

# ETC Supplement

## Gio @ 5 Supplement to Operations Manual

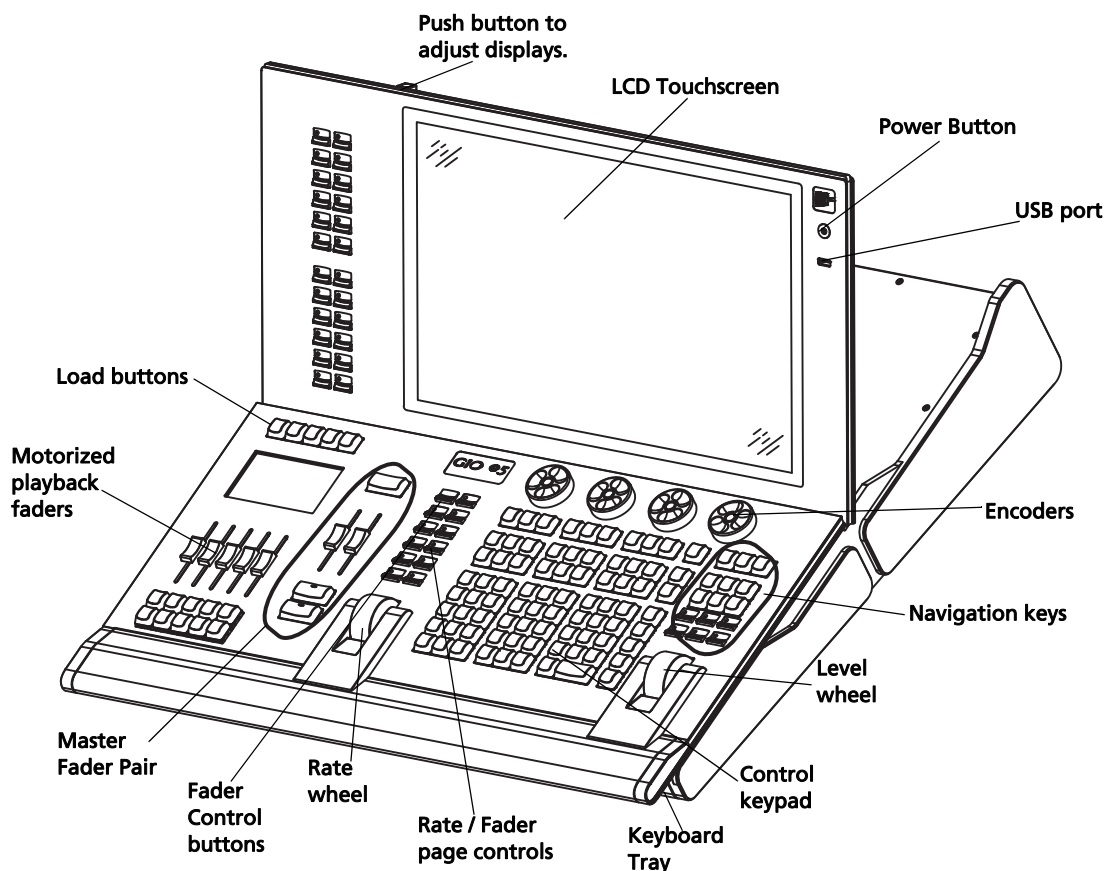
### Overview

This document will discuss specific Gio @ 5 hardware and software features. For additional information on using the Gio @ 5 console, please see the Eos v2.0 Operations Manual and the Eos Family v2.5.0 Supplement. Both documents can be downloaded from the ETC website, [www.etcconnect.com](http://www.etcconnect.com).

### Gio @ 5 Hardware

#### Console Geography

Below are diagrams of the Gio @ 5 console with references made to specific areas of use. The terms and names for each area and interface are used throughout this document.



