SIRIUS 24

the ELEGANT *solution*

zero 88

A touch of Brilliance

Sirius 24

- ▶ 24 Channels
- ▶ 2 Presets
- ▶ 99 Programmable Level Memories
- ▶ 9 Level Chases
- ▶ 290 'Insert' Level Memories and Chases
- ▶ 398 Total Cues Available
- ▶ Multiple Chases
- ▶ 6 Memory Masters
- ▶ 32 kb. Memory Card
- ▶ Clic Trac
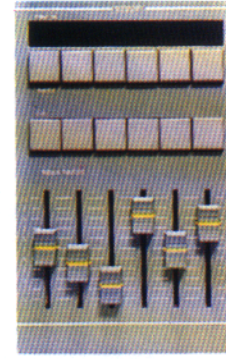- ▶ 'GO' Button
  (the single action playback)

Combining sophistication with user friendliness, this elegant performer brings a whole package of advanced technology to the smaller lighting console.

Sirius offers simplicity, versatility and value for money making it ideal for Theatre, Hire, Touring, Schools, Colleges and Night Clubs.

MANUAL MASTERS

- ▶ **Six Manual Masters**
  When a more flexible approach to lighting is needed any cue or chase from the Memory Stack may be transfered quickly and simply to any one of six manual faders.
  Multiple cues and chases at different speeds may be run simultaneously.

CHASER FEATURES

- ▶ **Fully Programmable**
  Up to 9 different level sequences may be plotted and run 'live' from the chaser panel.
- ▶ **Transfer Chases to the Memory Stack**
  Chases can be inserted between cues in the memory stack and given their own special cue number (eg. C1, C2 etc.). With slow crossfading and music trigger available, 'Dynamic Cue' would be a much better description of the Sirius chaser facilities.
- ▶ **Up to 200 Modified Chases** can be added to the Memory Stack
- ▶ **True 'Sound to Light'**
  Sound from any music source is divided into four frequency bands. Each band drives a special cue which varies in intensity with the volume. The four cues create a complex dynamic scene, particularly useful where a 'Disco' type of effect is required.

THE 'GO' BUTTON

- ▶ **Single action playback**
  Each press of the 'GO' button will sequentially send to output pre-recorded cues from the memory stack. Cues and chases may be replayed out of sequence using the '+','–' buttons associated with the 'Next Memory' window.
- ▶ **Easy to use**
  A complete show may be run simply using the 'GO' button.
- ▶ **'Clic Trac'**
  The 'GO' button can also be remotely controlled via an external switch or a synchronous 'Clic Trac.'
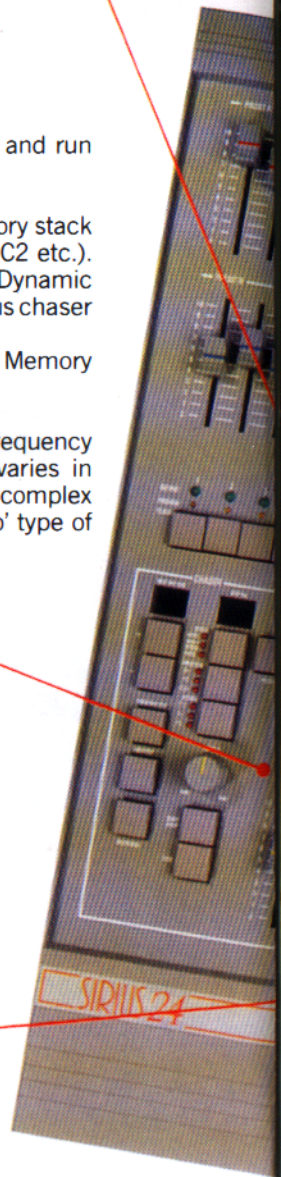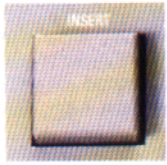
LINKING SIRIUS

Two standard Sirius may be linked together using an 8 way DIN cable in a true master-slave configuration.

INSERT

▶ **Add another memory between cues**
Up to 90 additional memories may be inserted; they are identified by the addition of a decimal point; up to 9 Inserts are associated with any cue

THE MEMORY STACK

The Heart of the Sirius
Sirius utilises a 'Memory Stack' for recording cues with:

▶ **99 Basic Memories**

▶ **9 Basic Level Chases**
This system offers the facility for a further:

▶ **90 Insert Memories**

▶ **200 Insert Chases**

In addition, all memories, both Basic and Insert, have separately programmable 'Up and Down' crossfade times.

▶ **398 Cues** — when using every feature

TWO PRESETS

▶ **Hands on, Lights on**
Two manual presets 'A' and 'B' are provided.

▶ **Programming**
In 'Program', all cues are plotted on Preset B and the information is transfered to memory with a single press of the 'program memory' button.

AUTOFADE

▶ **Dipless Crossfade**
Any cue in the Memory Stack may have its own dipless programmed rise and fade time for crossfading with the next cue.

▶ **Manual Fade Override**
Crossfade times may be manually overridden to give a live feel on replay or to get out of trouble in an emergency.
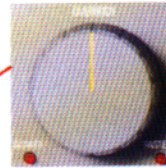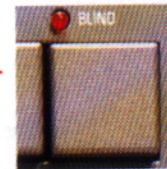
TOP SET
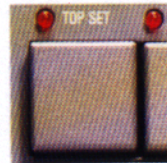
Preset 'A' has an alternative function of 'Top Set' control. This allows the preset channel faders to reduce the overall output level of any channel, overriding all the other level controls including memory.
This is particularly useful for example, for limiting a channel output when a lantern has been knocked out of place.

