



GENERAL INFORMATION

The Ion control console provides fully-integrated control of LED, conventional and moving lights in a compact, portable package. Up to four control devices- each with its own workspace- can be used for programming and playback. Synchronized backup is also optional. With Universal Fader Wings, multiple cue lists and up to 999 submasters are available.

FEATURES

- 1,024 to 6,144 outputs
 - Upgradeable in 512 increments
- 16,000 channels
- Four discrete users
- Master playback pair with 60mm faders
- Four discrete palette types (IFCB)
- Presets function as "all palette"
- Effects provide dynamic relational or absolute progressive action
- Central information area (CIA) accesses electronic alpha keyboard, the browser and other controls
- Configurable high-density channel display, with format and flexi-channel modes
- User-configurable interactive magic sheets
- List views of all record targets
- ETCNet2™, Net3™, ArtNet and Avab UDP output protocols
- Show import from Obsession®, Express™, Expression®, Emphasis®, Congo®, Cobalt® and Strand 500/300 Series, GrandMA 1 and GrandMA 2
- In/Out: local DMX/RDM x 2, MIDI In/Out, Networking DMX, MIDI, SMPTE, SERIAL and contact closure via Net3 Gateways
- OSC Transmit/Receive
- UDP Transmit/Receive
- Virtual Media Server function for pixel-mapped effects, images and animations
- Support for multiple languages, including English, German, Spanish, French, Italian, Japanese, Korean, Russian and Chinese (Simplified and Traditional)

ORDERING INFORMATION

Ion

MODEL	DESCRIPTION
Ion 1000	Ion Console, 1,024 outputs minimum
Ion 6000	Ion Console, 6,144 outputs maximum
Ion RPU - 2K	Ion Remote Processor Unit, 2,048 outputs
Ion RPU - 6K	Ion Remote Processor Unit, 6,144 outputs
Ion 500 Up	512 Output Upgrade
ETCnomad 256	Client for PC/Mac

ETCNet2 or Net3 is distributed using Net3 Gateways, which provide DMX, MIDI/SMPTE Time Code and switch-closure functionality. MIDI In/Out and switch-closure are also available locally at the device.

Two universes of DMX512A output are available at the device via 5-pin XLR. These ports also support RDM

Note: Windows XP-based Ion desks can be upgraded to 3072 outputs. Windows 7 Ion desks can be upgraded to 6144 outputs.

Ion Accessories

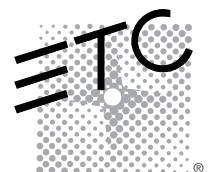
MODEL	DESCRIPTION
Net3 RFR	Net3 Radio Focus Remote
Net3 RFR-RX	Net3 Radio Focus Remote, Receiver Only
Net3 RFR-TX	Net3 Radio Focus Remote, Transmitter Only
FADW 1x20	Universal Fader Wing - 1x20
FADW 2x10	Universal Fader Wing - 2x10
FADW 2x20	Universal Fader Wing - 2x20
Net3 RVI	Net3 Remote Video Interface
Net3 RVI 3	Net3 Remote Video Interface

Eos Offline Editor software for Mac and PC platforms is now called ETCnomad and is available for download from www.etconnect.com

Ion requires external monitors compatible with Windows 7, 1280x1024 minimum resolution, standard, touch or multi-touch

SHIPS WITH:

- Dustcover
- Mouse and mousepad
- External alphanumeric keyboard



SPECIFICATIONS

SYSTEM CAPACITY

- 1,024 to 6,144 outputs
- 16,000 Channels
- 10,000 Cues
- 999 Cue Lists
- 4 x 1000 Palettes (Intensity, Focus, Color, Beam)
- 999 Submasters
- 1,000 Presets (all palette)
- 1,000 Groups
- 1,000 Effects (relative, absolute or step)
- 1,000 Macros
- 1,000 Snapshots
- 1,000 Color Paths
- Two DVI ports and one Display Port to support a maximum of two external displays at 1280x1024 minimum resolution, with optional touchscreen control
- Solid-state hard drive
- 7 USB ports for flashdrives, pointing devices, keyboards

