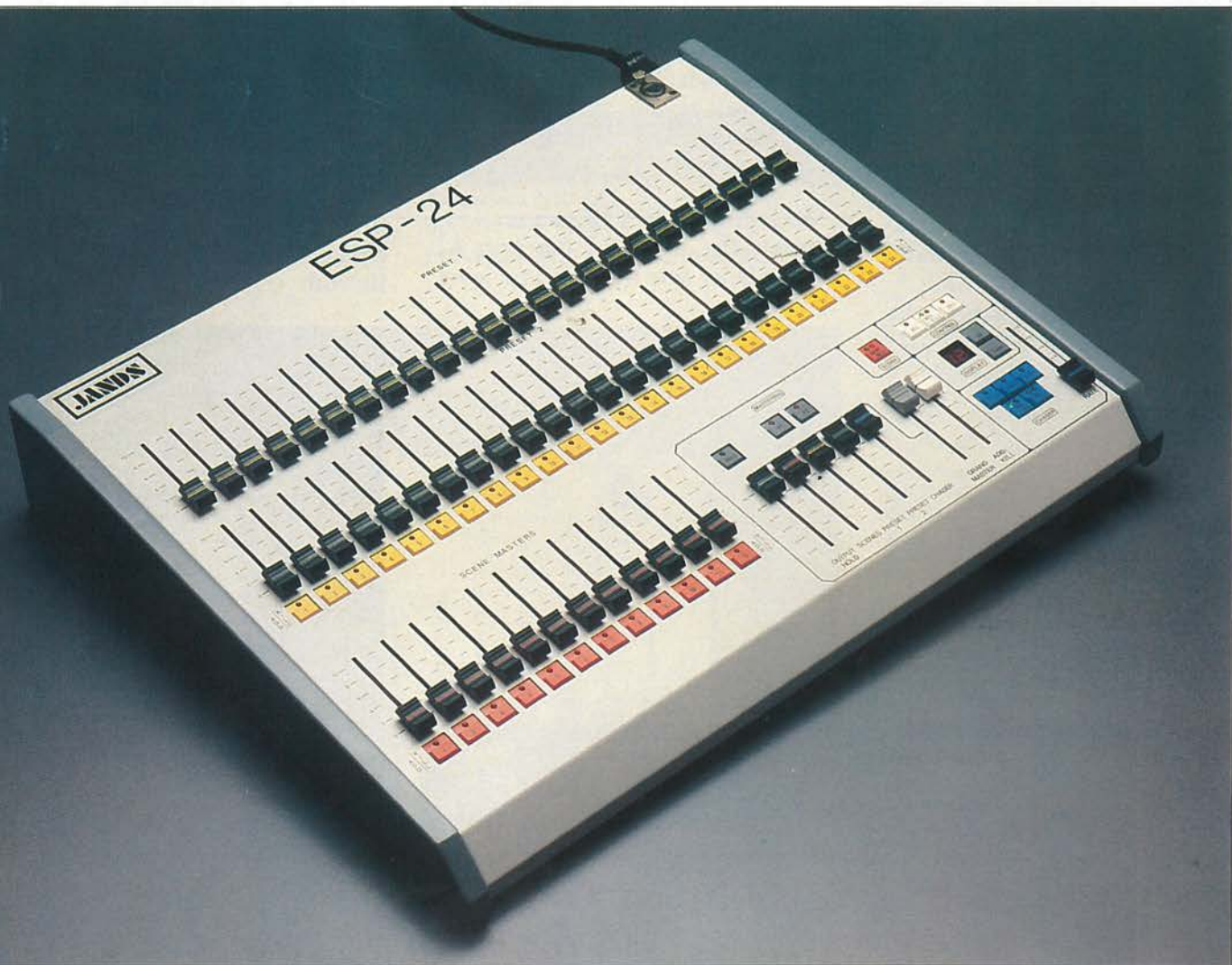


ESP 24-36

LIGHTING CONTROL CONSOLE



JANDS

ESP 24-36

LIGHTING CONTROL CONSOLE

PRESETS

There are 2 presets which allow the ESP to operate as a manual lighting board and which may also be used to programme scenes and chases. Each preset consists of 24 (or 36) longthrow 60mm sliders with colour coded caps. There is a Master fader associated with each Preset.

ADD/KILL BUTTONS

Each of the channels, scene masters and preset masters is equipped with a 'flash' button. In the ADD mode the selected output will flash to the level of the ADD/KILL master. In the KILL mode the output will flash to the level of the ADD/KILL master while blacking out (or killing) all other console outputs.

LED LEVEL INDICATORS

Located in each of the ADD/KILL buttons these LEDs mimic the output of the consoles channels, scene masters and presets.

