Performance Controls

Bijou™/Bijou ^{Plus}™

Bijou™

- Two sets of GO, STOP/Reverse buttons for ease of automated operation
- 2,500 user-programmable macros
- 50 effects with 100 steps each. Operable via the submaster
- 288 submasters
- 1,000 Cue capacity
- Driver card and output for SVGA Color Monitor.
- 3.5" Floppy Disk Drive
- 512 HTP control channels
- 1024 channel DMX output
- Alphanumeric labeling via optional plug-in ASCII computer keyboard
- Built-in LCD/LED status indicators for MX dimmer racks

Bijou Plus™

- Simultaneous control of 7 types of devices
- Control up to 40 individual units
- Define 20 attributes per each device
- Set up to 100 positions with up to 20 steps per position
- Write 100 actions composed of the positions
- Optical Trackball and Assignable Rotary Controls for Intelligent Lighting
- Link to cues directly
- 8 or 16 bit bit device compatibility
- Invert and tie any set of devices
- Independent Home
- Timed sequencing of positions
- Direct manual control of all attributes
- Additional 512 "last action" control channels

Description

Bijou™

The *Bijou™* shall be a powerful memory console that can operate with the push of a GO button. If direct operation is desired, the *Bijou™* can be ordered with any of three Two Scene/Single Scene configurations, 24/48, 48/96, and 72/144. All *Bijou™* consoles shall come standard with 512 channels of control and the *Bijou™* features listed above. The *Bijou™* will be the perfect control console for many user levels—from churches and TV studios, to Middle Schools, High Schools, Junior Colleges, and University Performing Arts Centers.

Bijou Plus™

The *Bijou Plus™* shall combine the powerful control console of the *Bijou™* with the easy, precise, and positive control of Intelligent Lighting (IL) devices. Such devices include color changers and moving light fixtures with multiple attributes. The Track-ball style X/Y and multiple assignable attribute wheels shall give the operator a well-connected feel for the IL devices under control. This access gives great speed to position programming. The four screen setup: Type of Fixture, Device/Patch, Position, and Action, shall cleanly separate the various types and functions of all the devices.

The *Bijou Plus™* shall allow for operation of specific devices by the submasters and the momentary buttons of the submasters. Individual devices or groups of devices with their pre-programmed actions can be inserted into any cue in the *Bijou Plus™* to allow perfectly coordinated playback. The Actions programmed by the *Bijou Plus™* will operate parallel with the cues, submasters and effects of the *Bijou™*.

Ordering Information

- ❒ Bijou*™* 512 Channel Memory Console
- ❒ Bijou*™* 24/48 Channel 2/1-scene
- ❒ Bijou*™* 48/96 Channel 2/1-scene
- ❒ Bijou*™* 72/144 Channel 2/1-scene
- ❒ Bijou Plus*™* 512 Channel Memory Console
- ❒ Bijou Plus*™* 24/48 Channel
- ❒ Bijou Plus*™* 48/96 Channel
- ❒ Bijou Plus*™* 72/144 Channel

Options

- ❒ MIDI Show Control
- ❒ SMPTE
- ❒ Off-Line Editor
- ❒ Remote Video Receiver
- ❒ Hand–Held Remote
- ❒ Designer's Remote
- ❒ RS232 Port
- ❒ 17" Color Display
- ❒ 15" LCD Color, Flat Panel Display
- ❒ 450 watt min. Uninterruptible Power Supply

I. Description:

A. The *Bijou™* and *Bijou Plus™* consoles shall be high-speed, microprocessor-based, lighting control systems designed specifically for theatrical and television dimming systems. Both systems shall have the capacity to address up to 512 control channels and 1024 dimmers, incorporating the USITT standard DMX512 protocol.

B. All principal control electronics shall be of plug-in design, with locking connectors, housed within a low profile, impact-resistant console. Control outputs will be based on locking-style connectors to ensure positive connection.

