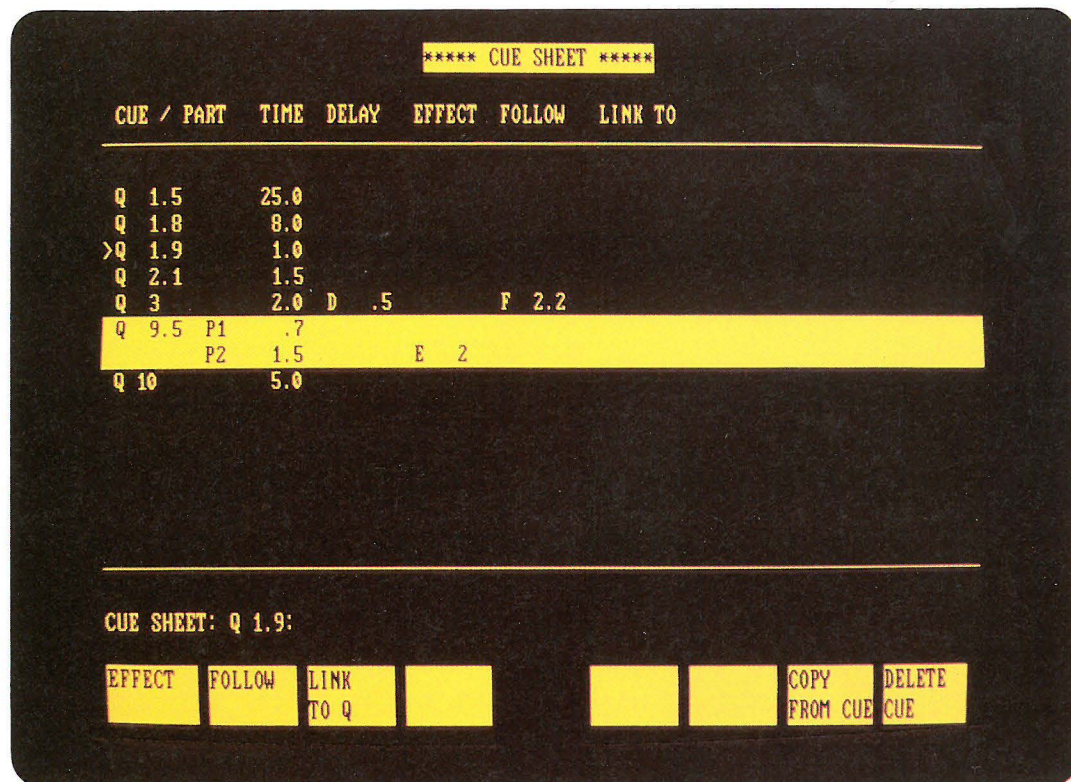


# Prestige<sup>TM</sup> Series 1000



The next step in  
the evolution of  
microprocessor-based  
lighting control.



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Conveniently grouped controls make this console easy to operate.

1. Twenty-four pile-on submasters provide for manual control of complete "stage looks." Twelve bump buttons allow instantaneous activation of associated submasters. Submasters 1-12 may be selected as inhibitive faders. 2. Four timed faders provide for timed or manual execution of cues or cue parts. 3. Playback controls allow an operator to start an entire cue including cue parts and follow-on cues with a single button. Running cues may be stopped, reversed, speeded up, slowed down, or taken over manually. 4. Record/Cue functions and "soft" screen keys allow simple,

straight-forward recording and editing of cues, groups, submasters, effects, patch, and setup with a minimum of console "clutter." The screen keys focus the user's attention on commands which are useful in a particular display and allow for easy software upgrades to the console. 5. Numeric keypad allows rapid construction of unlimited combinations of channels, groups, cues, submasters, and effects for digital level setting or adjustment on the wheel. 6. Position keys allow the user to move up, down, left, or right in various displays. 7. Wheel provides a continuous rotation device for setting and adjusting levels. 8. Power keyswitch and overtemperature indicator.

