

PROLYTE THEATRE PRODUCTS

OPTISTAGEMASTER 2000

Real support, real knowledge.

What if Theatre is your business and you need the right solutions?

Prolyte invests in quality.

Prolyte invests in service.

Prolyte invests in new products.

Now it is time to share our expertise.

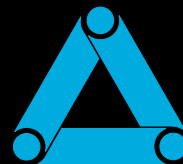
Prolyte. Providing knowledge.

OPTIMUM FUNCTIONALITY: OPTISTAGEMASTER 2000

This new console can be used in touring as well as fixed installations in theatres or other venues. It is optimized to control either set automation or performer flying; basically everything you want to move or lift on stage.

The control elements are thus designed to facilitate this multi task function, the console can be equipped with 2 joysticks and/or 6 faders. In combination with the build in 3D teach function, the desk offers maximum functionality for performer flying and other repetitive movements.

The console is standardized to SIL 3 configuration. Combining the best of the previous desks, the OptiMaster and the OptiStage brings the best of both worlds; a compact console with single or a multi touch screen options.



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OPTISTAGEMASTER2000 SPECIFICATIONS

GENERAL

- Integrated Windows based processor
- Suitable for programming and operating theatre- & scenery automation as well as performer flying
- Suitable for SIL3 configurations
- Optional: redundant processor
- Optional: integrated STAND on wheels with motor driven height adjustment
- Optional: DMB foot pedal
- Optional: UPS

CONNECTION

- Standard network with multiple desk connection
- Connection box via a multi cable with:
 - E-stop SIL 3 hard wired
 - Ethernet for large amounts of data
 - Can bus for real time fast and reliable communication with controls like playbacks, start/stop buttons, load reset-clear- and dmb buttons
- Power Supply: 2-phase 240 VAC + earth
- Extra USB ports
- Ports for max 3 Screens

DISPLAY

- Optional: laptop model screen
- Optional: desk integrated touch screen
- Optional: 1-3 external touch screens

PROGRAMMING OPTIONS

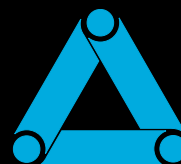
- Program (combined follow up) moves
- Lighting computer method (T2+T5 to P1200 Q8)
- Learn/teach positions
- Learn/teach profile

CONTROL BUTTONS

- 2x joystick
- 6x fader + start/stop button
- E-stop
- ID Keys to identify the operator
- Buttons: Reset, clear, load, dead man (2)
- Indicators on start/stop buttons

FUNCTIONALITY

- Unlimited number of deads and cues
- Visualisation 2-D and optional 3-D
- Simulation
- Logfile
- Profile recorder and snapshots
- Indirect programming facilitates for touring productions
- Profile synchronized locked groups
- Tilting groups
- Accelerations, declaration programmable
- Overload protections per axis or grid
- Multi window
- Time or profile synchronization
- Overhanging of scenery
- Unique re-hanging of labels for deads allowing indirect programming
- Use of identical labels & temporary groups



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