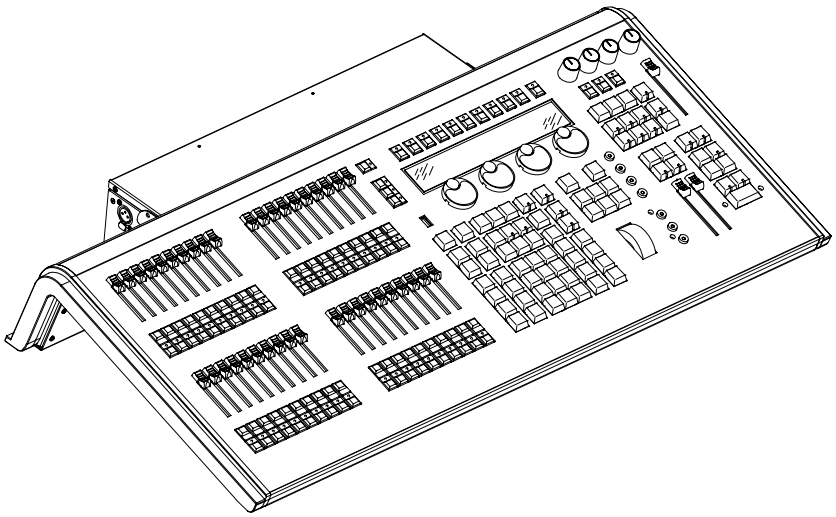
ETC® Congo Kid® powered by Cobalt®

Cobalt Series

100V 115/120V 230/240V



GENERAL INFORMATION

Powered by Cobalt software, this full-featured small console is designed to control smaller rigs containing conventional and moving lights, media servers and LEDs with preset operation, track-editing functions, theatrical-style crossfader playback and full network capabilities.

APPLICATIONS

- Theater
- Broadcast studios
- Houses of worship
- Touring
- Concerts
- Corporate theaters
- Special events

FEATURES

- Up to 1024 Outputs/Parameters (two universes of DMX512)
- 256 or 512 Control Channels
- Main Playback crossfader pair for theatrical-style sequence
- Four Encoders and ML/Softkey LCD display
- Onscreen Device Controls and Direct Selects 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, 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™ and ArtNet network protocols
- Show Import via ASCII (Safari, Expert, Pronto, Presto, Strand 500, Express™, Expression®, and Emphasis®)

ACCESSORIES

- USB mouse
- Gooseneck lamp
- Flightcase

*Audio In not supported.

ORDERING INFORMATION

Congo Kid

MODEL	DESCRIPTION
CGOKID-256	Congo Kid Console, 1024 Outputs, 256 channels
CGOKID-512	Congo Kid Console, 1024 Outputs, 512 channels
CGOKID-UPGD	256-Channel Upgrade for CGOKID-256

Congo Kid Accessories

MODEL	DESCRIPTION
Net3 RVI	Net3 Remote Video Interface (RVI)
COBALT-CL	Cobalt Client Software Kit
Net3-RFR	Net3 Radio Focus Remote (RFR)
CGOJR Littlite	Congo jr Littlite® Worklight (90° connector)
CGOKID Flightcase	Congo Kid Flightcase

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

SPECIFICATIONS

SYSTEM CAPACITY

- 1024 Outputs/parameters
- 256 or 512 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 Display Port, may be multi-touch screens
- SSD Memory
- USB ports for USB flashdrives, pointing devices, keyboards, touchscreens

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 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
  - Color-mix indicators show current color output for LEDs and moving lights with color-mix capability
  - 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
- Dock views
  - Effects dock, Selected (Live) Dock, Independents Dock, Masters Dock
  - Browser Dock, Device Controls Dock, Direct Selects Dock
  - TimeCode Dock, Designer Summary Dock
  - Console Mimic Dock

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 fields with 40 Master Playbacks
- 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

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

SPECIFICATIONS

INDEPENDENT SECTION

- Three rotary faders
- Three 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 multipurpose master fields and 40 master playbacks
- Masters may be independently paged in banks of 20 masters
- Masters may be activated using action macros in sequences

