celebrity

OPERATION MANUAL

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INTRODUCTION

Celebrity is a micro-processor assisted, manual control console providing you with the following powerful features:

* 2 scene preset for up to 96 control channels
* scene master memories for up to 48 scenes
* simultaneous LED and video displays (patch)
* X-Y split, independently timed crossfader
* fade progress indicators
* independent master
* grand master & black-out button
* simultaneous scene master and 2 scene preset operation
* stage record
* special effects module
* "bump" buttons and "bump" master
* proportional patching for up to 512 dimmers
* dual patch patterns
* automatic self-diagnostic routine
* tape storage

You can use your new celebrity as a stand-alone console, (or can have it joined with the versatile celebrity PLUS console), for complete control of up to 512 stage/studio dimmers over a single 4 wire cable (houselight and other auxilliary control circuits may require additional conductors).

Anyone can easily learn to operate celebrity in a very short time. Even though you have the power and advantages of a micro-computer to assist you, you need not be a "computer whiz" to use celebrity. Celebrity uses the computer for you, allowing you to concentrate your talents on the task at hand - lighting.

This manual will lead you through the steps for programming and operating the celebrity console. As you read along, feel free to try your hand at the examples. Experiment! Try any operational sequence you think of. Should you make a mistake, don't worry. Celebrity is very forgiving. The most that might happen is erasing a scene you wanted to save, or turning some other light on by chance. You can't damage celebrity by pushing the wrong buttons.

The manual provides you with step by step illustrated instructions, complete with keystroke examples, to generate skill and confidence in all potential operators.

Topics of discussion will be highlighted in the illustrations, thus familiarizing you with control location as well as operation.

Keystroke sequences will be detailed by actual keycap representations. Actual keycap text will be capitalized in brackets, eg. [ASSIGN] , or [1] [1].

GETTING STARTED FAST

The following is a synopsis of command and operational sequences that you may find useful in operating your celebrity console.

CLEARING SCENE MASTER MEMORIES:

Using both hands, depress:

any eight [SCENE MASTER ASSIGN] pushbuttons simultaneously

This will erase the contents of all SCENE MASTERS. RECORDING new information into a SCENE MASTER erases any previous settings.

DO YOU HAVE A PATCH?

If you have a PATCH MODULE, to see any lights operating, you must set up a patch pattern. Detailed instructions for setting up the PATCH are included in the section PATCH MODULE and REMOTE FOCUS UNIT.

GETTING LIGHTS ON STAGE:

1. Make sure the [BLACKOUT] button is down (flush).
2. Set the GRAND MASTER at 10.
3. Set PRESET MASTER 1 at 10.
4. Press:

   PRESET 1 [ASSIGN] and [IND] simultaneuosly

   (This removes assignment from crossfaders; however, the PRESETS are not assigned to the INDEPENDENT MASTER; now they are only controlled by the GRAND MASTER).
5. Set your lighting levels using PRESET 1 control channel pots.

RECORDING A PRESET:

Once you have created the "look" you want,:

1. Press the:

   desired [SCENE MASTER ASSIGN] button

   to check for previously recorded PRESET information. If the SCENE MASTER contains information, the X, Y, or IND LED will light up; if empty, no LED will light.
2. Press the:

   desired [SCENE MASTER ASSIGN] button and the [RECORD] button

   for the PRESET you used for setup.

3. The setting of the PRESET, INDEPENDENT, and GRAND MASTERS, and X or Y CROSSFADER have no effect on information recorded from a PRESET into a SCENE MASTER.
4. Note that once you have recorded information into the SCENE MASTER, it cannot be modified (except with celebrity PLUS), but it can be recorded over.
5. RECORDING information into a SCENE MASTER erases any previous settings.

STAGE RECORD:

After creating the desired "look" ON STAGE using any combination of PRESETS, MASTERS, and CROSSFADERS, press the:

desired [SCENE MASTER ASSIGN] and [STAGE RECORD] pushbuttons simultaneously

The STAGE RECORD function records final control channel intensities as established and/or modified by PRESETS, MASTERS, and CROSSFADERS.

ASSIGNING SCENE MASTERS FOR PLAYBACK:

Press:

[SCENE MASTER ASSIGN] and [X], [Y], or [IND] pushbuttons simultaneously

to assign a given SCENE MASTER to the X or Y CROSSFADER, or INDEPENDENT MASTER for playback.

PLAYBACK THRU THE INDEPENDENT MASTER:

1. Make sure the [BLACKOUT] button is down (flush).
2. Set the GRAND MASTER at 10.
3. ASSIGN the desired SCENE MASTER(s) to the INDEPENDENT MASTER by pressing:

   [SCENE MASTER ASSIGN] and [IND] simultaneously.

4. Raise the SCENE MASTER to the desired level.
5. The GRAND and INDEPENDENT MASTERS will also control the lighting levels provided by the SCENE MASTERS.
6. PRESETS cannot be assigned to the INDEPENDANT MASTER.

PLAYBACK THRU CROSSFADERS:

1. Make sure the [BLACKOUT] button is down (flush).
2. Set the GRAND MASTER at 10.
3. ASSIGN the SCENE MASTER(s) desired to either the X or Y CROSSFADER by pressing:

   [SCENE MASTER ASSIGN] and [X] or [Y] buttons simultaneously

4. Raise the SCENE MASTER to the desired level.
5. The GRAND MASTER and assigned CROSSFADER will also control the lighting levels provided by the SCENE MASTER.

6. To playback PRESETS through the CROSSFADERS, substitute the PRESET [ASSIGN] pushbutton for the [SCENE MASTER ASSIGN] button in step 3, and change SCENE MASTER to PRESET in steps 3, 4, and 5.

CROSSFADING:

1. Set both crossfaders at 0, and the fade timers at M (for manual).
2. Assign SCENE MASTERS and/or PRESETS for CROSSFADING to the X and Y CROSSFADERS.
3. Raise the SCENE or PRESET MASTER(s) to be played back to 10.
4. Fade (smoothly move) the X CROSSFADER to 10 at the desired speed.
5. When it is time to CROSSFADE, move the X and Y CROSSFADERS simultaneously, the X CROSSFADER to 0, and the Y CROSSFADER to 10, at the desired speed.
6. Turn off the SCENE or PRESET MASTER(s) assigned to the X CROSSFADER.
7. Turn on the SCENE or PRESET MASTER(s) to fade into next.
8. You have just finished a crossfade.
9. When again its time to CROSSFADE, move the CROSSFADERS simultaneously.
10. Turn off the SCENE or PRESET MASTER(s) assigned to the Y CROSSFADER.
11. Turn on the SCENE or PRESET MASTER(s) to fade into next.
12. Go to step 5.

TIMED CROSSFADES:

A separate FADE TIMER for each side of the CROSSFADER allows you to adjust time for each side of the crossfade, from instantaneous reaction (manual fade), to a lag of 4 minutes to complete an automatic crossfade.

GRANDMASTER & BLACKOUT:

The GRAND MASTER proportionally dims all lighting on stage. When set at 10, it allows 100% of all intensity settings to control the dimmers. Set at 7, it allows 70% of the intensity through to the dimmers, etc..

The [BLACKOUT] button latches in either the normal (down), or the BLACKOUT (up) position. Push it once to alternate between normal and blackout conditions.

BUMP BUTTONS & MASTER:

BUMP controls are located in the yellow section of the console.

1. Set the [BUMP BLACKOUT] button "on" (down).
2. Set the BUMP MASTER at 10.
3. Press:

    [SCENE MASTER BUMP] buttons

to turn on the chosen SCENE MASTER(s) without regard to the setting of the SCENE MASTER control. The SCENE is held on only as long as the [SCENE MASTER BUMP] button remains depressed. The SCENE is playedback as it is assigned, ie. through the X or Y CROSSFADER or INDEPENDENT MASTER. The intensity is limited by the setting of the BUMP MASTER. Minimum scene intensity can be

maintained partial by raising the SCENE MASTER.

SCENE ERASE:

To ERASE to contents of one SCENE MASTER, press:

[SCENE MASTER ASSIGN] and [SCENE ERASE] buttons simultaneuosly

To ERASE all assignemnts to a CROSSFADER, press:
[X] or [Y] and [SCENE ERASE] buttons simultaneously

SCENE MASTERS are reassigned to the INDEPENDENT MASTER, and PRESETS are "unassigned" from the CROSSFADERS.

EFFECTS MODULE:

EFFECTS MODULE controls the top 12 SCENE MASTERS.

1. INTENSITY sets maximum playback level for contents of SCENE MASTERS.
2. SPEED controls sequencing rate.
3. LENGTH determines number of SCENE MASTERS used.
4. FADE determines the speed of the fade out of each SCENE MASTER (persistance).
5. [START] initiates sequence.
6. [STOP] halts sequence. [START] resumes sequence.
7. [STEP] steps sequence one SCENE MASTER at a time.
8. [FORWARD] runs sequence in ascending order. 1-12, 1-12, etc.
9. [REVERSE] runs sequence in descending order. 12-1, 12-1, etc.
10. [BOUNCE] runs sequence ascending to highest SCENE MASTER then reverses sequence to lowest, then back to ascending. 1-12-1-12-1, etc.
11. [POSITIVE] sequences one SCENE MASTER on at a time, with all others off.
12. [NEGATIVE] sequences one SCENE MASTER off at a time, with all others on.
13. [CHASE] selects "fast" speed range, to affect chases.
14. [AUTO-GO] selects "slow" speed range for slowly sequenced crossfades.

SET UP A CHASE / FADE SEQUENCE:

1. Program SCENE MASTERS with lighting effects desired.
2. Set LENGTH to match number of SCENE MASTERS used.
3. Set SPEED for desired speed.
4. Set up necessary levels: use [STEP] to manually crossfade.
5. Set up pattern using [FORWARD], [REVERSE], or [BOUNCE].
6. Set up image using either [POSITIVE] or [NEGATIVE].
7. On cue, press [START], [STEP], or [STOP].
8. INTENSITY can be used to fade into or out of a sequence.

TO AND FROM TAPE:

The following buttons are located on the TAPE MODULE.

[TO TAPE] and [GO] simultaneously saves all SCENE MASTER information on tape.
[FROM TAPE] and [GO] simultaneously loads all SCENE MASTERS with information from tape.

HARD COPY RECORD:

To use a PRINTER, your celebrity console must be equipped with a TAPE MODULE. Keys referenced here are found on the TAPE and PATCH MODULES. Printer output is dependent upon the side of the tape in the tape drive. LED's on the TAPE MODULE indicate which side (control or patch) is active.

Insert the tape into the drive with the CONTROL side up.

[PRINT] and [GO] simultaneously prints contents of SCENE MASTER memories.

Turn the tape over, PATCH side up.

[PRINT] and [GO] simultaneously prints out patch information by both control channel, and by dimmer channel.
[1] then [PRINT] and [GO] simultaneously prints out patch information by control channel only.
[2] then [PRINT] and [GO] simultaneously prints out patch information by dimmer channel only.

The patch information for the current PATCH PATTERN only will be printed. To print the information for the other pattern, change patterns by pressing:

[1] or [2] then [ON/OFF].

A decimal point in the lower left corner of the CHANNEL window on the PATCH MODULE indicates PATTERN 2.

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INSTALLING THE CONSOLE

UNPACKING:

Carefully unpack your celebrity console, taking care not to discard small items with the packing. Check and make sure you have received all items in your order. Shortages and damage are the responsibility of the freight carrier.

This is a list of accessories accompanying your celebrity PLUS:

QTY	DESCRIPTION	E.C. PART NUMBER
2	- powerswitch keys	
1	- power cord, 10 foot	419002-0097
2	- C cell alkaline batteries (in holder inside console)	514001-0006
1 or 2	- gooseneck script lamp	419005-0076
1 or 2	- GE 1815 bulb 15v. (in gooseneck lamp)	419005-0078
1	- control cable, length as required	
10	- data tapes	

We will furnish other control cables as necessary for the accessories you have ordered.

