



PRISMA NT

The Prisma 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.
- 4096 DMX values can be output to 4 independent DMX lines.
- An optional DMX input enables data from external systems to be fed in.
- Up to 4 monitors can be connected at any given time.
- The lighting values can be output either via DMX or Ethernet.

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Technical details

Channels and dimmers

Channels	1024, optionally 2048 or 4096; allocated to 8 DMX outputs or via Ethernet
Dimmers per channel free	any number, random assignment, proportional patch
Master/FoH assignment	random, 5 variants
Dimmer curves	random, max. 16 simultaneously
Standby channel setup	for max. 64 channels
Superordinate controls	
Key switches	2 (on/off, memory protect)
Grand master fader	analog, with HTP blackout and LTP 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
Encoders	4, switch-selected functions
Trackball	1, for PAN/TILT control or as mouse
Channel groups	999
Playback systems	
Playback fields	2 (digital)
Manual crossfaders	2x3(PREVIEW, XF, DEST)
Keys for automatic playback	2x2 (digital, fade-in/fade-out)
Keys for sequence control	2x7 (GO, STOP, CUT, RET, MAN, UP, DOWN)
Timers for splitfade	2x6 (SEQ, SEQ-, SEQ+, LINK, TDELAY, THOLD)
Timers per channel (option)	2x2 (fade-in/fade-out)
Special effect	4096 (wait and fade time)
Starting of partial cues	2x1 (parallel to crossfade)
Adjust function	no limitation
Profiled cue	for simple lighting up can be stored for each cue
Parallel groups (submasters)	
Group faders	20
Timers	20 (analog with blackout)
Flasher keys	20 (fade-in/fade-out)
Special effects simultaneously	20 (flash or blackout)
Inhibit masters	20 (parallel to lighting cue)
Inhibit masters	20 (each group can be switched over)
Memories and drives	
Actual show	20 (parallel to lighting cue)
Data memory	1.44 MB for approx. 2000 cues and effects
Program memory	8 MB CMOS RAM, battery-buffered
Main memory	4 MB flash RAM
Disk drives	32 MB DRAM
Harddisk	2 x 3,5" HD, DOS format
	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	4 (independent, each 44 updates/s)

Displays

VFD displays	2, self-illuminating
Color monitors	up to 4 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	22
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	
Software update	optimized 32-bit multiuser/realtime system
Power supply	by diskette, menu-prompted
Power consumption	205 to 265 Vac, 48 to 63 Hz
Availability	approx. 200 VA
Dimensions	< 2 s after power-up
Weight	1200 x 550 x 210 mm (L x W x H)
	29 kg
Extra Options	
Remote controls	
Handheld, wireless or wired	max. 4 simultaneously, independent
PC remote monitor	for passive viewing or parallel control
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 Prisma 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.

