

Vision.Net, a command protocol from Vari-Lite, is designed to fully integrate lighting systems that scale from a single room to large multi-building campuses. ZerOS consoles can be triggered using Vision.Net button panels, touchscreens, sensors and I/O modules.

[Click here to find out more about Vision.Net](#)

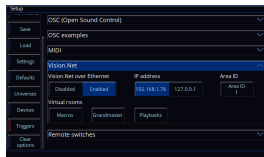
The Vision.Net protocol has 0-255 Room IDs. Within a Vision.Net Room, you can send "Presets" or "Levels":

- A Room can have 0-32 Presets, which can be used to trigger cues on a particular playback, or trigger macros.
- A Room can have 0-127 Levels messages, which can be used to control the levels of playbacks or the Grand Master. Levels come in three forms, but are received by ZerOS in the same way, so any can be used:
 - "Slider Stations" (VN Message ID 4)
 - "Submasters" (VN Message ID 17)
 - "Sliders" (VN Message ID 19)

ZerOS can receive Vision.Net messages over the network via Ethernet, or over RS485 via the physical DMX ports.

[Click here for information on receiving Vision.Net commands using the console's DMX ports.](#)

Vision.Net Over Ethernet



To receive Vision.Net over Ethernet, enable Vision.Net from the Triggers tab of Setup in the Vision.Net panel. Once enabled, the Vision.Net protocol network settings can then be configured.

IP ADDRESS

The IP address options will allow you to configure your Vision.Net network settings. You can choose between using a DHCP address, or a static IP address.

Vision.Net will be set to a Static IP address of 192.168.1.10 (Subnet Mask 255.255.255.0) by default.

[For information on network settings, see the Networking chapter.](#)



When using Vision.Net over Ethernet, you have 1-1000 Area IDs. Each of these areas contains the standard 0-255 Vision.Net Room IDs. This is a bit like DMX - when using RS485, you have a single universe ("Area" in Vision.Net), whereas when using Ethernet, you have multiple universes ("Areas" in Vision.Net).

ZerOS can be assigned an Area ID, so that it will receive messages within this Area. By default, Vision.Net devices default to an Area ID of 1. However, if you would like ZerOS to be triggered by Vision.Net devices on a different Area ID, the Area ID can be changed by clicking the **Area ID** button in the Vision.Net settings.

Virtual Rooms

Once Vision.Net has been enabled, you then need to tell the console which Vision.Net Room ID you are using, and what part of ZerOS you want your Preset/Level messages to control. The following aspects of ZerOS can therefore be assigned to a particular Vision.Net Room...

- [Macros](#)
- [Grandmaster](#)
- [Playbacks](#)
- [Cues](#)

Macros

Macros on the console can be triggered using Vision.Net Preset commands. Vision.Net Presets 1-32 are mapped 1 to 1 with Macros on the console.



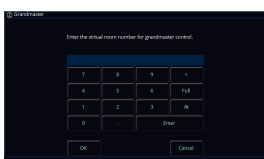
To trigger macros using Vision.Net commands, click the Macros button under Virtual rooms in the Vision.Net settings. Vision.Net preset commands with this room number, will then trigger their respective macro number.

So if Macros are assigned a room of 2, and ZerOS receives a Vision.Net Room 2, Preset 5 message, this will trigger macro 5.

[Click here to find out more about Macros](#)

Grandmaster

The Grandmaster level on the console can be adjusted using Vision.Net Level messages, by using Vision.Net Raise & Lower buttons, or Vision.Net Sliders/Submasters.



The Grandmaster can be assigned a room by clicking "Grandmaster" under Virtual rooms in the Vision.Net settings. Level 0 messages within the assigned room, will adjust the Grandmaster.

Playbacks

The levels of the console's playbacks can be adjusted using Vision.Net Level messages. Vision.Net Level messages are mapped 1 to 1 with playbacks.

As well as controlling playback levels with Vision.Net Level messages, playbacks can be triggered and released by sending Vision.Net Toggle Up or Toggle Down commands.

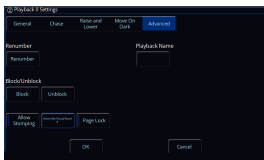


Playbacks can be assigned a room by clicking "Playbacks" under Virtual Rooms in the Vision.Net settings. Vision.Net Level messages and Toggle messages within the assigned room, will control playbacks.

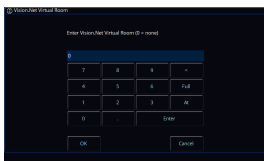
So if the Playbacks room is set to 2, and you receive a VN Channel 5 Toggle Down message, within Room 2, playback 5 will be triggered. A VN Channel 5 Toggle Up message, within Room 2, will release playback 5.

Cues

Any programmed cue, can be triggered with Vision.Net Preset commands by assigning a particular playback a room number.



To assign a playback a room number, press and hold Setup, and tap a playback's button, to open the playback's settings. Go to the Advanced tab at the top, and then choose the Vision.Net Virtual Room button.



You can then enter the room number. If ZerOS receives Vision.Net preset commands with this room number, the preset number will trigger the respective cue number in the playback.

So if playback 1 is given a room number of 2, and ZerOS receives a Vision.Net Room 2, Preset 3 message, this will trigger cue 3 on playback 1.