

**PORTABLE POWER**

Introducing a new level of  
streamlined performance

# COMPACT ELITE



# Colortran

*Colortran introduces the smallest package ever*

*for a console packed with the user-demanded  
features of our most popular controllers.*

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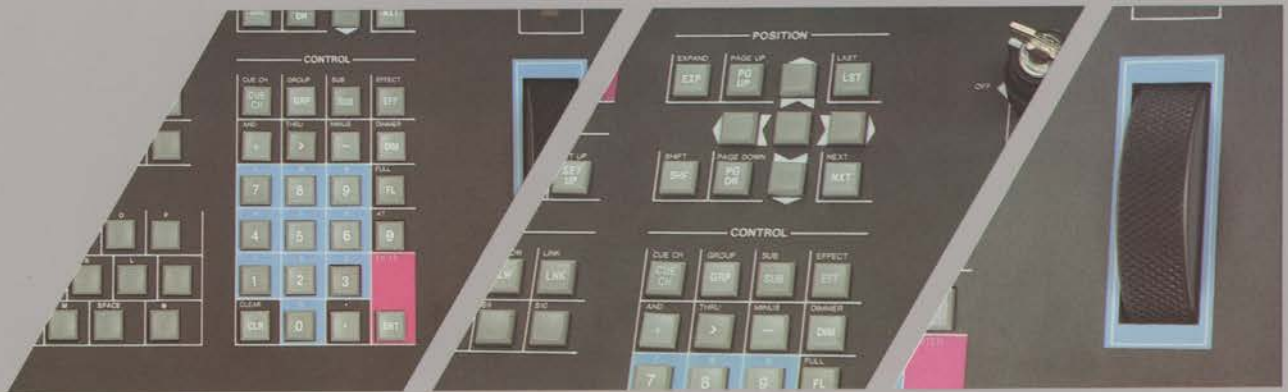
Take to the road with the speed, power and portability of Compact Elite. With a capacity of 1024 dimmers controlled by 800 channels, the Compact Elite easily handles any show, and standard features such as Alphanumeric Labeling and Macro Keys make even the toughest touring shows a breeze to produce. For the ultimate in flexibility and power, carry a Compact Elite wherever you go.



The **Control Keypad** is used to write out and enter commands for the Compact Elite. You can prepare channel lists, specify output levels and enter numeric data. In addition, this control group lets the operator add to channel or dimmer lists and remove items from those lists. The user can also create subsets of channels, groups or existing cues to be called up and utilized as the foundation for establishing new cues or effects.

Reviewing screens or displays is fast and simple. The **Position Keypad** makes it effortless to move through the system's displays. It lets you instantly leaf through multi-page displays or do dimmer checks at the push of a button.

The **Level/Rate Wheel's** smooth, rolling action is your tool for adjusting channel levels or fade rates. The influence of the wheel is relative to the fade or level to which it is being applied, and it maintains ratios proportionally.



The **Screen, Record, and Cue** keypads are your fingertip controls for the flexibility of the Compact Elite. The eight **Screen Keys** are soft keys whose functions are tailored to each of the ten displays.

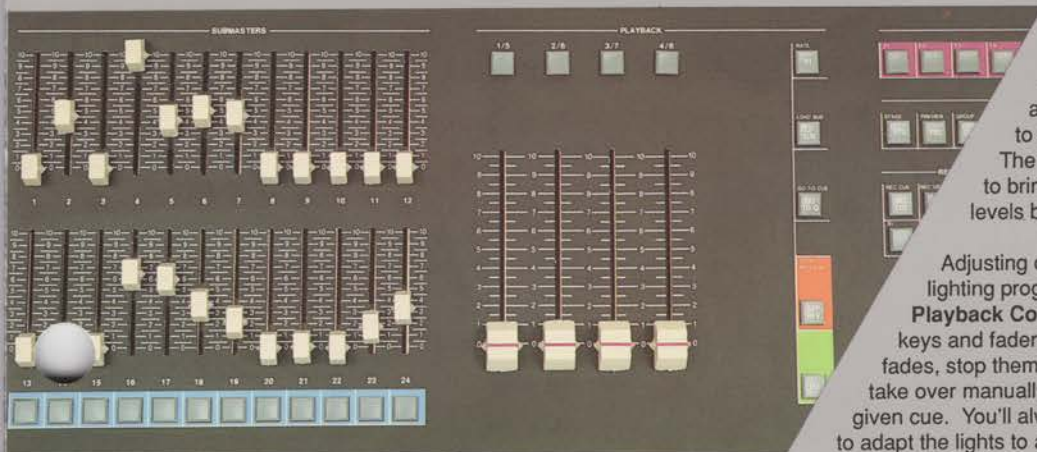
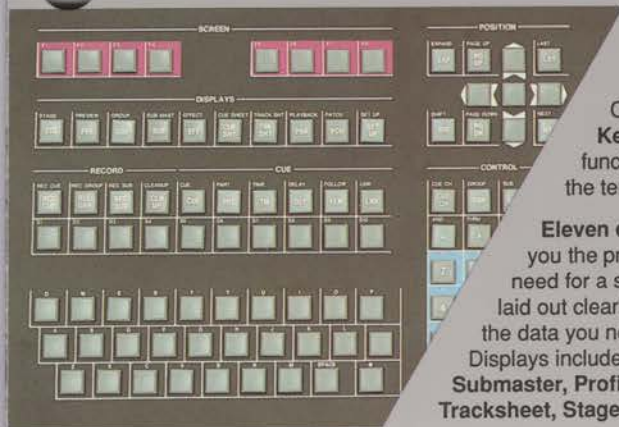
The **Record and Cue Keys** are used to store your cues, groups and submasters into the Compact Elite's memory. The **S1-S10 Keys** are user programmable macros for recall of command strings.

