

GENERAL INFORMATION

Full-featured modular console for control of 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 customize the playback facilities of your Congo jr control system.

APPLICATIONS

- Theatre
- Television Studios
- Houses of Worship
- Touring
- Concerts
- Corporate Theatre
- 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
- 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
- Dynamic Effects
- Integrated Electronic Manual and Help system
- Mouseless Navigation for tabbed graphical displays
- Integral Alphanumeric keyboard for labeling
- MIDI In/Out
- Audio In*/Out
- Net3™/ACN, ETCNet2™, Avab IPX and ArtNet network protocols
- Show Import via ASCII (Safari, Expert, Pronto, Presto, Strand 500, Express/Expression®, and Emphasis®)

ACCESSORIES

- 1x20 Universal Fader Module
- 2x10 Universal Fader Wing
- 2x20 Universal Fader Wing
- Congo jr Master Playback Wing
- Alphanumeric Keyboard
- USB Mouse
- Gooseneck Lamp
- Flightcase

*Audio In not supported.

ORDERING INFORMATION

Congo jr

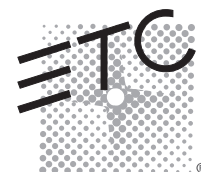
MODEL	DESCRIPTION
CGOJR	Congo jr Console, 1024 Outputs
CGO512	Congo Output Upgrade, 512 Outputs [§]

[§]See page three for important ordering information.

Congo jr Accessories

MODEL	DESCRIPTION
FADM 1x20(CB)	Fader Module 1x20, Ion Black or (Congo Blue)
FADW 2x10(CB)	Fader Wing 2x10, Ion Black or (Congo Blue)
FADW 2x20(CB)	Fader Wing 2x20, Ion Black or (Congo Blue)
MASTERWING	Congo jr Master Playback Wing
Net3 RVI	Net3 Remote Video Interface (RVI)
CGOCL	Congo Client Software Kit
Net3-RFR	Net3 Radio Focus Remote (RFR)
RRFU-CGO	Radio Remote Focus Unit (Congo)
CGOJR Littlite	Congo jr Littlite® Worklight (90° connector)
CGOJR Flightcase	Congo jr Flightcase

Congo Offline Editor software is available for download from www.etccconnect.com



SPECIFICATIONS

SYSTEM CAPACITY

- 6144 Outputs/parameters
- 3072 Control Channels
- 9999 Presets
- 4x999 Palettes (Focus, Color, 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 VGA
- Hard Disk
- USB ports for USB Flash drives, pointing devices, keyboards

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
 - Images
 - 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,
 - Flexichannel-style view of channels
 - Zoom allows user to define how many channels are viewed
 - Current direction of fade and preview of next intensity move
 - Color-coded intensity levels indicate source of HTP winner
 - FCB indicators of changed or moving data
 - Channel number color 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 displays.

SPECIFICATIONS

- List Views
 - High-density view of recorded data
 - Group, Focus Palettes, Color 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, Color 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 Playbacks (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
- Focus, Color 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

PROGRAMMING PAD 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
- Palette Functions
 - Create and edit Palettes
 - Assign Palettes to selected channels
- 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 Manual and Help system
 - Create and store synonyms
 - Add notes/comments to electronic manual
 - Create favorites

SPECIFICATIONS

INTERFACES

- 2 DMX512 Ports (RDM Ready)
- Ethernet (Net3™/ACN, ETCNet2™, Avab IPX and ArtNet network protocols)
- Contact Closure triggers through D-Sub connector
- USB Multipurpose bus (5 ports)
- Phone Remote
- MIDI In/Out (MIDI Timecode, MIDI Show Control)
- Audio In*/Out

*Audio In not supported.

§IMPORTANT CONGO ORDERING INFORMATION

Congo jr is offered as a base console with 3072 control channels and 1024 outputs (2 universes of DMX512). A single control channel may control only intensity (dimmers) or it may control a DMX-controlled device (moving light, media server, etc.)

To increase the capacity of the console, order additional 512-output upgrades. For example, to take the console to its maximum output count, order a console and ten (10) 512-output upgrades.

1025 outputs + (10x512) = 6144 outputs (12 universes of DMX512)

Two universes are available at the console via 5-pin XLR, or all universes may be distributed via Ethernet protocols directly (Net3/ACN, ETCNet2, Avab IPX or ArtNet) or by compatible Ethernet distribution hardware such as ETCNet2 DMX Nodes and Net3 DMX/RDM Gateways. Network equipment must be purchased separately from the console.

PHYSICAL

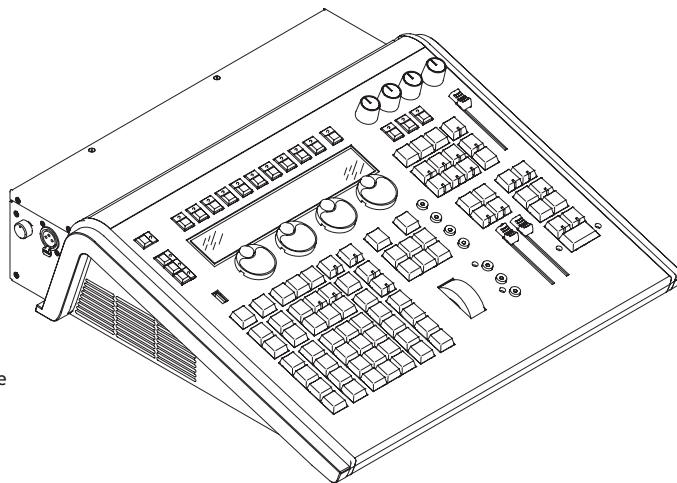
Congo jr Dimensions*

MODEL	HEIGHT		WIDTH		DEPTH	
	inches	mm	inches	mm	inches	mm
Congo jr	5.5	140	17.9	455	18.2	462

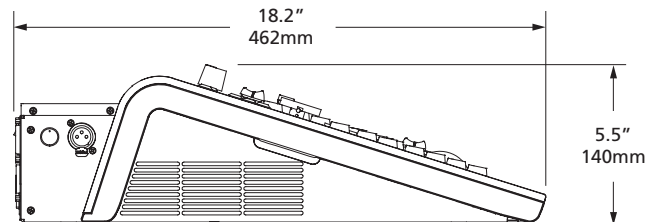
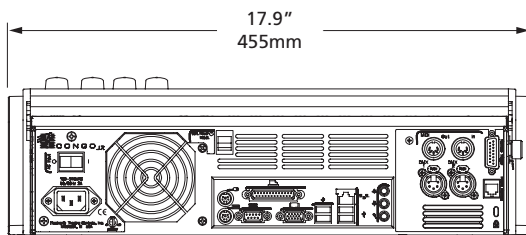
Congo jr Weights*

MODEL	WEIGHT		SHIPPING WEIGHT	
	lbs	kgs	lbs	kgs
Congo jr	20.35	9.23	23.38	10.61

*Weights and dimensions typical



Congo jr Console



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