

Jands Hog 250

250 CHANNEL CONTROLLER FOR MOVING AND CONVENTIONAL LIGHTS



DESCRIPTION

The Jands Hog 250 console can handle any combination of lighting fixtures, moving or static, with moving lights as simple to programme as conventional luminaires. With flexible programming and playback options the Jands Hog 250 is well suited to a wide variety of applications, making it the ideal choice for the control of both simple and complex dimming systems as well as colour scrollers and moving lights.

FEATURES

- * Controls up to 250 channels
- * Configuration of the desk makes programming easy
- * Four menu banks of palette buttons give instant access to Beam, Colour, Position and Groups of fixtures
- * LCDs provide continuous feedback on programming and playback status together with cue or palette lists
- * Instant access to console features
- * Automenu and advanced fixture control
- * All shows are stored on standard 3.5 inch DOS format floppy disks
- * Cues, cue lists, effects and presets can be merged from one show to another
- * Split fade times on any parameter
- * Command line syntax
- * Cue list, cue contents, programmer, patch and actual stage output available at VDU port
- * Any fixture can be patched anywhere on the DMX outputs
- * User-definable system default settings
- * Multiple fixture types simultaneously supported
- * Console self-test and diagnostic routines
- * Access protection PIN number
- * 2 x option ports (back panel)
- * Optional trackball/Mouse provides pan and tilt information for selected fixtures through serial port
- * External VGA monitor output
- * User definable fixture libraries
- * Wholehog II operating system
- * Show data transferable from/to Wholehog II, Jands Hog 600/250 consoles
- * CE approved: EN50081-1, EN50082-1, EN60950
- * approved

OVERALL SPECIFICATIONS

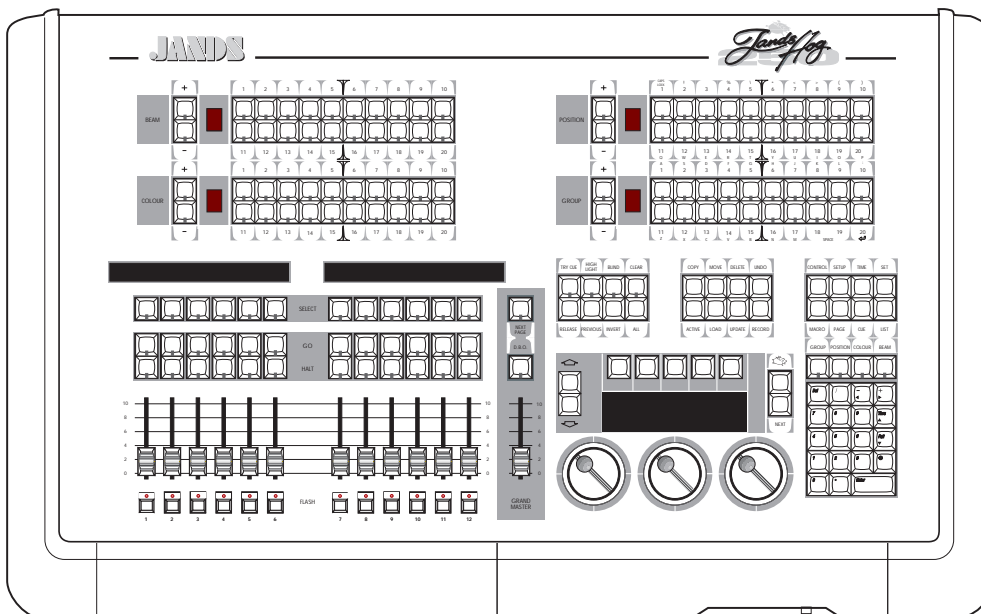
- Control channels: 250
- Submasters: 12
- Menu banks: 4
- Memory: 1Mbyte
- Power supply: Universal 100~240VAC ±10% , 47~63 Hz
- Consumption: 45W typical
- Connector: IEC 3-pin with integral fuse, switch and mains filter
- Fuse: 2A M205/240V
- DMX in: USITT DMX-512/1990 protocol (RS-485 standard)/ AXR 5-pin male socket
- DMX out: 2 x USITT DMX-512/1990 protocol (RS-485 standard)/ AXR 5-pin female socket
- VDU out: High density 15-pin D connector (for VGA type monitor)
- MIDI in/thru/out: 3 x 5-pin 180° DIN socket
- Desk lamp out: 2 x 12V current limited (dimmable), AXR 3-pin female socket (10W max. consumption)
- Printer port: 25-pin female D connector
- Keyboard input: 5-pin DIN socket
- Displays: Programme section: 256 x 64 pixel graphics LCD, white backlight
Playback section: two 40 character x 2 line LCDs, white backlight
- Disk drive: High density DOS compatible 3.5 inch disk drive
- Dimensions: 855mm(W) x 530mm(D) x 110mm(H)
- Net/shipping weight: 20/23 kg

