USER MANUAL
HOW TO CONFIGURE A MASTER-SLAVE INSTALLATION

V1.1

SUMMARY

INTRODUCTION

This tutorial explains how to configure a Master/Slave installation.

In standalone mode, multiple interfaces can be connected together in a Master/Slave configuration. This allows for the synchronization of many interfaces and their standalone spaces across combined universes (maximum 32 interfaces managing up to 64 standalone universes).

A single interface can be defined as master and others set to automatically perform as slaves. Triggers activated on the master interface are passed on to slave units. The master functions as a general remote triggering the slave units.

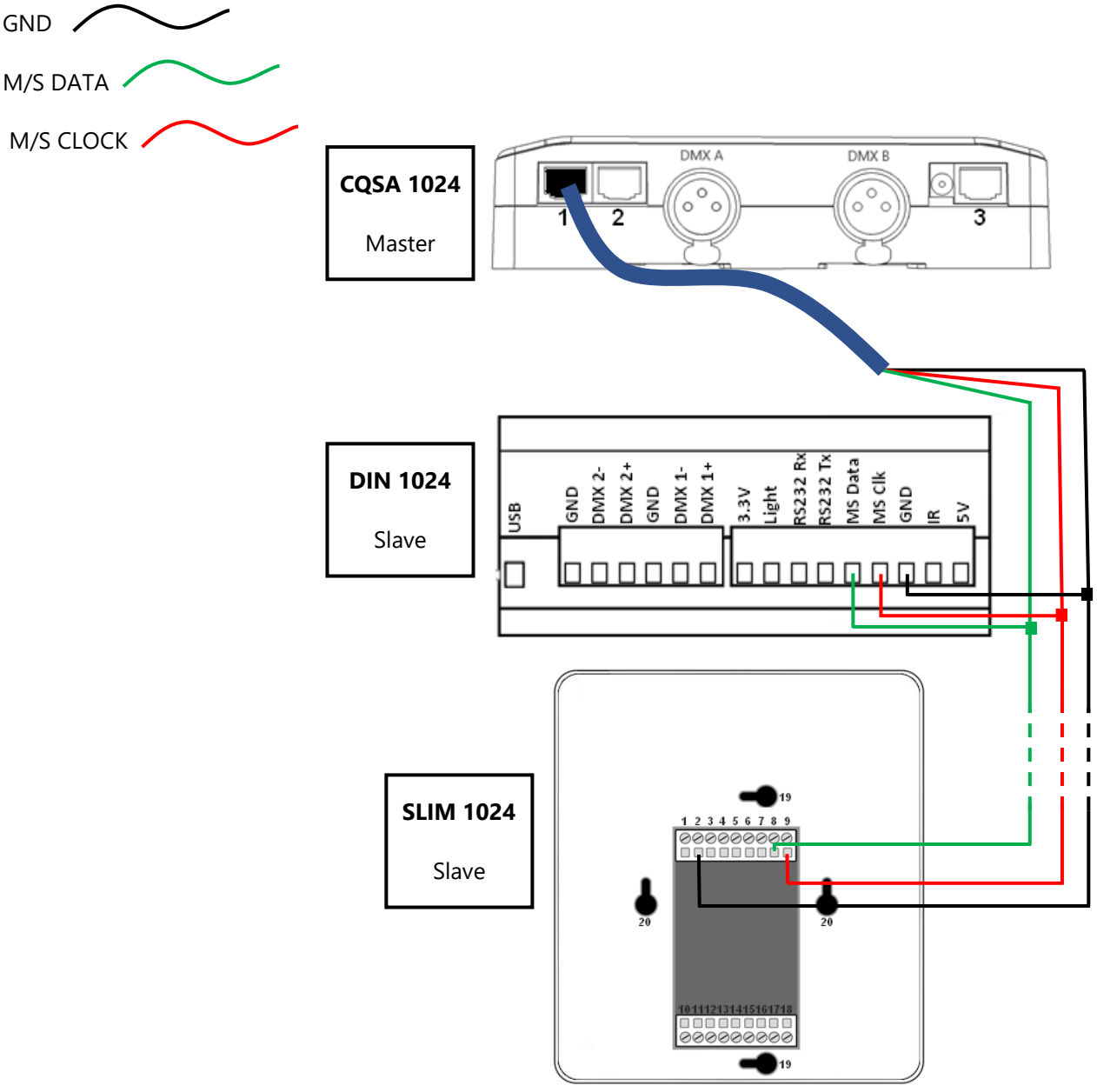
Interfaces can communicate together by dry contact or through a local network for Ethernet interfaces.

