



Two-Play

User Guide



Please read these instructions before using the product.

This product has been designed & manufactured for professional use only. It should only be installed by a suitably qualified technician and in accordance with electrical regulations in the country of use.

Unless directed in the instructions there are no user serviceable parts inside the outer case of this Product.

Always disconnect from the power supply when not in use.

Any specific IP rating, where appropriate, is given in the instructions. Unless otherwise stated this product is designed for Indoor use only. If used outdoors it MUST be installed in an appropriate IP rated cabinet. Do not allow this product to be exposed to rain or moisture .Do not allow liquid to penetrate the product.

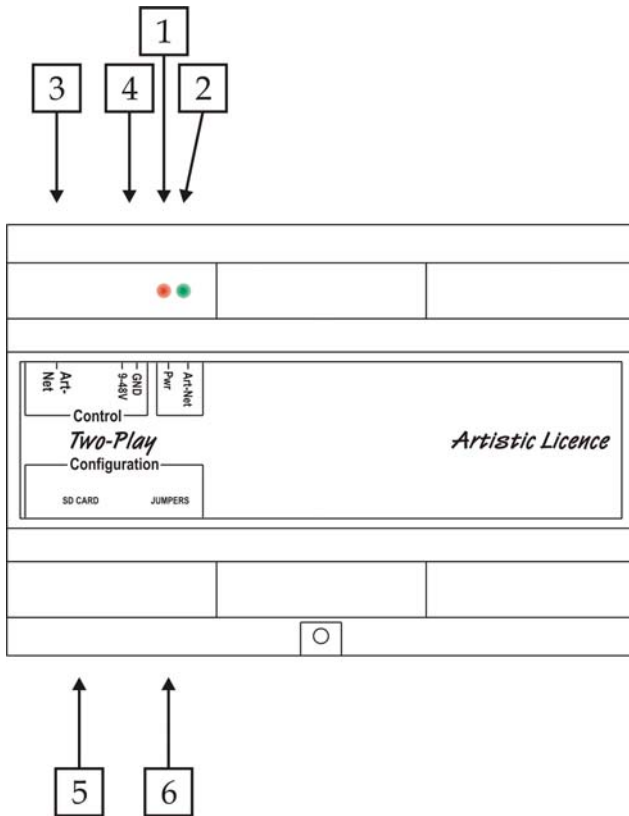
Please recycle all packaging.

Copyright © Artistic Licence Engineering Ltd. All rights reserved.



A larger version of this guide is available for download from our website
www.ArtisticLicence.com

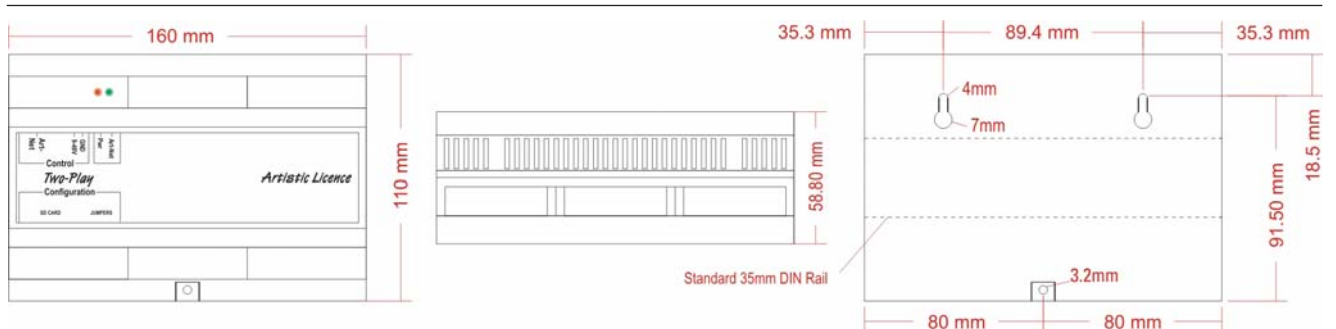
Connections



Two-Play & Two-Play XT

Reference	Type	Description
1	LED	Power
2	LED	Art-Net Activity
3	Connection	Art-Net & PoE Input
4	Connection	Power Input
5	Connector	SD Memory Card
6	Configuration	Config Jumpers

Mounting Diagram



Overview

Two-Play can record a 'show' in real-time from an Art-Net controller and, with the use of sophisticated triggers, playback the shows at the required times.

