

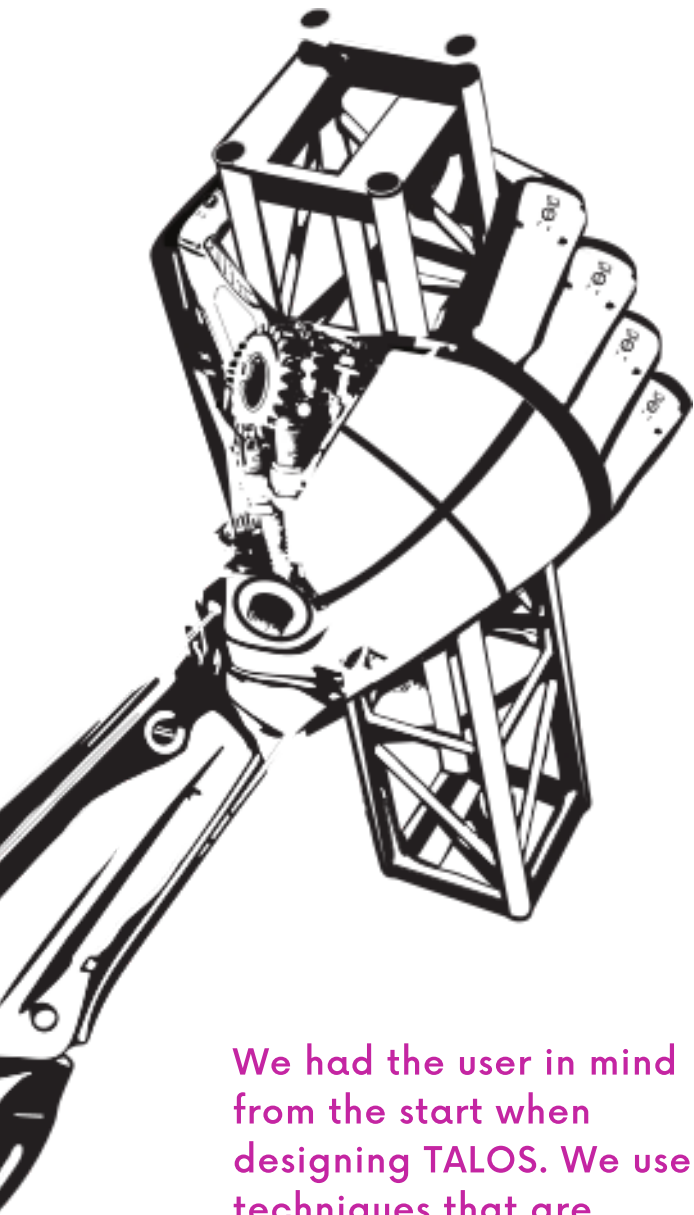


Automation Control for the Entertainment Industry

TALOS
One Stage - One Platform

motionlabs 
We Manufacture Solutions For Your Challenges





We had the user in mind from the start when designing TALOS. We use techniques that are familiar to computer users so that learning how to operate TALOS is a breeze.

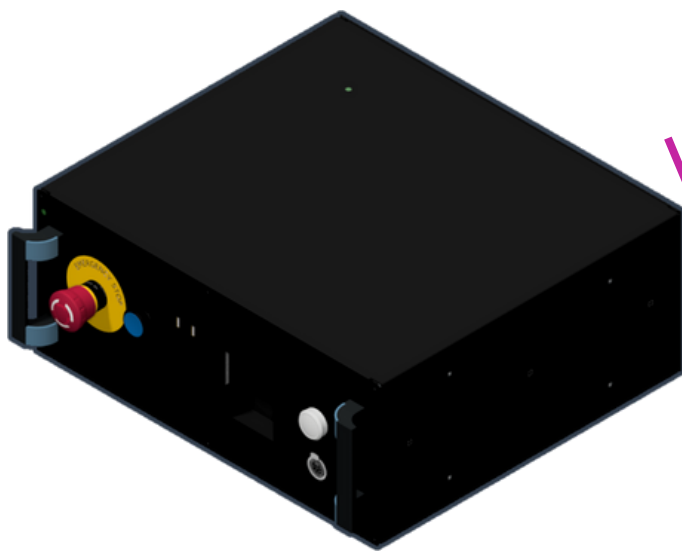
WHAT IS TALOS?

Place your truss in TALOS' hands

TALOS serves as the front-end interface to Motion Labs (MLI) automation systems, such as HSC-02, Soft Limit, and VS-02. TALOS allows users to easily configure, monitor, and operate all subsystems seamlessly through one automation system platform. TALOS can configure controllers and players by scanning its network or the user can add controllers and players (hoists) manually with TALOS' graphical drag and drop functions.

TALOS MAIN

Talos Main is a PC based control station, consisting of a dual monitor display, a keyboard, a mouse and a hold-to-run device.