PROGRAMMING FEATURES

- Channel Functions
  - Selection Lists constructed with CH/ID, +, -, THRU
  - Levels set with level wheel, @ LEVEL key or Level data type in direct selects
  - 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 Manual and Help system
  - Help system contains the entire system user manual
  - Navigate help system like a web browser with context-sensitive back and forward keys, paging keys, 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 Nomad and Nomad Puck controllers. The server provides data to the lighting system and can be used for programming and playback of show data.
- Congo Kid powered by Cobalt can also be:
  - Backup to another Cobalt server on the lighting network
  - Synchronized backup of playback functions. Backup is limited to the channel and output count of the backup machine
  - Client to another Cobalt server on the lighting network as multiuser programming/playback station
  - Offline editing station

INTERFACES

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

*Audio In not supported.

PHYSICAL

Congo Kid Dimensions*

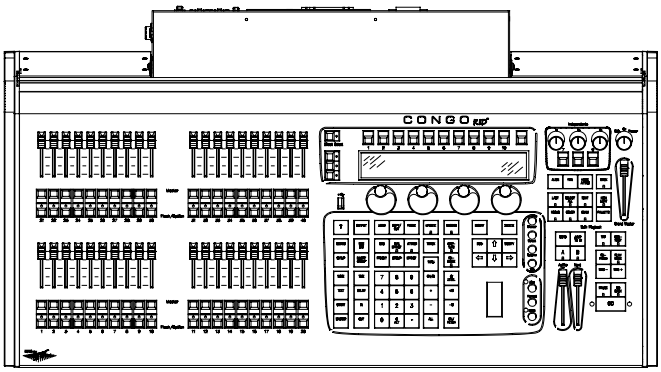
MODEL	HEIGHT		WIDTH		DEPTH	
	inches	mm	inches	mm	inches	mm
Congo Kid	5.5	140	32.9	836	18.2	462

Congo Kid Weights*

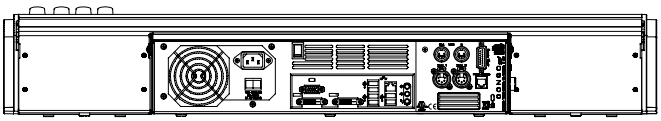
MODEL	WEIGHT		SHIPPING WEIGHT	
	lbs	kgs	lbs	kgs
Congo Kid	30	13.6	37.5	17

*Weights and dimensions typical

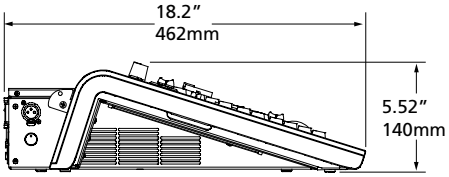
TOP VIEW



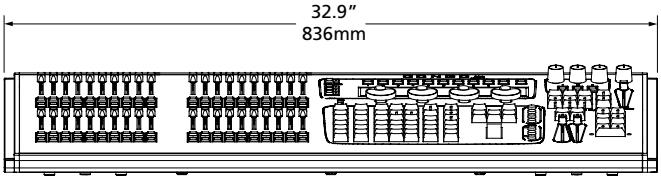
REAR VIEW



SIDE VIEW



FRONT VIEW



Corporate Headquarters • 3031 Pleasant View Rd, PO Box 620979, Middleton WI 53562 0979 USA • Tel +1 608 831 4116 • Fax +1 608 836 1736
London, UK • Unit 26-28, Victoria Industrial Estate, Victoria Road, London W3 6UU, UK • Tel +44 (0) 20 8896 1000 • Fax +44 (0) 20 8896 2000
Rome, IT • Via Pieve Torina, 48, 00156 Rome, Italy • Tel +39 (06) 32 111 683 • Fax +39 (06) 32 656 990
Holzkirchen, DE • Ohmstrasse 3, 83607 Holzkirchen, Germany • Tel +49 (80 24) 47 00-0 • Fax +49 (80 24) 47 00-3 00
Hong Kong • Room 1801, 18/F, Tower 1 Phase 1, Enterprise Square, 9 Sheung Yuet Road, Kowloon Bay, Kowloon, Hong Kong • Tel +852 2799 1220 • Fax +852 2799 9325
Web • www.etcconnect.com • Copyright©2014 ETC. All Rights Reserved. All product information and specifications subject to change. 4340L1001 Rev. C Printed in USA 08/14