

Ovation 4D/Micron 4D Remote Control Unit & BackUp

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Remote Control Unit Overview

The Remote Control Unit for Ovation 4D/Micron 4D is used as a Remote Control device.

The RCU panel playback devices include:

- A/B crossfader with Back, Hold, Sequence, Go, and GoTo (multifade) commands.
- 10 controllers that accept memory, group, and chaser assignments. The chaser controls include Go and Step. The chaser rate can be modified.
- 10 Soft keys. Soft Keys, in Assign mode, serve as Bump Buttons and Go/Hold/Step commands for controller assignments. Soft Keys also work in various modes. See below.
- General Master with blackout key.
- 1 wheel for intensity, parameter values (including x and y), and rate modification.

When the Remote Control Unit Panel is connected to a 19" Rack it can be used as a Backup system for Ovation 4D/Micron 4D. The Ovation 4D/Micron 4D Backup system consists of a 19" rack, a Remote Control Unit (RCU) panel, an alphanumeric keyboard, and an optional SVGA monitor.

The 19" rack includes:

- All Ovation 4D/Micron 4D hardware
- Floppy disk drive
- Hard Disk

Remote Control Operations

Bit K Remote Interlace found in Service Tools/Config Sys/Special Functions determines the availability of the keys, wheels, and trackball on both the main console and the RCU.

When toggled to 0 –Disable, the keys, wheels, and trackball on the RCU and UWR/UCR are not available when the main console has control.

When the main console has control the RCU General Master is forced to 0%.

When the RCU has control the following situation pertains to the faders and controllers (note the difference between the RCU when connected to Ovation 4D and Micron 4D):

	Active on Ovation 4D	RCU	Active on Micron 4D	RCU
Controllers	11 → 16	RCU controllers 1 → 10 control Ovation 4D controllers 1 → 10	None	RCU controllers 1 → 8 control Micron 4D controllers 1 → 8
Faders	1 → 20	RCU controllers none of the faders	3 → 10	RCU Controllers 9 & 10 control Faders 1 & 2*

* In this case, chasers and Effects cannot run on RCU controllers 9 and 10.

When toggled to 1 – Enable, the keys, wheels, and trackball on the RCU and UWR/UCR are still available when the main console has control.

Most key sequences are identical to the main console. Spot editing is slightly different and is described below.

[SHIFT] accesses the function appearing at the top of the key.

Taking Control

Keypresses

1. Press **[CLEAR]** on the Remote Control Unit.

Results/Comments

A Remote control flag is displayed on the main console's monitor. The current Soft Key mode is also displayed. The RCU master is at 100%.

➤Note

When Remote Interlace (see above) is enabled both the main console and the RCU are online even if you do not press **[CLEAR]**. If you do not press **[CLEAR]** the displays and LEDs on the RCU do not work.

Freeing main console assignments

You can free the main console assignments on controllers 11 – 16, the C/D crossfader, and Submasters 1 & 2 from the Remote Control Unit

Keypresses

1. Press **[FREE] [+]**

Results/Comments

All assignments from the playback devices mentioned above are freed.

You can also free all of the controller assignments.

Keypresses

1. Press **[FREE] [→]**

Results/Comments

All controller assignments are freed.

Returning Control to main console

Keypresses

1. Press **[CLEAR]** on the main console.

Results/Comments

Control is returned to the main console. The Remote Control flag is no longer displayed.

Editing Functions

Basic memory editing functions are available:

- Selecting channels
- Assigning intensity
- Assigning scroller frame value
- Selecting spots
- Selecting spot parameters
- Assigning spot parameter values
- Storing a memory
- Converting memories to editor groups.
- Absolute intensity assignments using the @ key.

Editing Spots

Spot selection is identical to the sequences used on the main console. There are a few different methods for selecting parameters and assigning parameter values.

Keypresses	Results/Comments
1. Select spots.	When spots are selected the Soft Keys automatically jump to parameter mode.
2. Press the SK to select a parameter.	Use the arrow keys to page through the LCD display until the parameter you want is displayed.
3. Assign a value on the numeric keypad or use the wheel.	The wheel automatically controls the selected parameter.
Or	
Keypresses	Results/Comments
1. Select spots.	The Soft Keys automatically go to Parameter mode. Selections are displayed on the LCD.
2. Press [P#]	
3. Enter the parameter number on the keypad.	
4. Assign a value on the keypad or use the wheel.	The wheel automatically accesses the selected parameter.

