Congo Backup/Server Functionality

2 Congos on the same network will act in to modes:
- -Server/Backup
- -Server/Client

Server/Backup:

- Console #1 boots up it will boot up into Server Mode [server is displayed in upper left corner of each monitor]
- Console #2 on power up, looks for another server Congo on the network, if it sees one, at the login screen it will Offer up 2 choices: backup or Client. If backup is selected the Congo application will boot up. [backup is displayed in the upper left corner of each monitor]
- Convert to backup will force the server to backup and the backup console to server mode.
- Convert to server will force the backup to server and the server to backup mode.

{Fetch Play}will fetch the current play running on the server will send the play across the network and load it to the Backup Console. (it will not auto save to the console) (A save will need to be performed to get the play locally saved)

{Send Play} will send the current play to the other Congo console on the network. (it will not auto   save to the console) (A save will need to be performed to get the play locally saved)

Server/Client:

- Console #1 boots up it will boot up into Server Mode
- Console #2 on power up, looks for another server Congo on the network, if it sees one, at the login screen it will Offer up 2 choices: backup or Client. If backup is selected the Congo application will boot up. [client is displayed in the upper left corner of each monitor]

Client Mode will track actively change channel levels, track presets recorded and direct selects recorded.