

# Sophisticated Source Selection with GBS Network Selector



## Solving the Downtime Dilemma

Switching acts between openers or headliners, or the many different artists in a festival scenario is a major feat of orchestration in stage management, and lighting is no different. Often different crews are frantically switching out consoles and media devices into the show network as rapidly as possible to avoid downtime between acts. This can be frustrating and time consuming in a crunch, and these crucial moments often leave no room for error. The same concept applies to situations where a primary console needs to switch to a backup console in emergency situations.

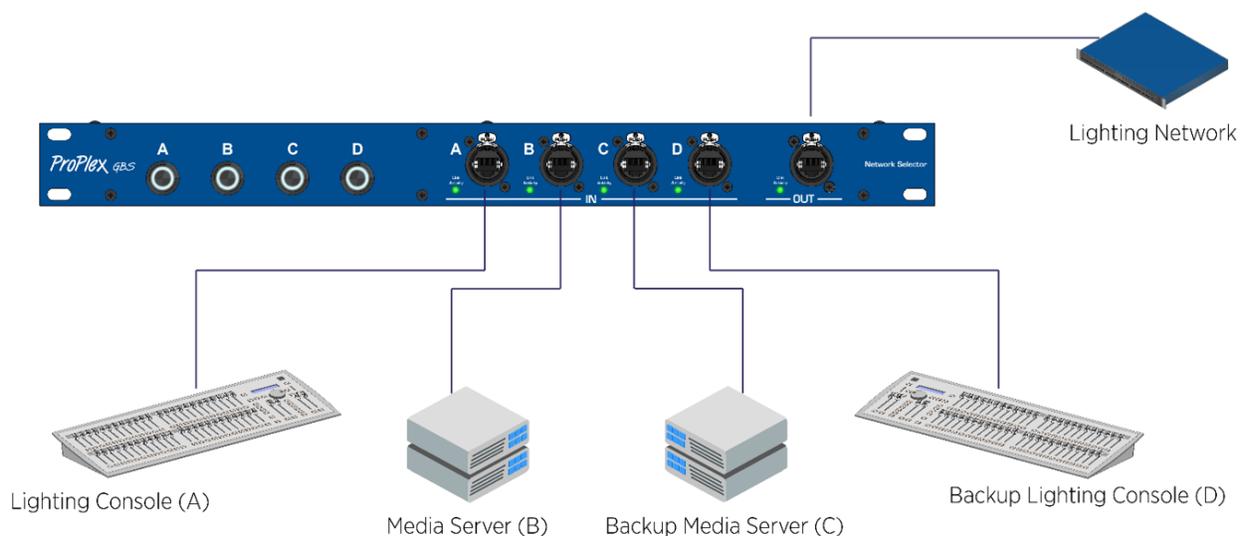
We saw this problem as an opportunity to provide a solution, so we developed the GBS Network Selector to make these transitions faster and as error-free as possible.

## Sophisticated yet Simple Selection

The GBS Network Selector is not a merger. It operates on the same principle as a regular gigabit network switch. Each of the 4 ports is always connected to the switching fabric but are activated by pressing and holding the desired port A,B,C or D. The easiest way to understand the operation is to imagine that the button press is virtually connecting or disconnecting an ethernet cable. If the port is selected, it is instantaneously able to pass data through and connect to the network. This is how we eliminate the downtime dilemma.

The labeling scheme of the GBS Network Selector is the simplest way to visualize the flow of data. Ethernet is fundamentally a 2-way communication, so technically there really is no dedicated input or output port – just connections and data flow on the network. However, the port we have labeled 'Output' is always active and passing data, while the lettered ports A,B,C or D are selected to enable active communication. Thus, using this naming scheme helps users to understand where to send data to the network and where to plug in consoles.

The GBS Network Selector can select two ports to be active at the same time, with the original intention to switch between a main console + pixel mapping server and a backup. If only consoles are needed, then up to 4 consoles can be independently selected as needed.



*TT#20GBSNetworkSelectorTips-v1.0- 29 March 2021*