Scene Master™ 60
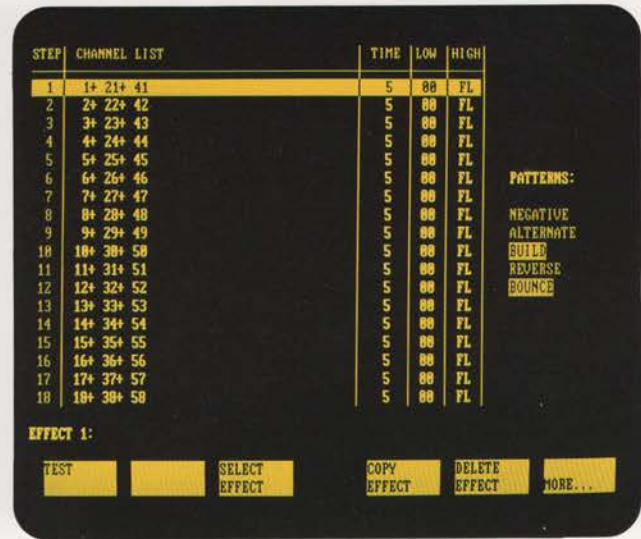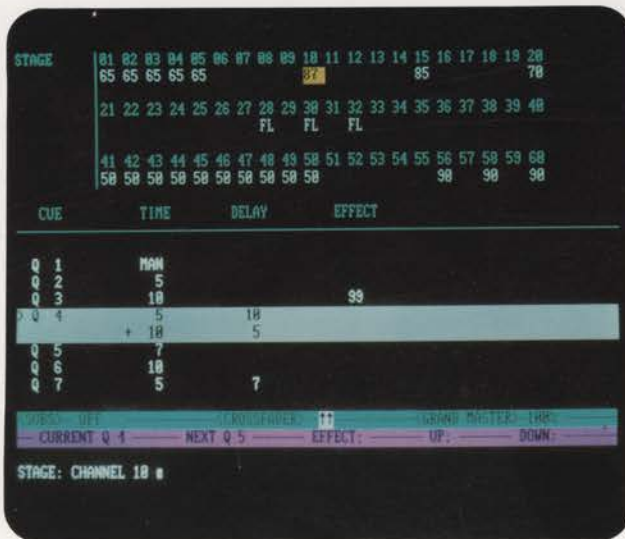
Manuals and More

Catalog No. 168-760 Series

Flexible by design…
manual plus memory…
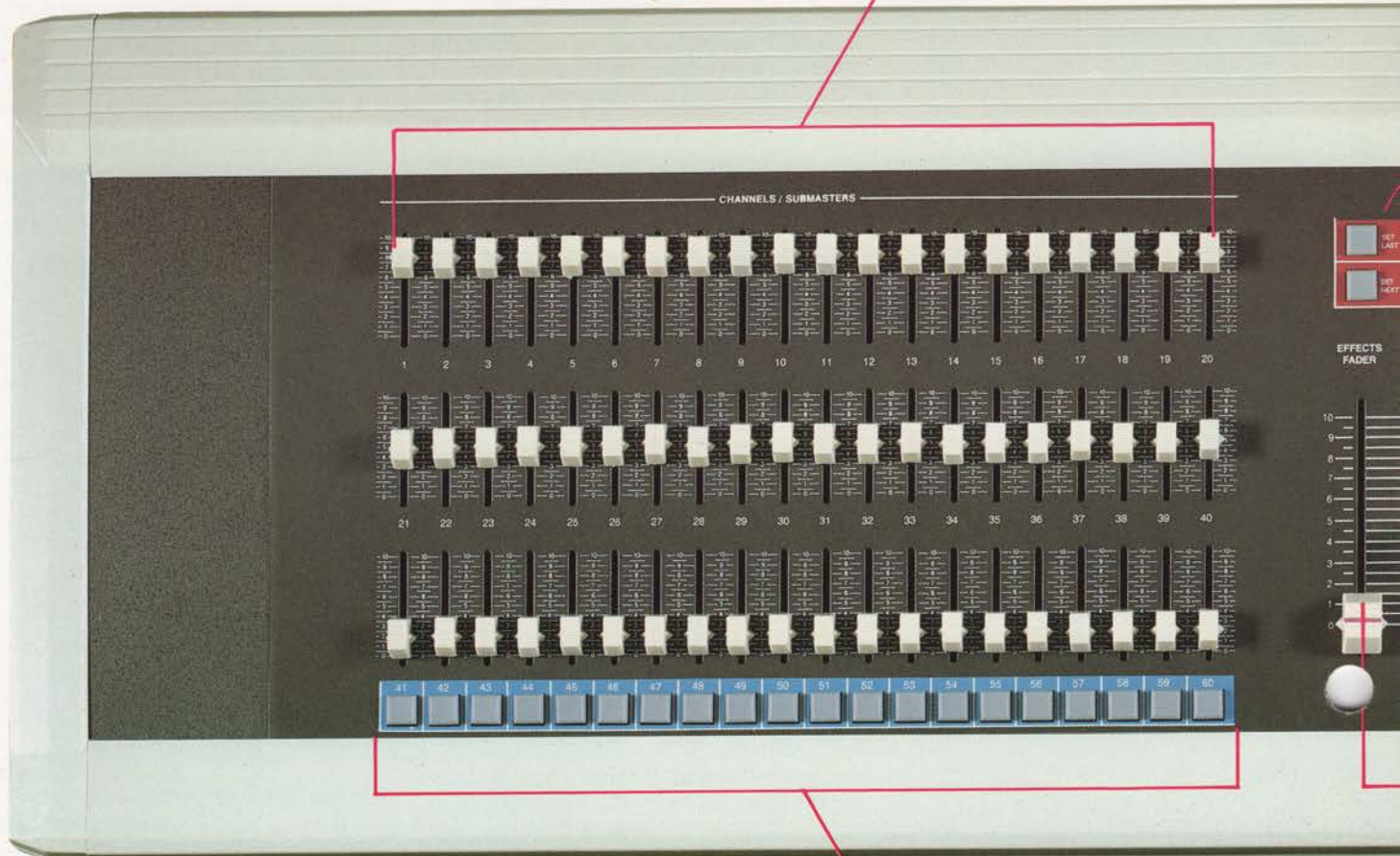*monochrome or color.*

