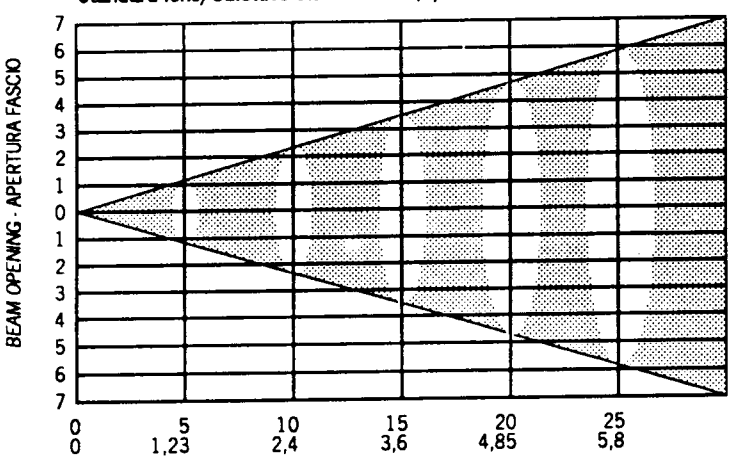
DIAPHRAGM • CH 1 •

- Adjustable by channel 1: enables linear regulation of beam width.
- The Galileo diaphragm is manufactured to an SGM design: this new system enables very high speed opening/closing (100ms) and extremely low noise level (less than 30dB), made possible by an almost total absence of friction between the components.
- Since the opening and closing is so fast, Galileo II enables to obtain very pleasant, original effects, not available with other projectors.

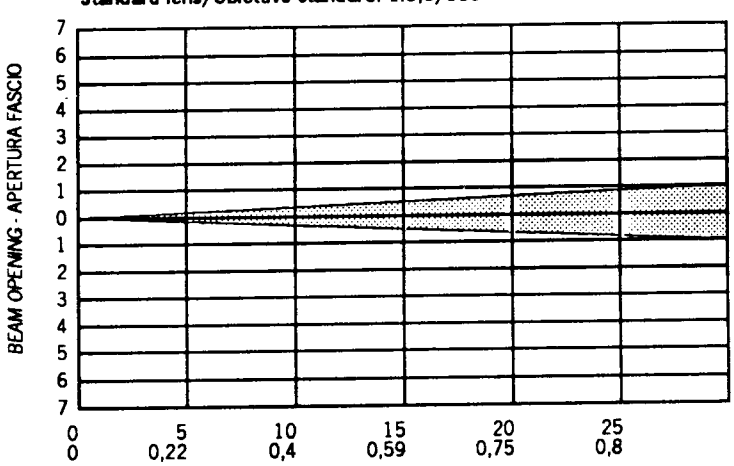
TABELLA LIVELLI

%	DMX512 level range 0 - 255	FUNZIONE
0%	0	APERTURA MINIMA
0 : 100%	0 : 255	REGOLAZIONE LINEARE
100%	255	APERTURA MASSIMA

Iris full open/Iris tutto aperto
Standard lens/Obiettivo standard: 1:5,5/180



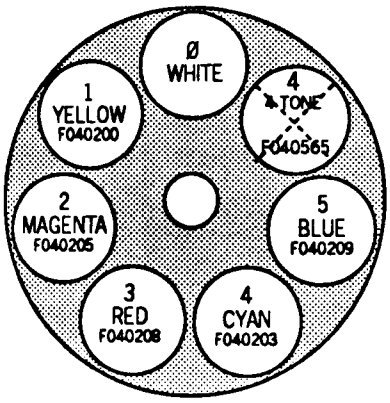
Iris full closed/Iris tutto chiuso
Standard lens/Obiettivo standard: 1:5,5/180



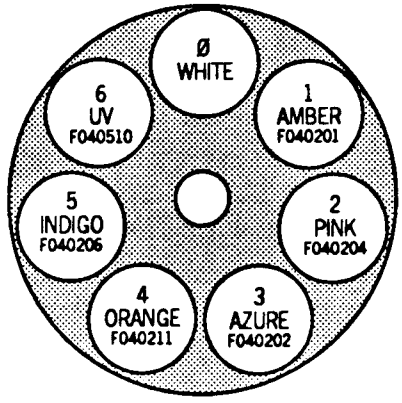
COLOR 1 - 2 - 3 • CH 2 • CH 10 • CH 14 •

