

## KL1024KS 1024 Control Console



### Description

The KL1024KS Lighting Control Console can control up to 100 intelligent lights simultaneously. It supports Pearl R20 format libraries and includes built-in graphic effects for effortless creation of X/Y circular motion, RGB rainbow effects, chase sequences, and more. The console can operate 12 scenes and 10 built-in graphics concurrently, with faders available to control and adjust scene brightness outputs.

### Features

- DMX512/1990 Standard, Maximum 1024 DMX Control Channels, Dual Opto-Isolated Signal Outputs.
- Capable of controlling up to 120 moving head lights or 120 dimming channels.
- Supports ART-NET protocol and includes a built-in simulator.
- Features RDM bi-directional output, allowing address code configuration directly on the console.
- Utilizes a library of Pearl lighting profiles (R20 format) with an option for user-generated libraries.
- Equipped with a backlit LCD, pioneering a switchable interface between English and Chinese.
- Built-in shape generator with 227 preset shapes, facilitating complex effects like circles, spirals, rainbows, and chases.
- Shape parameters (amplitude, speed, interval, wave, direction) are independently adjustable, enabling precise scene and model creation.
- Up to 5 shapes per scene can be saved, with simultaneous operation of up to 10 shapes.
- Program recording feature with capacity for up to 100 stored shows, simplifying light show demonstrations.
- Internal timecode and external MIDI triggering allow for synchronized sound and light shows.
- The scenes can be overlapped, and the graphics have width parameters, which enables faster programming.

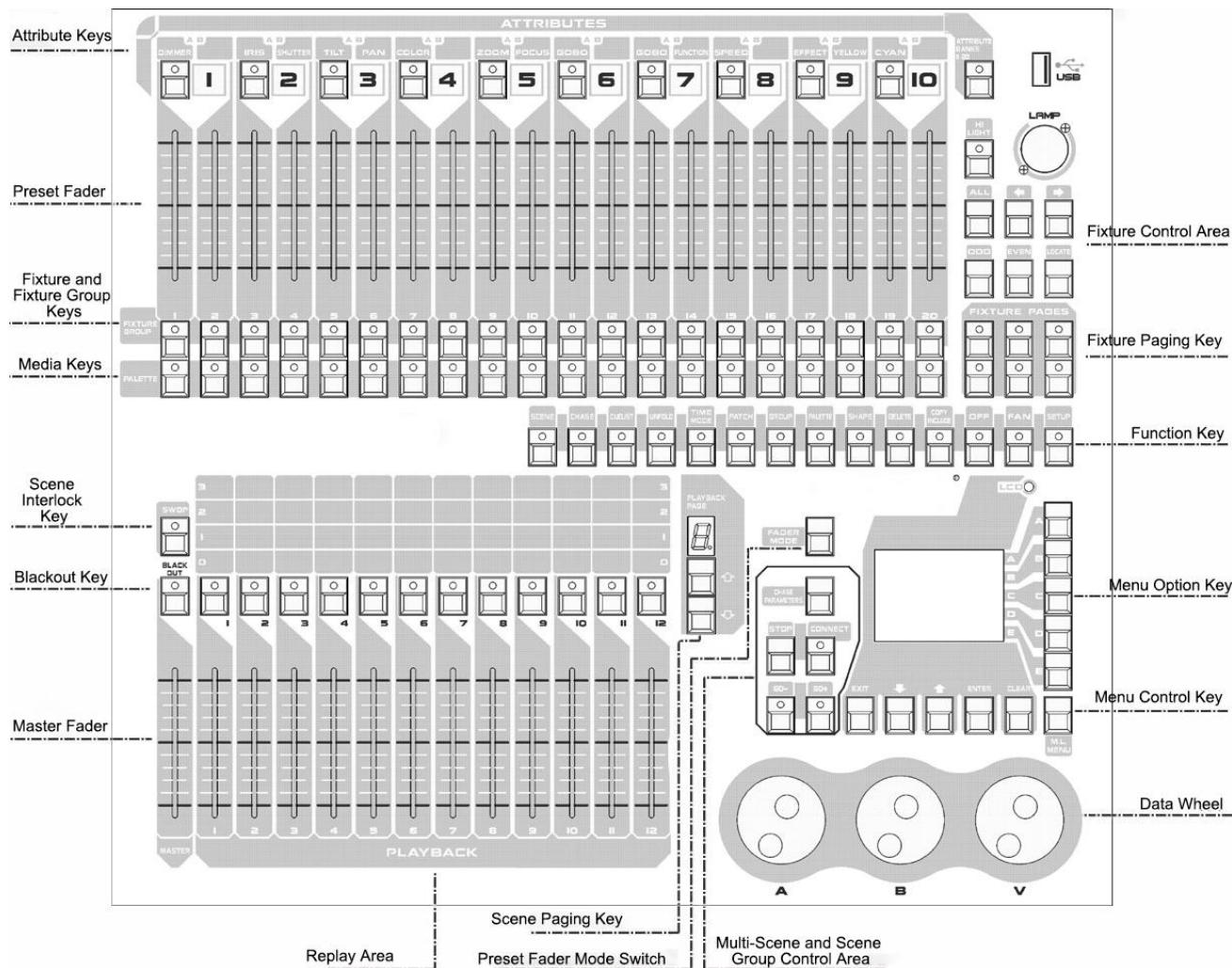
- Advanced grouping capability.
- Up to 100 materials can be stored, with options to set them as shared or independent materials as desired.
- There are four storage modes for materials, offering flexible and convenient options for storing and recalling materials.
- Up to 120 replay scenes can be stored, accommodating both multi-step and single-step scenes. Each multi-step scene can hold up to 600 steps.
- It can output and run up to 12 replay scenes simultaneously.
- Equipped with 12 integrated control faders, compatible with both button-activated and fader control.
- Supports features such as reassigning address codes, vertical and horizontal channel swapping, and reverse channel output.
- Data is retained in memory in case of shutdown or unexpected power loss.
- Data backup to a USB drive is supported, allowing for re-import into the console, and data can be shared between consoles of the same model.
- Supports remote software upgrades, enabling new functions to be added anytime, anywhere.
- Pre-programming capability allows for offline programming, making operation simpler and more convenient.
- Pre-set faders can control attributes of computer lights, allowing for quicker and easier attribute control.
- Features immediate blackout and scene interlock support.
- Professional gooseneck work light available for both indoor and outdoor use (optional).
- Product dimensions: 515 x 460 x 120 mm
- Net weight: 9.3 kg
- Power supply: AC 100-240V, 50-60Hz

