OVERVIEW

Vignette is an architectural DMX Snapshot Record and Recall system consisting of wallstations and gateways.
Vignette's Architectural Gateways provide connectivity for the Vignette wallstations, DMX In used to capture scenes from a programming console and DMX Out/Thu to your lighting rig.

CONNECTIONS

The gateway features terminal blocks that can be removed from the module to facilitate wiring. Both compression fit and IDC terminal blocks are supplied. Use IDC connectors with solid core cable and compression fit with stranded copper wire.

POWER

The gateway must be supplied 24 VDC to operate. If your system uses the full 64 insert capacity, you must supply 72 Watts. DO NOT use the IDC connectors on the main power connector.

DMX

Connect the control source you want to snapshot to Port B. Observe the same polarity convention throughout the system. Connect the lighting system (LEDs, Dimmers, Interfaces etc.) to Port A.

STATION BUSES

All station bus wiring must be in a continuous run and daisy-chained. No "tees" are permitted. Maximum cable length for category 5 wiring is 500 feet (152 meters). Maximum cable length for Belden 9773 wiring is 1000 feet (305 meters). The last station on the line must be terminated with two resistors with a value of 100 to 120 ohms, between pins 1 & 2 and between pins 3 & 4. Architectural Gateways ship with four pre-terminated IDC connectors.

Each bus can power up to 16 inserts. For example, a wall-station comprising of one 4-button master and a dual slider slave counts as 2 inserts. The gateway can power a total of 64 inserts across the four buses. There is no addressing logic per bus; by default, button 1 on all stations is snapshot #1 etc. Advanced wall station configuration must be done over an Ethernet network link with Pathscape running on a PC.
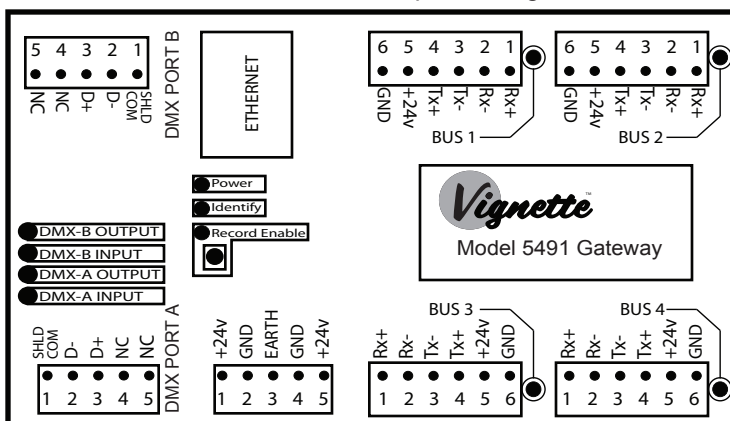
## STATION BUS WIRING

Category 5 Wiring (using IDC Connector)

Pin 1: Rx+   White/Orange
Pin 2: Rx-   Orange
Pin 3: Tx-   Green
Pin 4: Tx+   White/Green
Pin 5: +24V   Blue
Pin 6: GND   Brown
NC: White/Blue
NC: White/Brown
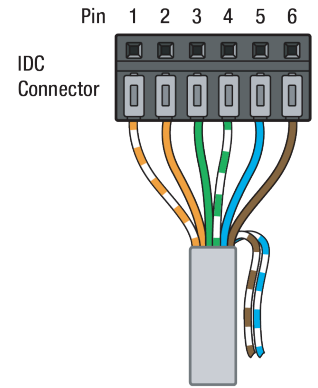
Belden 9773 Wiring (using compression connector)

Pin 1: Rx+   Black (White pair)
Pin 2: Rx-   White
Pin 3: Tx-   Green
Pin 4: Tx+   Black (Green pair)
Pin 5: +24V   Red
Pin 6: GND   Black (Red pair)
NC: Shield foil
NC: Drain wire
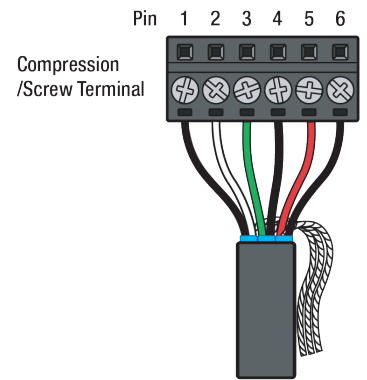
STATUS INDICATORS

POWER — Glowing steadily *red* indicates power supply is OK; off indicates no power.

IDENTIFY — Will flash *blue* when Pathscape software is identifying the gateway. Without Pathscape connected, you will not see this indicator light on.