PHYSICAL INSTALLATION

STANDARD CABLE CONNECTION

First connect all devices together using RJ45 cable or otherwise wiring according to the devices used in your installation. Note that different models of interfaces can be used together as Master/Slave. Next, connect USB cables to a USB hub or directly to your computer if you have enough USB ports to open all devices at the same time in the lighting control software.

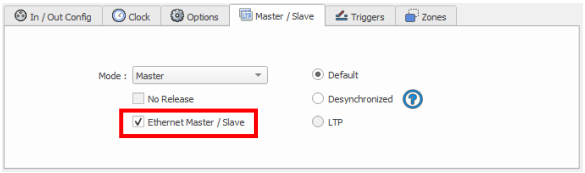
Below is an example wiring illustration with 3 interfaces connected as Master/Slave. A CQSA 1024 is set as Master and a DIN 1024 and SLIM 1024 are set as Slaves, for a total of 6 universes.



ETHERNET CONNECTION

It is also possible to use the Master/Slave function via the ethernet network. Operation is identical to the standard mode.

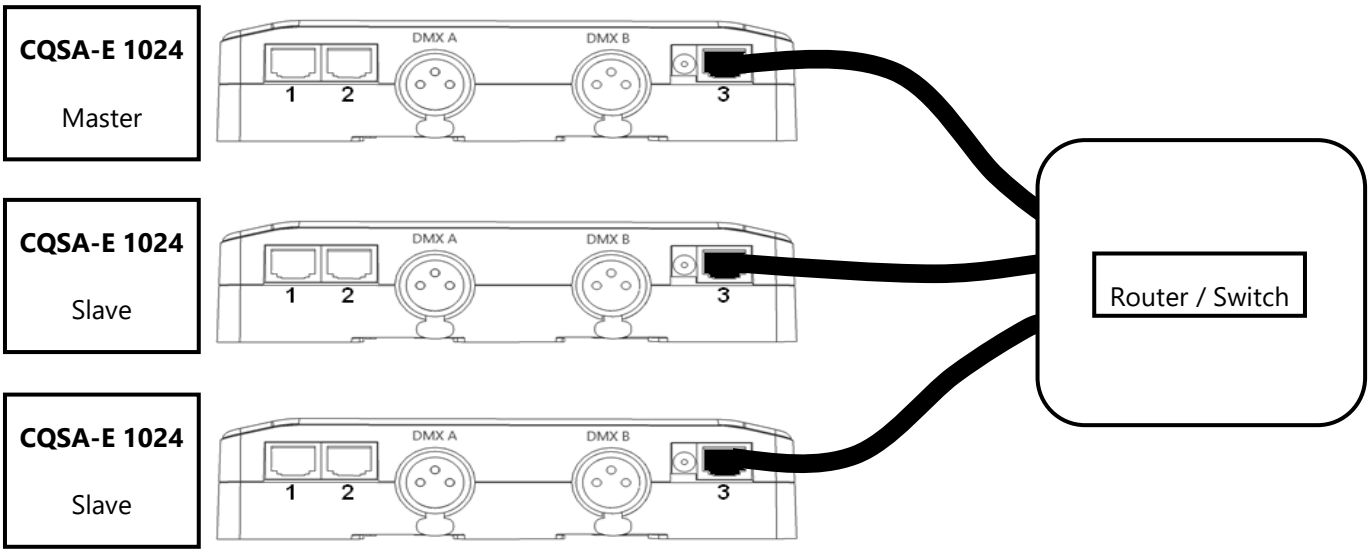
This function can be enabled/disabled in the **Master/Slave** tab of the standalone mode menu in the software:



Note: It is recommended to activate this option only when necessary and on only one card on the network.

