

LEAP FROG 96

GENERAL SPECIFICATIONS

DESCRIPTION

Developed using feed back from operators of their current Frog consoles the Leap Frog 96 maintains Zero 88's philosophy of providing great value feature packed products.

Current Frog users will find a familiar ergonomic hardware platform but that is where the similarity to the existing range ends. The hardware set has been expanded considerably. The new desks feature two DMX universes as standard, USB storage, external touch screen support, multiple onboard LCD displays, multifunctional keys and the desk supplied in a custom flight case.

The key change however is in the software platform. Consistency of operation with the existing desks is maintained but the new software allows users to achieve more. Up to 200 fixtures can be controlled on either of the desks and these can be allocated to up to 200 groups. 200 colour, beam and position palettes can be recorded.

MAIN FEATURES

- Fully Tracking console
- 200 fixtures + 96 generics
- USB support for show files storage and touchscreens
- 2 universe optically isolated DMX outputs, with a further two available over Artnet
- 12 LCDs on the front panel
- Multi function keys speed up programming
- RDM ready hardware
- XGA monitor output for clear user definable displays
- Shows cross loadable with Frog 2 and importable from Frog 1.
- Supplied in a flightcase, with a desk light
- Optional hardware upgrade enables SMPTE/MIDI/ChilliNet
- Submaster playback faders now with directly recordable chases.
- Cue stack (Playback X) playback with improved clarity and ease of use
- Submaster faders can also be used as playback faders if required, giving separated cue stacks
- Full context sensitive online help

ORDERING INFORMATION

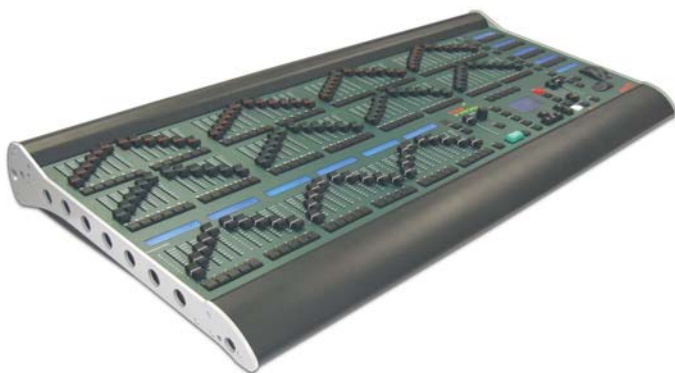
- | | |
|-------------------------------------|---------|
| • Leapfrog 96 (with Flightcase): | 0086200 |
| • Leapfrog 96 (without Flightcase): | 0086201 |
| • Leapfrog 96 Flightcase: | 0086400 |

SPECIFICATIONS

- Control Channels : 2048, patchable to any combination of fixtures/dimmers
- DMX Output : 2 x DMX 512A-2004 opto isolated via 2 x XLR 5 fixed socket, overvoltage protected. 4 Universes available via Artnet, via RJ45 Ethernet port
- DMX Input: 1x DMX512A-2004
- Submaster Faders : 600 (30 faders x 20 pages)
- Channel Faders : 96 Memory Master Faders : 1
- Grand Master & Blackout Button: Yes
- Channel Preset Master Faders : 2
- Fixture Control Wheels: 3
- On-board LCDs: 12 x negative mode , white LED backlight
- Available memories : 999
- Available palettes: 800 (200 each of Colour/Beam/Position/Effects)
- Online Help: Yes
- Power Supply (supplied): External Power Supply, +12VDC, +5VDC. Mains inlet via CEE22 connector, connection to lighting desk via 4 pole locking XLR with switch on desk .
- Supply Voltage : 100-260VAC 47-63Hz
- Audio Input : Stereo 1/4" Jack Socket : 100mV - 10V
- Monitor Output : XGA output via standard 15pin D connector
- USB Ports: 4 x USB ports 1 on front panel, 3 on rear panel
- Data Storage, Mouse, Keyboard, Touchscreens: via USB
- Desk Lamp: Supplied with 1 x USB desk lamp.
- Dimensions : 1205 mm(W) x 575mm(D) x 115mm(H)
- Weight : 26 Kg (57lb)
- Operating environment: +5C to +35C

SUPPLIED ACCESSORIES

- USB Memory Stick
- USB LED Desk Light
- Dust Cover
- Quick-Start Manual
- User Manual CD



