ARC

Remote Control Software
for Instant Replay 3 and DigiCart 5

OPERATIONS MANUAL

Version 1-2-2025

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360 Systems ARC software application.

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INTRODUCTION

The ARC software, running on a PC, provides the ability to remotely monitor and control an Instant Replay 3 or DigiCart 5 over a network connection. From the ARC software interface, users have access to the basic transport functions Play, Stop, Pause, and Record, as well as Hot Keys for simple system operation.

All Hot Keys are presented as soft buttons showing the assigned clip and can be activated from within the interface. In addition, for DigiCart 5 users, the hot keys are expanded from 10 to 50 per bank. Switching banks is also available from a quick selection.   The interface can also be put in "External Keyboard" mode which allows the PC keyboard's number keys 1-0 to be used to activate the Hot-Keys 1-10.

The larger interface displays all current information such as the currently loaded clip, playout duration and elapsed or remaining time.   Three system tabs provide the ability to log in and switch between three different systems from one ARC session.

There are no restrictions on the number of PC's ARC can be installed on. However, each Instant Replay 3 or DigiCart 5 that ARC will connect to requires a license key and only one instance of ARC can connect to a system at a time. Please contact your 360 Systems sales representative for additional information.

Please see the Limitations section for specifics.

UNIT SYSTEM REQUIREMENTS

- ARC may be installed on multiple PC's but only one instance can control a specific system.
- Each Instant Replay 3 or DigiCart 5 must have a Remote Control license key for ARC to connect.
- Instant Replay 3 and DigiCart 5 units must have OS version 1.22 or higher and Software version 2.064 or higher.

SYSTEM REQUIREMENTS

- Windows PC running Windows 10 or 11
- 2GB RAM, Core2Duo or higher, 50MB of free disk space

SECTION 1 – Installation and Setup

INSTALLATION

To install the ARC software, launch the ARC_Setup.exe file from the folder it resides in.

Note: Depending on the PC security, it may be necessary to provide administrative credentials to install the software.

1. Select the folder to install the ARC software or accept the default location.
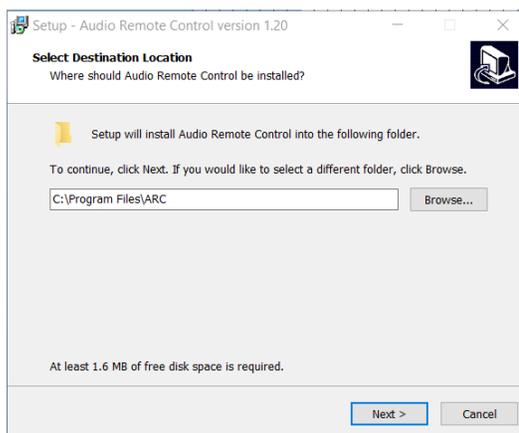
2. Select if a icon should be placed on the desktop. This is recommended in order to provide a simple way to launch the application.
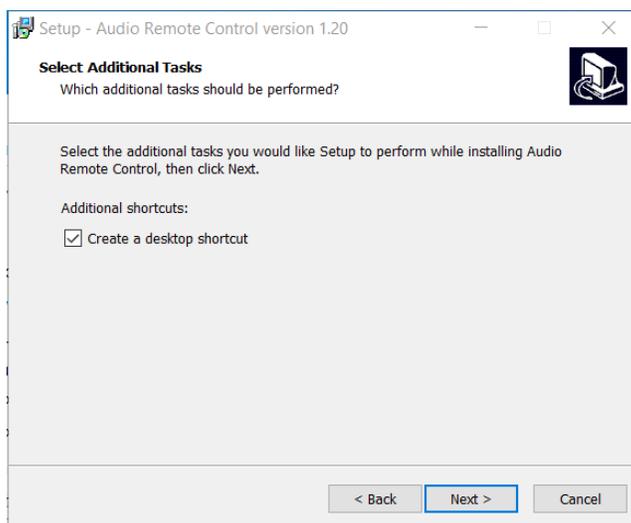
3. Confirm the installation settings.
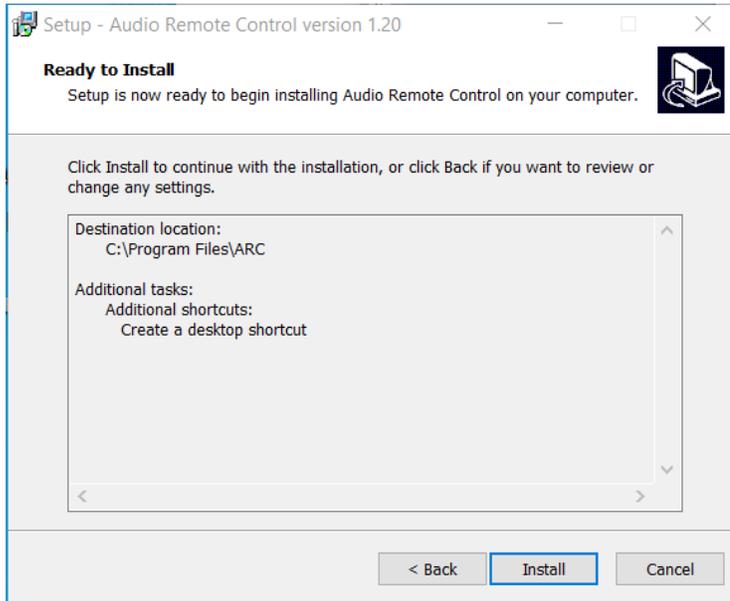
The installation will proceed and provide notification when completed.

