

# Virtuoso™

control console



The VARI\*LITE® Virtuoso control console provides easy and consistent programming of VARI\*LITE luminaires, DMX moving lights and conventional lights. The system allows up to 32 control devices on-line simultaneously, with up to four discrete user groups. Each system is provided with a backup desk that may also be used as a technician's console. The front panel is designed for use in any programming situation, with back lit buttons and displays that can be read in any lighting condition and at any viewing angle.

The system supports a fully integrated 3-D programming environment that provides real-time status feedback from all VARI\*LITE luminaires and simulated feedback from all other devices. An off-line editing program allows 2-D and 3-D programming of all show data.

## Description

**SYSTEM CAPACITY:** 2000 multiple parameter channels.  
2000-10,000 cues for VARI\*LITE fixtures (luminaire dependent).  
2000 cues for DMX devices.  
1000 board cues.  
1000 effects.  
1000 macros.  
1000 snapshots.  
400 group selects.  
1000 presets.  
100 beam selects.  
300 color selects.  
30 submasters, selectable for cue and effect playback, or as matrix faders.

**CONSOLE WEIGHT:** 121 lbs (55 kg).

**ROAD CASE:** 66 x 39 x 22 in.  
(168 x 99 x 56 cm).

**CASE WEIGHT:** 540 lbs (245 kg) with console and table.

## SYSTEM SETUP AND DISPLAYS:

Patch allocates channel numbers to VARI\*LITE luminaires and DMX devices. DMX luminaire profiles provide quick assignment of parameters to appropriate controls. Easily established X,Y and Z positioning for rig calibration and 3-D display. 3-D mode provides focus positioning functions. All system data available in spreadsheet mode with multiple viewing options for preview (blind) or live programming. Multiple resizeable windows available for each display: Instant recall of display settings via snapshots. Extensive user default setup options. Multiple print options. Selective recall of show data from disk storage. Password protected operator profiles determine levels of system access.

## Controls

### PLAYBACK:

'Go' and 'Stop/Back' for board cue control.  
10 main submasters with 'Load', 'Go' and 'Back' controls for cue and effect activation.  
'Run' and 'Stop/Step' for effects control.  
'Grand Master' and 'Blackout' control.  
20 auxiliary submasters.  
Submaster paging controls.  
Manual 'Rate' override.  
'Freeze' command.  
'Function Filter' and 'Channel Filter' controls.  
'Timing Disable' mode.  
'Independent' mode.  
'Manual Assign' mode.

### TOUCH SCREEN:

Provides access to timing, filter, dynamic state and sneak functions. All parameters of each luminaire may have individual time or speed values and delay times. Filter states may be applied to presets, beam selects, cues and submasters. Timing and filter states have 20 recordable templates for instantaneous recall. Dynamic states for instant canned effects, including circles, figure eights and ballyhoos, with axis, rate and size control. Sneak function to set parameter states manually and initiate simultaneously, using luminaire times.

### EFFECTS:

'Sets' determine which lights will be included in the effect.  
'Sequences' determine the behavior pattern associated sets will follow.  
Stop flags allow effects to be automatically halted at predetermined points.  
Direction determined by 'Forward', 'Reverse', 'Oscillate' and 'Random' instructions.  
'Break', 'Continuous' or 'Cycle' modes determine how sequences are applied to sets.  
'Simultaneous' or 'Cascade' determine entry pattern.  
Fade in, dwell and fade out times or number of cycles determine effect length.  
Individual step times, attack, dwell and decay times per sequence step.  
Auto load functions allow modification of effects, sets and sequences, timing and effect instructions on the fly.

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## Functions

**MANUAL CONTROL:** Century panel (100 button array) for instantaneous channel access.  
Channel select via current state (active, marked, at zero) with invert and clear.  
Group select panel for access to all 400 groups.  
3 soft selects, instantaneously selectable to access presets, beam states, colors, cues, snapshots, macros, effects and board cues.  
3 encoders mapped for intensity, pan and tilt.  
6 soft encoders for all other parameter functions.  
Minimum and maximum programmable values for all parameters, on a luminaire basis.  
Presets may record all parameter data, including timing.  
Changes to preset data automatically modify associated cues.  
Beam selects may record all beam parameter data.  
Logically mapped colors, programmable as needed.  
Undo commands for all manual changes.  
Ad hoc group creation using selectable criteria.  
'Manual Timing' mode allowing recall of colors, beam states and presets in current luminaire time.  
'Quick Focus' mode for rapid review and modification of presets  
'Next' and 'Last' for quick channel selection.