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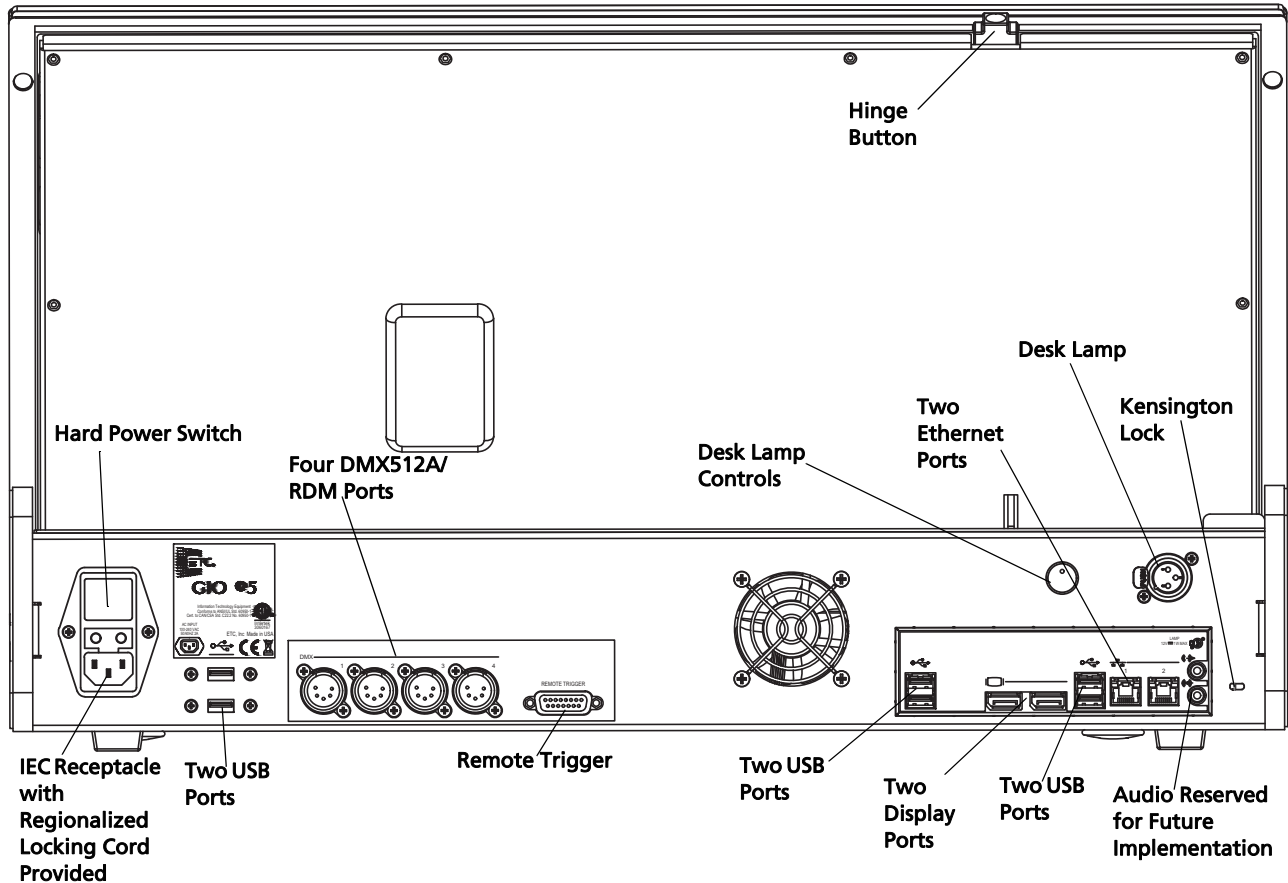
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Product information and specifications subject to change. ETC intends this document to be provided in its entirety.

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## Gio @ 5



## Terminology

### Power Button

The power button on the front of the console is used to power up the Gio @ 5 console. A separate power switch, located on the rear panel of the console, can be used to disconnect power from the console's internal components.



**CAUTION:** *It is recommended that you safely power down the console through the software, **Displays>Power Down Device**, before disconnecting power from the console.*



**WARNING:** *Before servicing the Gio @ 5 control console, you must switch off the power from the rear of the console and disconnect the power cord completely.*

### USB Ports

One USB port is provided on the front of the console to connect an USB storage device. An additional 10 USB ports (six on the rear panel of the console, and four in the keyboard tray) are used to connect peripherals such as an alphanumeric keyboard, mouse, or touchscreen control for external monitors.



**CAUTION:** *It is not recommended that the USB ports be used for charging devices such as cell phones.*

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### Touchscreen LCDs

Gio @ 5 is designed with an internal LCD touchscreen display. The LCD touchscreen may be used to display show data (with touchscreen interface), or they may be used as direct selects or a variety of other virtual controls.

The touchscreen angle can be adjusted by pushing the button in the left side top of the display and moving the panel up or down.

### Motorized Faders

One dedicated main playback and five configurable motorized faders are provided. The faders may be configured as cue playbacks, submasters, grandmasters, or other record targets. A hundred pages of 10 faders each are provided. The bottom of the internal touchscreen shows fader status information for the current fader page.

### Encoders

Encoders are provided above the control keypad, below the touchscreen. The four encoders are pageable controls, which are populated with the parameters used in your show. Current encoder mapping is indicated at all times, and the **[Encoder Control]** button opens full control on the screen.

### Fader Control Buttons

Fader control buttons are provided for easy local control of fader behavior. Control buttons include: **[Manual Override]**, **[Spread]**, **[Release]**, **[Off]**, **[Assert]**, **[Go to Cue 0]**, **[Stop Effect]**, **[Freeze]**, **[Filter]**, and **[Timing Disable]**. Individual faders are provided with immediate controls including: Go, Stop and Back (for playbacks), bump and assert/group control (when submasters), or blackout and blackout enable when configured as grandmasters. Additional options are available in the Fader Configuration display.