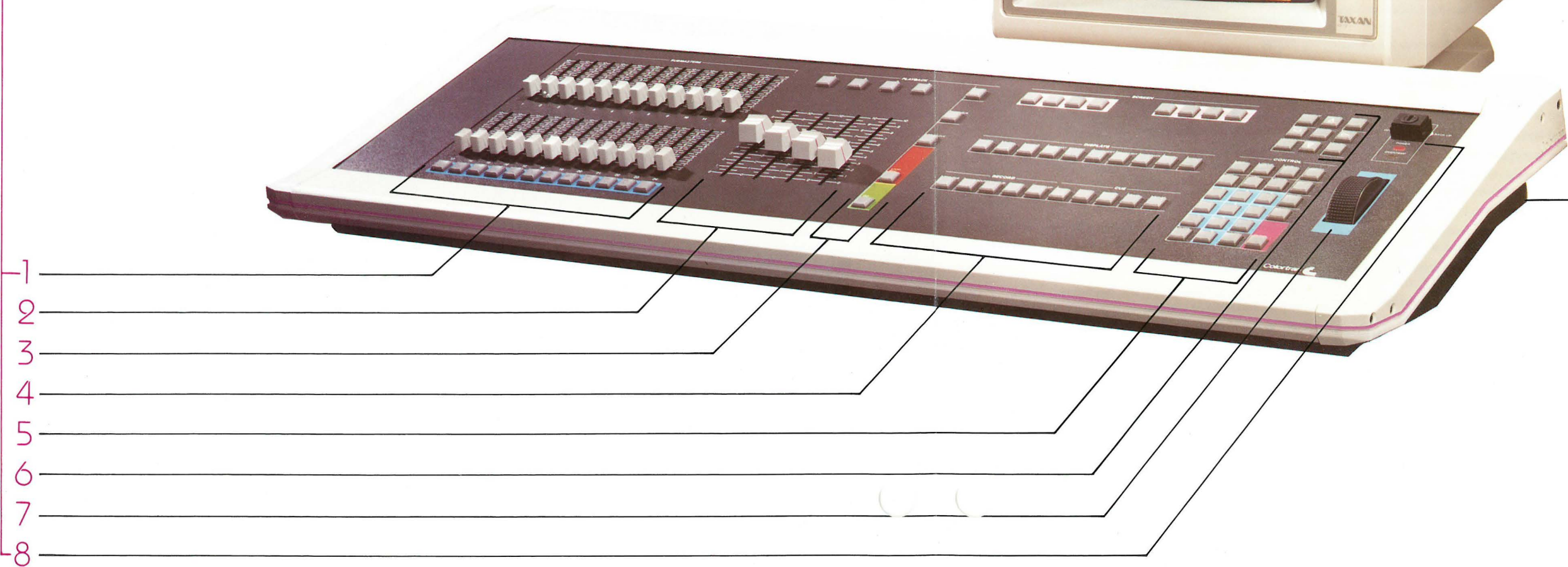
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## Prestige™

### SERIES 1000

\*\*\*\*\* PLAYBACK \*\*\*\*\*

CUE / PART	TIME	DELAY	EFFECT	FOLLOW	LINK TO
Q 1.5	25.0				
Q 1.8	8.0				
Q 1.9	1.0				
Q 2.1	1.5				
Q 3	2.0	D .5		F 2.2	
>Q 9.5	P1 .7				
	P2 1.5		E 2		
Q 10	5.0				
<SUBS>	1—2—3—4—5—6—7—8—9—10—11—12—				
	32%				
<SUBS>	13—14—15—16—17—18—19—20—21—22—23—24—				
	34%				
	2—3—4—				



9. High resolution color CRT provides the following user selectable displays: Stage, Cue, Group, Submaster, Effect, Cue Sheet, Track Sheet, Playback, Patch, and Setup. 10. 3.5" Disk Drive provides library storage for shows.



# Specifications

## PRESTIGE 1000 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 100 channels. Up to 200 cues and groups 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 programable read-only-memory. In case of power failure, random access memory shall be retained by an automatic battery back-up power supply.

