

LIGHTBOARD M

MODULAR LIGHTING CONTROL SYSTEM



Strand Lighting

LIGHTBOARD

L

Up to 144 channels in a two scene preset configuration

I

Control of up to 768 multiplexed or analogue dimmers

G

24 or 48 overlapping submasters with flash buttons

H

8 additional remote submasters

T

Up to 200 cue and effect memories

B

Two playback crossfaders

O

Four electronic proportional patch tables

A

Eight programmable function keys

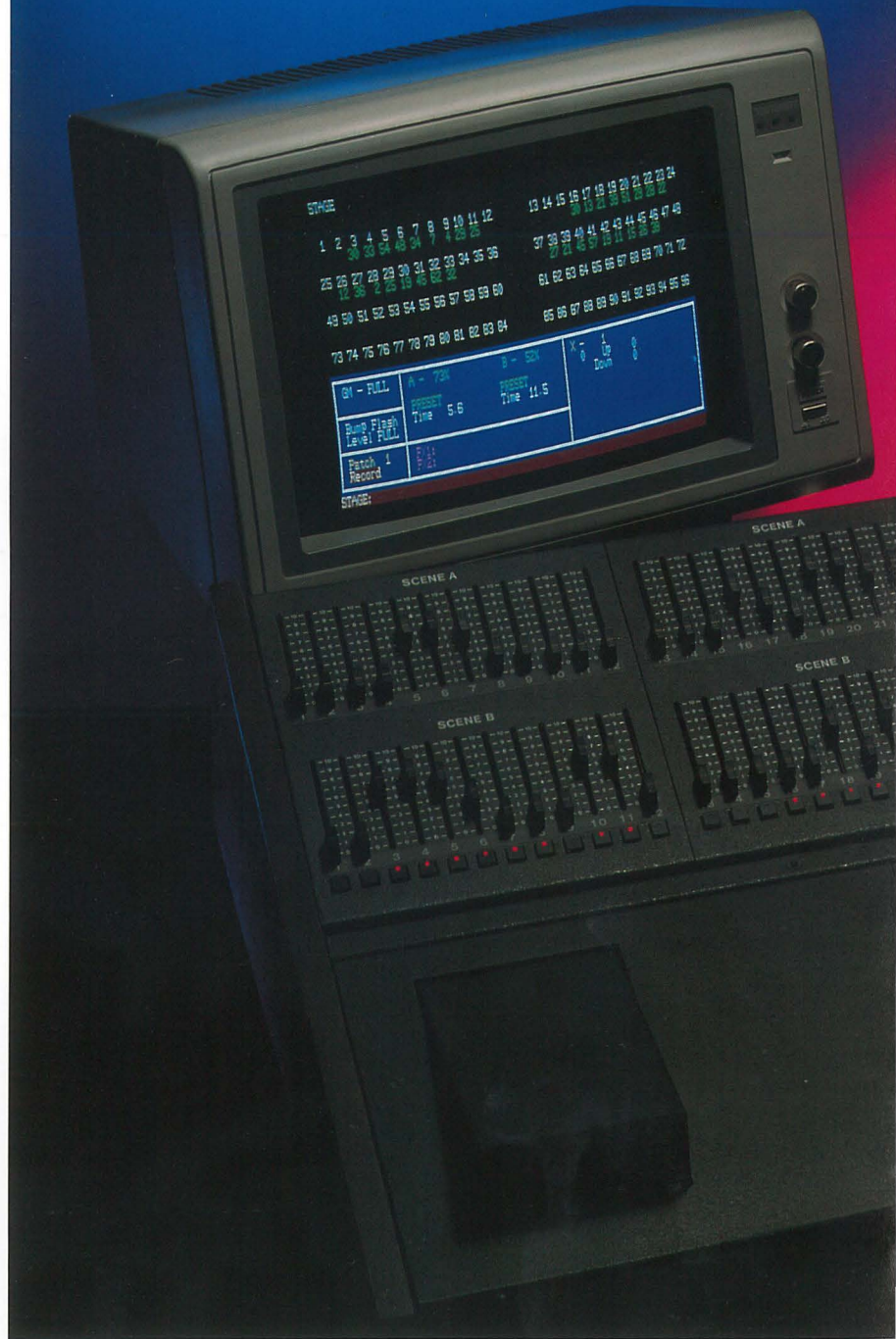
R

Colour VDU, monochrome available

D

3½" floppy disc drive for library storage

M



LIGHTBOARD M is a sophisticated modular lighting control system offering a unique mix of manual, memory, submaster and special effects facilities.

