

DLite USB

March 2009





Document history

Document version	Dlite software	Date
1.0	20.0R1	March 2009



1. Models

	Length	Width	Height	Weight	Playbacks/Faders
Compact	67cm (26")	47cm (18.5")	9cm (3.5")	9Kg/17.6Lbs	20/10
24/48	97cm (38")	57cm (22.5")	9cm (3.5")	12kg/26.4Lbs	20/48
36/72	105cm (41")	57cm (22.5")	9cm (3.5")	14kg/30.9Lbs	20/72
48/96	123cm (48.5")	57cm(22.5")	9cm (3.5")	16kg/35.3Lbs	20/96

2. Capacity

- 4 DMX universes
- 2048 control channels
- 360 devices stored on the hard disk
- 36 device types per show
- 252 devices per show (up to 48 parameters per device)
- 24 extra fixtures (any DMX controlled device, such as smoke machines)
- 360 shows stored on the hard disk
- 8 Mb show file size
- 240 Scenes
- 72 Chases of up to 48 steps
- 72 Chases of up to 48 steps
- 72 QLists of up to 999.9 cues
- 72 Snaps
- 108 Groups – 48 (User) + 24 (System-Generic) + 36 (System-Devices)
- 72 Effects – 48 (User) + 24 (System)

3. Hardware

Displays

- 1 320x240 graphic LCD touch screen
- 1 XVGA output (1024 x 768)



I/O

- 2 DMX-512 output ports (Up to 1024 attributes)
- 1 DMX-512 input port
- 1 Ethernet port (for DMX over Ethernet distribution)

Storage

- 128 Mb Internal flash disk for archiving shows and fixture profiles
- 3 x USB

Panel

- 20 playbacks with 'Select' and 'Flash' buttons, one fader and one tri-color LED
- 10/48/72/96 preset faders
- Numeric keypad
- 3 encoder wheels with push-buttons
- Trackball
- A/B playback with split cross-faders and dedicated Go/Hold/Back buttons
- Dedicated submaster for each row of preset faders
- 'Grab' fader with flash button
- 'Flash master' fader (limits intensity of flash buttons)
- Master fader with blackout key (operates as intensity master or rate master)

Synchronization

- SMPTE Time Code input
- MIDI in/thru
- Audio input(*)

Accessories

- USB Alphanumeric Keyboard
- USB Mouse/Trackball
- 1 dimmable desk-light



Power Supply

- 110-240V Switching PSU
- Internal battery pack (power failure protection)

4. Software

- 20 playbacks operate cues, scenes, chases, effects and submasters in manual or automated fade modes
- Three fader modes
 - Wide – control channels 1 through 48,72 or 96
 - 2-Presets – each row controls channels 1-24 , 1-36 or 1-48
 - Context – control any object (cues, scenes, chases, groups, etc) according to console's current state
- Solo, Inverse-Solo, and Latch playback modes
- Park scenes, fixtures or dimmers
- Effects Generator – quick simple and effective wizard for generation of complex effects
- Focus, color and beam libraries can be stored per fixture or per fixture type
- Automatically generated show objects
 - Color libraries
 - Generic effects
 - Selection groups
- Individual timing for each parameter group (I/F/C/B) within each scene, cue, and chase step
- Text tags for any show object, entered through touch-screen or external keyboard
- 'Live' and 'Blind' editor mode
- Fully compatible PC based 'Offline Editor' – complete shows can be programmed on a PC and loaded into the console
- PC based fixture profiles editor – for building and customizing fixture profiles



- Internal time-code generator
- Context-sensitive online help
- Patching wizard – guides you through the setup process
- Two user access levels – Programmer (all operations enabled) and Operator (only playback operations enabled)

5. Show Objects

- Scenes – a basic light picture including channels and moving light parameters, with static values and/or effects
- Chases – a sequence of Steps, each with the same characteristics as scenes. Chase properties include:
 - Fade level between 0 and 100% that defines the transition between steps
 - Rate
 - Manual or automatic run mode
 - Direction
 - Number of loops to run
 - Pattern – Build, Bounce, Random, etc
 - A chase can run simultaneously on several playbacks with different properties
- Snaps – capture assignments and playback status, including On/Off state, rate, direction and all chase properties. Trigger snaps in fade, cut, and pending modes
- Cues – a light picture with optional in/out/delay time, played back as a stack (QList)
- QList – a stack of cues
- Libraries – store values for F/C/B parameters that can be applied to the specific fixture they were stored with or to any fixture of the same type. Libraries may be used in scenes, chase steps and cues as ‘tracking’ (object is updated when the library is modified) or ‘static’ (object is not updated when the library is modified)
- Selection Groups - immediate access to user-defined groups of fixtures
- Effects library - user-defined building blocks for motion, color, and intensity effects that can be used in scenes, chase steps, and cues