

Br-miniBrick8

ServoMotor & Digital Output Show Control System



The **Br-miniBrick8** is a complete, stand-alone Show Control System. It features Eight Digital (on/off) outputs, two model airplane-style ServoMotor outputs, and two trigger inputs. It can run from onboard nonvolatile memory, RS-232 serial port, or industry-standard DMX-512 input. All you need to add is a 9-24 VDC power supply and whatever you want to control.

The **Br-miniBrick8** is programmed using the buttons on its top or our **PC•MACs** Show Control software. Once a program is 'drawn' using the **PC•MACs** software, data is sent to the **Br-miniBrick8** through the PC's standard RS-232 serial port. The **Br-miniBrick8** can then be disconnected from the PC, and it will run all by itself.

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Br-miniBrick8 Overview	1
Br-miniBrick8 LEDs, Switches and Connections	4
LEDs:	4
Red 'Record' button:	4
Green 'Go' button:	5
Blue 'Data' button:	5
RS-232 Serial Port:	5
DMX-512 Input/Output:	5
'A' & 'B' Trigger Inputs:	6
Power Supply:	7
ServoMotor Power Supply:	7
ServoMotor Outputs:	7
Digital Outputs:	8
Configuration Menu	11
Set DMX-512 Address	11
Set ServoMotor Endpoints	12
DMX-512	13
Exit Configuration	13
Br-miniBrick8 Serial Port Commands	14
Reset 'j5AA5'	14
Status 'i'	14
AutoDownload 'sA5A5' nn	14
Start Global 'u'	15
Stop Global 'y'	15
Loop Global ""	15
Select Show Global '*' [nn] (show#)	15
Pause Show '<00'	16
Continue Show '>00'	16
Programming the Br-miniBrick8 without a Computer	17
To enter programming mode:	17
'Clear All' mode:	17
'Record One' mode:	17
Setting Operating Modes:	18
Programming the Br-miniBrick8 with a Computer	19
Install the Software.....	19
Getting started.....	19
Select the serial port.....	20
Starting a new show.....	20
Creating some figures.....	20
Creating some output channels.....	21
Name those channels.....	21
Saving your show.....	21
Editing your show.....	21
Moving channels to the OffLine Editing window.....	22
Where in the show are we?.....	22
Change the amount of show you see.....	22
Which channel is which?.....	22
Rules to remember.....	23
Selecting one or more channels for modification.....	23

Changing the channels you selected.....	23
Another way to change the channels you selected.....	23
Changing the amount of time selected.....	23
Modifying digitals with a right mouse click.....	23
Modifying analogs with a right mouse click.....	24
Cut, Copy and Paste, just like a word processor.....	24
Paste something a bunch of times.....	24
Cut, Copy and Paste to a file.....	24
Reverse events in time.....	24
Stretch and compress time.....	25
Adding and subtracting time.....	25
Generating a ramp between two points.....	25
More ways to modify a digital channel.....	25
More ways to modify an analog channel.....	25
Save your show (again).....	26
AutoDownload your show.....	26
Programming a Br-miniBrick8 with a RealTime License	27
Register your PC•MACs Software.....	27
Install MACs USB RealTime Dongle.....	27
Select the serial port.....	28
Plug in the Bricks.....	28
Assigning programming console inputs.....	28
Trying out your outputs.....	29
Saving console presets.....	29
Recording in RealTime.....	29
Playing it back.....	29
Saving your show (again).....	30
One step forward, three steps back.....	30
Editing your show.....	30
Reviewing the changes you have made.....	30
Changing the playback start point.....	30
Single Step Playback.....	31
Save your show (again).....	31
AutoDownload your show.....	31
AutoDownloading Your Shows to your Br-miniBrick8	32
Select the serial port.....	32
Downloading to the Bricks.....	32
Plug in the Bricks.....	32
Reset the Br-miniBrick8.....	32
Choose the shows to go into the Br-miniBrick8.....	32
How many channels to send to the Bricks?.....	33
Where to send the file.....	33
What will happen when the Brick is powered up?.....	33
What will happen on each Brick input?.....	33
What will happen at the end of each show?.....	34
Do the deed.....	34
Enjoy the results.....	34
Did it all fit?.....	34
Rinse and repeat.....	34
FCC and CE Compliance:	35

EC DECLARATION OF CONFORMITY

35

HEXadecimal to Decimal to ASCII to Percentage

36

A note about this manual:

This manual covers the specifics of the **Br-miniBrick8**. To program the **Br-miniBrick8** you will also want to refer to the **PC-MACs** manual sections that cover the **PC-MACs** software.

The **Br-miniBrick8** is typically programmed in 'Software-only' or 'Hardwareless Realtime' mode. If you are using the **PC-MACs MACs-USB** for programming your **Br-miniBrick8** through the DMX-512 inputs, please refer to the **PC-MACs** 'Unlimited' mode.

The full **PC-MACs** manual can be downloaded from our web site at:

<http://www.gilderfluke.com>

Br-miniBrick8 Overview

The **Br-miniBrick8** can be used to control animated shows and displays, fountains, fireworks, lighting, sound systems, simulators, slide and movie projectors, fiber optics, window displays, motors, pneumatic and hydraulic systems, special effects, signs, machines and machine tools in process control, or anything else that can be controlled by an electrical signal.

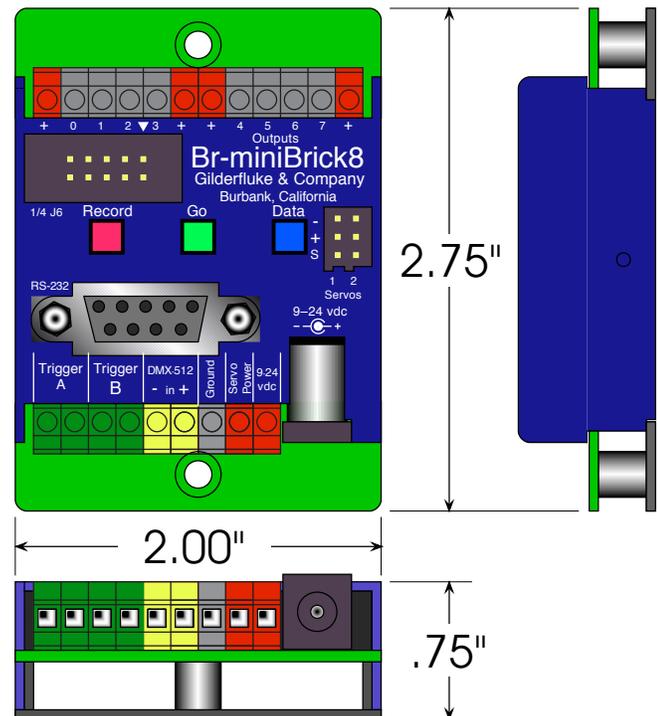
The **Br-miniBrick8** is a complete stand-alone Show Control System. It can be used singly, or in combination with additional **Br-miniBrick8s**, Smart Bricks, Dumb Bricks or Digital Audio Repeaters. To add sound, use a **Sd-10** or **Sd-25** Audio Repeaters. If you need fewer outputs, consider our **Br-miniBrick4**.

For more i/o, use the **Br-MultiBrick32**. For built in animation and lighting control, audio repeaters, and amplification, use our **Sd-50** series of controllers. The **Sd-50s** are even available with 'Atomic' clock or GPS-based triggering based upon time or position on the globe.

You can program the digital outputs of a **Br-miniBrick8** without a computer. Press and hold the red 'Record' button until the first output flashes. Press again to step to the output you want to record. When you are ready to record, press the green 'Go' button. While you press (and hold!) the red 'Record' button, anything you do on the blue 'Data' button is recorded on this one output. Anything previously recorded on the other outputs will play back as you record this output. The **Br-miniBrick8** will remember exactly what you do and precisely when you did it. You repeat this until you have all eight outputs programmed just the way you want them.

To program the **Br-miniBrick8** using a computer, you can 'draw' the sequence you need on the screen of your computer using our included **PC•MACs** software. When you have all of your shows completed (or just want to take a look at them), you can download them to a **Br-miniBrick8** in about twenty seconds through the standard RS-232 serial port on your PC. You can then make additional changes and download again and again until you are completely satisfied with your show. Once your show is perfect, the PC can then go away. The **Br-miniBrick8** will run by itself.

With the optional **PC•MACs** 'RealTime' license or **PC•MACs** hardware (**MACs-USB Smppte Card** and a programming console), you can program in RealTime. **PC•MACs** will remember exactly what you do and precisely when you did it. You can then use



PC•MACs' editing tools to perfect the sequences you have programmed in RealTime. When you have all of your shows completed, you can download them to a **Br-miniBrick8** through the standard RS-232 serial port on your PC. You can then make additional changes and download again and again until your show is perfect. The PC can then go away. The **Br-miniBrick8** will run by itself.

Features of the Br-miniBrick8 include:

- Automatic 'program in place' download through the standard serial port on your PC. It takes about twenty seconds to download a fifteen minute show.
- Digital outputs can be programmed without any computer using the three buttons on the front of the **Br-miniBrick8**.
- Eight digital outputs rated for a continuous load of 150 ma., or 500 ma. peak. This is enough to drive small solenoid valves, relays, LEDs and similar loads. LEDs show all output activity. If more than eight outputs are needed, additional **Br-miniBrick8s** can be stacked to give you as many outputs as you need.
- Two outputs for controlling airplane-style ServoMotors. Endpoints are adjustable through the serial port. This allows up to 180° rotation on a standard ServoMotor.
- Input for standard DMX-512 data from light boards, **Br-SmartMedia**, **MACs-USB**, **Sd-50s**, or any other source of standard DMX-512. DMX-512 is the standard protocol used for controlling all theatrical lighting equipment.
- 'Record', 'go' and 'data' buttons for programming digital data in RealTime without any computer at all.
- Each **Br-miniBrick8** comes with a minimum of sixty-four KBytes of nonvolatile memory. This gives a single channel show capacity of over thirty-six minutes at thirty Frames Per Second! With eight digitals and one servo, you get more than eighteen minutes' capacity. With eight digitals and both servos, you get about twelve minutes of capacity at 30 Frames Per Second.
- Once downloaded, show data is retained for approximately forty years, with or without power applied.
- You can rewrite the memory approximately fifty thousand times.
- Two non-polarized optoisolated inputs to synchronize **Br-miniBrick8s** with pushbuttons or other real-time events.
- Multiple **Br-miniBrick8s** can be triggered simultaneously or sequentially.
- Each **Br-miniBrick8** input can be set to start, stop, pause, continue, or directly select a specific show. LEDs show all input activity.
- Two hundred fifty-five shows can be loaded onto a **Br-miniBrick8** at one time when using the **PC•MACs** software.
- Shows can be accessed sequentially or directly using the two optoisolated inputs. Supports foreground/background shows.
- The 'next' show can be set for the end of any show, allowing you to loop a single show or build 'chains' of shows.

- The **Br-miniBrick8** supports update rates from one frame per second to a maximum of one hundred frames per second when using the **PC•MACs** software. Different shows can each be programmed at different frame rates. This allows you to program a 'delay' show that ticks along at a low frame rate between your main shows.
- The eight digital outputs from a single **Br-miniBrick8** can be fed to a Digital to Analog converter (like our **DAC-08**) wherever you need a programmable 0-10 volt analog control signal.
- The **Br-miniBrick8** runs on anything from 9-24 VDC . **Br-miniBrick8s** can even be run from batteries or solar cells.
- Sturdy 2.75" x 2" x .75" aluminum case.
- **Br-miniBrick8s** mount in standard Augat 2.75" 'Snap Track', velcro, or using a pair of screws.