Designed specifically to suit multipurpose control requirements in the live performance field, it has applications wherever the immediacy of 'hands-on' control is needed, or where frequent changes of performance call for a variety of operational styles.

Live music events, nightclubs, conferences and educational productions as well as many medium stage, studio and video presentations are all examples of where Lightboard M's impressive flexibility can quickly prove itself invaluable.

There's a straightforward two scene preset system complete with flash buttons, split dipless crossfader and dual time potentiometers for the simple shows. But manual presets can also be recorded into up to 200 memories, each with split times, delays, links and automated follow-ons.

Add to that a sophisticated programmable effects package with dual level and speed control, and up to 48 submasters which may be quickly loaded with memories. The result is a practical combination of manual and memory lighting control for a wide range of entertainment facilities.

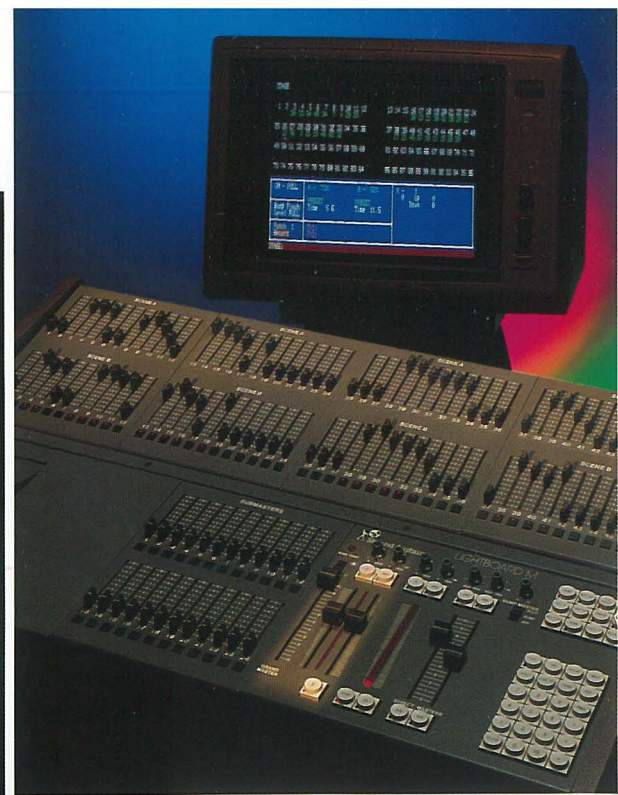
Varied levels of operation and complexity allow the operator to use as much, or as little of the board as that night's performance requires. Rehearsed lighting or 'on the fly', dramatic play or rock concert - Lightboard M handles them with equal ease!

Theme parks, automated exhibits and complex architectural lighting are also suitable applications for Lightboard M. Programmes of up to 32 keystrokes on any of the eight function keys can be immediately activated either from the console, or from the optional remote control unit.

Or, for remote manual control, an additional eight submasters can be included at a podium or stage managers panel, anywhere that manual control of eight pre-programmed memories would be useful.

Manual... memory... special effects... submasters, individually or in combination, Lightboard M means control flexibility unlimited for the designer and operator. And, despite its many sophisticated features, Lightboard M is simple to operate.

BOARD M



Two Scene Preset

Up to 144 channels of two scene preset control are available in modules of 12 channels. Each manual fader is equipped with a Flash button with integral LED for flashing to full, off, or any level in between. The Flash buttons can also be set to operate in "Solo" mode, where all channels other than the channel selected are forced to zero.

