FN-RAY

AUTOMATION CONSOLE



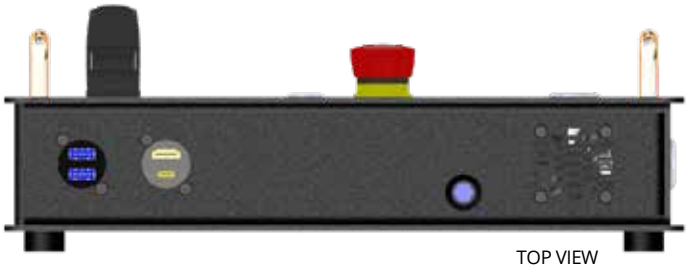
SHOWSDT
Scene Design & Technology

AUTOMATION CONSOLE
FN-RAY

The FN-RAY is the new stage automation controller, designed and manufactured by **SHOW**SDT. Built for professional environments where reliability, precision and responsiveness matter, it gives operators intuitive, efficient and total control over complex scenic movements.

Compact and lightweight, it's designed for portability without compromising on performance: an ideal solution for touring productions, permanent installations, theatres, performance venues and high-demand productions. Its intuitive interface combines a 7-inch touchscreen with dedicated tactile controls for essential functions: GO, STOP, Next Cue, Previous Cue and Jog.

Designed for seamless integration with Raynok software, the FN-RAY delivers powerful stage automation control in a portable, operator-friendly package.



TOP VIEW



The standard configuration comes with:

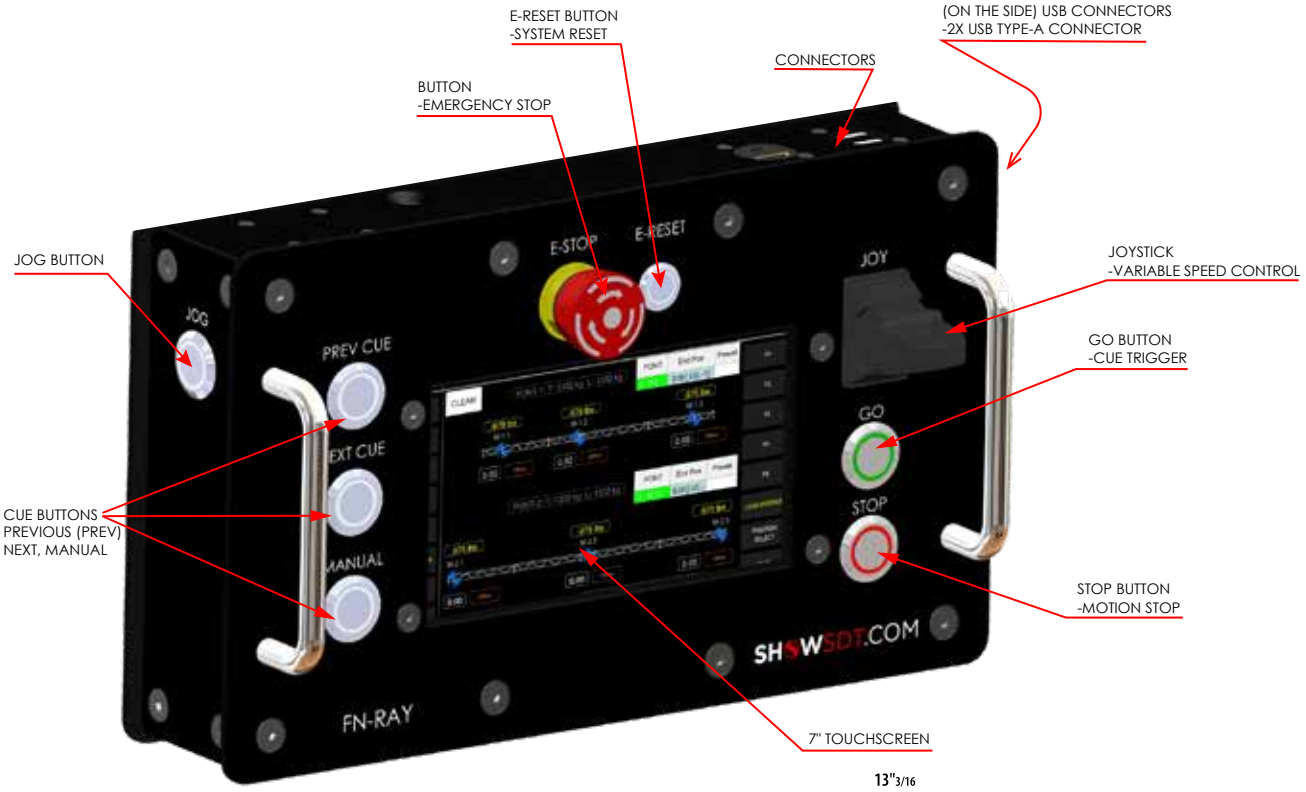
FEATURES

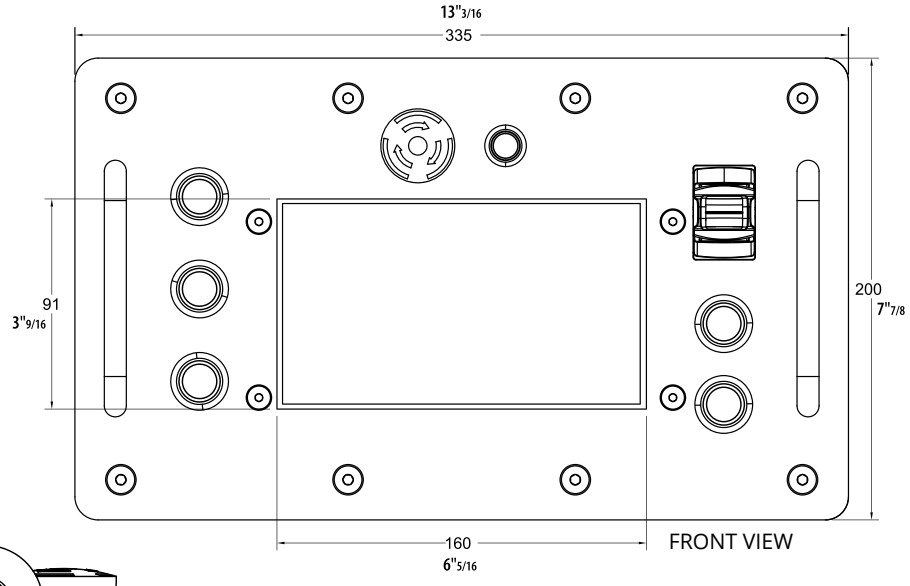
- **Monitor:** 7-inch touchscreen display
- **Buttons**: Go, Stop, Cue: Next, Previous, Jog
- **Emergency Stop Controls:** Integrated active controls for system RESET
- **Power Supply:** 24 V, 4 A
- **Compatible with Raynok software**
- **Manufactured by SHOW**SDT

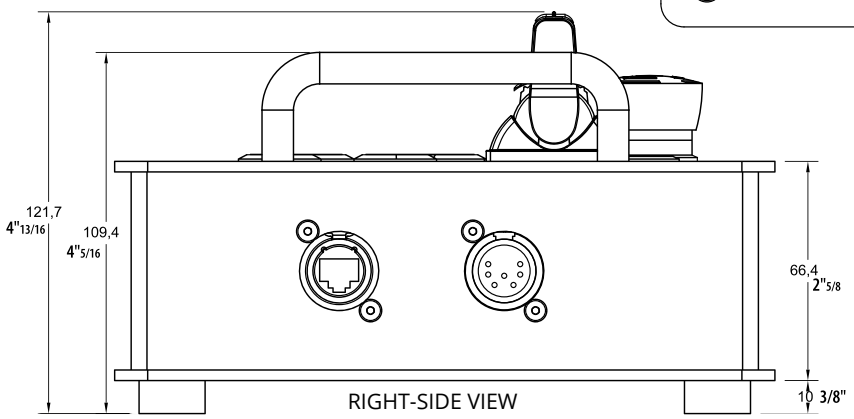
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SHOWSDT