The LCD display in Parameter mode looks like this:

	SK 2	SK 3	SK 4	SK 5	SK 6	SK 7	SK 8	SK 9
Page 1	CL1	HOME	Pos	Col	Gobo	Ig on	Rls	All
Page 2	X	Y	Parameter selections according to the selected spot type					
Page 3	CL2					Ig of		

Page the LCD display by pressing [**↓**] or [**↑**].

Playback Functions

The A/B crossfader	Controllers
Go	Go chaser
GoTo	Hold chaser
Hold	Step
Back	Change chaser rate
Sequence	Automatic fade
Auto	Manual fade (for controllers 1 – 10)
Change fade rate	

Remote Control Unit Soft Keys

The 4D RCU has 10 controllers with associated Soft Keys. The controller level controls the output level for assignments on controllers 1 - 10.

The Soft Keys, located under the controllers, operate in 5 modes:

1. **Assign**
Assign grps and memories.
In Assign mode, the SKs are used as:
Step keys for chaser assignments
Go keys to fade the memory or group assignment
Bump Buttons to flash the assignment.
2. **Macro**
Direct access to Macros 1 - 20.
3. **Snap**
Operate Snaps 1 - 20 in non-forcing mode only
4. **Parameter mode**
Select spot parameters. This display opens automatically when spots are selected.
5. **Editor Soft Key mode**
4 pages of Editor and menu keys. See The LCD display .

The Macro, Snap, Assign, and Editor Soft Key modes can be assigned as the default mode or a temporary mode.

When the RCU is in Editor Soft Key mode, Soft Keys 2 – 9 provide more editor functions. The available functions are shown on the LCD display. Access menus through Soft Key 9, which is labeled Menu.

A single press on a mode key temporarily changes the Soft Key mode. After 1 press on a Soft Key, the SK mode returns to the default mode.

A double hit on a mode key changes the SK default mode.

Parameter mode is active when spots are selected.

Use the arrow keys to scroll the LCD display.

Main console assignments on controllers 1 – 10 and A/B are duplicated on the Remote Control Unit.

If you assign a memory, group, or chaser to the controllers on the Remote Control Unit, the assignment is duplicated on the main console.

Color Key for Soft Key LEDs

Colored LEDs provide information pertaining to the type of assignment and the fade status of the controllers/soft keys.

LEDs:	Red	Blinking Red	Green	Orange
Assign mode	Chaser running	Chaser on hold	Group or memory, assignment	Chaser in step mode
Macro mode	*****	*****	*****	Macro present
Snap mode	*****	*****	*****	Snap present

Flashing & Fading with Soft Keys

Bump Buttons are also used to flash or automatically fade the controller assignments. Pressing **[SHIFT]** and a Bump Button provides additional fade functions.

Type of Assignment	Key Sequence	What the Soft Key does
Group assignment	Soft Key	Flashes the assignment to 100%.
	[SHIFT] [SK]	Fades the controller assignment in the system's default memory time. (see below - Go Controller function)
Memory assignments	Soft Key	Flashes the assignment to 100%.
	[SHIFT] [SK]	Fades the controller assignment in the recorded memory time. (see below)
Chaser Assignments	Soft Key	Run chaser by manually stepping through the memories. Each press advances the chaser 1 step.
	[SHIFT] [SK]	If the chaser is on hold, this acts as a Go key. If the chaser is running this acts as a Hold key. The chaser status is signaled by the LEDs.

Automatic fading for controllers assignments

For memory and group assignments, press and hold **[SHIFT]** and press to initiate a fade of the controller assignment. See the table below.

When a controller fade is in progress, pressing **[SHIFT] [SK]** stops the fade. Re-instate the fade by pressing **[SHIFT] [SK]** again.

Any number of Soft Keys can be pressed to initiate as many fades as required.

Controller level	What happens
0%	The memory or group of channels assigned to the controller fades to full.
100%	The memory or group of channels fades down to 0%.
If the controller is less than 100%	The memory or group of channels assigned to the controller fades to full.

