

# ETC Supplement

## Ion Xe Supplement to Operations Manual

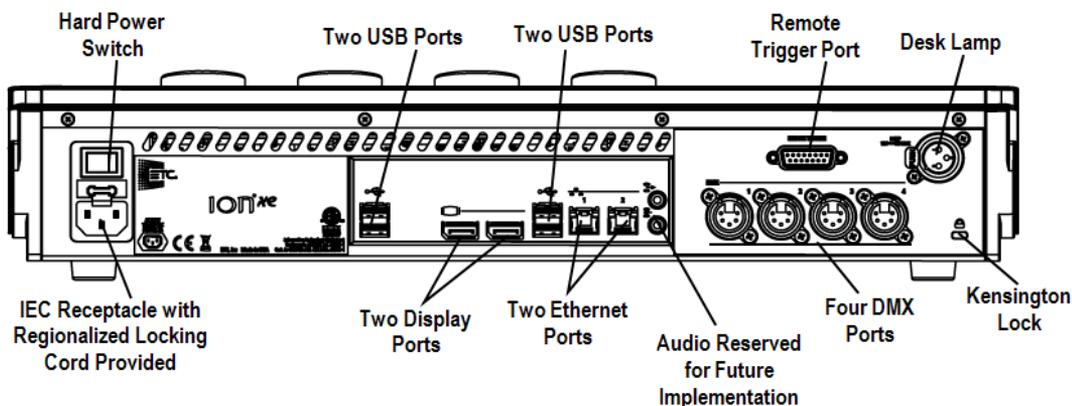
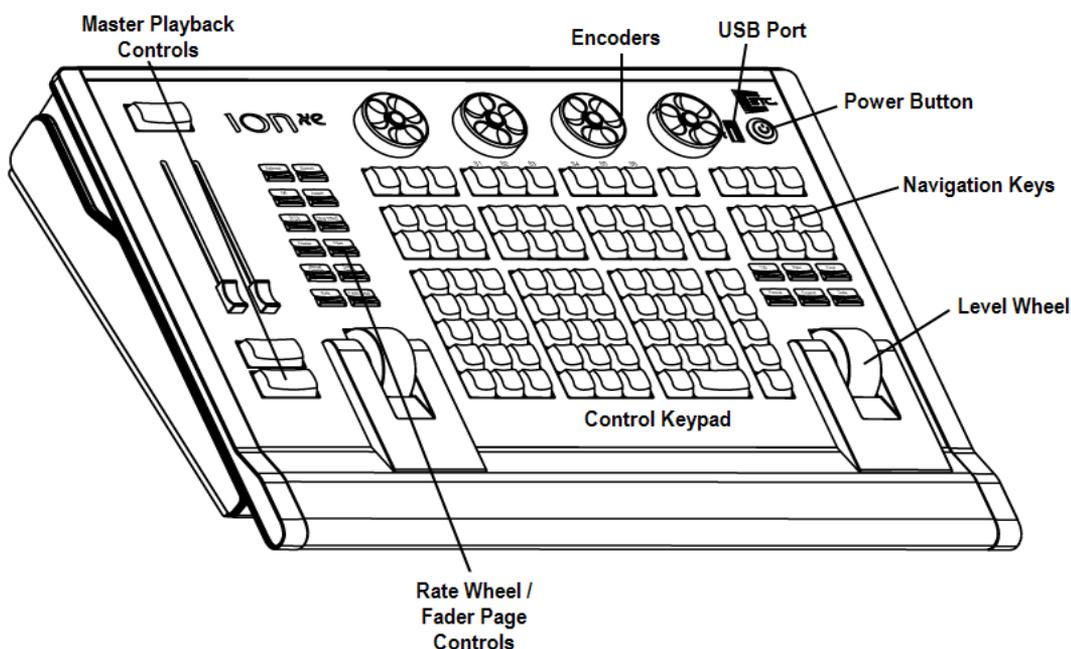
### Overview

This document will discuss specific Ion Xe™ hardware features. For additional information about using the Ion Xe console, please see the Eos v2.0 Operations Manual and the Eos Family v2.6.0 Supplement. Both documents can be downloaded from the ETC website, [www.etcconnect.com](http://www.etcconnect.com).

### Ion Xe Geography

Below are diagrams of Ion Xe and Ion Xe 20 with references made to specific areas of use. The terms and names for each area and interface are used throughout this document.