- 4 Racks Units (RU)
- 15-inch deep chassis
- 100-240VAC 50/60Hz
- Front Grab Handles
- Desk mount
- Optional rack ears

FEATURES

Emergency Stop Red mushroom button that, when pressed, activates an E-Stop.

Reset Button Blue illuminated momentary button that lights whenever an E-Stop condition has been triggered and remains lit until the condition has been satisfied and the system is reset by pressing the button.

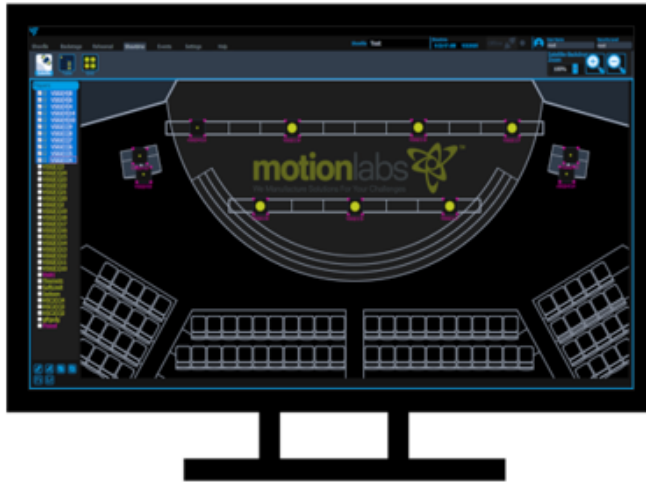
USB Ports Used for import and export of files to and from TALOS.

Power Indicator Blue light behind TALOS logo indicating TALOS Main is powered on.

Status Light A multicolored pilot light that indicates the status of the system.

Safety Input Input connector for enabling device. The enabling device may be a hold-to-run (HTR) safety device. Devices include foot pedals, palm switches, shorting plugs, etc.

DUAL MONITORS



STAGE LEFT

Enter Stage Left when you have to prepare for a show. Panels used in preparation for the show appear here.



CENTER STAGE

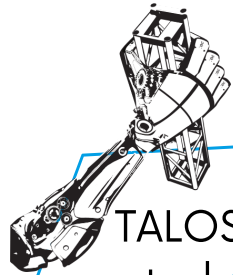
Players take Center Stage when they are ready to perform. TALOS loads players intended for movement here.

FEEL RIGHT AT HOME WITH TALOS

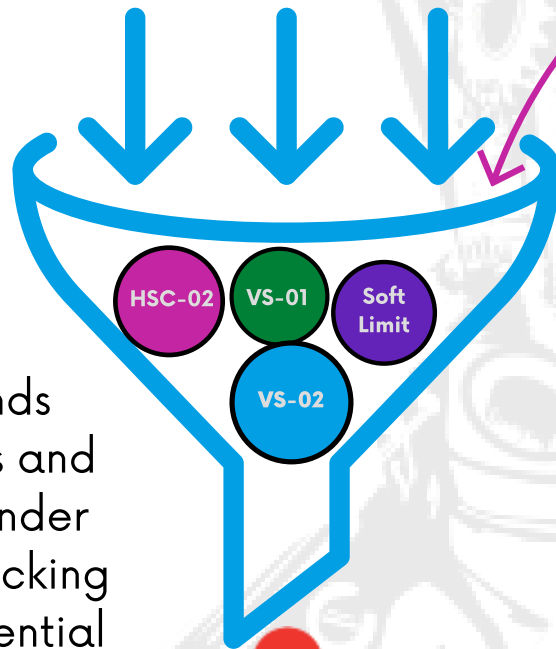
If you know your way around stage production, you'll know your way around TALOS. Our entertainment-themed software isn't just clever; it also guides you through building and running shows.

HARNESS THE POWER OF TALOS

Now you can run all MLI automation systems together



TALOS commands control of players and combines them under one platform, unlocking each player's potential



MLI subsystems

JJ+

Players

LL

JJ+

LL

LL+

RRS

J

SR5

L

JJ+



Group alike players together



Create cues with players and groups



E-Stop all players with any controller E-Stop or subsystem fault



Interface players with different communication protocols



Create sequences with players, groups and cues



Create safety interlocks between any two players



MOTION LABS AUTOMATION SYSTEMS

TALOS speaks everyone's language

HSC-02

Modbus

- Fixed Speed Chain Hoists
- Absolute Encoder Positioning
- Weight Monitoring
- Power Monitoring
- Hoist Monitoring
- Touch Screen Operating System
- 4 channel, Linkable up to 80 channels

Soft Limit

Modbus

- Fixed Speed Chain Hoists
- Incremental Encoder Positioning
- Weight Monitoring
- Touch Screen Operating System
- Up to 80 channels

VS-02

Profinet

- Variable Speed Chain Hoists
- Zero Speed Hold
- Absolute Encoder Positioning
- Weight Monitoring
- Touch Screen Operating System
- 24 channel
- Run Cues

VS-01

Modbus

- Variable Speed Chain Hoists
- Absolute Encoder Positioning
- Touch Screen Operating System
- 12 channel

AUTOMATION CONTROL HAS NEVER BEEN SO EASY

Our software puts you in the driver seat. Its easy-to-use graphical interface will have you creating and executing moves in no time flat.



