

...the compact

grand MA light



The *grandMA light* is the small console that performs all of the functions of the larger Award-Winning *grandMA*. With the *grandMA light*, you lose some of the faders & touch screens, but none of its functionality. It is completely compatible with the *grandMA* and will accept all shows programmed on *grandMA* in view of its reduced hardware.

At 29" x 20" x 5", it only requires a very small space. It has a very bright high-contrast, full-colour TFT touch screen and the viewing angle can be altered via adjustable legs at the rear of the housing. The light will support 2 additional external monitors. It has all of the I/O of the *grandMA*, so it will output 4 DMX universes (with 4 additional ones via Ethernet), DMX in, SMPTE, MIDI, RS-232, audio input, switching analogue inputs, etc.

The *grandMA light* has the features that have made *grandMA* so popular including an internal UPS and hard drive as well as motorised faders for multiple programming and playback options.

Specification and Technical Data:

Hardware - All-On-Board

The *grandMA light* housing contains everything that is needed to work. No additional PC or powersupply is needed. It even contains a UPS to keep the board working in case of missing mains supply.

Programmes and lamptype library are stored on a 2 GB Harddisk, while the actual software version is stored on Flash Disk.

Screen

The full colour TFT screen is one of the most distinctive aesthetic features of the *grandMA light*. It is equipped with the same high-quality touch screen, that people have meanwhile learned to love on the *grandMA*. It can also support up to two outboard VGA monitors. All displays (also the external monitors) are totally user configurable. They can be used for programming, playback or display purposes

Adjustable housing

The *grandMA light* is equipped with "feet" on the rear, so that the entire housing can be adjusted to better viewing angle for the operator.

Motor Faders

There are 10 motorised faders on the left hand side of the console which can do anything the user wants. They offer direct access to any parameter of settings such as fade times, circle movement diameter or effect speed. They allow multiple page operation and a virtually unlimited number of simultaneous playback operations, or they can be used as a single channel or a group of channels with independent levels or as real masters.

Links to the world

Beside one DMX In- and 4 DMX Outputs, MIDI, Sound, SMPTE and printer port, the console offers two serial ports, USB and Ethernet to be ready for any kind of communication.

Software - Total Flexibility

The *grandMA light* is based on the *grandMA* software and thus designed for maximum operational flexibility. At every level, the desk's functionality can bend to the users preferred way of programming, operation and playback. Cue Timing for example can be done as a general Fadetime and Trigpoint setting. Alternatively individual settings for each channel, including delay times, will make a single cue look like a complex sequence.

Operational options

Some operators may use the faders even to adjust single channels and to control playback. Users who prefer to use touch screen and mouse will find a complete different way, or those who like to use encoders, trackball and numeric keypad can also do so. In order to keep the *grandMA light* at the smallest possible measurements, this console does not have the built-in keyboard and mouse within a drawer (as *grandMA*), but the on-housing facilities are designed to give the necessary options, such as opening a keyboard on the touchscreen, if required or switching the Trackball function into a mouse function with three special mouse buttons. External mouse and keyboard can also be connected on option. The console can be run in theatre-style Go button mode from a real Go button situated between the two banks of faders. A offline version of the software will run on a standard PC.

Direct Access

All the *grandMA light*'s key presses have one function only – avoiding menuing or the shift key scenario to reach different levels. A block of function keys can be applied directly to any playback, no matter if it is on a fader or one of the 20 keys.

Intuitive data handling

Most of the data are displayed in some kind of EXCEL spreadsheet, and it will even work this way. Any value or group of values, which has to be changed, can be selected directly and changed in either way. No need to remember your way through multiple Edit menus but just touch and move.

Effect - the easy way

No need to remember that a circle is sinus on Pan and cosinus on Tilt, just select one of the graphics to get the effect you like. Different complex effects (all kinds of feature combinations are possible) with access to size, speed, etc. applicable to any channel. Predefined movement figures for Pan/Tilt control.

Software Updates

Buying a PC, nobody will care specifically for the software, which is implemented right now, as the actual performance is the key. With a lighting board it needs a big deal of confidence in the manufacturer's competence. Based on experience and the philosophy of MA Lighting with their extraordinary after-sales service for the Lightcommander and Scancommander range, it is easy to see that the future possibilities of *grandMA light* are more than promising.

Capacity:

- *grandMA light* controls 2048 channels, 4096 channels on option via ethernet (dimmers and attributes of 8 or 16 bit) with softpatch to 4096 DMX addresses.
- Freely configurable monitor with touchscreen offers flexible operation and precise adaptation to any individual working mode.
- Playback works on the basis of dipless crossfade either in Tracking or Non-Tracking mode.
- The internal harddisk stands for virtually unlimited storage capacity of presets, memories, cues and effects.

Front Panel Layout:

- Adjustable Housing with one built-in Touch Screen with TFT Colour Monitor 10,4" (26,4 cm).
- 1 Encoder for X-/Y-Selection within the Monitor window.
- 6 View-/Macro-Buttons + 1 View Pool Button.
- 4 Encoders with Fast-/Slow-Function for free choice of attributes.
- 10 Motorized Faders as Executor- or Channel-Faders, each with 3 directly assigned buttons.
- 20 Executor Buttons for direct Retrieval of Sequences, Chases and other functions.
- 60 keys, partly including LED.
- Numeric Keypad linked to assigned Push Buttons.
- Noiseless Playback Buttons with GO+, GO- and PAUSE.
- Blackout Button with Grandmaster Fader.
- Yellow Trackball (50 mm diameter) for PAN-/TILT and as alternative Mouse.
- External Mouse can be connected on option.
- External keyboard can be connected on option.

