ETC®

Gio® Console

Eos® Series

100V 115/120V 230/240V

GENERAL INFORMATION

Gio provides complete control of conventional and moving lights, LEDs and media servers. Supports multiple users with partitioned parameter control and full backup, multiple playback faders and cue lists in a tracking, move fade environment, with unique force-feedback encoders, two integral articulating multi-touch displays and backlit keys.

FEATURES

- 4,096 or 24,576 outputs
- 32,768 control channels
- Up to 99 discrete users
- Partitioned control
- Master playback pair with motorized 100mm faders
- Ten 100mm motorized faders x 100 pages for configurable cue lists, submasters, grand masters, IFCB Palette/Presets lists or individual instances
- Two 12.1 inch multi-touch LCD touchscreens for display, direct selection and context-sensitive control
- Four discrete palette types (IFCB)
- Presets function as "all palette"
- Effects provide dynamic relational and absolute progressive behavior
- Central information area (CIA) accesses electronic alpha keyboard, Hue + Saturation color picker, gel picker, browser and other controls
- Four force-feedback encoders for non-intensity parameter control
- Configurable high-density channel display, with format and flexi-channel modes
- User-designed, interactive magic sheets
- Up to six abstract color spaces, tinting, spectrum and fade path tools.
- ETCNet2™ and Net3™ (powered by ACN), ArtNet and Avab® UDP output protocols
- Show import from Obsession, Express™, Expression®, Emphasis®, Congo®, Cobalt®, Grand MA1, Grand MA2, Safari and Strand 500/300 Series
- Two individually configurable Ethernet ports
- Multiple MIDI and/or SMPTE TimeCode Inputs, MIDI In and Out, Analog/Serial Inputs, OSC transmit/receive
- Virtual Media Server function for pixel-mapped effects, images and animations
- Support for multiple languages, including English, German, Spanish, French, Italian, Japanese, Korean, Russian and Chinese (Simplified and Traditional)

ORDERING INFORMATION

Gio

MODEL	DESCRIPTION
Gio – 4K	Gio console, 4,096 outputs (minimum)
Gio – 24K	Gio console, 24,576 outputs (maximum)
Eos RPU3 – 4K	Eos Remote Processor Unit, 4,096 outputs
Eos RPU3 – 24K	Eos Remote Processor Unit, 24,576 outputs
Gio 20K Up	After-sale 20K upgrade (display port)
ETCnomad 512	Client for PC/Mac

Output protocols are distributed using ETCNet2 DMX Nodes or Net3 DMX/RDM Gateways. I/O Gateways and Show Control Gateways provide switch closure functionality, MIDI and SMPTE TimeCode.

Note: Gio with three display port outputs on the rear facepanel can be upgraded to 24,576 outputs. Gio with three DVI ports can be upgraded to 12,288 outputs. Use Gio 10K up to increase the output capacity of those units to maximum capacity.

For projects exceeding 24K of output, please contact ETC.

Gio Accessories

MODEL	DESCRIPTION
Eos FW 20	Eos Standard Fader Wing 20
Eos FW 40	Eos Standard Fader Wing 40
Eos MFW10	Eos Motorized Fader Wing 10
Eos MFW20	Eos Motorized Fader Wing 20
Net3 RVI3	Remote Video Interface
ETCpad	ETC Portable Access Device
GIO – FC	Gio Flightcase

Eos Family Offline Editor software for Mac and PC platforms is called ETCnomad and is available for download from www.etcconnect.com

Gio requires Windows 7 compatible external monitors, 1280x1024 minimum resolution, standard, touch or multi-touch

SHIPS WITH:

- Dust cover
- Two Littlites
- Mouse and mousepad
- Backlit external alphanumeric keyboard
- Three active display port to DVI adapters

SPECIFICATIONS

SYSTEM CAPACITY

- 4,096 or 24,576 outputs
- 32,768 Control Channels (devices)
- 10,000 Cues
- 999 Cue Lists
- 200 Active Playbacks
- 999 Submasters
- 100 Fader Pages
- 4 x 1,000 Palettes (Intensity, Focus, Color, Beam)
- 1,000 Presets (all palette)
- 1,000 Groups
- 1,000 Effects (relative, absolute or step)
- 99,999 Macros
- 1,000 Snapshots
- 1,000 Curves
- 1,000 Color Paths
- Supports three external display port monitors at 1280 x 1024 (minimum resolution required with optional touch or multi-touch control)
- Solid-state hard drive
- Seven USB ports for flashdrives, pointing devices, keyboards