Any Art-Net or DMX controller can be used to program Two-Play as it records the incoming Art-Net faithfully so what you put in is what you will get out!

Control is achieved using the inbuilt web-browser. This is used to start and stop recordings / playbacks, configure internal settings and to see the live status of the unit.

Art-Net can be used as a record and playback source for both products. Ki-Net and sACN can also be used for transmission.

Connections

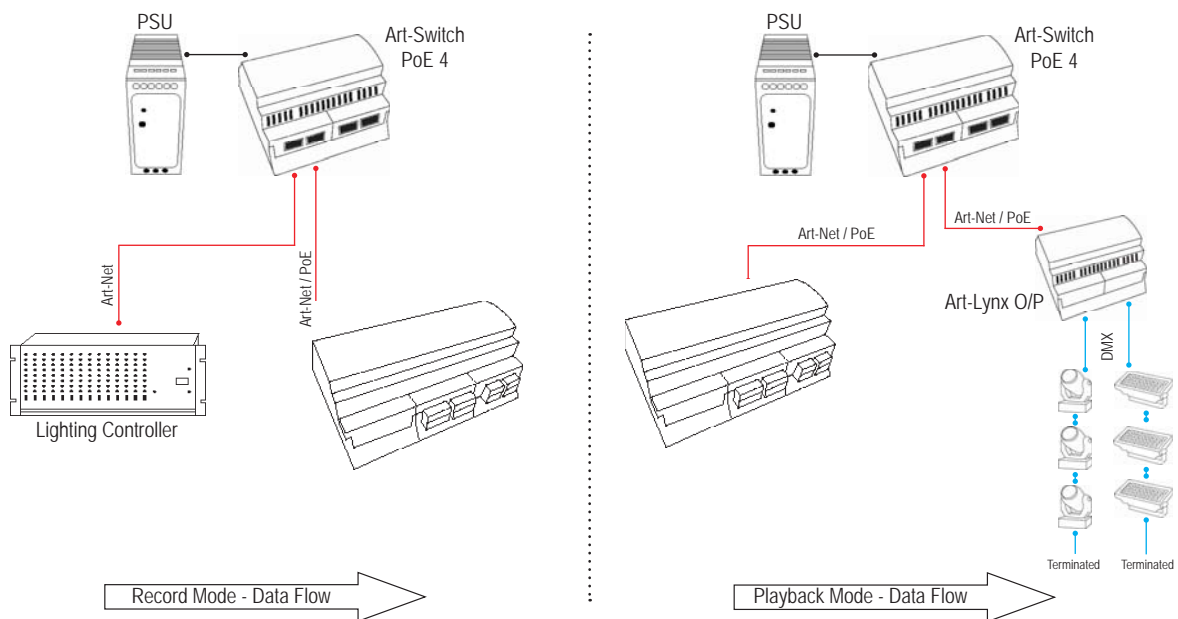
Power: There are two options of powering Two-Play

- PoE - Provided by the Ethernet Switch over the Ethernet Cable
- DC Input - Power is provided via an external DC power supply

Art-Net: Used for configuration, record, triggering and playback

SD Card: An internal memory card slot for all show and configuration data. This card can be removed and backup on any PC with an SD card reader. This can also be used to perform firmware upgrades.

Electrical Wiring - Two-Play



The screenshot shows the 'Two-Play Status Screen' interface. At the top, there is a navigation bar with 'Status', 'Files', 'Setup', and 'Help' buttons. Below this, the status 'Two-Play: Playback active.' is displayed along with the date and time '22 March 2011 10:04:00 GMT London'. A table lists playback layers with columns for Layer, File, Level, Total Time, Remaining Time, Count, Go, Stop, and Out. Below the table are buttons for 'Clear All', 'Go All', 'Stop All', and 'Out Fade All'. At the bottom, there is a footer section with contact information for Artistic Licence and Artistic Licence Asia, and a status bar with system information like firmware version and IP address.

