Introduction

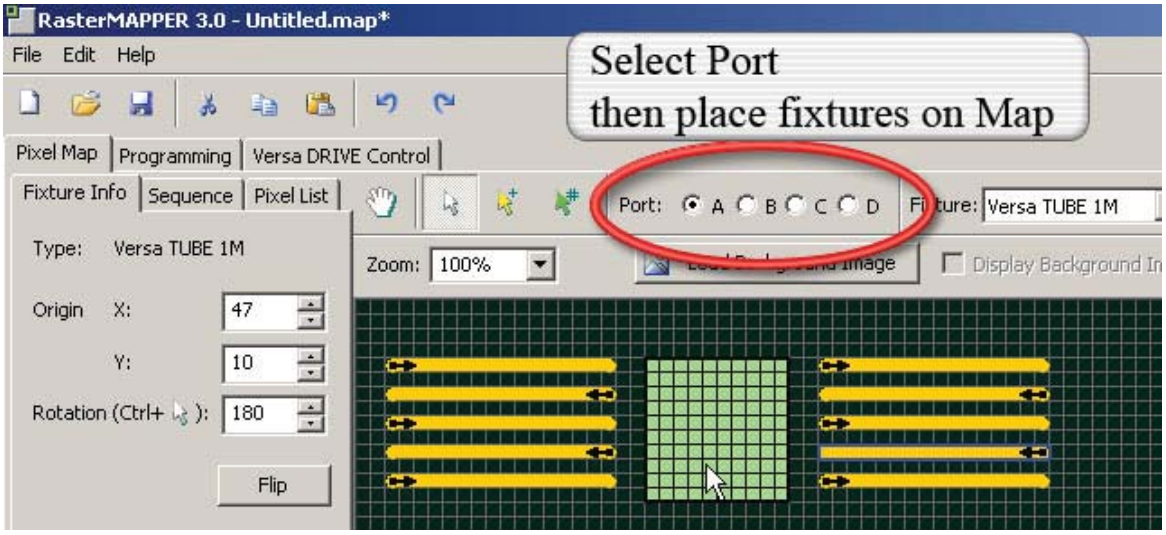
RasterMAPPER™ is a specialized software program used with Element Labs Systems. RasterMAPPER is used to program Element Labs' Versa DRIVE C1 and D2. The basics of RasterMapper have been covered in an earlier section. To easily design large complex systems and to use RasterMAPPER with Element Labs newer products we must understand how to create and modify a symbol in RasterMAPPER and to assign sections of your map to the multiple ports available on a Versa DRVIE D2.

Assigning Fixtures to Output Ports

An important function of the RasterMAPPER software is its ability to address each and every fixture in a map. RasterMAPPER has multiple ways of displaying the addressing information available for viewing and editing under the Pixel Map Tab. In addition to assigning a pixel map(x,y) address for viewing and definition in a video field, RasterMAPPER assigns a serial port address to each an every pixel on the map.

RasterMAPPER's ability to address multiple ports on the Versa DRIVE D2 enabls the construction of large systems. The D2 has four(4) serial outputs, each capable of addressing 2048 pixels, providing the designer with 8192 pixels to address with a single D2. We can directly address each fixture we add to our map to a specific serial port.

To assign a fixture to a particular output simply select the port at the top of the pixel map before you place a fixture on the screen. See figure.



Assigning Ports - Continued

In addition information regarding a pixels map and serial port address are available under **Fixture Info**, **Sequence**, and **Pixel List** tabs. The "Pixel List" view is useful for identifying and organizing the fixtures on your map. The Pixel List view will show the fixture, with a fixture label, which relates to the port that the fixture is assigned to and the first serial address of the fixture.

HELPFUL HINT : When creating a larger map it is useful to place the fixtures on the map in the sequence that the fixtures are connected together. RasterMAPPER automaticially assignes address to the fixtures sequentially. By following this simple method of creating a map elminates confusion by keeping fixtures address consecutive and logical.

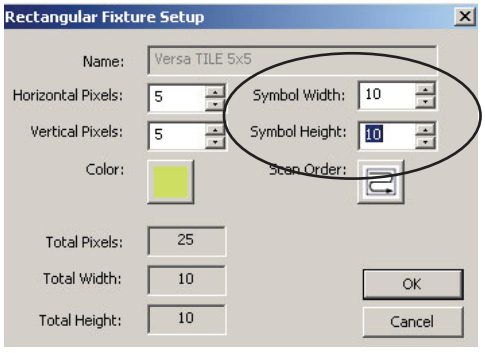
IMPORTANT : After you are finished creating a map and have loaded a map into a Versa DRIVE D2 it is important to pay attention to the behavior of your installation. Look critically at the fixtures and the movement of the video across them to ensure that the installation is behaving correctly. If the video is backwards or upside down there is a mismatch between the RasterMAPPER program and the wiring, or addressing, of the installtion.

