

# The Vista.



Think visually, work visually.



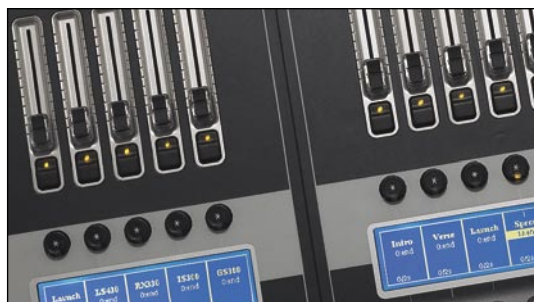
# Imagine ...

Imagine if you could design your lightshow the way you see it—visually.

Imagine if you didn't have to convert your mental picture into a complex series of numbers, then spend ages punching them in. Imagine if you could create lighting effects the way you'd create a painting—with broad brush strokes.

Well finally someone has built a console with you, the lighting designer and operator, in mind. A console that releases your creativity by removing all the hassle and tedious hack work of programming, a console that is fast and easy to use.

That console is the Jands Vista, and it will completely change the way you create your lightshows. Once you've tried it, we reckon you'll never want to go back to the old number-crunching grind.



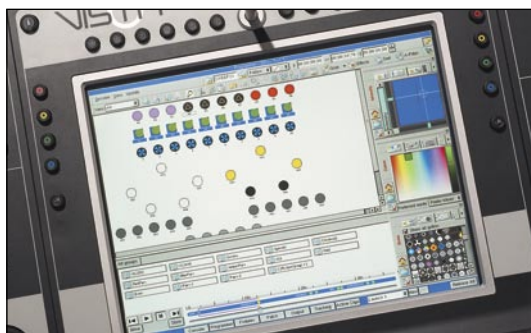
## So what makes the Vista so different?

The Vista is fundamentally different from existing consoles in three major ways:

- a totally new approach to the user interface that makes the Vista incredibly easy to use
- the introduction of a 'timeline' that gives you the complete picture and total control of your lighting events
- a generic fixture model that takes all the hassle out of changing fixtures.

## A user interface that makes sense

We've thrown away the old methods of touch screens, tables of numbers and deeply-embedded menus, and replaced them with a window-based screen that is immediately familiar to anyone who's ever used a modern computer application.



Draw your show with the best drawing tool ever invented—the pen

Instead of a touch screen, the Vista uses a pen. This works in much the same way as a mouse, except that you use it to draw on the screen just as you'd draw on a page. The combination of the pen with our simple, easy to use visual interface makes the Vista the first console that lets you build your lighting designs visually.

## All the variables in the one place

The Vista puts everything you need on the one screen. No more flicking through menus just to change a colour or a gobo—with the Vista you just point your pen at the colour palette and drag it around to choose the hue you want. If you need more precision you can choose from a huge list of manufacturers' gels, or set the exact CMY values you want—all of this on one screen and in just a few seconds.

## Plan your action over a moving timeline

Computer-based audio and video editing tools have made the idea of a 'timeline' instantly familiar: displaying a piece of music or video as a 'clip' moving across the screen over time. The Vista applies this concept to lighting, and the result is an entirely new approach to design and performance.

## See what's really going on for the first time

With the Vista you can actually see everything that's happening in your design in relation to time: when lights come on, when they go off, when they change colour,



when they move. Whatever the sequence of events, you can see it all laid out in front of you, and what's more, you can change any of it simply by picking up the pen, selecting an event and moving it around.

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Create complex effects in a fraction of the time

Let's say you want to create a colour peel-down: instead of translating this fundamentally visual concept into a sequence of 25 keystrokes then punching them into the keypad, with the Vista you just grab the pen and skew the colour information on the timeline. With a few broad strokes you can create the entire effect, without having to turn your brain into a computer to do it.

Find and fix problems quickly and easily

No more playing and re-playing entire sequences to find one small problem. With the Vista you simply find the exact spot you want on the timeline, then jump in and make your changes, quickly and easily, without punching a single button.

Adapt to fixture changes—automatically

One of the most common hassles of a conventional lighting console is having to adapt to changes in fixtures. On most other consoles if you change a fixture type you have to re-program the whole instruction set to match the replacement light, a job that can take hours.

Not on the Vista though: this console records the actual colours, beams and other key details, so when you change a light, the console compares the abilities of the lights and works out how to adapt—even if the new light doesn't have the same feature set. Your show doesn't change, and you don't have to lift a finger.

What about live performance though?

