

GENERAL SPECIFICATIONS

DESCRIPTION

The Frog 2 control desk harnesses the power and flexibility of the Frog controller range, and brings it to a new arena.

With a combination of conventional control philosophy and highly flexible multiple playbacks, the Frog 2 provides fast, high-powered control for all types of lighting applications.

The Frog 2 has 2048 channels, which can be controlled over four traditional DMX universes or via Ethernet. Using a numeric keypad, encoder wheels, colour touch screen, palettes, 1000 user definable faders and 2000 user definable keys programming the Frog 2 is both simple and intuitive.

Not only is it simple to build lighting states, it is easy to make dynamic 'on the fly' adjustments during playback. There are 200 cue stacks for recording memories and multiple cue stacks can be played back simultaneously if required, either via live playbacks or via virtual stacks.

It is the flexibility of the Frog 2 playbacks combined with the power of its programming interface that makes the Frog 2 suitable for a huge range of venues and shows, from live concerts to theatre to television to theme parks. Using our iCan or ChilliNet architectural interfaces it is also possible to use the Frog 2 as part of a sophisticated architectural control system.

MAIN FEATURES

- ▶ 2048 Control Channels
- ▶ 2048 DMX Channels, fully patchable. (Output via 8 DMX connectors, 2 per universe)
- ▶ 1000 User definable faders
- ▶ 2000 User definable keys
- ▶ 10 Playback faders (100 pages giving a total of 1000)
- ▶ 200 cue stacks
- ▶ Full effects engine
- ▶ 200 each of Colour, Beamshape & Position Palettes
- ▶ 200 Fixture groups
- ▶ Auto palettes
- ▶ 200 Macros
- ▶ 3 Onboard USB ports for show backups, software updates and connection of accessories
- ▶ CD rewriter for software updates and show backups
- ▶ 2 x SVGA monitor output
- ▶ Colour Touch Screen
- ▶ Onboard fixture library and editor

SPECIFICATIONS

- ▶ Control channels : 2048 - Patchable to any DMX address
- ▶ Playbacks : 1000 over 100 pages (total of 200 cue stacks)
- ▶ User Definable Faders : 1000 (100 pages of 10 faders)
- ▶ User Definable Keys : 2000 (100 pages of 20 buttons)
- ▶ Colour Touch Screen : 5.7inch, ¼ VGA
- ▶ Power supply : External switched power supply (85W)
- ▶ Supply voltage range : 100-240V, 47-63Hz
- ▶ DMX Output : DMX 512-1990 via 8 x XLR 5 fixed sockets (2 sockets per universe). Isolated and over-voltage protected
- ▶ Sound to Light input : 3 pole ¼" Jack socket. 100mV -10
- ▶ Monitor Output : 2 x SVGA standard via 15 pin D connector.
- ▶ Keyboard : PC standard keyboard, UK keymap. Connection via PS/2 connector.
- ▶ Mouse : PC standard mouse. Connection via PS2 connector
- ▶ USB ports : 3 for connection of accessories or for storage
- ▶ Data Storage : USB memory stick or CDR/CDRW
- ▶ Desk lamp supply : 12V 5W. 1 x XLR 3 pin female. For Littlele ® or compatible lamp.
- ▶ Rear mounted control inputs : SMPTE, MIDI in/thru, CAN (iCan and ChilliNet), DMX In, Remote, Line in/out and Ethernet (100 Base T, Artnet /Pathport)
- ▶ Dimensions : 651mm W x 590mm D x 206mm H
- ▶ Weight : 15kg

SUPPLIED ACCESSORIES

- ▶ Power Supply
- ▶ Operating Manual
- ▶ Dust Cover
- ▶ 32 MB USB Memory stick

ORDERING INFORMATION

- ▶ Frog 2 : 00-870-00
- ▶ Frog 2 Flight Case : 00-871-00



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ENGINEERING SPECIFICATIONS

ELECTRONICS

The lighting control console shall provide control of 2048 DMX channels via four DMX universes or Ethernet. DMX channels shall be assignable using fixture libraries, and shall be available as LTP or HTP channel types.

