



Step-by-step MA configuration for PSN



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Version
10.3

Implementation
Photon v 10.3.9563

Date
2022-03-29

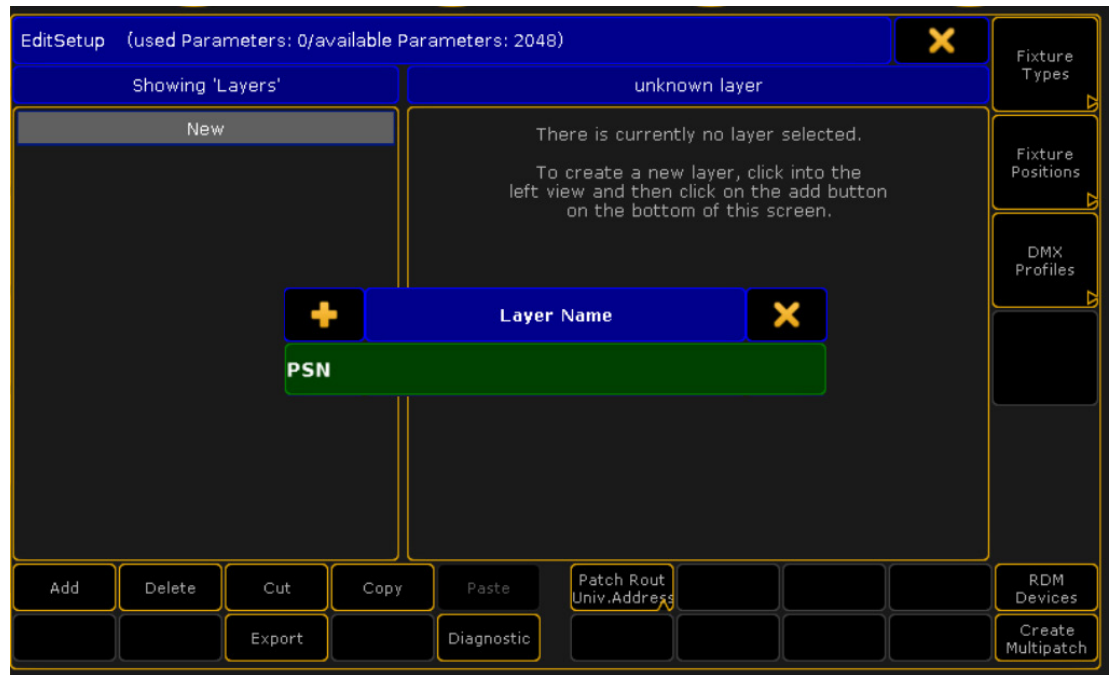
MA configuration for PSN

Reading PSN data in MA

In order to make PSN ID values display in MA, you will have to patch at least one Stage Marker fixture in your project.
MA uses Stage Marker to link PSN ID data to the MA 3D world position. Once achieved, the user can use a lighting fixture to point at the Stage marker and enable tracking capability.

Here is how to patch a stage marker and make PSN data available on the MA system.

1. Go to "Patch and Fixture Control" under the "Setup" menu of MA and create a new fixture layer



2. On the "Add Fixture" menu select "From Library"





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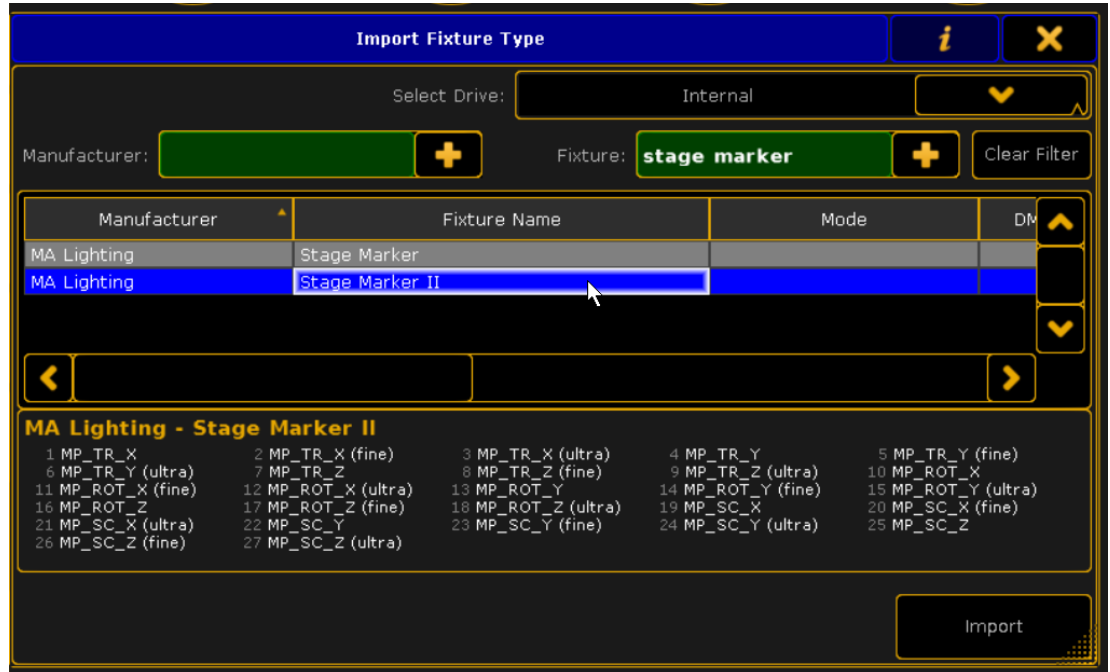
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3. Type "Stage marker" in the "Fixture" search text bar and select "Stage Marker II"



4. Add as many Stage Marker you need for tracking. Adding one single Stage Marker fixture is sufficient to enable values display of all PSN IDs





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7. You should see a list of all available trackers. In green is the active ones and in black are the ones that were present and added to the list but not currently active.2022-03-25 12_17_07-Network Connections.png

PSN ID	Fixture ID	Name	Pos X	Pos Y	Pos Z	Rot X	Rot Y	Rot Z	Predict
25	None	Tracker	2.97	3.21	-2.52	0.00	0.00	0.00	0.00
28	None	Tracker	2.93	3.40	-2.49	0.00	0.00	0.00	0.00
29	None	Tracker	3.89	3.41	-2.47	0.00	0.00	0.00	0.00
83	None	Tracker	4.78	0.05	-3.64	0.00	0.00	0.00	0.00
97	None	Tracker	4.80	0.04	-3.64	0.00	0.00	0.00	0.00
100	None	Tracker	4.64	0.10	-0.59	0.00	0.00	0.00	0.00
101	None	Tracker	4.24	3.33	-1.21	0.00	0.00	0.00	0.00
102	None	Tracker	4.26	3.34	-1.96	0.00	0.00	0.00	0.00
103	None	Tracker	4.25	3.56	-2.90	0.00	0.00	0.00	0.00
104	None	Tracker	4.26	3.54	-3.71	0.00	0.00	0.00	0.00
105	None	Tracker	4.25	3.47	-4.65	0.00	0.00	0.00	0.00
106	None	Tracker	4.27	3.50	-5.64	0.00	0.00	0.00	0.00
107	None	Tracker	3.84	3.51	-6.06	0.00	0.00	0.00	0.00

8. You can then attach your Stage markers to PSN IDs by filling in the “Fixture ID” column. This would allow you to use a lighting fixture as a tracking device. This feature requires that your fixtures are positioned in 3D in your MA project.