

GALAXY 3

THEATRE LIGHTING CONTROL



Strand Lighting

The Standard By Which Others Are Judged

Since its introduction, Galaxy has been the unquestioned international leader in memory lighting control systems. There are now well over 300 Galaxy systems installed throughout the world. Other consoles have followed, but none have attained the prestige of Galaxy.

Now, continuing its evolution, proving once again its ability to respond to the needs of the lighting professional –

GALAXY 3 offers everything that has made Galaxy the world leader: simple direct access to basic level setting, recording and playback, yet sophisticated capability for the complex demands of today's production standards.

Galaxy 3 builds on the achievements of earlier systems and takes lighting control to new heights

■
999 control channels, for up to 1536 dimmers.

■
Proportional patching by dimmer or channel.

■
Up to 20 preset masters, each with flash, inhibit and over-range capability.

■
Control of the Precision Automated Luminaire System.

■
Improved high resolution displays.

■
Internal clock for date/time stamping of printouts.

■
Dimmer/Circuit Fault Detection and reporting.

■
Dual 3½" disc drives.

■
Completely redesigned electronics for greater speed and data integrity.

■
New low profile alpha keyboard.

■
Improved special effects.



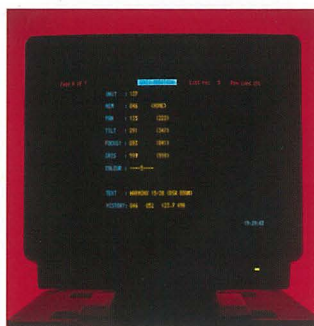
Strand Lighting

GALAXY

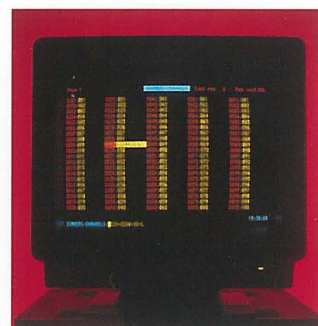


Now Even Better Than Before

Galaxy 3 maintains the tradition of leadership in sophisticated lighting control.



Motion Control Display



Proportional Patch Display



Motion Control Module
NEW

Now, for the first time, control of motorised luminaires is integrated into the operation of a theatrical lighting control system. The new Galaxy 3 Motion Control Module offers co-ordinated recording and playback of pan, tilt, colour, focus and iris control of Strand's Precision Automated Luminaire System.

The Motion Control Panel offers simple control of PALS: a single keypad and a series of wheels is used to select the unit number and adjust position and colour. The new positions can then be recorded and played back independently or automatically, in conjunction with other lighting cues.

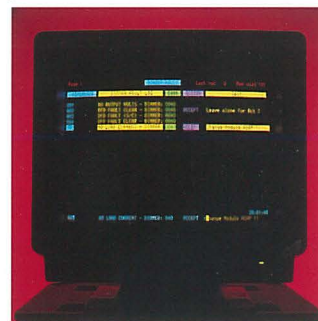
The monitor can be used to interrogate the status of a single luminaire or provide positional references of all motorised units in the installation.



