



LightFactory

GENERAL INFORMATION

ENTTEC LightFactory is a unique PC based DMX lighting control system. Offering a no compromise approach of traditional dimmer control and fully featured moving light support. Flexible, portable, and cost effective, it renders many traditional dedicated consoles obsolete,

APPLICATIONS

- TOURING
- EVENTS
- PROFESSIONAL, COMMUNITY OR ACADEMIC THEATRE
- NIGHT CLUBS & DJS
- ARCHITECTURAL
- PRODUCTION COMPANIES

FEATURES

- Up to 64 DMX universes (32768 channels)
- Optional command line interface
- Sophisticated cue list engine
- Unlimited cues, cue lists, shows, effects
- 5 distinctly different effects engines (timeline based, chase, attribute based, LED Matrix and Media Playback)
- Cues can be triggered by SMPTE Timecode or MIDI
- Full fixture library
- Audio input with full FFT signal analysis
- Real time scheduler

ACCESSORIES

- ENTTEC LightFactory requires an ENTTEC hardware device from the following list to output DMX:
 - DMXEthergate MK2
 - Datagate DE or DME
 - DMX USB Pro
 - OPEN DMX USB
 - OPEN DMX Ethernet
- Playback Wing
- Shortcut Wing
- Programming Wing (coming in 2007)
- Touchscreen(s) (by others)
- External DMX console (by others)
- Vocus

ORDERING INFORMATION

Part Number	Description
#70500	LightFactory Limited 36Ch
#70501	LightFactory Limited 512Ch BASIC
#70502	LightFactory Limited 512Ch
#70503	LightFactory Limited 1024Ch
#70504	LightFactory Limited 2048Ch
#70505	LightFactory Limited 5120Ch
#70600	LightFactory 512 + DMX USB PRO
#70601	LightFactory 512 + EtherGate Mk2 Out
#70603	LightFactory 512 BASIC + DMX USB PRO
#70400	LightFactory Starter Pack
#70403	LightFactory Pro Starter

OPTIONS

Part Number	Description
#70031	Enttec Shortcut Wing
#70032	Enttec Playback Wing
#70033	Enttec Programming Wing
#70402	Vocus

LightFactory is for Windows. Macintosh OSX users may be able to boot Windows and run LightFactory, but this is not a supported environment.

SPECIFICATIONS :

Host System

- LightFactory requires Microsoft Windows (2000, XP or Vista)
- Pentium 3 is the recommended minimum
- Preferred system configuration: Pentium 4 Processor, 1Ghz or greater, 512Mb RAM, Dual monitor display system with minimum resolution 1024 x 768).

General Capabilities

- Up to 32,000 Desk Channels, with every channel able to hold an intelligent fixture
- 512 - 32,768 Physical DMX Dimmers (Purchased in 512 dimmer blocks)
- Channel & Dimmer state always saved. Even in a power outage your LightFactory software will return to its last lighting state
- With over 15 different feature windows you can arrange your LightFactory system how you like it. Spread them over multiple monitors and the software will remember this setting for next time. Save and reload multiple screen layouts

Input

- Enttec Playback & Shortcut wings (Programming Wing coming in 2007)
- Attach a standard DMX based lighting desk to add up to 1000 sub-masters (10 pages of up to 100 sub-masters per page)
- A touchscreen or a mouse lets you access channels, groups, cues, effects, and macros quickly and easily through on-screen shortcuts. (10 pages of 46 shortcuts)
- Scroll-wheel-dimming for mouse/trackball
- Access command interface from anywhere on the network through Telnet
- Trigger cues with PC Audio or MIDI Note
- Winamp, SMPTE and MIDI Timecodes

Command Interface

- Access channels and intelligent fixture properties from a simple command interface.
- The last 100 commands can be viewed in a history window
- Use the up and down arrows on your keyboard (or shortcut keyboard) to access

previously executed commands (and edit them if you desire)

