

Lightboard M



- Up to 144 channels in a two scene preset configuration
- Control of up to 768 multiplexed or analogue dimmers
- 24 or 48 overlapping submasters with flash buttons
- 8 additional remote submasters
- Up to 200 cue and effect memories
- Two playback crossfaders
- Four electronic proportional patch tables
- Eight programmable function keys
- Colour VDU, monochrome available
- 3½" floppy drive for library storage

LIGHTBOARD M is a sophisticated machine offering a unique mix of manual, memory and special effects facilities.

Designed specifically to suit multi-purpose use in the live performance field, it has the immediacy of "hands-on" control and the flexibility of memory changes of performance call for a variety of applications.

Live music events, nightclubs, conference presentations as well as many medium scale productions are all examples of where the flexibility can quickly prove itself invaluable.

There's a straightforward two scene playback system with flash buttons, split dipless crossfader and a simple keyboard for the simple shows. But manual playback and up to 200 memories, each with split timing and automated follow-ons.

Add to that a sophisticated programme level and speed control, and up to 48 memories, quickly loaded with memories. The result is a combination of manual and memory lighting control for entertainment facilities.

Varied levels of operation and complexity are possible, as much, or as little of the board as the user requires. Rehearsed lighting or "on the spot" control - Lightboard M handles them with ease.

Theme parks, automated exhibits and stage lighting are also suitable applications for Lightboard M. Up to 32 keystrokes on any of the eight function keys can be immediately activated either from the console or the remote control unit.

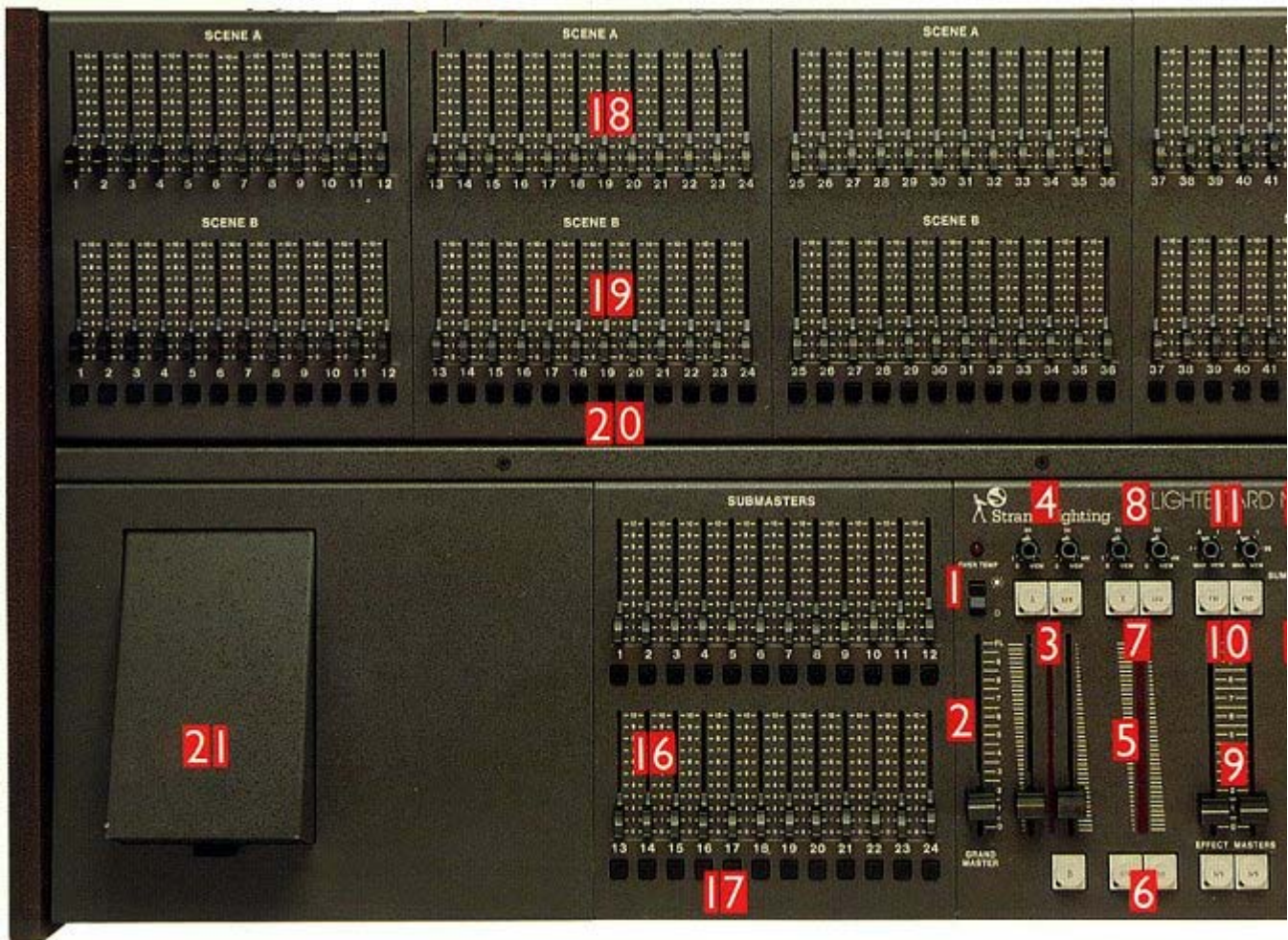
Or, for remote manual control, and additional features can be included at a podium or stage manager's console for manual control of eight pre-programmed scenes.