Basics of Operation Modes:

- Setup Menu for start configuration:
- Basic configuration available on harddisk.
- Lamptype library with more than 250 multifunctional fixtures.
- All fixtures and channels can be named individually.
- Softpatch with individual Curve/Invert per channel.
- Definition of new lamptypes on screen.

Display of output and data entry:

- Numeric dimmer channel listing.
- Channel fader symbols.
- Fixture parameter spreadsheets for status report on moving lights and dimmers.
- Different additional options available.

Selection and Data Input:

- Selection via Group Buttons, Mouse, Touchscreen or Keypad.
- Linking operations Thru, + and -, Odds and Evens.
- Data input via four encoders, dimmer wheel or numeric keypad.
- Align option for proportional change of any group of values.
- Preset buttons for the scan features.
- Buttons can be freely moved within the window.
- Presets grouped together for 10 different functions.
- Buttons of different preset groups with different colours.
- Free assignment of which channel to be controlled in which preset.

Automatic effect generator:

- Different complex effects (all kinds of feature combinations are possible) with access to size, speed, etc. applicable to any channel.
- Predefined movement figures for Pan/Tilt control.

Store Options:

- Single cues, chase effects, sequences or effects.
- Selective programming for LTP and tracking mode.
- Basic fade times for fading channels and basic delay for switching parameters.
- Optional individual fade and delay for every single channel.
- Overwrite, Merge, Insert and Add-on option.
- Optionally separate Outfade / Downfade times.

Playback Options:

- Free Assignment between Sequence Pool and Executor faders or buttons.
- Playback via fader or GO-button with stored timings.
- Chaser effects with Auto Run, Audio or manual X-Fade.
- Cue Lists in Tracking or Non-Tracking Mode.
- Auto Loop / Single / Reverse / Bounce / Random.

- Sequence with individual timings per step.
- Go button mode / Auto Timed / Manual X-Fade / Sound.
- Steps can include loops with counter or timer.

Executor Faders and Buttons:

- Executors organised in pages with optional multi-page operation with page freezing for each executor.
- Working mode of faders and buttons can be freely assigned.
- Up to 5 executors can be grouped together to control one cue-list.
- A block of special function buttons can be applied to any executor.

Fader working modes:

- Brightness Master for sequences or groups in HTP Mode.
- Manual X-Fade, Split Fade, AB-Fade.
- Speed, Fade Time, Rate for chaser and sequences.

Button working modes:

- ON/OFF, GO+, GO-, Pause, Flash up and Flash down.
- Fast GO and GO- (<<< and >>>) without fades.
- Temporary Flash Playback even for LTP channels.

Output Listings and Playback Protocols:

- Channel values displayed in different colours for up/down/wait/extern.
- Cue list spreadsheets with step names and all step data for fast modification.

Direct access during Playback:

- Any channel can be controlled directly at any time and in different modes.
- FREEZE, CLEAR and RELEASE functions.
- Pure modifications of values can directly be stored with the UPDATE function.
- EDIT function for direct access to timing parameters and Chaser / Sequence Step modes.

Adjustment of Hardware:

- Touchscreen calibration.
- Software Equalizer for Audio Input.
- Different resolutions selectable for Trackball, Encoder and Wheel.
- Adjustable brightness of screen and desklamp.
- Default Store mode, times and parameters.
- Default fader and button working modes.

Connectivity:

- 4 DMX 512 (1990) Output Lines via 5-pin XLR Sockets.
- DMX Input for remote with 5-pin XLR Socket and DMX Thru.
- Audio Input Line for Mono Audio Signals >20 mV with 6,3mm socket.
- SMPTE Timecode Entry for LTC Timecode >200 mV with 6,3mm socket.
- MIDI Interface with IN/OUT/THRU.
- External control input for direct voltage signals.
- 3 SVGA Output Lines for 2 external colour monitors and 1 service monitor via 15-pin sockets.
- Parallel printer port Centronic via 25-pin SUB-D socket.
- Ethernet Interface for networking (Backup),DMX-transmission and Remote Control with BNC-socket (10Base-2) and RJ45-socket (10Base-T) according IEEE 802.4.
- 2 serial interfaces RS-232C for future extensions (9-pin SUB-D sockets).
- Connections for external Keyboard (Mini-D, PS2-Type) and Mouse (Mini-D, PS2-Type).
- 1 XLR 3-pin sockets for Goose-Neck Deskclamp (12V with integrated, electronic dimmer).
- Power Supply via IEC/CEE 22 Inlet Mains Supply Plug (90 – 230V autoselecting).

Operating system:

- New designed operating system for industrial applications named VxWORKS (no DOS, no WINDOWS).
- Fast cold boot time (less than 60 sec).
- Software update via download from Internet.
- Off-Line Editor, also useable online as remote control.

Hardware:

- Pentium Processor with min. 266 MHz Processor Speed and 64 MByte RAM.
- 12 MByte non-volatile Flash Disk for Operating System, System Software and Installation Data.
- Built-in 2 GByte Hard Disk for Show Data, Library, etc..
- Integrated 3.5" Floppy Disk for easy software upgrading and external storage of Show Data.
- Hidden Reset Button on rear housing.
- Built-in UPS (un-interruptable Power Supply) to withstand main power failures up to 10 minutes.
- Professional protection against electromagnetic interference in compliance with all relevant European EMC regulations.

Weight and Dimensions:

Robust Steel Housing (73 cm wide, 51 cm deep, 12 cm high). Weight: 20 kg.