SUPPLIED ACCESSORIES

- 2m IEC to Clipsal 463 power cable (export models may vary)
- Floppy disk with operating software/fixture libraries
- Operating manual

ORDERING INFORMATION

MODEL/PART	PART NO.
• Jands Hog 250 console	JND-HOG250
• Desk lamps	CAE-18XR/CAE-18XR-HI
• Serial port plate	JND-SERIAL OPT
• Trackball (Microsoft compatible)	JND-TRACKBALL OPT
• Flightcase	JND-FC-HOG250



Jands Hog 250



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ARCHITECTS AND ENGINEERS SPECIFICATIONS

Electronics

The lighting control console shall provide control of up to 250 control channels via the industry standard USITT DMX-512/1990 protocol. The two DMX output sockets on the back panel shall be 5-pin AXR. The output voltages shall conform to standard RS-485 balanced serial data transmission.

The console shall have a VGA video output for connection to an external VDU. The connector shall be a high density 15-pin D connector.

The console shall have MIDI In, MIDI Thru, and MIDI Out connections, the sockets being standard MIDI 5-pin DIN connectors.

The console shall have a keyboard socket for connection to an external PC-AT type keyboard. The connector shall be a standard 5-pin DIN connector.

The console shall have a printer port for connection to a parallel printer. The connector shall be a 25-pin D connector.

The console shall have four (4) menu banks to store all presets. Each menu bank shall have twenty (20) LED-illuminated palette buttons to assist in programming. Each menu bank shall have four (4) banks of palettes available.

The console shall have twelve (12) playback master faders to individually play back cue lists.

The console shall have a programmer with numeric keypad and function buttons to create 'looks' on stage by selecting fixtures and parameters. Three (3) wheels shall be utilised to select and set various parameters.

The console shall utilise three (3) liquid crystal displays (LCDs) to provide parameter and editing information to the operator.

The console shall have a floppy disk drive integral with the front bumper to store or transfer show information on standard high density DOS format 3.5 inch disks.

The console shall have a memory capacity of at least 1Mbyte and shall be battery-backed to prevent memory loss when switched off. The battery shall have a life of at least four (4) years.

The console shall incorporate design techniques and electronic filters to comply with Australian and European Union directives on electrical safety and electromagnetic compatibility (EMC).

The console shall be factory tested and cyclically burned-in for a minimum of 24 hours.

Operation

The console operating software shall incorporate diagnostic test routines that exercise the different systems on the CPU card. These test routines shall indicate to the operator (using LEDs and/or displays) the result (pass/fail) of the tests.

The console shall display an error message to the operator should the software malfunction or be corrupted.

Electrical

The console shall operate from a single-phase supply of 100-240 VAC $\pm 10\%$, with a supply frequency of 47 Hz to 63 Hz.

The console shall not draw more than 50 watts of power from a normal GPO. The power inlet shall be a switched and filtered IEC mains

socket with integral fuse, and shall be located on the back panel of the console.

The console power supply shall be a universal-type switched mode supply requiring no changing of internal links to accommodate different supply voltages.

Mechanical

The lighting control console shall be designed to be free-standing.

The console shall be 855mm wide x 530mm deep x 110mm high.

The console shall be constructed of 1.2mm steel, and shall be provided with a removable 1.2mm aluminium base for access to internal electronics. All metal surfaces shall be properly treated and finished in powdercoat or zinc dichromate passivating.

