

TALOS



Automation Control For The Entertainment Industry

One Stage - One Platform



www.TalosSystem.com

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TALOS A GIANT IN AUTOMATION

PLACE YOUR TRUSS IN TALOS' HANDS.

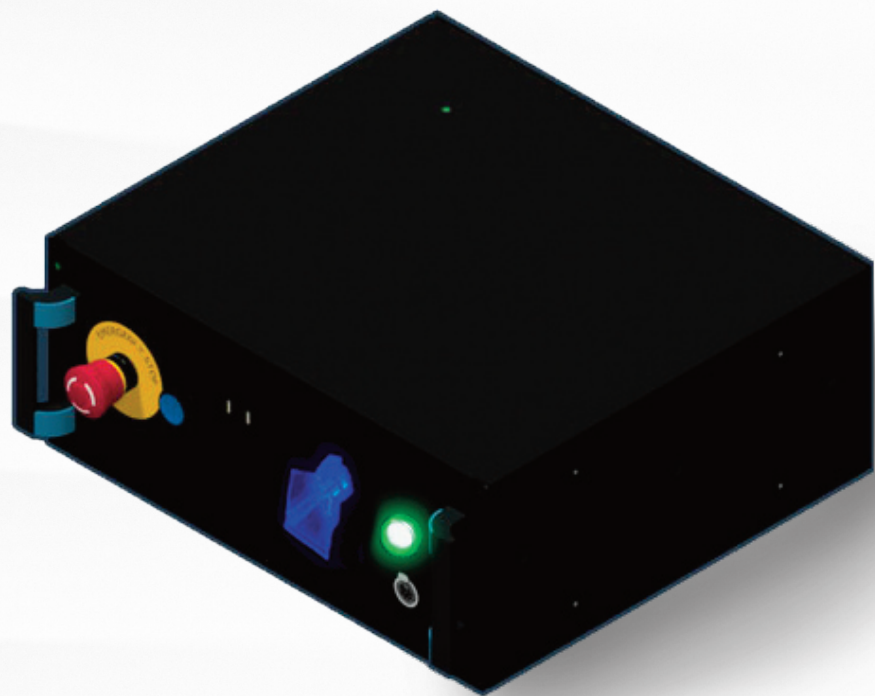
Get ready to make waves - **TALOS has made landfall and is ready to revolutionize automation systems.** TALOS pays homage to the legendary robot in Greek Mythology. Just as the ancient automaton patrolled the coast of Crete to keep it free from invaders, TALOS is always on guard, **ready to control and defend your automation systems.** In the event of any system fault or emergency stop, TALOS is capable of moving instantly and efficiently to stop all motion and mitigate risk of damage.

TALOS scans your network looking for Motion Labs controllers and players (stage machinery), and automatically configures them to serve under its control. Automation systems, such as HSC-02, Soft Limit, and VS-02 seamlessly relinquish their control to TALOS allowing for streamlined and efficient safety and control over your entire system.

We had the user in mind from the start when designing TALOS. We understand in the live entertainment business, time is valuable and you need an application that is not only effective but easy to use. So, we set out to use techniques that are familiar to computer users. That's how we got here. Our design is not only powerful but also incredibly user-friendly.

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 to indicate to the user that the system must be reset

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. May include devices such as foot pedals and palm switches.

DUAL MONITORS

Feel right at home with TALOS.

TALOS stage-production-themed screens provide a **user-friendly interface** with intuitive navigation prompts that assist you in building and running shows.



