



## Illusionist

### automation console

### GENERAL INFORMATION

Illusionist is the flexible, entry-level console from Stage Technologies. A good choice for smaller systems in high schools and professional theater, Illusionist retains the ability to alter the speed of a cue during playback, while providing all the features of the base level eChameleon software.

Full 3D graphical simulation of cues in virtual mode complements the desk's standard features, such as blind cue plotting. This allows shows to be plotted and viewed in simulation before the scenery is built, saving valuable technical time on stage.

The new eChameleon embedded software, a common platform across our consoles, has more functionality but is easier to use. This ensures that the Illusionist can control the most complicated of performances every night but is not daunting to a less experienced user running a simpler show.

The Illusionist console uses Windows® Embedded on a solid state drive for enhanced reliability.

### SPECIFICATIONS

- Intel 3GHz Core 2 Duo
- 2Gb RAM
- 30GB SSD
- 17" LCD TFT
- Weight: 22 kg 48.5 lbs
- Dimensions (closed): 440 W x 590 D x 380 H (mm) 7U (excluding connectors) 17.5 W x 23.2 D x 15 H (inches)
- Dimensions (open): 440 W x 1170 D x 660 H (mm) 12U (excluding connectors) 17.5 W x 46 D x 26 H (inches)
- Enclosure: steel, stainless steel and aluminum
- Finish: RAL 7021 paint
- Panel finish: aluminium and MRPVC

### Electrical

- 10/100BaseT Ethernet
- VGA port
- 3 x USB ports
- Supply voltage: 110/230V ac ±5%
- Current consumption (max): 5.25 A
- OS - Microsoft Windows® Embedded Standard

### FEATURES

#### Display

- User configurable display - graphical and/or textual
- 3D graphics enables previews of deads and next move
- State (cue) list
- Query function
- Single LCD screen

#### Control

- 16 concurrent users
- 3 playbacks
- Manual moves (joystick)
- Move to position speed and acceleration (defined or default)
- Move to position (time specified)
- Move to position with delay (speed or time specified)
- Multi-target move (32) individual speeds, accel & delays
- 'Teach and learn' move (1D, 2D or 3D)
- Move to state (cue) key
- Next/last keys
- State (cue) reverse
- Jump to any state (cue)
- Role-based states when in multi user operation (optional)
- Rigging and referencing (optional)
- Remote dead man's handle by state (cue)

#### Groups

- Free groups - all move independently
- Safe groups - all move independently - fault on one stops all
- Locked groups - all move in precise synchronization
- 'Teach and learn' group

#### Logging and Data

- Logging of user commands, desk temp and other system data
- Start/stops, position changes and axis errors
- Full user rights model in terms of administrator, and who can operate by job role, or physical operating position

#### System Connectivity Options

- F:light - moving lights tracking automation
- Connect - remote diagnostics and off site backup
- WYSIWYG, Medialon show control, 3D video control

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