# PRESTIGE 3000 PLUS



Colortran

Colortran, Inc.

## Prestige 3000 Plus: Accessibility, Feedback And Precise Control.

**1.** The **Key Switch** is the first step into the powerful memory of the Prestige 3000 Plus. In case of a malfunction, simply turning this switch to "Back Up" lets the duplicate software take over.

**2.** Any of the eleven displays can appear on either of the **Dual Display** screens during console operation, providing both general and specific information as necessary.

**3.** The **Screen**, **Record** and **Cue** key pads provide access to the flexibility of the Prestige 3000 Plus. The "S" keys are user-programmable macros for instantaneous recall of command stings.

**4.** The **Control Keypad** is used to enter the commands. Channel lists can be prepared, output levels specified and numeric data entered.

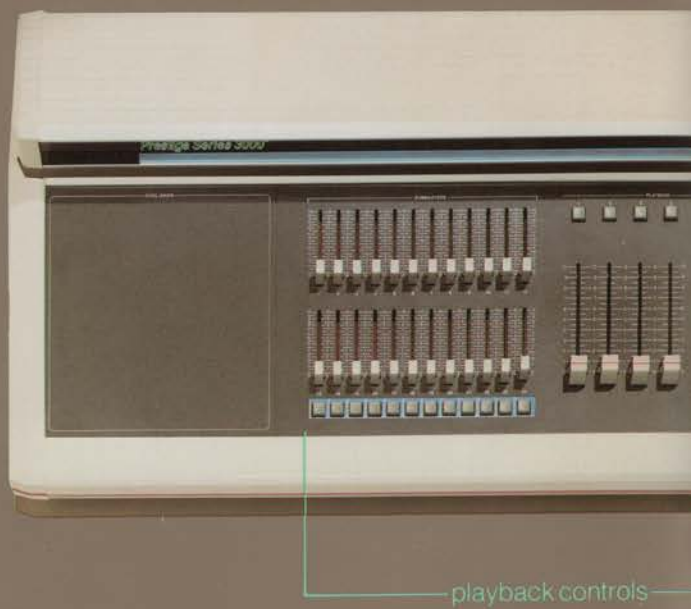
**5.** Moving about a display and paging through the screens is fast and simple. With the **Position Keypad** moving the cursor is effortless.

**6.** The **Level Wheel**'s smooth, rolling action is the tool for adjusting channel levels or fade rates.

**7.** With the **Alphabetical Keyboard**, cues, submasters, groups and effects can be labeled for easy reference.

**8.** The 24 multi-functional **Submaster Faders** provide that crucial control for proportionally adjusting the fader levels. The 12 **Bump Buttons**, one for each of the bottom row of faders, allows the lights to be brought up to full with the push of a single button.

**9.** The **Playback Controls** keep the user in control of the Prestige 3000 Plus' power and allows easy and instantaneous alteration of the programs to fit the show in progress.



