ETC®

Congo jr powered by Cobalt

Cobalt Series

100V 115/120V 230/240V

GENERAL INFORMATION

Powered by the new Cobalt software, this full-featured modular control system is designed to control conventional and moving lights, media servers and LEDs with preset operation, track editing functions, theatrical-style crossfader playback and full network capabilities. Optional fader module and wings allow you to customise the playback facilities of your Congo jr control system.

APPLICATIONS

- Theatre
- Television studios
- Touring
- Concerts
- Corporate events
- Special events

FEATURES

- Up to 6144 Outputs/Parameters (12 universes of DMX512)
- 3072 control channels
- Main playback crossfader pair for theatrical-style sequence
- 4 encoders and ML/softkey LCD display
- Onscreen Device Controls and Direct Select docks
- High-density channel display with formats for channel sorting
- Channel layouts for topographical views of channels
- Live attributes display for spreadsheet view of moving lights
- List Views and editors for Presets, Groups, Palettes, Sequences
- Chase, Dynamic Content and Image Effects
- Integrated Electronic Manual and Help system
- Integral alphanumeric keyboard for labeling
- MIDI In/Out
- Audio In*/Out
- Net3/ACN) ETCNet2, Avab and ArtNet network protocols
- Show import via ASCII (Avab Safari, Expert, Pronto, Presto, Strand 500 Series, ETC Express/Expression, and Emphasis)

ACCESSORIES

- 1x20 Fader Module*
- 2x10 Fader Wing*
- 2x20 Fader Wing*
- Congo jr Master Playback Wing
- USB Memory stick (included)
- Alphanumeric Keyboard
- USB 3-button Wheel Mouse (included)
- Gooseneck Lamp
- Flightcase

*Audio In not supported.

ORDERING INFORMATION

Congo jr

PART#	DESCRIPTION
4320A1101	Congo jr Console, 1,024 Outputs (Max. is 6,144 Outputs)
7310A1221	Congo Light Server, 1,024 Outputs (Max. is 6,144 Outputs)
4370A0000	Cobalt Output Upgrade, +512 Outputs
ETCnomad*	ETCnomad (From 256 to 6,144 Outputs)
ETCnomad Puck*	ETCnomad Puck MiniPC (From 256 to 6,144 Outputs)

*See separate datasheets for more details.
Congo jr is offered as a base console with 3,072 control channels and 1,024 Outputs (2 universes of DMX512). A single control channel may control only intensity (dimmers) or control a DMX-controlled device (moving light, media server, etc.) To increase the capacity, order additional 512-output upgrades. To take the console to its maximum output count, order a console and ten (10) 512-output upgrades (1,024 outputs + (10x512) = 6,144 outputs (12 universes of DMX512). Two universes are available at the console via 5-pin XLR (More - or all universes may be distributed via Ethernet protocols directly (Net3/ACN, ETCNet2, Avab and Artnet) or by compatible Ethernet distribution hardware such as ETCNet2 DMX Nodes and Net3/ACN Gateways.

Congo jr Accessories

PART#	DESCRIPTION
4320A1002	Congo jr Master Playback Wing
4310A1104	Universal Fader Module 1x20 faders, Blue
4310A1102	Universal Fader Wing 2x10 faders, Blue
4310A1103	Universal Fader Wing 2x20 faders, Blue
4250A1021	Radio Focus Remote (RFR) 2.4GHz
RT202	LED Littlite® 18", angled XLR3 Gooseneck Lamp
M236	19" 4:3 Flat-screen display (1280x1024)
M8199-F	23" 10-point Multi-touch Screen (1920x1024)
M8200-F	27" 10-point Multi-touch Screen (1920x1080)
PSR1044	Ion/Congo jr Combo Flightcase (Desk w/Fader Module
PSR1037	Ion/Congo jr Combo Flightcase (Desk w/Wing)

Free Cobalt Offline Editor software is available for download from www.etcconnect.com