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

A 3½ inch, industry standard disk drive shall be 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:

1. A group of ten keys for calling up various displays on the CRT.
2. A group of eight screen keys for access to up to eight 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.
3. A group of position keys for moving up, down, left, or right in various displays, paging up or down in a display, and accessing the next or last item in a display.
4. An expanded numeric keypad used to enter numeric information and to create channel, cue, group, submaster, and effect lists.
5. A continuous rotation wheel with non-slip rubber surface and high inertia core for setting levels and adjusting rates.
6. A cue keypad for writing or editing cues, cue parts, cue timing, and delays in the cue sheet.
7. A total of four timed faders shall be provided which may be operated manually.
8. 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.
9. Twenty-four pile-on overlapping submasters for manual control of complete "stage looks." Cues, groups, 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" type.
10. Twelve bump buttons for instantaneous activation of submasters 13 through 24. Bump buttons may be disabled in "Setup."

### C. Operating Functions

#### STAGE, CUE, GROUP, SUBMASTER

1. The monitor shall provide a comprehensive display of 100 channel levels simultaneously.
2. A channel, cue, group, submaster, or effect list or any combination of these lists may be set digitally or on the wheel. Lists may be created using the "and," "thru" and "minus" commands.
3. All channel levels under control of the wheel may be adjusted proportionally even after they reach full.
4. From stage, all levels may be recorded in a cue, cue part, group or submaster.
5. Cues may be made to track or not track on an individual basis.
6. A selected dimmer may be placed under control of the wheel for identification purposes "Last" and "Next" select the next or last dimmer.
7. Cues may be recorded in any order. Up to nine cues may be inserted between any two numerically consecutive cues.
8. Each cue may contain up to four parts.
9. The following information may be specified for 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.
  - e) Special effects.
  - f) Automatic follow on of a subsequent cue in up to 999 seconds in 0.1 increments.
  - g) Out of sequence links.
10. Cues and cue timing information may be previewed and modified blind without affecting stage settings.
11. Levels from previous cues may be used to build following cues without respecifying these levels.
12. Any or all channels may be recorded into a group for proportional balancing, building cues or other groups, or loading into a submaster for pile-on, manual control.
13. Any channels, groups, cues or other submasters may be recorded into a submaster for pile-on, manual control.
14. The monitor shall provide a spread sheet-type display of seventeen cues or cue parts simultaneously, their fade and delay times, and the levels of seventeen channels for each cue or cue part.
15. The user may specify the channels to be displayed in the track sheet as all channels, a channel list or a group of channels.

16. The user may move through either the cue sheet or through the channel list in the track sheet with the position keys.
17. All level setting commands may be used to add or modify levels directly in the track sheet.
18. The entire show, including all cues, cue times and delays, and all channel levels shall be contained in one windowed display.

### EFFECTS

19. Special effects may be recorded which consist of a series of steps which repeat in any combination of the following patterns: negative, alternate, reverse, bounce, build, and random.
20. A different time may be specified for each effect step up to 99 seconds in 0.1 second increments.
21. A different high level may be specified for each effect step. A low level may be specified for all effect steps.

### PLAYBACK

22. One button shall start an entire cue including cue parts and follow-on cues.
23. Four (4) timed cues may be run simultaneously.
24. The Playback Monitor shall provide a display of the cue sheet, the cue currently on stage, the levels of submasters, the cues loaded on each fader, and remaining fade or delay time for each fader.
25. Any cue or cue part may be stopped, reversed, or converted to manual operation.
26. Cues may be played out of sequence in a specified time.
27. A channel or group of channels may be stopped and controlled manually on the wheel.

### PATCH

28. An electronic patch shall be provided to allow each channel to control one or more dimmers.
29. The patch may be displayed "by channel" indicating the list of dimmers under control of each channel. Dimmers may be added or deleted.
30. The patch may also be displayed "by dimmer" indicating which channel controls each dimmer. Channels may be changed or deleted.

### SETUP

31. 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, and enable or disable the bump buttons, and submaster display.
32. "Record Disk," "Load Memory," and "Clear Memory" commands shall be provided.
33. All major recording actions used with cues, groups, submasters, effects or patch shall be easily stored on-to disk by use of a "soft" screen key while in stage mode.
34. An automatic diagnostic program shall test the computer, memory, and various peripheral devices and display any error conditions on the monitor during power-up.

Specifications subject to change without notice.

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