



USER MANUAL

HOW TO CONFIGURE AN MASTER-SLAVE INSTALLATION

V1

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INTRODUCTION

In this tutorial we will see how to configure an Master/Slave installation.

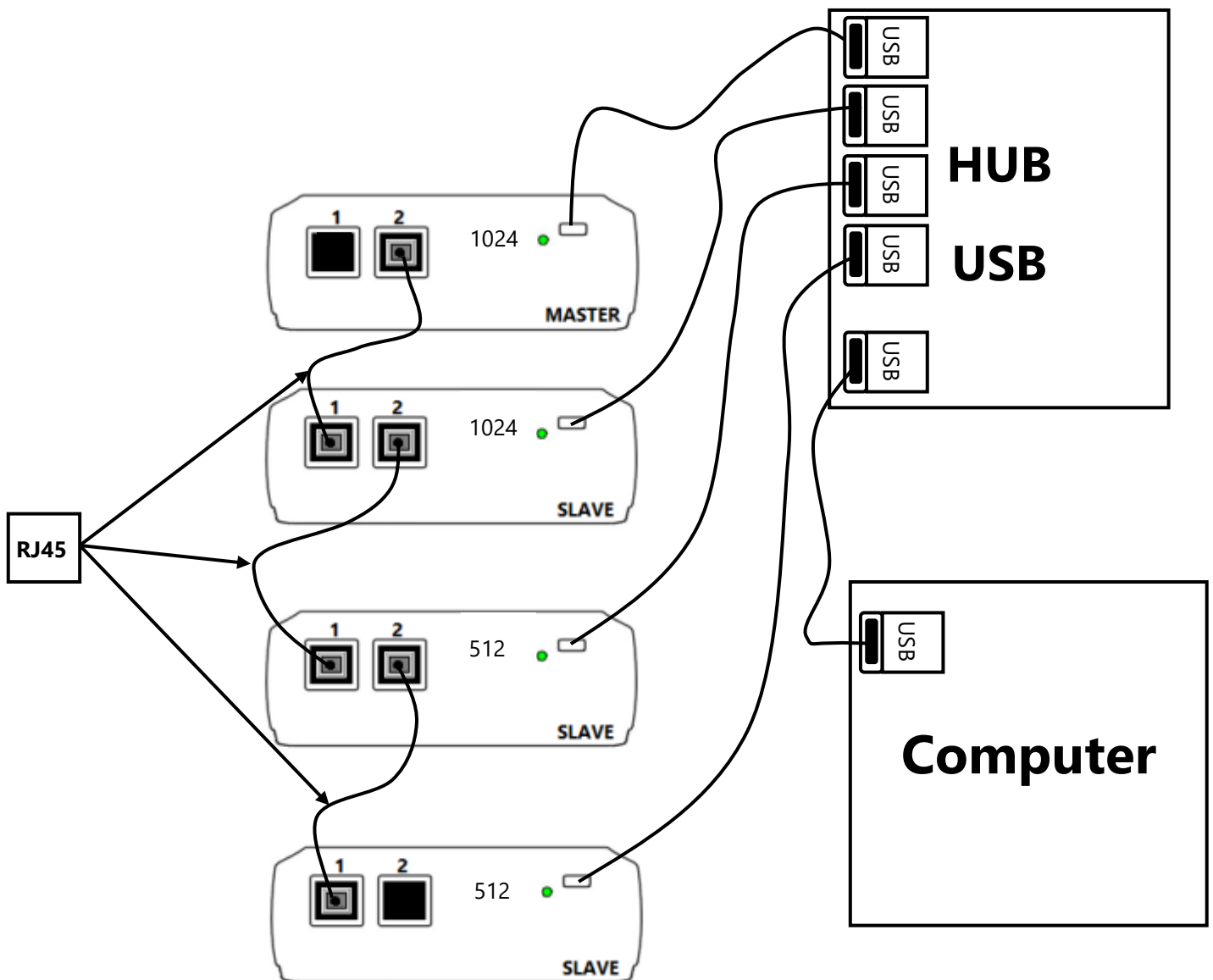
When multiple interfaces are connected with USB, the standalone mode allows to set them as Master/Slave. This mode allows to synchronise many interfaces and mutualize their standalone spaces combining the universes. (up to 32 standalone universes)

