BULL FROG

SPECIFICATION

GENERAL SPECIFICATIONS

DESCRIPTION

The Bullfrog Control Desk builds on the success of the Frog Family of controllers. It offers new user features while retaining the ease of use and, reliability and affordability of all Zero 88 products.

The Bullfrog can control up to 96 generic channels, which may be manually or automatically patched to any of the 1024 DMX channels available. Memories can be recorded as scenes or chases, each with their own fade times and modifiers. Memories can be played back with the cross fade master and the GO button or via the submasters.

The Bullfrog can be connected to an SVGA monitor. Screen displays include memories, output, preview, patch and pallets.

Colour, beam, position and group pallets can be created. These can be used to build memories. Changes to pallet information will automatically update associated memories. Pallets can also be used to give flexibility in live playback.

Designed to appeal to all levels of user the Bullfrog allows easy and rapid programming of moving lights. Its versatility makes it ideal for all entertainment lighting applications, allowing even relatively inexperienced operators to create exciting shows.

MAIN FEATURES

- 48/96 dimmer control channels (96 in wide mode)
- 216 submasters, 9 pages of 24 faders
- Softpatch to 1024 DMX channels using two DMX universes
- Up to 999 memories
- Floppy disk drive
- Super user functions
- Ability to control 24 LTP fixtures.
- Effects generator
- F.R.O.G (Autochase) function
- 48 Colour Pallets
- 48 Beam Pallets
- 48 Position Pallets
- 48 Fixture Selection Groups
- Partial Memories
- Fixture Library
- SVGA Monitor Output
- Keyboard

SPECIFICATIONS

- Up to 1024 control channels, 96 HTP.
- Submaster Faders: 216 (24 faders x 9 pages)
- Channel Faders: 96
- Memory Master Faders: 1
- Channel Preset Master Faders: 2
- Available Memories: 999
- Power Supply: External Power Supply, +/- 12VDC, +5VDC.   Supply inlet via CEE22 connector, connection to lighting desk via 4 pole locking XLR
- Supply Voltage: 200 to 260 VAC 50Hz / 100 to 130 VAC 60Hz
- DMX Output: DMX 512 via XLR 5 Fixed socket.
- Data output to USITT DMX-512 1990 Protocol
- Over voltage protected
- Audio input: Stereo ¼" Jack Socket, 100mV to 100V
- Monitor SVGA Output via PC Standard 15pin D connector
- Keyboard: PC Standard Keyboard, connection via PS/2 connector
- Data Storage: 3.5" internal floppy disk drive. Uses MS-DOS formatted 1.44MB disks
- Desk Lamp Supply: 1 x 3 pin female XLR. 12v 5W
- Dimensions:1167mm(W) x 568mm(D) x 115mm(H)
- Weight:18Kg (40lb)

SUPPLIED ACCESSORIES

- Operating Manual
- Desk Cover

ORDERING INFORMATION

- Bull Frog : 00-736-01
- Flight Case : 00-736-00

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SPECIFICATION

ENGINEERING SPECIFICATIONS

ELECTRONICS

The lighting control console shall provide control of up to 1024 DMX channels via two DMX universes. DMX channels shall be assignable to any of the 96 channel faders or to any of the 24 fixture buttons. The lighting control console 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 preset fader shall have a corresponding flash button located below the lower preset. The console shall provide a 'preset control' function providing the operator with 96 channel 2 preset operation. The console shall provide the facility to control 24 multi channel intelligent fixtures using true LTP channel control. The console shall provide a library of personality data to allow rapid set-up and assignment of fixtures. 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 the facility to record lighting states and lighting sequences along with any associated fade times and attributes. The console shall have an integrated effects control section to provide sequence and audio effects. This section shall contain effects control buttons and an effects speed control. The chase effects shall have adjustable speed, direction, attack and drive modification. The console shall have a sequential memory storage system with a 'Go' button for memory replay. The console shall have a manual fade time override control with LED status indicators. The console shall have a pause button for interrupting fades, and a chase step button for control of manual chases. The console shall have 24 submaster faders onto which stored lighting states and sequences may be transferred. These faders shall be available on 9 pages, selectable by page up and down buttons, providing a total of 216 submaster storage locations. The current submaster page shall be shown on a seven segment LED display. Submasters shall be programmable directly from the channel outputs or by transferring memories from the memory stack. The console shall provide a quick method of editing selected channels in any stored lighting state; this must be accessible directly via an edit button. The console shall provide special intelligent light functions; these shall include 48 pallets for each of the colour, beam, position and group attributes. The desk shall include calculated movement effects and automatic random chase generators for all fixture parameters. The console shall have a standard 3.5" floppy disk drive to backup the complete contents of the console and for operating software updates. The console shall have rear-mounted connectors for the control outputs and inputs. DMX outputs shall be via a single XLR fixed socket, one per universe. DMX patch shall be available from the console.

The console shall be tested at assembly and finished product stages and be soak tested for a minimum of 12 hours.

OPERATION

The console shall provide feedback for all operations via an onboard LCD display. The console shall provide indication of each of the following functions: Next memory, current memory, current submaster assignments, memory fade times, current effect, effect attributes, the LCD shall also have display modes showing channel outputs and memory preview. An SVGA monitor may be used with the console. Monitor displays are to include, Memories, outputs, preview, submasters, pallets, DMX patch and super user functions. It shall be possible to lock the monitor display onto one screen.

The console shall have a set of high-resolution rotary encoders or fixture control. These encoders shall have a dedicated LCD display panel for information.
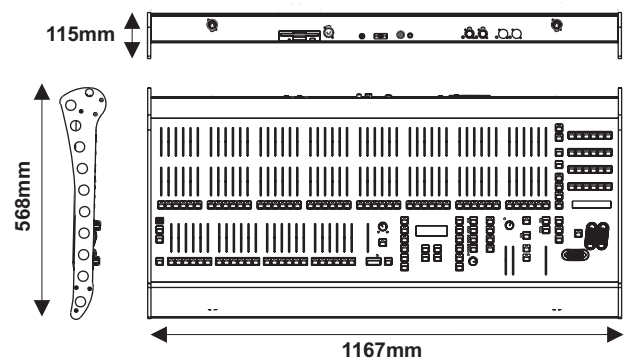
The console shall have a 'super user' mode containing advanced functions. The console shall have a user selectable recovery option in the event of power failure. The console shall undergo self-diagnostic checks during start-up on both hardware and software and shall report any faults to the operator.

ELECTRICAL

The console shall operate from a single phase supply. The supply requirements shall be : 200 to 260 VAC 50 Hz / 100 to 130 VAC 60 Hz (Internally selectable).

MECHANICAL

The lighting control console shall be freestanding and feature an integral carrying handle at the front.   The console shall be 1167mm wide, 568mm deep and 115mm in height. The console shall weigh no more than 18 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 and anodised or finished in specialist paint or 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.

115mm

568mm

1167mm

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