**Eleven different displays** give you the precise information you need for a specific task. Each is laid out clearly, to let you pick out the data you need quickly. Displays include: **Patch, Submaster, Profile, Playback, Tracksheet, Stage, and Effect.**

With the **Alphabetical Keyboard** you can label your designs for quick reference. Writing notes onto submasters, cues or groups makes it easy to identify a plan, either on one of the displays or on a printout. You can leave notes to others and title your work for fast and easy cross referencing.

The **24 Submaster faders** allow you to proportionally adjust the submaster levels. These flexible and sensitive controls can be used to add to fades or to inhibit them. The **12 Bump Buttons** allow you to bring the lights up to selected levels by pushing a single button.

Adjusting or intervening in a lighting program is done with the **Playback Controls**. With these keys and faders you can start fades, stop them, delay them, take over manually, or bypass to a given cue. You'll always be able to adapt the lights to any situation.



# Compact Elite Specification

## A. Description

The control console shall be a micro-processor based lighting control system, specifically designed and constructed for the control of stage and studio dimming systems. The console shall control up to 1024 dimmers on 800 channels. Up to 440 cues and groups may be recorded.

The console shall not require the use of any peripheral device to function. The system operating program shall be stored in ROM. In case of power failure, RAM shall be retained by an automatic battery backup power supply.

The console shall consist of a portable housing, approximately 37"x17", and two detached 12-inch color CRTs with integral tilt bases.

The CRTs shall be high resolution, graphics quality monitors with a minimum of 640 dots per line horizontal resolution and 350 lines vertical resolution. Video band width shall be at least 20 MHz for maximum visual clarity.

The console shall consist of painted and silkscreened aluminum control panel, extruded aluminum front and rear rails, molded end caps and a sheet metal housing. Control panel shall be overlaid with clear plastic sheeting to reduce the effects of static electricity. All electronics shall be securely fastened to the housing and shall be easily removable for servicing. Rear and bottom access shall not be required.

A 3-1/2 inch, industry standard disk drive shall be used for library storage.

## B. Standard Features

The control console shall provide, but not be limited to, the following features:

- Two high resolution, fast refresh color CRTs.
- A group of ten keys for calling up various displays on the CRTs.
- A group of eight screen keys for access to different functions in each of the ten system displays and various sub-displays.
- A group of position keys for moving up, down, left and right in various displays, paging, accessing next or last items and for additional access to the second monitor.
- An expanded numeric keypad used to enter system information and to create channel lists. An "enter" key shall be provided to terminate commands and a "clear" key to delete previous entries.
- A continuous rotation wheel with non-slip rubber surface and high inertia core for setting levels and adjusting rates.
- A record keypad for recording levels from stage into cues, groups or submasters.
- A cue keypad for writing or editing cues, cue parts, times, delays, follows and links in the cue sheet.
- A full alpha keyboard with standard QWERTY layout for labeling cues, groups, submasters, dimmers and shows.
- A total of eight playback faders shall be provided, four of which may be operated manually at one time. A rate button shall allow any combination of timed fades to be adjusted on the wheel.
- A "GO" button for starting cues and a "Stop/Reverse" button for stopping cues or stepping back. A "Go To Cue" button for taking cues out of sequence.
- Twenty-four pile on, overlapping submasters. Submasters 1 through 12 may be designated as inhibitive. Submasters 21 through 24 may be designated effects submasters.
- Twelve bump buttons for instantaneous activation of submasters 13 through 24.
- A 24 submaster backup system with separate processor, memory and power supply.
- A keyswitch for system "Off", "On" or "Backup" and an indicator for dimmer rack airflow.