Br-miniBrick8 LEDs, Switches and Connections

There are only a small number of connections on each **Br-miniBrick8**. You will need to attach a power supply, whatever you are controlling, and (optionally) a switch (or two) to start the **Br-miniBrick8**:

LEDs:

1. Eight red LEDs show the status of the eight outputs. They also flash in a fast, very bright 'double flash' to indicate that an individual channel is enabled for programming using the buttons on the **Br-miniBrick8**. These eight LEDs flash in a back-and-forth chase to indicate that the **Br-miniBrick8** is in the 'clear all' mode, and that the buttons will be used to clear the memory of the **Br-miniBrick8**. During serial downloads, these eight LEDs will chase in a sequential pattern.
2. Two green LEDs show the status of the two optically isolated inputs. These LEDs are located on the 'inside' of the optical isolators. They will operate if the input is receiving a signal, and it is getting to the **Br-miniBrick8's** microprocessor. While setting the 'operating mode' for the **Br-miniBrick8** using the buttons on its front, these LEDs will flash in the same quick double-flash pattern as the red 'output' LEDs. When receiving DMX-512 or serial RealTime data, the **Br-miniBrick8** no longer needs the two trigger inputs or their indicator LEDs:
 - a. The 'A' input's LED is borrowed to toggle on each frame received. If receiving DMX-512 data at 30 FPS, the LED will be flashing at 15 Hz.
 - b. The 'B' input's LED is borrowed to flash each time there is an error in the received DMX-512 or Serial RealTime data. If you see this flashing any more than occasionally, check your DMX-512 wiring. You may need to terminate the DMX-512 data lines with a 120Ω resistor.
3. One LED is attached to the serial data transmission line on the **Br-miniBrick8**. The Tx LED is used as a 'heartbeat' so that you can see that the **Br-miniBrick8** is alive. If the RS-232 serial port is attached to a PC, then the flash will be very short and quick, as the **Br-miniBrick8** sends out a 'f' to mark a frame, or a '.' if it is not currently running a show. When the RS-232 cable is disconnected, then this LED will flash with a 50%/50% duty cycle. If this LED doesn't flash at least once per second, you should power down the **Br-miniBrick8** and check the power supply and connections to the **Br-miniBrick8**.
4. One LED is attached to the serial data received line on the **Br-miniBrick8**. If the RS-232 serial port is attached to a PC, you will see this LED flash each time a data is received through the serial port. If the RS-232 serial cable is disconnected, then the LED will flash at a high rate of speed as DMX-512 data is being received.

Red 'Record' button:

The red 'record' button is used for programming the **Br-miniBrick8** without a computer. See the '**Programming without a Computer**' section of the manual for details on the use of this button. The red 'Record' button electronically locks the **Br-miniBrick8's** nonvolatile EEprom memory whenever it is released. Nothing in the programming can change unless this button is being held down. With the memory write protected, it should retain whatever has been programmed into the **Br-miniBrick8** for at least forty years.

Green 'Go' button:

The green 'go' button is used for programming the **Br-miniBrick8** without a computer. See the '**Programming without a Computer**' section of the manual for details on the use of this button. The green 'go' button will start the **Br-miniBrick8** as though the trigger input 'a' had been activated. Typically, this will start the first show playing.

Blue 'Data' button:

The blue 'data' button is used for programming the **Br-miniBrick8** without a computer. See the '**Programming without a Computer**' section of the manual for details on the use of this button. If not actually recording a show using the buttons on the **Br-miniBrick8**, this button can be used to cancel 'record' mode, or to stop a show which is playing by pressing it three times quickly.

RS-232 Serial Port:

This is a standard nine position PC-AT serial port connection. A nine pin male to nine pin female serial cable (with 'straight through' wiring!) should be used to connect the **Br-miniBrick8** to your PC. The only pins that the **Br-miniBrick8** actually uses are the Txd, Rxd and ground (pins #2, #3 and #5). This connection is used to download data to the **Br-miniBrick8**. It can also be used with any GilderTerm or any standard modem program to talk to the **Br-miniBrick8**.

DMX-512 Input/Output:

*The DMX-512 input/output on the **Br-miniBrick8** is active ONLY when the RS-232 serial cable is **not** connected.*

*Note that DMX-512 output is available only on hardware versions 3.1 or greater and firmware revisions 3.07 and later of the **Br-miniBrick8**. Version 3.0 **Br-miniBrick8**s can be modified to output DMX at the Gilderfluke factory by updating the firmware and adding two wire jumpers.*

DMX-512 is the serial data standard used to control ALL professional theatrical lighting equipment.

When used as an input, The DMX-512 terminals accept standard DMX-512 data from any source of DMX-512 data. This DMX-512 can come from a lighting control board, **Br-SmartMedia**, **Br-Brain4**, **Sd-50**, or any other source of DMX-512. The **Br-miniBrick8** will accept data with or without GilderChecksums. If receiving GidlerChecksums, the **Br-miniBrick8** will not update its outputs on any DMX-512 packet that contains an error.

When used as an output, the **Br-miniBrick8** can send up to sixty-four channels worth of DMX-512 data to control dimmers, wiggle lights, smog machines, strobe lights, or any other devices which accept DMX-512 data.

If used to send DMX-512 data to any Gilderfluke devices (other **Br-miniBrick8**s, **SER-DMX**, etc.), the GilderChecksums can be enabled to assure that the data is received perfectly before it is used.

When GilderChecksums are not enabled, DMX-packets will be 512 channels in length. This will allow frame rates up to about 40 FPS. If GilderChecksums are enabled, the the DMX-512 packets will normally be limited to 256 channels (plus two channels for the GilderChecksums) unless the data stored on the eeprom extends past the 256th channel. This will cause the packets to be 512 channels in length.

To connect the **Br-miniBrick8** to another DMX-512 device, wire the screw terminals as follows:

1. Connect the DMX-512 shield to the **Br-miniBrick8** power supply 'ground'. This signal is normally found on pin #1 of a standard DMX-512 XLR-5 connector.
2. Connect the DMX-512 negative data to the DMX-512 '-' input. This signal is normally found on pin #2 of a standard DMX-512 XLR-5 connector.
3. Connect the DMX-512 positive data to the DMX-512 '+' input. This signal is normally found on pin #3 of a standard DMX-512 XLR-5 connector.

The **Br-miniBrick8** uses a maximum of three data channels from the DMX-512. The first channel is used for the eight digital outputs. The next consecutive DMX-512 channel is used for the first ServoMotor output. The next consecutive output is used for the second ServoMotor output. The base address used for the DMX-512 and serial Real-Time data is set using the configuration menu, or by sending an AutoDownload file to the **Br-miniBrick8** with the desired base address offset.

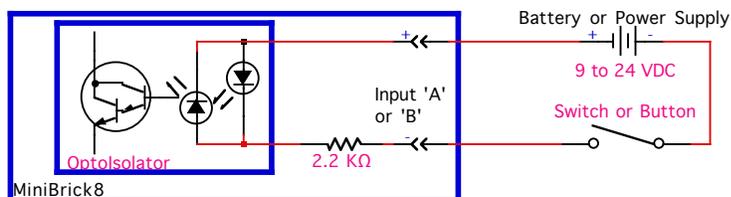
When receiving DMX-512 data, the **Br-miniBrick8** no longer needs the two trigger inputs or their indicator LEDs. They are used as follows:

- a. The 'A' input's LED is borrowed to toggle on each frame received. If receiving DMX-512 data at 30 FPS, the LED will be flashing at 15 Hz.
- b. The 'B' input's LED is borrowed to flash each time there is an error in the received DMX-512 or Serial RealTime data. If you see this flashing any more than occasionally, check your DMX-512 wiring. You may need to terminate the DMX-512 data lines with a 120Ω resistor.

If the Br-MiniBrick8 receives a DMX-512 signal on this input, or even spurious noise that sounds to it a lot like DMX-512, it will stop running any animation sequence and stop to listen for valid DMX-512 data. If no DMX-512 is received, then the animation sequence can be restarted by whatever means it has been configured to use (trigger or power-up).

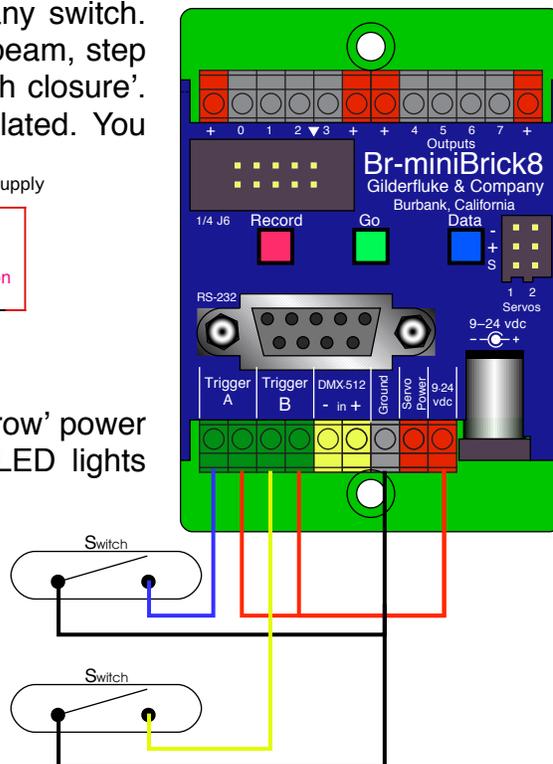
'A' & 'B' Trigger Inputs:

The trigger inputs can be used to start, stop, pause or select specific show sequences to play from any switch. This can be a pushbutton, motion detector, IR beam, step mat, or anything else that will give you a 'switch closure'. The trigger input is non-polarized and optoisolated. You



must feed a voltage in to trigger it. You can 'borrow' power that is running the Br-MiniBrick8. The green LED lights when a trigger input is active.

Any event can be triggered on either the 'closing' or 'opening' edge of either input. A 'closing' is when you apply a voltage to an input. An 'opening' is when that voltage is removed. The inputs can be triggered on any voltage from 9 to 24 VDC. If you don't have an



external source of power for these two inputs, you can ‘steal’ some juice from the **Br-miniBrick8’s** power supply connections.

Power Supply:

The **Br-MiniBrick8** will run on any voltage from 9 through 24 VDC. Whatever voltage you use will also be used to run the relays, valves and whatever you will be controlling. If you are controlling 24 VDC loads, you will want to use a 24 VDC power supply. For 12 volt loads, use a 12 VDC supply. The **Br-MiniBrick8** itself uses very little current. Size your power supply so it will provide enough current to run all of your loads.

You can supply the power to the **Br-miniBrick8** through the 2.1 mm power jack, or through the screw terminals. These connections are paralleled internally.

The power supply connection is protected from reverse polarity connections. An idle **Br-miniBrick8** draws only about twenty-five milliamperes. It can run for up to a day on just a single nine volt battery even when it is running. The loads that the **Br-miniBrick8** is controlling will usually draw far more current than the **Br-miniBrick8** itself.

ServoMotor Power Supply:

If you are using airplane-style ServoMotors with the **Br-MiniBrick8**, you will need to provide a separate power supply for your ServoMotors. Most ServoMotors will need a power supply with a voltage rating of somewhere between four and six volts DC. Five volts DC is typical. You should allow about an amp of current supply for each typical ServoMotor motor being controlled. Larger ServoMotors may need a larger power supply.

The ServoMotor power input will accept any voltage up to 24 vdc, but this would fry most ServoMotors. The ServoMotor power is attached directly to the two ServoMotor connectors on the **Br-miniBrick8**. The **Br-miniBrick8** makes no other use of the ServoMotor power.

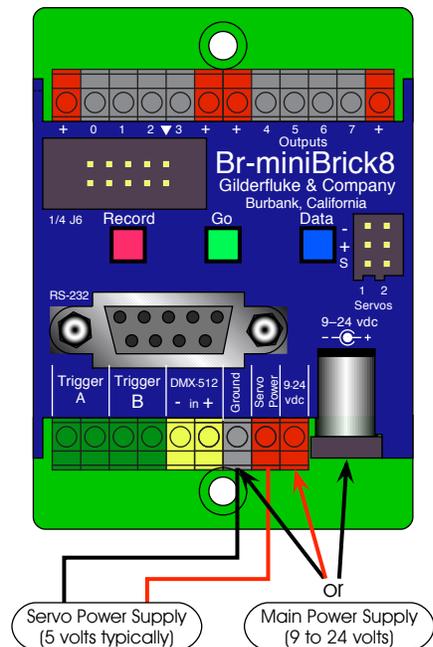
ServoMotor Outputs:

Each **Br-miniBrick8** has two outputs which can be used to control up to two model airplane-style ServoMotors. To use these outputs, just plug in the ServoMotors and apply the appropriate voltage to the ServoMotor Power input (typically 5 vdc at 2 amps).

The two ServoMotors will be addressed with with the second and third channels of data that the **Br-miniBrick8** receives. With a typical base address of ‘0’, the first ServoMotor will be addressed at ‘1’, and the second ServoMotor will be addressed at ‘2’.

The default pulse width on the **Br-miniBrick8** is 1 to 2 ms. With most servoMotors, this will rotate the shaft about 90°. The retract position and fully extended (maximum) can be adjusted on the **Br-miniBrick8** to give most ServoMotors the ability to rotate approximately 180°. See the Configuration Menu for instructions on adjusting the retract position and fully extended (maximum) position of the ServoMotor outputs. Each ServoMotor output can be adjusted individually.

