FLOWMO STAGE MOTION SYSTEMS

XLNT MOTIONCUE3D™

DEDICATED CYBERMOTION™ CONTROL PLATFORM AND OPERATING SYSTEMS

DURABLE ENTERTAINMENT TECHNOLOGY FOR EASY OBJECT ORIENTATED PROGRAMMING OF SIMPLE 2D TO COMPLEX 3D MOVEMENTS

PROGRAM A COMPLETE PERFORMANCE IN 3 QUICK STEPS, WITH OR WITHOUT CAD SOFTWARE INPUT

ADD ACTUATORS TO OBJECTS OR ADD, REMOVE OR CHANGE INDIVIDUAL OBJECTS IN CURRENT SHOW FILES

SPECTACULAR MOVEMENT: UP TO 8 DEFINABLE SUB OBJECTS PER OBJECT, PER CUE AND A FREELY ASSIGNABLE POINT OF ROTATION

AUTOMATIC POSITION AND PARAMETER RE-EVALUATION WITHIN A PROGRAMMED OBJECT AFTER ADDING OR RETRACTING AN ACTUATOR

FEASIBILITY CHECK OF PRE-PROGRAMMED SHOWS WITH ACTUATOR PROPOSAL

LATERAL FORCE CORRECTION (LFC)© PROVIDES OPTIMAL OBJECT GRAVITY CONTROL AND LOAD DISTRIBUTION, AVOIDS SLACK CHAIN OR ROPE AND REDUCES SWING

FLOWMO STAGE MOTION SYSTEMS

XLNT **MOTIONCUE3D™**

DEDICATED CYBERMOTION™ CONTROL PLATFORM AND OPERATING SYSTEMS

TECHNICAL FEATURES

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 performance 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 each CyberMotion™ product's movement to create the smoothest, fastest and most accurate transitions in motion control.

MotionCue3D™ allows you to program a performance in minutes with the optional use of your CAD files. Define up to 8 sub-objects per object, per cue and freely assign points of rotation for spectacular movement. Transitions are calculated automatically when jumping from one cue to the other.

PART OF A UNIQUE MOTION FAMILY

Extra creative power and convenience are enabled by combining Motion-Cue3D™ with the plug and play mechanics of the CyberMotion™ family.

CONVENIENCE, DURABILITY AND SAFETY

Convenience and durability are prominent aspects in our design. The MotionCue3D™ control platform and plug and play operating consoles are compact, intuitive to use and suitable for global touring, large-scale events, multi-purpose venues and (semi-) fixed installation. Easy (remote) programming and extremely short set-up and tear-down times make MotionCue3D™ both time and cost efficient. MotionCue3D™ is SIL 3 certification (EN61508).

KEY FEATURES: SOFTWARE

FLEXIBILITY AND CREATIVE, OBJECT ORIENTED PROGRAMMING

— program a complete performance in 3 quick steps with or without separate CAD software

— add, remote or change actuators to objects or add, remote or change individual objects in current show files

— spectacular movement: up to 8 definable sub objects per object, per cue and a freely assignable point of rotation

— control over 256 actuators or 128 objects

— object based actuator position calculation

— editable trajectory curves per parameter per cue

— support for SMPTE-MIDI-DMX-ARTNET etc. for triggering

— manual real-time operation of actuators during set-up and tear-down

— off-line pre-programming

— unlimited number of cues and pages

— direct acces to objects positions

— solid state harddisk

SOPHISTICATION AND ABSOLUTE SAFETY

— feasibility check of pre-programmed shows with actuator proposal

— lateral Force Correction (LFC)© provides optimal object gravity control and load distribution, avoids slack chain or rope and reduces swing

— Object Collision Detection

— automatic transition calculation when switching between cues

— automatic position and parameter re-evaluation within a programmed object after adding or retracting an actuator, enabling change functionalities without jeopardizing safety or extra work for the programmer

— extra convenience and safety through feasibility check of pre-programmed shows with actuator proposal

— optional parallel use of multiple consoles connected to one system

— dual power supply

— OSX based operating system

KEY FEATURES: OPERATING SYSTEMS

Number of LCD touch screens	7 (4×4.3", 1×7", 1×12")	Multi-functional joystick	1	USB	2
Paddles for real-time speed override	8	Key pad	1	Multi-voltage power supply 100–240 V (50/60 Hz)	X
Internal and/or external show data storage	X	E-stop and Dead Man's Handle	1	Dimensions (mm/inch)	
Programmable buttons	4	Number of axis	256	d 800/31.5 w 880/34.6 h 120/4.7	
Multi-purpose jog-shuttle wheels	3	Number of objects	128	Weight (kg/lb)	28/61.7
Stop and Go buttons	8	HDMI out	2		