SPECIFICATION

MAMBO FROG

general specifications

description

The Mambo Frog control desk harnesses the power and flexibility of the Frog controller range, and brings it to a new arena. With a combination of conventional control philosophy and highly flexible playbacks, the Mambo Frog provides fast, high-powered control for clubs, discotheques, and live performance venues.

The Mambo Frog has 1024 channels, and can control 96 intelligent fixtures. Using high resolution encoders, rapid and accurate programming is possible to any of the many playbacks provided on the console.

All functions of your intelligent lighting rig can be controlled, with the provision of advanced programming functions such as attribute palettes, and fixture groups which can be used to build lighting states, as well as make dynamic 'on the fly' adjustments.

Along side the conventional memory stack and fader-based submasters, the Mambo Frog provides a bank of 48 'SX' playbacks. These buttons provide instant, flexible access to lighting scenes, environments, effects and chases. Each 'SX' button can be assigned it's own fade times, channel data and LTP information.

It is the combination and flexibility of the Mambo Frog playbacks coupled with the power of it's programming interface that makes the Mambo Frog suitable for a huge range of venues, from the smallest disco to the biggest super-club.

main features

- 1024 Control Channels
- 1024 DMX Channels, fully patchable. (Output via 2 DMX connectors)
- 48 'SX' Playbacks
- 216 Submaster Playbacks (9 pages of 24 faders)
- 'Go button' memory stack with up to 999 memories
- Movement effects generator
- F.R.O.G. function for instant effects
- 48 each of Colour, Beamshape and Position Palettes
- 48 Fixture groups
- Onboard floppy disk drive for show backups and software updates
- SVGA monitor output
- Large fixture library

Ordering information

- Mambo Frog : 00-739-01
- Flight Case : 00-735-00
- SVGA Monitor : 00-372-00

specifications

- Control channels : 1024. Patchable to any DMX address. (May be allocated in any combination of HTP / LTP)
- Submaster Playbacks : 216. Arranged as 2 banks of 12 faders, available over 9 pages. May be assigned with any lighting information
- Master Faders : 3. ('Grand Master', 'Memory Master', 'SX Master')
- 'SX' Buttons : 48. May contain channel data, memory data, effects data. Each button with individual fade times and triggers.
- Fixture selection buttons : 24. Available over 4 pages to provide 96 available fixture controls.
- Power supply : External switched mode power supply. +/- 12VDC / +5VDC. Supply inlet via CEE22 connector. Connection to console via 4 pole locking XLR connector
- Supply voltage range : 200 260 VAC @ 50 Hz / 100 130 VAC @ 60 Hz
- DMX Output : DMX 512-1990 via 2 x XLR 5 fixed sockets. Isolated and over-voltage protected
- Audio input : 3 pole ¼" Jack socket. 100mV 100V
- Monitor Output : SVGA standard via 15 pin D connector.
- Keyboard : PC standard keyboard, UK keymap. Connection via PS/2 connector.
- Data Storage : 3.5" internal floppy disk drive. Uses 1.44Mb MS-DOS formatted disks.
- Desk lamp supply : 12V 5W. 1 x XLR 3 pin female. For Littlite ® or compatible lamp.
- Dimensions : 110mm (H) x 765mm (W) x 570mm (D)
- Weight : 12.5Kg (28lb)