SET UP TARGET UNIT

Before attempting to connect to a system, the system to be controlled must have a user name and password established, and the remote capability switched on.

In the main interface of the system, navigate to MENU and USER ACCESS.

Enter a user name in the *Remote User Name* field.

Enter a password in the *Remote Password* field.

Note: The Remote fields and switch will only display on the unit if a remote control key has been purchased and entered in the system to be controlled.

Click the **APPLY** button. If not the changes will not be saved. If you decide that you want to see the old settings and you have not yet pressed APPLY, press HOME and then re-enter the menu.

Once the user name and password are established, click the Remote switch button at the top of the page to enable remote connections.

SET UP ARC CONNECTIONS

The ARC software allows control of up to three different Instant Replay 3 or DigiCart 5 systems.   In order to connect to a system, the credentials for each system must be entered.

1. Under *Config*, select the unit to be configured.
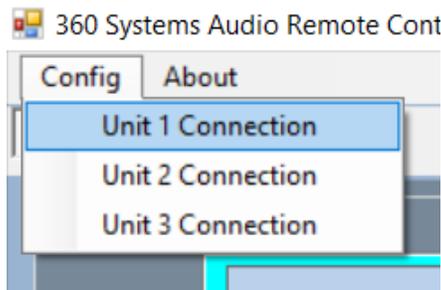
2. In the window that displays, enter the IP address assigned to the unit to be controlled. Then enter the User Name and Password for the unit.

3. If desired, enter a Session Name for the unit which will appear in the tab in the main interface. This can be anything you want, such as a location or purpose of the unit (Production, Music etc.) or the unit's name. It has no effect on the connection process.

Note: When entering the IP address, include any leading zeros, for example 192.168.001.012.

Note: The Username and Password are established on the unit in the User Access Setting in the Remote Section (see Set Up Target above).   The Remote section will only display on the unit if a remote control key has been purchased and entered in the system to be controlled.
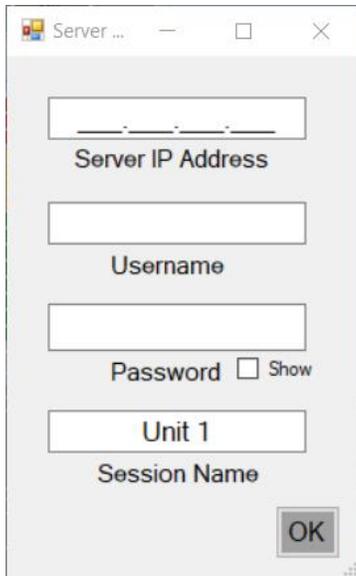
ESTABLISH THE CONNECTION

