SliceNet Manual

Overview

SliceNet is a tool for mapping video-output “slices” from Resolume into MA3/DMX-style controls. It reads an Advanced Output XML from Resolume, detects slices, groups them into views, and provides DMX parameters for controlling slice opacity and assignment.

This manual is based on the current SliceNet interface shown in the provided screenshots.

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1. Main Window

The main SliceNet window is divided into three areas:

1. **Top toolbar** — used for loading, saving, and importing SliceNet data.
2. **Slice preview area** — shows the detected slice layout visually.
3. **Slice Assignment panel** — used to assign each detected slice to a Slice View.

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2. Loading Data

Load Advanced Output XML

Use **Load Advanced Output XML** to import an XML file exported from Resolume Advanced Output.

After loading, SliceNet displays:

- **Detected slices** — the total number of slices found in the XML.
- **Composition Resolution** — the full Resolume composition size.
- **Selection Resolution** — the resolution of the current selected output area.

- **Loaded XML filename** — shown at the top right.

Example shown:

- Detected slices: `99`
- Composition resolution: `1920×1080`
- Selection resolution: `1344×386`
- File: `Kingsday V25.xml`

Load Latest From Resolume

Use **Load Latest From Resolume** to load the most recent Advanced Output data directly from Resolume, when available.

Save SliceNet

Use **Save SliceNet** to save your current SliceNet configuration, including slice assignments and views.

Load SliceNet

Use **Load SliceNet** to reopen a previously saved SliceNet setup.

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3. Slice Views

Slice Views are groups used to organize slices logically. A view can represent a screen type, physical LED area, banner, polygon group, or other custom category.

The left menu shows available views and the number of slices assigned to each view.

Example views shown:

- **Main Screens** — 4 slices
- **L** — 48 slices
- **Banners** — 11 slices
- **Polygons** — 36 slices
- **Other** — 0 slices

Selecting a View

Click a Slice View in the left menu to show only slices assigned to that view. The active view is highlighted.

Add View

Use **Add View** to create a new slice group.

Rename View

Use **Rename View** to rename the selected slice group.

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4. Slice Preview

The preview area displays the imported Resolume slice layout.

Each detected slice appears as a colored rectangle or polygon, with labels such as:

- Slice number
- Original slice ID
- Polygon or screen name
- Assigned view name

The preview helps you confirm which physical or logical screen area each slice belongs to.

Zoom Controls

The preview includes:

- **Fit** — fits the full layout into the preview area.
- **Zoom slider** — manually zooms in or out.
- **Zoom percentage** — shows current zoom level.

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5. Slice Assignment

The **Slice Assignment** section lists all slices in the selected view or filter.

Each row shows:

- Slice name
- Original slice number or ID
- Current assignment
- Assignment dropdown

Example:

```
Slice 12
Slice 37
Assigned: L · Auto: Main Screens · Main: Slice 12
```

Assigning Slices

Use the dropdown on the right side of a slice row to assign that slice to a view.

For example, assigning a slice to **L** places it in the L view and includes it in the L DMX control group.

Assign Selected

Use **Assign Selected** to assign multiple selected slices at once.

Rename Slices

Use **Rename Slices** to rename slices for easier identification in lighting or media workflows.

Sort

The Sort menu changes the slice list order.

Example shown:

- **Resolume Order** — keeps slices ordered as they appear in Resolume.

Filter Slices

Use the search/filter field to quickly find slices by name, number, view, or assignment.

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6. MA3 / DMX Control Window

SliceNet exposes slice controls as DMX-style parameters that can be patched or controlled from MA3.

The MA3-style control view includes:

- **Blend Mode**
- **Opacity**
- **Input Universe**
- **Input Address**
- Individual slice dimmer channels

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7. Global Parameters

Blend Mode

Sets the blend behavior for the SliceNet layer.

Example shown:

```
Blend Mode: Alpha
```

Opacity

Controls overall SliceNet output opacity.

Example shown:

```
Opacity: 100%
```

Input Universe

Sets the DMX universe SliceNet listens to.

Example shown:

```
Input Universe: 103
```

Input Address

Sets the first DMX address used by SliceNet.

