Included Software and Modular Software

Ray Console comes with a wealth of features to get you started. If you need more complex functions, you can easily subscribe to or purchase extra software modules. By adding the modules that you require, you can tailor the console to your needs, while not paying for features you don't need. Below are listed software features included out of the box. On the next page are selected modules available to subscribe or purchase. More information on rayconsole.com

Included Software

Light View	Main page on the touch screen is a graphic view of all devices on stage
Device Symbol	Each device has a symbol showing detailed information e.g. colour
Desk Brightness	Individually control screen, lamp, light guides, and button brightness
Light Guides	A row of LEDs next to each fader show the real time device intensity
RGB Buttons	LEDs under each button indicate the devices state e.g. selected, paged
Capture to Edit	Quick and intuitive intensity editing functions with dedicated free button
Memory View	View exactly what is saved in a selected memory e.g. device intensities
Custom Memory	Mask which devices and attributes are changed when a memory is played
Sequence View	Create and organise a sequence and play it using the cross fader
Custom Sequence	Set names for steps and global fade times to use the GO function
Context Help	Every view and every functional dialogue has a contextual help overlay
Flash Buttons	Bump along the music by setting sequence and memory buttons to flash
Secure Settings	Control who can change which settings using settings access accounts
rayconsole.com	Use Ethernet or WiFi to automatically update or browse rayconsole.com
Controls Basic	Turn a device's lamp on and off without getting on a ladder
Show Basic	Save up to 10 shows on the console hard drive or back them up to USB
System Basic	Extend the console with 4 pages of memories, 1 page of devices and 1/2 universes with a maximum of 512 patched channels
4 Settings Account	Create up to 4 settings access accounts with unique name and password
User Manual	Access the user manual via rayconsole.com or read on external monitor

Version 2.1

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Module Software

Colour Control	Colour Picker and Colour Tiles based on selected device
Position Control	Position picker and joystick position control for fine position adjustment
Beam Control	Graphical interface to set Shutter, Focus, Iris and Zoom
Gobo Control	Intuitive interface for selecting up to three gobo wheels per device, control Gobo rotation, Gobo Wheel Rotation and CTO
On Screen Faders	Direct control of DMX with screen faders for control modules purchased
Pallets	Create pallets for all control modules purchased
Effects Intensity	Create intensity effects. Adjust shape, order, speed and size
Effects Colour	Create a variety of colour effects. Adjust shape, order, speed and size
Effects Position	Create position effects. Adjust shape, order, speed and size
Effects Beam	Create a variety of beam effects. Adjust shape, order, speed and size
Effects Editor	Create your own custom effect shapes
Media Control	Play tracks from the console and integrate sound effects in sequence
Blind Editing	Edit memories and sequence steps on screen without output to DMX
Sequence Control	Add up to 2 extra sequences. Create longer sequences
Submaster Control	Set memory faders to Grand Master and House Lights
ArtNet	Extend your network using the ArtNet protocol
RDM	Simplify patching with the RDM over DMX protocol
MIDI	Extend the console hardware using the MIDI protocol
Max, Min & Park	Set max and min for intensity and position. Park devices
30 Medium Shows	Extend to saving up to 30 shows on the console hard drive
System Control	Extend the console with 40 pages of memories, 10 pages of devices and up to 4 universes with a maximum of 1024 patched channels
System Expert	Extend the console with 1000 pages of memories, 100 pages of devices and up to 8 universes with a maximum of 2048 patched channels
8 Settings Accounts	Create up to 8 settings access accounts with unique privileges, name and password

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