Smart Icons make it easy to configure controllers & players as well as build moves. Simply drag and drop them onto virtual objects. They contain setup data so all you have to worry about is your aim!



Don't worry about memorizing your lines, we have you covered! Stage scripts are available for each TALOS screen. These one-page pictorials summarize the basics taught in our TALOS training class. Stage scripts will guide you through the steps to build and run a show. Contact Learning@motionlabs.com for more information about TALOS training.



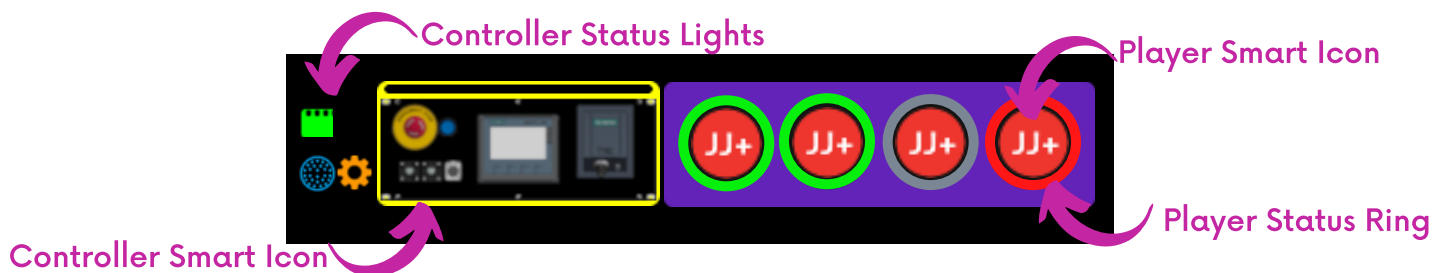
SHOWFILE

- Contains all the data used by TALOS to move stage machinery in entertainment production. Data is stored in XML format (Extensible Markup Language).
- We followed ANSI E1.44 – 2014 (R2019) Common Show File Exchange Format for Entertainment Industry Automation Control Systems - Stage Machinery.
- Includes controller & player configuration and programmed moves.
- Easily copy and transfer Showfiles.

BACKSTAGE

Working backstage has never been so easy! Let TALOS scan the network for you in search of Motion Labs automation systems. Once TALOS has detected a controller, it builds the system on its virtual backstage. There is no need to create I/O tags and addresses to communicate with controllers, TALOS does it all for you!

Offline? Not at the venue? No problem. You can just as easily add controllers and players yourself with Smart Icons and TALOS' drag and drop function.



- Player Smart Icons provide TALOS with all the information it needs to configure players. All you have to provide is maximum and minimum limits.
- Do you think someone left the remote plugged in? No worries, TALOS will let you know.
- Right click options allow you to do such things as: change controller ID's, download operating parameters, reset encoders, enable weight monitoring and much more!

REHEARSAL STUDIO

How suite it is!

TALOS' Rehearsal Studio Suite has everything you need to get ready for the big show. Whether you want to create groups to move players in unison or create show moves like cues and sequences, you will find it all in our Rehearsal Studio. Check out the suite below!

Groups

Groups allow for multiple players to be treated as one. So no more concerns about leveling a stick of lights. Just place the players in a group and position them together.

Cues

Want to move a group and several players to different positions but all at once? Just create a cue in TALOS. It will only take seconds out of your day.

Sequences

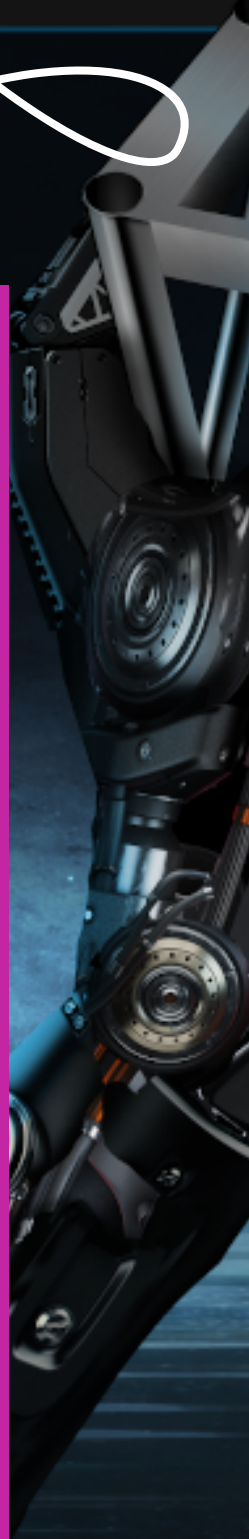
Does your video wall need to reach the stage at the same time your curtains open? That sounds like a job for a sequence. Easily program steps in your sequence to execute moves based on time, event conditions or operator input.

