



## Zero 88 Engineering Specifications Jester 24/48 – Lighting Desk

### Part 1 - Electronics

1. The lighting control console shall provide control of up to 512 DMX channels.
2. DMX channels shall be assignable to any of the 48 channel faders or to any of the 24 auxiliary buttons.
3. The lighting control console shall be able to operate as both a manual and a memory controlled console.
4. The console shall have 48 channel faders arranged in a 24 channel, 2 preset configuration, and each preset shall have its own preset master fader.
5. Each preset fader shall have a corresponding flash button located below the fader.
6. The console shall provide a 'preset control' function providing the operator with 48 channel 2-pre set operation.
7. The console shall provide the facility to control 24 auxiliary channels, each with it's own off level, on level and flash mode.
8. The console shall have grand master control to control the overall output of all channels and a blackout button to set all channels to zero instantly.
9. The console shall have the facility to record lighting states and lighting sequences along with any associated fade times and attributes.
10. The console shall have an integrated effects control section to provide sequence and audio effects.
11. The chase effects shall have adjustable speed, direction, and attack modification.
12. The console shall have a sequential memory storage system with a 'Go' button for memory replay.
13. It shall be possible to override the programmed fade times live.
14. It shall be possible to interrupt fades with a pause function, and to step manual chases.
15. The console shall have 48 submaster faders onto which stored lighting states and sequences may be programmed.
16. These faders shall be available on 2 pages, selectable by a page button with indication of the current page.
17. The console shall allow memories, submasters, and setup data to be stored on and loaded from USB mass storage devices via a front panel connector.
18. The console shall allow operating software updates to be loaded from the USB.
19. The console shall have rear-mounted connectors for the control outputs and inputs.
20. DMX input and output (to ANSI E1.11) shall be via XLR fixed connectors.
21. DMX patch shall be available from the console.
22. It shall be possible to snapshot DMX input to allow the console to be used as a backup for another console.
23. MIDI In and MIDI Thru connectors shall be provided.
24. The console shall use MIDI notes information to control channels and submasters.
25. A sound input jack shall allow chases to be triggered from a bass beat.
26. A remote input jack shall allow a remote switch closure to be mapped to any front panel button.
27. An internal battery-backed real time clock shall maintain the current date and time both for user display and for creation of files on the USB storage device.

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### **Part 2 - Operation**

1. The console shall provide feedback for all operations via an onboard LCD display.
2. The console shall provide indication of each of the following functions: Next memory, current memory, and memory fade times.
3. A VGA monitor may be used with the console.
4. Monitor displayed information is to include, memories, submasters, preview, outputs, auxiliaries, and super user (including DMX patch) functions.
5. The console shall have a 'super user' mode containing advanced functions.
6. The console shall have a user selectable recovery option in the event of power failure.
7. The console shall undergo self-diagnostic checks during start-up on both hardware and software and shall report any faults to the operator.
8. A built-in hardware test mode shall allow diagnostics of the front panel controls to be performed.
9. The console shall provide basic on-line help screens on the monitor, to give an operational overview of the desk without the need to refer to the manual (supplied on CD).

### **Part 3 - Electrical**

1. The console shall operate from a single phase mains power supply.
2. Supply voltage shall be 100 - 240 VAC.
3. Supply mains frequency shall be in the range 50 - 60Hz.
4. The unit shall consume no more than 30 Watts.

### **Part 4 - Mechanical**

1. The console shall be 28" wide (711mm), 11" deep (279mm), and 3.5" in height (88mm).
2. The console shall weigh no more than 14.33 lbs. (6.5 Kg).
3. The chassis shall be constructed of steel and shall be provided with a removable steel front panel for access to internal electronics.
4. All metal surfaces shall be properly treated and finished in specialist paint or powder coat.
5. The control surface shall be 1.2mm zinc plated steel with a 0.25mm multicolor reverse-printed polycarbonate overlay.
6. All operator controls and displays shall be provided on the top operating surface of the console.