

## Show Control Systems Product Comparison

For our comparison, we assume a typical theatre installation consisting of:

- 96 Conventional Lights (96 Channels)
- 12 Coemar iWash 575 (16 channels each)
- 12 HighEnd x.Spot XTreme (38 channels each)
- 1 HighEnd Catalyst (8 layers, 40 channels each)
- 1 HighEnd DL1 Projector (11 channels)
- NSI MC7024 24/48 Channel Console

This typical setup requires a total of 1075 DMX channels total (3 Universes). We assume a light show having a preprogrammed SMPTE timecode driven section and a live section. All prices are given in MSRP. Windows based computer is needed for all three systems and is not included.

Product	BlueLite X1	Light Jockey Club *	WholeHog II PC
<b>Base price</b>	\$1,995	\$3,299 *	\$2,325
<b>Total cost to run this show</b>	\$1,995	\$5,344	\$16,118
<b>Company</b>	Innovate Show Controls	Martin	Flying Pig Systems / High End
<b>DMX channels</b>	2048 (4 Universes) Out 512 (1 Universe) In 512 (1 Universe) through	1536 (3 Universes) Out 512 (1 Universe) In	512 (1 Universe) Out \$2,325 each additional Universe
<b>Fixture limit</b>	None	100	None
<b>Fixture channel limit</b>	None	32	None
<b>DMX input for programming and live playback</b>	Any DMX Console	\$1,650 Martin Fingers	\$3,659 Programming Wing \$3,659 Playback Wing
<b>SMPTE reader / generator</b>	Yes	Yes, with external adapter (e.g. \$395, Motu Midi Express XT USB)	\$1,825 SMPTE Widget
<b>SMPTE lock</b>	Yes	No, trigger only	No, trigger only
<b>SMPTE auto-detect frame rate</b>	Yes	No	No
<b>Submasters</b>	24	No	8
<b>Template editor</b>	Yes- powerful and easy to use	Partial- difficult to support unorthodox fixtures. Difficult with fixtures containing more than 32 channels.	No
<b>Cues (Looks/Scenes)</b>	1 million cues	9999 scenes (999 per sequence)	Approximately 10,000. Limits defined by storage and memory
<b>Events</b>	10 million	9999 "cues"	Approximately 10,000. Limits defined by storage and memory
<b>Re-use cues in non-sequential order?</b>	Yes	Yes	No
<b>Overlapping fades with timecode</b>	Yes	No	No
<b>Event recording</b>	Yes	No	No
<b>Movement (effects) generator</b>	Yes, unlimited concurrent effects	Movement macros	Yes – limited concurrent effects
<b>Effect rotation</b>	Yes	No	No
<b>Effect crossfading (shape morphing)</b>	Yes	No	No

\* LightJockey Club is used, because the less-expensive LightJockey USB-512 and LightJockey PCI-512 only have 512 DMX channels (1 Universe) and also don't support the SMPTE timecode interface.