Galileo IV has 3 wheels, each with 6 dichroic filters and an empty position, whereas Galileo III has only two. The following are the wheels with their relative colors (as seen from the lamp side)

GALILEO III

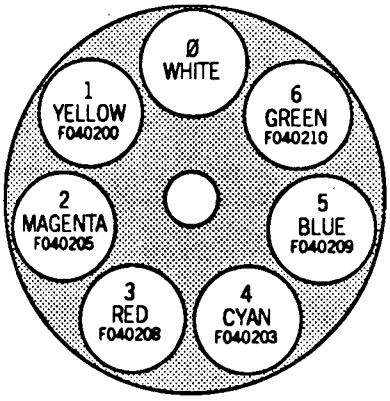


WHEEL 1

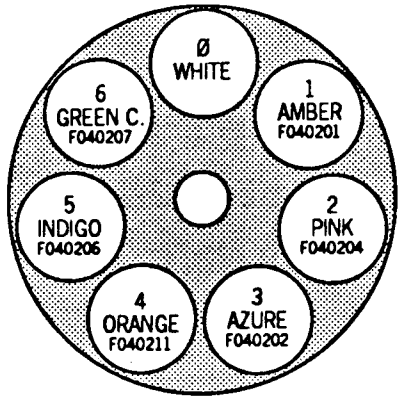


WHEEL 2

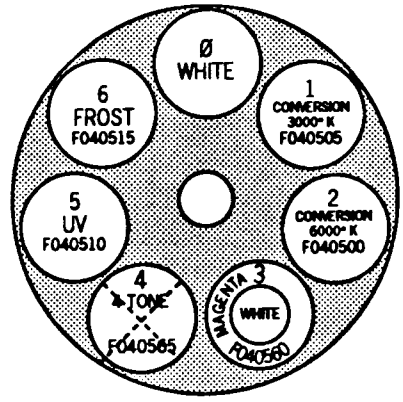
GALILEO IV



WHEEL 1



WHEEL 2



WHEEL 3

Color changes are controlled by channel 2 (COLOR 1), whereas the operator chooses the color mode (full color, Half Color, Rainbow Soft/Music Hard Change with channel 10 (COLOR 2) and when the color mode is changed, channel 2 parameters are changed. The following is a table with COLOR 2 values:

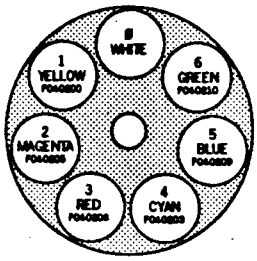
COLOR 2 **(COLOR MODE)** • CH 10 •

%	DMX512 level range 0 - 255	FUNCTION	
0 ÷ 24,7	0 ÷ 63	FULL COLOR	COLOR HARD: digital regulation of colors on central positions.
25 ÷ 49,8	64 ÷ 127	HALF COLOR	COLOR SOFT: digital regulation of colors on intermediate positions.
50 ÷ 74,9	128 ÷ 191	RAINBOW SOFT	Rotation of color in analog mode at adjustable speed.
75,2 ÷ 100	192 ÷ 255	MUSIC HARD CHANGE	Digital color change in sync with music's low frequencies.

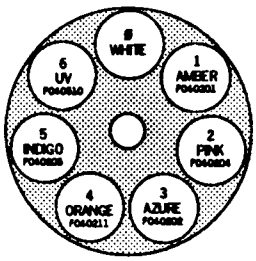
So if on Ch. 10 the operator sets a value of between 0 and 63, using Ch.2 will give full colors, and if Ch.10 is set at a value between 64 and 127, using Ch.2 will give two-tone beams, etc. The following explanatory tables show the possible combinations of COLOR 1 and COLOR 2:

GALILEO III

The change over from one color to another can be done directly or with a blackout between them; this function is controlled by Ch.4 (shutter/strobe), with the "Autoshade on colors" function.



