

# M6™ Specifications

The M6 is a state-of-the-art lighting console that functions as a highly advanced visual control surface. Designed to control everything from conventional and moving lights to the most advanced media server, the M6 has been designed for today's demanding multimedia shows and tomorrow's challenges.

Based on the well-proven M-Series software platform, the M6 provides users the ultimate control surface for fast programming and extensive playback control all from one console. Incorporating the latest available technologies with an industrial multi-core processor, solid-state drives and custom-designed high-brightness touch screens, the M6 is capable of delivering up to 64 DMX universes directly from the console's network ports without using costly external processors.

Advanced features like a LiveBlender T-Bar, FastDial rotary encoders, Paired Playback buttons and BriteTouch display make the M6 Martin's most advanced console design ever. It offers a total of 44 playbacks, including dual Main Go sections, 10 motorized faders and 12 additional faders, as well as a total of 17 encoders for parameter access.

The Martin M6 comes standard with a full MSD 5 Gold visualizer license on its own separate One-Key for the conveniences of designing and programming offline. More information on MSD at [www.martinshowdesigner.com](http://www.martinshowdesigner.com)

## Features

- 2 x Positionable BriteTouch™ widescreens (sunlight readable, multi-touch)
- 2 x External DisplayPort touchscreens up to 1920x1080 per output
- FastTouch™ 3.5" touchscreens
- 1 x LiveBlender™ split T-Bar with 8 x FastBlend™ RGB buttons
- 4 x FastTrack™ linear encoders
- 12 x FastDial™ rotary encoders
- 1 x Dedicated dimmer wheel
- 10 x Motorized playbacks with LCD displays and 4 customizable buttons
- 10 x PlayPairs™ buttons with LCD displays
- 12 x Sub Playback faders and 12 x Sub Playback buttons
- 2 x Main Go sections
- 12 x F-Keys and 5 x FastKeys™
- Low profile housing with adaptable module layout
- Show-ready boot up in under a minute
- Up to 64 DMX universes directly from the console network ports
- MSD 6 Pro One-Year license on dedicated Martin One-Key

## Physical

- Length: 668 mm (26.3 in.)
- Width: 1058 mm (41.7 in.)
- Height: 204 mm (8.0 in.)
- Weight: 37.5 kg (82.7 lbs.)
- Shipping weight (in flightcase): TBA

## Control and Programming

Protocol: DMX512A (RDM), Artnet2  
4 DMX universes, expandable to 64  
2048 channels, expandable to 32768  
No limit to number of DMX channels per fixture  
Extensive fixture library for all known manufacturers  
65000 presets for each group of functions (P/T, color, gobo, etc.)  
Effect generator for automated programming of complex effects  
Relative or absolute programming  
Fan function for all channels (including timing parameters)  
On-the-fly global timing changes  
Virtual cuelists  
Macros  
Wait, follow and link cues  
HTP, LTP, chase, timecode, submaster and group master playback functionality  
Individual parameter timings  
Intuitive patch feature  
Fixture type cloning  
All channels with 16-bit resolution

## Control/User Interface

2 x positionable 15.6" BriteTouch™ widescreens (sunlight readable, multi-touch), 1376x768  
2 x external DisplayPort touchscreens, both up to 1920x1080  
2 x FastTouch™ 3.5" touchscreens, 320x240  
1 x LiveBlender™ split T-bar  
8 x FastBlend™ RGB buttons  
4 x FastTracks™ linear encoders with LED feedback  
12 x FastDial™ rotary encoders  
1 x dedicated dimmer wheel  
10 x motorized playbacks with LCD displays and 4 x customizable buttons with LCD displays  
10 x PlayPairs™ buttons with LCD displays  
12 x sub playback buttons  
12 x sub playback faders  
12 x F-keys  
5 x Fastkeys™  
2 x independent Main GO sections  
Bank navigation with digital display  
Numerical keypad  
Command buttons  
Trackball with two selection buttons

## Playback

Assign a cue, cuelist or effect to any playback fader  
500 playback banks, each containing 20 playbacks  
100 sub playback banks, each containing 24 playbacks  
100 pages of 100 playbacks activated by touchscreen button  
No limit to cues per cuelist  
Full 16-bit fading for high-resolution fixtures  
Individual fade in/fade out times for all playbacks  
Manual override available at all times  
Live 0-100% override of global cue timings  
Live programmer timing ("Sneak")  
Cuelists can be executed in tracking or non-tracking mode

## Hardware

Industrial motherboard, Intel Core i7 Quad-Core processor  
16 GB RAM  
64 GB SSD storage drive  
Dedicated graphics processor  
Up to 64 DMX universes directly from the console network ports

## **Software**

Windows 7 embedded  
OS installation by USB storage device  
Show backup on hard disk or USB storage device (not included)  
Support for ELO USB touchscreens

## **Connections**

4 x DMX universe outputs: 5-pin locking XLR  
1 x DMX input: 5-pin locking XLR  
2 x external touchscreens (both up to 1920x1080): DisplayPort  
Artnet (up to 64 universes): Gigabit Ethernet RJ-45  
MaxNet controller link: Gigabit Ethernet RJ-45  
Peripherals and USB memory devices: 2 x USB 3.0, 8 x USB 2.0  
SMPTE In/Out: 3-pin locking XLR  
VITC In/Out: BNC  
MIDI in/out/thru (MIDI show control, MIDI notes, MIDI timecode): 5-pin DIN  
Stereo audio In/Out: 3-pin locking XLR  
Microphone: 3-pin locking XLR  
2 x desk lamps (optional accessories): 3-pin locking XLR  
AC power input: Neutrik PowerCon

## **Electrical**

AC power: 100-240 V nominal, 50/60 Hz  
Maximum current: 4 A at 115 V, 2 A at 230 V