



## Which architectural solution is right for our venue?

Pathway Connectivity manufactures and sells two different systems suitable for architectural lighting control. Choreo, based on the Cognito operating system, is a powerful and flexible system capable of controlling 2048 channels of intelligent lighting. Vignette, on the other hand, is a very suitable product for controlling white light and color accent lighting that is not dynamically changing. The following chart lists a limited set of features showing which product supports each feature well. For further assistance designing the system to suit your venue, contact us at [orders@pathwayconnect.com](mailto:orders@pathwayconnect.com) and we'd be more than happy to discuss your design intent and provide you with the appropriate solution for your needs.

## Feature Support



<b>Dynamic Lighting</b> Playlists, chases, rainbow effects, ballyhoos, marquees, etc.	●
<b>Author Show on Device</b> Write cues and memories directly on the device without the need for an off-line editor or third party console.	●
<b>Cognito2 File Compatibility</b> Program a complex show (cues, chases, effects, timecode) on the Cognito console or OLE and push to controller.	●
<b>Network File Management</b> Use a PC to archive and restore show files.	●
<b>VNC Remote Control</b> PC, phone and tablet device Virtual Network Computing Apps can connect to controller for programming and playback.	●
<b>TOD &amp; Astronomical Clock</b> Trigger looks based on Time of Day or sunrise and sunset at current geographical location.	●
<b>Timecode</b> Synchronize cues to specific HH:MM:SS.ff timecode.	●
<b>Touchscreen Buttons &amp; Sliders</b> Capacitive touchscreen with custom button and slider labels.	●
<b>Unlimited Playback</b> Playback, merge and prioritize any number of looks simultaneously.	●

# Feature Support



<b>16-Bit Fades</b> Support for 16-bit intensity and attribute fades.	●	
<b>Fixture Definitions</b> Library of abstracted attribute definitions allows programming automated luminaires without decoding DMX slots and DMX values.	●	
<b>Show Control Connectivity</b> API for third party control using Telnet or RS232.	●	
<b>Occupancy Sensor</b> Support for occupancy or vacancy sensing.	●	
<b>Remote Button &amp; Sliders</b> Looks can be recalled from wall stations living on a multi-drop RS485 or PoE network. Wire can be Belden 9773 or Cat5/6.	●	●
<b>Wallstation Synchronization</b> Wall stations assigned to the same look mimic each other.	●	●
<b>Zone Control</b> Ability to define a group of DMX slots and proportionately control its level with sliders or turn them on/off with buttons.	●	●
<b>Contact Closures</b> Ability to implement simple contact closures (show control sensors, alarms, third party buttons and switches) to trigger looks.	●	●
<b>Startup Look</b> On powerup, automatically go into a predefined look.	●	●
<b>Remote Wall Station Lockout</b> Show mode that disables (and blacks out) all stations except the stage manager or control booth wall station.	●	●
<b>Highest Takes Precedence</b> Multiple zones recalled at the same time HTP merge.	●	●
<b>Crossfade Between Sources</b> When theatrical control comes on line DMX levels will crossfade (vs. snap) between the two sources in a programable time.	●	●

# Feature Support



<h2>Advanced Properties</h2> <p>Custom fade times, radio, toggle, momentary buttons, hold last look.</p>	●	●
<h2>Multi-Level Priorities</h2> <p>Define one look (or more) to have priority over others.</p>	●	●
<h2>Snapshot eDMX/DMX</h2> <p>Use third-party consoles or media servers to snapshot static DMX looks on one to four universes.</p>		●
<h2>Automatic Yield</h2> <p>When a theatrical console comes on line (a show situation) all remote buttons and sliders will be disabled.</p>		●
<h2>Zero Config Startup</h2> <p>Out of box defaults for snapshots allow recording looks without any PC or UI setup.</p>		●
<h2>Press and Hold to Record</h2> <p>End user (vs. commissioning agent) can use local zone control or a third party device to set up a look and simply press and hold to record; no PC or UI needed.</p>		●