



Strand Lighting Releases Version 10 Software

Horizon Control's newest release provided to Strand Lighting, will transform your lighting control console with a completely new look and feel.

Command operations will be faster, simpler, and more intuitive.

Displays are more informative and flexible than ever, and the entire operator experience will change the minute you start your new software. Users of the original Light Palette, and the 300 and 500 series consoles, will feel right at home with Version 10. Users of our current software will enjoy greater flexibility, and a host of new tools to use.

Strand Lighting Website: <http://www.strandlighting.com>

Initial Launch Features:

- New Looks – Cleaner, Smarter, Easier to Use Interface
- New Feel - Power of the Command Line with the Ease of a Graphical User interface.
- Versatile command line and GUI interface reduces learning curve form for any user.
- Smart Touring Options with Magic Updates, directive Updates, Fixture Offset for Pan, Tilt and Zoom all saving you time and money.
- Colour Picker – Choose colours from stock images or even your own pictures.
- Gel Picker – Choose from a library of Colour types
- Attribute Definitions – Define Colour and Gobo Attributes the way you need them.
- Undo of Channel Control, Record, Update and Delete
- Text match (using numbers or text) of common gel manufacturers` colours or your own palettes (position/colour/gobo etc.)
- Partial Show Import, allowing you to recover data from your earlier files.
- Universal Attribute Control Model (non-linear channel based attribute control) – Allowing you to copy attribute info across fixture types allowing fast fixture substitution and flexibility, saving time, money and heartache.
- Moving Light Control Implementations with multiple cue lists.
- Colour space control, solving those tricky live Colour Changes.
- Linear movement control, Save you time in programming and no more actors having to walking in an arc!
- Comprehensive and improved Moving light tools, with Fanning and repeat fanning
- FX attribute that track and fade as well as FX that fade between themselves without a moiré pattern
- Versatile Select Odd, Even, Previous, Up and Down selection tools
- Predictive text entry on command line
- Syntax independent input (Cue Record or Record Cue with options in any location)
- Independent timing fully integrated with tradition part timing as well as PCGLS displays
- Busking Looks with Submasters giving full control of Moving Light attributes in both the Up and Down direction with automatic re-assertion in stackable format
- Definable Submasters Modes (Inhibitive, Independent, Exclusive, HTP, LTP and Priorities)
- A/B C/D Setup (cross fader; split cross fader; live busking times etc.)
- Automatic Move while Dark and direct MARK options that allow you to determine where lights set themselves.
- Priorities on everything
- Proper independent Live and Preview Channel Controllers

Initial Launch Features: (Continued)

- Cursor editing
- Definable profiles with Text Matching and Automatic Colour representation (colour bubbles with text)
- Automatic cue numbering prediction
- Cues referencing cues as palettes
- PDF printing
- Ethernet Control using ShowNet, ArtNet, PathPort and ACN Ethernet.
- Real Grand Masters (two)
- Support for Century Arrays for fixture selection
- Real Submaster handles (not Cue Lists acting as Submasters)
- Telnet and Serial control
- Media player control and SMPTE sync with Media Player
- Limitless Lua programming Macro Programming
- Comprehensive integration with professional architectural systems
- Trigger inputs, by buttons, DMX and Midi Show Control