POWER UP:

Find the 10 foot power cord and plug it into the polarized AC POWER inlet on the back of the console. Plug the other end of the cord into a convenient 120 volt outlet. The outlet will need to be a grounded outlet (U shaped hole). Make sure that the outlet is not on a dimmed circuit.

CONTROL CABLES:

Locate the smaller diameter cable with chrome plugs on each end. One end plugs into the wall receptacle (or Playmate dimmer pack), and the other end plugs into a jack labled 'DATA TO DIMMERS' on the rear of the console.

Connect other cables in a like manner between the connector panel on the rear of the console, and celebrity's accessories. Cable connectors are coded to prevent plugging cables into the wrong connectors.

Don't be alarmed if some connectors don't have anything plugged into them. They will be used if you have other accessories.

SCRIPT LIGHTS:

Find the gooseneck scriptlight(s) and plug it into the scriptlight receptacle. You will find receptacle(s) located in the top of the back panel extrusion.

PRINTER: (OPTIONAL)

If your console has a Tape Module, you may have also purchased a printer. Locate the printer conveniently to the console, and connect its power and control cables. Remember that you will also need access to the printer for loading the paper. Refer to the instructions accompanying your printer for paper sizes and other supplies required.

POWER ON:

Instert the key into the keyswitch and turn you console on. The first thing you will notice is that the diagnostic indicators light up. This is part of celebrity's self diagnostic feature. LED's that should be on are green. LED's that should be off are red.

LED	COLOR	DIAGNOSTIC FUNCTION
POWER	green	celebrity is receiving AC (mains) power, the key switch is on, and the power supply is working
BATTERY	green	the power supply fuse is good, and celebrity's batteries are sufficiently strong to maintain its memory
REC/TEMP	green	the dimmers are receiving control signals from celebrity the control cable is connected, and the dimmer cabinet is within a safe temperature range
TRANSMIT	green	celebrity is generating and sending control signals to the dimmer cabinet
ERROR	red	you have tried an illegal command

Should you encounter persistant problems, call your EC Service Representative or EC Field Engineering.

In the U.S. call (801) 487-9861, and in Canada call (403) 255-7716.

TWO SCENE OPERATION

Your celebrity console can be divided into two interactive sections. To the left of the X-Y crossfaders in the white section, is the SCENE MASTER section, in gray, which we will discuss a bit later. First, let's turn our attention right of the X-Y crossfaders, to the TWO SCENE PRESET section in blue.

The TWO SCENE PRESET concept is simply stated: one scene is active (on stage) in one of the presets while the next scene is manually entered into the other preset. Then, on cue, the two presets are crossfaded, with the former next scene becoming the scene currently on stage. The former current scene is replaced by a new next scene, and the process continues.

TWO SCENE PRESET:

The TWO SCENE PRESET section of the celebrity console has a blue background. The basic celebrity has a minimum of twelve, and as many as 96 control channels. (We will refer to control channels rather than dimmer channels, as you may have a PATCH module enabling each CONTROL channel to control one or more DIMMER channels.) Control channels are added in multiples of 12 channels.

CONTROL CHANNELS:

Each CONTROL CHANNEL has two controls or pots (short for the electronic term "potentiometer"), one located directly above the other. Each horizontal row of pots in refered to as a preset, with PRESET 1 located above PRESET 2. Each PRESET represents the lighting intensities needed to create a "look" on stage. (Sometimes the "presets" are refered to as "scenes", but to preclude confusion between "scenes" and "scene masters", we will use "presets".)

PRESET MASTERS:

PRESET MASTERS for each PRESET are labeled M1 or M2 for PRESET 1 and PRESET 2. The PRESET MASTERS control each preset proportionally, maintaining the "preset" ratios of a given channel to any other channel. Thus, when you raise or lower a PRESET MASTER, the balance between lights you have "preset" is maintained, with all lights increasing or decreasing at the same rate. You will also realize that now you are controlling many lights with only one control. This concept will be important to remember when we discuss SCENE MASTERS.

INTENSITIES / LEVELS:

You preset lighting intensities, or LEVELS, by simply raising or lowering the pots corresponding to the channels controlling the desired dimmers and circuits. Scales to the side of each pot indicate the relative intensity between 0 (off), and 10 (full); it follows that 5 will be 50% or half. (If you have a PATCH module, refer to the section "PATCH MODULE and REMOTE

FOCUS UNIT" to set up control channels to affect control of dimmer channels.) The overall level of the PRESET is governed by the setting of the PRESET MASTER: the scale to the left of the PRESET MASTER indicates the level of mastering of the PRESET, eg. if you set the PRESET MASTER at 7, the resulting PRESET intensities will be about 70% of the intensity preset for each control channel.

ASSIGN:

You can readily ascertain SCENE and PRESET MASTER ASSIGNMENT by pressing the ASSIGN button corresponding to the SCENE or PRESET MASTER in question. When a [SCENE MASTER ASSIGN] button is pushed, either the INDEPENDENT MASTER LED, or an LED above the X or Y CROSSFADER will light, signifying the assignment. If, for a SCENE MASTER, no LED lights, no PRESET has been stored in it. When the PRESET [ASSIGN] button is pushed, one of two LED's directly above will signal X or Y CROSSFADER assignment. If, for a PRESET MASTER, no LED lights, the PRESET MASTER is unassigned and is mastered only by the GRAND MASTER.

LED's associated with the X CROSSFADER and INDEPENDENT MASTER are RED. LED's associated with the Y CROSSFADER are GREEN.

Each PRESET has an [ASSIGN] and a [RECORD] pushbutton to the left of the PRESET MASTER. Above the [ASSIGN] button, are two LED indicators labeled X and Y. Similarly, above the X and Y CROSSFADERS and the INDEPENDENT MASTER, are pushbuttons [X] [Y] and [IND], with their associated LED indicators: one set each for the X and Y CROSSFADERS and the INDEPENDENT MASTER. The [RECORD] button is used to record the contents of a PRESET into a SCENE MASTER, and will be discussed further in the section on SCENE MASTERS.

To be able to control lights on stage from a PRESET, you must first ASSIGN the PRESET to either the X or Y CROSSFADER located in the white section, or the INDEPENDENT MASTER (IND) located in the gray section of the celebrity base module. To do this press:

[ASSIGN] and [X] or [Y] or [IND] simultaneously

When you push these buttons, you assign control of the PRESET whose [ASSIGN] button you pushed, to the X or Y CROSSFADER corresponding to the [X] or [Y], button you chose, and the GRAND MASTER if you chose [IND]. Note: when you first switch on the celebrity console, all SCENE MASTERS are automatically assigned to the INDEPENDENT MASTER, or PRESETS to the GRAND MASTER only.

GRAND MASTER & BLACKOUT:

Finally, one step remains. The GRAND MASTER, and [BLACKOUT] button, control all information leaving the celebrity console. Each must be set properly to allow control of the dimmers.

The GRAND MASTER operates much in the same way as the PRESET MASTERS, except that the GRAND MASTER, as its name implies, proportionally masters ALL lighting levels leaving the celebrity console. With the GRAND MASTER, you can control all control channels with just one pot, giving you the ability to smoothly fade up or down all lights.

The [BLACKOUT] button gives you the same control over all control channels except that its operation is instantaneous (at least as far as the lamps will allow) just as your front porch light is instantaneous. When you push the [BLACKOUT] button to blackout the lights, the top of the button cap raises above the panel. Another push and the cap becomes level with the panel, and the lights come back on. Remember to check the [BLACKOUT] button when you can't get your lights on.

CROSSFADING:

The concept of PRESETTING is a very important and powerful one. With the old style manual boards, usually resistance or autotransformer, or very early electronic, you would have had only one set of controls for each dimmer. That meant that any changes to the lighting were limited to the amount of time and number of hands, feet, legs, hips, and shoulders available in the typically crowded backstage lighting booth. Often the dimmers were located in a basement or storage room where the operator had NO view of the stage at all, and took cues over a telephone or intercom.

Technology has filled the needs of lighting operators and designers more and more through the decades. Control consoles have been separated from the dimmers, and their complexity has evolved in response to the needs of lighting designers and operators. Control wiring has been simplified to a point that made portabilty a function rather than an option.

Although TWO SCENE PRESET operation has been around for years, the power you hold in you hands with the celebrity console is truly unique in the industry. You can operate celebrity as a simple two scene preset console, using simple crossfades, or you can record as many as 48 individual presets for playback in the order of your cue sheet. But in addition to this power, you may use the TWO SCENE PRESET section of the console simultaneously with the SCENE MASTER memories you have already filled. This means you can crossfade combinations of up to 50 PRESETS, two of which are live.

CROSSFADING is the changing of lighting intensities from one set of levels to another set of levels. Having established your PRESETS and SCENE MASTERS, you could simply crossfade by

simultaneously raising and lowering two SCENE and/or PRESET MASTERS. Obviously that can become akward when trying to match speeds of each control.

Celebrity has the solution: a TIMED SPLIT CROSSFADER called the X-Y CROSSFADER. SCENE MASTERS and PRESETS are assigned to the X and Y sides of the CROSSFADER, and the CROSSFADERS are moved together to create smooth crossfades. At times when the crossfade needs to be longer than the operator can conveniently and smoothly handle, the FADE TIMERS can add a time lag to the instanteous movement of the X-Y CROSSFADER, as much as 4 minutes, and those times can be different for each side of the crossfader.

FADE PROGRESS INDICATORS:

You will notice two columns of LED's, one on each side of the X and Y CROSSFADERS, RED for X, and GREEN for Y. These LED's track the fade progress of each CROSSFADER. They are there to give you a better idea of the position and speed of crossfades. The LED's "backlight" a 0 to 10 scale, and indicate the relative intensity of SCENE or PRESET MASTERS assigned to the CROSSFADER and turned on.

MANUAL CROSSFADES:

1. Having established the order of playback for the SCENE MASTERS and PRESETS, use the [SCENE MASTER ASSIGN], [ASSIGN], [X], and [Y] buttons to assign each scene or preset in order to opposite sides of the crossfader. Any SCENE or PRESET MASTER may be assigned to either CROSSFADER.

2. Set X and Y CROSSFADERS at 0. Note that the X fader is down, while the Y fader is up. This arrangement allows the faders to move in the same direction to accomplish a crossfade.

3. Set the FADE TIMER to M (for manual). We will discuss TIMED CROSSFADES shortly.

4. Set the GRAND MASTER at 10, or other setting as you have predetermined.

5. Set the 1st and 2nd SCENE or PRESET MASTERS at 10, or other level as you need.

6. On cue, move (fade) the X CROSSFADER to 10. You manually control the speed. The SCENE MASTER or PRESET you assigned to the X fader is now fully on. The SCENE MASTER or PRESET you assigned to the Y fader is still off.

7. Once the X fader is at 10, wait for the cue to CROSSFADE. On cue, move both the X and the Y CROSSFADERS to the opposite end of their travel. As you moved the faders, you dimmed out the SCENE MASTER on the X fader, and dimmed up the SCENE MASTER on the Y fader. Again you mannually controlled the

speed of the crossfade.

8. Once the crossfade is complete, you may turn off the SCENE or PRESET MASTER assigned to the X fader, and turn on the next MASTER in cue order. If you have time, and the need, now may be a good time to cancel the assignemnt of the MASTER you just finished with, and load the next MASTER needing to be assigned to the X fader. Since many SCENE and PRESET MASTERS may be assigned to the X or Y CROSSFADERS at one time, you determine the order of playback by turning on and off SCENE and PRESET MASTERS assigned to each fader.

9. On cue, move the faders back to where they were. You have just completed a crossfade. Once again, you manually controlled the speed. Now, you may turn off the SCENE or PRESET MASTER assigned to the Y fader, and turn on the next MASTER in turn. If you need to cancel assignments and reassign other MASTERS, now may be a good time.

10. Jump to step 6.

CROSSFADING is much easier to do than it may appear in this discussion. Only the simple crossfade is detailed. Let your imagination challenge the resources of the celebrity console. You will find it can do most anything you ask.

TIMED CROSSFADES:

TIMED CROSSFADES are a simple extension of the manual crossfade procedure. Timing crossfades accomplishes two objectives:

1. It smoothes out long duration crossfades.
2. It frees the operator, that's you, to be more productively engaged.

A FADE TIMER is provided for each CROSSFADER. Crossfade times may be independently set for each fader; the times may be different; they may be adjusted during a fade to speed up or slow down its progress.