Activating the Master option on multiple devices sharing the same network will result in unstable performance.

Here is an example of connecting 3 ethernet interfaces on the same local network using a router/switch. One CQSA-E 1024 is set as Master, with two CQSA-E 1024 units set as Slaves, for a total of 6 universes.

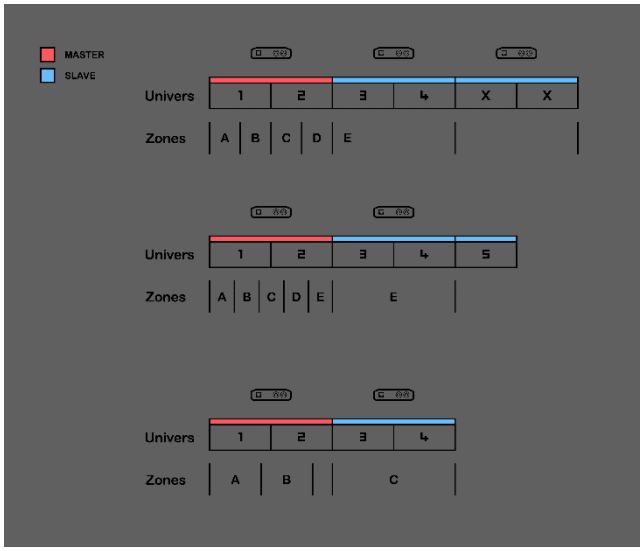


Once the physical connections are established, the next step is to configure the software.

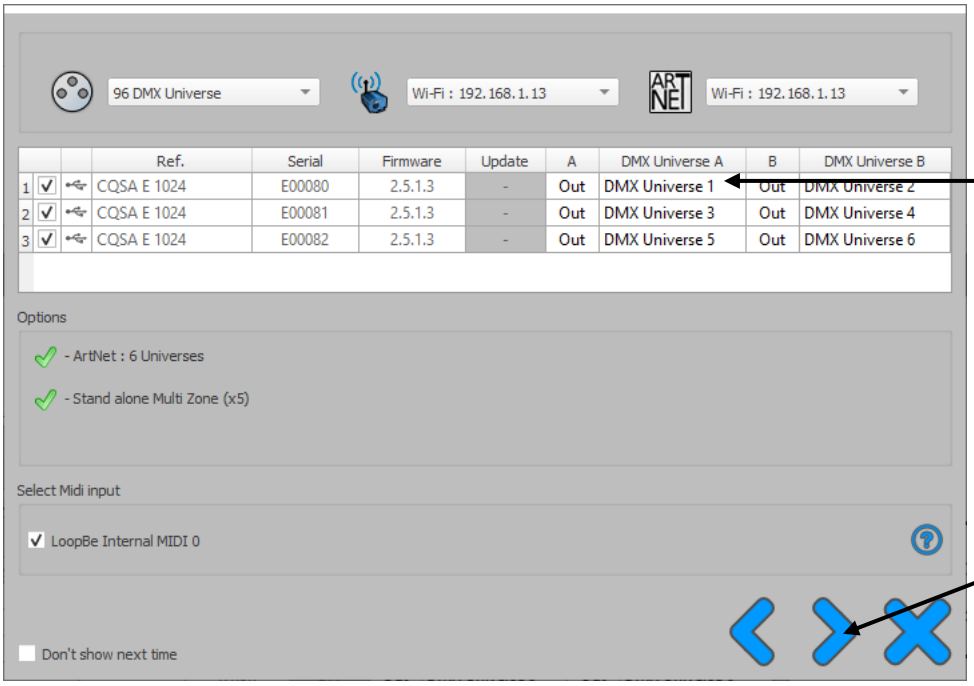
SOFTWARE CONFIGURATION

When multiple interfaces are connected by USB or Ethernet, the software's standalone mode is used to assign their Master and Slave roles. This allows for the synchronization of many interfaces and their combined standalone spaces across multiple universes (maximum 32 interfaces managing up to 64 standalone universes).

