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LARS LIGHTNING CONSOLE SLIGHTNING



Lighting consoles / Dimmers



Total control.



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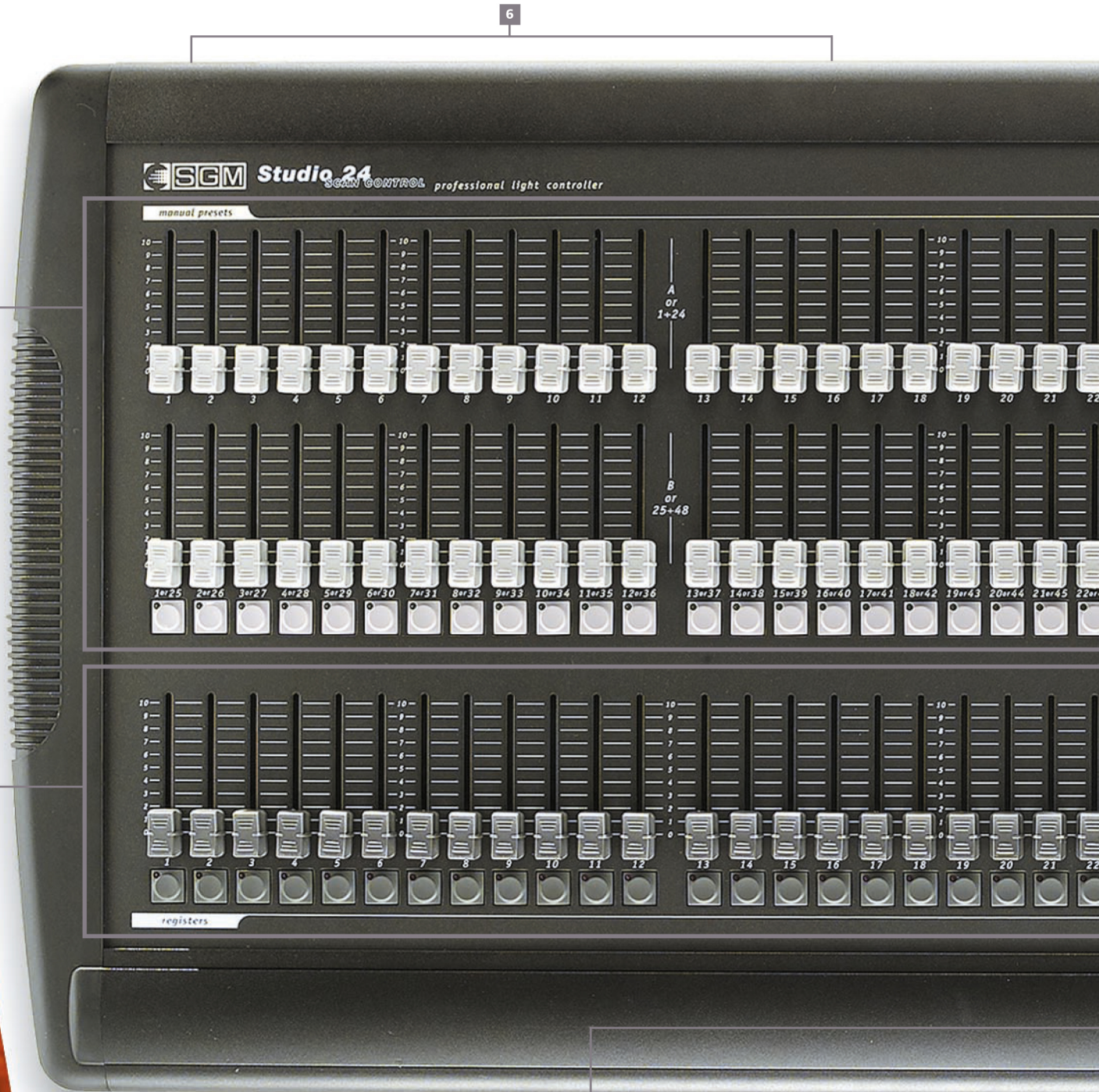
SGM STUDIO lighting control consoles are extremely popular among lighting operators and designers throughout the world - for their versatility, user friendliness and reliability. SGM STUDIO lighting control consoles combine a clear ergonomic control panel and constantly updated operating system with sturdy hardware tested in thousands of models which have come off the production line. With SGM STUDIO lighting control consoles, you just switch them on and you're ready to work: the status of any moving head fixture, scanner, colourchanger, dimmer or conventional luminaire can be checked at a glance.

