GALAXY 3

STUDIO LIGHTING CONTROL

Strand Lighting

The ONLY Major Lighting Control System Designed For Television Production

Since its introduction, Galaxy has been the unquestioned international leader in lighting control systems. There are now well over 300 Galaxy systems installed in the most demanding production studios and theatres in 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.

■

999 control channels, for up to 1536 dimmers.

■

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

■

Control of the Precision Automated Luminaire System.

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Dimmer/Circuit Fault Detection and reporting.

■

Improved special effects.

■

Proportional patching by dimmer or channel.

■

Improved high resolution displays.

■

Internal clock for date/time stamping of printouts.

■

Completely redesigned electronics for greater speed and data integrity.

■

Dual 3½″ disc drives.

Strand Lighting

GALAX

The Best Gets Still Better

Galaxy 3 extends the boundaries of sophisticated television lighting control by building on the features that established the original Studio Galaxy as the world leader.

Motion Control Display

Proportional Patch Display

Motion Control Module
NEW

Now, for the first time, control of motorised luminaires is integrated into the operational structure of a 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.

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.

A Galaxy console can be as simple as a Memory and Output Module, Channel Control and Studio Playback Module, but many other choices are available. Each module designed for Studio 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

The Memory and Output Module is the centre of recording activity, providing selection of memory numbers for recording, modifying and playback, and separate record buttons for recording total output or the output of a selected preset store. Security keyswitches are provided to switch the desk on, or into Standby where current lighting levels are held but the controls are inoperative, and the memory is protected from unintentional recording.

In addition to these vital functions, this panel also provides a blackout switch, two 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 action to be clocked for fade time recording.

Channel Control Module

The Channel Control Module provides the basic function of calling up individual or groups of luminaires and setting them to levels using the keypad or wheel. By using the 'ON' button, each channel can be brought immediately to its last recorded level, providing a shortcut for rapid level setting. Additionally memories and groups may be controlled via the level wheel.

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.

Studio Playback Module

Recorded lighting states may be recalled by the Studio Playback Module. The panel provides separate Studio and Preset stores which are individually mastered on the Memory and Output Module.

Lighting states may be cut directly to the studio, faded in manually or according to an automatic fade time. Memories may be added or subtracted from the existing lighting using + and −, and multiple memories can be combined before being faded up in the Studio.

Studio Memory List Display

OPTIONAL EQUIPMENT

Studio Floor Controls

All of the control facilities of the main desk can be duplicated by a second control pod on the studio floor. 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.
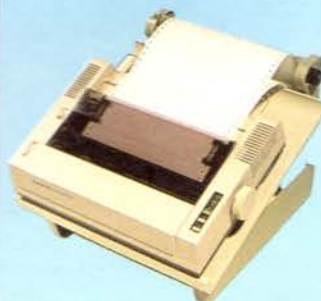
Geographic Button Mimic

A customised panel matching the circuit layout of the studio 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

Manual faders provide the fastest, most direct control over multiple lighting scenes. Galaxy 3 doubles the number of Preset Masters formerly available; up to 20 manual faders, each with associated display windows can be loaded with individual channels or complete memories for rapid colour balancing, mixing of lighting states of direct proportional control of set lighting. Even the level of active special effects can be controlled on the Preset Masters.

Each Preset Master normally interacts with other lighting on a highest-takes-precedence basis. A new facility permits any Preset Master to be selected as an Inhibitive Master over its assigned channels for rapid removal of entire scenes.

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 recorded levels.

Effects Module

Special Effects now play an increasing role in television production. Whether game show, light entertainment or drama, the excitement provided by special effects is a valuable asset to the production.

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 are open to the operator including Chase, Cycle, Flash, Flicker, Audio Input 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.

Other Control Facilities

The controls offered by Galaxy 3 Studio are part of a range of compatible Galaxy products. Galaxy 3 can be custom configured to meet additional operational requirements, either through programme variants or by incorporating facilities from the Theatre Galaxy. Languages other than English are readily available.

Memory Backup

A choice of two backup systems is available with Galaxy 3 to ensure that rehearsal or production can always continue. The standard Memory Backup System uses a separate control panel and dual 3½" 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 at any time.

For absolute assurance that lighting can continue with no interruption, 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.

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