GRAND MASTER

This 60mm slider provides overall level control of all functions of the ESP except the ADD/KILL buttons.

DBO SWITCH

The Dead Black Out Switch may be used to disable all outputs of the ESP.

ADD/KILL MASTER CONTROLS

An indicating Button swaps between the ADD/KILL function. A master fader sets the 'flash to' level.

SCENE MASTERS

The ESP provides up to 288 level conscious scenes which are stored in banks of 12. The scene master sliders allow the operator to control the level of the scenes in any selected bank.

LED level indicators located in each of the ADD/KILL buttons mimic the output of the scene masters.

To programme a scene: Select the Record operating mode. Set up the desired scene using the manual presets. Select the desired Bank and Scene Master. Press the RECORD Button.

CHASER

The ESP offers a maximum of 12 programmable chasers. Each chase sequence may be up to 24 steps in length, is fully level conscious and provides level accuracy better than 0.4%. A long throw slider is used to set the desired chaser speed.

To programme a chase sequence: Select the Record operating mode. Engage CHASER SELECT and use the UP/DOWN buttons to choose desired chaser. Engage CHASER LENGTH and use the UP/DOWN buttons to choose desired number of steps. Engage CHASER STEP and use the UP/DOWN buttons to choose the first step to record.

Set up the desired output using the manual presets. Press the RECORD Button. Repeat the steps above for all subsequent steps. An AUTO-INCREMENT function is available and will automatically update the chaser step after the previous step has been recorded.

OUTPUT HOLD

The OUTPUT HOLD control is used to temporarily store the current output of the console while changing from one bank of scenes to another. When the OUTPUT HOLD button is pressed the current output of the board is recorded and may be controlled by the OUTPUT HOLD master.