To connect to a configured system, click the tab assigned to the system and click the **Connect** button in the main window.
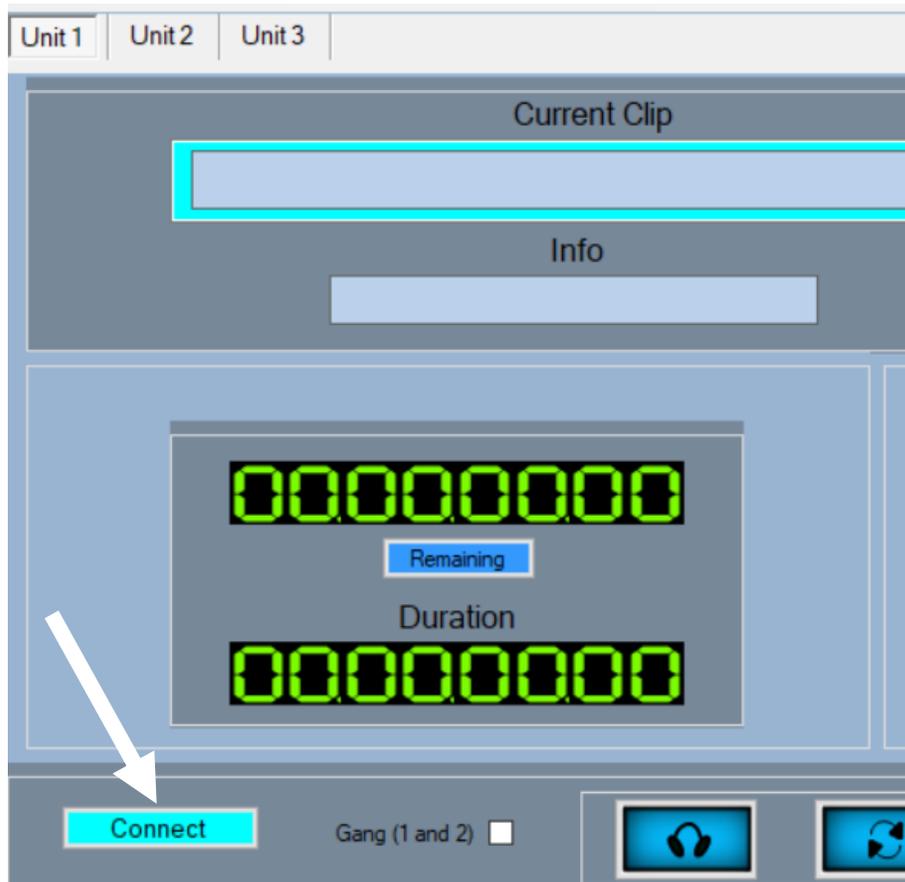
SECTION 2 – Controlling the system

Once the connection has been established, the main interface will display the current information and status of the connected system. The following describes the functions available and how to use them within ARC.

Clip Information

The upper left section displays the currently loaded clip as well as the time remaining and clip duration.

