

Ryutopia 【Concert Hall】 Lighting System

Input Power Supply

Main Power Supply	3 ϕ 4W	182/105V	50Hz	300KVA	1000AT	
Special Power Supply	3 ϕ 3W	200V	50Hz	26KVA	75AT	

Lighting Console

House Console	MARUMO PRETYNA-A × 1		control room fixation
	Channel	80	
	Memory cues	500	
	Chase	2 patterns	
	Stack fader	10 × 10page	100memory
	Group fader	6	
	Preset fader	80ch × 3lines	
	Playing cues	manually	
	Applicable data	COMOS/PRETYNA series	3.5inch FD
	Output	DMX512 × 1	
Shooting Console	MARUMO μ -TAIR-A × 1		control room fixation
	Operation	P.T.F.C	
	Channel	120	
	Scene memory	128(Max.16Step/1Scene)	
	Chase memory	128(16Step/1Scene)	
	Group memory	64	
	Memory patterns	200	
	Applicable data	μ -TAIR series	3.5inch FD
	Output	L-3010 × 1	

Circuits <100v 50Hz>

Position	Dimmer	Direct	DMX out	Notes
Lighting Bar 1	30A × 16	20A × 1(3P-cannon)	1	Direct and DMX are intended to control remote controller spotlight
Lighting Bar 2	30A × 16	20A × 1(3P-cannon)	1	
Lighting Bar 3	30A × 16	20A × 1(3P-cannon)	1	
Lighting Bar 4	30A × 12	20A × 1(3P-cannon)	1	
Lighting Bar 5	30A × 12	20A × 1(3P-cannon)	1	
FOH Balcony (1F) SL/SR each	30A × 8			
FOH Balcony (2F) SL/SR each	30A × 12			
FOH Balcony (3F) SL/SR each	30A × 16	30A × 1		
Stage floor SL/SR each	30A × 13			
Auditorium Wall SL/SR each	30A × 9			Parallel from Stage floor
Ceiling Position	40A × 22			
Follow Room	30A × 2	30A × 2 (182v)		3kw Xenon × 2

Extra Power Rack <100v 200v 50Hz Direct>

Position	3 ϕ 4w	3 ϕ 3w	Direct of others	DMX out	Notes
No1 SL	200A	75A	30A × 2		
No2 SR	200A		30A × 2		
No3 Projection Room	200A		15A × 4, 30A(200v) × 2		

[illegible]