OUTPUTS

Sirius is supplied with a 25 way 'D' connector as standard. Various options such as Socapex, Bleecon, DIN and XLR7 offer a choice of output socket.
In addition the desk may be set to give either a +5v, a +10v, or a +15v output voltage.
The optional, internally fitted, Negative Output Kit enables the desk to supply a negative output or a simultaneous '+' and '–' output at the same voltage.

BLIND

The 'blind' facility on Sirius enables the user to program the next cues, or modify a cue in preview, in a 'live' situation without affecting the output on stage.

SUPERUSER

Enables the user to access some of the executive functions such as: Data storage; 'Clic Trac'; clearing all the memories and the software version number.
It is protected from accidental access.

DATA STORAGE

▶ **Memory Card**
A simple and convenient accessory for back-up security and for creating a personal library of lighting plots.

CLIC TRAC

In the Audio Visual Industry a tone on a tape track is used to initiate an external event such as a slide change. Special A.V. tape machines have either an audio output or a switch contact (or both).
Sirius has been designed to work with either.

LEVEL MATCH

Allows cues to be re-created from memory on Preset 'B'. These may then be modified Blind or Live.

SPECIFICATION DETAILS

- ▶ 24 Channels
- ▶ 2 Presets
- ▶ 99 Programmable Level Memories
- ▶ 9 Level Chases
- ▶ 90 'Insert' Level Memories
- ▶ 200 'Insert Level Chases
- ▶ 398 Total Cues Available
- ▶ Keyswitch for restricted use of console
- ▶ Timed Crossfades in Memory
- ▶ Multiple Chases
- ▶ 6 Memory Masters
- ▶ Full Preview and Blind Editing
- ▶ 32 kb. Memory Card
- ▶ Top Set control
- ▶ Clic-Trac
- ▶ True Frequency Modulated 'Sound to Light'
- ▶ Linkable

- ▶ LED Indication of Cue Number
- ▶ Multiple Output Options
- ▶ Negative Output Option
- ▶ 'GO' Button (the single action memory playback)
- ▶ Level Match
- ▶ Dipless Crossfade
- ▶ Flash/Solo facility

FUNCTIONAL DETAILS

The Keyswitch allows restricted use of the console, Presets Only or Run Only, allowing a wide variety of users with varying levels of competence.

Memories are programmed on Preset B. Each action of the 'GO' button initiates a sequential playback from the 'stack' of programmed memories, including programmed fade up and down times. Chases may be inserted into the memory 'stack' facilitating a full operating sequence from memory.

Memories and Chases at different speeds may be played back on the 6 Manual Masters. If required, the presets, chaser, Manual Masters and the 'GO' button may be used simultaneously. Any memory or chase may be programmed and edited 'blind'. Any memory or chase may be previewed at any time — even whilst in 'live' operation. A 'Superuser' facility allows access to memory

and chase 'clearout', as well as Clic Trac and Memory Card operation. To aid the user there is a full LED indication of all channel and memory information.

Two standard Sirius may be simply and economically linked using a standard 8 way DIN cable (Part No. 298).

TECHNICAL SPECIFICATION

Standard Outputs (Internally Selectable)	0 to + 5 volts or +10 volts or +15 volts
Optional Outputs	Internally fitted Negative Output Kit supplies a negative output or a simultaneous + and - output at the same voltage
Power Supply (Internally Selectable)	200 to 260 volts 100 to 130 volts 50 or 60 Hz
Audio Input	Stereo: greater than 30mV; input impedance 22k
Size	610 x 615 x 120mm (max) (24 x 24½ x 4¾")
Weight	12.5 Kg (25.5 lb)
Superuser Selectable	Clear All. Dipless A and B presets crossfade. Flash button operation: Flash to Level or Override Clic Trac
Clic Trac	100 — 150 Hz Audio Input

COMPLEMENTARY PRODUCTS

BETAPACK
A range of 4U high rack/wall/freestanding 6 channel x 10 amp dimmer packs which offer a wide and comprehensive selection of output socket options.

BETAPACK *plus*
A range of 4U high rack/wall/freestanding 6 channel x 10 amp dimmer packs with a selection of output socket options and Local Control using six channel faders and a master.

RACKMASTER 260
Is a 6 channel x 10 amp high density dimmer pack built to the highest specifications. The 'high density' pack is designed to use as little space as possible and Zero 88 have engineered a full 60 amp dimmer into an incredible 2U (3.5"/88mm) high, fan cooled box.

ECLIPSE
The modular 2 preset memory console from 24 - 120 channels.

LIGHTMASTER 1200
12 channel x 2 preset desk with 15 Step Memory, Individual Channel Flashers, Timed Crossfade, Bass Chase.

SIRIUS 48
Is a 48 channel, 2 preset lighting console with 398 available level cues, 9 programmable level chases with sound to light, timed crossfades in memory, a 32 kb. Memory Card and a 'GO' button -the single action, memory sequence playback.

AVAILABLE OPTIONS & ACCESSORIES

Stk No. 291:	Negative Output Kit (2 required)
292:	Memory Card
293:	Gooseneck Light
303:	8 way Bleecon Output Kit
304:	Socapex Output Kit
305:	XLR7 Output Kit
306:	8 pin ring locking DIN Output Kit
298:	1m 8 way Cable for linking Desks
289:	Flight Case for Sirius 48 and MCU
140:	Mains Conditioning Unit (MCU)

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