When using interfaces with the Multizone feature, it is possible to extend the last zone such that the Master interface will have all the zones written in memory and will use its last zone to drive all the Slave interfaces, which will have only the last zone in memory.



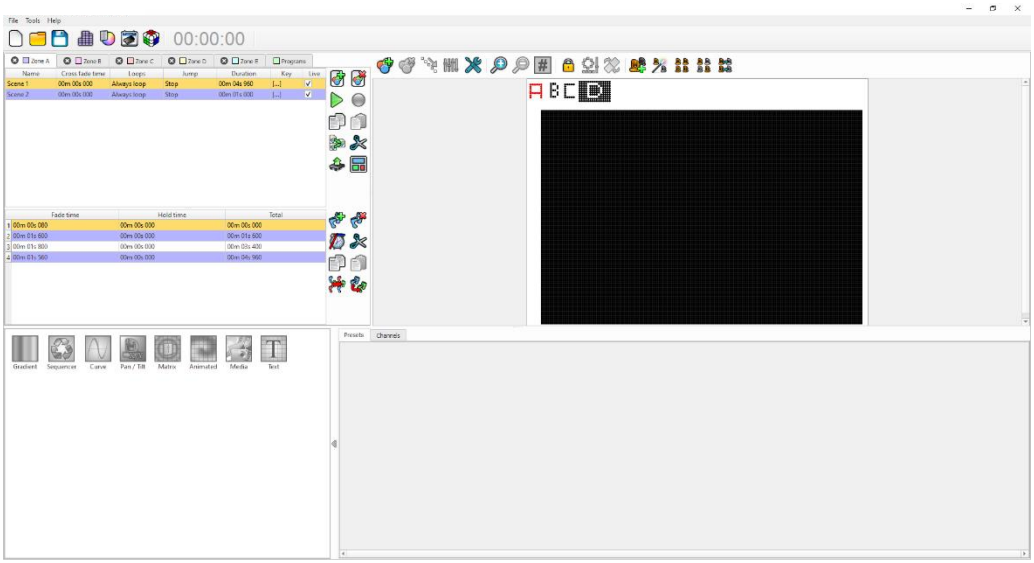
When starting the software, the first screen will display all detected devices. Select and assign universes to each device by double-clicking on the DMX Universe field in the window.



Double click on this field to select the desired universe

Click to continue

When the main software window opens, begin creating scenes and programs for your show (refer to the user manual **How to Create Scenes and Programs** for assistance with this step).