SPECIFICATIONS

SYSTEM CAPACITY

- 6144 Outputs/parameters
- 3072 Control Channels
- 9999 Presets
- 4x999 Palettes (Focus, Colour, Beam, All)
- 999 Groups
- 999 Macros
- 999 Sequences
- 999 Master Pages
- 999 Dynamic Effects Templates
- Two monitor outputs - 2 x DVI or 1 x DVI + 1 x Display Port, may be multi-touch screens
- SSD Memory
- USB ports for USB Flash drives, pointing devices, keyboards, touch screens

DISPLAY FUNCTION

- Tabbed, mouseless navigation of graphical screens
- All show data may be viewed on a single monitor
- Tab layouts may be recorded to direct selects for quick recall
- Browser
  - File Management
  - Show Data lists
  - Patch displays and functions
  - Help
  - Movies (requires external speakers for audio)
- Channel Displays
  - Live, Blind, Preset, Sequence and Group Editors
  - High-density views of channel data
  - Format allows user to choose a packed Flexi-channel-style view of channels
  - Zoom allows user to define how many channels are viewed
  - Current direction of fade and preview of next intensity move
  - Colour-coded intensity levels indicate source of HTP winner
  - FCB indicators of changed or moving data
  - Channel number colour indicates intensity-only or moving light channels
- Channel Layouts
  - 999 Channel Layouts
  - User-defined topographical view of channels
  - May include other types of data – Presets, Palettes, Groups, etc.
  - Auto-selectable (visible layout changes based on current channel selection)
- Attribute Displays
  - Live Attributes with Formats to display current rig status
  - Parameters may be edited directly in the Live Attributes tab
  - Attribute Views in editors for viewing and editing parameter and time/delay data
  - Individual parameter times may be set in the Attributes display
- Docks views
  - Effects Dock, Selected (Live) Dock, Independents Dock, Masters Dock
  - Browser Dock, Device Controls Dock, Direct Selects Dock
  - Time Code Dock, Designer Summary Dock
  - Console Mimic Dock

SPECIFICATIONS

- List Views
  - High-density view of recorded data
  - Group, Focus Palettes, Colour Palettes, Beam Palettes, All Palettes, Preset, Sequence, Dynamic Effects, Master Page, Template list views
  - Apply text labels to show data
  - Access Editor displays from list views
- Editor Views
  - View and edit show data within editor views
  - Group, Focus Palettes, Colour Palettes, Beam Palettes, All Palettes, Preset, Sequence, Dynamic Effects, Master Page, Template editor views
  - Multiple Editor views may be open at the same time
- Patch Views
  - Channel List, Output List, Device Settings, Output Editor
  - Channel Database for applying up to four labels to each channel (text may be imported from any column-delimited text file)
  - Patch Wizard for clearing the patch, importing Templates, range patching and "next available" device patching
- Playback Views
  - Main Playback view
  - Connected Master Playback view
  - Timeline view of current crossfade progress and preview of next crossfade

PLAYBACK CONTROLS

- Main Playback crossfader pair for theatrical-style sequence
- 80 Master fields (these map to the faders on attached wings)
- Connect key for use of the Main Playback with Master Playbacks
- Manual or timed fade control
- 999 Sequences (standard mode triggered by "Go" or chaser mode)
- Grandmaster Fader
- Blackout/On/Freeze rotary switch
- Tap tempo for chases

MOVING LIGHT CONTROLS

- 4 Encoders with integral switch
- Encoder labeling in integral LCD display
- Onscreen Device Controls dock with color chips and gobo bitmaps
- Focus, Colour and Beam encoder mapping
- 14 Direct Select keys
- Dynamic Group selection and Autogroups
- Highlight, Align, Refresh, Mask
- Dynamic Effects

SPECIFICATIONS

INDEPENDENT SECTION

- 3 rotary faders
- 3 switches with LED indicators
- May contain any channel data, including ML attributes
- Switches may be assigned latch or momentary operation
- All may be assigned inclusive, inhibitive or exclusive operation