The **Br-miniBrick8’s** case will make it difficult to plug in most ServoMotors backwards, but not all brands of ServoMotors use the same polarization ‘bumps’ on their connectors. If your ServoMotors don’t have polarizing ‘bumps’, then use the color code



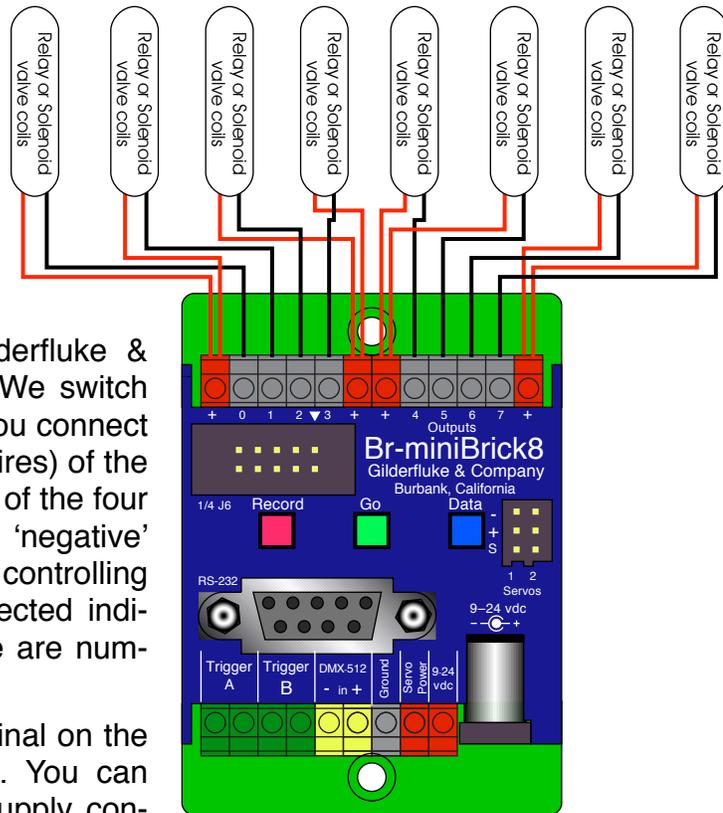
on the wires to determine the proper orientation for these connectors: The '-' wire is usually brown or black. Note that most ServoMotors won't be damaged by temporarily being plugged in with the wrong orientation.

Digital Outputs:

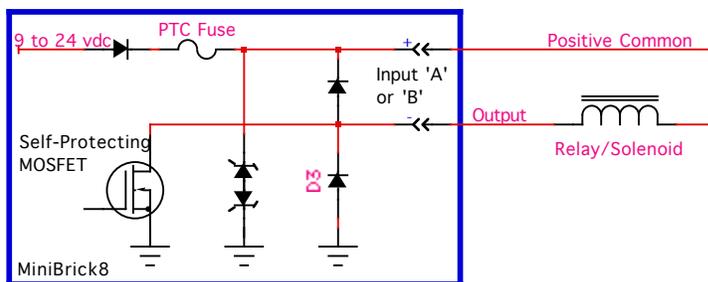
Each **Br-miniBrick8** has eight digital outputs (hence, the name). You can connect eight things to the **Br-MiniBrick8**. These can be LEDs, small motors, Solenoid valves, relays, small lamps, or anything else that needs 9 to 24 VDC, at less than 1/2 amp peak.

The outputs are just like the standard outputs used on all Gilderfluke & Company Show Control Systems. We switch the negative sides of the outputs. You connect the positive sides (usually the red wires) of the eight things you controlling to either of the four positive 'common' terminals. The 'negative' sides of the eight things you are controlling (usually the black wires) are connected individually to the eight outputs. These are numbered 0 through 7.

There is no 'ground' screw terminal on the output 'end' of the **Br-miniBrick8**. You can pick up the ground at the power supply connection if needed.



The output connections for all Gilderfluke & Company Show Control Systems is through 'J-6' output cables. These are forty wire ribbon cables which are made up of four identical eight bit wide 'channels'. A J-6 cable is often split up into four individual channels. Each '1/4 J-6' ribbon cable is made up of ten wires, and can be used to control eight individual 'digital' (off/on) devices, or one eight bit wide 'analog' device. This is



what is found on a **Br-miniBrick8** in addition to the screw terminal connectors. Each group of ten wires also includes a common power supply and ground wire.

To simplify wiring to any Gilderfluke & Company animation system, the connectors used on the 1/4 J-6 cables are what are called 'insulation displac-

'ment' (IDS) connectors. These simply snap on to an entire cable, automatically 'displacing' the wire insulation and making contact with the wires within. This means that an entire ten wire cable can be terminated in seconds. All connectors are polarized, to keep them from being plugged in backwards. Although there are tools made specifically for installing these connectors, the tool we find works best is a small bench vise.

Each 1/4 J-6 cable is arranged in the following order:

Wire #	Color	Function
1	Brown	Circuit Ground
2	Red	Data bit 7
3	Orange	Data bit 6
4	Yellow	Data bit 5
5	Green	Data bit 4
6	Blue	Data bit 3
7	Violet	Data bit 2
8	Gray	Data bit 1
9	White	Data bit 0
10	Black	9-24 vdc Power (PTC fused for 1 Amp)

Any eight digital devices or one eight bit analog device can be connected to any 1/4 J-6 cable as shown. The LED between the ground (pin #1 brown) wire and supply (pin #10 black) wire acts as an indicator which is lit if the fuse for that channel is OK.

All outputs are open collector switches to ground. Flyback diodes are included in the outputs for driving inductive loads. Power is supplied through a diode and a solid state circuit breaker to the common pin(s) on the connector. A safe level of current is 150 milliamperes simultaneously on each output. This is sufficient to drive most small relays, valves and other similar loads directly. If fewer than eight outputs are on at one time, then the outputs are rated as follows.

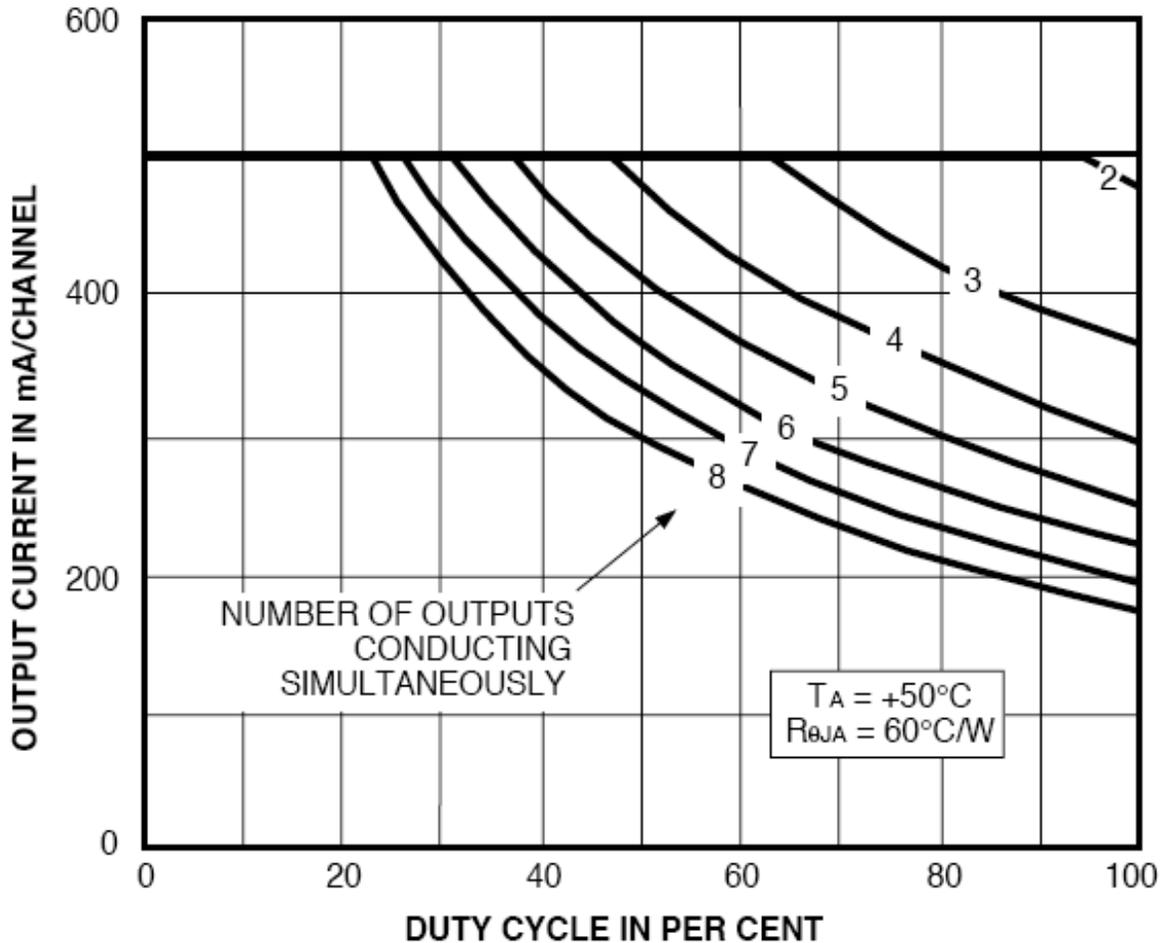
The supply line for each 1/4 J-6 is PTC fused for 1 amp. You should treat each 1/4 J-6 as an individual, and not cross the outputs or supply lines from one channel to the lines from any other channel. Doing this won't cause any damage, but can reduce the protection for the outputs that the fuses normally provide.

The current Output Capacity of each output is as shown in the following chart.

Since it is unusual to have more than 50% of the outputs on at any one time, you can usually assume the system has at least a 250 ma output current capacity. If you are going to be turning on lots of heavy loads at the same time, you should derate this to 150 ma.. This is sufficient to drive the majority of loads which will be directly connected to the outputs of the animation system. If additional current capacity is needed, or if you need to drive higher voltage loads, you can connect relays as needed to the outputs of the animation system. Coincidentally, boards for doing this are available from Gilderfluke & Company. These include:

1. **DPDT relay board:** A set of eight electromechanical relays with double pole/double throw contacts rated at 5 amps each.
2. **DRV-03:** This is an eight channel, solid state relay board. Each output is PTC fuse protected for up to 9 Amps of continuous current flow. It will work with DC voltages between 9 and 24 volts.

3. **DRV-05:** This is a specialty solid state driver board for use with up to eight PEM Leapfrog Fountain jets. It has eight outputs, each rated for up to 5 amps at 24 vdc. It runs on 9-24 VDC, and reverses the flow of current at the output when each is activated. It can also be used to reverse the running direction of small DC motors.



4. **Reed relay board:** A set of eight small electromechanical relays with normally open contacts rated at 150 ma each.
5. **I/O module:** A set of eight small solid state relays with normally open contacts rated at 3.5 amps each (alternating current and direct current relays available). Mounting boards for I/O modules are available in 8, 16, 24 and 32 relay position modules.
6. **Solid State Relay Fanning Strip:** For connecting up to eight popular 'hockey puck' style relays to a 1/4 J-6 output cable. These are available with capacities of up to 75 amps each.

Configuration Menu

If you aren't using the ServoMotor outputs, you will not need to configure the **Br-miniBrick8**. Even if you are using the ServoMotor outputs, you will only rarely need any changes to the configuration. Using GilderTerm, plug in the serial cable to the **Br-miniBrick8**. Press the 'configure' button to bring up the following menu:

```
Gilderfluke & Co. Burbank, California * Br-miniBrick8 * v3.20 copyright 2009 DCM

a) Address- __0

1) Servo 1 endpoints (min: 128 | max: 130)
2) Servo 2 endpoints (min: 128 | max: 140)

b) DMX-512 Receive
c) use standard Digital Gilder-DMX

x) eXit

enter command-
```

As you can see, there aren't too many options available on this menu.

Set DMX-512 Address

This command is used to set the offset address for the **Br-miniBrick8**. By default the **Br-miniBrick8** uses DMX-512 or Serial RealTime data addressed at zero for the digital outputs, one as the first ServoMotor, and two as the second ServoMotor. This command is one of two ways to set these offsets to any other address. No matter what the base address is set to, all three data channels the **Br-miniBrick8** will use are consecutive.

