



VERSION 8.0.1.XXX - DEVELOPED BY: AVOLITES MEDIA LTD. POWERED BY: SALVATION (TM)
HARRISON DIGITAL MEDIA INC. DRIVEN BY: DAVE GREEN, TREY HARRISON, STEVE WARREN, J.B.
CIARAN ABRAMS, SELVIN COOPER, ARRAN ROTHWELL-EYRE, SIMON GRAHAM, MARY, PRADS,
GREG, ADAM, OLIE, ALL AT AVOLITES AND YOU. SPECIAL THANKS MARK CALVERT. LETS ROCK!

Patching Page

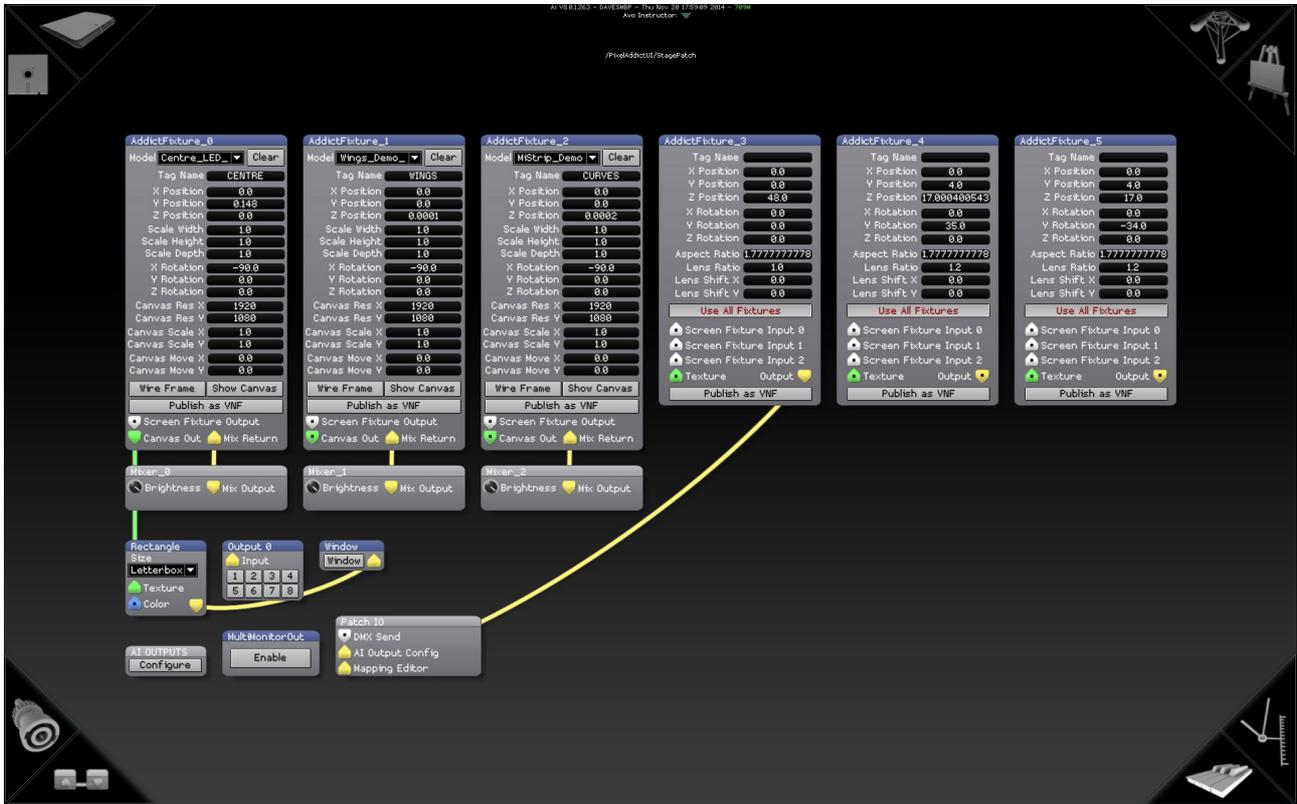
VERSION 8.X

By Arran Rothwell-Eyre December 2014

with Additions by Dave Green & Ciaran Abrams

The Patching Page

Customize your system using the node based engine.



Under the hood of the main Ai interface, is the node based programming system known as Salvation. This gives you access to a wide range of inter connectible modules, each of which represent a different function or feature. You have the opportunity to create precisely the result you want – whether that’s a generative content patch, a new set of layer functions or an output system that’s just too complex for the output page.

The Patch Configuration Page gives you a way to access the inner workings of the Salvation engine without needing to leave the Ai interface. To navigate around the patches use the arrow keys, zoom in and out using **ctrl +** and **ctrl -** and open up a module by double left clicking on it. If at any time you want to return back to the fixtures, just press the page button in the corner.

In Salvation, we talk about modules and patches – a module is a single grey box used for a specific command and a patch is a group of these to collectively create a new function or perform a task - A module will have a blue header bar and a patch will have a grey header bar. On the modules and patches there are coloured ports with cables connecting some of them together.

- Green is GL Texture – Shares image data stored as OpenGL textures between modules. Typically this is seen by the user as a 2 dimensional image file (.jpg, .tga, .png, etc) or a video file (.mov) The Fixture Output node of a module contains geometry (mapping) information in addition to the media. The Canvas Output just contains the raw media as an open GL texture. This can be used when

the media itself needs to be modified, for example in a soft edge effect where two projectors overlap.

- Yellow is GL Render – Routes rendering streams from one module to another. The drawing commands represented by a graphics stream are not executed unless the stream is connected to an on-screen window.
- Blue is Control Value / Vector – Routes control data between modules using 64-bit floating point values. A control value port is commonly used to route a single numerical value from one module to another (such as rotation angles, brightness and contrast)Vectors can also be passed through the control value port. A vector is a group of control values stored as an ordered list of numerical values which can be sent from one module to another (such as XYZW location in space, or RGBA colour information).

The ports themselves are shaped like triangles which either point up (an input) or down (an output). To connect two ports, left click and drag from one port and drop the cable into a second port. Just before you drop it in, your pointer will change into an arrow – good connection – or show a no entry sign – invalid connection. You can also see what is being passed through a specific connector by holding the mouse over it to see a moving preview of the video or data in real-time, which can be very useful for troubleshooting or chasing your signal through the system.

- Arrow keys move window contents
- Ctrl + / - zoom in / out
- Ctrl G group modules into sub patch

For a full list of available modules please see the Modules Definition section in the Ai Manual.