Manual... memory... special effects... special effects... a combination, Lightboard M means control for the designer or operator. And, despite its sophisticated features, Lightboard M is simple to operate.

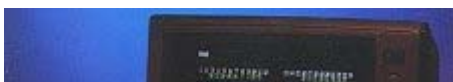


The SUPER MANUAL lighting control console for situations when JUST a memory system isn't enough!

LIGHTBOARD M is designed for "hands on" control - Bump (Flash) buttons, manual faders in a two scene preset configuration, dual memory playbacks, special effects and lots of submasters in a modular configuration: a multi-purpose console designed for the special needs of the multi-purpose performance venue.



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|----|-------------------------------------------------------------------|----|----------------------------------------------------|
| 1 | Blackout switch | 12 | Bump Level control |
| 2 | Grand master | 13 | Bump selection switch |
| 3 | A/B crossfader with LED bargraph, Assign and Sequence pushbuttons | 14 | Command keypad |
| 4 | Dual fade time potentiometers | 15 | Display keypad with Off/Show/Record Lock keyswitch |
| 5 | X Fader with LED bargraph | 16 | Submaster faders |
| 6 | X Fader GO/Stop buttons | 17 | Submaster Bump buttons |
| 7 | X Fader Assign and Sequence push buttons | 18 | Preset A Channel faders |
| 8 | X Fader dual time potentiometers | 19 | Preset B Channel faders |
| 9 | Effects faders with Stop/Start pushbuttons | 20 | Channel Bump buttons |
| 10 | Effects Assign pushbuttons | 21 | 3½" disc drive (library storage) |
| 11 | Effects step time potentiometers | | |



Two Scene Preset

Up to 144 channels of two scene preset control are available in modules

of 12 channels. Each manual fader is equipped with a Flash button with integral LED for flashing to full, off, or any level in between. The Flash buttons can also be set to operate in "Solo" mode, where all channels other than the channel selected are forced to zero.

Lightboard M has the unique ability to control the maximum number of channels in the system regardless of the number of channel faders installed. So, where space is limited, fewer channel control modules don't limit the system size.

Control of the two scene preset is provided by a split dipless crossfader with tracking LED bargraph and dual time potentiometers. Alternatively, the A/B fader can be loaded with memories and operated in a timed fade mode.

Memory Playback

Up to 200 memories can be recorded using either the manual faders, the digital address keyboard or both in combination. Once recorded, memories are loaded directly to the X fader for sequential playback. Split timed fades, complete with split delays, links and automatic follow-ons may be activated by a push of the "GO" button. The A/B fader may be used simultaneously with the X fader in a highest-takes-precedence manner for playback of either manual presets or memories.

A maintenance-free super capacitor holds all memories for a minimum of three days in the event of a mains disconnection.

Submasters

Lightboard M may be equipped with either 24 or 48 submasters, each of which may be loaded with individual channels or recorded memories. Like the channel faders, each is equipped with a flash button which allows scenes to be flashed to full, off or soloed.

An additional eight submasters are available for installation in a remote location.

Submasters may be bank loaded with memories through use of eight programmable function buttons which allow multiple commands to be executed with the push of a single button.

Effects

Any number of memories may be programmed as special effects. Nine types of effects are available, including forward and reverse chases, builds, and memory chases. Two effects may be run simultaneously on dedicated faders, each with speed potentiometers and stop/start buttons.

Displays

A full colour VDU is provided for display of channel and level information, playback status and various operational modes. Displays are selected via the command keypad. In addition to the Stage output, a number of Blind displays are also provided.

Cue Sheet

Displays all recorded memories with their associated times, delays, waits and links. Cue information may be edited in this display.

Preview

When in Preview Display, memories may be previewed, modified or created without affecting the stage.

Patch

Lightboard M is provided with four distinct proportional patch tables. In each patch table, any number of dimmers may be assigned to a single channel and each dimmer may be assigned a maximum level. The four tables allow rapid changing of channel to dimmer assignment, thereby altering what dimmers the manual faders control.

Set Up

Allows access and control of all disc and printer functions, as well as system diagnostics, and access to the Function Key display.

Modules and Options

Every Lightboard M console is equipped with a Command Module, colour VDU (monochrome optional), 3½" disc drive, printer interface, worklight; and comes complete with 10 diskettes, mains cable, and a set of 8 metre multiplexed control cables. Standard consoles are indicated on the diagram (TO FOLLOW) showing various channel and submaster configurations.

Options:

A full range of optional equipment is available, including controls for the Showchanger Automated Luminaire System. Most Lightboard M configurations may be fitted with the AutoScroll and SetScroll Colour Change controllers, or the Task Master control panels for control of pan, tilt, colour and other functions.

A set of dual electronics are available to act as a full tracking backup for any Lightboard M console. In the event of a system failure, a keyswitch permits transfer to a second Central Processing Unit, which contains all system information as well as recorded memories, submaster assignments, patch tables etc.

Taken from publicity brochure "Lightboard M" published by Strand Lighting.