If using Serial RealTime data, keep in mind that there are only sixteen channels of data being transmitted. If the address is set above sixteen, then the **Br-miniBrick8** will never see that data, as they are above its maximum address range.

If using DMX-512 data, feel free to set the address to anywhere between 0 and 511. Keep in mind that most lighting boards and dimmers now number the DMX-512 addresses between 1 and 512 (our address '0' is their address '1'). If sending data from a non-Gilderfluke system, you will need to offset the address of either the **Br-miniBrick8** or the device which is sending the DMX-512 data by one address.

Set ServoMotor Endpoints

These two commands are used to set the endpoints for the two ServoMotor outputs. By adjusting the endpoints, you can set how far the horn of your ServoMotor will rotate. These commands will bring up the following menu:

```
Gilderfluke & Co. Burbank, California * Br-miniBrick8 * v3.20 copyright 2009 DCM
use keypad as shown:

adjust-->   min      max  position
            |-----|
            | 7 | 8 | 9 |
            |-----|
middle-->   | 4 | 5 | 6 |
            |-----|
            | 1 | 2 | 3 |
            |-----|

1, 4, 7, - also set position to minimum
2, 5, 8, + also set position to maximum
<CR> to save, <Esc> to bail

original:
min | max |
128 | 130 |

new:
min. | max | position
128 | 130 | 123
```

Use the '1', '4' and '7' keys to adjust the minimum position the ServoMotor will ever go to. This will automatically force the output to the 'zero' position, and you can adjust the ServoMotor to the spot where you would like to to be when fully retracted.

Use the '2', '5' and '8' keys to adjust the maximum for the ServoMotor. This will automatically force the output to the 'full scale' position, and you can adjust the ServoMotor to the spot where you would like to to be when fully extended.

You can then use the '3', '6' and '9' keys to move the ServoMotor over the full range of motion that will be available from the ServoMotor.

When you are satisfied with your adjustments, just hit the <Carriage Return> or '0' key. If you don't want to save your settings, hit the <ESC>ape key to restore the original values.

Typical RC radio rigs limit the pulses sent to the ServoMotors so that they have a maximum travel of only about 90°. These are the default endpoint settings for the ServoMotor travel in the on the **Br-miniBrick8**. The **Br-miniBrick8** will allow you to adjust the pulses sent to the ServoMotors to a point beyond which most ServoMotors will follow. Most ServoMotors will go up as far as a 180° of movement. If your ServoMotor starts to jitter, or loses all of its strength, then the pulse is probably set too long or too short for the ServoMotor to follow.

DMX-512

The DMX-512 input on the **Br-miniBrick8** is active *ONLY* when the RS-232 serial cable is **not** connected. The DMX-512 output is disabled if the RS-232 serial cable is attached *AND* you send any serial command to the Br-miniBrick8 that generates a serial response (requesting 'status' or entering configuration). Sending show requests and most other commands don't affect the DMX-512 output.

Note that DMX-512 output is available only on hardware versions 3.1 or greater and firmware revisions 3.07 and later of the Br-miniBrick8. Version 3.0 Br-miniBrick8s can be modified to output DMX at the Gilderfluke factory by updating the firmware and adding two wire jumpers.

DMX-512 is the serial data standard used to control ALL professional theatrical lighting equipment.

Press the 'b' key to select the mode of operation for the DMX-512 port. Your choices are:

1. DMX-512 Receive
2. DMX-512 Transmit (PCB version 3.1 or later only)
3. DMX-512 Transmit (w/checksums) (PCB version 3.1 or later only)

When used as an input, The DMX-512 terminals accept standard DMX-512 data from any source of DMX-512 data. This DMX-512 can come from a lighting control board, **Br-SmartMedia**, **BsBrain4**, **Sd-50**, or any other source of DMX-512. The **Br-miniBrick8** will accept data with or without GilderChecksums. If receiving GilderChecksums, the **Br-miniBrick8** will not update its outputs on any DMX-512 packet that contains an error.

When used as an output, the **Br-miniBrick8** can send up to sixty-four channels worth of DMX-512 data to control dimmers, wiggle lights, smog machines, strobe lights, or any other devices which accept DMX-512 data.

If used to send DMX-512 data to any Gilderfluke devices (other **Br-miniBrick8s**, **SER-DMX**, etc.), the GilderChecksums can be enabled to assure that the data is received perfectly before it is used.

When GilderChecksums are not enabled, DMX-packets will be 512 channels in length. This will allow frame rates up to about 40 FPS. If GilderChecksums are enabled, the the DMX-512 packets will normally be limited to 256 channels (plus two channels for the GilderChecksums) unless the data stored on the eeprom extends past the 256th channel. This will cause the packets to be 512 channels in length.

Firmware revisions 3.20 and later of the Br-miniBrick8:

All GilderGear uses the eight individual bits in a channel of DMX-512 data as eight digital outputs. Lighting boards can't do this. They can only send analog values in each DMX-512 channel. They have to use a whole DMX-512 channel to do just one digital. Values above 50% turn the output 'ON'. Press the 'c' key to toggle between the Gilderfluke-style digitals and 'analog' style digitals that lighting boards use. The digitals will be assigned to the eight consecutive DMX-512 channels after the 'DMX address' (set above). The two ServoMotor outputs will be on the next two DMX-512 channels.

Exit Configuration

Press the 'x' key, or the 'Config Done' button on GilderTerm to exit configuration.

Br-miniBrick8 Serial Port Commands

The **Br-miniBrick8** can be accessed through the serial port from any computer running just about any modem program. The computer you are using doesn't even need to have any **PC-MACs** software installed on it. This is a feature that most users should never need to use.

We prefer to use our own 'modem' program, GilderTerm. If you don't have or can't download a copy of GilderTerm, then you can use just about any other terminal program. Typical modem programs you can use are Terminal.exe (which comes with Windows 3.1) and Hyper Terminal.exe (which comes with Windows '95, '98, W2K and XP). If you can, find a copy of Terminal.exe, as it is a better program than the later Hyper Terminal. You can not download files to a **Br-miniBrick8** when using Hyper Terminal.

To use the **Br-miniBrick8** with a terminal program, just connect it as you would normally with a straight nine position male to nine position female cable. Configure your terminal program for 9600 baud, no parity, eight data bits, one stop bit and 'xon/xoff' handshaking. GilderTerm defaults to these settings.

If the **Br-miniBrick8** is not currently running a show, it will be printing the character '.' about once a second. This is the 'heartbeat' that you can see on the 'heart' LED on the **Br-miniBrick8**. When running a show, it will print the name of each show as it is started, and the frame number on each frame update. If you do not see any of these characters, then there is a problem with your physical connection or configuration.

Reset 'j5AA5'

This command will erase the EEPROM on the **Br-miniBrick8**. The **Br-miniBrick8** will also determine the type and quantity of memory chips installed and report this and the software revision number when it accepts this command.

Status 'i'

When it receives this command, the **Br-miniBrick8** will respond with the following information on the **Br-miniBrick8** (It will also print this information out when the **Br-miniBrick8** is first powered up or after a successful AutoDownload):

- a) Firmware revision number and copyright.
- b) Running status: Whether the **Br-miniBrick8** is running, looping or stopped. What show it is (or was) playing and the frame number into that show the **Br-miniBrick8** is on.
- c) Input status: Whether each input is opened ('O') or closed ('C').
- d) Thirty-two byte header and name of the AutoDownload file that has been downloaded to the **Br-miniBrick8**.
- e) One sixteen byte show header for each show that is loaded in the **Br-miniBrick8**.

AutoDownload 'sA5A5' nn

This is the format of the file that the **Br-miniBrick8** will receive and load into its EEPROM memory.

An AutoDownload file is a binary file. Any AutoDownload file that has previously been saved can be sent to a **Br-miniBrick8** by selecting the 'send binary file' on your modem program and selecting the AutoDownload for sending. You must be sure that the modem program has not been set to 'gobble' any special characters (carriage returns, line feeds, etc.).

The Hyper Terminal program that comes with Windows '95, '98, W2K and XP will not work for sending AutoDownloads. For some strange reason it has been written to randomly change any binary value that is larger than one hundred twenty-seven.

Start Global 'u'

*This command is available ONLY firmware revisions 3.07 and later of the **Br-miniBrick8**.*

This command starts the animation playing on the **Br-miniBrick8**. The shows will always start from the beginning. If the **Br-miniBrick8** was previously looping shows, it will have the 'LOOPING SHOWS' flag reset.

At the end of a show which has been started using this command, the **Br-miniBrick8** will simply stop. If you need the **Br-miniBrick8** to pay attention the 'at end' actions which were set when the show was downloaded, then you should use the 'loop' command instead.

If the **Br-miniBrick8** receives a start command after it has received a request for a specific show, it will play that show. Otherwise, it will play the show that has been set as the 'next' show for the show which is currently playing (or most recently played show if it is not currently playing). If this is the first show played after a **Br-miniBrick8** is reset, it will play the show which has been set as the 'first' show during the AutoDownload. Requests for specific shows can come only from the serial port.

When shows are downloaded to the **Br-miniBrick8**, they can be set to ignore additional start commands while they are playing. This allows individual shows to be 'stepped' upon or not. If the **Br-miniBrick8** is already playing a show which has this option set, it will ignore this command.

Stop Global 'y'

*This command is available ONLY firmware revisions 3.07 and later of the **Br-miniBrick8**.*

This command unconditionally stops the **Br-miniBrick8**. The stop happens at the current frame being played, and the outputs are frozen in the condition they were in when the stop was received

Loop Global ""

*This command is available ONLY firmware revisions 3.07 and later of the **Br-miniBrick8**.*

These command acts much like the START commands, except they also set the 'LOOPING SHOWS' flag. At the end of the show, the **Br-miniBrick8** will check for what was set as the 'at end' functions for the show which just completed, and take those actions. With this flag set, it is possible to set a sequence of shows playing in any order. Since the 'next' show can be any show you ask for, one show can be played over and over again, or you can set up a sequence of shows which will be repeated until the **Br-miniBrick8** is told to stop.

Select Show Global "*" [nn] (show#)

*This command is available ONLY firmware revisions 3.07 and later of the **Br-miniBrick8**.*

Up to two hundred fifty-five different animated shows can be stored on a single **Br-miniBrick8**. This command can be used to select an individual show on the selected **Br-miniBrick8**. Individual shows can be requested using Hexadecimal numbers with a range of 01 to FF. Once a show is selected, it will be played on the next serial port

START or LOOP command. If a show is currently 'looping', the requested show will be played at the end of the next 'loop'.

If a show selection has been made inadvertently, it can be cleared by sending a request for show number '00'.

Pause Show '<00'

Continue Show '>00'

*These commands are available ONLY firmware revisions 3.07 and later of the **Br-miniBrick8**.*

Any show can be paused at any point during its playback. The outputs are frozen at the levels they were at the instant the PAUSE command is received.

The CONTINUE command will resume playing any show playing which has previously been PAUSED.

Programming the Br-miniBrick8 without a Computer

The digital outputs of the **Br-miniBrick8** can be 'Programmed in Place' using only the three buttons on its top, or by connecting a RS-232 serial port and using Gilderfluke & Co.'s **PC•MACs** software. The instructions in this section cover 'Programing-In-Place' using the buttons on the top of the **Br-miniBrick8**.

To enter programming mode:

Press and hold the **red 'Record' button** for three seconds. On the first press, the first output (Output '0') will begin flashing with a quick 'double flash' pattern. This indicates that only this one output is active for programming.

If the **Br-miniBrick8** immediately starts a 'back and forth' chase, it indicates that the **Br-miniBrick8** has had its memory cleared, and it has jumped right into the 'clear all' mode (see below).

On the next seven presses of the **red 'Record' button**, outputs '1', through '7' are selected in turn.

On the eighth press, the 'clear all' mode is selected. This is indicated by a 'back-and-forth' chase on all eight red output LEDs.

On the next four presses of the **red 'Record' button**, the 'operating mode' mode is selected. This is indicated by a two short / one long flash pattern on one of the output LEDs and the green 'trigger' LEDs. This mode is used to select whether the **Br-miniBrick8** is going to play the show once or loop, and whether the show can be 'stepped upon' once running.

On the next press, 'programming' mode is exited.

'Clear All' mode:

This is normally done as the first step in programming a show. This is how you set the length of the show. Press and hold the **red 'Record' button**. Momentarily pressing the **green 'Go' button** (or if an external trigger is received) starts the **Br-miniBrick8** running (yellow LED flashes quickly). The length of the show is set by the length of time you hold down the **red 'Record' button**. When you release the **red 'Record' button**, the show length will be set. While in this mode, outputs '1' through '3' are cleared. Bit '0' can be programmed by pressing the **blue 'Data' button**. By default, a new show is set to play once when triggered, and can't be stepped on.