LEE Colortran.

The ideal combination of manual and memory systems...
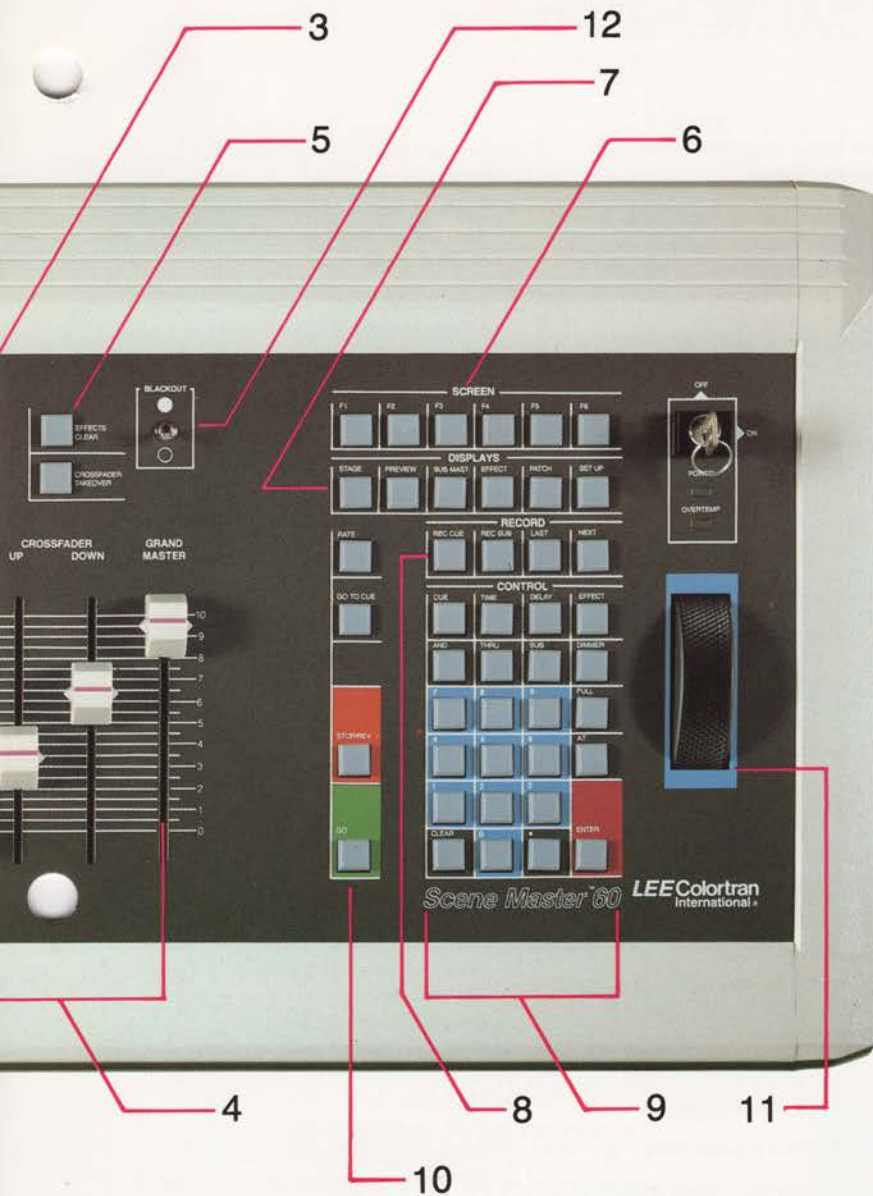
Scene Master™ 60

Now available in color.

