

# Celco specifications



## Pathfinder EPX

### Abstract

The Pathfinder EPX is a digital lighting control console optimised for the use of both generic lighting and intelligent colour scrollers. Its principle features are ease of use, flexibility of operation, reliability in harsh environments and longevity of service. Pathfinder EPX includes many special functions aimed at simplifying the programming of complex effects.

### Applications

The Pathfinder is suitable for inclusion for Television, Theatre, Conference, Multi-purpose, Cruise Liners, Performing Arts. The console is suitable for both installation and touring applications.

### Engineers' and Architects' Specification

The console shall include, but not be limited to the following components. A welded steel chassis and base, with aluminium front panel. Single card integrated electronic circuitry. An external 100% duty cycle power supply. An external QWERTY layout moving keyboard. Dimensions of the console shall not exceed mm wide, 75mm high and 440mm deep. Weight of the console shall not exceed 24kgs.

All controls shall be accessible from the operating position, and all connectors shall be mounted on the back panel.

The console shall clearly display information via two integral LCD displays. Each display will be able to display information about channel/cue number, channel/cue level, assignments, operating modes, limit levels and fade times. This information shall be echoed in a large format on an external SVGA colour graphics monitor.

The console shall be able to *individually* control 60 channels of which 48 shall be of conventional (highest takes precedence) configuration and 12 shall be intelligent (latest takes precedence) configuration. Each channel shall be able to be patched onto any of 512 dimmers via a DMX output port. The output port shall conform to the USITT DMX512 1990 specification.

The console shall have the capacity to store 10 stacks with 99 entries in each, an entry can contain any cue. Stack playback shall be via a dedicated stack playback controls, which will allow both manual operation via a stack fader, and automatic operation via a single press 'GO' button. Stacks shall be able to be instantly created via a Stack Maker function.

The console shall have the ability to store 30 sequences with upto 99 steps per sequence, each step may contain any or all of the 60 channels in any combination. Sequences shall be replayed by assigning them to one or more cue playbacks. A sequence shall be able to be instantly created using the Chase Maker function, and then formatted by one of, but not limited to, the following templates: Negative, Build, Two On Two Off, Stepper.

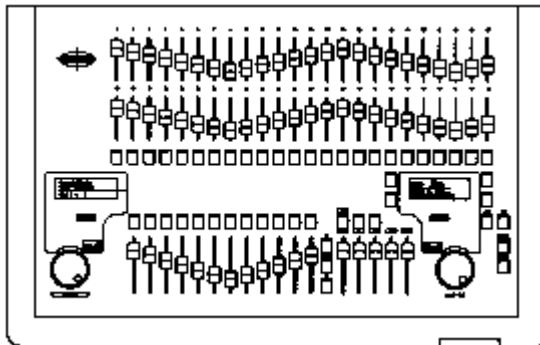
Programmed sequences shall be able to be modified by one of, but not limited to, the following modifiers: Wild Step, Wild Speed. Audio Step, Audio Speed, Volume Chase.

The console shall have an assignable Sound-to-light feature. Any cue shall have the ability to be programmed to respond to the following sound samples when in 'view'. Bass soft and Bass Hard, Middle Soft and Middle Hard, Treble Soft and Treble Hard.

Show data shall be able to be stored to a removable memory card which will also save all the configurations of the console. Data in the internal memory shall be able to be swapped with data in the removable card to double the capacities of the new console. Show data shall be able to be archived to 1.44Mbyte, 3.5inch floppy disk via an external drive unit.

The console shall be able to operate in temperatures of the range 0 thru 40 degrees Celsius and in humidities up to 95 percent, non-condensing.

### Technical Specification



<b>Capability</b>	
Total Channels	60
Max. LTP Channels	12
Max. HTP Channels	48
DMX Dimmers	512
Single Preset	Configurable
Two Preset	Configurable

<b>Internal Storage</b>	
Total Cues	500
Integer Cues	450
Decimal Cues	50
Sequences	99
Steps/Sequence	25
<b>Preset</b>	
Preset Controls	48
Control type	Analogue Fader
preset Scrolling	No
<b>Playback</b>	
Cue Controls	12 submasters
Control Type	Analog fader
Stack/list Controls	1 and 'GO'
Playback Type	Bi-directional
Sequence Controls	via submasters
Control Type	n/a
<b>Physical</b>	
Height(h)	75mm
Depth (d)	440 m
Length (w)	685mm
Weight*	14 Kg
F/case Size	920mmx590mm
F/case Depth	230mm
F/case Weight	16kgs
Shipping Weight*	44Kg
<b>Construction</b>	
Chassis	Steel
Panel	Aluminium
Surround	Wood
Trim	'Plastic
Finish	Paint

<b>Electrical</b>	
PSU Type	Ext. Switching
Supply Voltage	80-240 V 50/60 Hz
Supply Current	2A
No. of PSU's	1
<b>Environment</b>	
Temperature	0-40 C
Humidity	95% Non-cond.
<b>Card Storage</b>	
Number of shows	1
total Cues	480
Integer Cues	480
Decimal Cues	480
Sequences	60
Steps/Sequence	25
read	Yes
Write	Yes
Format	No
<b>Accessories</b>	
Work Light	Option
Spare PSU	Option
SVGA Monitor	Option
Cover	Option
Flight Case	Option
Trackball	No
Keyboard	Included
Floppy Disk	Option
<b>Approvals</b>	
ISO9002	Manufacture
ISO9001	Service
EN50081 -1	EMC Emission

**Ordering Information**

<b>Part Number</b>	<b>Description</b>
CL2797	Pathfinder EPX Console
CL2296/WL	Pathfinder Worklight Assembly
CL2296/P	Pathfinder Backup PSU
CL2700/F	Pathfinder Aerospace Flightcase
CL2700/C	Pathfinder Console Cover
CL2000/FDD	Pathfinder Floppy disk drive
CL2226	Q-Card No.6
CL2259/1	DMX-DTR (36 channel DMX digital to analogue interface)

With a policy of continuous improvement Celco reserve the right to change this specification without notice