

RAYNOK IMPERIUM

AUTOMATION CONSOLE



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The Raynok Imperium Console is a powerful yet compact operator console with an integrated Windows embedded PC with Intel™ processor and an optional built in Emergency Stop Master.



The Standard configuration comes with:

FEATURES

- **Processors:** 1 each Intel™ i7
- **Monitors:** 1 each 15" TFT capacitive touch, 2 HDMI external outputs
- **Macro buttons:** 6 dedicated / 1 speed wheel
- **Joysticks:** 1 single axis
- **Mouse:** external USB
- **Hold-To-Run:** Active at all times with status indicators
- **Emergency Stop System Controls:** Active integrated controls for ON/OFF/RESET
- **Work lights:** 1 with dimmer
- **System Alarm:** Configurable Audible
- **Keyboard tray:** Keyboard hides away when not in use
- **Included Cables:** 30' E-Stop/Data Cable, Regional power Cord
- **USB Ports:** 2 external
- **Network Ports:** 2 each for NETA & B
- **Power Source:** Universal Power Supply with isolation 90-230V 50/60Hz

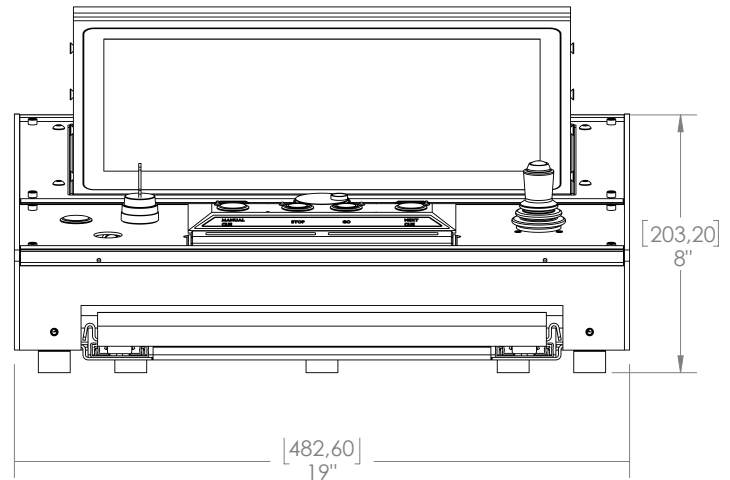
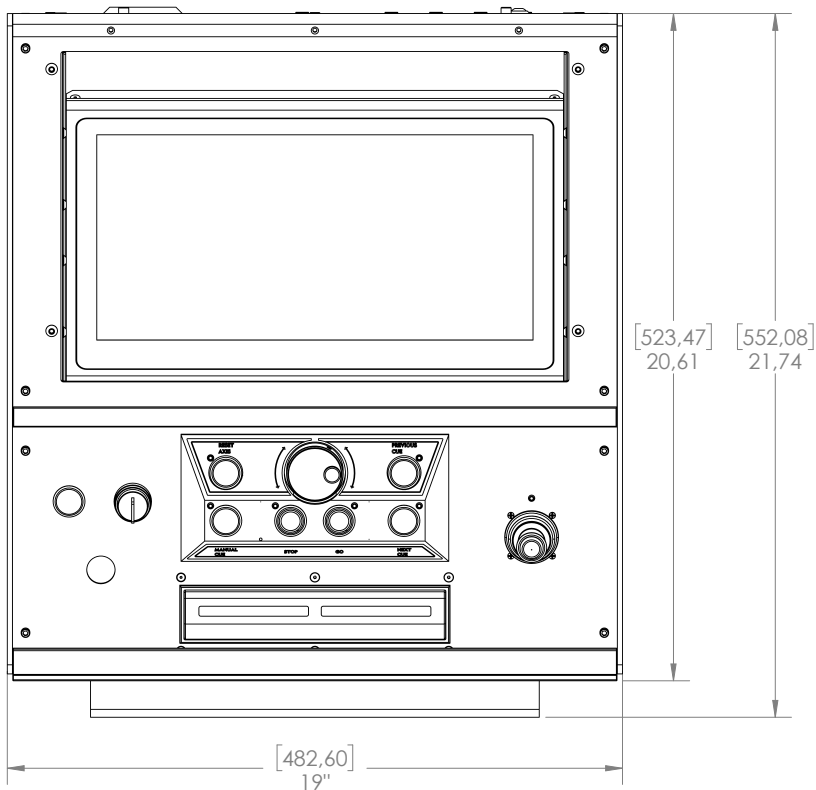
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SHOWSDT

