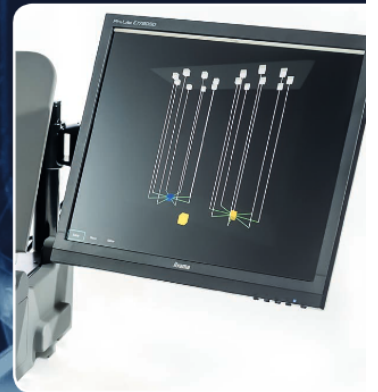


**MOTIONCUE 3D®**

# XLNT MotionCue3D™

## Dedicated CyberMotion™ control console



**Durable entertainment technology for easy object oriented programming of simple 2D to complex 3D movements**

- Object oriented movement and programming
- Position assignments via palettes provides huge advantages and tremendous flexibility in programming and instant alterations afterwards
- Easy, intuitive, predictable and safe time-based programming
- Up to 8 cue lists per page, controlled by 8 individual playback lines
- Change, add or remove an actuator to an object without the need for reprogramming positions or cues
- Acceleration and deceleration curve selections: smooth or linear
- Multiple parallel timelines within one cue allows for super natural and ultra smooth object behavior throughout motion



## Making motion control a truly creative process

MotionCue3D™ sets a new world standard as a software platform with dedicated operating consoles, specifically developed to meet the uncompromising needs of leading professionals in live entertainment and concert touring.

### The ultimate creative experience

MotionCue3D™ is a fully integrated programming and control system for all actuators within the CyberMotion™ family. By linking multiple actuators together to create single or multiple objects in a 3D environment, MotionCue3D™ calculates and communicates with each CyberHoist II to create the smoothest, fastest and most accurate movements available in motion control. MotionCue3D™ allows you to program a performance in minutes. Define objects, cues and freely assigned points of rotation for spectacular movement. Multiple timelines running in parallel provides super natural and ultra smooth object behavior. C-Power™ provides accurate worldwide (200-440V, 50/60 Hz) power to the CyberMotion™ mechanics.

### Convenience, durability and safety

Convenience and durability are prominent aspects in our design. The MotionCue3D™ control platform and plug & play operating consoles are compact, intuitive to use and suitable for global touring, large-scale events, multi-purpose venues and (semi-) fixed installation. Easy programming and extremely short set-up and tear-down times make MotionCue3D™ both time and cost efficient. MotionCue3D™ is SIL3 compliant [EN61508].

## Key Features: Software

### Flexibility and creativity, object oriented programming

- Object oriented programming
- No time consuming set-up or programming to establish a complete performance
- Position assignments via palettes provides huge advantages and tremendous flexibility in programming and instant alterations afterwards
- Easy, intuitive, predictable and safe time-based programming
- Multiple parallel timelines within one cue allows super natural and ultra smooth object behavior throughout the motion
- Change, add or remove an actuator to an object without the need for reprogramming positions or cues
- Acceleration and deceleration curve selections: smooth or linear
- Up to 8 cue lists per page, controlled by 8 individual playback lines
- Freely assignable point of rotation within or outside the attachment points

- Control over 256 actuators or 128 objects
- Manual real-time control of actuators for set-up and tear-down purpose
- Vast number of cues and pages
- Direct access to object positions

### Sophisticated and absolute safety

- Feasibility check before playing
- Sophisticated and interactive limit cues verification
- Powerful OSX based operating system
- Solid state hard disk
- Online support by remote desktop feature
- Auto save functionality
- Software controlled Dead Man's Handle and E-Stop system
- Visual actuator patch control via LED indicator on actuator

## Key Features: Operating systems

	Performance console
Number of LCD touch screens	7 (4x 4.3", 1x 7" and 1x 12")
Paddles for real-time speed override	8
Internal and/or external show data storage	X
Programmable buttons	4
Multi-purpose jog-shuttle wheels	3
Stop and Go buttons	8
Multi-functional joystick	1
Key pad	1
E-stop and Dead Mans Handle	1
Connections for clearance and/or E-stop buttons	2*
Number of axis	256
Number of objects	128
HDMI out	2
USB	2
Multi-voltage power supply 100-240V [50/60Hz]	X
Dimensions d x w x h (mm/inch)	660/26 x 830/32.7 x 200/7.9
Weight (kg/lb)	35/77

\*Preliminary data subject to change

