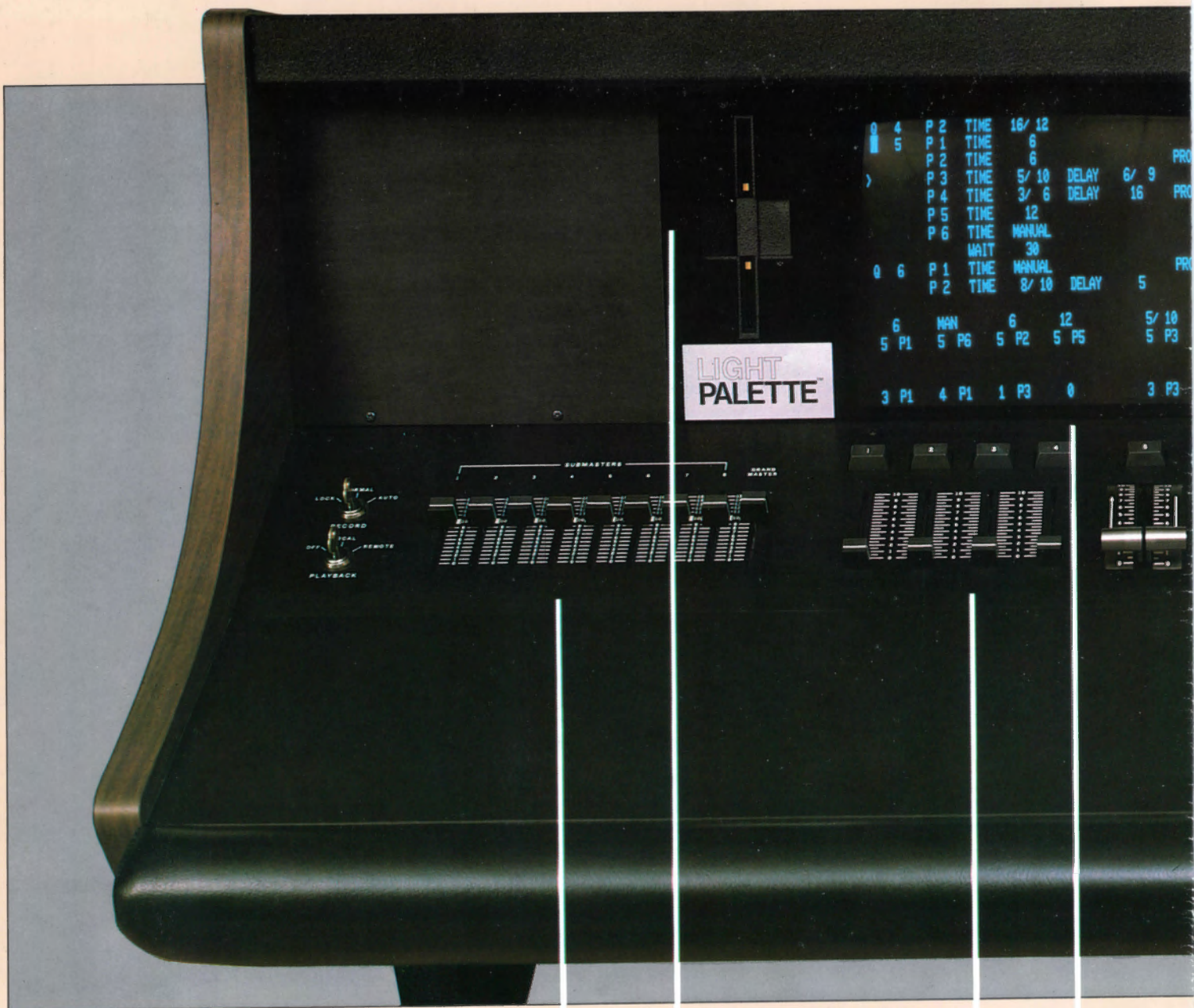


# LIGHT PALETTE



# STRAND





Floppy disc provides a library store of control patching, group assignment, fade times, fade profiles and the running cue sheet in addition to intensity levels.

8 Sub-masters proportionally modify the recorded levels of channel assigned to them, including a 50% overrange capability.

Screen displays cue sheet up to ten lines. All data for each cue is displayed, such as manual, split-fade profiles.

