

## 1972 Installation

### System DDM Principal control facilities

#### Channel Control

- (a) Rocker with top, bottom and centre contacts in association with speed and level control levers for setting channel levels.
- (b) Meter indication of channel level whenever top, bottom or centre push of rocker is touched.
- (c) Momentary flash to full or flash to zero of channel output by touching rocker top or bottom respectively in conjunction with master flash push.
- (d) Green and Red mimic lamps in each rocker show which channels on Green and Red playbacks are in use on stage. Switches enable this display to show preview of next cue and content of a CUT cue.
- (e) Amber centre push mimics show modified channels and AUTO MOD channels.
- (f) Rocker control normally affects the active playback but the operation can be limited to a specific playback.

#### Record and Cue Select

- (a) Cue selection is by push-button switches. Zeros are automatically inserted if only a unit, or ten and unit, is selected. Cue numbers above the maximum capacity of the equipment will not select.
- (b) Record function subject to keyswitch.
- (c) Record is interlocked to prevent recording on a used cue number. An audible warning is provided to indicate when this occurs and a second attempt over-rides the interlock.
- (d) Individual record pushes are provided for each playback as well as an overall record control.
- (e) The cue number is shown on a numerical display together with an indication when a recording has been made.

#### Playbacks

- (a) Two similar but independent playbacks Green and Red are provided, the outputs of which pile together on a "highest takes precedence" basis.
- (b) Separate control of raise and dim speeds is possible for cues on each playback. Normal speed ranges are 1 second to 60 seconds and 10 seconds to 10 minutes.
- (c) Normal cue functions available are:
  - (i) CROSSFADE: substitute all memory levels.
  - (ii) MOVE to new levels except to zero.
  - (iii) DIM: subtract from existing state and fade to zero.
  - (iv) ALL DIM.
  - (v) REVERSE last cue action.
  - (vi) INSTANTANEOUS.  
When pressed in conjunction with (i) to (v) above completes the action instantaneously; i.e. cuts to new cue state.

- (d) Any change can be interrupted, stopped or started at will and the cue function changed during a cue.
- (e) The progress of cues on each playback is shown by "travel" meters.
- (f) A CANCEL push clears the playback.
- (g) A new cue number may be selected either in or out of sequence by a NEXT push and this cue may be previewed and if necessary modified prior to being used.
- (h) Cues may be added together before starting, or during the progress of a cue.
- (i) In addition to fade cues, CUT IN and CUT OUT cues can be carried out on Green playback without affecting any fade in progress. Common channels retain their independent levels and add together on a highest takes precedence basis.
- (j) TRANSFER and copy facilities are provided to enable cues to be combined or split at any time—including during a fade.
- (k) Playback cue numbers are shown on a numerical display for each playback together with an indication if the cue has been used and in what manner.

#### Blind Setting and Record

Either playback may be used for setting, modifying and recording cues without bringing up lights on stage. The other playback may be used quite normally while this is occurring.

#### Modification

A channel can be modified at any time by means of the appropriate channel rocker.

A modified channel is indicated by the amber rocker mimic. Each channel can be returned automatically to the original level at any time without recalling the original cue.

AUTO MOD facility enables a channel level to be modified temporarily whenever that channel appears in a playback cue.

#### Stalls Control

The complete green playback and numerical selector is repeated as a portable desk. A single row of thirty rockers used in conjunction with eight Shift pushes allows all channels to be monitored or modified from there. A keyswitch on the Main control delegates complete (in parallel) or partial control. In the latter case the stalls position is restricted to channel modification and recording thereof—only cue numbers above 200 then being available.

*Stratford-upon-Avon: Top right: diagram showing layout of lighting channels as arranged on the 240 rockers of the DDM wing.*

*Bottom right: Photograph of master control desk. Dimmer memory controls and numerical selector to break sequence is on the left of the desk and the playback controls on the right.*