



<div></div>	= BTF SET
<div></div>	= GLACIATOR X-STREAM
<div></div>	= ATOMIC 3000
<div></div>	= MAC III PROFILE
<div></div>	= SOURCE 4
<div></div>	= SOURCE 4 PAR
<div></div>	= MAC 700 WASH
<div></div>	= GAM STAR STROBE
<div></div>	= MAC TW1
<div></div>	= MAC 700 PROFILE
<div></div>	= MAC 2K WASH XB
<div></div>	= FLOOD
<div></div>	= PQD SET
<div></div>	= STAGEBAR LED
<div></div>	= MAC III PERFORMANCE
<div></div>	= MAC 2K PROFILE
<div></div>	= WILDFIRE UV
<div></div>	= HAZE/FAN/SMOKE

COLOR CODE

<div>UNIVERSE</div> <div>ADDRESS</div> <div>CIRCUIT</div>	CHANNEL
	NON DIM CHANNEL
	SEACHANGER/
	UV BALLAST
<div>UNIVERSE</div> <div>ADDRESS</div> <div>CIRCUIT</div>	CHANNEL
	NON DIM CHANNEL
	PURPOSE
<div>LENS</div> <div>TYPE</div>	

SYMBOL

<div></div>	= SMPTE/MIDI
<div></div>	= POWER
<div></div>	= DMX
<div></div>	= CAT 5
<div></div>	-----= CABLE RUN UNDER STAGE/SET

LEGEND

(THE SYSTEM COMMUNICATES ACROSS THE NETWORK; THE CONSOLES ARE SYNCED VIA THE TRENDNET SWITCH. IT IS ADVISED THAT YOU POWER CYCLE THE GIO, RPU, AND TRENDNET SWITCH EVERY OTHER DAY OR BEFORE EVERY PRODUCTION SHOW TO KEEP FROM HAVING NETWORK SYNC ISSUES BETWEEN ARNET, THE GIO, THE RPU, ETC SHOWCONTROL, AND THE RIG.)

NOTES

EPIC THEATRE		
CONSOLE NETWORK DIAGRAM		
NORWEGIAN EPIC	1	OF 1
DRAWN BY: ILIA KEMBLE		
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