Alpha Keyboard

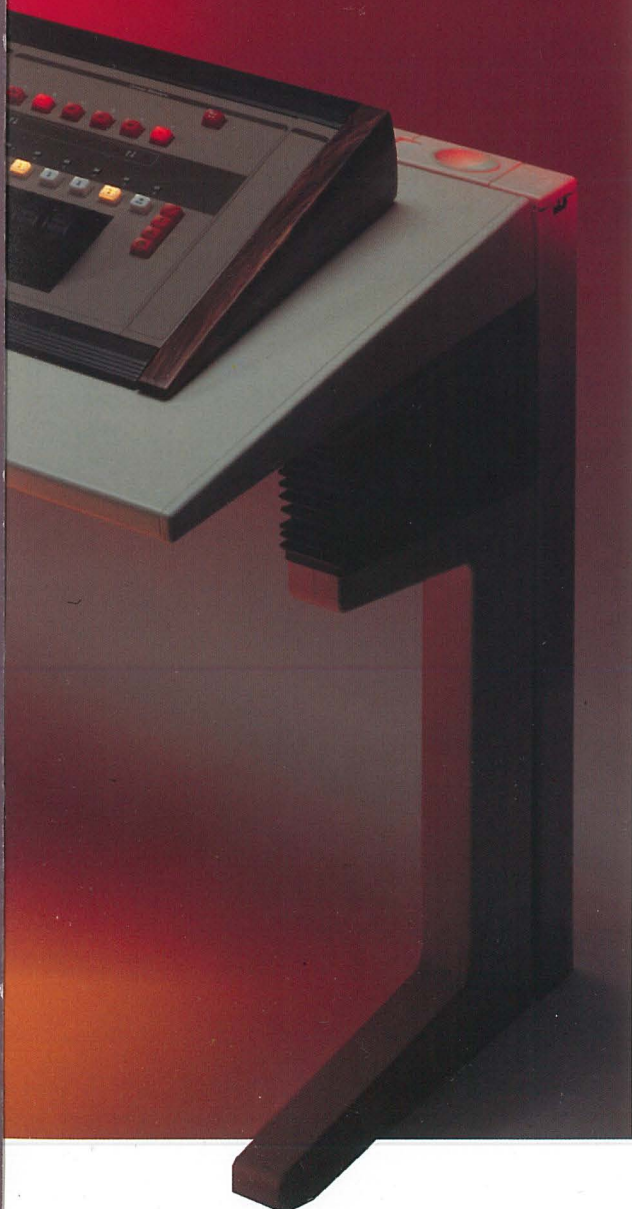
NEW

A new style low profile Alpha Keyboard is provided as standard with Galaxy 3. As before, the keyboard is used to control printer and disc functions, create dimmer and fade profiles and enter text. The keyboard also provides access to Galaxy's powerful new electronic patch in which a single channel can be programmed to control any number of dimmers, each of which can be proportionally balanced and assigned a dimmer profile.



DFD Display
NEW

PIP dimmers can be fitted with specialised electronics making it possible for the Galaxy 3 to report on a selected display, common problems originating at the lighting circuit or at the dimmer. A quick local reference is given to the operator of such items as a tripped circuit breaker, blown lamp, or short circuit.



GALAXY 3



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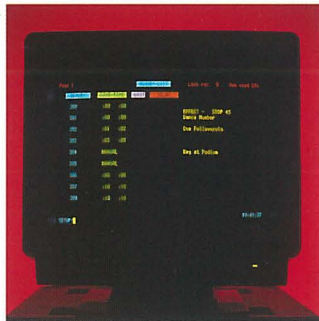
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A Galaxy console can be as simple as a Memory and Output Module, Channel Control and Playback Module, but many other choices are available to the user. Each module available with Galaxy is presented here with a brief description of its use. When combined, they create an integrated system with facilities unmatched by any other system in the world.



Memory & Output Module



Memory List Display

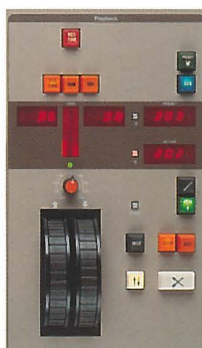
The Memory and Output Module is the centre of recording activity, providing selection of memory numbers for recording, modifying and playback. In addition to these vital functions, this panel also provides a blackout switch, two programmable output masters and access to Galaxy's many displays, including Alpha Keyboard Functions, the contents of any selected Preset, Text Programming, Memory List and the new Motion Control and Dimmer Fault Detection Displays. New to Galaxy 3 is a Stop Watch which allows stage action to be clocked for fade time recording.



Theatre & Standard Playback Modules

Galaxy offers a choice of controls for simple and sophisticated playback of recorded memories. The Standard Playback allows cues to be executed in a pre-recorded time, modified to run faster or slower, or taken over manually. Memories may be selected to run as crossfades or move fades, and stopped or reversed as required.

The Theatre Playback provides the ability to pre-record cues to be executed as crossfades, move fades or dim fades, with individual control of up to six active memories. Recorded fade times may include separate up and down times, waits and delays, all of which are shown on the dedicated Memory List Display. In addition to up to ten programmable fade profiles and five programmable dimmer profiles, Galaxy 3 also offers the unique "Learn Profile" in which a fade may be recorded to run exactly as it was rehearsed.

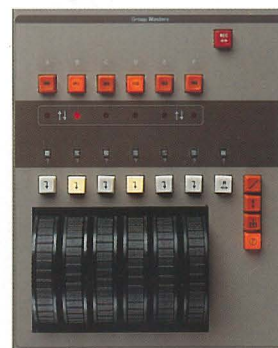


Channel Control Module

A complete redesign of the Channel Control Module has simplified access to recording move fades and channel tracking. In addition to the basic facility of channel call-up and level setting via wheel or keypad, the Channel Control Module also gives access to recorded memories and channel groups.

New additions to this powerful control element include "Solo" which temporarily drives all but selected channels to zero, and "Ident" which can flag channels for later attention such as refocusing or colour replacement. With appropriate cards in the electronics crate the Channel Control Module also permits selection and recording of colour changer position.