Info: Unit Status

Info: Current Time & Time Zone

Info: File Playback Level

Info: Total File Time

Info: Remaining time of file

Info: Remaining file placybacks

Button: Start File

Button: Stop File

Button: Outfade File

Layer	File	Level	Total Time	Remaining T...	Count	Go	Stop	Out
1	File 3	100% -----...	00:00:14	00:00:00	Final	Go	Stop	Out
2	00:00:00	00:00:00	...	Go	Stop	Out
3	00:00:00	00:00:00	...	Go	Stop	Out
4	00:00:00	00:00:00	...	Go	Stop	Out
5	00:00:00	00:00:00	...	Go	Stop	Out
6	00:00:00	00:00:00	...	Go	Stop	Out
7	00:00:00	00:00:00	...	Go	Stop	Out
8	00:00:00	00:00:00	...	Go	Stop	Out
9	00:00:00	00:00:00	...	Go	Stop	Out
10	00:00:00	00:00:00	...	Go	Stop	Out

Button: Outfade File All

Button: Stop All Files

Button: Start All Files in Playback List

Button: Clear All Stopped Files in Playback List

Info: Current Firmware version / Free Storage Space / IP Address

The screenshot shows the 'Two-Play File List' window with a grid of file entries. Callouts point to various columns and options:

- Info: File Name**: Points to the 'Name' column.
- Info: Total File Length**: Points to the 'Length' column.
- Option: In Fade Time - number of seconds that the file will fade in over when it is started**: Points to the 'In' column.
- Option: Out Fade Time - number of seconds that an outfade lasts on final playback (0 = no outfade, snap off)**: Points to the 'Out' column.
- Option: Number of times File is repeated (0 is repeat until stopped)**: Points to the 'Count' column.
- Option: Hold Last Frame at the end of the file**: Points to the 'Hold' column.
- Option: Date & Time Trigger (see below)**: Points to the 'Day', 'Date', 'Month', 'Year', 'Hour', and 'Min' columns.
- Option: The Art-Net Macro that starts the file**: Points to the 'Mac Go' column.
- Option: The Art-Net Macro that stops the file**: Points to the 'Mac Stp' column.
- Option: The DMX channel that starts file (when value > 50%)**: Points to the 'Dmx Go' column.
- Option: The DMX channel that stops file (when value < 50%)**: Points to the 'Dmx Stp' column.
- Option: Bump (see below)**: Points to the 'Bump' column.
- Button: Play File**: Points to the 'Play' column.

Fade In Time - (hh:mm:ss) the time taken to fade the file in. It will start from 0% to 100% and will only happen when the show is started

Fade Out Time - (hh:mm:ss) the time taken to fade the file out. It will start from 100% to 0% and will only happen when the show is stopping

Count - (0 to 99999) the number of times the file will play. 0 is continuous playback. The counter will decrement with every cycle

Hold - When the file has stopped the last frame will be held on the output until the file is stopped

Art-Net Macros - Can be used to trigger start and stop a file

DMX Triggers - A DMX channel can be assigned to trigger a single or multiple files. The same channel can be used to start and stop the file. When the DMX value goes above 50% the file will start and when the value goes below 50% the file will stop. DMX channels can come from any Art-Net transmitter

The DMX trigger channel can be from a different universe to those used for recording. (See the 'Setup' section for more details)

Date & Time Triggers - These values are used to trigger a file.

Day	Date	Month	Year	Hour	Min
Any	Any	Any	Any	Any	Any
Monday	1	January	2011	00	00
Tuesday	2	February	2012	01	01
Wednesday	3	2013	02	02
Thursday	4	November	2014	03	03
Friday	December	2015	04	04
Saturday	30	December - February	2016	05	05
Sunday	31	March - May
Weekday	Odd	June - August	2048	22	58
Weekend	Even	September - November	2049	23	59

Seasons - Are based on northern hemisphere seasons.

