



Strand Lighting



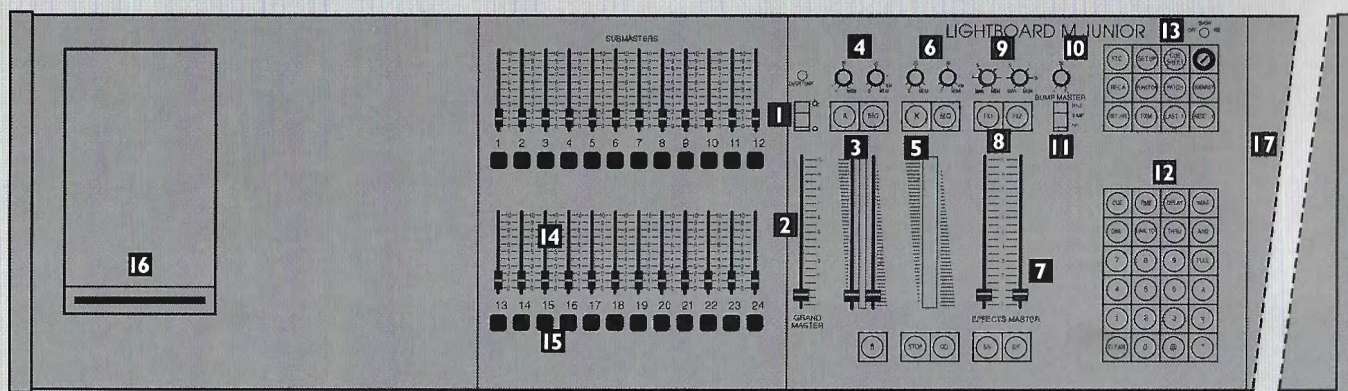
LIGHTBOARD M JUNIOR MEMORY LIGHTING CONTROL DESK

This smaller, more powerful version of Strand's successful Lightboard M console offers virtually the same features except for manual 2-scene preset faders.

- 96 or 144 digitally addressable channels.
- 768 dimmers — 4 tables of fully proportional soft patch.
- 24 fully overlapping submasters.
- Split dipless crossfader for timed or manual cues.

- Any number of recordable effects for channels or memories.
- Two effects playback faders with level and rate control.
- Memory list with editing capability.
- 8 Programmable function keys.
- Internal backup system.
- Colour monitor and 3 1/2" disc drive standard.

LIGHTBOARD M JUNIOR MEMORY LIGHTING CONTROL DESK



A Guide to the Control Desk

- 1 Blackout switch.
- 2 Grand Master.
- 3 A/B Crossfader with LED bargraph, Assign and Sequence pushbuttons.
- 4 A/B Dual fade time potentiometers.
- 5 X Fader with LED bargraph, Go/Stop, Assign and Sequence pushbuttons.
- 6 X Fader Dual time potentiometers.
- 7 Effects Faders with Stop/Start pushbuttons.
- 8 Effects Assign pushbuttons.
- 9 Effects step time potentiometers.
- 10 Bump Level potentiometer.
- 11 Bump selection switch.
- 12 Command Keypad.
- 13 Display Keypad with keyswitch.
- 14 Channel and Submaster faders.
- 15 Channel and Submaster Bump buttons.
- 16 3 1/2" disc drive (library storage).
- 17 Cue Sheet Space

Specifications

General Description

- **Cue Storage** – 200 cues for 96 control channels or 140 cues for 144 control channels.
- **Dimmers** – the system is capable of driving up to 768 dimmers over multiplexed control lines.
- **Memory Retention** – when disconnected from AC mains power input, the control system RAM (Random Access Memory) retains all data for a minimum of three days by use of a maintenance-free super capacitor.
- **Display** – a colour monitor is provided as standard with the system to supply on-line display of channel levels, active cues and effects, and other status information.
- **Special Effects** – the system has two special effects generators which are capable of either channel or memory chase with programmable step times. Any number of Special Effect memories may be created.
- **Patch Tables** – there are a minimum of four independent electronic proportional patch tables.
- **Back-up** – the system incorporates as standard a memory backup which permits channels to be assigned to submasters for proportional control in the event of a central processor failure.
- **Console-mounting Worklights** – two of these are provided as standard.
- **Control Signal** – is multiplexed with no more than two twisted pair of wires necessary to control a maximum of 384 dimmers.
- **Control Surfaces** – are textured dark brown finish with identification in ivory. The console is factory wired with receptacles for the plug-in dimmer cables. An operators handbook, mains power cable and set of 8 metre control cables are included.

Specifications continued

Standard Operating Features

- All 96 or 144 channels may be digitally addressed via the numeric keypad at any time.
- The A/B crossfader allows split manual fading of memories or separate up and down timed fades as set on the dual rotary potentiometers, or playback according to the time set in memory. Immediate manual over-ride and fade time adjustment are possible.
- The X playback provides recorded crossfade, split fade, delay and wait time values. It is possible to halt, reverse, resume and rate over-ride an active cue.
- Fade progress is indicated on the VDU display and on the LED bargraph associated with each playback fader.
- It is possible to create or modify cues blind (without affecting stage output) while in Cue Mode.
- A "Link To Cue" ability is provided, allowing cues to be played back out of numerical sequence
- Eight user-programmable function keys are provided to permit rapid activation of any combination of actions up to 32 keystrokes.
- A maximum of twenty-four Submasters are provided which may control individual channels, groups of channels or entire memories.
- Each Submaster fader has an associated flash button which may be disengaged (Off), flashed to a level set by the Bump Level Control or flashed to a level while killing all other output (Solo).