Changing the chaser rate

The chaser rate can be modified at any time.

Keypresses	Results/Comments
1. Press [RATE CHASE]	
2. Press the chaser's SK .	
3. Use the wheel to modify the chaser rate.	
4. (Optional) Press [STORE]	The modified rate is stored to the memory loop. Whenever this memory loop is assigned, it runs at the new rate.

Operating Macros

Macros 1 - 20 are automatically assigned to the controllers as they are created. In Macro mode, an orange LED indicates the presence of a Macro.

In Macro mode the first page of SKs access Macros 1 - 10. Press and hold **[SHIFT]** to access Macros 1 - 20. The first 3 characters of the Macro text is displayed on the LCD.

All macros can be operated using the soft Key labeled **[F6]**.

Keypresses	Results/Comments
1. Press [MACRO]	Skip this step if the default mode is Macro mode. An orange LED indicates Macros.
2. Press the [SK] or [SHIFT] [SK] to operate.	To operate Macro 6 press SK 6, Macro 8 SK 8, etc.

Operating Snaps

Snaps 1 - 20 are automatically assigned to the controllers as they are created. In Snap mode, an orange LED indicates the presence of a Snap.

In Snap mode the first page of SKs access Snaps 1 - 10. Press and hold **[SHIFT]** to access Snaps 1 - 20.

The first 3 characters of the Snap text is displayed on the LCD.

The default operation is the snap non-forcing (additive) mode. This does not force the replacement of any existing assignments that are active.

All Snaps can be operated in the editor. Operate snaps in forcing mode using the editor: **[SNAP #] [+] [ENTER]**.

Keypresses

1. Press **[SNAP]**
2. Press the **[SK]** or **[SHIFT]** **[SK]** to operate.

Results/Comments

Skip this step if the default mode is Snap mode. An orange LED indicates Snaps.

The LCD Display

The LCD display contains 2 rows of 40 characters each.

There are 3 basic displays:

1. The command line/playback display
2. Stage display
3. Exam displays

The LCD display shows the current Soft Keys' functions.

The LCD display has more than 1 page. Use [↓] and [↑] to page through the display.

SK mode	What's displayed
Macro	The Macro numbers that are accessed by the Soft Keys are displayed under the Soft Key. If the Macro has text, the first 3 letters are displayed. When in Macro mode, press [SHIFT] to access Macros 11 – 20.
Snap	The Snaps that are accessed by the Soft Keys are displayed under the Soft Key. If the Snap has text, the first 3 letters are displayed. When in Snap mode, press [SHIFT] to access Snaps 11 – 20.
Assign	1 st page: controllers 1 – 5. 2 nd page: controllers 6 – 10. The controller assignment display includes the Q-List source and the memory number for memory assignments, grp for group assignments, E for Effect assignments, H for hard chasers, and S for soft chasers. 3 rd page: The A/B crossfader assignments. The memory number and Q-List source are displayed. There is also a little bar graph representing the crossfade progress.

The Soft Key mode display is more extensive, having 4 pages of Editor keys. Note that the first and second pages have a key for **[MENU]**.

Use [↓] and [↑] to page through the display.

Page 1	QLST	EFCT	EVNT	MIDI	LINK	LOOP	ED2	MENU
Page 2	F1	F2	F3	F4	F5	F6	PGD 1	MENU
Page 3	MOVF	SUBM	INLIB	POS	COL	GOBO	Not used	Not used
Page 4	PART	SMPT	PGSP (Page Spot)	Not used	PGD1	PGU1	Not used	Not used

The LCD display can be toggled to view the command line.

Press **[DISPLAY]**. The command line is shown on the LCD display.

Loading and Recording Show Files

You can access the Load and Record menus to load or record a show.

You can also use the direct **[LOAD]** and **[RECORD]** keys on the panel. Access these keys using **[SHIFT]**.

If you want to change directories you must use the Load and Record menus. When using the **[LOAD]** and **[RECORD]** keys on the panel you can load from and record to the current drive and directory only.

Example: The current drive is C:\ and the current directory is called Dance Programs. Using the direct **[LOAD]** key, you can select a show file only from C:\Dance Programs. Using the direct **[RECORD]** key, you can record a show file to C:\Dance Programs only.

If you want to load a record from a different drive or directory, use the Load and Record menus.