STAGE LEFT

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

CENTER STAGE

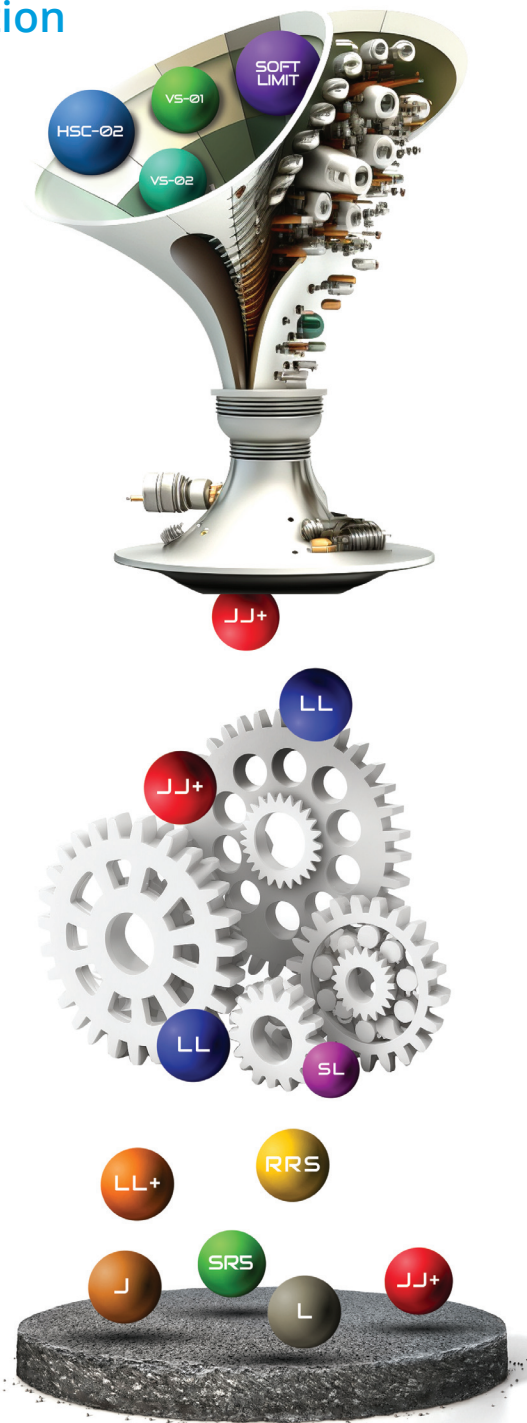
Players take Center Stage when they are ready to perform. TALOS loads players intended for movement here.

HARNESS THE POWER OF TALOS

Now you can run all Motion Labs automation systems together under one platform.

Immediately enjoy the benefits of the power of TALOS. By operating under one platform, each player's potential is unleashed, leveraging their collective strengths, making it possible to achieve synchronous moves beyond the reach of any single control subsystem.

- Group like players together from any subsystem.
- Create and run cues with players from different subsystems seamlessly.
- Create and run sequences with players from any subsystem. TALOS can command groups and cues to move in sequences also!
- Centralized control systems prioritize safety by incorporating features like global emergency stops.
- Interface players with different communication protocols.
- Help prevent collisions and mitigate risks by creating Safety Interlocks between any two players that are under TALOS' control.



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

TALOS 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!

No need to memorize 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 Tutorials. Stage scripts will guide you through the steps to build and run a show.

SHOWFILE

- Contains all the data used by TALOS to move stage machinery in entertainment production.
- We followed ANSI E1.44 – 2014 (R2019) Common Show File Exchange Format for Entertainment Industry Automation Control Systems - Stage Machinery.
- Includes all 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.

If you're interested in learning how to use TALOS, check out our TALOS Tutorials online.

Whether you're a computer novice or an experienced user, these tutorials can help you learn the skills required to operate TALOS.

CONTROLLER STATUS LIGHTS

PLAYER SMART ICON

CONTROLLER SMART ICON

PLAYER STATUS RING

Do you think someone left the remote plugged in?

No problem, TALOS will let you know.

Player Smart Icons provide TALOS with all the information it needs to configure players.

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

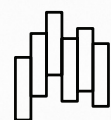
TALOS Rehearsal Studio Suite has **everything you need** to get ready for the big show.

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.



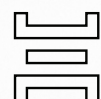
CUES

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 safe.