The SCENE MASTER 60 Lighting Console is designed to be a useful and versatile combination of manual and memory controls for lighting designers. The Console's panel provides 60 Manual Controllers to control channels or act as 60 submasters, Crossfaders to manually control the fade up and fade down, an Effects Fader to control channel levels during an effect or an effects test, a Grand Master Fader to adjust the intensity levels for all channels and submasters, and a Blackout Switch. The Control Keypad is used to enter commands and information during Memory Operation; the Wheel is used to adjust levels previously set; twenty Bump Buttons allow you to instantly bring the submasters up to their fullest levels. The Console also has Fade Takeover capability which allows you to complete timed fades manually. The console is also equipped with a high resolution amber monitor. A color monitor is also available as an option.

In Manual Operation you can control 60 channel levels. While one scene is always live on stage, you can preset the next scene by using the SET NEXT and SET LAST keys. Each scene is automatically recorded for later playback.

Memory Operation increases your flexibility by allowing you to light an entire event or show in advance and store the lighting setups in the memory (CMOS RAM). The internal memory comes with a battery; if you lose power to your console, the show information stored in the memory chip is not erased.

During Memory Operation, in addition to the same control of the channels as in manual setup, you have keyboard commands to bring lights up on stage, edit your cuesheet, select submasters/effects and change the dimmer to channel patching. Lighting looks may be created using actual lights on stage which are reflected on the STAGE display or be "written blind" in the PREVIEW display.

1. **Channel/Submaster Manual Controllers**
   The Channel/Submaster Manual Controllers are arranged in banks of three rows of 20 controllers. Each controller can control either a channel or a submaster, depending on how you have set up your system.

2. **Bump Buttons**
   Below the channel/Submaster Controllers are twenty Bump Buttons. These are used to ''bump'' Submasters 41 through 60 to their full intensities.

3. **Set Next/Set Last Keys**
   The SET NEXT and SET LAST keys are used in the procedure for recording cues. The SET NEXT allows you to save the current cue and record the next cue. The SET LAST key allows you to edit or change a previous cue.

4. **Faders**
   There are four fader controllers. Fader 1 is the Effects Fader. Fader 2 is the Crossfader UP controller. Fader 3 is the Crossfader DOWN controller. Fader 4 is the Grand Master controller.

5. **Override Keys**
   Effects Clear is used to kill a manual or timed effect; the Crossfader Takeover is used to override control of timed fades.

6. **Screen Keys (Soft Function Keys)**
   The six screen keys are located in the upper right area of the console. These are referred to as ''soft function keys'', since the action performed by pressing each key is different for each screen display.

They are labeled F1, F2, F3, F4, F5, and F6. The display screens will show the current function assigned to each soft function key.

7. **Display Keys**
   The display keys allow you to access the six video display screens. The displays are: STAGE;, PREVIEW;, SUBMAST;, EFFECT;, PATCH;, and SETUP;.

8. **Record Keys**
   The record keys are used when you are recording cues and submasters from the STAGE display. They are REC CUE;, REC SUB;, LAST;, and NEXT;.

9. **Control Keys**
   The control keys are the keys you will use to actually create a cue or cuesheet. They are CUE, TIME, DELAY, EFFECT, AND, THRU, SUB, DIMMER, FULL, AT, CLEAR, ENTER, a decimal key ''.'', and the numeric keys 0 through 9.

10. **Playback Keys**
    The playback keys are used to start and stop cues, to move to a particular cue, or to change the rate for a cue. They are RATE, GO TO CUE, STOP/REV, and GO.

11. **Wheel**
    The Wheel may be used to set channels with finger-tip control. It may also be used to adjust existing levels. As you move the Wheel forward or backward, the levels will change proportionally.

12. **Blackout**
    The Blackout switch is used to completely darken the stage, when turned down, all channels go to the zero (0%) intensity level.

Scene Master 60XL Peripheral Options:

Hand Held Remote-
Catalog No. 168-327-
allows channels to be
selected from a remote location
for lamp and focus check out.

Printer-
Catalog No. 168-324-
provides hard copy
printout of all
recorded data.

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Specifications

Scene Master™ 60 Specification

A. Description

The Control Console shall be a micro-processor based lighting control system, specifically designed and constructed for the control of theatrical and television dimming systems. The Control Console shall provide for the control of up to 200 dimmers on at least 60 channels. Up to 240 cues may be recorded.