Up to four Channel Control Modules can be included in a Galaxy system, providing channel access from multiple operators or locations.



Group Masters Module

An extension of the Channel Control is the powerful Group Masters Panel, which permits transfer of selected channels on to wheels for balancing and control. Additionally, a memory can be recorded to re-allocate channels across the Group Masters for manual playback.

OPTIONAL EQUIPMENT

Remote Controls

Many of the Galaxy 3 control panels can be located remotely in a stalls control desk for cue creation and playback from the auditorium. Touring versions of Galaxy, in rugged flight cases are also available.



Rigger's Control

The rugged Rigger's Control permits call-up and level control of individual channels.

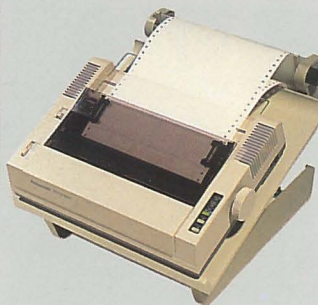
Designer's Control

The Designer's Control provides remote access to level assignment, balancing, cue recording and simple playback from a small hand-held control unit, available in either wired or infra-red versions.



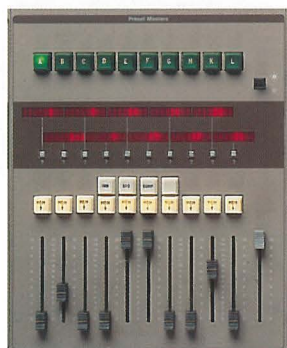
Printer

New printer options are available with Galaxy 3 including printout of colour change and motion cues, highlighting of changes from one cue to another, channels used, channels not used, dimmer fault log and date stamping.



Geographic Button Mimic

A customised panel matching the circuit layout of the theatre or concert hall is equipped with illuminated pushbuttons for each dimmer. The pushbuttons provide rapid access to single channels or groups and are used in conjunction with the Channel Control Module.



Preset Masters Module

Galaxy 3 doubles the number of Preset Masters formerly available; up to 20 manual faders, each with associated LED windows can be loaded with individual channels or complete memories for balancing, mixing of lighting states and effects control.

Each Preset Master normally interacts with other lighting on a highest-takes-precedence basis, but a new facility permits any Preset Master to be selected as an Inhibitive Master over its assigned channels.

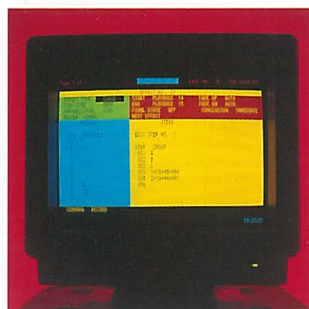
The Transfer Pushes for each Preset Master may be selected to act as Flash buttons, or to permit the contents of the master to be boosted to 50% higher than their original levels.



Effects Module

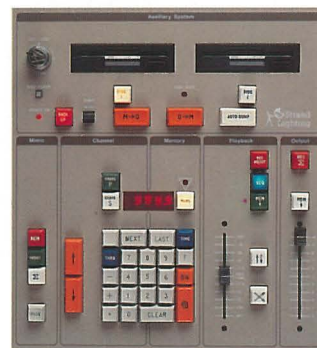
The most powerful effects package in the industry has been improved to provide clearer displays and more rapid programming. The Galaxy 3 Programmable Effects Module provides access to up to 99 special effects, each consisting of up to 255 steps. The creation and playback of each effect is integrated into the operational whole of Galaxy to an unprecedented degree.

A wide variety of effect types is open to the designer, including Chase, Cycle, Flash, Flicker, Audio and Lightning. Each effect may include the instruction to load the Preset Masters with memories and to synchronise the effect with the start of a playback.



Effects Display

Improvements to Galaxy 3 Effects include cleaner displays, improved Lightning simulation, greater cursor control for faster editing, and the ability to stop, pause, start and individually master multiple effects. A new Effects Status Display shows the current state of all active effects.



Memory Backup

A choice of two backup systems is available with Galaxy 3 – for the security of knowing the show *will* go on! The standard Memory Backup System uses a separate control panel and dual 3 1/2" disc drives to duplicate the channel control, recording and essential playback functions of the main system. As the active channels are constantly monitored, the backup system is ready to take over rehearsal or production at any time.

For absolute assurance that the lighting will occur exactly as designed, the Dual Electronics Backup, fitted into a double height 19" rack, duplicates each of the electronic components of the main system – essentially two Galaxies in one.

The company reserves the right to make any variation in design and construction to the equipment described.



Strand Lighting

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