

Commander™ Automation Control Console

The PRG Commander™ Console is an automation and motion control solution for the entertainment industry. Intuitive features of the Commander quickly and easily handle the ever-expanding scope of scenic and automated elements that require smooth precision control. Designed with attention to detail and an insightful understanding of the practical demands of automation and scenic movement in actual production environments. All software and hardware designs have been created to further automation controls while making them easier to use as well as safer for the performers and technicians working on the production.



Stage Command® Motion Control

The cue-based SCS software allows seamless transitions in full view of the audience with accuracy, repeatability and unparalleled attention to safety. The Commander combines the power of the cue-based Stage Command® System software with superb graphics, faster processing, and an intuitive user interface.

Cue Light System

A cue light system is built into the Commander to reduce the amount of external hardware that the automation operator has to worry about during operation.

Timecode

The Commander can tie into SMPTE or MIDI timecode allowing it integration with the lighting control system if that level of show control is desired.

Features

MONITORS:

- TWO 12.1" BUILT-IN TOUCHSCREENS
- ONE 30" EXTERNAL MONITOR (STANDARD)
- ONE 30" EXTERNAL MONITOR (OPTIONAL)

PROCESSING:

- INTEL CORE 2 QUAD CORE PROCESSOR
WINDOWS XP-BASED
- FULL TRACKING BACKUP
- FACE PANEL CONTROLS
- ONE MASTER SLIDER
- EIGHT SUBMASTER SLIDERS
- THREE ROTARY ENCODERS PER TOUCHSCREEN
- 16 SOFTKEYS PER TOUCHSCREEN
- STOP/GO BUTTON
- E-STOP BUTTON
- E-RESET BUTTON
- USB PORTS
- PERMISSIVE SWITCH

ADDITIONAL HARDWARE:

- BUILT-IN DRAWER HOUSES EXTERNAL KEYBOARD WITH MOUSE
- LED CUE LIGHT BAR

INPUTS:

- FOUR CAMERA/VIDEO INPUTS
- SMPTE INPUT
- MIDI TIMECODE INPUT
- BUILT-IN INTERCOM AND PROGRAM FEEDS

POWER:

- POWER DRAW – 4.2A WITH ONE REMOTE DISPLAY

WEIGHT AND DIMENSIONS:

- 85 LBS (38.6 KG) FOR THE CONSOLE
- 25 LBS (11.39 KG) EACH FOR EXTERNAL MONITORS
- 35" (88.9 CM) WIDE X 12.5" (31.75 CM) HIGH X 24" (60.96 CM) DEEP WITHOUT EXTERNAL MONITORS ATTACHED

The Commander provides a sophisticated and powerful hardware/software platform that is reliable, precise and safe as well as extremely user friendly. Using an Intel® Core 2 Quad Core processor as the processor unit means the Commander takes advantage of superb graphics, faster processing, and can be efficiently updated.

The Commander is optimized for an array of work environments with backlit buttons, low profile displays and off-axis viewing. Commander's cutting edge software; sleek hardware; new graphical user interface; and host of features make it the perfect control console for both programming and operating motion control for the entertainment industry.

The Commander's software program is designed to make the programming and operation of the automation elements in a production go smoothly. The software can be implemented in real-time or as an offline, pre-production design tool. You can easily take a plan, drawing or elevation rendering into a 3D visualization system.

Designers can then plan out scenery movements, see how static and moving scenery interacts, cue the scenery movement and run through the show virtually—all before any of the scenery is built or the show is moved into the performance space. This 3D visualization saves considerable time and money allowing the designer and technicians to pre-program all of the motion control, and most importantly, find any conflicts or safety issues long before the build process.

The Commander software can be run on a laptop as a monitoring device for the design team, the stage manager, the director or other members of the production team to watch the automation during the rehearsal process. The remote laptop system can be set up to be a monitor only with no control allowed. A laptop also can act as a slave backup control in the event that the main console goes down. The system operates with full tracking backup. In the event of a main console failure the backup is already in that cue and ready to go with no switching or plugging necessary.

The Commander is designed to control closed loop and open loop devices. Devices such as electric winches, hydraulic valves, pneumatics, on/off switches and chain motors are representative of effects that the Commander transparently controls.

The Commander features an ergonomic shape and layout. Two touchscreens embedded in the front panel display have a low profile on the face panel of the control surface. Outboard there is one 30" monitor standard and room for another, optional 30" monitor to use with the visualization software. The remote monitors mount on repositionable arms allow for complete configuration to suit onsite conditions.

The Commander features a flat black front panel and detailed bright white backlit buttons. Neutral contrast of front panel and use of multi-color touchscreens displays presents data in a quick and easy-to-read format. Buttons that are active are backlit in white; buttons that are inactive are turned off; and buttons that require an action blink.

All of the displays on the console are completely configurable by the operator for ease of use. The displays are also designed to maximize and highlight the most critical information for fast, safe and focused operation. Non-essential information is available, but grayed out to lessen its visibility. Color-coding can also be applied to actions. All information is presented to heighten awareness of critical movement or troubleshooting.

The Commander allows for true time-based control of automation. Operators have control of movement programmable to increments of 1/10th of an inch. The operator can, at any time, stop or slow a cue down. The operator has full control over an axis or multiple axes at any point. You can easily modify time or velocity. The Commander will calculate the time or velocity when given only one of the two parameters.

The Commander console has built in video, audio and communications components. Four video inputs for cameras allow the operator to monitor key positions near lifts or effects for safety purposes during specific cues; bringing critical information to the operator's attention.

Audio and communication links allow the operator to link up to the intercom system. A cue light system is built into the Commander to reduce the amount of external hardware that the automation operator has to worry about during operation.

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