A single interface can be define as master, others are automatically set to slaves. Triggers operated on the master interface are passed on slaves. However slaves are not synchronized on play time and keep individual control. Consequently slaves can trig and play different scenes. The master acts like a general remote imposing triggering to the slaves.

For the tutorial we will create a 6 universes installation with two 1024 and two 512 devices.

PHYSICAL INSTALLATION

First connect all devices together using RJ45 cable and connect USB cables to an USB HUB or directly on your computer if you have enough USB port



When you installation is set up all your devices are powered on and the lcd screen display "PC"

The next step is the software configuration

USER MANUAL – How to configure an Master-Slave installation

SOFTWARE CONFIGURATION

When multiple interfaces are connected with USB, the standalone mode allows to set them as Master/Slave. This mode allows to synchronize many interfaces and mutualize their standalone spaces combining the universes. (Up to 32 standalone universes)

Start the software, in the first screen all detected devices appears, you can select each universe for each one

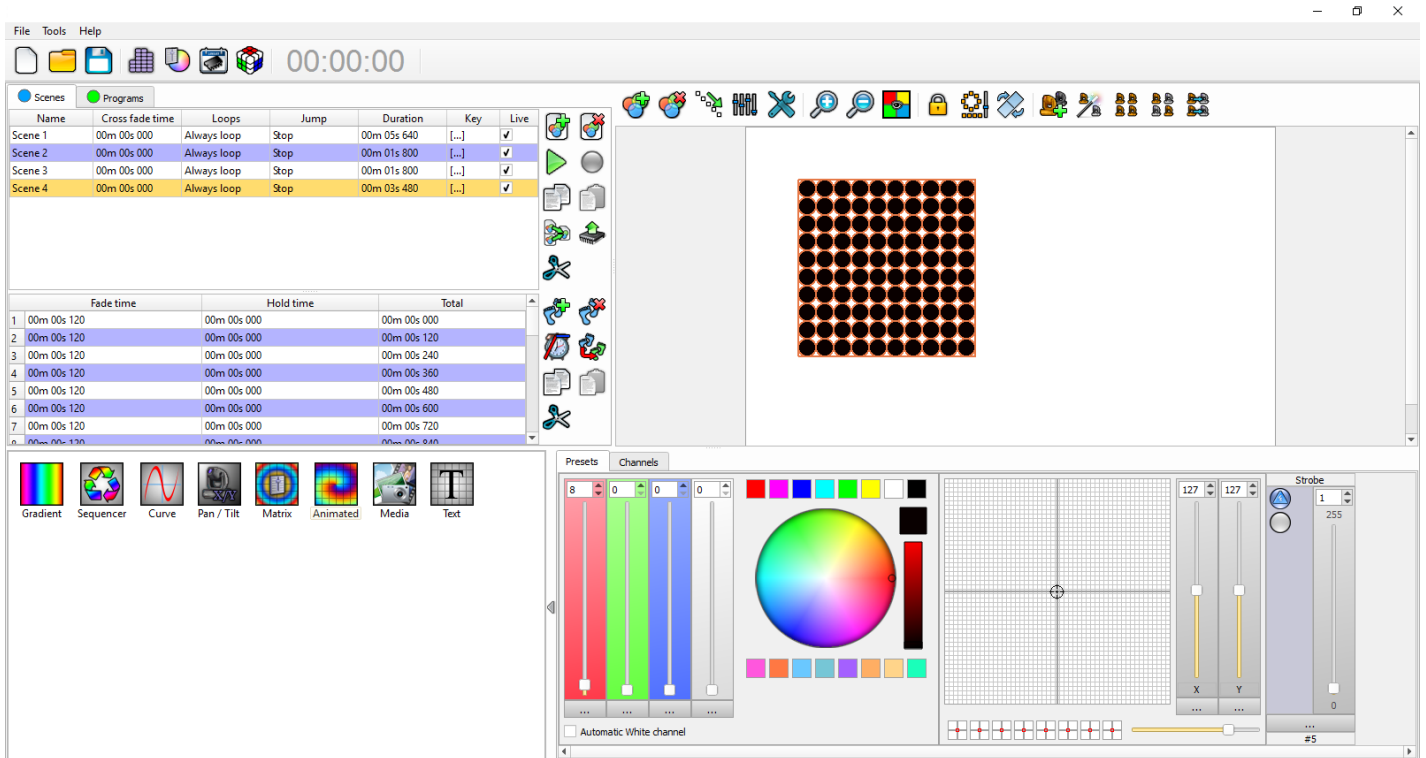
The screenshot shows a software configuration window with a table of detected devices. The table has columns for Ref., Serial, Firmware, Update, A, DMX Universe A, B, and DMX Universe B. There are four rows of data, each with a checked checkbox in the first column. Below the table, there is a status bar with a green checkmark and the text '- ArtNet : 6 Universes'. At the bottom right, there are three blue navigation buttons: a left arrow, a right arrow, and an 'X' button. Two callout boxes provide instructions: one pointing to the 'DMX Universe A' column header with the text 'Double clic on the tab for select the universe desired', and another pointing to the right arrow button with the text 'Clic to continue'.

