



## Features

- 8 DMX universes (4096 channels).
- Designed for fast programming, avoiding repetitive tasks.
- Support for diverse protocols including DMX-512, Art-Net, ACN, MIDI, UDP, OSC & HTTP.
- Multiple touch events at the same time.
- Built-in fixture editor with support for virtual modes.
- 10 Physical Playback fader
- 20 Virtual Playback faders
- Manual crossfade.
- Built-in web server app.
- Up to 1200 cues.
- Built-in FX engine (more than 20 customizable effects).
- Submaster FX size & speed.
- RGB & CMY color picker.
- Customizable user palettes.
- Ultrafast cue triggering.
- Internal event scheduler.

## Technical Data

**Power supply:** DC IN 5V/2A (90-240V 50/60Hz adapter included)

**DMX Universes:** 8

**Protocols supported:** ArtNet, sACN, DMX, OSC, UDP, MIDI

**Direct DMX Universes:** 2

**USB ports:** 1 USB-Host

**DMX Ports:** 2x 5-pin XLR

**Screen:** 2x16 LCD

**Access Point WiFi:** 2.4 GHz

**Power supply connector:** DC Jack

**Dimensions (WxHxD):** 108x40x142 mm

**Weight:** 468 g

## Overview

LS-Core is the smallest 8 universe lighting console in the market, bringing a built-in hardware with the LightShark engine including all its features. A USB-host input is available to connect a MIDI surface hardware to use real faders and buttons.

LS-Core is especially useful as an architectural controller thanks to its size that can be installed on any place and thanks to the LightShark internal scheduler.