V476® Lighting Control Console

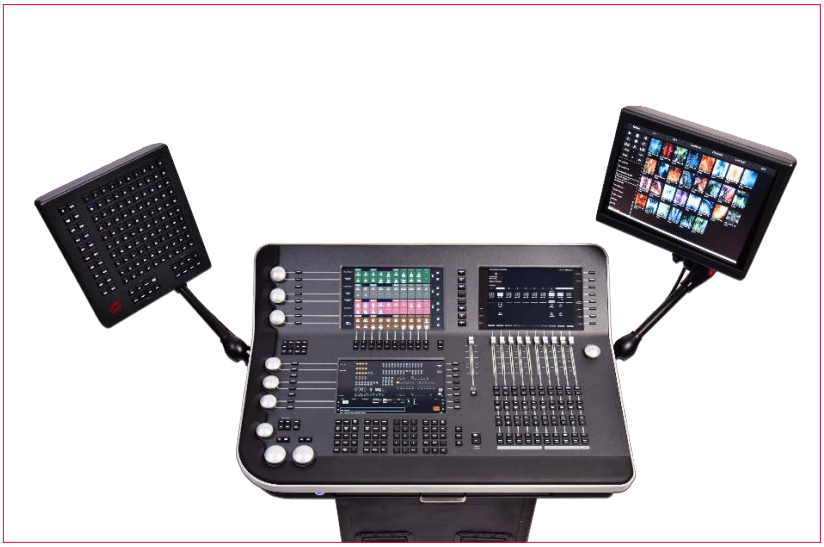
The V476® provides the same powerful, flexible control of the V676® control console in a smaller size hardware package with all the same programming capacities and capabilities.

The V476 still offers programmers extraordinary speed, both in programming and responsiveness, as well as innovative interface advancements both in hardware layout and software design. V476 has intuitive features that quickly and easily handle the ever-expanding scope of equipment to be controlled while acknowledging the ever-decreasing time to program it all. V476 is designed with attention to detail and an insightful understanding of the practical demands of programming.

V476 provides a sophisticated and powerful software platform that is reliable and extremely user friendly. Expanding on performance tested development of programming and playback platforms to provide state of the art in control and functionality. Using an integrated Apple® Mac® mini as the processor unit means V476 takes advantage of superb graphics, faster processing, and can be efficiently upgraded. The V476 is optimized for an array of work environments with backlit buttons, low profile displays and off-axis viewing. V476's cutting-edge software, sleek hardware, new graphical user interface and host of features make it the perfect control console for both lighting and media in a compact package.

Dynamic Controls

The compact V476 features 3 encoders dedicated to intensity, pan, and tilt control and 6 encoders with dedicated display for all other parameter functions.



Features

CHANNELS:	**4,000 multiple parameter luminaires**
COLOR PALETTES:	**1,000**
BEAM PALETTES:	**1,000**
PRESETS:	**1,000**
MACROS:	**2,000**
EFFECTS:	**1,000**
SETS:	**1,000**
SEQUENCES:	**1,000**
DYNAMICS:	**500**
SYSTEM SNAPSHOTS:	**1,000**
CUE SNAPSHOTS:	**10,000 to unlimited**
CUES:	**10,000**
STACKS:	**1,000**
SUBMASTERS:	**30**
CPU:	**2.6 Ghz quad-core Intel® Core™ i7 Apple® Mac® mini computer**
EXTERNAL EQUIPMENT:	**The PRG Super Node™ provides 8 additional DMX512 universes via XLR or 16 universes via Art-Net**
	The PRG Ethernet Switches allow 2 or more V476®, V676®, or V276™ consoles to be networked together
	VX76 consoles will support up to 99 PRG Nodes or PRG Super Nodes, which can be located remotely on the Ethernet network

V476® Lighting Control Console Specifications

OPERATING SOFTWARE:

- Graphical user interface with 2D, 3D views. Channel
- Grab feature to withold a parameter.
- Cues with delay and execution timing for each parameter
- Cue sheet management by separators, links, loops, auto-follows and notes
- Multiple Cue Stacks
- IFCB Submasters
- Tracking or State Based cue record/ playback environments
- Fill Cue editing feature
- Presets of any combination of parameters, by channel
- Beam and color palettes, by luminaire type
- Effects for flexible combinations of luminaire sets with reusable sequences of actions
- Context-sensitive macros, including pre-programmed canned macros
- Encoder Value Display provides feedback at the encoders
- Instant recall of display windows, panel settings, and submaster states via snapshots
- Manual Data Filter provides status feedback of parameters that have been modified manually
- Intensity Display now can display multiple parameters
- Easily established X, Y and Z positioning for 3D display, targeting and encoder controls
- Selective import of show data from disk storage
- V476 consoles are networkable via Ethernet or Fiber-optic cable for multi-user control or full tracking backup
- Media window for graphical control of media servers
- Fixture data conversion
- Basic Profile Editor in stand-alone application

