Hi, thanks for having a look at this for me.

Below are 3 pages with screen shots of the setup and results after a 5 second sequence has been run. I have no pixels yet, I was trying to ensure that I was familiar with all the settings for when they arrive (I'm glad I did).

The problem is that I get very high sequence errors when sending more than 1 universe.

I have 2 E681s both have exactly the same results.

It doesn't matter which single universe (1->8) I send, the packet count is correct and no sequence errors.

If I send more than 1 universe (I've tried sending between 2 and 6 universes. Not using 4 & 8 as I need the browser) then I get a sequence error on every universe sent, that is 1 less than the number of packets sent i.e. 51 packets sent 50 sequence errors.

This error is always the same, 1 less than the number of packets sent and on every universe sent.

I doesn't matter how many pixels are setup or the type.

I'm guessing it's something simple that I'm missing in the setup. I've read the E681 manual and watched the J1Sys video but I can't see what's wrong.

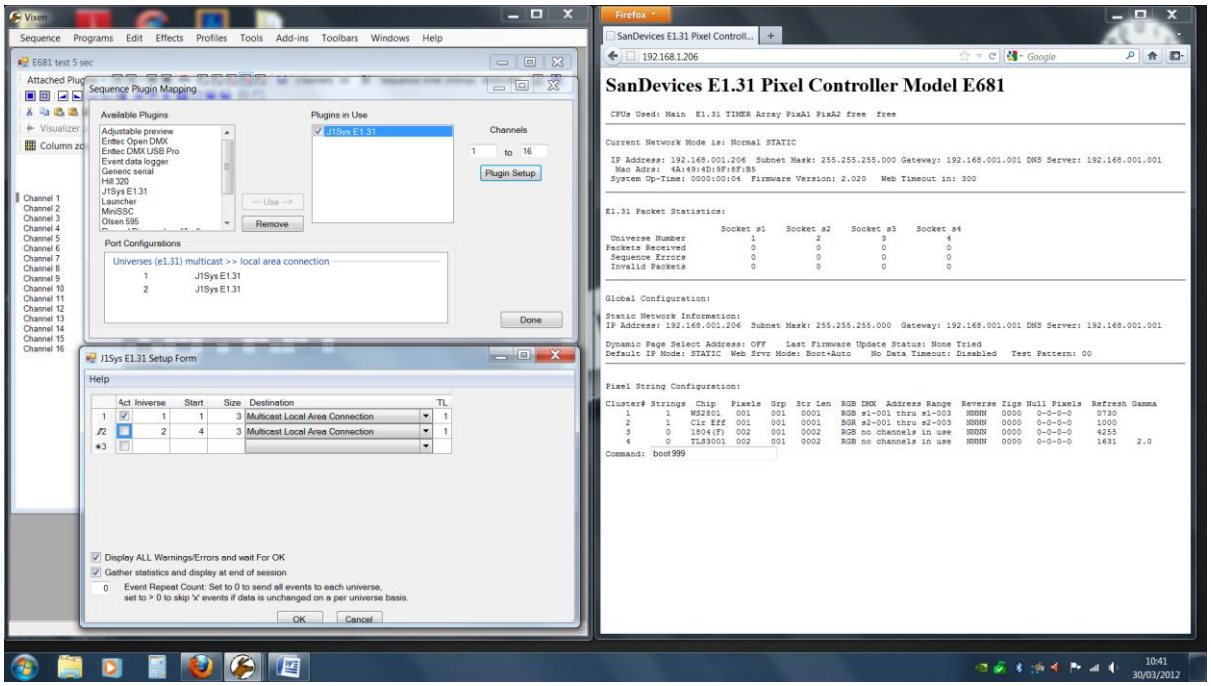
Thanks and I look forward to comments.

Regards

Barnabybear.