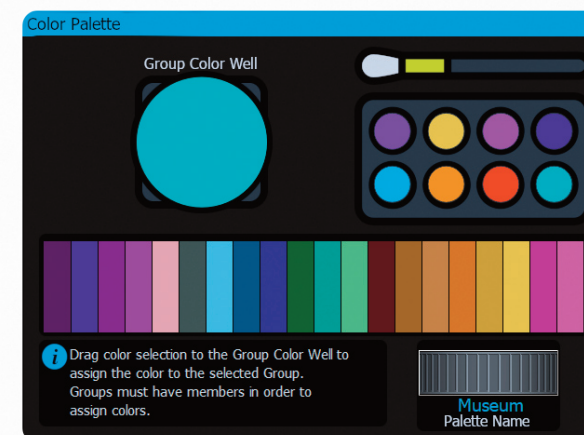
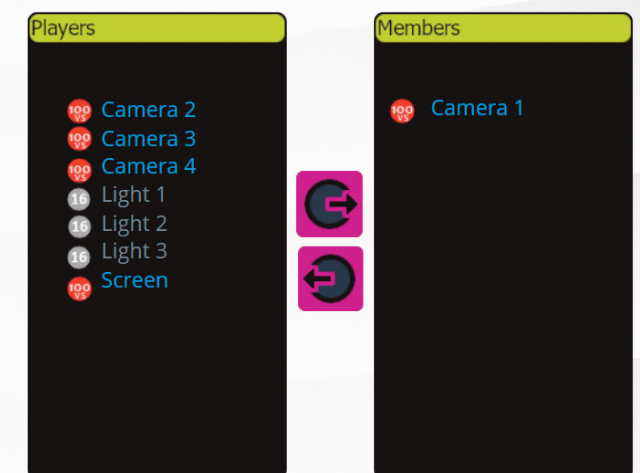
LAYOUT

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

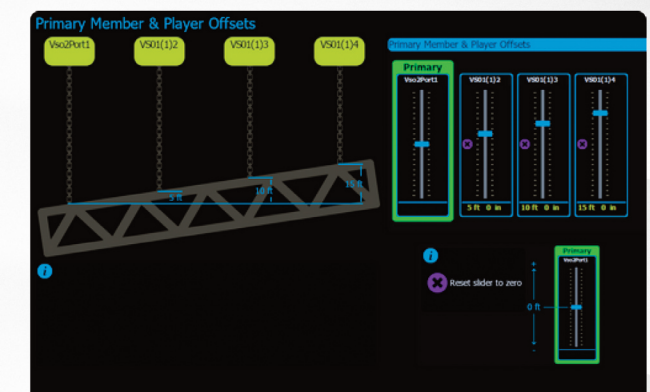
Combine players in a group to move them in a synchronized fashion. Creating groups in TALOS is easy.

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.



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.

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.



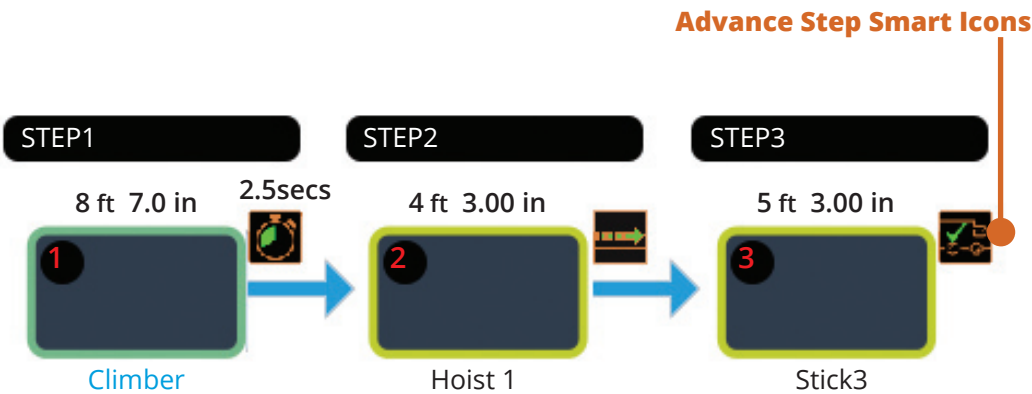
Dropdown menus containing cue and player lists make it simple to build a cue. Select the player you wish to add to the cue and TALOS will display which motion setpoints it needs from you.



