fill effect as the documentation says

CCR_Demo_Macro_8A - Resolution = 1, Ch 152 Macro = 8, Ch 153 = 0 (Fill mode), Ch 154 Fade 0 to 99 and back to 0, Does not use 155, 156, 157, Demonstrates a double arch fill pattern from controller and center to the end of the CCR over 10 seconds

CCR_Demo_Macro_8B - Resolution = 1, Ch 152 Macro = 8, Ch 153 = 2 (Indicates a 2 pixel sweep), Ch 154 Fade 0 to 99 and back to 0, Does not use 155, 156, 157, Demonstrates double arch two chasing Red from controller to the end and back of the CCR over 10 seconds.

CCR_Demo_Macro_8D - Resolution = 2, Ch 152 Macro = 8, Ch 153 = Ignored, Ch 154 is the segment selection for the fill (Fade 0 to 99 and back to 0), Does not use 155, 156, 157. Demonstrates double arch two fill segments (Red and Green) from the end/center toward the controller and back again over 10 seconds.

CCR_Demo_Macro_9A - Resolution = 1, Ch 152 Macro = 9, Ch 153 = 42 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 Any non-zero change advances the chase a single step, Does not use 155, 156, 157, Demonstrates a manual chase of 4 pixels on and 2 pixels off from controller to the end of the CCR over 10 seconds where each non-zero value changed in channel 154 advances the chase.

CCR_Demo_Macro_9B - Resolution = 1, Ch 152 Macro = 9, Ch 153 = 33 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 Any non-zero change advances the chase a single step, Does not use 155, 156, 157, Demonstrates a manual chase of 3 pixels on and 3 pixels off from controller to the end of the CCR over 10 seconds where each non-zero value changed in channel 154 advances the chase.

CCR_Demo_Macro_9C - Resolution = 1, Ch 152 Macro = 9, Ch 153 = 33 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 Any non-zero change advances the chase a single step, Does not use 155, 156, 157, Demonstrates a manual chase of 3 pixels on and 3 pixels off using a ramp from 0 to 99 in channel 154 from controller to the end of the CCR over 10 seconds where each non-zero value changed in channel 154 advances the chase.

CCR_Demo_Macro_9D - Resolution = 2, Ch 152 Macro = 9, Ch 153 = 33 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 Any non-zero change advances the chase a single step, Does not use 155, 156, 157, Demonstrates a manual chase of 3 pixels on and 3 pixels off (two segments, Green and Red) using a ramp from 0 to 99 in channel 154 from controller to the end of the CCR over 10 seconds where each non-zero value changed in channel 154 advances the chase.

CCR_Demo_Macro_10A - Resolution = 1, Ch 152 Macro = 9, Ch 153 = 42 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 Any non-zero change advances the chase a single step, Does not use 155, 156, 157, Demonstrates a manual chase of 4 pixels on and 2 pixels off from the end toward the controller of the CCR over 10 seconds where each non-zero value changed in channel 154 advances the chase.

CCR_Demo_Macro_10B - Resolution = 1, Ch 152 Macro = 9, Ch 153 = 33 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 Any non-zero change advances the chase a single step, Does not use 155, 156, 157, Demonstrates a manual chase of 3 pixels on and 3 pixels off from the end toward the controller of the CCR over 10 seconds where each non-zero value changed in channel 154 advances the chase.

CCR_Demo_Macro_10C - Resolution = 1, Ch 152 Macro = 9, Ch 153 = 33 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 Any non-zero change advances the chase a single step, Does not use 155, 156, 157, Demonstrates a manual chase of 3 pixels on and 3 pixels off using a ramp from 0 to 99 in channel 154 from the end toward the controller of the CCR over 10 seconds where each non-zero value changed in channel 154 advances the chase.

CCR_Demo_Macro_10D - Resolution = 2, Ch 152 Macro = 9, Ch 153 = 33 [2 digits (1st digit is number of pixels on and 2nd digit is the number of pixels off for the chase sequence)], Ch 154 Any non-zero change advances the chase a single step, Does not use 155, 156, 157, Demonstrates a manual chase of 3 pixels on and 3 pixels off (two segments, Green and Red) using a ramp from 0 to 99 in channel 154 from the end toward the controller of the CCR over 10 seconds where each non-zero value changed in channel 154 advances the chase.

None of these examples use the Color Effect or Intensity. Look for more examples in the near future.

Created by Howard Shank, 12/11/2009.