

## **100 PLUS SERIES CONTROL CONSOLE SPECIFICATION.**

### **GENERAL.**

#### A.) Overview.

1.) The control console shall be a microprocessor based control system specifically designed and constructed for simplified control of theatrical, television, film, and architectural dimming systems. The control console shall be designed to be lightweight, portable and easily operated.

#### B.) Channel Capacity.

1.) The control console shall provide for control of 12 or 24 dimmers on 12 or 24 channels, arranged in two rows of manual potentiometers.

#### C.) Mechanical.

1.) The control system shall consist of a freestanding tabletop console with LED status indicators.

2.) The console shall be made of rigid folded sheet steel and flame retardant ABS controls. The control console enclosure shall be designed for table or rack mounting with removable end pieces to facilitate this.

#### D.) Electrical.

1.) The low voltage power shall be supplied through a calculator-style female connector with the outer surface positive, the pin hole negative. The working voltage (current) shall be 110/120VAC, 60Hz AC or 220/240VAC, 50Hz. The Universal Power Supply shall be 90 to 240V. The supply voltage shall be 18VDC (from power supply).

2.) The console shall provide, as standard, (1) dimmer output connector for DMX512 dimmer control. The cable connector shall be a standard 5-pin DMX512 connector.

3.) The power supply shall be UL, and cUL listed and CE marked.

#### E.) Operational Overview.

1.) The console shall either control 24 channels in one scene mode or 12 channels in two scenes with the ability to expand scenes with the Hold feature. The console has the ability to run a single effect. It is also possible to program a single theatrical cue stack of 99 memories for memory playback.

## F.) Operational Features.

### 1.) LED Indicators shall indicate the following:

- a.) Active Channels.
- b.) Mode selected.
- c.) Manual level selected.
- d.) Go button.
- e.) Flash button selection.
- f.) Effect mode.
- g.) Effect active.

### 2.) Channel Sliders.

- a.) The console shall feature two sliders for each channel, mounted one above the other in preset mode. In Single scene mode all faders shall operate as a single 24-channel scene with a hold function to create two-scene operation.
- b.) Each preset of channel faders shall be under the control of a separate master slider in both modes of operation.

### 3.) Master Sliders.

- a.) The console shall feature two master sliders mounted adjacent and in opposition so that a dipless crossfade is performed by moving both sliders in tandem.
- b.) If the masters are set at opposite ends of their scales, the console shall either mix both presets (both at 10) or blackout (both at 0).

### 4.) Timed Fader.

- a.) If the rotary time fader in preset mode is set to a time from 1 second to 5 minutes, the crossfade shall complete in the time set after the masters move to the other end of the scale.
- b.) In effect mode the time fader shall control the effect step time starting at .1 seconds to 5 seconds.

#### 5.) Bump Buttons and Bump Master.

- a.) The console shall have 12 channel bump buttons, one located below each of the channel faders on the lower bank.
- b.) The console shall have a selection switch with LED indicators which selects top or bottom row of faders to be affected by the bump button or off disabling the bump function.

#### 6.) Effects.

- a.) The console shall have a single effect capability and any channel with a level above zero shall be a step of an effect.
- b.) The B fader shall master all effects and allow an effect to be faded in or out.
- c.) There shall be four effects types, forward, reverse, random and bounce selecting the desired effect button shall start or stop any effect.
- d.) The system rate fader shall control effect step times with a separate scale for these times from .1 to 5 seconds. Effect times shall be displayed on the console LED display.

#### 7.) Blackout Control.

- a.) The console shall provide a Blackout button. When the blackout button is pressed all channels are set to zero. Pressing the blackout button again shall restore the channels to their previous levels.
- b.) The Blackout button shall have an associated indication on the adjacent LED display.

#### G.) Weights and Dimensions.

- 1.) The console shall be no larger than 19 inches (483mm) W (without end caps 22.3 inches (566mm) with end caps) x 14.4 inches (310mm) D x 3.3 inches (50mm) H and shall weigh no more than 4.4lbs (2kg).

#### H.) Operating Environment.

- 1.) The console should be operated under general office level conditions, with a minimum of dust.
- 2.) The maximum operating ambient temperature shall be 32 degrees - 104 degrees Fahrenheit. (0 degrees - 40 degrees Centigrade).

3.) The relative humidity shall be 10% - 95% (non-condensing).

I.) Included Furnishings.

1.) Universal Power Supply (90 - 240VAC, auto-ranging).

2.) Dust Cover.

3.) Operation Manual.