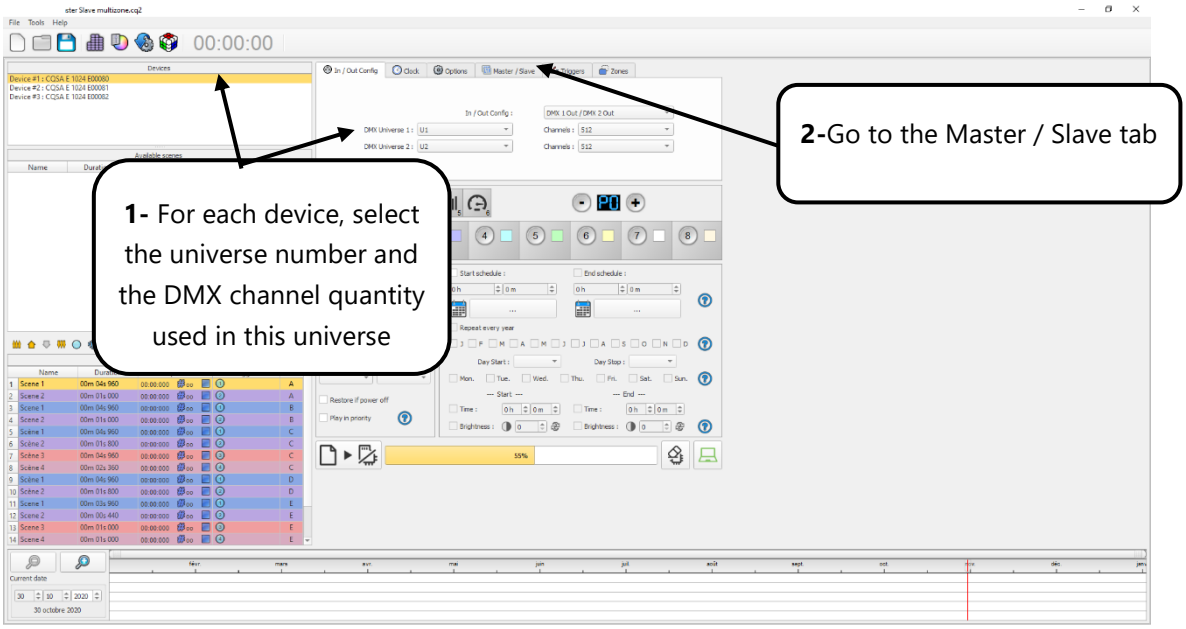
SET MASTER / SLAVES SETTINGS

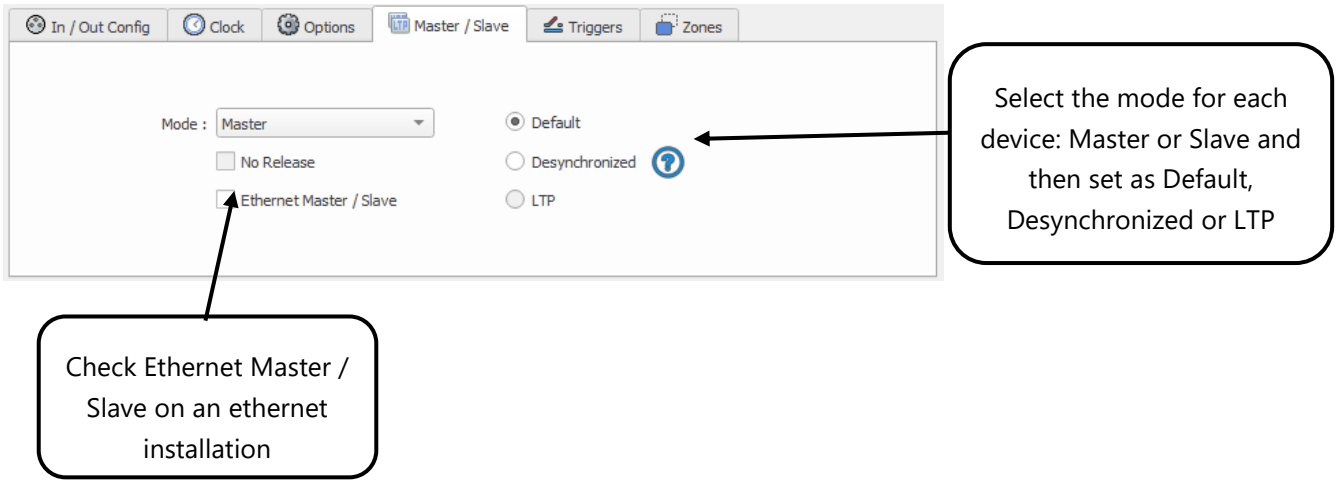
Once the show is created, click on this icon to enter Stand Alone mode:

(Refer to the user manual **How to Save Scenes in Memory** for details**)**

In this mode, select and define one interface as the Master in the interface list. The other interfaces will be configured Slave units by default. It is only possible to assign one interface to be the Master.

Note: The interfaces are always ordered by serial number in ascending order.





• **MODE MASTER/SLAVE « Default »**

Default behavior: When a single interface is defined as Master (lower serial number by default), the other interfaces are automatically assigned as Slaves. The master device plays the current scene and synchronizes the slave devices. The master forces the slave interfaces to play the same scene and the same step at the same time in unison. The slave interfaces are forced to follow the master timings and triggers and slave interfaces will not act, play or trigger a scene independently. Master interfaces will trigger On and trigger Off the slave interface scenes.

