



IRIS NT

The Iris 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.
- 1024 DMX values can be output to 2 independent DMX lines. Via Ethernet the output of up to 4096 values is possible.
- 2 monitors can be connected at any given time.

IRIS NT

Technical Details

Channels and dimmers

Channels 1024 allocated to 2 DMX outputs; optionally up to 4096 via Ethernet any number, random assignment, free

Dimmers per channel free

Master/FoH assignment proportional patch
Dimmer curves random, 5 variants
Standby channel setup random, max. 16 simultaneously for max. 64 channels

Superordinate controls

Key switches 1 (on/off)
Grand master fader analog, with blackout
FoH fader digital control, with blackout
Group master fader digital control, with blackout
Special effects master fader digital control, with blackout
Programmer 1 (with blackout)
Function macros random, each 50 simultaneously
Keys for function macros 8, user-programmable
Independent preview register 1
Channel groups 999

Playback systems

Playback fields 1 (analog)
Manual crossfaders 2 (PREVIEW, DEST)
Keys for automatic playback 2 analog, fade-in/fade-out
Keys for sequence control 5 (GO, STOP, CUT, RET, MAN)
Timers for splitfade 4 (SEQ, LINK, TDELAY, THOLD)
Timers per channel (option) 2 (fade-in/fade-out)
Special effect 4096 (wait and fade time)
Starting of partial cues parallel to crossfade
Adjust function no limitation for simple lighting up

Parallel groups (submasters)

Group faders 10
Timers 10 (analog with blackout)
Flasher keys 10 (fade-in/fade-out)
Special effects simultaneously 10 (flash or blackout)
Inhibit masters 10 (parallel to lighting cue)
 10 (each group can be switched over)

Memories and drives

Actual show 1.44 MB for approx. 2000 cues and effects
Data memory 8 MB CMOS RAM, battery-buffered
Program memory 4 MB flash RAM
Main memory 4 MB DRAM
Disk drives 2 x 3,5" HD, DOS format
Harddisk Fast SCSI-2, for approx. 200 shows

Interfaces (extract)

Printer parallel (PC compatible)
Text keyboard MF-2 (PC compatible), optionally remote-controlled keyboard
Mouse serial (PC compatible), optionally remote-controlled mouse
Serial, RS-485 2, eg for dimmer feedback
Serial, 20 mA 8, eg for remote controls or peripherals
MIDI IN, OUT, THRU (MSC, SMPTE/MTC)
Ethernet BNC or TP
DMX512/1990 outputs 2 (independent, each 44 updates/s)

Displays

VFD displays 2 x 40 characters, self-illuminating
Color monitors max. 2 monitors
Resolution 32 x 80 characters (up to 1024 x 768 pixels)
Signal analog, up to 90 Hz refresh rate

Special effects

Effect types 30 basic effects
Increments per effect max. 99
Effects simultaneously 11
Effects to be stored unlimited
Color organ 4 frequency channels
external keyboard 12 channels
external control signals 8 analog, 4 digital

General data

CPU MC68060 high-performance industrial processor
Coprocessors 1 x 16/32 bit (interfaces), 1 x 16 bit (DMX)
Operating system optimized 32-bit multiuser/realtime system
Software update by diskette, menu-prompted
Power supply 205 to 265 Vac, 48 to 63 Hz
Power consumption approx. 200 VA
Availability < 2 s after power-up
Dimensions 665 x 550 x 210 mm (L x W x H)
Weight 19 kg

Extra Options

Remote controls
Handheld, wireless or wired max. 4 simultaneously, independent for passive viewing or parallel control
PC remote monitor
Secondary system each transtechnik lighting console

Control of moving lights and color changers

Color changers max. 1024
Moving lights max. 1024
Attributes per moving light unlimited
Attributes max. 4096
Timers for moving lights 4096 (wait and fade)

Hardware extensions

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

Software

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

Upgrading to NT technology

Upgrading your existing T20-M 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.