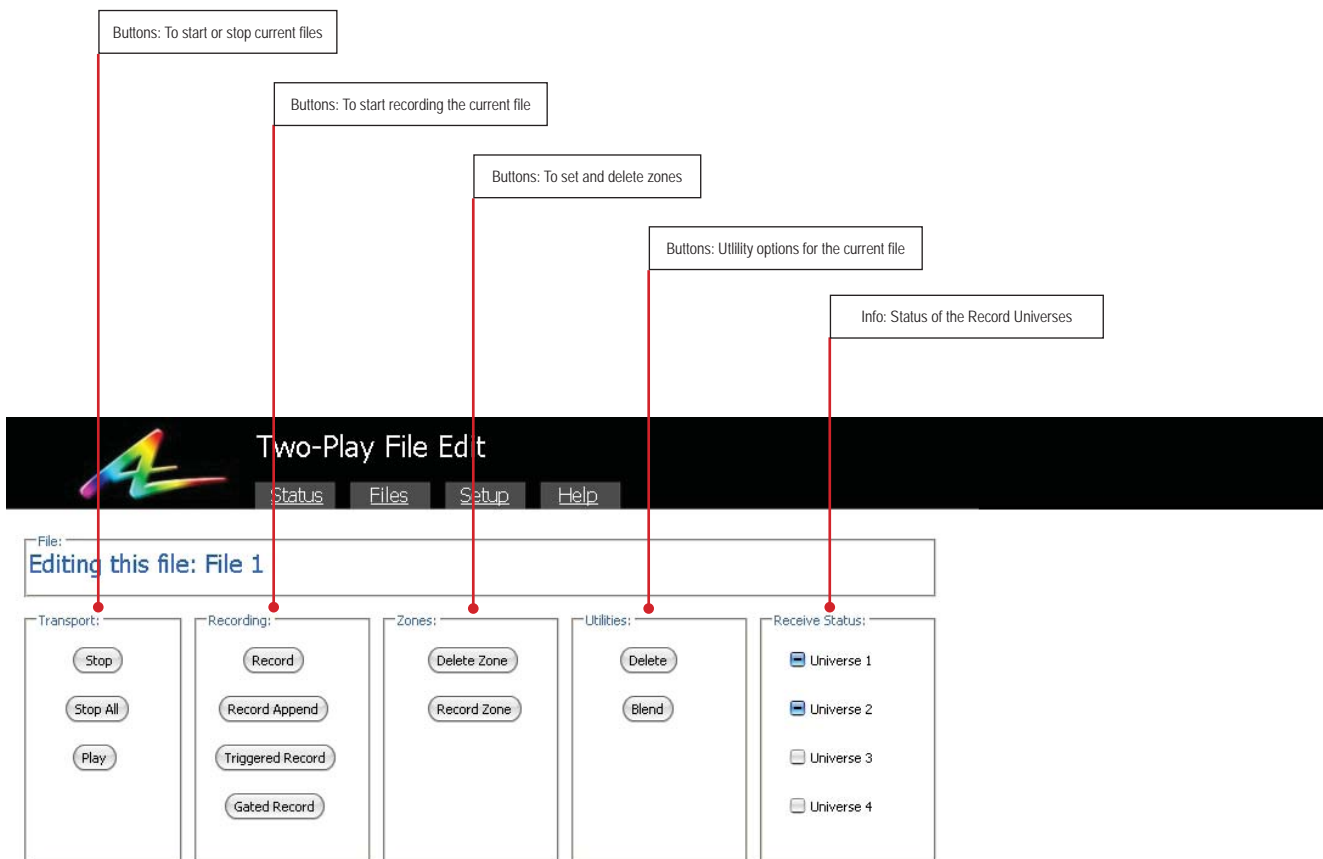
Winter	Dec, Jan, Feb
Spring	Mar, April, May
Summer	June, July August
Autumn	Sept, Oct Nov

Bump - When the file is started it will replace all other files that have this option selected

Edit - To record or modify the file contents click on the link

Play - Used to manually start a file playing

Edit File



Two-Play: Awaiting your command.



