



GENERAL INFORMATION

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, one integral articulating multi-touch display and backlit keys.

FEATURES

- 2,048 to 32,768 outputs upgradeable in 1024, 2048 or 4096 increments
- 16,000 control channels
- 12 discrete users
- Partitioned control
- Master playback pair with motorized 60mm faders
- Five 60mm motorized faders x 100 pages for configurable cue lists, submasters, grand masters, IFCB Palette/Presets lists or individual instances
- One 17.3 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 @5

MODEL	DESCRIPTION
Gio @5 – 2K	Gio @5 console, 2,048 outputs (minimum)
Gio @5 – 32K	Gio @5 console, 32,768 outputs (maximum)
Ion RPU – 2K	Ion Remote Processor Unit, 2,048 outputs
Eos RPU3 – 32K	Eos Remote Processor Unit, 32,768 outputs
Eos 1000 Up	1,024 output upgrade
Eos 2000 Up	2,048 output upgrade
Eos 4000 Up	4,096 output upgrade
ETCnomad 256	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.

Gio @5 Accessories

MODEL	DESCRIPTION
Net3 RFR – US	Radio Focus Remote 903 MHz US
Net3 RFR – RX	Net3 Radio Focus Remote, receiver only
Net3 RFR – TX	Net3 Radio Focus Remote, transmitter only
FADW 2x10	Fader Wing - 2x10
FADW 2x20	Fader Wing - 2x20
Eos MFW10	Eos Motorized Fader Wing 10
Eos MFW20	Eos Motorized Fader Wing 20
Net3 RVI	Net3 Remote Video Interface
Net3 RVI3	Remote Video Interface
GIO @5 – FC	Gio @5 Flightcase

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

Gio @5 requires Windows 7 compatible external monitors, 1280x1024 minimum resolution, standard, touch or multi-touch

SHIPS WITH:

- Dust cover
- One Littlite
- Mouse and mousepad
- Backlit alphanumeric keyboard
- Two active display port to DVI adapters
- Locking IEC power cord



SPECIFICATIONS

SYSTEM CAPACITY

- 2,048 to 32,768 outputs
- 16,000 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 two external display port monitors at 1280 x 1024 (minimum resolution required with optional touch or multi-touch control)
- Solid-state hard drive
- 11 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 touchscreen. External views may be posted separately or expanded across available displays. 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

SPECIFICATIONS

- Color-coded non-intensity levels indicate change from previous state
- Graphic differentiation of moving lights, single parameter devices and unpatched channels
- 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 60mm (2.43in.) motorized potentiometers, user-configurable button/slider behavior
- 100 pages of five 60mm (2.43in.) 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
- 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)
- ETCNet2, Net3 (powered by ACN), ArtNet and Avab UDP output protocols
- Four DMX/RDM ports
- Contact-closure triggers via D-Sub connector
- Two video connectors support display port external displays (1280x1024) with optional single-touch or multi-touch screen control
- USB multipurpose bus (11 ports)
- OSC Transmit/Receive
- MIDI In/Out through Gateway
- 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 @5 Dimensions*

MODEL	HEIGHT		WIDTH		DEPTH	
	inches	mm	inches	mm	inches	mm
Gio @5	14.33	364	25.25	641	26.25	67
Gio @5 in shipping container	13.50	342	30.25	769	30.50	775
Gio @5 in roadcase	11.50	292	30.75	781	32	813

Gio @5 Weights*

MODEL	WEIGHT	
	lbs	kgs
Gio @5 console	52.0	23.59
Gio @5 in shipping container	61.0	27.67
Gio @5 in roadcase	93.75	42.52

*Weight and dimensions typical

