CITP

CITP is a lighting protocol which sends DMX data over Ethernet. The protocol allows for multiple DMX universes to be sent over a single Ethernet cable, and has been designed specifically for communication between lighting consoles, visualisers and media servers.

CITP is primarily used to connect ZerOS to Capture visualisation software. When connected using CITP, ZerOS & Capture integrate seamlessly, allowing for two-way control and selection communication. Therefore if using Capture visualisation software, we recommend using the CITP protocol.

CITP data can be sent from Phantom ZerOS PC software to Capture visualisation software without the need for a Phantom ZerOS Unlock Dongle.

For more information on Capture Visualisation software, click here

For more information on the CITP protocol, click here

Within the CITP panel, you can choose to enable CITP. Once enabled, you will be able to configure the CITP protocol. By default, CITP universes will be mapped 0:1 with Desk Universes.

If you have changed the CITP settings per Desk Universe, you can choose to “Reset to defaults”. This will prompt you to start the Universe numbering from either CITP Universe 0 or CITP Universe 1. If using Capture visualisation software, Start at CITP Universe 0.

IP Address

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

CITP will be set to DHCP by default.

For information on network settings, see the Networking chapter

Selection

When using CITP to communicate with Capture visualisation software, as well as DMX information being sent over Ethernet from ZerOS to Capture, selection information is sent too. Selected fixtures are then indicated in Capture with the fixtures selecting in red.

External Level Set

When using CITP to communicate with Capture visualisation software, as well as ZerOS sending DMX information to Capture, Capture can send DMX information back to ZerOS. This allows you to use the fixture controls in Capture to control your fixtures, which you can then record as a cue in ZerOS. You will see the parameter values live updating in ZerOS, and "External Level Set" will be displayed in the command line, as ZerOS receives the updates from Capture.

In Capture, when you have moving lights selected you can right-click on a position on stage, and your moving lights will move to that location. Therefore connect your ZerOS console to Capture with CITP, and in Capture right click on the location you want your movers to go to. Then record that as a cue or palette in ZerOS.