# Gemini (1984)

Introduction (from Strand sales literature)

Gemini was introduced in 1984 to replace the Duet console.

The concept of the control system is based on Strand's experience of M24 and Galaxy, and the comments received from users of Duet, MMS, Galaxy and M24. From M24 comes the ease of operation, the simplicity of control, multiplexed output and the ability to record from a manual desk. The requirement is a necessity in some European markets, and so it inevitably involves the use of a large capacity manual system - AMC for example. Also from M24 comes the electronic patch system and the incorporation of the control panel within the desk.

From Galaxy, twin keypads are included - one for channels, the other for memories, a colour VDU, twin playbacks, "managed" memory capability with decimal point memory numbering, submasters and options such as floppy disk, rigger's control, infra-red designers control, and hard-copy printer.
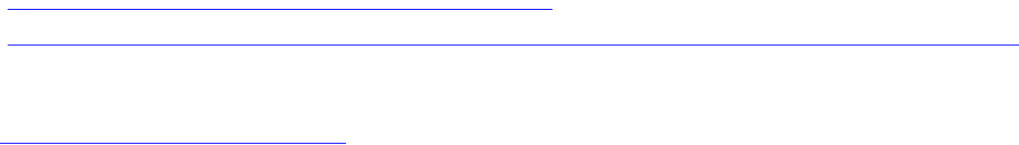
The main control panel incorporates a channel control (which includes VDU selection), twin playbacks, a memory control, output control and submasters.

The **Channel Control** is similar in operation to the M24, but includes an "On" reference level of 70% (resettable to any other level), next and last channel selection, "group" control (as Duet) as well as "move" control of

memories, and a new feature: F sets any selected channels directly to full without the need to press @ (at) first. Channels may be controlled in the output store, or in any of the submasters.

The **Memory Control** resembles Galaxy closely, and provides sophisticated memory handling using a decimal point numbering system, and the operating system which uses the available memory in the most efficient way. The memory can be cleared in part or totally, and both the disc and printer operations re-directed from the keypad - without affecting the performance of another part of the system. And in addition, Link and Wait time recordings are entered by thememory keypad.

The **Output** section includes a master output fader and blackout switch, and a control push to transfer a memory directly to the output (bypassing a playback). The Output record button is also part of this section of the control panel.

Two separate **Playbacks**, distinguished on the panel and VDU by red and green colours, both operate into the single "latest action takes precedence" output store. Like M24, memories selected on the memory control keypad are actioned as soon as the fade button is pressed. Each playback has a separate sequence facility, and either or both of the playbacks can control up to 24 multiple fades. Memories recorded with a + are used as move fades, and those recorded as - become dim fades. Unprefixed numbers are used as crossfades. Either playback may be used to record the times of the up and down parts of the fade, and fade progress is tracked by two LED columns set beside each playback fader.

The **Submasters** provide eight separate groups, and a master, which can be used for balancing groups of channels and memories prior to recording, recording blind or for the performance of manual multipart cues. Any Submaster may be selected to exert overriding control of any chosen group of channels, by inhibiting the output from the other parts of the system.

The VDU display has a single output screen which shows channel levels and the performance of each part of the control panel. Other displays, which are switchable, include memory list, any selected Submaster and the patch set up table.

Gemini's patching system provides the channel to dimmer facility to correct lamp connection errors, but also the sophisticated program enables the user to control up to 384 dimmers, proportionally patched to the 180 channels.

Effects
The programmable effects system cannot be described in terms of a list of the available lighting effects. It is a sophisticated tool with which the designer can create the precise effect he desires, with control over all parameters and conditions of each event of the effect.

The system is interactive with Gemini, and will control channels or groups and will even manipulate memories, by transferring them to the Submasters automatically as the effect begins. Any effect may be recorded with a choice of starting and stopping conditions, variable parameters at each stage of the effect. Chases may be programmed with variable times between steps, with different slopes, and the entire effect can be set to fade in or out in an automatic time. But not all effects are automatic. Manual controls on the panel provide overriding control of the basic functions of all the effects. The system is made easy to program by the use of a friendly, prompting VDU which steps through all the various options and decisions that have to be made in the creation of the ideal effect. Along with the ultimate in chases, flashes, random flickering, and sound to light effects, is a special lightning burst effect with variable parameters, and a unique beat synthesiser which copies the frequency that the "step" push is pressed in time to the music.

The basic console is supplied with electronic backup and can be provided with the following accessories:

- Colour monitor
- Tubular stand
- Disc

- Programmable effects
- Printer
- Riggers Control
- Designers Control
- Special Controls

From Strand Lighting catalogue (undated)

With its wide range of control functions and effects, all in a slim, transportable console, Gemini is the choice of theatres, clubs and touring companies of all sizes.

The facility of programmable control for drama productions is combined with the instant response of a comprehensive effects desk ideal for cabaret.
Gemini has 180 channels soft-patched to a multiplexed output for up to 384 dimmers, dual playbacks, eight submasters, automatic memory chasing effects, intensity recording of a manual desk and colour VDU.

A revolutionary approach to special effects gives the designer total freedom to create any lighting effect, record it for use manually, or fully automatically, with the master controls always available at his fingertips.