DISPLAY FUNCTIONS

- All show data may be viewed on one or two external monitors. Views may be expanded across both from easily-accessed front-panel controls. Three user-configurable workspaces per display, with split screen/sizing controls
- The Central Information Area accesses:
 - Browser
 - File Management
 - System Defaults
 - Show Defaults
 - Desk Defaults
 - Network Configuration
 - Show Data Utilities
 - Printing
 - Record Target Lists
 - Patch functions
 - Help
 - Electronic alpha keyboard
 - Command Line
 - Selected Cue
 - Error messages
 - Parameter Categories and individual parameters
 - Filters
- Channel Displays
 - Live channel or table view
 - Blind cue, palette, preset and submaster views in list, channel, table and spreadsheet formats
 - User-configurable to show required parameters and/or parameter categories (IFCB)
 - Flexi-channel to determine which channels to display
 - Zoom allows user to define how many channels are viewed
 - Color-coded intensity levels indicate direction of move
 - Color-coded non-intensity levels indicate change from previous state
 - Graphic differentiation of moving lights, single-parameter devices, unpatched channels and deleted channels

SPECIFICATIONS

- Magic Sheets
 - User-definable interactive views
 - Images and symbols may be imported
- Patch Views
 - Patch by channel
 - Patch by address
 - Patch by device (RDM)
 - Assign proportional patch value, curve, preheat value for intensity
 - Swap pan and tilt
 - Invert pan and tilt
 - Custom fixture editor
- Playback Status Display
 - Graphical representation of cue list status, past and future cues
 - Expanded cue list for selected cue
- Cue List Index
- Effect Editor
- Group Editor
- Park Display
- Dimmer Monitoring

PLAYBACK CONTROLS

- Master Playback crossfade pair with two 60mm potentiometers, Go, Stop/Back and Load buttons
- Grand Master with Blackout
- Playback fader controls include:
 - Timing Disable
 - Off
 - Release
 - Manual Override
 - Rate
- A maximum of 200 playback faders and 300 submasters (additive or inhibitive) via optional fader wings
- A total of Six Universal Fader Wings can be attached
- Macros
 - May be set to play background or foreground
 - Startup and Shutdown Macros
 - Disconnect Macros

MOVING LIGHT CONTROLS

- Four rotary encoders with toggle state, which post selected parameter to command line
- Labeling and current parameter value in integral LCD display
- Focus, Color, Form, Image, Shutter and Custom paging controls
- Flip
- Parameters selectable by category (IFCB), sub-category (Form, Image, Shutter) or individually for command-line actions, such as setting discrete timing

SPECIFICATIONS

MANUAL CONTROL

- Channel selection from keypad and/or virtual direct selects
- Lists constructed with +, -, thru
- Intensity set with level wheel, keypad, "full" and "out"
- 'Select Last' recalls the last sequential channel selection that was set
- Ordered groups
- Offset, including even, odd, random, reverse
- Fan
- Sneak
- Remainder Dim and restore
- User-definable home
- Home by parameter, parameter category or all non-intensity parameters
- Capture
- Park at level
- Scaled park for temporary percentage adjustment
- 'Recall from' and 'Copy to' commands
- 'About' provides detailed view of selected channels or record targets
- Undo manual control, record, update and delete operations
- Highlight and Lowlight, with optional Rem Dim
- Lamp controls to strike, douse, calibrate fixtures

PROGRAMMING FEATURES

- Channel Functions
 - Non-Intensity parameters set via numeric entry or pageable encoders
 - Color-matching to gel selector and six color spaces
 - Color Path, color tinting and color spectrum tools.
 - Apply discrete time and delay per channel parameter
- Palette and Preset Functions
 - Record, Record Only and Update functions
 - Toggle display to absolute data
 - Up to 99 decimal values may be inserted between any two whole numbers
 - Filter states to refine contents of record targets
 - Selective store to refine contents of record targets
- Effects
 - Create live or blind
 - Pattern-based relative dynamic effects
 - Absolute effects
 - Step effects
 - Cycle time, trail and grouping determine channel distribution and behavior when moving through effect
 - Duration of infinite, a specific amount of time or number of passes through pattern
 - Effect attributes to modify basic behavior
 - Cue level overrides
 - Channel level overrides
 - Entry mode determines how parameters enter effects
 - Exit mode determines how parameters depart effects
- Cue Recording
 - Cue List HTP/LTP Intensity
 - Cue List Priority
 - Cue List Assert
 - Record manual values or channels in use
 - Auto-playback recorded cues

