## Lighting Console

### General

#### The lighting control console shall be a microprocessor-based control surface that is purpose-made for controlling entertainment industry type intelligent luminaires. The console shall be the Altman Genesis as manufactured by Altman Lighting Inc.

#### The console and shall be based on industry standard protocols, namely DMX-512A, Art-Net, and sACN.

#### Maximum number of intelligent fixtures shall be 24 qty. It shall be possible to increase this qty. with the use if expansion wings.

#### No less than 1,000 cues/animations shall be available across 100 cuelists/chases. Addition of an expansion wing shall increase cuelist/chases by 100.

#### A 7” capacitive “multi-touch” touchscreen shall provide programming and configuration using an app-based structure.

#### Tips and onboard help shall be integrated into the software and guide the user through various operations.

#### An “Undo” history shall be recorded until the show save, a new show is started, an existing show is loaded or power is switched off.

#### Shows shall be able to be recorded internally or via USB drive.

### Physical

#### Console shall measure no larger than 19.3 W x 13 D x 3.2 H inches and weigh no more than 14 lbs.

#### Console shall be equipped with 24 qty. fixture faders with direct select / bump buttons as well as 12 qty. memory faders with execute buttons.

### Control

#### Each memory fader shall hold at least 250 cues, with a maximum of 1000 recorded cues possible.

#### Cue shall be able to be adjusted for:

##### Fade In/Out

##### Speed

##### Cross fade time

##### Tap-To-Beat

#### It shall be possible to page each row of memories. A minimum of 10 pages shall be possible.

#### Operation concept shall be based on Latest Takes Precedence (LTP).

#### The 7” touchscreen shall facilitate all necessary commands and programming features. No external screen or interface shall be necessary.

#### Programming of intelligent fixtures shall be via a combination of fader control for intensity and touchscreen for all other attributes.

#### Touchscreen shall offer “App” based control of fixture attributes for easy end user learning.

#### Touchscreen shall be able to show a “rig plan” based on icons representing individual fixtures. All icons shall be able to be re-arranged to represent physical locations of individual fixtures.

#### It shall be possible to view both cue stacks and rig plans on the same screen at once.

#### Position attributes shall be controlled in the following ways

##### Dragging a finger on the position pad in the following modes:

###### Fine

###### Flip Pan / Flip Tilt

###### Orthogonal

###### Fan

##### The “Shapes” app

##### The “Pan/Tilt” app

#### Color attributes shall be able to be chosen in the following ways:

##### Via a color rainbow screen

##### Preset gel colors

##### Hexadecimal value

##### Via intelligent features such as fanning and fine + course adjustment.

#### Beam attributes shall be able to be chosen in the following ways:

##### Sliders for individual attributes, toggled between fade or snap

##### The “Animate” app

#### An effects engine shall be provided via “Animate” and “Shape” Apps. This shall offer adjustable, dynamic features for intensity, color, and beam for each fixture.

#### Any memory playback shall be able to be:

##### A preset

##### A cue stack

##### A chase

#### Any memory buttons shall be able to be:

##### Go

##### Bump

#### A minimum of 5500 fixture profiles shall come preloaded. It shall be possible to create a new fixture profile using just the console and no external accessories.

### Electrical and Interfaces

#### The console shall be equipped with 100V to 265V 50/60 Hz AC/DC external power supply.

#### Console shall have an internal UPS providing 5 seconds of power for Auto show save.

#### I/O:

##### Console

###### External power supply input

###### 2 qty. USB connectors

###### 1 qty. Ethernet (RJ45)

###### 1 qty. DMX-512 (5 pin XLR)

###### Kensington lock

##### Wings

###### 1 qty. USB-B

###### 1 qty. DMX-512 (5 pin XLR)

###### Kensington lock

#### END SPECIFICATION

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