'Record One' mode:

Once in 'Record' mode (entered by pressing the **red 'Record' button** until the first output LED starts doing the 'double flash. Press and release the red 'Record' button up to seven more times, until you see the LED for the output you want to program doing the 'double flash.) Momentarily pressing the **green 'Go' button** (or if an external trigger is received) starts the **Br-miniBrick8** running (yellow LED flashes quickly). Any outputs which have previously been recorded will be played back. If the **red 'Record' button** is pressed and held, it will clear the selected output. Pressing the **blue 'Data' button** while the **red 'Record' button** is held down will record new data on the selected channel.

If a portion of your show is perfect, and you only want to re-record a small section, this is easily done with the **Br-miniBrick8**. Just release the **red 'Record' button** during the sections of the show you want to keep. The data will not be altered. When the **red 'Record' button** is pressed during the portions of the show you want to change, you can alter the data by pressing (or not) **blue 'Data' button**.

Setting Operating Modes:

Press and hold the **red 'Record' button**. Press the **red 'Record' button** nine to twelve more times, until you see the green 'trigger' LED and one of the four output indicators flashing a two short / one long pattern:

- a. Output 0 & 'trigger' LEDs: Play once, no step
- b. Output 1 & 'trigger' LEDs: Play once, steppable
- c. Output 2 & 'trigger' LEDs: looping, no step
- d. Output 3 & 'trigger' LEDs: looping, steppable

Press and hold the **red 'Record' button** for three seconds to lock in the desired operating mode.

A show that is set to 'play once' will only play when triggered, and then stop and wait for the next trigger. A 'looping' show will start playing at PowerUp, and loop back to itself at its end. It loops until powered down.

A show that is set to 'no step' will not allow another show to be started once it has been started. This is used to keep shows from being retriggered repeatedly. It is used if your show is started by a step pad, motion sensor, or other device which will send additional 'start' pulses before the show has run its course.

A shortcut to stop the **Br-miniBrick8** playing or exit any 'programming' mode is to release the **red 'Record' button** and quickly press the **blue 'Data' button** three times. This stops any show which was playing.

Programming the Br-miniBrick8 with a Computer

*This section of the manual is for those of you who aren't installing the **MACs-USB** Smpte Card in their computer. If you do have a **MACs-USB** Smpte Card installed in your computer, please refer to the appropriate sections of this or the **PC-MACs** manual. All of the real-time features of **PC-MACs** are covered there.*

The **Br-miniBrick8** can be 'Programmed in Place' using only the three buttons on its top, or by connecting a RS-232 serial port and using Gilderfluke & Co.'s **PC-MACs** software. The instructions in this section cover 'Programing-In-Place' using our free **PC-MACs** software.

If you have ever drawn a 'timing chart' or schedule, this is exactly what you will be doing to program the **Br-miniBrick8**. 'Time' is shown along the top of the page, and you draw in an output where you want it 'on', and don't draw it in where you want it 'off'. All of the outputs can change on every single update (typically there are 30 updates each second). The **Br-miniBrick8** just doesn't care if an output changes or not.

The next section of the manual gives an overview of programming using the **PC-MACs** RealTime License. It assumes that you have already completed this section of the manual to learn how to install the **PC-MACs** software, create a show, populate it with figures and channels, and perform rudimentary editing functions on the OffLine Editing Screen.

This section of this manual is excerpted from the (much larger) **PC-MACs** manual. Even more commands and more details on the following commands can be found in other sections of the **PC-MACs** manual. It can be downloaded from the Gilderfluke & Co. website.

Install the Software.....

*If the **PC-MACs** software has already been installed on the computer you are using, you can skip this step.*

PC-MACs is usually distributed on a CD-ROM, downloaded from our web page, or received as a file attached to an Email. If you have the CD-ROM, just insert it in the appropriate receptacle in your computer. The CD will bring up a menu which will allow you to install **PC-MACs** and other Gilderfluke & Co. software. All Gilderfluke & Co.'s manuals are also on this disk, and can be read using the included Acrobat PDF reader.

If you have downloaded or received the **PC-MACs** software via Email, it will probably be compressed into a '.zip' file. You will first need to decompress this file. Your browser or Email program may do this for you automatically. If not, you will need a program like unzip.exe or Win Zip to decompress them. Once this is done, just run the 'Setup.exe' program and follow the steps as it installs **PC-MACs** on your computer.

Getting started.....

*If the **PC-MACs** software is already running on the computer you are using, you can skip this step.*

The installation process will have left a shortcut to **PC-MACs** under the Windows Start/Programs/Gilderfluke pulldown or on the desktop of your computer. You can start **PC-MACs** by double clicking on either of these aliases, or navigating directly to the PC-MACs.exe file and double clicking directly on it. If you tell the Windows registry about **PC-MACs**, then it can start automatically any time you double click on a show or site file.

Without the **MACs-USB** installed in your PC, you will be running in 'Software-Only' mode. When you start the **PC-MACs** software, it will display the 'main' window, with a message at its bottom that the Smpte Card hasn't been found, and the program is operating in 'Hardwareless' mode.

You will be able to access every feature of the **PC•MACs** program except for the real-time commands (Play, Record, Rehearse, Single Step, etc.).

Select the serial port.....

If a serial port has already been selected, or you aren't going to be downloading anything, you can skip this step.

If this is the first time that you have used **PC•MACs**, you will need to select the serial port you are using. You can do this by opening the dialog under the Preferences pulldown/Hardware/MiniBrick Interface.... Select the serial port you are going to be using. This serial port must not already be in use by any other function on your computer. If it is, **PC•MACs** will give you a nasty message when you try to do an AutoDownload.

The selected serial port is stored as part of the Gilder.ini file. If it is an actual serial port built in to your computer you will probably never need to select it again. If it is a USB-to-Serial adapter, you may need to repeat this selection process every time Windows loses the USB serial port connection. Windows does this fairly regularly.

Starting a new show.....

If you want to use a show that has already been created, just select the 'File pulldown/Open...' command to select and open an existing show. You can skip down to the 'Editing your show.....' paragraph below.

To start a new Show and Site File, select File pulldown/'New...'. This opens the Show Information dialog. For now, all we will do is create a new Site File, but this is where you will normally set the length, frame rate and time code used with your show. All of these can be changed at any time, so don't worry about them too much

When using Hardwareless RealTime mode, the only valid choices for Timecode are 'Internal' and 'Audio'. In this case, we will choose 'Audio', so we can see a waveform displayed graphically on the editing screen a little later. Select the radio button next to the 'Audio' selection. To actually select the audio or video file that you will be locking to, press the 'Load Media File' button. You can select the 'Files of Type' popup and select either 'Audio Files' (any .wav, .mpa, mp2, mp3, .au or .aif file) or 'Video Files' (any .avi, .qt, .mov, .mpg or .mpeg file) to use. In this case, select 'Audio Files' and pick any audio file to use.

If the length of the audio file you selected is different from what you have set for the show length, **PC•MACs** will give you the opportunity of modifying the length. You can leave the length unchanged, or automatically match the length of the audio or video file.

New shows default to using the '**PC•MACs**' Site File. To create a new Site File, select 'New...' from the Site File popup. Give it a simple name like 'Test' when it asks for one. If you had already created your own Site File and wanted to use it again for your next show, you would just select it from the Site File popup.

Click the 'OK' button to close the Show Information dialog. At this point you have created a blank show and a 'new' blank Site File. You will now need to create some outputs so that you can program them.

Creating some figures.....

Open the Channels pulldown/Channels List dialog. At this point this list should be pretty darned empty. After all, this *is* a brand new show!

FigureNames are used like a 'folder' on your computer's disk. You can put movement names into them to organize them and make them easier to manage. You can create a FigureName by using the Channels pulldown/'Create figure' command.

You can modify any FigureName by selecting it and choosing Channels pulldown/ 'Modify' command or by simply double clicking on the FigureName you want to change.

Creating some output channels.....

If you don't foresee ever using analog functions, then only create the digitals. If you don't foresee ever using digital functions, then only create the analogs.

Open the Channels pulldown/Channels List dialog (if it isn't already opened).

First select (highlight) one of the figures that you have created. As a shortcut we will then create eight digital channels followed by two analog channels by using the Channels pulldown/'Create Multiple...'. This command will ask you for the number of analog and digital channels you want to create. To keep things simple, select 'zero' analog and 'eight' digitals. Repeat the same steps but now select two analogs (eight bit resolution) and zero digitals to be created.

This should have resulted in eight digital output channels addressed at 0.0 through 0.7, and two 8 bit resolution analog channels addressed at '1' and '2'. The analog channels will be used for the two ServoMotor outputs. They will all have the 'default' names.

The channels you have created are inside the 'figure' folders you previously created (you did highlight the figures before creating the channels, didn't you?) To see the channels you need to 'open' the FigureName. Left mouse click on the '>' at the left of one of the FigureNames. This will open up the FigureName (the '>' turns into a 'V') so you can see the channels within it. You can 'close' a FigureName by clicking on the 'V'.

You can also create analog and digital channels one at a time by using the Channels pulldown/'Create Analog' or Channels pulldown/'Create Digital'. If you select one of the FigureNames you have already created, any output channels you create will be added to this folder.

Name those channels.....

You can modify any figure or channel by selecting it and choosing Channels pulldown/'Modify' command or by simply double clicking on it. You can then set the default levels for analogs (or 'on' or 'off' for digitals), and the FigureName and figure assignment for a channel. **PC-MACs** won't let you change an address to overlap with any other existing channel. Leave the analog resolution at eight bits and don't modify the address or bit number (digitals functions only) just yet.

You can use the 'Next'/'Last' Buttons to view and edit the next or previous output channel.

Close the Channels List by using the 'Close' box in the upper right corner or Channels pulldown/'Hide Channels List' command.

Saving your show.....

At this point it is time to save the work you have done so far. Because this is a new show, the show remains 'Untitled'. You can find the 'Save' command under the File pulldown/'Save'. The first time you save a show, it will ask you for a ShowName. If you want to save any show under a different name, you can always use the File pulldown/'Save as...' command.

You should save the show often enough that you won't get really pissed off if the computer was to crash.

Editing your show.....

If you have already moved the channels you want to edit over to the OffLine window, you can skip the next step and open the OffLine window directly. Do this by pressing the

OffLine button on the main window, or using the OffLine pulldown/'Show OffLine...' command. **PC•MACs** will always remember the last channels that were edited for a given site file.

Moving channels to the OffLine Editing window.....

Now that we have some channels created, we can start editing them. Open the OffLine pulldown/'Move to OffLine...' dialog. This dialog has two columns on it. In the left column are all the figures and channels you have created. In the right column are the channels you will be editing

You can select whole figures, or just some of the channels for editing by highlighting them and pressing the 'Move' button between the two columns. For this demo we have only created two analogs and eight digitals. We might as well move them all over for editing. Press the 'OK' button when you are done. This will open the OffLine editing button.

On the OffLine Editing Window, you will see the analog functions displayed in the upper pane. Since nothing has been programmed on the one analog functions yet, they should appear as a horizontal colored line along the 50% mark at the middle of the analog pane.

Behind the analog functions is the waveform of the audio file you selected. If the sound you selected has a good 'beat', you will see regular pulses in it. The sound waveform is used as an editing aide to synchronize your sounds and movements. You can also 'paste' a sound waveform into an analog or digital animation function using the 'Yak' function.

The digital functions are shown in the lower pane. With nothing programmed into them, the eight digitals will appear as eight light blue lines running horizontally along the bottom of the digital window pane.

Where in the show are we?.....

'Show' Time is displayed along the top of the window.

The time shown at the lower left corner of the screen is the time at the left side of the window. The time shown at the lower right corner of the screen is the time at the right side of the window. The time shown at the bottom center of the screen is the time at the center of the window.

You can use the slider at the bottom of the screen to move to a different point in the show, or modify any of these times to move to a different part of the show.

Change the amount of show you see.....

You can zoom in to see just a few frames of your show, or zoom all of the way out to see the entire show at once. You can do this using the OffLine pulldown/Time Scale commands, or Zoom time In, Zoom Time Out buttons on the pulldown at the top of the screen.

You probably don't want to zoom in or out too far. If you zoom in too far you will only see a tiny piece of your show. If you zoom too far out, you may not be able to see short events. By default, **PC•MACs** will display two to four seconds of a show (depending on screen resolution).

