

## GENERAL SPECIFICATIONS

## DESCRIPTION

For too long the creativity of lighting professionals has been stifled by the limitations of lighting control. The Illusion® has been designed to challenge this status quo. Using leading edge technology, exceptional graphics and user definable modes of operation, the Illusion® performs as a fast, effective lighting tool.

## MAIN FEATURES

- ▶ 512 Control Channels
- ▶ Dimmer, Scroller & LTP Control
- ▶ Go Button Playback
- ▶ Remote Triggering
- ▶ 400 Cues
- ▶ 108 Submasters
- ▶ High Resolution Graphics
- ▶ SMPTE/MIDI/DMX IN Option
- ▶ Unique Cueline® Interface

## SPECIFICATIONS

- ▶ Control Channels : 512
- ▶ Submaster Faders : 12
- ▶ Submaster Pages : 9
- ▶ Memory Master Faders : 1
- ▶ Manual Playbacks : 2
- ▶ Auxiliary Controls : 4
- ▶ Available Memories : 400
- ▶ Channel Groups : 20
- ▶ Macros : 10
- ▶ Power Supply : In-line switched mode power supply with CEE22 mains inlet. Connection to console via XLR4.
- ▶ Supply Voltage : 100 - 250 VAC
- ▶ DMX Output : DMX 512 via Twin XLR 5 fixed socket. Data output to USITT DMX-512 1990 Protocol. Data on channels 1-512 Overvoltage protected with data indicators.
- ▶ Audio Input : 1/4" Stereo Jack >10Kohms, 100mV to 10V
- ▶ Data Storage : 3.5" Floppy disk drive. PC compatible, formatted to 1.44 Mb
- ▶ Printer Port : PC compatible parallel port, 25 pin D type female connector
- ▶ Mouse : Mini DIN (PS/2) connector

- ▶ Keyboard : Mini DIN (PS/2) connector. Console supports PC compatible keyboards
- ▶ Video Output : 15 Pin D type SVGA connector for monitor with 1024 x 768 non interlaced display 60Hz refresh rate.
- ▶ Desk Lamp : 1 XLR3 fixed socket. Lamp dimmable under processor control.
- ▶ SMPTE (Where fitted) : XLR3 fixed plug input and output. Output 0dBm, Input 0 dBm +/- 10 dBm. 47KOhm input impedance, max 50V RMS
- ▶ Remote Triggering : 8 Pin DIN connector providing 6 remote switches (common ground)
- ▶ MIDI Connectors (Where fitted) : 2 x 5 pin 180 DIN (IN & Thru)
- ▶ Dimensions : 800mm(W) x 305mm(D) x 85mm(H)
- ▶ Weight : 9.6Kg

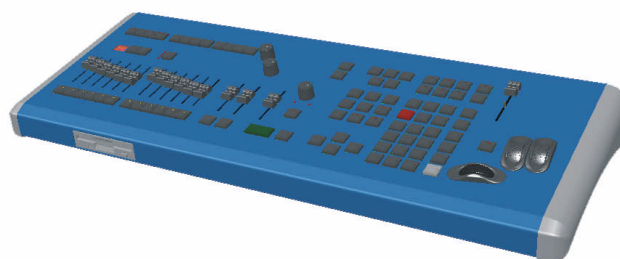
## SUPPLIED ACCESSORIES

- ▶ Operating Manual
- ▶ Power Supply
- ▶ Desk Cover
- ▶ OS Disk

## ORDERING INFORMATION

- ▶ Illusion 500 (230v) : 00-342-01
- ▶ SMPTE/MIDI/DMX IN Upgrade Kit : 00-364-01
- ▶ PS/2 Mouse : 00-345-00
- ▶ PS/2 Keyboard : 00-346-00
- ▶ 15" SVGA Monitor (230v) : 00-372-00
- ▶ Gooseneck Light : 00-293-00
- ▶ Illusion 500 Flight Case : 00-350-00
- ▶ Monitor Flight Case : 00-374-00
- ▶ Illusion 500 Package (230v) : 00-394-00

(consisting of : 1 x Illusion 500, 1 x monitor, 1 x keyboard, 1 x mouse)



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## ENGINEERING SPECIFICATIONS

## ELECTRONICS

The lighting control console shall provide 512 channels of lighting control. Any channel may be assigned to dimmer, scroller or attribute control and may be patched to any channel within the 512 channel DMX output range.