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

Desynchronized behavior: As with Default behavior, when a single interface is defined as Master (lower serial number by default), the other interfaces are automatically assigned as Slaves, and master interfaces will trigger On and trigger Off the slave interface scenes. But, in Desynchronized mode, slave interfaces are not synchronized with the master timing and the slave devices retain individual control. Consequently, slave devices can trigger and play different scenes at any time outside the synchronization with the master scene triggers. The Master operates as a general remote sending top priority triggers to the slaves.

• **MODE MASTER/SLAVE « LTP » (Not available with Ethernet Master/Slave)**

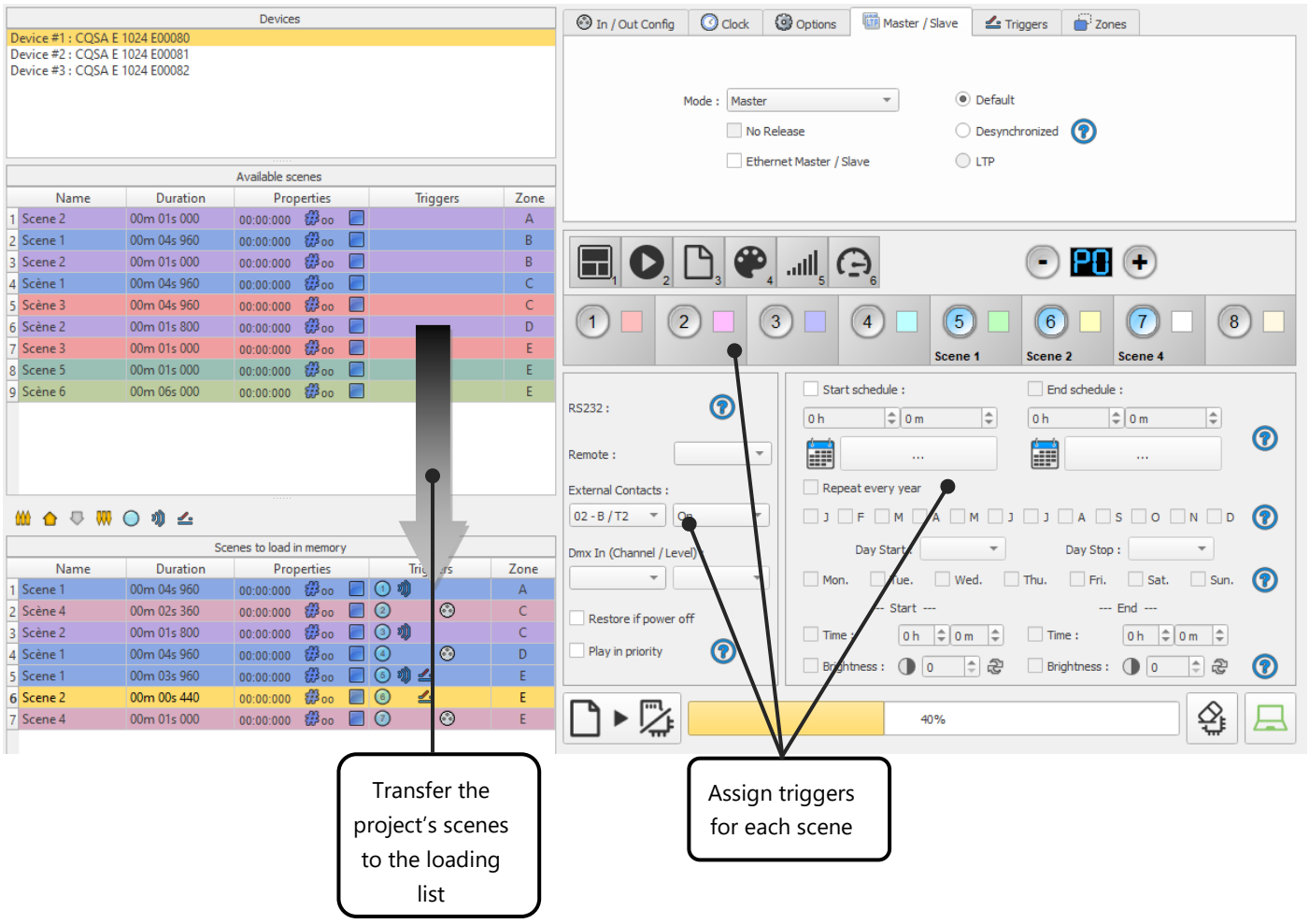
LTP behavior: LTP means Latest Takes Priority. All interfaces are defined as Slaves. Interfaces are not synchronized with timing and can trigger and play different scenes independently. But, triggers from an interface are passed to the other connected interfaces automatically and slave interfaces are forced to trigger the same scene. In this mode, each interface operates as a general remote sending top priority triggers to the other slaves without synchronization.