The button below the first time code allows switching between Time Remaining and Time Elapsed.
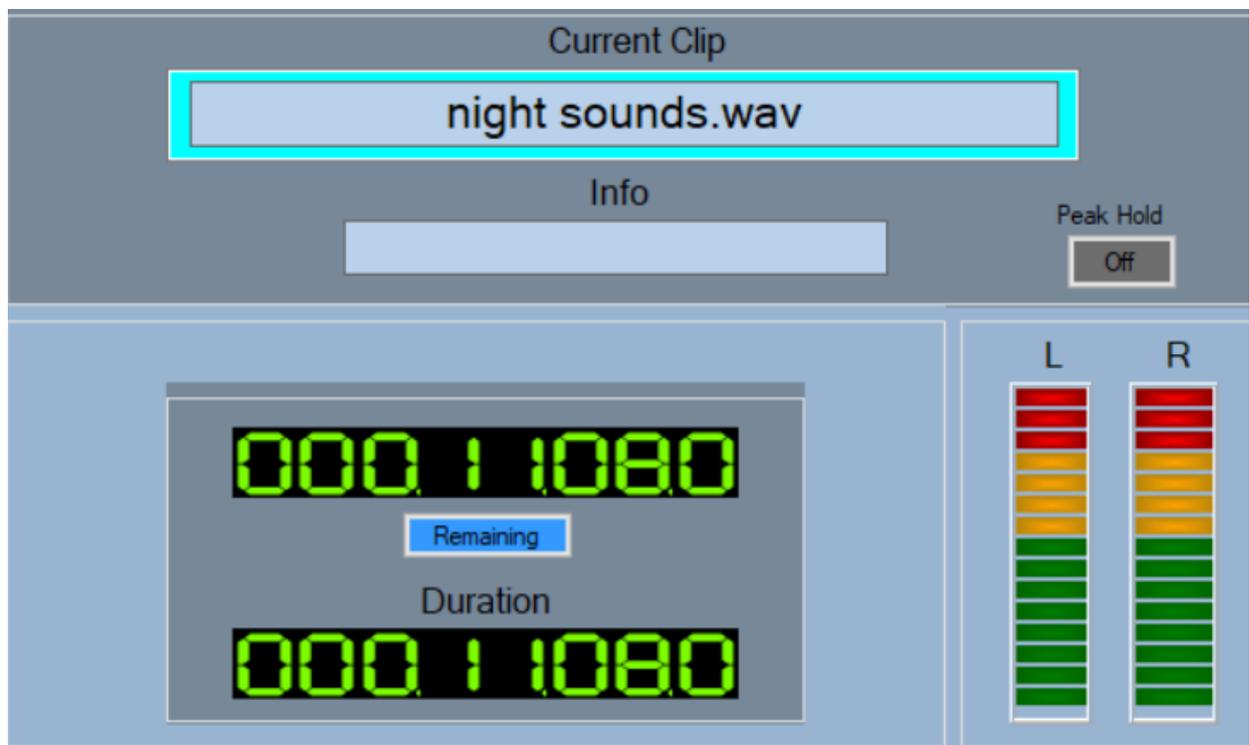
Manual Clip Playout

In the right pane, double click a clip. The clip will cue. Then click the play button.

Stack List

If a clip is playing, double clicking a clip in the clip list will add it to Stack List. Double clicking additional clips will continue to add clips to the list.   Clips in the Stack List will play in order based on if the system is in Manual or Follow-on mode.

Note: A Stack List is only available when controlling a specific, single system. Switching to a different system will prompt a warning that switching away will clear the current stack list.

Hot-Key Bank Selection

The lower left section displays the currently selected bank and allows the selection of a different bank. Click on a bank number in the grid to switch to a different bank.

Note: The system must be stopped (idle) in order to change to a different bank. Bank switching is otherwise disabled.

Banks 1 to 25 are displayed in the grid by default. Click the down arrow to the left to display the banks 26 to 50.

Once a bank is loaded, any assigned Hot-Keys will display on the right side.

Hot-Key Playout

By default, the first 10 hot keys are shown on the screen. Clicking any of the Hot-Keys will start the playout of the clip assigned to the key.

Hot-Keys can be expanded to show all 50 by clicking the Extended Hot Keys button.

Charge!	cymbal sw	fireworks	fireworks	whistle	falling	typewrite	chainsaw2	soda can	soda_pour
small dog	rooster	cat meow1	cat meow2	crickets2	cricket d	night sou	rain and	wind1	wind chim
bell soft	doorbell1	doorbell2	tambourin	crash_cym	cymbal1	cymbal sw	gong	kick_drum	busy midd
car start	car burno	helicopto	jet1	jet flyby	motorcycl	sirens	train hor	train tra	cat meow2
glass bre	scream1	scream3	fart1	toilet fl	space1	sci-fi ch	sci-fi ho	retro exp	woosh

Hot-Key Assignment

Right clicking any of the hot keys will pop up a small window with the following options.

Select New Clip – Will direct the user to the clip list to select a clip to assign.

Clear Button – Will result in the Hot-Key being clear so that no clip is assigned.

Assign Current Clip – Will assign the currently selected clip to the Hot-Key.

Clip List

The window frame on the right displays the clip listing for the current folder. The system will generally default to the root (internal) folder at startup. Basic clip navigation is as follows.