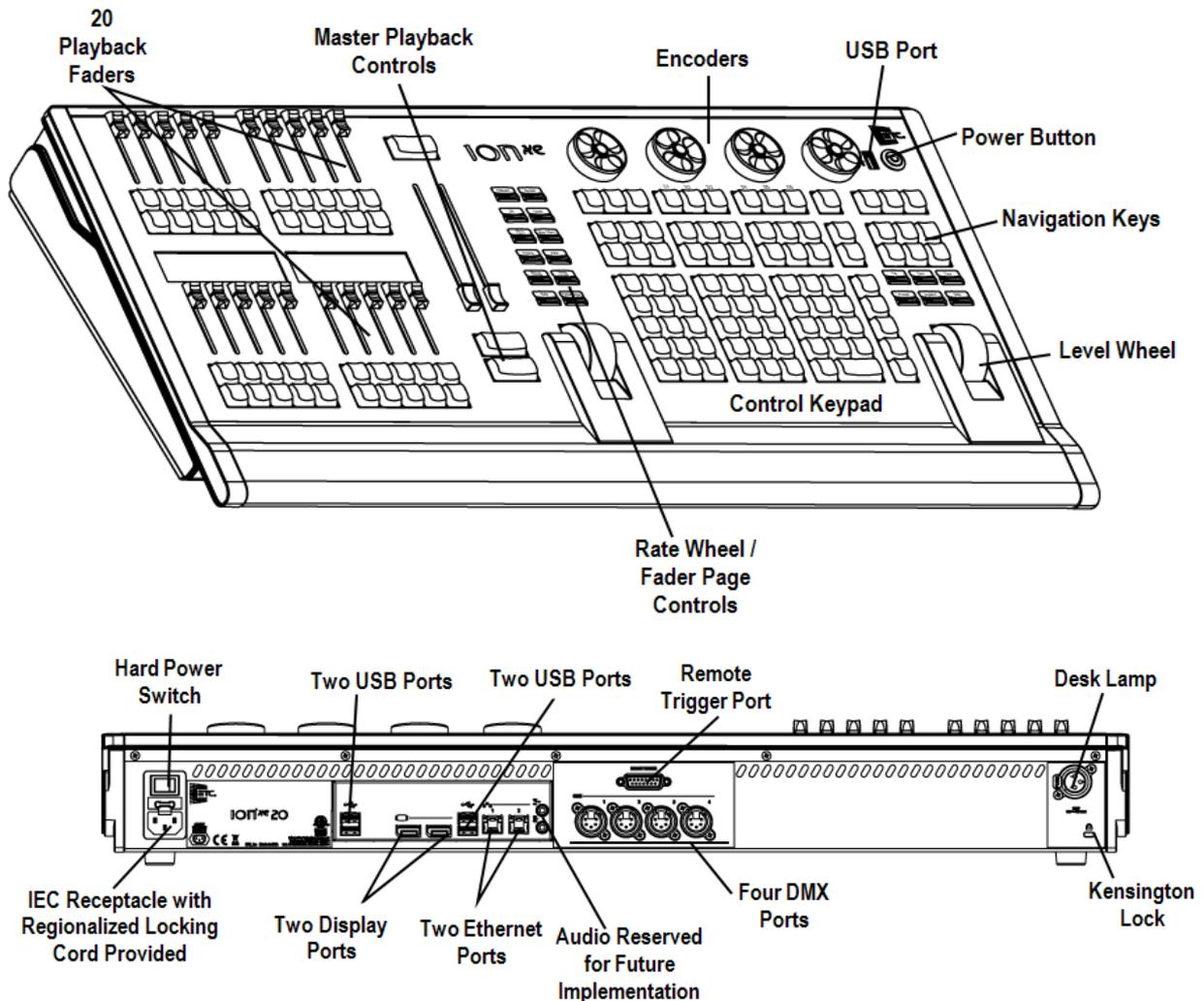
#### Ion Xe



# ETC Supplement

## Ion Xe

### Ion Xe 20



**WARNING:** This device contains a lithium battery. Battery may explode if mistreated. Do not recharge, disassemble or dispose of in fire.

**CAUTION:** For continued protection against risk of fire, replace only with same type and rating of fuse.

**CAUTION:** Pour ne pas compromettre la protection contre les risques d'incendie, remplacer par un fusible de même type et de mêmes caractéristiques nominales.

**CAUTION:** Power cord must be connected using an earth ground connection.

## Console Components

This section discusses the various console components that were called out in the geography section.

### Power Button

The power button on the front of the console is used to power up or power down. A separate hard power switch, located on the rear panel, can be used to disconnect power from the console's internal components.



**CAUTION:** It is recommended that you safely power down the console through the software, **Displays>Power Off Device**, before disconnecting power from the console.



**WARNING:** Before servicing your console, you must switch off the power on the rear panel and disconnect the power cord completely.

### USB Ports

One USB port is provided on the front of the console to connect any USB storage device. Additional USB ports on the rear panel of the console connect peripherals such as an alphanumeric keyboard, pointing device, or touchscreen control for external monitors.



**CAUTION:** The USB ports cannot be used for charging devices such as cell phones.

### External Monitors

Ion Xe supports up to two external Windows 7 compatible display port monitors.



**Note:** Ion XE ships with two 'active' Display Port-to-DVI adapters. Displays using an 'active' adapter have a max resolution of 1920x1200.

### Backlit Keys

Backlit keys are provided on the facepanel. The brightness level for those keys can be adjusted in **Setup> Desk Settings> Brightness Settings> Backlight**.

When your console has been idle for 10 minutes, the backlit keys will fade their intensity down by 10%. Any key press on either the facepanel keypad, an external keyboard, move of the mouse, or touch of a touchscreen will return the keys to their set intensity level.

### Control Keypad

The control keypad area is divided into several sections including record targets, numeric keypad with modifiers, display, softkeys, navigation, and special function controls.

