

JESTER 24/48

SPECIFICATION

general specifications

description

The Jester is a new lighting console from Zero 88. It offers direct fader control of up to 48 channels of DMX either using submasters or a traditional theatre playback stack.

24 auxiliary buttons are provided which can be used to trigger DMX devices such as scrollers, smoke machines or strobes this allows for many more channels to be controlled.

A monitor port is standard on the Jester. Channel, cuestack and submaster data can all be viewed using the monitor. An onboard LCD screen also provides the user with all information needed to operate the console allowing it to be used without a monitor.

A USB port allows users to back-up shows that have been recorded on the Jester. A DMX-in port allows the Jester to be used as an economical back-up console for other desks. It is possible to snap shot a full 512 channels of DMX into submasters or the memory stack.

The Jester has three modes, allowing it to operate as simple two scene preset desk through to a fully functional memory console. A wide mode feature allows 48 channel operation, with an internal scene store for preset operation. In Run mode the user has full access to all the fader channels on the console. This allows live changes to be made to specials instantly.

MIDI notes can be used to trigger channels or submasters. A sound to light jack allows for chases to be sequenced to music. A remote input jack allows any button on the front panel to be pressed from a remote control. Chases can be recorded into the memory stack or directly into submasters.

The Jester provides users with a powerful set of programming and playback tools in an easy to use and economical lighting console.



main features

- 24/48 channels of control
- 48 Submasters
- 24 Auxillary Buttons
- Playback stack
- Patching to 512 DMX channels
- DMX in allowing snap shots of all 512 DMX channels
- Monitor Display
- USB storage
- MIDI Notes
- Online Help
- Lock function

specification

- Control Channels : Up to 512
- Channel Faders : 48
- Preset Master Faders : 2
- Fade Time Controls : 1 (Split Up/Down times can be programmed)
- Sequence Speed Control : 1
- Sequence Master Fader : 1
- Grand Master Fader : 1
- Blackout Button : 1
- Flash Buttons :48
- Power Supply : External 100-240 Volts 50/60Hz
- DMX Output: 1 Universe
- DMX Input: 1 Universe
- DMX to USITT DMX-512 1990 Protocol
- Dimensions : 452mm(W) x 279mm (D) x 88mm (H)
- Weight : 4.5Kg

supplied accessories

- Operating Manual
- Power Supply

ordering information

- Jester 12/24 (Desk mount) : 00-108-00
- Jester 12/24 (19" Rack mount) : 00-108-01
- Jester 24/48 : 00-109-00

zero[®]88

Zero 88 Lighting Ltd, Usk House, Lakeside Close, Llantarnam Park, Cwmbran, NP44 3HD, UK.

Tel : +44 (0) 1633 838088

Fax : +44 (0) 1633 867880

Email : enquiries@zero88.com

web : www.zero88.com

© Zero 88 Lighting Ltd. June 2005 (EU). Issue 1

E&OE. Zero 88 reserves the right to make changes to equipment and prices without prior notice.



engineering specifications

electronics

The lighting control console shall provide control of up to 512 DMX channels. DMX channels shall be assignable to any of the 24 channel faders or to any of the 12 auxiliary buttons. The lighting control console shall be able to operate as both a manual and a memory controlled console. The console shall have 24 channel faders arranged in a 12 channel, 2 preset configuration, each preset shall have its own preset master fader. Each preset fader shall have a corresponding flash button located below the fader. The console shall provide a 'preset control' function providing the operator with 24 channel 2 preset operation. The console shall provide the facility to control 12 auxiliary channels, each with its own off level, on level and flash mode. The console shall have grand master control to control the overall output of all channels and a blackout button to set all channels to zero instantly.

The console shall have the facility to record lighting states and lighting sequences along with any associated fade times and attributes. The console shall have an integrated effects control section to provide sequence and audio effects. The chase effects shall have adjustable speed, direction and attack modification. The console shall have a sequential memory storage system with a 'Go' button for memory replay. It shall be possible to override the programmed fade times live. It shall be possible to interrupt fades with a pause function, and to step manual chases. The console shall have 12 submaster faders onto which stored lighting states and sequences may be programmed. These faders shall be available on 2 pages, selectable by a page button with indication of the current page. The console shall allow memories, submasters and setup data to be stored on and loaded from USB mass storage devices via a front panel connector. The console shall allow operating software updates to be loaded from the USB. The console shall have rear-mounted connectors for the control outputs and inputs. DMX input and output shall be via XLR fixed connectors. DMX patch shall be available from the console. It shall be possible to snapshot DMX input to allow the console to be used as a backup for another console.

MIDI In and MIDI Thru connectors shall be provided. The console shall use MIDI notes information to control channels and submasters. A sound input jack shall allow chases to be triggered from a bass beat. A remote input jack shall allow a remote switch closure to be mapped to any front panel button. An internal battery-backed real time clock shall maintain the current date and time both for user display and for creation of files on the USB storage device.

Operation

The console shall provide feedback for all operations via an onboard LCD display. The console shall provide indication of each of the following functions: Next memory,

current memory, memory fade times. An SVGA monitor may be used with the console. Monitor displayed information is to include, memories, submasters, preview, outputs, auxiliaries and super user (including DMX patch) functions.

The console shall have a 'super user' mode containing advanced functions. The console shall have a user selectable recovery option in the event of 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. A built-in hardware test mode shall allow diagnostics of the front panel control to be performed.

The console shall provide basic on-line help screens on the monitor, to give an operational overview of the desk without the need to refer to the manual.

Electrical

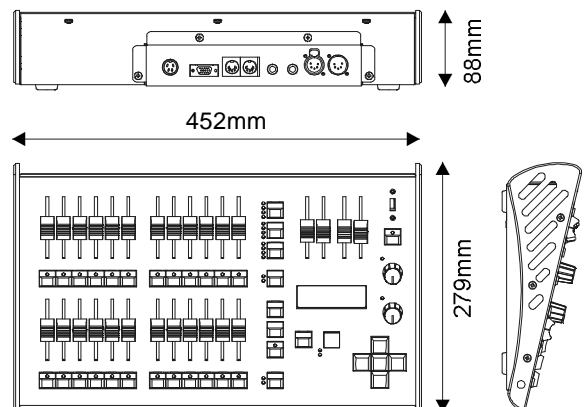
The console shall operate from a single phase mains power supply. Supply voltage shall be 100 - 240 VAC. Supply mains frequency shall be in the range 50 - 60 Hz. The unit shall consume no more than 30 Watts.

mechanical

The lighting control console shall be designed to be free-standing.

The console shall be 452mm wide, 279mm deep and 88mm in height. The console shall weigh no more than 4.5 Kg. The chassis shall be constructed of steel and shall provide with a removable steel front panel for access to internal electronics. All metal surfaces shall be properly treated and finished in specialist paint or powder coat.

The control surface shall be 1.2mm zinc plated steel with a 0.25mm multicolour reverse-printed polycarbonate overlay. All operator controls and displays shall be provided on the top operating surface of the console.



Zero 88 Lighting Ltd, Usk House, Lakeside Close, Llantarnam Park, Cwmbran, NP44 3HD, UK.

Tel : +44 (0) 1633 838088

Fax : +44 (0) 1633 867880

Email : enquiries@zero88.com

web : www.zero88.com

© Zero 88 Lighting Ltd. June 2005 (EU). Issue 1

E&OE. Zero 88 reserves the right to make changes to equipment and prices without prior notice.

