

## Celebrity Plus 2 Specifications

### I. General

A single or double tiered console shall house all control devices described herein. The desk top console shall be fabricated of extruded and sheet aluminium. Metal surfaces shall be coated with thermal set, electrostatically applied epoxy. The console ends and ornamental wood finish shall be furniture-grade solid walnut. The ends shall position the console at an operationally enhanced angle. Operational surfaces shall be colour coded by function and sealed with mar-resistant Lexan which shall protect all legends and graphics.

### II. Control Features

The console shall provide twelve to ninety-six channels in a two scene preset configuration. Each preset shall have a permanent proportional Master, a Record pushbutton to enter intensities into selected scenes and an Assign pushbutton to assign the presets to either side of the crossfader or the independent master. Adjacent to the Assign pushbutton shall be two indicating LED's for assignment status display.

Twenty-four or forty-eight scene masters shall provide proportional control of recorded scenes. These memories shall be programmed by the pushbutton described, from either Preset One or Two, or a Stage Record pushbutton which provides a true recording of all console-generated intensities. The Assign pushbutton shall, in addition to the recording functions, direct the playback of the scenes, either through the X or Y crossfaders, or Independent Master. LED indicators shall display such assignments, and indicate the absence of recorded intensities. Ten separate pages of scene master memory shall be provided, providing 240 or 480 memories.

An independently timed, split dipless crossfader shall be provided as part of the two scene preset console. Simultaneous playback of multiple scenes are to be routed through either side of the crossfader, allowing grouping flexibility. The assigned status of the scenes shall be indicated by LED's. The time fade range shall be continuous from manual to four minutes with linear scaled controllers, separate for X and y crossfaders. Memories not assigned to the crossfaders shall be available in a pile-on mode. Proportional control of all scene masters not assigned to the crossfaders shall be through the Independent Master. All memories, whether played back through the crossfaders or through the Independent Master shall be proportionally controlled by a Grand Master. Adjacent to the Grand Master shall be a blackout button.



There shall be bump pushbuttons provided on the lower row of scene masters. Each bump command shall bring its corresponding scene up instantaneously. When multiple bump commands are activated, they shall pile-on in a highest takes precedence manner. A bump master shall proportionally control scene intensities of bumped masters.

All intensity controllers shall be 60mm linear potentiometers with 0-10 scales and function identifications. All pushbuttons shall be low level signal data switches with tactile feedback responses. A keyswitch shall enable or disable control. A panel operation light with switch shall be provided.

Intensity information shall be sent to the dimmers over a serial data line. Part of this transmission line and method shall be an automatic verification of transmission and reception. If this data link is broken through loss of either mains power to the console, or the data line is disconnected, the dimmers shall hold the last determined intensity to avoid disruption of lighting. The data link, all power supplies and thermal conditions of the dimmers shall be continuously monitored by a diagnostic display. To initialize the system and perform equipment monitoring, a thorough check of all electronic systems shall be available using automatic diagnostics routines. Such diagnostics should verify the proper operation of all circuits.

### III. Memory Module (optional)

The Memory Module shall provide access to up to 125 channels of control. The display of faders, cues, stage status, programmable commands, diagnostics, cue link list and cut-channel list shall appear on a rear illuminated 320 character LCD display. An optional 12" monochrome or colour monitor shall be available.

It shall be possible to manually load cues into any of five playback faders at random. The module shall be capable of mastering the manual faders of the Celebrity console through grand master control and through a blackout switch. It shall have the programming capability of linking timed crossfades to multipart cues, and of creating loops and effects. The automatic or manual execution of pre-timed transitions, with the ability to stop and manually over-ride fades, and take forward and reverse control at any rate, or to resume fades shall be possible. The console shall allow automatic sequencing and execution of linked and multipart cues. Determination of channel intensities shall be possible through at least the following methods. 1) numeric designation, 2) wheel level assignment 3) "At Full" command to automatically set the channel(s) to full on, 4) "At Level" command to allow any numerical value to be programmed, and to set all channels to that level with one key stroke; and 5) "Up" or "Down" command to provide incremental up or down changes using two keys.

Channel or group intensities may be determined by the use of an endless wheel. The user shall be able to look at intensities or modifications without recording them into memory. The recording of values on stage into a cue, or assignment of a cue to an endless wheel for modification and/or use shall be possible. Cue sequence listing with unlimited insertions and deletions, shall be within the capacity of the control.

#### IV. Disc Module (optional)

A 3-1/2" Disc Module shall be provided to store intensity and patch information using redundant data storage methods, with automatic checks and data verification. Discs shall be commonly available. A jack shall allow the connection of an optional printer to the Celebrity console through this module.

#### V. Electronic Patch (optional)

A 12-96 channel by 512 dimmer proportional matrixing electronic patch shall allow every dimmer-to-channel combination to be programmed with a separate intensity limit, and the same dimmer shall be programmable at different levels to multiple control channels. It shall also be possible to bypass the electronic patch and address dimmers directly.

LED's local to the Patch Module, shall display the following information: keyboard entry, channel, dimmer, programmed intensity, input intensity and output intensity. Diagnostic and system monitors shall display recorded data, system diagnostics, multiple dimmer assignments, multiple channel assignments, memory full, record lock-out, cut and patch on/off.

#### VI. Special Effects Module (optional)

A Special Effects Module shall provide up to 12 scenes sequentially accessed, with local mimic display of progress and status. Scenes shall be stepped with variable length, sequence time, and intensity controls. In "Auto-Go" mode, scenes shall be stepped with variable length, fade time, intensity control and speed. Forward, reverse and bounce directional controls shall be provided. Either positive or negative images can be chased or faded. Stop, Go or Step selection shall activate, halt or set up the Effects option. Special effects scenes shall be assignable to the X and Y crossfaders.

#### IIIV. Battery Backup

A battery with low battery indicator shall hold memory and patch information for at least one month in the event of power outage. During battery replacement, no memory loss shall occur while the battery is removed for up to four minutes.