



FOCUS NT

The Focus NT comes with extra functions and in a new design.

The main feature is the enormously improved performance which has been made possible through the development of new hardware.

The console comes already configured so it will be able to accommodate all the expected developments and enhancements as well as new functionality and interfaces.

- Control of color changers and moving lights is fully integrated. All attributes can be calculated and stored with 16-bit resolution.
- Consoles can be networked with each other without any problem.
- 2048 DMX values can be output to 4 independent DMX lines. Via Ethernet the output of up to 4096 values is possible.
- An optional DMX input enables data from external systems to be fed in.
- Up to 4 monitors can be connected at any given time.

FOCUS NT

Technical details

Channels and dimmers

Channels 1024, optionally 2048
allocated to 4 DMX outputs
or 4096 via Ethernet
any number, random assignment,

Dimmers per channel
free

proportional patch
random, 5 variants
random, max. 16 simultaneously
for max. 64 channels

Master/FoH assignment

Dimmer curves

Standby channel setup

Superordinate controls

Key switches

Grand master fader

2 (on/off, memory protect)
analog, with HTP blackout and LTP
blackout

FoH fader

Group master fader

Special effects master fader

Programmer

Function macros

Keys for function macros

Independent preview register

Encoders

Trackball

Channel groups

digital control, with blackout
digital control, with blackout
digital control, with blackout
1 (with blackout)
random, each 50 simultaneously
8, user-programmable
1
4, switch-selected functions
1, for PAN/TILT control or as mouse
999

Playback systems

Playback fields

Manual crossfaders

Keys for automatic playback

Keys for sequence control

Timers for splitfade

Timers per channel (option)

Special effect

Starting of partial cues

Adjust function

1 (analog)
2 (PREVIEW, DEST)
2 analog, fade-in/fade-out
5 (GO, STOP, CUT, RET, MAN)
4 (SEQ, LINK, TDELAY, THOLD)
2 (fade-in/fade-out)
4096 (wait and fade time)
parallel to crossfade
no limitation
for simple lighting up

Parallel groups (submasters)

Group faders

Timers

Flasher keys

Special effects simultaneously

Inhibit masters

20
20 (analog with blackout)
20 (fade-in/fade-out)
20 (flash or blackout)
20 (parallel to lighting cue)
20 (each group can be switched over)

Memories and drives

Actual show

Data memory

Program memory

Main memory

Disk drives

Harddisk

1.44 MB for approx. 2000 cues and
effects
8 MB CMOS RAM, battery-buffered
4 MB flash RAM
32 MB DRAM
2 x 3.5" HD, DOS format
Fast SCSI-2, for approx. 200 shows

Interfaces (extract)

Printer

Text keyboard

Mouse

Serial, RS-485

Serial, 20 mA

MIDI

Ethernet

DMX512/1990 outputs

parallel (PC compatible)
MF-2 (PC compatible), optionally
remote-controlled keyboard
serial (PC compatible), optionally
remote-controlled mouse
2, eg for dimmer feedback
8, eg for remote controls or
peripherals
IN, OUT, THRU (MSC, SMPTE/MTC)
BNC or TP
4 (independent, each 44 updates/s)

Displays

VFD displays

Color monitors

Resolution

2, self-illuminating
up to 4 monitors
32 x 80 characters
(up to 1024 x 768 pixels)
analog, up to 90 Hz refresh rate

Signal

Special effects

Effect types

Increments per effect

Effects simultaneously

Effects to be stored

Color organ

external keyboard

external control signals

30 basic effects
max. 99
22
unlimited
4 frequency channels
12 channels
8 analog, 4 digital

General data

CPU

Coprocessors

Operating system

Software update

Power supply

Power consumption

Availability

Dimensions

Weight

MC68060 high-performance industrial
processor
1 x 16/32 bit (interfaces), 1 x 16 bit
(DMX)
optimized 32-bit multiuser/realtime
system
by diskette, menu-prompted
205 to 265 Vac, 48 to 63 Hz
approx. 200 VA
< 2 s after power-up
950 x 550 x 210 mm (L x W x H)
24 kg

Extra Options

Remote controls

Handheld, wireless or wired

PC remote monitor

Secondary system

max. 4 simultaneously, independent
for passive viewing or parallel control
each transtechnik lighting console

Control of moving lights and color changers

Color changers

Moving lights

Attributes per moving light

Attributes max.

Timers for moving lights

max. 1024
max. 1024
unlimited
4096
4096 (wait and fade)

Hardware extensions

Dimmer feedback

DMX input

via RS-485 or Ethernet
for copying scenes from other
installations,
plus intelligent patch processor

Software

Remote control console

Channel monitor

for passive viewing or parallel control
topographic light plan on large-screen
monitor, mouse-controlled, direct
display of level, dimmer feedback

Upgrading to NT technology

Upgrading your existing Focus lighting console to the new NT technology is a simple matter. All it involves is replacing the existing motherboard with the pin compatible new NT hardware. The result will be a quite new and significantly higher performance system without the cost implications of purchasing a complete new system.



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