

OB7 - Extra Large Scanner



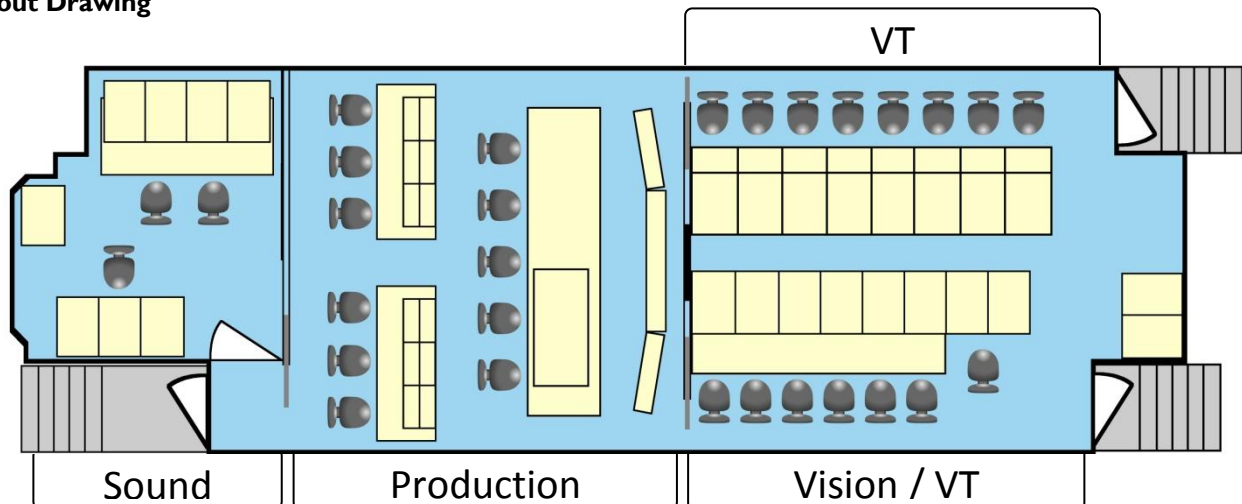
Unit Summary

One of Europe's largest and most capable HD trucks. OB7 was designed without any budgetary compromise, and features top of the range equipment, from the World's best manufacturers. OB7, OB8 (& OB9) are all broadly similar to each other in terms of specification and design.

The main difference being in the bias of the Production gallery with the VT area. Unit 7 has a two tier Production area seating 12, and a large VT area seating 7 (including a Tape Director's position).

The vehicles are built to the maximum length permissible under European legislation. Both sides fully expand along the whole length of the units, to provide a massive mount of internal space. This is further enhanced by utilisation of flat screen monitoring throughout the truck

Layout Drawing



Technical Specifications

Sound	Production	Vision
Calrec Sigma Bluefin 64 Motorised fader mixing desk with; 112 analogue and 80 stereo AES inputs, 48 multi-track/IFB busses, 20 auxes & 8 groups.	26 inch HD-LCD monitor stack, custom built with an 8ms delay and an excellent contrast ratio. Quad split and UMD's on every monitor for up to 80 sources.	Sony MVS8000 HD vision mixer with; 4MEs, 68 inputs, 48 outputs & DME
Dolby 5.1 operation	72 x 13" preview monitors	HDCAM & EVS HD VTRs
2 levels of full AES audio routing	3 x 26" Transmission monitors	30 on-board camera channels
Extensive digital talkback (tba)	Sliding desk design throughout	240 x 360HD video router
Spacious 200sq ft production gallery		

Chassis :	17.5m long articulated vehicle Twin full-length expanding sides Self-levelling system Air-conditioning and roof platforms
Weight:	Details to be announced
Power requirements:	3 x 125amp single phase c-form or 1 x 125 amp three phase c-form





Monitor Stacks

59	60	61	62	63	64	65	66	69	70	71	72	73	74
45	46	47	48	49	50	51	52	53	54	55	56	57	58
37	38	39	40	PVW		TX		PVW		41	42	43	44
29	30	31	32							33	34	35	36
15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	2	3	4	5	6	7	8	9	10	11	12	13	14