TECHNICAL RIDER 2023

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SOUND

The client must provide a sound system adequate for the size of the venue.

-1 Digital sound board (32 input/16 out)

-6 in-ear Shure units with TX and belt pack (in-ears provided by KL Innovation)

-5 Wireless Shure units (2 SM58, 3 belt packs, 2x ¼" jacks to Shure connectors)

-3 SM58

-2 SM57

-3 SM91

-8 DI

-3 ATM-35 for brass

-2 stage monitor for brass section

-2 side fill speakers

-4-standard mic stands

-2 banquet mic stands

-5 lecterns with light

BAND GEAR

-1 electric stage piano (TBD)

-1 keyboard (TBD)

-1 Grand piano 8 feet

SOUND EQUIPMENT PROVIDED BY KL INNOVATION

-1 Electronic drum

-1 laptop for playback

-1 external audio card 4 out

-1 guitar, ampX2 and pedal board FX

-1 bass and amp

-3 brass

-6 in-ear headsets

LIGHTS

The exact equipment list must be provided by the client as the programming is done in advance on Capture Nexum and a lighting plan will be provided to the client

-12 Wash moving head

-8 profile moving head

-10 spot moving head

-16 LED par

-12 leko LED or 750W

-2 DMX repeater

-1 MDG atmosphere or equivalent (DMX)

-1 standard smoke machine (DMX)

-1 Grand MA2 (minimum MA2 on PC with command wing and fader wing, using 4 universes)

-1 house light control at the tech table

LIGHTING EQUIPMENT PROVIDED BY KL INNOVATION

-6 5w lasers

-3 12w lasers

-4 bubble machines with liquid

-8 medium disco balls

-2 large disco balls with motors

-1 kit MA2 on PC (command wing, fader wing, laptop and secondary touch screen)

-1 laptop for laser control

-1 ethernet HUB

STAGE

-1 stage minimum 30'X20'X3' with black skirt

-2 stage 8'X8'X1' with black skirt (2X24 feet)

-1 stage 8'X8'X0.5' with black skirt (24 feet)

