



Entertainment Technology

MARQUEE™ CONTROL CONSOLES

INTEGRATED CONTROL OF CONVENTIONAL
AND AUTOMATED LIGHTING



Marquee lighting control consoles from Entertainment Technology are the world's easiest to use.

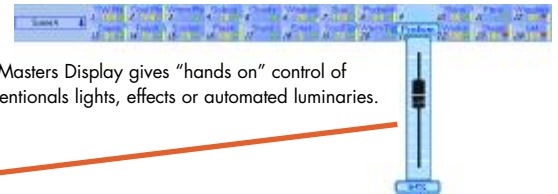
The key to this simplicity lies in the software. Instead of an outdated text-based DOS user interface, Marquee™ lighting control consoles use a fast and familiar Graphic User Interface (GUI) software much like your personal computer. Marquee's completely configurable graphic display clearly and accurately shows you what the dimmers, fixed loads, and automated luminaires are doing. Instead of forcing you to page through various menus and screens, the GUI allows four times more information to be displayed than a text-based screen.

Marquee is quite simply easier to program and run than any other console.

The Macro Button Display provides easy access to the extensive macros and programming language and facilitates interaction with contact closures, button stations, MIDI and other external triggers



The Look Masters Display gives "hands on" control of your conventional lights, effects or automated luminaires.



The Channel Grid Display uses industry standard color schemes as well as provides additional graphic representation of channel activity

Playback	Current	Next	Remain	Follow
Verigo	76 - Hello	77 - FEEL		
C/D	2 - Reset	3 - Dress		
3000 Spot	1 - spot	1.5 - slow fade out		
3000 Wash	1 - CW	2 - 60 deg		
3500	1 - up	2 - five second fade		
2000 Spot	1 - CW on cyc	2 - 43 deg		
2000 Wash	1 - on on cyc	5 - strobe		

Cue	Label	Cue Time	Down Time	Action
74	bong	0	0.4	F:0.4
75	out (bong)	0.4		
75.5	release baby	0		
76	Hello	2		
77	FEEL	0		
78	strobe to ceiling	0		
78.5	five out	0.5		
79	FEEL	0		
80	sweep and down	0	1.2/1	
81	bucket of fish	2		
82		2		
84	guitar solo	2		Q:8
84.1		2		Q:8
85	All of her	6	3	F:1
86	lots out	5.5	9	
87	Hello Hello	0		F:0.
88		0	0.7	F:0.7
89	out	1		P:3.2
89.5	high baby	3		F:3.2
89.6		3		

The cue list display allows instant access to altering cue and attribute timing as well as labels, wait, follow and loop parameters.

Marquee's context sensitive softkeys operate in such a way that even the most complex functions are not too far away. The softkeys literally guide you through the common processes.

The Abstract Control Model presents any manufacturer's moving lights to the user in consistent real-world terms like degrees, hertz and RPM rather than arbitrary numbers. This allows easy swapping of fixtures or copying of attributes between different types of lights.

Totally simple

Marquee at a glance.

Remarkably Straightforward.

With its easy-to-use Graphical User Interface, Marquee can be operated by anybody with basic computer skills. Just like today's personal computers, the GUI uses menus and dialog boxes instead of a confusing and antiquated character-based language. This simplified operation appeals to venues of all sizes, but particularly those with part-time employees or volunteer technicians. Even if they've never used a lighting control console before, programmers get the same level of sophisticated control and operation as any professional theater. To make the console foolproof, the desk features a Help button for function-specific assistance or, via the Internet, on-line technical support. No matter who runs the board, the show will go on.

- Provides integrated control of conventional, automated, and architectural lighting loads
- Powered by Horizon® Control, Inc. Marquee software with on-line support**
- Easy to use and learn Graphic User Interface
- Fast programming and easy operation
- True last action tracking operation
- Reliable Microsoft® Windows® XP Embedded secure operating software
- Installed Media Player, Internet Browser, E-Mail, CD Drive, USB/Ethernet expansion ports, and PDF reader.
- Ethernet, DMX512, and Pathport™ supported
- ACN and RDM ready
- Affordable models and options to fit any budget or need
- Add Marquee wing panels and memory channels as needed

** = Access to Internet required for on-line support.

Incredibly configurable

Marquee consoles control dimming systems, automated lighting fixtures, and any DMX512 device. Designed ACN and RDM ready, Marquee uses Ethernet network to extend its DMX512 output through remote DMX512 nodes any place the network takes it. With its optional architectural control interface, Marquee provides direct support for Lytemode™ architectural control stations for house lights, work lights, and scene presets. Simplicity combined with phenomenal configuration and flexibility makes Marquee consoles so unique; yet powerful enough to run the most demanding performance venue. One console system runs a live performance on the fly, operates as a conventional tracking desk, and provides support for palettes, effects, and other automated lighting functions. In short, Marquee is like no other.