Each desk's control panel is full of functions but extremely user-friendly: operating areas are clearly divided and controls laid out in a logical manner for precise efficient programming of a single effect or an entire show. SGM lighting control consoles take all the complexity out of professional lighting control, enabling lighting designers to concentrate entirely on the most creative part of their work.



1 MANUAL PRESETS (manual work section)

2 rows of 24 faders: useable as two 24-channel presets (A+B) or a single 48-channel preset
2 buttons: to enable presets A and B (A+B mode) or to switch the flash buttons of the presets from one bank to the other (single preset mode)
SOLO button: subtractive flash function
LINK button: to disconnect one or more channels from MASTER A and B control
MANUAL PRESET CROSS TIME potentiometer: to set automatic crossfade time from preset A to B (A+B mode)



2 REGISTERS (automated work section)

1 row of 24 faders: controls the memory registers
REGISTER CROSS TIME potentiometer: sets crossfade time from one register to another
GRAB button: stores a scene
PLAY button: runs recorded Event Recording
PAGE button: selects memory pages
MODE button: sets registers' operating mode

4 MASTERS (general control of output levels)

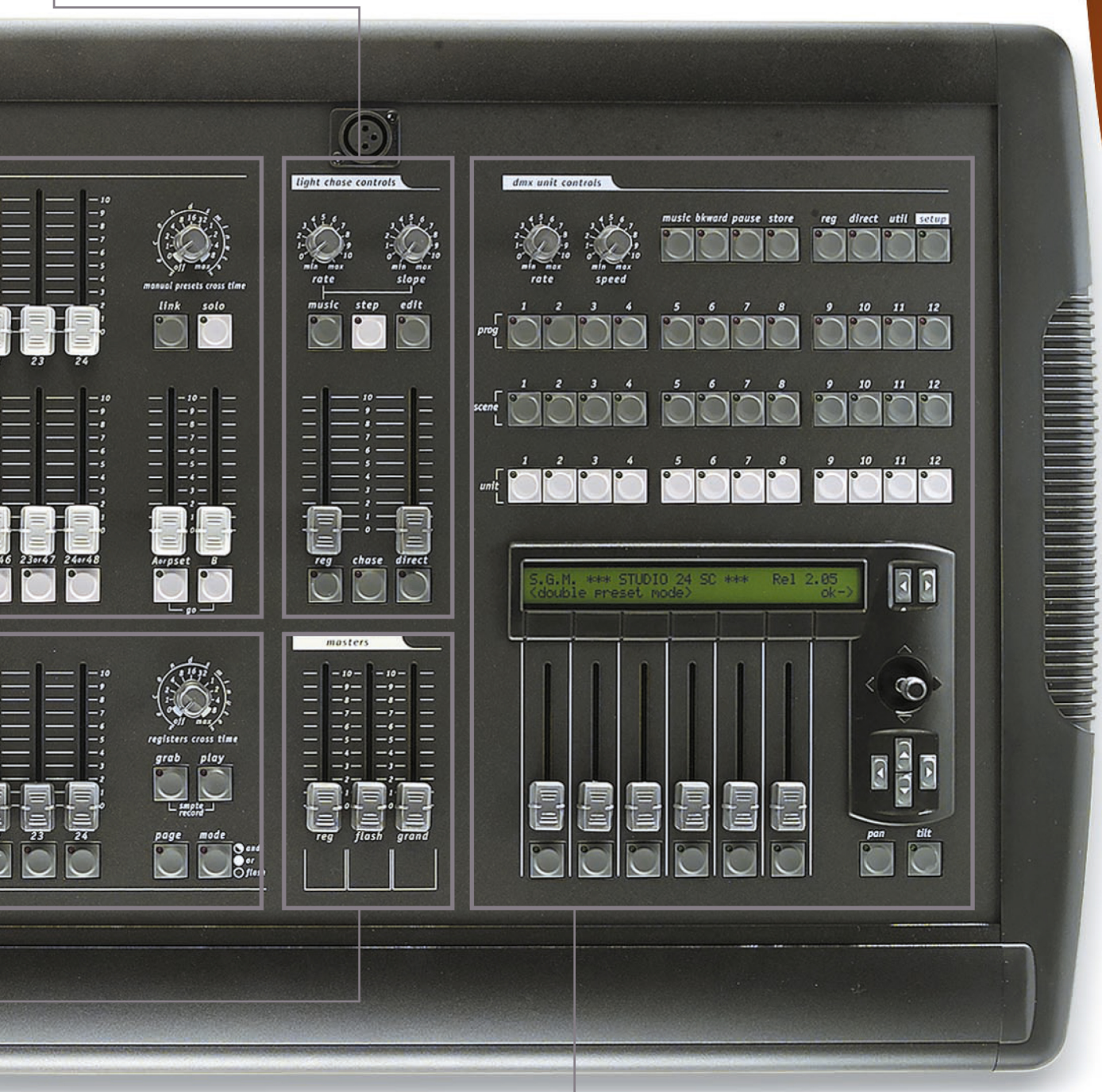
REG potentiometer: controls memory registers
FLASH potentiometer: controls FLASH buttons
GRAND potentiometer: overall control of all the channels