- Single clicking a folder name in the clip list will move into that folder and display the content.

- Clicking the back arrow will move up a directory.

- Clicking "internal" will move directly to the main directory.

- Single clicking a clip or playlist will cue the clip or first clip in a playlist.
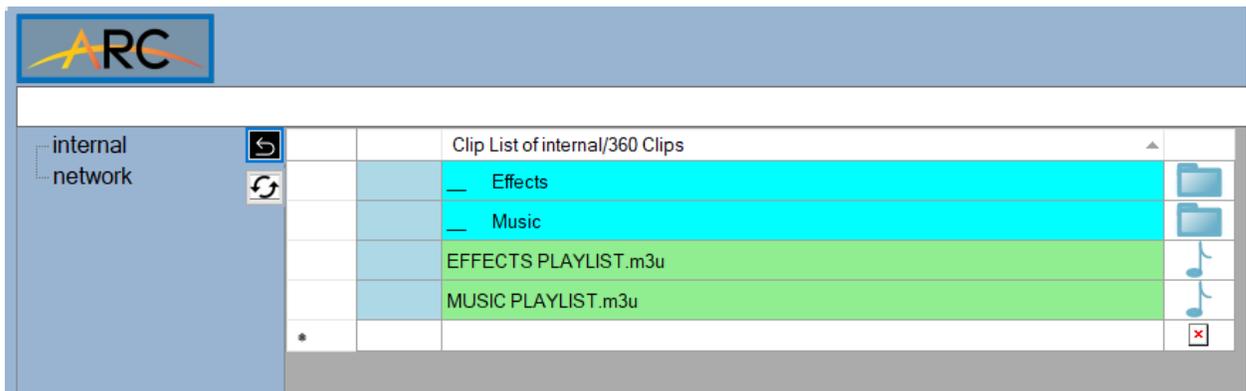
Clip Queue

If a clip is playing, double clicking another clip will cause the Clip Queue window frame to open and the clip will be added to the list. Repeating this while clips are playing, continues to add additional clips to the Clip Queue which will play in the order of the list.

Note: The Clip Queue can only be active on the system in focus. Switching to another unit will cause an active Clip Queue to be removed and playout stop when the current clip finishes playing.
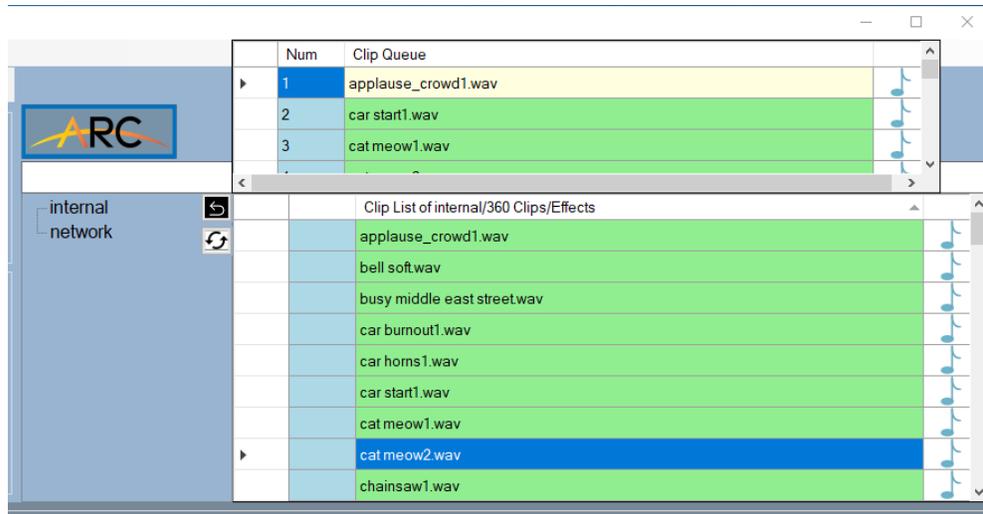
Playlist Mode

When a playlist is loaded, the information in the left window panel changes to show a button for looping a playlist as well as previous and next buttons.

- Clicking the Playlist Loop button, will cause the playlist to loop back to the beginning after the last clip is finished playing.

