CONSOLES

The next generation of clubs lighting control

Rave **(item code - 223-002)** is a new lighting control console designed for LJs, DJs, trade shows and other live applications. Rave brings to these users technologies that were available up to now only in far advanced, and far expensive consoles. Rave may control up to 100 channels, 40 moving lights and 20 Extras (DMX controlled devices) thru one, integral DMX512 standard output.

Enhanced Playback operation and fixtures manipulation features makes Rave into a leading tool in its market - from Clubs and Discotheque to live venues - whenever enhanced live operation is needed, Rave is the answer.

Rave includes intuitive moving-lights, channels, and extras patching wizard and menus to provide fast and easy setup of the system

The three bands integral equalizer enables perfect sound-to-light synchronization.

Rave includes a powerful yet easy to use Effects Editor with bundled generic effects package, for creating various movement effects on any fixture's parameter in seconds.

Syncing the Rave with other devices is a breeze thanks to varied protocols support such as MIDI, SMPTE and DMX-in.

The Ethernet support of the Rave allows users to distribute the DMX512 output, as well as connect to simulation software such as CompuCAD and WYSIWYG. This can be achieved using Compulite's E-Mix converter.

Above all - Rave is cost effective providing a hi-end console in a compact sized, affordable desk.

FEATURES

- Convenient compact size

- Rave supports up to 512 DMX channels, using one standard DMX512 output.

- The DMX output may be easily aligned to control up to 100 Channels, with or without scrollers, 40 moving-lights, and 20 DMX controlled devices (Extras).

- 20 powerful playbacks each including a fader and a control key, support Scene and Chase assignments operated in manual or automatic fades.

- General master with blackout key may control general intensity or general rate.

- Freeze key for Freezing Scenes and Chases at their current state.

- Solo* gives a solo to one of your playbacks by temporarily blacking-out all other playbacks

- Park* for parking Scenes/fixtures on stage so that nothing can override them

- 20 universal-keys (U-keys) provide intuitive selection for all console elements from Channels and Moving-lights to Scene, Chases and Snaps. U-Keys are also part of the playbacks and provide control for automatic fades, and flash operation.

COMPULITE

- Rave ergonomic editing interface includes 3-banked wheels for dimmer intensity and moving-lights parameters control, and a joystick for pan/tilt control. An integral hi-resolution LCD display with 12 soft-keys (S-keys) provides easy access to the various editing tools.

- The hi-resolution LCD also provide various data regarding edited fixtures, Scenes and Chases, as well as echo-line for user operations. No external displays are needed.

- 200 Scenes each containing any combination of Channels, scrollers, Moving-Lights, and Extras. Each Scene may have a unique fade time. Scenes provide a tracking database for building Snaps. Each Scene may be used numerous times, even in the same Snap.

- 40 Chases with up to 20 steps each provide a powerful tool for building complex lighting transformations. The Chases are also a tracking database for building Snaps. Chases may be assigned with a fade percentage (Soft-Hard %) to define fades between steps, running pattern, number of loops to run, and more. All Chase properties may be changed every time the Chase is assigned to enable various uses of the same Chase.

- Powerful yet easy to use Effects Editor with bundled generic effects package, for creating effects in seconds. Effects may be applied to any Channel, ML or Extra parameter

- 3 Libraries holding up to 40 or 80 entries each provides a database for Focus points (F Library), Colors (C Library) and Beam states (B Library).

- Up to 40 Snaps provide snapshooting capabilities of the board's playbacks state including playback running states, assignment types and identities, and assignment properties. Snaps may be changed in fade or cut.

- 40 Qlists* with 40 cues each may be defined for running Scenes and Chases sequentially. Qlists and Snaps may be chained to each other to provide longer sequences.

- Up to 60 fixture Selection Groups, of which up to 20 are automatically generated by the console, may be defined to provide quick access to fixtures.

- Text tags may be added to any user data from libraries to show files using an integral text interface or via an optional external Text Keyboard. The external text keyboard can be also be used to control the console.

- Moving-Light Types can be selected from an extensive supplied library (also available on the Internet).

- Direct access to fixtures control codes such as Reset, Lamp On/Off etc.

- 2 Editors including a Live Editor and a Blind Editor. The Blind Editor enables editing in live situations without affecting the stage.

- Archiving of all shows data to an internal Flash Disk or external floppy Disk.

- Ethernet - ACN ready. Outputting DMX on Ethernet via Compulite range of Ethernet devices (E-MIX, E-MIX2).

- 3 band integral equalizer with dynamic thresholds enables sound-to-light support for synchronized playback operation. Fast sound-to-light setup on any playback.

- MIDI - standard IN/THRU - for interfacing and syncing with other MIDI controlled devices.

- Internal SMPTE clock for triggering Scenes, Chases, Snaps and Shows.

- DMX Input for merging DMX512 data from another console with the Rave generated data.

- State sensitive on-line Help provide help and tips at any moment.

- 1 dimmable desklight

TECHNICAL SPECIFICATIONS

Power Supply

In 12V DC

Dimensions

Width: 52 cm (20.4")

Depth: 37 cm (14.6")

Height: 10 cm (3.9")

Connectors

Power in

Power switch

DMX512 Output

PS/2 Alphanumeric keyboard + Mouse

Desk light (12V)

DMX input

MIDI In/Thru

SMPTE input

Audio In

Ethernet 10baseT

Serial RS-232

*Specifications are subject to change without prior notice

RAV-0602

COMPULITE