

# JESTER ML24

## GENERAL SPECIFICATIONS

### DESCRIPTION

The Jester ML24 is a new lighting console from Zero 88. It offers direct fader control of up to 24 channels of DMX and 30 fixtures using fixture select buttons and three control wheels. Replay is either via submasters or a traditional theatre playback stack.

A monitor port is standard on the Jester ML24. Channel, fixture, cuestack and submaster data can all be viewed using the monitor. Onboard LCD screens also provide the user with all information needed to operate the console allowing it to be used without a monitor. (It is recommended that for ease of use the monitor is always used.)

A USB port allows users to back-up shows that have been recorded on the Jester ML24.

A DMX-in port allows the Jester ML24 to be used as an economical back-up console for other desks. It is possible to snap shot a full 512 channels of DMX into submasters or the memory stack.

The Jester ML24 has three modes, allowing it to operate as simple two scene preset desk through to a fully functional memory console. A wide mode feature allows 24 channel operation, with an internal scene store for 2-preset operation. In Run mode the user has full access to all the fader channels on the console. This allows live changes to be made to specials instantly.

MIDI notes can be used to trigger channels or submasters. A sound to light jack allows for chases to be sequenced to music. A remote input jack allows any button on the front panel to be pressed from a remote control. Chases can be recorded into the memory stack or directly into submasters.

The Jester ML24 provides users with a powerful set of programming and playback tools for generic dimmers and intelligent fixtures in an easy to use and economical lighting console.



### MAIN FEATURES

- 24 channels of control
- 30 fixtures
- 24 Submasters
- Playback stack with programmable times
- Patching to 512 DMX channels
- DMX In allowing snap shots of all 512 DMX channels
- Monitor Display
- USB storage
- MIDI Notes
- Online Help
- Lock function

### SPECIFICATION

- Control Channels : Up to 512
- Channel Faders : 24
- Fixture select buttons: 3 pages of 10
- Preset Master Faders : 2
- Sequence Master Fader : 1
- Grand Master Fader : 1
- Blackout Button : 1
- Flash Buttons : 24
- Power Supply : External 100-240 Volts 50/60Hz
- DMX Output: 1 Universe
- DMX Input: 1 Universe
- DMX to USITT DMX512-A Protocol
- Dimensions : 711mm(W) x 279mm(D) x 88mm(H)
- Weight: 6.5Kg
- Operating environment: +5C to +35C

### SUPPLIED ACCESSORIES

- Operating Manual (supplied on CD)
- Power Supply

### ORDERING INFORMATION

- Jester ML24 : 00-114-00

zero<sup>®</sup> 88

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# SPECIFICATIONS

## ENGINEERING SPECIFICATIONS

### ELECTRONICS

The lighting control console shall provide control of up to 512 DMX channels. DMX channels shall be assignable to any of the 24 channel faders or to any of the 30 fixture control buttons. The lighting control console shall be able to operate as both a manual and a memory controlled console. The console shall have 24 channel faders arranged in a 12 channel, 2 preset configuration, each preset shall have its own preset master fader. Each preset fader shall have a corresponding flash button located below the fader. The console shall provide a 'preset control' function providing the operator with 24 channel 2-preset operation. The console shall provide the facility to control 30 fixtures via three control wheels. Buttons shall be provided to allow the wheels to be selected to control beams, position and colour. An effects engine shall be included in the software and the ability to record separate palettes for beam, colour and position shall be available. A minimum of 30 palettes is to be available. The console shall have grand master control to control the output of all intensity channels and a blackout button to set all intensity channels to zero instantly.

The console shall have the facility to record lighting states and lighting sequences along with any associated fade times and attributes. The console shall have an integrated effects control section to provide sequence and audio effects. The chase effects shall have adjustable speed, direction and attack modification. The console shall have a sequential memory storage system with a 'Go' button for memory replay. It shall be possible to override the programmed fade times live. It shall be possible to interrupt fades with a pause function, and to step manual chases. The console shall have 24 submaster faders onto which stored lighting states and sequences may be programmed. These faders shall be available on 2 pages, selectable by a page button with indication of the current page. The console shall allow memories, submasters and setup data to be stored on and loaded from USB mass storage devices via a front panel connector. The console shall allow operating software updates to be loaded from the USB. The console shall have rear-mounted connectors for the control outputs and inputs. DMX input and output shall be via XLR fixed connectors. DMX patch shall be available from the console. It shall be possible to snapshot DMX input to allow the console to be used as a backup for another console.

MIDI In and MIDI Thru connectors shall be provided. The console shall use MIDI notes information to control channels and submasters. A sound input jack shall allow chases to be triggered from a bass beat. A remote input jack shall allow a remote switch closure to be mapped to any front panel button. An internal battery-backed real time clock shall maintain the current date and time both for user display and for creation of files on the USB storage device.

### OPERATION

The console shall provide feedback for all operations via multiple onboard LCD displays. The console shall provide indication of each of the following functions: Next memory, current memory, memory fade times, selected fixture, palettes, effects, fixture parameters and levels. A VGA monitor (text mode) may be used with the console. Monitor displayed information is to include, memories, submasters, preview, outputs, fixtures and setup (including DMX patch) functions.

The console shall have a setup mode containing advanced functions. The console shall have a user selectable recovery option in the event of power failure. The console shall undergo self-diagnostic checks during start-up on both hardware and software and shall report any faults to the operator. A built-in hardware test mode shall allow diagnostics of the front panel controls to be performed.

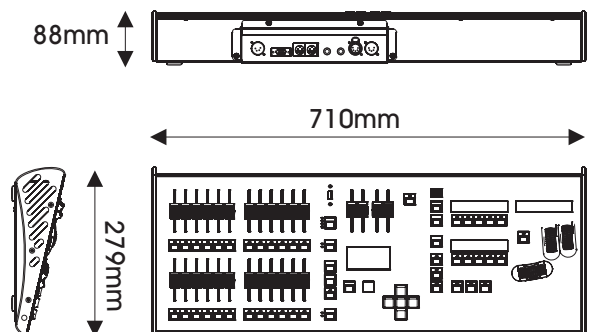
The console shall provide basic on-line help screens on the monitor, to give an operational overview of the desk without the need to refer to the manual (supplied on CD).

### ELECTRICAL

The console shall operate from a single phase mains power supply. Supply voltage shall be 100 - 240 VAC. Supply mains frequency shall be in the range 50 - 60 Hz. The unit shall consume no more than 30 Watts.

### MECHANICAL

The lighting control console shall be designed to be free-standing. The console shall be 710mm wide, 279mm deep and 88mm in height. The console shall weigh no more than 6.5 Kg. The chassis shall be constructed of steel and shall provide a removable steel front panel for access to internal electronics. All metal surfaces shall be properly treated and finished in specialist paint or powder coat. The control surface shall be 1.2mm zinc plated steel with a 0.25mm multicolour reverse-printed polycarbonate overlay. All operator controls and displays shall be provided on the top operating surface of the console.



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