Which channel is which?.....

As you move the cursor over any analog or digital function, you will see its name displayed in the lower right corner of the window. This is how you can tell one channel from another. The names of the digital functions are also displayed in little tiny type at the left of the digital window pane.

Rules to remember.....

- a. Channels are selected by clicking with the left mouse button.
- b. If you left-click ON a channel, that ONE channel will be selected. If you click anywhere BUT on a channel, ALL of the channels on the OffLine Window will be selected.
- c. Channels are modified by using the right mouse button.
- d. Only the selected channels will be affected by any editing command. Channels that are not being displayed on the OffLine Screen, or channels that are not selected, will never be affected by anything that you do on the OffLine screen.

Selecting one or more channels for modification.....

You can select a single channel for a stretch of time by left-clicking on that channel and sliding the mouse to the left or right before releasing the mouse button. You can select all the channels that are being displayed by left-clicking anywhere on the screen but on a channel and sliding left or right before releasing the mouse button. You can see what channel(s) are selected by the width of the lines they are drawn with. When a channel is selected, the lines get fatter.

Changing the channels you selected.....

Individual channels can be selected or deselected by <shift>+left clicking anywhere ON the channel you want to select or deselect. The channel will fatten or thin up to show that it has been selected or deselected.

Another way to change the channels you selected.....

You can double check which channels are selected by clicking on the 'Selected Channels' button at the bottom middle of the OffLine screen. This will bring up the 'Move to OffLine...' dialog again. Any channels that are selected will be highlighted in the right column. You can change which channels are selected by highlighting and unhighlighting channels in the right column of this dialog before you close it and go back to the OffLine Window.

You can also use this dialog to move channels on or off the OffLine Editing window. In general, you want to keep the OffLine Editing window as clear as possible. Display only the channels you are going to be modifying.

Changing the amount of time selected.....

Once you have one or more channels selected, you can change the amount of time selected by modifying the times displayed at the bottom of the window. The entries that are used for 'from' and 'to' times, and the 'amount of time selected' are the main ones you might want to try changing. You can type in numbers, right-click or left-click, or click and slide up and down or use the up down buttons on the keyboard to modify these times. These numbers can be copied to other locations in the program, or copied from other locations using the little 'clock face' popups next to each entry.

A second way to change the amount of time selected is to <shift>+left click anywhere in the white background area of the window (anywhere but on a channel). The selected area will extend to the new click point.

Modifying digitals with a right mouse click.....

You can draw or undraw any digital function by right-clicking on it and sliding the mouse left or right. If you start on a point where the digital function is 'Off' (only a thin line is showing), it will be drawn in. If you click on a spot where the digital is 'On' (where the line is already fat), it will be turned 'Off' as you drag the mouse.

If you press down the <shift> on your keyboard and right mouse click on a digital, you can then 'shift' it left or right without changing its length.

Modifying analogs with a right mouse click.....

Before trying this, make sure that the Preferences pulldown/Rubberbanding.... dialog is set for 'Spline', with a default number of frames set to twenty.

Move the mouse over an analog function. Right Click on it and slide the mouse up or down. When you release the button, the wave shape will be modified. If a range of time has been selected, then that area will be Rubberbanded (instead of the default selection you made for twenty frames).

Spline is the most commonly used tool. You can go to the Preferences pulldown/Rubberbanding.... dialog and try out some of the other tools. The 'Pencil' tool requires that a range of time be selected for it to work.

Cut, Copy and Paste, just like a word processor.....

Once one or more channels have been selected, you can use the standard cut/copy/paste functions that are used in every word processor known to mankind. The only difference is that here you are editing movements instead of sentences. These commands are all found under the Edit pulldown.

Just like your work processor, if you cut out a paragraph, all the text after it will slide forward in your document to fill the void. The same thing happens when you cut out a stretch of one or more movements. Conversely, if you paste a sentence into a document, all the text after it will have to slide backwards to make room for it. The same thing happens when you edit movement(s) in **PC•MACs** too. If you select a paragraph in word processor and paste in a different paragraph that is exactly the same length, all the text after will not need to move. Again, **PC•MACs** works in exactly the same way.

Paste something a bunch of times.....

Something fun to try: Use the OffLine pulldown/'Move to OffLine...' command to leave only three or four digital functions in the right column. Click 'OK'. Now use the right mouse button to draw in a chase pattern on these digitals. You should end up with a pattern that looks something like a staircase. It can be an up or down staircase, at your option. The steps can overlap or not. Now use the left button to click in the white background of the window and select your staircase. Select the 'Copy' command under the Edit pulldown. Now select any single point on the OffLine Editing Window by clicking on it with the left mouse button. Now select the Edit pulldown/'Paste Multiple...' command. Enter in the number of times you would like to see this chase pattern repeat and click 'OK'.

Cut, Copy and Paste to a file.....

All of the cut, copy and paste commands you tried out in the last two sections can be used to save one or more movements to files instead of the 'clipboard'. Instead of using the standard editing commands, select the File pulldown/'Save Macro...', File pulldown/'Insert Macro...' and File pulldown/'Insert Multiple Macros...' commands. This allows you to 'paste' in a movement that you 'copied' months ago. The only limitation to the number of Macro files you can save is the capacity of your hard disk.

Reverse events in time.....

Now that you have a bunch of staircases, select one or more of them by left-clicking anywhere except on the channels. Slide to the left or right until you have a complete sequence of steps selected and release the left mouse button. This selects all of the channels that are currently displayed on the OffLine screen. Now select and Edit

pulldown/'Reverse' command. The selected stairway will now be reversed. This is useful for programming chase sequences.

Stretch and compress time.....

With one or more channel selected, you can then change the amount of time it takes for the movement to take place. To do this, move the cursor up into the time bar. As you do, you will see the cursor change into an 'I' beam. If you right-click and slide the mouse to the left or right, the selected channels will be compressed or stretched when you release the button. The data after the edit will slide forward or back in time to make room for your changes.

Analog functions are interpolated when you stretch or compress them, so they come out fairly cleanly. There aren't a lot of points between 'On' and 'Off' on a digital function, so you may see some rounding errors on the digital functions. You can minimize this by changing the new time to an even multiple of the original time.

Adding and subtracting time.....

If a function happens too soon or late, you may need to shift it in time. Select one or more channels for one or more frames worth of time. Use the Edit pulldown/'Add time' to move actions to a later time. Use the Edit pulldown/'Delete time' if you need the actions to happen sooner. The selected movement(s) will shift by the number of frames you have selected.

Generating a ramp between two points.....

If you are only using digital channels, you should skip this step.

Select one or more analog channels for one or more frames worth of time. Select the Edit pulldown/Inbetween command or <F10>. A ramp will be generated from whatever levels the analogs are at the beginning of the selected area to whatever level they are at the end of the selected area. The type of curve used for the ramp is set on the Preferences pulldown/Inbetweening dialog.

More ways to modify a digital channel.....

If you are only using analog channels, you may want to skip this step.

Select one or more digital channels for one or more frames worth of time. Under the Edit pulldown you can select the following commands to:

- a. 'Clear to Default Values': Sets any selected digital(s) back to their default values (set for each channel under the Channels List). You can also use the 'Delete' key on your keyboard as a shortcut to this command.
- b. 'Fill with First Value': The value at the start of the selected area is used to fill in the rest of it.
- c. 'Invert Values': Where the digital was 'On', it is turned 'Off'. Where it was 'Off', it is turned 'On'.
- d. 'Reverse Values': The selected digital(s) are reversed in time.
- e. 'Set to Yak...': Only if a .WAV file is used for audio synchronization. The audio waveform is transferred into the digital function(s).
- f. 'Set Digitals Off': The selected digital function(s) are turned 'Off' in the selected area.
- g. 'Set Digitals On': The selected digital function(s) are turned 'On' in the selected area.

More ways to modify an analog channel.....

If you are only using digital channels, you may want to skip this step.

Select one or more analog channels for one or more frames worth of time. Under the Edit pulldown you can select the following commands to:

- a. 'Clear to Default Values': Sets any selected analog(s) back to their default values (set for each channel under the Channels List). You can also use the 'Delete' key on your keyboard as a shortcut to this command.
- b. 'Fill with First Value': The value at the start of the selected area is used to fill in the rest of it.
- c. 'Invert Values': The selected analog channels(s) are inverted. As an example, a value that was at 25% will be inverted to 75%.
- d. 'Reverse Values': The selected analog(s) are reversed in time.
- e. 'Set to Yak...': Only if a .WAV file is used for audio synchronization. The audio waveform is transferred into the digital function(s).
- f. 'Set Analogs to a Value...': You can enter a value for the selected analog(s).
- g. 'Ramp to a value...': You enter the ending value for a ramp. A ramp is generated from the existing value at the start of the selected area to the value you enter at the end of the selected area.
- h. 'Scale by Percentage...': The value you entered is added or subtracted from the selected analog channel(s).
- i. 'Smooth': This command applies a filter to the selected analog channel(s). This will remove any jitter, and smooth out the highs and lows in an analog channel. The value of this filter is set under the Preferences pulldown/'Smoothing' dialog. A larger value will filter more. Each time you apply the filter to the same analog, it will be filtered more. Eventually, you will end up with a flat line.

Save your show (again).....

Now that you have something programmed, you can now download it to the Bricks you are using. You should save your work using the File pulldown/'Save' command. If you don't, **PC•MACs** will not let you download the show in the next step.

AutoDownload your show.....

If you have a Br-miniBrick8 attached to your PC, you will now want to try out the AutoDownload functions of **PC•MACs**. Jump forward to the 'AutoDownload Quick Start' section of this manual to give it a try!

Programming a Br-miniBrick8 with a RealTime License

*This part of the manual is for those of you who aren't installing the **MACs-USB Smpte Card** in their computer, but will be licensing the 'Hardwareless RealTime' mode. If you do have a **MACs-USB Smpte Card** installed in your computer or aren't licensing 'Hardwareless RealTime', you can skip reading this section of the manual.*

This section of this manual assumes that you have already gone through the previous section of this manual, where you learned how to create a show, and make the figures and output channels you will be programming, and edit them using the OffLine Editing Window.

This is excerpted from the (much larger) **PC•MACs** manual. Even more commands and more details on the following commands can be found in other sections of the **PC•MACs** manual. It can be downloaded from the Gilderfluke & Co. website.

Register your PC•MACs Software.....

*If the **PC•MACs** software has already been registered on the computer you are using, or you already have a **MACs USB RealTime Dongle** installed, you can skip this step.*

The **MACs USB RealTime Dongle** is the permanent license for the RealTime features of **PC•MACs**. Gilderfluke & Co. can issue a temporary RealTime License number as a temporary license, while the **MACs USB RealTime Dongle** is shipped to you. This will enable the RealTime features of **PC•MACs** for fourteen days.

To obtain the temporary license for the Realtime features of **PC•MACs**, you will need to register it with Gilderfluke & Co.. You can do this by opening the dialog under the Preferences pulldown/Hardware/MiniBrick Security Key.... This shows a sixteen digit 'System Serial Number' based upon your system's hard disk drive, Windows, and the date and time.

Contact Gilderfluke & Company with this number by phone, fax or Email, and we will return a eight to ten digit long 'Security Key'. When you enter this 'key' and press the 'Validate' button, all of **PC•MACs** RealTime features will be unlocked for fourteen days. During this time, a **MACs USB RealTime Dongle** will be sent to you. Once the **MACs USB RealTime Dongle** has arrived, it can be plugged into any PC that has our software installed to permanently enable RealTime programming.

Install MACs USB RealTime Dongle.....

*If the **PC•MACs** software has already been registered on the computer you are using, or you already have a **MACs USB RealTime Dongle** installed, you can skip this step.*

*Exit **PC•MACs** before beginning this procedure. It will not recognize the **MACs USB RealTime Dongle** unless it was in place before it has started running.*

The first time a **MACs USB RealTime Dongle** is plugged into a computer, Windows will proudly announce that it has found new hardware, and hasn't a clue where to find the appropriate drivers.

You will need to navigate Windows over to the C:/Programs/Gilderfluke/USB_Install to find the appropriate driver. Being Windows, you will probably have to do this twice.

Now if you look under the Preferences pulldown/Hardware/MiniBrick Security Key.... Dialog, it will show that the **MACs USB RealTime Dongle** has been installed.

Note that this installation process will need to be repeated for any other computers you want to install the **PC•MACs** software and Hardwareless Realtime programming.