When changing times of a crossfade in progress, be careful not to be abrupt in the change, lest you lights give you away.

Set the X FADE TIMER, located directly above the X CROSSFADER, to M (for manual). Move the fader up and down at different speeds and watch the LED's keep up with your hand. Now move the timer to 1 second. Again, move the fader up and down at differing speeds while watching the LED's. If you move the fader from one extreme to the other, taking longer than 1 second, the LED's keep up with you. If you move faster than 1 second. The LED's lag behind. Try it again with timer settings of 10 seconds and greater.

Notice that if you stop the fader in mid fade, the LED's catch up and then stop. If you reverse the fade direction from there, the LED's begin again in the new direction and stop only when they have reached the fader location. If you

quickly move the fader back and forth crossing the LED location, the LED's will try to catch up in which ever direction they need to go.

Remember that the LED position indicates relative intensity of the SCENE or PRESET MASTER assigned to the CROSSFADER and turned on.

LEAD - LAG CROSSFADES:

Up to now you have been moving both CROSSFADERS together. You may need to start a crossfade into a new scene before you fade out of an old scene. This is easily accomplished. Move the CROSSFADER currently at 0 towards 10 at the necessary speed, perhaps a timed fade would be helpful. When ready, start the other CROSSFADER towards 0 at its proper speed.

Although a TIMED LEAD - LAG CROSSFADE seems hard to imagine, its most frequent uses are for sunrises, sunsets, clouds, and storms.

SCENE MASTER OPERATION

Your celebrity console contains a minimum of 24, and as many as 48, SCENE MASTERS. SCENE MASTERS are located in the gray section of the console.

The SCENE MASTER concept is best stated as 24 (48) MEMORIES into each of which you can store, for later use, the levels of a PRESET, another SCENE MASTER, or any combination of lighting effects visible ON STAGE.

Once you have programmed and stored your PRESETS in the SCENE MASTERS, you are freed from the often hectic (or impossible) constant manual presetting required if you had to set each preset for every lighting change.

SCENE MASTERS:

The SCENE MASTER section, in gray, contains 24 (48) pots, which represent 24 (48) stored "scenes", or memories of lighting intensities. Directly above each SCENE MASTER is a [SCENE MASTER ASSIGN] pushbutton. You may want to visualize each SCENE MASTER as having the same control as a PRESET MASTER, but without having to worry about setting the individual control channel pots (which can be as many as 96).

RECORDING LIGHT LEVELS:

Set a PRESET MASTER to 10, and use that PRESET to set lighting levels for any particular "look" that you want to keep. Then press:

[RECORD] and [SCENE MASTER ASSIGN] simultaneously.

The contents of the PRESET whose [RECORD] button you pressed, is RECORDED into the SCENE MASTER corresponding to the [SCENE MASTER ASSIGN] button you chose. Recording in this manner does NOT record levels as modified by thePRESET MASTER, X or Y CROSSFADERS, the INDEPENDENT or GRAND MASTERS, nor does it record the resultant levels created by "piling-on" PRESETS and SCENE MASTERS. The SCENE MASTER records only the individual control channel levels as set by their pots.

STAGE RECORD:

In a like manner, you may use any combination of PRESETS, SCENE MASTERS, CROSSFADERS, and MASTERS to create a "look" on stage that you want to keep for later use. When you have created that "look", press:

[STAGE RECORD] and [SCENE MASTER ASSIGN] simultaneously

to RECORD the lighting levels currently on stage into the SCENE MASTER whose [SCENE MASTER ASSIGN] button you chose.

BLIND RECORDING:

There may be times when you need to record a PRESET without affecting the lights on stage. Often this must be done during a production, and is refered to as BLIND RECORDING.

You are designing and operating lights for the Annual Springtime Resurgence Variety Show and Carpal Tunnel Engineering/Excavation Conclave (ASRVS & CTE/EC) which meets every third year in your high school auditorium. During the second of the seven variety show performances scheduled this weekend, Brander Hallux, B.A.N. (Bachelor of Arts - Nepotism), the director, a very sweet but malintended individual, wants to add his wife's niece whistling "The Shiek of Arabi" while trying to navigate her unicycle further upstage than the orchestra pit, just between the ride of the Valkyrie Motorcycle Gang Drill Team, and the Barnyard Animal Gestation Race. Since the show is already somewhat longer, and smoggier, than you had originally been assured, you suggest that she go on in the "best tradition" of show business - WITHOUT rehearsal. There is only one SCENE MASTER out of the 48 you have yet to use for the acts. Calling upon your superior vision, you quickly set up something artistic on PRESET 2, having first pulled PRESET MASTER 2 to 0. Then, saving your sanity and the day, you press:

[RECORD] and [SCENE MASTER ASSIGN] simultaneously

and his wife's cousin's niece (by marriage) is now the 48th act in the variety show.

PLAYBACK:

Once you have loaded a SCENE MASTER, you may playback its stored intensities through the X or Y CROSSFADERS or the INDEPENDENT MASTER (IND).

ASSIGNMENT of the SCENE MASTERS to the X or Y CROSSFADER or INDEPENDENT MASTER uses the same procedure as the PRESETS use. Press:

[SCENE MASTER ASSIGN] and [X] or [Y] or [IND] simultaneously,

and you ASSIGN the SCENE MASTER you chose to the X or Y CROSSFADER or the INDEPENDENT MASTER for playback.

OPERATING TIPS

If at any time you can't get the lights on, check the [BLACKOUT] button.

Any time you turn on the celebrity console, the SCENE MASTERS are automatically assigned to the INDEPENDENT MASTER.

Empty SCENE MASTERS don't light LED's when [SCENE MASTER ASSIGN] pushed.

PRESETS 1 and 2 cannot be assigned to the INDEPENDENT MASTER.

Many times buttons need to be pushed simultaneously. This eliminates the need to remember which one comes first.

You can RECORD a new scene over an old one in a SCENE MASTER. This can be either very helpful, or extremely hazardous.

Don't forget to unassign SCENE MASTERS and PRESETS from the CROSSFADERS before you run out of time to assign new ones for playback.

SCENE MASTERS are always assigned to either the INDEPENDENT MASTER or one of the CROSSFADERS. To find out which, press the [SCENE MASTER ASSIGN] button. The X, Y, or IND LED indicates which: if no LED lights, the SCENE MASTER is empty.

You may unplug celebrity and move to another location without loosing any stored information. The batteries will maintain the memory for 6 months or longer, but its a good idea to change the batteries more often than that.

Although celebrity will memorize your cues, you should write down the settings just in case. Once stored, levels can be read only with the help of a PATCH MODULE using the CHANNEL and INPUT displays.

When moving a celebrity console that controls QD dimmers, you have 10 minutes with the lights up before the lights automatically fade to off. When you plug celebrity back in, the lights will instantly go the the levels on the console, so be careful not to disturb their settings while moving from one location to the next. (Playmate packs do not have this feature.)

The ERROR LED will light if you try to:

* ASSIGN an empty SCENE MASTER to a CROSSFADER
* ERASE a SCENE MASTER while assigned to a CROSSFADER
* attempt other erroneous commands

Pushing [7] [8] [9] [ON/OFF] on the PATCH MODULE will make a field service patch assignment. If you have fewer than 126 dimmers, this pattern can be useful for learning celebrity operation without having to spend lots of time setting up the patch. If you have 126 or more dimmers, you will find them full on without any way of turning them off. [1] [2] [3] [ON/OFF] erases this patch pattern. See the section PATCH MODULE and REMOTE FOCUS UNIT for detailed explanations and instructions.

[TO TAPE] and [GO] simultaneously writes over any information stored on the current side of the tape.

[FROM TAPE] and [GO] simultaneously loads information into the SCENE MASTERS or PATCH, obliterating anything already there.

TWO TYPES OF DIMMING

Celebrity will control two types of dimmers: QD DIMMERS for permanent installations, and PLAYMATE-K DIMMER PACKS for portable use. In addition, with a special interface module, celebrity can control most existing electronically controlled dimmers; consult your nearest Electro Controls representative for assistance and planning.

QD DIMMERS:

QD dimmers are utilized primarily in new and retrofit permanent installations. There is a wide variety of dimmer configurations to dim nearly every type of load from the traditional incandescent, to low voltage and neon loads.

The heart of the celebrity control system for the dimmers is an electronics package located in the dimmer cabinet. This equipment receives digital signals from celebrity (or celebrity PLUS), decodes them, and distributes the information to the appropriate dimmers. Up to 512 dimmer channels may be controlled from a PATCH equipped celebrity console.

Under certain conditions, this electronics package can be retrofit into existing dimming equipment. This permits you to update your dimming system in stages as your budget will allow.

A special, and very useful, feature is incorporated into the electronics package for permanent installations. When the data from celebrity to the dimmer cabinet is interrupted, the dimmers remain at their last intensity, ie., those on, on, and those off, off. A timer begins counting down for 10 minutes. If, at the end of the 10 minutes, the data connection has not been re-established, the lights on drop to half, and then begin a two minute fade to off. You can take advantage of this feature to move your celebrity to and from the booth or stage while keeping lights on during rejearsals or other movement, or perhaps to exit the building by leaving a few lights on long enough to leave, and, it will definitely save lamp life in the event the lights are left up when the console is switched off. When you plug the console back in or turn it back on, dimmers respond immediately to console settings, the timers are reset, and you have full control of your lighting.

Should you be moving celebrity from one location to another, be aware that dimmers will respond immediately to the console when plugged back in. If any of the controls have been changed during the move, the lights will change abruptly when data communication is re-established.

You must turn the lights off with the console controls before switching off celebrity. The lights will remain at their last level, and the timer sequence will begin when the key is turned off. With the lights off, the sequence still is executed, but you don't notice anything.

BACKUP DIMMER CONTROL:

In the event that celebrity to dimmer data communication is interrupted, there is a backup control system on the electronics package. This backup control system can then be manually activated, and provides a temporary means of getting light on the stage until communications can be re-established.

Look on the lower left of the bottom of the dimmer cabinet(s). A narrow panel with two LED's, a handle, and a control shaft, will be provided for each multiple of 32 dimmers. A small hole near the top of the handle provides access to a "take control" pushbutton. Rotate the control shaft(s) fully clockwise. Using a small screwdriver or ball pen refill, press this button on each card until the dimmers come on. Rotating the control shaft(s) will control the group(s) of 32 dimmers together. Selective dimmer control can be affected by turning off individual dimmer circut breakers.

During normal system operation, the top LED will indicate receipt of control information from celebrity. If this LED is off, it indicates that the console is no longer communicating with the dimmers; most times this will mean that celebrity is switched off, but it can also indicate an unwanted interruption of the data line. The lower LED lights when you press the "take control" button.

Once the data line is re-established to celebrity and data is received, the "take control" circuit is automatically reset, the top LED will go on, and the lower LED will go off.

These backup "take control" circuits can be remoted to a more convenient location. Their operation remains the same. If you wish to add this feature in the field, contact your Electro Controls representative.

DECODER / RECEIVER OPERATION:

Part of the electronics package for the celebrity are the printed circuits refered to as the RECEIVER and DECODERS. The receiver board receives and processes the data for interpretation and distribution by the decoder boards.

The receiver board has four LED's on its front panel indicating which of four receptacles celebrity is connected to.

Each decoder card serves 32 dimmers. Behind the front panel, is a board mounted "DIP" switch. It is set at the factory to address the dimmers in order throughout the system. If you have to swap decoder cards, or send one to the factory for service, be sure to write down the switch settings for that card space. There is also an address table in the back of the manual.

The backup "take control" button can also initiate a diagnostic sequence. If pushed twice in rapid succession, or

held for longer than three seconds, the sequence begins. The lower LED will flash, and, one at a time, dimmers will cycle on to the level set by the control shaft, and then cycle off. When all dimmers have been sequenced, the routine resets, and the system is ready for normal operation. Should the decoder receive data from celebrity during the sequence, the diagnostics will be interrupted and normal operation will resume.