AUTOMATION CONSOLE

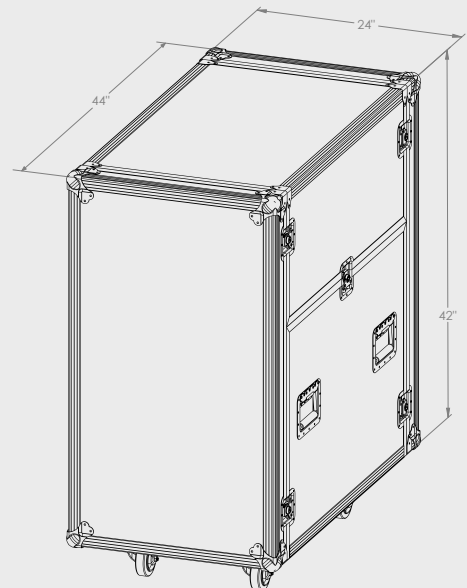
RAYNOK IMPERIUM



ACCESSORIES



flight case



Certified

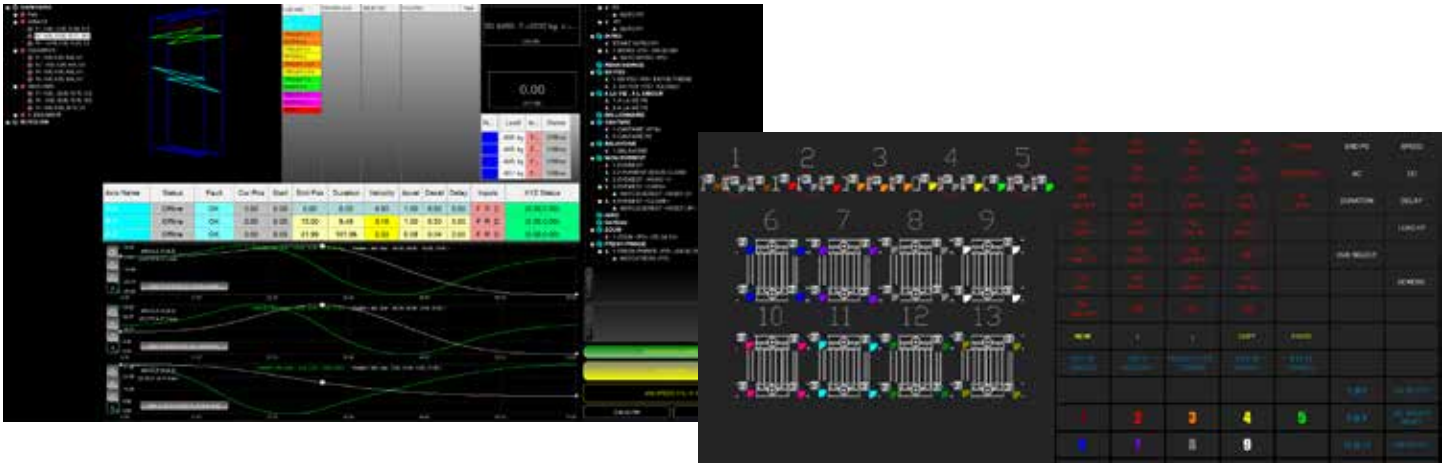


AUTOMATION CONSOLE SOFTWARE

RAYNOK IMPERIUM

The IMPERIUM runs the acclaimed Raynok Software in a compact and feature rich package.

Make it simple, customize the layout with buttons or lists, create flashing macros, access all machinery at once, or focus on a single hoist, configure constraints and interlocks to protect process... Raynok is configurable, customizable, intuitive, creative and the only software tool you'll need for controlling stage machinery. And of course Engineer The Art Of Movement for your production.



SPECIFICATIONS

Type of Software:

Control Solution for stage and entertainment related machinery.

Developer:

Niscon Inc., Burlington, Ontario, Canada

Applications:

Live Theatres, Concerts, Touring Productions, Television Studios, Circus Acts, Performer Flights, Animatronic Support, Museums, Sports Arenas, Night Clubs, Day Clubs, Kinetic Sculptures and more.

Versions / Models:

R2D for basic motion, R3D for 3D motion & Performer Flight

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 lines, 8 multiple line).

External Connections and Data Transmissions:

Transmit position data, run commands or status information via, DMX via USB interface, DMX over ArtNET, PosiStageNet or our own External Command Manager via UDP.

Common Machines Controlled:

Wire Rope Hoists, Chain Hoists, Performer Hoists, Spiralift™, Serapid™, Hydraulics, Pneumatics, Rollers (curtains), Banners, Stage Lifts, Trolleys, Cable Reels, and so much more.

Training:

1 to 2 days basic operation, 4 to 5 days Performer Flight, 1 to 2 days maintenance and support, 2 add-on days for train the trainer.

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