

MEGA^{LITE}

Disco



DESCRIPTION:

Disco Lighting Control Software is designed specifically for the club, lounge and DJ markets to fill the needs of Lighting Jockeys and DJ's alike. The user interface is designed with a built in wizard system that makes creating looks a step-by-step process. Disco uses a revolutionary concept of building the looks one at a time and then "mixing" them together to produce an unlimited array of combinations for all your fixtures.

AI BUTTON CREATOR



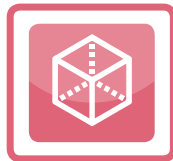
ABILITY TO CREATE LOOKS BASED ON FIXTURE GROUPS & PRESETS

BEAT DETECT



SYNC LIGHTING LOOK SPEED TO MUSIC TEMPO

3D



3D VISUALIZER

EFFECTS



RGB, MOVEMENT, SPECIFIC CHANNELS, REAL TIME + GENERATED FX

MULTIPLE UNIVERSES



UP TO 24 UNIVERSES VIA ARTNET



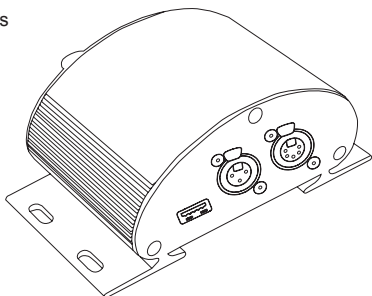
KEY FEATURES:

SOFTWARE SPECIFICATIONS:

PART NUMBER:	MC1010 Disco Splitter
OUTPUT PROTOCOLS:	DMX-512
OUTPUT SPECIFICATIONS:	1 Outputs, 3 & 5 pin XLR connectors (Up to 24 universes available via artnet)
CUES SEQUENCES:	Unlimited Buttons
SAVING FEATURES:	Back up and restore show file to USB to recall on any PC
PRESETS:	Automatically generated from fixture's profiles or can be made custom
PLAYBACK CONTROL:	Stack as many buttons (Playbacks) as needed Each Look or Sequence can be Locked for house or ambient lighting Button Groups allow for multiple Fixture types on a single page Color Coded Button Groups allow for sub master, manual cross fade, or auto cross fade with adjustable cross fade times for each group of buttons Move any button to any position on screen Easy Assignable keyboard shortcut for each button Easy Assignable MIDI command for each button and sub master for external hardware control SOLO mode for any fixture Live control override at any time.
PROGRAMMING CONTROL:	Program looks step by step without the wizard with ease Fog and Haze Control on Main Screen Palette presets is the foundation of the programming system (position Presets) Audio Input or tap synch available for each button Unlimited pages of buttons that trigger Still Looks, Sequences, Multiple Buttons and Timeline schedules Easy to create Fixture Groups creation Palettes are automatically created on Patching or can be made custom Multiple Views to arrange graphically fixtures in different rooms or areas Direct fader Control with virtual Wheel Controls gives better direct control Unlimited fixtures and buttons Virtual matrix, setup any RGB fixture into a matrix control

HARDWARE SPECIFICATIONS:

- Die Casting Aluminum Body
- 3 And 5 Pin Outputs
- 1 USB Port



SYSTEM REQUIREMENTS:

• **Minimum Requirements for 1 universe:**

Windows PC running Windows 10, Windows 8, or Windows 7 (32 or 64 bit), with minimum 1.6 G Hz Processor. Minimum Video Resolution of at least 1024 x 768 USB Port for USB to DMX Interface 40mb Hard Drive Space.

• **Minimum Requirements for 1 to Multiple Universes and 3D visualizer or Media Features**

Windows PC running Windows 10, Windows 8, or Windows 7 (32 or 64 bit), with minimum 3.0 G Hz Processor. Minimum Video Resolution of at least 1920 x 1080, USB Port for USB to DMX Interface 200mb Hard Drive Space. Video Card must be compatible with OpenGL for 3D viewer and DirectX for Video output.

Touch screen compatible (19" or larger recommended)