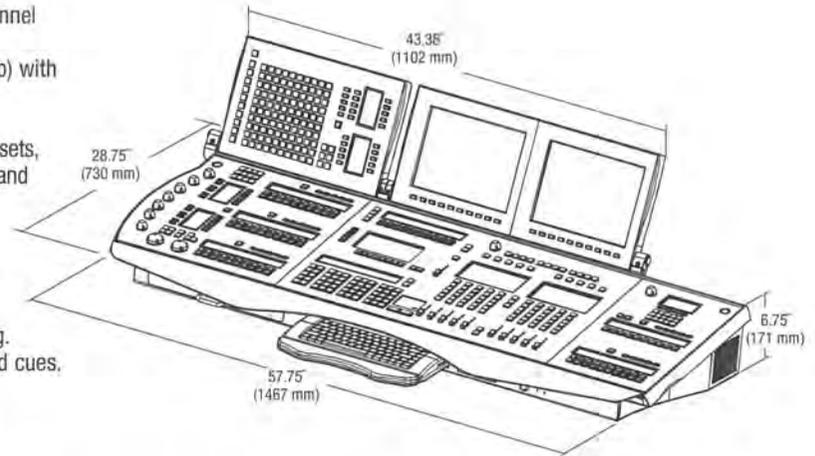
**CONTROL KEYPADS:** **Manual Control**  
Channel selection.  
Storing and Recall of cues, board cues, groups, presets, colors, beam selects, macros and snapshots.  
Interactive with the manual control panel.  
Lists constructed using '+', 'thru', and '-'.  
Sneak function sets parameter states, for recall in luminaire time or specified time.  
Ad hoc group creation using selectable criteria.  
'Selective Recall' recalls parameter data from cues or presets for selected channels as modified by the filter states.

### Store and Delete Functions

'Store' captures live console output to record target.  
'Selective Store' stores parameter data for selected channels as modified by the filter states.  
'Delete' removes specified data from delete target.  
'Update' revises cue and preset data as modified by manual control changes, globally or selectively.  
'Track' revises data forward through the cue sheet, until a change is encountered.  
'Fill' revises data forward and backward through the cue sheet, until a change is encountered.  
'Undo' reverses last store or delete command.  
Board cues easily script cue recall actions.  
Context sensitive macros.  
Snapshots selectively store console states for instant recall.

### Cue Attributes

'Link' to cues, effects, macros and snapshots.  
'Loop' commands.  
'Out time' (directs fade out of inactive luminaires).  
'Wait' and 'Trail' instructions for auto follows.  
Programmable 'Rate' eliminates need to manually reprogram timing modifications.  
'Block' commands to halt track and fill instructions.



## Interfaces and Equipment

**STANDARD INTERFACES:** Virtuoso protocol.  
SMPTE Time Code input.  
MIDI Time Code input.  
MIDI Notes input.  
MIDI Show Control input.

**STANDARD EQUIPMENT:** (provided with each system)

- 1 - Main console, with 2 integral flat screen displays.
- 1 - Tech console, with 1 detached CRT display.
- 1 - Console table.
- 1 - Console road case.
- 1 - Backup console road case.
- 4 - 150 ft. console snakes.
- 3 - Network interface units (2 active, 1 spare), each supporting 48 VARI\**LITE* luminaires and 2 DMX universes.

**OPTIONAL EQUIPMENT:**

- Additional consoles.
- External mouse/trackball.
- Additional network interface units.
- Universal DMX modules.
- Designer's Remote Stations-allow viewing and/or modification of all show data.
- VARI\**LITE* Visionary™ Off-Line Editing Program-allows setup and modification of show data, with virtual controls to simulate show playback.

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