

EmuLATION

Emulation is a DMX 512 lighting controller for intelligent lights, LED, dimmers, lasers and various other effects. The programme is platform-independent and available on Mac OS X and Microsoft Windows. The software is shipped with a USB-to-DMX adapter cable, compliant with the new DMX512-A standard.

Key to the design of Emulation is its intuitive graphical user-interface. It is specifically designed to reduce the amount of time required to learn how to operate the software. Combined with its affordable price, Emulation is available to a large audience pro lighting users who want an easy to use powerful lighting control software.



COMPUTER
NOT INCLUDED



Multi-platform
DMX512A + Art-net
Industry-standard Cuelists
MIDI Control Surfaces
100% Touch Compatible
1500+ Personality Files
Multi Language
Clipboard & Undo
Globals
Forum



iPHONE RIGGER'S REMOTE

Emulation comes with a Rigger's remote application that runs on your iPhone and other mobile devices with a modern Internet browser. This cool web-application currently offers two features: a patch list and a playback button page. The patch list in the Rigger's Remote displays - in real-time - all fixtures in the Emulation patch and their settings like mode and starting address. The address is shown in decimal and dip switch manner. The patch list feature allows the Emulation operator to go on stage and conveniently set the address on each fixture having all the information shown on the iPhone. The Rigger's remote also features a playback button page that can trigger cuelists. Do you need a break from your long gig? This feature enables you to trigger cues from backstage or while you are up in the rig!



iPHONE NOT INCLUDED

Multi-platform

You can use Emulation on your preferred platform; it is available on Mac OS X and Windows XP, Vista & 7.

DMX512A + Art-net

Emulation software is shipped with a USB to DMX interface. The interface sends out 512 channels through a ESD protected DMX512-A port.

Once the hardware interface is plugged in your computer the DMX data is duplicated over Art-Net. This is also useful for connecting to 3rd party visualizers.

Industry-standard cuelist system

The cuelist system in Emulation, used for programming light sequences, is analog to the systems used on larger lighting consoles. It features separate Delay, Fade in & Fade out timing and comes with a shape generator and programmer window.

Minimal System Requirements

Mac OS X

Apple Mac OS X Leopard (10.5 or higher)

Intel CPU 1 GHz or equivalent

XGA 1024x768

512 MB RAM Memory

50MB Disk Space

Windows

Microsoft Windows (32 & 64 Bit Drivers)

Vista, XP & 7.

XGA 1024x768

512 MB RAM Memory

30MB Disk Space

Linux

Ubuntu 8.04 or higher

XGA 1024x768

512 MB RAM Memory

30MB Disk Space



USB To DMX INTERFACE



CUELIST WINDOW