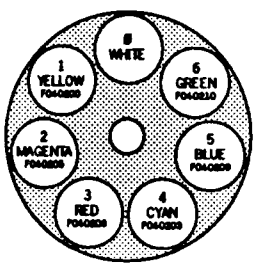
WHEEL 1



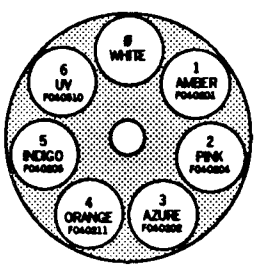
WHEEL 2

COLOR 1 (•CH 2•) (Ø : 24,7) %
WITH **COLOR MODE** ON **FULL COLOR** (Ø : 63)

CENTRO COLORE %	%	N° COLOR	DMX512 level range 0 : 255	COLOR LEVEL CENTRE	FUNCTION		
					WHEEL 1 POS.	WHEEL 2 POS.	COLOR
1,9	0 : 3,9	1	0 : 10	C = 5	0	0	WHITE
6,2	4,3 : 8,2	2	11 : 21	C = 16	1	0	MEDIUM YELLOW
10,5	8,6 : 12,5	3	22 : 32	C = 27	2	0	MAGENTA
14,9	12,9 : 16,8	4	33 : 43	C = 38	3	0	MEDIUM RED
19,2	17,2 : 21,1	5	44 : 54	C = 49	4	0	CYAN
23,2	21,5 : 25,4	6	55 : 65	C = 60	5	0	MEDIUM BLUE
27,8	25,8 : 29,8	7	66 : 76	C = 71	6	0	4 TONE
32,1	30,1 : 34,1	8	77 : 87	C = 82	0	1	MEDIUM AMBER
36,4	34,5 : 38,4	9	88 : 98	C = 93	0	2	MEDIUM PINK
40,7	38,8 : 42,7	10	99 : 109	C = 104	0	3	MEDIUM LIGHT BLUE
45,1	43,1 : 47,4	11	110 : 121	C = 115	0	4	MEDIUM ORANGE
49,8	47,8 : 51,7	12	122 : 132	C = 127	0	5	MEDIUM INDIGO
54,1	52,1 : 56,1	13	133 : 143	C = 138	1	5	DARK RED
58,4	56,4 : 60,3	14	144 : 154	C = 149	2	5	VIOLET
62,7	60,7 : 64,7	15	155 : 165	C = 160	1	3	EMERALD GREEN
67,1	65,1 : 69	16	166 : 176	C = 171	2	3	ELECTRIC BLUE
71,3	69,4 : 73,3	17	177 : 187	C = 182	4	3	DARK CYAN
75,6	73,7 : 77,6	18	188 : 198	C = 193	5	3	DARK AZURE
80	78 : 81,9	19	199 : 209	C = 204	1	2	LIGHT ORANGE
84,3	82,3 : 86,2	20	210 : 220	C = 215	4	2	CYCLAMEN
88,6	86,6 : 90,5	21	221 : 231	C = 226	2	1	DARK ORANGE
92,9	90,9 : 94,9	22	232 : 242	C = 237	4	1	LEMON GREEN
97,2	95,3 : 100	23	243 : 255	C = 248	0	6	UV