SafeZone

Concerned about collisions between equipment controlled by different MLI subsystems? Stress no longer. TALOS allows you to set up safety interlocks between any two players to keep them from colliding.

Layout

View players on Stage Left while running the show to keep a close eye on them. Creating a satellite view in Layout shows them on a venue drawing making them easy to spot.

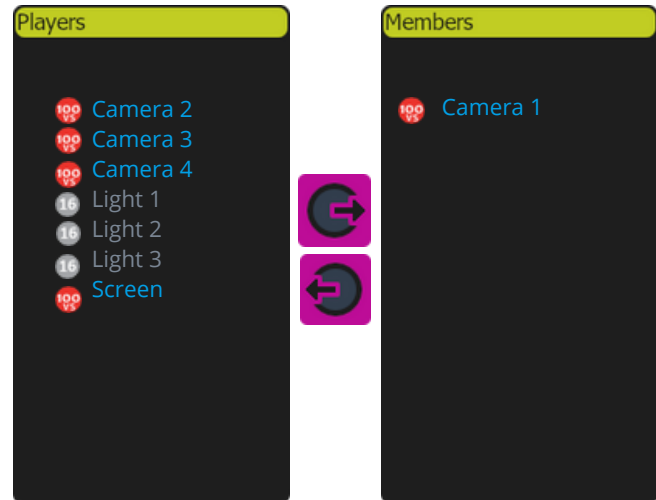


GROUPS

Combine players in a group to move them in a synchronized fashion. Creating groups in TALOS is child's play.

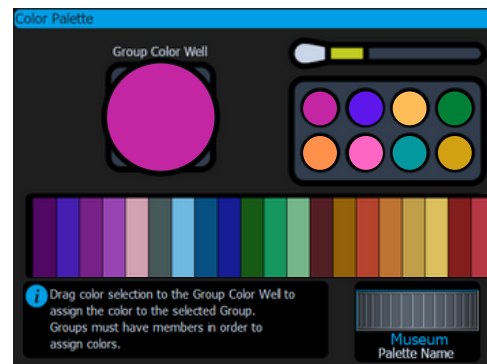
A CLICK AWAY

Simply select the Add Member or Remove Member buttons to manage groups. If a player is not eligible to be a member of the group, TALOS disables it by turning it gray.



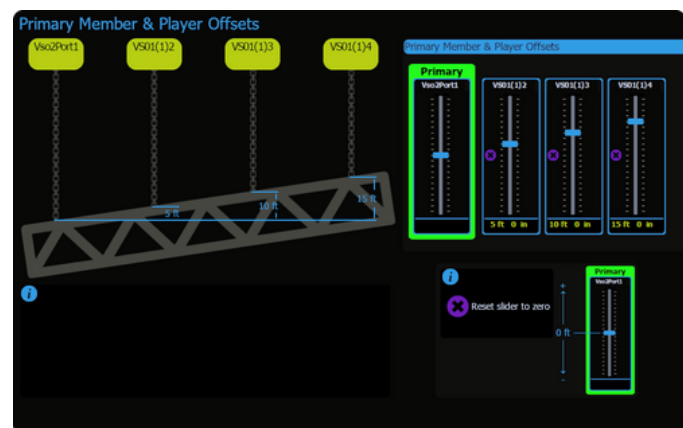
WITH FLYING COLORS

Just drag and drop a color onto the Color Well to assign the color to a group, making the group more identifiable while running the show.



AT FULL TILT

Want to move your truss at an angle? Simply group the players that control the truss together, then assign offsets with a slider.



CUES



If you know how to operate a mouse you will be building cues in TALOS in no time. We deliberately chose familiar user interface objects so that when you sit down in front of TALOS you'll feel right at home.

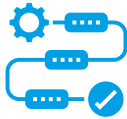


Dropdown menus containing cue and player lists make it simple to build a cue. Select the player you wish to add to the cue and TALOS will display which motion setpoints it needs from you.

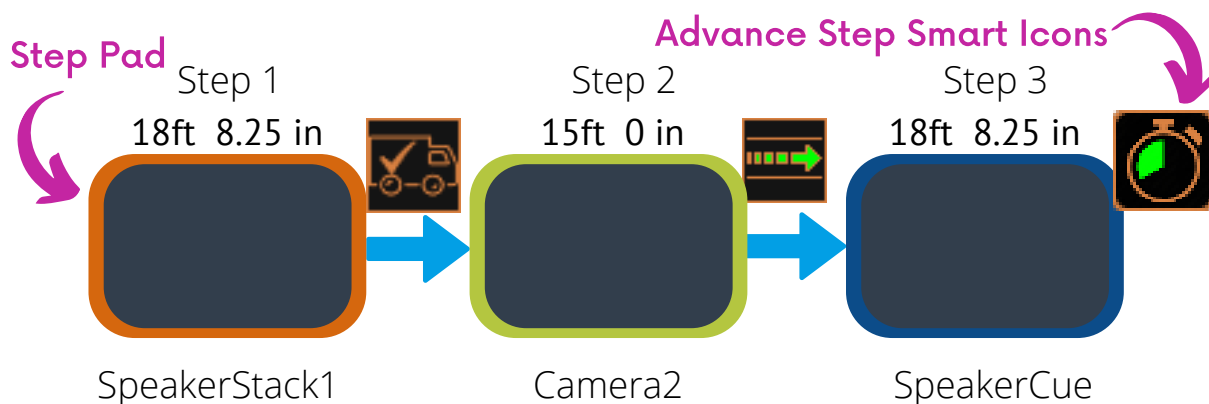


You're going to love our slider entry option for entering motion setpoints like position and speed. But if you prefer typing with a keyboard, no problem. It is just a toggle switch away!