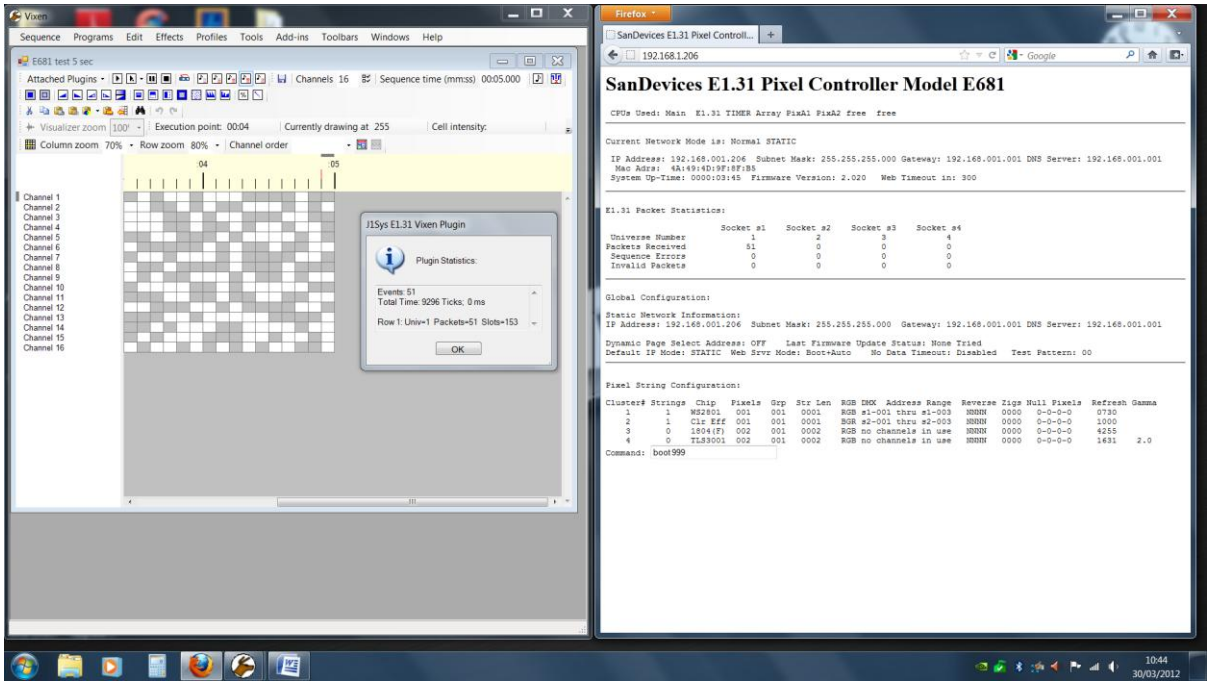
Set up for J1Sys Plugin and E681 – 1 Universe #1.

Boot 999 and F5 refresh on E681 to clear previous data.



(have not clicked OK on setup form when shot taken hence 2 univerces listted in port cofig box).

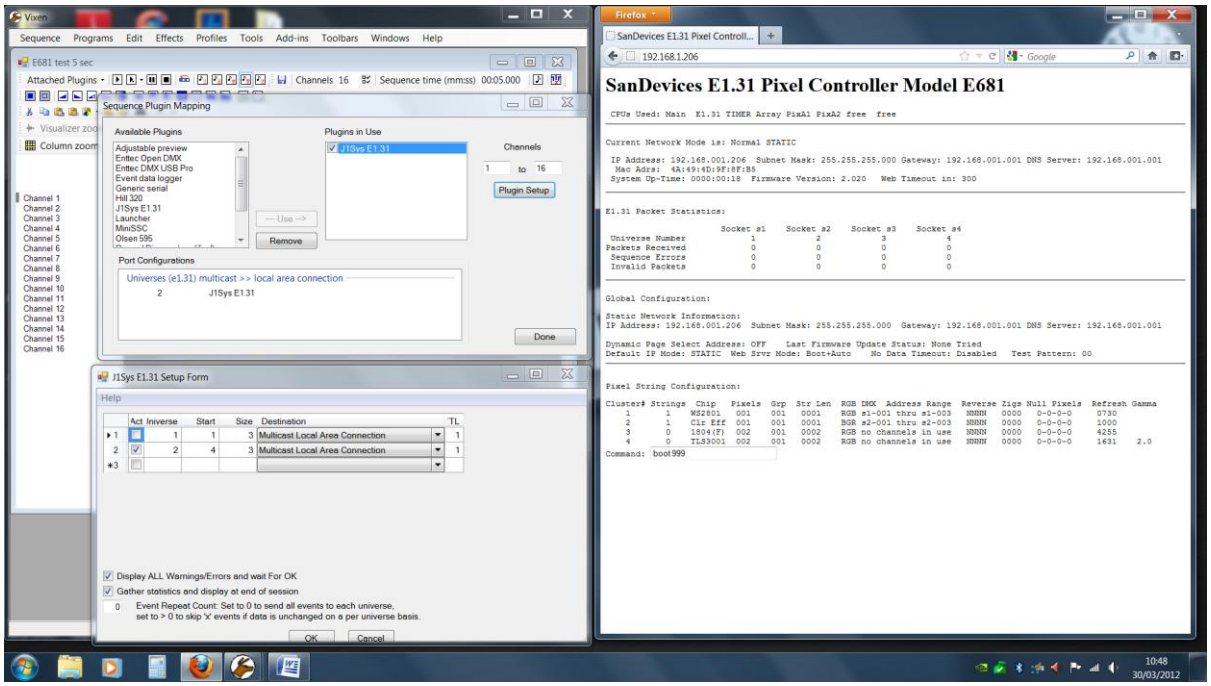
Result after 5 second (100ms) sequence and F5 refresh on E681.