The Control Console shall not require the use of any peripheral device such as disk drive or cassette to function. The system operating program shall be stored in a programmable read-only-memory.

The Control System shall be engineered to provide clarity of operation.

The Control Console shall consist of a portable console, approximately 37 inches long and 14 inches deep and one detached 12 inch amber CRT with integral tilt and swivel bases. The CRT shall be detached to allow optimum placement by the user for viewing display information, and to allow adaptation to compact lighting booth environments.

The CRT shall be a graphics quality amber monitor with a minimum of 1000 dots per line horizontal resolution and 360 lines vertical resolution.

The Console shall be equipped with non-volatile memory for cue storage with optional 3½ inch, industry standard disk drive used for library storage utilizing environmentally protected, high reliability diskettes with hard plastic cases.

B. Standard Features

The Control Console shall provide, but not be limited to, the following features:
The left half of the panel is used for manual setting and playback.
The right half is used for the memory setting and playback.

The manual section has the following controls:

1 Channels/Submasters - sixty manuals (one for each channel) are used for setting levels manually or as up to sixty submasters (switchable in groups of twenty).

2 Crossfader - provides a dipless fade between the levels currently on stage and the following cue.

3 Fade Time - allows a fade time to be set for operation of the crossfader with manual cues.

4 Effects Faders - provides manual control for special effects

5 Submasters - 60 pile-on submasters which may be selected and set from the keyboard.

6 Manual Bump Keys - each key switches its corresponding manual to full as long as the key is pressed.

7 Set Next - records the levels set on the manuals for playback and calls up the next cue to be recorded.

8 Set Last - returns access to previously held levels for modification on the manuals.

9 Grand Master - provides a proportional master of the output of the system including manual or memory crossfades, submasters, manual master, and level keys.

10 Blackout - instantly cuts off all system output regardless of origin.

The memory section has the following control groups:

11 A group of 6 keys for calling up various displays on the CRT.

12 A group of 6 screen keys for access to up to 6 different functions in each of the 6 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.

13 An expanded numeric keypad used to enter numeric information and to create channel, cue, submaster, and effect lists.

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

15 A cue keypad for writing or editing cues, and cue timing in the cue sheet.

16 A "GO" button for starting cues and a "STOP/REVERSE" button for stopping active cues or stepping back one cue. A "GO to CUE" button for taking cues out of sequence.

17 Record - used to record the levels on stage into cues or subs. Selects next or last display.

18 Rate - used to adjust rate of timed fades.

19 Keyswitch/Power/Overtemp - applies power to system, indicates DC power present, and indicates overtemp condition in the dimmer rack.

C. Operation

The Scene Master 60 may be operated as a simple manual console or as a memory console.

Manual Operation:

1 The Scene Master 60 has the following features when operated as a manual console:

  a Sixty channels, 200 dimmers
  b Multi-scene preset (2-120 presets)
  c Manual master
  d Split dipless crossfader
  e Fade time control
  f Up to sixty overlapping, pile-on submasters
  g Twenty submaster bump keys
  i Grand master and blackout switch

2 Operation as a multi-scene preset is accomplished as follows:

  a Press Set Next. The Preview display will come upon the CRT in Cue 1. Set the levels in Cue 1 on the manuals.

  b Press Set Next. Cue 2 will come up on the Preview display. Set the levels in Cue 2 on the manuals.

  c Repeat this presetting procedure for as many cues as required.

  d Cues may be played back at any time by moving the crossfader handles to opposite side.

3 The style of operation is actually simpler than a conventional two or three scene preset since the manuals are always set as the next scene rather than two or three scenes later. This allows the manuals to be set with changes only rather than with all levels specified.

Memory Operation:

4 The Scene Master 60 has the following features when operated as a memory console:

  a Sixty channels, 200 dimmers
  b Up to two hundred and forty cues
  c Live and blind setting of cues and submasters
  d Wheel level setting device
  e Recorded cue sheet with fade-up, fade down and delay times
  f Complete effects package
  g Dimmer to channel patching
  h Cue playback via GO/STOP or manual crossfader
  i Ability to take cues out of sequence
  j Ability to modify recorded fade times
  k Up to sixty overlapping submasters and twenty submaster bump keys

5 In addition to these features, all manual features previously described operate concurrently with memory features. For instance, the manuals may be used to set recorded cues or submasters.

D. Available Options

1 Analog multiplex dimmer output (USITT STANDARD).
2 Remote "GO".

The Scene Master 60XL can drive up to 500 dimmers and includes a 3½" disk drive. The Scene Master 60XL is also equipped with interface ports for a printer and handheld remote.

The SceneMaster 60XLC is equipped with all the SceneMaster 60XL features and utilizes a color monitor.

Note: Specifications subject to change without notice.