DISPLAY

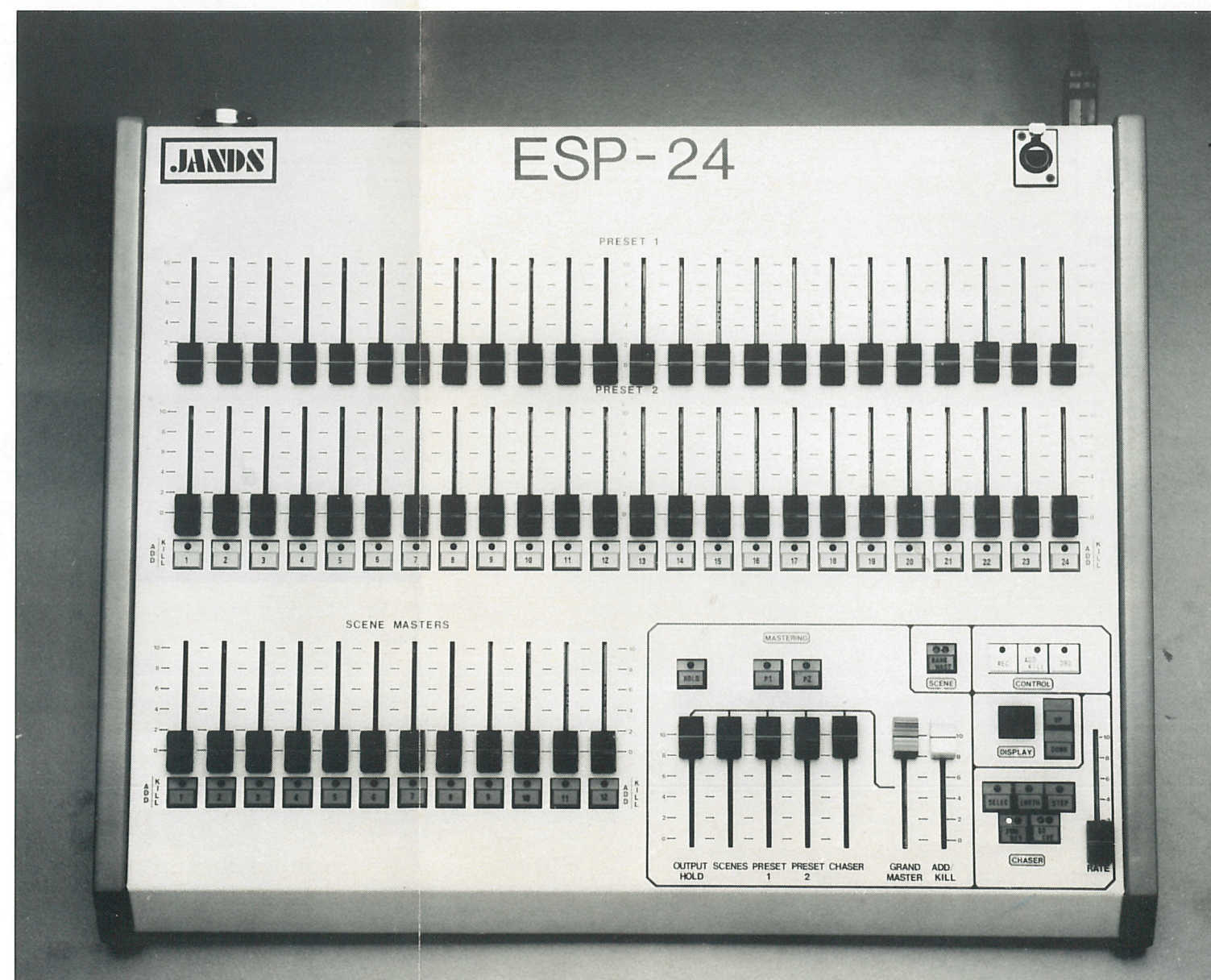
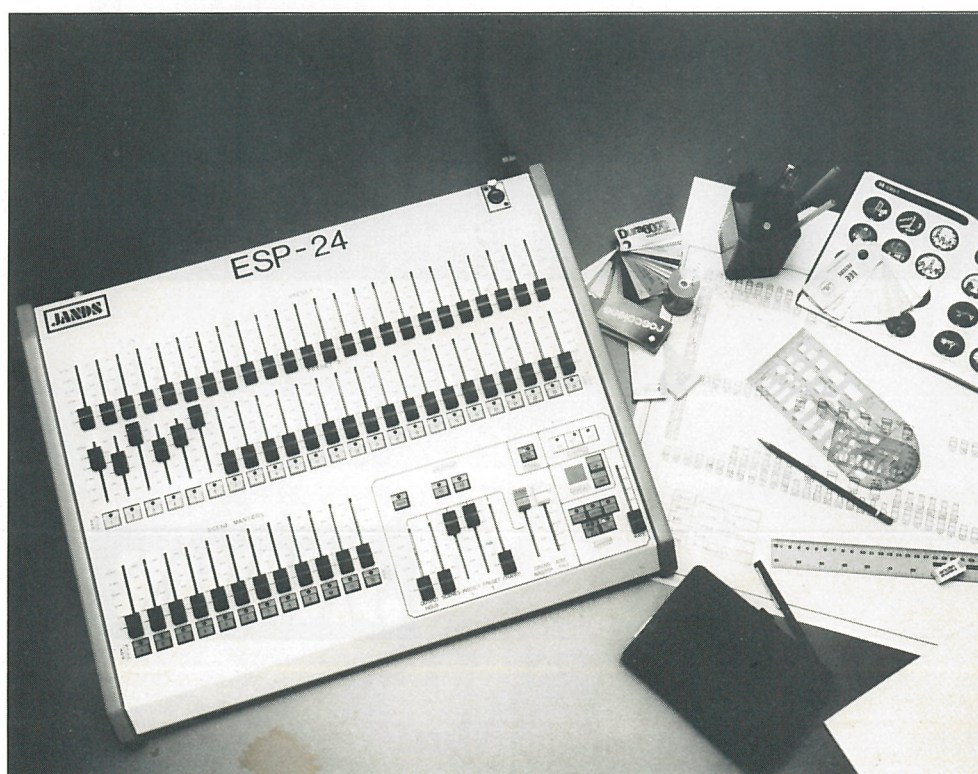
This numeric display indicates the current selection of: Scene Bank, Scene Master, Chaser Length and Chaser Step.

SCENE

This button selects whether BANKS or SCENE MASTERS are on DISPLAY. LEDs indicate which function is engaged.

RECORD

When the RECORD button is pressed to store a scene or chaser step the display flashes 'rc'.



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SPECIFICATIONS:

Channels	24 or 36
Scenes	288 Maximum
Chasers	12 Maximum
OUTPUTS	
Analog	0-10v DC nominal switch selectable for positive or negative
Digital	RS-485 standard, USITT DMX-512 protocol
OUTPUTS CONNECTORS	
Analog	Burndy 48 Pin Female
Digital	Cannon 5 Pin Female
DESK LAMP	
Supply	12v fused at 1 amp
Lamp Type	Littlelite (not supplied)
Connector	Cannon 3 Pin Female
POWER	
Requirements (switchable)	240-110 volts (switchable) 50-60Hz via 2 metre cord with IEC connector (supplied)
Mains Fuse	2 amp 3AG
Dimensions	600mm x 500mm x 100mm 23.6in x 19.6in x 3.9in
Weight	8kg (17.6lbs)



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