

Impact



Strand
Lighting

Impact

Impact's pop-up window programming and graphic fader displays; plus quick RAM and an ergonomically-designed, data entry keyboard create a powerful and affordable mid-range memory control console.

Features

- Manual split and timed crossfaders.
- Function keys for quick access to programming.
- Multi-View displays two cues simultaneously.
- Programmable macros and multiple event snapshot setups.
- 20 additive overlapping submasters with 100 pages of programs.
- Four inhibitive non-overlapping submasters.

With easy operation and optimum speed, this system provides maximum capability in a streamlined portable package.

■ Serial input/output capabilities provide a local area network for system expansion or full tracking backup.

■ Published ASCII serial input codes allow networking with other computer systems.

■ Multiple protocols are standard: DMX512 and AMX192.

■ Runs 960 dimmers on 350 control channels with 400 average cues.

■ Programmable groups.

■ 3-1/2" disk drive.

Peripheral Equipment

■ Full featured Hand-held Remote with a 14 character LCD display.

■ Remote monitor to mimic status of the main monitor.

■ Printer for hard copy documentation of recorded information.



A

Submasters

20 overlapping additive and four inhibitive submasters can be programmed with direct channel levels, cues, and modified cues. There are 100 pages of instantaneous submaster "loads" provided which can be activated from within cues. The submasters can also be "excluded from live recording."

B

Submaster Bump Buttons

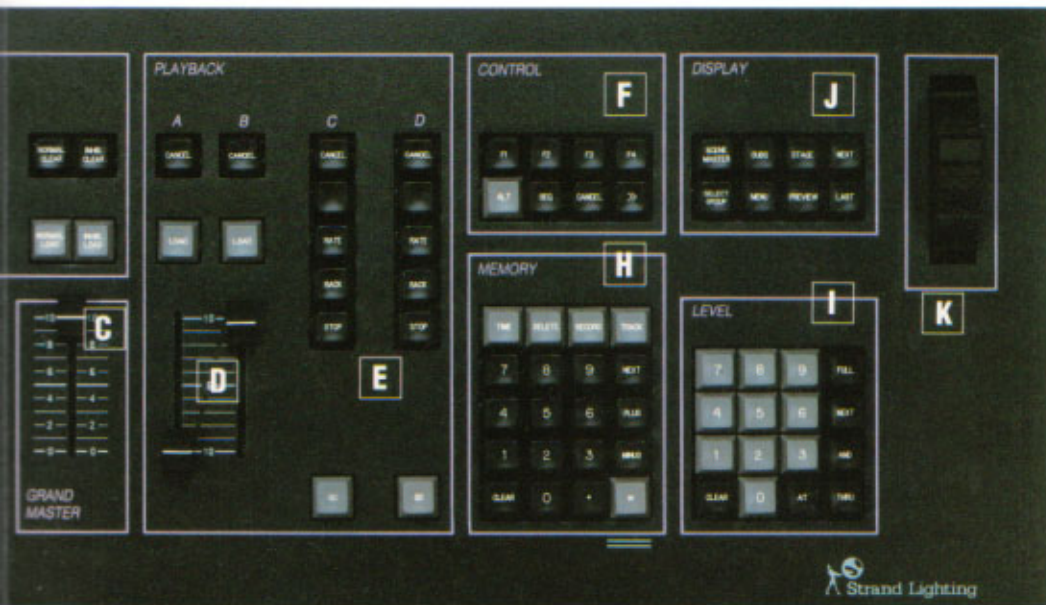
Quick, momentary flash buttons can be either proportionally additive or solo.

C**Grand Master**

Provides proportional control over fader and submaster output levels.

**G****Disc Drive**

A 3-1/2" disc drive allows library storage of all recorded information.

**H****Record Keypad**

Record and playback procedures of memories (cues) are directly accessed with their own keypad.

I**Level Keypad**

Numeric inputs for channel setting, patching, and menu functions are provided with their own keypad.

J**Display Keypad**

Menus and windows with simple branching routines are provided to select system programming and playback viewing.

K**Level/Rate Wheel**

A velocity driven wheel allows smooth channel setting and cue playback rate control.

D**A/B Split Manual Faders**

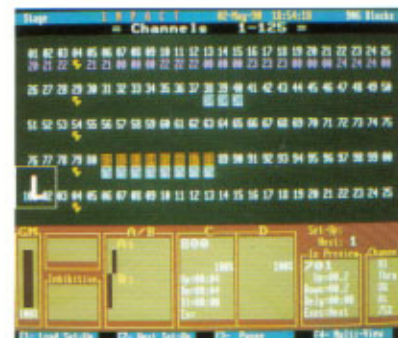
Split dipless or pile-on playback of cues in sequence or a random access manner.

E**C/D Timed Faders**

Electronically timed faders allow pile-on and subtractive playback of cues and effects with the unique "Execute" cue command for multiple event triggering. Channel interaction within faders is "last action takes precedence" and across faders and submasters is "highest level takes precedence."

F**Control Keypad**

Function keys and cursors allow swift control over system menus, windows, and faders.

**L****Monitor**

A dynamic high-resolution CRT displays channel status information in live or blind, and playback windows are "always present" to show fader status.

