

SCENE MASTER



Colortrain

SCENE MASTER 60

The Scene Master 60 lighting control console is designed to be a versatile combination of manual and memory controls for lighting professionals. This powerful union of manual and memory operation provides the flexibility required for dynamic lighting control in virtually any application.

Outstanding Control

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

Increased Flexibility

Memory Operation increases control flexibility by allowing light levels for an entire event or show to be programmed in advance and stored in the memory (CMOS RAM). There is a battery back-up to the internal memory; if the console loses power, the show information stored in the memory chip is not erased.

More Creativity

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

A 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 the system is configured.

B Bump Buttons.

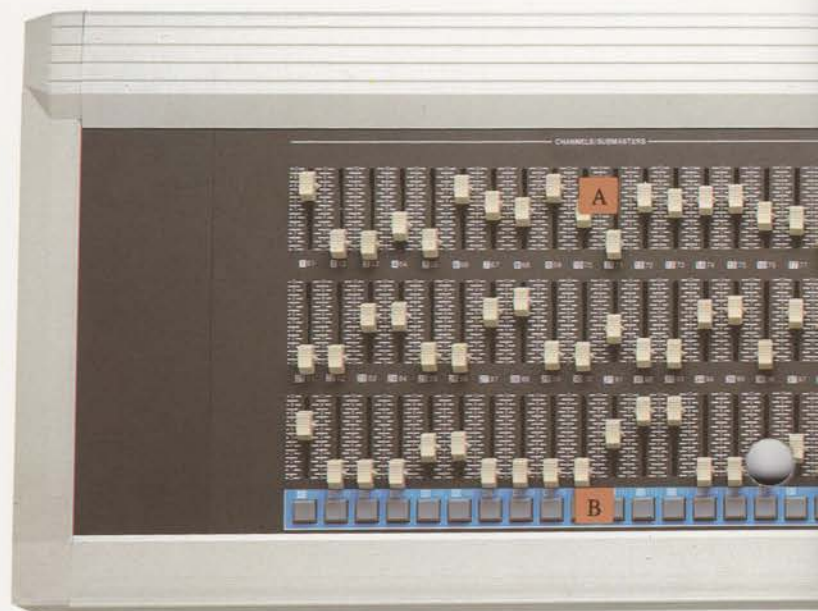
Below the Channel/Submaster Controllers are twenty Bump Buttons. These are used to "bump" Submaster 41 through 60 to their full intensities

F Override Keys.

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

G Display Keys.

The display keys allow you to access the six video display screens. The displays are STAGE, PREVIEW, SUBMAST, EFFECT, PATCH, and SETUP.



C Set Next/Set Last Keys.

The SET NEXT and SET LAST keys are used in the procedure for recording cues. The SET NEXT saves the current cue and records the next cue. The SET LAST key allows the designer to edit or change a previous cue.

D 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.

E Screen Keys (Soft Function Keys)

The six screen keys are located in the upper right area of the console. These are referred to as the "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.

H Record Keys.

The record keys are used when recording cues and submasters from the STAGE display. They are REC CUE, REC SUB, LAST, and NEXT.

I Control Keys.

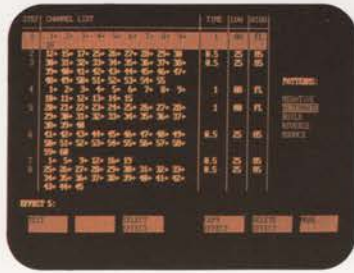
The control keys actually create a cue or a cuesheet. They are CUE, TIME, DELAY, EFFECT, AND, THRU, SUB, DIMMER, FULL, AT, CLEAR, ENTER, a decimal key ".", and the numeric keys 0 through 9.

J 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.

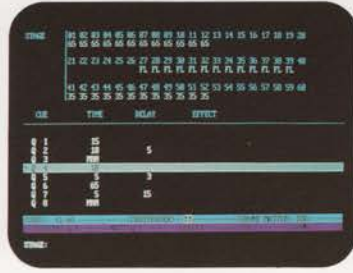
K Wheel.

