VENTURA

Celco
VENTURA 1000
User Guide

Celco VENTURA 1000 User Guide, covering software version 3.2
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Preface

Welcome to the Celco VENTURA 1000!

The Celco VENTURA is a compact and versatile Lighting Control Console featuring state- of- the- art microprocessor technology. It is designed to provide a full range of lighting control from simple manual operation up to complex pre-programmed sequences and is equally 'at home' in theatre, discotheque or concert environments.

If you've never used a Lighting Console before, you may find the large array of faders and buttons on the VENTURA console a little daunting. But, please be assured that it's not as confusing as it looks!

About this User Guide

The VENTURA User Guide is arranged in convenient sections, each dealing with a specific topic or range of associated topics. A full list of sections and their contents follows this preface.

We recommend that you spend a few minutes reading through Section 1, which is designed to provide you with an overview of the console layout, control names and functions.

Towards the back of the Guide are various Appendices which provide details on Troubleshooting, Terminology and Technical Data.

Warranty Registration Card

Be sure to fill-in and return the enclosed Registration Card. This will enable us to provide you with full technical support, such as news of any firmware enhancements to the VENTURA or details of new products and accessories.

Trade Marks

The name CELCO , the distinctive CELCO logo, and the VENTURA logo are trade marks of CELCO Ltd.

This product conforms with the protection requirements of EC Directive 89/ 336/ EEC, relating to Electromagnetic Compatibility, by application of the following standards:
EN 50081- 1: 1992 , EN 50082- 1: 1992 , EN 60950: 1992 , provided that:

- ➢ The product is used in accordance with the manufacturer's instructions.
- ➢ The product is used in conjunction with a CE marked power supply unit.
- ➢ The product is not connected to any peripheral equipment that is not CE marked.

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Section 1: Introduction

Overview of the Front Panel

To understand the seemingly complex arrangement of buttons and faders on the VENTURA1000 Console, it is helpful to consider them in specific 'control areas' (see Fig 1 on page 3)

HTP Channel Control Area

This area provides conventional fader control of HTP (highest takes precedence) Channels. It also includes two 'master' faders —the Preset Master (p1), which controls the overall level from the individual Channel Faders, and the Grand Master (gm), which controls the overall level of all HTP Channels on the desk.

Lamp Selection Control Area

This area is used to select one or more Lamps in order to change their Attributes (using the Lamp Attribute Control Area) or to add Lamps to a Cue or Sequence. Lamps can be selected individually or be assigned to Groups allowing combinations of Lamps to be selected and controlled by a single button.

Lamp Attribute Control Area

This area is used to change the Attributes of any Lamp(s) selected in the Lamp Selection Control Area. Various preset selections of Colour, Beam, Effect, Position (pan and tilt) are available as defined by special Lamp Libraries.
These can be varied using the rotary controls and, if required, stored as customised presets called 'Palettes'. In addition, full control of Lamp Intensity is available via a state- of- the- art digital fader.

HUD Control Area

When you are using the HUD (Head- Up Display) system, these buttons are used to select which screen is displayed on Monitor 1.

Playback Control Area

This area is used to control the playback of pre- programmed Cues and Sequences. The back- lit LCD screens are used to show Cue Numbers or Labels, which identify the function of each Playback Fader.

Digital Playback Control Area

This area provides an alternative means of controlling Cue, Sequence and Stack playback using a special Multi- Function Digital Fader.

Main Keypad Control Area

This area is the 'nerve- centre' of the VENTURA Console and provides full access to the console's set- up parameters via a keypad, rotary control and large LCD screen.

Memory Card Socket

This is located in the front edge of the desk just below the Keypad Control Area and is used to connect a memory card allowing quick storage and retrieval of show data (see page 99 for more details).

HTP CHANNEL CONTROL AREA

LAMP ATTRIBUTE CONTROL AREA

LAMP SELECTION CONTROL AREA

HUD CONTROL AREA

PLAYBACK CONTROL AREA

DIGITAL PLAYBACK CONTROL AREA

MAIN KEYPAD CONTROL AREA
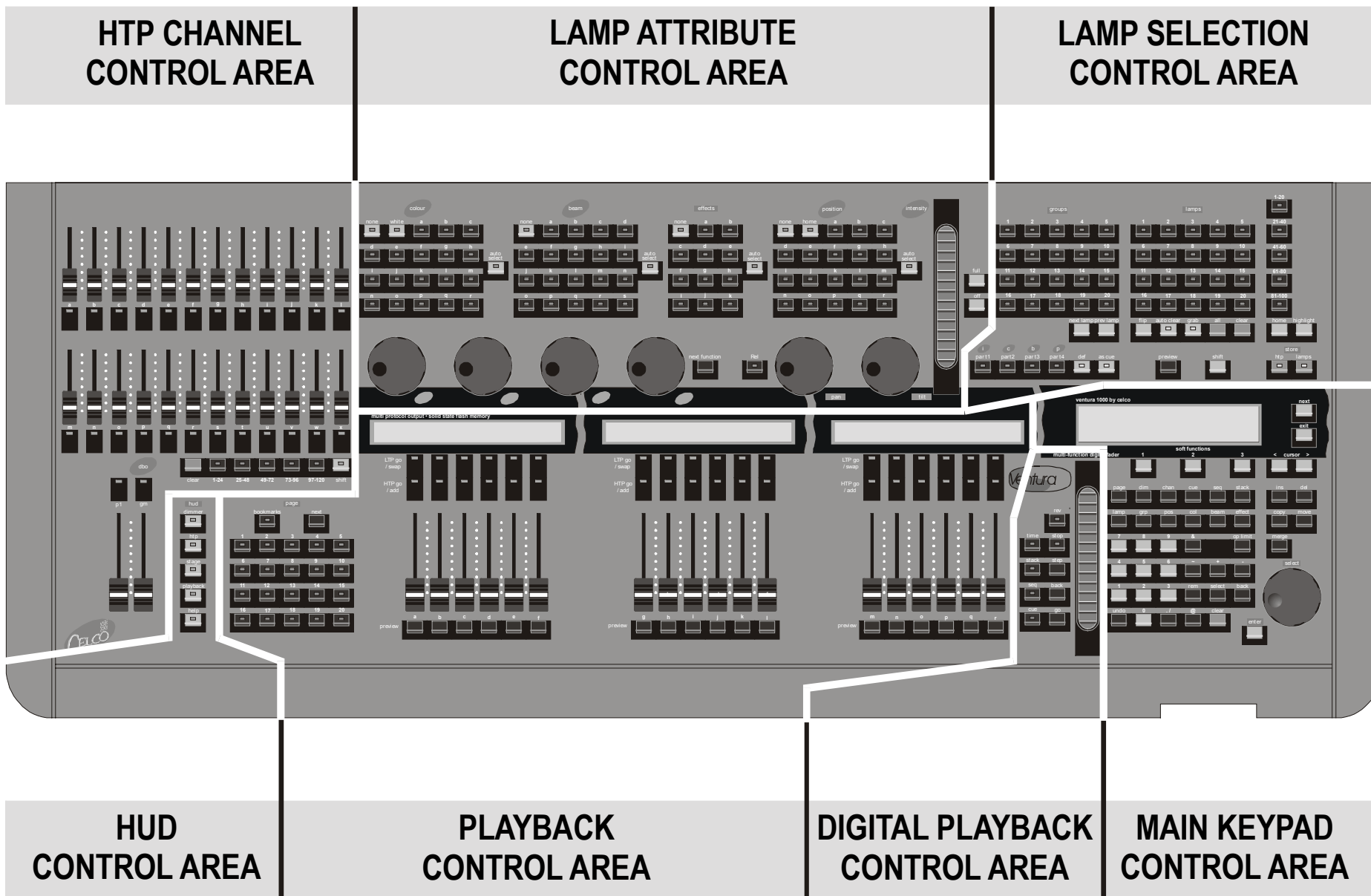
Fig 1: The VENTURA Console control 'areas'.

Overview of the Back Panel

The rear panel of the Ventura console incorporates various connectors as shown in Fig 2 on page 5. For details of suitable connectors and pin- outs, refer to the Technical Data section, pages 123 to 125.

Power Supply Input

The **power** connector is for the VENTURA's external power supply unit.

MIDI Control Connectors

There are three connectors for connecting two or more VENTURA consoles together or for linking to other MIDI- compatible products:

in	For data input from another console/ product
thru	For opto-isolated 'copy' of data input
out	For data output from this console

SMPTE Control Input

The **smpte in** connector is used to input a SMPTE time code signal to enable Cue replay to be synchronised to an external backing track or video, *etc.*

DMX Control Outputs

There are two connectors, which provide DMX control output for external DMX- compatible lighting fixtures and equipment:

dmx 1 out	'Universe 1', Dimmers 1 to 512
dmx 2 out	'Universe 2', Dimmers 1 to 512 (*i.e.* 513 to 1024)

DMX 2 Control Input

The **dmx 2 in** connector allows for an external DMX line to be 'added' to the DMX 1 output. Level conflicts are handled on a 'highest takes precedence' basis.

Worklight Connectors

These two connectors allow the fitting of optional 'gooseneck' work- lights (*e.g.* 2 off CL3100/ L) to assist console operation in low- light conditions.

Sound to Light Inputs

These two connectors allow an audio input to modulate Channel levels and Sequence stepping:

Audio mic	For balanced or unbalanced audio signals of up to 1Vr.m.s.
Audio speaker	For mono or stereo 100V line level signals.

Analogue Control Input

The analogue input connector provides simple remote control of the Ventura console.

Floppy disc drive

The floppy drive is used to store/load shodata, or to load new firmware.

EXP Port 1 (Expansion Port 1)

Keyboard	For connection of an IBM- compatible QWERTY keyboard for convenient and quick creation of Cue labels, *etc.*
Monitor	For connection of a colour SVGA Monitor (*e. g.* CL2000/ H4) for the main Head- Up Display system.
Trackball	For connection of an optional trackball (*e. g* . CL3100/ T) for easier control of Lamp Pan & Tilt.

EXP Port 2 (Expansion Port 2) – optional

Monitor	For connection of a second colour SVGA Monitor (*e.g.* CL2000/ H4) for the secondary Head- Up Display system.

power   midi   thru   out   in

Power Supply Input   **Thru**   **Out**   **In**

MIDI Control

SMPTE Control Input   **DMX 1 Control Output**   **DMX 2 Control Output**   **DMX 2 Control Input**

audio mic   audio speaker   analog input

Mic   **Speaker**

'Sound to Light' Inputs

Analogue Control Input

Worklight Connectors

floppy disk drive

EXP port 1   keyboard   monitor   trackball

EXP port 3   monitor

Floppy Disk Drive

Head-Up Display Connectors

Additional HUD Monitor Connector (optional)

Fig 2: Rear panel features.

Connecting the Ventura Console

The following diagram shows the basic connections required in order to use the Ventura Console:
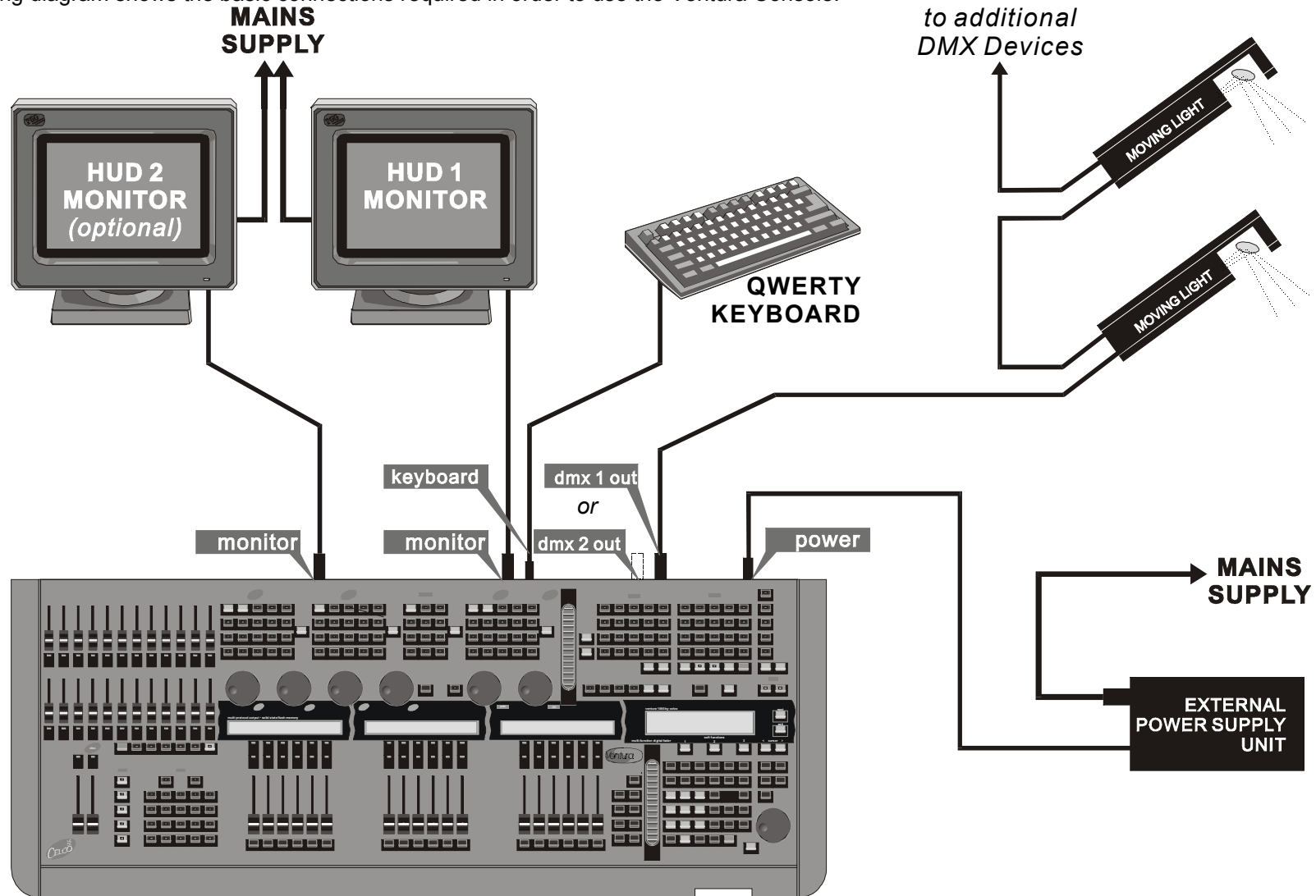
Fig 3: Connecting the Ventura Console.

External Power Supply Unit

Mains Supply

The external PSU (power supply unit) supplied with the VENTURA Console is of an 'auto- sensing' type — i.e. it will automatically adjust to any mains supply voltage or frequency within the following ranges:

Mains Voltage: 100 to 240V a. c.
Mains Frequency: 50 to 60Hz.

Mains Supply Lead & Plug

A mains lead is provided which is fitted with an IEC/ Euro plug —this connects to the socket on the PSU.

Because there are many different types of mains connectors, the other end of the mains lead is 'bare- ended'. Connect a suitable mains plug in accordance with the following details:

Wire Colour	Connect to Terminal
Brown	'L' or 'Live' (or coloured red or brown)
Blue	'N' or 'Neutral' (or coloured blue or black)
Green & Yellow	'E' or 'Earth' (or coloured green or green & yellow)

WARNING

If you are unsure of the connections, or if the markings in your plug do not match those given above, consult a qualified electrician.

If the plug has provision for an internal fuse, a 5 Amp fuse must be fitted. If not, the supply must be protected by an external 5 Amp fuse or circuit breaker.

THIS APPLIANCE MUST BE EARTHED.

Connection Procedure

➢ Connect the 'flying lead' of the PSU (fitted with a 5- pin DIN plug) to the power socket of the Ventura console.

➢ Operate the rocker switch on the PSU to turn the console On or Off.

When the supply is On, the red indicator on the PSU will be lit, and the LCD Panel backlights on the console will also be lit. With 100V or 110V supplies, there may be a short delay before the indicator illuminates — this is perfectly normal.

Internal Memory Back-up

The Ventura console contains a battery, which is used to preserve the settings and data held in the internal memory.

When fully charged, the battery will maintain the memory contents for up to 12 months without the desk being powered.

IMPORTANT NOTE
To avoid loss of data, ensure that the battery is fully charged by powering the console for 24 hours before using it for the first time and also after prolonged periods of storage.

Optional Accessories

The following optional accessories are available for use with the VENTURA 1000 Console:

Flight Case   **Order as CL3100/ F**

A stylish and rugged flight case, which accommodates both the VENTURA console and its Power Supply Unit.

Dust Cover   **Order as CL3100/ C**

A soft PVC dust cover, screened with the VENTURA logo.

Work- Light   **Order as CL3100/ L**

A small 'gooseneck' lamp that connects to the console to provide illumination in low- light conditions. Two lamps are required per console. These connect to the XLR- type sockets (labelled 'work light') located on the rear panel.

Memory Card (4Mb)   **Order as CL2000/ A**

For storing and retrieving show data. For more details, refer to page 99.

Additional HUD Monitor   **Order as CL2000/ H4**

A 15 inch colour SVGA monitor for use with the secondary Head- Up Display system. This connects to the ' monitor ' socket on Expansion Port 3 located on the rear panel.

Trackball   **Order as CL3100/ T**

Instead of using the built- in Pan and Tilt controls, this optional trackball may be used for easier positioning of Lamps. This connects to the ' trackball ' socket on Expansion Port 1 located on the rear panel.

Spare Power Supply Unit   **Order as CL2296/ P**

Useful as an emergency back- up should the supplied PSU ever fail.

Digital Transmitter Receiver   **Order as CL2259/ 1**

The VENTURA console outputs a DMX signal which must be decoded in order to control analogue dimmers or motors, etc.

The Celco Digital Transmitter/ Receiver Unit (DMX dtr) is recommended for this purpose. Each DMX dtr able to decode up to 36 channels from the DMX signal and convert them into 0 to +10V analogue signals. Any number of DMX dtr units can be 'daisy- chained' together to enable all 512 channels to be
utilised if required.

For full operation and connection details, refer to the User Guide supplied with the DMX dtr unit, but please note the following important points:

> ➢ The Tx– Rx slider switch on the back panel must be set to the Rx (receive) position.

> ➢ The Address Select dials on the front panel must be set to the first Channel number in a block of 36 that the unit is to decode. For example, the first unit should be set to address 001 (channels 1 to 36), the second unit to address 037 (Channels 37 to 72), etc.

Connect the VENTURA's dmx 1 out or dmx 2 out connector to the DMX In connector on the DMX dtr unit.

General Information

Care of the Console – some Do's and Don'ts

➤ **Never place drinks or any other liquid, on or near the console.**

An accidental spillage could cause liquid to enter the console which may result in damage to the faders, buttons and internal electronics.

➤ **Always protect the console from direct sunlight, rain, dusty environments and excessive vibration.**

➤ **When transporting the console, ensure that it is not dropped or subjected to severe shocks, and do not place heavy items on the console.**

Whenever possible, transport the console in the specially designed flight case (order as CL3100/ F).

➤ **Never use detergents, solvents or abrasive cleaners as these may damage the console paint finish or plastic components.**

Keep the console clean by wiping with a lightly dampened cloth — excessive dust should first be removed with a soft- haired brush or vacuum cleaner. To reduce a build- up of dust when not in use, protect the console with the specially designed dust cover (order as CL3100/ C).

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Section 2:
HTP Channel Control & Set-up

HTP Channel Control Area

HTP Channel Faders & Flash

The Channel Faders are used to set levels for 'reserved' HTP Channels, either for manual control or storing in Cues and Sequences.

Beneath each fader is a Flash Button which, when pressed, 'flashes' the corresponding Channel output to maximum. This is useful for identifying specific lamps or special effects involving rapid on/ off control.

You can reserve between 24 and 240 for HTP Channels; where there are in excess of 24, the faders and buttons can be assigned to a specific range of Channels by using the Channel Page Buttons.

Flash button (for Preset Master)
This controls the overall output level of the HTP Channel Faders.

Preset Master ' **p1** ' fader
This controls the overall output level of the HTP Channel Faders.
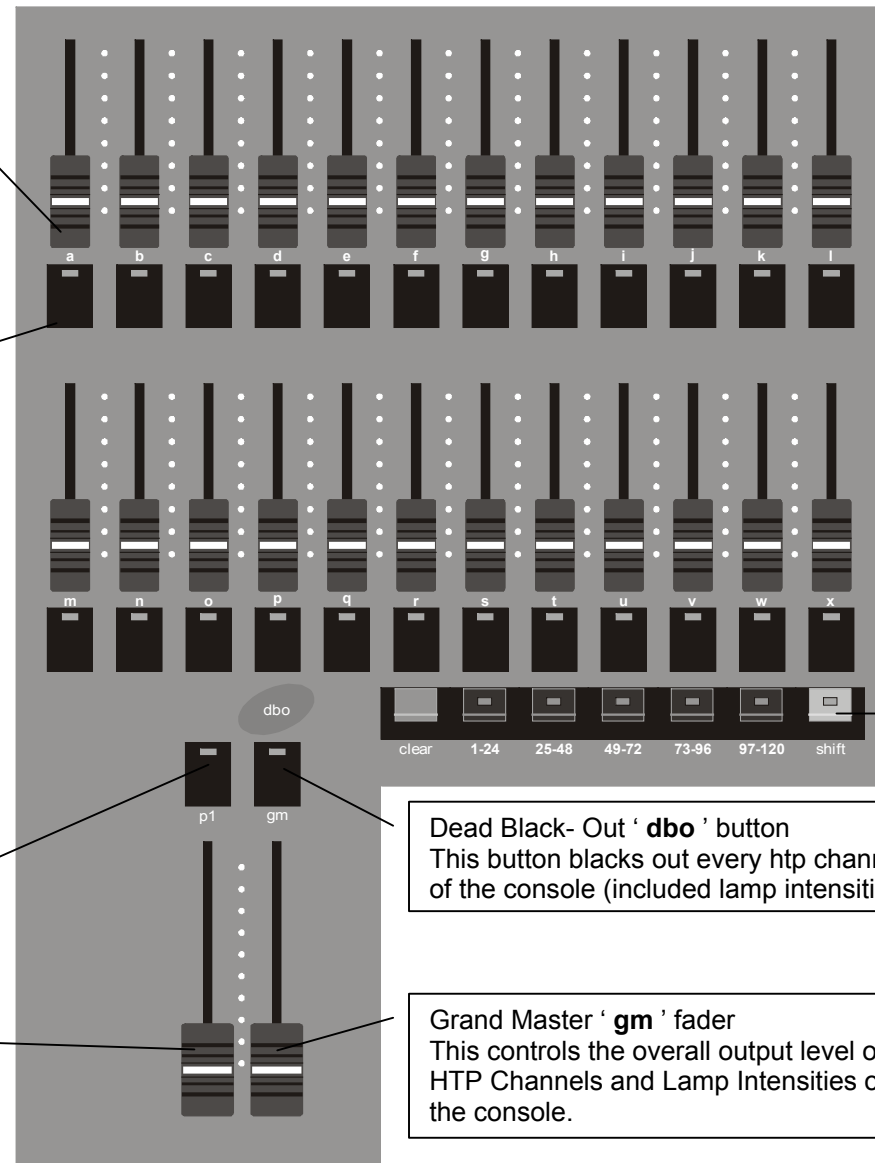
number of available Channels is limited by the ' **Number of HTP**

a b c d e f g h i j k l

m n o p q r s t u v w x

dbo

clear 1-24 25-48 49-72 73-96 97-120 shift

p1 gm

Dead Black- Out ' **dbo** ' button
This button blacks out every htp channel of the console (included lamp intensities)

Grand Master ' **gm** ' fader
This controls the overall output level of all HTP Channels and Lamp Intensities on the console.

Overview of HTP Channel Controls

Channel 25

Channel 48

HTP Channel Levels

Channel 1   Channel 24   Channel 49   Channel 72   Channel 240

Flash Button Indicators:

LED dim...
The assigned Channel is above zero level, but the Fader does not have control of that level.

LED off...
The assigned Channel is at zero level. The position of the Fader is not relevant.

LED bright...
The assigned Channel is above zero level and the Fader has control of that level.

Channel Page Buttons:

clear   **1-24   25   49-72   73-96   97-120**   shift

LED dim…
There are Channels in this range that are currently

LED bright…
This range of Channels are currently mapped to the

LED off…
All Channels in this range are currently

The maximum of Channels available for HTP usage is defined on the Default Set-up Screen 1 of the Set-up Menu as follows:

```
Number of HTP chans:24    Auto Stack:0
Selected Lamps to:
```

Note: This may be set between 0 and 240 in blocks of 24

Fig 4: Interaction and operation of HTP controls.

Setting-up Procedures

Defining the number of Reserved HTP Channels

By default the first 24 Desk Channels are exclusively reserved for use by the Channel Faders and Flash Buttons.

If required, you may reserve additional blocks of 24 Channels (up to a maximum of 240) by altering the 'Number of HTP chans' parameter on the Default Set- up Screen 1 of the Set- up Menu.

> To access this parameter from the Root Menu, select [Setup] [Defaults]. (For further see page 13 and page 94).

IMPORTANT NOTE

You should set the maximum number of HTP Channels before auto-patching any Lamp Channels, since this value also defines the first available Channel for Lamp control when using the [Auto Patch] function.

Controlling HTP Channel Levels

To choose the Page of Channels to Control...

> Press one of the Channel Page Buttons to choose which range of Channels to assign to the Channel Faders and Flash Buttons.

> To assign Channels in the range 121 – 240, press these buttons in conjunction with the shift button as follows:

> **Shift + 1– 24**   for Channels 121 – 144
> **Shift + 25– 48**   for Channels 145 – 168
> **Shift + 49– 72**   for Channels 169 – 192
> **Shift + 73– 96**   for Channels 193 – 216
> **Shift + 97– 120**   for Channels 217 – 240

The shift button LED will be lit to show that you have the higher range selected.

To set the level of a Channel (currently zero)…

> If the Channel is already at zero (i.e. its flash button LED is off), ensure that the fader is fully down.

> Move the fader to the desired level.

To adjust the level of a Channel (currently above zero)...

> If the Channel is already set to a level above zero (i.e. its flash button LED is on), move the fader to match the current Channel level.