## Specifications

Model	DL5403D1X
DMX512 Number of Channels	1024
Number of Compatible Computer Lights	120
Readdressing Computer Lights	Support
Pan/Tilt Swap for Fixtures	Support
Channel Inversion for Fixtures	Support
Channel Smoothing Mode Switch	Support
Max Control Channels per Fixture	40 main channels + 40 fine channels
Fixture Library	Supports Pearl R20 library
Scene Storage Capacity	120
Number of Scene Running Simultaneously	12
Total Steps in Multi-Step Scenes	600
Scene Timing Control	Fade in, fade out, LTP smoothing
Max Graphics per Scene	5
Scene Launch and Dimming via Fader	Support
Scene Interlocking	Support
Point Control for Scenes	Support
Graphic Generator	Support Dimmer, P/T, RGB, CMY, Color, Gobo, Iris, Focus graphics
Number of Graphic Running Simultaneously	10
Master Fader	Grand Master

Instant Blackout	Support
Dial Adjustment for Channel Values	Support
Fader Adjustment for Channel Values	Support
Fader Dimming	Support
USB Drive Compatibility	Supports FAT32 format

## Product Information



- Attribute Keys:** Used to select attributes of the light fixtures (such as color, pattern, pan, focus, etc.), and then controlled via the rotary wheel. The keys have indicator lights to show which one is selected.
- Preset Fader:** Can be used to control the dimming channels or attribute channels of individual fixtures.
- Fixture and Fixture Group Keys:** Used for fixture pairing and fixture lift operations, as well as grouping the fixtures.
- Media Keys:** Save and recall media.
- Scene Interlock Key:** Switches between scene latching and point control functions.
- Blackout Key:** When pressed, all output data from the control panel is set to 0; pressing it again restores the output. When the blackout is activated or the master fader is not fully pushed, the indicator light will flash.
- Master Fader:** As the name suggests, it is used to control the dimming output for all channels in the control panel. When the master fader is set to 0, the dimming channel values from the control panel are all set to 0. Typically, this fader should be pushed to the top; if not, the blackout key's light

will continue flashing.

- **Replay Area:** Used to save and replay scenes.
- **Scene Paging Key:** Used to turn pages in the scene list, up to ten pages.
- **Multi-Scene and Scene Group Control Area:** Used to control the operation status of multi-step scenes or scene groups.
- **Data Wheel:** Used to modify attributes of light fixtures, as well as the speed and fade rate of multi-scenes and scene groups, and other parameter data.
- **Menu Control Key:** Used to perform functions such as canceling menus, selecting items, paging, and clearing the programming area.
- **Menu Option Key:** Used to select menu options. Each key corresponds to a line on the display, which explains the function of the option.
- **Fixture Paging Key:** Used to flip through fixture pages, a combination key. A total of 10 pages can be flipped.
- **Fixture Control Area:** Used for operations such as step selection, odd/even selection, and positioning of fixtures.
- **Function Keys:** Used to perform functions such as saving scenes, copying, etc. The indicator lights will turn on when these keys are activated.