Keypresses

1. Press **[LOAD]**
2. Enter the show file number on the keypad.
3. Press **[LOAD]**

Results/Comments

Load is displayed on the command line.

Keypresses

1. Press **[RECORD]**
2. Enter the show file number on the keypad.
3. Press **[RECORD]**

Results/Comments

Record is displayed on the command line.

Panel Layout

Key	What it does
[↓]	Scroll the LCD display down.
[↑]	Scroll the LCD display up.
[←]	Scroll the LCD display to the left. Access using [SHIFT] .
[→]	Scroll the LCD display to the right. Access using [SHIFT] .
[•]	The dot is used for sub-decimal memories, intensity assignment, or fade time assignments that are less a whole number. If the system is defined as 'USA' it is unnecessary to use this key for sub decimal intensity assignments. Also, recall last intensity assignment, recall last selection, enter, and 'cut' time. View System Status.
[@]	Set the numeric keypad for intensity assignment to channels.
[-]	Select the previous channel, spot, memory, Event, or Snap.
[+]	Select the next channel, spot, memory, Event, or Snap.
[=]	Put system in memory recording mode. It is unnecessary to use this key for memory storage if the system is defined as 'USA' (see Appendix 1 - Service Tools/System Config/Special Function). Also Use for memory exchange.
[→]	Functions as a "through" key for selecting ranges of channels or memories.
[A]	Assign or free crossfader A.
[AUTO]	When activated (LED on) the system executes any preprogrammed Events that are assigned to memories. When disabled (LED off) Event assignments are ignored. It is automatically activated when an assignment is made to A or B. Access using [SHIFT] .
[ASSIGN]	Change Soft Keys to Assign mode. Use to assign grps and memories to controllers.
[B]	Assign or free crossfader B.
[BO]	Blackout key for the General Master. Blacks out all output.
[BACK]	Fade to previous memory. Access using [SHIFT] .
[BLIND]	Switch to Blind editing mode
[CALL]	Call all or selected playback device output to the editor.
[CHANNEL]	Set the keypad for channel selection. Change number default selection to Channel.
[CHASE]	When selected the "wheel" keys are used to manually override the chaser rate.

Key	What it does
[CLEAR]	A regressive clear function used to clear the command line and the editor.
[CE]	Clear last numeric entry.
[DISPLAY]	Toggles the command line display on the LCD.
[ENTER]	Convert a selected memory to a group of channels/ in the editor, preserving the channels' associated levels. May be used to end any keystroke sequence. Operate Snap or Event.
[ERASE]	Erase memories, loops, links, etc.
[EXAM]	Access exam displays. Access using [SHIFT] .
[FLASH]	Flash the selected channels and spots. Access using [SHIFT] .
[FRAME]	Set the numeric keypad for scroller frame selection. Access using [SHIFT] .
[FREE]	Free assignments on A, B, and the controllers.
[FULL]	Assign 100% dimmer intensity to channels and spots.
[GO]	Initiate a crossfade on the A/B faders. Events assigned to memories are executed in conjunction with memories sequencing on A/B.
[GO TO]	Initiate a multifade on A/B. Access using [SHIFT] .
[HARD]	Assign a chaser in Hard mode.
HOLD	Halt any crossfade in progress.
[LOAD]	Load show files from the current default drive and directory. Access using [SHIFT]
[MACRO]	Switch the SK mode to Macro. Select Macros for operation. Store and erase Macros.
[MEMORY]	Set the keypad to memory mode. If the system is defined as "USA" this key enters memory recording mode. Change number default selection to Memory.
[ON]	Assign a predetermined intensity to channels and spots. The intensity assigned references the ON switch in the System Parameters menu. Access using [SHIFT]
[P#]	Access Parameter selection using the keypad. Access using [SHIFT]
[RATE CHASE]	Switch the wheel function for modifying the chaser rate.
[RELEASE]	Release channels, scrollers, spots, and spot parameters from the editor or memories. Access using [SHIFT]
[RECORD]	Record show files to the current default drive and directory. Access with [SHIFT]