DISPLAY FUNCTIONS

- All show data may be viewed on a single external monitor or may be posted to the integral touchscreens. External views may be posted separately or expanded across a maximum of three monitors. Three user-configurable workspaces per display, with split-screen/sizing controls.
- The Central Information Area accesses:
  - Browser
  - File Management
  - System Defaults
  - Show Defaults
  - Desk Defaults
  - Partition Definitions
  - Network Configuration
  - Show Data Utilities
  - Print to PDF
  - Record Target Lists
  - Help
  - Electronic alpha keyboard
  - Command Line
  - Selected Cue
  - Error messages
  - Context Sensitive Control
  - Parameter Categories and individual parameters
  - Filters
- Channel Displays
  - Live channel or table view
  - Blind cue, palette, preset and group views, in list, channel, table and spreadsheet formats
  - User-configurable to show required parameters and/or parameter categories (IFCB)
  - Flexi-channel to determine which channels to display
  - Zoom allows user to define how many channels are viewed
  - Color-coded intensity levels indicate direction of move
  - Option to display referenced by number or label
  - Color-coded non-intensity levels indicate change from previous state
  - Graphic differentiation of moving lights, single parameter devices and unpatched channels

SPECIFICATIONS

- Magic Sheets
  - User-defined interactive display layouts
  - Objects and images may be imported
- Patch Views
  - Patch by channel
  - Patch by address
  - Patch by Device List (RDM)
  - Assign proportional patch value, curve, preheat value for intensity
  - Swap/Invert pan and tilt
  - User configurable shutter order
  - Custom fixture editor
- Playback Status Display
  - Accesses status of 30 fader pages
  - Expanded cue list for selected cue. Optional dynamic countdown of active cues
  - Order/hide content per instance
- Cue List Index
- Effect Editor
- Group Editor
- Park Display
- Dimmer Monitoring
- Submaster list

PLAYBACK CONTROLS

- Master Playback crossfade pair with two 100mm (3.94in.) motorized potentiometers, user-configurable button/slider behavior
- 100 pages of ten 100mm (3.94in.) motorized faders, each configurable as:
  - IFCB Palette/Presets Lists or single instances
  - Single playback, with user-configurable button/slider behavior
  - Grand Master with Blackout
  - Additive or Inhibitive Submaster, with user-configurable button/slider behavior
  - Filtered Manual Timing Master
- Rate controller
- Playback fader controls include:
  - Load to assign cue lists
  - Timing Disable
  - Off/On
  - Release
  - Filters
  - Freeze
  - Assert
  - Manual Override
  - Rate
  - Go To Cue 0
  - Spread
  - Background enabled/disabled
  - 10 Priority States
  - 10 Background Priority States
  - Parameter and channel filters

MACROS

- May be set to play background or foreground
- Startup and Shutdown Macros
- Disconnect Macros

SPECIFICATIONS

MANUAL CONTROL

- Channel selection from keypad and/or direct selects
- Lists constructed with +, -, thru
- Intensity set with level wheel, keypad, level button, full and out
- Select Last recalls last sequential channel selection set
- Select Manual selects all channels with manual values
- Select Active selects all channels with intensity above zero
- Ordered groups
- Offset; including even, odd, random and reverse
- Fan
- Sneak
- User-definable home
- Home by parameter, parameter category or all non-intensity parameters
- Capture
- Park at level
- Scaled park for temporary percentage adjustment
- Recall-from and copy-to commands
- About provides detailed view of selected channels or record targets
- Undo
- Highlight and Lowlight, with optional user-definable Rem Dim
- Lamp controls to strike and douse arc sources, calibrate devices

PROGRAMMING FEATURES

- Channel Functions
  - Non-intensity parameters set via numeric entry or pageable encoders
  - Encoders support software-controlled tactile response
  - Local display of color and gobo images
  - Color matching to gel selector
  - Color Path, color tinting and color spectrum tools
  - Apply discrete time and delay per channel parameter
- Palette and Preset Functions
  - Record and Update
  - Toggle display to absolute data
  - Up to 99 decimal values may be inserted between any two whole numbers
- Effects
  - Create live or blind
  - Pattern-based relative dynamic effects
  - Absolute effects
  - Step effects
  - Channel level overrides
  - Cue level overrides
  - Entry mode determines how parameters enter effects
  - Exit mode determines how parameters depart effects
- Cue Recording
  - Cue List HTP/LTP Intensity
  - Cue List Priority and Background Priority
  - Cue List Assert
  - Fader as progress controller, manual or intensity master
  - Record manual values or channels in use
  - Auto playback of recorded cues
  - Referenced or auto-mark instructions
  - Block at cue or parameter level