Transport

Stop - Stop the current file from running

Stop All - Stop all files from running

For Two-Play to record there can not be any files running

Play - Play the current file

Record

Record - Manual record. Stopping a record is done manually via the transport buttons. Previous 'show' is overwritten

Record Append - Continue recording from the end of the file. This does not delete the contents of the file.

Triggered Record - Records a file when the selected DMX channel is above 50%. Stopping a record is done manually via the transport buttons. Previous 'show' is overwritten.

Gated Record - Records a file while the selected DMX channel is above 50%. When the channel goes below 50% recording is automatically stopped. Previous 'show' is overwritten.

Zones

Zones are used to stop certain channels of a file being used. Once set if a channel does not belong to the zone then any values in the file for this channel are not transmitted. This is used so that one file can be recorded for all zones and then duplicated for each zone and trigger. Then zone assignments can be recorded for each file.

Delete Zone - Delete current zone configuration. Default status is all channels used for playback

Record Zone - Record the current zone configuration. If the channel is set to 255 then it will be part of the zone for this file. Otherwise the values will be ignored.

Utilities

Delete - Delete the currently selected file

Blend - This function will blend the end of the file to the beginning of the file so that there is a seamless loop if the file repeats more than once.

Receive Status

Universe indicators to show valid data is being received.

Two-Play Setup

Status Files Setup Help

Two-Play: Awaiting your command.

Click on a control for help.

Record:

Source (A&B):
 DMX512
 Art-Net

Universe A: 0 (00)
Universe B: 1 (01)
Universe C: 5 (05)
Universe D: 19 (13)

Play:
Destination:
 DMX512
 Network

Universe A: 3 (03)
Universe B: 4 (04)
Universe C: 2 (02)
Universe D: 3 (03)

Triggered Record:
Set channel (1-512): 1

Names:
Short Name: Short Name
Long Name: Long Name

Trigger Source Universe:
Source:
 Receive A
 Receive B
 Receive C

Layer Priority:
Priority:
 HTP
 Layered LTP

Network:
IP Address: 2.59.5.5
Subnet: 255.0.0.0
 Art-Net MAC
 Static Address
[Save] [Apply & Reboot]

Calendar:
Date & Time:
22 March 2011 10:14:36 x=0 y=13 z=68
Time Zone:
GMT London
 Date
 Month
 Year
 Hour
 Minute
 Second
 Time Zone
[Up] [Down]

Diagnostics:
 Disable
 Loud
 Verbose
 Talkative
 Shy
 Quiet

Transmit Protocol:
 Art-Net
 ACN (E1.31)
 ShowNet
 Ki-Net

Time Sync:
 Slave
 Master

Transmission:
 Unicast
 Broadcast

ShowNet:
Playback IP: 2.0.0.100

ACN Transmit Unicast Addresses:
Playback A: 2.0.0.101
Playback B: 2.0.0.102
Playback C: 2.0.0.103
Playback D: 2.0.0.104

Start Up Show:
Start show file: (1-100) 100

Two-Play Firmware Upgrade

To upgrade a Two-Play with the latest firmware you will need the following:

- 1) An empty SD card
- 2) A USB / SD card adaptor
- 3) The latest ZIP folder for Two-Play

Please follow the following instructions;

- 1) Insert the empty SD card into the USB adaptor and plug into the computer
- 2) Extract the 'TwoPlayUpgrade V0-xxx.Zip' Folder
- 3) Copy the folder 'TwoPlayUpgrade' from the unzipped file to the blank SD card
- 4) Power down Two-Play and insert the new SD card. Now turn the Two-Play on.
- 5) Allow the Two-Play to boot up, approximately two minutes.
- 6) Turn off the Two-Play
- 7) Take the upgrade SD card out and put the normal SD card in to the Two-Play and Turn it On.
- 8) After the Two-Play has booted, press Ctrl + F5 on each web page to refresh the content. This is very important

ENSURE NO other files are on the Upgrade SD card as these will be copied to the Two-Play reducing the memory available for recording.

