

NLED Matrix

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www.NLEDshop.com/nledmatrix

Updated: 1/19/2013

A collection of notes and current bugs.

General:

- The Java Gstreamer library that Processing uses will cause a short, few frame stall when loading a video file(MOV, AVI etc) either plan for it, or convert them to a .dat video file using the software.
- When switching to a Paused video Feed, it will reset at the beginning regardless of where it was paused. This could be fixed with some effort.
- Loading/Saving a device config file from Menu is disabled, it is a lot to handle, just edit the text file and restart the software. Any changes of Pixel amounts or sizes would cause a freeze.
- TCP and UDP run as clients, meaning the LED matrix is the server and the software is the client, easier to regain control in case of software freezes. But if server is somehow lost, software needs to be restarted.
- Automatic mode is working but needs additional work

GUI:

- Actual fullscreen can only be enabled by uncommenting the code for the sketchFullScreen() function. Commented out by default. Found on bottom of functions.pde
- Changing window size through the Menu will turn off both feeds and may leave buttons, sliders and/or menu states wrong. Do only at non-critical times.

Generation Functions:

- Big thing is current the same generated can't be loaded on each Feed(A & B) since the variables are global. Didn't want to check for FeedID and have twice as many variables as needed. A better method is needed, if you have any ideas please contact the author.
- Text Mode, ID 4: textWidth() not reading correctly so looping doesn't work as it should. Workaround is to add spaces to make it long enough
- When using generated Star Field it can be initialized with more star objects than it will handle depending on what the relevant slider is set to, one or more stars will stay in the center point and not move re-selecting the QuickFeed will fix the problem unless the slider is decreased again, then must re-select

External Control:

- Running the button and slider handlers from the noteOn or controlChange event handlers caused graphical severe glitches think it may have to do with the event interrupting a draw of some sort. But was not able to find any information about that possibility. Instead made a work around that works fine, see code.
- MIDI is setup for a older NuVJ controller, originally used for Archaos, the video mixing software. There is no way to change the mappings other than in software on controllerinput.pde Would really like a way to create a file or menu to setup MIDI mappings.
- External Serial Control mostly works, but hasn't been polished up