DIN SPEC 15800:2022-02 (E)

Entertainment Technology - General Device Type Format (GDTF); Text in English

Inhalt

Seite

Foreword 5

Introduction 6

1 Scope 7

2 Normative references 7

3 Terms and definitions 7

4 File Format Definition 8

5 Fixture Type Node 11

6 Attribute Definitions 12
6.1 General 12
6.2 Activation Groups 13
6.2.1 General 13
6.2.2 Activation Group 13
6.3 Feature Groups 13
6.3.1 General 13
6.3.2 Feature Group 13
6.4 Attributes 14
6.4.1 General 14
6.4.2 Attribute 14
6.4.3 Subphysical Unit 15

7 Wheel Collect 15
7.1 General 15
7.2 Wheel 15
7.2.1 General 15
7.2.2 Wheel Slot 16

8 Physical Descriptions 18
8.1 General 18
8.2 Emitter Collect 18
8.2.1 General 18
8.2.2 Emitter 18
8.3 Filter Collect 19
8.3.1 General 19
8.3.2 Filter 19
8.4 Measurement 19
8.4.1 General 19
8.4.2 Measurement Point 20
8.5 Color Space Collect 20
8.5.1 General 20
8.5.2 Color Space 20
8.6 Gamut Collect 21
8.6.1 General 21
8.6.2 General 21
8.7 DMX Profile Collect 22
8.7.1 General 22
8.7.2 DMX Profile 22

8.7.3 Point 22
8.8 Color Rendering Index Collect 24
8.8.1 General 24
8.8.2 Color Rendering Index Group 24
8.9 Connector Collect 24
8.9.1 General 24
8.9.2 Connector 24
8.10 Properties Collect 25
8.10.1 General 25
8.10.2 OperatingTemperature 26
8.10.3 Weight 26
8.10.4 LegHeight 26

9 Model Collect 26
9.1 General 26
9.2 Model 27
9.3 Regarding glTF Files 31
9.4 Regarding SVG Files 31

10 Geometry Collect 31
10.1 General 31
10.2 General Geometry 32
10.3 Geometry Type Axis 33
10.4 Geometry Type Beam Filter 33
10.5 Geometry Type Color Filter 33
10.6 Geometry Type Gobo Filter 34
10.7 Geometry Type Shaper Filter 34
10.8 Geometry Type Beam 34
10.9 Geometry Type Media Server Layer 36
10.10 Geometry Type Media Server Camera 36
10.11 Geometry Type Media Server Master 37
10.12 Geometry Type Display 37
10.13 Geometry Type Laser 37
10.13.1 General 37
10.13.2 Protocol 38
10.14 Geometry Type Reference 38
10.14.1 General 38
10.14.2 Break 39
10.15 Geometry Type Wiring Object 39
10.15.1 General 39
10.15.2 Pin Patch 41
10.16 Geometry Type Inventory 41
10.17 Geometry Type Structure 41
10.18 Geometry Type Support 42
10.19 Geometry Type Magnet 43

11 DMX Mode Collect 43
11.1 General 43
11.2 DMX Mode 43
11.2.1 DMX Channel Collect 44
11.2.2 Relation Collect 48
11.2.3 Macro Collect 49

12 Revision Collect 50
12.1 General 50
12.2 Revision 50

13 Fixture Type Preset Collect 51
13.1 General 51
13.2 Fixture Type Preset 51

14 Supported Protocol Collect 51
14.1 General 51
14.2 RDM Section 51
14.2.1 SoftwareVersionID 52
14.3 Art-Net Section 52
14.3.1 General 52
14.3.2 Map 52
14.4 Streaming ACN Section 53
14.4.1 General 53
14.4.2 Map 53
14.5 Posi Stage Net Section 53
14.6 Open Sound Control Section 53
14.7 CITP Section 53
Annex A (normative) Attribute Definitions 54
Annex B (normative) Attribute Listing 65
Annex C (informative) Name Character Table 91
Annex D (informative) Predefined Connector Types 94
Annex E (normative) Wheel Slot Image Definition 97
Annex F (normative) SubPhysicalUnit precisions 98
F.1 Pulse 98
F.2 PulseClose 99
F.3 PulseOpen 99
Bibliography 101