The console shall have a high resolution graphical user interface for all functions. The console shall be controllable via it's own front panel or via an external keyboard and mouse. Keyboard and mouse connectors shall be mini DIN (PS/2) type.

The console shall have an internal real time clock and an optional SMPTE and MIDI inputs for cue triggering. The console shall have a connector allowing 6 external switch connections to be made, these switches shall be assignable to a selection of desk functions.

The console shall have 12 submaster faders which may be assigned to 9 different pages. Full indication of current page number shall be shown both on the front panel and on the monitor.

The console shall have 12 submaster flash buttons which may be assigned to 'flash', 'solo' or 'go' modes of operations. These buttons shall be located below the associated submaster fader.

The console shall have 4 direct access auxiliary control buttons which may be patched to any DMX channel and may have fade times and levels associated with them. The console shall have a single memory master level control and a manual override control for fade times. The console shall have 'Go', 'Pause' and 'Go Previous' buttons for memory stack control.

Channel inputs shall be made via a keypad, input syntax shall be industry standard with a minimum of 'thru', 'and' and 'except' functions.

The console shall have a Grand Master fader to control the overall output of all HTP channels. The console shall have a blackout button to set all HTP channel levels to zero instantly.

The console shall have the facility to record lighting states and lighting sequences, the console shall record fade times associated with these states.

The console shall have rear-mounted connectors for the control outputs. The console shall be tested both at assembly and at finished product stages and be soak tested for a minimum of 12 hours.

## OPERATION

The console shall utilise high resolution, colour graphical user interfaces for programming and editing. The console shall use a graphical representation of the stored memories and provide facility for live and blind programming of any stored state. The console shall have a 'super user' mode containing advanced functions.

The console shall have a selectable recovery option in the event of a power failure.

The console shall undergo self-diagnostic checks during start-up on both hardware and software and shall report any faults to the operator.

The console shall provide the facility for future updates of the operating system.

## ELECTRICAL

The console shall operate from a single phase supply. Supply voltage for European variants shall be 100 - 250 VAC at 45-65Hz.

The console power supply shall be a universal switched mode supply requiring no changes to internal links for operation within the specified voltage ranges.

## MECHANICAL

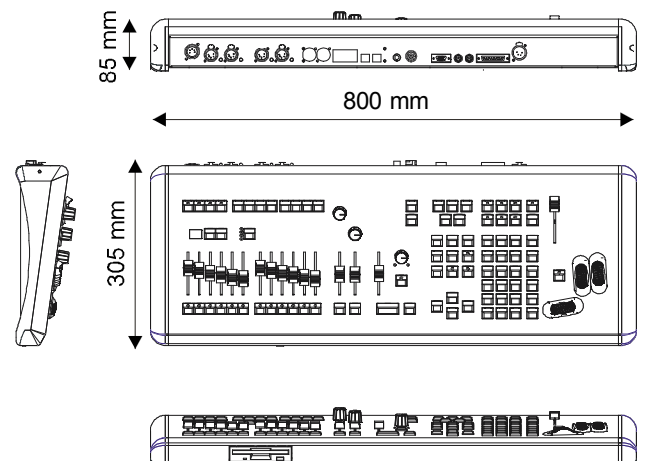
The lighting control console shall be designed to be free-standing. The console shall be 800mm wide, 305mm deep and 85mm in height. The console shall weigh no more than 9.6Kg.

The chassis and removable base, for access to internal electronics, shall be constructed of 1.2mm zinc-plated steel. The control surface shall be constructed of 1.6mm zinc-plated steel. The sides of the desk shall be injection moulded ABS.

All metal surfaces shall be properly treated and finished in specialist powder coat and the front panel details shall be screen printed.

All operator controls and displays shall be provided on the top operating surface of the console.

The operating environment for the console shall be from +5°C to +40°C.



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