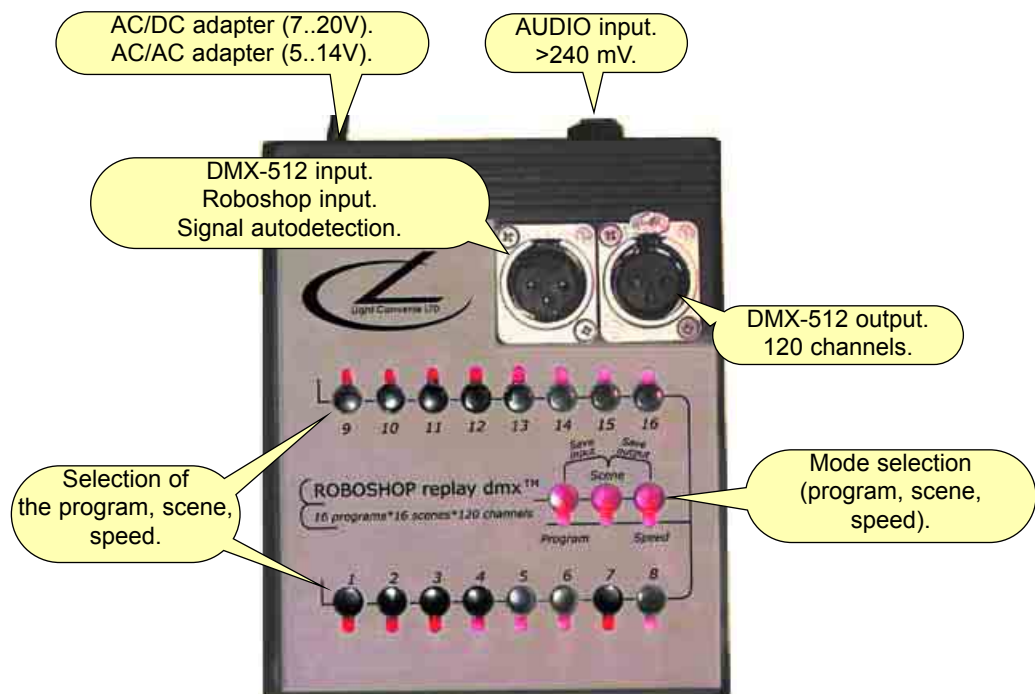


Features

flash memory for 16 programs, each of 16 scenes
 120 DMX channels in each scene
 automatic and musical control of scenes change rate
 quick manual access to each scene
 time control for every separate scene in the program
 function of smooth run for every separate scene in the program
 universal input to connect with DMX-controldesk or computer
 function of editing the written programs by DMX-controldesk
 50 000 cycles of scenes save, keep time not less than 10 years
 electrical protection of AUDIO input, DMX input and output up to 1kV
 external power from any AC/DC (7..20V) or AC/AC (5..14V) source.



RUN PROGRAM

Press PROGRAM key on REPLAY and choose the program from 1 to 16.

This program will start play immediately.

Press SPEED key on REPLAY and choose the necessary rate of scenes change using: 1..8 (from "quick" to "slow"), 9..16 (from "quick" to "slow" synchronized with the AUDIO-input signal).

The set rate will be used for all programs you'll put to run.

RUN SCENE

Press SPEED on REPLAY and choose the slowest rate of scenes change by key 16.

Press PROGRAM on REPLAY and choose the necessary program from 1 to 16.

Press SCENE on REPLAY and choose the necessary scene from 1 to 16.

The program will stop on this scene.

The speed of this scene will be set on the SPEED page.

You can choose any program scene the same.

You can edit the running scene or change its speed in the program (see the instruction from "Programming DMX controldesk"). But if there's no signal on DMX input, only SAVE-OUTPUT mode will work and you can only change speed of the chosen scene.

RUN SEQUENCE OF THE ALL PROGRAMS

Hold PROGRAM key on REPLAY and press the program key that is not highlighted (1...16). This program will start play immediately.

You will see, how will start blinking the programs number indicator.

Now the sequence of all programs (1..16) will run.

The speed of the programs sequence is depends from established Speed.

For a cancellation of this mode start any program manually.

PROGRAMMING

Connect REPLAY with DMX controldesk or computer.

Computer

Run the program roboshop.exe.

REPLAY will automatically run as an interface on Link-1, quick scenes change in reverse order will appear on REPLAY in SCENE mode.

Make a lighting program using REPLAY as an ordinary interface.

Try to work with one track and quantity of scenes not more than 16, otherwise your programs can differ a little from the original one after you store them.

Press PROGRAM key on the REPLAY and choose the program you want to store.

Press GRAB by the mouse click in the top of the centre of ROBOSHOP screen, you'll see compilation of working tracks and storing programs in REPLAY, you should wait till this button stops to blink.

Disconnect REPLAY from the computer or press RUN button on ROBOSHOP (better way) to check the work of REPLAY. The program will run automatically in 1 sec.

Then store the program on the disc in ROBOSHOP, because it's impossible to edit a program in REPLAY memory from the computer.

Press RUN button again to return REPLAY as an interface for ROBOSHOP.

DMX controldesk

Connect REPLAY with DMX-controldesk.

Only non-zero DMX channels will be transmitted from REPLAYs input to its output.

So you can always have a direct access to the definite light channels.

Press PROGRAM key on REPLAY and choose the program in which you'll save one of 16 scenes.

Press SCENE key on REPLAY and choose the scene in the program in which you'll save channels.

Press SPEED key on REPLAY and choose speed for the scene using: 1 (zero time - to skip a scene), from 2 to 8 (from "quick" to "slow"), from 9 to 16 (from "quick" to "slow", but with smooth running - fade1).

Press SCENE and PROGRAM keys simultaneously to make SAVE-INPUT to the scene, or press SCENE and SPEED keys simultaneously to make SAVE-OUTPUT to the scene.

Scene numbers indicators from 1 to 16 will start blinking.

Press the key with scene number in which you want to store input or output DMX signal and speed you've set.

If you selected SAVE-INPUT mode, all input data, including channels that were set to zero, will be saved to REPLAY memory and you'll see that output data became equal to the input DMX data.

Repeat the operation to save other scenes in the program.