> *When both the Channel and fader are at the same level the button LED will go bright and the fader will now take control of the Channel level.*

> Move the fader to the new level.

To set all Channels on the current Page to zero level...

> Press the red **clear** button.

> All flash button LEDs will now turn off to show that all Channels (not only for the currently selected Page) are at zero level.

> Return all of the Channel Faders to their zero position.

Section 3:
Lamp Control & Set-up

An Overview of 'Lamps'

What is a 'Lamp'

A conventional floodlight requires only one HTP Channel to control its light output (intensity). However, automated fixtures and moving lights also require one or more LTP Channels to control colour, gobo selection, and movement, *etc.*

VENTURA uses the term 'Lamp' to define *all* of the Channels that control one lamp unit. The console can handle up to 100 Lamps and these can be controlled individually, collectively or in user- definable Lamp Groups.

VENTURA allows you to automatically configure the console to each of the Lamps in your rig simply by specifying its 'Lamp Type'.

Principles of Lamp Control

The diagram in Fig 5 and the following text, describes how Lamp parameters and 'attributes' are organised and how their values are defined.

Lamp Types & Lamp Library

For each VENTURA Lamp, a Lamp Type needs to be specified; this is a reference, which identifies a model name and/ or number (*e.g.* Goldenscan 3).

The chosen Lamp Type calls-up a Lamp Definition from the Lamp Library. The Lamp Library can contain up to 256 Lamp Definitions and is supplied pre-loaded with a selection of commonly used lamp units. Periodic revisions to the Library will be made available by Celco in order to accommodate new Lamps.
Own Lamp Types can be created by an application called 'Lamp Creator' that can be downloaded from the Celco website.

The Lamp Definition provides VENTURA with all of the 'operating parameters' it needs to be able to configure and control the Lamp; this includes the number of Channels that it requires and which Channels control colour, intensity, movement and so on. The Lamp Definition also includes default Colour and Beam Palettes.
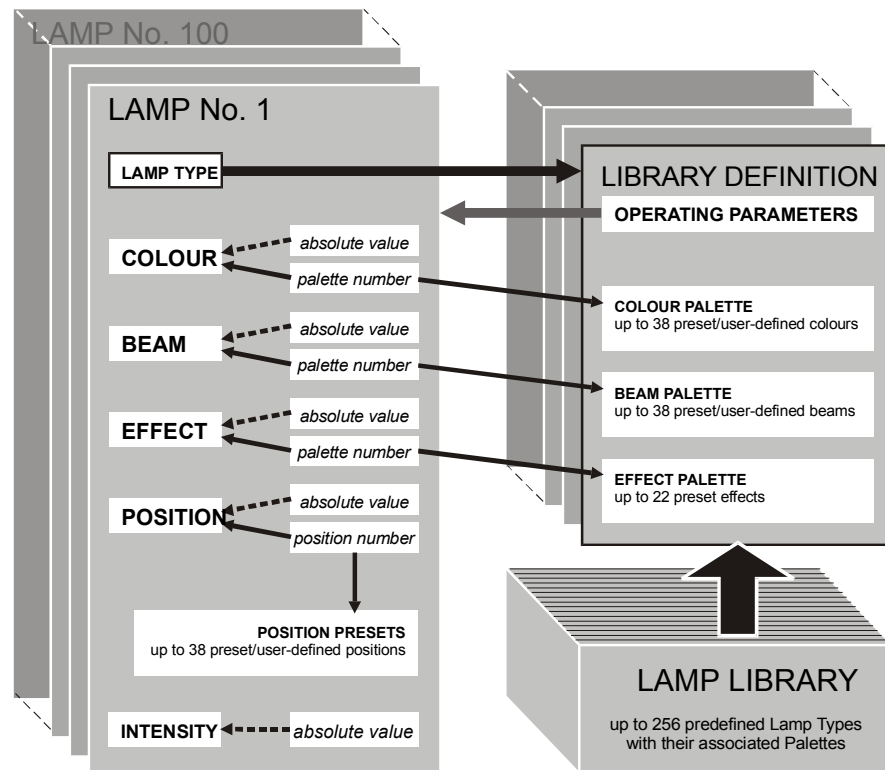
Fig 5: Organisation of Lamp Data.

Palettes

Palettes provide a selection of pre-defined settings for Lamp Colours and Beams. Each time a new Lamp Type is selected, the Lamp Definition is used to set-up some default options in each Palette; these options can then be added to or modified as required.

Two Palettes (Colour and Beam) are created for, and are common to, each Lamp Type that you are using. For example, if you are using 20 Lamps of the same type, all 20 Lamps will share the same two Palettes. This is an important point to remember, since any modifications or additions made to a Palette will apply to all Lamps of the same type.
If you apply a Palette option to a group of Lamps of *different* types (*i.e.* they are using different Palettes), all Lamps will be set to the same 'option number', but will derive the actual Attribute settings from their associated Palette. As far as possible, the default Palette options are matched between Lamp Types. For example, if option 5 on one Colour Palette selects 'orange', option 5 on another Palette will also be orange, or a similar colour (*e.g.* red).

Lamp Attributes

Ventura allows the following Attributes to be set for each Lamp, however not all of these will be applicable to all Lamps:

- ➢ Colour,
- ➢ Beam,
- ➢ Position,
- ➢ Intensity.

The Colour and Beam Attribute for each Lamp can be set by one of two possible sources:

- ➢ An absolute value , which is unique to that Lamp, or
- ➢ A palette number , which is common to all Lamps of the same Type.

Lamp Positioning

The Position for each Lamp can use one of two possible values:

- ➢ An absolute value, which is unique to that Lamp, or
- ➢ A pre-defined position number, which is also unique to that Lamp; these may, of course, be programmed to match the preset positions of other Lamps (of any Type).

Lamp Intensity

The Intensity value is always an absolute value and as such can be unique to each Lamp.

The next pages provide an overview of the Lamp Selection Area and Lamp Attribute Control Area.

Lamp Selection Control Area

Lamp Select buttons (**lamps 1** to **20)**

These buttons, together with the Lamp Page buttons, are used to select any of 100 Lamps for set-up, attribute control or for inclusion in Cues and Sequences.

Each Lamp has three states as indicated by the button LED:
- ➢ Deselected LED off
- ➢ Controlled Mode LED bright
- ➢ Included Mode LED dim

Refer to page 23 for further details.

Selection Control Buttons

Flip	Toggles the mode of 'selected' Lamps (on the current Lamp Page only); Controlled Lamps are set to Included mode and vice versa.
Auto clear	Turns the auto clear function on (LED on) or off (LED off); see page 23.
Grab	Copies Lamps Attributes (excluding Intensities) from the Lamps in a 'previewed' Cue into the Lamp Select and Lamp Attribute Control Areas.
All	Deselects all Lamps (on all Lamp Pages) and deselects all Lamp Groups.
Clear	Sets all 'Controlled' Lamps (on all Lamp Pages) to Included mode and deselects all Lamp Groups.
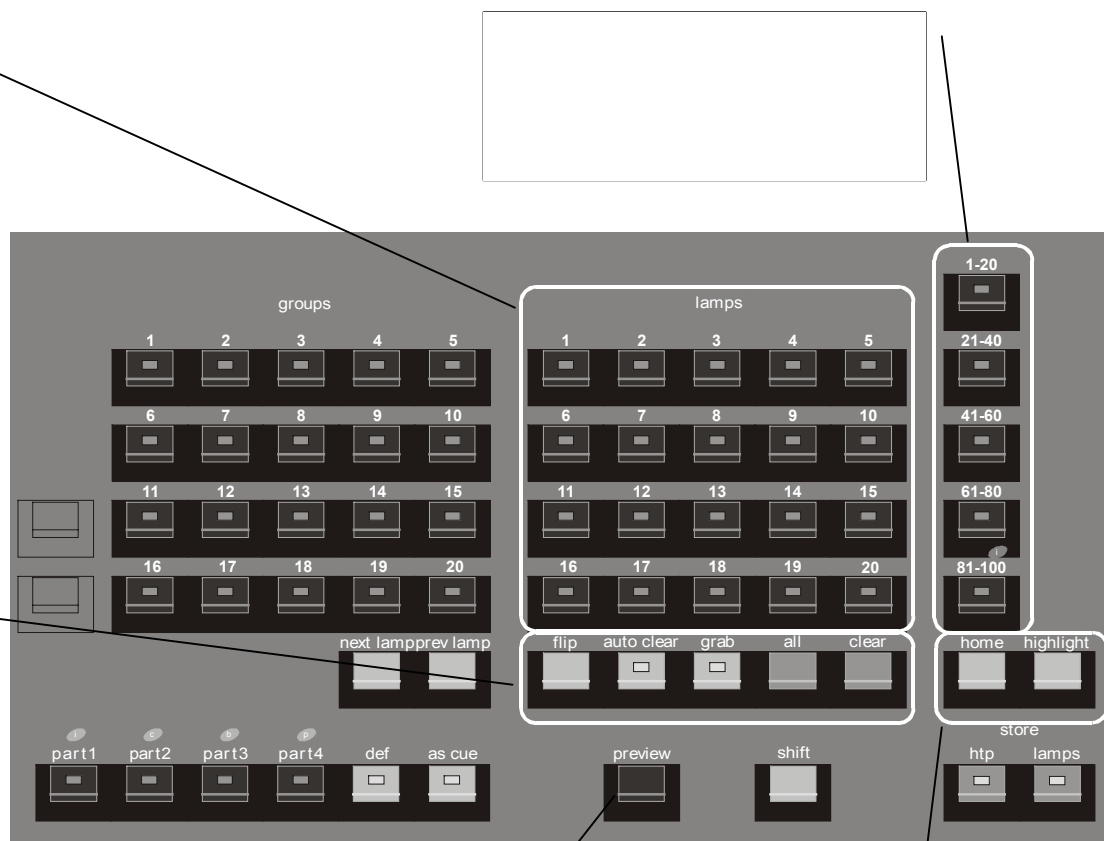
Preview button
Press this
cue preview; see page 46

Home button
Sets controlled lamp/s to beam open white, full intensity and pan and tilt to 128.
Highlight button
Highlights controlled lamp/s and blacks out all the other.

Group Select buttons (**groups 1** to **20)**

These buttons are used to assign and recall up to 40 user- defined Lamp Groups. Groups 1 to 20 are available by using these buttons alone; to access groups 21 to 40, use these buttons in conjunction with the **shift** button.

Next lamp and **prev lamp** buttons

When multiple Lamps are selected (either manually or via a Lamp Group), these buttons allow you set each Lamp in turn to Controlled mode; all other selected Lamps remain in Included mode.

Time Part Allocation buttons

These are used to allocate Auto Fade Time Parts when programming Cues.

For more details on Time Parts, refer to pages 41 & 42.

Shift button
Used in conjunction with the Group Select buttons to choose groups 21 thru 40.

This button can also be used in conjunction with the Palette Option buttons (in the Lamp Attribute Control Area) to gain access to additional options.

groups

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

lamps

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

1-20
21-40
41-60
61-80
81-100

next lamp prev lamp

flip   auto clear   grab   all   clear

home   highlight

part1   part2   part3   part4   def   as cue

preview

shift

store
htp   lamps
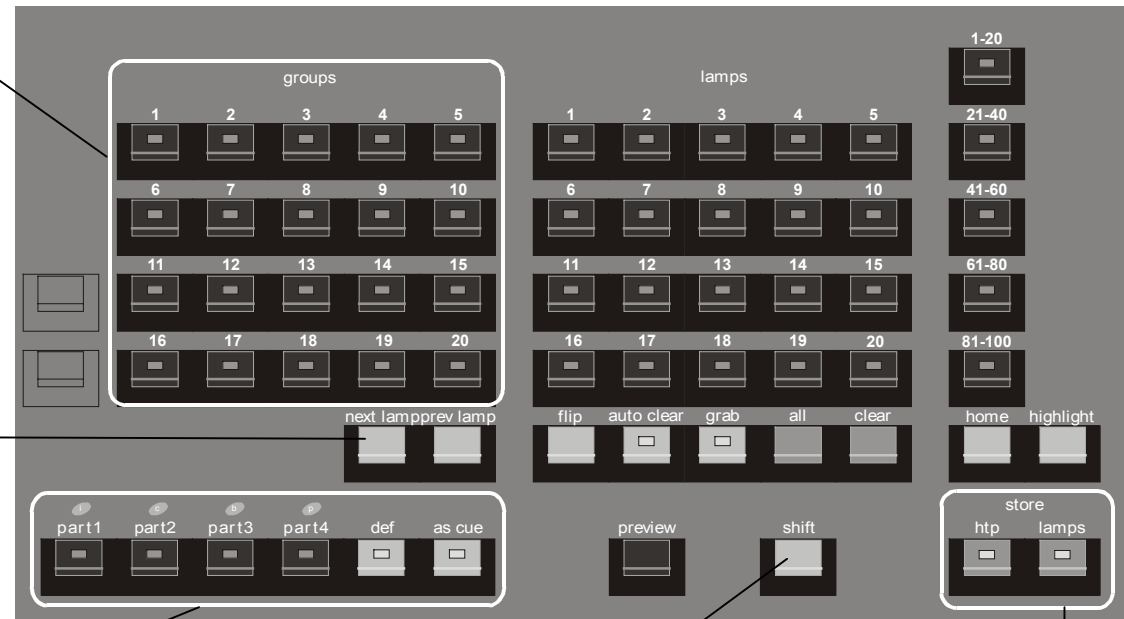
Lamp Attribute Control Area

Palette Option buttons

These buttons are used to apply (or program) pre-defined Colour, Beam and Effect Attributes to any Controlled Lamps (in the Lamp Selection Control Area). The buttons may be used alone or in conjunction with the **shift** button in the Lamp Selection Control Area

Colour palette	**Beam** palette	**Effects** palette
Buttons **a** thru **r** alone give access to 18 colour options plus a further 18 options when used with the **shift** button. The **white** button sets the colour to white, whilst the **none** button imposes a 'no change' condition.	Buttons **a** thru **s** alone give access to 19 beam/gobo options plus a further 19 options when used in conjunction with the **shift** button. The **none** button imposes an open beam.	Buttons **a** thru **k** alone give access to 11 effect options plus a further 11 options when used in conjunction with the **shift** button. The **none** button imposes a 'no effect' condition (see page 29).
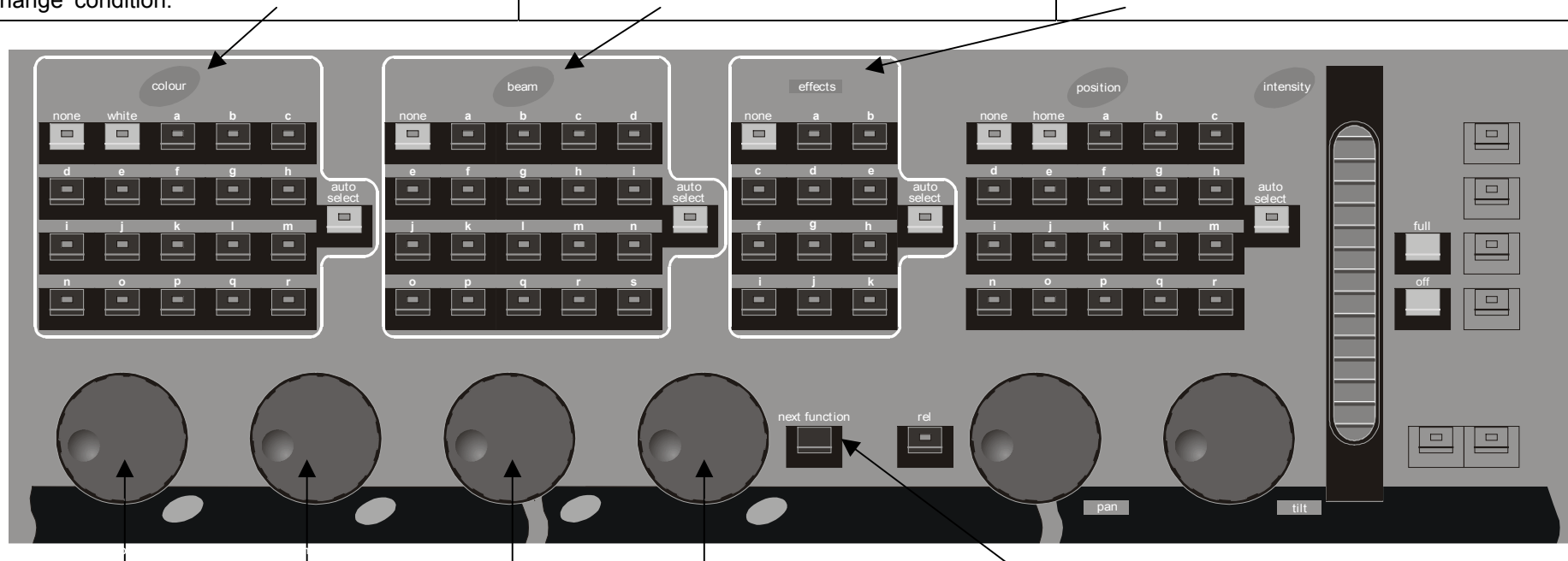
Attribute Control Wheels
These are used to create customised colour, beam and effect attribute settings instead of using one of the pre-defined palette options. Settings will be displayed on the Head-Up Display monitor screen.

Next function button
Where there are more than four attribute parameters that can currently be modified, this button assigns the next set of parameters to the Attribute Control Wheels.

Position buttons

These buttons are used to apply preset positions (or focuses) to any Controlled Lamps (in the Lamp Selection Control Area).

Buttons **a** thru **r** give access to 18 pre-defined options plus a further 18 options when used in conjunction with the **shift** button (located in the Lamp Selection Control Area). The **home** button selects a default home or start position, whilst the **none** button imposes a 'no change' condition.

Intensity controls

This digital fader is used to set the Intensity (light level) for any Lamps that are set to Controlled mode in the Lamp Selection Control Area.

Pressing the **full** button sets the level to maximum, whilst pressing the **off** button sets the level to zero.

These controls can also be used to set the output limit of one or more lamps, see page 104 for more details.
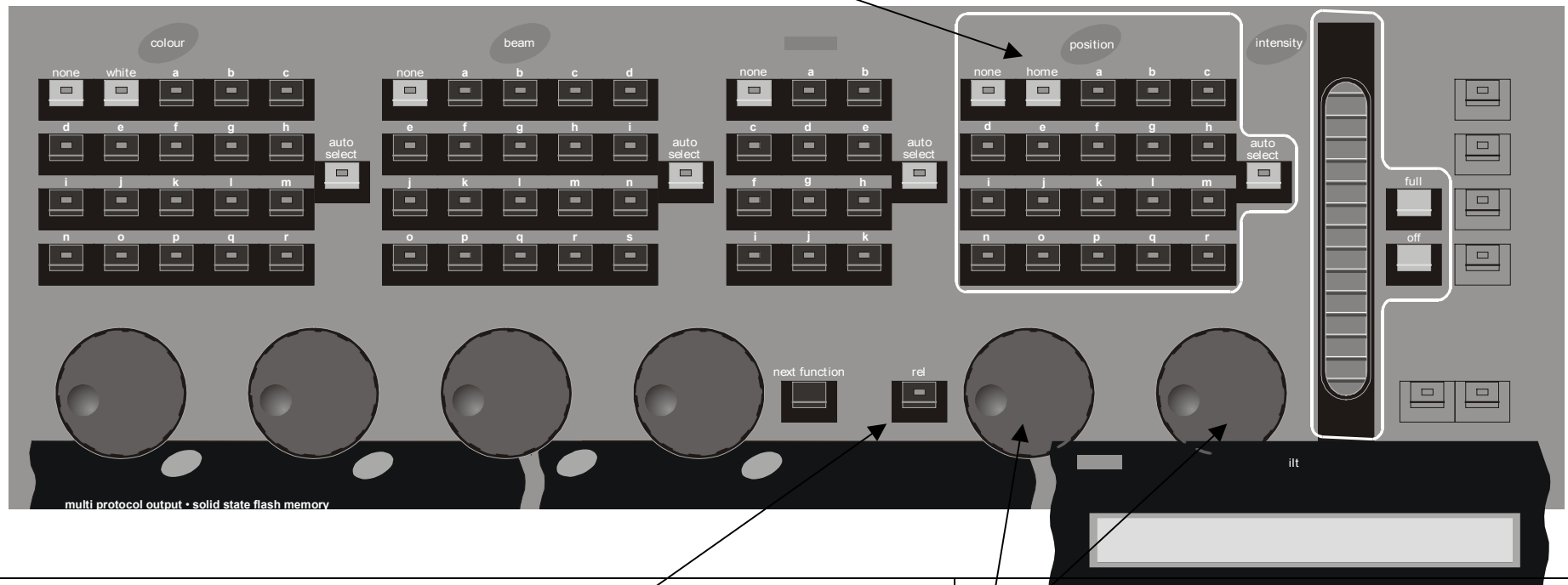
Rel button
This button affects the operation of the four Attribute Control Wheels, Pan and Tilt Control Wheels, and the digital Intensity Fader. The default mode is 'relative' (LED on); the alternative is 'absolute' (LED off). For further information, refer to page 26.

Pan & Tilt Control Wheels
These are used to alter the position (or focus) of Controlled Lamps.

Basic Set-up Procedures

Before commencing...

... Make sure that you have reserved sufficient Channels for HTP Only usage — refer to page 14 for further details. This is important since you cannot increase the number of reserved HTP Channels once you have started patching Lamps.

Defining a Lamp Type

➢ Press the **lamp** entity button (located in the Main Keypad Control Area — see page 68).

➢ Using the Main Keypad, specify an individual Lamp number or a grouping of Lamps (for further details, see Object Grouping on page 72).

➢ Press the **next** button; Lamp Entity Screen 1 will now appear on the Main LCD Display. *For example, pressing* **lamp 25** next *will give:*

```
Lamp 1         Type: Mac 2000
Chan:0    DMX:0
Auto Group:No Position  Point:0 Deg Up
Screen Pos:A-01        [Tracking]  [Patch]
```

➢ Using the cursor buttons, move the flashing cursor to the Type field.

➢ Rotate the select wheel to scroll through the available Lamp Types.

➢ When the required type is shown, press the enter button to store a copy of the default Lamp Palettes into memory.

You must now patch the Lamp to one or more Desk Channels. Ventura will not allow you to control a Lamp or include it in a Cue until it is patched.

Patching a Lamp to Desk Channels

In order to control a Lamp, it must be assigned or 'patched' to one or more Desk Channels. This can be achieved either automatically or manually, using Lamp Entity Screen 1.

Automatic Patching

➢ Press the [Patch] button (soft function 3).

Ventura will now search for a suitable range of unused Channels and will enter the first Channel number into the Chan field. The [Patch] function cannot be used if a Lamp has already been patched, either automatically or manually.

Manual Patching

➢ Specify the first Channel number to be used by the Lamp using the Chan field.

It is important to remember that you are specifying the *first* Channel of anything up to 36 Channels that will control all functions of the Lamp. Therefore, you must ensure that you do not specify a start Channel that lies within a range used by another Lamp.

Setting a value in the Chan field will also patch the equivalent Dimmer (or DMX) Channel — this value will appear in the Dim field. You can change this value if you wish. For more information on Dimmer Patching, see page 103.

Advanced Set- up Options

For more advanced set- up information using the Lamp Set- up Screens, refer to pages 81 to 82. In addition, you may wish to set- up the following:
➢ Lamp Groups (*see* 'Using Lamp Groups' —page 25),
➢ Lamp Positions (*see* 'Positiong a Lamp' —page 28),

Selecting Lamps

To change the Attributes of a Lamp and/or to include it in a Cue (or Sequence) you must 'select' it using the Lamp Selection Area (for an overview of the Lamp Selection Control Area, see page 18).

Lamp Select & Lamp Page Buttons

There are 20 Lamp Select buttons which, together with 5 Lamp Page buttons, are used to select one (or any combination) of 100 Lamps. The Lamp Page buttons determine which range of Lamps is available on the Lamp Select buttons as follows:

Lamp Page Buttons

Press one of these to choose the range of Lamps that are mapped to the Lamp Select Buttons.

1-20

21-40

41-60

61-80

81-100

LED dim...
There are Lamps in this range that are currently either in Controlled Mode or Included Mode.

LED off...
All Lamps in this range are currently deselected.
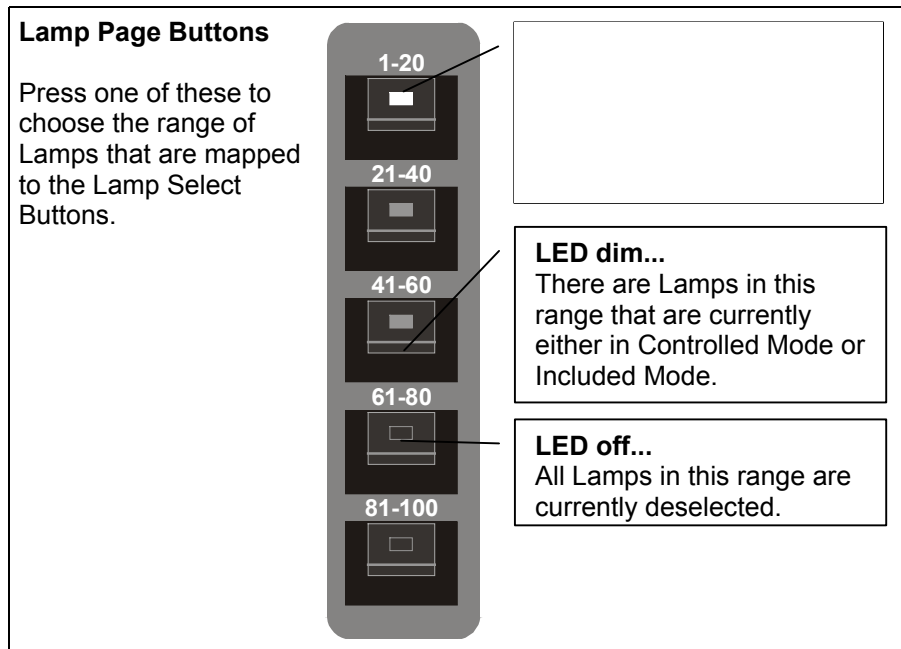
Fig 6: Range select button functionality.

