



# 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.

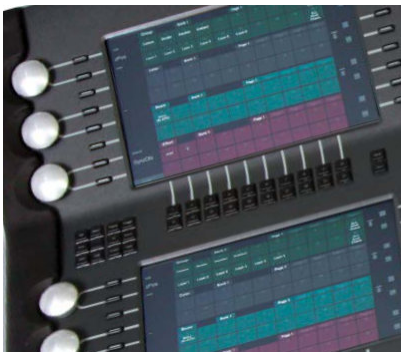
V676, built on a legacy of proven reliability and cutting edge console development, expands the possibilities offered to designers and programmers alike. Intuitive features that quickly and easily handle the ever-expanding scope of equipment to be controlled while acknowledging the ever-decreasing time 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

<b>CHANNELS:</b>	10,000 multiple parameter luminaires
<b>COLOR PALETTES:</b>	1,000
<b>BEAM PALETTES:</b>	1,000
<b>PRESETS:</b>	2,000
<b>MACROS:</b>	2,000
<b>EFFECTS:</b>	1,000
<b>SETS:</b>	1,000
<b>SEQUENCES:</b>	1,000
<b>DYNAMICS:</b>	500
<b>SYSTEM SNAPSHOTS:</b>	1,000
<b>CUE SNAPSHOTS:</b>	Unlimited
<b>CUES:</b>	10,000
<b>STACKS:</b>	1,000
<b>SUBMASTERS:</b>	30
<b>CPU:</b>	Dual 2.6 Ghz quad-core Intel® Core™ i7 Apple® Mac® mini computers
<b>EXTERNAL EQUIPMENT:</b>	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

# V676® Lighting Control Console Specifications

## OPERATING SOFTWARE:

- Graphical user interface with 2D, 3D views
- Channel Grab feature to withhold a parameter from playback
- 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.
- V676 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

## 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 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
- 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
- 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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