

48 Fader Lighting Console

General Description

The lighting control console shall be a Reduced Instruction Set Computer (RISC) microprocessor based system capable of providing complete manual or memory control of stage, studio and entertainment lighting fixtures via the DMX512 digital protocol. The system shall provide for full proportional softpatching for up to 512 dimmers. A maximum of 216 user programmable scenes, chases and stacks shall be contained within 9 pages of flash memory, the contents of which must be able to be electronically labelled and be outputted directly via the 5 pin AXR connector located on the rear panel.

Construction

All operator controls and associated electronics shall be housed in a single desk-top console of metal construction, the overall dimensions of which must be 716mm x 340mm x 115mm, and weigh not more than 8.0kg unpacked. The front fascia shall be made from a hard wearing polycarbonate with rear printing, and adhered to a metal back plate. The front fascia is to extend to the rear panel and provide all labelling for the input and output connectors and options. A metal fascia, screen printed or otherwise, shall not be acceptable.

The housing must be constructed from 1.6mm Zinc-Steel and finished in a durable powdercoat paint. The bottom chassis must be easily removed and allow complete access to internal electronics and power supplies.

The console must be able to accommodate user nominated options including an onboard 3.5" floppy disk drive, VGA monitor output and a gooseneck lamp. The combined Disk Drive and VGA output option must be designed to allow easy and accurate installation without the removal of any existing electronics.

Power Requirements

The power supply must be fused and be able to operate within the range of 90-264VAC and with automatic frequency selection between 47-440Hz. Power consumption shall not exceed 30Watts. External plug-in type power packs will not be accepted.

The console shall provide a 12 Volt DC current limited supply to a rear panel mounted 3 pin AXR connector, for supply to the optional gooseneck work light.

The power supply must be designed to allow the microprocessor time to write all current console configurations and memories to Flash Memory in the event of input power interruption. The console must be able to return to its last known state once power supply is restored. Battery backed-up RAM is not acceptable.

The console must be able to withstand a power "brownout" of at least 3 seconds duration without resetting. On reapplication of power, the console shall resume where it was prior to the power fail including all timed fades and/or chases.

Standard Features

The console shall provide, but not be limited to, the following features:

- Two banks of faders labelled 1-24 and 25-48, in a typical two preset configuration for setting up general lighting looks and manual operation.
- Three preset masters labelled Red, Yellow and Grab, two Time In/Out faders and one Add/Kill level rotary fader.
- Flash/Assign pushbuttons with integral indicator LED for each of the 48 preset faders and each of the 3 masters.
- A 25 x 7 dot matrix display to provide information on Scene, Chase and Stack numbers or names recorded, Channel levels for editing, Dimmer numbers for patching, In/Out times for scenes, chase

speed in B.P.M. and diagnostic information. The editing of these parameters shall be facilitated by an adjacent 'Edit Wheel'.

- A single 7 segment LED display to show current page number.
- Pushbuttons for selecting Memory Edit, Playback Select, Function Select, Back, Forward, Stop Step, Record Scene, Record Chase, Memory Copy, Console Operation Mode and Playback Page.
- Stack Master for replaying stored memory sequences with level fader, Go, Direction, Pause, Stop-Step, Snap and Autolink function control.
- Two Sound to Light (STL) sources with selectable frequencies to activate stored lighting states.
- A Bass-Step-Chase facility for the triggered synchronisation of Chase steps with the regular repetitive beat of an audio source.

Operation Requirements

Preset Mode

Preset mode shall be for the basic creation and setting up of all lighting looks in a typical two preset operation. A basic lighting look shall be created by setting the required channel on one of the coloured coded presets and setting the same coloured preset master. Other looks may be created in the same manner on the opposite coloured preset. It shall be possible to invert the Yellow preset master to allow a simultaneous manual crossfade from one preset master to the other Preset master, or between the Yellow preset master and the Grab master.

Wide Mode

The Wide mode shall utilise both banks of faders as a single preset of 48 channels. The yellow faders shall control the low channels and the red faders shall control the high channels. The yellow preset master shall control the total output of this single wide preset. The use of the Grab Master in Wide Mode shall enable the console to operate in a two preset 48 channel configuration.

Scene Mode

Scene mode shall primarily be for the replay of user programmed scenes and chases. In this mode, the faders of the red bank shall become playback masters containing 9 pages of the various stored memories. It shall be possible to concurrently run up to 24 scenes or chases on the red playbacks.

It shall be possible to playback a scene or chase on the Grab master and a stack on the Stack master, regardless of the current mode of the console.

Flash/Assign Pushbuttons

Each pushbutton associated with the 48 preset faders and the 3 masters, shall be multipurpose and provide, but not be limited to, the following functions:

- To 'Flash' or 'Bump' the contents of a particular fader.
- Provide an alphanumeric entry.
- Select various secondary functions.

Indicator LEDs

The Indicator LED on each pushbutton, associated with each preset fader or master, shall be multipurpose and provide, but not be limited to, the following functions:

- Indicate valid key options during operation.
- Indicate that a timed fade is in progress by flashing slowly.
- Indicate contents of the playback masters during editing, selecting or programming
 - Scene – "on"
 - Chase – "double flash"
 - Stack – "slow flash".
- Indicate the level of its particular output with a brightness proportional to its equivalent numerical value.

System Design

The console system shall provide, but not be limited to, the following:

- Diagnostic routines to check the status of available memory, switches, LEDs, and the linear performance of faders and the rotary encoder.
- Individual In and Out fade times up to 999 seconds, to be programmable on every scene, or controlled directly from the In and Out Time Faders.
- Provide a 'Page-freeze' function, to prevent the contents of any Red fader from being changed if its fader is above a level of 5% when a different mode is selected, or the current page is changed.
- Yellow preset master operation is to be optional in that 'Normal' or 'Inverted' operation can be selected in the console Preferences function.
- Softpatching to be fully proportional and allow the allocation of any or all 512 dimmers to any one channel fader.
- Up to 500 steps to be programmed in any one stack, of which each step may be a scene, chase or a Snapshot of the output. Delays and Autolinks can be programmed between any step.
- Up to 250 steps to be programmed in any one chase.
- The facility to copy playback information directly to any another memory location
- The facility to save data on to a 1.44MB disk via the disk drive option. The entire memory contents of the console shall constitute one 'Show', and it shall be possible to save multiple shows onto one disk.
- The facility to upgrade system software insitu via the disk drive. Systems requiring any tools or removal of panels to upgrade software will not be acceptable.
- The use of PCMCIA cards or equivalent, for the purpose of saving or backing up internal memory or show data, will not be acceptable.

**The Console shall be a maXim-M from LSC Lighting Systems (Aust) Pty. Ltd.,
or approved equivalent.**