C. *Bijou™* console dimensions shall be:
  Memory: 34"L x 14"W x 4.5"H (at rear)
  24/48-Channel: 48.75"L x 14"W x 4.5"H
  48/96-Channel: 35.8"L x 24"W x 8.5"H
  72/144-Channel: 47.5"L x 24"W x 8.5"H
  Bijou Plus™ console dimensions shall be:
  Memory: 42"L x 14"W x 4.5"H
  24/48-Channel: 56.4"L x 14"W x 4.5"H
  48/96-Channel: 35.8"L x 24"W x 8.5"H
  72/144-Channel: 47.5"L x 24"W x 8.5"H

D. The controls in the consoles shall be grouped into keypads, linear potentiometers, and push buttons. These controls shall be designed for numeric input, function selection, and manual controls for automated playback. All rotary and ball controls of the console shall be grouped so that there is no access interference (*Plus* only). Controls for both consoles will be clearly presented for easy selection in a low-light setting.

E. The operating program shall be stored in a flash ROM memory that can be upgraded. In the event of power failure, a ten-year lithium battery retains random access memory.

F. The console shall be equipped with a 3.5" high-density disk drive for recorded information storage, accessed via the set-up menu.

G. Two sets of cross faders allow 2 separate, distinct cue stack/sequences.

II. Standard Features:

A. One high-resolution Super VGA graphic quality detached color display to access the addresses of system parameter screens while displaying fader and cue status information to include:

1. Stage Screen: for channel, fader, and cue information. At minimum, the screen shall display 150 control channels, fader operation, effects activation information, and system identification.

2. Cue Preview Screen: for review and address of recorded cue information without affecting the existing stage picture. Screen shall allow for revision of cue type, channel levels, up time, down time, up and down delay time.

3. Cue List: shall display all cue command line information. Shall display present cue number, cue name, up/down times, in/out cue delay times, and cue link information.

4. Sub Preview Screen: for review and modification of submaster information. Screen shall allow for modification of channel levels, submaster type (normal, inhibited, solo), up time, dwell time, and down time.

5. Track Screen: shall display cues and levels in a spreadsheet type format.

B. Additional displays:

1. Patch Screen: shall organize and review dimmer-to-channel assignments. The system shall have two distinct user patch tables and one default patch.

2. Profile Screen: shall have up to 25 profiles that are selectable and assignable to dimmers. Profile shall allow the shape of the fade to be altered and assigned via the patch table.

3. Setup Screen: for selection of system parameters. Setup shall allow the establishment of default parameters such as tracking, preset, and cue times. Setup will allow for the activation of MIDI format inputs. Setup shall allow for the

initiation of remote monitors, designer remotes, hand-held remotes, monitors, and remotely recorded presets to secondary control source (CopyCat, Sub Commander, and MX backup looks).

4. Sub List Screen: a summary of submaster names and attributes.

C. Additional Keys:

1. The system shall include display keys that quickly access a minimum of eleven distinct screens for console status. The active cue and fader status along with the current and next cues shall be present in the Stage screen.

2. Information keys will offer direct access to commands and routines used in the organization and replay of recorded information to include:

  • **Update**: shall immediately rerecord cue-level information from any stage composition.

  • **Next/Last**: shall reposition cursor.

  • **Macro#**: shall execute the Macro called.

  • **Cue Only**: shall record information on a "this cue only" basis.

3. The system shall offer a dedicated HELP key.

D. Additional Keypads:

1. The system shall include a command keypad that addresses each of the screens and the attributes of cues and submasters.

2. Submasters shall have 12 pages of 24 linear sliders with bump buttons and tri-colored LEDs that can be assigned to operate in a timed, pile-on, inhibitive, or solo status. Submasters may contain specific cue information, channels, effects, or any combination thereof, with a manual or timed status. The color of the LEDs shall indicate the status and type of submaster.

E. The *Bijou Plus™* shall include both high inertia proportional rotary encoder wheels and an optional track ball encoder that can program and take control of assigned attributes.

