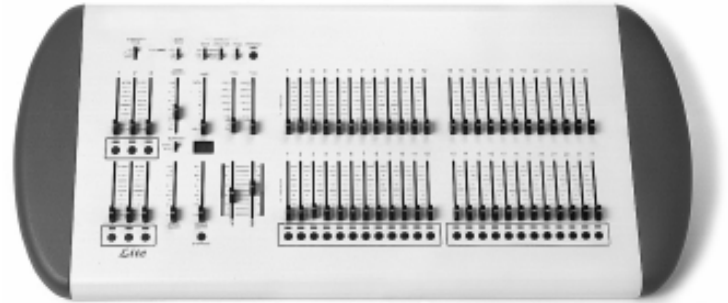


Features

- DMX Patch for 192 Dimmers
- Grand Master with Blackout Switch
- DMX-512 or Analog 0-10 volt Outputs
- Independent Pile-On Submaster Controls
- Split Dipless Cross Fader with LED Display
- Bump Buttons with Level and Sole Controls
- Channel LED's to Mimic Level Assignments
- 96 Step Effects with Level and Rate Control
- User-Friendly Manual Controls up to 60 Channels



Description

The *Lite*[™] emphasizes basic presentation lighting controls in a low-cost package designed specifically for hands-on two scene preset applications.

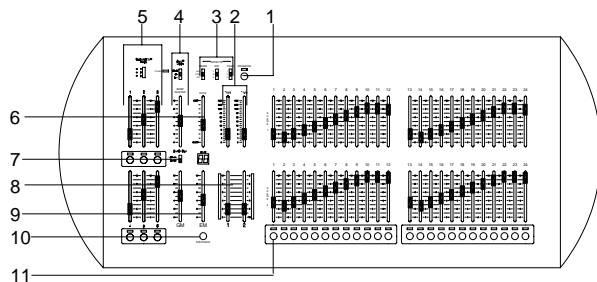
The *Lite*[™] offers direct channel output through split dipless crossfaders with an LED display, individual fade time controls for simple crossfade operation. The channel modules are configured in groups of twelve, each outfitted with a mimic, an LED and a momentary bump button.

Traditional Submaster controls offer up to eighteen memories on three distinct pages of pile-on operation with the crossfaders.

Separate Effects controls allow individual level and speed control of up to 96 individual steps inside the effect. Steps are programmed through the bump buttons.

The *Lite*[™] offers user-friendly DMX or Analog presentation controls in a simple, straightforward package.

Component Information



1. Program Key
2. Fade Time Controller
3. Effects Controls Switches
4. Bump Master with Select Switch
5. Submaster with Bump Buttons and Page Switch
6. Effect Rate Controller
7. Grand Master with Blackout Switch
8. Split Dipless Cross Faders
9. Effect Master
10. Effects Step/ Hold Key

Order Information

Model

- | | |
|---|---|
| <input type="checkbox"/> 12-Channel Console | <input type="checkbox"/> 48-Channel Console |
| <input type="checkbox"/> 24-Channel Console | <input type="checkbox"/> 60-Channel Console |
| <input type="checkbox"/> 36-Channel Console | |

Options

- | |
|-------------------------------------|
| <input type="checkbox"/> Dust cover |
| <input type="checkbox"/> 240 VAC |

Electrical Characteristics

Input Power	120VAC or 240VAC.
Operating Environment	Temperature range: 32° F. (0° C.) to 104° F. (40° C.). Humidity range: 0% - 90% non-condensing.
Output	USITT DMX-512 and Analog Output 0-10VDC

Mechanical Characteristics

Chassis	Heavy-gauge aluminum frame with plastic endcaps, finished with (stylex) paint Straw.
Front Panel	Aluminum grained, painted with clear hard coat finish. High-contrast permanent silk screen for low light level viewing.
Circuit cards	Plug-in style, double sided, through-hole plated, U.L. recognized with G-10 fiberglass rated FR-4

