

## Canvas Personality v1.5

Channel Function	#	Count/bits	Default	DMX Range	DMX Zero	CALICO Range	Notes
Canvas.Preset	1	2/16	0	0 = Ignore 1...500 = preset #			
Canvas.CutToBlack	3	1/8	0	0...127 = Off 128...255 = On			
Canvas.Audio.Mute	4	1/8	0	0...127 = Off 128...255 = On			
Canvas.Audio.Volume	5	1/8	255	0...255		0...100	
Canvas.Audio.Mode	6	1/8	0	0 = ignore 1...30 = FollowWindow 31...60 = FromSource			
Canvas.Audio.FromSource.Slot	7	1/8	0	0 = No audio 1...255 = Slot#			Used when Audio.Mode is FromSource
Canvas.Audio.FromSource.In	8	1/8	0	0 = ignore 1...255 = In#			Used when Audio.Mode is FromSource
Canvas.Audio.FollowWindow	9	2/16	0	0 = no window 1...256 = Window#			Used when Audio.Mode is FollowWindow

## Experimental Carousel Personality v1.5

Channel Function	#	Count/bits	Default	DMX Range	DMX Zero	CALICO Range	Notes
Carousel.Rotation	1	2/16	32768	0...65536	32768 [128,0]	-32768...32767	

## Window Personality v1.5

WindowN.Input is combined 3 channels (24bit) to select the source of a window as one command, like RGB.

Channel Function	#	Count/bits	Default	DMX Range	DMX Zero	CALICO	Notes
Window.Input.Slot	1	1/8	0	0 = ignore 1...255 = Slot#			
Window.Input.In	2	1/8	0	0 = ignore 1...255 = In#			
Window.Input.Map	3	1/8	0	0 = Full source 1...255 = Map#			
Window.FTB	4	1/8	255	0...255		256...0 <small>(yes 256)</small>	Fade
Window.CenterX	5	2/16	32768	768...64768	32768 [128,0]	-32000...32000	
Window.CenterY	7	2/16	32768	768...64768	32768 [128,0]	-32000...32000	+Y is down
Window.Zorder	9	1/8	0	0...255			
Window.Width	10	2/16	0	0...64000			
Window.Height	12	2/16	0	0...64000			
Window.Rotation	14	2/16	32768	0...65536	32768 [128,0]	-32768...32767	Rotation around the center point
Window.Mute	16	1/8	0	0...127 = Off 128...255 = On			Hides the window
Window.HFlip	17	1/8	0	0...127 = Off 128...255 = On			
Window.VFlip	18	1/8	0	0...127 = Off 128...255 = On			
Window.BorderRGB.R	19	1/8	0	0...255			
Window.BorderRGB.G	20	1/8	0	0...255			
Window.BorderRGB.B	21	1/8	0	0...255			
Window.BorderPixelWidth	22	1/8	0	0...255		0...64	