Mechanical
<ul style="list-style-type: none"> Housing: DIN Rail Case Material: Lexan Plastic - UL94-V0 rated Overall Dimensions: 160mm (H) x 110mm (W) x 62mm (D) Weight: 0.34kg Mounting: DIN Rail (35mm) or Surface Mount Country of Manufacturer: The United Kingdom
Electrical
<ul style="list-style-type: none"> Input Voltage: 9V-48V DC or PoE Input Connector: RJ45 (PoE) / 2pin Screw Term Push Connector Input Power (max): 12W Duty Cycle: 80% @ 25°C
Environmental
<ul style="list-style-type: none"> Operating Temperature: 0°C to 40°C Storage Temperature: -10°C to +50°C Operating Relative Humidity (max): 80% Non-Condensing IP Rating: IP20 Indoor Use Only Certification: CE FCC, WEEE, RoH Warranty: 2 Year (Return to Base)
User Interface / Indication
<ul style="list-style-type: none"> Connections: <ul style="list-style-type: none"> (1) RJ45 Art-Net (1) 2pin Screw / Push DC Voltage Input User Interface / Web-Browser / DMX-Workshop Indication: Power / Art-Net Activity Memory Type: SD Card (min 2GB)

Control
<ul style="list-style-type: none"> Control: 2 Universe show playback & record Input Protocols: Art-Net II Input Connector: <ul style="list-style-type: none"> RJ45 - Art-Net Output Protocols: Art-Net II Output Connector: <ul style="list-style-type: none"> RJ45 - Art-Net Configuration: <ul style="list-style-type: none"> Sub-Net, Config (via Art-Net) Ethernet IP Address, Show File Control Macros (time, contacts, external) Memory: 18 hours (min) record time (File length 3 hours - max)
Isolation / Protection
<ul style="list-style-type: none"> Isolation: <ul style="list-style-type: none"> Ethernet & Power Input - Isolated to 1kV Protection: <ul style="list-style-type: none"> Reverse DC Voltage Protected Internal Resettable Fuse (Control / External Contacts)
Package Contents
<ul style="list-style-type: none"> Two-Play User Guide (1) 2pin Screw Terminal Push Connector (input power)
Ordering Info
<ul style="list-style-type: none"> Product Code: Two-Play (Requires external PSU) Accessories (not included): <ul style="list-style-type: none"> Art-Switch PoE4 PSU-9-1.5-DR2

CE Compliance



Two-Play is CE compliant when installed in a shielded and earthed metal case

Warranty

All products are covered from date of purchase by a two year return to base warranty.

By return to base, we mean that the customer is responsible for all costs of transport to and from Artistic Licence.

Returns will not be accepted without prior authorisation. In order to discuss a request to return goods, please email:
Sales@ArtisticLicence.com

Compliance

All Products manufactured or sold by Artistic Licence Engineering are fully compliant with the appropriate CE, FCC, and RoHS regulations. Product specific information is available on request.

Waste Electrical & Electronic Equipment (WEEE)

Artistic licence is a member of a WEE compliance Scheme and will happily recycle any of our products that you, at your expense, return to us.



Artistic Licence
24 Forward Drive
Christchurch Avenue
Harrow, Middlesex
London
HA3 8NT
United Kingdom

Telephone +44 (0) 20 8863 4515
Fax +44 (0) 20 8426 0551
Email: Sales@ArtisticLicence.com
Web: www.ArtisticLicence.com

Artistic Licence Asia
Room 1903
Fu Fai Commercial Centre
27 Hillier Street
Sheung Wan
Hong Kong

Telephone +852 2850 8808
Fax +852 2850 8825
Email: ALASales@ArtisticLicence.com
Web: www.ArtisticLicence.com