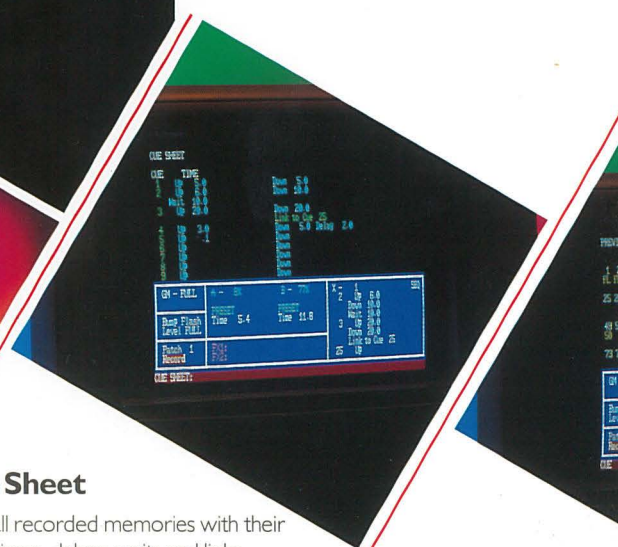
Lightboard M has the unique ability to control the maximum number of channels in the system regardless of the number of channel faders installed. So, where space is limited, fewer channel control modules don't limit the system size.

Control of the two scene preset is provided by a split dipless crossfader with tracking LED bargraph and dual time potentiometers. Alternatively, the A/B fader can be loaded with memories and operated in a timed fade mode.



Displays

A full colour VDU is provided for display of channel and level information, playback status and various operational modes. Displays are selected via the command keypad. In addition to the Stage output, a number of Blind displays are also provided.



Cue Sheet

Displays all recorded memories with their associated times, delays, waits and links. Cue information may be edited in this display.



Memory Playback

Up to 200 memories can be recorded using either the manual faders, the digital address keyboard or both in combination. Once recorded, memories are loaded directly to the X fader for sequential playback. Split timed fades, complete with split delays, links and automatic follow-ons may be activated by a push of the 'GO' button. The A/B fader may be used simultaneously with the X fader in a highest-takes-precedence manner for playback of either manual presets or memories.

A maintenance free super capacitor holds all memories for a minimum of three days in the event of mains disconnection.



Submasters

Lightboard M may be equipped with either 24 or 48 submasters, each of which may be loaded with individual channels or recorded memories. Like the channel faders, each is equipped with a flash button which allows scenes to be flashed to full, off or soloed.

An additional eight submasters are available for installation in a remote location. Submasters may be bank loaded with memories through use of eight programmable function buttons which allow multiple commands to be executed with the push of a single button.



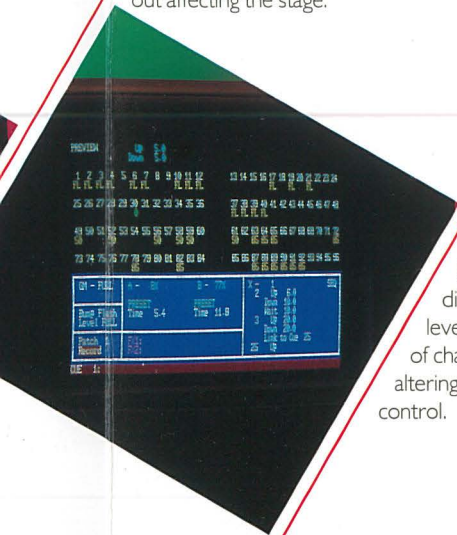
Effects

Any number of memories may be programmed as special effects. Nine types of effects are available, including forward and reverse chases, builds, and memory chases. Two effects may be run simultaneously on dedicated faders, each with speed potentiometers and stop/start buttons.