## C. Operating Functions

The console shall provide, but not be limited to, the following functions:

## STAGE, PREVIEW, GROUP, SUBMASTER

- The Stage display shall display 150 channel levels simultaneously. Additional channels may be accessed with the position keys. A "command line" shall be displayed indicating the key sequence entered by the operator.
- A channel, cue, group, submaster or effect list or any combination of these may be set digitally or on the wheel. List may be created using the "and", "thru" and "minus" commands.
- All channel levels under control of the wheel may be adjusted proportionally even after they reach full.
- A "remainder dim" command shall be provided to isolate a channel list. A "return" command shall be provided to restore channels to levels previous to the last entry.
- A selected dimmer or channel may be placed under control of the wheel for identification purposes. The "next" and "last" keys access next and last dimmer channel.
- From stage, all levels may be recorded in a cue, cue part, group or submaster. These levels may originate from the keypad, wheel, faders or submasters.
- Cues may track or not track on an individual, user selectable basis.
- Cleanup cues may be specified which will not allow any levels to track through.
- Cues may be recorded in any order. Up to nine cues may be inserted between any two numerically consecutive cues.
- Each cue may contain up to four parts.
- The following information may be included with each cue or cue part:

- Fade and Delay times up to 999 seconds in 0.1 second increments
  - Split fade times and split delay times
  - Manual fade times
  - Special effects
  - Automatic follow of subsequent cue in up to 999 seconds
  - Out of sequence links
  - Comments for identification or user prompts
  - Profile from a library of 20 programmable fade curves
- Cues and cue timing information may be previewed and modified blind without affecting stage settings.
  - Levels from previous cues may be used to build following cues without recalling those levels.
  - Cues may be copied from another cue, renumbered or deleted.
  - Any or all channels may be recorded into a group for proportional balancing, building cues or other groups or loading onto a submaster for pile-on manual control.
  - Groups may be given numbers and alpha-numeric designations for later recall.
  - Any channel, group, cue or other submaster may be recorded into a submaster for pile-on manual control.
  - A comment may be added to a submaster as a reminder of its contents. Submaster comments shall be displayed on the playback and submaster displays.

## TRACKSHEET

- The tracksheet display shall provide a spread sheet type display of sixteen cues or cue parts simultaneously, their fade and delay times and the levels of up to thirty four channels for each cue or cue part.
- The user may specify the channels to be displayed in the track sheet as all channels or a channel list.
- The user may move through either the cue sheet or the channel list in the track sheet with the position keys.
- All level setting commands may be used to add or modify levels directly in the track sheet. The display shall automatically page to the specified cue.

## EFFECTS

- Special effects may be recorded which consist of a series of steps that repeat in any combination of the following patterns: negative, alternate, reverse, bounce, build and random.
- A different time may be specified for each effect step up to 999 seconds in 0.1 second increments.

- Different high and low levels may be specified for each effect step.
- Effects may be tested immediately without incorporation in the cue sheet. Effects may be copied or deleted.
- Four submaster faders with associated bump buttons may be dedicated to the operation of effects.
- The step rate of an effect assigned to a playback or submaster fader may be adjusted proportionally.

## PLAYBACK

- One button shall start an entire cue including cue parts and follow cues. No manual loading of faders shall be required.
- Up to eight cues may be run simultaneously.
- The Playback display shall provide the following information: cue sheet, current cue, cue loaded on each fader with associated time data, levels and names of submasters, and an indication if dimmers are parked.
- Any cue or cue part may be stopped, reversed or converted to manual operation. The speed of any cue may be adjusted proportionally with the wheel.
- Cues may be played out of sequence in a specified time or through manual operation.
- The faders, submasters and bump buttons shall operate on "highest takes precedence" mode.

## PATCH

- An electronic patch shall be provided to allow each channel to control one or more dimmers.
- The patch may be displayed "by channel". Dimmers may be added or deleted. A "find dimmer" command shall locate the dimmer in the channel list.
- The patch may also be displayed "by dimmer". Channels may be changed or deleted. A "find channel" command shall indicate all dimmers controlled by the specified channel.
- Dimmers may be changed or unpatched at any time during the operation of the system.
- A "park dimmer" function shall enable up to 20 dimmers to be activated at any level, independent of their channel assignment.
- A "dimmer name" display shall be provided to allow dimmers to be assigned five character alphanumeric designations for later recall.

## SETUP

- A setup display shall allow the user to set and preview the system parameters and preview the memory remaining.
- "Record disk," "load memory" and "clear memory" commands shall be provided. It shall be possible to selectively clear the cues, submasters, groups, patch, effects or the entire system.
- It shall be possible to record a show label of up to 16 alphanumeric characters.
- Commands for printing cues, cue sheet, groups, submasters, effects, track sheet, patch, dimmer profiles, backup and stopping the printer shall be provided.
- A display for setting and previewing twenty assignable fade profiles shall be provided.
- It shall be possible to select dimmer protocol: Colortran digital signal or DMX-512, the USITT digital signal.
- Any display may be selected to appear on either of the two monitors. Changes made in the main display shall be reflected on the secondary display.

## D. Optional Equipment

No additional hardware or software shall be necessary: Printer, Designer's Remote/Magic Sheet, Hand Held Remote Programmable Remote Switches

Specifications subject to change without notice.

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