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eChameleon
Automation Software

Key Features

Axis Profiles allow quick and easy recording of freeform single-axis motion, with simple joystick-based control. An inbuilt editor allows for fine modification of recorded profiles.

A mathematical **Effects Generator** can match your imagination with its flexibility, with express creation of complex, multi-axis motion.

For applications in more than one dimension, powerful tools (including **Sculptor** our "teach and learn" technology) are available to generate **3D Motion** for any rigging scenario. For applications which venture beyond standard programming, eChameleon integrates tightly with **Autodesk 3ds Max** to allow partial or complete animation of your show, with unlimited possibilities.

The **3D Simulation View** offers a full, visual representation of your automation system and can be imported from CAD models, or rapidly composed using a versatile library of standard automated objects.

For added peace of mind, eChameleon also features **Collision Detection** in three dimensions to give advance warning of unwanted interaction between multiple scenic elements.

Description

eChameleon is the common software platform across all our control consoles, offering unrivalled ease of use, power and flexibility. It is the next generation of Chameleon software, simplifying the tried and tested concepts of its predecessors whilst enhancing the deeper functionality aimed at running the most demanding of performances. The software is easy to learn and fast to operate, making eChameleon suitable for all scales of automation systems, from small school theatres to the largest of casino shows.

eChameleon offers real-time, 3D and tabular views of automation systems and can be used with touch screen operation on the Nomad control console. The package also includes a full, logical command line interface for rapid programming. eChameleon offers practically inexhaustible storage and allows multiple consoles to operate together seamlessly. It also integrates with our Connect service for continuous off-site backups of show data.

As a security enhancement, eChameleon runs on Windows Embedded Standard, which means that the user is only given access to the eChameleon launcher. This allows them to only run Stage Technologies software, thereby configuring the console in a safe and simple manner.

Additional Features

- Control of unlimited axes of automation
- Program motion to millimetre precision
- Powerful command line operation for rapid operation
- Mouse or touch-screen operation for ease of use
- Sculptor ("teach and learn") 2D/3D motion record functionality
- Full integration with Visual Creator for editing 3D paths
- Direct joystick (manual) control of individual or multiple axes
- Target axes to absolute and relative positions
- Record deads or trim heights for each axis
- Program moves with speed, acceleration and deceleration
- Simple but powerful time plotting facilities

- Variable delay (wait) times
- Multi-target moves for complex sequences
- Trigger axes to start, stop or change motion parameters mid-sequence
- Trigger conditions based on position, speed, torque, move number or system input
- Repeat (loop) multiple targets
- Definable acceleration and deceleration ramps
- Record actions for reusable complex sequences
- Record free or safe groups of axes
- Locked (synchronous) group behavior

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- Safe-on-demand and locked-on-demand for temporary axis grouping
- Groups can be nested to any depth
- Up to 6 playbacks with individual start/stop buttons and speed override controls
- Load unlimited axes per playback
- Dead man's handle to override all playbacks
- Reverse mode for quick reset of axes
- Record an unlimited number of states (cues) in any show
- Switch between multiple shows instantly
- Load states in any order, or next and last between them
- Tracking for continuous motion between states
- Update states at any time
- State notes for an on-screen cue sheet
- Reset axes to the start of any state
- Performance mode to prevent unintended changes
- Full undo-redo functionality
- Real-time data update between multiple consoles
- Roles to partition states between multiple consoles
- Instant role switching and cross-role plotting
- Rig axes in specific shows
- Reference axes to scenery height

- Instant preview for blind programming and simulation
- Full offline programming and simulation
- Dynamically assign remote dead man's handle to axes or states
- System input display and history
- Macros (system outputs) can be controlled in states
- Tabular (spreadsheet) and 3-dimensional graphical axis views
- State associated views and cameras
- Shortcuts to execute actions and macros, display inputs or issue commands
- Freeze axes for maintenance lock-out
- Control point detection to restrict axis usage, maximum speed or limits
- Individual user logins and definable permissions and axis restrictions
- Available in multiple languages
- Automatic and scheduled show and system backups
- Integrated error reporting and diagnosis
- eChameleon Manager to configure the system
- eChameleon Monitor to log user actions and real-time system data
- Integrates with Connect service for off-site backup

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