Basic Control Elements

Command Module

- Grand Master.
- Blackout Switch.
- A three-position Bump Select Switch, which assigns Channel and Submaster Flash Button action to On, Solo or Off.
- A rotary Bump Level Control.
- Two command Keypads for entry and modification of data.
- An A/B split dipless crossfader for playback of recorded memories, with associated Load and Sequence pushbuttons and dual tracking bar graph.
- An X crossfader for playback of memories with Go, Stop, Sequence pushbuttons and dual tracking bargraph.
- Two Effects playback faders with associated Load and Stop/Start buttons, each with LED displays indicating Effect loaded and Effect running.
- Four Fade rate adjustment controllers to manually alter fade times from 0 to 4 minutes on the A/B and X crossfaders, or take recorded Fade times.
- Two fade rate adjustment controllers to adjust Effect step rates from 0.1 to 3 seconds, or to take the recorded step rate.
- A three-position keyswitch labelled Off, Record and Show. When in the Show mode, levels and memories may be modified temporarily, but the modifications cannot be recorded.

General Requirements

The power consumption of the control desk will not exceed 220/240V AC, 50Hz, 100 Watts.

- Memories assigned to a Submaster may be modified live or blind.
- Any number of Effect Memories may be created using either individual channels or entire memories.
- Each effect may be defined as Forward, Reverse Bounce, Forward with Build, Reverse with Build or Bounce with Build.
- Two Effects Playback Faders are provided for proportional level control of active effects. Effects may be started and stopped faded in or out while active, and have the running speed altered.
- Modification to effects memories in playback are immediate.
- The Set-Up Menu provides the ability to reset the number of channels in the system (to optimise display), access to disc recording and retrieval, print command, diagnostics and function key programming.
- The entire system memory may be cleared or cue or patch tables cleared selectively.
- Each of the four patch tables permit electronic patching of any dimmer to any control channel, with proportional level assignments. Any number of dimmers at individual levels may be patched to a single control channel.
- Any dimmer may be accessed directly, by-passing its channel assignment, for rapid checking of an individual dimmer output.

Submaster Module

The Submaster module provides proportional overlapping and pile-on control of assigned individual channels, groups of channels or entire memories. Modifications to channel information in a Submaster store may be performed Live if the Submaster fader is active, or Blind if the fader is not active.

- Twenty four Submaster faders, each with no less than 58mm travel and an associated scale of 0 to 10 calibrated in half steps.
- Twenty four flash buttons with integral LEDs, one per Submaster fader.

Library Storage

Library storage of all recorded information is provided by a 3 1/2" floppy disc drive. Commercially available discs may be used and initial disc formatting facilities are provided in the set up menu.

The rear of the disc module also provides an RS232 port for printer interfaces and a receptacle for the Designer's Remote Focus Module.

Optional Equipment

● **Designer's Remote Focus Module** – provides for remote activation of specific functions of the main system. The unit is hand held with a 10 digit LED readout with scrolling capability. The unit is battery operated with the battery charger being provided as standard.

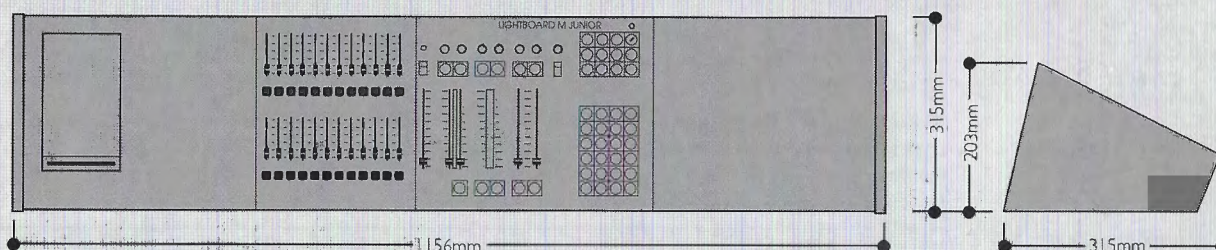
● **Remote Submaster Module** – eight submasters, additional to those installed in the control console, may be provided in a remote location. The remote submasters may be loaded with individual channels or pre-recorded memories. The Remote Submaster Module may also be provided with a set of eight Function Keys, programmable from the console, to allow remote activation of a pre-recorded sequence or reloading of the Remote Submasters.

● **Hard Copy Printer** – provides a printed record of cue level information, the complete cue sheet, patch assignments and effects.

● **Monochromatic Monitor** – a 13" composite monitor may provide local or remote displays. Bandwidth is 16MHz, 15.75kHz horizontal frequency, 50 Hz vertical frequency, with a minimum resolution of 640 x 200.

Dimensional Drawings

Scale 1:10



Ordering Information

Lightboard M Junior	with 96 channels, 200 memories, 24 submasters, disc, colour monitor, mains and control cables, worklights, and a box of 10 diskettes.	73 088 10
Lightboard M Junior	with 144 channels, 140 memories, 24 submasters, disc, colour monitor, mains and control cables, worklights, and a box of 10 diskettes.	73 088 10/144

Optional Equipment

Designer's Control for channel and memory functions. Includes control cable and battery charger	73 081 64
Printer	73 088 52
Colour VDU (additional)	73 088 50
Monochrome VDU	73 088 51
Vinyl cover	73 088 93

The company reserves the right to make any variation in design or construction to the equipment described.



Strand Lighting

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