HELPFUL HINT
You may find it helpful to use the five Lamp Pages for separating different lamp types. For example, 1- 20 and 21- 40 for moving lights, 41- 60 for automated fixtures, 61- 80 and 81- 100 for colour scrollers, etc.

The Lamp Select buttons are either deselected or selected. When selected, there are two modes available — Controlled and Included — which determine what you can do with the associated Lamp. The selection, identification and purpose of each mode are summarised in the following diagram:

		Include in Cue or Sequence?	*Change Lamp Attributes?*
		NO	NO
(LED bright)		YES	YES
Included Mode *(LED dim)*		YES	NO
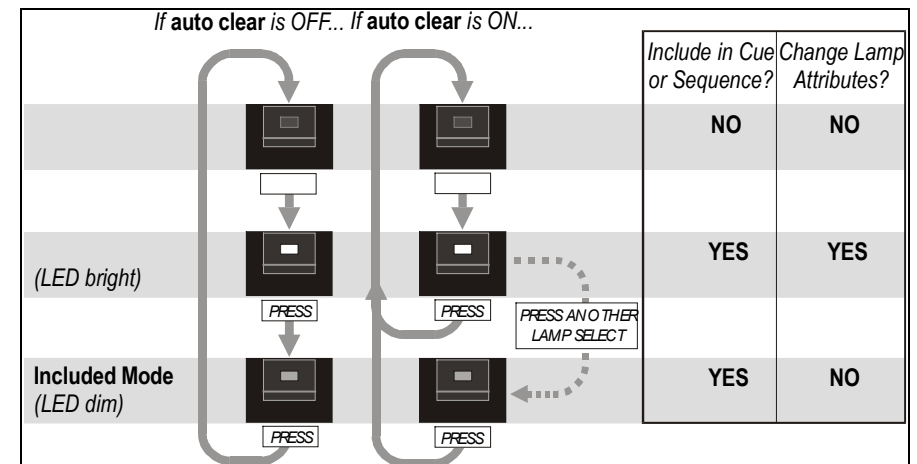
Fig 7: Lamp select button functionality.

NOTE Choosing individual Lamps or Lamp groupings via the Command Line (as described on page 72) will automatically put the corresponding Lamp(s) into Controlled Mode.

Auto Clear Function

The auto clear button controls the auto clear function. When turned on (button LED is lit), each time you press a Lamp Select button any other buttons, which are in Controlled Mode, will be toggled to Included Mode.

Repeatedly pressing the same button will simply toggle it between Controlled Mode and deselected.

Selecting Lamps – The Basic Method

➢ Firstly, ensure that the required lamp range is available by pressing one of the Lamp Page buttons; the LED will be fully lit for the chosen range.

If there are any Lamps selected in the other ranges, the corresponding Lamp Page button LED will be lit dimly.

➢ Select the required Lamp(s) by pressing the corresponding Lamp Select button(s) **once**.

The buttons LED will light- up fully to show that the lamp is now in Controlled mode. Remember that a second press of the same button will select Included mode and the LED will go dim. A third press will deselect the Lamp.

To select lamps in more than one range...

➢ Select the Lamp(s) in one range, then choose another Lamp Page and select the required Lamp(s) in that range, and so on.

Selecting Lamps – Shortcuts

To quickly select/deselect a block of consecutive Lamps on one Page...

➢ Press and hold the Lamp Select button for the first Lamp in the block, then briefly press the button for the last Lamp in the block; ensure that you release the last button before the first.

For example, pressing and holding button 3 and then pressing button 10 will select Lamps 3 thru 10 (inclusive).

To toggle the mode of all selected lamps...

➢ Press the **flip** button; all Controlled Mode Lamps on all Pages will change to Included Mode and vice versa.

To set all Controlled Lamps to Included mode...

➢ Press the **clear** button; all Controlled Lamps on the currently selected Page will be set to Included mode.

To deselect all Lamps…

➢ Press the **all** button; all Lamps on all Lamp Pages will be deselected.

NOTE *Pressing the **all** or clear button **also** deselects all Lamp Groups.*

Using Lamp Groups

A Lamp Group provides a convenient way of selecting a number of different Lamps at the same time.

Ventura can store or recall up to 40 Groups via the Group Select Buttons. When used alone, these buttons give access to Groups 1 to 20; to gain access to Groups 21 to 40, use the same buttons in conjunction with the **shift** button.

To assign Lamps to a Group...

➤ Using the Lamp Select buttons (or by using other Groups), select the Lamps that you want to put into a Group. These may be on any of the five Lamp Pages and be selected either in Controlled Mode or Included Mode.

If required, a Lamp can reside in more than one Group. However, you should ensure that all Lamps within a Group are set-up as the same Lamp Type; since colour, beam and effects availability will vary between different Lamp Types, mixing them will cause unpredictable results.

➤ Decide which Lamp Group you wish to define, and then hold down the corresponding Group Select button.

If a particular Group has already been defined, its button LED will be lit dimly. Storing to one of these Groups will overwrite the previous settings.

➤ Whilst holding down the Group Select button, press the **save lamps** button; the current Lamp selection will now be stored as that Group.

> **HELPFUL HINT**
> *You can also set- up, view or modify Lamp Groups using the Group Entity Screen (see page 83).*

To recall a Lamp Group...

Lamp Groups that have been programmed will have their Group Select button LED lit dimly.

➤ Press the required Group Select button (either on its own or in conjunction with the **shift** button); the Group Select button LED will light- up fully to indicate that the Group is now selected. You may select more than one group at a time if required.

If **auto clear** is OFF...	If **auto clear** is ON...
... all Lamps within that Group will be selected in Controlled Mode.	... all Lamps within that Group will be set to Controlled Mode. *(Any Lamps previously in Controlled Mode and not in the Group will be set to Included Mode).* Use the **next** and **prev** buttons to select one Lamp at a time to Controlled Mode; all other selected Lamps will be in Included Mode.

➤ Press the **all** button to deselect all Groups and Lamps.

Setting Lamp Attributes

Absolute and Relative Control Modes

When setting or modifying Lamp settings via the six Control Wheels you can use one of two modes. The mode is chosen by pressing the **rel** button:

> - Absolute Mode (button LED is OFF)
>   Whatever value is selected on the Control Wheel(s) is applied directly to all selected Lamps. Generally you will use this mode to ensure that all Lamps are exactly the same, e.g. they have the same Colour or Beam.

> - Relative Mode (button LED is ON)
>   Whatever value is selected on the Control Wheel(s) is added or subtracted to all selected Lamps. Generally you will use this mode to ensure that all Lamps are set the same relative to each other, e.g. they maintain the same relative Position or Intensity.

The effect of both modes is demonstrated in Fig 8 using the Position setting as an example.

In this example, two Lamps are pointing a single spot centre stage: if the Lamps are moved to down stage left in Relative mode, the beams will follow each other (provided that Auto tracking has been correctly set- up). If the same two lamps are moved in Absolute mode, the beams of both Lamps will adopt the same angular position setting.
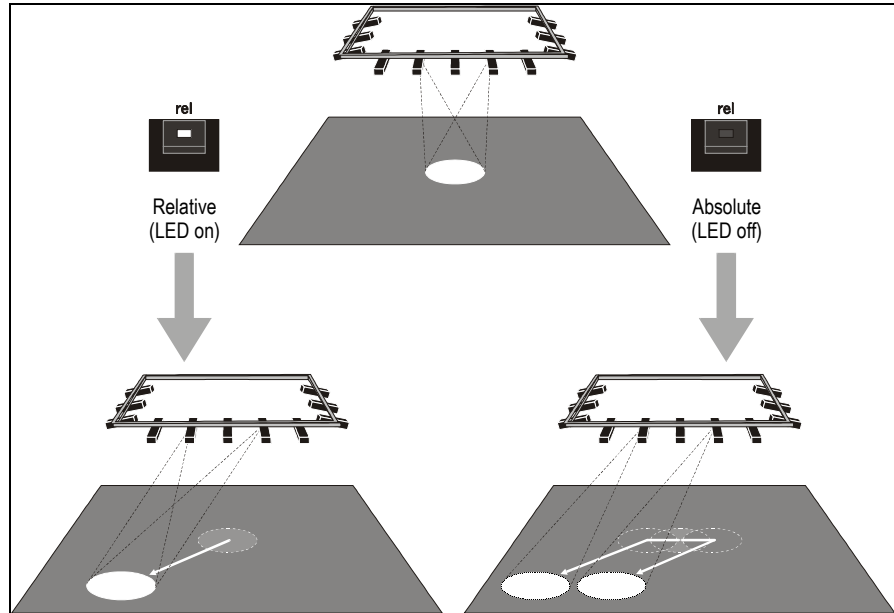
Fig 8: Effect of absolute/ relative modes on positioning.

Applying a Colour and/or Beam

➤ Firstly, ensure that the Lamps that you wish to control are selected and in Controlled Mode.

Any Lamps, which are in Included Mode or deselected will not be affected by any Attribute changes.

To apply a Palette Option...

A dimly lit LED on the corresponding buttons will show the presence of any pre-defined options in the Colour and/ or Beam Palettes.

➤ To apply one of these Palette options, simply press the appropriate Palette button; the button LED will light fully to show that it is applied.

If a specific Attribute value had previously been applied to the Lamp(s), applying a Palette option will overwrite that value.

To apply a Specific Attribute Value...

➤ If required, apply an existing Palette option to start from (as described above).

➤ Select 'absolute' or 'relative' control mode using the **abs/rel** button.

➤ Use the four Attribute wheels to modify the settings to suit your requirements.

The Attribute controlled by each wheel (plus its current value) is shown in the bottom left-hand corner of the Primary HUD Screen. For certain Lamp Types, there may be more than four variables; in these instances press the **next function** button to view or change the other values. You can also see every attribute's value on the HUD screen by pressing two times on the stage button (see page 108).

To save a Absolute Value as a Palette Option...

➤ Set- up the new Attribute value as described previously ('To a apply Specific Attribute Value').

➤ Press and hold down the Palette button to which you want to store the new Attribute definition.

Remember... if a particular button already has a stored value, its button LED will be lit dimly. Storing to one of these buttons will overwrite the previous settings.

➤ Whilst holding down the Palette button, press the **save lamps** button; the current Attribute setting will now be stored as that Palette option.

HELPFUL HINT

You can also set- up, view or modify the Palette options using the following Entity screens — these can be accessed via the Main Keypad Control Area:

For Colours, refer to the Colour Entity Screen (see page 85),
For Beams, refer to the Beam Entity Screen (see page 86),
For Effects, refer to the Effect Entity Screen (see page 87).

Positioning a Lamp

➢ Firstly, ensure that the Lamps that you wish to position are selected and in Controlled Mode.

   Any Lamps, which are in Included Mode or deselected will not be affected by any Position changes.

To apply a Pre-defined Position...

A dimly lit LED will show the presence of any pre-defined positions for the selected Lamp(s) on the Position buttons

➢ To apply one of these Position options, press the appropriate button; the button LED will light fully to show that it is active.

   If a specific position value had previously been applied to the Lamp(s), applying a pre-defined option will overwrite that value.

IMPORTANT NOTE

Remember that the pre- defined positions can be different for each Lamp (included focus channel).

To apply a specific Position...

➢ If required, choose an existing Position option to start from.

➢ Select absolute or relative mode using the **abs/rel** button.

➢ Set the **pan** and **tilt** wheels to modify the position to suit your requirements.

➢ Set the **focus** attribute if available to sharpen or soften the edge on that particularly position.

To save a Specific Position as a Pre-defined Option...

➢ Set- up the new Position as described previously ('*To apply a Specific Position*').

➢ Decide which Position button you wish to define with the new setting, then hold down the button.

   If a particular button has already been defined, its button LED will be lit dimly. Storing to one of these buttons will overwrite the previous settings.

➢ Whilst holding down the Position button, press the **save lamps** button; the current Position setting will now be stored as that option.

HELPFUL HINT

You can also set- up, view or modify Positions using the Position Entity Screen (see page 84).

Setting Lamp Intensity

➢ Firstly, ensure that the Lamps that you wish to set are selected and in Controlled Mode.

   Any Lamps, which are in Included Mode or deselected will not be affected by any Intensity changes.

➢ Select absolute or relative mode using the **abs/rel** button.

➢ Use the **intensity** digital fader to modify the intensity of the selected Lamps.

➢ To set all selected Lamps to maximum level, press the **full** button.

➢ To set all selected Lamps to zero level, press the **off** button.

Working with Effects

What is an Effect?

An effect provides a way of automatically controlling Lamp Attributes and/or positions in a pre-defined or customised pattern. Various templates are provided (e.g. Circles, Wave, Intensity fade, Colour or Beam sequences…) which you can set-up and modify to suit your particular requirements via the Effects Entity Screen.

Ventura allows up to 20 different Effects to be defined and stored via the effects keypad. These can be applied to Lamps in much the same way as Colour and Beam attributes, although Effects are not specific to Lamp Type.

You can, if required, combine two or more effects, provided that each Effect controls a different Lamp Attribute. For example, you can combine Circles, Colour sequence and a shutter effect, but you can not combine Circles with Figure Eight since these both affect Lamp positioning.

Creating an Effect

➢ Firstly, select one or more Lamps (in controlled Mode) with which to set-up and test the Effect. Then apply some basic Attributes and Intensities so that the Lamp beams are 'visible'.

➢ Call-up the Effects Entity Screen on the main LCD (e.g. by pressing the **Effect** button in the main Keypad Control Area. See page 87).

Choose an unused Effect number and press the **Next** button.

By default you'll get into the first position-effect menu. This menu contains the spread and the timing of the effect. There are also 3 soft buttons available. If you don't want to create a position effect, you can use these soft buttons to choose a Colour, a Beam or an Intensity effect.

➢ Press the **Enter** button to go through the menu tab fields and select the required Effect Template.

➢ The corresponding button in the **effects** keypad will now be dimly lit. Press this button to apply the effect to the selected Lamp(s).

*Unlike Colour, Beam and Position keypads, the **effect** buttons have a toggle action (press on – press off); thus more than one effect can be applied at the time.*

Controlling an effect

Every effect is controlled by 3 different menus. A timing menu which also contains the spread, a shape menu and a synchronisation menu.

Pressing the **Next** button will take you to the next menu.

Timing and Spread menu

```
Pos-Effect: 1   {Circle  }  Circle
X-Spread: 50   Delay: 0    Wait: 0
Y-Spread: 50   Shift: 0   Shift: 0
Speed: 30  [COLOUR]    [BEAM]   [INTENS]
```

Field name	Value	Description
X-Spread /	-100 … 100	Sets the spread of a wave applied on the Pan, beam, colour or intensity channel.
Palette /	0 … 40	Sets first palette button for Beam and Colour palette stepping effect.
Open	0 … 100	Sets percent of open time with a shutter effect.
Y-Spread /	-100 … 100	Sets the spread of a wave applied on the Tilt channel.
Length	0 … 40	Sets number of buttons to step true in a Beam or Colour palette stepping effect.
Speed	0 … 300	Sets the speed of the effect.
Delay	0 … 255	Sets delay time between lamps.
Shift (delay)	0 … 100	Sets delay shift.
Wait	0 … 255	Sets wait (doing nothing) time of a lamp.
Shift (wait)	0 … 100	Sets wait shift.

Shape menu

```
Pos-Effect: 1   {Circle  }  Circle
X-wave: Cosine    Offset: 0   Freq: 1
Y-wave: Sine      Offset: 0   Freq: 1
Rot: 0     [COLOUR]    [BEAM]   [INTENS]
```

Field name	Value	Description
X-Wave	Sine, Cosine, ...	Sets the wave form applied on the Pan, Beam, Colour or Intensity channel.
Offset	0 … 255	Sets the offset in the X-Wave.
Freq	0 … 10	Sets the frequency of the X-Wave.
Y-Wave	Sine, Cosine, …	Sets the waveform applied on the Tilt channel.
Offset	0 … 255	Sets the offset in the Y-Wave.
Freq	0 … 10	Sets the frequency of the X-Wave.
Rot	0 … 359	Sets the rotation of a Pan/Tilt pattern.

Synchronisation menu

```
Pos-Effect: 1   {Circle  }  Circle
Synchronise:  - None -  Spread: 50
Wave: - None -     Offset: 0   Freq: 1
        [COLOUR]    [BEAM]   [INTENS]
```

Field name	Value	Description
Synchronise	None, Intensity, Shutter	Sets a shutter or intensity synchronisation to your effect.
Spread	0 … 100	Sets the spread of a wave applied on the synchronisation channel.
Wave	Sine, Cosine, …	Sets the waveform applied on the synchronisation channel.
Offset	0 … 255	Sets the offset in the Wave.
Freq	0 … 10	Sets the frequency of the Wave.

Note that the values in the X-Spread / Palette / Open, Y-Spread / Length, Delay and Speed fields can also be modified using the Attribute Control Wheels. The Wheels will only control the **last active effect**.

By pressing the effect button in the main keypad you go thru the list off active effects. The HUD screens and wheels change depending on this effect.

X- or Y-Spread
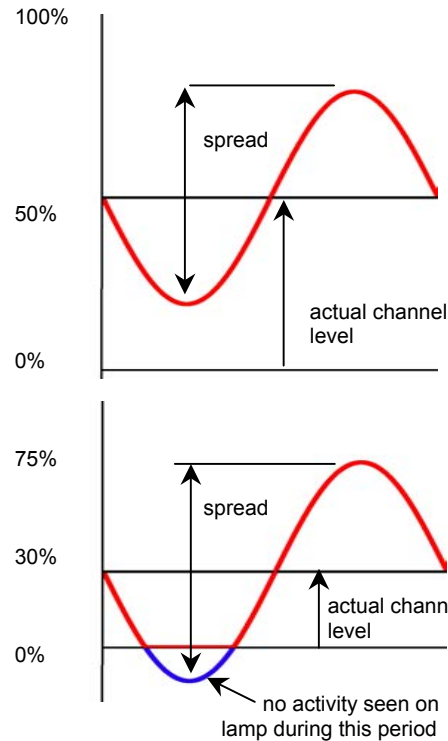
The spread sets the spread of the effect wave around the actual channel level.
The spread can have a value between 0% and 100%.

A negative spread means an inversion of the wave.

You can use this to easily change the direction of the effect.

If the spread is to big, there can be areas where nothing happens.

In this figure the channel value will stay for a while on 0%.

Effect Speed

With the speed parameter you control the speed of the effect.

Delay time between lamps

With no delay time, all the lamps move together. By Introducing a delay makes the lamps follow each other.
E.g. If you have a Sine wave applied to the Tilt channel and you want it to look like a Mexican wave, increase the delay time.

By using delay times like 32, 64, 128, … You'll be grouping the lamps.
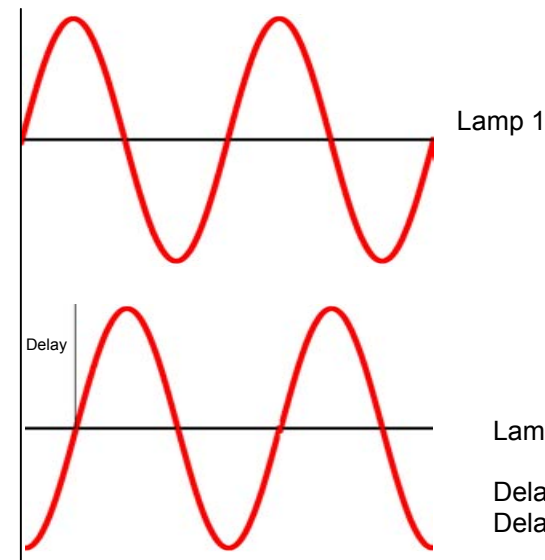
The Delay Shift is a delay of 256 (= one entire cycle). This parameter is only useful with a wait time.

The total Delay = delay + delay shift.
E.g.   Delay : 20
        Shift : 2
Total Delay = 20 + (2 x 256) = 532
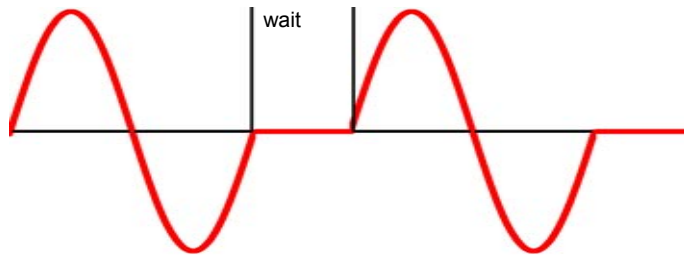
Wait time

The wait time is used to stop the effect for a certain amount of time. When the effect has stopped, it will hold its current channel value.

You can change the stop position by changing the offset of the wave.
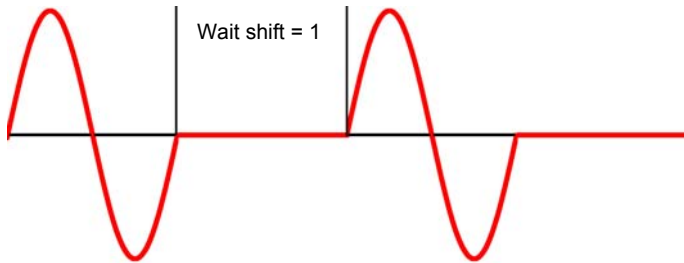
The Wait Shift is a wait of 256 (= one entire cycle).
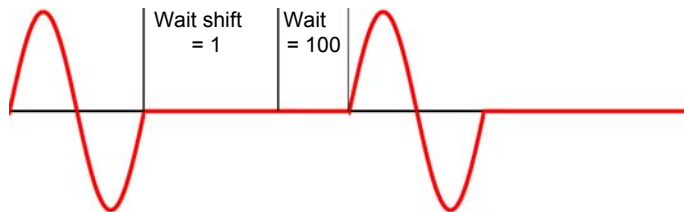
The total Wait = wait + wait shift
E.g.   Wait: 100
            Shift: 1

Total Wait = 100 + (1 x 256) = 356

Wait & Delay time
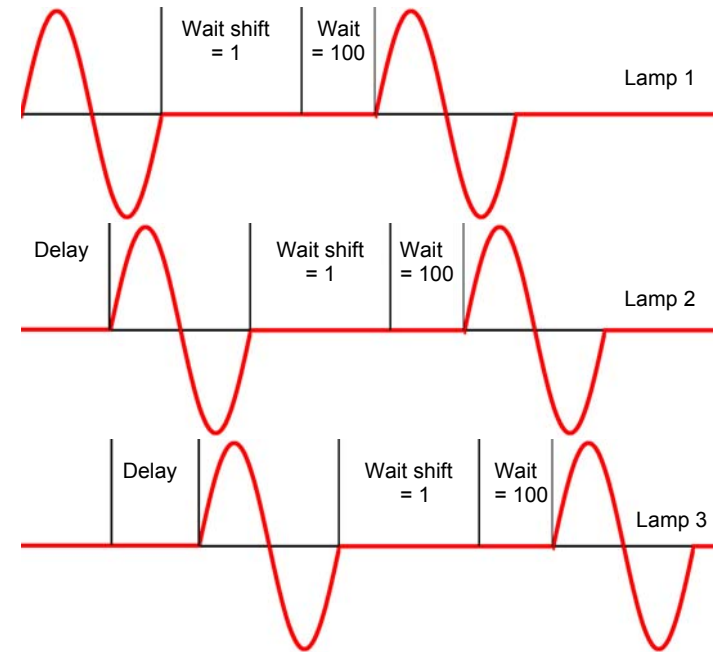
By using delay time together with a wait time you can create one after one effects.

In this example Lamp 1 starts moving again after Lamp 3 has finished its movement.

You can make a one after one effect by using the following settings.

Delay: 0
Shift: 1
Wait: 0
Shift: 2 (number of lamps – 1)

X- and Y-Wave

With Wave parameter you choose the waveform you want to apply on a channel. If you choose a template effect, the waveform will be "set". So you don't have to concern yourself, which waves you need to create such as a circle or any other template effect. However you can always change the wave parameter to your own needs in a custom effect.

Offset
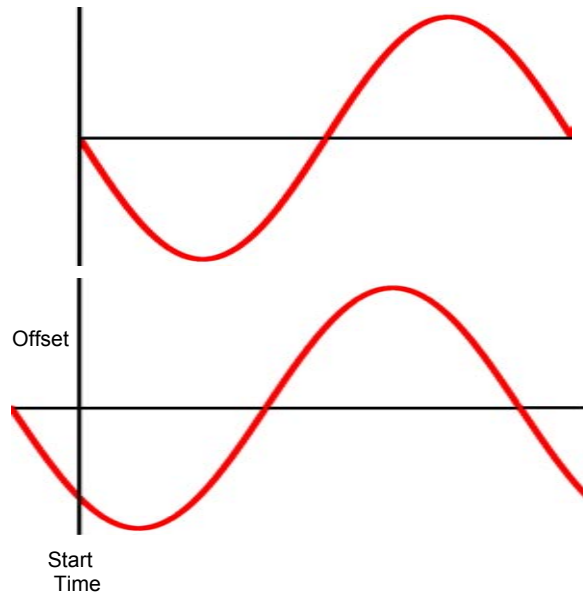
Offset

Start
Time

With the offset parameter you "set" the start position of the wave.

If you change the offset of both the X and Y wave and set them to the same value you will only see result if you combine this with a wait time.

In this case you can choose where the effect waits for that particular wait time. You can choose any place in the cycle to stop the effect.

The offset also determines the start position of the effect when you start the effect.

Frequency
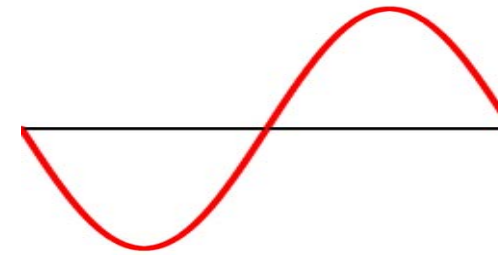
X wave
Freq: 1
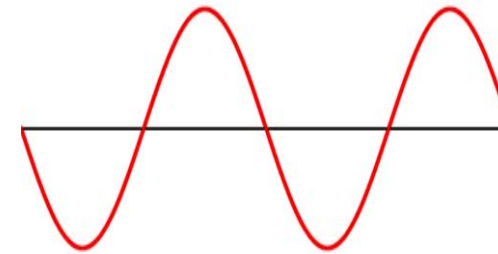
Y wave
Freq: 2

With the frequency you can set how many times the wave loops in one cycle.