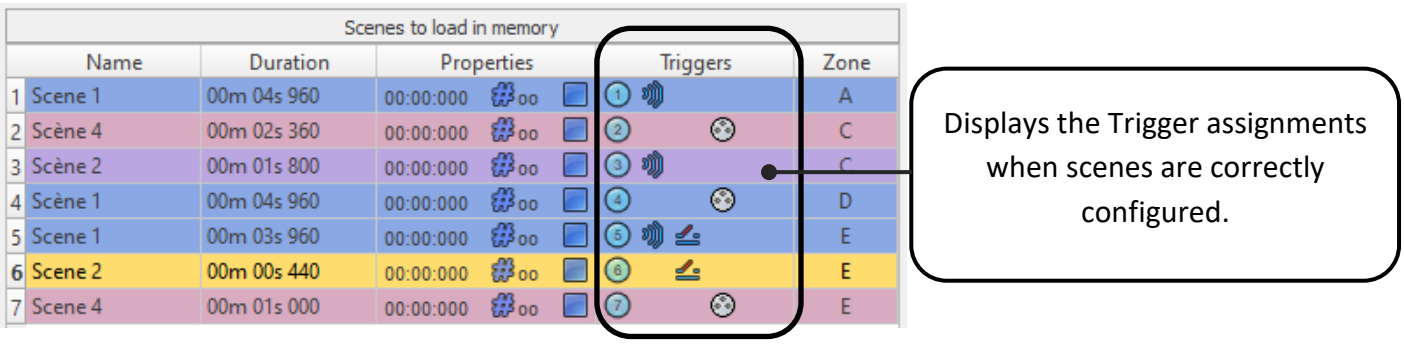
• **THE «NO RELEASE» Option**

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 slave interfaces continue playing their current scene. Each Slave interface can choose to release or not release its scene depending on whether this option is activated or not.

CHOOSE SCENES SETTINGS

The scene list contains all the project's scenes except those which do not contain steps. The list gives the name and duration of the scenes and their advanced settings:





