

## Appendix C: Binary Inputs and Track File Naming

When you create a program or macro in Animation Director, you simply specify the track file name that you want associated with an input trigger. If you aren't using Animation Director, you can still coordinate the MP3 tracks with the input triggers, but you'll just need to name the track files in a certain way.

The MP3 controller reads the 8 inputs and treats them as a binary number between 1 and 255. It then looks for a filename in the form of File\_xxx.mp3 in the root directory and plays it if it is found. The 'xxx' is the number represented by the binary equivalent of the 8 inputs. When in Play Track mode, a file is played when one or more inputs are turned on.

For example, if only input 0 is turned on, the MP3 controller will look for and play the file named File\_001.mp3.

If input 1 is turned on, then File\_003.mp3 will play. And if inputs 0 and 1 are both turned on at the same time, File\_003.mp3 will play (because 3 is the decimal equivalent of the binary number 00000011 formed when inputs 1 and 2 are on).

<b>Input</b>	0	1	2	3	4	5	6	7
<b>Binary</b>	1	2	4	8	16	32	64	128

To calculate the filename based on which inputs are on, just add the numbers below the inputs that are on. For example, if inputs 3 and 6 are on, you would add 4 (which is under input 3) + 32 (which is under input 6) resulting in a filename of File\_036.mp3.

Below is a table showing some examples:

<b>Only one of the inputs are on...</b>	<b>the file you want played should be named like this:</b>
0000 0001	File_001.mp3
0000 0010	File_002.mp3
0000 0100	File_004.mp3
0000 1000	File_008.mp3
0001 0000	File_016.mp3
0010 0000	File_032.mp3
0100 0000	File_064.mp3
1000 0000	File_128.mp3
<b>Examples of more than one input being on</b>	
0000 0011	File_003.mp3
0000 0111	File_007.mp3
0000 1111	File_015.mp3
0001 0001	File_017.mp3
0011 0000	File_048.mp3
1111 0000	File_240.mp3
1111 1111	File_255.mp3