AUTOMATION CONSOLE
FN-RAY







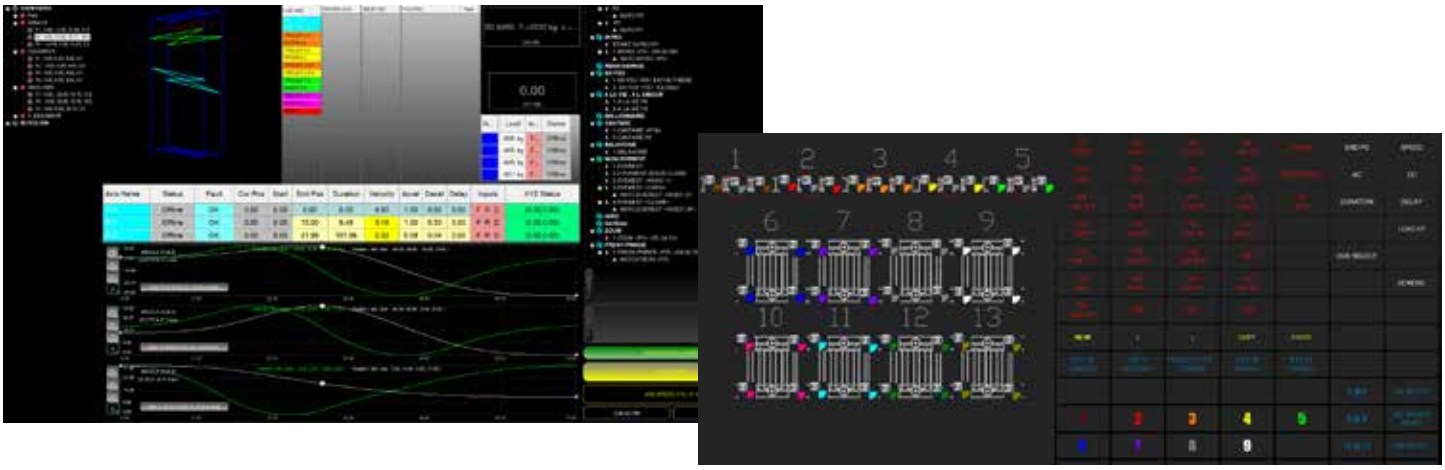
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AUTOMATION CONSOLE SOFTWARE

FN-RAY

The FN-RAY runs the acclaimed Raynok Software in a compact and feature-rich package.

Customize your console with buttons or lists, create macros, access all your equipment at once or focus on a single motor, set constraints and command locks to protect your process, and much more. Raynok is easy to configure, intuitive, customizable, and creative. It's the only software you'll need to control your stage equipment—a true asset to motion design and your production.



SPECIFICATIONS

Software Type:
Control Solution for stage and entertainment related machinery.

Developer:
Niscon Inc., Burlington, Ontario, Canada

Applications:
Theatres, concerts, touring, TV studios, circus acts, aerial performances, animatronic support, museums, arenas, nightclubs, kinetic sculptures, and more.

Versions / Models:
R2D for basic motion, R3D for 3D and aerial motion.

Largest Installation:
327 hoists, 6 consoles, 1 server, 3 interlocked E-Stop Systems.

Largest Wireless Installation:
118 hoists, 5 consoles, 1 server.

Largest number of simultaneous Performer Flights:
14 (6 single-line and 8 multi-line)

External Connections and Data Transmissions:
Transmits position data, executes commands or shares status via:
- USB DMX interface
- ArtNET DMX
- PosiStageNet
- Or our external command handler via UDP

Common Machines Controlled:
Wire hoists, chain hoists, Performer hoists, Spiralift®, Serapid®, hydraulic and pneumatic systems, curtain rollers, banners, platforms, trolleys, cable reels, and more

Training:
1–2 days for basic operations, 4–5 days for aerial performances, 1–2 days for maintenance and support and 2 additional days to train the trainer

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