

Technical Information

Lasershow playback board

SpookyBoard

SpookyBoard contains all 255 animations from SpookyBlue, wired and routed to ILDA signal output, for use with standard scanners just as CATWEAZLE, WideMove or Cambridge galvos. The pinout is compatible with CATWEAZLE and WideMove drivers. Control input is fully DMX 512 compatible, whereas two channels are necessary to control the 255 animations in a 16x16 matrix.

Due to its auto-scan mode, the SpookyBoard can be switched to any DMX address between 1 and 511 at any time, even if the unit is switched On. Setting is done via 9 DIP switches on the board, counted binary. The selected address sets the first control channel, the next address is the second control channel. If you want to chose DMX channel 150 as starting channel, you have to set switch 8,5,3 and 2 to ON. (Binary 8= 128, binary 5= 16, binary 3= 4, binary 2= 2, $128+16+4+2=150$)

If both, DMX controller and SpookyBoard, are set to the same starting channel, the first two control channels are selected to choosing a sequence out of the 16x16 table. Since every DMX channel has 8bits (255 value), a table jump is done at every value of 16. Therefore, 0-15 on your controller means 0 on the Spooky, 16-31 means 1 and so on. If both channel settings are below 16 (0 for Spooky), there is no laser output.

If the settings value is shown in percent on your controller display, around 6% means 1 for Spooky. After changing the channel value on your controller, Spooky changes output immediately in Realtime.

If no DMX signal is connected to the Spooky Board, the unit can run in Demo-Mode, using DIP switch 10. The Demo-Mode starts an automatic display of 20 animations changing every 5 seconds. In Demo-Mode, DMX input is disabled. The automatic mode does not support Sound-to Light function.