WHEEL 1



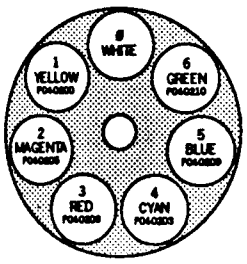
WHEEL 2

COLOR 1 (•CH 2•) (25,1 : 49,8) %
WITH **COLOR MODE** ON **HALF COLOR** (64 : 127) DMX

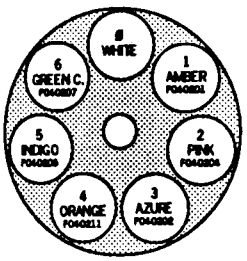
COLOR CENTRE %	%	N° COLORS	DMX512 level range 0 : 255	COLOR LEVEL CENTRE	FUNCTION		
					WHEEL 1 POS.	WHEEL 2 POS.	COLOR
1,9	0 : 3,9	1	0 : 10	C = 5	0	0	WHITE
6,2	4,3 : 8,2	2	11 : 21	C = 16	0/1	0	WHITE-YELLOW
10,5	8,6 : 12,5	3	22 : 32	C = 27	1/2	0	YELLOW-MAGENTA
14,9	12,9 : 16,8	4	33 : 43	C = 38	2/3	0	MAGENTA-RED
19,2	17,2 : 21,1	5	44 : 54	C = 49	3/4	0	RED-CYAN
23,2	21,5 : 25,4	6	55 : 65	C = 60	4/5	0	CYAN-BLUE
27,8	25,8 : 29,8	7	66 : 76	C = 71	5/6	0	4 TONE
32,1	30,1 : 34,1	8	77 : 87	C = 82	0	0/1	WHITE-AMBER
36,4	34,5 : 38,4	9	88 : 98	C = 93	0	1/2	AMBER-PINK
40,7	38,8 : 42,7	10	99 : 109	C = 104	0	2/3	PINK-LIGHT BLUE
45,1	43,1 : 47,4	11	110 : 121	C = 115	0	3/4	LIGHT BLUE-ORANGE
49,8	47,8 : 51,7	12	122 : 132	C = 127	0	4/5	ORANGE-INDIGO
54,1	52,1 : 56,1	13	133 : 143	C = 138	1	4/5	DARK RED-ORANGE
58,4	56,4 : 60,3	14	144 : 154	C = 149	2	4/5	VIOLET-RED
62,7	60,7 : 64,7	15	155 : 165	C = 160	1	3/2	EMERALD GREEN-LIGHT ORANGE
67,1	65,1 : 69	16	166 : 176	C = 171	2	3/2	ELECTRIC BLUE-MAGENTA
71,3	69,4 : 73,3	17	177 : 187	C = 182	4	3/2	DARK CYAN-CYCLAMEN
75,6	73,7 : 77,6	18	188 : 198	C = 193	5	3/2	DARK AZURE-BLUE
80	78 : 81,9	19	199 : 209	C = 204	1	2/1	LIGHT ORANGE-AMBER
84,3	82,3 : 86,2	20	210 : 220	C = 215	4	2/1	CYCLAMEN-LEMON GREEN
88,6	86,6 : 90,5	21	221 : 231	C = 226	2	1/0	DARK ORANGE-MAGENTA
92,9	90,9 : 94,9	22	232 : 242	C = 237	4	1/0	LEMON GREEN-CYAN
97,2	95,3 : 100	23	243 : 255	C = 248	0	5/6	INDIGO-LIGHT GREEN

GALILEO IV

The change over from one color to another can be done directly or with a blackout between them; this function is controlled by Ch.4 (shutter/strobe), with the "Autoshade on colors" function.



