

Action

24 and 48 channel memory lighting control systems

From Strand Lighting catalogue (undated)



A small memory system but with many capabilities, Action 24 and 48 have been specially designed for operation with the ACT range of portable multiplexed dimmers, or with a standard analogue dimmer through use of a demultiplexer.

For smaller theatres and studios, touring companies and amateur productions, Action offers professional stand memory lighting control at an affordable cost. The compact attractive consoles are ruggedly built for hard service touring conditions. Of all-metal construction, finish is black with powder blue signing. The front rail extrusion is designed to act as a carrying handle.

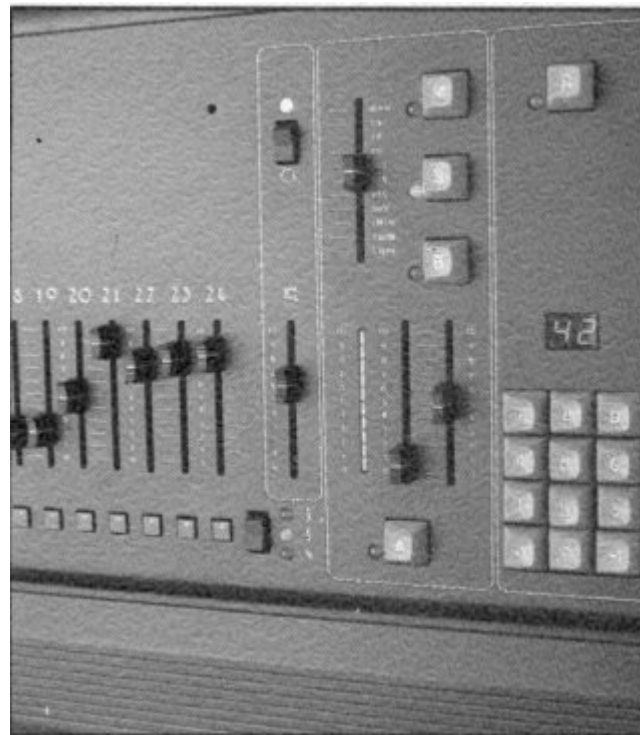
ACTION SPECIAL FEATURES

- 24 or 48 channels
- 99 memories
- Channel flash buttons with integral LEDs
- Split dipless crossfader
- Fade time controller
- Digital keypad with LED display window
- Nine special effects, including sound-to-light
- Special effects speed control
- Record lock keyswitch
- System diagnostics
- Multiplex output (Strand D54, I think (Ed.))
- Optional plug-in plot lamp

Item numbers

Action 24 - 04 601 24

Action 48 - 04 601 48



Specification

- **Channel faders**
Each of the fader potentiometers is identified by a number, and operates over the scale shown of 0 - 10. Lighting scenes set by the manual faders can be recorded in any one of the 99 memories.
- **Flash buttons**
Push buttons with integral LED for each channel provide flash-to-full, flash-to-off, or are inactive, as selected by a 3-position toggle switch. LEDs also indicate active channels in a running effect or in a pre-recorded memory prior to modification.

- **Master fader**
This provides proportional control of the output of the channel faders and active effects.
- **Keypad**
Calculator-type keypad has numbers **0-9**, **Clear** and **-1** functions, for selection of memory and effects numbers for recording and playback. A 2-digit LED window above the keypad displays the selected memory or effect number, the display also indicates that channels with levels are present in the memory and effect number.
- **Record pushbutton and record lock**
Pushbutton with LED and an audible 'bleep' records the lighting state in the selected memory. A removable key locks the recording and prevents unauthorised use.
- **Modify**
Memories and effects may be re-recorded in blind mode by the Modify pushbutton. Active channels in a selected memory are indicated by the flash button LED. Their levels can be adjusted up or down and then re-recorded by pressing Modify a second time.
- **Split crossfader**
The split handled dipless crossfader provides 2-scene preset control where either or both the A and B presets are active. Each has a memory transfer button with LED to indicate the presence of a loaded memory. Memory playbacks operate on the 'highest takes precedence' principle with the manual faders.
- **Fade time controller**
Timed crossfades can be selected in the range two seconds to five minutes using the fade time potentiometer. Manual operation is set at the top of the scale. Preset fade times are adjustable any time.
- **Sequence**
With the Sequence pushbutton on, the memory number in the LED display increments automatically after each record push in preparation for the next scene. In Playback Mode, Sequence loads the next memory into the dark preset at the completion of a crossfade.
- **Effects**
Each of the nine programmable effects can contain up to 48 steps and any number of channels per step. Effect running speed is set on the FX speed potentiometer, and may be modified at any time. Fade in and fade out times can be set on the fade time potentiometer. Effects include:
 - Four chases
 - Cycle
 - Random
 - Flicker
 - Sound-to-Light
 - Bass Beat

The four programmable chases permit positive (forward), shadow (negative) and build type effects to be created. Sound-to-Light modulation control is provided by three potentiometers.
- **Memory Clear**
When pushed simultaneously with the Record pushbutton, this function allows a selected memory or all memories to be cleared.
- **Back-up**
Memory is retained for a minimum of seven days if there is a power failure. With mains power supplied, the faders remain active in the unlikely event of failure of the central processor.
- **System diagnostics**
A self-diagnostic programme tests all internal memory locations, multiplex output, displays and other major areas of the system. The LED window reports any faults using eight specific error codes.
- **Power requirements**
220/240 volts AC, 50 Hz. 100-120 volts AC, 60 Hz available as an option.
- **Optional accessories**
04 601 00 Action Demultiplexer. 0 to -10v control (via silicon diode and 10k resistor) convertible to +10v control. Switch selectable to control dimmers 1 to 24 or 25 to 48. Supplied with mains lead.
08 601 04 High intensity gooseneck plot lamp for Action desk.

Action consoles are supplied with the following:

- 07 255 83 2m AC mains cable
- 07 255 59 5m data cable
- 08 604 24 Dust cover for Action 24 or*
08 604 48 Dust cover for Action 48*
**Dust covers supplied as standard from January 1989*