



Via the Artnet protocol from third party systems we can change many parameter values live on a Hive Player.

This is a very powerful way to control a Hive Player, allowing users to control their device from a lighting desk or other Artnet output devices.

Each Hive player uses 255 Artnet channels per layer
by default the first layer starts at channel 1 and the second channel starts at channel 256

Here are a complete list of the channel addresses for all of the layer parameters

Please note for LAYER 2 simply add 256 to the Channel offset.

LAYER PARAMETERS

Parameter Name	Description	CH Offset	CH Artnet	N Channels	Default	Range(s)
File Select	Selects current Media File	0	1	1	0	0: Black 1..255: File Select
Folder Select	Selects current Media Folder	1	2	1	0	0..255: Folder Select
In Frame	Frame number From which Media Playback should start	2	3	4	0	0..4294967295 Frame Number to start media from
Out Frame	Frame number at which Media Playback should end or loop	6	7	4	0	0..4294967295 Frame Number to end/loop media at
Play Mode	How the media should play	10	11	1	2	0: In Frame 1: Out Frame 2: Loop Forward 3: Loop Reverse 4: Play Once Forward 5: Play Once Reverse 6: Stop 7: Pause 8: Bounce (Ping-Pong) 9: Take Over Frame 10: Loop Forward with pause on zero intensity 11: Loop Reverse with pause on zero intensity 12: Play Once Forward with pause on zero intensity 13: Play Once Reverse with pause on zero intensity 15: Bounce (Ping-Pong) with pause on zero intensity 20: Synchronise to Time code 40: Loop Forward with re-trigger on intensity 41: Loop Reverse with re-trigger on intensity 42: Play Once Forward with re-trigger on intensity 43: Play Once Reverse with re-trigger on intensity 45: Bounce (Ping-Pong) with re-trigger on intensity
Play Speed	Play speed of media	11	12	2	32768	0: Stop 1..32759: Slower 32760..32775: 100% 32776..65535: Faster (up to 10x)
Scale	Zoom into or out of the media	13	14	4	2147483647	0..2147483646: Zoom Out 2147483647: 100% 2147483648..4294967294: Zoom In
Framing Mode	How media should fit into output rectangle	17	18	1	0	0: Letterbox 1: Crop 2: Stretch 3: Multi Letterbox 4: Centered
Aspect Ratio	Horizontal and Vertical adjustment of the rectangular shape of the media	18	19	4	0	0: No Adjustment 0..2147483646: Horizontal Squeeze 2147483647: Center 2147483648..4294967294: Vertical Squeeze
Position X	Horizontal position of media	22	23	4	2147483647	0..2147483646: Left 2147483647: Center 2147483648..4294967294: Right
Position Y	Vertical position of media	26	27	4	2147483647	0..2147483646: Above 2147483647: Center 2147483648..4294967294: Below
Rotation X	Rotate the media around the horizontal axis	30	31	4	2147483647	0..1073741823: Auto Rotate CCW (0 FAST) 1073741824..2147483646: Manual Rotate CCW 2147483647: No Rotation 2147483648..3221225470: Manual Rotate CW 3221225471..4294967295: Auto Rotate CW (Hi FAST)
Rotation Y	Rotate the media around the vertical axis	34	35	4	2147483647	0..1073741823: Auto Rotate CCW (0 FAST) 1073741824..2147483646: Manual Rotate CCW 2147483647: No Rotation 2147483648..3221225470: Manual Rotate CW 3221225471..4294967295: Auto Rotate CW (Hi FAST)
Rotation Z	Rotate the media around the Z axis	38	39	4	2147483647	0..1073741823: Auto Rotate CCW (0 FAST) 1073741824..2147483646: Manual Rotate CCW 2147483647: No Rotation 2147483648..3221225470: Manual Rotate CW 3221225471..4294967295: Auto Rotate CW (Hi FAST)
Timecode Sync	Set the Timecode 'Sync' mode (when timecode offsets are set to 'layer param' and the hive player is set to lighting desk mode)	42	43	1	0	0: Lock 1: Smooth 2: Continue
Timecode End	Set the Timecode 'End' mode (when timecode offsets are set to 'layer param' and the hive player is set to lighting desk mode)	43	44	1	0	0: Last Frame 1: Loop 2: Finish 3: Next

