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Note

Global logics are only included in Toolbox to allow a compatible logic exchange with RM4200D systems. This function is no longer necessary for systems of the Series 52. Also, some playout systems might need global logics.

If several devices are connected by Ethernet, they can exchange global logics using UDP commands.

These devices should be managed within one project. This makes configuration easier and secures a correct assignment of the appropriate devices. This way, all receive the same project ID.



Important

In order to enable all devices to exchange global logics via UDP, their Project IDs have to be identical.

In a project, you can use a total of 200 global logics. Each of these functions can be fed with any logic source of the devices in the project. All global logics are available as logic sources in each device of the project.

To assign a global logic, follow these steps:

- 1. At the Global Control node in the project tree, select the Logic tab.
- 2. Click on a row in the Global Logics list to select the desired global logic.
- 3. In the Edit Global Logic area, you can assign a distinctive name to the global logic in the Label text box.
- 4. Click Source, the Logic window opens. Alternatively, you can double-click on a global logic in the list.
- 5. Select the desired logic source by clicking on its entry.
- 6. Click Assign or double-click on the logic source or drag & drop the logic source to the Source box. As a result, it is shown in the row of the selected global logic in the Source column.

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Project View Transfer Options Help					
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Global Control					
General LOUIC Recourses Potentionneter Channel Snanshot Types (School Labels)					
Global Control	Clebal Lasies				- Edit Clabal Legis
- Administration	Giobal Logics	1-			Edit Global Edgic
- Linked Devices	# Label	Source			
Talkback System	1 Redignt	Device_1.LF 1 (LF 1)		Â.	Label: Playout Logic
Device_1, Modified	2 Indilic 2 Dower Failure	Device_ILF 2 Indiac GP1 (fue Device_2 Rever 1 State: 52-7440-1 Rever 1 State			Source: Device_1.DJ1.FS (Ch) Ch 1: Din 1/2 Source
Hardware	4 Playout Logic 4	Device_1. CPI 1: 52-7190-1 CPI 1		=	
- I/O Overview	5 Sience	Device_1.011: 32-7100-1.0111		-	
E- DJ1	6 Playout Logic	Device_I_CV_I_PGN			
- Console	7 Playout Logic	Device_1011ES (Eader) Eader 1 A			
- Fader Channels	8 Playout Logic	Device_IDJ1.ES (Fader) Fader 2 A			
Channel Assignment	9 Playout Logic	Device 1.D.11.FS (Ch) Ch 1: Din 1/2			
Virtual Keys	10 Playout Logic 10	(not assigned)			
E- DJ2	11 Playout Logic 11	(not assigned)			
Ender Channels	12 Playout Logic 12	(not assigned)			
Channel Assignment	13 Playout Logic 13	(not assigned)			
Virtual Keve	14 Playout Logic 14	(not assigned)			
	15 Playout Logic 15	(not assigned)			
Output Eurotions	16 Playout Logic 16	(not assigned)			
Super Output Functions	17 Playout Logic 17	(not assigned)			
- Fixed Processing	18 Playout Logic 18	(not assigned)			
5.1 Downmix	19 Playout Logic 19	(not assigned)			
	20 Playout Logic 20	(not assigned)			
- Logic Functions	21 (GL 21)	(not assigned)			
- Level Detects	22 (GL 22)	(not assigned)			
- Logic Delays	23 (GL 23)	(not assigned)			
Clock Logics	24 (GL 24)	(not assigned)			
- Selector Logics	25 (GL 25)	(not assigned)			
- Scripts	26 (GL 26)	(not assigned)			
Potentiometer Control	27 (GL 27)	(not assigned)			
TFT Views	28 (GL 28)	(not assigned)			
Device_2	29 (GL 29)	(not assigned)			
Hardware	30 (GL 30)	(not assigned)			
I/O Overview	31 (GL 31)	(not assigned)			
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⊕ Audio					
E- Logic	Utilities				
- Logic Functions	Navigator Search (0) Doc.	mentation Messages (0)	Clipboard		
Level Detects	Sources	00 + D	estinations		
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Device 3 Modified					
Add Delete Device					
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Global logics, configuration of the global logic functions.

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