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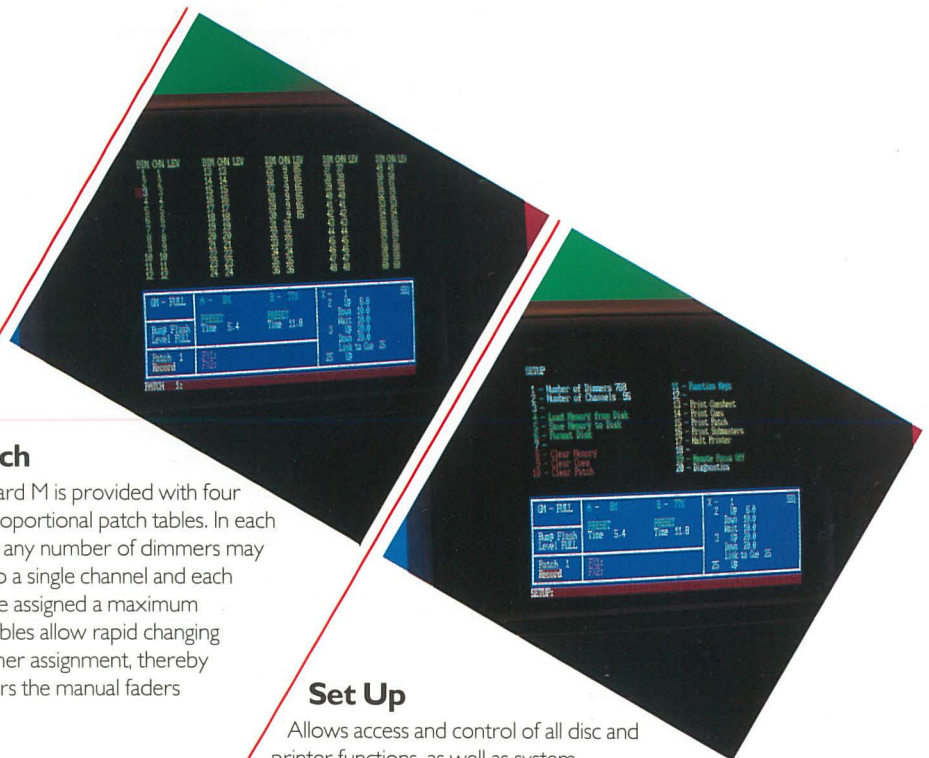
Preview

When in Preview Display, memories may be previewed, modified or created without affecting the stage.



Patch

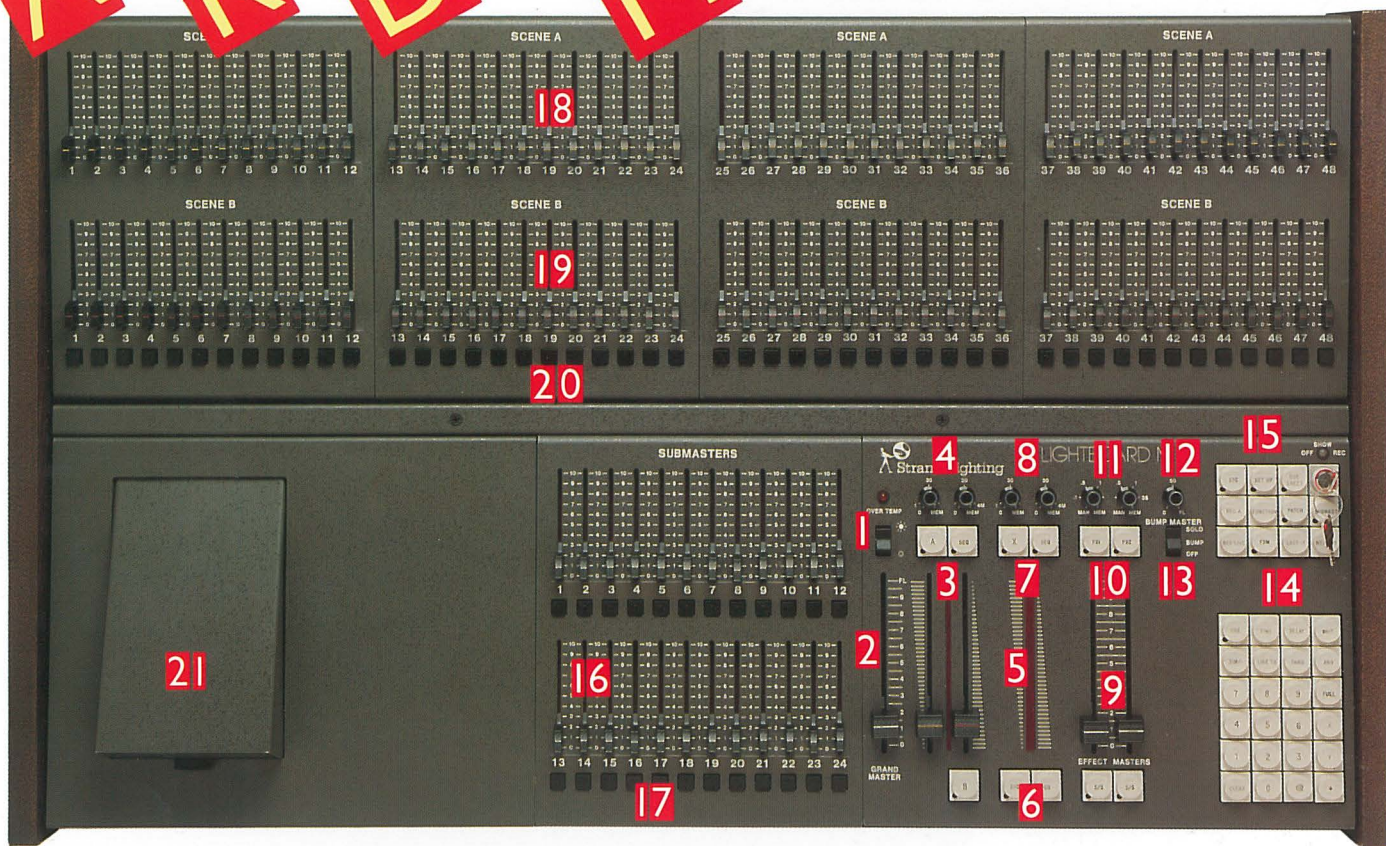
Lightboard M is provided with four distinct proportional patch tables. In each patch table, any number of dimmers may be assigned to a single channel and each dimmer may be assigned a maximum level. The four tables allow rapid changing of channel to dimmer assignment, thereby altering what dimmers the manual faders control.