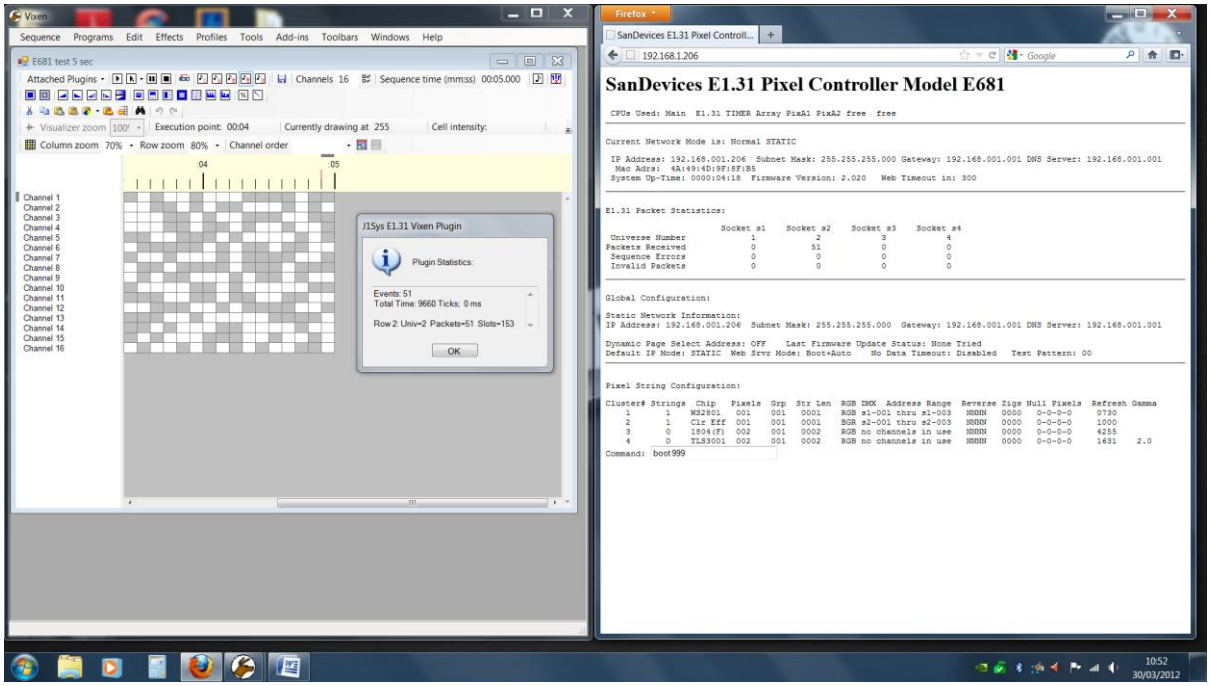
51 packets sent on Universe #1 – 51 packets received on Universe #1, no sequence errors.

Set up for J1Sys Plugin and E681 – 1 Universe #2

Boot 999 and F5 refresh on E681 to clear previous data.



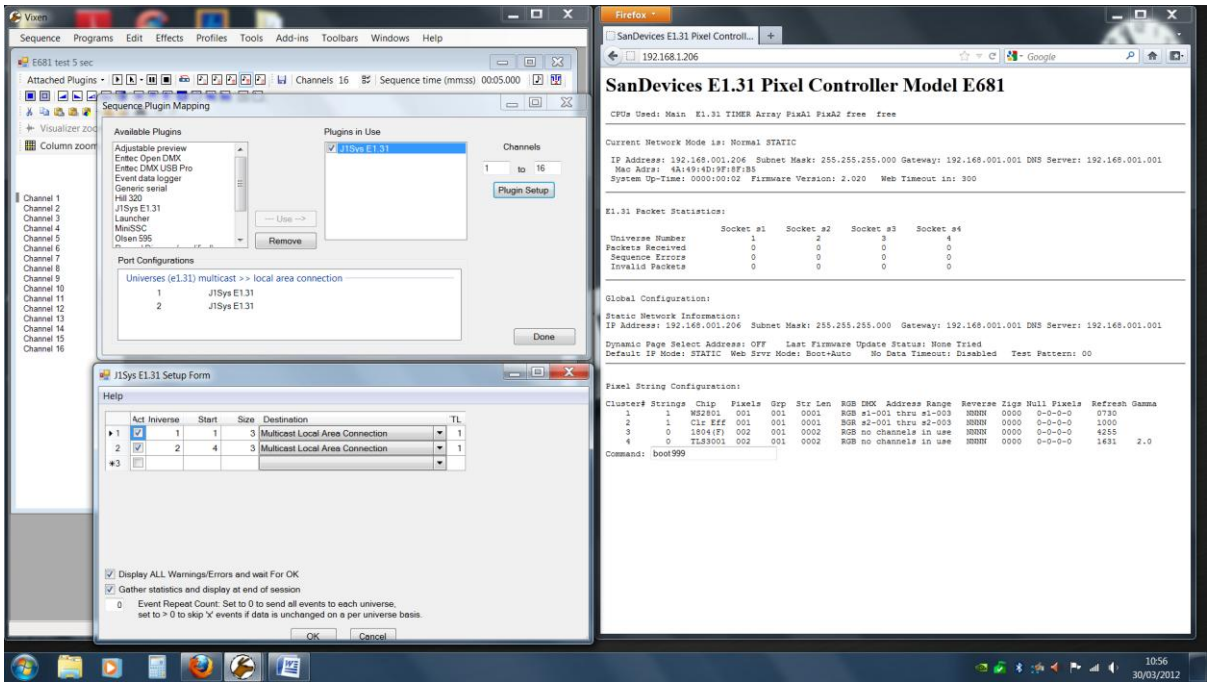
Result after 5 second (100ms) sequence and F5 refresh on E681.