PLAYMATE-K DIMMER PACKS:

Playmate dimmer packs come in three capacities:

12 - 2400 watt (20 amp) dimmers,
6 - 6000 watt (50 amp) dimmers, and
3 - 12000 watt (100 amp) dimmers.

Each dimmer pack is fully compatable with others, and may be controlled in combination by the celebrity console. A patch equipped celebrity console can control up to 512 individual dimmer channels.

Each Playmate pack has a "DIP" switch on its front panel. This assigns a dimmer channel number to the first dimmer, with the remaining dimmers in the pack following in ascending order. These "addresses" are listed in the back of the manual.

CONNECTING PLAYMATE PACKS:

Playmate dimmer packs require three types of connections:

1. Feeder connection and configuration
2. Load connection and distribution
3. Control connection

Since a variety of power sources could be encountered, each Playmate feeder terminal system is field configurable for Y120/208 volt 3 phase 4 wire, 120/240 volt single phase 3 wire, and 120 volt single phase 2 wire services. All Playmate dimmer packs must be properly grounded. Feeder and grounding methods and equipment must meet all national and local codes. If in doubt, contact the local inspecting authority.

A selection of output terminations is available for each dimmer pack. When connecting loads to the pack, use proper cordage and wiring practices. Grounding is required by code. Make sure that dimmers are not overloaded, and that all connections are securely made.

Loose connections in feeder or load wiring create an higher than normal circuit resistance. The resistance generates heat. The heat increases the resistance, and soon you can have a fire. Loose connections also present a shock hazard.

TREAT ALL ELECTRICAL CIRCUITS WITH THE UTMOST RESPECT!!

The data cable from the celebrity console connects to the nearest Playmate dimmer pack. Packs do not need to be connected in dimmer channel order, the address "DIP" switch

will handle that. Connect the interconnect or jumper cable to the other connector on the first Playmate, and run to the next pack. Control cable routing is dictated only by your requirements. The cables connect only one way.

Playmate dimmer packs do not have the backup circuit available with the QD dimmers.

Refer to the instruction manual accompanying your Playmate dimmer packs for more details.

OPERATING WITH CELEBRITY PLUS

Your celebrity console is also designed to be used in conjunction with the advanced celebrity PLUS console. The combination gives you ultimate flexibility in set-up and operation of your productions. Celebrity gives you the benefits of a manual console, and celebrity PLUS, the advantages of computer operation and playback. In combination, celebrity becomes an extension of the celebrity PLUS.

After setting up and recording scenes in the celebrity, they may be transfered to celebrity PLUS for playback. Conversely cues may be transfered to the celebrity for further manual modification, and then retransfered to the celebrity PLUS.

Under all conditions, the celebrity console functions right alongside with the celebrity PLUS, able to control the lighting manually with its two scene preset and simultaneously playback scenes stored in its scene masters. It is subservient to celebrity PLUS in that celebrity may be blacked out and mastered by celebrity PLUS' grand master.

EFFECTS MODULE

You will remember that [BUMP] buttons allow you to pulse on the bottom row of SCENE MASTERS. You select the order, the rate and duration of the flashes, and the SCENE MASTERS to use. Many spectacular effects can be created using the bump buttons. However, one frequently used effect that is difficult to manually execute is the CHASE.

As a child, perhaps you wondered at the lights leading your attention past the marquee and into the theatre. Perhaps you have also wondered if you will ever get the motorized chase wired in time for the opening. The celebrity EFFECTS MODULE solves your chase problems electronically, by repeatedly sequencing through SCENE MASTERS following the parameters you have set up.

The EFFECTS MODULE operates much like your fingers manually operating the [BUMP] buttons. It uses the top row of SCENE MASTERS, 1 - 12. Unlike most fingers, the EFFECTS MODULE is tireless, precise, and can be very fast. As each control is described, experiment with it to get a better visual indication of its effects.

CONTROLS - POTS:

INTENSITY is the only MASTER for the EFFECTS MODULE. It sets the maximum possible level at which its SCENE MASTERS will flash. With the exception of the X and Y CROSSFADERS, no other controls on celebrity affect the lighting levels. The EFFECTS MODULE only uses the SCENE MASTERS to know which lights at which levels to sequence through.

CAUTION: If you are using the EFFECTS MODULE along with other sections of the celebrity and need to do a blackout, you must black out the EFFECTS MODULE with the INTENSITY pot.

SPEED controls the rate of the sequence. The speed is constant, regardless of the number of SCENE MASTERS you use, however, the more you use, the longer the sequence at a given speed.

LENGTH determines the number of SCENE MASTERS you will use in a sequence. The minimum sequence is two, and the maximum is twelve. Watch the SEQUENCE LED's. They represent what is happening on stage.

Should you have 48 SCENE MASTERS, you may have two EFFECTS MODULES in you celebrity. In this case, you will sequence all 24 top SCENE MASTERS. However, the two EFFECTS MODULES cannot be linked or synchronized.

FADE determines how long the lights in a SCENE MASTER will take to fade to off. The transition is adjustable from a fast snap off, to a slow fade off.

CONTROLS - BUTTONS:

[START] initiates automatic sequence operation.
[STOP] causes the sequence to halt.
[STEP] manually advances the sequence one step for every button push.
[FORWARD] sets an always ascending sequence, ie. 1 - 12, 1 - 12, etc..
[REVERSE] sets an always descending sequence, ie. 12 - 1, 12 - 1, etc..
[BOUNCE] sets an ascending descending sequence, ie. 1 - 12 - 1 - 12 - 1, etc..
[POSITIVE] turns on one SCENE MASTER at a time, with all others off.
[NEGATIVE] turns off one SCENE MASTER at a time, with all others on.
[AUTO GO] and [CHASE] determine the speed range for the SPEED control. [AUTO GO] selects the slow range for more subtle effects. [CHASE], as its name implies, selects the fast range for chases.

If you are operating with a celebrity PLUS, don't confuse the [AUTO GO] on the EFFECTS MODULE with the ones on celebrity PLUS.

You can get an idea of how each control affects the sequence/chase by watching the SEQUENCE LED's.

OPERATION:

1. Plan your sequence or chase, and then program the necessary SCENE MASTERS in the order in which they will be used.
2. Set the LENGTH control to match.
3. Set the desired SPEED for the sequence/chase.
4. Set the FADE for the desired persistance.
5. Select the pattern ([FORWARD], [REVERSE], or [BOUNCE]), and the image ([POSITIVE] or [NEGATIVE]).
6. On cue, begin the sequence.

There are many ways to enter and exit light cues utilizing the EFFECTS MODULE. The simplest way is to press [START]. You may wish to fade into a chase by raising the INTENSITY control. You can also fade into the chase by fading out the lights masking the chase effect. Many more ways can be devised; let your imagination loose.

Have you ever needed to CROSSFADE two CHASES? With celebrity and the EFFECTS MODULE you can. Assign the odd numbered SCENE MASTERS to the X CROSSFADER, and the even to the Y. Adjust the FADE control to get the desired persistance in "skip fading". Begin your chases, and crossfade from the odd chase to the even chase.

PATCH MODULE and REMOTE FOCUS UNIT

Your celebrity console may be equipted with an advanced PROPORTIONAL MATRIX PATCH MODULE. The PATCH assigns control channels in various combinations to dimmer channels. Each control CHANNEL to DIMMER channel assignment is called a crosspoint.

One feature of the PATCH is PROPORTIONAL PATCHING. Each crosspoint may be programmed with a different intensity or level. That crosspoint's level scales the input intensity from the console to the final output level to the dimmer. Thus, if you have a fresnel with a burned out 500 watt lamp and have only 750's for immediate replacement, the crosspoint levels where that lamp is used can be scaled down to simulate the lower wattage lamp.

Another unique feature of the patch is FULL MATRIXING. This means that any combination of channels may be patched to any combination of dimmers. This allows you to use a given dimmer and instrument for several different functions. For instance, a cool light in area 3 may be controlled by channel 1 as an area light; in conjunction with all other cool lights on channel 2 as a cool wash; with all area lights on channel 3 as a general fill; and by itself on channel 4 as a special.

A third very powerful feature is dual PATCH PATTERNS. This allows you to program two separate and complete patch set-ups that can be changed at the "touch-of-a button". Now, repertory shows or other repeating productions can be very simply repatched.

The PATCH MODULE has three specific areas:

1. Display area
2. Keyboard area
3. Status indicator area

1. DISPLAY AREA

The six windows in the DISPLAY AREA convey ENTRY, LEVEL, CHANNEL, and DIMMER values, INPUT intensity from celebrity PLUS, and the resultant OUTPUT level to the dimmer. In addition, the operational status of the PATCH MODULE and the current PATCH PATTERN are displayed.

The displays behind each window are active all the time, and track the status of CHANNELS and DIMMERS displayed, and the progress of your programming efforts.

As you enter a number for the first time, it is displayed in the ENTRY window. Should you want to change the number for any reason, just enter the correct number, and the old number is gone. No clear command is needed.

As you enter the command keystroke following the numerical entry, the number shown in the ENTRY window moves to the appropriate window for the command.

"[number] [CHANNEL]" - addresses a control channel (input)
"[number] [DIMMER]" - addresses a dimmer channel (output)
"[number] [LEVEL]" - establishes a channel to dimmer crosspoint at the programmed level, in % of full programmed intensity

The CHANNEL and DIMMER windows display the control CHANNEL and DIMMER channel you have currently addressed. Any commands you give the PATCH will act upon the CHANNEL and/or DIMMER displayed in these windows.

The INPUT, LEVEL, and OUTPUT windows monitor intensity or level information for the crosspoint displayed in the CHANNEL and DIMMER windows. The INPUT window displays CHANNEL intensity coming from celebrity PLUS, while the OUTPUT window displays the resultant level going to the dimmers. The LEVEL window displays the level or scaling factor establishing the control CHANNEL and DIMMER channel connection or CROSSPOINT. Once the CROSSPOINT is established, the PATCH MODULE 'routes' the control signal from celebrity PLUS' control CHANNELS to the appropriate DIMMER channels, scaling the output levels by the LEVELS you programmed at each crosspoint. The CROSSPOINT LED turns on to verify that a crosspoint exists. Looking at this purely mathmatically,

INPUT x LEVEL % = OUTPUT.

The PATCH PATTERN selected by the simple keystroke sequences

"[1] [ON]" - for pattern #1, or
"[2] [ON]" - for pattern #2,

is also indicated in the CHANNEL window. Pattern #1 is indicated by the absence of the left decimal point, while pattern #2 is indicated by its presence.

2. KEYBOARD AREA

The KEYBOARD AREA is made up of 20 keys. 10 of the keys form a standard calculator style numeric keypad for number entry. Tne numbers you enter are used to address control CHANNELS, DIMMER channels, set LEVELS, toggle between patch patterns, control write protect, clear all crosspoints, and set up a standard test matrix.

In addition, you can use the UP LEVEL and DOWN LEVEL keys to set crosspoint levels.

The remaining 8 keys are command keys, and are used to tell the PATCH module how to use the numbers you have entered.

Use the ON/OFF key to toggle the PATCH MODULE on and off. When off, the module displays OFF in the ENTRY window. While off, the display is also off, and the keyboard is locked out from accidental keystrokes. When used in conjunction with 1 or 2,

the PATCH toggles between PATCH PATTERNS.

Use the REMOVE key to remove the level at the particular crosspoint displayed in the CHANNEL and DIMMER windows. Use of the REMOVE key dissolves the crosspoint in the MATRIX. When a crosspoint is removed, the CROSSPOINT LED will turn off, and any output from the patch because of the crosspoint will drop to 0.

Use the CUT key to temporarily turn off a dimmer channel. The CUT key toggles the dimmer channel on and off at every crosspoint in which it is used. It remains off until CUT again. When you address a DIMMER channel that has been cut, the CUT LED will be lit, and no output will be shown in the OUTPUT window.