SPECIFICATIONS

  - Assert at cue or parameter level
  - All-fade flag
  - Follow or hang times
  - Out of sequence link
  - Loop functions
  - Cue level parameter category timing
  - 20-part multi-part cues with default part assignment
  - Cue-level rate override
  - Mark flags for Auto or Referenced Marks
  - Up to 99 decimal cues between each two whole-numbered cues
  - Execute List
    - Triggers snapshot
    - Triggers macros
    - Triggers go of other cues
    - Syncs go to multiple cue lists
    - Show-control triggers
    - Analog triggers
  - Update and Update Trace functions
  - Undo record and delete
- Submaster Recording and Playback
  - 999 additive or inhibitive submasters
  - Bump button timing for fade up/dwell/fade out
  - Assert/Channel select button
  - Exclusive or Shielded Mode
  - Background enable/disable
  - Restore to background or minimum value
  - LTP/HTP intensity
  - Fader as progress controller or intensity master
  - Bump button to mark NPs
  - Priority and Background Priority status
  - Motorized faders match level across all devices and when paging
  - Submaster mapping on the fly
- Curves
  - Assignable in patch to modify dimmer output ramp
  - Assignable at cue or cue part level to modify intensity crossfade profile or non-intensity parameter ramping

INTERFACES

- Ethernet (two ports) 802.3af compliant PSE
- ETCNet2, Net3 (powered by ACN), ArtNet and Avab UDP output protocols
- Four DMX/RDM ports
- Contact-closure triggers via D-Sub connector
- Three video connectors support display port external displays (1280x1024) with optional single-touch or multi-touch screen control
- USB multipurpose bus (seven ports)
- OSC Transmit/Receive
- MIDI In/Out (MIDI TimeCode, MIDI Show Control)
- SMPTE TimeCode through Gateway
- Contact closure (12 analog inputs, 12 SPDT contact outputs, RS-232) through Gateway

ELECTRICAL

- AC input (100 - 240V at 50/60 Hz)
- Power consumption (less external monitors) approximately two amps at 120V and one amp at 230/240V

PHYSICAL

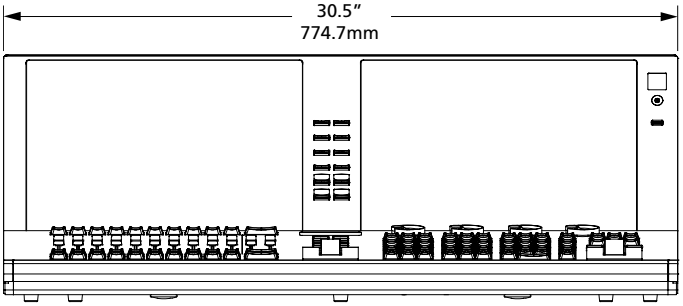
Gio Dimensions*

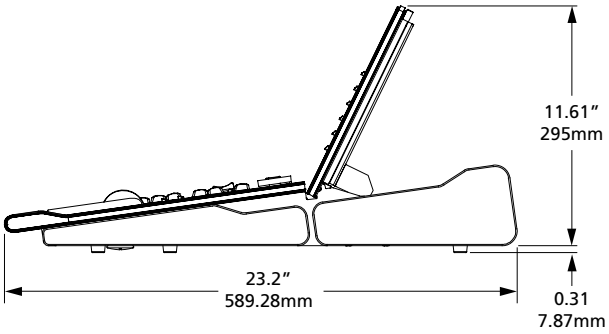
MODEL	HEIGHT		WIDTH		DEPTH	
	inches	mm	inches	mm	inches	mm
Gio	11.61	295	30.5	774.7	23.2	589.28
Gio in shipping container	34.5	876.3	27.3	692.2	10.1	257.2
Gio in roadcase	34	863.6	36.2	919.5	9.3	234.2

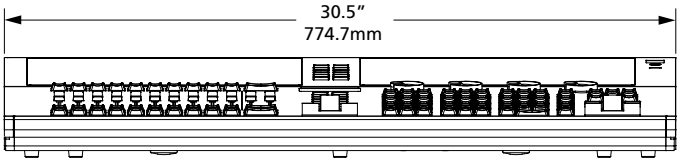
Gio Weight*

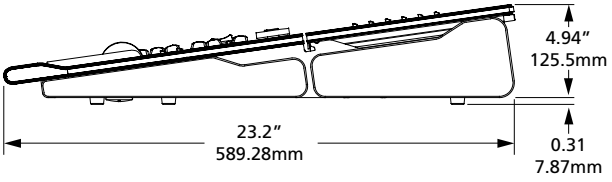
MODEL	WEIGHT	
	lbs	kgs
Gio console	45	20.5
Gio in shipping container	60	27.2
Gio in roadcase	80	36.3

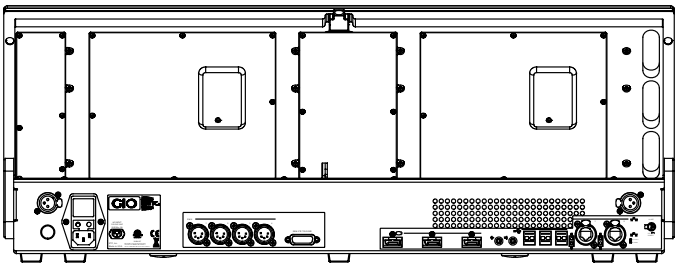
*Weight and dimensions typical











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