In this example the Y-Wave goes twice as fast as the X-Wave.

E.g. A figure eight uses the same waves as a circle only the frequency of the Y-wave is 2 and the frequency of the X-Wave is 1.

Rotation

The rotation is only used with position effects. With this parameter you can rotate the whole figure you have created with an angle between 0° and 359°.
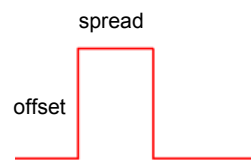
Synchronisation of an effect.

You can synchronise any effect with the intensity or the shutter. Using this feature you don't have to worry about delay and wait times that you are using with the effect. With the intensity you can choose which part of the effect has to be bright or has to be faded. With the shutter you can choose which part of the effect you want to see or not want to see. Make your choice with the synchronise parameter (-none-, intensity, shutter).

➢ Intensity synchronisation

All the parameters of the synchronisation menu work the same as explained above. The spread sets the spread of the effect wave around the actual intensity level. With Wave parameter you choose the wave form you want to apply on the intensity. With the offset parameter you set the start position of the wave. You use this to choose which part has to be bright or not. With the frequency you can set how many times the intensity fades during one cycle.

➢ Shutter synchronisation

With the shutter synchronisation, the parameters work slightly different. The wave has no influence because a shutter can only be closed or open. With the offset, we set when the shutter has to close, and with the spread we set the open time (%). The easiest way to synchronise an effect with the shutter is to set the delay and wait times of the effect at 0. Set the synchronisation offset at 0 and the spread at 50. Now you only see all lamps changing together for half a cycle, the rest of the cycle is blanked by the shutter. Change the offset of the shutter to "set" when the shutter has to open. Then change the spread to "set" how long the shutter has to stay open. At this moment you have set the part of the effect you want to see. You can now change the delay and wait times, as you want; the shutter will be automatically synchronised with the effect changes.

Controlling palette stepping effects.

For Beam and Colour effect you have the possibility to step through the palette buttons. With these effects we don't use any wave form, so the second menu (shape menu) is not used. You set the start button with the Palette and the number of buttons with the Length. So if you have programmed your palette correctly, you'll have the right result for any type of lamp.

E.g. Colour: Palette = 2
                 Length = 3
This colour effect start at button 2 and steps to button 5 (3 steps).
Also here you can apply delay and wait times and synchronisation.

Controlling a shutter effect.

Also with this effect the wave form doesn't matter. With the **Open** you just set the open time (%).
With the offset you can set when it has to open to synchronise with an effect (if needed, it's easier to use the synchronise feature of the other effect).

Some lamps have their strobe channel combined in the intensity channel (E.g. ClayPaky). To create strobe effects for these lamps you have to set up an intensity effect.

E.g. ClayPaky GoldenScan

➢ Intensity effect
   o Intensity at 25% or 64 (dmx) (for ClayPacky)
   o X-Wave: Step1
   o X-Spread: 50
   o Speed: 200

HELPFUL HINT

Play with delay and wait times to create nice strobe effects

Controlling static position effects.

With the predefined position effects comes also 3 static effects. These effects wont make any movement, but will create nice looks.

Fan effect

This effect allows you to fan the pan position. Use the X-Spread parameter to adjust the spread. A positive spread will make the beams spread out. A negative spread will bring the beams closer to each other (cross).
Once you have set the look you want, you can save this look in a position palette button.

Skew effect

This effect allows you to fan the tilt position. Use the X-Spread parameter to adjust the spread. A positive spread will make the beams spread out. A negative spread will bring the beams closer to each other (cross).
Once you have set the look you want, you can save this look in a position palette button.

Arch effect

This effect allows you to create an arch. Use the X-Spread parameter to push the inner beams more up or down. A positive spread will push the inner beams up. A negative spread will push the inner beams down.
Once you have set the look you want, you can save this look in a position palette button.

HELPFUL HINT

Use the static effects first to create nice looks, and save these looks in the position palette. Afterwards you can delete these effect buttons and reuse them to set any other effect (e.g. circles).

Flexibility !

Once you have started an effect it is very easy to play with it. You can always change any parameter without stopping the effect. This gives you the possibility to be very creative with the effects. The effect also takes the actual value of the controlled channel as its base level. You can always change these base values by just changing the channel value.

Examples:

➢ After you have started a circle effect, you can play with the Pan and Tilt channels to change the position where the effect is played.

➢ You can make a sequence on the base values (e.g. pan and tilt) and apply it together with an effect.

➢ Just by changing the X-Spread to a negative value, you can change the direction of an effect.

➢ By adding a delay time you can create nice follow effects.

➢ Combining a strobe effect together with a position effect you can change a slow movement into a wild strobe movement. After stopping the strobe effect the shutter will be back to the open position and you'll see the regular movement again.
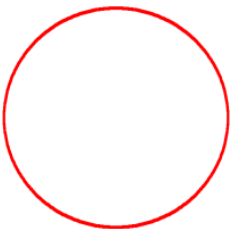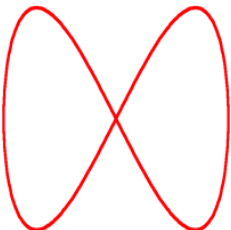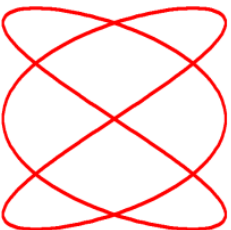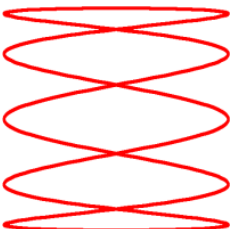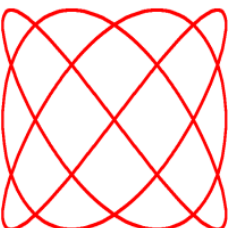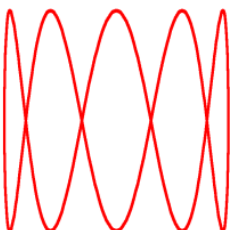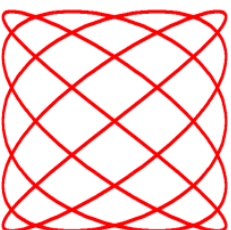
Hints and tips.

Grouping Lamps.
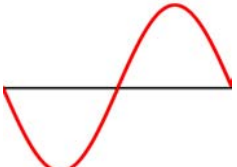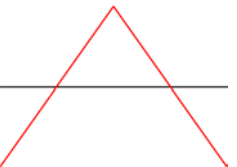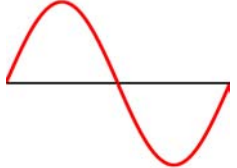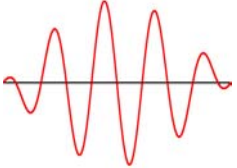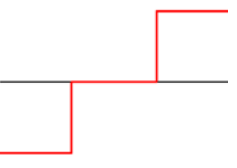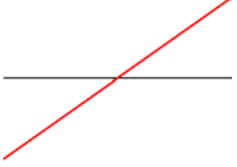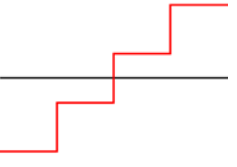
Number of groups	Delay	Number of groups	Delay
1	0	9	28
2	128	10	25
3	85	11	23
4	64	12	21
5	51	13	19
6	42	14	18
7	36	15	17
8	32	16	16

Effect templates.

Position effects.

Type	Pattern	Type	Pattern
Circles		Wave	
Figure 8		Complex1	
Zig Zag		Complex2	
Up Down		Complex3	

Effect Waves.

	Sine		Saw tooth
	Cosine		Step1
	Spiral		Step2
	Ramp		Step3

Default effects.

Use the default menu to load 11 default effects in the first page of the effect buttons.

- ➢ Press soft button 1 **[SETUP]**
- ➢ Press soft button 1 **[DEFAULT]**
- ➢ Press soft button 3 **[Effects]**
- ➢ **[Press 3 buttons to confirm]**

```
Celco Ventura Console V3.2      Program
Commands:
                          Space: 97.39%
            [SETUP]      [I/O]
```

```
Celco Ventura Console
Software Version V3.2
Date 2002-06-10 16:45:57 Z
         [DEFAULT]    [CLEAR]
```

```
Number of HTP chans:24    Auto Stack:0
Selected Lamps to:
Use Time Parts: on
Default times:[Cue]             [Effect]
```

```
        LOAD 11 DEFAULT EFFECTS
The first 11 effect buttons
will be overwritten
     [Press all three keys to confirm]
```

Default effects:

None Stops all effects	Circles	Figure 8
Zig Zag	**Wave**	**Complex**
Beam (palette)	**Iris**	**Shutter**
Colour (palette)	**CMY Fade**	**Intensity Fade**

Example effect settings.

Fall down

- ➢ Custom position effect
    - o X-Wave: -None-
    - o Y-Wave: Step1
    - o Synchronise: Shutter
    - o Spread: 50
    - o Offset: 90
    - o Play with the rotation to change the direction of falling lights

Strobe effect

- ➢ Shutter effect
    - o Open: 20
    - o Speed: 200
    - o Play with the delay to get a nice strobe effect

Strobe effect (For lamps that use the intensity channel also for strobe, e.g. Clay Paky)

- ➢ Intensity effect
    - o Intensity full (dmx 128 for Clay Paky)
    - o X-Wave: Step1
    - o X-Spread: 100
    - o Speed: 200
    - o Play with the delay to get a nice strobe effect

Rainbow effect

- ➢ Colour effect
    - o Palette: 1
    - o Length: 5
    - o Speed: 30

Play with delay to get a rainbow effect

Wave

Circle

Ballyhoo!
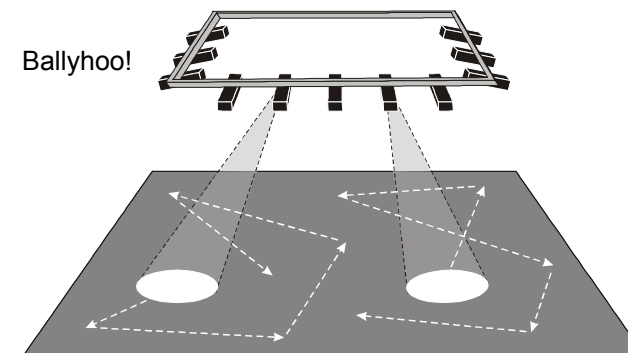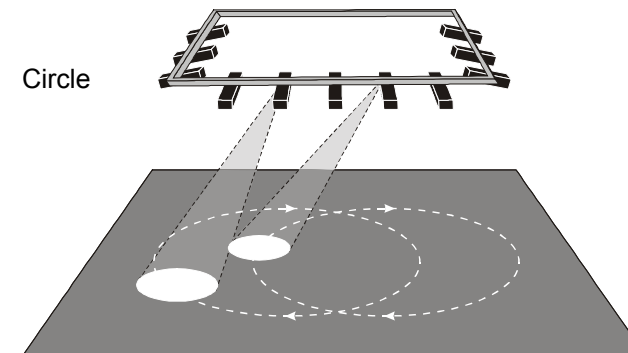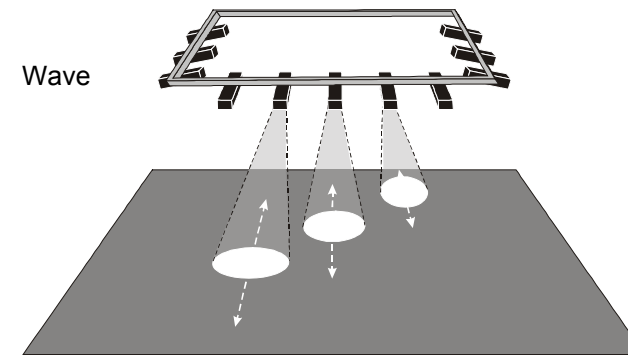
Section 4:
Working with Cues

An Overview of Cues

What is a Cue?

In theatrical lighting, the term 'Cue' traditionally refers to a set lighting pattern or scene.

VENTURA has the ability to memorize the levels of its 1000 Channels as a Cue, thus allowing a set pattern of Lamp Intensities, Attributes and/ or HTP Channels to be stored. In addition, up to three Sequences can be assigned to a Cue.

Each Cue can then be recalled or 'played back' by using the Playback Control Area.

HELPFUL HINT

You may find it helpful to understand the principles of recalling and previewing Cues before starting to learn about a Cue programming. Please read 'Previewing A Cue' from page 50 onwards.

Cue Numbering

Cues in VENTURA's memory are held in a sequential 'list' with each 'position' in the list being identified by numbers.

Cue Playback Control Area

Cue Playback LCD's

These three displays show the number or label of the Cues currently assigned to each Playback Control by the current page or bookmark. They show dashes "--------" in case the cue is empty.

multi protocol output • solid state flash memory

LTP go /swap

HTP go /add

LTP go /swap

HTP go /add

LTP go /swap

HTP go /add

LTP go /swap

HTP go /add

page

bookmarks

next

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

preview

a b c d e f

preview

g h

g

preview

preview

m n o p q r
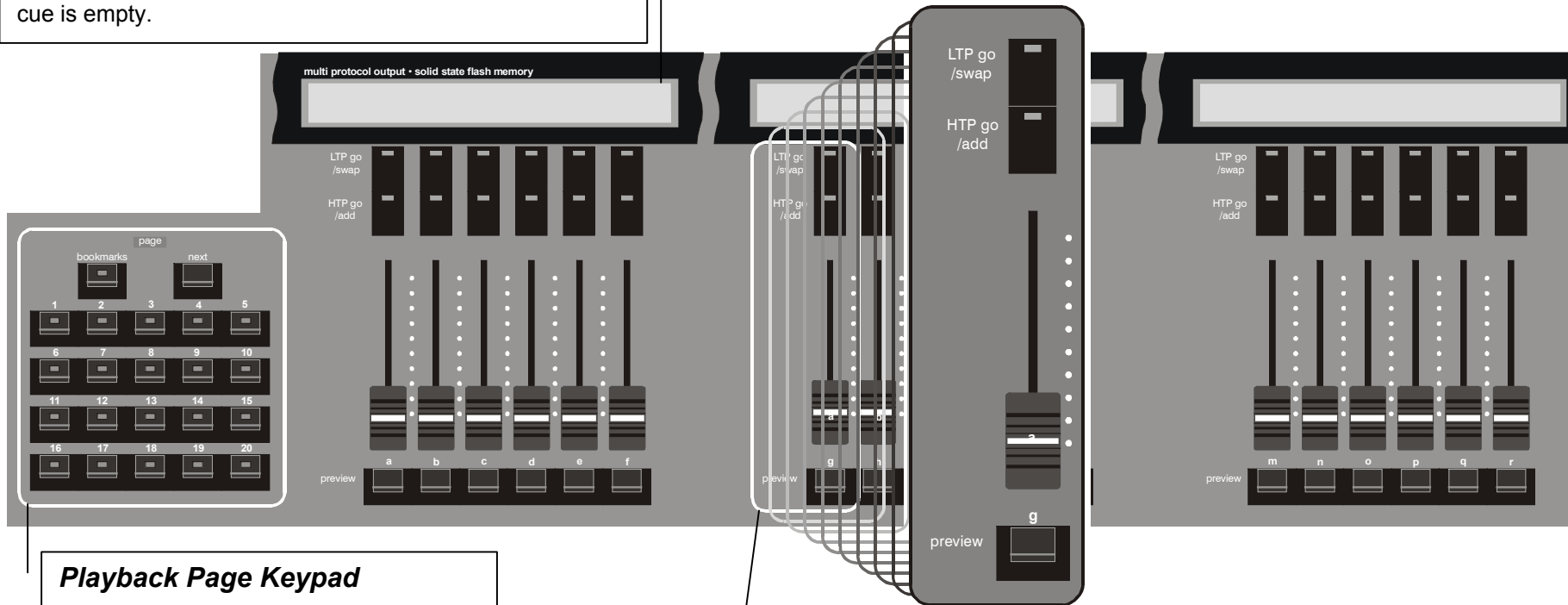
Playback Page Keypad

Cues are assigned to the Playback Controls in blocks of 18 Cues in either 'pages' (Cues are always in sequential order) or 'bookmarks' (Cues are in any user-defined order). Buttons **1** to **20** are used to call-up the corresponding page or, if the **bookmark** button is ON, the corresponding bookmark. The **next** button allows stepping to the next page or bookmark

Playback Control

ltp go/ swap	Triggers LTP levels in a Cue. Also starts/ stops progress of the LTP envelopes when using AutoFades.	**fader**	Manually sets or adjusts the level of HTP Channel levels in the assigned Cue.
htp go/ add	Flashes HTP levels in a Cue. Also starts/ stops progress of the HTP envelopes when using AutoFades.	**preview**	Previews the Cue currently assigned to the Playback Control. It is also used when storing a Cue.

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Cue Parameters

AutoFade Time Parts

Every Cue has four Time Parts, which exist to provide automatic fading (Auto Fade) of Channel Levels during Cue playback.

The Intensity, Colour, Beam and Position of a Lamp can each be made to follow a different Time Part. This allows precise control of the order in which Attributes are set by a Cue.

For example, when a Cue is played back, you may want the Colour and Beam to be set-up immediately (while the Lamp is off), then start the lamp fading-up and then, part way through the fade, move the lamp to a new position.

HTP & LTP Envelopes

Each Time Part contains four parameters that are used for controlling HTP Channel AutoFades — the HTP Envelope:

- ➢ Wait
- ➢ Up
- ➢ Hold
- ➢ Down
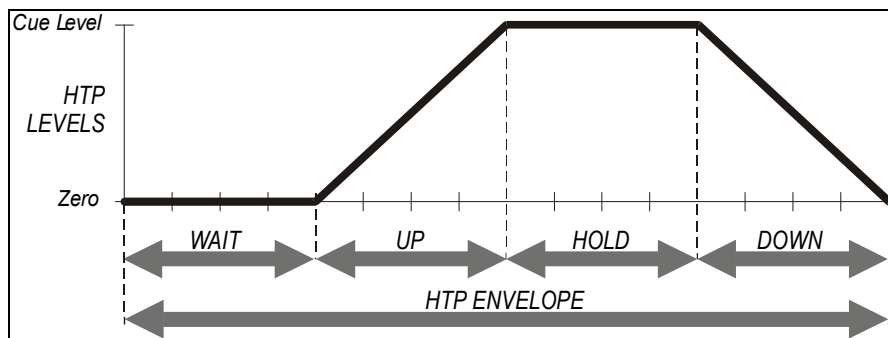
Fig 9: The HTP Envelope.

And two parameters used for LTP Channel AutoFades —the LTP Envelope:

- ➢ LTP Wait
- ➢ Move
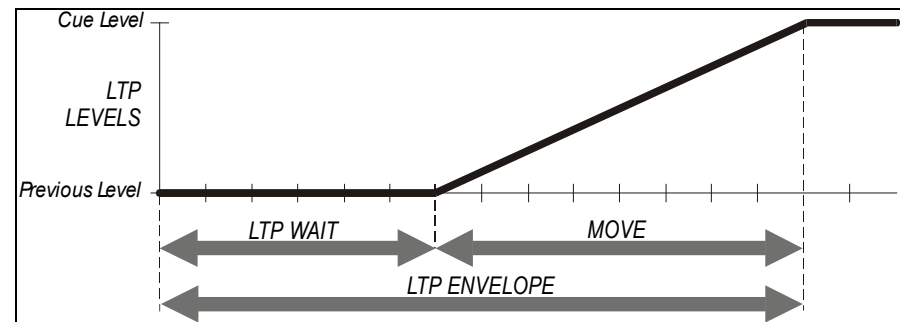
Fig 10: The LTP Envelope.

The HTP Envelopes in all four Time Parts are triggered simultaneously ('HTP go'). Likewise, the LTP Envelopes are also triggered together ('LTP go'). However, the HTP and LTP triggers can be issued independently.

Select this button to use the default Time Part allocation. These are pre-defined by the VENTURA as mentioned above the Time Part buttons.

Select this button to use the Time Part allocations already stored in the Cue.

In each Cue you can program unique HTP and LTP envelope times for each Time Part by using the Cue Entity Screen 1 (see page 75):

```
Cue:1          {Cue 1   } TP:1 (Intensity)
LTP Wait:0s   Move:0s
Wait:0s     Up:0s   Hold:0s   Down:0s
                                [Defaults]
```

Select one of these buttons to allocate the currently selected Lamp Attribute(s) to a specific Time Part.

Alternatively, by pressing the [Defaults] soft function button on this screen, the Cue can be made to use the default Time Part values that are defined by the Default Cue Times Screen 1 in the Set-up Menu (see page 92):

```
Default Cue Times.   Time Part:1
LTP Wait:0s   Move:3s
Wait:0s   Up:3s   Hold:0s   Down:3s
```

i	c	b	p		
part1	part2	part3	part4	def	as cue

INTENSITY	HTP	→	HTP / LTP TIME PART 1
COLOUR	LTP	→	HTP / LTP TIME PART 2
BEAM	LTP	→	HTP / LTP TIME PART 3
POSITION	LTP	→	HTP / LTP TIME PART 4

CUE

Organising Cues

Cues can be organised or ordered by three methods:

- ➢ **Pages** in which Cues are assigned in fixed sequential blocks (*i.e.* Cues 1 – 18, Cues 19 – 36, *etc.*) to the 18 Playback Controls.

- ➢ **Bookmark Pages** in which Cues are assigned in user- defined blocks to the 18 Playback Controls.

Selecting a Cue Page

Cue Pages are selected using the **page** keypad situated to the right of the Cue Playback Area (see page 41).

- ➢ Ensure that the keypad is in Page Mode: the LED indicator for the **bookmarks** button should be off. If the indicator is on, press the button to turn it off.

- ➢ Select the required Page number (**1 – 20**) by pressing the corresponding button on the keypad.

The button LED will light up to show that the page is selected. The Page number will also appear on the three LCD screens, along with the labels for the Cues on that Page.

USEFUL SHORTCUT

*Press the **next** button on the **page** keypad to select the next page. If Page 20 is currently selected, pressing **next** will return the selection to Page 1.*

Selecting a Bookmark Page

Bookmark Pages are selected using the **page** keypad situated to the right of the Cue Playback Area (see page 41).

- ➢ Ensure that the keypad is in Bookmark Mode: the LED indicator for the **bookmarks** button should be on. If the indicator is off, press the button to turn it on.

- ➢ Select the required Bookmark number (**1 – 20**) by pressing the corresponding button on the keypad.

The button LED will light up to show that the Bookmark is selected. The Bookmark number and title will also appear on the three LCD screens, along with the labels for the Cues in that Bookmark.

USEFUL SHORTCUT

*Press the **next** button on the **page** keypad to select the next Bookmark. If Bookmark 20 is currently selected, pressing **next** will return the selection to Bookmark 1.*

Viewing Cue Numbers

By default, Cue Labels are defined by 'Cue' followed by the Cue number (*e.g.* Cue 1, Cue 2, *etc.*) If you have defined your own labels, these may not directly relate to the Cue number.

- ➢ To establish the Cue number for a particular Cue, ensure that the Cue is assigned to one of the playback faders, then either:

  - o Press the associated **preview** button; the actual Cue number will appear in place of the label, or

  - o Press and hold down the button (**1 – 20**) for the current Page/ Bookmark; the Cue numbers for *all* Cues on the current Page/ Bookmark will appear in place of the labels.

Setting-up a Bookmark Page

➤ In the Main Keypad Control Area, press the page entity button followed by the next button; Page Set-up Screen 1 will appear on the Main LCD:

```
Page Setup Screen    Page: 1    {Song 1  }
PB: 1      2      3      4      5      6
Cue:1      2      3      4      5      6
          [Sequential]   [Clear]   [Default]
```

➤ Use the Page field to choose the desired Bookmark Page number. *For a full overview of this screen, see page 75)*

To change the Bookmark title...

➤ Move the cursor to the title field (by default this will be Song 1, Song 2, *etc.*). Then type in (or edit) the label as required using either:

　　o　The QWERTY Keyboard, or
　　o　The select wheel and cursor buttons (see page 74)

To change the Cue/Playback Assignments...

➤ Move the cursor to one of the Cue fields.

There are six of these displayed at any one time and they correspond to the Playback numbers listed on the second line of the display.

➤ To scroll the display to reveal the other Cue/ Playback Assignments, either:

　　o　Rotate the select wheel, or
　　o　Use the cursor buttons, or
　　o　Use the enter button.

➤ To change the Cue number assigned to a particular Playback, type- in the required number using the numeric keys.

USEFUL SHORTCUTS

To number all Cues on the current Bookmark Page sequentially from the first Cue, enter the start Cue number for Playback 1, then press the **[Sequential]** *button (soft function 1).*

To clear down all Cue Assignments and set each Playback to Cue 0 (i.e. the Blackout Cue), press the **[Clear]** *button (soft function 2).*

To return Cue Assignments on the current bookmark to the default state (i.e. bookmark 1 = Cues 1 to 18, bookmark 2 = Cues 19 to 36, etc.), press the **[Default]** *button (soft function 3).*

To change the Auto-Channel/Lamp Page Selection...

Each of the 20 Bookmark Pages can be set-up such that, when they are selected, they will automatically call-up a particular HTP Channel Page and Lamp Page on the console and also a particular HUD screen on Monitor 1 (and the optional Monitor 2).

➤ Call-up Page Set-up Screen 2 on the Main LCD (*e.g.* press next button from Screen1):

```
Page Setup Screen    Page: 1    {Song 1  }
Channel Page: 1-24    Lamp Page: 1-20
Screen 1:None            2:None
```

➤ Move the cursor to the relevant fields and select the required options. *(For a full overview of this screen and the available options, see page 75)*

Cue Programming

The Basic Procedure

A Cue may include any or all of the following elements:

- ➢ HTP Channel Levels,
- ➢ Lamp Settings,
- ➢ Up to three Sequences.

As each of these elements is stored separately within the Cue, it is not necessary to program all of them at the same time. To start with, you may wish to create a basic Cue, which can then be added to at a later stage.

For this reason, there are two different procedures — 'Creating a New Cue' and 'Modifying or Adding to an existing Cue' (Lamps and HTP).

