

BSR E1.73, Uniform Device Representation suite - public review explanation.

The E1.73 suite provides a framework by which manufacturers of entertainment equipment can describe controllable and visualizable devices in a digital format. The framework will enable the provision of descriptive information about devices and their state, including both parameters and physical properties, and the metadata needed to describe them. A standard method will be provided to map controllable parameters to existing control endpoints.

The public review zip file package includes a readme.doc and the following eight parts of the suite:

BSR E1.73-1, Next Generation Entertainment Control Model: Uniform Device Representation, Core Document defines essential structures and uses of the data model and structures used in the suite of documents.

BSR E1.73-2, Core Definitions for E1.73-1 Next Generation Entertainment Control Model: Uniform Device Representation, provides core definitions used in the suite of documents.

BSR E1.73-3, Intensity/Color Definitions for E1.73-1 Next Generation Entertainment Control Model: Uniform Device Representation, provides intensity and color definitions.

BSR E1.73-4, Motion Definitions for E1.73-1 Next Generation Entertainment Control Model: Uniform Device Representation, defines types of motion with lighting equipment.

BSR E1.73-5, Gobo Definitions Library for E1.73-1 Next Generation Entertainment Control Model: Uniform Device Representation, defines information related to understanding and manipulating gobo capabilities..

BSR E1.73-6, Shape Definitions Library for E1.73-1 Next Generation Entertainment Control Model: Uniform Device Representation, defines information related to understanding and manipulating shape capabilities.

BSR E1.73-7, Effect Definitions Library for E1.73-1 Next Generation Entertainment Control Model: Uniform Device Representation, defines information related to understanding and manipulating effect capabilities.

BSR E1.73-8, Configuration Definitions Library for E1.73-1 Next Generation Entertainment Control Model: Uniform Device Representation, defines information related to understanding and manipulating fixture configuration.

Each part should be reviewed together, in context with the other parts. A single public review comment form is provided for comments on any of the eight parts - if comments are submitted, please be clear in the comment field which part(s) of the suite the comments address.

Explanatory JSON schemas can be found at the following GitLab repository:
<https://gitlab.com/esta-cpwg/e173>

Reviewers are encouraged to read the GitLab repository readme file for additional information about the project structure and its intended use.