The lighting control console shall be able to record static lighting scenes and chase effects, and shall provide an effects generator for a range of movement, colour, brightness and beam shape effects. Programming shall be performed via 3 high resolution encoders, a colour touch screen, hard keys and a numeric keypad. All programming shall be possible via command line syntax. The console shall provide 1000 user definable faders. The user definable faders shall be capable of storing channel data, effects, palettes, attributes, memories and groups of fixtures. Each fader shall have a fade up and down time assignable. The LTP trigger point for each fader shall be user defined. The faders shall be available on 100 pages, selectable with Page Up and Down buttons. A Dual 7-segment LED display shall provide indication of the current page.

The console shall provide a library of fixture personality data to automate the control of lighting fixtures.

The console shall have 200 sequential memory stacks. Each memory in these stacks shall be user programmable, and shall contain channel information, effects information, fade times and macros. The console shall have 1000 playback stacks, which the cue stacks, can be assigned to. Each playback stack shall have independent control of the stack intensity level, a go, pause and flash button. There shall be a master Go and Pause button to allow for playback of multiple stacks or virtual stacks.

The console shall provide 2000 user definable keys. Each of these keys shall be user programmable and can be assigned with palette, group, memory or channel data information.

The console shall provide a quick method of editing selected channels in any stored lighting state or effect. This function shall be accessible via a single 'Edit' button.

The console shall provide palette control for fixture colour, beamshape and position, 200 of each type shall be available. These palettes shall be accessible at all times to the user via palette screens. The console shall provide 200 fixture selection groups. These groups shall be available at all times to the user via a group screen.

The console shall feature an effects generation system. This system shall provide the user with the option to modify the speed and range of values for the effect.

The console shall have a 3 USB ports and a CD re-writer for data backup and software updates.

The console shall have rear-mounted connectors for the control inputs and outputs. DMX connections shall be via 5 pole XLR connectors, two for each DMX universe. The console shall provide full DMX patching to all universes. The console shall output ArtNet.

OPERATION

The console shall provide feedback for all operations via the on-board colour touchscreen. The console shall provide indication of each of the following functions : Current Memory, Next Memory, Playback Assignments, Effect Attributes, Fade Times, Channel Output levels, Desk Set-up, Encoder assignments and Preview information.

The console shall provide two SVGA monitor outputs. The monitors shall provide extended information about all of the console functions. It shall be possible to lock the monitor display to two selected screens.

The console shall have a set of high resolution encoders for fixture control. These fixtures shall be active at all times.

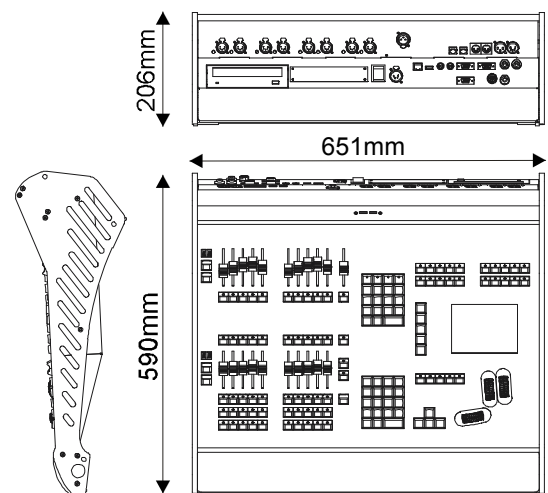
The console shall have a 'set-up' mode containing advanced functions for choosing displays, triggers, fixtures etc. The console shall undergo self-diagnostic checks on power up on both hardware and software, and shall report any problems to the operator.

ELECTRICAL

The console shall operate from a single-phase supply. The supply requirements shall be : 100-240V AC, 47-63Hz.

MECHANICAL

The lighting control console shall be freestanding and shall feature padded wrist rest. The console shall be 206mm high, by 651mm wide and 590mm deep. The console shall weigh no more than. The chassis of the console shall be constructed using a combination of extruded aluminium and machined steel. The front panel shall be securely fixed in position and shall be constructed from 0.9mm gauge steel. Front panel legends shall be screen-printed. All metal surfaces shall be properly treated and anodised or finished in specialist paint or powder coat. All operator controls and displays shall be provided on the top surface of the console. The operating environment for the console shall be +5C - +35C non-condensing.



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