PLAYBACK:

- 30 motorized submasters (in 3 pages) with Load, Go, Back, Run and Stop/Step control for cue and effect activation
- Comprehensive submaster display including active and pending cue or effect, submaster attributes and completion times
- Rate adjustment, Timing Disable and Freeze commands
- Parameter and Channel Filtering via Submaster control
- Independent, Inhibitive, and Manual Assign submaster modes
- Add/Solo, Go Fader, and Intensity submaster Bump modes
- Go and Stop/Back for board cue control
- Submaster priority levels 0-10
- MIDI Show Control commands, MIDI notes and SMPTE timecode supported to automate all aspects of show playback
- Timing control to quickly set delay and execution times or speeds for each luminaire parameter
- Function filter to limit parameters stored in presets, beam selects, cue and submasters
- 20 recordable templates for recall of timing and parameter filter settings

EFFECTS:

- Tools for combining set, sequence and effect definitions to create unique effects
- Individual step times, attack, sustain and decay times per sequence step
- Fade in, duration and fade out times or number of cycles for effect length

DYNAMICS:

- Wave based Dynamics offer a powerful and quick method for creating effects across groups. Controls such as waveform, rate, size, offset direction, gravity and more are available to customize and implement the dynamics

MANUAL CONTROL:

- 3 encoders dedicated to intensity, pan and tilt control
- 6 additional encoders (in 6 categories) with dedicated display for all other parameter functions
- Full, Out, Mark and Zero intensity controls and Flip for pan/tilt
- High-Resolution Encoder mode allows slow, accurate control of any parameter
- Fan control adjustment on each parameter and time
- 2 programmable defaults for each parameter by luminaire
- 9 user-configurable function selects with dedicated displays for quick access to Presets, Colors, Beams, Groups, Macros, Snapshots, Effects, Dynamics, and Cue Stacks
- Ad Hoc Channel selection based on cue, preset, color and beam states
- Manual Timing mode for recall of colors, beam states and presets with timing
- Quick Focus mode for rapid review and modification of presets
- Ordered Group store which can also be transferred in and out of Effect sets
- External trackball pan/tilt control option (or other mouse device)

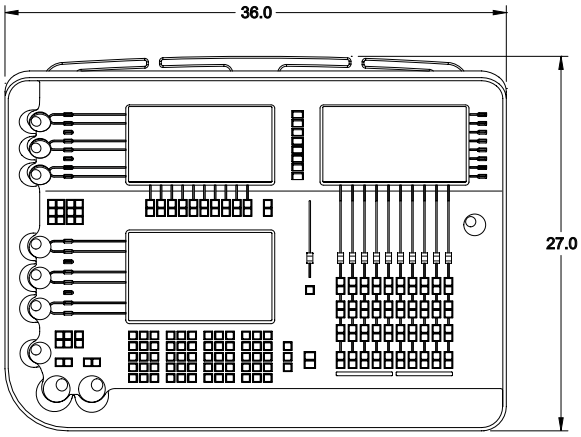
COMMAND KEYPAD:

- Keypad display providing context-sensitive prompts and feedback, as well as console status information
- Store, Recall and Delete for cues, board cues, group, presets, colors, beam selects, macros and snapshots
- Selective Store and Recall for function-filtered access to parameter data from cues or presets
- Update for easy incorporation of manual changes to active cues
- Copy, Move, and Update functions
- Numeric entry of timing, sneak and effect times
- Fanned timing and delay

INTERFACES:

- Copper and Fiber Optic Ethernet connections for communications protocol
- 8 Universes of DMX direct out of console
- 16 Universes of Art-Net direct out of console
- 1 DMX Universe input direct into console
- SMPTE Time Code input
- MIDI Time Code input
- MIDI Show Control input and output
- MIDI Notes input
- External Trigger

Dimensions



TOP VIEW

WEIGHT:	WIDTH:	HEIGHT:	DEPTH:
85 lbs. (38.5 kg)	36” (91.4 cm)	12” (30.5 cm)	27” (68.6 cm)

TOKYO
SHANGHAI
MELBOURNE
SYDNEY
LONDON
BIRMINGHAM
MAIDSTONE
HAMBURG
COLOGNE
FRANKFURT
MUNICH
BERLIN
DÜSSELDORF
BRUSSELS
PARIS
UTRECHT
MADRID
ZURICH
CAPE TOWN
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WWW.PRG.COM