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

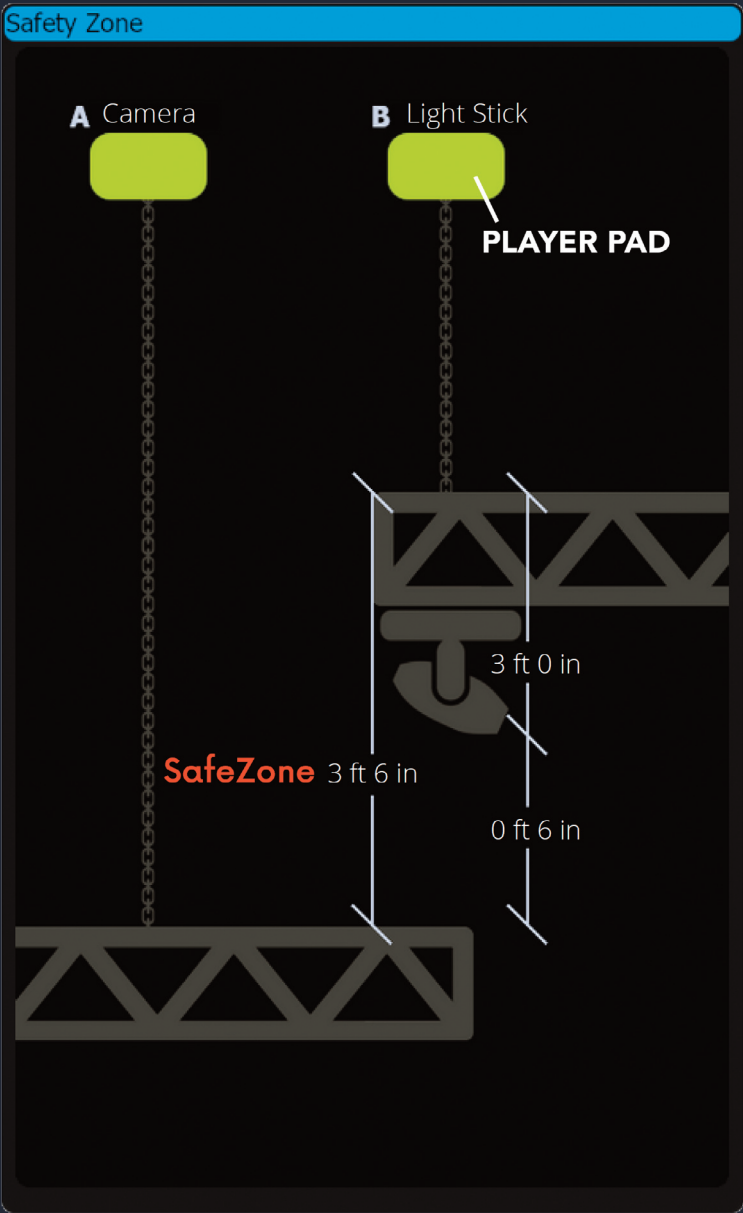
Drag and drop Smart Icons in TALOS' Sequence Editor to **quickly build simple to complex moves**. Drag a player or group from any of the controllers in TALOS' subsystem. You can also run a cue from a sequence, simply drag it over to the step pad and drop it in!



SEQUENCE EDITOR

SAFEZONE

TALOS allows you to 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. **If interlocked players enter their 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.