supplied accessories

- Operating Manual
- Dust Cover

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SPECIFICATION

MAMBO FROG

engineering specifications

electronics

The lighting control console shall provide control of 1024 DMX channels via two DMX universes. DMX channels shall be assignable to any of 96 fixture controls, and shall be available as LTP or HTP channel types.
The lighting control console shall be able to record static lighting scenes and chase effects, and shall provide an automated effects generator for movement effects. Programming shall be performed via 3 high resolution encoders.
The console shall provide 24 submaster faders. The submaster faders shall be capable of storing channel data, effects and chase information and memory information transferred from other memory stores of the console. Each submaster shall have a fade up and down time assignable. The LTP trigger point for each submaster shall be user defined. The submaster faders shall be available on 9 pages, selectable with Page Up and Down buttons, providing a total of 216 submaster playbacks. A 7-segment LED display shall provide indication of the current submaster page.
The console shall provide the facility to control 96 intelligent, multi-channel fixtures using true LTP control. The console shall provide a library of fixture personality data.
The console shall have a sequential memory stack, accessible with a 'Go' button. Each memory in this stack shall be user programmable, and shall contain channel information, effects information, fade times and LTP triggers. The console shall have a memory master for independent control of the memory stack intensity level, and shall have a manual override for fade time control. The console shall have a pause button for interrupting fades.
The console shall provide 48 additional playback buttons. Each of these buttons shall be user programmable with channel information, fade times and a trigger action.
The console shall provide a quick method of editing selected channels in any stored lighting state or effect. This function shall be accessible via a single 'Edit' button.
The console shall provide palette control for fixture colour, beamshape and position, 48 of each type shall be available. These palettes shall be accessible at all times to the user via direct access buttons. The console shall provide 48 fixture selection groups. These groups shall be available at all times to the user via direct access buttons.
The console shall feature an effects generation system, capable of producing randomised effects for all moving light attributes. This system shall provide the user with the option to modify the speed and range of values for the effect.
The console shall have a PC standard 3.5” floppy disk drive for data backup and software updates.
The console shall have rear-mounted connectors for the control inputs and outputs. DMX connections shall be via 5 pole XLR connectors, one for each DMX universe. The console shall provide full DMX patching to either universe.
The console shall be tested during assembly, and at finished product stages for a minimum of 12 hours.

Electrical

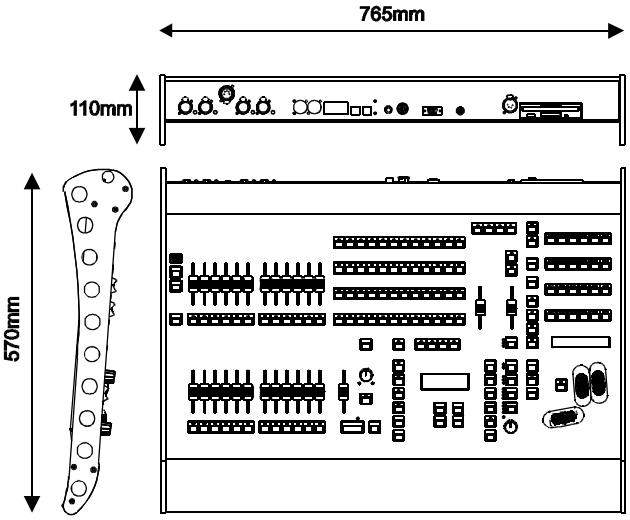
The console shall operate from a single phase supply. The supply requirements shall be : 200 260 VAC, 50Hz / 100 130 VAC, 60Hz.

Operation

The console shall provide feedback for all operations via two on-board LCD displays. The console shall provide indication of each of the following functions : Current memory, Next Memory, Submaster Assignments, Effect Attributes, Fade Times, Channel Output levels, Desk Set-up, Encoder assignments and Preview information.
The console shall provide an SVGA monitor output. The monitor shall provide extended information about all of the console functions. It shall be possible to lock the monitor display to one selected screen.
The console shall have a set of high resolution encoders for fixture control. These fixtures shall be active at all times.
The console shall have a 'super-user' mode of operation, containing advanced functions. The console shall have a user-selectable recovery option in the event of a power failure.
The console shall undergo self-diagnostic checks on power up on both hardware and software, and shall report any problems to the operator.

Mechanical

The lighting control console shall be freestanding and feature an integral carrying handle. The console shall be 110mm high, by 765mm wide and 570mm deep. The console shall weigh no more than 12.5Kg (28lb). The chassis of the console shall be constructed using a combination of extruded aluminium and machined steel. The front panel shall be securely fixed in position and shall be constructed from 0.9mm gauge steel. Front panel legends shall be screen-printed. All metal surfaces shall be properly treated and anodised or finished in specialist paint or powder coat. All operator controls and displays shall be provided on the top surface of the console. The operating environment for the console shall be +5C - +35C non-condensing.



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