"I am proud of the fact that I never invented weapons to kill"
- Thomas Edison

Fifteen percent of all Americans spend an average of ten minutes each day searching for their television remote controls.
- Eli the Mule, CEM

GilderAppNote

Application Hints from Gilderfluke & Co.

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How To:

Make a Br-miniBrick16

We are often asked why we don't make a Br-miniBrick16. The answer is 'Because we do!'. We just call it 'two Br-miniBrick8s!'

The first step is to tell one of the Br-miniBrick8s that it is going to be the 'master', and the other that it is the 'slave'. All the triggering, show storage, and programming is done through the 'master'. The 'slave' just listens to the 'master' and does whatever it is told to do.

To set one Br-miniBrick8 as a 'master', just plug it into the serial port on your computer and use GilderTerm to bring up the menu (press the 'configure' button on GilderTerm). Once the menu is displayed, use the 'a' key to set the address to '0'. Then use the 'b' key until the menu reads 'DMX-512 transmit'.

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Gilderfluke & Co., Inc. * Br-miniBrick8 * v3.25 copyright 2010 DCM

a) Address- __0

1) Servo 1 ends: (min: 128 | max: 128)
2) Servo 2 ends: (min: 128 | max: 128)

b) DMX-512 transmit
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Settings for Br-miniBrick8 'Master'

Repeat this process for the 'slave', except you need to use the 'a' key to set the address to '1' (if you are not using the servomotor outputs on the 'master') or '3' (if you are using both ServoMotor outputs on the 'master'). Then use the 'b' key until the menu reads 'DMX-512 receive standard Digital GilderDMX' (you may need to hit the 'c' key if the DMX-512 Rx is set for 'Analog (on @ 50%+) DMX)'.

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Gilderfluke & Co., Inc. * Br-miniBrick8 * v3.25 copyright 2010 DCM

a) Address- __1

1) Servo 1 ends: (min: 128 | max: 128)
2) Servo 2 ends: (min: 128 | max: 128)

b) DMX-512 receive standard Digital GilderDMX
c) use standard Digital GilderDMX
```

Settings for Br-miniBrick8 'Slave'

Open PCMACs and start a new show and site file. Open the channels dialog and create 8 digital channels on address '0' for the 'master' Br-miniBrick8. (If you are using the 'master's' ServoMotor outputs, also create two 8-bit analog channels at '1' and '2'). Then add eight more digital outputs for the 'slave' Br-miniBrick8. These will go into channel '1' (if the 'master' is not using its two ServoMotor outputs), or channel '3' (if the 'master' is using both its ServoMotor outputs). Add two more eight bit analog channels if the 'slave' is using its two ServoMotor outputs. Any DMX-512 channels for lighting or other purposes will follow those used by the 'slave'.

You can now rename the channels as needed, and start programming as usual. If you are using RealTime features of PC▪MACs, you will see that the outputs of both Br-miniBrick8s follow the appropriate data when you program or play back a show.

When you are done programming, you do a single AutoDownload to the 'Master'. PC▪MACs will automatically include all the necessary channels for both Br-miniBrick8s.

When the show is run on the 'master', you will see that it plays back using both of the Br-miniBrick8s.

DMX-512 networking can also be used for three or more Br-miniBrick8s, Pb-DMX/32s, Sd-50/8s and Sd-50/40. Depending on the 'master' used, up to 512 channels worth of data can be transmitted on each DMX-512 network. This is up to 4096 digital (on/off) functions

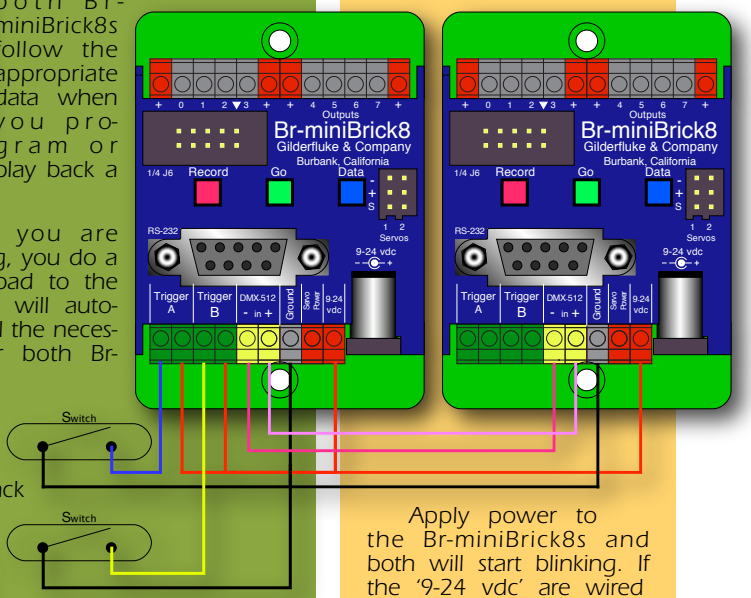
That can control an awful lot of stuff! ~ G

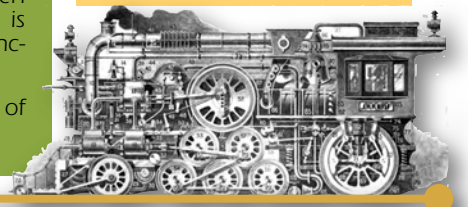
Wiring

Wire the trigger inputs to the 'master' as needed. You will not need to wire the triggers to the 'slave'.

Connect the screw terminals labeled 'dmx +', 'dmx -'. 'ground' and '9-24 vdc' between the two Br-miniBrick8s. The two Br-miniBrick8s should be no more than a mile apart (that 'mile' is not a typo).

If the Br-miniBrick8s are a distance apart, you can omit the '9-24 vdc' wire between the two, and power each from a local power supply



Apply power to the Br-miniBrick8s and both will start blinking. If the '9-24 vdc' are wired between the two Br-miniBrick8s, you can apply power to either unit

For programming your Br-miniBrick16, connect the serial port from your PC to the 'master' Br-miniBrick8.