The **MACs USB RealTime Dongle** can freely be moved between any number of computers. Only the computer that has the **MACs USB RealTime Dongle** installed at the time will have access to the RealTime features of **PC•MACs**.

Select the serial port.....

If a serial port has already been selected, you can skip this step.

If this is the first time that you have used **PC•MACs**, you will need to select the serial port you are using. You can do this by opening the dialog under the Preferences pulldown/Hardware/MiniBrick Interface.... Select the serial port you are going to be using. This serial port must not already be in use by any other function on your computer. If it is, **PC•MACs** will give you a nasty message when you try to do an AutoDownload.

The selected serial port is stored as part of the Gilder.ini file. If it is an actual serial port built in to your computer you will probably never need to select it again. If it is a USB-to-Serial adapter, you may need to repeat this selection process every time Windows loses the USB serial port connection. Windows does this fairly regularly.

You are going to be updating your outputs through the serial port. You will need to click ON the 'RealTime MiniBrick Updates' checkbox.

Plug in the Bricks.....

*If you have already plugged in your **Pb-DMX/32** to the serial port, you can skip this step.*

It is now time to plug the **Pb-DMX/32** into the serial port of your computer and power it up. To connect the **Pb-DMX/32** you will need a need a straight nine pin male to 1/8" stereo plug cable.

Power up the **Pb-DMX/32**. For testing purposes, your power supply can be as simple as a couple of nine volt transistor radio batteries wired in series.

Assigning programming console inputs.....

*If you haven't done so already, open **PC•MACs** and the show you created in the previous section of the manual.*

Now that we have created some outputs in the previous section of this manual, we need to assign them to the programming console so we can start RealTime programming. When operating in Hardwareless Realtime Mode, your only choice for a programming console is the 'Soft Console'.

Open the Soft Console using the RealTime pulldown/Show Soft Console command or press the <F5> hot key shortcut. The Soft Console supports up to eight digital functions and two analogs at one time. Outputs are assigned by popping up the 'Assign' popups. This will display a list of the first sixteen eight bit wide channels you have created. Analog functions are shown by name. Digital functions are shown as 'Digitals @ nn'. There are also entries in the popups to 'Unassign' inputs.

Popup the digital 'assign' popup and select one of the digital channels you created. If you have something attached to the outputs, you probably want to pick a channel that will be displayed on the outputs. The names of the individual digital bits will appear adjacent to each button on the Soft Console. You can then check the adjacent checkboxes for the channels you want to make active. Any bits that are left unchecked will be left in 'playback' and the data will not be changed. You can press the digital function buttons with the mouse on the screen, or use the number buttons '1' through '8' on your PC's keyboard. Note that not all PC keyboards will let you press all eight number keys at the same time. This is a limitation of the keyboards, and not **PC•MACs**.

Popup the analog 'assign' popup and select one of the analog channels you created. Repeat this for the second analog input. If you have ServoMotors attached to the outputs, you probably want to pick a channel that will be displayed on the outputs. The analogs can be moved by clicking anywhere on the Soft Console and sliding the mouse left and right, up and down.

The 'Punch Out' buttons allow you to temporarily place an input into 'playback' (they won't alter the data) without unassigning them. The Momentary/Alternate button make the digital inputs alternate action (push on/push off) or momentary. The Forward/Reversed buttons allow you to reverse the sense of the two analog inputs.

Trying out your outputs.....

If you haven't already, turn on 'Manual Mode' by pressing <F3> so that **PC•MACs** starts updating the outputs. If 'Manual' mode is 'On', then whatever you do on the console will be sent out through the serial port. If you have any output devices attached, you will see them change as you move the controls and/or push the digital buttons on the console.

Press the digital function buttons with the mouse on the screen, or use the number buttons '1' through '8' on your PC's keyboard. Move the analog functions by moving the mouse to anywhere on the screen Soft Console Window and pressing the left mouse button. The analogs will remain active for as long as you keep this button depressed.

The 'Punch Out' buttons allow you to temporarily place an input into 'playback' (they won't alter the data) without unassigning them. The Momentary/Alternate button make the digital inputs alternate action (push on/push off) or momentary. The Forward/Reversed buttons allow you to reverse the sense of the two analog inputs.

Saving console presets.....

If you want to save the assignments you just made on your console, you can save a 'Console Preset'. This takes a snapshot of everything you have assigned on the console. Select RealTime pulldown/'Save Console Preset...'. Give the Console Preset a name or use the list of 'Standard Console names' popup to use one that has already been saved. Once a Console Preset has been saved, it can instantly be recalled by the popup in the middle of the **PC•MACs** Main Window or by the RealTime pulldown/'Load Console Preset....' dialog.

Now that some channel(s) have been assigned to the console, we can start programming.

Recording in RealTime.....

Press the 'Record' button on the Main **PC•MACs** window (or use the Realtime Pulldown/Record command or or <control>+<F1> on the keyboard). **PC•MACs** will start advancing frames. Switch back to the Soft Console Window (if it got covered up) As you move the analog controls (press and click the left mouse button) and press the digital buttons you have assigned, whatever you do is being recorded as it is sent out the PC's serial port. You can stop at any time by pressing the 'Stop' button on the screen or <space bar> on the keyboard.

Playing it back.....

To see what you just did, you can press the 'Play' button on the screen or <F1> on the keyboard. **PC•MACs** will then play back what you just recorded. You can stop the playback just as you stopped the Record, by pressing the 'Stop' button on the screen or <space bar> on the keyboard.

Saving your show (again).....

At this point it is time to save the work you have done so far. Use the File pulldown/ 'Save' command. If you want to save any show under a different name, you can just use the File pulldown/ 'Save as...' dialog.

One step forward, three steps back.....

Now that you have done a pass or two, you can move on to programming some other output channels.

You are going to go back a few steps to change the assignments on the console (optionally saving this as a new console preset) and record some data onto these other channels too. You will see that as you record onto these new channels, the data you programmed into the previous channels will be played back as well.

This is how a show is programmed. You typically program a channel or two at one time, and then move on the next channels. Repeat these steps for as many channels as you want to record.

Editing your show.....

The last few steps of this 'QuickStart' jump you back into the OffLine editing screen from the last section of the manual. With RealTime features enabled, you can now re-view any changes you make instantaneously.....

If you have already moved the channels you want to edit over to the OffLine window, you can skip the next step and open the OffLine window directly. Do this by pressing the OffLine button on the main window, or using the OffLine pulldown/ 'Show OffLine...' command. **PC•MACs** will always remember the last channels that were edited for a given site file.

If you are running a show, pressing the OffLine button will open the OffLine Window in 'Single Step Mode'. This is a shortcut that you may want to use later.

Reviewing the changes you have made.....

After you make any edits, you can instantly review the changes you have made. You will want to try this after many of the following steps.

You can start a show playing at any time by selecting Realtime pulldown/Play, or hitting the <F1> shortcut. As the show plays, you will hear the .wav audio file you selected and see a 'time bar' sweep across the screen to show where in time the show is. If the OffLine pulldown/ Auto Scroll check is ON, the OffLine Window will scroll to follow the show as it plays.

You can stop a playback just as before, by selecting the Realtime pulldown/Stop, or hitting the <Space> shortcut.

Changing the playback start point.....

Unless you moved the 'Start' slider on the main **PC•MACs** window, playback will begin at the start of the show. You can always go back to the main window to change the start or stop sliders, but there are shortcuts to change them from the OffLine Window.

Position the OffLine window so you can see the part of the show you would like to review. Pop up the 'clock' shortcut at the lower left corner of the OffLine Window. Slide down to the command to 'Paste to Start Time'. This pastes the time at the left side of the screen into the 'Start' slider on the main window. Now click on the 'clock' shortcut at the lower right corner of the screen. Slide down to the command to 'Paste to Stop Time'. This pastes the time at the right side of the screen into the 'Stop' slider on the main win-

dow. Now when you start a 'Play', **PC•MACs** will playback the area displayed on the OffLine window and then stop.

Single Step Playback.....

You can enable Single Step Playback or Single Step Record using the commands found under the OffLine pulldown.

When in Single Step Mode, the frame at the center of the OffLine Editing Window is highlighted, and you can step your show forwards or backwards one frame at a time by using the left and right arrow keys on your keyboard. You can move the cursor more than a single frame by editing any of the 'time' numbers on the screen, or by dragging the screen's scroll bar to another point in the show. The show will run at 'single step speed' to the newly selected point. (You can hit the <space bar> to cancel a long series of single Steps.)

Single Step Record Mode works identically, except that the programming console is 'active', and any data on it will be recorded as you step forward through your show. This is an easy way to define 'key' frames in your show, that you can easily InBetween towards.

Single Step Playback can also be started at any time from the main window by hitting the 'OffLine' button in the middle of a playback. This bounces you over to the OffLine Editing Window with the frame that was playing at the center of the screen and highlighted. This allows you to single step backwards and forwards to find any glitches that may have been present in your show.

Save your show (again).....

Now that you have something programmed, you can now download it to the Bricks you are using. You should save your work using the File pulldown/'Save' command. If you don't, **PC•MACs** will not let you download the show in the next step.

AutoDownload your show.....

If you have a Br-miniBrick8 attached to your PC, you will now want to try out the AutoDownload functions of **PC•MACs**. Jump forward to the 'AutoDownload Quick Start' section of this manual to give it a try!

AutoDownloading Your Shows to your Br-miniBrick8

This section of the manual is for those of you who are downloading your show(s) to a **Br-miniBrick8** for the first time. It will lead you through all of the steps necessary to send your show(s) through the serial port for permanent storage on a 'Brick'. You may need to refer to the manuals for the specific 'Brick' you are going to be downloading to

Your shows can have been programmed using **PC•MACs** in 'Software-Only', 'Hardwareless Realtime', or with a **MACs-USB** Smpte card installed in your PC.

This section of this manual is excerpted from the (much larger) **PC•MACs** manual. Even more commands and more details on the following commands can be found in other sections of the **PC•MACs** manual. It can be downloaded from the Gilderfluke & Co. website.

Select the serial port.....

If a serial port has already been selected, you can skip this step.

If this is the first time that you have used **PC•MACs**, you will need to select the serial port you are using. You can do this by opening the dialog under the Preferences pulldown/Hardware/MiniBrick Interface.... Select the serial port you are going to be using. This serial port must not already be in use by any other function on your computer. If it is, **PC•MACs** will give you a nasty message when you try to do an AutoDownload.

The selected serial port is stored as part of the Gilder.ini file so you will never need to select it again. If you can't connect with the **Br-miniBrick8** through the serial ports, you may need to try a different one.

Downloading to the Bricks.....

Select the File pulldown/'Save as AutoDownload.....' command. This will bring up the AutoDownload dialog. If this selection is grayed out on the pulldown menu, it means that the serial port needs to be selected. See the previous step to set the serial port.

Plug in the Bricks.....

*If you have already plugged in your **Br-miniBrick8** to the serial port, you can skip this step.*

It is now time to plug the **Br-miniBrick8** into the serial port of your computer and power it up. **Br-miniBrick8** need a straight nine pin male to nine pin female cable.

Power up the **Br-miniBrick8**. For testing a **Br-miniBrick8**, your power supply can be as simple as a nine volt transistor radio battery.

Reset the Br-miniBrick8.....

To test if everything is hooked up OK, just press the 'Reset MiniBrick' button. A confirmation of the reset should appear on your screen (the 'Heart' LED on the **Br-miniBrick8** should also flash).

Choose the shows to go into the Br-miniBrick8.....

The show you have been working on will already appear on the list of shows to be Auto Downloaded. If you want to download more than one show to the **Br-miniBrick8**, just select the 'Add' button and you can select additional shows. If more than a single show is to be downloaded, you can use the 'Promote' and 'Demote' buttons to move selected file(s) up or down within the list.

If the same show is added to the list two or more times, only the first instance will actually use up memory space. All subsequent instances of the show will only generate a small header, which will refer to the data stored in the original instance.

At this point you probably only have one show to download. This would be the one you have been working on. Just leave this one show on the list of shows to be Auto Downloaded to the **Br-miniBrick8**.

How many channels to send to the Bricks?.....

You can now select the number of the channel to be downloaded to the Bricks. The **Br-miniBrick8** holds only a single channel for the digitals, or three channels if you are using both of the ServoMotor outputs too. You can download more channels to the Bricks, but this will just fill up the space in their memory needlessly.

The 'First Channel' and 'Last Channel' fields show the range channels to be downloaded.

