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Application notes for Rerun multi-universe DMX recorders, software V1.3

Multi-universe versions of the Rerun DMX recorder operate slightly differently from their single universe counterparts. The differences come about due to issues relating to synchronizing the universes together during the record and playback processes. The additional parameters to consider are listed below.

- Universe 1 must have DMX input present for recording to take place. The first universe controls the overall mode of the system. You will not be allowed to enter the recording mode if there is no DMX input on universe 1 even if there is DMX present on inputs 2, 3, and 4.

- Recording a show with no DMX present causes DMX values of 0 to be recorded. This applies to universes 2 - 4 only. If DMX input is present on universe 1, the record mode can be started. Any other universe with no DMX input present will record its levels as 0.

- The grand master feature (if enabled) only operates on universe 1. There is no facility for universes 2 - 4 to process the grand master feature at this time. It is recommended that the grand master feature should not be used in multi-universe Rerun DMX recorders.

- The show crossfade feature only operates on universe 1. Universes 2 - 4 do not have crossfade capability at this time. It is recommended that the crossfade attribute be turned off in each show after it has been recorded. This is accomplished by using the "10 code" display as described in the V1.1 manual addendum. If the crossfade attribute is enabled, universe 1 will fade to the first frame of a show in 5 seconds and then begin running the show. Universes 2 - 4 will continue to send their last values during the fade and then they will run properly as the show begins running. With the crossfade attribute disabled, all universes will start running at the same time.

- Jumper settings shown in the manual are not accessible in the multi-universe versions of the Rerun. Consult with Doug Fleenor Design if access to the jumper-enabled features is needed.

- A Preset 10 station may be used to remotely select shows for playback. The Preset 10 must be configured as a Slave station (remove JP2). Also, the Preset 10 must be connected to the universe 1 input. This is the only port which is enabled for Preset 10 communications.