

24

36

48

Leprecon[®]
Pro Lighting Equipment

LP-1500

Memory Console

- *Two Scene Preset Mode*.....
- *12 Pages of Memory*.....
- *Softpatch*.....
- *"Go" Button with Timed Fades*.....
- *Point Cues*.....
- *12 Chase Effects*.....
- *Bump Buttons with Add and Solo Modes*.....
- *DMX-512 Output*.....
- *Analog Option*.....



Easy As 1, 2, 3

A Memory Page
Allows any of 12 pages of preset scenes to be instantly selected. A page freeze feature allows transitions from page to page without suddenly changing scenes.

B Data Wheel
A dedicated rotary control used to move thru display screens and with the modify button to change parameters.

C LCD
A thirty-two character display for operator prompts and edit parameters.

D Bump Controls
Sets one of three bump functions: Add, Solo, or Off. The Bump Channel/Scene selects channel bump or preset bump operation.

E Chase Pattern
Allows chase patterns to be selected for running, recording, or editing. Patterns 1-4 are preprogrammed for simple chase operation.

F Run
Used to start and stop a chase pattern.

G Rate
Sets the speed of the chase.

H Step
Holds a running chase as long as the button is held down or advances a stepped chase.

I Worklamp Control
Brightness control for the goose-neck worklight.

J Worklamp Connector

K Run
Sets the console to the run mode.

L Record
The Record mode is used to program lower scene presets, crossfade stack and the chase.

M Edit
Used to modify an existing preset, chase, or stack scene.

N Y Presets
Y converts the LP-1500 to a two scene preset manual console. In Preset mode lower scene faders are converted to programmable submasters each with 12 pages of memory.

O X & Y Preset scenes
Basic control of the console is provided by a row of faders for each of the "X" and "Y" scenes.

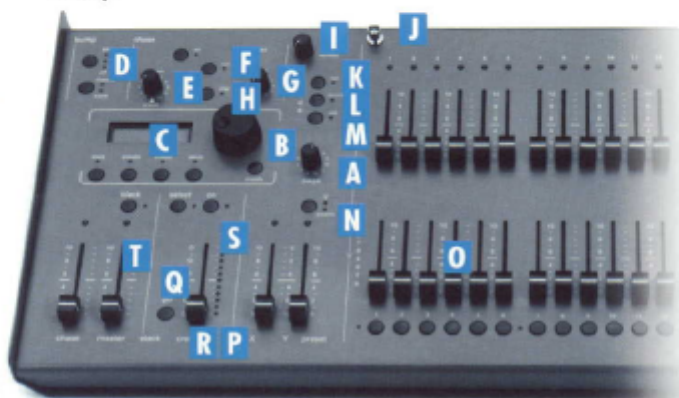
P Split Dipless X and Y Crossfader
The X and Y crossfaders control overall level of the X and Y scenes.

Q Go
Advances the crossfade stack to the next cue of the programmed rate.

R Stack Crossfader
Allows manual control of the fade from new to next cue.

S Progress Meter
An eleven step LED array to indicate progress of a timed fade.

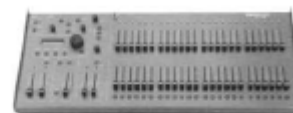
T Master and Blackout
Grand master used to set the overall console output except chase and bump buttons. Blackout switch defeats all console outputs including chase but not bump buttons.



Control Console Features

Model	LP-1524	LP-1536	LP-1548
Channels	24	36	48
Two Scene-Preset Mode	✓	✓	✓
Preset Faders	24	36	48
Preset Memory	268	432	432
Cue Stack w/Point Cues	268	288	288
Go Button	✓	✓	✓
Split Dipless Crossfader	✓	✓	✓
Chase Memory	11 patterns 20 steps each	11 patterns 20 steps each	11 patterns 20 steps each
DMX Output	512 channels	512 channels	512 channels
Analog Output (CJ Standard)	Optional	Optional	Optional
MIDI Dimmer Out	✓	✓	✓
MIDI System In/Out	✓	✓	✓
Timed Fades	✓	✓	✓
Softpatch	2 (programmable)	2 (programmable)	2 (programmable)
Blind Edit	✓	✓	✓
Little® Worklamp	✓	✓	✓
Weight-lbs (boxed)	20	26	28
Height, Width, Depth in inches*	3.38x30.16x13.78	3.89x39.67x13.78	3.66x49.25x13.78

*Allow room for outboard transformer (3.75" Lx2.88" Wx2.25" D) plus room for cords when quoting sizes to case manufacturer.



Full One Year Warranty

For a period of one year from the date of sale, CAE, Inc. will replace any defective parts and will repair any defective module returned to the factory prepaid, without charge for parts or labor. Please consult your dealer for full warranty details.

Leprecon/CAE • 10087 Industrial Dr. • P.O. Box 430 • Hamburg, MI 48139 USA • Phone (810) 231-9373 • FAX (810) 231-1631

Lepsis@caeinc.com, www.Leprecon.com

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