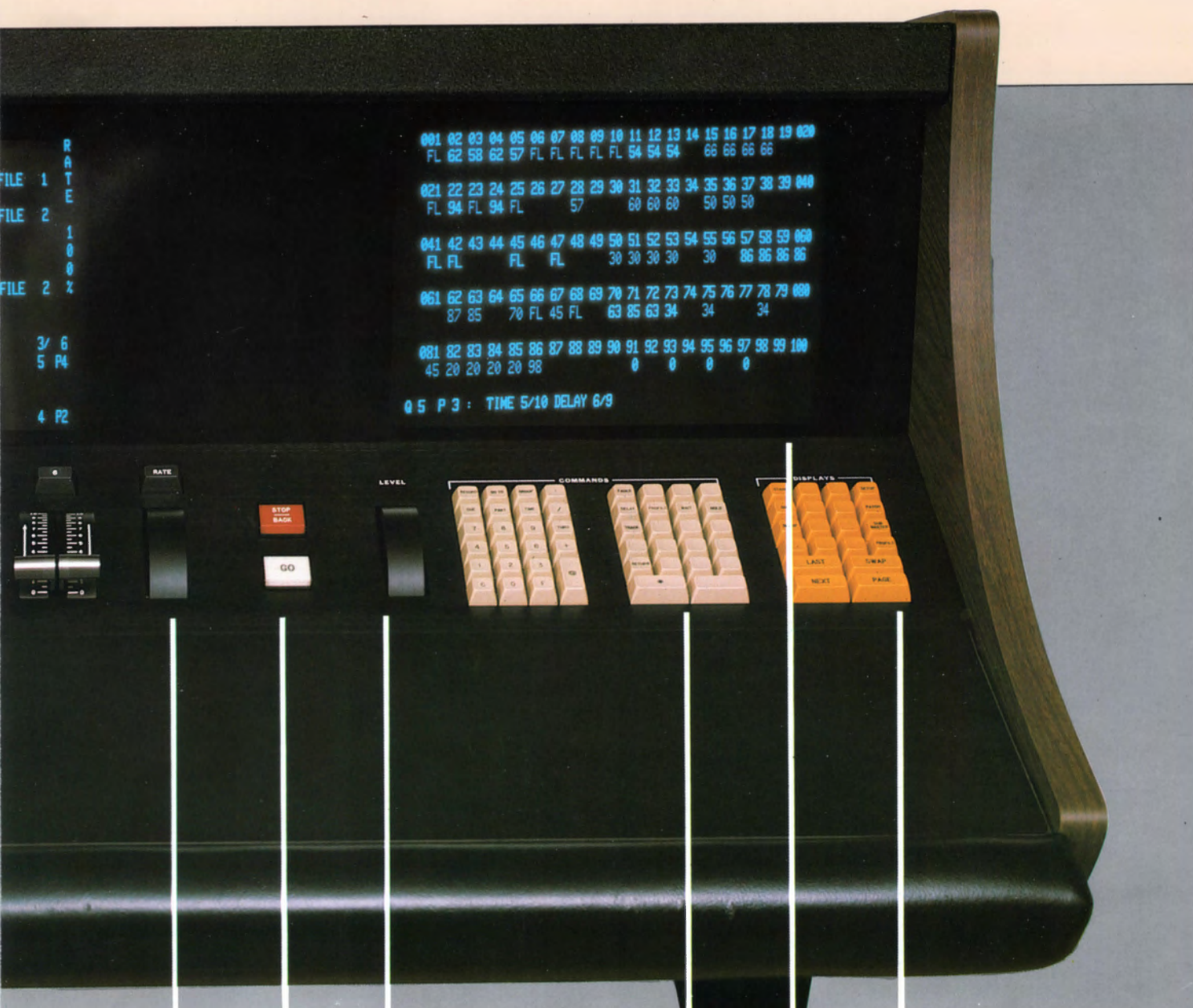
6 Faders for the six possible parts of any cue. Faders 5 and 6 are split for separate up and down control. Any fade can be programmed to be manual, timed, or can be taken over manually without matching.

## Light Palette stores the flow of production lighting as well as intensity levels.

Light Palette will do everything the present generation of memory systems can do - but adds new power to record, display and playback much more information including the running cue sheet and the all-important transition timing of lighting changes.