Example shown:

```
Input Address: 1
```

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8. Slice Parameters

Each slice receives its own control parameter. The row name usually includes:

- Slice number
- View abbreviation
- Slice type or label

Example rows:

```
Slice 1 - Main S
Slice 2 - L
Slice 3 - M
Slice 4 - R
Slice 5 - C Poly
Slice 17 - R Pol
Slice 29 - L Pol
```

Each row includes:

- Current percentage value
- Minus button
- Plus button
- Fader

Percentage Value

The percentage shows the current output level for that slice.

Examples:

```
Slice 1 - Main S: 76.86%
Slice 5 - C Poly: 0%
Slice 8 - C Poly: 51.76%
```

Minus / Plus Buttons

Use the - and + buttons to decrease or increase the slice value manually.

Fader

Use the horizontal fader to set the slice level directly.

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9. Typical Workflow

Step 1 — Export from Resolume

In Resolume, open Advanced Output and export the XML file.

Step 2 — Load XML in SliceNet

Click **Load Advanced Output XML** and select the exported file.

SliceNet detects slices and displays the preview.

Step 3 — Check Slice Layout

Use the preview to verify that all screens, polygons, banners, and other slices are detected correctly.

Step 4 — Create or Select Slice Views

Use the left menu to organize slices into views such as:

- Main Screens
- Left screen
- Right screen
- Center polygons
- Banners
- Custom screen groups

Step 5 — Assign Slices

Use the Slice Assignment list to assign every slice to the correct view.

Step 6 — Save SliceNet Setup

Click **Save SliceNet** to save the finished assignment.

Step 7 — Control from MA3

Use the DMX universe and address settings to control global opacity and individual slice values from MA3.

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10. Practical Use Cases

Screen Blackout

Set a slice value to `0%` to black out that specific screen or polygon.

Screen Restore

Bring the slice value back up to restore output.

Grouped Control

Assign related slices to the same view so they are easier to find and control.

Show Programming

Use MA3 cues to control slice visibility, allowing lighting cues to trigger screen masks, reveals, or blackouts.

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11. Naming Recommendations

Use clear slice names that match the physical setup.

Recommended naming examples:

```
L Main 1
L Main 2
C Polygon Top
R Polygon Bottom
Banner 01
DJ Screen
```

Avoid names that are too generic, such as:

```
Slice 1
Slice 2
Screen
Polygon
```

Clear names make MA3 programming faster and reduce mistakes during show operation.

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12. Troubleshooting

No slices are detected

Check that the correct Resolume Advanced Output XML was loaded.

Slice layout looks wrong

Confirm that the XML file matches the current Resolume composition and output setup.

MA3 does not control SliceNet

Check:

- Patched Dimmers
- Input Universe
- Input Address
- Network/Art-Net or sACN routing
- Whether MA3 is outputting the expected DMX values
- Whether SliceNet is listening to the correct universe

A slice does not respond

Check that the slice is assigned to the correct view and that its DMX parameter is not at `0%`.

Saved setup does not match current Resolume file

Reload the correct XML and then reload or rebuild the SliceNet assignment.

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13. Quick Reference

Control	Function
Load Advanced Output XML	Import Resolume slice data
Load Latest From Resolume	Load most recent Resolume output data
Save SliceNet	Save current SliceNet setup
Load SliceNet	Open saved SliceNet setup
Add View	Create a new slice group
Rename View	Rename selected slice group
Assign Selected	Assign selected slices to a view

Control	Function
Rename Slices	Rename slice labels
Sort	Change list order
Filter slices	Search the slice list
Fit	Fit the preview to the window
Zoom	Zoom preview in or out
Input Universe	DMX universe SliceNet listens to
Input Address	Starting DMX address
Opacity	Global opacity control
Slice fader	Individual slice level control

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14. Notes

SliceNet is designed to bridge Resolume slice mapping and MA3-style show control. The main idea is:

```
Resolume Advanced Output XML → SliceNet slice assignment → MA3 DMX control
```

Use Resolume for creating the physical output layout, SliceNet for organizing and exposing slices, and MA3 for live control during programming or show operation.