Intelligent Fixtures

- Full 16 bit control
- Easy to customize fixture library
- Assign pictures for easy fixture recognition
- Actual colors can be assigned to DMX values for quick access
- Actual images of gobo's can be assigned to DMX values for quick access
- All features have access to real DMX values and helper values
- Option to automatically apply "shutter open" when the dimmer is on

Patching control

- Drag and drop interface allows multiple fixtures to be patched in one operation
- Ability to modify the characteristic curve for every channel. Catmull-Rom Spline curve ensures smooth dimming even with the most complex characteristic.
- Assign two description fields to every fixture

Dimmer View

- Debug any operation by viewing the output levels directly.
- View more than 1000 dimmers on a standard 1200 x 1024 display

Channel Access

- View more than 450 Channels on a standard 1200 x 1024 display.
- View only the properties related to that channel when an intelligent fixture is assigned.
- Click and drag channel selection
- Undo, Invert, select active, select inactive, select all, unselect all options
- Channel on, off, solo and DBO buttons
- Assign channel selection groups a shortcut key.
- Intelligent fixture control visible only when an intelligent fixture is selected.
- Ability to dock the intelligent fixture control to the channel window or leave it floating free.
- Toggle compact / detailed channel views
- Switch to a layout view where fixtures may be positioned on a 2D plot (drag and drop them)
- Option to optimize for a touch screen

Channel Groups

- Unlimited* number of channel groups.

- Groups can have names for easy recognition
- Available group modes include – Build, Override, Exclusive, Highest Takes Precedence, and Lowest Takes Precedence.
- Groups can be assigned a fade time, attached to any of the 1000 sub-masters, or assigned to a shortcut key for quick access
- Channel Groups can refer to any or all fixture properties, e.g. dimmer, pan/tilt, or all three.
- Sort Group view by name, submaster, or shortcut number

Macros

- Unlimited* macros can be created to run simple commands through the system based on command line syntax
- Shortcuts can be assigned to a macro for running the macro anywhere within the software
- Additional macro commands are available to extend usefulness, such as Sleep, to cause the macro engine to wait for x/1000 seconds before executing the next command.
- C++ style comments can be added anywhere within a macro

Shows / Cues

- Unlimited* show groups can be created to split up a show into manageable units.
- Each show group supports up to 9999999999 cues.
(Cues 0.000 through to 9999999.999)
- Each cue can contain an unlimited* number of channels, channel groups and effects
- Tracking-style cue structure means only required properties are applied. E.g. If the gobo property is not used in the current or previous cue then it will not be reset.
- Cues can wait for user interaction or continue automatically.
- Completely flexible run order allows cues to be rearranged to suit your needs, even on the fly
- Each cue can have its own delayed start, fade in, dwell, fade out, and effects delay start.
- Each channel within a cue can be assigned a delayed start and override fade time
- Each effect within a cue can be assigned a delayed start, override length and loop status

- "Pre-fetch" function can be used to set up intelligent fixtures automatically for later cues

Show Runners Interface

- Use up to 150 Show Runners in 10 pages of 15
- Each show runner can be assigned a cue list and starting cue number in that list
- Each show runner has a bold description (editable) to make identification easy.
- Each show runner has a progress bar and time indicator to show progress through the cue. Also displayed is the current cue number and next cue number.
- Each show runner includes – Go, Stop, Back, and Reset buttons on screen (assignable to shortcuts)
- Each show runner can be assigned a sub-master to override its timing and another to override the intensity of all channels in the cue playing on the runner. The intensity sub would not affect other intelligent fixture properties

Palettes

- Ability to set a shortcut key to quickly apply fixture properties/attributes. E.g. Setup your favorite CMY colors or Gobos for quick access.
- Option to apply properties to a fixed list of channels / fixtures or to the selected channels

Effects Engine

- Unlimited* number of effects can be created and used within the system Effects can be grouped to make management easier.
- Add any number of fixtures to the effect.
- Effects can be tested within the editor to ensure timing is as expected.
- Multiple effects engines allow a variety of ways to manipulate intelligent fixtures or dimmers
- Chases can be created using a simple interface.
- Property / Attribute effect
- Matrix/LED effect
- Audio and Video Playback effect
- Time vs Fixture. a unique timeline-based effect editor that gives the user a simple graphical tool to create and edit very flexible patterns