Display and navigation keys are used for quick access to common displays, format, paging, and navigation within displays.

### Navigation Keypad

Used for quick access to the Live and Blind displays, tab selection, location, paging and navigation within displays.

### Fader Control Buttons

Fader control buttons are provided for easy local control of fader behavior. Control buttons include: **[Manual Override]**, **[Spread]**, **[Release]**, **[Off]**, **[Assert]**, **[Go to Cue 0]**, **[Stop Effect]**, **[Freeze]**, **[Filter]**, and **[Timing Disable]**. Individual faders can be configured with immediate controls including: Go, Stop and Back (for playbacks), bump and assert/group control (when submasters), or blackout and blackout enable when configured as grandmasters.

### Rate and Fader Page

**[Rate]** and **[Fader Page]** buttons are provided for use with the faders. **[Rate]** is used for rate control of a fader. **[Fader Page]** is used to access additional pages of faders.

### Level Wheel

Adjusts intensity for selected channels. It also provides scrolling and zoom functions in various modes.

### Master Playback Controls

The master playback fader pair is located to the left of the control keypad. The master is a split cross-fader pair. The two buttons beneath the master fader pair are **[Go]** and **[Stop/Back]**. The **[Load]** button is located directly above the fader pair and is used to load a specified cue onto the master playback.

### Encoders

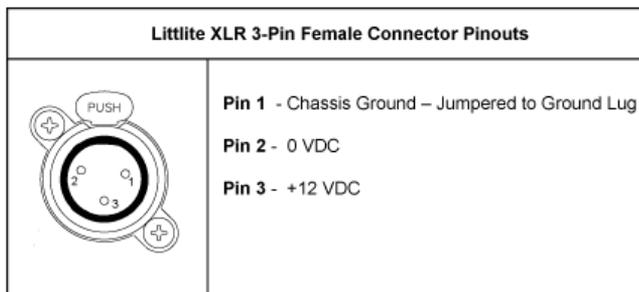
Encoders are provided above the control keypad. The four encoders are pageable controls, which are populated with the parameters used in your show. Current encoder mapping is indicated at all times, and the **[Encoder Control]** button opens full control on the screen.

### Ethernet Ports

Ethernet ports are for connecting to a network switch, network gateways, and accessory devices. Each port is on a separate NIC.

### Littlites®

You may connect Littlites to the back of your console.



### Dimming Littlites

Desk lamps, such as Littlites, can be dimmed from within the software application.

Desk lamp controls are found in **Setup> Desk> Brightness Settings>Light Levels**. The **{Desk Lamp}** slider has a range of 0% (dimpest) to 100% (brightest). The default setting is 0%. The console will set the desk lamp to this setting on startup of the application.

The desk lamps can also be controlled by holding down **[Displays]** and rolling the level wheel.

### Outputting DMX

In order to output control levels from your console, you can either use the DMX ports on the back of the console or you may connect a Net3 gateway or Net2 Node. If your device receives Net3 or ETCNet2 directly, no gateway or node is required.

Ion Xe has four DMX ports. To output, connect one 5 pin XLR cable per port. The first port will default to outputting the first universe of DMX, addresses 1-512, the second port to the second universe, outputting addresses 513-1024, the third port to the third universe, outputting addresses 1025-1536, and the fourth port to the fourth universe, outputting addresses 1537-2048. Configuring Ion Xe's DMX ports to something other than the defaults is done in **ECU>Local I/O>Local DMX Outputs**.

Gateways will function with your console out of the box without previous configuration. However if custom configuration is required, you will need to use Net3 Concert or GCE (Gateway Configuration Editor). Concert is installed on Ion Xe by default and can be accessed in **ECU>Settings>Maintenance>Net3 Concert**. Concert is available for download from our website, [www.etconnect.com](http://www.etconnect.com). GCE software can also be downloaded from the ETC website.

For more information on Net3 gateways, see the product literature that accompanied the hardware or download it from our website, [www.etconnect.com](http://www.etconnect.com).

## Cleaning Your Console

Should the exterior of your console require cleaning, you may gently wipe it with a dampened (**not dripping**), non-abrasive paper towel or soft cloth.

If this does not clean the console sufficiently, you may apply some window cleaner (containing ammonia is fine) to the cloth and repeat the process until clean.

## Console Capacities

### Output Parameters

- » 2k (Min) 12k (Max)

### Channel Counts

- » 16,000 channels (can be any number from 1 to 99,999)

### Cues and Cue Lists

- » Up to 999 cue lists
- » Up to 10,000 cues

### Record Targets

- » 1,000 Groups
- » 1,000 x 4 Palettes (Intensity, Focus, Color and Beam)
- » 1,000 Presets
- » 1,000 Effects
- » 99,999 Macros
- » 1,000 Snapshots
- » 1,000 Curves
- » 1,000 Color Paths

### Faders

- » Ion Xe 20 has 20 faders with 40 configurable buttons.
- » 1 dedicated Master Playback pair, with Go and Stop/Back
- » a maximum of 200 configurable cue playbacks, with Go and Stop/Back
- » a maximum of 1000 configurable submasters, with Bump and Assert/channel select