Example - An ellipsoidal special in the proscenium has just fallen out of focus, and its intense primary green gel and gobo pattern are now unflattering and somewhat annoying to the 2nd chair oboe in the orchestra pit. Rather than send the slightly overweight assistant electrician lumbering through an unlit attic across an unrailed 2x6 catwalk only inches above the original 1931 flaking lath and plaster ceiling already showing the patches of many such previous excursions, merely address the offending dimmer channel and press CUT. (Sure takes the romance out of it, doesn't it). The offense is held in abayance until the instrument can be refocused and the wing nuts (the orignial knobs fell to the audience years ago) retightened with a bigger pair of pliers. (Gaffers tape was nixxed three years ago when newly installed smoke detectors operated better than any fire marshal could have hoped during an unusually predictable scene from Romeo and Juliet.)

Use the LEVEL, CHANNEL, and DIMMER keys to tell the PATCH what to do with the numbers you enter. Once you have entered a number in a window, it need not be reentered unless it needs to be changed. To reuse a number in a window to program another crosspoint, just press the appropriate key.

Use the PREVIEW CHANNEL key to step through all control CHANNELS that control the DIMMER channel displayed in the DIMMER window. The control channels will be displayed in the CHANNEL window. At the same time, each crosspoint LEVEL is also displayed. If you do this during operation, the INPUT and OUTPUT windows will also display the intensities associated with each crosspoint.

Use the PREVIEW DIMMER key to step through all DIMMER channels controlled by the control CHANNEL displayed in the CHANNEL window. The dimmer channels will be displayed in the DIMMER window. At the same time, each crosspoint LEVEL is also displayed. If you do this during operation, the INPUT and OUTPUT windows will also display the intensities associated with each crosspoint.

3. STATUS INDICATOR AREA

The STATUS INDICATOR AREA consists of eight LED's in a column to the left of the MODULE. These indicators show the status of the PATCH MODULE overall, individual crosspoints, and communication with the console.

The CROSSPOINT LED indicates the presence of a crosspoint.

The DIMMER MATRIX LED indicates the dimmer channel in the DIMMER window is also controlled by channels other than the one shown in the CHANNEL window.

The CHANNEL MATRIX LED indicates the control channel in the CHANNEL window controls dimmers other than the one in the DIMMER window.

The CUT LED indicates dimmer displayed in the DIMMER window is temporarily turned off at all crosspoints in which it is used.

The WRITE PROTECT LED indicates that the PATCH MODULE is inhibited from recording any new data.

The MEMORY FULL LED indicates all 512 crosspoints in the current patch pattern have been used.

The SERIAL IN LED indicates receipt of intensity data from celebrity.

The DIAGNOSTIC LED is lit during the diagnostic sequence. Normally it is off.

PROGRAMMING THE PATCH MODULE

Programming the PATCH MODULE is a fairly easy task. There are three parts to a CROSSPOINT:

1. control CHANNEL
2. DIMMER channel
3. crosspoint LEVEL - in % of full programmed intensity

It is the entry of a LEVEL that finishes the creation of a crosspoint. Once any one of the three parts are programmed, the information doesn't have to be re-entered until the value changes.

Keep in mind that the patch uses RPN or Reverse Polish Notation. RPN requires you to first enter a number, and then enter a command to act upon the number.

To enter a number, simply press the keys necessary. What about leading zeros? Should you need to change the number you have entered, simply re-enter the correct number. No clear command is necessary.

Select the PATCH PATTERN you wish to program by pressing:

[pattern #] [ON/OFF]

Select the control CHANNEL to include in a crosspoint by pressing:

[channel #] [CHANNEL] - to enter a new control channel, or
[CHANNEL] - to accept existing control channel.

This control CHANNEL will remain until changed, so that all work with a given control channel can be done at one time.

Select the DIMMER channel to include by pressing:

[dimmer #] [DIMMER] - to enter a new dimmer channel, or
[DIMMER] - to accept existing dimmer channel.

This DIMMER channel will remain until changed, so that all work with a given dimmer channel can be done at one time.

Now, to complete the crosspoint, enter the crosspoint LEVEL. The LEVEL is measured in % of full programmed intensity. There are thre ways to enter the level. As the LEVEL is entered, the CROSSPOINT LED turns on, and any control CHANNEL intensity is scaled by the LEVEL and output to the DIMMER channel.

1. "[level] [LEVEL]" - sets LEVEL at level entered
2. "[LEVEL]" - reuses previously entered level
3. "[UP LEVEL] or [DOWN LEVEL] [LEVEL]" - allows visual increases or decreases of level as keys are pressed

The entire keystroke sequence looks like this:

[channel #] [CHANNEL] [dimmer #] [DIMMER] [level] [LEVEL]

You may change the DIMMER channel only (if control CHANNEL and LEVEL don't need change) and establish a new crosspoint by pressing:

[dimmer #] [DIMMER] [LEVEL].

The CROSSPOINT LED will turn on, and any control CHANNEL intensity will be scaled by the LEVEL and output to the DIMMER channel. This same approach may be used if only the control CHANNEL changes.

As you continue your programming, you may see numbers in the CHANNEL, DIMMER, and LEVEL windows, which, at a cursory glance, would seem to indicate a crosspoint. Check the CROSSPOINT LED to verify that a crosspoint has or has not been established. If the CROSSPOINT LED is off, it could mean you forgot to press the LEVEL key to complete the crosspoint.

Because the PATCH MODULE is a proportional matrix, the DIMMER channel output will be the result of the highest scaled control CHANNEL input. The scaled intensities operate in a pile-on mode.

You may have need to remove an existing crosspoint. Select the DIMMER and CHANNEL numbers, and then complete the command sequence with the REMOVE key:

[channel #] [CHANNEL] [dimmer #] [DIMMER] [REMOVE].

Check to make sure that the CROSSPOINT LED was indeed on (crosspoint exists) before the command, and that the LED turned off (crosspoint removed) after the command sequence was finished.

To CUT a DIMMER channel to turn off an offending light, press:

[dimmer #] [CUT].

The CUT LED will light when any CUT DIMMER channel is shown in the DIMMER window.

SPECIAL CODES FOR PATCH

[1] [2] [3] [ON/OFF] - clears all crosspoints in the selected patch pattern

[7] [8] [9] [ON/OFF] - This is a service command, and puts DIMMER channels 1 thru 125 on control CHANNELS 1 thru 125 respectively, and DIMMER 126 on CHANNEL 126 at FULL intensity, and DIMMERS 127 thru 512 on CHANNEL 127 at FULL intensity. Channels greater than 96 are not accessable from celebrity. Channels 126 and 127 are programmed at full intensity always, and are used for field service diagnostic procedures.

[8] [8] [8] [ON/OFF] - turns write protect off

[9] [9] [9] [ON/OFF] - turns write protect on (record lockout)

[1] [ON/OFF] - selects PATCH PATTERN #1
[2] [ON/OFF] - selects PATCH PATTERN #2

REMOTE FOCUS UNITS

If you have a PATCH MODULE, you can connect either a wired or wireless REMOTE FOCUS UNIT to assist you while you set lights and during preshow checkouts. The wired unit and the wireless receiver both plug their data cables into the same console connector. Wired and wireless control at the same time is not allowed.

Your REMOTE FOCUS UNIT has 16 keys and a "push to talk" (PTT) transmit button. Any time you wish to transmit a command or check the battery level, press the PTT button. This action prolongs the battery life.

The 16 keys are very similar in function to the PATCH MODULE. There are the familiar number and arrow keys. DIM is also

familiar and corresponds to the DIMMER key on the PATCH.

When you are ready to control the lights for focus or checkout, press:

[REM]

to take control at the remote focus unit. Now address the dimmer channel you wish to check by pressing:

[dimmer #] [DIM] - to address a specific dimmer channel, or
[DIM] - to address the next dimmer channel (increments by +1)

Now set an intensity to turn the dimmer on.

[intensity] [UP ARROW] - to set a specific intensity, or
[UP or DOWN ARROW] - to step the intensity by 5% per step, or
[nothing] - to accept the last entered intensity.

The SOLO/MIXED key toggles the last addressed dimmer to be on alone or on with other dimmers addressed by celebrity PLUS.

By entering just a new dimmer number, the new dimmer turns on to the previously set intensity.

"[LOC]" - restores control to the PATCH MODULE
"[REM]" - takes control at the REMOTE FOCUS UNIT
"[SOLO/MIXED]" - toggles celebrity PLUS control channels off and on while leaving the dimmer channel address by the REMOTE FOCUS UNIT on
"[dimmer #] [DIM]" - addresses a specific dimmer channel
"[DIM]" - addresses the next dimmer channel (increments dimmer channel by +1) and turns on to previously entered intensity
"[intensity] [UP or DOWN ARROW]" - sets an intensity for the addressed dimmer channel
"[UP or DOWN ARROW]" - increases or decreases intensity by 5% per step

TAPE MODULE and PRINTER

Your celebrity console may be equipted with a TAPE STORAGE MODULE for recording scene master and patch information. The tape transport will record information on both sides of the tape by turning the tape over, allowing you to record the entire scene master and patch lists for any production on one tape. If you have a TAPE MODULE, you may connect a printer to obtain printed scene master and patch lists.

Sensors in the transport identify the side of the tape as scene master side or patch side, and automatically route the data during recording and playback. LED's in the TAPE STATUS area indicate the side of the tape for recording or playback.

Push the button on the transport housing, and the door will open. Insert the data cassette into the holder, and reclose the door. An LED corresponding to the side of the tape will light. Turn the tape over to see the other LED light.

SAVING SCENE MASTER AND PATCH DATA ON TAPE:

You may record or save either scene master data from celebrity, or patch data from the PATCH (if you have a patch module) at one time. Insert the tape with the desired side up, and verify with the STATUS LED's. Then simply press:

[GO] and [TO TAPE] simultaneously.

The tape module will extract either scene master data from celebrity or patch data from the PATCH and store it on the tape. The data recorded is strictly determined by the side of the tape that is up. To store the remaining data, turn the tape over and repeat the keystrokes:

[GO] and [TO TAPE] simultaneously.

The tape transport automatically rewinds the tape when necessary for recording and playback. Only one set of data may be stored on any one side of a tape.

LOADING STORED DATA INTO THE CONSOLE:

Loading stored scene master and patch data into the console is just as easy as recording it. Insert the tape into the transport with the desired side up. Then press:

[GO] and [FROM TAPE] simultaneously.

The READ LED will light, and data will be transfered back to the console or patch as indicated by the STATUS LED's. When this transfer is completed, repeat the process by turning the tape over and pressing:

[GO] and [FROM TAPE] simultaneously.

Remember, loading data into the PATCH memory is impossible if the record lockout is on. Before you attempt to load data, turn off write protection at the patch.

PRINTING SCENE MASTER AND PATCH DATA:

The PATCH MODULE supports a printer port. The port is designed to drive the Epson MX80 or RX80. Other printers, such as Atari or Radio Shack, may be manufactured by Epson and use the same protocol. But, as these printers are manufactured for other companies, we cannot guarantee that they would work. Before purchasing, make sure that you can return the printer for full credit if it does not interface.

Printing is also controlled by the side of the data tape that is up. The printer will output either celebrity's scene master data, or the PATCH MODULE's patch data. Actually, you are selecting the PRINTER instead of the TAPE as the "output device" for a recording operation.

Insert a data cassette with the control side up: the control LED will be lit. Ready the printer as directed by the printer manufacturer's instructions. Then press:

[GO] and [PRINT] simultaneously.

This will print out a list of scene masters on the printer.

Now insert the cassette with the patch side up: the PATCH LED will be lit. Ready the printer, and then press:

[1] then [GO] and [PRINT] simultaneously

to print out the patch data by control channel, or press:

[2] then [GO] and [PRINT] simultaneously

to print out the patch data by dimmer channel. Pressing:

[GO] and [PRINT] simultaneously

prints out the patch data by both dimmer channel and control channel. The data printed is extracted from the current patch pattern. The 1 and 2 keys for patch data printing are found on the PATCH MODULE. To print the patch data from the other patch pattern, simply toggle patch patterns by pressing:

[1] or [2] then [ON/OFF].

Refer to the printer manufacturer's instructions to load paper and ribbons, and for other pertinent operating directions.