SEQUENCES



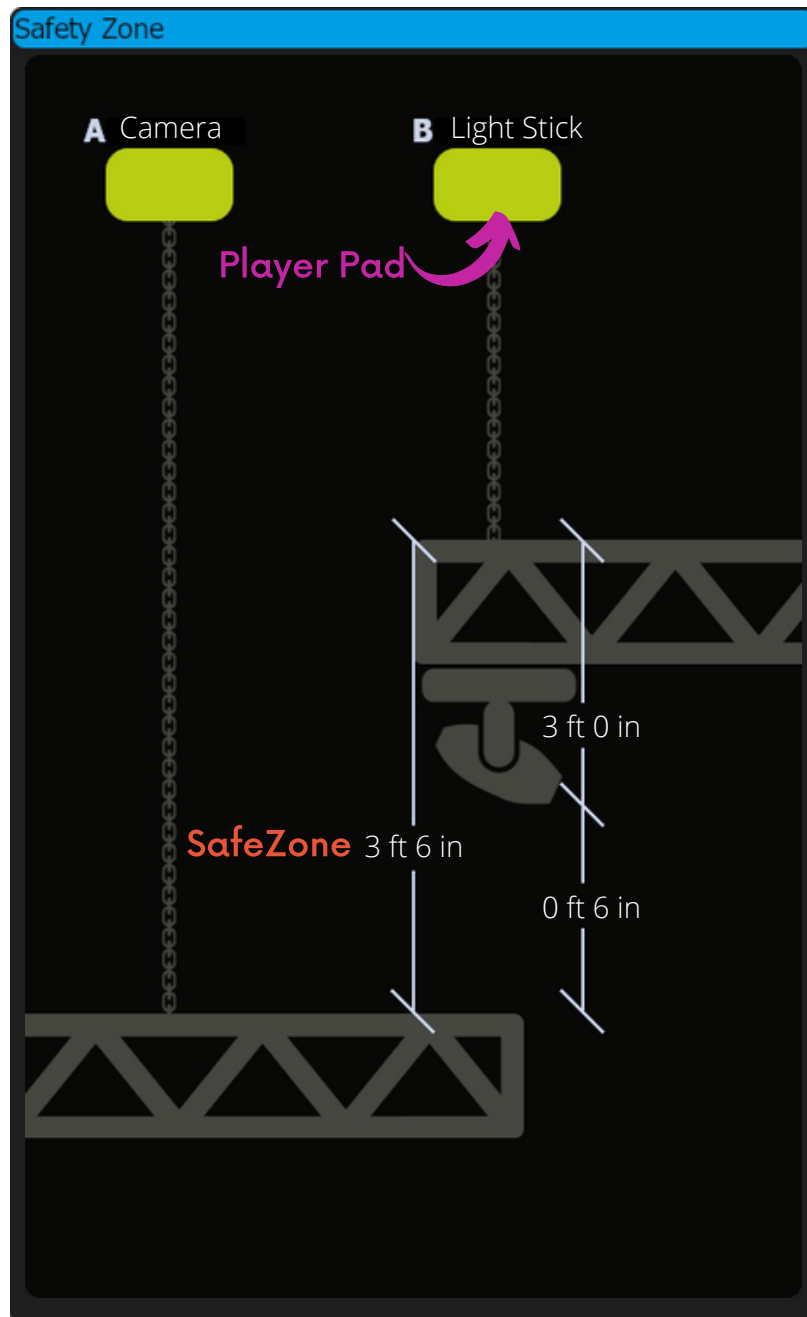
Drag and drop Smart Icons in TALOS' Sequence Editor to quickly build simple to complex moves. Drag a player or group from any of the controllers in TALOS' subsystem. You can also run a cue from a sequence, simply drag it over to the step pad and drop it in!



SEQUENCE EDITOR

SAFEZONE

Now you can add safety interlocks between any two players, even if they are from different MLI controllers. Just drag and drop players onto the player pads and enter a SafeZone distance. Once interlocked, if the players enter the SafeZone, TALOS will stop all motion and a SafeZone fault will be issued.