There are 2 modes for programming cues; Program and WYSIWYG (What You See Is What You Get). You can switch between these modes by changing the console mode (see page 98). The active mode is shown in the root menu screen (upper right corner).

```
Celco Ventura Console V3.2     Program
Commands:

                    Space: 97.39%
          [SETUP]     [I/O]
```

Program   All channels of controlled and included lamps will be stored in the cue except channels with "none" value (---). The channels can contain strait levels, a colour index, a beam index, position index or effect index.

WYSIWYG   All channels of controlled and included lamps will be stored in the cue as strait levels (a none value get its latest dmx level). The channels contain strait levels or an effect index. You'll program a complete "look" independently of the order of playback.

REMARK: Effects will always be stored as a reference to the effect plus its base level.

> **HELPFUL HINTS**
>
> *Use the program mode if you don't want to store everything in the cue. (E.g. If the colour has to stay, set in the cue or setting before, than store the colour channels as "none" (---) values.*
>
> *Use the WYSIWYG mode to make a snapshot of what you see on the stage (required lamps has to be selected). Very useful in theatre.*
>
> *Use the lamp view screen on the HUD monitor to view what you're programming and to preview your cue. (*see HUD screen page 107*)*

Creating a New Cue

> ➢ Set-up the Lamps and/ or HTP Channels as required:

For Lamps... refer to the procedures on pages 24 to 28.	**For HTP Channels...** refer to the procedure on page 14.
Remember that all selected Lamps, whether in Controlled or Included mode, will be stored in the Cue.	Remember, that only 'controlled' HTP Channels will be stored in the Cue.
Also, remember that you need not program all Lamp Attributes at this stage. For example, you may wish to just set Positions and Intensities for now, and decide on Colours and Beams later on.	

> ➢ Choose the mode you want to program in (Program or WYSIWYG)

> ➢ Decide on which Cue you wish to save these settings to, and ensure that this Cue is available on one of the Cue Playbacks. *If not, select the appropriate Cue Page or Bookmark Page (see page 44).*

Ventura will display "--------" above each blank cue, informing the operator that it is ready for use. As soon as information is saved the "--------" symbols will disappear. This is a useful reminder to ensure that information is not mistakenly over-written.

➢ Press and hold down the **preview** button for the required Cue (*i.e.* select Cue Preview mode). While holding down the preview button the cue number appears on the LCD above (e.g. Q1).

➢ If you wish to assign an AutoFade Time Part at this stage, press the required Time Part button:

as cue	(default) to use any Time Part allocations already programmed.
def	to allocate the chosen settings to the default Time Parts. (1: intensity, 2: colour, 3: beam, 4: position)
part1 , 2 , 3 *or* **4**	to allocate the a settings to Time Part 1, 2, 3 or 4 respectively.

HELPFUL HINT

You can, if desired, program different HTP Channels for each Time Part. However, you cannot have the same Channel controlled by more than one Time Part. If you attempt to do so, the last allocation will take precedence.

➢ Save the current HTP Channel and/or Lamp settings as required:

For Lamps...	**For HTP Channels...**
press the save lamps button.	press the save htp button.

Both these buttons are located in the Lamp Selection Control Area.

Modifying an existing Cue

➢ Firstly, ensure that the Cue is available on one of the Cue Playbacks. *If not, select the appropriate Cue Page or Bookmark Page (see page 44).*

➢ Press and hold down the **preview** button for the required Cue (*i.e.* select Cue Preview mode).

Or…

➢ Hold down the preview button for the required Cue and press the **preview** button in the Lamp Selection Control Area to lock the preview mode. You can now release the Cue preview button and the Cue will stay in preview mode. The LCD above the Cue will flash to remind you that you're in preview mode.

Remember that any settings already programmed will now appear on the relevant Control Areas —do not alter these settings unless you wish to change them.

➢ If you wish to assign your additions to AutoFade Time Part (or re-assign modifications), press the required Time Part button:

as cue	(default) to use any Time Part allocations already programmed.
def	to allocate the chosen settings to the default Time Parts. (1: intensity, 2: colour, 3: beam, 4: position)
part1 , 2 , 3 *or* **4**	to allocate the a settings to Time Part 1, 2, 3 or 4 respectively.

➢ Make the required additions (or modifications) to Lamp Settings and or HTP Channel levels (for the chosen Time Part), then release the preview button to store the new settings. Or press the preview button once if in preview locked mode.

Do not press the **save lamps** *or* **save htp** *buttons when making modifications to aCue .*

Using the Auto Select Feature

Auto Select is a useful feature that can be applied to Cues that are not yet fully programmed or that need to be changed whilst live.
Replaying a Cue that has been stored with Auto Select turned on, causes the Lamp Selection and Attributes for that Cue to appear on the Lamp Selection and Lamp Attribute Control Area, thus enabling Attribute selection and adjustments to be made without affecting the stored Cue.

To apply Auto Select when creating a Cue...

➤ After selecting the Lamps required for the Cue, apply Auto Select by pressing *one* of the **auto select** buttons (the button LED will be lit when active).

Auto Select can be applied separately to Colour, Beam, Effects or Position, but only needs to be applied to one Attribute in a Cue.

➤ Choose a 'temporary' setting for the Auto Select Attribute; this can either be Palette option or an absolute value. However, please note that Auto Select does not function with the ' **none** ' setting .

➤ Now choose any other settings and save the Cue in the normal way.

To apply Auto Select to an existing Cue...

➤ Preview the Cue as you would for modifying it.
➤ Press one of the **auto select** buttons (the button LED should be lit), then either reselect the existing Attribute option or choose a new setting.

To remove Auto Select from an existing Cue...

➤ Preview the Cue as you would for modifying it.
➤ Press the active **auto select** button (the button LED should be off), then either reselect the existing Attribute option or choose a new setting.

Defining Time Parts for a Cue

➤ Call-up Cue Entity Screen 1 on the Main LCD for the required Cue (*e.g.* press **cue 1 next** in the Main Keypad Control Area):

```
Cue:1          {Cue 1   } TP:1 (Intensity)
LTP Wait:0s    Move:0s
Wait:0s     Up:0s    Hold:0s    Down:0s
                              [Defaults]
```

➤ Move the cursor to the **Time Part** field and choose a Time Part number (1, 2, 3 or 4).

➤ Set the various envelope parameters for that Time Part as required. To use Ventura's default time values, press the [Defaults] button (soft function 3).

These default times are defined by the Default Cue Times Screen 1 in the Set-up Menu (see page 95 for further details.)

IMPORTANT NOTE

Setting the Up and Down times to zero for a particular Time Part will disable AutoFade for that Time Part.

Assigning Sequence(s) to a Cue

➢ Call- up Cue Entity Screen 2 on the Main LCD for the required Cue (*e.g.* press **cue 1 next next** in the Main Keypad Control Area).

```
Cue:1       Assign Seq1:1   @100 Seq 1
            Assign Seq2:2   @100 Seq 2
            Assign Seq3:--- @--- -----
 Details of: [1]        [2]         [3]
```

➢ Move the cursor to one of the **Assign Seq** fields and select the required Sequence number. *The name of the chosen Sequence will appear on the right- hand side of the display, as in the example above.*

➢ By default, the replay level of the Sequence will be set to 100%. To change this, move the cursor to the value following the @ symbol and adjust it to the required level.

➢ To check or modify the replay parameters for a Sequence, press the corresponding soft function button. The Sequence Control Screen will appear:

```
Cue:1       Assign:1 Seq:1  @100 Seq 1
Dir:Fwd    Order:Linear   Autosel:Off
Times HTP:Snap    LTP:Fade  At End:Loop
BPM:60      STL:None        AF:Time Part 1
```

The top line of this screen repeats the information shown on Cue Enity Screen 2. These fields cannot be altered using the Sequence Control Screen.

➢ For further guidance on setting-up Sequence replay parameters, refer to the Section on Sequences (page 60 onwards).

Replaying Cues

Previewing a Cue

➢ Firstly, ensure that the Cue that you want to preview is on the current Cue Page or Bookmark (*i.e.* it is available on one of the Playback Faders).

➢ To preview the Cue, press and hold the **preview** button below the appropriate Playback Fader.

   Or…

➢ Hold down the preview button for the required Cue and press the **preview** button in the Lamp Selection Control Area to lock the preview mode. You can now release the Cue preview button and the Cue will stay in preview mode. The LCD above the Cue will flash to remind you that you're in preview mode.

Whilst in Cue Preview mode...

➢ The 'Cue Preview Screen' appears on the Main LCD —you can navigate through the other screens and menus by using the **next** and **exit** buttons as normal.

➢ Any Lamps that are controlled by the Cue will have the LED fully lit on their associated Lamp Select Buttons; use the Lamp Range buttons to view Lamps controlled in the different ranges.

➢ Any currently programmed Lamp Attributes are indicated by a fully lit button LED on the Colour, Beam, Effects or Position keypads.

➢ Any HTP Channels that are controlled by the Cue will have the LED fully lit on their associated Channel Flash Buttons in the HTP Control Area; use the Channel Page buttons to view Channels controlled in the different ranges.

➢ The Digital Playback Control Area is placed in Cue Mode (see page 63 for further details)

➢ To end the Preview and return the console to its previous state, release the **preview** button.

Cue Preview Screen

```
Cue:1   On PB:1  Cue 1     Time Part:1
LTP Wait:0s   Move:0s
Wait:0s   Up:0s   Hold:0s   Down:0s
                                [MENU]
```

FIELD NAME VALUE DESCRIPTION

Field Name	Value	Description
CUE	1 – 999	The Cue object number.
On PB	1 – 18	The Playback number that the Cue is currently assigned to.
Time Part	1 – 4	Identifies which Time Part details are displayed in the following fields:
LTP Wait	0 – 99 seconds	These two values define the LTP Envelope for the selected Time Part.
Move	0 – 99 seconds	
Wait	0 – 99 seconds	These four values define the HTP Envelope for the selected Time Part.
Up	0 – 99 seconds	
Hold	0 – 99 seconds	
Down	0 – 99 seconds	

The **[MENU]** button returns the display to the Root Menu Screen.

A Cue can be replayed in a variety of ways. The method you choose is largely a matter of personal preference, although the way in which the Cue itself has been programmed also has implications.

➢ Manual Replay   Cue does not use Time Parts
➢ AutoFade Replay   Cue does use Time Parts

To run the Cue manually...

➢ Open the appropriate Cue Playback Fader; the LTP Channel levels for any Lamps within the Cue will automatically be triggered as soon as the fader level moves above zero.

➢ Adjust the fader position to master the levels of HTP Channels and Lamp Intensities within the Cue.

HELPFUL HINT

*To achieve 'instant playback', press the **LTP go** button to instantly set LTP and HTP Channel levels as defined by the Cue. To hold the Cue at maximum, move the fader to maximum, then release the **LTP go** button. To achieve an 'instant blackout', simply reverse this procedure.*

*The **HTP go** button has a similar effect but it does not trigger LTP Channels.*

To run the Cue automatically (using AutoFade)

➢ Press the **LTP go** button to trigger the LTP envelope of Time Parts 1 to 4.

The LTP controlled parts of the Cue will now commence AutoFading.

➢ Press the **HTP go** button to trigger the HTP envelope of Time Parts 1 to 4.

The HTP controlled parts of the Cue will now commence AutoFading.

*The LED in the **LTP go** button will flash to indicate that an AutoFade is in progress. The LED in the **HTP go** button will be lit fully to indicate that the Cue is active.*

See Rate Playback and Stack Programming to play a cue list automatically .

HELPFUL HINT

The LTP go and HTP go buttons may be pressed in any order. To synchronise the HTP and LTP envelopes, simply press both buttons at the same time.

Indication of Cue Status

The **HTP go** button LED will light continuously whilst the Cue is active.
A Cue is deemed to be active when:

> ➢ the Cue Playback Fader (or Digital Fader) has manual control of HTP Channel levels and the fader is currently above zero,
> ➢ an AutoFade is in progress,
> ➢ an AutoFade is halted and not complete.

The **LTP go** button LED will flash whilst an AutoFade is in progress.

Swap & Add Functions

Swap and Add are two special functions that are available when one Cue is active and is being replayed manually.

Swap pressing the **LTP go / swap** button for a non- active Cue, replaces the HTP Channel levels (including Lamp Intensities) of the active Cue with those programmed for the non- active Cue.

Add pressing the **HTP go / add** button for a non- active Cue, adds the HTP Channel levels (including Lamp Intensities) of the non-active Cue to those in the active Cue. Any conflicting levels are handled on a highest- takes- precedence basis.

Both of these functions have a temporary effect depending on the cue flash button mode.

Cue Flash Button Modes

The Cue **HTP go/add** buttons can be programmed to provide Flash, Toggle and Kill functions to selected cues. These modes function as follows:

Flash In this mode the button will output the cue whilst it is being held down. This is often considered the normal mode of operation.

Toggle In this mode the button will lock on allowing the button to be released without the output disappearing. Subsequent presses of the button will alternatively clear and set the output.

Kill This is similar to toggle in that pressing any flash button will cause it to lock on and it may then be released. When another go/add flash button is pressed the previously locked on button will clear and the new one lock on. This function can be particularly useful if used in conjunction with auto fading as it allows cross-fading between one cue and another.

Setting the Cue Flash Modes

Using the Main Keypad Control area of the console press **Cue**, followed by the cue number, followed by **next**, **next**, **next**. The LCD will now be displaying the Cue Set-up Screen:

```
Cue:1          {Cue 1   }
Add/Go  Button: Flash
Swap/Go Button: Go
Sound to Light: None
```

Field name	Value	Description
Cue	1 – 999	The Cue object number.
Add/Go Button	Flash, Toggle, Kill	Mode of the cue flash buttons.
Swap/Go Button	Swap & Go, Go	Defines the operation of the LTP go/ swap buttons in the Playback Control Area.
Sound to light	None Slow Bass Fast Bass Slow Mid Fast Mid Slow Top Fast Top	Enables control by a sound source.

Sound to Light Control

The Sound to Light system enables cues to be controlled by the bass, mid-range and treble components of a sound source. In addition, sequences can have their stepping speed controlled by these same components.

Assigning Sound to Light Functions to Cues

Sound to Light functions can be assigned to any of the cues on an individual basis. This is achieved as follows:

- ➢ Using the main keypad control area of the console press **Cue**, followed by the cue number, followed by **next**, **next**, **next**. The LCD will now be displaying the window which has the Sound to Light functions.

```
Cue:1          {Cue 1    }
Add/Go  Button: Flash
Swap/Go Button: Go
Sound to Light: None
```

- ➢ Move the cursor to the Sound to Light area of the LCD by using the enter button.

- ➢ Use the rotary control to select the frequency component and response mode.

- ➢ The sound to Light functions have now been assigned to the cue. Return to the Root menu by pressing **Exit**.

- ➢ With a suitable sound input and the appropriate cue on the playback area, the cue will respond to the sound level and the frequency, with the cue fader acting as a sound to light master.

In general, the soft and hard description relate to the amount of coupling to the relevant frequency component i.e., "hard" – direct coupling to the sound level "soft" – averaged coupling to the sound level.

Rate Playback and Stack Programming

Overview

A Rate Playback is a cue replay device, which enables the operator to control the rat of a cross fade between two cues. The cues are pre-programmed, entered in order into a cue list, or stack and replayed using the digital fader and associated control buttons. The replay can be manual, semi automatic or fully automatic depending upon the exact requirements.

Creating a new Stack

This procedure assumes that the required cues have been previously programmed.

➢ Select the Stack entity screen by pressing the **stack** entity button, situated just under the right hand LCD screen and the **next**. The right hand LCD is now displaying the entry screen which is similar to that shown below:

```
Stack:1   {Stack 1 }         Len:0
Entry:1   Cue:1        Cue 1
TP:1  XFade:As Cue      --:--.-
Wait:Man   00:00:00:0  [Record]    [MAKE]
```

Field name	*Value*	*Description*
Stack	0 – 100	The stack object number
Len	0 – 999	Length of the stack
Entry	0 – 999	Entry number of cue list
Cue	0 – 999	Cue assigned to entry
TP	1 – 4	Identifies which Time Part details are displayed in the following fields:
XFade	As Cue, Timed, Snap	Sets the cross fade mode for the entry.
Wait	Auto, Man, Smpte	Sets the wait mode between entries on manual, auto timed or Smpte timed.

➢ Select the required stack number.

➢ Press the **enter** button on the numeric keypad and the cursor will move to the stack legend area of the LCD. Here you can enter an eight character legend using the keyboard.

➢ Press the **enter** button again and the cursor will move to the Stack Entry Number field. Ensure that this field is showing Entry:1. (All settings set for entry 1 will be used as default in the next entries)

➢ Press the **enter** button again and the cursor will move to the Cue Number field. Enter the cue number you wish to make entry one and press the **enter** button. (The cue name will appear on the right).

➢ Press the enter button until the cursor is in the Xfade area of the LCD. Select the required Xfade type by using the rotary control.

As Cue   This uses the times which have been previously stored against each cue in determining the Xfade time. For HTP channels the fade time used will be the up time of the next, or incoming cue and this will also be used as down time of the current, or outgoing cue. For LTP channels the situation is similar with the move time of the next, or incoming cue being used as the overall move time. This approach also applies to all time parts which maybe used in each of the cues.

Timed   This will override the times stored against each cue with the time entered against the stack entry. This operates in the same manner as above for HTPs, with the time being the fade down time of the current cue and the fade up time of the next cue. For LTPs the time is used as the overall move time. This approach also applies to Time Parts and a separate time can be entered for each time part of the cue.

Snap   This essentially gives a cross fade time of zero seconds and therefore the cross fade is instantaneous, a snap change.

➢ Press the enter button to move to the wait area of the LCD. Select the required Wait type by using the rotary control.

Auto   With this setting the stack will automatically cross fade from the current cue to the next cue, using the times as determined by the Xfade setting. A Wait time can be entered in this mode which causes a pause, for the preset time, before executing the automatic cross fade.

Man   With this setting the sack will pause and not execute the cross fade until the **go** button is pressed. This gives full manual control of progress through the stack.

SMPTE   This setting enables the stack to be synchronised to an external SMPTE time-code input.

➢   Press the enter button to move the cursor to the Entry field and now repeat these steps until you have created your stack with the required number of entries.

Stack Make facility

It is also possible to automatically create a stack of a predefined number of cues, which will be sequential from a chosen starting cue.

➢   It is necessary to define the default settings for the Stack. So change the settings as required, for the first entry. The first entry is used as default for all other entries.

➢   Press the soft button [MAKE], this will open a new LCD window called "Make/Replace Stack Entries" and will be asking for the Start and End Cue numbers.

```
Make/Replace Stack Entries
Starting with Cue:1
  Ending with Cue:1
   [Press all three keys to confirm]
```

➢   Press the three confirm buttons and the Make facility will generate the required stack. This will take a few seconds. Remember that the total number of stack entries is 1000 across all the stacks you programme.

➢   The required stack has now been created and individual entries can now be modified, inserted and deleted as necessary.

Editing an existing Stack

It will often be necessary to edit some of the parameters of an existing stack. This is quite simply achieved by selecting the relevant stack in the Stack Entry screen and making the necessary changes. It is also possible to insert and delete stack entries.

Inserting a Stack Entry

➢   In the Stack Entry screen move to the entry, in front of which you wish to insert.

➢   Pres the insert button, which is situated on the right hand side of the console above the rotary.

➢   This will insert an exact duplicate of the previous entry and it is then necessary to change the cue number and any other of the relevant parameters.

Deleting a Stack Entry

➢   In the Stack Entry screen move to the entry you wish to delete.

➢   Press the delete button which is situated on the right hand side of the console above the rotary control.

➢   This will delete the stack entry.

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Section 5:
Creating Sequences

Programming a Sequence

The Basic Process

➢ Call-up the Sequence Entity Screen on the Main LCD (*e.g.* by pressing **seq 1 next**):

```
Seq: 1    {Seq 1    }        Length: 0
Step: 1      Contents: Empty
                          Space: 97.39%
             [Fold]                  [End]
```

➢ If you haven't already pre-selected the required Sequence number, choose it now via the **Seq** field.

➢ If required you can change the default Sequence label (*e.g.* Seq 1) to a more meaningful name; move the cursor to the label field and type in or amend the label via the QWERTY keyboard (or by using the Main Keypad as described on page 74).

➢ Check that the **Step** field is set to Step 1.

➢ Set-up the Lamps and/ or reserved HTP Channels as required for the first Step (refer to pages 24 to 28 for Lamps; page 14 for HTP Channels).

➢ To save the current Lamp settings to the Step, press the **store lamps** button in the Lamp Selection Area.

To save the current HTP settings to the Step, press the **store htp** button in the Lamp Selection Area.

Pressing either of the store buttons will automatically advance the **Step** *field value to the next Step.*

➢ Repeat the last two operations to program the remaining Steps.

HELPFUL HINT

To save **both** *Lamp and HTP settings to the same Step, save Lamp (or HTP) settings first. Then decrement the* **Step** *field value by 1 and save the HTP (or Lamp) settings.*

➢ You need to mark the 'end' of the Sequence.

After you have saved the last Sequence Step, the Step field will have incremented. For example if you have programmed 10 Steps, the Step field will now be showing 11 —this is correct, so don't alter this value!

➢ To mark the end of the Sequence, press the **[End]** button (soft function 3).

IMPORTANT NOTE

Having completed your Sequence, it now needs to be assigned to a Cue in order for it to be replayed —see page 49.

Cue sequencing

One of the simplest methods of creating a sequence is to programme a number of cues and then assigning the cues to sequence steps; this is often called *chasing the cues*.

Creating a cue sequence

➢ Programme a number of different cues using the procedures detailed on page 46.

➢ From the root menu, call up the sequence screen on the main LCD by pressing seq, enter the required sequence number and press next.

➢ Put the cue fader up (output the cue) of the cue that has be the first step of your sequence.

➢ Press the store lamps button to store the cue as a reference in the sequence step.

➢ Put the fader down.

➢ Repeat the previous three as required to fully programme the sequence.

➢ To mark the end of the sequence, press the end soft button.

HELPFUL HINT

You can change the sequence steps by changing the used cues in the sequence.

Modifying a sequence

It will often be necessary to modify some of the programmed sequence steps to change one, or more of the lamp(s) attributes. This is easily achieved by using the fold/unfold function.

➢ From the root menu, call up the sequence screen on the main LCD by pressing seq, enter the required sequence number and press next.

➢ The main LCD will now be showing the sequence store screen, press the soft button labelled [Fold].

```
Seq: 1    {Seq 1   }        Length: 0
Step: 1      Contents: Empty
                         Space: 97.39%
<< Unfolded [Fold]                 [End]
```

➢ This will cause the sequence steps be "unfolded" onto the cue playback faders. Sequence step 1 will be on Cue fader 1, sequence step 2 will be on Cue fader 2 etc, etc. This will continue for all of the steps you have in your sequence. If your sequence contains more than 18 steps you will need to use the Cue page buttons to move the remaining steps of your sequence onto the Cue faders.

➢ The sequence steps can now be modified in exactly the same way as you would as if you were modifying cues (see page 47).

When you have completed your modifications press the soft button labelled [Fold], the sequence will be "folded" and the cue faders will now return to their normal function.

Replay Options

There are three parameters which affect the way in which the Sequence Steps are replayed. These are:

➢ 'Stepping Order' (**Ord** field) which can have one of two settings:

Linear   Steps are replayed in 'number' order (*e. g.* Step1, 2, 3, *etc* .)

Random Steps are replayed in a psuedo-random order.

➢ 'Stepping Direction' (**Dir** field) which can have one of three settings:

Fwd   Steps are replayed from the first to the last Step

Bwd   Steps are replayed from the last to the first Step

Bnc   which stands for 'bounce'; this option replays the Sequence from the first to last Step and then back to the first.

➢ 'Repeat Option' (**At End** field) which can have one of two settings:

Stop   the Sequence will run once and stop on the final Step,

Loop   the Sequence will replay continuously.

All of these parameters are set using the Cue Entity Screen 4:

➢ Move the cursor to the appropriate field and set the required option by rotating the **master select** wheel.

HELPFUL HINT

When using a 'Linear' Sequence with the 'Stop' option, you may wish to program the last Step with zero levels — in this way the Sequence will run once then 'go out'.

Step Trigger Method & Speed

Each Step in a Sequence can be triggered at regular intervals from 1 BPM (beats per minute) up to 600 BPM.

➢ Move the cursor to the **Speed(Bpm)** field and set the required value by rotating the **master select** wheel.

HTP Channel Transition

This parameter affects the transition or 'fading' of HTP Channel levels between each Sequence Step. The options are:

Snap   each Step instantaneously 'snaps' to the next,

In/Out   each Step will fade- in then fade- out,

Fade   the level(s) between each Step will cross fade.

➢ Move the cursor to the **Times HTP** field and set the required option by rotating the **master select** wheel.

LTP Channel Transition

This parameter affects the transition or 'fading' of LTP Channel levels between each Sequence Step. There are three options:

Snap   each Step instantly 'snaps' to the next; the level for each Step must be programmed.

Fade   the level(s) between each Step will cross- fade; the level for each Step must be programmed. The speed of the cross- fade is automatically calculated to match the duration of each Step

➢ Move the cursor to the LTP field and set the required option by rotating the master select wheel.

Section 6:
Digital Playback Control

Digital Playback Control Area

multi-function digital fader

Playback modes

Choose with these buttons the mode you want to control.

- ➢ Stack
- ➢ Sequence
- ➢ Cue

Time is not implemented in this version. Check with Celco for latest releases.

rev

time   stop

stack   step

seq   back

cue   go
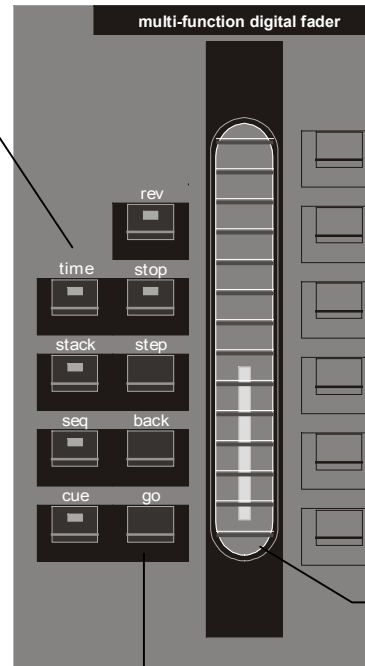
Digital Playback Fader

Control buttons

a sequence or stack.

rev.