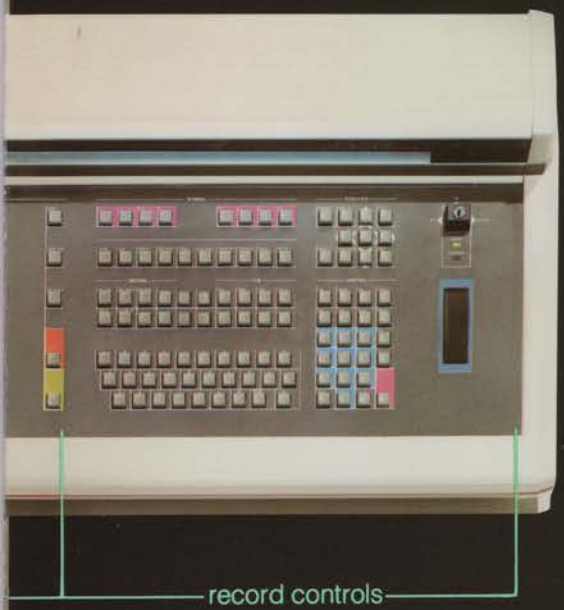

# PRESTIGE 300

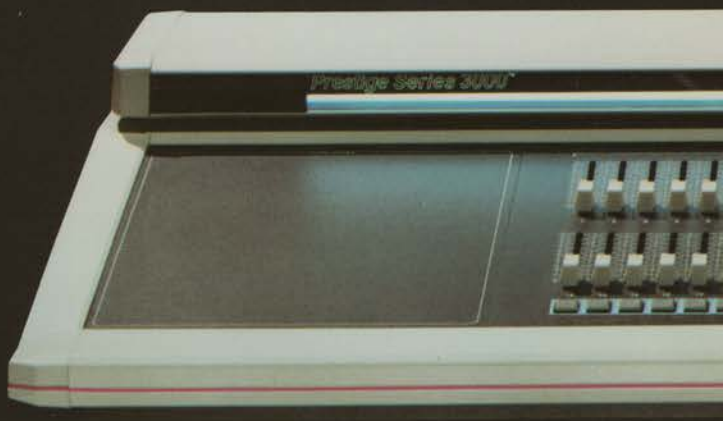
## Prestige 3000 Plus Provides Greater Speed And Reliability With Expanded Capacity

The Prestige 3000 Plus is an easy to operate and versatile tool for the lighting professional. The console is logically laid out with record functions on the right and playback functions on the left. This computerized lighting control console is the most powerful system Colortran has ever offered. The Prestige Series consoles are prime examples of Colortran's commitment to leadership in technology and customer support of production equipment. Some of the features of the Prestige are: proportional control of channel levels, soft function keys whose definitions change appropriately for each display, manual override of fade times, availability of groups as cue building blocks, 24 fully overlapping pile-on submasters and 12 submaster Bump Buttons, special effects package, direct dimmer control, channel check, 20 selectable dimmer profiles and 3.5 inch micro-floppy disk storage.

## Offering Your Facility A Versatile Tool

The Prestige 3000 Plus is the top of the line in a distinguished family of lighting consoles. The Prestige series is a microprocessor-based memory control system which offers the user ease of operation with the power of a computer. Getting started is simple, the operator enters a series of keystrokes in an English format. The Prestige 3000 Plus includes a QWERTY keyboard for the labeling of cues, groups, submasters, dimmers and entire show set ups.

