1000 Channels

100 Scrollers

2048 Attributes

Differences between Hydra and Hydra **PLUS**

	HYDRA	HYDRA +
Channels	250 / 750	**1000**
Scrollers	30	**100**
Spots	60	**250**
Attributes	512	**2048**
Serial ports	2	**3**
VGA Monitors	1	**2**
Hard disk	No	**Yes**
Ethernet	No	**Yes**
Display	40 X 2 lines	**Grafic 240 x 64**
LED's	Red / Green	**Blue / Red**
Submasters	24 / 48	**At the moment, only 24**

FUNCTIONALITY

- Multiples **screen formats**. Ones are configurable (Mains screen, etc), others are interactive (Patch, etc) and others are a data-base (Seqlist, etc).
- **Command line.** Elaborated commands permit us to work with **ranges**. Functions like **Copy** or **Exchange** data are implemented for all items.
- **Next** & **Test** functions, that do the edition more easy and quick.
- **Rescue** function, that permits us to rescue the last

CHARACTERISTICS

- 1000 conventional **channels**, 100 **scrollers** channels and 2048 Spot **attributes**. Configurables from the "Console" menu.
- 999 **Memories** (admit decimal point).
- 999 **Groups**.
- 999 Masters & crossfaders **pages**.
- 999 **Macros** (10 of direct access, in banks).
- 999 **Chases**.
- 99 **Colour** libraries. 99 **Gobo** libraries & 99

- selections done and the old modified memories.
- Using a external keyboard it is possible to assign **Text** to any item in the console.
- **Setup** for the most of the System Parameters.
- Several **Languages** to Help and Warnings.
- **Help**. Organized by items, It describes commands and available actions.
- Hardware **Tests** to check the correct functioning of the console.
- **Exam** function available for all items and status of the console.
- The **Modify** function is implemented for all items and status. It is possible to modify a Memories Range or a Groups Range.
- The externals **triggers** (switches) can be associated to any console key.
- The **sound** input is divided in the 3 basic frequency ranges, and each range can be associated to any key or fader.
- **MIDI**: transmission or reception modes. Patch MIDI. It is possible a tracking **Synchronization** of several Hydra Plus.
- Events List and Events control by **SMPTE** (internal or external), **MTC**, or real clock .
- The **DMX input** permits us "capture" scenes (channels and spots modes), merger the DMX input line or execute macros.
- Configurable **serial ports**. A command can be written and then, controlled from the crossfaders. It is possible control Slides projectors, Video machines, etc., totally integrated with the lighting show.
- The **Print** menu permits us to select ranges and list of all items. It is possible print the current screen and export data in format "*.txt"
- Functions to **Copy** of channels levels or spots parameters values between memories or in the editor.
- **Patch**. It combines the 4 DMX outputs with controls Channels for Dimmers, Scrollers and Spots. It allows response Curve and level limit for each Dimmer. Including **quick commands** to copy, to move, to assign defaults, etc, these commands are available for dmx lines or dimmers ranges.
- **User curves**, completely editables.
- Definition of **Scrollers**: frames number & adjustment, channels association, "Dark" function, etc.
- Definition of **Spot**, that permits import, export and edit the spot attributes. Spot patch to establish the DMX address of each spot. And encoders banks to control each Spot. There is a floppy that

- **Position** libraries.
- 24 **Master** with times (2 fade-times & 3 wait-times) and **LINK** function. **Modes**: Normal, Inhibit & Absolute.
- 1 **General** Master with Blackout key.
- 1 Configurable **Special** Master.
- 3 **Encoders** to control the spot attributes.
- 1 **Trackball** to control the X/Y attributes.
- 1 **Joystick**, 2 directions.
- 3 multi-use optical **encoder**.
- 2 independents **crossfaders**: Play memories with 5 programmed **times**, links and associated **commands** and up to 6 **Time-Parts**.
- 2 independents editors: **Stage** & **Blind**.
- **Software update** from the disk unit.
- **OLE**: Off line editor for PC. With it, we can modify, print, etc. our Shows, from a personal computer.
- **Hard disk** and Floppy Disk drive. To store Shows (LT & ASCII Light Cue formats), Spots and Devices.
- Integrated universal power supply: 85-265 V~ / 50-60 Hz.
- Graphic display of 128 x 64 pixels.
- Alphanumeric keyboard integrated in its drawer.
- 2 PS/2 ports for keyboard & mouse.
- 1 Printer port (SuD-25).
- 2 VGA video output (SubD-15).
- 3 serial ports, RS-232 x 2 & RS-485, (SubD-9).
- 1 Audio input & 1 SMPTE input (2 Jacks).
- 2 externals triggers (Din-3).
- Standard MIDI ports: MIDI in, out, thru (Din-5).
- 4 DMX out and 1 DMX in (XLR-5).
- 2 working lights (XLR-3).
- 1 mini RC connector of 6 pins, female. REMOTE (for the Remote Control connection).
- 1 connector RJ45 for Ethernet.

Size in mm. (width x depth x height):

- 920 x 430 x 75...125. Weight: 17 Kg.

Remote Control. Optional peripheral

- Cable/wireless remote control.

- Ion-Lithium battery. High duration and easy charge.

- Display with light. Auto power-off function.

- Easy and ergonomic. The Remote Control permits us to execute, practically, all Hydra functions.

includes the greater part of the market movings lights.

- A Master with mixed contents (**HTP + LTP**), can work in several ways.
- The special function, **Edit**+, helps us to select, quick and easy, spots groups, positions, colours and gobos for these spots.
- **Figure** editor to automatic movement of the spots. The user can adjust the **Figure** parameters.
- The **Load Selected function**, inside the DISK menu, permits us to load parts of a stored show (with items and ranges selection).
- It is possible to operate with 1 or 2 external **VGA** monitors (TFT compatible).

Remote

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