- Clicking the Prev button will move to the previous clip in the playlist or remain on the clip if already on the first clip.

- Clicking the Next button will move to the next clip in the playlist or remain on the clip if already on the last clip in the playlist.
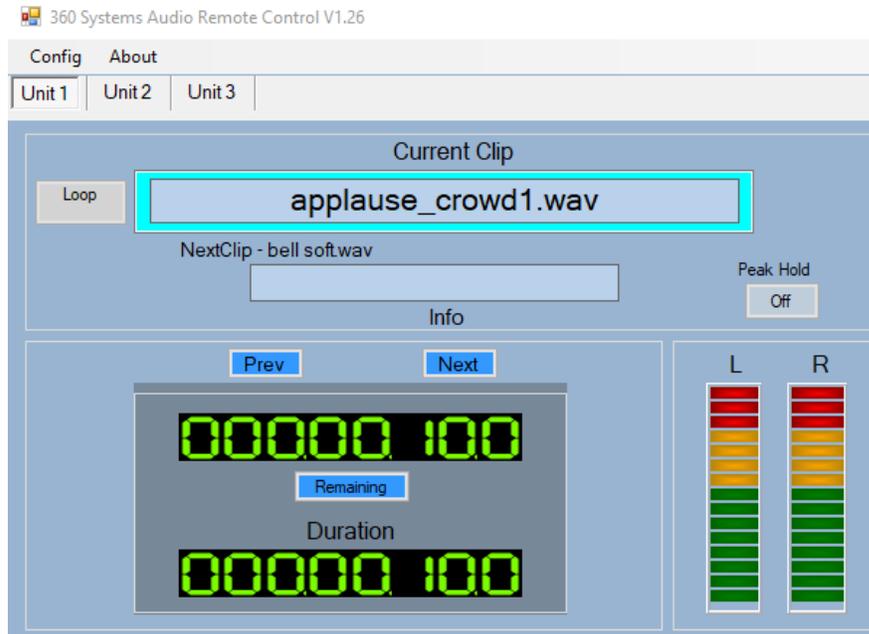
External Keyboard

By clicking the External Keyboard button, the standard keyboard connected to the PC can be used to activate Hot-Keys. The keyboard number keys 1-0 can then be used to be used to activate the Hot-Keys 1-10
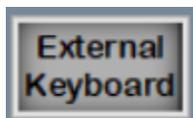
Preview, Loop and Follow-on

Under the left panel, there are three buttons that control PREVIEW, LOOP and FOLLOW-ON modes. These modes function in the same was as when used directly on the system.

Note: The LOOP button only controls the looping of a clip.

Transport Controls

In the center of the interface, the transport controls are available. PAUSE, STOP, PLAY, RECORD, REWIND, and FAST FORWARD.

Recording

Clicking the Record button will switch the system to record cued mode. A popup window will be displayed allowing the changing of the default name for the recording.

