

Programming Consoles for Show Control Systems



Programming Consoles are used to control the movements for an animated show in RealTime[†]. You move the controls, and **Pc•MACs** will remember exactly what you do.

Universal Pro and Expansion: The top-of-the-line Pc•MACs Programming Console:

- Each **Universal Pro** and **Expansion** has eight 100mm motorized digital sliders for programming.
- The **Universal Pro** can have up to three expansions added to it, for up to 32 analog or digital inputs.
- Motorized sliders move to follow the programmed data. Recording starts the instant you touch a slider.
- An LCD 'Scribble Bar' shows the names of all the movements right above each slider.
- **Pc•MACs** transport controls right on the console. Large LED for displaying timecode of your shows.
- Auto selecting 100 to 240 vac supply for operations anywhere in the world.
- Plug-n-Play USB connection to your PC using included cable. **Expansions** attach to the **Universal Pro**.

USB-Sliders:

- Eight 100mm long throw slide pots.
- Eight Digital button inputs. These can also be assigned to control **Pc•MAC's** basic transport functions.
- Four additional Digital inputs for expansion.
- Twelve bit native analog resolution. Supports eight through sixteen bit resolution channels
- Plug-n-Play USB connection to your PC using the included cable.

USB-MbJoystick:

- For programming 3-DOF or 6-DOF motion bases by simply 'flying' them.
- Two extra 100mm long throw slide pots. Use these for controlling lighting or other 4-D effects
- Eight Digital buttons for programming digital functions and 4-D effects or for controlling **Pc•MACs**.
- Four additional Digital inputs for expansion.
- Twelve bit native analog resolution. Supports eight through sixteen bit resolution channels
- Plug-n-Play USB connection to your PC using the included cable.

USB-AtoD:

- 2" x 1.25" PCB with Analog and Digital inputs and USB output.
- Use the **USB-AtoD** for making your own custom consoles and Waldos[‡].
- Eight 0-5 volt analog inputs. Just attach potentiometers.
- Twelve discrete button inputs. Can be wired for up to 36 buttons using diodes in a 6x6 matrix.
- Twelve bit native analog resolution. Supports eight through sixteen bit resolution channels.
- Plug-n-Play USB connection to your PC using the included cable.

[†] RealTime operation requires a **MACs-License** for more than 16 channels of data.

[‡] A 'Waldo' is a model of the thing you are controlling. Move the Waldo and the real thing follows.





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