system diagram

# ... the unbearable likeness of ...

units | functions

physical node

power switch()
system init()
system set()
connect()
set light units()
listen serial()
send serial()
receive serial()

artist node
network node

send data()
write data()

server node

receive ()
write data()
get data()

network node

physcial node

server node

cgi script

mySQL db

txt config file

physical nodes are the actual art pieces. they are comprised of a varied assortment of light sources and an xport. each xport has a unique ip address. the physical node connects to a perl script on the server node by way of the network. it connects to get it's settings, check it's settings and listen for commands from the server. it then interprets these settings to adjust its visual aesthetic. if the server node is unavailable the physical node goes into animation mode and has a preset logic that it runs until the connection can be re-establishsed.

server node is used to both receive commands from the network node and physical node. based on these commands, the server node either will modify/write a text file, or store state data in a database. this information can then be retrieved by the physical node and/or by the network node. the context for the physical node are settings for the specific units in the physical node (ie light row, lcd screen illumination, etc), and the network node access is to provide data manipluation of these settings.