

► dedicated keys and any parameter of any spot can be easily modified at any time. Once the information has been entered it is a simple task to display this in a variety of formats and information may be copied between spots.

## USING THE ANIMATOR

Employed as a full time vision engineer for BBC television, Andy Dobbs started to get involved with early automated luminaires, such as Goldenscan Mk1s. Four years later, he was spending all his BBC time operating automated rigs varying in size and complexity up to *Top of the Pops*, with sometimes in excess of 60 automated luminaires. Pulsar Masterpieces and Compulite Animators are normally at the control end.

"The Animator 48 at first looks far from simple to operate; however once the control surface has been broken down into recognisable areas, eg. Preset Masters with flash buttons, A/B and C/D timed crossfades, and an editing area, then it starts to look less daunting.

If required the board can be used in a very simple manner, using a single playback in an A/B manual crossfade manner. If you need multiple playbacks, multipart cues, six chasers, position colour and gobo libraries, MIDI show control, stack synthesis etc. then it's all there.

The A48 provides excellent feedback to the operator. At all times, the VDU indicates exactly which bit of the board has control over each parameter of every lamp (and what each lamp is doing) which is particularly useful when you can't see the lamps and all six cameras are looking elsewhere.

The editing facilities are excellent. For example, you're 15 seconds from the top of a show, and all the playbacks and preset masters are loaded, yet you need to move head 27 half an inch left to clear the presenter's expanding

hairpiece. Select lamp 27, move it, and a press of the store button alters *only* the appropriate memory only on the appropriate playback. All without announcing to the LD "I'm going into edit mode" and blacking the place out. If you were really flash, you could globally edit all the other cues where you knew the problem would reoccur.

Also, if you're fiddling around mid show, move a lamp, forget about it, and then clear down the editor, the lamp won't snap back to its filed position; it'll drift back gently, at the user set rate.

The 'sense' of the main trackball is patchable for every lamp; useful for TV work with waggly mirrors, so when it's necessary to move a lamp upstage 'in vision' it does so regardless of the lamp's orientation.

Few 'non-dedicated' boards offer the facilities for multipart cues. On the A48 a cue can have the focus change in 10 seconds, the red dichroic in 5 seconds, and the gobo change instantaneously. Up to eight parts may be assigned to each cue.

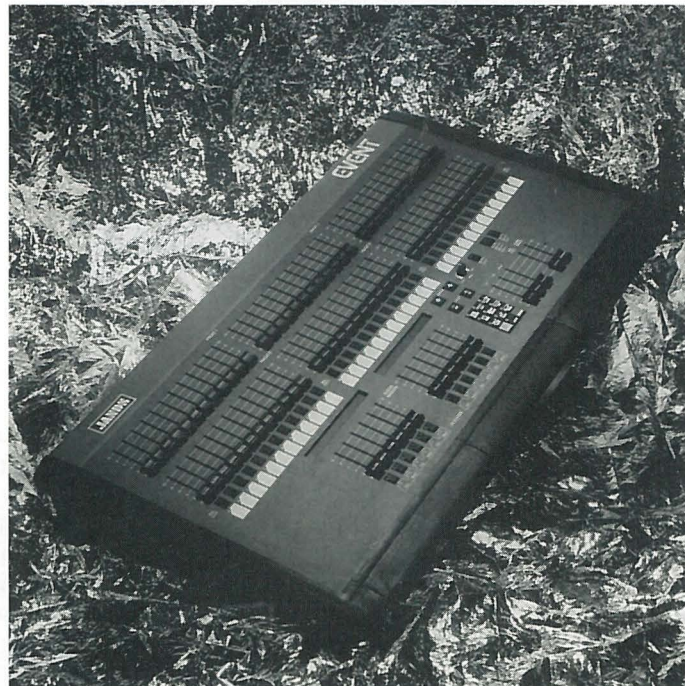
If it's necessary to pull one or more lamps out of a complex cue sequence but you don't want to alter the memories, it's a simple operation to make a new memory from just that lamp — dump the memory on one of the preset masters, from where it will override all other cues.

To summarise, the A48 is fast and flexible, the layout logical, with most buttons single function. Twin VDUs provide good feedback to the operator. It's not the best board to busk on, but, with the addition of a plug in 'Macro Wing' this can change."

## JANDS EVENT & EVENT PLUS, V2.0 & V3.0

Jands, the Australian console manufacturer, are now offering their Event range with a host of new features as Version 3.

The Event is a vastly different



beast from when it was launched three years ago as Version 1.

Even as Version 1 it offered sophisticated features previously unheard of on what was described at the time as a mid-range console.

With the arrival of moving lights, Jands were quick to react, and offered Version 2, which quickly got Event established with the new moving light rental companies, who could now use the same console for various types of jobs, from a small production requiring the instant access of a simple two -preset console to the more complicated product launches, incorporating moving lights and MIDI control of up to 120 channels.

Jands have now gone the whole hog and designed a dedicated moving light controller to meet the ever-increasing control demands of the moving light manufacturers. At the same time they are releasing Version 3.0 as an upgrade to existing Events.

With 'Super-Wide', Version 3 increases the channel capacity to 120 on Event and 252 on Event Plus. Additional options will be supported, including VGA monitor and the long-awaited floppy disc drive for show storage. The VGA monitor support maximises the

Version 3's powerful new display features. For each keypad function, there is an associated VDU screen which displays information relevant to that button's function. Here are a few examples:

**Memory:** A list of the recorded memories is shown, complete with each memory's attributes. The user can then scroll through the list; the selected memory is highlighted.

**Edit-Memory:** The selected memory is displayed, showing the level of individual channels and the other memory attributes. Memories can be edited live or blind.

**Setup:** The Setup screen shows the user setup menu tree. This enables the user to see the position of the option they wish to see more easily.

In addition, there are two more screens accessed when no button is pressed. The first is an output (stage) similar to the V2.0 display, while the second shows the recorded memories and chases.

The VDU can also display for editing the following information tables; Page, File, Softpatch, Solo-safety, Precedence and Preheat. It is now possible to intricate the patch table as a dimmer or a desk channel. Previewing memories and blind editing are additional features