Because a **Br-miniBrick8** holds only a single channel if you are only using the digital outputs, both the 'First Channel' and 'Last Channel' values are set to '0' if you aren't using the ServoMotor outputs. To download the digital AND the analog channels to a **Br-miniBrick8**, set the 'First Channel' to '0' and 'Last Channel' values to '2'.

Where to send the file.....

In most cases, you will want to set the 'Brick Serial Address' to zero when working with **Br-miniBrick8s**. Because only one **Br-miniBrick8s** can be installed on the RS-232 port at one time, they don't pay any attention to the 'Brick Serial Address' setting.

What will happen when the Brick is powered up?.....

What will happen when the **Br-miniBrick8s** are first powered up (and right after an AutoDownload). Touch the popup with the left mouse click and select the 'loop from first show' option. You can also select any show that is on the AutoDownload file list as the first show that will be played.

Note that there is a subtle, yet very important difference between a 'play' and a 'loop' command. Both the 'play' and 'loop' will start a show. The difference is at the end of the show. A 'play' will simply get to the end of the show and do absolutely nothing. A 'loop' command will get the end of the show and then look around for what options have been set for the end of the particular show which just finished. This can be to 'do nothing', or to jump to another show. When in doubt, it is always safer to use a 'loop' command.

What will happen on each Brick input?.....

You can select what will happen on the two optically isolated inputs by selecting either the 'A', 'B', 'C' or 'D' 'radio buttons' and using the popups to select what happens on each edge of each input. You can also set specific shows to be played on any edge of either input. A 'closing' is when you apply a voltage to an input. An 'opening' is when that voltage is removed.

The **Br-miniBrick8** has only two inputs. The 'C' and 'D' input selections are used for configuring inputs for **BR-MultiBrick32**, **Sd-50s** and other devices made by Gilderfluke & Company that have up to four inputs. Although any settings you make in the 'C' and 'D' inputs will be downloaded to the **Br-miniBrick8**, it won't do anything with them.

Note that there is a subtle, yet very important difference between a 'play' and a 'loop' command. Both the 'play' and 'loop' will start a show. The difference is at the end of the show. A 'play' will simply get to the end of the show and do absolutely nothing. A 'loop' command will get the end of the show and then look around for what options have been set for the end of the particular show which just finished. This can be to 'do nothing', or to jump to another show. When in doubt, it is always safer to use a 'loop' command.

What will happen at the end of each show?.....

Select any file in the list of shows to be Auto Downloaded. You can then use the popup at the bottom of the AutoDownload window to set what will happen at the end of each show. If you set it to jump immediately back to itself, the show will loop back on itself until another show is started. You can also select whether another show can step on the one that is currently running.

Do the deed.....

Press the 'Download' button. This will open a standard Mac/Windows 'file save' dialog. The default name will be the name of the first show on the AutoDownload list. You can change the FileName to any other legal name you wish. Press 'OK' to start the download. If this FileName has been used previously, then **PC•MACs** will ask if it is OK to overwrite the older file. Go ahead and overwrite it.

A dialog with a progress bar will show the download taking place. You can cancel it if you like, but if you do stop the download mid way you may need to power down the **Br-miniBrick8** and reset it before it can be talked to again..

An AutoDownload to a **Br-miniBrick8** should take about twenty seconds at most. If you AutoDownload takes more than a minute, it probably means that you are sending more channels to the **Br-miniBrick8** than you should. Go ahead and cancel, power down and reset the **Br-miniBrick8**. Select the appropriate number of channels and try it again.

Enjoy the results.....

Because we set the Brick to play on power up, it will begin playing the show as soon as the AutoDownload finishes. You should also get a confirmation of the AutoDownload's success. If you selected any actions to take place on the two inputs, you can test these as well.

Did it all fit?.....

The Br-miniBrick8s have what is for most applications lots of extra memory space. Now that you have downloaded the shows, you can check on how much space they really occupy. Press the 'Report' button. This will open up a report that is generated at the same time as the AutoDownload file. This report is also saved to your disk under the same FileName as the AutoDownload file, but with the extension '.set'. You can open this with Windows Notepad.

The value shown as the 'Eprom End' for the last show in the set is the actual last byte of data sent to the EEprom of the **Br-miniBrick8**. This will have to be well below 65,536.

Rinse and repeat.....

If you want to make any changes in your show, you can close the AutoDownload dialog and use **PC•MACs** to make any more changes in the show. You can then AutoDownload again at any time. All the settings on the AutoDownload window will be saved so that you don't need to enter them again on the next AutoDownload. The EEprom memory on the **Br-miniBrick8** is rated for at least fifty thousand downloads.

FCC and CE Compliance:

Br-miniBrick8s which are hardware revision 3.0 or later have been tested to comply with FCC and CE requirements. Revisions earlier than this may have passed testing, but were not certified at the time of manufacture.

Because **Br-miniBrick8s** are low voltage DC devices, neither UL or CE require safety testing.

For fireproofing or additional radio frequency interference shielding, **Br-miniBrick8s** can be mounted in a fire rated metallic case. Typically, this would be a NEMA-rated electrical enclosure or 19" electrical rack.

FCC Instruction to User:

This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.

- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This equipment has been verified to comply with the limits for a class B computing device, pursuant to FCC Rules. In order to maintain compliance with FCC regulations, shielded cables must be used with this equipment. Operation with non-approved equipment or unshielded cables is likely to result in interference to radio and TV reception. The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user's authority to operate this equipment.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

EC DECLARATION OF CONFORMITY

Friday, August 17, 2012

Application of Council Directives:

EMC Directive, 89/336/EEC

Manufacturer's Name:

Gilderfluke & Co., Inc.

Manufacturer's Address:

205 South Flower St., Burbank, California 91502 USA

Importer's Name:

Importer's Address:

Type of Equipment:

Entertainment and Lighting Control

Equipment Class:

Commercial and Light Industrial

Model:

Br-miniBrick8

Conforms to the following Standards:

EN 55103-1: 1996 and EN 55103-2: 1996

Year of Manufacture:

2006

I the undersigned, hereby declare that the equipment specified above conforms to the above directive(s) and standard(s).

Place: Burbank, California

Signature: (signed) _____

Date: August 1, 2006

Full Name: Doug Mobley

Position: CEO

HEXadecimal to Decimal to ASCII to Percentage

This chart shows decimal, HEXadecimal, and a few percentage equivalents to aid you when you need to convert between numbering bases:

decimal	HEX	ASCII	%	decimal	HEX	ASCII	%	decimal	HEX	ASCII	%	decimal	HEX	ASCII	%
00	00h	null	0%	64	40h	@	25%	128	80h	(null)	50%	192	C0h	(@)	75%
1	01h	soh/^A		65	41h	A		129	81h	(soh)		193	C1h	(A)	
2	02h	stx/^B		66	42h	B		130	82h	(stx)		194	C2h	(B)	
3	03h	etx/^C		67	43h	C		131	83h	(etx/)		195	C3h	(C)	
4	04h	eot/^D		68	44h	D		132	84h	(eot)		196	C4h	(D)	
5	05h	eng/^E		69	45h	E		133	85h	(eng)		197	C5h	(E)	
6	06h	ack/^F		70	46h	F		134	86h	(ack)		198	C6h	(F)	
7	07h	bell/^G		71	47h	G		135	87h	(bell)		199	C7h	(G)	
8	08h	bs/^H		72	48h	H		136	88h	(bs)		200	C8h	(H)	
9	09h	ht/^I		73	49h	I		137	89h	(ht)		201	C9h	(I)	
10	0Ah	lf/^J		74	4Ah	J		138	8Ah	(lf)		202	CAh	(J)	
11	0Bh	vt/^K		75	4Bh	K		139	8Bh	(vt)		203	CBh	(K)	
12	0Ch	ff/^L		76	4Ch	L		140	8Ch	(ff)		204	CCh	(L)	
13	0Dh	cr/^M		77	4Dh	M		141	8Dh	(cr)		205	CDh	(M)	
14	0Eh	so/^N		78	4Eh	N		142	8Eh	(so)		206	CEh	(N)	
15	0Fh	si/^O		79	4Fh	O		143	8Fh	(si)		207	CFh	(O)	
16	10h	dle/^P		80	50h	P		144	90h	(dls)		208	D0h	(P)	
17	11h	dc1/^Q		81	51h	Q		145	91h	(dc1)		209	D1h	(Q)	
18	12h	dc2/^R		82	52h	R		146	92h	(dc2)		210	D2h	(R)	
19	13h	dc3/^S		83	53h	S		147	93h	(dc3)		211	D3h	(S)	
20	14h	dc4/^T		84	54h	T		148	94h	(dc4)		212	D4h	(T)	
21	15h	nak/^U		85	55h	U		149	95h	(nak)		213	D5h	(U)	
22	16h	syn/^V		86	56h	V		150	96h	(syn)		214	D6h	(V)	
23	17h	etb/^W		87	57h	W		151	97h	(etb)		215	D7h	(W)	
24	18h	can/^X		88	58h	X		152	98h	(can)		216	D8h	(X)	
25	19h	em/^Y		89	59h	Y		153	99h	(em)		217	D9h	(Y)	
26	1Ah	sub/^Z		90	5Ah	Z		154	9Ah	(sub)		218	DAh	(Z)	
27	1Bh	ESC		91	5Bh	[155	9Bh	(ESC)		219	DBh	([)	
28	1Ch	FS		92	5Ch	\		156	9Ch	(FS)		220	DCh	(\)	
29	1Dh	GS		93	5Dh]		157	9Dh	(GS)		221	DDh	(])	
30	1Eh	RS		94	5Eh	^		158	9Eh	(RS)		222	DEh	(^)	
31	1Fh	VS		95	5Fh	`		159	9Fh	(VS)		223	DFh	(`)	
32	20h	SP	12.5%	96	60h	´	37.5%	160	A0h	(SP)	62.5%	224	E0h	(´)	87.5%
33	21h	!		97	61h	a		161	A1h	(!)		225	E1h	(a)	
34	22h	"		98	62h	b		162	A2h	(")		226	E2h	(b)	
35	23h	#		99	63h	c		163	A3h	(#)		227	E3h	(c)	
36	24h	\$		100	64h	d		164	A4h	(\$)		228	E4h	(d)	
37	25h	%		101	65h	e		165	A5h	(%)		229	E5h	(e)	
38	26h	&		102	66h	f		166	A6h	(&)		230	E6h	(f)	
39	27h	'		103	67h	g		167	A7h	(')		231	E7h	(g)	
40	28h	(104	68h	h		168	A8h	(())		232	E8h	(h)	
41	29h)		105	69h	i		169	A9h	(i)		233	E9h	(i)	
42	2Ah	*		106	6Ah	j		170	AAh	(*)		234	EAh	(j)	
43	2Bh	+		107	6Bh	k		171	ABh	(+)		235	EBh	(k)	
44	2Ch	,		108	6Ch	l		172	ACH	(,)		236	ECh	(l)	
45	2Dh	-		109	6Dh	m		173	ADh	(-)		237	EDh	(m)	
46	2Eh	.		110	6Eh	n		174	A Eh	(.)		238	EEh	(n)	
47	2Fh	/		111	6Fh	o		175	AFh	(/)		239	EFh	(o)	
48	30h	0		112	70h	p		176	B0h	(0)		240	F0h	(p)	
49	31h	1		113	71h	q		177	B1h	(1)		241	F1h	(q)	
50	32h	2		114	72h	r		178	B2h	(2)		242	F2h	(r)	
51	33h	3		115	73h	s		179	B3h	(3)		243	F3h	(s)	
52	34h	4		116	74h	t		180	B4h	(4)		244	F4h	(t)	
53	35h	5		117	75h	u		181	B5h	(5)		245	F5h	(u)	
54	36h	6		118	76h	v		182	B6h	(6)		246	F6h	(v)	
55	37h	7		119	77h	w		183	B7h	(7)		247	F7h	(w)	
56	38h	8		120	78h	x		184	B8h	(8)		248	F8h	(x)	
57	39h	9		121	79h	y		185	B9h	(9)		249	F9h	(y)	
58	3Ah	:		122	7Ah	z		186	BAh	(:)		250	FAh	(z)	
59	3Bh	;		123	7Bh			187	BBh	(;)		251	FBh	(;)	
60	3Ch	<		124	7Ch			188	BCh	(<)		252	FCh	(<)	
61	3Dh	=		125	7Dh	l		189	BDh	(=)		253	FDh	(l)	
62	3Eh	>		126	7Eh	~		190	BEh	(>)		254	FEh	(~)	
63	3Fh	?		127	7Fh	del		191	BFh	(/)		255	FFh	(del)	100%