

Illusion 500

Features

- 512 Control Channels
- Dimmer, Scroller & Fixture
 Control
- Go Button Playback
- Remote Triggering
- 400 Cues
- 108 Submasters
- High Resolution Graphics
- SMPTE/MIDI/DMX IN Option
- Unique Cueline® Interface



Overview

For too long the creativity of lighting professionals has been stifled by the limitations and excessive cost of high end lighting control. The Illusion® has been designed to challenge this status quo. Using leading edge technology, exceptional graphics and user definable modes of operation, the Illusion® performs as a fast, effective lighting tool.

The addition of moving light control software to the Illusion makes it an exceptionally powerful controller with many features previously only found in more expensive consoles. The only limit on the number of moving lights available is the 512 DMX channels available. Three high resolution encoders allow for easy control of the moving light parameters.

To facilitate ease of programming the Illusion makes use of palettes or focus groups for each type of LTP parameter. Building memories using palettes will ensure that changes to any palette are tracked through to the associated memories.

The comprehensive library of fixtures available ensures that the user can program any moving light. Fixture libraries are updated on a regular basis or it is possible to create your own unique fixture personalities using a free software tool.

To further facilitate programming the Illusion has a powerful effects engine that allows for the creation of not only movement effects but also colour and beam effects.





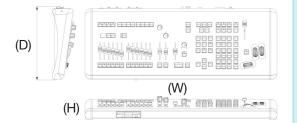
Illusion 500

Ordering Information

Illusion 500 (230v):	00-342-01
SMPTE/MIDI/DMX IN Upgra	de Kit: 00-364-01
PS/2 Mouse:	00-345-00
PS/2 Keyboard:	00-346-00
15" XGA Monitor (230v):	00-372-00
Gooseneck Light:	00-293-00
Illusion 500 Flight Case:	00-350-00

Supplied Accessories

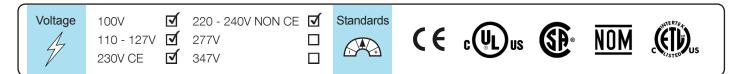
Operating Manual Power Supply Desk Cover OS and Fixtures Disks



85mm(H) x 800mm(W) x 305mm(D)

Specifications

- Control Channels: 512
- Submaster Faders: 12
- Submaster Pages: 9
- Memory Master Faders: 1
- Manual Playbacks: 2
- Auxiliary Controls: 4
- Available Memories: 400
- Channel Groups: 20
- Macros: 10
- Power Supply : In-line switched mode power supply with CEE22 mains inlet
- Connection to console via XLR4
- Supply Voltage: 100 250 VAC
- DMX Output: DMX 512 via Twin XLR 5 fixed socket. Data output to USITT DMX-512 1990 Protocol. Data on channels 1-512 Overvoltage protected with data indicators.
- Audio Input: 1/4" Stereo Jack >10Kohms, 100mV to 10V
- Data Storage: 3.5" Floppy disk drive. PC compatible, formatted to 1.44 Mb
- Mouse: Mini DIN (PS/2) connector
- Keyboard: Mini DIN (PS/2) connector. Console supports PC compatible keyboards
- Video Output: XGA (1024x768), 15 Pin D type connector
- Desk Lamp: 1 XLR3 fixed socket. Lamp dimmable under processor control
- SMPTE (Where fitted): XLR3 fixed plug input and output. Output 0dBm, Input 0 dBm +/- 10 dBm. 47KOhm input impedance, max 50V RMS
- Remote Triggering: 8 Pin DIN connector providing 6 remote switches (common ground)
- MIDI Connectors (Where fitted): 2 x 5 pin 180 DIN (IN & Thru)
- Dimensions: 85mm(H) x 800mm(W) x 305mm(D)
- Weight: 9.6Kg
- Operating Temperature: +5°C to +40°C
- Humidity: 5% to 95% Non condensing



This product conforms to one or more of the above standards. Please contact your local Cooper Controls representative for further information.

Zero 88

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