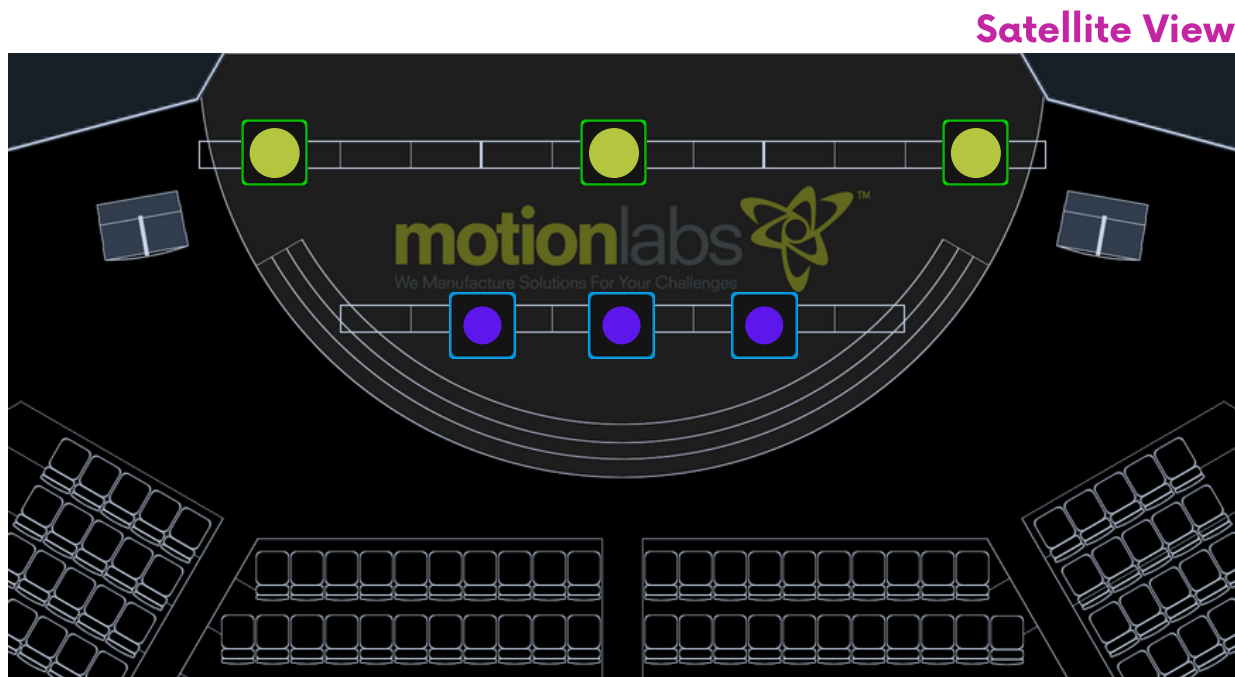
CENTER STAGE

Now it is time for players to take center stage. TALOS has four modes of operation: Manual, Position, Cue, and Sequence. All you have to do to change modes in TALOS is select a navigation tab matching the mode name. It is as easy as that! No matter which mode you are in, operate the players from one Control Center with our standardized three-button control.



SHOWTIME STAGE LEFT

You can watch the show on Showtime Stage Left. Showtime displays players' position and health status via animated player icons. There are three view options available on Showtime including Table view, Grid view, and Satellite view, which displays the players as you mapped them out in Rehearsal Layout.



MANUAL/POSITION MODE

In Manual mode and Position mode you can either jog a player to move it (Manual mode) or you can give it a position setpoint (Position mode). A player channel will be displayed on Center Stage for every player you want to perform.

Player Channel

Camera1
Not in Group

← Software & Hardware Upper Limit Status

← Player Status Lights

← Jog Direction
Only displays in Manual Mode

← Capture Player Position

← Software & Hardware Lower Limit Status

Setpoint Target
Only displays in Program Mode

Position Data

Speed Data

Weight Data

Position	
A	7' 2.7"
SP	
Max	11 ft 4.5 in
Min	0 ft 0 in

Speed	
A	32 ft/min
SP	32.0 ft/min
accel	1.0 secs
decel	1.0 secs

Weight	
Monitor: On	
	256 LBS

CUE MODE

So you have created a cue in rehearsal and now you want to execute it. You got it! First, load the cue on deck from the Quick Cue Panel. A player slider channel will be displayed for each move in the cue. If everything looks good to you and TALOS, it is smooth sailing from here. Just load the cue and run it!

Cue Deck



QUICK CUES

Our Quick Cue panel is configurable! TALOS allows you to save your frequently used cues on a virtual pushbutton station for quick and easy access. Drag your favorite cues onto the quick cue pads. TALOS will save all your selections with the Showfile.



