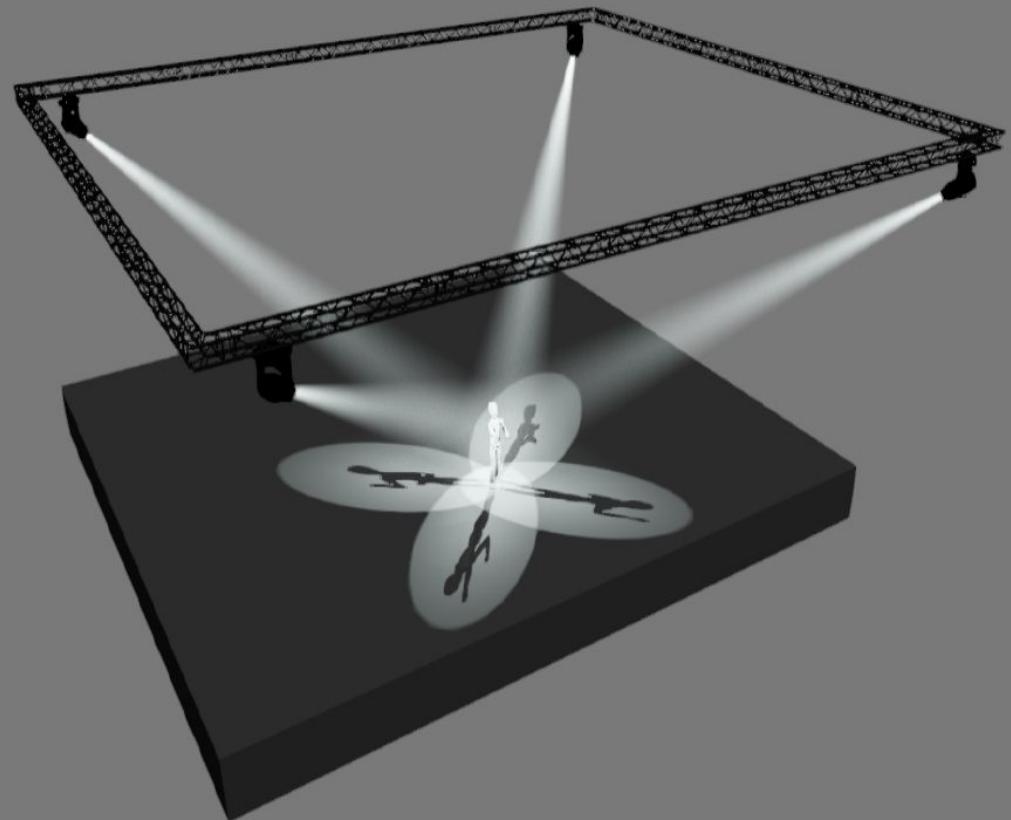
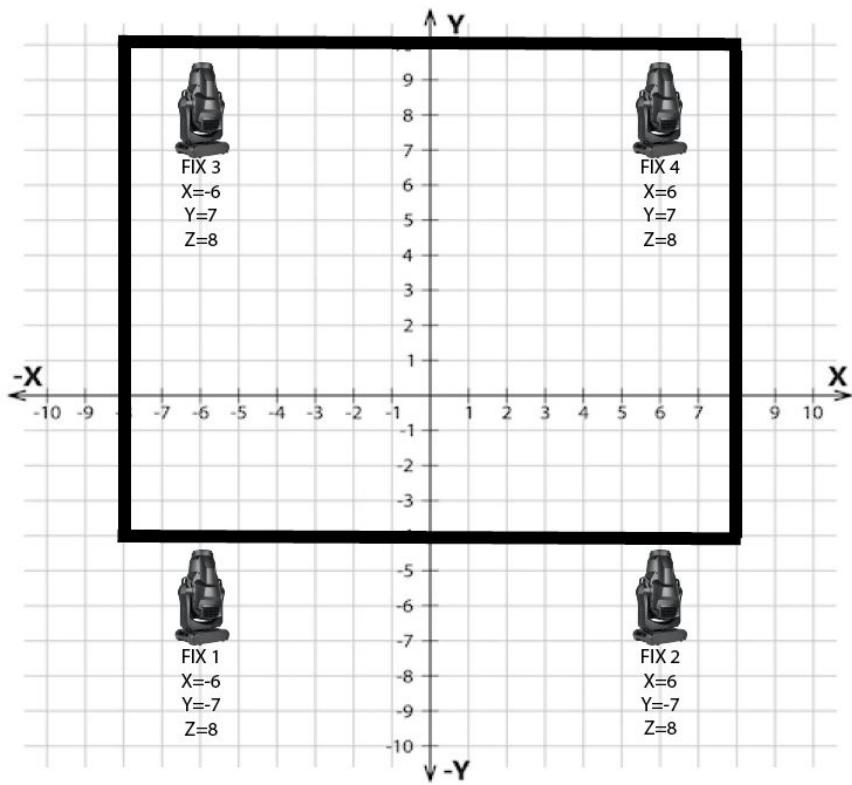


XYZ Multifixture mapping on Macula

Underneath is a example of a Multifixture setup



XYZ Multifixture mapping on Macula



M A C U L A

Underneath is a example of a Multifixture setup

Seen from a Macula System

Fix 1 is the primary fixture

Fix 1	Addr 1:1	Fix 2	Addr 1:1	Fix 3	Addr 1:1	Fix 4	Addr 1:1
<input type="checkbox"/> Default Fixture	<input checked="" type="checkbox"/> Addr 1:1	<input type="checkbox"/> Default Fixture	<input type="checkbox"/> Addr 1:1	<input type="checkbox"/> Default Fixture	<input type="checkbox"/> Addr 1:1	<input type="checkbox"/> Default Fixture	<input type="checkbox"/> Addr 1:1
1 Universe 1		1 Universe 1		1 Universe 1		1 Universe 1	
Select Camera		Select Camera		Select Camera		Select Camera	
<input type="checkbox"/> Multi fixture		<input type="checkbox"/> Multi fixture		<input type="checkbox"/> Multi fixture		<input type="checkbox"/> Multi fixture	
X	-6 - +	X	6 - +	X	-6 - +	X	6 - +
Y	-7 - +	Y	-7 - +	Y	7 - +	Y	7 - +
Z	8 - +	Z	8 - +	Z	8 - +	Z	8 - +
Pan offset	0 - +	Pan offset	0 - +	Pan offset	0 - +	Pan offset	0 - +
Tilt offset	0 - +	Tilt offset	0 - +	Tilt offset	0 - +	Tilt offset	0 - +
Orientation	↑ ↓ ↗ ↘	Orientation	↑ ↓ ↗ ↘	Orientation	↑ ↓ ↗ ↘	Orientation	↑ ↓ ↗ ↘
<input type="checkbox"/> Channels		<input type="checkbox"/> Channels		<input type="checkbox"/> Channels		<input type="checkbox"/> Channels	

Fix 1
X=-6
Y=-7
Z=8

Fix 2
X=-6
Y=-7
Z=8