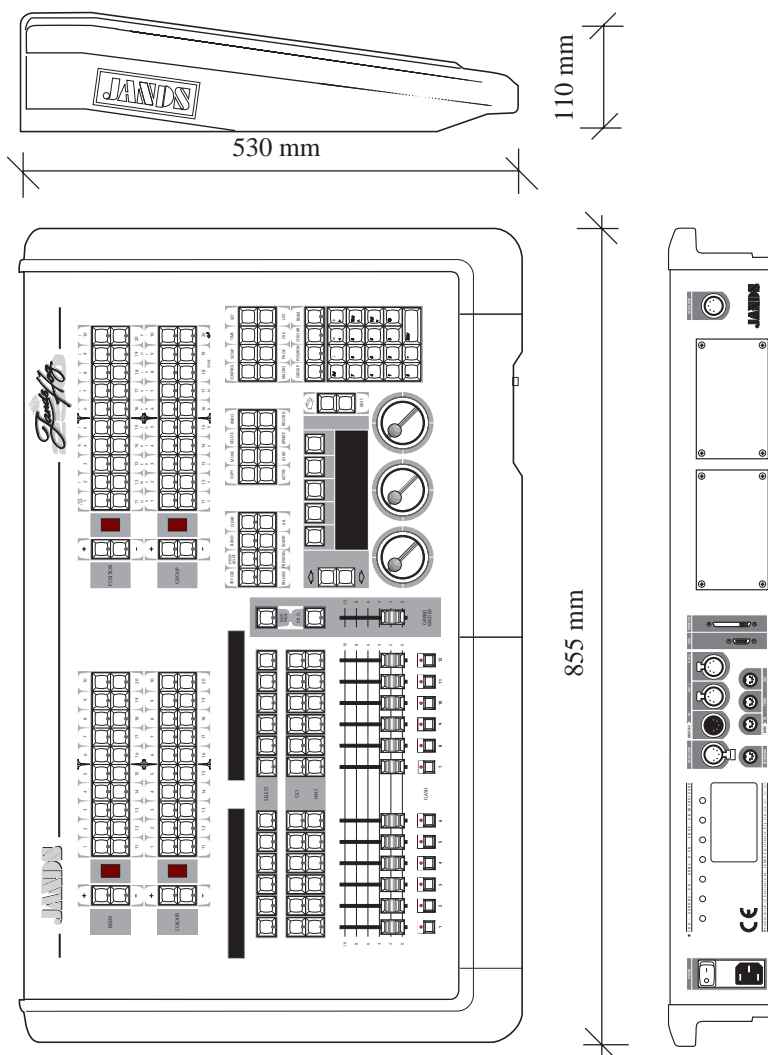
The control surfaces shall be scratch-resistant 0.25mm Lexan with legends reverse silk-screen printed from behind.

The sides and front arm rest of the console shall be constructed of steel-reinforced injection-moulded synthetic rubber.

All operator controls and displays shall be provided on the top operating surface of the console.

The chassis shall have sufficient ventilation holes to allow adequate convection cooling of the power supply, provided the ambient temperature does not exceed 40°C (104°F).

The lighting control console shall be the JANDS HOG 250.



250 CHANNEL CONTROLLER FOR MOVING AND CONVENTIONAL LIGHTS

Jands Hog 250

Jands Hog 600

600 CHANNEL CONTROLLER FOR MOVING AND CONVENTIONAL LIGHTS



DESCRIPTION

The Jands Hog 600 console can handle any combination of lighting fixtures, moving or static, with moving lights as simple to programme as conventional luminaires. With flexible programming and playback options the Jands Hog 600 is well suited to a wide variety of applications, making it the ideal choice for the control of both simple and complex dimming systems as well as colour scrollers and moving lights.

FEATURES

- * Controls up to 600 channels
- * Configuration of the desk makes programming easy
- * Six menu banks of palette buttons give instant access to Macros, Pages, Beam, Colour, Position and Groups of fixtures
- * LCDs provide continuous feedback on programming and playback status together with cue or palette lists
- * Instant access to console features
- * Automenu and advanced fixture control
- * All shows are stored on standard 3.5 inch DOS format floppy disks
- * Cues, cue lists, effects and presets can be merged from one show to another
- * Split fade times on any parameter
- * Command line syntax
- * Cue list, cue contents, programmer, patch and actual stage output available at VDU port
- * Any fixture can be patched anywhere on the DMX outputs
- * User-definable system default settings
- * Multiple fixture types simultaneously supported
- * Console self-test and diagnostic routines
- * Access protection PIN number
- * 4 x option ports (back panel)
- * Optional trackball/Mouse provides pan and tilt information for selected fixtures through serial port
- * External VGA monitor output
- * User definable fixture libraries
- * Wholehog II operating system
- * Show data transferable from/to Wholehog II, Jands Hog 600/250 consoles
- * CE approved: EN50081-1, EN50082-1, EN60950