VERSION: MARCH 2013

V676® Lighting Control Console

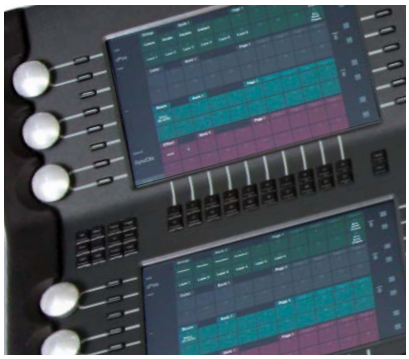
The V676® control console is an elegant programming and control solution. Offering extraordinary speed, both in programming and responsiveness, as well as innovative interface advancements both in hardware layout and software design.

V676, built on a legacy of proven reliability and cutting edge console development, expands the possibilities offered to designers and programmers alike. Intuitive features that quickly and easily handle the ever-expanding scope of equipment to be controlled while acknowledging the ever-decreasing time to program it all. V676 is designed with attention to detail and an insightful understanding of the practical demands of programming.

V676 provides a sophisticated and powerful software platform that is reliable and extremely user friendly. Expanding on performance tested development of programming and playback platforms to provide state of the art in control and functionality. Using an internal dual Apple® Mac® mini combination as the processing unit means V676 takes advantage of superb graphics and faster processing. The V676 is optimized for an array of work environments with backlit buttons, low profile displays and off-axis viewing. V676's cutting-edge software; sleek hardware; new graphical user interface; and host of features make it the perfect control console for both lighting and media.

Dynamic Controls

The V676 features 3 encoders dedicated to intensity, pan, and tilt control and 6 encoders with dynamic display for all other parameter functions.



Features

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EFFECTS:	1,000
SETS:	1,000
SEQUENCES:	1,000
DYNAMICS:	500
SYSTEM SNAPSHOTS:	1,000
CUE SNAPSHOTS:	Unlimited
CUES:	10,000
STACKS:	1,000
SUBMASTERS:	30
CPU:	Dual 2.6 Ghz quad-core Intel® Core™ i7 Apple® Mac® mini computers
EXTERNAL EQUIPMENT:	The PRG Super Node™ provides 8 additional DMX512 universes via XLR or 16 universes via Art-Net
	The PRG Ethernet Switches allow 2 or more V476®, V676®, or V276™ consoles to be networked together
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- Graphical user interface with 2D, 3D views
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- Manual Data Filter provides status feedback of parameters that have been modified manually
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- Easily established X, Y and Z positioning for 3D display, targeting and encoder controls
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- Go and Stop/Back for board cue control
- Submaster priority levels 0-10
- MIDI Show Control commands, MIDI notes and SMPTE timecode supported to automate all aspects of show playback
- Timing control to quickly set crossfade, delay and execution times or speeds for each luminaire parameter
- Function filter to limit parameters stored in presets, beam selects, cue and submasters
- 20 recordable templates for recall of timing and parameter filter settings
- Basic Profile Editor by stand-alone application

EFFECTS:

- Tools for combining set, sequence and effect definitions to create unique effects
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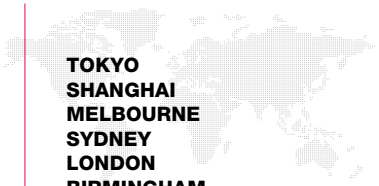
INTERFACES:

- Copper and Fiber Optic Ethernet connections for communications protocol
- SMPTE Time Code input
- MIDI Time Code input
- MIDI Show Control input and output
- MIDI Notes input
- External Trigger

PHYSICAL SPECIFICATIONS:

- Power Consumption:
  Console (with displays) - Less than 600 watts
- CPU: Two 2.6 Ghz quad-core Intel® Core™ i7 Apple® Mac® mini computers
- Displays:
  5 Integrated full color touch screen displays
  2 external full color displays supplied by the user (external full color touch screens available as optional accessories from PRG)
- External Channel Select Panel: 2,000 channels, backlit (optional accessory)
- Outputs:
  Fiber Optic: 1 - 702 Universes possible
  Ethernet: 1 - 702 Universes possible
  Art-Net: 6 Universes available with the addition of each PRG Node+
  DMX512: 8 Universes of DMX available per PRG Super Node
  8 Universes of DMX direct out of console
  16 Universes of Art-Net direct out of console
  1 DMX Universe input direct into console
- V676 Weight and Dimensions:
  120 lbs. (54.43 kg) with accessories
  46.8" (118.9 cm) wide x 11.6" (29.5 cm) high x 28.6" (72.6 cm) deep (including mounting brackets)
- V676 controlled by 2 internal Mac mini computers



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