SPECIFICATIONS

- Referenced mark instructions or auto-mark
- Block at cue or parameter level
- Assert at cue or parameter level
- All-fade flag
- Follow or hang times
- Out of sequence link
- Loop functions
- Preheat enable
- Cue-level parameter-category timing
- Twenty-part multi-part cues with default part assignment
- Cue-level rate override
- Up to 99 decimal cues between every two whole-numbered cues
- Execute List
 - Triggers macros with delay
 - Triggers 'go' of other cues
 - Syncs 'go' to multiple cue lists
 - Show-control triggers
 - Analog triggers
- Update and Update Trace functions
- Undo record and delete
- Submasters
 - Additive, effect or inhibitive
 - Bump button timing to fade up, dwell and fade out
 - Assert/Channel select button
 - Exclusive or Shielded mode
 - Faders as progress controller or intensity master
 - Bump button to mark NPs
 - Independent status
- Curves
 - Assignable in patch to modify dimmer output ramp
 - Assignable at cue or cue-part level to modify intensity crossfade profile or non-intensity parameter ramping

INTERFACES

- Two DMX/RDM Ports
- Two Ethernet ports (ETCNet2™, Net3™, Artnet and Avab UDP output protocols)
- Contact Closure triggers via D-Sub connector
- Two DVI connectors support two external DVI displays (1280x1024) with optional touch- or multi-touch screen control
- One Display Port connector
- Seven multipurpose USB ports
- OSC Transmit/Receive
- UDP Transmit/Receive
- Net3 Radio Focus Remote
- MIDI In/Out (Time Code, Show Control)
- Additional MIDI Time Code, Show Control through Gateway
- SMPTE Timecode through Gateway
- Additional contact closure (12 analog inputs, 12 SPDT contact outputs, RS-232) through Gateway
- One eSATA port

ELECTRICAL

- AC input (100-240V at 50/60Hz)
- 2A at 120V or 1A at 240V maximum power consumption

PHYSICAL

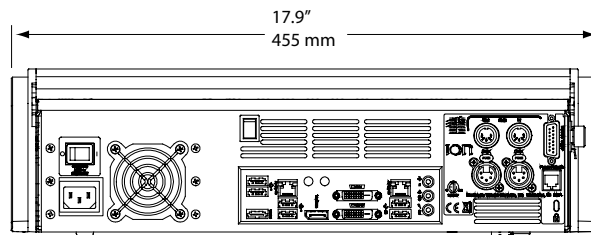
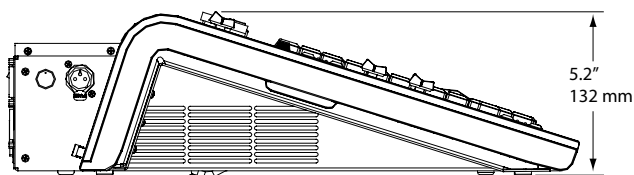
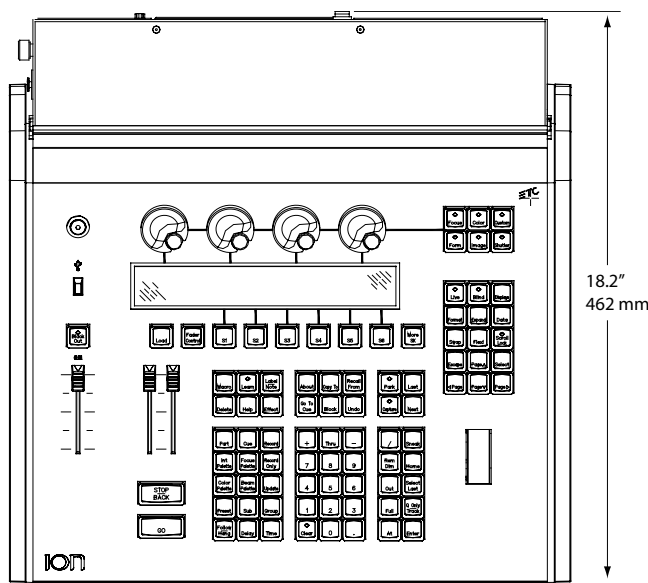
Ion Dimensions *

MODEL	HEIGHT		WIDTH		DEPTH	
	inches	mm	inches	mm	inches	mm
Ion Console	5.2	132	17.9	455	18.2	462

Ion Weights *

MODEL	WEIGHT		SHIPPING WEIGHT	
	lbs	kgs	lbs	kgs
Ion Console	20.35	9.23	23.38	10.61

*Weights and dimensions typical



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