Key	What it does
[RESET]	Release all channels held in the editor and bring the editor to an idle state. One press causes the output from the editor to fade out, two quick presses bumps them out. Exit menu mode or exit a specific menu function and return to the menu list.
[SEQ]	When activated, the next memory in the numerical sequence is automatically loaded into the fader that is at its zero limit. SEQ automatically activated when an assignment is made to A or B. Automatic activation can be disabled in the System Parameters menu.
[SNAP]	Switch the SK mode to Snap. Select Snaps for operation. Store and erase Snaps.
[SOFT]	Assign chasers in Soft mode. Access using [SHIFT]
[SOFT KEY]	Display mode key; switches LCD display between editor and menu.
[STAGE]	Return to the Stage display from most Exam displays. Access display mode selections.
[STEP DN]	Advance spot parameters 1 step. Add approximately 5% to channel intensity.
[STEP UP]	Regress spot parameters 1 step. Subtract approximately 5% to channel intensity.
[SPOT]	Select spots. Change number default selection to Spot.
[STORE]	Store memories and snaps.
[TEST]	This function facilitates flashing though the rig for a channel check. Access using [SHIFT]
[TIME]	Assign time-in and time-out time to memories.
[WAIT]	Assign delay, wait-in, and wait-out time to memories.
[ZERO]	Assign zr to parameters. Assign 0% to channel intensities.
0 thru 9	Numbers for any numeric selection.

Editor/Menu Keys via Soft Keys

Key	Accessed by	What it does
QLST	F2	Select Q-Lists.
EFCT	F3	
EVNT	F4	Select Events.
MIDI	F5	Turn MIDI on or off.
LINK	F6	Assign or erase Links.
LOOP	F7	Assign or erase Loops.
ED2	F8	Access Editor 2.
MENU	F9	Go to Menu mode.
F1	F2	Use in Menu mode.
F2	F3	Use in Menu mode.
F3	F4	Use in Menu mode.
F4	F5	Use in Menu mode.
F5	F6	Use in Menu mode.
F6	F7	Use in Menu mode.
PGD1	F8	Page down monitor display.
MENU	F9	Go to Menu mode.
MOVF	F2	Assign, erase, and select Move Fade memories.
SUBM	F3	Assign controllers as Submasters.
INLIB	F4	Store Libraries.
POS	F5	Store, select, erase Position Libraries.
COL	F6	Store, select, erase Color Libraries.
GOBO	F7	Store, select, erase Gobo Libraries.
PART	F2	Assign Parts.
SMPT	F3	Access the SMPTE feature.
PGD1	F4	Page monitor display.
PGU1	F6	Page monitor display.

4D Backup Overview

The Remote Control Unit and a 19" rack can be used as full tracking Backup for the Ovation 4D or Micron 4D.

To use as a Backup system connect the Remote Control Unit panel and a 19" rack to the main console in a Master/Slave configuration.

Master and Slave configurations are connected via Ethernet

This function permits connecting 2 lighting consoles in a Master/Slave configuration. Example: Connect Ovation 4D to the Backup system. The Slave tracks the Master console. Since the two systems are physically different the Slave console imitates the Main console. In the case described the Slave console believes it has 20 faders and 16 controllers.

Master/ Slave operates in Hardware Tracking mode.

In Hardware Tracking mode the Slave echoes any keypress, fader movement, or wheel movement carried out on the master console. Note that when working in Hardware Tracking mode the Dimmer wheel works in a higher resolution than usual.

➤Note

You can use the 19" rack with an alphanumeric keyboard instead of the Remote Control Unit.

Configuring for Master/Slave Operation

Both consoles participating in the Master/Slave operation must be configured in Service Tools. The following operation must be carried out on both the consoles.

Keypresses

1. Enter Service Tools
2. Press **F3 Config Sys**
3. Enter the password to gain access to F4 Special Functions
4. Move the cursor to bit C Master/Slave
5. Toggle to 1 – Enable
6. Press **F6 Enter & Exit**
7. Press **F6 Store Changes**
8. Cold Start the console.

Defining the Slave console

The Backup System must know whether it is a backup for Ovation 4D or Micron 4D. This information is provided in the Service Tools/Config Sys/Special Functions/Bit A on the Main console.