-1 black back drop

On STAGE POWER

-1 15 amp at the drum stage

-1 15 amp at the brass stage
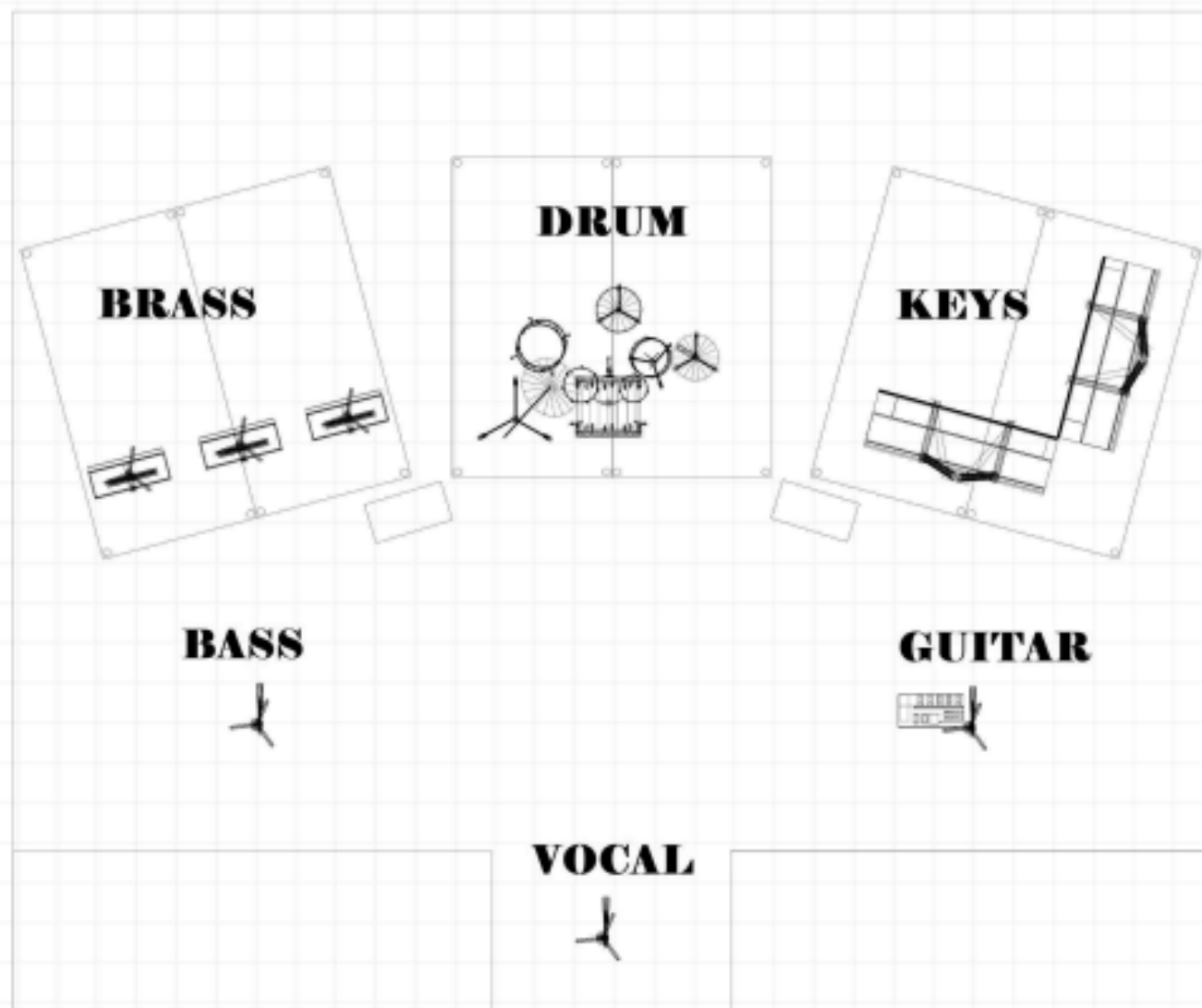
-1 15 amp at the keys stage

AUDIO STAGE PATCH

1-Drum OUT 1(DI)
2-Drum OUT 2 (DI)
3-Drum OUT 3 (DI)
4-Drum OUT 4 (DI)
5-Bass (DI)
6-Guitar L (SM57)
7-Guitar R (SM57)
8-Piano L (DI)
9-Piano R (DI)
10-Key L (DI)
11-Key R (DI)
12-Grand piano mic 1
13-Grand piano mic 2
14-Grand piano mic 3
15-Brass 1 (ATM-35)
16-Brass 2 (ATM-35)
17-Brass 3 (ATM-35)
18-Playback L (DI)
19-Playback R (DI)
20-CLICK TRACK (DI)
21-Vocal lead 1 (SM58 wireless)
22-Vocal lead 2 (SM58 wireless)
23-Vocal drum (headset Shure)
24-Vocal bass (SM58)
25-Vocal guitar (SM58)
26-Vocal keys (SM58)
27-Spare
28-Spare
29-Spare

MONITORING

OUT 1 - Lead vocal 1 (in-ear)
OUT 2 - Lead vocal 2 (in-ear)
OUT 3 - Drum (in-ear)
OUT 4 - Bass (in-ear)
OUT 5 - Guitar (in-ear)
OUT 6 - Keys (in-ear)
OUT 7 - Brass (stage monitor X2)
OUT 8 - Side fill monitor
OUT 9 - Recording L
OUT 10 - Recording R

STAGE PLOT

BRASS

DRUM

KEYS

BASS

GUITAR

VOCAL

11)DMX channels (first mode selection,select dmx mode in lcd display screen,then press up and down button to choose dmx address,the system will save your setting)(you find there are two duplicated 12 channels,that means for the control of two graphics in the same time)

