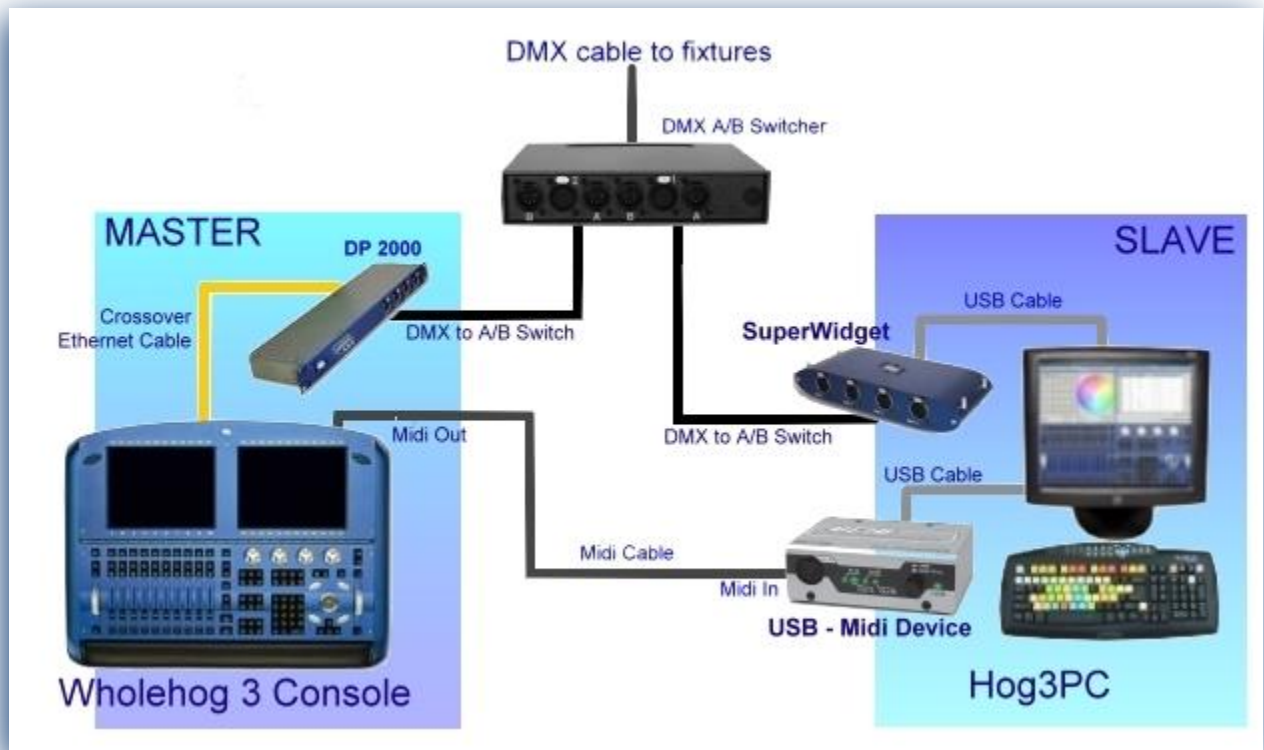


DIAGRAM: TRACKING BACKUP USING MSC



****Note that the 2 consoles are NOT networked to each other**

In playback situations, it is a good idea to set up a tracking backup system. This means that if your main console should crash, you can switch your DMX output to the backup console's control. In the above example, we are using a Wholehog 3 console with a DP2000 as our Master console and a Hog3PC with a Superwidget as our Slave (backup) console. The Master console sends MSC (Midi Show Control) commands to the Slave console via the midi cable. Both consoles MUST have the same show loaded to each of their hard drives. Both consoles MUST have their own independent DMX output. The DMX output of both consoles should be delivered to a DMX Switching device (the diagram above shows a DMX A/B switcher by Doug Fleenor). Finally, the DMX output runs from the Switcher to the fixtures you wish to control. This could be one universe or it could be many.

In your playback situation, you may be using a Wholehog3 console, or a Hog3PC or a Hog iPC, or another manufacturer's console. A Hog3PC could be used as a master and a Wholehog 3 or an iPC or another Hog3PC could be used as a slave, etc. The diagram above uses a Wholehog3 and a Hog3PC as an example only.

How do I set up MSC in and MSC out on my consoles?

MASTER CONSOLE:

- 1- By default, MSC is already outputting from your console; however you should confirm that it has not been changed. Press the **SETUP** key and select "Network" from the bottom of the right-hand monitor.
- 2- Select "Console" and press "Settings."
- 3- Select "MSC Out" from the pop-up window and press "OK."
- 4- Connect a midi cable to the MIDI OUT port on the back of the console or midi device.

SLAVE CONSOLE:

- 1- Connect a midi cable to the MIDI IN port on your console or midi device.
- 2- Press the **SETUP** key and select "Network" from the bottom of the right-hand monitor.
- 3- Select "Console" and press "Settings."
- 4- Select "MSC In" from the pop-up window and press "OK."

If you have set these systems up correctly, every cue trigger on your Master console will result in a trigger of the same cue on your Slave console. MSC will not send information from your Master console's Programmer to the Slave Console's Programmer.

Please also see the documentation in section 28.2 of the [Wholehog 3 manual](#).