Blend Mode	How this layer of media should be blended with any layers appearing below this layer	44	45	1	0	0: ALPHA 1: ADDITIVE 2: MULTIPLY 3: DIFFERENCE 4: SCREEN 5: PRESERVE LUMA 6: RECTANGLE WIPE 7: TRIANGLE WIPE 8: MINIMUM 9: MAXIMUM 10: SUBTRACT 11: DARKEN 12: LIGHTEN 13: SOFT LIGHTEN 14: DARK LIGHTEN 15: EXCLUSION 16: RANDOM 17: RIPPLE 18: THRESHOLD 19: SINE 20: INVERT MASK 21: NOISE 22: SWIRL 23: GRADIENT 24: PIXEL SORT 25: CHECKERBOARD 26: PULSE 27: HUE SHIFT 28: FRACTAL 29: WAVEFORM 30: RGB SPLIT 31: GLITCH
Intensity	Media Intensity / Opacity	45	46	2	65535	0..65535: Media Intensity / Opacity
Red	Red channel adjustment of media	47	48	2	32768	0..32767: Remove Red Channel 0-99.9% 32768: Red Channel at 100% 32769..65535: Add to Red Channel 0-99.9%
Green	Green channel adjustment of media	49	50	2	32768	0..32767: Remove Green Channel 0-99.9% 32768: Green Channel at 100% 32769..65535: Add to Green Channel 0-99.9%
Blue	Blue channel adjustment of media	51	52	2	32768	0..32767: Remove Blue Channel 0-99.9% 32768: Blue Channel at 100% 32769..65535: Add to Blue Channel 0-99.9%
Hue	Hue adjustment of the colour of the media	53	54	2	0	0..65535: Hue adjust 0-360°
Saturation	Saturation adjustment of media	55	56	2	32768	0..32767: Desaturate 100-0% 32768: Saturation not adjusted 32769..65535: Over-saturate 0-100%
Contrast	Contrast adjustment of media	57	58	2	32768	0..32767: Contrast adjust 0-100% 32768: Contrast not adjusted 32769..65535: Contrast adjust 100-200%
LUT	Select LUT from LUTs folder. See web UI Param Page for complete list available on device	59	60	2	0	0: No LUT selected 1..32767: Select LUT from LUT folder
Strobe	Strobe Media	61	62	2	0	0..32767: On Off Strobe slow-fast 32768..65535: Punch Strobe slow-fast
TC Hour	Timecode Trigger point Hour. Play media on layer with respect to this start point.	63	64	1	0	0..24: HOUR
TC Minute	Timecode Trigger point Minute. Play media on layer with respect to this start point.	64	65	1	0	0..60: MINUTE
TC Second	Timecode Trigger point Second. Play media on layer with respect to this start point.	65	66	1	0	0..60: SECOND
TC Frame	Timecode Trigger point Frame. Play media on layer with respect to this start point.	66	67	1	0	0..60: FRAME
FX1 Select	Select Effect 1. See Effects Page for parameters for each effect	67	68	2	0	0..32767: Select Effect 1 (FX1) 0 - NONE 1 - OLD TV 2 - SEPIA 3 - FEEDBACK 4 - BLUR 5 - CRYSTALISE 6 - FRACTAL SOUP 7 - RADAR 8 - PIXELISE 9 - SOFT EDGE OVAL 10 - TILE 11 - INFINITY ZOOM 12 - DOT GRID 13 - KALEIDOSCOPE 14 - MULTI MIRROR 15 - REBELLE DISTORT
FX1 Opacity	Effect 1 Opacity. Blends Effectd media with original media	69	70	2	0	0..32767: FX1 Opacity 0-100%
FX1 Param 1	Effect 1 High resolution adjustment for parameter 1	71	72	4	0	0..4294967295 FX1 Parameter 1
FX1 Param 2	Effect 1 High resolution adjustment for parameter 2	75	76	4	0	0..4294967295 FX1 Parameter 2
