

## Skull Sequencer AddIn for Vixen 2.x

### Installation:

This AddIn requires that .Net 3.5 sp1 and the SlimDX runtime is installed(included in the zip file). Once they are installed you'll need to copy SkullSequencer.dll and SkullWPFFControl.dll to your Vixen-AddIn folder.

### Using the AddIn:

When the AddIn is started the first time you'll be prompted with a screen similar to the following.

The screenshot shows a Windows-style dialog box titled "SetupDialog". It contains several sections for configuring different animation types. At the top, there is a "Profile Name" field with the value "Default". Below this are four sections: "Rotate", "Tilt", "Nod", and "Jaw". Each section has a "Direction" label, a "Skull" configuration area, a "Vixen" configuration area, and a "Channel" dropdown menu. At the bottom right are "Cancel" and "Ok" buttons.

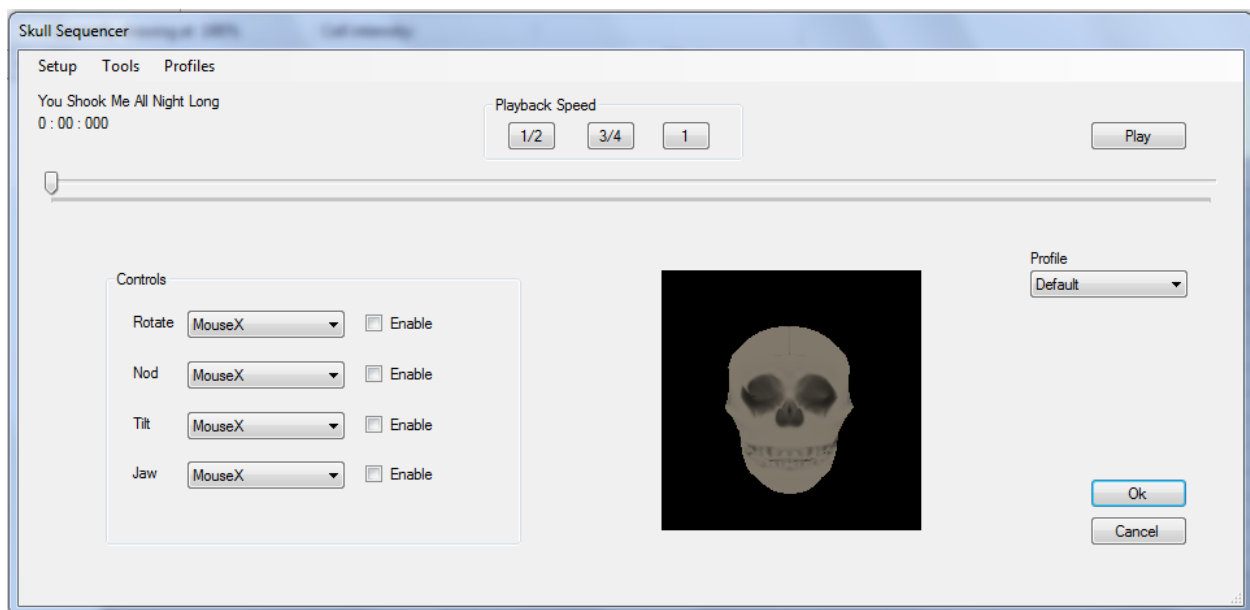
Section	Direction	Skull	Vixen	Channel
Rotate	Positive Right	Left: -45, Right: 45	Left: 0, Center: 128, Right: 255	Channel 4
Tilt	Positive Right	Left: -45, Rights: 45	Left: 0, Center: 128, Right: 255	Channel 5
Nod	Positive Up	Down: -45, Up: 45	Down: 0, Center: 128, Up: 255	Channel 6
Jaw	Positive Up (Closed)	Open: -45, Closed: 0	Open: 0, Closed: 128	Channel 7

This is where you tell the AddIn the information on your setup. To start, there is the profile name. The Skull Sequencer AddIn can contain multiple profiles for your different skull setups. For example, if you have multiple skulls, you can set up a profile for each one and easily switch between them.

There are 4 main sections: Rotate, Tilt, Nod and Jaw. These are the 4 axes for your skull. Within these sections there are 3 basic elements that the AddIn needs information for: The capabilities of your actual skull, the Vixen values that correspond to those skull values and the channel for that axis.

The Skull area is the information for your actual skull. All values are in degrees with 0 being the center (or in the case of the Jaw, 0 is closed). The Vixen area are the values which correspond to the Skull values. Let's take the Rotate section as an example. Rotate is positive right meaning the skull moves from left to right (-45 to 45). The "left" Vixen is the value which corresponds to the left skull setting (-45). The "right" setting corresponds to the right skull setting (45). The center is (wait for it...wait for it...) the center.

Inputting these values also sets up directionality of the skull. For example, your skull may rotate left to right when the values in Vixen go from 255 to 0. In this case 255 will be your "left" Vixen value and 0 would be your "right" Vixen value. The last setting you need is what channel you want to assign to each axis. Simply select this from the dropdown box.



In the top menu bar you'll see 3 dropdowns:

Setup – this is where you can change the range of your joystick.

Tools – Set all to center – this will set all the channels associated with the current profile to center. You'll probably want to use this when you initially start sequencing.

Profiles – this is where you can manage your profiles.

In the Controls section, you can select which control is to work with each axis. Each dropdown will be populated with the controls available to your system. So, for instance, if you have a joystick connected, you should see those controls in the dropdowns.

The current profile can be changed using the dropdown on the right side.

Recording:

To start recording, select which controls you want active then press r. The recording will start. Using the mouse or joystick, move the skull how you would like it to look in your sequence. Press r again to pause recording. Your recorded values are only processed and written to your sequence when you click the Ok button. To cancel your recording, click cancel.

Enjoy!  
Chris