### Rate and Fader Page

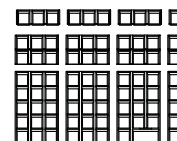
**[Rate]** and **[Fader Page]** buttons are provided for use with the faders.

### Load

Load buttons are located above the faders and are used to load the specified record target to the associated fader or place special conditions on that fader.

### Control Keypad

The control keypad area is divided into four general sections including record targets, numeric keypad, modifiers, and special function controls.



### Level Wheel

Proportionally adjusts intensity for selected channels. It also provides scrolling/zoom functions in various modes.

### Navigation Keypad

Used for quick access to the Live and Blind displays, tab selection, location, paging and navigation within displays.

### Parameter / Category Buttons

Parameter buttons are used in conjunction with the Central Information Area (CIA). When certain functions need to be accessed, a group of related parameters will populate in the parameter category display.

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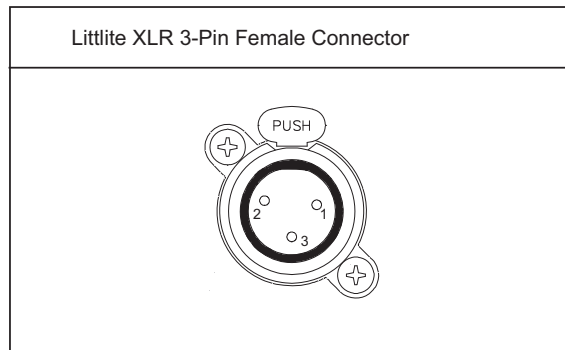
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### Ethernet Ports

Gio @ 5 has two ethernet ports. The ethernet ports are for connection to a network switch, network gateways, and accessory devices.

### Littlites®

You may connect a Littlite to the back of your Gio @ 5 console.



### Cleaning Gio @ 5

Should the exterior of your Gio @ 5 require cleaning, you may gently wipe it with a dampened (**not dripping**), non-abrasive paper towel or soft cloth.

If this does not clean the console sufficiently, you may apply some window cleaner (containing ammonia is fine) to the cloth and repeat the process until clean.

### External Monitors

Gio @ 5 supports up to two external Windows 7 compatible display port monitors at 1280 x 1024 (minimum resolution required with optional touch or multitouch control).

### Outputting DMX

In order to output control levels from Gio @ 5, you can either use the DMX ports on the back of the console or you may connect a Net3 gateway or Net2 Node. If your device receives Net3 or ETCNet2 directly, no gateway or node is required.

Gio @ 5 has four DMX ports. To output, connect one 5 pin XLR cable per port. The first port will default to outputting the first universe of DMX, addresses 1-512, the second port to the second universe, outputting addresses 513-1024, the third port to the third universe, outputting addresses 1025-1536, and the fourth port to the fourth universe, outputting addresses 1537-2048. Configuring Gio @ 5's DMX ports to something other than the defaults is done in **ECU>Local I/O>Local DMX Outputs**.

Gateways will function with Gio @ 5 out of the box without previous configuration. However if custom configuration is required, you will need to use Net3 Concert or GCE (Gateway Configuration Editor). Concert is installed on Gio @ 5 by default and can be accessed in **ECU>Settings>Maintenance>Net3 Concert**. Concert is available for download from our website, [www.etcconnect.com](http://www.etcconnect.com). GCE software can also be downloaded from the ETC website.

For more information on Net3 gateways, see the product literature that accompanied the hardware or download it from our website, [www.etcconnect.com](http://www.etcconnect.com).

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### Console Capacities

#### Output Parameters

- 2,048 to 32,768 outputs

#### Channel Counts

- 16,000 channels (can be any number from 1 to 99,999)

#### Cues and Cue Lists

- Up to 999 cue lists
- Up to 10,000 cues

#### Record Targets

- 1,000 Groups
- 1,000 x 4 Palettes (Intensity, Focus, Color and Beam)
- 1,000 Presets
- 1,000 Effects
- 99,999 Macros
- 1,000 Snapshots
- 1,000 Curves
- 1,000 Color Paths

#### Faders

- 1 dedicated Motorized Master Playback pair, with Go and Stop/Back
- 5 motorized faders x 100 pages for configurable cue lists, submasters, grand masters, IFCB Palette/ Presets lists, or individual instances
- a maximum of 200 configurable cue playbacks, with Go and Stop/Back
- a maximum of 999 configurable submasters, with Bump and Assert/channel select
- One configurable Grandmaster, with Blackout and Blackout Enable