The CPT Stage Manager's Console

Power:
   Power to the console is switched on at the power conditioner mounted in the upper left side of the console. This switch powers all the other components of the SM console.

PLEASE TURN OFF THE CONSOLE WHEN YOU ARE DONE USING IT!

Lights:
   There are two lights on the power conditioner. The switch and dimmer for these lights is on the left side of the conditioner. There are two gooseneck lights on the top right hand side of the console. They also have a dimmer. There is also a convenience outlet on the left side of the SM console.

Intercom System:
Power:
   The Intercom system is powered by the power conditioner in the SM Console. There is a green LED indicating when the unit is on. There are also 4 red LED's which illuminate if there are problems in any of the four channels. The channels are used as follows:

CPT	**Inge**
A Intercom Chan A	A Intercom Chan A
B Intercom Chan B	B Intercom Chan B
C Not used (2006)	C Inge Lobby (w Show Sound)
D Green/Dressing Rooms (w show Sound	D Green/Dressing Rooms (w show Sound)

The Green/Dressing Rooms:
   There are speaker stations in these areas that serve both theatres. Part of your pre-show checklist should be to make sure that each speaker station is switched on and the volume is adjusted so they can be heard.   These speaker stations are connected to the Main Station on Channel D, which also carries show sound to these areas. Each Main Station is can also page these areas using the Announce button (see below).

Mic Select:
   The Mic select switch should be in the Headset position, there currently is not a mic on the panel. The Mic On/Off push button allows turning the mic on or off no matter which channel Talks are selected. The Microphone will be turned on automatically whenever a Talk function is activated. If one or more Talks are active you may turn the microphone off without unlatching the active Talks (see below).

Speaker Enable:
   The Speaker on the base station may be turned on and off with the Speaker Switch. The large Volume knob controls the volume of the intercom channels sent to the headset and the speaker.

Listening to Intercom Channels:
   To listen to an intercom channel press the Listen button for the desired channel. The green LED above the channel indicates when a listen id active. The Listen Level control (Below the Call button) for that channel is usually set to full and the listening volume is set by the Volume control to the left of the speaker. If several channels are being listened to at the same time, it might be desirable to adjust the individual Listen Levels of each channel for the desired mix.

Talking on Intercom Channels:
   To talk on an intercom channel, press the desired Talk button. Pressing and holding the button will cause the function to be active only while the button is held. Pressing and releasing the button quickly will cause the function to latch on if it was off or turn off if it was on. The Button will be illuminated dimly while the talk function is on.

All Talk:
   Pressing the All Talk button sends the mic signal to ALL channels while the button is held.

Show Sound:
> To hear show sound in the headphones or speaker, adjust the Program Level control below the Link and All Talk Button. Show Sound for each theatre is sent to the Green/Dressing Rooms on Channel D, The Inge Lobby also receives Show Sound on Channel C. Show sound can be added to any channel, please see the UT Technical staff.

Sending and receiving Call Signals:
> To send a call signal on an intercom channel press the Call button for that channel. Receiving a Call signal is indicated by a flashing Talk button.

Link Button:
> The Link button allows connecting channel B, C and D to channel A. Talk and Listen buttons are non-functional on channels B, C and D when they are linked to Channel A. The LED below the channel A Talk button indicates when all channels are linked together. This feature is rarely, if ever used at the UT.

Announce Button:
> Pressing this button allows the Stage Manager to page the Green/Dressing Rooms. The Talk and Listen latches are not reset, but the the microphone does not go to the intercom line while the Announce Button is pressed. The Announce microphone is the headset plugged into the base station. Note that the Announce feature for either Theatre will be heard on the speaker stations even if the speaker station is switched to the other theatre.

Intercom Supplies:
> Belt packs, headsets speaker stations and cables are all stored in the cage by the Gel Room, DSR.

Cue Lights:
The three cue light switches on the lower right side of the SM console supply power to three outlets on DSR wall. Follow the umbilical from the SM console to the wall panel and you will find the outlets in the same panel. These outlets can be used to power effects, bells, fans, cue lights or whatever you wish.

Running Lights:
Running lights, extension cords, spike tape and other supplies are stored in the cage outside the Gel Room DSR. It would be best if the running lights for your show were set up by your or your crew to suit the needs of your particular production. There are also semi-permanent running lights mounted on the walls, two are stage left, one is upstage center. There are also some lights mounted underneath the large platform upstage left.

Phone: 785-864-2699
The phone is mounted on the left side of the console. It has a strobe light that flashes in addition to the usual ring. If you think random light and sound effects would be cool to add to your production whenever someone calls during a performance, great! If not, there is a switch mounted next to the Intercom jacks on the lower left side of the console. Please switch to OFF during performances, and remember to switch back ON after the performance.

Light board:
If you need to run lights from the light board in the SM console do the following:
> Turn on the light board upstairs
> Plug in the Network cable from the back of the SM console to the panel on the wall
> Plug the video signal cable into the jack next to the Network cable
> Plug the video monitor power cable into the outlet next to the video connection
> Slide the board out and turn the keyswitch to On
> **Please turn the board off when you are finished using it!**

Strobe Controller:
Turn the controller on. Set the controller channel (1 -4) you want to flash on the cycle (1 -4) you want. The Rate potentiometer sets the speed of the strobes flashes. If you want manual control, set the channel to MAN, the strobe will flash whenever you press that channel's button. The AUDIO/CHASE switch should be set to CHASE. A three conductor 1 /4" phone jack cable must be run from the output of the controller on the back of the SM console, to the strobe units.