Master/Slave Mode Without an External Controller



In Master/Slave mode, a single fixture can be appointed as a 'Master', and all other 'Slave' fixtures will receive output control values from the master.

To enable this:

- Enter the menu
- Enter Preferences () ()
- Go to Network 🙆 🤇
- Change the value to **Master** (



By default, all fixtures in a chain are set to Slave, which means they don't do anything special in regards to the remote control. A Slave fixture can be controlled both locally or remotely. When there's a Master fixture present on the bus, none of the Slave fixtures can be controlled locally or with analog control. They will be in Digital Control mode.

To learn how to control the fixture using a manual program, see chapter <u>Modes of Operation</u>.

- 1 There should be only one master per chain. In case there inadvertently are multiple masters present in the same chain, each slave will decide for itself which master to follow and which to ignore. There's no guarantee about collective behavior in this situation.
 - This can be identified by turning the output on and

looking for presumed slave fixtures whose status LED is not purple



It's not recommended to set a fixture to Master when using a Smart Controller, as they will interfere.



To exempt a fixture from being controlled by a Master, the Network setting of that fixture can be set to Local. In Local mode, it will still relay signals from the Master to other slaves. Local mode only works for chains controlled by a Master and not for chains controlled by an analog controller or a **Smart Controller**.



When Slave fixtures have seen a Master's signal, they will lock on to that signal. When the signal is stopped or interrupted, they go into "Digital Lost" alarm. This includes the act of setting a Master back to Slave mode.

For more details, see section <u>Alarms</u>.

When "Master" or "Local" mode is active, it's indicated by a different background color throughout the interface.