

Gemini 2 / 2+

From Strand Lighting catalogue (undated)



Controls 240 channels electronically patched to 384 dimmers. Unique programmable effects. Colour VDU and backup.

The Gemini 2+ was an attempt by Strand to relaunch the Gemini, but more reliable. The original Gemini desk had an incredible specification for its time and price but was let down in one way - It wasn't reliable.

The Gemini 2+ however is a programmable desk, now frequently in a DMX512-upgraded form, capable of controlling 500 channels making it ideal for even today's large rigs and moving lights. It features dual playbacks (red/green), 8 submasters, riggers remote and a comprehensive special effects panel (normally hidden by a removable front panel) allowing for several types of effects including chases, sequences and a sound-to-light system (a proper sound-to-light - not just "advance on beat" as many modern desks are fitted with) Gemini 2+ has 2 colour VDUs showing the state of the current channels / dimmer / submasters / sequences and memories as required.

Full blind editing IS available but is not listed as a feature (strangely) . The memory can be protected by a key switch (locking the desk into run-only mode where it can only be used to run cues and edit live output) - this keyswitch also protects cues being erased as they can only be erased when the key is HELD IN POSITION. the Gemini 2+ also features full disk backup although retains cues even when powered off for long periods of time. As a fully computerised desk it is possible to crash there is therefore an independently powered override system (again hidden by the removable front panel) allowing you to take control of the show in the event of a crash. Even today, I would happily use the Gemini 2+ for a large show. It's an old desk but is (in my experience) reliable and the desk can be ran during a show by someone with no experience of the desk without fear of losing something (one of the first strand desks we've been able to do that with!)

Deleting a Submaster:

Turn the key to the DELETE position and hold it there then hold CL and THRU on the memory keypad and press the button above the submaster you want deleted.