

NETRON

Cue Storage and Playback Overview

NETRON (pronounced: NET-tron):

NETRON EtherDMX nodes work with all manufactured lighting consoles that output:

- **DMX-512**
- **sACN**
- **Art-Net**

Cue Storage:

Certain models of NETRON EtherDMX nodes offer storage of up to **99 static cues** over all universe outputs on that device. These cues can be linked together with **fade** and **hold** times in order to create a rotating cue list of static cues.

Playback:

Playback can be easily performed using the **OLED Display**, **Web Browser**, or **NETRON Central Utility (CLU)** software. In order to utilize the **BS10 Button Station** (an option available with EN12i only) or **Contact Closures**, the “**Remote Inputs**” must be assigned.

NOTE: The BS10 button station does not hold memory.

As part of the DIN-Rail series of products, to comply with UL 924 requirements, a dedicated “**Emergency Cue**” can be triggered by a physical input on the device. The Emergency Cue can be tested by a button on the front panel, and can be assigned the following actions and settings:

- **Port Settings** (disable port or send a specified value across the entire universe)
- **Cue** (selection of any of the stored cues)
- **Send Value** (specified DMX value from 0-255 across all ports)
- **Fade Time**
- **Hold Time**

Remote Inputs:

NETRON EtherDMX nodes feature 10 “**Remote Inputs.**” These remote inputs are used to recall various functions or actions such as:

- Recall 10 of the 99 stored cues
- Quick change of NETRON / User Configuration Presets
- Quickly disable DMX output
- Sending a DMX value from 0-255

Priority Settings:

- **DMX:** The Console/DMX Input takes priority. If the console is powered on, the DMX source will override any current NETRON cues and ignore commands from remote inputs.
- **Input:** The NETRON device takes priority. If the console is powered on, the input from the NETRON device will stay active and ignore data from the DMX source until the input is deactivated.

Resend Ethernet:

In a lighting system with multiple EtherDMX nodes, it is not necessary to save cues on all devices within the network. In this circumstance, it is recommended to utilize the EtherDMX node with the most outputs on the network (the “**Primary Device**”), as this device will have the ability to output and record the largest amount of universes. By enabling “**Resend Ethernet**” and activating a cue, that data will rebroadcast, via sACN and Art-Net lighting protocol, from the EtherDMX node to any node on the network that is subscribed to the respective protocol. Art-Net universes will be broadcasted and sACN universes will be output via multicast.



Cue Storage and Playback Comparison Table

	Cue Storage	Emergency Cue	Activate Cues Via:								
			DMX-512	Art-Net	sACN	Contact Closure	API	OLED Display	Web Browser	CLU Software	Button Station (BS10)
EP1											
EP1D											
EP2											
EP4	●		●	●	●		●		●	●	
EN4	●		●	●	●		●	●	●	●	
EN6D	●	●	●	●	●	●	●	●	●	●	
EN6 IP	●		●	●	●		●	●	●	●	
RDM6D		●				●					
RDM10	●		●	●	●	●	●	●	●	●	
EN12	●		●	●	●	●	●	●	●	●	
EN12i	●		●	●	●	●	●	●	●	●	●
DA2410V	●	●	●	●	●	●	●	●	●	●	

NOTE: The single contact closure for the EN6D, RDM6D and DA2410V is dedicated to the emergency cue.

Additionally, the emergency contact of the RDM6D is configured via a set of dip-switches and therefore has a more restricted feature set compared to the EN6D and DA2410V.