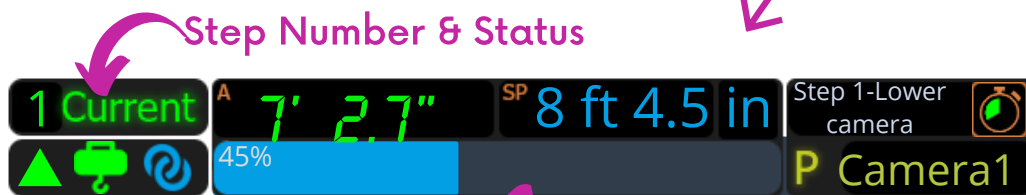
Quick Cue Buttons



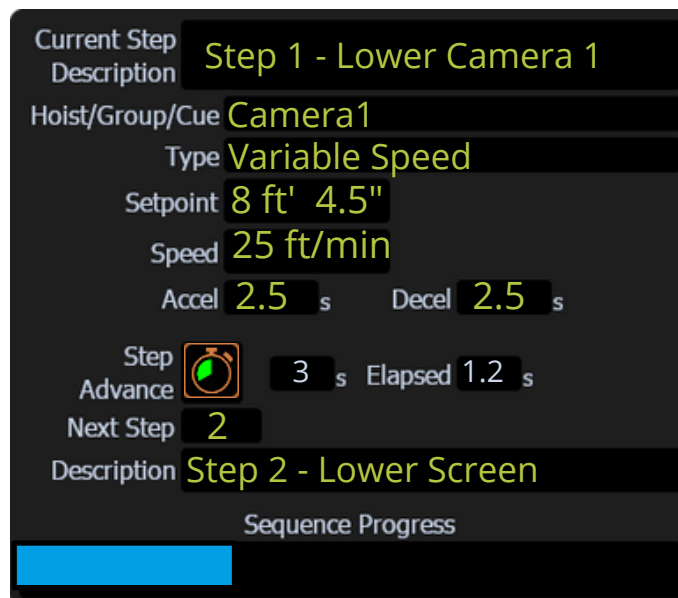
Quick Cue Pads

SEQUENCE MODE

Select a sequence you created from the dropdown menu and load it on Center Stage. TALOS will validate all the steps in the sequence to verify all the setpoints are in the operating range and all the parameters TALOS requires to run have been assigned. Just apply power, arm, and play! Watch the sequence run on Center Stage with the help of sequence progress bars. TALOS also provides more details about each step in its Step Viewer.



Step Viewer



PRODUCT BENEFITS

design thinking

We had the end user in mind when we set out to create TALOS.

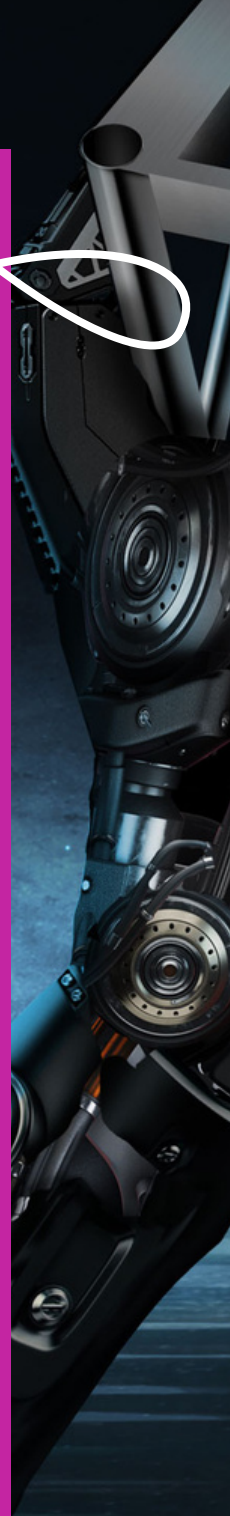
Aside from being stunning, our graphics make operating TALOS seem more like play than work. But it's not all about looks. Smart Icons packed with data are draggable so all you have to do is drag and drop them onto objects that need to be configured. TALOS will extract all the data it needs from the Smart Icon. Drop a VS-02 Smart Icon onto the controller pad to inform TALOS how many ports your controller has and to set up communication tags. Or TALOS can scan your network and automatically configure the hardware for you.

Just like most Motion Lab products, the key to creating an effective application lies in the ease of use. Consistency and familiarity with user interface objects was important to us, as was communication and transparency with connected controllers. Our virtual backstage gets the job done with the ability to send and receive data to and from controllers. A message display on TALOS' control panel reports all controller warnings and faults.