Physical Characteristics

Dimensions	12-Channel—24" L x 4.5" H x 15½" D (60.96cm x 11.43cm x 39.37cm)
	24-Channel—31" L x 4.5" H x 15½" D (78.74cm x 11.43cm x 39.37cm)
	36-Channel—40" L x 4.5" H x 15½" D (101.60cm x 11.43cm x 39.37cm)
	48-Channel—46½" L x 4.5" H x 15½" D (118.11cm x 11.43cm x 39.37cm)
	60-Channel—54" L x 4.5" H x 15½" D (137.16cm x 11.43cm x 39.37cm)
Net Weight	12-Channel—10 lbs. (4.54kg)
	24-Channel—15 lbs. (6.80kg)
	36-Channel—20 lbs. (9.07kg)
	48-Channel—25 lbs. (11.34kg)
	60-Channel—30 lbs. (13.61kg)

Specifications

- The Lite™ Control Console shall be a microprocessor based controller specifically designed for the live performance market. The Console shall be modular by design and have the capacity to address control channels in groups of 12, 24, 36, 48 or 60 channels in a two scene preset configuration. The standard communication protocol shall be USITT DMX-512 and Analog 0-10 VDC at 5mA.
- The Console shall be housed in a heavy duty aluminum enclosure substantially framed for portable use with a sloped front control surface clearly marked for operation. All identifications shall be silk-screened for high contrast, low light-level viewing. All control connectors integrated into the chassis shall be of locking type to insure proper operation.
- The Console program shall be secured in a non-volatile read only memory. The program operation shall not be dependent upon any peripheral device for operation. Recorded memory shall be protected by a ten-year lithium battery.
- The Lite™ Console shall provide, but not be limited to the following as standard features:
 - Channel Faders: Individual slider controls arranged in two rows of 12, 24, 36, 48, or 60 with individual control for manual intensity selection.
 - Bump Buttons: Assigned to individual channel and Submaster controllers for instant output when touched. Solo, On and Off output is selected and controlled by the bump mode selector and intensity fader. LED status indicators mimic the assigned channel output level.
 - Split Dipless Crossfaders: Allows operator control of the two manual preset scenes with separate fader and time controls for each scene. An LED array shall indicate the status of the fader at all times.
 - Grand Master and Blackout Switch: All channel, Submaster, effect and fader outputs shall be assigned and proportionally controlled by this potentiometer and switch.
 - Submasters: Overlapping pile-on Submasters with bump buttons for individual control of recorded outputs. Up to 3 pages of individual Submaster outputs can be recorded in the Submaster memories.
 - Effect Controls: Allow access to special chase effects. Step/ Hold key accesses step mode while order of bump button input determines the order of the steps. Individual rate and level controls allows variable playback options. Effects direction offers forward, reverse and bounce options.
- The Console shall provide, but not be limited to the following operating functions:
 - The level setting capacity shall be accessed through the linear potentiometers available on the channel sliders.
 - The channel playback capacity shall be accessed through the timed Cross Faders which shall execute the individual levels set on the channel modules.
 - The Submaster capacity shall be accessed through the Program key. Any fader output can be captured for storage on the Submaster by selecting the Submaster page and number for the record and by pressing and holding the Program Key and pressing the bump button under the Submaster to be recorded.
 - The Effects capacity shall be accessed by pressing the Program key to access the effect. Select the output to be included in the effect step. Capture the step by pressing the Step/Hold key. Each successive step is created in this method. Up to 96 steps shall be available for each Effect. The direction, level and rate of the Effect may be altered at any time. Effects interact with memories on a highest takes precedence basis.
 - Soft Patch: Up to 192 individual DMX-512 dimmers may be accessed. Any dimmer may be assigned to any channel.
- The Console shall house an integral power supply which shall regulate power within plus or minus 1% of incoming line voltage between 105 and 125 VAC. The console shall have the capacity to operate on 120 VAC, 60 Hz. or 240 VAC, 50 Hz. The power consumption shall not be greater than 1 amp.
- The Lite™ Console shall be manufactured by Electronics Diversified, Inc., Hillsboro, OR USA 97124.