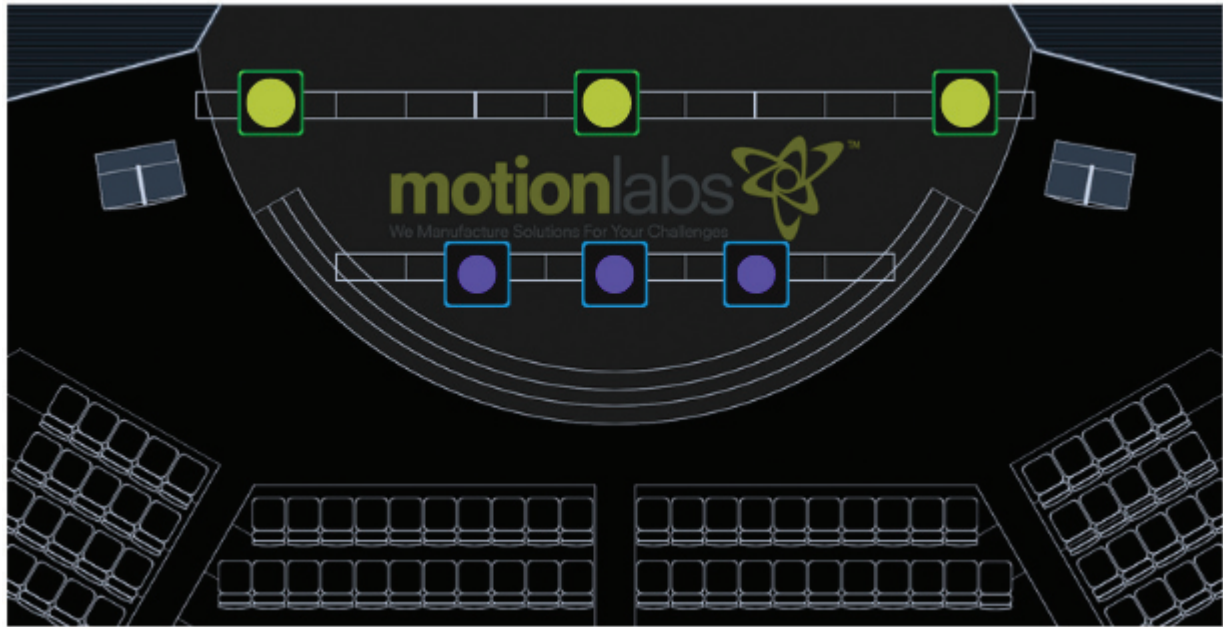
TALOS has four modes of operation: Manual, Position, Cue, and Sequence. All you have to do to change modes in TALOS is select a navigation tab matching the mode name. It is as easy as that! No matter which mode you are in, operate the players from one Control Center with our standardized three-button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

Satellite View



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 set point (*Position mode*). A player channel will be displayed on Center Stage for every player you want to move.

