

Daslight

DasLight presents its latest professional lighting control software, the Virtual Controller 2. Its tools and functions are simply extraordinary and very quickly become essential to your programming.



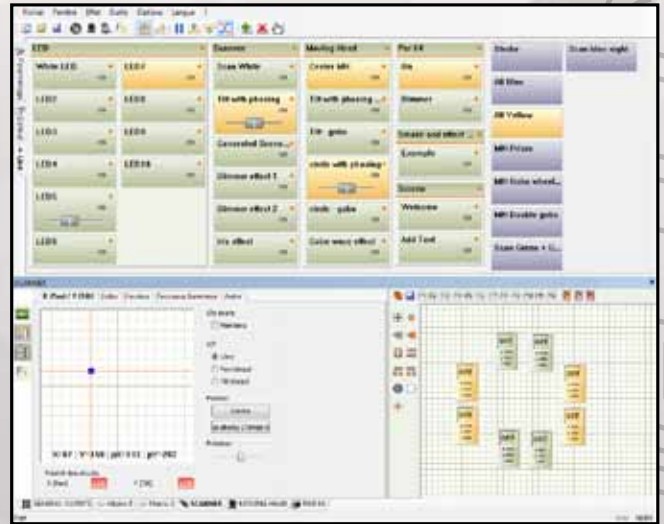
VIRTUAL CONTROLLER 2

Get started almost immediately with 3 Main Modes: «Setup», «Editor», «Live.»
 Management of 20 x 512 channels (10,240 DMX Outputs).
 Group Windows and Controls for Fast Programming of Devices.
 Time Management Fade-IN (up) and -OUT (down) for Each Scene.
 LED Array and Matrix Management in RGB or CMY.
 BPM Audio Management for Scenes and Playing Audio Files.



SCENE GENERATOR AND PURPOSE

It is possible to use the generator in Pan / Tilt and RGB / CMY, and even create a delay (phasing) between each device. With a LED matrix, impressive visual effects can be created. You can load an image, play animation videos, write text and send predefined animations. This tool will automatically create all the steps of the program.



CONTROL AND TRIGGER MIDI AND DMX IN

They permit control of software channels and trigger scenes and MIDI effects, from a MIDI keyboard or a MIDI or DMX console. It is also possible to record DMX.

STAND-ALONE MODE

To save scenes to the interface memory and manage the entire set of scenes (loops, jumps, move to the next scene, triggers, etc ...).



DASLIGHT VIRTUAL SCREEN

This command tool triggers the Virtual Controller 2 from a very simple graphic interface and modifiable at will. Thus, a simple touch screen allows you to manage and trigger all your visual effects simply.



3D VIRTUAL SIMULATOR:

In addition to controlling your devices, you can simulate 3D in real time. Virtual 3D Simulator is a 3D visualization software with a multitude of visual effects: Textures, Iris, Prism, Double Gobos, Glass Gobos, Shadows On Objects. You can also add simple objects, textures, and record video of your show.



Virtual 3D Simulator	Normal	Full
Real-time 3D view	√	√
Dimmer, Iris, Strob, Pulse, Zoom, Gobos, Frost, Prism, Color, Rotations, Shake effects	√	√
Shadows, Pictures Texturing, Zoom, Rotation	√	√
3D Objet Builder	√	√
Patch Manager (6 x 512)	√	√
DMX Levels Window	√	√
Screen Shot	√	√
2D View	√	√
Objects / Fixture Layers	2	No Limit
Real Time Video Recorder (.AVI)		√
Patch Reports		√
Objects 2D Positions		√
DXF Object Importation		√

Minimum Requirements:
 Windows XP or Vista (32 and 64 bit),
 DirectX 9.0c, 250 MB of Disk Space. 1 GHz
 Processor, 512 MB of RAM. 128 MB of Video
 Memory. 1 USB 2.0 Port Free.



DVC2 GOLD ZM*

PC Mode

DMX: 3 x 512 Channels (1,024) Configurable Input / Output. **NEW**

SOFTWARE: All software features are available, the 3D mode is complete.

TRIGGERING: HE10 (I / O) port offers 8 simple contact triggers. 2 buttons permit scene selection.



Stand Alone Mode

This mode is very simple and efficient: you can download the scenes to the interface memory, you feed and select the scene to play to restore the prerecorded DMX signals.

DMX: 2 x 512 Channels (1,024) Output. **NEW**

ZONES/AREAS: 5 scenes can play simultaneously on 5 ZONES. Each zone may contain up to 99 scenes each. **NEW**

MEMORY: MINI SD card, providing virtually unlimited storage capacity. **NEW**

TRIGGERING: HE10 (I / O) port offers 8 contact triggers. 2 buttons select scenes. A 3rd button for the zone. **NEW**

CLOCK AND TIMING: The 20 time triggers can manage hours, days of the week, and months.

LED DISPLAY: You can monitor the progress of the scenes for each ZONE. **NEW**

*: multi Zone, mini sd Memory



DVC2 IP

PC Mode

DMX: 512 Output Channels.

SOFTWARE: All software options are available, the 3D mode is complete.

IP: It is possible to synchronize the cards on a local network and expand your channels up to 20 universes. **NEW**



Stand Alone Mode

DMX: 512 Output Channels.

IP: It is possible to synchronize the IP cards on a LAN. The first card works as Master and the others as Slave. Each IP interfaces include the same number of scenes and steps. The first card commands the triggering of all the cards.

MEMORY: The internal memory offers a storage capacity of 230 steps for 512 channels and many more steps with less channels.

Triggering: HE10 (I / O) port offers 8 contact triggers. 2 buttons select scenes.

CLOCK AND TIMING: The 20 time triggers can manage hours, days of the week, and months.

DVC2 128-M

PC Mode

DMX 128 Output Channels.

SOFTWARE: The software works in restricted mode with 30 scenes, 30 steps, and 30 effects. No MIDI triggers. Only 4 scenes can be played simultaneously. 3D functions in normal mode.



Stand Alone Mode

DMX: 60 Output Channels.

Triggering: 4 Simple Contact Triggers, 2 additional contacts to select the next and previous scenes.

MEMORY: The internal memory offers a storage capacity of 45 steps for 60 channels and more steps with less channels.

DVC2 ECO 512

PC Mode

DMX: 512 Output Channels.

SOFTWARE: the only function is Time Triggering. DMX IN and Stand-Alone functions are not available.

The 3D is in normal mode.



	DVC2 GOLD ZM*	DVC2 IP	DVC2 512	DVC2 ECO	DVC2 128-M
Conection	Mini USB	RJ45	USB	USB	USB
DMX (PC)	3 x 512	512	512	512	128
DMX IN (PC)	512	No	512	No	No
DMX (SA)	2 x 512 (1024)	512	No	No	60
Power	Mini USB (9 V)	External (9V)	No	No	On pcb (9V)
Memory	Mini SD Card	Internal	No	No	Internal
Clock / Calendar (SA)	Yes (SA)	Yes (SA)	No	No	No
Triggers	8 Contacts	8 Contacts	8 Contacts	No	4 Contacts
Play LIVE Scenes (PC)	No Limit	No Limit	No Limit	No Limit	4 Scenes
Playback Scenes (SA)	5 Scenes	1 Scene	No	No	1 Scene
DVC2	Full**	Full**	Full**	Restricted***	Restricted***
DVS 3D		Normal	Normal	Normal	Normal

*: multi Zone + mini SD Memory ; **: Stand alone, DMX IN, MIDI options, Virtual Screen tool ; ***: 30 Scenes / Steps / Effects, 4 LIVE Scenes

