

# V-MIX 2002

COMPLETE AND EASY 24/48 CHANNELS  
VERSATILE DMX LIGHT DESK



## CARATTERISTICHE TECNICHE

- 24 canali **DOBPIO PRESET** / 48 canali **SINGOLO PRESET** (modo **WIDE**).
- Uscita **DMX 512/1990 STANDARD 24/48** canali.
- **24 REGISTRI** (assegnabili con memorie di scena o chase).  
+24 registri per la modifica immediata dei canali.
- **12 pagine** di registri (totale **288** memorie di scena).
- **24 chase programmabili** (level oppure on/off) con **CHASE LEVEL** indipendente.
- Funzione **MANUALE** con tasti **FLASH** e passaggio automatico tra i due preset (funzione **GO**).
- Funzione **SCENE** con **REGISTRI DI MEMORIA**, modi **FLASH**, **SOLO** e **CROSS-FADER**.
- Regolazione del tempo di cross-fade tra due registri.
- Ingresso Audio e microfono incorporato per la funzione musicale.
- Programmazione semplificata ed uso intuitivo.

## TECHNICAL FEATURES

- 24 channels **DOUBLE PRESET** / 48 channels **SINGLE PRESET (WIDE)**.
- **DMX 512/1990** standard output **24/48** channels.
- **48 REGISTERS** (assignable with scene memories or chase).  
+24 registers for the immediate modification of the channels.
- **12 registers pages** (total **288** scene memories).
- **24 programmable chase** (level or on/off) with **CHASE LEVEL** independent.
- **MANUAL** function with **FLASH** keys and automatic cross-fade between the two preset (**GO** function).
- **SCENE** function with **REGISTERS OF MEMORY**, **FLASH** mode, **SOLO** and **CROSS-FADER**.
- Regulation of the cross-fade **time** between two registers.
- **Audio input** and **built-in microphone** for the musical function.
- **Simplified programming** and **intuitive use**.

*The DMX 512 Mixer of V-MIX series thanks to their software simplify all the use, functions and programming.*

*The GRAB function is of fundamental importance for programming V-MIX ; but his use has made extremely simple.*

*The most important thing is that the GRAB function captures all the levels of output and it transfers them in a register; it allows to memorize the exact present scene in output.*

*It's indifferent in which operative way you have created that scene.*

*What comes memorized is exactly what you see on the outputs monitor and on the stage.*

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