Player Channel

Camera1

Not in Group

Software & Hardware Upper Limit Status

Animated Position Slider

Setpoint Target

Only displays in Program Mode

Software & Hardware Lower Limit Status

Player Status Lights

OK

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

Monitors: On

256 LBS

Software & Hardware Upper Limit Status

Animated Position Slider

Jog Direction
Only displays in Manual Mode

Setpoint Target
Only displays in Program Mode

Capture Player Position

Software & Hardware Lower Limit Status

Player Status Lights

Position Data

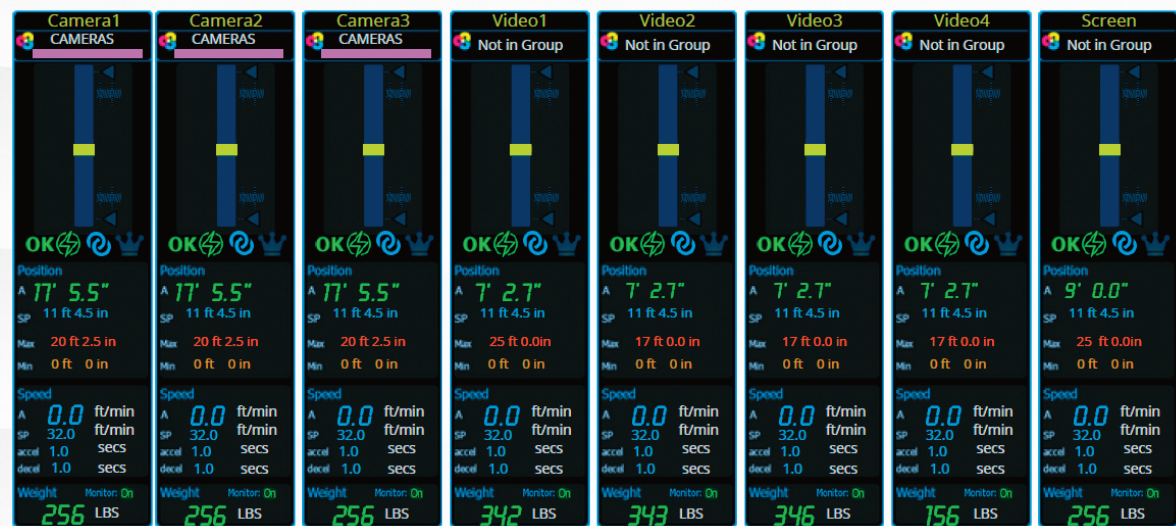
Speed Data

Weight Data

CUE MODE

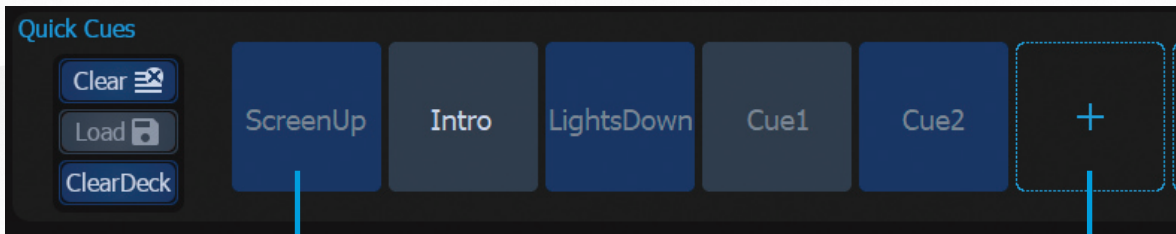
So you have created a cue in rehearsal and now you want to execute it. You got it! First, load the cue on deck on Center Stage, from the Quick Cue Panel. A player slider channel will be displayed for each move in the cue. TALOS will enable the Load button after verifying that the speed and position setpoints are in range. Just load the cue and run it via our standard three-button control.

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 step 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.