RECORD ENABLE — When this function is activated by the button, the LED will glow *red*. If you press and hold a button for 5s on a wallstation you will snapshot the incoming DMX512 for recall from that button.
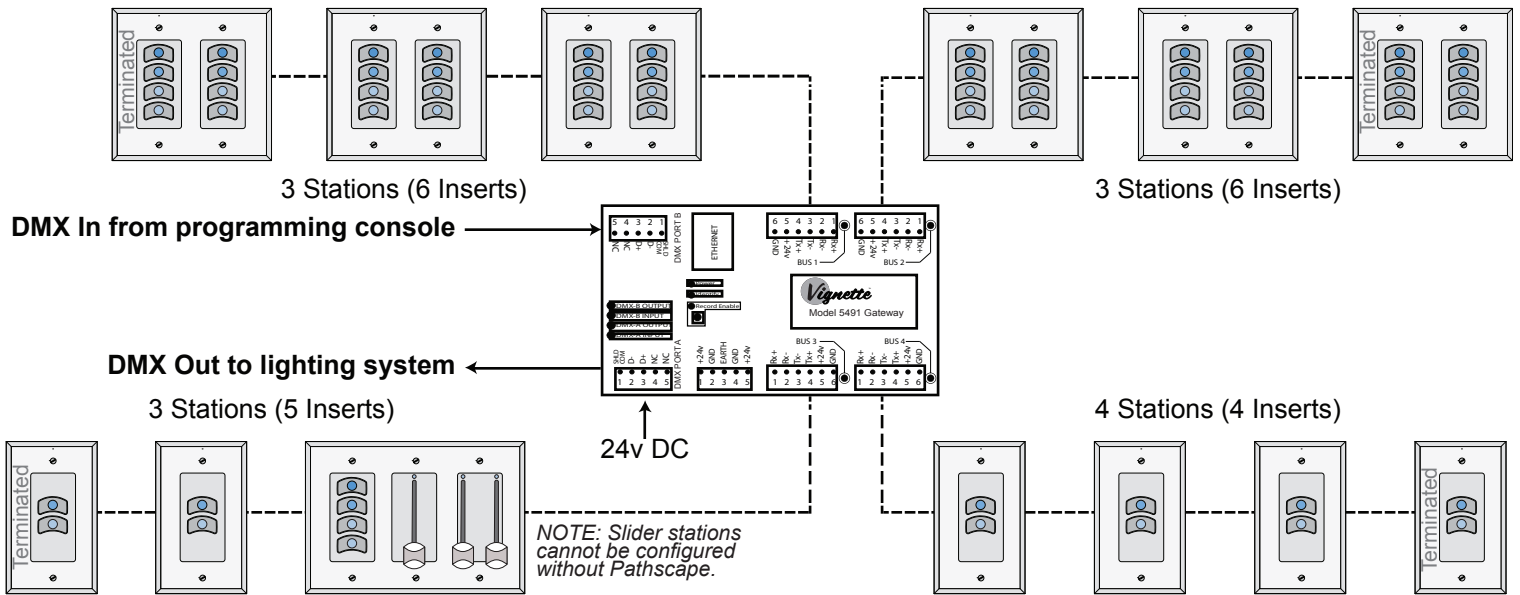
BUS — Bus lights will flash *red* when the gateway receives data from the inserts on the bus. Likewise, the Link LED on the back of the master inserts will blink when they receive data from the gateway.

DMX INPUT/ OUTPUT (A/B) — DMX A and B each have an *amber* LED when the port is configured as an input. If no DMX is present, the amber LED will flash. DMX Output LEDs are solid *green* when active. The LED will flash if no eDMX is present and the port is inactive.

RJ45 LEDs — The RJ45 Ethernet jack has two *green* LEDs. One will glow steady when the link is up and the other will flash with activity.

DMX In from programming console

3 Stations (6 Inserts)

3 Stations (6 Inserts)

DMX Out to lighting system

3 Stations (5 Inserts)

24v DC

NOTE: Slider stations cannot be configured without Pathscape.

4 Stations (4 Inserts)

OUT OF BOX OPERATION

Step 1

Ensure all your wallstations are wired per the guide on the reverse of this page and the last station in the bus is terminated. When the gateway is powered, you should see BUS activity on the wired bus terminal at the gateway and on rear of each station.

Step 2

Connect your DMX512 source (console) to Port B and setup a look that you want to snapshot. The amber Port B Input light should be solid. If it is flashing, you do not have an active input.

Step 3

Press the button on the gateway to illuminate the red Record Enable LED.

Step 4

Press and hold the first button on any wallstation for 5s. It will glow green when it has recorded the snapshot.

Step 5

Repeat Step 2, setuping the next look to record from your DMX512 console.

Step 6

Repeat Step 5, pressing and holding subsequent buttons.

Step 7

Remove your console's DMX512 line from Port B. After 10s your lights will fade to black.

Step 8

Touch each of the recorded buttons. Upon pressing the buttons the snapshots will crossfade from one to the other in 5s. Start at Step 2 if you need to record other snapshots.

Step 9

Touch the button on the gateway to disable recording.

ADDITIONAL NOTES

Before recording any snapshots, make sure that no snapshots are playing back. All buttons should be the same color of white when no snapshots are playing back.

When you activate a snapshot, the button will glow dim blue for 5s as the snapshot fades in. It will glow a brighter blue when the snapshot is active. When you press an active button, it will glow lavender for 5s while the gateway fades to black.

One second after it fades to black, the DMX A port will shut off and its amber DMX IN LED will flash indicating that the port is disabled.

When you connect an active source to DMX Port B, the lights will take 5s to fade from the active snapshot to the console's look.

When you unplug the console, the console's look will hold for 1s then start to fade to the active snapshot over 5s. The 1s hold will reduce flicker if you have faulty cabling.

Every aspect of the Vignette system may be configured with Pathscape, available free for download from Pathway Connectivity's website. This includes adding the ability to prioritize or merge snapshots with the console, snapshot and recalling four universes of E1.31 sACN, changing crossfade times, partitioning between four rooms, defining custom zones for use on buttons or faders, setting up a grand master fader and much more. The output port(s) on the gateway can also act as RDM controllers when used with Pathscape.

Pathscape allows you to name your stations, buttons, sliders, and identify individual stations to ease the setup process.

When using Pathscape, the Vignette Gateway has the ability to playback snapshots and zones in four independent areas. You may also mix Vignette PoE stations on the same network. Each PoE Master station you add gives you another network-wide playback group which any button or slider may use.