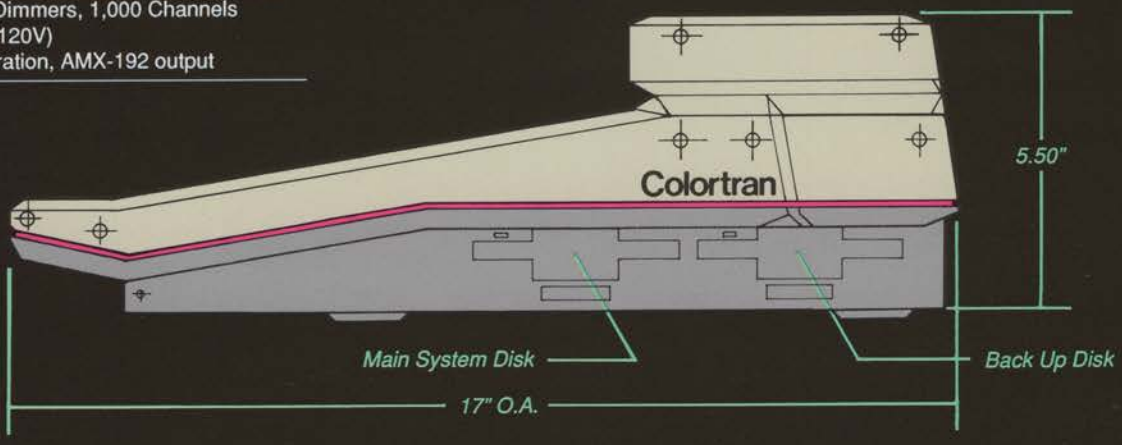


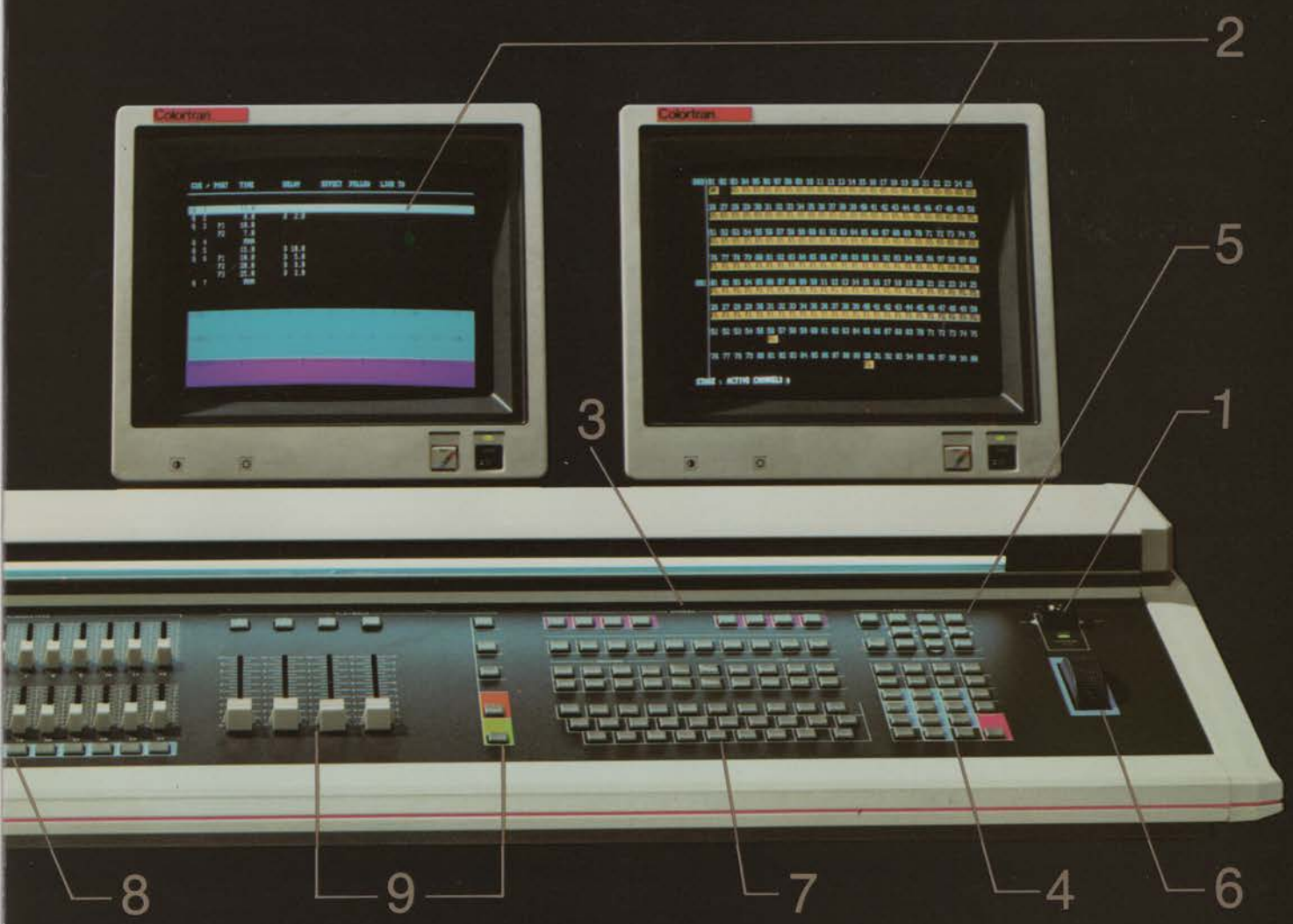




# OO PLUS

The Prestige 3000 Plus has fully redundant hardware with an on line tracking back-up. Switching between the main system and backup memory is an instantaneous process, with no output change being sent to the dimmers. All programs are stored on convenient 3.5 inch disks, for an unlimited library of lighting setups and system backups.

| Cat. No. | Description |
|---|---|
| 602-060 | Prestige 3000C Plus Series, 120V, C/DMX-512, Full Backup<br>(2) Color Monitors 601-152 (120V)<br>Options available: 240V operation, AMX-192 output |
| 602-066 | Prestige 3000C Plus Expanded Series, 120V, C/DMX-512,<br>Full Backup, controls 1,536 Dimmers, 1,000 Channels<br>(2) Color Monitors 601-152 (120V)<br>Options available: 240V operation, AMX-192 output |






# Specifications

**PRESTIGE 3000 PLUS**

## 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 provide for the control of up to 800 dimmers on 400 channels. Up to 447 cues and groups may be recorded.