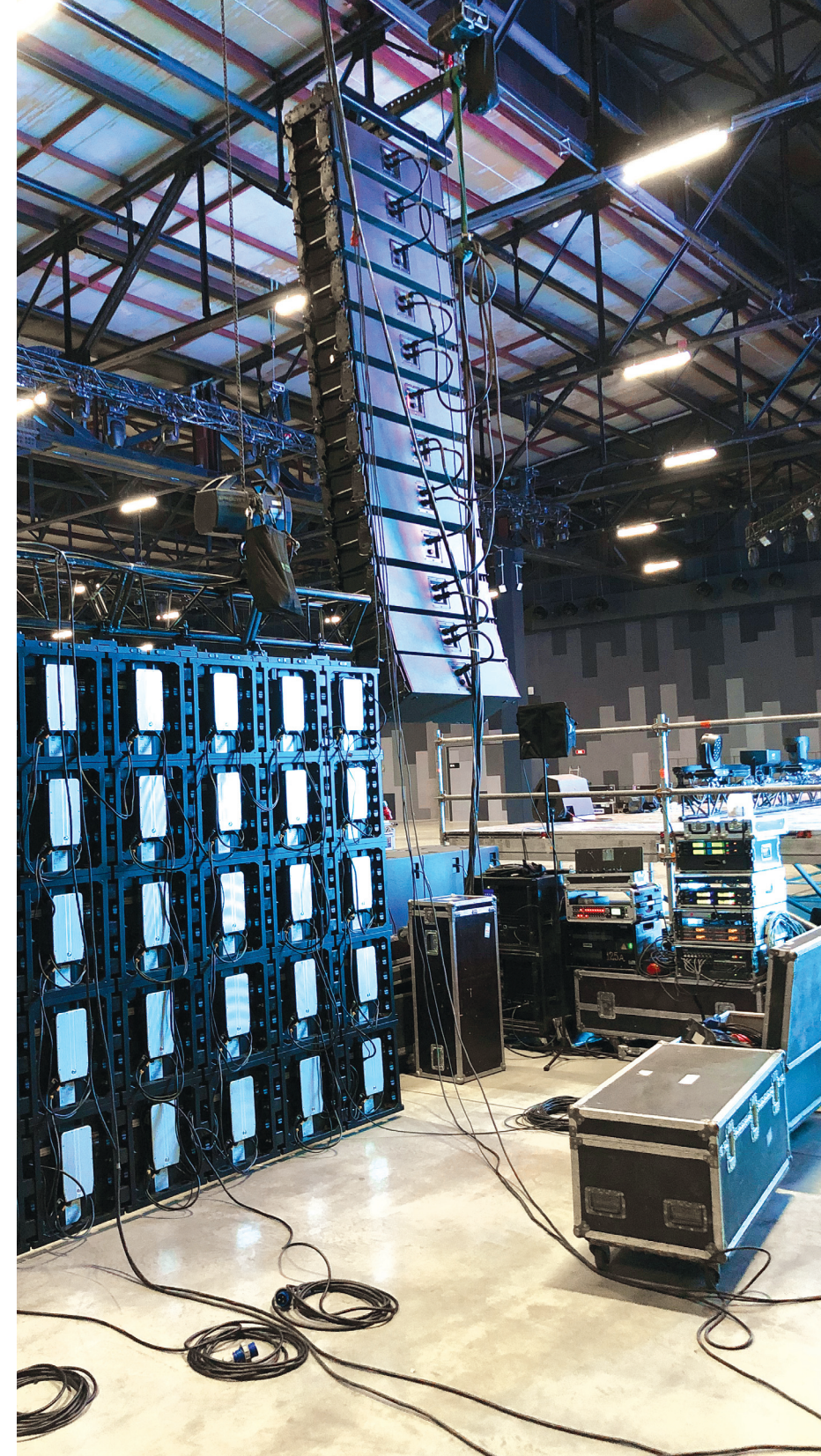
Aside from being stunning, our graphics make operating **TALOS seem more like play than work**. But it's not all about looks. Smart Icons packed with data are draggable so all you have to do is drag and drop them onto objects that need to be configured. TALOS will extract all the data it needs from the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



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.



The key to creating an effective application lies in the ease of use. Consistency and familiarity with user interface objects was important to us.

We understand that learning new software can be a daunting task, which is why we've designed TALOS to be familiar and intuitive from the start.

Our team of experienced developers have utilized popular window widgets like drop-down menus, check-boxes, and radio buttons to ensure that TALOS is easy to navigate and use. You'll be able to perform tasks quickly and effortlessly, without having to spend hours trying to figure out how to use it.

7 EASY STEPS

1

Create a Showfile

TALOS stores all show data in the Showfile.

2

Go Backstage

TALOS scans for controllers & players.

3

Go To Rehearsal

Create groups, cues, & sequences

4

Center Stage

Players take center stage for the start of the show!

5

LIGHTS Power Players

TALOS applies power to players.

6

CAMERA Arm Players

TALOS confirms move with the controllers.

7

ACTION Run/Play

TALOS directs players to move.