

Job Name:	Catalog #:
Date:	Notes:

LIGHTING CONTROL SOFTWARE



HORIZON®

Horizon is a lighting control system, designed to run on a 32-bit Windows-based computer. Combined with a Pathport® node, Horizon outputs the DMX512 entertainment industry standard.

Although no longer under active development, user support is offered through Pathway Connectivity, and channel upgrades are available for purchase through select Pathway dealers.

FEATURES

- Unlimited cues
- Unlimited simultaneous fades
- Unlimited cue lists (Gold License)
- 128 submasters per page
- Unlimited submaster pages (Gold License)
- Moving Light programming (Gold License)
- Special Effects engine (Gold License)
- Time events (Gold License)

AVAILABLE UPGRADES

Part Number	Description
770-7001-125	Basic to Gold (125 Channels)
770-7001-512	Basic to Gold (512 channels)
770-7001-1024	Basic to Gold (1024 channels)
770-7002-512	Silver to Gold (512 channels)
770-7002-1024	Silver to Gold (1024 channels)
770-7003-512	Add Basic channels (512 channels)
770-7004-512	Add Gold channels (512 channels)
770-7004-1024	Add Gold channels (1024 channels)
	Other channel blocks available

MARQUEE

Marquee is a robust but easy-to-use lighting control console, powered by the HORIZON® software engine.

Although the hardware platform is no longer supported, fixture library updates and user support is offered through Pathway Connectivity. Channel upgrades are available for purchase through select Pathway dealers.

FEATURES

- 24 channel two-scene or 48 channel single scene operation
- 48 submasters with bump buttons and indicator LEDs
- Integrated trackpad
- Level wheel
- Configurable Grandmaster and Blackout button
- Split up/down fade and wait times
- Follow time
- Cue loops
- Channel check
- Channel labels
- Unlimited submasters
- Preset or tracking style operation
- 32-bit fades
- Moving light operation
- Astronomical time clock and events

AVAILABLE UPGRADES

Part Number	Description
770-7005-512	Add 512 Channels
770-7005-1024	Add 1024 Channels
	Other channel blocks available