The console shall not require the use of any peripheral device, such as a disk drive or a cassette to function. The system operating program shall be stored in a programmable read only memory. In case of power failure, random access memory shall be retained by an automatic battery backup power supply.

The console shall consist of a portable housing, approximately 48 inches long and 17 inches deep, and two detached 12-inch color CRTs with integral tilt and swivel bases. The CRTs shall be detached to allow optimum placement by the user for viewing display information and to allow adaptation to compact lighting booth environments.

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 and reduced eye strain.

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 and to protect the silkscreened legends from wear.

The control panel shall hinge up from the housing with the release of two captive screws, allowing access to the electronics and power supply. Rear and bottom access shall not be required.

A 3-1/2 inch, industry standard disk drive shall be used for library storage utilizing environmentally protected, high reliability diskettes with hard plastic cases. The Control Console shall be a Colortran Prestige 3000 Plus.

## B. Standard Features

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

1. Two high resolution, fast refresh color CRTs for display of and access to all channel level cue sheet, patch, system setup and command line information.

2. A group of ten keys for calling up displays on the CRTs.

3. A group of eight screen keys for access to different functions in each of the ten system displays and various sub-displays. These keys shall change function in each display to focus the user's attention on commands which are useful in that display and to reduce congestion of the control surface.

4. 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.

5. An expanded numeric keypad used to enter system information and to create channel, cue, group, submaster, and effects list. An "enter" key shall be provided to terminate commands and a "clear" key to delete previous entries.

6. A continuous rotation wheel with non-slip rubber surface and high inertia core for setting levels and adjusting rates.

7. A record keypad for recording levels from stage into cues, groups or submasters.

8. A cue keypad for writing or editing cues, cue parts, times, delays, follows and links in the cue sheet.

9. A full alpha keyboard with standard QWERTY layout for labeling cues, groups, submasters, dimmers and shows.

10. A total of eight timed faders shall be provided, four of which may be operated manually. A rate button allows any combination of timed fades to be adjusted on the wheel.

11. A "GO" button for starting cues and a "Stop/Reverse" button for stopping active cues or stepping back through the cue sheet. A "Go To Cue" button for taking cues out of sequence.

12. Twenty-four pile on, overlapping submasters for manual control of complete "stage looks." Cues, groups, channels and other submasters may be loaded into a submaster to create the desired levels. Submasters 1 through 12 may be selected by the setup menu as inhibitive. Submasters 21 through 24 may be designated effects submasters.

13. Twelve bump buttons for instantaneous activation of submasters 13 through 24. Bump buttons may be disabled in "setup."