COMMAND SUMMARY

The following list is a pushbutton sequence summary. Refer to the various sections of the manual for detailed information.

celebrity BASE MODULE:

[SCENE MASTER ASSIGN] - identifies scene master assignment
[ASSIGN], PRESET 1 - identifies preset 1 assignment
[ASSIGN], PRESET 2 - identifies preset 2 assignment
[BLACKOUT], GRAND MASTER - blackout position = up, normal position = down: controls entire celebrity except for effects module
[BLACKOUT], BUMP MASTER - blackout position = up, normal position = down: controls bump operation only
[SCENE MASTER BUMP] - instantly turns on contents of associated scene master

[SCENE MASTER ASSIGN] and [IND] - assigns scene master to independant master
[SCENE MASTER ASSIGN] and [X] - assigns scene master to X crossfader
[SCENE MASTER ASSIGN] and [Y] - assigns scene master to Y crossfader
[ASSIGN], PRESET 1 and [IND] - assigns preset 1 to grand master only
[ASSIGN], PRESET 1 and [X] - assigns preset 1 to X crossfader
[ASSIGN], PRESET 1 and [Y] - assigns preset 1 to Y crossfader
[ASSIGN], PRESET 2 and [IND] - assigns preset 2 to grand master only
[ASSIGN], PRESET 2 and [X] - assigns preset 2 to X crossfader
[ASSIGN], PRESET 2 and [Y] - assigns preset 2 to Y crossfader
[RECORD], PRESET 1 and [SCENE MASTER ASSIGN] - records contents of preset 1 into scene master pushed
[RECORD], PRESET 2 and [SCENE MASTER ASSIGN] - records contents of preset 2 into scene master pushed
[STAGE RECORD] and [SCENE MASTER ASSIGN] - records lighting levels on stage into scene master pushed
[SCENE ERASE] and [SCENE MASTER ASSIGN] - erases contents of scene master
[SCENE ERASE] and [X] - removes all scene master and preset assignments from X crossfader
[SCENE ERASE] and [Y] - removes all scene master and preset assignments from Y crossfader
ANY 8 [SCENE MASTER ASSIGN] - clears all scene master memories

EFFECTS MODULE:

[START] - initiates sequence
[STOP] - halts sequence
[STEP] - advances sequence one step at a time
[FORWARD] - runs sequence in ascending order
[REVERSE] - runs sequence in descending order
[BOUNCE] - runs sequence in ascending, descending, ... order
[POSITIVE] - sequences one scene master on, all others off
[NEGATIVE] - sequences one scene master off, all others on

[AUTO GO] - sets slow speed range
[CHASE] - sets fast speed range

PATCH MODULE:

[ON/OFF] - turns patch keyboard on/off
[1] [ON/OFF] - sets pattern 1
[2] [ON/OFF] - sets pattern 2
[1] [2] [ON/OFF] - swaps patch patterns
[1] [2] [3] [ON/OFF] - clears current patch pattern
[7] [8] [9] [ON/OFF] - field service command
[8] [8] [8] [ON/OFF] - turns off write protect
[9] [9] [9] [ON/OFF] - turns on write protect
[REMOVE] - dissolves a crosspoint
[CUT] - toggles dimmer channel on/off
[number] [CHANNEL] - number becomes control channel number
[number] [DIMMER] - number becomes dimmer channel number
[number] [LEVEL] - number becomes intensity multiplier
[CHANNEL] - uses current control channel number
[DIMMER] - uses current dimmer channel number
[LEVEL] - uses current intensity multiplier
[PREVIEW CHANNEL] - displays all channels controlling displayed dimmer channel
[PREVIEW DIMMER] - displays all dimmers controlled by displayed control channel
[UP ARROW] - raises crosspoint level
[DOWN ARROW] - lowers crosspoint level

TAPE MODULE:

[GO] and [TO TAPE], CONTROL LED - records scene master contents on tape
[GO] and [TO TAPE], PATCH LED - records patch contents on tape
[GO] and [FROM TAPE], CONTROL LED - loads scene masters from tape
[GO] and [FROM TAPE], PATCH LED - load patch from tape
[GO] and [PRINT], CONTROL LED - prints scene master contents
[GO] and [PRINT], PATCH LED - prints patching by dimmer, and by control channels
[1] then [GO] and [PRINT], PATCH LED - prints patch by control channel
[2] then [GO] and [PRINT], PATCH LED - prints patch by dimmer channel

MAINTENANCE AND TROUBLESHOOTING

MAINTENANCE:

Very little maintenance is required to keep your celebrity console in top working order. The dust cover accompanying the console also will keep out the occassional drink spill. Clean the control panels with a damp cloth to remove dust and grime. Care for the wooden end caps as you would any fine furniture.

If you have purchased a carrying case, use it for moving the console any great distance, and for prolonged storage. Should long storage (> 6 months) be necessary, open the access panel and remove the batteries to preclude leakage from ruining the celebrity circuitry.

You need to change batteries whenever, under normal conditions, the BATTERY LED is not lit.

1. Turn off the keyswitch, and unplug all connectors, cables, and script lights.
2. Carefully turn celebrity over.
3. Locate and remove the small plate from the bottom panel. Carefully save the screws.
4. Reach inside and remove the batteries. Once removed, you must install the new batteries within one minute, or suffer loss of stored scene master and patch information.
5. Always remember to check the battery polarity, so that the new batteries fit in the proper direction.
6. Install new alkaline "C" cells.

TROUBLESHOOTING:

PROBLEM:	REMEDY:
celebrity "locked-up" celebrity won't accept commands	turn celebrity OFF, then back on, to reset console also try: clear scene master memory with 8 scene master assign buttons
dimmers won't respond to controls	grand master up? blackout switch normal? M1 and M2 up? REC/TEMP LED on? control cable plugged-in/ cut? power to dimmers/dimmers on? patch programmed?
one or a few dimmers won't respond	dimmer CUT? dimmer patched? dimmer breaker on?
dimmers remain on when celebrity switched off	turn dimmers off before switching celebrity console off

DIMMING

CD80

BACK

24 1/2"W X 17 3/4"D X 80"H

48 MODULES
4 MODULES/CARD
AMX 192
400LBS (LOADED)

ROLLING RACK

52 3/4"W X 33"D X 66"H
1120LBS (LOADED)
* SEE DATA SHEET FOR OPTIONS

MODULES

DUAL 2.4KW (10LBS) 4 7/8"H X 3 1/4"W X 14"D
SINGLE 6.0 (9 1/4LBS) 4 7/8"H X 3 1/4"W X 14"D
SINGLE 12.0 (10 3/4LBS) 4 7/8"H X 3 1/4"W X 14"D
DUAL 2.4 ND; D/ND; ND/D
SINGLE 6.0; 12.0 ND

PACKS

24 - 1.2KW 70LBS
12 - 2.4KW 65LBS
6 - 6.0KW 65LBS
6 - 12.0KW 85LBS

23 1/2"W X 20 1/2"D X 8 1/8"H

OPTIONS

"STATUS QUO MEMORY CARD"
"SPLIT RACK CONTROL"
HOUSELIGHT MODULE
SWITCH SELECTABLE NON-DIMS

CD80/8

BACK

24 1/2"W X 17 3/4"D X 80"H

48 MODULES
4 MODULES/CARD
AMX 192
400LBS (LOADED)

ROLLING RACK

52 3/4"W X 33"D X 66"H
1120LBS (LOADED)
* SEE DATA SHEET FOR OPTIONS

MODULES

DUAL 2.4 4 7/8"H X 3 1/4"W X 14"D
SINGLE 6.0 4 7/8"H X 3 1/4"W X 14'D
CD80 NON-DIMS

OPTIONS

"STATUS QUO MEMORY CARD"
"SPLIT RACK CONTROL"
HOUSELIGHT MODULE
SWITCH SELECTABLE NON-DIMS

DC90

BACK

29"W X 25 1/2"D X 84"H

48 MODULES
8 MODULES/CARD
AMX192/STRAND DMX
1100LBS WEIGHT (LOADED)

ROLLING RACK

58 1/2"W X 37"D X 62 1/4"H
1300LBS WEIGHT (LOADED)

MODULES

DC DUAL 2.4KW 3.62"H X 7.62"W X 16.5"D 25 LBS
DC DUAL 6.0KW 6.4"H X 7.62"W X 16.5"D 55 LBS
DC DUAL 12.0KW 6.4"H X 7.62"W X 15.5"D 25LBS

PACKS

6 - 6KW - 18"W X 30"D X 16"H 220LBS
6 - 12KW - 18"W X 30"D X 16"H 220LBS

(3 PLUG IN DUAL MODULES)

AC90

BACK

29"W X 25 1/2"D X 84"H

48 MODULES
8 MODULES/CARD
AMX 192/STRAND DMX

ROLLING RACK

58 1/2"W X 37"D X 62 1/4"H

MODULES

6-1.8KW 3.62"H X 7.62"W X 16.5"D
6-2.4KW 3.62"H X 7.62"W X 16.5"D
4-2.4KW 3.62"H X 7.62"W X 16.5"D
DUAL - 2.4KW 3.62"H X 7.62"W X 16.5"D
SINGLE - 12.0KW 3.62"H X 7.62"W X 16.5"D
DUAL - 2.4KW DIMMER/NON-DIM

PACKS

18"W X 30"D X 16"H

CAN CONTAIN 3 MODULES. PRODUCT
MIX IS YET TO BE DETERMINED.

OPTIONS

BRANCH BREAKER MODULE WITH 6-20 AMP BREAKERS
32 ANALOG INPUTS FOR HOUSELIGHT
CONTROL OF UP TO 32 DISCRETE CHANNELS
CONTROL CAN BE RETURNED TO MAIN CONSOLE