approved

OVERALL SPECIFICATIONS

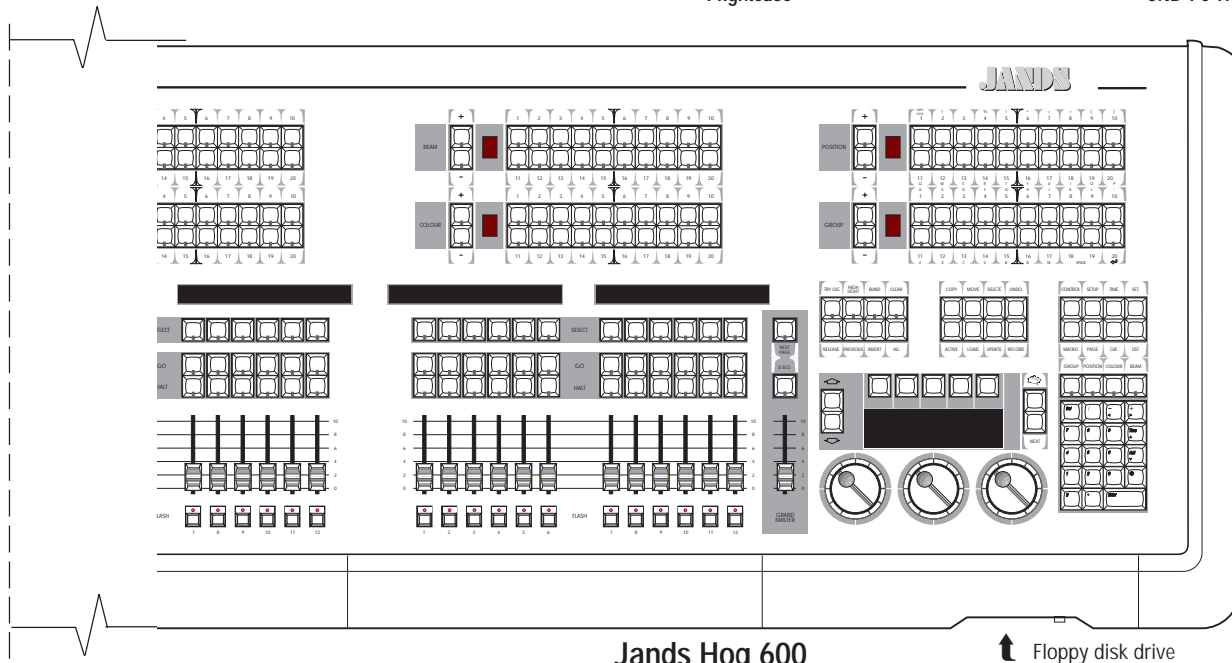
- Control channels: 600
- Submasters: 24
- Menu banks: 6
- Memory: 1.75 Mbytes
- Power supply: Universal 100~240 VAC ±10% , 47~63 Hz
- Consumption: 45W typical
- Connector: IEC 3-pin with integral fuse, switch and mains filter
- Fuse: 2A M205/240V
- DMX in: USITT DMX-512/1990 protocol (RS-485 standard)/ AXR 5-pin male socket
- DMX out: 2 x USITT DMX-512/1990 protocol (RS-485 standard)/ AXR 5-pin female socket
- VDU out: High density 15-pin D connector (for VGA type monitor)
- MIDI in/thru/out: 3 x 5-pin 180° DIN socket
- Desk lamp out: 2 x 12V current limited (dimmable), AXR 3-pin female socket (10W max. consumption)
- Printer port: 25-pin female D connector
- Keyboard input: 5-pin DIN socket
- Displays: Programme section: 256 x 64 pixel graphics LCD, white backlight
Playback section: four 40 character x 2 line LCDs, white backlight
- Disk drive: High density DOS compatible 3.5 inch disk drive
- Dimensions: 1219mm(W) x 530mm(D) x 110mm(H)
- Net/shipping weight: 25/28 kg

SUPPLIED ACCESSORIES

- 2m IEC to Clipsal 463 power cable (export models may vary)
- Floppy disk with operating software/fixture libraries
- Operating manual

ORDERING INFORMATION

MODEL/PART	PART NO.
• Jands Hog 600 console	JND-HOG600
• Desk lamps	CAE-18XR/CAE-18XR-HI
• Serial port plate	JND-SERIAL OPT
• Trackball (Microsoft compatible)	JND-TRACKBALL OPT
• Flightcase	JND-FC-HOG600



600 CHANNEL CONTROLLER FOR MOVING AND CONVENTIONAL LIGHTS

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ARCHITECTS AND ENGINEERS SPECIFICATIONS

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The console shall have a VGA video output for connection to an external VDU. The connector shall be a high density 15-pin D connector.

The console shall have MIDI In, MIDI Thru, and MIDI Out connections, the sockets being standard MIDI 5-pin DIN connectors.

The console shall have a keyboard socket for connection to an external PC-AT type keyboard. The connector shall be a standard 5-pin DIN connector.

The console shall have a printer port for connection to a parallel printer. The connector shall be a 25-pin D connector.

The console shall have six (6) menu banks to store all presets. Each menu bank shall have twenty (20) LED-illuminated palette buttons to assist in programming. Each menu bank shall have eight (8) banks of palettes available.