Keypresses	Results/Comments
1. Go to Service Tools	
2. Press F3 Config System	The configuration options are displayed.
3. Press F4 Special Functions	The list of NOVRAM bits is displayed.
4. Pace the cursor on Bit A System Type	Bit A informs the Ovation 4D/Micron 4D BackUp computer, which system is being backed up
5. Press F1 to toggle	0 – Micron 4D 1 – Ovation 4D
6. Press F6 Enter & Exit.	Confirmation is requested.
7. Press F6 Store Configuration to confirm.	

Assigning IP address for Master/Slave

The *Preferred Master Address* in the Network Settings menu controls Master/Slave configuration. If there are more than 2 consoles on the network an exclusive address may be entered here, so the Slave connects to a specific console.

Example: The network has 1 Ovation 4D console, 1 Micron 4D, and a Backup unit. You want the Backup unit slaved only to the Micron 4D. In this case, enter the Micron's IP address as the *Preferred Master Address* in menu 26 on the Backup unit.

You can also enter 0.0.0.0 as the *Preferred Master Address* in all consoles in the network. In this case, the Slave console responds to a connection request by searching the network. The first console that responds is recognized as the Master console.

If you are using 2 consoles only, it is most convenient to enter 0.0.0.0 as the *Preferred Master Address* in both consoles

The connection procedure is done on the Slave console only.

Keypresses	Results/Comments
1. Go to menu 26.	<i>Preferred Master's IP Address</i> is highlighted.
2. Press F1 Enter	The console prompts for a number.
3. Enter the IP address of the Master console. The IP address format is X.X.X.X	
4. Press F1 OK	

Connecting Slave Console

Keypresses	Results/Comments
<ol style="list-style-type: none"> 1. Enter menu 22 2. Press F2 Hardware Tracking or F3 Playback Tracking to select the tracking mode. 	When communication is established, a designation flag appears at the top of the respective CRTs.

The Master/Slave flags are:

HW MS - Hardware Tracking Master

HW SL - Hardware Tracking Slave

PB MS - Playback Tracking Master

PB SL - Playback Tracking Slave

When the Master Stops Functioning

If the master console goes down and communication is lost between the two consoles, the Slave console automatically takes control, going to Stand Alone mode.

A “snapshot” of the current output from the Master console is captured on the Slave console. The outputs are temporarily frozen, chasers running or fades in progress stop, captured in the editor on the Slave console. The message *Communication Problem. No Commands from Peer* is displayed on the Slave’s monitor.

Taking control on Slave console

Keypresses	Results/Comments
1. Press [CLEAR]	The message is cleared from the screen.
2. Match controller levels with the levels on the Master console.	This must be done to avoid a lighting jump on stage.
3. Press [RESET] (see below)	

Important! If the Master Console is an Ovation 4D and the Slave console is a Micron 4D, there can be a situation where there is output from Faders 11 – 20 and Controllers 11 – 16 which do not exist on Micron 4D. The output from these sources remain in the editor until you press **[RESET]**. To avoid bumping out the output from Faders 11 – 20 and Controllers 11 – 16, assign the editor (at this point the editor consists of the snap from the Master console) to a free Fader or Controller before pressing **[RESET]**. You can now reassign important channels or spots to free Faders and Controllers. You can now fade down the controller.

Important! If the consoles are working in LTP mode, the LTP order is preserved when the “snapshot” of output occurs. However, when you move faders and controllers to match the situation on the Master console the original LTP order is lost.

Getting the Master console back online

Keypresses	Results/Comments
1. Correct the problem in the Master console.	
2. Power Up the Master console.	When using Ethernet VCs both the Master and Slave consoles are outputting to the dimmers or other end equipment. When not using Ethernet VCs the Slave does not broadcast.
3. Renew the Master/Slave connection in the menu.	

Going to Stand Alone mode

Stand Alone mode means that the console or Backup system is freed from the Master/Slave configuration and is working independently. When communication is lost between the Master console and the Slave console, the Slave console automatically goes to Stand Alone mode. You can also initiate going to Stand Alone mode.

Going to stand alone on the slave console

Keypresses	Results/Comments
1. Press [CLEAR] on the slave console	The message <i>Stand Alone?</i> is displayed
2. Press [CLEAR] again	The slave console is now independent

Going to stand alone on the master console

Keypresses	Results/Comments
1. Go to menu 22	
2. Press F1 Stand Alone	The console is now independent