CONTROL

LIGHT PALETTE 3

1536 DIMMERS
800 CHANNELS
C. 200 CUES
DUAL COLOR CRT'S
9-13 SUBMASTERS
FULL PERIPHERALS
FULL TRACKING B.U.
AMX 192

PRO-PALETTE

768 DIMMERS
512 CHANNELS
C. 200 CUES
DUAL AMBER CRT'S
9 SUBMASTERS
FULL PERIPHERALS
STANDARD B.U.
AMX 192/DMX 512

IMPACT

960 DIMMERS (X3)
350 CHANNELS (X3)
C. 400 CUES
SINGLE COLOR CRT
24 SUBMASTERS
FULL PERIPHERALS
FULL B.U.
AMX 192/DMX 512

MLP/2

384 DIMMERS
200 CHANNELS
C. 200 CUES
DUAL COLOR CRT
10 SUBMASTERS
FULL PERIPHERALS
FULL/STANDARD B.U.
AMX 192

LIGHTBOARD M

768 DIMMERS
96 CHANNELS
200 CUES
SINGLE COLOR CRT
56 SUBMASTERS
FULL PERIPHERALS
FULL TRACKING B.U.
AMX 192-D54

ACTION

48 DIMMERS
48 CHANNELS
99 CUES
LED DISPLAY

NO PERIPHERALS
STANDARD B.U.
AMX 192-D54

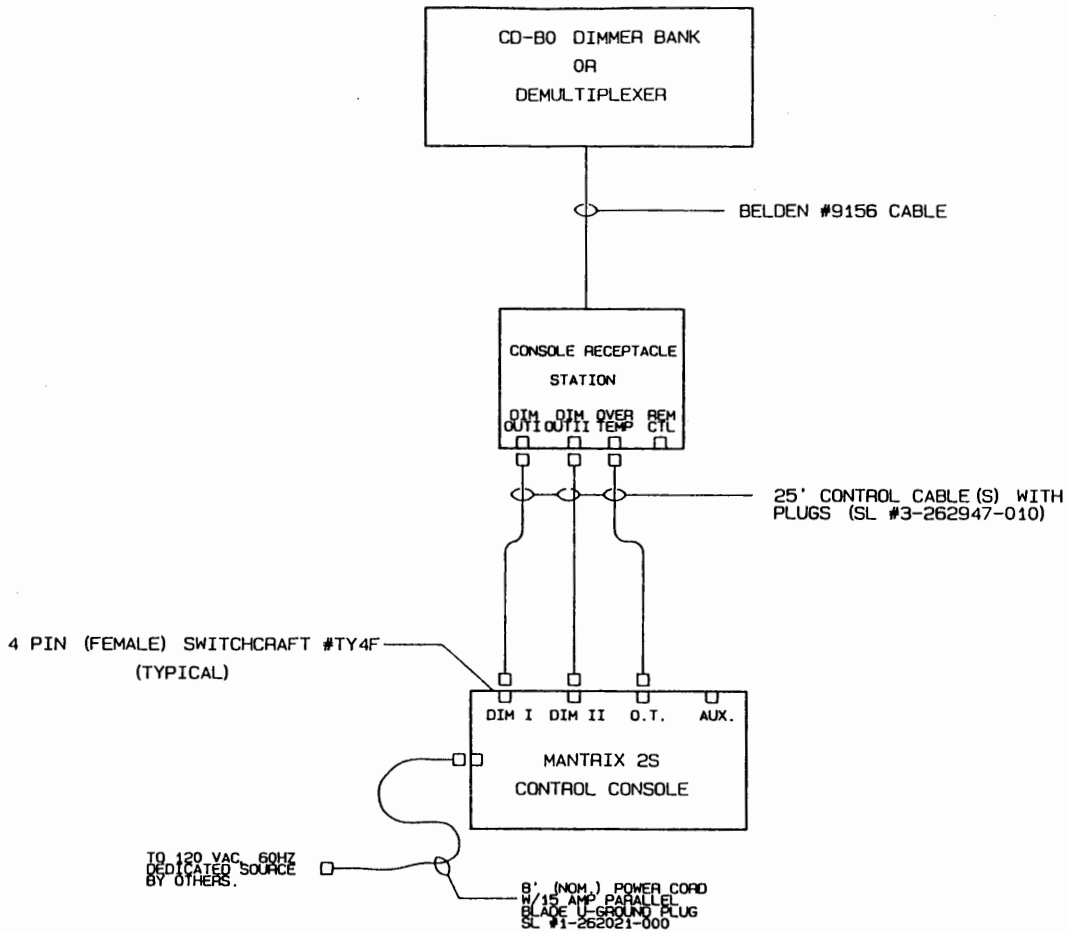
MANTRIX 2S

288 DIMMERS
84 CHANNELS

LED DISPLAY
56 SUBMASTERS
NO PERIPHERALS
NO B.U.
AMX 192

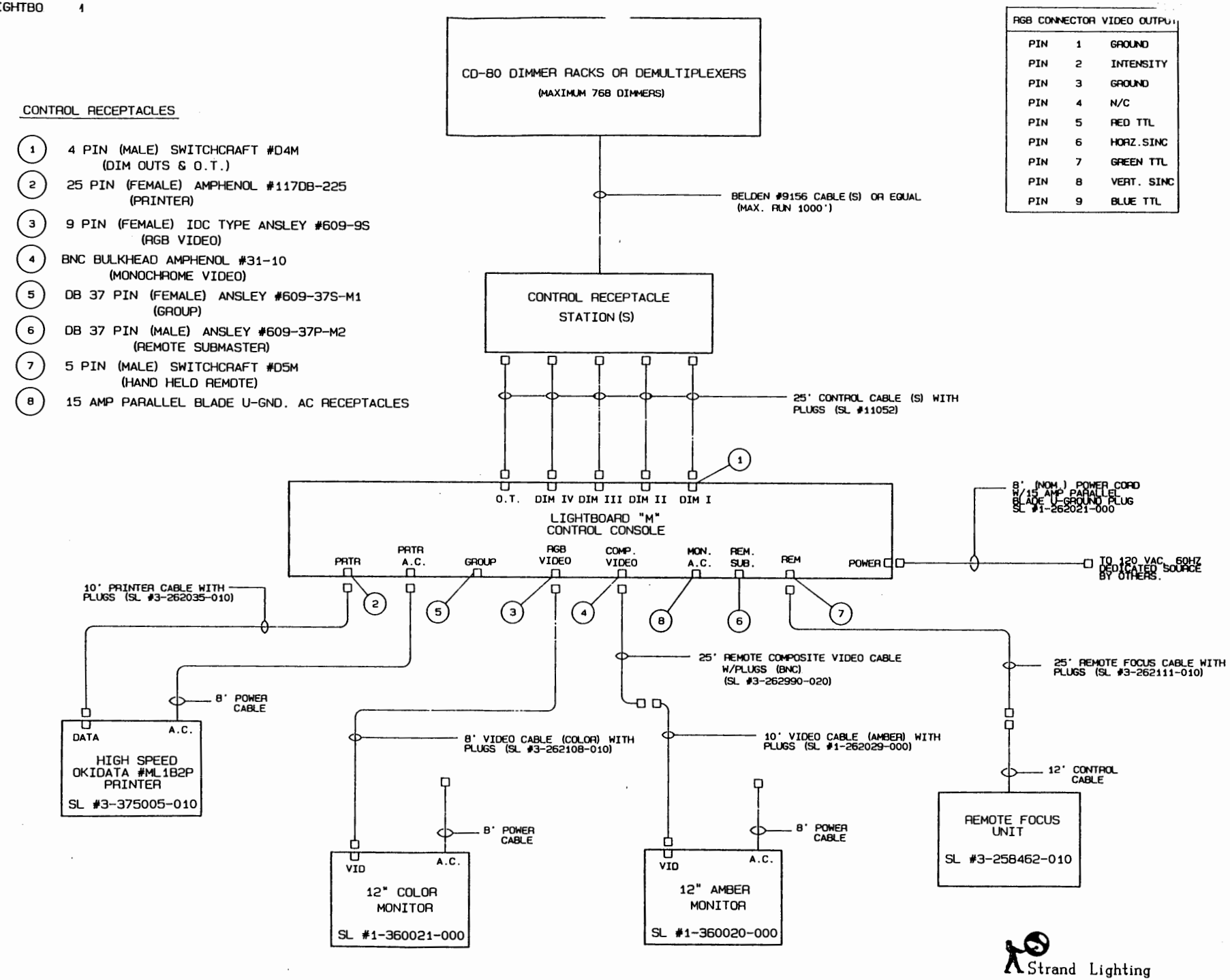
Strand Lighting

MANTRIX 2 S



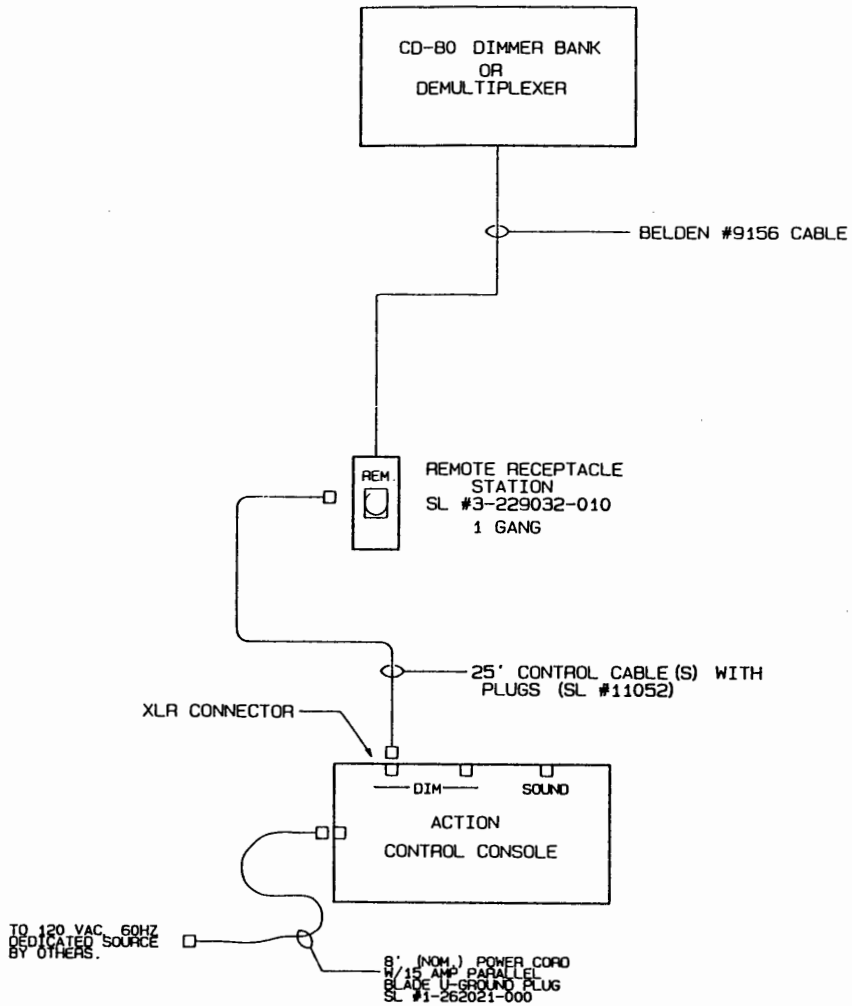
Strand Lighting

LIGHTBO 1

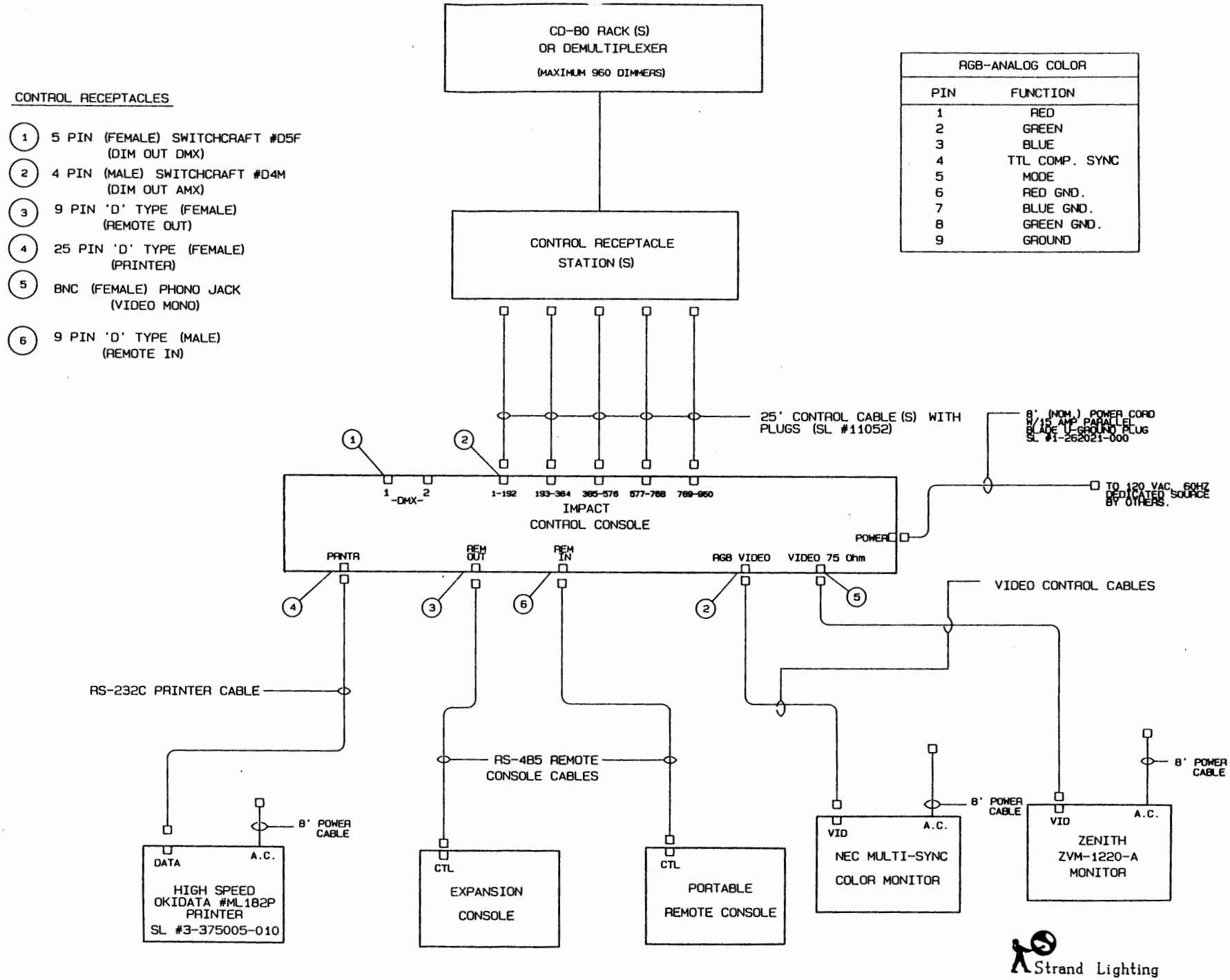


RGB CONNECTOR VIDEO OUTPUT		
PIN	1	GROUND
PIN	2	INTENSITY
PIN	3	GROUND
PIN	4	N/C
PIN	5	RED TTL
PIN	6	HORZ.SINC
PIN	7	GREEN TTL
PIN	8	VERT. SINC
PIN	9	BLUE TTL

