



# 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 3-D 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 1.8GHz P4 Mobile
- 1Gb RAM
- 30GB SSD
- 15" LCD TFT touch screen
- Weight: 15 kg 33 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
- PS/2 keyboard port
- VGA port
- USB port
- 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
- 3-D 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 & learn' move (1-D, 2-D or 3-D)
- 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 & 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 & 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 backup
- WYSIWYG, Medialon show control, 3-D video control

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