Channels	Function		Function clarification
1	play mode		0 light off
			1-40:SD view file mode
			41-80:SD playlist mode
			81-100:SD view file mode+sound control
			101-120:Sd playlist mode+sound control
			121-160: preset efffect mode
			161-200:preset efffect mode+sound control
			201-240:DMX programming mode
			241-255:DMX programming mode+sound control
3	DMX programming mode	Pattern A mode	0 no display
			1-50:Out of bounds is through mode; When the channel value is less than 5, the pattern frame will shrink
			51-100:Out of bounds is the return mode, When the channel value is less than 55, the pattern frame will shrink
4	DMX programming mode	Pattern A pattern select	pattern change per two number
	SD view file mode SD playlist mode		select folder
5	DMX programming mode	Pattern A scaling	0-63:Static size adjustment
			64-255:Dynamic movement effect 32 values is a segment, Each segment has a different size effect,In the same segment,The larger the value ,the faster the action
	SD view file mode SD playlist mode	select file	select file(only from the selected folder)
6		Pattern A rotation	0-63:Static rotation adjustment

			64-255:Dynamic rotation effect 32 values is a segment, Each segment has a different size effect In the same segment,The larger the value , the faster the action
7		Pattern A Move horizontally	0-63:Static horizontal position
			64-255:Dynamic movement effect 32 values is a segment,Each segment has a different size effect,In the same segment,The larger the value, the faster the action
8		Pattern A Move vertically	0-63:Static vertical position
			64-255:Dynamic movement effect 32 values is a segment, Each segment has a different size effect, In the same segment, The larger the value , the faster the action
9		Pattern A scaling Horizontally	0-63:Static X size
			64-255:Dynamic size effect 32 values is segment, Each segment has a different size effect,In the same segment,The larger the value,the faster the action
10		Pattern A scaling vertically	0-63:Static Y size
			64-255:Dynamic size effect 32 values is segment,Each segment has a different size effect,In the same segment,The larger the value ,the faster the action
11		Pattern A Draw gradually	0-63:Static fine gradual draw
			64-160:Gradually draw by node
			161-254:marquee effects
12		Pattern A Node brightness	0-254 higher value ,more bright node
13		Pattern A color	0-127:Static color adjustment
			128-191： Color change effect 1 The larger the value,the faster the color change

			192-254: Color changing effect 2 The larger the value, the faster the color change
			255: Array pattern B
14	DMX programming mode	Pattern A mode	0 no display
			1-50:Out of bounds is through mode; When the channel value is less than 5, the pattern frame will shrink
			51-100:51-100:Out of bounds is the return mode;When the channel value is less than 55, the pattern frame will shrink
15	DMX programming mode	Pattern A pattern select	change a pattern / each two number
16	DMX programming mode	Pattern A scaling	0-63:Static size adjustment
			64-255:Dynamic rotation effect 32 values is a segment Each segment has a different size effect,In the same segment,The larger the value , the faster the action
17		Pattern A spin	0-63:Static rotation adjustment
			64-255:Dynamic rotation effect 32 values is a segment Each segment has a different size effect,In the same segment,The larger the value , the faster the action
18		Pattern A scaling Horizontally	0-63:Static horizontal position
			64-255:Dynamic movement effect 32 values is a segment Each segment has a different size effect,In the same segment,The larger the value , the faster the action
19		Pattern A scaling vertically	0-63:Static vertical position
			64-255:Dynamic movement effect 32 values is a segment, Each segment has a different size effect,In the same segment,The larger the value , the faster the action

20		Pattern A scaling Horizontally	0-63:Static X size
			64-255:Dynamic size effect 32 values is segment, Each segment has a different size effect,In the same segment,The larger the value, the faster the action
21		Pattern A scaling vertically	0-63:Static Y size
			64-255:Dynamic size effect 32 values is segment, Each segment has a different size effect,In the same segment,The larger the value ,the faster the action
22		Pattern A Draw gradually	0-63:Static fine gradual draw
			64-160:Gradually draw by node
			161-254:marquee effects
23		Pattern A Node brightness	0-254 higher value ,more bright node
24		Pattern A color	0-127:Static color adjustment
			128-191：Color change effect 1 The larger the value,the faster the color change
			192-254：Color changing effect 2 The larger the value,the faster the color change
			255：Array pattern B

We copy the programs/manual/ishow software/dmx chart in sd card

You only keep the programs in sd card,and save other files to your computer, if there are too many contents in sd card, sometimes it cause display screen freeze

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