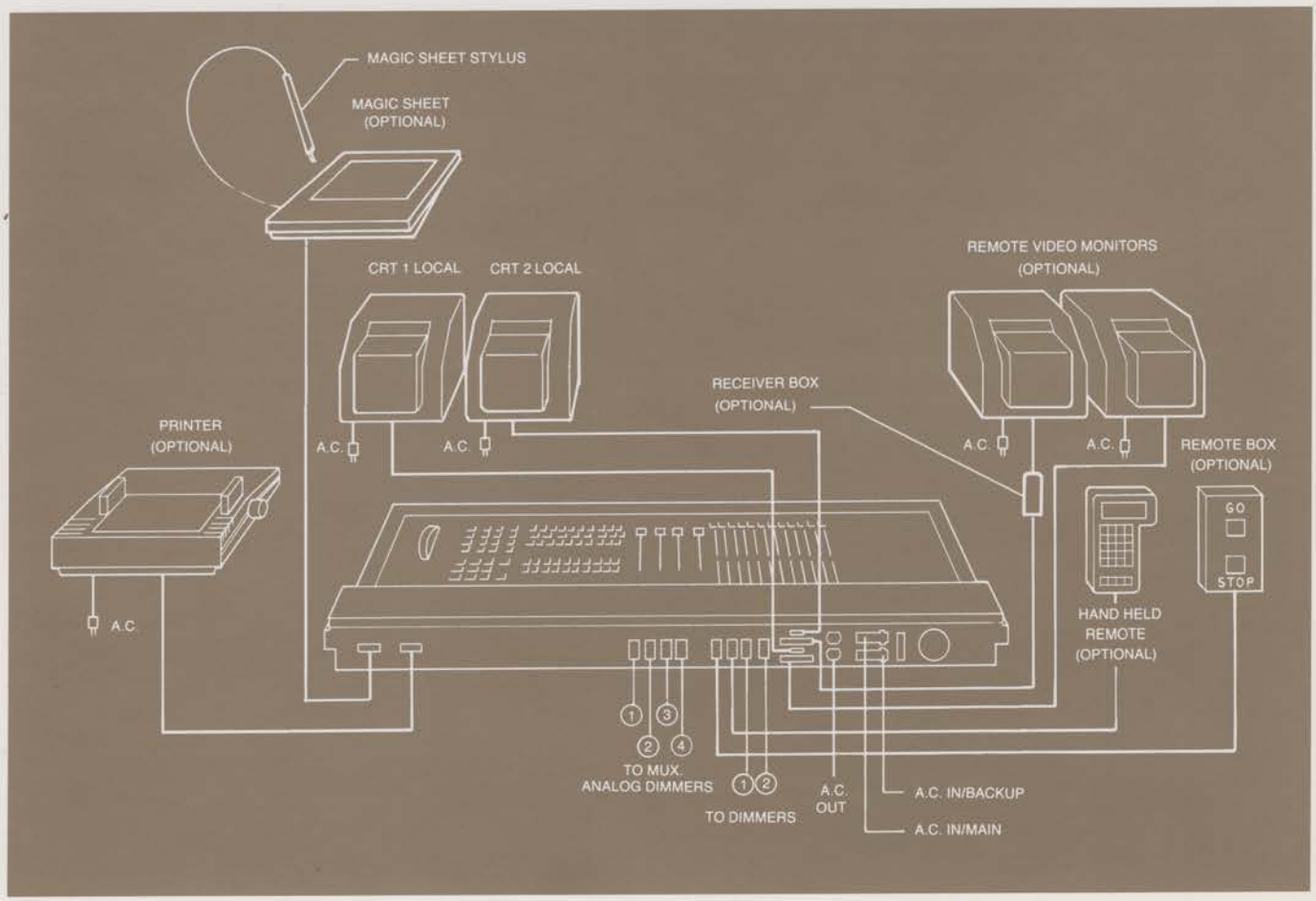
14. A fully redundant memory backup system with identical computer, video interfaces, interface electronics, memory, program ROM, disk drive and power supply. The full backup system shall track all changes in the main system.

15. A keyswitch for system "Off", "On" or "Backup" and an indicator for dimmer rack airflow shall be provided on the face of the console.

## Creative, fast, powerful... unique tools for the designer

The **Hand Held Remote** unchains the user from the console. Lighting cues may be selected and checked from the stage, which greatly simplifies the set up and focusing of lights. A backlit LCD display verifies the entries. The unit has a membrane type surface to make it less susceptible to spills and other forms of damage.

Linking up the **Magic Sheet/Designer's Remote** with the main console provides the ultimate access to the unique features of the Prestige System. Any number of points may be defined as a command string using the Magic Sheet's digitizing tablet. With the monitor attached, the same displays that are available from the console can be called up, checked and corrected, and every change can be recorded into memory. Shouted directions from stage or seats, scribbled notes to haul back to the booth, running from stage to control room and back again: all are things of the past.



# Specifications

**PRESTIGE 3000C SPECIFICATION**

## C. Operating Functions

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

### *STAGE, PREVIEW, GROUP, SUBMASTER*

1. The Stage display shall provide a comprehensive display of 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.

2. 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.

3. All channel levelsl under control of the wheel may be adjusted proportionally even after they reach full.

4. 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.

5. A selected dimmer or channel may be placed under control of the wheel for identification purposes. "Next" and "Last" keys access next and last dimmer channels.

6. 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.

7. Cues may track or not track on an individual, user selectable basis.

8. Cleanup cues may be specified which will not allow any levels to track through regardless of how subsequent cues are written.

