

Lighting Consoles

TL-3012 Memory Console

- 12 CHANNELS
- 2 SCENE BANKS
- 12 CHASES
- DMX-512 OPTION



SPECIFICATIONS

CHANNELS:	12	CONTROL PROTOCOL:	LMX-128 (3 pin multiplex) DMX-512 optional
CHASE:	12 programmable 12 steps each	POWER REQUIREMENTS:	Phantom Power: 18VAC or +15VDC, 400ma External Power: 13 - 25VAC or VDC, 400ma
OPERATING MODES:	2 scene manual mode Preset scene mode Chase mode	SIZE:	10.25"W x 9.25"D x 2.5"H
MEMORY:	Non volatile - scenes and chases retained when unit powered off	WEIGHT:	4.3 pounds
SCENES:	24 scenes 2 banks of 12 scenes each		

Architect & Engineer's Specifications

The lighting control console shall have one manual 12 channel scene; two manual 12 channel scenes; or 24 preset programmable scenes offered in 2 banks of 12 scenes each, the operation is selected by a MODE switch. A crossfader control enables full fade versatility between scenes. Momentary (bump) buttons enable instant channel turn on. Twelve 12 step chases are user programmable. Scene fade rate, chase rate, and chase fade rate are user controlled. There shall be an overall master fader, blackout function, and control of the chase rate. A built in microphone allows audio tempo chase control. The console shall have a nonvolatile memory to retain scenes and chases when powered off.

The console is supplied standard with LMX-128 (multiplex) control on a 3 wire cable. It can provide USITT DMX-512 as an option. The power requirements for the console shall be in 3 wire multiplex mode: 18VAC or +15VDC, 400ma minimum; and/or when DMX-512 is being used an external power supply is needed: 13 - 25VAC or VDC, 400ma minimum. Construction is of 16 gauge steel and no rivets are used in the construction. Nylon "break resistant" shafts are used on the fader controls. The console is 10.25"W x 9.25"D x 2.5"H and the weight is 4.3 pounds.

The lighting control console shall be a Lightronics TL-3012.

5 YEAR WARRANTY

The 5 year warranty is valid if the Warranty Registration card is returned to Lightronics, Inc. within 30 DAYS of the purchase date.

