

CITY THEATRICAL

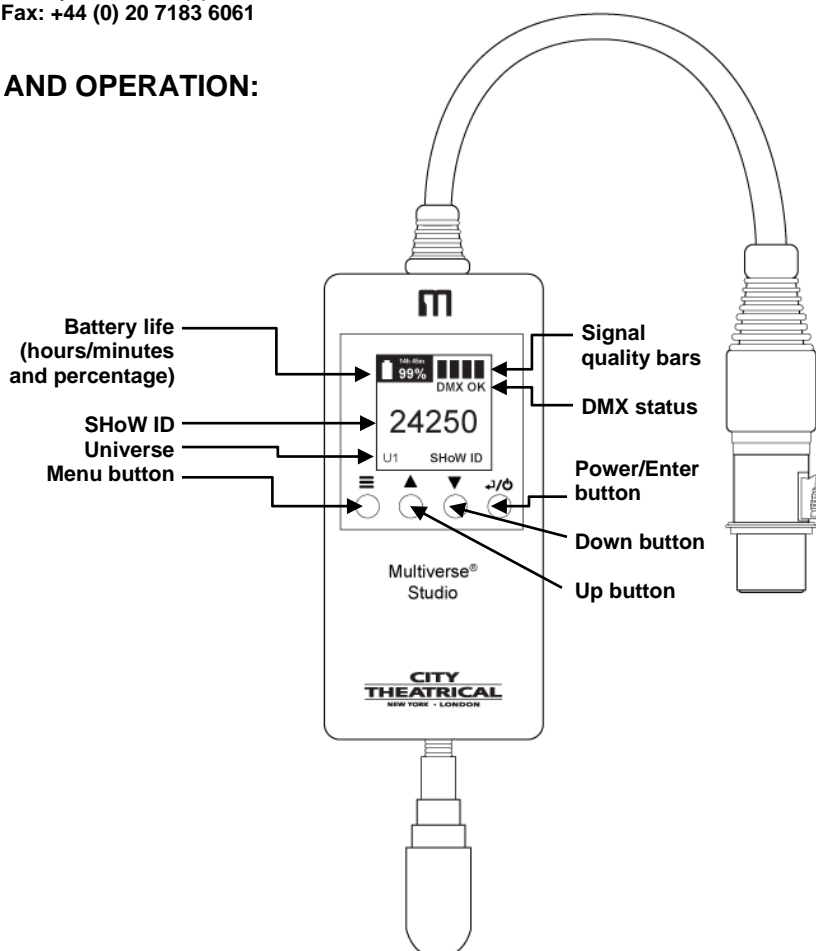
NEW YORK • LONDON

475 Barell Ave., Carlstadt, NJ 07072, USA
Voice: 800-230-9497, 201-549-1160 | Fax: 201-549-1161

Office 31, Units 1-3, Beverley Way, New Malden
KT3 4PH U.K. | Voice: +44 (0) 20 8949 5051
Fax: +44 (0) 20 7183 6061

Multiverse® Studio Receiver 2.4GHz (5905) Quick Start Guide

SETUP AND OPERATION:



Multiverse® Studio Receiver 2.4GHz can be set up as a receiver in a multi universe system with a Multiverse Transmitter, or in a single universe system with a Multiverse Node or Multiverse SHoW Baby.

Setting Up a Multiverse Node or Multiverse SHoW Baby to Transmit to Multiverse Studio Receivers

1. Install the Multiverse Node or Multiverse SHoW Baby you will use as a transmitter in a convenient location where you can reach it with the DMX cable from your console or controller. For best results, locate the unit as high in the air as possible to enable it to be clear of obstructions. Install the omnidirectional antenna, and connect the power supply.
2. Your Multiverse Node or Multiverse SHoW Baby will wake up as a receiver, but when you plug in a female DMX line from your lighting controller, it will automatically configure itself as a transmitter, and when it senses DMX from your lighting controller, the TX symbol on the user interface will stop blinking.
3. Select a SHoW ID for your transmitter or just use the default SHoW ID (see the full Multiverse Node Multiverse Studio manual for more information on SHoW IDs). Leave the universe number set at "1". The SHoW ID, universe, and SHoW Key (if used) must match on both transmitter and receivers. Note: Multiverse SHoW Baby does not have a default Multiverse SHoW ID and one must be set by using an RDM controller, such as a DMXcat.

Multiverse Studio Receiver Setup

You will need at least one Multiverse Studio Receiver to use as a receiver.

1. Plug a Multiverse Studio Receiver into the lighting fixture that is your target.
2. Turn the Multiverse Studio Receiver on by pressing the Power/Enter button.
3. Select a SHoW ID by matching the SHoW ID of the transmitting Multiverse Node or Multiverse SHoW Baby from which you wish to receive DMX data. Leave the universe number set at "1". Transmitter and Multiverse Studio Receiver SHoW ID, universe, and SHoW Key (if used) must match for them to communicate. When you are successfully in communication with your transmitter and receiving DMX, the "NO DMX" symbol will change to "DMX", and the signal quality bars will light.

You can set up any number of additional Multiverse Studio Receivers in the same way.

Multiverse Studio Receiver Setup with a Multiverse Transmitter

In a multiple universe system utilizing a Multiverse Transmitter as a transmitter, once you have selected the universes that you want to broadcast from the incoming Ethernet data, assigned SHoW IDs to your Transmitter's two radios, and have assigned universes to those SHoW IDs, you will need to set each Multiverse Studio Receiver to match the same universe number and SHoW ID that it will be receiving from the Transmitter.

SHoW ID, universe, and SHoW Key (if used) must match between Multiverse Transmitter and Multiverse Studio Receivers.