9. Cues may be recorded in any order. Up to nine cues may be inserted between any two numerically consecutive cues.

10. Each cue may contain up to four parts.

11. The following information may be included with each cue or cue part:

a) Fade times up to 999 seconds in 0.1 second increments
b) Delay times up to 999 seconds in 0.1 second increments
c) Split fade times and split delay times
d) Manual fade times
e) Special effects
f) Automatic follow of subsequent cue in up to 999 seconds
g) Out of sequence links
h) Comments for identification or user prompts
i) Profile selected from a library of 20 programmable fade curves

12. Cues and cue timing information may be previewed and modified blind without affecting stage settings.

13. Levels from previous cues may be used to build following cues without recalling those levels.

14. Cues may be copied from another cue, renumbered or deleted.

15. 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.

16. Groups may be given numbers and alpha-numeric designations for later recall.

17. Any channel, group, cue or other submaster may be recorded into a submaster for pile-on manual control.

18. A comment may be added to a submaster as a reminder of its contents. Submaster comments shall be displayed on the playback and submaster display.

### *TRACKSHEET*

19. 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 seventeen channels for each cue or cue part. It shall be possible to expand the display up to thirty-four channels using both CRTs. A command line and screen key labels shall also be displayed.

20. The user may specify the channels to be displayed in the track sheet as all channels, a channel, list, a group of channels or the active channels in a cue.

21. The user may move through either the cue sheet or through the channel list in the track sheet with the position keys.

22. 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*

23. 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.

24. A different time may be specified for each effect step up to 999 seconds in 0.1 second increments.

25. Different high and low levels may be specified for each effect step.

26. Effects may be tested immediately without incorporation in the cue sheet. Effects may be copied or deleted.

27. Four submaster faders with associated bump buttons may be dedicated to the operation of effects.

28. The step rate of an effect assigned to a playback or submaster fader may be adjusted proportionally.

### *PLAYBACK*

29. One button shall start an entire cue including cue parts and follow cues. No manual loading of faders shall be required.

30. Up to eight cues may be run simultaneously.

31. The Playback display shall provide the following information: the cue sheet, the current cue, the loaded on each fader with associated time data, the levels and names of submasters, and an indication if dimmers are parked.

32. 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.

33. Cues may be played out of sequence in a specified time, or through manual operation.

34. The faders, submasters and bump buttons shall operate on "highest takes precedence."

35. An electronic patch shall be provided to allow each channel to control one or more dimmers, and must be able to perform in the following five manners.

36. The patch may be displayed "by channel" indicating the list of dimmers under control of each channel. Dimmers may be added or deleted. A "find dimmer" command shall locate the dimmer in the channel list.

37.The patch may also be displayed "by dimmer" indicating which channel controls each dimmer. Channels may be charged or deleted. A "find channel" command shall indicate all dimmers controlled by the specified channel.

38. Dimmers may be charged or unpatched at any time during the operation of the system.

39. A "park dimmer" function shall enable up to 20 dimmers to be activated at any level, independent of their channel assignment.

40. A "dimmer name" display shall be provided to allow dimmers to be assigned four character alphanumeric designations for later recall

### *SETUP*

41. A setup display shall allow the user to set and preview the number of channels and dimmers, preview the number of cues or groups remaining, enable or disable the optional Designer's Remote and Hand Held Remote and enable or disable the bump buttons and submaster display.

42. "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.

43. It shall be possible to record a show label of up to 16 alphanumeric characters.

44. Commands for printing cues, cue sheet, groups, submasters, effects, track sheet, patch, dimmer profiles, backup and stopping the printer shall be provided for an optional printer.

45. A display for setting and previewing twenty assignable fade profiles shall be provided.

46. It shall be possible to select dimmer protocol. The Prestige shall output the Colortran digital signal or DMX-512 the USITT digital signal.

47. Any display may be selected to appear on either of the two monitors for the purpose of comparing cues, groups, submasters or any other displays. Changes made in the main display shall be reflected on the secondary display.

## D. Prestige 3000C Alternate

An expanded system capable of supporting 1536 dimmers on 1000 control channels is available.

The system shall have the following optional equipment to plug in directly. 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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