	Ref.	Serial	Firmware	Update	A	DMX Universe A	B	DMX Universe B
1	512		1.1.5.7	OFF	Out	DMX Universe 1
2	512		1.1.5.7	OFF	Out	DMX Universe 2
3	1024		1.1.5.7	OFF	Out	DMX Universe 3	Out	DMX Universe 4
4	1024		1.1.5.7	OFF	Out	DMX Universe 5	Out	DMX Universe 6

Double clic on the tab for select the universe desired

Clic to continue

When the software is open, you have to create your show with all your scenes (Please refer to the user manual **How to create scenes and programs**)



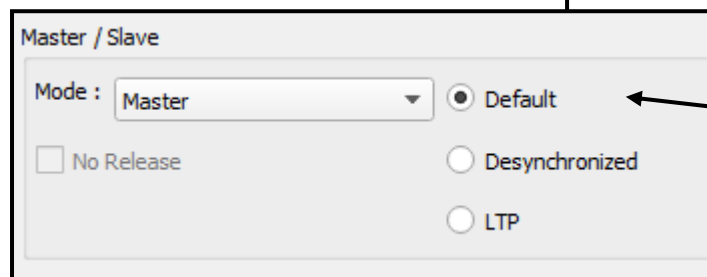
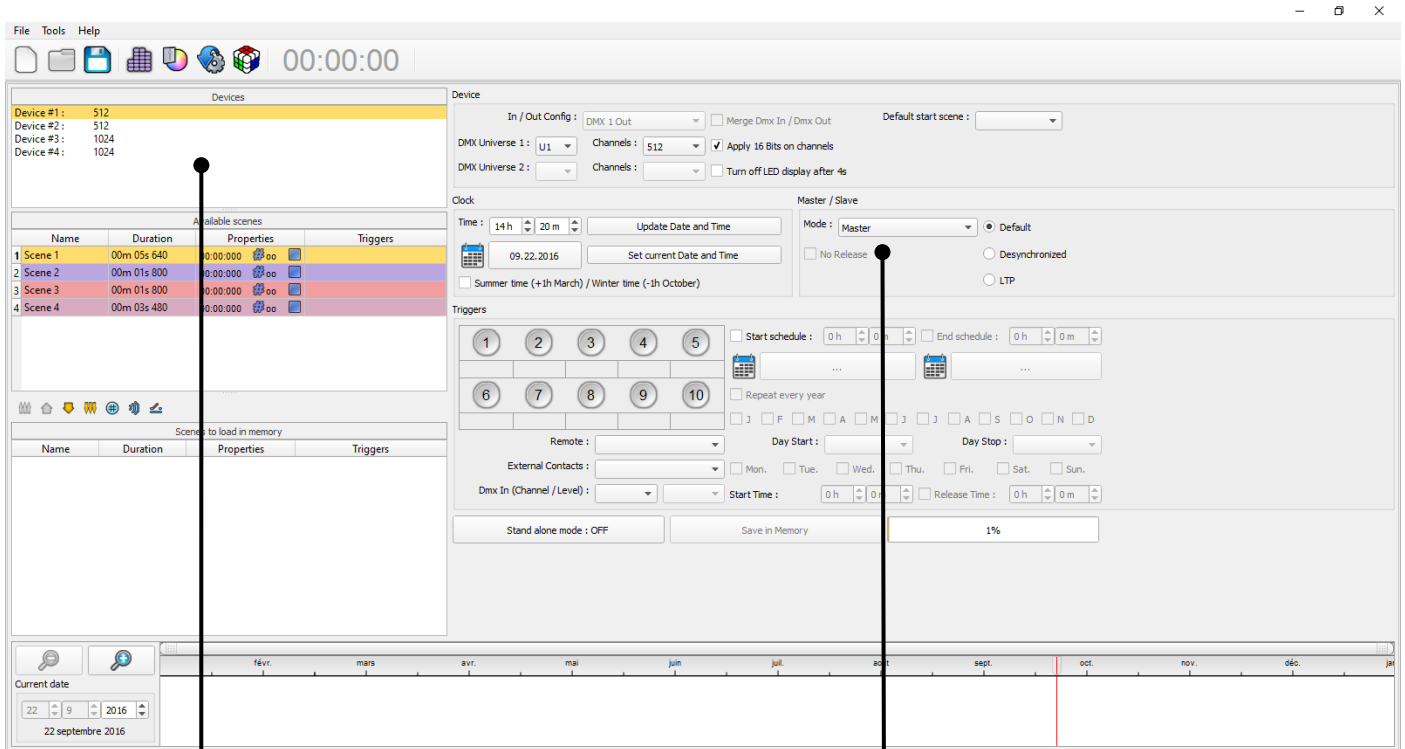
When the show is created go into the stand alone mode by clicking on



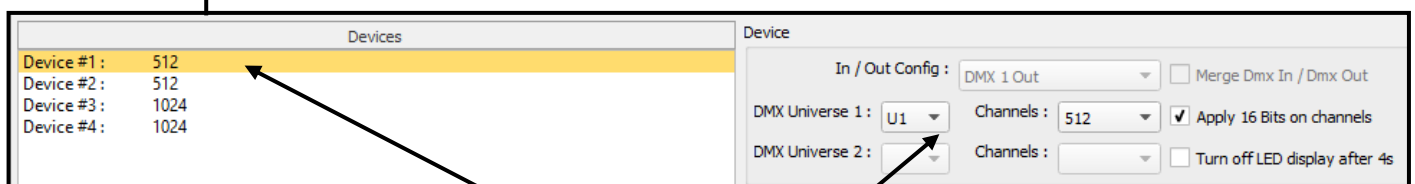
(Please refer to the user manual **How to save Scenes in Memory** for more informations)

The Stand Alone mode allows to choose 1 interface and to define this interface as Master from the interface list, it is possible to choose only one to be the Master, all the other one will be configured as slave by default.

The interfaces are always ordered by serial number ascending order



Select for each devices the mode, Master or Slave and Default, Desynchronised or LTP



Select for each devices the universe number and how many channels are used in this universe

We will define the Device #4 as Master and others as Slave and select **“Default”**

- **MODE MASTER/SLAVE « Default »**

A single interface can be define as master (lower serial number by default), others ones are automatically set to slaves.