M**Hand-held Remote**

Nearly every function of the main desk is available through a hand-held remote with a 14 character LCD display. (Optional)



Specifications



Description

The *Impact* control console shall be a micro-computer based lighting system designed and manufactured by Strand Lighting specifically for the control of theatrical and television dimming systems. The system shall support the processing of 960 dimmers on 350 control channels through the use of either DMX512 or AMX192 dimmer output protocols which shall be menu-selectable.

The system shall be designed to support a high-resolution detachable CRT and a hand-held remote focus unit with a 14 character LCD display.

Within the standard console surface shall be keypads, playback controls, 24 page loadable submasters, a disc drive, and space for an auxiliary control panel.

The operative data processing program shall be a non-volatile read-only memory and the system shall not require the use of any peripheral storage/retrieval device to function. In the case of power failure, the random access memory shall be retained by a 30-day battery.

Standard Features

The console shall provide, but not be limited to:

A. Console Keyboard. The main console keyboard shall consist of logically grouped keypads and a level wheel. The keyboard groups include control, display, record, and level. Discrete numeric keypads shall be provided for both record and level procedures.

B. Playback Controls. The playback controls shall contain a split dipless manual cross fader that can be loaded with cues to operate in a sequenced or random fashion. Two electronic playback faders shall also be provided with separate "go," "stop," "back," "rate," and "cancel" keys. A Grand Master shall be provided.

C. Submaster Controls. The system shall contain 20 programmable additive and four inhibitive submasters. Each submaster shall have an associated bump button and be individually programmable by the user.

D. Disk Drive. The console surface shall contain a 3-1/2" disk drive.

E. Color Video. A dynamic, detached high-resolution CRT shall be provided. The system shall also drive a remote video monitor to mimic the main console monitor.

F. Electronics. All memory operative electronics shall be provided on a single PCB board with battery backup.

G. Serial Input/Output Capabilities. RS422 serial communication, hand-held remote emulation, and contact closure interfaces for system communication shall be provided.

Operating Functions

The system shall provide, but not be limited to:

A. Setup

1. The Main setup display allows access to sub-menu routines and default record time setting.

2. The Patch By Channel sub-menu allows interactive assignments of dimmers by channel number. Proportional levels may be assigned to each dimmer. Each dimmer may be programmed as a non-dim.

3. The Patch By Dimmer sub-menu allows interactive assignments of channels by dimmer numbers.

4. The Default Patch sub-menu allows immediate reconfiguration of the patch assignment to a one-on-one basis.

5. The System Configuration sub-menu allows selection of operating parameters, system clock and clear functions. Operating parameters shall be changeable without clearing memory assignments.

6. The Print sub-menu allows individual printing of memories, patch, setups, and cuesheet.

7. The Disk sub-menu accesses disk transfer and format operations. Disk operations shall be possible without affecting live channel level and cue playback status.

8. The Diagnostics sub-menu allows selection of multiple levels of system testing including user confidence plus RAM testing.

9. The Display Scene-Master sub-menu allows each submaster to be programmed as normal, exclude from record, or solo.

B. Level Setting and Recording

1. Control lists may be constructed using the "and," "thru," "next," "full," and "clear" keys in combinations of channels. Selected channels are automatically on the level wheel for proportional adjustments.

2. It shall be possible to capture the current stage output or contents of selected cues for modification with the level wheel.

3. Channel levels may be set, modified, and displayed in either stage (live) or preview (blind) modes.

4. Selected channels may be held at current levels while others are driven to zero.

5. Any or all channels may be recorded into a cue, regardless of their level origin.

6. Cues shall have separate up (to 60 minutes), down (to 60 minutes), delay (to 60 minutes) times and can contain any three digit plus one decimal place numeric value, permitting up to nine cues to be inserted into previously sequenced whole number cue lists. A record next feature shall be provided.

7. Cues may be copied onto new cues, deleted, and re-named in both live and blind modes.

8. A cue shall be able to execute either the next cue number, the next cue in preview, any desired cue, or a snapshot setup of submaster and fader loading. This facility shall allow operation of complicated effect sequences and submaster page loading. The snapshot setup operation shall also be available independently to the user.

9. Channel levels shall be able to be changed in a single cue only or modifications may track through a series of cues.

C. Playback

1. Playback faders and submasters shall interact with a highest takes precedence basis.

2. Cues may be accessed on any fader in a sequenced or random basis.

3. It shall be possible to execute any number of pile-on or subtractive fade actions within a single fader.

4. Time cues in progress shall be able to stop, the rate altered between 0% and 2000% of what was originally recorded, or backed up into the previous cue.

5. Any channel or group of channels shall be able to be accessed independently for instantaneous modification without affecting recorded levels of cues in progress.

D. Backup and Diagnostics

1. A second console shall be able to backup the main console by tracking all operations, if desired.

2. User confidence and RAM diagnostics shall be provided and menu selectable.

Peripheral Equipment

Optional peripheral equipment may be added to an existing system at any time. All wiring and software provisions for optional equipment are furnished with a standard system.

A. Hand-held Remote - The hand-held remote is provided with a 14 character LCD display and duplicates nearly every function of the main console.

B. Remote Monitor - A monochrome remote monitor mimics the displays of the main monitor.

C. Printer - A high speed printer provides a printed record of memories, patch, setup, and cuesheet information.

D. Auxiliary Control - Space shall be provided on the console surface to allow auxiliary control of houselight, worklight, or transfer take control.

Power Requirements

The system requires 6 amps of 120VAC, 60Hz, two-wire and ground AC power. 220/240 VAC, 50 Hz input power is also available.



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