FX1 Param 3	Effect 1 High resolution adjustment for parameter 3	79	80	4	0	0..4294967295 FX1 Parameter 3
FX1 Param 4	Effect 1 High resolution adjustment for parameter 4	83	84	4	0	0..4294967295 FX1 Parameter 4
FX1 Param 5	Effect 1 High resolution adjustment for parameter 5	87	88	4	0	0..4294967295 FX1 Parameter 5
FX1 Param 6	Effect 1 High resolution adjustment for parameter 6	91	92	4	0	0..4294967295 FX1 Parameter 6
FX1 Param 7	Effect 1 High resolution adjustment for parameter 7	95	96	4	0	0..4294967295 FX1 Parameter 7
FX1 Param 8	Effect 1 High resolution adjustment for parameter 8	99	100	4	0	0..4294967295 FX1 Parameter 8
FX1 Param 9	Effect 1 High resolution adjustment for parameter 9	103	104	4	0	0..4294967295 FX1 Parameter 9
FX1 Param 10	Effect 1 High resolution adjustment for parameter 10	107	108	4	0	0..4294967295 FX1 Parameter 10
FX1 Param 11	Effect 1 High resolution adjustment for parameter 11	111	112	4	0	0..4294967295 FX1 Parameter 11
FX1 Param 12	Effect 1 High resolution adjustment for parameter 12	115	116	4	0	0..4294967295 FX1 Parameter 12
FX1 Param 13	Effect 1 High resolution adjustment for parameter 13	119	120	4	0	0..4294967295 FX1 Parameter 13
FX1 Param 14	Effect 1 High resolution adjustment for parameter 14	123	124	4	0	0..4294967295 FX1 Parameter 14
FX1 Param 15	Effect 1 High resolution adjustment for parameter 15	127	128	4	0	0..4294967295 FX1 Parameter 15
FX1 Param 16	Effect 1 High resolution adjustment for parameter 16	131	132	4	0	0..4294967295 FX1 Parameter 16
FX2 Select	Select Effect 2. See web UI Effects Page for list	135	136	2	0	0..32767: Select Effect 2 (FX2) 0 - NONE 1 - OLD TV 2 - SEPIA 3 - FEEDBACK 4 - BLUR 5 - CRYSTALISE 6 - FRACTAL SOUP 7 - RADAR 8 - PIXELISE 9 - SOFT EDGE OVAL 10 - TILE 11 - INFINITY ZOOM 12 - DOT GRID 13 - KALEIDOSCOPE 14 - MULTI MIRROR 15 - REBELLE DISTORT
FX2 Opacity	Effect 2 Opacity. Blends Effectd media with original media	137	138	2	0	0..32767: FX2 Opacity 0-100%
FX2 Param 1	Effect 2 High resolution adjustment for parameter 1	139	140	4	0	0..4294967295 FX2 Parameter 1
FX2 Param 2	Effect 2 High resolution adjustment for parameter 2	143	144	4	0	0..4294967295 FX2 Parameter 2
FX2 Param 3	Effect 2 High resolution adjustment for parameter 3	147	148	4	0	0..4294967295 FX2 Parameter 3
FX2 Param 4	Effect 2 High resolution adjustment for parameter 4	151	152	4	0	0..4294967295 FX2 Parameter 4
FX2 Param 5	Effect 2 High resolution adjustment for parameter 5	155	156	4	0	0..4294967295 FX2 Parameter 5
FX2 Param 6	Effect 2 High resolution adjustment for parameter 6	159	160	4	0	0..4294967295 FX2 Parameter 6
FX2 Param 7	Effect 2 High resolution adjustment for parameter 7	163	164	4	0	0..4294967295 FX2 Parameter 7
FX2 Param 8	Effect 2 High resolution adjustment for parameter 8	167	168	4	0	0..4294967295 FX2 Parameter 8
FX2 Param 9	Effect 2 High resolution adjustment for parameter 9	171	172	4	0	0..4294967295 FX2 Parameter 9

