FireOne CSV File Format

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The FireOne CSV is an interchange format for Pyrotechnic and DMX shows that is human readable and editable. Several fireworks software applications export and import scripts in this format without loss of information, allowing you to export a script from one program in the FireOne CSV format, work on it in Excel or some other software application, and re-import it back into the original application.

FireOne DMX

Universe Paradigm	Universes	Channels / Universe
Each module address is a separate DMX universe.	1-99	255

Table 1 - File format and encoding.

File Format	Extension	Text encoding	Field Delimiter	End-of-line
Text	.csv	UTF-8, UTF-16, or ASCII	Comma, Tab, Colon, or Pipe (|)	CR/LF/CRLF

Table 2 - Special Characteristics

Characteristic	Description
Time	Time columns can be individually interpreted as either their native time type (HH:MM:SS.XX / hundredths / frames / tenths) OR milliseconds.
What rows represent	Each row represents a unique module-pin-event/Time combination and contains all the information in the script file that is associated with that module-pin-event/Time combination. Or a DMX command. If a Cue value is specified then the CSV row is assumed to be Pyro data, otherwise it is assumed to be DMX data.

Each script row has the fields shown in Table 3.

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Table 3 - Specifications of script fields

Field	Description	Field Name Mappings	
Row ID	Optional Row ID used for error reporting purposes	"RowID", "Row ID", "ID"	Pyro & DMX
Time	Event time in (Integer) milliseconds, rounded to nearest hundredth of a second, or (String) in the format HH:MM:SS.XX. Please note TimeBase can be specified during import, so XX can be interpreted relative to SMPTE 24, 25 or 30 framing rather than just hundredths	"Time", "TimeText", "Time Text", "TimeMS", "Time MS", "LaunchTimeText", "Launch Time Text", "LaunchTimeMS", "Launch Time MS", "LaunchTime", "Launch Time", "Launch", "ScriptTimeText", "Script Time Text", "ScriptTimeMS", "Script Time MS", "ScriptTime", "Script Time", "Script", "TransmitTimeText", "Transmit Time Text", "TransmitTimeMS", "Transmit Time MS", "TransmitTime", "Transmit Time", "Transmit"	Pyro & DMX
Delay	Delay in (Integer) milliseconds or (Decimal) hundredths used to calculate either launch or script time	"Delay", "Dly", "BreakTime", "Break Time", "BreakDelay", "Break Delay", "LiftTime", "Lift Time"	Pyro & DMX
Event	Event number (Valid 0-999)	"Event", "Evt"	Pyro & DMX
Module	Module or Universe address number (Valid 1-99)	"Module", "Mod", "Slat"	Pyro & DMX
Cue	Cue number on the Slat for Pyro (Valid 1-32) or leave blank for DMX	"Cue"	Pyro Only
Quantity	Number of Pyro items	"Qty", "Quantity"	Pyro Only
Product ID	Maximum 16 characters	"ProductID", "Product ID", ProductNumber", "Product Number"	Pyro Only
DMX Channel	DMX channel to configure (Valid 0-255 where 0 = Set ALL to zero)	"Channel", "Chan", "Chn", "DMXChannel", "DMX Channel"	DMX Only
DMX Value	Requested output level for DMX channel (Valid 0-255)	"Value", "Val", "Level", "Lvl", "DMXValue", "DMX Value"	DMX Only
DMX Duration	How long to hold (in Frames) at the chosen level (Valid 0-1024 where 0 = Hold Indefinitely)	"Duration", "Durat", "Dur", "Hold", "DMXDuration", "DMX Duration"	DMX Only
DMX Rate	The rate to ramp from the current level to the new level (Valid 0-25.5 seconds where 0 = Immediate, no ramp)	"Rate", "Rte", "DMXRate", "DMX Rate"	DMX Only
Description	Maximum 80 characters	"Description", Desc"	Pyro & DMX
Comment	Maximum 60 characters	"Comment", "Comm"	Pyro & DMX
Priority	Hazard grouping (Valid 1-16)	"Priority", "Prty"	Pyro & DMX
Position	Maximum 10 characters	"Position", "Pos"	Pyro & DMX