



CONGO®

Lighting Control Systems



# CONGO®

## Time to play!

A lighting system that's **FAST** – with short commands and direct-select keys for instant access to your show data. The system offers 80 multifunction Playbacks with buttons and faders you can configure to your liking, with direct paging keys for quick access. Imagine all your data available on graphic screens – even touchscreens – and a structure that gives you what you need to get your work done quickly.

The control surface makes your work **FUN**, by allowing hands-on control. You can play with your show data – you won't believe how flexible it is. Jam mode takes the best of old-school lighting methods and brings it into the present and beyond. Think about the creative part of the lighting process and imagine a control console that embraces it.

A working method designed from the beginning to be **FLEXIBLE**. With Congo, you get both traditional theater functions and powerful moving-light controls. You can take your skills to the next level with a range of content-independent effects – from step-by-step and image-based to animation and text effects. It's all incredibly easy to use – for sequentially cued shows, as well as complete, on-the-fly playback scenarios. When your control system is as flexible as your mind, your work can turn into play.

*"It is easy to fit Congo into a larger system architecture. At the Grand Mosque in Abu Dhabi, Congo Light Servers streamed control data into a very large Net3 network, received automation commands from ETC Unison processors and dealt with triggers including bespoke moon-phase software. The whole system runs reliably, unattended, every night."*

– Iain Ruxton  
Associate, Speirs and Major, Edinburgh, UK



## Congo family features

- Moving-light/LED/media-server library containing thousands of devices and modes
- 99 Effects Playbacks (Chase, Dynamic, Content and Image types)
- 999 Groups
- 999 Palettes of each type (Focus, Color, Beam and All)
- 9,999,999 Preset numbers
- 999 Sequences (Cue Lists) with normal and chase modes
- Graphic user-interface with button, touchscreen/mouse navigation
- Channel Layouts for topographical channel views
- Channel Database for labeling of channels and creation of AutoGroups
- Device Templates can be created and edited on the console and offline
- Moving-light controls with onscreen color- and gel-pickers
- Main Playback with Go, Pause, Go Back, GOTO, Jump to B, Seq +/-, Refresh
- 80 Master Playback fields, pageable in banks of 20 Masters
- 999 Master Pages
- Network protocols for data distribution (Net3™/ACN/sACN, ETCNet2™/EDMX, ArtNet)
- Onboard DMX/RDM outputs (two universes)
- Onboard MIDI In/Out, contact-closure triggers
- Support of Net3 Gateways for DMX/RDM, Show Control (SMPTE, MIDI) and I/O (contact closure, relay, serial)
- Remote control via Net3 RFR, iRFR for iPhone®/iPod touch®/iPad®, aRFR, cRFRU and Phone Remote
- Show file import from other control systems via ASCII
- Client and synchronized backup operation

*iPhone, iPod touch and iPad are registered trademarks of Apple Inc.*

# CONGO®



## Features

- 3072 Channels
- 1024 Outputs on base model, upgradeable to 6144 outputs
- 40 Direct Select keys with LCD displays
- 6 Independent faders + 3 Independent switches
- Four encoders for moving-light and effects control with wheel keys and large LCD display
- Main Playback crossfader pair with split spring-loaded center-weighted rate controls
- 40 built-in Master Playback Faders with LCD displays
- Masters, Channels Only and Jam modes
- Master Playback controls for sequences
- Add a Master Playback Wing or Universal Fader Wing if you need physical access to all 80 Masters
- Supports up to three VGA monitors, minimum resolution 1024x768
- Client and synchronized backup operation with other Congo-family consoles

## Time to play!

The Congo console — the flagship of the Congo family — offers the most direct access to your show data. The large facepanel with integral LCD displays, Direct Select keys, a large moving-light display and a total of nine combined Independent faders and switches all contribute to quick playback action and ease of programming larger shows.

*“So many ways to create looks and reuse your data quickly and efficiently in the content effects engine, that it feels like cheating sometimes when you see the results!”*

– Andy Finn  
Lighting designer, UK

# CONGO JR™

## Bigger isn't always better.

*Compact design, full power.* Created to act as a backup to Congo, without taking up much room, Congo jr offers the same functionality in a cleverly designed small package. With or without fader wings, Congo jr offers access to all the content of your show within a portable, space-saving board. Give yourself the luxury of 80 master playback faders by expanding your desk with Master Playback Wings or Universal Fader Wings. Congo jr can fit any venue.