F. The *Bijou™* and *Bijou Plus™* shall receive and display dimmer rack operational status via a 2 line x 16 character LCD panel providing real time feedback of MX dimmer rack operational functions. Feed back information shall include, but not limited to: Rack Overtemp, No Load, Tripped Breaker (dimmer load circuit), Phase Loading and Voltage. Two LEDs, one red (Attention) and one green (Normal), shall alert the operator to any change in rack status. Feed back information shall be accomplished without any additional control wiring.

Operating Functions:

A. There shall be a configuration set-up menu to display operation options that include:

1. User-specific clear commands.

2. Load and save functions of individual show components.

3. Activation of remote inputs, real-time clock, submaster functions, standard level adjustments, basic disk and print functions, and diagnostic functions.

4. Operating parameters that are changeable without clearing memory assignments.

B. The *Bijou Plus™* shall add the following intelligent lighting control functions:

1. The Type Setup Screen shall display fixture number, fixture name, bandwidth (8/16 bit resolution), inverted sets of fixtures, Assign Source, and Source Listing.

2. The Device Setup Screen shall display Device identity via a number or name, Dimmer assignment, and Device type (*Plus* only).

3. The Position Setup Screen shall display Device identity, Master assignment, Attribute I.D., (Input) source, and Value (*Plus* only).

4. The Action Setup Screen shall display Position I.D., Time, Delay, and Action Run Information (*Plus* only).

5. 512 "last action" control channels

C. A patch feature shall allow the user to assign one or more dimmers to a channel at a specified level. Any dimmer may be assigned as a "non-dim". Twenty-five user-programmable profiles can be assigned that allow actual outputs to be programmed with a minimum of twenty steps. Dimmers may be parked from assigned channels and held at user-specified levels where outputs are exempt from the recording cue process.

D. Control channel list shall be constructed by cursor positioning and the use of: and, thru, except, at, full, clear and enter keys, in combination with numeric values.

E. It shall be possible to capture the current stage output, contents of selected channels, or cue block for modification on the encoder wheel. Selected channels may be held at existing values while others are forced to zero. Channel levels can be altered in a single cue only, or may track through a series of cues. The display shall indicate the status of any channel addressed or recorded. Channel levels may be set, modified, or displayed in either stage or preview modes.

F. Channels shall be assignable to submasters in cue configuration or on a direct basis without any other record feature. Information assigned to submasters may be played back by either manual or timed modes. Timed submasters may be stopped and restarted. An overall dwell time as well as up and down times shall be defined in timed submasters. Displays shall support an alphanumeric label.

G. Attributes assignable to cues shall be: auto start, manual, preset, track, multi-part and link to.

H. Any combination of selected channels and submaster inputs may be recorded into a cue action. Cue actions may have separate up and down times, with delays of up to 999 seconds. Cues may be recorded in any order. Up to nine cues may be inserted between any two whole numbers.

I. A track sheet display shall identify any channel addressed in a cue as either active or passive. Channel levels may be edited in this screen.

J. A cue sheet display shall be provided that lists cues in numeric order with command line and label information.

K. Recorded information may be played back on the principal faders in either a manual or timed mode by selecting the GO command. Timed cues assigned to a fader may be stopped or reversed on command.

L. Active submaster controlling channels may be identified by a tri-color LED.

  • Green LED shall indicate that the submaster contains manual and timed channel levels.

  • Amber LED shall indicate that the submaster contains an effect.

  • Red LED shall indicate that the submaster has been designated as an "inhibitive" (solo) submaster with channel information.

M. Shall be able to initiate a series of up to 20 keystrokes that define an action through a macro command. Macros shall be initiated by start-up (or direct key input) with a capacity for 2500-recorded sequences. Special macros may be assigned to load effects, actions, or positions to submasters and assigned cues.

N. Effects:

  • Up to 100 steps consisting of channels with levels.

  • Can be recorded with any combination of attributes, including chase, bounce, random, and invert.

  • Can be loaded onto and run submaster handles.

P. The intelligent devices operate parallel with cues, submasters, and effects.

Q. Internal diagnostics routines are available in the setup screen test memory, disk read and write functions, key inputs, and video drivers.

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