

# Lighting Control Consoles

- **LED Compatible**
- Optional Built In Wireless DMX
- 24 Channels
- 192 Scenes
- 12 Chases
- 240 Scene Cue List
- Built In Softpatch
- 2 Line LCD Display
- Full Go Button
- LMX128 and DMX512 Protocols

## TL5024 Lighting Control Console



The TL5024 is a 24 channel lighting control console which includes advanced features such as multiple scene banks, softpatching, multiple user programmable chases, and a LCD Status Display.

The TL5024 may be powered by the dimmers it is controlling which eliminate the need for nearby AC power. The unit may also be powered by an external power supply (Required for DMX only operation).

The TL5024 transmits the LMX128 multiplex lighting control protocol. The unit is also equipped to transmit the DMX512 protocol. The DMX512 can be factory retrofitted to existing units.

The TL5024 transmits 256 channels of DMX512 and 64 channels of LMX128.

### SPECIFICATIONS

Channels:	24 / 12	Softpatch:	2 Programmable Pages of 256 DMX Dimmers (128 for LMX)
Operating Modes:	12 Channels x 2 Scenes 24 Channels x 1 Scene 12 Channels + 12 Recorded Sc.	Compatibility:	Multiplex Protocol Compatible with other Multiplexed Systems
Scene Memory:	12 Scenes per Bank x 16 Banks 192 Total Scenes	Scene Cue:	240 Scene Cue List (programmable fade in/fade out time)
Chase:	12 Programmable 20 Step Chases	Memory:	Non Volatile (retains scene, patch and cue data when powered off)
Control Protocol:	LMX128 (3 pin multiplex) - Transmits 64 Channels DMX512 - (5 pin) - Transmits 256 Channels	Power Input:	18VAC or +15VDC Optional External Power Supply
Output Connector:	3 Pin XLR Connector 5 Pin XLR for DMX512	Cue Fade:	1 - 99 Seconds (1 second increments)
		Size:	16.25"W x 9.25"D x 2.5"H
		Weight:	6.8 Pounds

### Architect & Engineer's Specifications

The lighting control console shall have one manual 24 channel scene; two manual 12 channel scenes; or one 12 channel manual plus 192 preset programmable scenes accessible in 12 memory banks. The operation is selected by a MODE switch. Split crossfader control enables full manual fade between scenes. Momentary (bump) buttons enable instant channel turn on in either a Pile On or Solo selectable mode. Twelve 20 step chases and will chase channels, scenes or a combination of both and are user programmable. A built in microphone can also activate chase steps. There shall be a fully functional Cue Stack function with up to 240 cues, each with programmable FadeIn/FadeOut times up to 99 seconds. Cues are activated via a "GO" button. The console has a Softpatch function and can store two patches in the onboard memory. There shall be an overall master fader, blackout function, and control of the chase rate. The console shall have a nonvolatile memory to retain scenes and chases when powered off. The console is supplied standard with LMX128 (multiplex) control on a 3 wire cable and DMX512. The power requirements for the console shall be in 3 wire multiplex mode: 18VAC or +15VDC, 400 ma minimum; and/or when DMX512 is being used an external power supply is needed: 13 - 25VAC or VDC, 400ma minimum. Construction is of 16 gauge steel and no rivets are used in the construction. Nylon "break resistant" shafts are used on the fader controls.

The console is 16.25"W x 9.25"D x 2.5"H and the weight is 6.8 pounds.

The lighting control console shall be a Lightronics TL5024.

To view and/or download the Owner's Manual click here: [www.lightronics.com/manuals/tl5024m.pdf](http://www.lightronics.com/manuals/tl5024m.pdf)