Light Palette will execute complex multi-part and follow-on cues with just one touch of the GO push. Each cue can have up to six component parts and each of these parts can contain, in addition to intensity information, a fade-time or separate up and down times for split fades, a linear or a chosen fade-profile, and a delay time so that the various parts can start or complete at different moments of time. Running fades can be stopped, retarded or accelerated without matching, or can be operated manually. The left-hand screen shows up to 10 lines at a time of the cue sheet information in full detail.





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**Rate Wheel** allows proportional modification of all recorded fade rates and can also take control of running fades so that they can be completed manually.

**GO push** initiates the next recorded cue with up to six component parts.  
**Stop/Back push** stops a running cue and can reverse the action to allow the cue to be run again.

**Level Wheel** can set intensity levels directly or modify levels previously set by direct keyboard entry. It can also take command of all lighting and proportionally adjust the original recorded levels, including an overrange capability.

**Command Keyboards** are used to enter, modify and record all intensity and cue sheet information, as well as control patching, submaster, group and fade profile assignment.

**Light Palette** allows channels to be assigned to groups with differing recorded levels for the same channel(s) if required. The 8 Sub-masters allow proportional modification of the relative intensity levels of groups, including 50% overrange capability.

**Light Palette** records all the facets of the most complicated lighting plot, not just the intensity levels; but the operator is always presented with the essential information and the means to deal with the inevitable variables of a live performance.

**Screen** displays information called up by the display keyboard. After initial set-up it is used to display channel intensity levels, live or blind, as well as a line of cue information or command keyboard verification. Dual intensity display differentiates active and static channels.

**Display Keyboard** selects information for display on the screen above including dimmer/channel patching, cues, parts of cues, submaster assignment, fade profiles as well as initial set-up information.



Back-Up Memory



**Back-Up Memory**

The Light Palette console contains a back-up module complete with its own power supply, memory and micro-processor and will drive one of the screens. Cues can be selected from the main memory and automatically loaded into the back-up. The hand-held back-up keyboard provides the means to select and playback these recorded cues, and to write new ones if required.

**Stalls Control**

Optional, portable rehearsal desk provides the lighting designer with direct access to the majority of the facilities of the Light Palette console including single screen, display and command keyboards, level wheel and GO and Stop/Back pushes.

**Riggers Control**

Optional, hand-held keyboard allows call-up of control channels for setting, focusing and lamp check. It can also call-up and run pre-recorded cues.

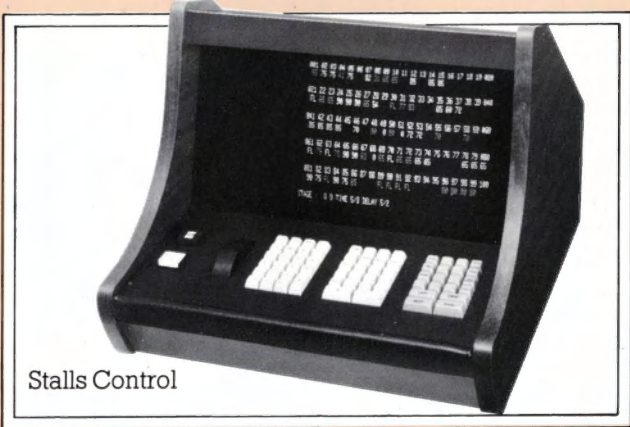
**Printout**

Optional unit provides hard-copy printout of level information, the complete cue sheet and channels moving in each cue.

**Special Effects Package**

Optional plug-in software program provides kinetic effects of forward and reverse chase, flash, scintillate, cycle and sound-modulated responses.

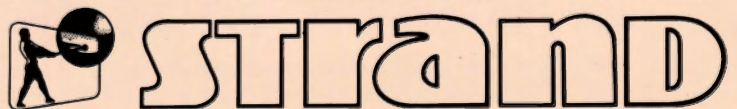
Stalls Control



Riggers Control



Light Palette consoles are distributed in North and South America by Strand Century Inc., and throughout the rest of the world by Rank Strand Electric, a division of Rank Audio Visual Limited. Light Palette is the registered trade mark of Strand Century Inc.



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