- Scene 1 have button 1 and remote assigned as triggers
- Scene 2 have button 2 and DMX IN assigned as triggers
- Etc....
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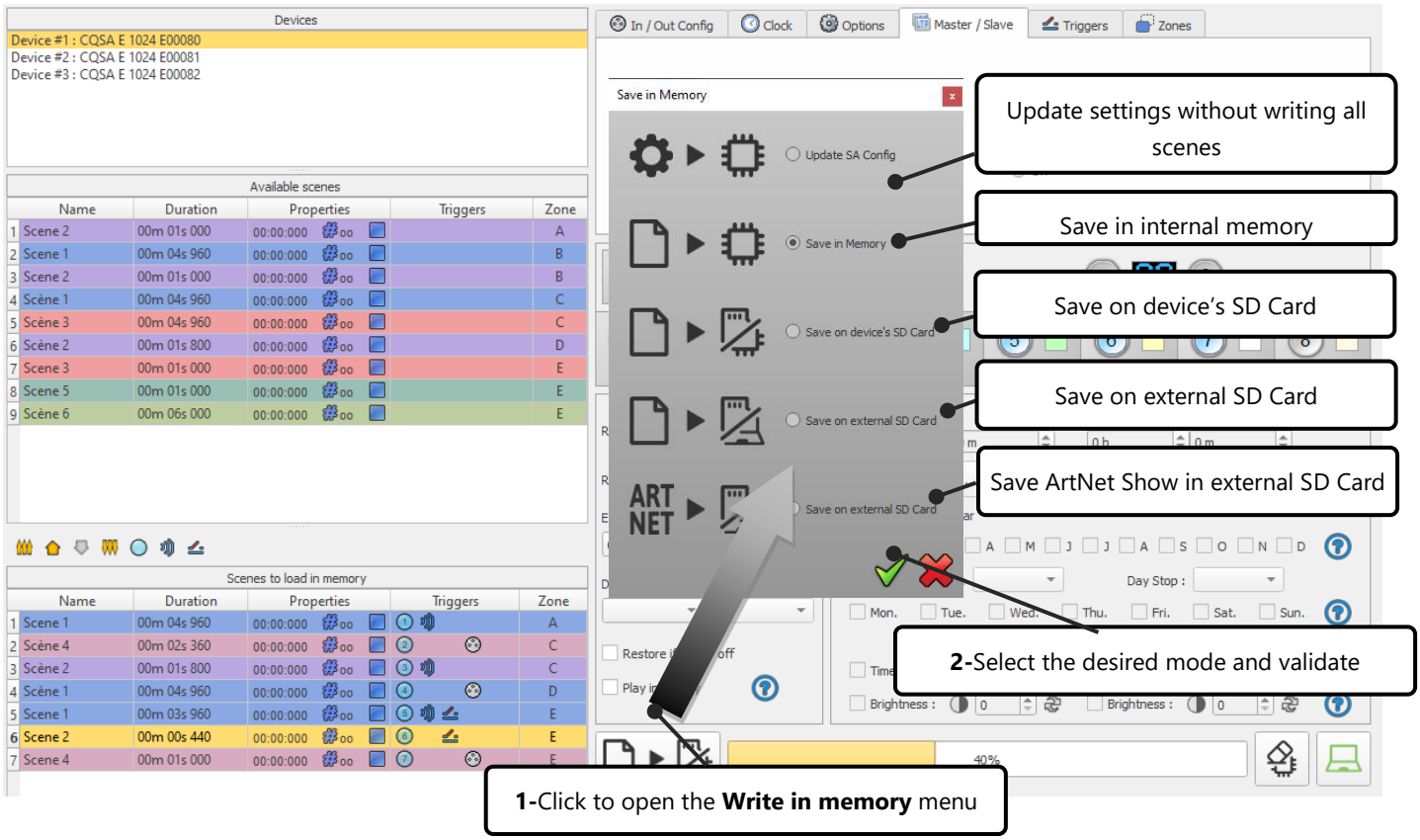
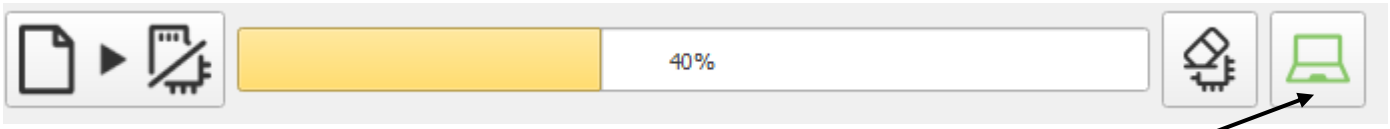
SAVE IN MEMORY

Once all the settings have been made, saving the show in memory will register in the memory of all the interfaces successively:





With Stand-Alone mode ON, it's possible to check that all interfaces are correctly configured. After turning on this mode, wait 5 seconds while not using the software. Once the device screens display "00", you can now press the master device buttons to confirm that the same buttons are simultaneously activated on all slave devices.

When the configuration is complete and confirmed, you can unplug the devices from the computer and begin to use your installation in Stand Alone.