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ENGINEERING SPECIFICATIONS

ELECTRONICS

The lighting control console shall provide 2048 control channels (1024 via DMX, with the remaining via Ethernet using the Artnet protocol), assignable as HTP or LTP and shall be able to operate as both a manual and a memory controlled console. The console shall have 96 channel faders arranged in a 48 channel, 2 preset configuration, each preset shall have its own preset master fader. Each channel shall have an individual flash button located below the corresponding fader of each preset. The console shall provide a 'preset control' function providing the operator with 96 channel 2-preset operation. The console shall provide facility to control up to 200 multi channel intelligent fixtures using true LTP channel control. The console shall have a grand master control to control the overall output of all HTP channels and a blackout button to set all HTP channels to zero instantly.

The console shall have a sequential memory storage system with a 'Go' button for memory replay. The memory stack shall support Tracking and Move-On-Dark. The console shall have a manual fade time override control, a pause button for interrupting fades, and chase step buttons for control of manual chases. The console shall have thirty submaster faders onto which stored lighting states and sequences may be transferred. These faders shall be available on 20 pages, selectable by page up and down buttons, providing a total of 600 submaster storage locations. The current submaster page shall be shown on a seven segment LED display. Submasters shall be programmable directly as scenes or chases from the channel outputs, or by transferring memories from the memory stack.

The console shall provide feedback for all operations via 12 onboard graphical LCD displays (negative mode blue, white LED backlight). An XGA monitor may be used with the console. The console shall have USB ports to allow USB mass storage devices to backup the complete contents of the console and for installing operating software updates. The USB ports shall also support external keyboards, mice and touchscreens. The console shall have rear mounted connectors for the control outputs and inputs. DMX output shall be via isolated XLR5 fixed sockets, DMX patch shall be available from the console. DMX input shall be via an isolated XLR5 fixed plug. Audio input shall be via a 1/4inch stereo jack socket. Optional upgrades shall be available for SMPTE Timecode, MIDI and Chillinet. The console shall be tested at assembly and finished product stages.

ELECTRICAL

The console shall operate from a single phase supply. The mains supply requirements shall be : 100 to 260VAC 47-63Hz. The console shall include an integral On/Off switch.

OPERATION

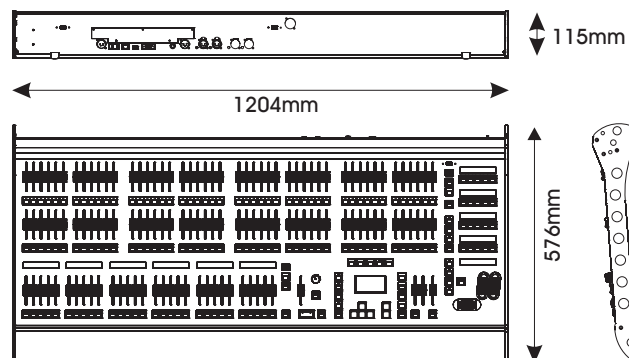
The console shall have the facility to record lighting states and lighting sequences along with any associated fade times and attributes. The console shall have integrated effects to provide movement, colour, chase and audio effects. The chase effects shall have adjustable speed, direction, attack and drive modification. The console shall provide a library of personality data to allow rapid setup and assignment of fixtures. Monitor displays are to include memories, channel and DMX outputs, preview, submasters, palettes, DMX patch and Setup functions.

The console shall have a set of high resolution rotary encoders for fixture control. The console shall provide special intelligent light functions, these shall include movement effects, colour effects, 200 palettes for each of the colour, beam, and position attributes, and 200 fixture groups. The console shall have a Setup mode containing advanced functions. The console shall have a user selectable recovery option in the event of a power failure.

The console shall undergo self-diagnostic checks during start-up on both hardware and software and shall report any faults to the operator. The console shall have a built-in test mode, and context sensitive online help.

MECHANICAL

The lighting control consoles shall be freestanding and feature an integral carrying handle at the front. The consoles shall be 765mm wide, 575mm deep and 115mm in height. The consoles shall weigh no more than 16 Kg. The chassis of the console shall be constructed using a combination of extruded aluminium and machined steel. The front panel shall be securely fixed in position and shall be constructed from 0.9mm gauge steel. Front panel legends shall be screen printed. All metal surfaces shall be properly treated or finished in specialist powder coat. All operator controls and displays shall be provided on the top operating surface of the console. The operating environment for the console shall be +5°C to +35°C.



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