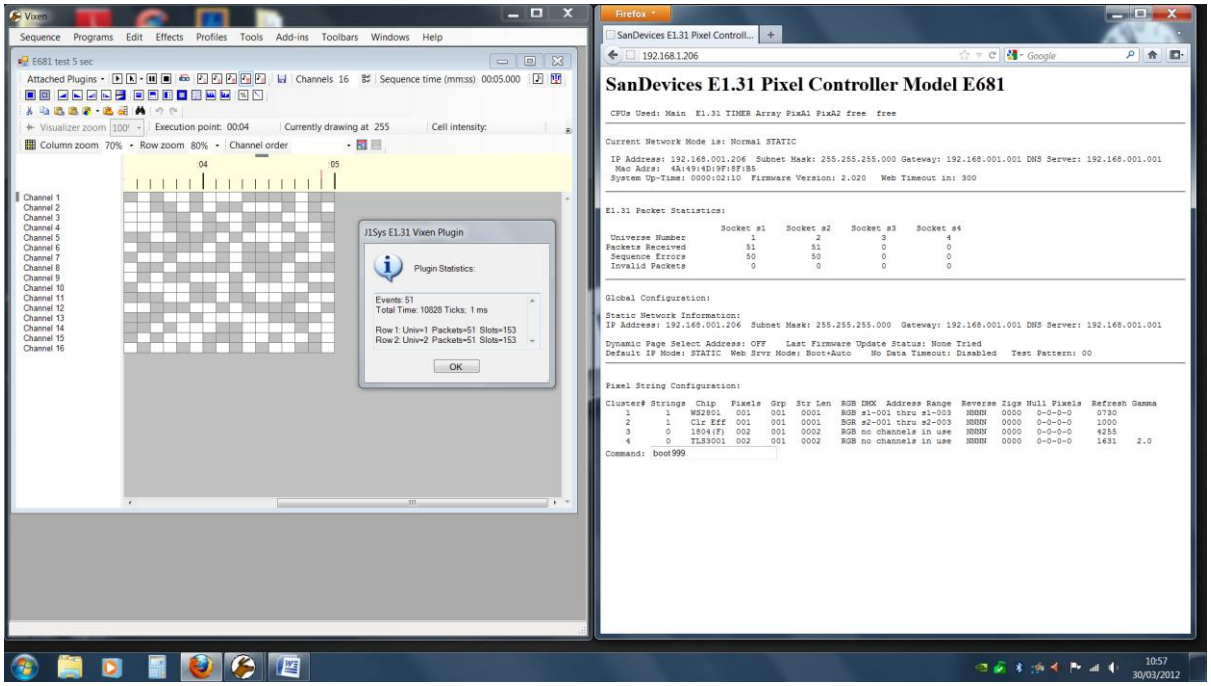
51 packets sent on Universe #2 – 51 packets received on Universe #2, no sequence errors.

Set up for J1Sys Plugin and E681 – 2 Universes #1 & #2.

Boot 999 and F5 refresh on E681 to clear previous data.



Result after 5 second (100ms) sequence and F5 refresh on E681.



51 packets sent on Universe #1 – 51 packets received on Universe #1, 50 sequence errors.

51 packets sent on Universe #2 – 51 packets received on Universe #2, 50 sequence errors.