Ask a lighting operator what they want for a live performance, and you're bound to hear "more faders and user-definable buttons." We've taken this wisdom on board and created the ultimate live performance desk.

With the Vista you can split the fader banks to double your playbacks or combine them to give you dedicated control of timing, chase speed and more. You can even use the encoder wheels to set timing and chase speed, and to move through the timelines of your clips. No more switching from page to page or running out of faders with this console.



The Vista—a completely new vision of lighting.

The Vista is a radical new approach to lighting design, but it's an approach that's long overdue, an approach that will make your job much easier and more intuitive. By combining the best features of modern user interfaces with tried and tested lighting controls, we've produced a console that works for you, rather than the other way around. The Vista is easy to use and quick to master.

Be warned though: once you try it, you'll wonder how you ever put up with the endless hassle of your old console.



Model	T4	T2
Control panel (Pen tablet)	1	1
Panel features	Wacom 15” Pen-tablet TFT LCD (1024 x 768 XGA) Twelve user configurable function buttons Keyboard and track pad (secondary pointing device) Left & Right hand Blue, Green, Yellow, Red modifier buttons Left & Right hand Pen modifier buttons Power and Help buttons Four Wacom tablet control / configuration buttons Grand Master (rotary) fader and DBO button Recessed Pen holder	
Playback panel	2	1
Panel features	Two Blue / White LCDs (240 x 64) Ten Playback sets (two banks of 5). Each playback includes; Flash button, Fader, Select and Go button Split mode allows control of up to 20 Clips per panel Buttons can be configured for control of Groups, Presets, etc Page Up / Down buttons	
Multi-function panel	2	1
Panel features: Playback section	Blue / White LCD (240 x 64) Five Playbacks (without faders) Split mode allows control of up to 10 Clips per panel Buttons can be configured for control of Groups, Presets, etc Page Up / Down buttons	
Panel features: Programming section	Blue / White LCD (240 x 64) Three Encoder wheels Next / Previous buttons Twelve context sensitive function buttons	
Panel features: Super Playback section	Single Playback with 2 faders and buttons Go, Pause, Back, Skip Forward, Skip Reverse, Skip to Start, Skip to End buttons Utilises LCD and Encoder wheels for display and real time control of playback and other advanced functions	
Technical Specifications		
Processor	Pentium® 4 Processor 2.8GHz 533MHZ	
Memory	512 Mbytes (Expandable to 1.0 Gbyte)	
Hard Drive	40GB Ultra ATA Hard drive	
Optical Drive	CD-RW Drive (52/24/52X)	
Keyboard	88 button compact keyboard	
Trackpad	Cirque 2 button GlidePoint® trackpad	
DMX Outputs	Four AXR 5-pin sockets DMX-512-1990, RDM compatible.	
Ethernet	One 10/100 BaseT RJ45, compatible with Art-Net & Pathport	
USB	Three Type A USB2.0	
Linear Time Code input:	One 3 pin AXR female socket, 0.5Vpp, 1.2Vpp max.	
MIDI in/thru/out	Three 5-pin 180° DIN sockets	
RS232 COM port	One DB9 socket	
External Monitor Outputs	Two high density DB15 sockets, output resolution 1024x768	
Desk lamp out	Two AXR 3-pin socket, 12V current limited (10W total)	
Audio mic/line in, line out	Three 3.5mm jack sockets	
Trigger in/out	Two 6.5mm jack sockets 5Vpp	
Power Supply	Universal 100~240 VAC +/-10%, 47~63 Hz, 10A max	
Power Consumption	400W maximum	
Power Factor:	>85% typical @ 115VAC	
Mains Connector	One IEC 3-pin socket	
Dimensions (w d h)	1284 x 638 x 218 mm	864 x 638 x 218 mm
Weight (Net / Shipping)	45 / 77kg	38 / 54kg

## Jands Pty Ltd

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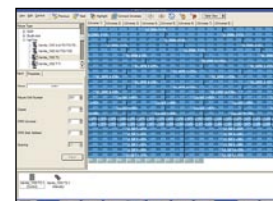
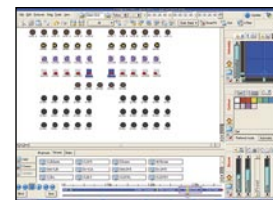
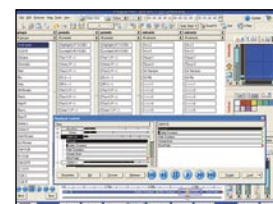
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Specifications may change. Please contact Jands or your dealer to confirm that you have up to date information.

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