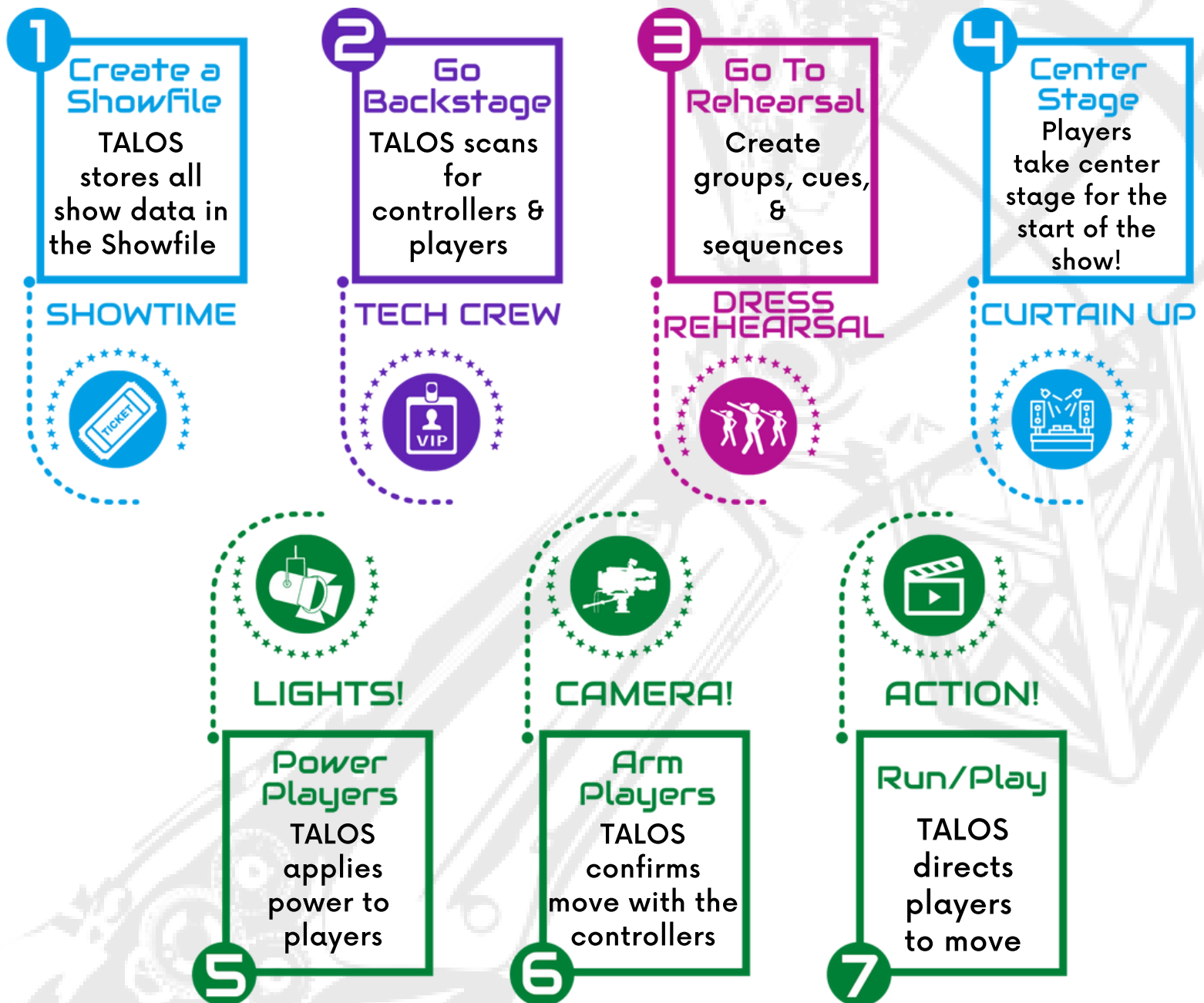
There is no need to leave your seat with TALOS' virtual backstage. You can check the status of your subsystems from here. TALOS will inform you if your controller is connected and communicating.

Do you want to take your work with you? You don't have to be at the venue to use TALOS. With our dongle license option, create Showfiles anywhere your heart desires: on a plane, in your hotel room or poolside (laptop not facing the sun).

Need more information? Contact our sales department. Or visit us for a free demo. Once you get to know TALOS, you won't want anyone else backstage with you.



7 EASY STEPS



TALOS
One Stage - One Platform



www.motionlabs.com



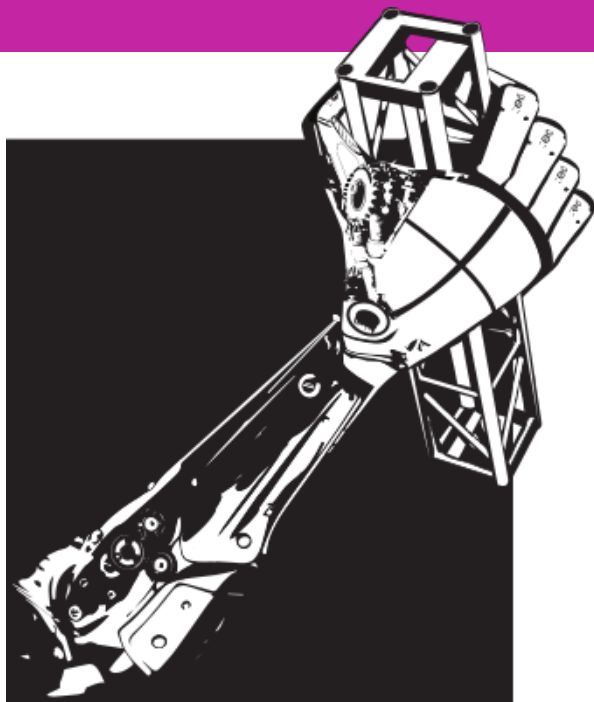
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