

PILOT 3000





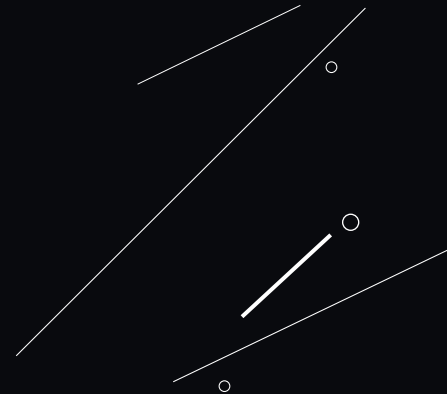
Pilot 3000

Original thinking from SGM.

SGM has designed **PILOT 3000** - a controller that is extraordinarily compact, lightweight and easy to handle, but features extremely powerful leading edge software. Easily transported and ideal for any type of installation, it offers functions comparable with large desks', but with the footprint and price of a small console.

Astonishing value from a compact unit

Compared to similar products, the PILOT 3000 controller puts far more programming facilities at operators' disposal, offering power, reliability and functions not normally found on small desks. Sophisticated software and compact innovative hardware make Pilot 3000 an irreplaceable tool for controlling any light rig.



SOFTWARE CHARACTERISTICS



01: Controls up to 1024 channels via two independent DMX 512 outputs, enabling both automated fixtures and dimmers to be controlled, according to requirements.

02: Handles major communication protocols, such as MIDI and SMPTE.

03: Four encoder wheels, for editing and programming fixture parameters or allocating values in the program's various screens. These also enable to adjust effects' speed and range during playback.

04: Six freely configurable scene control faders can be used as Register masters, or for completely manual control of cues or dimmers during playback and programming.

05: Offers the possibility of storing up to 400 cue-lists, each containing up to 999 cues – an overall total of approximately 6,000 cues.

06: Has a Shape Engine - an extremely useful tool for creating complex movements, chases or waves, with a few units or arrays of fixtures; the Shape Engine allows to configure a light show according to specific requirements, with powerful user-friendly commands that ensure great time saving.

07: Comes with a personality library that includes all the most common models of automated fixtures. The on-board library contains hundreds of personalities, and its contents can be constantly expanded and updated, by visiting the www.sgm.it web site for free downloads of available updates, with the latest personalities.

08: Features 6 families of Palettes for rapid control of automated fixture functions.



HARDWARE FEATURES

1. The **TFT colour touch screen** (resolution 320 x 240) gives access to all functions, ensuring immediate intuitive use of the console.
2. The **rear-lit 80-digit LCD display** (2 lines x 40) ensures operators a clear view of fader status at a glance.
3. **10 keys** give direct access to playback and programming functions.
4. **20 keys** give direct access to playback registers.
5. **4 encoder wheels** for controlling attributes during programming and control of effects during playback.
6. The console's **Jog ball** allows extremely practical control of Pan and Tilt, for high-precision positioning of all scanners or moving head fixtures.
7. **6 completely configurable** scene control faders.

CONNECTIONS

2 DMX Out
1 DMX In
Aux In
SMPTE In
MIDI In/Out/Thru
Audio In
USB
Two USB to light sockets
Connector for Compact Flash drive



CONTROL PANNEL

- Powerful GUI for easy programming and control of a maximum of 400 Cue-lists, each with a maximum of 999 Cues
- Rapid access to all functions by means of a touch screen monitor with 320x240 resolution
- 6 completely configurable scene control faders

FEATURES

- 1024 Channels on 2 independent DMX 512 lines for the control of either automated fixtures or dimmers
- Playback of a max of 20 cue-lists simultaneously
- Advanced shape engine
- Updateable personality library
- 6 families of Palettes for rapid control of the automated fixtures' functions
- Cues: max 999 for each playback register
- Maximum number of cues storable per show: 6000
- 64 MB outboard memory on compact flash card

HARDWARE

- 6 freely programmable faders
- 10 keys for direct access to playback and programming functions
- 20 keys for direct access to playback registers
- 4 encoder wheels for controlling attributes during programming and control of effects during playback

- Grand Master fader + DBO key
- Jog ball for PAN and TILT control with 'locks' and 'fine' buttons
- Built-in microphone
- 2 flexible USB LED lights
- Universal 85-265 Volt onboard switching power supply

MONITOR

- 5.7" colour TFT Touch Screen Display for a powerful intuitive GUI
- Rear-lit 80-digit (2 lines of 40) LCD screen for the display of fader configuration