ACTION



Strand Lighting


CD-80 RACK (S)
OR DEMULTIPLEXER
(MAXIMUM 960 DIMMERS)
CONTROL RECEPTACLE
STATION (S)
CONTROL RECEPTACLES
1 5 PIN (FEMALE) SWITCHCRAFT #D5F
(DIM OUT DMX)
2 4 PIN (MALE) SWITCHCRAFT #D4M
(DIM OUT AMX)
3 9 PIN 'D' TYPE (FEMALE)
(REMOTE OUT)
4 25 PIN 'D' TYPE (FEMALE)
(PRINTER)
5 BNC (FEMALE) PHONO JACK
(VIDEO MONO)
6 9 PIN 'D' TYPE (MALE)
(REMOTE IN)
RGB-ANALOG COLOR
PIN FUNCTION
1 RED
2 GREEN
3 BLUE
4 TTL COMP. SYNC
5 MODE
6 RED GND.
7 BLUE GND.
8 GREEN GND.
9 GROUND
25' CONTROL CABLE (S) WITH
PLUGS (SL #11052)
8' (NOM.) POWER CORD
W/15 AMP PARALLEL
BLADE U-GROUND PLUG
SL #1-262021-000
TO 120 VAC, 60HZ
DEDICATED SOURCE
BY OTHERS.
1 -DMX- 2
1-192
193-384
385-576
577-768
769-960
IMPACT
CONTROL CONSOLE
POWER
PRNTR
REM OUT
REM IN
RGB VIDEO
VIDEO 75 Ohm
VIDEO CONTROL CABLES
RS-232C PRINTER CABLE
RS-485 REMOTE
CONSOLE CABLES
8' POWER
CABLE
DATA
A.C.
HIGH SPEED
OKIDATA #ML182P
PRINTER
SL #3-375005-010
CTL
EXPANSION
CONSOLE
CTL
PORTABLE
REMOTE CONSOLE
VID
A.C.
NEC MULTI-SYNC
COLOR MONITOR
ZENITH
ZVM-1220-A
MONITOR
Strand Lighting

MINI-LI PALETTE 2

CONTROL RECEPTACLES

1. 4 PIN (MALE) SWITCHCRAFT #D4M (DIM OUT, REMOTES & O.T.)
2. 8 PIN (FEMALE) COMPREHENSIVE #E8JCM (VIDEO RGB)
3. BNC BULKHEAD AMPHENOL #31-10 (VIDEO COMPOSITE)
4. 25 PIN (FEMALE) HDF-20 AMP #205817-3 (PRINTER)

CD-80 DIMMER RACKS
OR DEMULTIPLEXER
(MAXIMUM 384 DIMMERS)

BELDEN #9156 CABLES
(MAX. RUN 1000')

BELDEN #9156 CABLE
(MAX. RUN 1000')

BELDEN #9156 CABLE (MAX. RUN 1000')
BELDEN #9159 VIDEO CABLE
(VIDEO REPEATER REQ'D EVERY 350')

REMOTE
CONTROL RECEPTACLE
STATION (S)

CONTROL RECEPTACLE
STATION (S)
W/COLOR VIDEO REPEATER BOARD

REMOTE CONSOLE
RECEPTACLE STATION (S)

ADAPTER CABLE W/PLUGS
(SL #3-262976-010)

6' CONTROL CABLE

REMOTE FOCUS
UNIT
SL #3-258346-020

25' CONTROL CABLE (S) WITH PLUGS (SL #11052)

VIDEO CABLES W/PLUGS
(SL #3-262055-010)

25' CONTROL CABLE (S) WITH PLUGS (SL #11052)

VIDEO CABLES W/PLUGS
(SL #3-262055-010)

1 2 3

DIM I | DIM II | O.T. | REM CSL | REM CTR | REM GO/STOP | RT. VID -RGB- | LT. | RT. VID -COMP.- | LT.

COLOR
MINI-LIGHT PALETTE 2
CONTROL CONSOLE

PRINTR

REM CSL | LT. VID | RT. VID.

COLOR
MINI-LIGHT PALETTE
DESIGNER'S REMOTE

8' (NOM.) POWER CORD
W/15 AMP PARALLEL
BLADE U-GROUND PLUG
SL #1-262021-000

TO 120 VAC, 60HZ
DEDICATED SOURCE
BY OTHERS.

4

10' PRINTER CABLE WITH
PLUGS (SL #3-262035-010)

8' POWER CABLE

DATA | A.C.

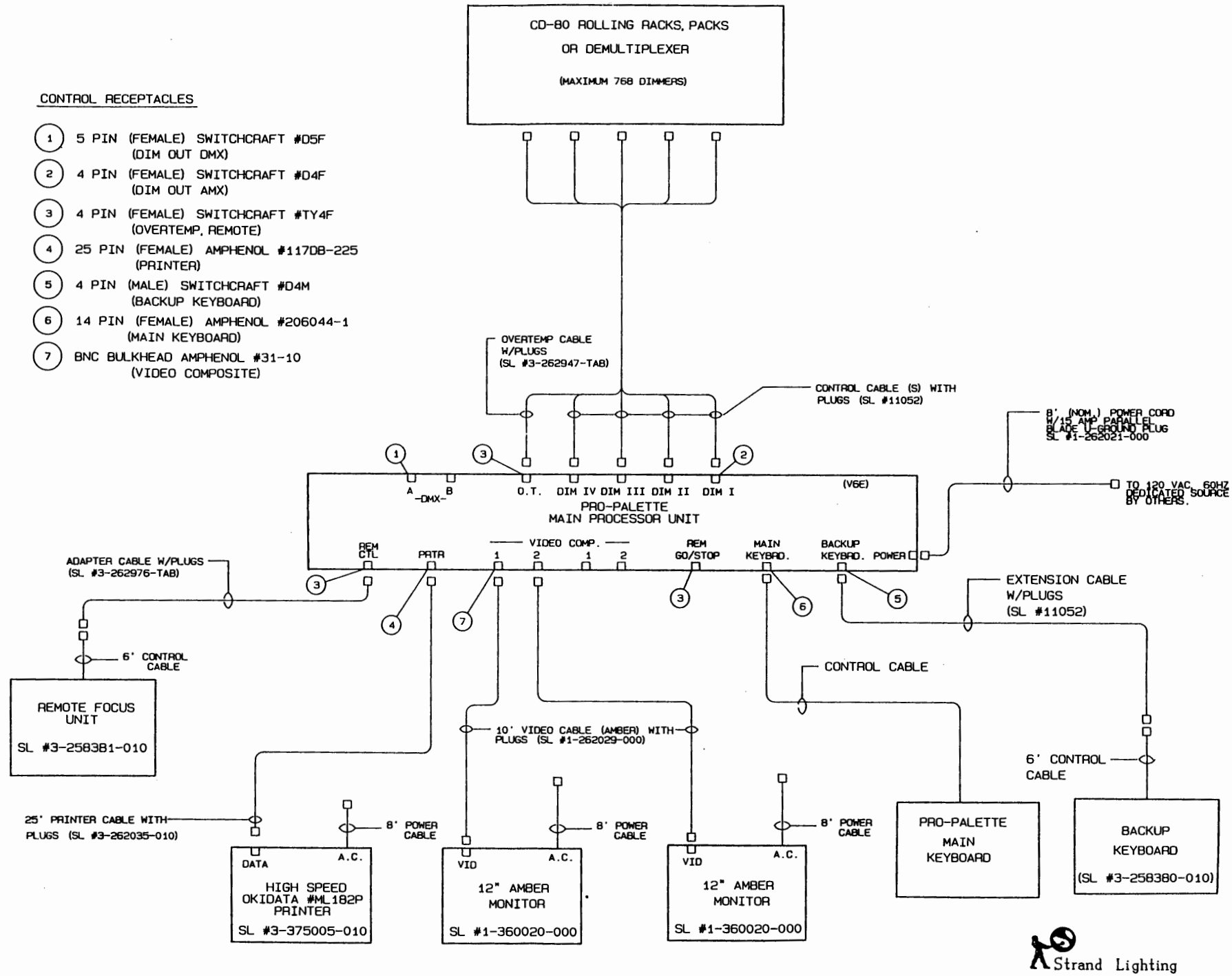
HIGH SPEED
OKIDATA #ML182P
PRINTER
SL #3-375005-010

8' (NOM.) POWER CORD
W/15 AMP PARALLEL
BLADE U-GROUND PLUG
SL #1-262021-000

TO 120 VAC, 60HZ
DEDICATED SOURCE
BY OTHERS.

Strand Lighting

PRO- :TTE


CD-80 ROLLING RACKS, PACKS
OR DEMULTIPLEXER
(MAXIMUM 768 DIMMERS)
CONTROL RECEPTACLES
1 5 PIN (FEMALE) SWITCHCRAFT #D5F
(DIM OUT DMX)
2 4 PIN (FEMALE) SWITCHCRAFT #D4F
(DIM OUT AMX)
3 4 PIN (FEMALE) SWITCHCRAFT #TY4F
(OVERTEMP, REMOTE)
4 25 PIN (FEMALE) AMPHENOL #117DB-225
(PRINTER)
5 4 PIN (MALE) SWITCHCRAFT #D4M
(BACKUP KEYBOARD)
6 14 PIN (FEMALE) AMPHENOL #206044-1
(MAIN KEYBOARD)
7 BNC BULKHEAD AMPHENOL #31-10
(VIDEO COMPOSITE)
OVERTEMP CABLE
W/PLUGS
(SL #3-262947-TAB)
CONTROL CABLE (S) WITH
PLUGS (SL #11052)
8' (NOM.) POWER CORD
W/15 AMP PARALLEL
BLADE U-GROUND PLUG
SL #1-262021-000
TO 120 VAC, 60HZ
DEDICATED SOURCE
BY OTHERS.
A -DMX- B
O.T.
DIM IV
DIM III
DIM II
DIM I
(V6E)
PRO-PALETTE
MAIN PROCESSOR UNIT
REM CTL
PRTR
VIDEO COMP.
1
2
1
2
REM GO/STOP
MAIN KEYBRD.
BACKUP KEYBRD.
POWER
ADAPTER CABLE W/PLUGS
(SL #3-262976-TAB)
EXTENSION CABLE
W/PLUGS
(SL #11052)
6' CONTROL
CABLE
CONTROL CABLE
REMOTE FOCUS
UNIT
SL #3-258381-010
10' VIDEO CABLE (AMBER) WITH
PLUGS (SL #1-262029-000)
6' CONTROL
CABLE
25' PRINTER CABLE WITH
PLUGS (SL #3-262035-010)
8' POWER
CABLE
8' POWER
CABLE
8' POWER
CABLE
DATA
A.C.
HIGH SPEED
OKIDATA #ML182P
PRINTER
SL #3-375005-010
VID
A.C.
12" AMBER
MONITOR
SL #1-360020-000
VID
A.C.
12" AMBER
MONITOR
SL #1-360020-000
PRO-PALETTE
MAIN
KEYBOARD
BACKUP
KEYBOARD
(SL #3-258380-010)
Strand Lighting

LIGHT PALETTE 3