MASTERS

- 80 multi-purpose master fields
- Masters may be independently paged in banks of 20 masters
- Masters may be activated using action macros in sequences
- With no wing attached, masters may be raised/lowered using keypad commands and softkeys. Master keys and flash keys may be activated using the console-mimic dock
- Master playback hardware may be added using ETC fader wings (listed in the accessories section) or third-party MIDI panels supported by Congo jr

PROGRAMMING FEATURES

- Channel Functions
  - Selection Lists constructed with CH/ID, +, -, THRU
  - Levels set with level wheel or @ LEVEL key
  - Assign Palettes and Dynamic Effects quickly
- Preset Functions
  - Record and Update
  - Apply Timing
  - Fetch and select data based on recorded presets
  - Record attributes in tracking/LTP style or preset style
- Sequence Functions
  - Create and assign sequences to the main playback
  - Insert and edit steps
  - Apply step timing
  - Track-editing functions for intensity and attributes
- Group Functions
  - Create and edit Groups
  - Select channels and set levels using Groups
  - Record and select groups using direct selects hard keys
  - Record and select groups and set levels directly using onscreen direct selects
- Palette Functions
  - Create and edit Palettes
  - Assign Palettes to selected channels
  - Record and apply palettes using direct select hard keys and onscreen direct selects
- Dynamic Effects Functions
  - Create and edit dynamic effect templates
  - Assign dynamic effects to selected channels
  - Modify running dynamic effects
  - Insert running dynamic effects into the library
- Electronic multi-lingual Manual and Help system
  - Help system contains the entire system manual
  - Navigate Help system like a web browser with context-sensitive back and forward keys, paging keys and search function
  - Add notes/comments to electronic manual
  - Create favorites

SPECIFICATIONS

ROLES IN A LIGHTING SYSTEM

- A Cobalt server includes any of the following hardware running Cobalt software in server mode: Cobalt 20, Cobalt 10, Congo, Congo jr or Congo Kid control consoles, Cobalt and Congo Light Servers, and ETCnomad controllers. The server provides data to the lighting system and can be used for programming and playback of show data
- Congo jr powered by Cobalt can also be:
  - Backup to another Cobalt server on the lighting network
  - Synchronised backup of playback functions. Backup is limited to the output count of the backup machine.
  - Client to another Cobalt server on the lighting network as multi-user programming/playback station
  - Offline editing station

INTERFACES

- 2 DMX512-A/RDM Ports
- Ethernet (Net3/ACN, ETCNet2, Avab and ArtNet network protocols)
- Contact Closure triggers through D-Sub connector
- USB Multipurpose bus (3 ports)
- Phone Remote
- MIDI In/Out (MIDI Timecode, MIDI Show Control, MIDI Notes)
- Audio In*/Out

*Audio In not supported.

PHYSICAL

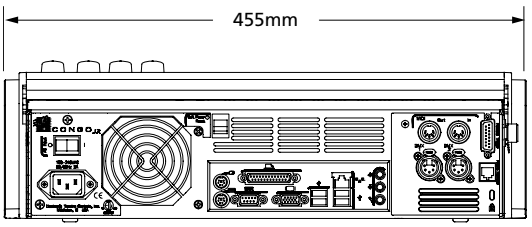
Congo jr Dimensions*

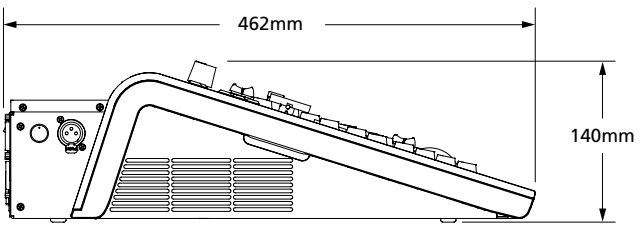
MODEL	HEIGHT	WIDTH	DEPTH
	mm	mm	mm
Congo jr	140	455	462

Congo jr Weights*

MODEL	WEIGHT	SHIPPING WEIGHT
	kgs	kgs
Congo jr	9.23	10.61

*Weights and dimensions typical





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