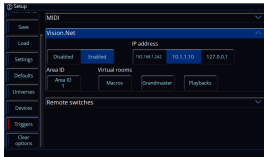


Vision.Net, an Ethernet-based command protocol from Strand, is designed to fully integrate lighting systems that scale from a single room to large multi-building campuses. ZerOS consoles can be triggered using Vision.Net button panels, touchscreens, sensors and I/O modules.

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



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

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

Within Vision.Net, you have Areas. Within these Areas, you have Rooms, and within Rooms, you have Presets.

ZerOS can be assigned an Area ID. It will then receive Room/Presets messages within this Area ID.



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

Vision.Net rooms can be mapped to the following aspects of ZerOS...

- [Macros](#)
- [Grandmaster](#)
- [Playback Faders](#)
- [Cues](#)

Macros

Macros on the console can be triggered using Vision.Net commands.



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

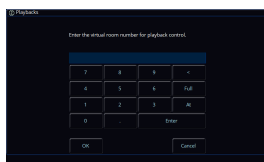
The Grandmaster level on the console can be adjusted using Vision.Net Raise & Lower buttons, or Vision.Net Sliders/Submasters.



The Grandmaster can be assigned a room by clicking "Grandmaster" under Virtual rooms in the Vision.Net settings. Any Vision.Net level changes within the assigned room, will adjust the Grandmaster.

Playback Faders

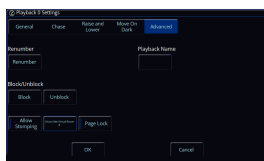
The levels of the console's physical multi-function faders can be adjusted using Vision.Net Sliders/Submasters. Therefore the Fader Function and Fader Page buttons can be used to define what channels or playbacks you would like to control from Vision.Net.



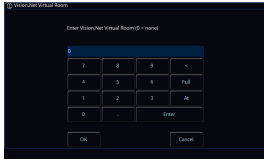
The faders can be assigned a room by clicking "Playbacks" under Virtual Rooms in the Vision.Net settings. Vision.Net Sliders/Submasters within the assigned room, will adjust the physical faders. Vision.Net Slider/Submaster 0 will control the first fader, Slider/Submaster 1 the second fader, and so on.

Cues

Any programmed cue, can be triggered with Vision.Net commands by assigning a 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.