The following features apply to the TVF effect type

- Right clicking on the effects editor window in this mode accesses functions such as delete a segment, copy, cut, and paste segment(s)

- Intelligent fixtures will automatically prepare when they are dimmed out for the next segment where they are needed.
- Change the overall length of the effect with the option to rescale.
- Use the auto-effect option to create simple chase sequences
- The advanced path editor can be used to create moving light sequences.
- Each fixture can have its start offset for even more control. Use the auto offset button to create linear, exponential, saw, and sinuous effects.

Effect Runner Interface

- An unlimited* number of effect runners can be created. Each effect runner provides play, pause and back control for one effect.
- Each runner shows the effect name, description, the effect run time, and what shortcuts are assigned to it.
- Effect length can be adjusted and rescaled per runner (multiple time variants of same base)
- Each effect runner can be assigned a shortcut. Depending on context, pressing the shortcut will play, pause, or reset that effect
- A sub-master can be assigned to an effect runner to control the overall dimmer intensity.
- An exclusive group column can be assigned to make sure only one effect is running within that group, or selecting column 0 will allow the effect to run independently of all other runners.

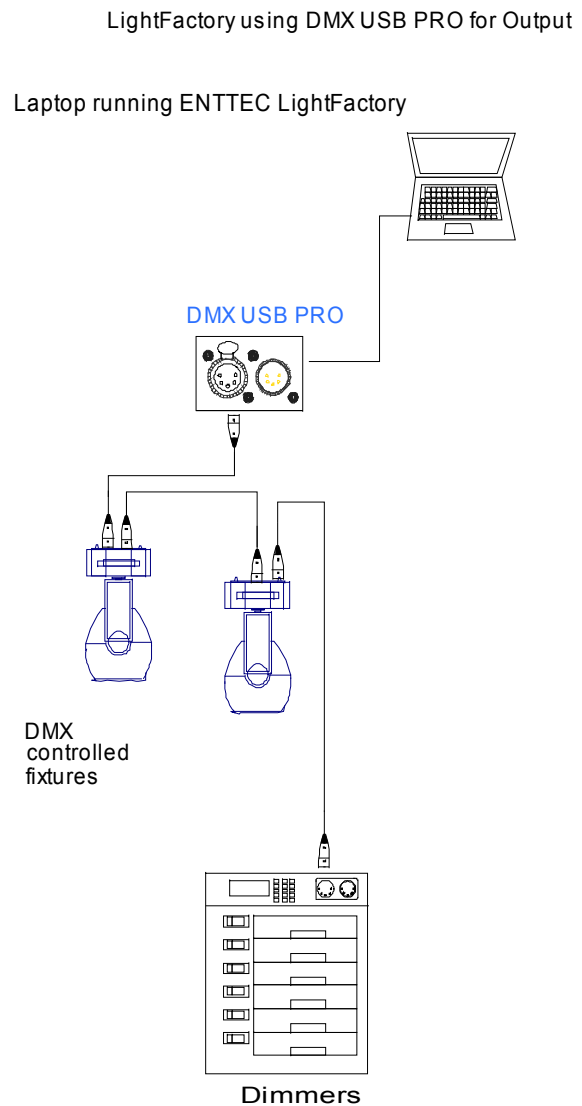
Task Scheduler & User Security

- Schedule lighting events in real time for operator free playback
- Run events one off, every few minutes, hourly, daily, weekly, or monthly
- Ability to lockout users from any part of the software to prevent tampering.

Storage

- All show information stored in a Firebird SQL database. Built in backup and restore features
- Access all show information via MS Excel, MS Access, or any reporting package such as Crystal Reports through ODBC
- The current show is always being saved to an internal show, and can be named and saved to the database

Wiring Diagrams



For additional information see the [schematic diagram sheets](#)

* Unlimited: other than hard drive space on host