FX2 Param 10	Effect 2 High resolution adjustment for parameter 10	175	176	4	0	0.4294967295 FX2 Parameter 10
FX2 Param 11	Effect 2 High resolution adjustment for parameter 11	179	180	4	0	0.4294967295 FX2 Parameter 11
FX2 Param 12	Effect 2 High resolution adjustment for parameter 12	183	184	4	0	0.4294967295 FX2 Parameter 12
FX2 Param 13	Effect 2 High resolution adjustment for parameter 13	187	188	4	0	0.4294967295 FX2 Parameter 13
FX2 Param 14	Effect 2 High resolution adjustment for parameter 14	191	192	4	0	0.4294967295 FX2 Parameter 14
FX2 Param 15	Effect 2 High resolution adjustment for parameter 15	195	196	4	0	0.4294967295 FX2 Parameter 15
FX2 Param 16	Effect 2 High resolution adjustment for parameter 16	199	200	4	0	0.4294967295 FX2 Parameter 16
Transition Duration	Set the duration of the transition (cross fade on a layer)	203	204	2	0	0.65535 Milliseconds - 1 second = 1000
Transition Mode	Set the transition mode/blend mode for the transition (cross fade on a layer)	205	206	1	0	0: ALPHA 1: ADDITIVE 2: MULTIPLY 3: DIFFERENCE 4: SCREEN 5: PRESERVE LUMA 6: RECTANGLE WIPE 7: TRIANGLE WIPE 8: MINIMUM 9: MAXIMUM 10: SUBTRACT 11: DARKEN 12: LIGHTEN 13: SOFT LIGHTEN 14: DARK LIGHTEN 15: EXCLUSION 16: RANDOM 17: RIPPLE 18: THRESHOLD 19: SINE 20: INVERT MASK 21: NOISE 22: SWIRL 23: GRADIENT 24: PIXEL SORT 25: CHECKERBOARD 26: PULSE 27: HUE SHIFT 28: FRACTAL 29: WAVEFORM 30: RGB SPLIT 31: GLITCH
Reserved	Reserved for future use	206	207	5	0	
Volume	Audio volume (if video file has uncompressed embedded audio stream in 16, 24 or 32bit)	211	212	2	65535	0.65535: Volume 0 – 100%
Frame Blending	Frame Blending enable or disable	213	214	1	0	0: Disabled >=1: Enabled
Reserved	Reserved for future use	214	215	8	0	
Timeline Set Time	System parameter – reserved channels	222	223	8	0	System parameter – reserved channels
Timeline Stop Time	System parameter – reserved channels	230	231	8	0	System parameter – reserved channels
Timeline Play Time	System parameter – reserved channels	238	239	8	0	System parameter – reserved channels
Timeline Pause Time	System parameter – reserved channels	246	247	8	0	System parameter – reserved channels
Timeline Play Mode	System parameter – reserved channels	254	255	1	0	System parameter – reserved channels

Channel Order

16 Bit (2 channels)

Channel 0 – Least Significant Byte (LSB) – bits 0–7
Channel 1 – Most Significant Byte (MSB) – bits 8-15

32bit (4 channels)

Channel 0 – Least Significant Byte (LSB) – bits 0–7
Channel 1 – Second-Least Significant Byte – bits 8–15
Channel 2 – Third-Least Significant Byte – bits 16–23
Channel 3 – Most Significant Byte (MSB) – bits 24–31