The console shall have twenty-four (24) playback master faders to individually play back cue lists.

The console shall have a programmer with numeric keypad and function buttons to create 'looks' on stage by selecting fixtures and parameters. Three (3) wheels shall be utilised to select and set various parameters.

The console shall utilise five (5) liquid crystal displays (LCDs) to provide parameter and editing information to the operator.

The console shall have a floppy disk drive integral with the front bumper to store or transfer show information on standard high density DOS format 3.5 inch disks.

The console shall have a memory capacity of at least 1.75 Mbytes and shall be battery-backed to prevent memory loss when switched off. The battery shall have a life of at least four (4) years.

The console shall incorporate design techniques and electronic filters to comply with Australian and European Union directives on electrical safety and electromagnetic compatibility (EMC).

The console shall be factory tested and cyclically burned-in for a minimum of 24 hours.

Operation

The console operating software shall incorporate diagnostic test routines that exercise the different systems on the CPU card. These test routines shall indicate to the operator (using LEDs and/or displays) the result (pass/fail) of the tests.

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Electrical

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The console shall not draw more than 50 watts of power from a normal GPO. The power inlet shall be a switched and filtered IEC mains socket with integral fuse, and shall be located on the back panel of the console.

The console power supply shall be a universal-type

switched mode supply requiring no changing of internal links to accommodate different supply voltages.

Mechanical

The lighting control console shall be designed to be free-standing.

The console shall be 1220mm wide x 530mm deep x 110mm high.

The console shall be constructed of 1.2mm steel, and shall be provided with a removable 1.2mm aluminium base for access to internal electronics. All metal surfaces shall be properly treated and finished in powdercoat or zinc dichromate passivating.

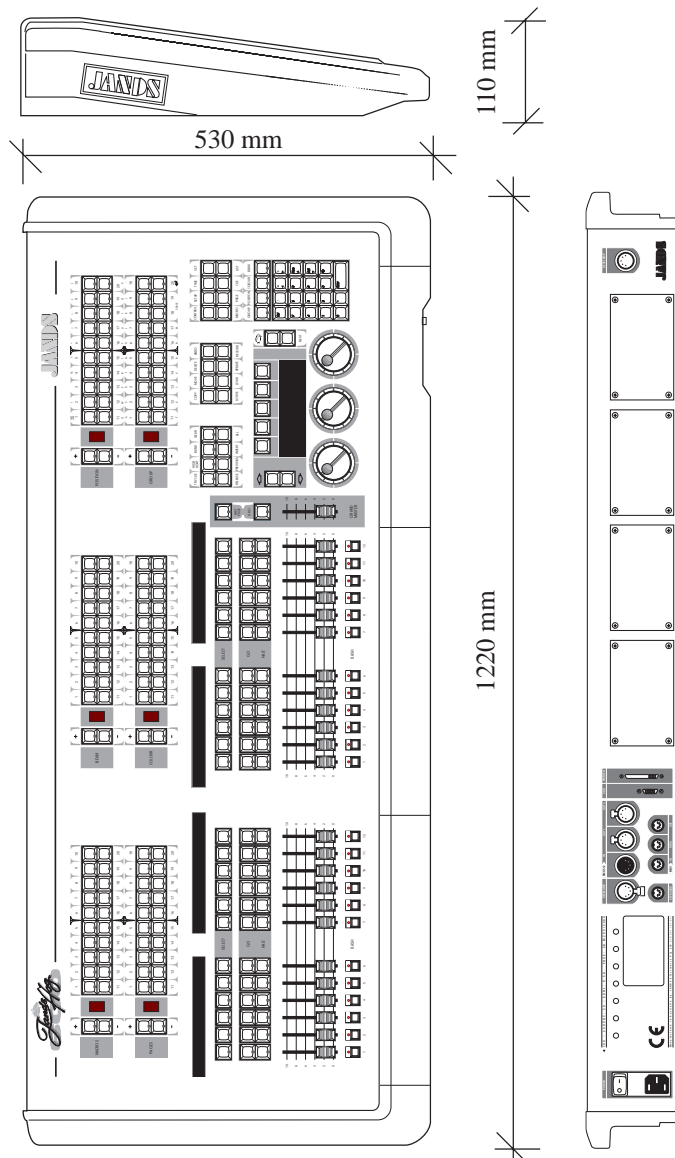
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The sides and front arm rest of the console shall be constructed of steel-reinforced injection-moulded synthetic rubber.

All operator controls and displays shall be provided on the top operating surface of the console.

The chassis shall have sufficient ventilation holes to allow adequate convection cooling of the power supply, provided the ambient temperature does not exceed 40°C (104°F).

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