Set Up

Allows access and control of all disc and printer functions, as well as system diagnostics, and access to the Function Key display.

BOARD M



The **SUPER MANUAL** lighting control console for situations when **JUST** a memory system isn't enough!

LIGHTBOARD M is designed for "hands on" control – Bump (Flash) buttons, manual faders in a two scene preset configuration, dual memory playbacks, special effects and lots of submasters in a modular configuration: a multi-purpose console designed for the special needs of the multi-purpose performance venue.

Colour VDU, disc library storage and a variety of auxiliary controls put Lightboard M into the professional category of control systems.

1. Blackout switch
2. Grand Master
3. A/B Crossfader with LED bargraph, Assign and Sequence pushbuttons
4. Dual fade time potentiometers
5. X Fader with LED bargraph
6. X Fader GO/Stop pushbuttons
7. X Fader Assign and Sequence pushbuttons
8. X Fader Dual time potentiometers
9. Effects Faders with Stop/Start pushbuttons
10. Effects Assign pushbuttons
11. Effects step time potentiometers
12. Bump Level Control
13. Bump selection switch
14. Command Keypad
15. Display Keypad with Off/Show/Record Lock keyswitch
16. Submaster faders
17. Submaster Bump buttons
18. Preset A Channel faders
19. Preset B Channel faders
20. Channel Bump buttons
21. 3 1/2" disc drive (library storage)

Modules & Options

Every Lightboard M console is equipped with a Command Module, colour VDU (monochrome optional), 3½" disc drive, printer interface, worklight; and comes complete with 10 diskettes, mains cable, and a set of 8 metre multiplexed control cables. Standard consoles are indicated to the right showing various channel and submaster configurations.

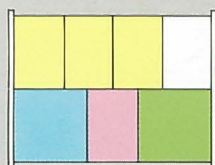
Options:

A full range of optional equipment is available, including controls for the Showchanger Automated Luminaire System. Most Lightboard M configurations may be fitted with the AutoScroll and SetScroll Colour Change controllers, or the Task Master control panels for control of pan, tilt, colour, and other functions.

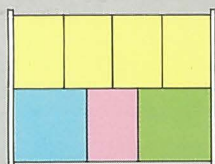
A set of dual electronics are available to act as a full tracking backup for any Lightboard M console. In the event of system failure, a keyswitch permits transfer to a second Central Processing Unit, which contains all system information as well as recorded memories, submaster assignments, patch tables etc.

