

## GENERAL SPECIFICATIONS

## DESCRIPTION

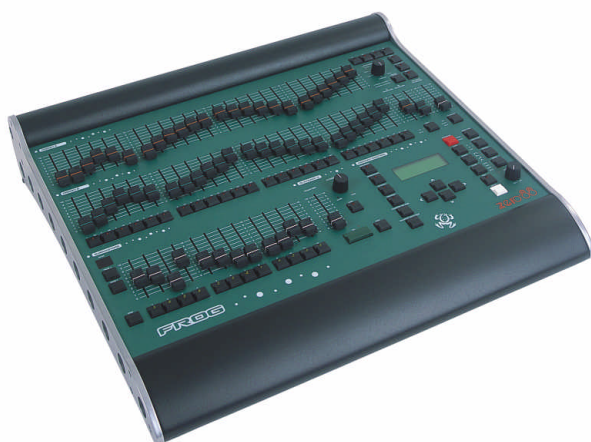
The Frog range of control desks builds upon the foundations of the Sirius and XL families using latest technologies to bring new and improved features. As Zero 88 products they naturally retain the same ease of use, reliability and affordability as their predecessors.

The Frog can control up to 48 generic channels, which may be manually or automatically patched to 512 DMX channels. Memories can be recorded as scenes or chases, each with their own fade times and modifiers. Memories may be played back with the cross fade master and the Go button or via the submasters.

The Frog can be connected to an SVGA monitor. Screen displays include memories, channel and DMX outputs, preview and patch.

## MAIN FEATURES

- 24/48 control channels (48 in wide mode)
- 108 submasters
- Softpatch to 512 DMX channels
- Up to 400 memories
- Floppy disk drive
- Super user functions
- Option for SVGA monitor



## SPECIFICATIONS

- Control Channels : 48
- Submaster Faders : 108 (12 faders x 9 Pages)
- Channel Faders : 48
- Memory Master Faders : 1
- Channel Preset Master Faders : 2
- Available memories : 400
- Power Supply : External Power Supply, +/- 12VDC, +5VDC. Supply inlet via CEE22 connector, connection to lighting desk via 4 pole locking XLR
- Supply Voltage : 200 to 260 VAC 50 Hz / 100 to 130 VAC 60 Hz
- DMX Output : DMX 512 via XLR 5 fixed socket.
- Data output to USITT DMX-512 1990 Protocol. Overvoltage protected
- Audio Input : Stereo 1/4" Jack Socket : 100mV - 100V
- Monitor Output : SVGA output via PC standard 15pin D connector
- Data Storage : 3.5 inch floppy disk
- Desk Lamp Supply : 1 x 3 pin female XLR. 12V 5W
- Dimensions : 607mm(W) x 570mm(D) x 110mm(H)
- Weight : 9.7 Kg (21lb)

## SUPPLIED ACCESSORIES

- Operating Manual
- Desk Cover

## ORDERING INFORMATION

- Frog : 00-730-01
- Flight Case : 00-734-00



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## ENGINEERING SPECIFICATIONS

## ELECTRONICS

The lighting control console shall provide 48 channels of lighting control and shall be able to operate as both a manual and a memory controlled console.

The console shall have 48 channel faders arranged in a 24 channel, 2 preset configuration, each preset shall have its own preset master fader. Each channel shall have an individual flash button located below the corresponding fader of the lower preset.

The console shall provide a 'preset control' function providing the operator with 48 channel 2 preset operation.

The console shall have a grand master control to control the overall output and a blackout button to set all channels to zero instantly.

The console shall have the facility to record lighting states and lighting sequences along with any associated fade times and attributes. The console shall have an integrated effects control section to provide sequence and audio effects. This section shall contain effects control buttons and an effects speed control. The chase effects shall have adjustable speed, direction, attack and drive modification.

The console shall have a sequential memory storage system with a 'Go' button for memory replay. The console shall have a manual fade time override control with LED status indicators. The console shall have a pause button for interrupting fades, and a chase step button for control of manual chases.

The console shall have twelve submaster faders onto which stored lighting states and sequences may be transferred. These faders shall be available on 12 pages, selectable by page up and down buttons, providing a total of 108 submaster storage locations. The current submaster page shall be shown on a seven segment LED display. Submasters shall be programmable directly from the channel outputs or by transferring memories from the memory stack.

The console shall provide a quick method of editing selected channels in any stored lighting state, this must be accessible directly via an edit button.

The console shall have a standard 3.5" floppy disk drive to backup the complete contents of the console and for operating software updates.

The console shall have rear mounted connectors for the control outputs and inputs. DMX output shall be via a single XLR5 fixed socket, DMX patch shall be available from the console.

The console shall be tested at assembly and finished product stages and be soak tested for a minimum of 12 hours.

## OPERATION

The console shall provide feedback for all operations via an onboard LCD display. The console shall provide indication of each of the following functions : Next memory, current memory, current submaster assignments, memory fade times, current effect, effect attributes, the LCD shall also have display modes showing channel outputs and memory preview.

An SVGA monitor may be used with the console. Monitor displays are to include memories, channel and DMX outputs, preview, submasters, DMX patch and super user functions. It shall be possible to lock the monitor onto one screen.

The console shall have a 'super user' mode containing advanced functions. The console shall have a user selectable recovery option in the event of a power failure.

The console shall undergo self-diagnostic checks during start-up on both hardware and software and shall report any faults to the operator.

## ELECTRICAL

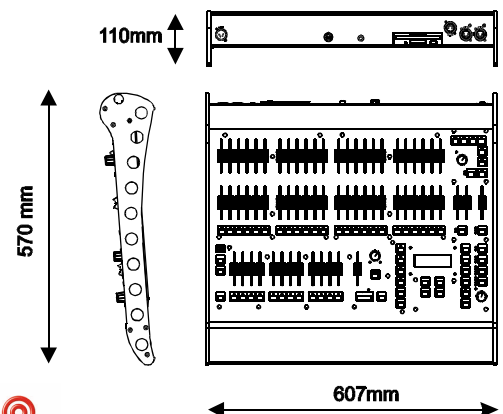
The console shall operate from a single phase supply. The supply requirements shall be : 200 to 260 VAC 50 Hz / 100 to 130 VAC 60 Hz (Internally selectable).

## MECHANICAL

The lighting control console shall be freestanding and feature an integral carrying handle at the front.

The console shall be 607mm wide, 570mm deep and 110mm in height. The console shall weigh no more than 10 Kg.

The chassis of the console shall be constructed using a combination of extruded aluminium and machined steel. The front panel shall be securely fixed in position and shall be constructed from 0.9mm gauge steel. Front panel legends shall be screen printed. All metal surfaces shall be properly treated and anodised or finished in specialist paint or powder coat. All operator controls and displays shall be provided on the top operating surface of the console. The operating environment for the console shall be +5°C to +35°C.



zero<sup>®</sup>88

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