Cue Mode

To put the Digital Playback Control Area into Cue Mode, press the Cue preview button of the cue you want to control and then press the **cue** button left of the digital fader; *the button LED will light up and the Cue Preview screen will appear on the Main LCD.*

Cue Preview Screen

```
Cue:1   On PB:1  Cue 1     Time Part:1
LTP Wait:0s   Move:0s
Wait:0s   Up:0s   Hold:0s   Down:0s
                                    [MENU]
```

Field Name	Value	Description
CUE	1 – 999	The Cue object number.
On PB	1 – 18	The Playback number that the Cue is currently assigned to.
Time Part	1 – 4	Identifies which Time Part details are displayed in the following fields:
LTP Wait	0 – 99 seconds	These two values define the LTP Envelope for the selected Time Part.
Move	0 – 99 seconds	
Wait	0 – 99 seconds	These four values define the HTP Envelope for the selected Time Part.
Up	0 – 99 seconds	
Hold	0 – 99 seconds	
Down	0 – 99 seconds	

The **[MENU]** button returns the display to the Root Menu Screen.

Sequence Mode

To put the Digital Playback Control Area into Sequence Mode, press the **seq** button; *the button LED will light up and the Sequence Preview screen will appear on the Main LCD (see next page).*

➢ If there are two or three Sequences assigned to the same Cue, further presses of the **seq** button will reveal details for each Sequence in turn.

HELPFUL HINT

*To short cut to a sequence in a cue, press the relevant **cue preview** button and than press the **seq** button. This will place the first sequence in this cue in the sequence preview screen.*

Sequence Preview Screen

```
Seq:  1/1   Cue:1    As:1 PB:1  Seq 1
BPM:60    STL:None      Dir:Fwd Ord:Linear
Times HTP:Snap   LTP:Fade  At End:Loop
Level:100        AF:Time Part 1    [MENU]
```

Press the menu soft button to call- up the Root Menu screen; Sequence Mode will remain active. To return to the Sequence Preview screen, press the **seq** button again.

Field Name	Value	Description
Seq	view only	Sequence number / Step number.
Cue	view only	Cue number that the Sequence is assigned to.
As	view only	The Sequence assignment number (*i.e.* 1, 2 or 3) within the Cue.
PB	view only	Playback number that the Cue/ Sequence is assigned to.
{........}	view only	Sequence label.
Speed	1 – 600	Defines the stepping speed of the Sequence in 'beats per minute'.

Dir	Fwd Rev Bnc	Defines the stepping direction of the Sequence (forward or reverse). The bounce (Bnc) option performs a forward cycle followed by a reverse.
Order	Linear Random	Defines the order in which the Sequence Steps are replayed; Linear is the programmed order, whilst Random gives a pseudo-random replay action.
Times HTP	Snap In/ Out Fade	
LTP	Snap Fade	
At End	Loop Stop	
Level	0 to 100%	The **multi- function digital fader** is assigned to this parameter.
AF	None Time Part 1 Time Part 2 Time Part 3 Time Part 4	*This feature is not implemented in this version firmware.*

Sequence Control Functions

To Start and Stop the Sequence...

➢ Ensure that the appropriate Playback Fader is open (identified by the **PB** field).

➢ Start and stop the Sequence by pressing the **go** and **stop** buttons respectively.

To alter the Sequence Direction...

➢ Press the rev button to switch between forward, reverse and bounce stepping.

Note that this is a temporary override and does not alter the direction setting programmed within the Sequence set- up (i.e. by the **Dir** *parameter).*

To manually step through the Sequence...

➢ Press the **step** button to move forward one Step.

➢ Press the **back** button to move backward one Step.

These buttons may be used whilst the Sequence is running or stopped.

Stack Mode

To put the Digital Playback Control Area into Stack Mode, press the **stack** button; *the button LED will light up and the Stack Preview screen will appear on the Main LCD.*

Stack Preview Screen

```
Stack:1    Stack 1    Len:1    Rate:0   %
>   :                      <
 1  :001   Cue 1            hh:mm:ss:ff
TP:1  Xf:00:00.0 Wait:Man   00:00:00:00
```

Field Name	Value	Description
Stack	1 – 99	Stack number
{........}	*view only*	Stack label.
Len	*view only*	Number of entries in the stack.
Rate	-500% – 500%	Replay rate.
>....<		Cue on stage.
	1 – 999	Entry number in preset.
	view only	Cue number.
{........}	*view only*	Cue legend.
TP	1 – 4	Time part.
Xf	*view only*	Cross fade time.
Wait	*view only*	Wait mode.
	view only	Wait time code.

Stack Control Functions

➢ Enter the stack number you want to replay

➢ Press the enter button twice and change the entry in preset to 1 by using the rotary control.

➢ Press the **go** button and the stack will be running as programmed.

Changing the Playback rate

Move the cursor the Rate field and change the global replay rate by using the rotary control. The rate can be adjusted from –500% to 500%.

Pausing the Playback

The stack replay can be paused , at anytime, by pressing the **go** button. Whilst the replay is paused the **stack** button will flash. To restart the paused stack press the **go** button and the replay will continue.

Taking manual control

At anytime during stack replay the operator can take manual control by using the multi-function digital fader. Whilst a cross fade is in progress the LED's in the digital fader illuminate to show the current level of fades. If whilst a fade is in progress the fader is moved this will cause the stack to pause and manual control of the cross fade is then possible. Moving the digital fader up will increase the level of the next cue and reduce the level of the current cue. Pressing the go button will put the stack back into normal mode and cross fading will continue from the current fade levels.

Section 7:
Main Keypad Control Area

Main Keypad Control Area

Main LCD Screen

Used to display various Entity and Menu set- up screens showing the internal status and configuration of the Ventura console.

next button
This is used in conjunction with the Entity select buttons to call-up the various Entity set- up screens. Where more than one screen exists for a particular Entity, this button is used to step through the screens.

exit button
This button is used to return to the Root Menu from any of the Entity set- up screens

ventura 1000 by celco

next

exit

soft functions

multi-function digital fader

| 1 | 2 | 3 | < cursor > |

cursor < and **>** buttons
These allow movement of the input cursor between data fields or within fields

Entity Select Buttons
These 13 buttons are used to call-up the various Entity set- up screens:

page Page Set- up Screens
dim Dimmer Patch Screen
chan Channel Set- up Screen
cue Cue Set- up Screens
seq Sequence Set- up Screen
stack Stack Set- up Screen
lamp Lamp Set- up Screens
grp Group Set- up Screen
pos Position Set- up Screen
col Colour Set- up Screen
beam Beam Set- up Screen
effect Effect Set- up Screen
op limit Output Limit Set- up Screen

For some screens these buttons will also move the cursor directly to specific fields.

page dim chan cue seq stack   ins del

lamp grp pos col beam effect   copy move

7 8 9 & op limit   merge

4 5 6 ~ + -   select

1 2 3 rem select back

undo 0 . / @ clear   enter

Edit Buttons

ins used to insert a new object.

del used to delete an object.

copy used to copy details from one object to another.

move used to move details from one object to another.

merge used to merge two objects.

enter button
Used in Command Line operation to accept an object grouping ready for Keypad Control.

soft function buttons **1** , **2** and **3**
The function of these buttons varies according to the menu or Entity screen displayed. If a button has a function, a label will appear above it on the Main LCD. Labels shown in upper case (*e.g.* [SETUP] indicate access to an additional screen(s). Labels shown in lower case (e.*g.* [View] indicate a specific function.

Numeric Buttons
Used for entering specific values into data fields or for choosing specific object numbers.

undo button
Not implemented in this version firmware. Check with Celco for new releases.

Object Grouping Buttons (**& ~ rem**)
These are used (in conjunction with the numeric buttons) to create object groupings Command Line operation. For more details, refer to page 58. Numeric buttons Used for entering specific values into data fields or for choosing specific object numbers.

select value wheel
Rotating this wheel will change the value at the current cursor position.
➢ Clockwise rotation will increase a value (or move down a list of options), whilst
➢ Anti- clockwise rotation will decrease a value or move up a list of options).

select button
Pressing this button has the same effect as rotating the select value wheel clockwise.

+ and **–** buttons
Not implemented in this version firmware. Check with Celco for new releases.

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next

exit

multi-function digital fader

soft functions

1   2   3

< cursor >

page   dim   chan   cue   seq   stack   ins   del

lamp   grp   pos   col   beam   effect   copy   move

7   8   9   &   op limit   merge

4   5   6   ~   +   -   select

1   2   3   rem   select   back

undo   0   . /   @   clear   enter

. *I* button
Used to enter decimal values or to move the cursor to the second half of two- part fields.

@ button
Used in Command Line operation to denote a specific value or level rather than a Lamp or Channel number.

back button
Deletes a digit or character at the current cursor position and moves the cursor back one space .

clear button
Not implemented in version 1. 2 firmware. Check with Celco for new releases.

Using the Main Keypad

Root Menu

When the VENTURA Console is powered- up, the LCD Screen in the Main Keypad Control Area defaults to showing the Root Menu (screen 1):

```
Celco Ventura Console V3.2      Program
Commands:
                      Space: 97.39%
         [SETUP]      [I/O]
```

From here you can gain access to various sub- menus and set- up screens which are used to configure the operation of the VENTURA Console. For further information on these screens, refer to page 75 onwards.

Command Line Operation

The middle two lines of the Root Menu Screen form the 'Command Line' which is used to control access to the various Entity Screens and provide general Keypad Control of the Ventura Desk.

What is an Entity?

The term 'Entity' is used to describe a collection of closely related parameters which define one specific aspect of VENTURA's operation and programming.

The following is a list of VENTURA Entities:

- ➢ Page
- ➢ Dimmer
- ➢ Channel
- ➢ Cue
- ➢ Sequence
- ➢ Stack
- ➢ Lamp
- ➢ Group
- ➢ Focus
- ➢ Colour
- ➢ Beam
- ➢ Effect
- ➢ Output Limit

Within each Entity, there are a number of 'objects' and each object is identified by a number (*e.g.* Lamp 5, Cue 9, Colour 24, *etc* .)

Programming Entity Parameters

The parameters associated with each object in each Entity can be viewed or altered via one or more Entity Set- up Screens.

You can access the Entity Set- up Screens via the Command Line of the Root Menu. You may either choose which objects to view from within the Entity screen itself, or alternatively pre- select a specific object (or grouping of objects).

In addition, with some Entities, you can set a specific level (*e.g.* a Channel level) directly from the Command Line; this is referred to as Keypad Control. The three main methods of using the keypad are summarised in the following figure.

Select an Entity Type
Choose the required Entity by pressing the appropriate Entity Select Button.

Specify an Object or Object Grouping
Choose either a specific object, or define a grouping of objects. Use object grouping to apply the same parameters or attributes to each object.

Go to the Set-up Screen(s)
Press the **next** button (on the right- hand side of the Main LCD Display) to call- up the chosen Entity Set- up Screen(s).

Use Keypad Control
This option is only available for certain Entities. It allows the setting of one specific level for the chosen Entity object(s).

Object Grouping

Object grouping allows you to program the same parameter values for a number of different objects at the same time. There are two important points to remember when using object grouping:

> Grouping can be used on all Entities (except for Page). You cannot, however, create groupings of mixed Entity objects.

> All of the displayed parameters will be copied to the other objects in the grouping; all previous settings will be overwritten. Therefore, always be sure that you want all of the grouped objects to be exactly the same; you can, of course, subsequently modify individual objects as required.

To specify an Object Grouping...

> Press the required Entity Select button.

> Using the numeric buttons, choose the first object number required.

> To specify an additional object, press the & button followed by the object number, or To specify a range of objects, press the ~ button followed by the last object number in the required range.

> To accept the grouping and call- up the entity screen, press the next button (located to the right of the main LCD screen), or To accept the grouping and use Keypad Control (where permitted), press either the enter or @ button.

HELPFUL HINTS

Individual objects need not be entered in numerical order.
To select all *remaining object numbers from the last object specified, simply press the* **rem** *button. Thus, a quick way to group all objects is to press number* **1** *followed by* **rem** .

EXAMPLE —Calling-up an Entity Screen (non-specific object)...

To call- up the Entity Set- up Screen for 'Channels', press the following buttons:

Button	Command Line Display	Result
chan	chan	Entity type selected
next		Channel Set- up Screen

```
Channel: 1        {Chan   1}  Mode: Htp
Dimmer: 1      Total: 1/1    Patch @ 100


                              [View]
```

EXAMPLE —Calling-up an Entity Screen (specific object)...

> To call- up the Entity Set- up Screen for 'Channel 8', press the following buttons:

Button	Command Line Display	Result
chan	chan	Entity type selected
8	chan 8	
next		Channel Set- up Screen

```
Channel: 8        {Chan   1}  Mode: Htp
Dimmer: 8      Total: 1/1    Patch @ 100


                              [View]
```

EXAMPLE —Calling-up an Entity Screen using object grouping...

➢ To set the same parameters for Channels 1, 3 and 5 thru 30, press the following buttons:

Button	Command Line Display	Result
chan	`Chan`	Entity type selected
1	`chan 1`	
&	`chan 1 +`	channel 1 selected
3	`chan 1 + 3`	
&	`chan 1 + 3 +`	channel 1 and 3 selected
5	`chan 1 + 3 + 5`	
~	`chan 1 + 3 + 5 –`	channels 1, 3 and 5 selected
3	`chan 1 + 3 + 5 – 3`	
0	`chan 1 + 3 + 5 – 30`	
next		Channel Set- up Screen appears for Channels 1, 3, and 5 thru 30:

```
Channel: 1+3+5-30{Chan   1}  Mode: Htp
Dimmer: 1     Total: 1/1   Patch @ 100


                              [View]
```

IMPORTANT NOTE

*When defining an object group, the last item number is not actually selected until followed by a separator (i.e. + or -) or until the Command Line is accepted by the **next** , **enter** or **@** buttons.*

EXAMPLE —Using Keypad Control...

➢ To set Channels 4 and 9 thru 25 to a level of 75%, press the following buttons:

Button	Command Line Display	Result
chan	`chan`	Entity type selected
4	`chan 4`	
&	`chan 4 +`	Channel 4 selected
9	`chan 4 + 9`	
~	`chan 4 + 9 –`	Channels 4 and 9 selected
2	`chan 4 + 9 – 2`	
5	`chan 4 + 9 – 25`	
@ *or* **enter**		Channels 4 and 9 thru 25 are selected, and cursor moves to the second Command Line:

```
Celco Ventura Console V3.2     Program
Commands: Channel 4+9-25
@0                        Space: 97.39%
          [SETUP]     [I/O]
```

You can now set the level by using the Digital Fader, Rotary Select Wheel, the **+** and **–** buttons or by directly keying- in a value on the keypad:

Button	Command Line Display	Result
7	`@70`	selected Channels at 70%
5	`@75`	selected Channels at 75%

Entering Text using the Main Keypad

It is easier to enter text (for Cue Labels, *etc.*) using the QWERTY keyboard. However, if you do not have a keyboard connected or available, Ventura allows text to be entered in text fields using the Main Keypad.

> ➢ Position the cursor at the start of the text field using the cursor buttons.

> ➢ Then, rotate the **select** wheel to step through the available characters; a full upper and lower case alphabet is provided together with numerals 0 to 9 and various symbols.

> ➢ When the required character is displayed, press the **cursor >** button to move the cursor to the next position.

> ➢ Repeat the last two instructions to enter the rest of the field.

> *To enter a 'space', simply move the cursor without selecting a character.*

> *To edit a character, position the cursor on the character then rotate the **select** wheel to alter the character as required.*

Summary of Entity Screens

Between pages 75 and 89 are examples of all of the Entity Screens together with field descriptions, acceptable parameter values, and details of special functions.

Entity Select Button	Entity Screen(s)	Object grouping allowed?	Refer to page	Value set via Keypad Control
page	Page Set- up (1 & 2)	No	75	*n/a*
dim	Dimmer Patch	Yes	76	Dimmer Level
chan	Channel Set- up	Yes	76	Channel Level
cue	Cue Set-up (1, 2, 3 & 4)	Yes	77	*n/a*
seq	Sequence Set- up	Yes	79	*n/a*
stack	Stack Set-up	No	80	*n/a*
lamp	Lamp Set- up (1, 2 & 3)	Yes	81	Lamp Intensity
grp	Group Set- up	Yes	83	*n/a*
pos	Position Set- up	Yes	84	*n/a*
col	Colour Set- up	Yes	85	*n/a*
beam	Beam Set- up	Yes	86	*n/a*
effect	Effect Set- up (1, 2 & 3)	No	87	*n/a*
op limit	Output Limit Set- up	Yes	89	*n/a*

These examples are intended to provide a quick reference only — specific instructions for their usage will be found in the relevant sections elsewhere in this User Guide

Page Entity Screens

From the root menu, press **Page** and **next**.

Screen 1 - Playback assignment

```
Page Setup Screen    Page: 1    {Song 1  }
PB: 1     2     3     4     5     6
Cue:1     2     3     4     5     6
         [Sequential]  [Clear]  [Default]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	Go to page entity screen 2
(1) Sequential	this assigns sequential Cue numbers to the remaining Playbacks starting with the Cue at the current cursor position.
(2) Clear	– this clears all current assignments and then assigns all Playbacks to Cue 0.
(3) Default	this clears all current assignments and then assigns Playbacks to Cues on a 1- to- 1 basis; (i. e. Page 1 = Cues 1– 18, Page 2 = Cues 19– 36, etc.)

Field Name	Value	Description
Page	1 – 20	Bookmark Page number
{ . . . .}	free text	A user- defined label of up to 8 characters and/ or numerals to identify the chosen Page. (Default is Song 1 , Song 2 , *etc* .)
PB	1 – 18	Playback fader number.
Cue	1 – 999	Cue number assigned to fader.

HELPFUL HINT
Press the cue entity button to have a short cut to the cue number field.

Screen 2 – Auto 'Page' Selection

```
Page Setup Screen   Page: 1   {Song 1  }
Channel Page: 1-24   Lamp Page: 1-20
Screen 1:None            2:None
```

(Soft)Button	Function
Exit	Go back to root menu
Next	Go to page entity screen 1

Field Name	Value	Description
Page	1 – 20	Bookmark Page number
Channel Page	1– 24 25– 48 49– 72 73– 96 97– 120	Sets the HTP Channel Page to be automatically selected when the chosen bookmark is called- up.
Lamp Page	1– 20 21– 40 41– 60 61– 80 81– 100	Sets the Lamp Page to be automatically selected when the chosen bookmark is called- up.
Screen 1	Lamps Htp Preset Playbacks Patch Stack Sequence Bookmarks Stage	Sets the Head- Up Display screen to be automatically selected on Monitor output 1 when the chosen bookmark is called- up.
Screen 2	(options as for Screen 1 above)	Sets the Head- Up Display screen to be automatically selected on Monitor output 2 when the chosen bookmark is called- up.

Dimmer Patch Entity Screen

From the root menu, press **Dim** and **next**.

```
Dimmer Patch Screen
Dimmer: 1                   Patch @ 100
Channel: 1    @ 0
         [View]    [HTP 1:1] [LTP 1:1]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	No function
(1) View	
(2) HTP 1:1	Patches all HTP channels on 1 to 1 basis.
(3) LTP 1:1	Patches all LTP channels on 1 to 1 basis.

Field Name	Value	Description
Dimmer	1 – 512 then 2/ 1 – 512	The chosen DMX/ Dimmer Channel number (or grouping).
Patch @	0 – 100%	
Channel @	1 – 1024	

Channel Entity Screen

From the root menu, press **Chan** and **next**.

```
Channel: 1      {Chan  1}  Mode: Htp
Dimmer: 1     Total: 1/1   Patch @ 100

                                  [View]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	No function
(1)	No function
(2)	No function
(3) View	

Field Name	Value	Description
Channel	1 – 999	The chosen Desk Channel number (or grouping).
{……..}	*free text*	A user- defined label of up to 8 characters and/ or numerals to identify the chosen Channel.
Mode	Htp Ltp	Channel type: Highest Takes Precedence (HTP) or Last Takes Precedence (LTP)
Dimmer	1 – 512 then 2/ 1 – 512	The DMX Channel to which the selected Desk Channel is patched.
Total	?	(Display only field)
Patch @	0 – 100%	

Cue Entity Screens

From the root menu, press **Dim** and **next**.

Screen 1 – Time Part Set- up

```
Cue:1         {Cue 1   } TP:1 (Intensity)
LTP Wait:0s   Move:0s
Wait:0s    Up:0s    Hold:0s    Down:0s
                               [Defaults]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	Go to cue entity screen 2
(1)	No function
(2)	No function
(3) Defaults	enters default values for the currently selected Time Part. Default values are defined by the Default Cue Times Screen 1 in the Set-up Menu (see page 95)

Field Name	Value	Description
Cue	1 – 999	The chosen Cue object number (or grouping).
{ . . . . }	free text	A user- defined label of up to 8 characters and/ or numerals to identify the chosen Cue. (Default is Cue 1 , Cue 2 , *etc* .)
Time Part	1 – 4	Selects one of four Time Parts for the chosen Cue number.
LTP Wait	0 – 99 seconds	These two parameters form the LTP Envelope for the selected Time Part (see page 42 for more information).
Move	0 – 99 seconds	
Wait	0 – 99 seconds	These four parameters form the HTP Envelope for the selected Time Part (see page 42 for more information).
Up	0 – 99 seconds	
Hold	0 – 99 seconds	
Down	0 – 99 seconds	

Screen 2 – Sequence Assignment

```
Cue:1        Assign Seq1:1   @100 Seq 1
             Assign Seq2:2   @100 Seq 2
             Assign Seq3:--- @--- -----
 Details of: [1]         [2]          [3]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	Go to cue entity screen 3
(1) 1	Sequence control screen of assignment 1.
(2) 2	Sequence control screen of assignment 2.
(3) 3	Sequence control screen of assignment 3.

Field Name	Value	Description
Cue	1 – 999	The chosen Cue object number (or grouping).
Assign Seq1 @ **Assign Seq2 @** **Assign Seq3 @**	sequence no.: 1 – 99 @ maximum level: 0 – 100	Up to 3 Sequences assigned to the chosen Cue specified by the Sequence number (0 = none). The maximum value sets a limit for HTP levels.

Screen 3 – Miscellaneous Set-up

```
Cue:1         {Cue 1   }
Add/Go  Button: Flash
Swap/Go Button: Go
Sound to Light: None
```

(Soft)Button	Function
Exit	Go back to root menu
Next	Go to cue entity screen 1
(1)	No function
(2)	No function
(3)	No function

Field name	Value	Description
Cue	1 – 999	The Cue object number.
Add/Go Button	Flash, Toggle, Kill	Mode of the cue flash buttons. See page 52
Swap/Go Button	Swap & Go, Go	Defines the operation of the LTP go/ swap buttons in the Playback Control Area. See page 52
Sound to light	None Slow Bass Fast Bass Slow Mid Fast Mid Slow Top Fast Top	Enables control by a sound source. See page 53

Sequence Entity Screen

From the root menu, press **Seq** and **next**.

```
Seq: 1    {Seq 1   }        Length: 0
Step: 1      Contents: Empty
                           Space: 97.39%
             [Fold]                   [End]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	No function
(1) Fold	To fold or unfold the sequece steps on cue faders. (for details see page 59)
(2)	No function
(3) End	This is used to mark the end of a Sequence that is less than 99 Steps long. (for details see page 58).

Field name	Value	Description
Seq	1 – 99	The chosen Sequence object number (or grouping).
{ . . . . }	*free text*	A user- defined label of up to 8 characters and/ or numerals to identify the chosen Sequence. (Default is Seq 1, Seq 2, *etc* .)
Step	1 – 99	
Length	2 – 99	

Stack Entity screens

From the root menu, press **Stack** and **next**.

Stack entity screen 1

```
Stack:1   {Stack 1 }         Len:0
Entry:1   Cue:1        Cue 1
TP:1  XFade:As Cue     --:--.-
Wait:Man  00:00:00:0 [Record]   [MAKE]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	No function
(1)	To fold or unfold the sequece steps on cue faders. (for details see page 59)
(2) Record	Time stamp SMPTE time code
(3) MAKE	This is used to build a stack with a range of entries.

Field name	Value	Description
Stack	1 – 99	The chosen Stack object number (or grouping).
{ . . . . }	*free text*	A user- defined label of up to 8 characters and/ or numerals to identify the chosen Stack. (Default is Stack 1, Stack 2, *etc* .)
Len	2 – 999	
Entry	1 – 999	Entry number
Cue	1 – 999	Cue number assigned to the stack entry
XFade	Timed As Cue	Defines the cross fade time between cues. Timed uses the time entered in the time field. As cue uses the times programmed in the cue.
Wait	Auto Man SMPTE	Auto uses the wait time set. Manual waits till the go button is pressed. SMPTE uses the SMPTE time stamps.

Stack make screen

```
  Make/Replace Stack Entries
  Starting with Cue:1
    Ending with Cue:1
      [Press all three keys to confirm]
```

(Soft)Button	Function
Exit	Go back to stack entity screen
Next	No function
(1)	Press all three keys to confirm to load new firmware onto the Ventura.
(2)	
(3)	

Starting with Cue: Set the starting Cue of the range.
Ending with Cue: Set the ending Cue of the range.

Lamp Entity Screens

From the root menu, press **lamp** and **next**.

Screen 1 – General Set-up

```
Lamp 1          Type: Mac 2000
Chan:0    DMX:0
Auto Group:No Position  Point:0 Deg Up
Screen Pos:A-01       [Tracking]  [Patch]
```

(Soft)Button	*Function*
Exit	Go back to root menu
Next	Go to lamp entity screen 2
(1)	No function
(2) Tracking	Go to lamp entity screen 3 (Auto tracking)
(3) Patch	Automatically assigns a block of unused Desk and DMX Channels to the Lamp(s) and sets the Chan and DMX fields accordingly. (This function is not available if the Lamp has already been patched.)

Field name	*Value*	*Description*
Lamp	1 – 100	The chosen Lamp object number (or grouping).
Type	Various	Select the type of Lamp from the Lamp Library
Chan	(0 = unpatched) 1 – 999	First Desk Channel used by the Lamp
DMX	(0 = unpatched) 1 – 512 (univ. 1) 2/ 1 – 512 (univ 2)	First DMX Channel used by the Lamp
Auto Group	No Position Up Stage Mid Stage Down Stage Stage Left Stage Right Dwn Stg Floor Mid Stg Floor Up Stg Floor Stg L Floor Stg R Floor Custom 1 Custom 2	Used to assign the Lamp to one of Ventura's preset Groups.
Point	0 Deg Up 90 Deg Up 180 Deg Up 270 Deg Up 0 Deg Down 90 Deg Down 180 Deg Down 270 Deg Down	Used to define the mounting orientation of the Lamp. Note: 0 degrees is assumed to be facing the stage.
Screen Pos	A– X / 01 – 40	Assigns the Lamp to a Grid Icon on the HUD.

Screen 2 – Pan/Tilt Overrides

```
Setup for Lamps
Lamp 1        Type: Mac 2000
Pan:Norm   Tilt:Norm
Pan/Tilt:Norm
```

(Soft)Button	Function
Exit	Go back to root menu
Next	Go to lamp entity screen 3
(1)	No function
(2)	No function
(3)	No function

Field name	Value	Description
Lamp	1 – 100	The chosen Lamp object number (or grouping).
Type	Various	Lamp type.
Pan	Norm Inv	Use the 'Inv' setting to reverse the Pan operation. Default is 'Norm'.
Tilt	Norm Inv	Use the 'Inv' setting to reverse the Tilt operation. Default is 'Norm'.
Pan/Tilt	Norm Swap	Use the 'Swap' setting to swap the Channels used for Pan & Tilt control. Default is 'Norm'.

Screen 3 – Autotracking Set-up

```
Tracking Setup                          3
Lamp: 1          Mac 2000               |
Stage position: 1                    2--1
         [Set Pos]  [Show Pos] [Adjust]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	Go to lamp entity screen 1
(1) Set Pos	To store the tracking position.
(2) Show Pos	To show the tracking position.
(3) Adjust	To adjust the tracking position.