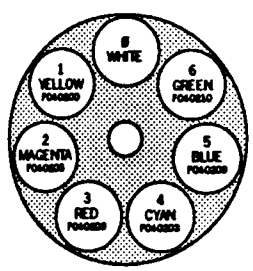
WHEEL1



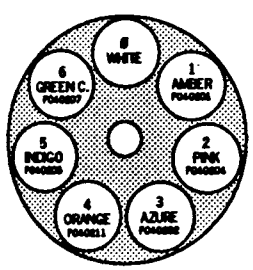
WHEEL 2

COLOR 1 (•CH 2•) (Ø : 24,7) %
WITH **COLOR MODE** ON **FULL COLOR** (Ø : 63) DMX

COLOR CENTRE %	%	N° COLOR	DMX512 level range 0 : 255	COLOR LEVEL CENTRE	FUNCTION		
					WHEEL 1 POS.	WHEEL 2 POS.	COLOR
1,9	0 : 3,5	1	0 : 9	C = 5	0	0	WHITE
5,8	3,9 : 7,4	2	10 : 19	C = 15	1	0	MEDIUM YELLOW
9,8	7,8 : 11,3	3	20 : 29	C = 25	2	0	MAGENTA
13,7	11,7 : 15,2	4	30 : 39	C = 35	3	0	MEDIUM RED
17,6	15,6 : 19,2	5	40 : 49	C = 45	4	0	CYAN
21,5	19,6 : 23,5	6	50 : 60	C = 55	5	0	MEDIUM BLUE
25,4	23,9 : 27,4	7	61 : 70	C = 65	6	0	MEDIUM GREEN
29,4	27,8 : 31,3	8	71 : 80	C = 75	0	1	MEDIUM AMBER
33,3	31,7 : 35,3	9	81 : 90	C = 85	0	2	MEDIUM PINK
37,2	35,7 : 39,2	10	91 : 100	C = 95	0	3	MEDIUM LIGHT BLUE
41,1	39,6 : 43,5	11	101 : 111	C = 105	0	4	MEDIUM ORANGE
45,4	43,9 : 47,4	12	112 : 121	C = 116	0	5	MEDIUM INDIGO
49,4	47,8 : 51,3	13	122 : 131	C = 126	0	6	LIGHT GREEN
53,3	51,7 : 55,2	14	132 : 141	C = 136	1	6	PALE GREEN
57,2	55,6 : 59,2	15	142 : 151	C = 146	5	6	SEA GREEN
61,5	59,6 : 63,5	16	152 : 162	C = 157	1	5	DARK RED
65,4	63,9 : 67,4	17	163 : 172	C = 167	2	5	VIOLET
69,4	69,0 : 71,3	18	173 : 182	C = 177	1	3	EMERALD GREEN
73,3	71,7 : 75,2	19	183 : 192	C = 187	2	3	ELECTRIC BLUE
77,2	75,6 : 79,2	20	193 : 202	C = 197	4	3	DARK CYAN
81,5	79,6 : 83,5	21	203 : 213	C = 208	5	3	DARK AZURE
85,4	83,9 : 87,4	22	214 : 223	C = 218	1	2	LIGHT ORANGE
89,4	87,8 : 91,3	23	224 : 233	C = 228	4	2	CYCLAMEN
93,3	91,7 : 95,2	24	234 : 243	C = 238	2	1	DARK ORANGE
98,0	95,6 : 100	25	244 : 255	C = 250	4	1	LEMON GREEN



WHEEL 1



WHEEL 2

COLOR 1 (•CH 2•) (25,1 : 149,8) %
WITH **COLOR MODE** ON **HALF COLOR** (64 : 127) DMX

COLOR CENTRE %	%	N° COLOR	DMX512 level range 0 : 255	COLOR LEVEL CENTRE	FUNCTION		
					WHEEL 1 POS.	WHEEL 2 POS.	COLOR
1,9	0 : 3,5	1	0 : 9	C = 5	0	0	WHITE
5,8	3,9 : 7,4	2	10 : 19	C = 15	0/1	0	WHITE-YELLOW
9,8	7,8 : 11,3	3	20 : 29	C = 25	1/2	0	YELLOW-MAGENTA
13,7	11,7 : 15,2	4	30 : 39	C = 35	2/3	0	MAGENTA-RED
17,6	15,6 : 19,2	5	40 : 49	C = 45	3/4	0	RED-CYAN
21,5	19,6 : 23,5	6	50 : 60	C = 55	4/5	0	CYAN-BLUE
25,4	23,9 : 27,4	7	61 : 70	C = 65	5/6	0	BLUE-GREEN
29,4	27,8 : 31,3	8	71 : 80	C = 75	0	0/1	WHITE-AMBER
33,3	31,7 : 35,3	9	81 : 90	C = 85	0	1/2	AMBER-PINK
37,2	35,7 : 39,2	10	91 : 100	C = 95	0	2/3	PINK-LIGHT BLUE
41,1	39,6 : 43,5	11	101 : 111	C = 105	0	3/4	LIGHT BLUE-ORANGE
45,4	43,9 : 47,4	12	112 : 121	C = 116	0	4/5	ORANGE-INDIGO
49,4	47,8 : 51,3	13	122 : 131	C = 126	0	5/6	INDIGO-LIGHT GREEN
53,3	51,7 : 55,2	14	132 : 141	C = 136	1	5/6	DARK RED-PALE GREEN
57,2	55,6 : 59,2	15	142 : 151	C = 146	5	5/6	BLUE-SEA GREEN
61,5	59,6 : 63,5	16	152 : 162	C = 157	1	5/4	DARK RED-ORANGE
65,4	63,9 : 67,4	17	163 : 172	C = 167	2	5/4	VIOLET-RED
69,4	69,0 : 71,3	18	173 : 182	C = 177	1	3/2	EMERALD GREEN-LIGHT ORANGE
73,3	71,7 : 75,2	19	183 : 192	C = 187	2	3/2	ELECTRIC BLUE-MAGENTA
77,2	75,6 : 79,2	20	193 : 202	C = 197	4	3/2	DARK CYAN-CYCLAMEN
81,5	79,6 : 83,5	21	203 : 213	C = 208	5	3/2	DARK AZURE-BLUE
85,4	83,9 : 87,4	22	214 : 223	C = 218	1	2/1	LIGHT ORANGE-AMBER
89,4	87,8 : 91,3	23	224 : 233	C = 228	4	2/1	CYCLAMEN-LEMON GREEN
93,3	91,7 : 95,2	24	234 : 243	C = 238	2	1/0	DARK ORANGE-MAGENTA
98,0	95,6 : 100	25	244 : 255	C = 250	4	1/0	LEMON GREEN-CYAN

