

Fig. 4. Palette video display unit.

until the desired result is achieved.

Once a series of cues have been recorded, we can now move to the Playbacks to perform them (Fig. 6). The cue required is

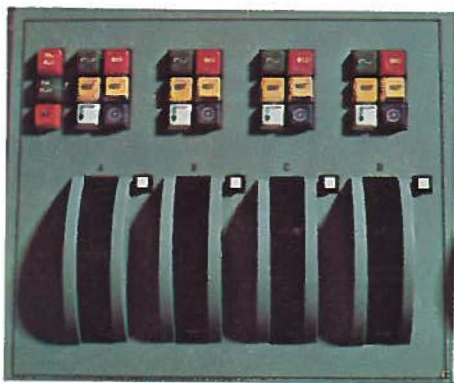


Fig. 5. Submasters.

selected on the Cue Select Panel situated between the two Playbacks. It can then be transferred into either the Green or Red Playback pre-set store (Fig. 7). The information about what is ready for use will be displayed on the VDU above the Playbacks. The two controller wheels on the Playbacks control the timing of the cue and thus an up speed or a down speed may be set by moving these wheels. The speeds chosen will be displayed at the bottom of the VDU above. Then one of the Action Buttons to the left of the wheels can be pressed to initiate the movement of light. These action buttons allow a "cross-fade", an "up-fade" (circuits moving upward only moving) a "down-fade" (circuits moving downward only moving), a "fade-out" (all circuits in the pre-set fade to out), a "raise" (all circuits in the

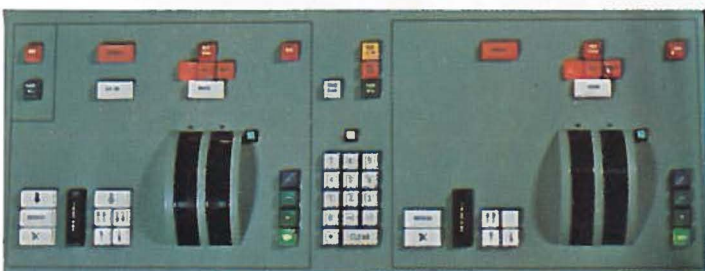


Fig. 6. Playbacks and cue select.

pre-set raised to full), a "Playback Dim" (all circuits in the Playback fade to out) and an "All Dim". Any of the Palette Sub-Masters may be used in an Independent mode. In this condition, sockets used on the Sub-Masters will not be affected by any operation on the Playbacks and thus will not fade out when "Playback Dim" is invoked. "All Dim" overrides Independent and fades everything to out. Between the two sets of

action buttons is an "Instant" button which, as its name implies, converts any action to a snap move. The speed of change of light may be overridden at any time through the progress of a cue by movement of the time controllers. There is also a "Reverse" push that reverses any last action and restores the lights to their previous position. The VDUs indicate continuously the last actions undertaken and the progress of any fade (Fig. 8).

It is also possible to record the speed at which a cue should be operated. This is done with the "Record Time" button above the speed controllers. If time has been recorded, when the cue is taken into the pre-set store, the speeds can be automatically and instantaneously set on the controllers and so indicated on the VDU above. Consequently, it is possible to put several cues with differing speeds into either pre-set store. When subsequently an action button is pressed each cue will set off at its own speed to its destination. Furthermore, when one cue or a group of cues has been started, new cues may be brought into the pre-set store and also set off at their own speeds. Thus, on each Playback, six cues can run simultaneously or in an overlapping manner, with their own up and down speeds. At any time these speeds may be accelerated or de-accelerated as required. If the operator wishes he can operate the Playbacks manually, in which case the time controllers are, at the push of the button marked "Manual", converted to become ordinary manual faders.

During perform-

ance, the Sub-Masters can be used in a conventional manner, i.e. for fades-within-fades, or for snap on or off cues during long fades on the main Playback. A cue may be recorded especially for the Sub-Masters. When recalled it can feed each Sub-Master separately with its own block of lights although all identified with a single cue number. The Sub-Masters can also be connected to a separate Modulation Panel which is an ancillary device that allows any lights selected to be operated by a flashing or auto-fading or sound-to-light control. The sound-to-light device can be connected to the theatre sound system or a specially prepared cassette, re-

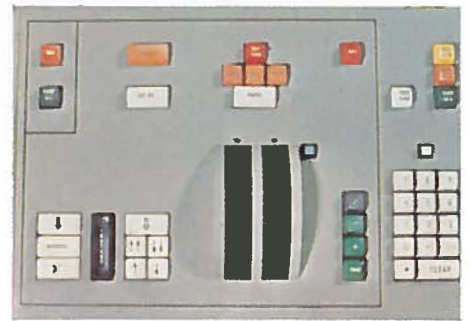


Fig. 7. Green playback and cue select.

corded to provide oscillating or shimmering lighting effects or any pattern of movement, random or regular, that might be required (Fig. 9).

During a performance, cue numbers can be selected individually or the next number can be sequentially available for either pre-set as soon as a cue is "actioned". If the designer wishes to insert a new cue between two old cues, he can do so by using the decimal point on the keyboards. This allows up to nine intermediate cues to be inserted between any two whole number cues, i.e. a sequence can read Cue 17, 18, 18.1, 18.2, 18.3, 19, 20, etc. When working in "sequential", the control goes to the next cue number which has recorded information in it and ignores any un-recorded cue numbers. The sequential facility, together with the "touch-type" channel and cue selection should allow the operator to play the system and, if appropriate, to ad lib or improvise with great facility.

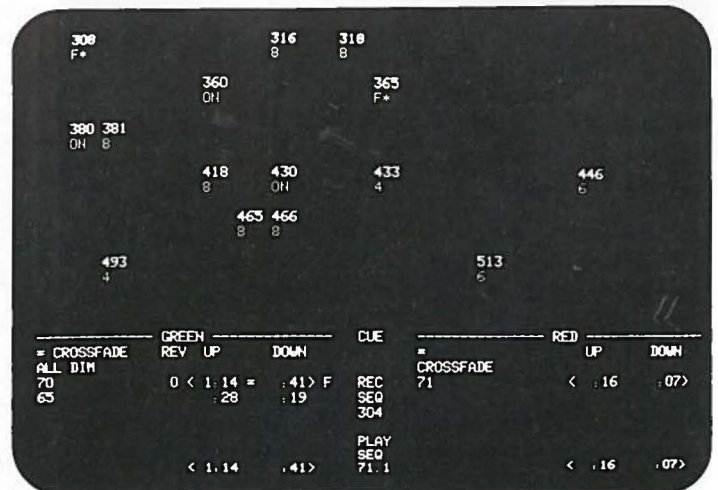


Fig. 8. Playback video display unit.