Field name	Value	Description
Lamp	1 – 100	Lamp Number (defaults to the value chosen on screen 1)
Stage position	1 – 3	Tracking position

Group Entity Screen

From the root menu, press **grp** and **next**.

```
Group:1  {Group 1 }
Lamps:1           Mac 2000


                              [View]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	No function
(1)	No function
(2)	No function
(3) View	

Field name	Value	Description
Group	1 – 40	The chosen Group object number (or grouping).
{ . . . .}	free text	A user- defined label of up to 8 characters and/ or numerals to identify the chosen Group. (Default is Group 1, Group 2, etc .)
Lamps	(see description)	A list of Lamp numbers within the chosen Group, expressed using object grouping syntax.

Position Entity Screen

From the root menu, press **pos** and **next**.

```
Position:1   {Pos 1    }
Lamps:1
Pan:-128     Tilt:-128
                         [Next Lamp]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	No function
(1)	No function
(2)	No function
(3) Next Lamp	Select next lamp

Field name	Value	Description
Position	1 – 39	The chosen Position object number (or grouping) for the Lamp(s) shown in the Lamp field.
{ . . . .}	free text	A user- defined label of up to 8 characters and/ or numerals to identify the chosen Position. (Default is Focus 1, Focus 2, etc .)
Lamps		A Lamp number for which the chosen Position applies.
Pan		The Pan Channel value for the chosen Position.
Tilt		The Tilt Channel value for the chosen Position.

Position Object mapping

Position object numbers are mapped to the position keypad as shown in the diagram below. Please note that Position 20 is mapped to the none button, whilst Positions 1 and 21 are mapped to the home button.
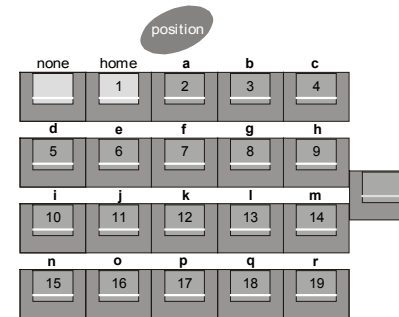
Keypad buttons only...   In conjunction with the **shift** button...
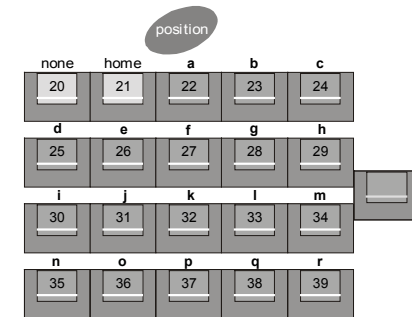
Fig 11: Mapping of object numbers to keypad buttons.

Colour Entity Screen

From the root menu, press **col** and **next**.

```
Colour: 1     {White   } Mac 2000
Channel: 3     Function: Cyan
Level: 0     Type: Colour     Allowed: Yes
  Selected [Select]    [Chan +]   [Lamp +]
```
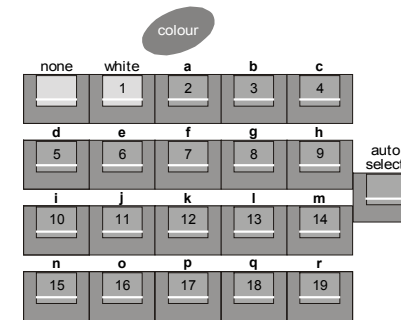
(Soft)Button	*Function*
Exit	Go back to root menu
Next	No function
(1) Select **Deselect**	To include or not include the channel into the palette button.
(2) Chan +	To choose the next channel of the lamp type.
(3) Lamp +	To choose the next lamp type.

Field name	*Value*	*Description*
Colour	1 – 40	The chosen Colour object number (or grouping) from the Palette for the displayed Lamp Type.
{……..}	*free text*	A user- defined label of up to 8 characters and/ or numerals to identify the chosen Colour. (Default is Col 1, Col 2, *etc* .)
Channel	Various	Channel number of displayed Lamp Type.
Function	Various	Shows the function name of the channel number.
Level	0 – 255	DMX value of selected channel.
Type	Colour Beam Position Intensity	Type of the channel. These are set in the fixed lamp library.
Allowed	Yes No	Shows if the channel is allowed in this palette. (only colour channels are allowed.)
	Selected Deselected	Shows if the channel is selected or not (included or not).

Colour Object mapping

Colour object numbers are mapped to the **colour** keypad as shown in the diagram below. Please note that Colour 20 is mapped to the **none** button, whilst Colour 1 and 21 are mapped to the **white** button.

Keypad buttons only...   In conjunction with the **shift** button...
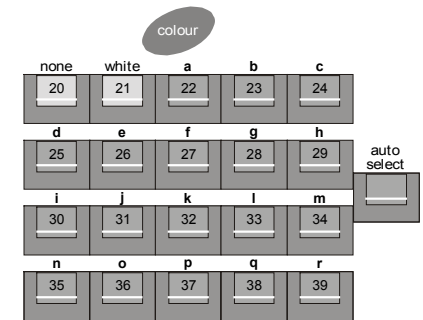

Fig 12: Mapping of object numbers to keypad buttons.

Beam Entity Screen

From the root menu, press **beam** and **next**.

```
Beam: 1    {Open    }   Mac 2000
Channel: 1     Function: Strobe
Level: 13   Type: Beam     Allowed: Yes
  Selected [Select]   [Chan +]  [Lamp +]
```
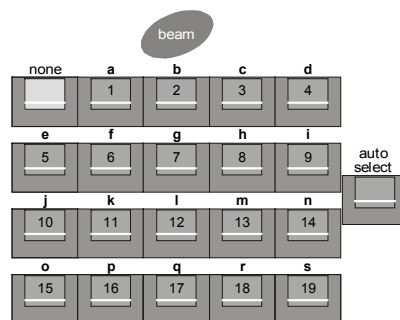
(Soft)Button	*Function*
Exit	Go back to root menu
Next	No function
(1) Select **Deselect**	To include or not include the channel into the palette button.
(2) Chan +	To choose the next channel of the lamp type.
(3) Lamp +	To choose the next lamp type.

Field name	*Value*	*Description*
Colour	1 – 40	The chosen Colour object number (or grouping) from the Palette for the displayed Lamp Type.
{……..}	*free text*	A user- defined label of up to 8 characters and/ or numerals to identify the chosen Colour. (Default is Beam 1, Beam 2, *etc* .)
Channel	Various	Channel number of displayed Lamp Type.
Function	Various	Shows the function name of the channel number.
Level	0 – 255	DMX value of selected channel.
Type	Colour Beam Position Intensity	Type of the channel. These are set in the fixed lamp library.
Allowed	Yes No	Shows if the channel is allowed in this palette. (only beam channels are allowed.)
	Selected Deselected	Shows if the channel is selected or not (included or not).

Beam Object mapping

Beam object numbers are mapped to the **beam** keypad as shown in the diagram below. Please note that Beam 20 is mapped to the **none** button.

Keypad buttons only...   In conjunction with the **shift** button...
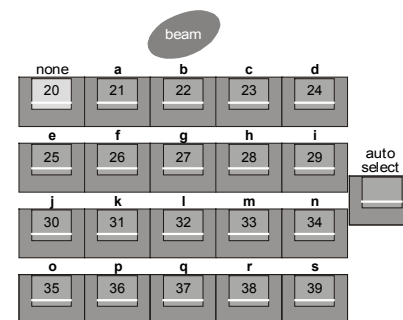

Fig 13: Mapping of object numbers to keypad buttons.

Effect Entity Screens

From the root menu, press **effect** and **next**.

Screen 1 – Effect spread and timing

```
Pos-Effect: 1    {Circle  }  Circle
X-Spread: 50   Delay: 0    Wait: 0
Y-Spread: 50   Shift: 0   Shift: 0
Speed: 30 [COLOUR]    [BEAM]   [INTENS]
```

(Soft)Button	*Function*
Exit	Go back to root menu
Next	Go to effect entity screen 2
(1) COLOUR	To create colour effects.
(2) BEAM	To create beam effects.
(3) INTENS	To create intensity effects.

Field name	*Value*	*Description*
Effect	1 – 20	The chosen effect object number from the palette.
{ . . . .}	*free text*	Auser- defined label of up to 8 characters and/ or numerals to identify the chosen Effect. (Default is Fx 1 , Fx 2 , *etc* .)
X-Spread /	-100 – 100	Sets the spread of a wave applied on the Pan, beam, colour or intensity channel.
Palette /	0 – 40	Sets first palette button for Beam and Colour palette stepping effect.
Open	0 – 100	Sets percent of open time with a shutter effect.
Y-Spread /	-100 – 100	Sets the spread of a wave applied on the Tilt channel.
Length	0 – 40	Sets number of buttons to step true in a Beam or Colour palette stepping effect.
Speed	0 – 300	Sets the speed of the effect.
Delay	0 – 255	Sets delay time between lamps.
Shift (delay)	0 – 100	Sets delay shift.
Wait	0 – 255	Sets wait (doing nothing) time of a lamp.
Shift (wait)	0 … 100	Sets wait shift.

Screen 2 – Effect shape

```
Pos-Effect: 1    {Circle  }  Circle
X-wave: Cosine      Offset: 0   Freq: 1
Y-wave: Sine        Offset: 0   Freq: 1
Rot: 0      [COLOUR]    [BEAM]   [INTENS]
```

(Soft)Button	*Function*
Exit	Go back to root menu
Next	Go to effect entity screen 3
(1) COLOUR	To create colour effects.
(2) BEAM	To create beam effects.
(3) INTENS	To create intensity effects.

Field name	*Value*	*Description*
Effect	1 – 20	The chosen effect object number from the palette.
{ . . . .}	*free text*	Auser- defined label of up to 8 characters and/ or numerals to identify the chosen Effect. (Default is Fx 1 , Fx 2 , *etc* .)
X-Wave	Sine, Cosine, ...	Sets the wave form applied on the Pan, Beam, Colour or Intensity channel.
Offset	0 – 255	Sets the offset in the X-Wave.
Freq	0 – 10	Sets the frequency of the X-Wave.
Y-Wave	Sine, Cosine, …	Sets the waveform applied on the Tilt channel.
Offset	0 – 255	Sets the offset in the Y-Wave.
Freq	0 – 10	Sets the frequency of the X-Wave.
Rot	0 – 359	Sets the rotation of a Pan/Tilt pattern.

Screen 3 – Effect synchronisation

```
Pos-Effect: 1   {Circle  }  Circle
Synchronise:  - None -   Spread: 50
Wave: - None -     Offset: 0   Freq: 1
          [COLOUR]    [BEAM]   [INTENS]
```
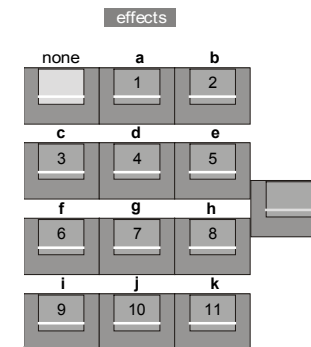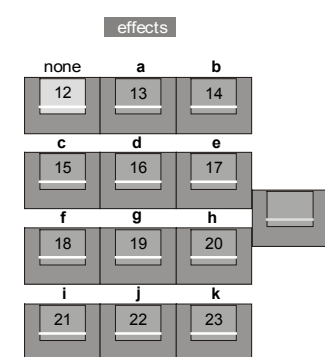
(Soft)Button	Function
Exit	Go back to root menu
Next	Go to effect entity screen 1
(1) COLOUR	To create colour effects.
(2) BEAM	To create beam effects.
(3) INTENS	To create intensity effects.

Field name	Value	Description
Effect	1 – 20	The chosen effect object number from the palette.
{ . . . . }	free text	Auser- defined label of up to 8 characters and/ or numerals to identify the chosen Effect. (Default is Fx 1 , Fx 2 , etc .)
Synchronise	None, Intensity, Shutter	Sets a shutter or intensity synchronisation to your effect.
Spread	0 – 100	Sets the spread of a wave applied on the synchronisation channel.
Wave	Sine, Cosine, …	Sets the waveform applied on the synchronisation channel.
Offset	0 – 255	Sets the offset in the Wave.
Freq	0 – 10	Sets the frequency of the Wave.

Effect Object mapping

Effects object numbers are mapped to the **effect** keypad as shown in the diagram below. Please note that Effect 12 is mapped to the **none** button.

Keypad buttons only...   In conjunction with the **shift** button...

Fig 14: Mapping of object numbers to keypad buttons.

Output Limit Entity Screen

From the root menu, press **op limit** and **next**.

```
Output Limit Setup Screen
Channel: 1
Op Limit: 100
                              [All Full]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	No function
(1)	No function
(2)	No function
(3) All Full	Sets the output limits of all channels to 100%

Field name	Value	Description
Channel	1 – 999	Desk Channel number
Limit	0 – 100%	Sets the amount of level limiting applied to the selected Channel (*i.e.* the Channel output cannot exceed this value). 100% = Normal (no limiting).

Root Menu

Menu Screen 1

```
Celco Ventura Console V3.2      Program
Commands:
                        Space: 97.39%
          [SETUP]      [I/O]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	Go to root menu screen 2
(1) SETUP	Go to setup menu (see page 94)
(2) I/O	Go to input/output menu (see page 91)
(3)	Hold down this key to change the console mode with the control select wheel at the bottom right.

This is the default screen which appears when the console is powered-up (see page 70 for further details).

The right top side of the screen shows the actual mode off the console (WYSIWYG, Program, Play back, Locked).
Space shows a percentage value of the memory space left.

Menu Screen 2

```
Celco Ventura Console
Software Version V3.2
                        Space: 97.39%
                              [WIZARD]
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1)	No function
(2)	No function
(3) WIZARD	Go to wizard screen

Wizard Screen

```
Wizard:1        Jungle Green 1
Apply to Lamps:Group All & No Position
Template is applied to submasters 1-6 on
current page or bookmark        [Apply]
```

(Soft)Button	Function
Exit	Go back to root menu
Next	No function
(1)	No function
(2)	No function
(3) Apply	To apply the selected wizard

Field name	Value	Description
Wizard	1 to 100	
Group	All 1 *to* 40	
&	No Position No Position Up Stage Mid Stage Down Stage Stage Left Stage Right Dwn Stg Floor Mid Stg Floor Up Stg Floor Stg L Floor Stg R Floor Custom 1 Custom 2 All Positions	

I/O Set-up Menu

From the root menu, press soft button **I/O**.

Input/Output Menu Screen 1

```
Celco Ventura Console
Show storage menu

          [IO2]       [CARD]       [DISC]
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1) IO2	Go to input/output screen 2
(2) CARD	Go to card storage screen
(3) DISC	Go to floppy disc storage screen

Input/Output Menu Screen 2

```
Celco Ventura Console
Software Version V3.2

       [MIDI/SMPTE]   [DMX]     [ANALOG]
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1) MIDI/SMPTE	Go to MIDI/SMPTE setup screen (see page 93)
(2) DMX	Go to DMX setup screen (see page 93)
(3) ANALOG	Go to Analogue setup screen (see page 93)

Card Storage Screen

```
Card Storage: {Showname}


                              [Save]      [Load]
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1)	No function
(2) Save	To save the console memory on to card. (see page 99)
(3) Load	To load the card on to the ventura. (see page 99)

Floppy Disc Storage Screen

```
Floppy Disc Storage:


        [FIRMWARE]     [SAVE]       [LOAD]
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1) FIRMWARE	Go to firmware screen
(2) SAVE	Go to floppy disc save screen
(3) LOAD	Go to floppy disc load screen

Floppy Disc Save Screen

```
Save to Floppy Disc: {Show name       }
Pages, Patch, Chans, Cues, Seqs, Stacks,
Lamps, Groups, Position, Colour, Beam,
Effects    [All]      [None]      [SAVE]
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1) All	Select all entities to store
(2) None	Deselect all entities to store
(3) SAVE	Save selected entities on to disc

Floppy Disc Load Screen

```
Load from Disc:  {Show name       }
Pages, Patch, Chans, Cues, Seqs, Stacks,
Lamps, Groups, Position, Colour, Beam,
Effects    [All]      [None]      [LOAD]
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1) All	Select all entities to load
(2) None	Deselect all entities to load
(3) LOAD	Load selected entities from disc

Firmware Screen

```
   Upgrade console with new firmware

   [Press all three keys to confirm]
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1)	Press all three keys to confirm to load new firmware
(2)	onto the Ventura.
(3)	

MIDI Set- up Screen

```
MSC In:  Disabled  MSC ID:000
MSC Out: Disabled  GRP ID:00
SMPTE In:Disabled
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1)	No function
(2)	No function
(3)	No function

Field name	Value	Description
MSC In	Disabled Enabled	To enable or disable MIDI Show Control Input.
MSC ID	0 –111	Specifies an individual MSC address, allowing messages to be sent specifically to this console.
MSC Out	Disabled Enabled	To enable or disable MIDI Show Control Output.
GRP ID	0 –15	Specifies an MSC group address, allowing messages to be sent to two or more consoles (sharing the same address).
SMPTE In	Disabled Enabled	To enable or disable SMPTE time code Input.

DMX Set-up Screen

```
DMX Setup
Link 1: Start Code: 00  Protocol: DMX
Link 2: Start Code: 00  Protocol: DMX
Link 2 Mode: Out    Merge Input: Off
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1)	No function
(2)	No function
(3)	No function

Field name	Value	Description
Link 1: Start Code Protocol	DMX	
Link 2: Start Code Protocol	DMX	
Link 2 Mode	Output Input	To configure link 2 to input or output.
Merge Input	On Off	To merge DMX signals if link 2 is set as input.

Analogue Set-up Screen

```
Analogue Input Setup Screen
Input: 1   Function: None
Threshold: 25
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1)	No function
(2)	No function
(3)	No function

Field name	Value	Description
Input	1 –10	Input number
Function		
Threshold	0 –100%	Threshold percentage of 10V DC

Set-up Menu

From the root menu, press soft button **SETUP**.

Menu Screen

```
Celco Ventura Console
Software Version V3.2
Date 2002-06-10 16:45:57 Z
         [DEFAULT]   [CLEAR]
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1) DEFAULT	Go to Default Set-up screen
(2) CLEAR	Go to Clear entity screen
(3)	No function

Default Set-up Screen 1

```
Number of HTP chans:24   Auto Stack:0
Selected Lamps to:
Use Time Parts: on
Default times:[Cue]              [Effect]
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1) Cue	Go to default cue time screen.
(2)	No function
(3) Effect	Go to default effect set-up screen

Field name	Value	Description
Number of HTP chans	0 – 240 *(in steps of 24)*	Sets the maximum number of http Channels that are reserved for use by the Channel Faders.
Auto Stack	0 1 – 10	Ventura automatically loads and runs this Stack number on power- up. A value of 0 means no stack is loaded.
Selected Lamps to	?	
Use Time Parts	On Off	Determines whether or not all four Time Parts are to be used for Cue Playback: On = use Time Parts 1, 2, 3 and 4 Off = use Time Part 1 only

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Default Cue Times Screen

```
Default Cue Times.   Time Part:1
LTP Wait:0s   Move:3s
Wait:0s   Up:3s   Hold:0s   Down:3s
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1)	No function
(2)	No function
(3)	No function

Field name	Value	Description
Time Part	1 – 4	Select which of the four time parts to display or edit.
LTP Wait	0 – 99	seconds Specifies a default time for LTP channels to wait following a Cue 'go' condition.
Move	0 – 99	seconds Specifies a default time for LTP channels within a Cue to move to their new level.
Wait	0 – 99	seconds Specifies a default time for http channels to wait following a Cue 'go' condition.
Up	0 – 99	seconds Specifies a default time for http channels within a Cue to fade up
Hold	0 – 99	seconds Specifies a default time for HTP channels to hold at their maximum pre-programmed level.
Down	0 – 99	seconds Specifies a default time for HTP channels within a Cue to fade down.

Default Effect Set-up Screen

```
     LOAD 11 DEFAULT EFFECTS
The first 11 effect buttons
will be overwritten
     [Press all three keys to confirm]
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1)	Press all three keys to confirm to load 11 default effects onto the Ventura.
(2)	
(3)	

Clear Entity Screen

```
Clear Entities:  Pages, Patch, Chans,
Cues, Seqs, Stacks, Lamps, Groups,
Position, Colour, Beam, Effects
           [All]      [None]     [CLEAR]
```

(Soft)Button	Function
Exit	Go back to root menu 1
Next	No function
(1) All	Select all entities to clear
(2) None	Deselect all entities to clear
(3) LOAD	Clear selected entities from the Ventura

Section 7:
General Setting- up & Configuration

Setup Console Mode

The Ventura can run in one of four levels: WYSIWYG, Program, Playback and Locked. The mode can be changed in the root menu. To change between modes, hold soft function button "3" down and turn the "select" rotor to the right or left. Notice that the display changes between "WYSIWYG", "Program", "Playback" and "Locked".

Release the soft button "3" when the desired setting is flashing.

You can change the mode any time. The console will start up in the latest mode set.

WYSIWYG mode

This mode includes complete access to all of the console functions and is the mode for designing, plotting and modifying.
The difference with program mode is that cues will be programmed as WYSIWYG (What You See Is What You Get). All channel levels stored in a cue will be strait levels. No indexes to buttons will be stored, but the actual level of the channels. If you change the palette data, the cues won't be changed because they don't refer to the palettes, but they hold the actual level. Also "none" (--) values will be converted into its latest dmx value. So all channels of all selected lamps will be stored in a cue with its actual level.

Program mode

This mode also includes complete access to all of the console functions and is also a mode for designing, plotting and modifying.
The difference with WYSIWYG mode is that cues will be programmed with the normal channel data. Palette data will be stored as an index to it. So by changing data in palettes, cues will be updated automatically. Channels with "none" (--) values will not be stored in the cue. So by replaying the cue, the channel won't be influenced.

Playback mode

This mode prohibits changes to, or new entries of, data. This mode is used during playback if no changes have to be stored. This is a safer way of using the console during palyback.

Locked mode

This mode completely disables all of the buttons, rotaries and the digital fader. It does, however, allow all of the analogue faders to be used, such as the GM, sub-masters ad the preset faders.

Saving & Loading ShowData

VENTURA provides two mechanisms of transferring data to and from the internal memory for storage and back-up purposes:

➢ a built-in PCMCIA Memory Card slot.
➢ a 3. 5 inch floppy disk drive.

VENTURA allows you to selectively save or load any or all of the twelve Entities. In addition, new operating firmware can be loaded from a floppy disk.

Saving to or Loading from a Memory Card

➢ Insert a memory card into the slot at the right- hand end of VENTURA's front trim.

➢ From the Root Menu Screen, press the **[I/ O]** followed by the **[Card]** soft function buttons to call-up the Card Storage Screen:

```
Card Storage: {Showname}


                        [Save]        [Load]
```

To Save all Entities...

If required, edit the default show name (*i.e.* Show 1) by using the QWERTY Keyboard.

Press the **[Save]** button
(soft function 2)

To load the selected Entities..

Press the **[Load]** button
(soft function 3)

➢ A message will then be displayed asking you to press all three soft function buttons to confirm the operation.

To abort, press the **exit** *button.*

Saving to a Floppy Disk

> Insert a pre-formatted 3. 5 inch floppy disk into the Floppy Disk Drive Unit.

From the Root Menu Screen, choose **[I/ O]** followed by **[Disk]** with the soft function buttons to call- up the Card Storage Screen:

```
Floppy Disc Storage:


        [FIRMWARE]    [SAVE]      [LOAD]
```

Press the **[Save]** button (soft function 2); the following screen will appear:

```
Save to Floppy Disc: {Show name        }
Pages, Patch, Chans, Cues, Seqs, Stacks,
Lamps, Groups, Position, Colour, Beam,
Effects     [All]       [None]      [SAVE]
```

> Select or deselect the Entities to be saved by pressing the corresponding Entity buttons on the Main Keypad. For example, after pressing **lamp colour beam cue** the display will display these entities. By pressing Soft button **All**, all entities will be selected as shown above.

To deselect an Entity, simply press the Entity button again.

> If required, edit the default show name (*i.e.* Show 1) by using the QWERTY Keyboard.

Press the **[Save]** button (soft function 2); the following message will appear:

