

- Up to 40 snaps provide capabilities of the board's playback state including playback running state, assignment types, identities and properties. Snaps can be changed in fade, cut, holdover, and pending modes
- Up to 60 fixture selection groups, 20 are automatically generated by the console
- Up to 60 Effects, 20 are automatically generated by the console and can be used in scenes, chase, steps and cues
- Very powerful and friendly Effects generator. Effects can be applied to any parameter of any fixture type
- Focus, Color and Beam libraries (FCB) can be stored as tracking or non-tracking, by fixture or by fixture type
- Automatic color libraries are generated for immediate color selection
- FCB timing enables assignment of different fade and delay times to parameters in scenes, chases, steps and cues
- Text tags can be added to any object using an integral text interface or via external text keyboard
- Moving light definitions can be imported from an internal flash disk or floppy disk
- Direct access to fixtures control codes like reset, lamp on / off etc
- Live and blind editors
- Archiving shows on internal flash disk or floppy disk
- Offline editor and device builder software for PC. Shows can be programmed on a PC and loaded into the console
- Ethernet - ACN ready for distributing DMX output. Compulite offers a range of converters such as E-MIX and E-MIX2
- Single band sound to light with dynamic thresholds for synchronization of playbacks
- MIDI - In / Thru for synchronization with other MIDI devices
- Internal / external SMPTE clock for triggering cues
- DMX Input for merging data from another console
- Context sensitive on-line help
- 1 dimmable desk light



TECHNICAL SPECIFICATIONS

Power Supply

12VDC / 1.66A

Dimensions

Width: 52 cm (20.4")

Depth: 37 cm (14.6")

Height: 10 cm (3.9")

Weight

5.4 Kg (11.90 lb)

Connectors

SVGA / LCD video output

2 x DMX-512 outputs

DMX-512 input

PS/2 Alphanumeric keyboard

PS/2 Mouse / Trackball

Desk light (12V)

MIDI In/Thru

SMPTE input

Audio

Ethernet 10/100

Serial RS-232

Storage

16Mb flash disk

1.44 floppy drive

Ordering code

223 - 002 - 1P/2P- V - BL/DG

1P/2P - Number of DMX-512 ports

V - SVGA / LCD video output

BL/DG - System color blue / dark gray

Rave owners

Upgrades for second DMX port and video output are available

*Specifications are subject to change without prior notice

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COMPUTLITE

CONSOLES

RAVE



The light lighting console for heavy operation

Rave is a lighting control console designed for LJs, DJs, trade shows, a large variety of venues and live applications. The software / hardware design utilizes latest microprocessor technologies, thanks to this RAVE is supporting various features and capabilities which are available only on larger and more expansive consoles. Rave can control up to 400 channels, 128 moving lights and 20 extra DMX devices via two integral DMX-512 outputs or Ethernet.

Enhanced playback operation and fixtures manipulation makes Rave into a leading tool in its market; from clubs and discotheque to live venues.

Rave includes intuitive patching wizards and menus to provide fast and easy setup.

The Ethernet port allows distributing the DMX-512 output as well as CAD simulation such as CompuCAD, Capture, MSD and WYSIWYG.

FEATURES

- Compact size
- High-resolution 320x240 graphic LCD plus external SVGA / LCD video output
- Supports up to 1024 DMX channels / attributes
- Control up to 400 channels, with or without scrollers, 128 moving lights (up to 48 parameters) and 20 extra devices

- 20 powerful playbacks support: cues, scenes, chases and effects in manual or automatic fade
- Master fader with blackout key for intensity or playbacks rate control
- Freezing scenes and chases at their current state
- Solo one of your playbacks by temporarily blacking-out all other playbacks
- Parking scenes / fixtures / dimmers on stage (nothing can override them)
- 20 Universal keys for fast selection of channels, moving lights, cues, scene, chases and snaps. U-Keys are also part of the playbacks and provide control for automatic fades and flash
- 3 Wheel banks for dimmer intensity and moving lights parameters
- Joystick / trackball for pan / tilt control
- 200 scenes containing channels, moving lights and extras. Each scene can have a unique fade time; scenes provide a tracking database for building snaps
- 40 chases with up to 20 steps each. The chases are also a tracking database for building snaps
- Chases can be assigned with fade percentage (soft-hard %) to define fade between steps, running pattern, number of loops and more. Chases may be used numerous times with different properties
- 40 Q-lists with 60 cues each can be defined for running scenes and chases sequentially. Q-lists and snaps maybe chained to each other providing longer sequences

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