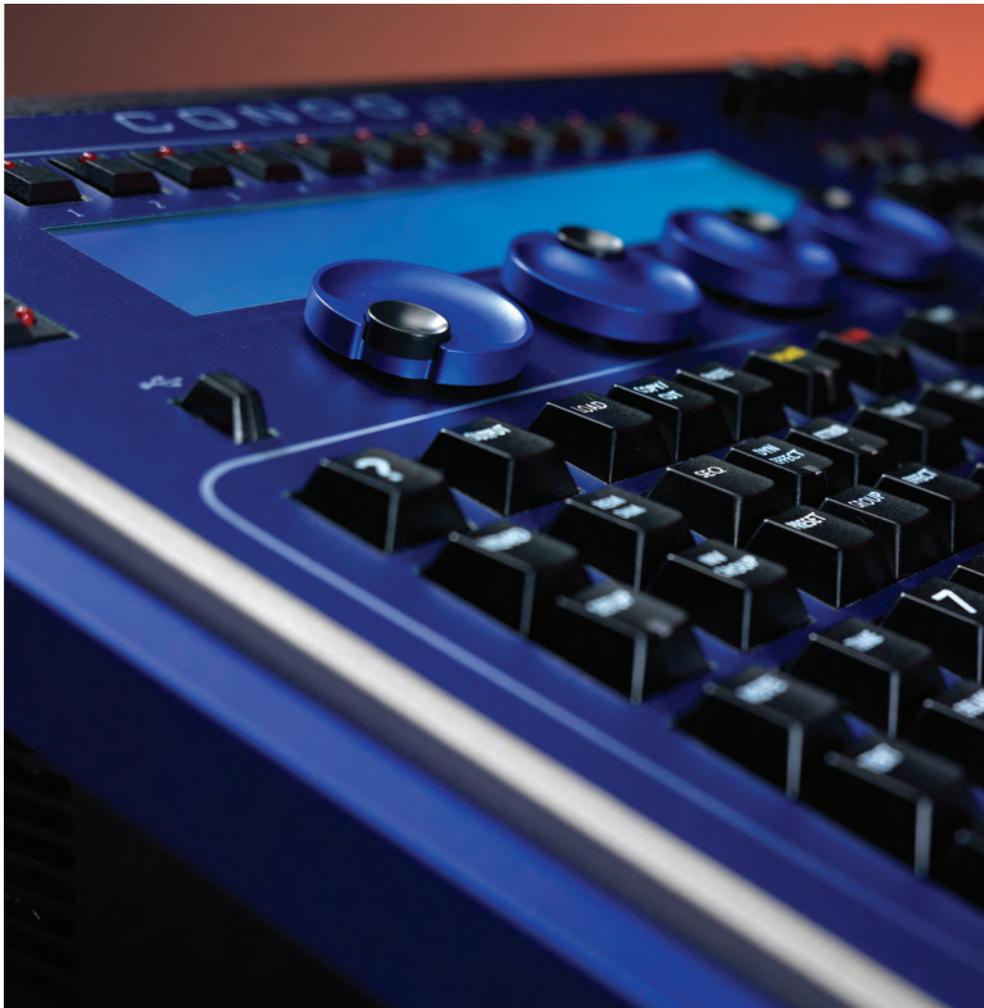
*"The incredibly helpful members of the ETC forums provided so much help, tips and advice, it was basically the next best thing to a private training session. Now I have done many shows with the Congo jr, and I am loving the speed at which I can program, plus the intuitive workflow."*

– Omar M. Brown  
LD, ME, SM, Cas Di Cultura Performing Arts Center, Aruba



## Features

- 3072 Channels
- 1024 Outputs on base model, upgradeable to 6144 outputs
- 3 Independent faders + 3 Independent switches
- Central LCD display for moving-light control, softkeys and direct selects
- Four encoders for moving-light and effects control with integral wheel keys
- Main Playback crossfader pair
- Add Master Playback Wings or Universal Fader Wings for physical access to all 80 Masters
- Wings support Masters and Channels-Only modes, Master Playback Wing also supports Jam mode
- Supports up to two monitors – 2xDVI or 1xDVI + 1xVGA
- Client and synchronized backup operation with other Congo-family consoles



# CONGO KID™

## Features

- 256 or 512 Channels
- 1024 Outputs
- 3 Independent faders + 3 Independent switches
- Central LCD display for moving-light control, softkeys and direct selects
- Four encoders for moving-light and effects control with integral wheel keys
- Main Playback crossfader pair
- 40 Master Playback faders with Masters and Channels-Only modes
- Supports up to two monitors — 2xDVI or 1xDVI + 1xVGA
- Client and synchronized backup operation with other Congo-family consoles, up to the capacity of Congo Kid

## What will you create today?

Small venues have the same needs as bigger halls — ease of use for new users, smooth control of modern lighting equipment like LEDs and moving lights, and the flexibility to run many different types of shows. Congo Kid provides the facepanel controls, moving-light controls and 40 Master Playbacks in a self-contained board with a reduced channel and output count for smaller venues.

*“Congo is a versatile desk that suits both beginners and more experienced operators. For beginners, because it’s easy to learn those first few steps, use it for smaller purposes and just ignore the more complex programming. For experienced operators, because it has everything a modern desk requires.”*

– Emma Landare  
TV lighting designer and programmer, Sweden



Stage manager's area



Net3 Remote Video Interface (RVI)

On-stage tech desk



Congo jr console



Net3 Radio Focus Remote (RFR)

Lighting director's office



Congo Kid console (Client)

Lighting designer/tech table



Congo Client PC

Power control system



Sensor3 Power Control™ System

Power



Source Four® fixtures

Lighting control room



Congo console (Server)



Congo Light Server (Backup)

Wireless access point



iRFR for iOS / aRFR for Android

Ethernet network switch

System integration



Net3 I/O Gateway



Net3 Show Control Gateway

DMX/RDM fixtures



Net3 DMX/RDM Gateway

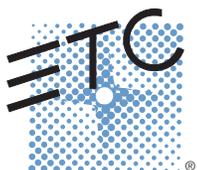
DMX/RDM signal



Source Four Revolution® fixtures



Selador Desire™ LED fixtures



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