Custom Fixtures

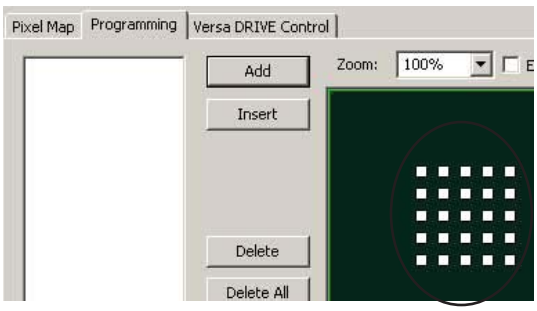
RasterMAPPER has a preprogrammed list with representations of Element Labs fixtures. When we introCustom fixture creation is one of RasterMAPPER's most valuable tools. Custom fixtures provide the ability to quickly map large arrays of pixels, instead of placing dozens of individual Tubes, Tiles or any other product. Custom fixtures may also be created as a representation of a fixture that is unique
your project, or otherwise has not yet made it into a RasterMAPPER revision, such as a Versa TUBE HD.

If your installation calls for horizontal tubes to be arranged in a column, you can create a custom fixture in the shape of that column, a rectangle, and dictate precisely how much resolution your column will cover. No matter how many pixels your column actually contains, you can set your custom fixture's symbol width and height to cover more area, therefor the custom fixture will display more area of the digital video screen.

The effect of a fixture's symbol size being larger than the actual pixels in the fixture can be easily seen by modifying a Versa TILE fixture to cover twice is actual pixel areal. See below:



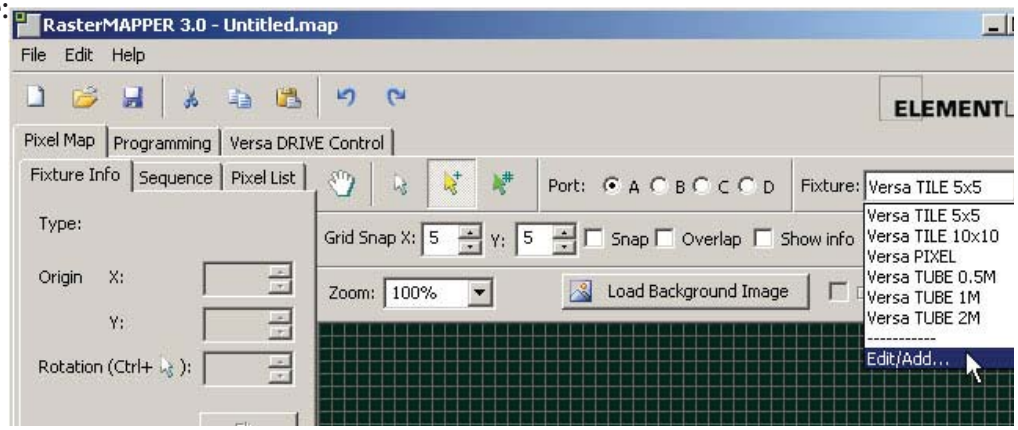
Setting Symbol Width Larger than Actual Pixels



How actual pixels are displayed in relation to the video screen, as shown in the programming tab.

Custom Fixtures -Continued

To Create a Custom Fixture:



1. Click on **Add Rectangle** (or Add Line)

The Fixture Setup Window will appear.

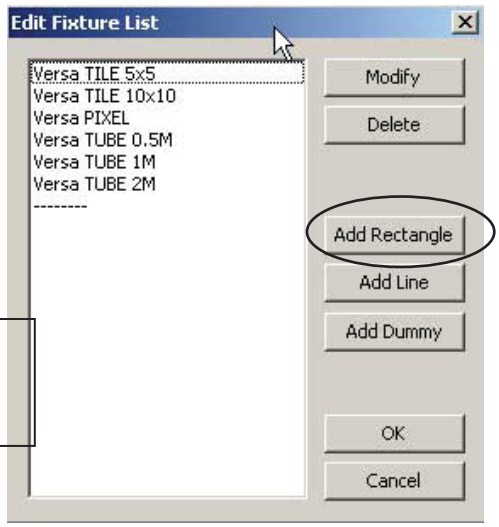
2. Set **Horizontal** and **Veritical Pixels** (Actual pixels in fixtures)

3. Set **Symbol Width** and **Height**

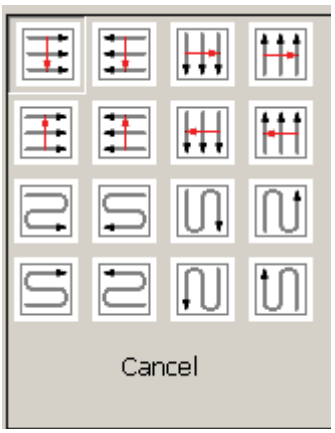
4. Choose a **Scan Order** for your fixture. (Scan order must match the physical cabling of the installation.)

5. Select a color for the custom fixture.

7. Click OK



NOTE: When you add a custom fixture with a symbol size that is larger (it can only be larger) than the actual pixels a warning dialog box will appear. Click **Yes** when asked to proceed



Scan Orders