

Trackrunner - Cheat Sheet

MODE functions:	
MODE 0, 1, 6	No functions, the motor stops.
MODE 2	Manual reverse slow (← seeing into connectors) No DMX needed
MODE 3	Manual reverse fast (← seeing into connectors) No DMX needed
MODE 4	Manual forward slow (→ seeing into connectors) No DMX needed
MODE 5	Manual forward fast (→ seeing into connectors) No DMX needed
MODE 7	DMX controlled positioning. Slow start/stop ramp
MODE 8	DMX controlled positioning. Medium start/stop ramp (default)
MODE 9	DMX controlled positioning. Fast start/stop ramp
DMX channels:	
DMX channel 1	Position rough. (Hi of a 16 bit DMX channel).
DMX channel 2	Position fine. (Lo of a 16 bit DMX channel).
DMX channel 3	Max speed.
DMX channel 4	Manual reverse / Set reverse position (Position = 0%)
DMX channel 5	Manual forward / Set forward position (Position = 100%)
DMX channel 6	Set position save enable (51 - 54%)

How to get started:

- 1: Assemble the track(s).
- 2: Remove the security bolt in the end of the track.
- 3: Slide the trackrunner onto the track so that the teeth's on the trackrunner and the track are in contact.
- 4: Apply power to the trackrunner.
DMX lamp should be flashing if no DMX is attached and be solid if DMX is attached.
- 5: Use either manual mode or attach DMX and use channel 4 or 5 to move the trackrunner onto the track. Before attaching DMX make sure all channels are pulled to 0%.
- 6: Mount the security bolt in the end of the track.
- 7: Mount the end stop on both end of the track.
- 8: Pull channel 6 to 52%. This will make it possible to set forward and reverse limits.
- 9: Pull channel 4 to 20%. The trackrunner will now slowly move left (when seeing into the connectors). When the wanted maximum position (left most position) is reached pull channel 4 to 0%
- 10: Pull channel 5 to 20%. The trackrunner will now slowly move right (when seeing into the connectors). When the wanted maximum position (right most position) is reached pull channel 5 to 0%
- 11: Pull channel 1 to 75%
Pull channel 3 to 50%
Now the trackrunner will start to move left with 50% speed and stop on a position 75% from the left
- 12: Pull channel 1 to 25%
Now the trackrunner will start to move left, with 50% speed, to a position that is at 25%