Multi-Q

The memory revolution continues. The latest development in the *more facilities for less money* progress of light intensity control comes from North America where Strand Century have produced MULTI-Q.

As is usual in the history of stage lighting, Multi-Q has been made possible by the utilisation of volume produced components developed for applications far remote from theatre. In this case they are:

Micro Computer
MOS primary memory
Floppy Disk secondary memory
CRT video display

Having a soft-ware programme, the system is adaptable to the needs of an individual user but the basic facilities are:

CUE COMPOSITION

Normal channel access is by a standard one-lever-per-channel single scene manual preset module. This can be used to compose lighting pictures either *live* (lighting the stage) or *blind* (independent of the light on stage).

RECORDING

A *stage record* push memorises the light currently on stage, while a *manual record* push memorises the levels currently on the manual preset levers. The recording will include any fade time set in the *level/time display* window.

PLAYBACK

There are three playbacks and all of them may be used simultaneously. A/B and C/D are dipless crossfaders while E/F is a split fader to allow profiled crossfading. A rate controller selects manual or rate playback and allows overriding of recorded fade times. There are sequential facilities and for cue insertion it is simple to memorise a jump to any memory number. There is an overall system fader which masters all lighting levels on the stage irrespective of origin whether manual or contributed by the memory through any of the playbacks.

MODIFICATION

There is keyboard access to any channel for modification, without matching, by a stopless rotary level controller. (Clockwise rotation increases, and anti-clockwise rotation decreases, the level of the selected channel.)

DISPLAY

A video display unit can be selected to give any of the following displays:

(A) State of the stage, showing progressive levels of channels on the move.
(B) Channel levels of the manual preset.
(C) Channel levels in any addressed memory.

SECONDARY MEMORY

Pushes allow instant transfer to and from the secondary Disk Storage. (On a 120-channel system, a single disk can provide library storage for up to 2,000 memorised presets.)

BACK-UP

There is a back-up system completely independent of the main record/playback system. This back-up is unique in that it permits the recording of 16 complete presets (i.e. level memories, not the conventional pin-patch groups). By thumb-wheel switching these memories can be selected to the X/Y crossfader. If necessary the back-up memories can be progressively re-recorded while on the inactive side of the cross-fader.

ERGONOMICS

All numbers whether required for channel, level, memory, time or playback are generated by a single keyboard. Routing to the appropriate function is by a *load* push local to that function and its number display

ALL LOCK—INHIBITS ALL RECORDING FUNCTIONS
PRESET LOCK—INHIBITS MEMORY TO DISK
DISK TO MEMORY,
STAGE RECORD
MANUAL RECORD
ALL RECORD—ALLOWS ALL RECORDING FUNCTIONS

RECORDS THE LEVELS ON THE MANUAL FADERS INTO THE PRESET INDICATOR BY THE PRESET DISPLAY

RECORDS THE LEVELS CURRENTLY ON STAGE INTO THE PRESET INDICATOR BY THE PRESET DISPLAY

FLASHES THE CHANNEL INDICATED BY THE CHANNEL DISPLAY

INCREMENTS—THE NUMBER IN THE CHANNEL DISPLAY

LEVEL/TIME DISPLAY
A—INDICATES THE LEVEL OF THE CHANNEL IN THE CHANNEL DISPLAY FOR THE PRESET IN THE PRESET DISPLAY
B—INDICATES THE FADE-IN TIME FOR THE PRESET IN THE PRESET DISPLAY
C—INDICATES LINK PRESET (CUE INSERT)

THE 12 KEY. KEY PAD IS USED TO ENTER NUMBERS INTO THE KEYBOARD DISPLAY "C" CLEARS THE DISPLAY " + " INCREMENTS THE DISPLAY

ACTIVATES THE MANUALS FOR PLAYBACK

ACTIVATES A-B, C-D, & E-F (SPLIT FADER) FOR PLAY-BACK MAY BE USED IN CONJUNCTION WITH MANUAL ENABLE

TRANSFERS ALL PRESETS FROM MEMORY TO DISK

TRANSFERS ALL PRESETS FROM DISK TO MEMORY

A NUMBER MAY BE TRANSFERRED FROM THE KEYBOARD DISPLAY TO ANY WINDOW BY PRESSING THE ASSOCIATED LOAD BUTTON

CROSSFADES BETWEEN ANY PRESETS LOADED IN THE A & B DISPLAYS

ENABLES THE AUTOMATIC SEQUENCING OF PRESETS AT THE COMPLETION OF ANY CROSSFADE

IDENTICAL TO A-B CROSS-FADE AND CAN BE USED SIMULTANEOUSLY

ALLOWS THE OPERATOR TO ADJUST THE RECORDED FADE TIME, STOP THE FADE, OR ACTIVATE THE CROSS-FADER IN MANUAL MODE

MASTERS ALL LIGHTING LEVELS ON STAGE (MEMORY, MANUAL, OR INDEPENDENT)