```
Copy contents of console to floppy disc

     [Press all three keys to confirm]
```

> When you are ready to save the chosen entities, press all three soft function buttons.

*To abort, press the **exit** button.*

Loading from a Floppy Disk

> Insert a pre-saved 3. 5 inch floppy disk into the Floppy Disk Drive Unit.

From the Root Menu Screen, choose [I/O] followed by [Disk] with the soft function buttons to call- up the Card Storage Screen:

```
Floppy Disc Storage:


      [FIRMWARE]     [SAVE]      [LOAD]
```

> Press the [Load] button (soft function 2); the disk drive will operate briefly while VENTURA determines which entities have been stored on the disk.

For example if the disk contains all entities, the following screen will appear:

```
Load from Disc:  {Show name        }
Pages, Patch, Chans, Cues, Seqs, Stacks,
Lamps, Groups, Position, Colour, Beam,
Effects     [All]       [None]      [LOAD]
```

> Deselect any Entities which you do not want to load by pressing the corresponding Entity buttons on the Main Keypad.

You cannot select any Entities that are not on the disk.

> Press the [Load] button (soft function 2); the following message will appear:

```
Load contents of disc into console

   [Press all three keys to confirm]
```

> When you are ready to save the chosen entities, press all three soft function buttons.

To abort, press the exit *button.*

Loading New Firmware

As and when operating firmware changes are made to VENTURA (*e.g.* to add new features) a revised copy of the firmware will be supplied to you as a download on the Celco website. (http://www.celco.co.uk/)

> **IMPORTANT NOTE**
>
> *Installing new firmware will erase all stored entities (e.g. Cues, Lamp settings, etc.) and will return general desk parameters to their default values. Ensure that you have saved any important data to floppy disc before proceeding.*
>
> *Read carefully the release note and upgrade documentation that comes with the new firmware.*

➢ To load this new firmware in to the desk, insert the Update Disk into the Floppy Disk Drive Unit.

➢ From the Root Menu Screen, choose **[I/ O]** followed by **[Disk]** with the soft function buttons to call- up the Floppy Disk Storage Screen:

```
Floppy Disc Storage:



      [FIRMWARE]    [SAVE]     [LOAD]
```

➢ Press the **[Firmware]** button (soft function 1); the following message will appear:

```
Upgrade console with new firmware

   [Press all three keys to confirm]
```

➢ When you are ready to install the firmware, press all three soft function buttons.

When the installation is complete, the VENTURA console will automatically reboot using the new firmware.

Dimmer/Channel Patching

Dimmer Patching

There are 1024 controllable Channels on the VENTURA Console; these are often refered to as 'Desk Channels' or 'Control Channels'. There is an additional Desk Channel (called Channel 0) which is uncontrolled and always set to zero level.

The standard DMX protocol which VENTURA uses to control external Lamps and Dimmers uses 512 Channels; these are often referred to as 'Dimmer Channels' or 'Output Channels'. VENTURA has two separate DMX outputs (or 'rings') identified as **dmx 1** and **dmx 2** which can jointly control up to 1024 Dimmer Channels.

VENTURA is equipped with a patching facility which allows you to define which Dimmer Channels are controlled by which Desk Channels.

NOTE *Patching is applicable to both HTP and LTP Desk Channels.*

It is likely that in most applications you will use a '1 to 1' Patch, *i.e.* :
        Desk Channel 1 controls Dimmer Channel 1,
        Desk Channel 2 controls Dimmer Channel 2, *etc* .

If required, a single Desk Channel can control more than one Dimmer Channel. However, it is not possible for a single Dimmer Channel to be controlled by more than one Desk Channel.

It is good practice for any unused Dimmer Channels to be patched to Desk Channel 0, such that they are held at zero level.

Creating/Modifying a Patch

 ➢ Call-up the Dimmer Patch Entity Screen on the Main LCD, for example by pressing the **dim** button followed by the **next** button:

```
Dimmer Patch Screen
Dimmer: 1                      Patch @ 100
Channel: 1     @ 0
         [View]     [HTP 1:1] [LTP 1:1]
```

> **HELPFUL HINT**
>
> *Before setting-up a new Dimmer Patch it is recommended that you start by using one of the two default patches described previously. This will ensure that you are commencing with a 'known' patch and avoids problems caused by using existing patches.*

Creating a Default Patch

To provide a 'known' starting point from which to program your own dimmer patch, VENTURA has two default patches:

HTP 1:1 Sets all HTP channels on a 1 to 1 basis
LTP1:1 Sets all LTP channels on a 1 to 1 basis

Creating a new Dimmer Patch

If you want to create a new dimmer patch, it is recommended to clear the existing dimmer patch.

After you have write down your soft patch list, you can clear the existing (1:1) patch.

To enter the new patch list into the dimmer entity screen, press **Dim**.

➢ Enter the dimmer number(s) (object grouping allowed) using the main keypad.

➢ Press **@** or **enter** and enter the patch level (0 –100%) of the selected dimmer(s).

➢ Press **@** or **enter** again to enter the Desk channel number to control the selected dimmer(s).

Repeat these steps to enter the complete patch list. The list also appears on the HUD display, to control the entered values. (see page 109)

Channel Output Limiting

As part of the patching function, it is possible to limit the maximum level reached by the Dimmer Channel.

For example, with the limiting parameter of a Channel set to its default level of 100 %, a control level of 100% will give a output level of 100%. However, a limiting value of 80% applied to the same Channel will give a maximum output level of 80%.

The limit parameter is applied proportionally, thus a control level of 50% will give an output of 40% (if the limit is set to 80%).

This feature is particularly useful when several Dimmer Channels are being controlled by the same Desk Channel

➢ To set (or view) a Channel Output Limit, call- up the Output Limit Entity Screen by pressing the op limit button in the Main Keypad Control Area:

```
Output Limit Setup Screen
Channel: 1
Op Limit: 100
                              [All Full]
```

➢ Select the required Channel number(s) using the Channel field, then move to the Op Limit field and set the desired limit level.

HELPFUL HINT

To quickly set all Channels to 100% (i.e. no limiting), press the [All Full] *button (soft function 3).*

MIDI/SMPTE Control

MIDI operation

Contact Celco
support@celco.co.uk

SMPTE operation

SMPTE: Abbreviation of Society of Motion Picture and Television Engineers. This is a Time code standard which gives a frame rate of 30 frames per second.

Time code: A data signal which contains encoded time information. It is used by many video and audio media to allow the synchronisation of different sources to a common time-base.

The current version of Ventura actually requires time codes at 25 frames per second, which are properly known as "EBU" (European Broadcasting Union), but this document will continue to use the term "SMPTE".

To enable SMPTE operation: ensure the "root" or starting menu is displayed; press soft function buttons: [I/O], [IO2], [MIDI/SMPTE]; set SMPTE Disabled/Enabled to Enabled; press [exit] as many times as necessary to return to the root menu.

Cues may be triggered when a specific SMPTE time is reached. To achieve this, the required Cues must be incorporated into a Stack (or cue list) in running order. Reasons for this are (1) there is no provision for storing a SMPTE time in the data for a Cue, (2) the same cue may occur many times in the same Stack. Each Stack Entry contains:

- ➢ a reference to the Cue to be triggered
- ➢ various cross-fade times
- ➢ a SMPTE time
- ➢ the Wait Mode, which can be set to one of:

Manual	next Cue is triggered by pressing the Go button
Auto	next Cue is triggered automatically as soon as the previous one has faded in
Smpte	next Cue is triggered when the incoming SMPTE time matches the time set for the Stack Entry

Up to 10 Stacks may be stored in the console, but at any time only one of them may be running (playing back). Creating a Stack is done in the Stack Set-up Menu: press the [stack] button below the main LCD on the right; edit the number of the stack required (type numeric buttons or rotate master select wheel); press [next].

```
Stack:1    {Stack 1 }          Len:0
Entry:1    Cue:1        Cue 1
TP:1  XFade:As Cue      --:--.-
Wait:Man   00:00:00:0  [Record]    [MAKE]
```

Ensure that Entry is set to 1, then set all the contents of the first entry as desired. Then Entry number can then be set to 2 and its contents set etc., .. until the entire stack has been built. Alternatively a continuous run of Cues may be built into a Stack by using the [MAKE] soft function button. This should be used AFTER setting the contents of Entry 1, because certain settings (such as Wait Mode=Smpte) will be copied into all subsequent entries, and this will avoid the need to edit each one afterwards. SMPTE times can be set in each entry manually by editing each entry in turn. A faster method is to run the show by starting the master show control device, then use the [Record] soft function button to time-stamp the currently displayed entry with the current incoming SMPTE time. After time-stamping each entry, the Stack should be played back under SMPTE control to check the timing. To do this, press the [stack] run button just to the left of the multi-function digital fader and select the number of the stack. Running the show again will cause each cue to be triggered at the SMPTE time recorded in the corresponding stack entry. You will probably find that they trigger late by about 0.5 - 1 second, and entries will need to have their SMPTE times edited accordingly, or re-stamped using the [Record] button but anticipating the times by 0.5 - 1 second.

Note that SMPTE times must always be in order - the console does not check or warn you of out-of-order stack entries. Also there must be a time interval between consecutive entries, preferable not less than about 1 second (this also means that two entries CANNOT have the same SMPTE time).

Appendix A:
HUD Head Up Display

HUD Screen navigation

Use HUD navigation buttons on the left side of the console to navigate
between the different HUD screens connected on monitor 1.
The HUD screens on monitor 2 are fixed an can be setup with cue page
buttons (see page 75).
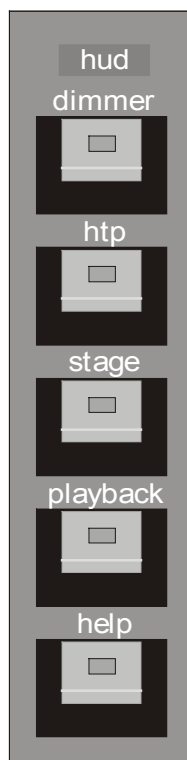
With these buttons you can change the screen on
monitor 1. Some of these buttons have 2 different
screens. The help button is not implemented in this
release.

Button	First press	Second press
Dimmer	Palette screen See page 112	
Htp	Htp screen 1 See page 110	Htp screen 2 See page 111
Stage	Stage view See page 113	Lamp view See page 114
playback	Playback screen See page 115	

Dimmer Screen

Dimmer Patch

DMX	Chan	Lamp	Function	Patch	DMX	Chan	Lamp	Function	Patch	DMX	Chan	Lamp	Function	Patch

Stage View HTP (1) HTP (2) Playbacks **Dimmer Patch** Palettes Lamp View

LAMP: TYPE:

DIM: PAN: TILT:

GROUPS

1	11	21	31
2	12	22	32
3	13	23	33
4	14	24	34
5	15	25	35
6	16	26	36
7	17	27	37
8	18	28	38
9	19	29	39
10	20	30	40

Preset: Blind
  Mode: Preset
  Page: 1-24
 Track: Coarse
  HTPs: 24
  97.39%

Step: -- / --

HTP Screen 1

HTP (1)

1:	21:	41:	61:	81:	101:	121:	141:	161:	181:	201:	221:
2:	22:	42:	62:	82:	102:	122:	142:	162:	182:	202:	222:
3:	23:	43:	63:	83:	103:	123:	143:	163:	183:	203:	223:
4:	24:	44:	64:	84:	104:	124:	144:	164:	184:	204:	224:
5:	25:	45:	65:	85:	105:	125:	145:	165:	185:	205:	225:
6:	26:	46:	66:	86:	106:	126:	146:	166:	186:	206:	226:
7:	27:	47:	67:	87:	107:	127:	147:	167:	187:	207:	227:
8:	28:	48:	68:	88:	108:	128:	148:	168:	188:	208:	228:
9:	29:	49:	69:	89:	109:	129:	149:	169:	189:	209:	229:
10:	30:	50:	70:	90:	110:	130:	150:	170:	190:	210:	230:
11:	31:	51:	71:	91:	111:	131:	151:	171:	191:	211:	231:
12:	32:	52:	72:	92:	112:	132:	152:	172:	192:	212:	232:
13:	33:	53:	73:	93:	113:	133:	153:	173:	193:	213:	233:
14:	34:	54:	74:	94:	114:	134:	154:	174:	194:	214:	234:
15:	35:	55:	75:	95:	115:	135:	155:	175:	195:	215:	235:
16:	36:	56:	76:	96:	116:	136:	156:	176:	196:	216:	236:
17:	37:	57:	77:	97:	117:	137:	157:	177:	197:	217:	237:
18:	38:	58:	78:	98:	118:	138:	158:	178:	198:	218:	238:
19:	39:	59:	79:	99:	119:	139:	159:	179:	199:	219:	239:
20:	40:	60:	80:	100:	120:	140:	160:	180:	200:	220:	240:

Stage View / HTP (1) / HTP (2) / Playbacks / Dimmer Patch / Palettes / Lamp View

LAMP :   TYPE :

GROUPS

1	11	21	31
2	12	22	32
3	13	23	33
4	14	24	34
5	15	25	35
6	16	26	36
7	17	27	37
8	18	28	38
9	19	29	39
10	20	30	40

Preset: Blind
Mode: Preset
Page: 1-24
Track: Coarse
HTPs: 24
97.39%

Step: -- / --

DIM :   PAN :   TILT :

HTP Screen 2

HTP (2)

a: 1   b: 2   c: 3   d: 4   e: 5   f: 6   g: 7   h: 8   i: 9   j: 10   k: 11   l: 12

m: 13   n: 14   o: 15   p: 16   q: 17   r: 18   s: 19   t: 20   u: 21   v: 22   w: 23   x: 24

Stage View   HTP (1)   **HTP (2)**   Playbacks   Dimmer Patch   Palettes   Lamp View

LAMP: TYPE:

DIM: PAN: TILT:

GROUPS

1	11	21	31
2	12	22	32
3	13	23	33
4	14	24	34
5	15	25	35
6	16	26	36
7	17	27	37
8	18	28	38
9	19	29	39
10	20	30	40

Preset: Blind
Mode: Preset
Page: 1-24
Track: Coarse
HTPs: 24
97.39%

Step: -- / --

Palette Screen

Palettes

COLOUR		BEAM		EFFECT	POSITION	
	None		None	a		None
Wht	Wht	a	a	b	Home	Home
a	a	b	b	c	a	a
b	b	c	c	d	b	b
c	c	d	d	e	c	c
d	d	e	e	f	d	d
e	e	f	f	g	e	e
f	f	g	g	h	f	f
g	g	h	h	i	g	g
h	h	i	i	j	h	h
i	i	j	j	k	i	i
j	j	k	k		j	j
k	k	l	l	None	k	k
l	l	m	m	a	l	l
m	m	n	n	b	m	m
n	n	o	o	c	n	n
o	o	p	p	d	o	o
p	p	q	q	e	p	p
q	q	r	r	f	q	q
r	r	s	s	g	r	r

Stage View /HTP (1) /HTP (2) /Playbacks /Dimmer Patch /**Palettes** /Lamp View

LAMP :   TYPE :

DIM :   PAN :   TILT :

GROUPS

1	11	21	31
2	12	22	32
3	13	23	33
4	14	24	34
5	15	25	35
6	16	26	36
7	17	27	37
8	18	28	38
9	19	29	39
10	20	30	40

Preset: Blind
  Mode: Preset
  Page: 1-24
  Track: Coarse
  HTPs: 24
  97.39%

Step: -- / --

Stage View Screen

Lamp View Screen

Playback Screen

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Appendix B:
Glossary of Terms & Abbreviations

Glossary of Terms & Abbreviations

Attribute
See *Lamp*.

Beam
The term used to describe all of the qualities of a beam of light produced by obstructing the light path. This can include *Gobo* , *Iris* , *Focus* and *Prism* but **does not** include *Colour* . A light path with no obstructions is said to have an 'Open Beam'

Blackout Cue
A special Cue provided by VENTURA which allows all Channels to be instantly turned off (or set to any specific value) by pressing the **dbo** button.

Channel
The name given to a lighting control path. VENTURA has 1000 'console channels' —the level of each being set by the console (*e.g.* a channel fader or cue, *etc* .). These are linked or 'patched' to 'output channels' (also known as dimmer channels or DMX channels). The output channel provides a control route to a particular lamp or device.
Channel levels can be varied between 0 (off) and 100% (full on) and are configured as either *HTP* (highest takes precedence) or *LTP* (latest takes precedence).

Colour
The colour of a beam of light. This can either be applied by placing a transparent coloured filter (or 'gel') in front of a light beam or by adjusting the mix of three primary coloured lights (*i. e* . Red, Green and Blue). See also *Colour Wheel* and *Scroller* .

Colour Wheel
A disc comprising different coloured filters (or 'gels') which can be rotated (under the control of an LTP Channel) in order to change the colour of a light beam. See also *Scroller* .

DMX
An acronym for 'Digital Multiplex' —a lighting control standard first developed by the U. S. Institute of Theater Technology (USITT) in 1986. The original specification was referred to as 'DMX512'. VENTURA uses an updated version called 'DMX512(1990).

Entity
A used to describe a collection of closely related parameters which define one specific aspect of VENTURA's set- up and operation. Each of the following is an Entity:

Page	Dimmer	Channel
Lamp	Cue	Sequence
Stack	Lamp	Group
Focus	Colour	Beam
Effect	Output Limit	

Each Entity comprises a number of separate 'Objects' (*e.g.* Lamp 1, Lamp 2, Colour 5, Beam 9, *etc.*).

Focus
1. The sharpness or softness of a light beam, particularly in relation to the use of a *Gobo*.
2. Another name for *Position*.

Gobo
A plate (usually metal) with patterns or images cut out of it which allow light to pass through. A gobo can be either fixed (stationery) or rotating.

HTP
An abbreviation of 'Highest Takes Precedence'. This defines how a *Channel* responds to multiple control levels, *e.g.* if a cue and a manual fader are both attempting to control one channel. HTP causes the highest requested level to be used.

Iris
A mechanical device which by increasing or reducing the size of a hole (or aperture) lets more or less light through.

Lamp
A term used by VENTURA to define **all** of the Channels that control the Attributes of one lamp unit (*e.g.* to control *Intensity* , *Colour* , *Gobo* selection and movement, and *Position* control, *etc.*). VENTURA can control up to 100 'Lamps'.

Lamp Library
A database held in VENTURA's memory which contains pre- programmed *Palette* options and configuration details for up to 256 different types of lamp.

LED
Abbreviation of 'Light Emitting Diode'.

LTP

An abbreviation of 'Latest Takes Precedence'. This defines how a *Channel* responds to multiple control levels, *e.g.* if a cue and a sequence are both attempting to control one channel. LTP causes the last requested level to be used.

MIDI

An acronym for Musical Instrument Digital Interface, a system for connecting various devices (usually musical instruments) allowing one device to control all of the others. VENTURA uses a special group of MIDI commands specifically designed for lighting and control applications. These commands are known as MSC (MIDI Show Control).

MSC

See *MIDI* .

Object

See *Entity.*

Palette

The name given to the preset *Lamp Attributes* for *Colour* , *Beam* and *Effects* . Initially, the options contained in the Palette are loaded from the Lamp Library. These defaults may be retained or modified by the user.

Pan

See *Position* .

Patching

The routing of console channels to output, dimmer or DMX channels.

Position

The direction in which a light beam is aimed. The direction is defined by two parameters — *Pan* and *Tilt.*

RAM

An acronym of 'Random Access Memory'.

Scroller

A continuous roll of different coloured filters (or 'gels') which can be scrolled backwards or forwards (under the control of an LTP Channel) in order to change the colour of a light beam. See also *Colour Wheel* .

Shutter

A mechanical device which is either 'open' in which case light is allowed to pass unrestricted, or 'closed' in which case no light is allowed. It is primarily intended to provide an instant 'turn- on' or 'turn- off'.

SMPTE

Abbreviation of Society of Motion Picture and Television Engineers. This is a *Timecode* standard which gives a frame rate of 30 frames per second.

Tilt

See *Position* .

Timecode

A data signal which contains encoded time information. It is used by many video and audio media to allow the synchronisation of different sources to a common time- base. VENTURA allows Cues to be triggered when a specific *SMPTE* frame count is reached, thus allowing synchronisation of lighting effects to a backing track or video.

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Appendix C:
Technical Data
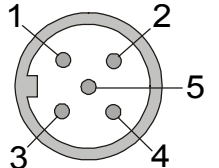
Console Specifications

Rear Panel Connectors

Power Connector

This is for the connection of the VENTURA's external power supply unit:

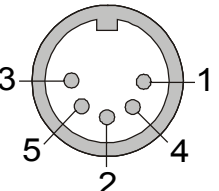| Mating Connector:	5- pin 'domino' DIN Plug (male)
Pin 1 Pin 2 Pin 3 Pin 4 Pin 5	Earth +9 V d. c. 0V (power supply common) 0V (power supply common) +9 V d. c

NOTE *Pins 2 & 5 are linked internally.*
Pins 3 & 4 are linked internally.

MIDI Connectors

There are three connectors for connecting two or more VENTURA consoles together or for linking to other MIDI- compatible products:
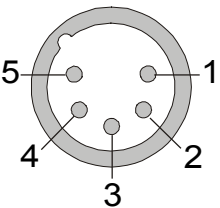
- ➢ IN – data input from another console/ product
- ➢ THRU – opto- isolated 'copy' of data input
- ➢ OUT – data output from this console

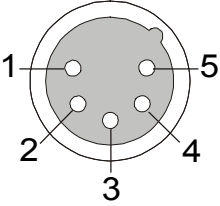| Mating Connector:	5- pin 180° DIN Plug (male)
Pin 1 Pin 2 Pin 3 Pin 4 Pin 5	*not used* Cable screen *not used* +5V reference Data in/ out

DMX 1/ 2 Control Output

These two connectors provide DMX control output for external DMX-compatible lighting fixtures and equipment:

- ➢ DMX 1 = 'Universe 1', Channels 1 to 512
- ➢ DMX 2 = 'Universe 2', Channels 1 to 512 (*i.e.* 513 to 1024)

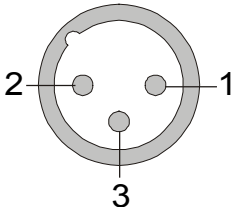| Mating Connector:	5- pin XLR Plug (male)
Pin 1 Pin 2 Pin 3 Pin 4 Pin 5	Ground / return / cable screen Data –ve Data +ve *not used* *not used*

DMX 2 Control Input

This connector allows for an external DMX line to be 'added' to the DMX 1 output. Level conflicts are handled on a 'highest takes precedence' basis.

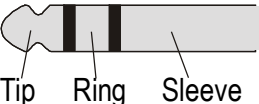| Mating Connector:	5- pin XLR In- line Socket (female)
Pin 1 Pin 2 Pin 3 Pin 4 Pin 5	Ground/ return / cable screen Data –ve Data +ve *not used* *not used*

Audio Mic Connector

An audio input for use with Sound- to- Light control. The input is suitable for balanced or unbalanced audio signals of up to 1V r.m.s.

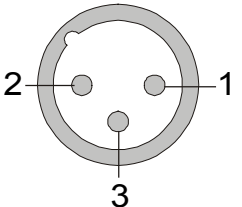| Mating Connector:	3- pin XLR Plug (male)
Pin 1 Pin 2 Pin 3	Cable screen (earth) Audio input Audio common *(referenced to earth)*

Audio Speaker Connector

An audio input for use with Sound- to- Light control. The input is suitable for mono or stereo 100V line level signals.
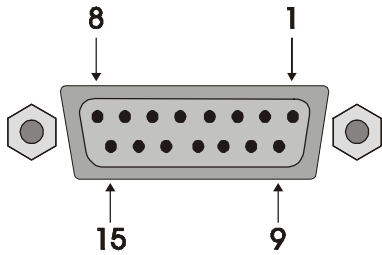
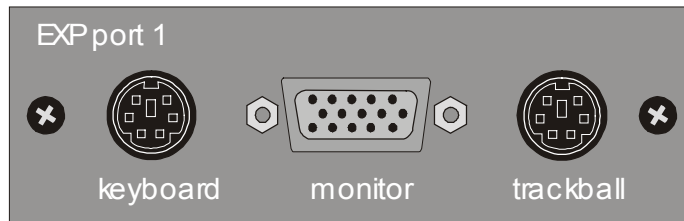| Mating Connector:	6. 5mm (¼ inch) Stereo Jack Plug
Tip Ring Sleeve	Audio channel #1 (left/ mono) Audio channel #2 (right) Audio common *(referenced to earth)*

SMPTE Control Input

This connector is used to input a SMPTE timecode signal to enable Cues to be synchronised.

Mating Connector:	3- pin XLR Plug (male)
Pin 1 Pin 2 Pin 3	Cable screen (earth) Signal input Signal common *(referenced to earth)*

Analogue Control Input

Mating Connector:	15- pin D- type Plug (male)		
Pin 1	Input 0	Pin 9	Input 8
Pin 2	Input 1	Pin 10	Input 9
Pin 3	Input 2	Pin 11	Input 10
Pin 4	Input 3	Pin 12	Input 11
Pin 5	Input 4	Pin 13	+10V d. c. supply
Pin 6	Input 5	Pin 14	0V ground
Pin 7	Input 6	Pin 15	0V ground
Pin 8	Input 7		

EXP Port 1

keyboard

Mating Connector Type: 6- way Mini- DIN Plug.

For connection of: IBM- compatible Keyboard.
(for keyboard data entry) .

monitor

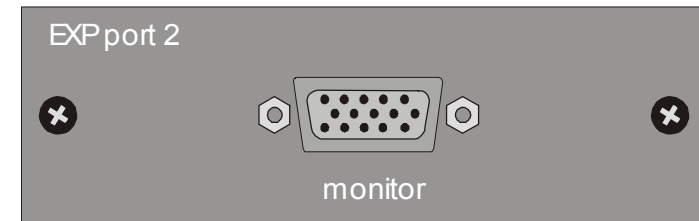Mating Connector Type: 15- pin High Density D- type Plug (male).

For connection of: ESC2000/ H4 Colour SVGA Monitor
(for main Head- Up Display) .

trackball

Mating Connector Type: 6- way Mini- DIN Plug.

For connection of: Optional trackball (*e.g.* ESC3100/ T)
(for Lamp Pan & Tilt control).

EXP Port 2 (optional)

monitor

Mating Connector Type: 15- pin High Density D- type Plug (male).

For connection of: ESC2000/ H4 Colour SVGA Monitor
(for second Head- Up Display)