The master device play the current scene and synchronize the slave ones. The master forces the slave interfaces to play the same scene and the same step at the same time. The slave interfaces are forced to follow the master timings and triggers and they cannot act, play or trigger a scene independently. Master can trigger on and trigger off scenes of the slave interfaces.

- **MODE MASTER/SLAVE « Desynchronized»**

An interface can be define as master, others are automatically set to slaves. All Triggers On or Off operated on the master interface are effective to slave ones. However slave interfaces are not synchronized with master's timing and keep individual controls. Consequently slaves can trigger and play different scenes at any time and not synchronized with the master ones. The master acts like a general remote imposing triggering to the slaves with total priority. Master can trigger ON and trigger OFF scenes of the slave interface.

- **MODE MASTER/SLAVE « LTP »**

LTP means Latest Takes Priority. All interfaces are defined as slaves. Interfaces are not synchronized with timing and can trigger and play different scenes by itself. However triggers from an interface are passed to the others connected interfaces automatically and slave interfaces are forced to trigger the same scene. Here each interface acts like a general remote imposing triggering to the other slaves without synchronization.

- **THE «NO RELEASE» Option**

This option is only available with LTP or DESYNCHRONIZED modes. Only triggers ON from the master interface are executed and effective. All triggers OFF are ignored and slaves interfaces keep playing their current scene. Each Slave interface can choose to release or not its scene depend on the option is activated or not.

Available scenes					
	Name	Duration	Properties	Triggers	
1	Scene 1	00m 05s 640	00:00:00 #oo	<input type="checkbox"/>	
2	Scene 2	00m 01s 800	00:00:00 #oo	<input type="checkbox"/>	
3	Scene 3	00m 01s 800	00:00:00 #oo	<input type="checkbox"/>	
4	Scene 4	00m 03s 480	00:00:00 #oo	<input type="checkbox"/>	

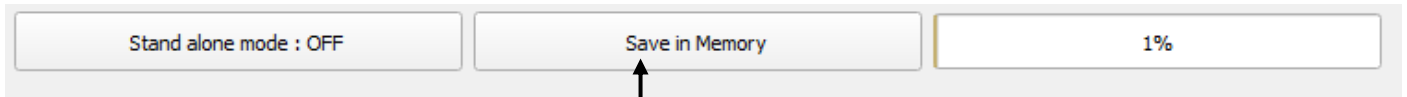
Scenes to load in memory					
	Name	Duration	Properties	Triggers	
1	Scene 1	00m 05s 640	00:00:00 #oo	<input type="checkbox"/>	<input checked="" type="checkbox"/>
2	Scene 2	00m 01s 800	00:00:00 #oo	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3	Scene 3	00m 01s 800	00:00:00 #oo	<input type="checkbox"/>	<input checked="" type="checkbox"/>
4	Scene 4	00m 03s 480	00:00:00 #oo	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Click on **Set buttons** for drop all scenes and automatically assign them to buttons.
 (Scene 1->button 1
 Scene 2 -> button 2...)

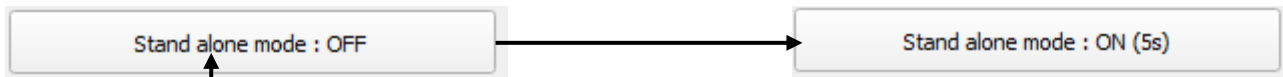
When scenes are correctly configured you can check the assignment in the Triggers part.

Triggers				
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Scene 1	Scene 2	Scene 3	Scene 4	
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

We have 4 buttons in blue, 4 scenes are well settled.



Now click on Save Memory for write your show in all devices and wait until the end of the operation



When it's done click on Stand alone Mode for go in **ON**

In Stand alone mode ON you can check if all is correctly configured, wait 5 sec without using the software, the led screen on devices display "00".

Now you can press buttons on the master device and check if the same button is activated on all slaves.

When everything work, you can unplug the computer and start to use your installation in Stand alone.