CONNECTIONS

- 2 DMX Out
- 1 DMX In
- Aux In
- SMPTE In
- MIDI In/Out/Thru
- Audio In
- USB
- Two USB to light sockets
- Connector for Compact Flash drive

PILOT 3000

- **Dimensions (HxWxD):** 13,5 x 50,3 x 35,8 cm
- **Weight:** 4 Kg
- **Code:** 020_2355

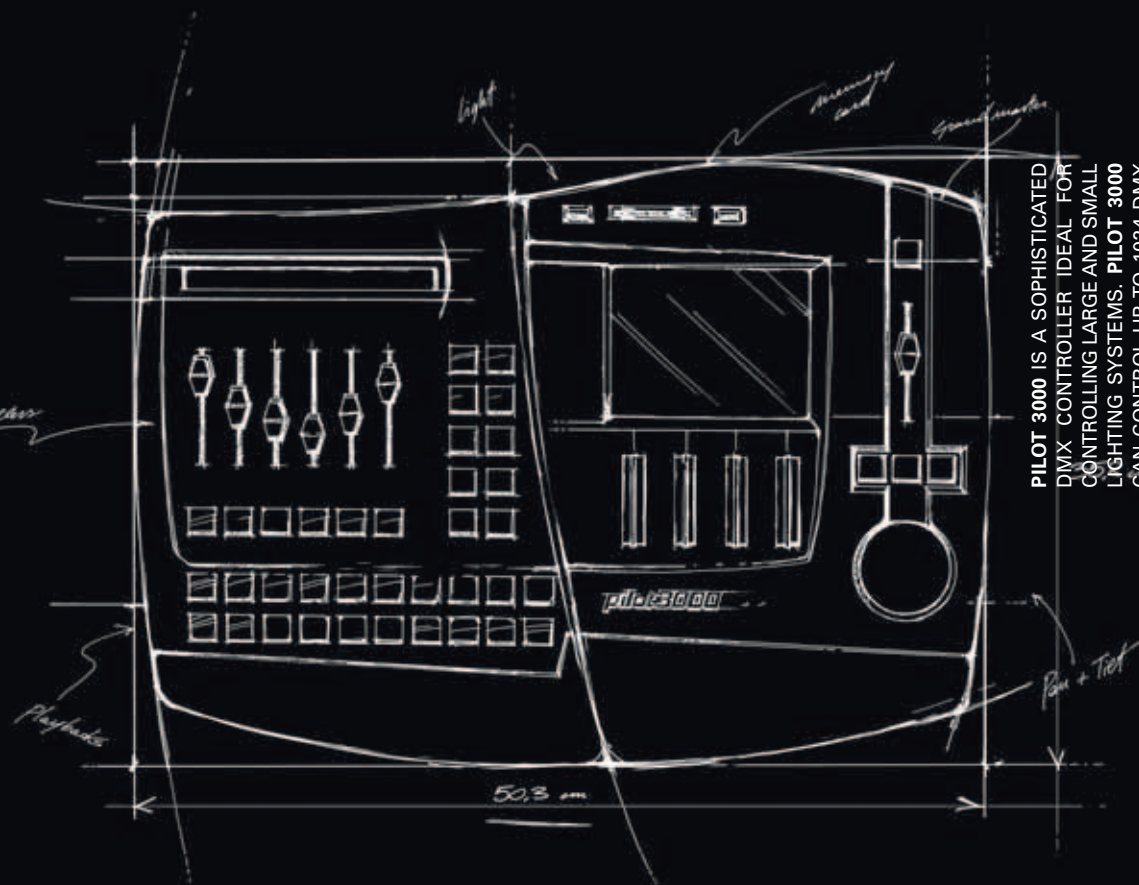
FLIGHT CASE

- **Dimensions (HxWxD):** 19 x 55 x 45 cm
- **Weight:** 8 Kg
- **Code:** 006_1780



PRO LINE
professional show lighting

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PILOT 3000 IS A SOPHISTICATED DMX 'CONTROLLER' IDEAL FOR CONTROLLING LARGE AND SMALL LIGHTING SYSTEMS. **PILOT 3000** CAN CONTROL UP TO 1024 DMX CHANNELS VIA TWO INDEPENDENT DMX OUTPUTS. USING THE **PILOT 3000** IS SIMPLIFIED BY THE LOGICAL LAYOUT OF ITS CONTROLS AND THE USE OF SOPHISTICATED FACILITIES, INCLUDING: COLOUR TFT TOUCH SCREEN FOR DIRECT ACCESS TO THE FUNCTIONS DISPLAYED; 4 ENCODER WHEELS