Optional equipment is listed below:

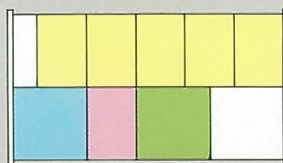
- 73 000 01** Dual Electronic Backup for 96 channel systems
- 73 900 02** Dual Electronic Backup for 144 channel systems
- 73 081 64** Designer Control, providing all channel access, level setting, and memory recording functions. The hand held module also permits access directly to dimmers, bypassing any patch table and channel assignment. Includes control cable and battery charger.
- 73 088 52** High speed printer for printout of all recorded information
- 73 058 50** Colour VDU (additional)
- 73 088 51** Monochrome VDU
- xx xxx xx/SS** SetScroll Module: manual 12 colour, 12 channel controller for the range of Showchanger Scroller colour changers. (Use appropriate Lightboard order code with SS suffix).
- xx xxx xx/AS** AutoScroll Module: 99 channel, 99 memory, 16 colour controller for the range of Showchanger Scroller colour changers. (Use appropriate Lightboard order code with AS suffix).
- xx xxx xx/TM** Task Master control module for control of Pan, Tilt and Colour Change for the Showchanger Parscan and Scrollers.
- xx xxx xx/TML** Task Master and Litescan control modules for control of all automated functions in the Showchanger product range, including pan, tilt, and colour change for the Parscan, and focus, iris, dower and gobo for Litescan.
- 73 088 93** Vinyl cover for 33½" consoles
- 73 088 94** Vinyl cover for 45½" consoles
- 73 088 95** Vinyl cover for 53½" consoles



73 088 13 36 Two scene faders, 24 submasters, 200 memories



73 088 14 48 Two scene faders, 24 submasters, 200 memories



73 088 15 60 Two scene faders, 24 submasters, 200 memories



73 088 16 72 Two scene faders, 24 submasters, 200 memories



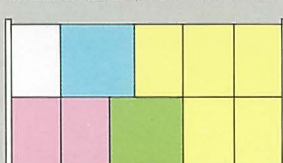
73 088 17 84 Two scene faders, 24 submasters, 200 memories



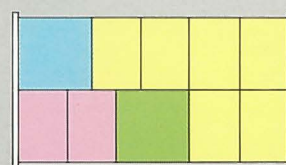
73 088 18 96 Two scene faders, 24 submasters, 200 memories



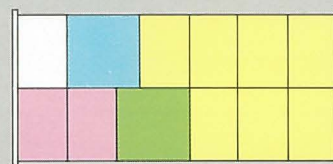
73 088 24 48 Two scene faders, 48 submasters, 200 memories



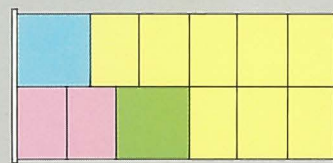
73 088 25 60 Two scene faders, 48 submasters, 200 memories



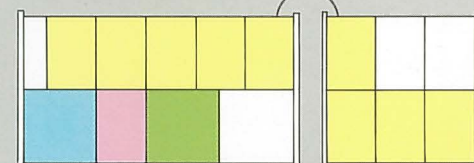
73 088 26 72 Two scene faders, 48 submasters, 200 memories



73 088 27 84 Two scene faders, 48 submasters, 200 memories



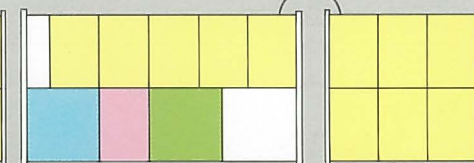
73 088 28 96 Two scene faders, 48 submasters, 200 memories



73 088 19 108 Two scene faders, 24 submasters, 140 memories



73 088 20 120 Two scene faders, 24 submasters, 140 memories



73 088 21 132 Two scene faders, 24 submasters, 140 memories



73 088 22 144 Two scene faders, 24 submasters, 140 memories



12" Library Module



12" Command Module



12" Blank Panel



8" Channel Module



8" Submaster Module



8" Blank Panel



4" Blank Panel (AutoScroll or SetScroll Modules)



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