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



Scene Master 60

602-005



Scene Master 60

602-011

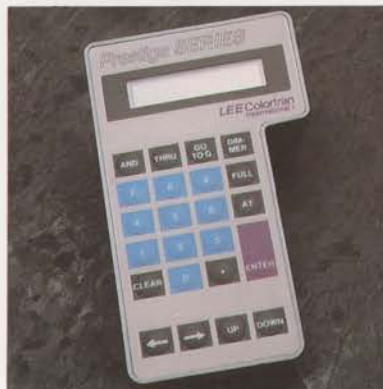


L Blackout.

The Blackout switch is used to completely impede control output of the console on the stage. When activated, all channel levels instantly go to zero intensity.

Hand Held Remote

Catalog No. 601-154. Allows channels to be selected from a remote location for lamp and focus check out.



The Scene Master 120 offers all the features and options of the Scene Master 60 but with an expanded channel and submaster capacity.

More Functions

The number of channels and submasters is user selectable from 20 to 120 in increments of twenty. Through the use of a PAGE function key, the user may access the second page of channels manually for convenient screen viewing or by simply keying in the channel number.

Highly Versatile

The result is a highly versatile lighting control console with all parameters easily set by the user. A designer can now select 60 channels of manual control, 60 submasters manually accessed by the page function key, and 120 channels through the key pad.



Scene Master 120

602-070



Scene Master 120

602-074

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 512 dimmers on 60 or 120 channels. At least 200 cues 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 37 inches long and 14 inches deep and one detached 12 inch color CRT with integral tilt base. 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 color monitor with a minimum of 640 dots per line horizontal resolution and 350 lines vertical resolution.

The console shall consist of a painted and silkscreened aluminum control panel, extruded aluminum front and rear rails, molded end caps and a sheet metal housing. All electronics shall be securely fastened to the housing and shall be easily removable for servicing.

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

The console shall be equipped with a non-volatile memory for cue storage with a 3-1/2 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 playback.

The manual section has the following controls:

1. Channels/Submasters - sixty manual potentiometers are used for setting channel levels or as overlapping submasters.
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 Fader - provides manual control for special effects.
5. Submasters - 60 or 120 pile on submasters which may be selected and set from the keyboard.

6. Manual Bump Buttons - 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 level origin.

The memory section has the following control groups:

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

12. A group of six screen keys for access to different functions in each of the six system display and various subdisplays. 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 system information and to create channel, cue, submaster, and effects lists.

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

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

16. A "GO" button for starting cues and a "Stop/Reverse" button for stopping active cue or stepping back through the cue sheet. 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. A keyswitch for system "Off", "On" or "Backup" and an indicator for dimmer rack airflow shall be provided on the face of the console.

C. Operation

Manual Operation:

1. The Scene Master 60 and the Scene Master 120 each have the following features when operated as a manual console:

- a. 60 or 120 channels, 512 dimmers
- b. Multi-scene presets (2-120 presets)
- c. Manual master
- d. Split dipless crossfader
- e. Fade time control
- f. Up to 60 or 120 overlapping, pile on submasters
- g. Twenty submaster bump keys
- h. 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 up on 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 the 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 console has the following features when operated as a memory console:

- a. 60 or 120 channels, 512 dimmers
- b. At least two hundred 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 including Chase, Negative, Alternate, Reverse, Build, and Bounce
- 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 60 or 120 overlapping submasters and twenty submaster bump keys

5. In addition to these features, all manual features previously described operate concurrently with memory features.

D. Backup:

A standard backup shall be provided. This backup, complete with its own power supply, shall allow the first 500 dimmers to be assigned to any of the sixty potentiometers in the event of a failure in the main processor.

E. Peripheral Functions:

The control console shall be capable of supporting the following peripherals as a minimum:

- a. A printer for generating a hard copy of the cue sheet, effects list and the patch.
- b. A hand held remote device for remote control of the control console.
- c. Remote CRT display.

Note: Specification subject to change without notice.



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