3 LIGHT CHASE CONTROLS (programming and control of chases)

REG button: allocates a chase to a memory register
DIRECT button: sends a chase to the GRAND MASTER
CHASE button: selects the chases
SLOPE potentiometer: crossfade time from one step to another
RATE potentiometer: length of a single step
MUSIC button: runs chases in sync with the music
STEP button: selects the steps of a chase
EDIT button: creates or modifies a chase

6 CONNECTIONS

DMX 512: connection for 'intelligent' units using DMX 512 protocol
Up-down pedal: steps up/down through the registers
SMPT E: for recording chains of events with SMPT E time code
MIDI In/Out/Thru: for interconnecting several Studio consoles, connecting to master keyboard, sequencers, etc.
RS-232: for connecting to a PC
Audio In: enables music sync functions



5 DMX UNIT CONTROLS (universal controller for 12 'intelligent' units with max. 36 DMX channels each)

RATE potentiometer: crossfade time from one scene to the next
SPEED potentiometer: speed of mirrors, moving heads and effects (SOFT mode)
MUSIC button: music sync
BKWARD button: inverts scenes' running direction
PAUSE button: pauses running program
STORE button: transfers a program to a memory register
REG button: modifies the parameters of a program in a memory register

DIRECT button: sends a program to the GRAND MASTER
UTIL button: accesses 'utility' functions
SETUP button: enables setup functions
12 PROG buttons: program selection
12 SCENES buttons: scene selection
12 UNIT buttons: 'intelligent' unit selection
Backlit display: 40 digits x 2 rows
2 SCROLL buttons: scroll the DMX channels of the units in blocks of 6
6 faders: control the functions shown on the display
Joystick: positions mirrors and moving heads (absolute coordinates)
4 cursor buttons: position mirrors and moving heads (relative coordinates)
PAN button: blocks PAN control on the joystick
TILT button: blocks TILT control on the joystick

STUDIO 12 and STUDIO 24 are versatile compact lighting control consoles, suited to a vast range of applications: from concerts to theatre, clubs to television studios.



Studio 12

- 12 / 24 channels for dimmable fixtures;
- Manual Presets (2 rows of 12 faders, useable as two 12-channel presets or a single 24-channel preset);
- Registers (1 row of 12 faders which control the memory registers);
- Light Chase controls (for programming and controlling chases);
- 144 Scenes, 144 Light Chases.



Studio 24

- 24 / 48 channels for dimmable fixtures;
- Manual Presets (2 rows of 24 faders, useable as two 24-channel presets or a single 48-channel preset);
- Registers (1 row of 24 faders which control the memory registers);
- Light Chase controls (for programming and controlling chases);
- 576 Scenes, 576 Light Chases.

STUDIO 12 Scan Control and STUDIO 24 Scan Control are powerful flexible lighting control consoles, ideal for the most demanding show events.

These two lighting control consoles add a DMX Unit control section to the functions of the STUDIO 12 e STUDIO 24 models, enabling extremely precise efficient control of 12 'intelligent' units with a maximum of 36 DMX channels each (moving head fixtures, scanners, colourchangers, dimmers and any other units using DMX 512 protocol).



Studio 12 Scan Control

- 12 / 24 channels for dimmable fixtures; controls 512 DMX channels;
- Manual Presets (2 rows of 12 faders, useable as two 12-channel presets or a single 24-channel preset);
- Registers (1 row of 12 faders which control the memory registers);
- Light Chase controls (for programming and controlling chases);
- DMX Unit controls (for controlling 12 units of any kind with a maximum of 36 DMX channels each);
- 144 Scenes, 144 Light Chases, 12 programs x 12 scenes (DMX units).



Studio 24 Scan Control

- 24 / 48 channels for dimmable fixtures; controls 512 DMX channels;
- Manual Presets (2 rows of 24 faders, useable as two 24-channel presets or a single 48-channel preset);
- Registers (1 row of 24 faders which control the memory registers);
- Light Chase controls (for programming and controlling chases);
- DMX Unit controls (for controlling 12 units of any kind with a maximum of 36 DMX channels each);
- 576 Scenes, 576 Light Chases, 12 programs x 12 scenes (DMX units).