



STAGE TECHNOLOGIES

Nomad portable automation console

GENERAL INFORMATION

The Nomad excels in multi-user environments and complex productions that require multiple operators to be positioned where they are able to see the equipment they are controlling. This console is ideal in demanding applications such as multi-venue buildings and in repertory theatre where there are frequent show changeovers.

Full 3D graphical simulation of cues in virtual mode complements the desk's standard features, such as blind cue plotting. This allows shows to be plotted and viewed in simulation before the scenery is built, saving valuable technical time on stage.

The new eChameleon embedded software, a common platform across our consoles, has more functionality but is easier to use. This ensures that the Nomad can control the most complicated of performances every night but is not daunting to a less experienced user running a simpler show.

The Nomad console uses Windows Embedded on a solid state drive for enhanced reliability.

SPECIFICATIONS

- Intel 2.53GHz Core 2 Duo
- 4Gb RAM
- 30GB SSD
- 17" LCD TFT touch screen
- Weight: 16.5 kg 36 lbs
- Dimensions (closed): 556 W x 438 D x 147 H (mm)
(excluding connectors) 21.9 W x 17.2 D x 5.8 H (inches)
- Enclosure: injection-moulded resin RIM640
- Screen bezel and keyboard surround: injection-moulded ABS
- Fold-out keyboard tray: aluminium
- Finish: Nextel® textured paint
- Face panel and connector panel: aluminium
- Panel finish: reverse-printed 0.01" Lexan®

Electrical

- Snake connector – Lan, E-Stop & DMH
- HDMI port
- VGA port
- 3 x USB ports
- Supply voltage: 48V dc ±5%
- Current consumption: 1.95 A
- Communication interface: Ethernet 10-base-T / 100-base-T
- OS - Microsoft Windows® Embedded Standard

FEATURES

Display

- User configurable display - graphical and/or textual
- 3D graphics enables previews of deads and next move
- State (cue) list
- Query function
- Touch screen

Control

- 16 concurrent users
- 5 playbacks
- Manual moves (joystick)
- Move to position speed and acceleration (defined or default)
- Move to position (time specified)
- Move to position with delay (speed or time specified)
- Multi-target move (32) individual speeds, accel & delays
- 'Teach and learn' move (1D, 2D or 3D)
- Move to state (cue) key
- Next/last keys
- State (cue) reverse
- Jump to any state (cue)
- Role-based states when in multi-user operation (optional)
- Rigging and referencing (optional)
- Remote dead man's handle by state (cue)

Groups

- Free groups - all move independently
- Safe groups - all move independently - fault on one stops all
- Locked groups - all move in precise synchronisation
- 'Teach and learn' group

Logging & Data

- Logging of user commands, desk temp and other system data
- Start/stops, position changes and axis errors
- Full user rights model in terms of administrator and who can operate by job role, or physical operating position

System Connectivity Options

- F:light - moving lights tracking automation
- Connect - remote diagnostics and off site back up
- WYSIWYG, Medialon show control, 3D video control