Powerfully flexible

Your needs change. Thankfully, so does Marquee. Because Marquee's hardware and embedded Windows® XP operating software comply with computer industry standards, you can upgrade the console easily and inexpensively to meet any future requirements. The Marquee is obsolescent resistant, due to its off-board processor via USB connection that allows for future system upgrades. The console can be easily upgraded or expanded should the channel count need to increase. Because Marquee's software feature set is upgradeable in the field, if more memory channels or hardware is needed, you are no more than a call away from supercharging your desk.



Control Options

Marquee Slider Wing Panel



Marquee ILC Button Wing Panel



Architectural Control Interface



MIDI/SMPTE Interface



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SPECIFICATIONS



Marquee



Marquee ILC

	Marquee	Marquee ILC
MEMORY OPERATION	128 Channels	512 Channels
CHANNEL UPGRADE AVAILABILITY	128 and 512 Channel Blocks	512 Channel Blocks
DMX512 OUTPUT	2 (1,024 Channels)	2 (1,024 Channels)
ETHERNET SUPPORTED OUTPUT	32,768 Channels	32,768 Channels
SINGLE SCENE FADERS	48	Slider Wing Panel Option
DUAL SCENE FADERS	24	Slider Wing Panel Option
LOOK MASTERS (SUBS) W/ BUMP BUTTONS	48	Slider Wing Panel Option
RECORDABLE LOOK MASTERS (SUBS)	200,000	Unlimited
HARDWARE UPGRADE AVAILABILITY	24 Slider Wing Panel	24 Slider Wing Panel Moving Light Button Wing Panel
MULTIPART CUES	Yes	Yes
LAST ACTION TRACKING	Yes	Yes
BLOCK CUES	Yes	Yes
PLAYBACK CUE LISTS	2	Unlimited
NO. OF CUES PER CUE LISTS	Unlimited	Unlimited
MANUAL PLAYBACK FADERS W/ GO & BACK BUTTONS	2	2
AUXILIARY PLAYBACK FADERS W/ GO & BACK BUTTONS	None	12
CONFIGURABLE GRANDMASTER	1	2
CONFIGURABLE BLACKOUT BUTTON	1	2
GROUPS	200,000	Unlimited
MACRO KEYS	Virtual	12
MACROS	Playback Automation Macros	Full Show Control Macro programming language
INTERGRATED MOVING LIGHT SOFTWARE	Yes	Yes
ABSTRACT FIXTURE LIBRARY	Yes	Yes
ML ATTRIBUTE SELECTOR BUTTONS	Soft Keys	8
ML ENCODERS	1 (Level Wheel)	4 (+ Level Wheel)
ML PALLETS	200,000	Unlimited Auto Masking
EFFECTS	Dimmer Effects Wizard (loops, chases, ect.)	Dimmer Effects Wizard (loops, chases, ect.) Moving Light Effects Wizard
HARDDRIVE STORAGE	35GB	35GB
MEDIA PLAYER	Windows® Media Player	Windows® Media Player
MEDIA PLAYER TIME CODE SYNC	Yes	Yes
WEB BROWSER	Microsoft® Internet Explorer	Microsoft® Internet Explorer
E-MAIL	Microsoft® Outlook Express	Microsoft® Outlook Express
PRINTING	Adobe® Acrobat Reader	Adobe® Acrobat Reader
ACTIVE ON-LINE SUPPORT	Yes	Yes
MONITOR OUTPUT	1 (dual option available)	2
WORKLIGHT CONNECTION	2	2
ARCHITECTURAL INTERFACE	Optional	Optional
MIDI/SMPTE INTERFACE	Optional	Optional
PHYSICAL		
WEIGHT (CONSOLE)	32 lbs / 14.5 kgs	
DIMENSIONS (CONSOLE)	37.5 x 17.5 x 3.25 in 95.25 x 24.45 x 8.25 cm	
WEIGHT (PROCESSOR)	7.4 lbs / 3.4 kgs	
DIMENSIONS (PROCESSOR)	18.25 x 9.0 x 2.5 in 46.35 x 22.86 x 6.35 cm	
POWER INPUT (CONSOLE)	100 ~ 240 VAC, 47 ~ 63 Hz. 60W	
POWER INPUT (PROCESSOR)	100 ~ 240 VAC, 50 ~ 60 Hz. 90W	