Note: Using a file name that already exists will overwrite the existing file.
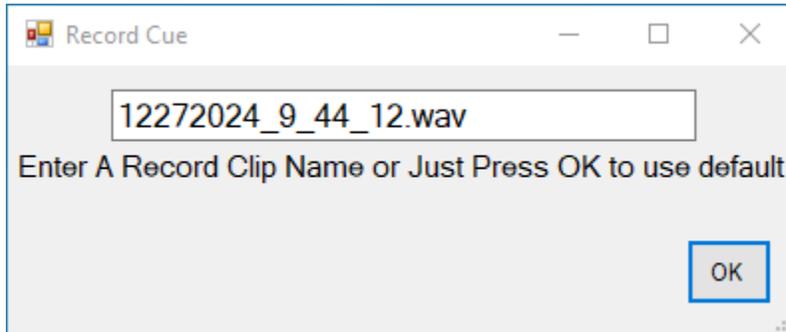
With the system in Record Cue mode, the input gain Level can be adjusted and the record Threshold set.   Clicking Play will start the system recoding.
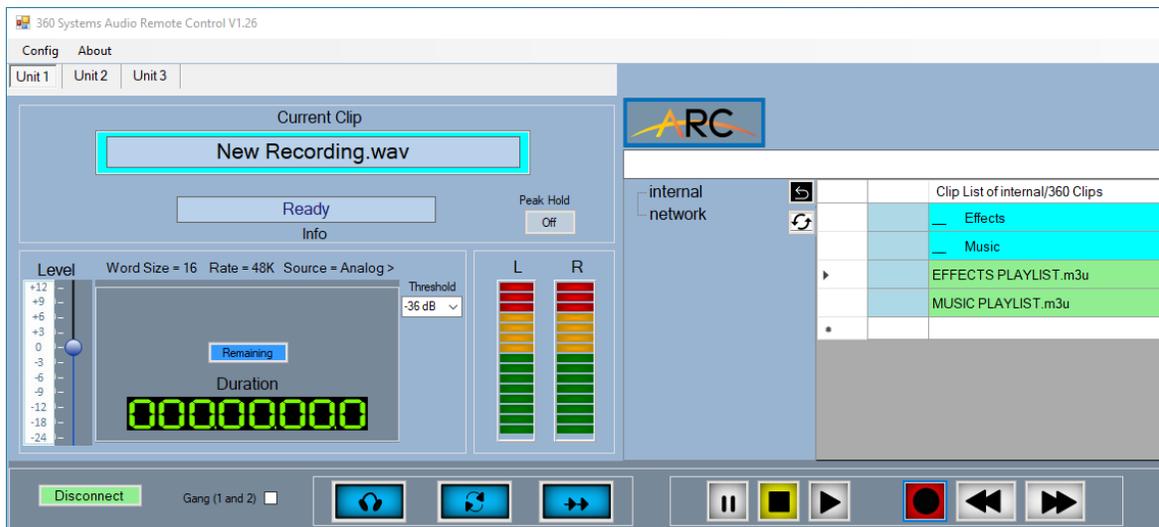
Clear Bank

Use the Clear Bank button to remove all Hot-Key assignments on the currently selected Bank.

Gang

Checking the Gang box will allow Play, Stop, Fast-Forward, Rewind and Hot-Key functions of the first unit to be passed to the second unit.

For example, with Gang enabled, pressing Play while Unit 1 is in focus will simultaneously activate Play on Unit 2.

First select the clip to play on Unit 2, then go to tab one and if desired select a clip there. Press PLAY and both units will play at once. STOP will stop both units.

If one clip is longer than the other, the longer one will continue playing regardless of which unit is playing it. If you are on Unit 1 and Unit 2 is playing, you can press STOP on Unit 1 to stop it. If you are on Unit 2, you can PLAY or STOP but it will only affect Unit 2.

You can always uncheck the Gang box if you want to stop Unit 1 and have Unit 2 continue to play.

Note: The Unit 1 front panel buttons will not trigger ganged operation on Unit 2. Gang operation is only available from the ARC software.

Disconnect / Connect

Although local control of a system is not locked out, it is generally a good policy to disconnect the remote from a system before running the system locally.   It is possible that with a remote connected and the system being controlled locally, the remote may not present the correct information or be responsive depending on the state of the local system.

Press the Disconnect button to disconnect the remote from the local system.

After Disconnect, it may take a few seconds for the unit to be able to respond to a Connect. Wait at least 15 seconds before reconnecting.

When powering up the unit, wait until initialization is complete before trying to Connect. If an initial connect fails, wait 15 seconds before trying again.

Log

Clicking the Log button will enable or disable the log window at the bottom of the screen.   It is normally not necessary to enable the log window but may be useful if troubleshooting issues.

SECTION 3 – Functionality Limitations

1. When under remote control, the main interface on the unit is not restricted. However, if the main interface is used, it may cause certain functions within ARC to be inaccessible.   It may also cause ARC not to display the current information. It is advised not to use the main unit interface while under remote control.
2. Systems cannot be shutdown remotely through ARC. Systems can only be shut down from the main panel.
3. The quick stack list is only available when controlling a single system. Switching to a different system will clear the stack list of the current system.
4. Depending on the system state (playing, recording, idle, etc.) certain buttons or functionality may be disabled to prevent certain changes from being initiated. This is normal as it is the same on the system.