GALILEO III - IV

COLORE 1 (•CH 2•) (50,2 : 74,9) %
WITH **COLOR MODE** ON **RAINBOW SOFT** (128 : 191)

%	N° COLOR	DMX512 level range 0 : 255	COLOR LEVEL CENTRE	FUNCTION	CENTRE %
0 : 5,8	1	0 : 15	C = 8	SPEED 1	3,1
6,2 : 12,1	2	16 : 31	C = 24	SPEED 2	9,4
12,5 : 18,4	3	32 : 47	C = 40	SPEED 3	15,6
18,8 : 24,7	4	48 : 63	C = 56	SPEED 4	21,9
23,1 : 30,9	5	64 : 79	C = 72	SPEED 5	28,2
31,3 : 37,2	6	80 : 95	C = 88	SPEED 6	34,5
37,6 : 43,5	7	96 : 111	C = 104	SPEED 7	40,7
43,9 : 49,8	8	112 : 127	C = 120	SPEED 8	47,1
50,2 : 56,1	9	128 : 143	C = 136	SPEED 9	53,3
56,4 : 62,3	10	144 : 159	C = 152	SPEED 10	59,6
62,7 : 68,6	11	160 : 175	C = 168	SPEED 11	65,9
69,0 : 74,9	12	176 : 191	C = 184	SPEED 12	72,1
75,2 : 81,1	13	192 : 207	C = 200	SPEED 13	78,4
81,5 : 87,4	14	208 : 223	C = 216	SPEED 14	84,7
87,8 : 93,7	15	224 : 239	C = 232	SPEED 15	90,9
94,1 : 100	16	240 : 255	C = 248	SPEED 16	97,2

GALILEO III - IV

COLORE 1 (•CH 2•)
WITH **COLOR MODE** (75,3 : 100) %
ON **MUSIC HARD CHANGE** (192 : 255)

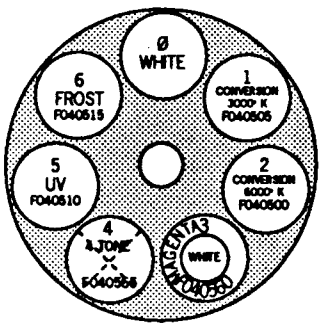
DMX512 level range	FUNCTION
0 : 127	MUSIC HARD CHANGE HALF COLOR
128 : 255	MUSIC HARD CHANGE FULL COLOR
%	
(0 : 49,8) %	HALF COLORE
(50,2 : 100) %	FULL COLOR

COLOR 3 • CH 14 •

With channel 14, the operator controls color wheel 3, which as well as the dichroic filters, is also fitted with color temperature conversion filters (2), UV filter and Frost lens. COLOR 3 is completely independent from COLOR 1 / COLOR 2 and the operator can choose the combinations of the colors available on COLOR 1/COLOR 2 and COLOR 3 according to personal taste and programming requirements.

GALILEO IV

%	DMX512 level range 0 : 255	COLOR LEVEL CENTRE	FUNCTION	
			C/WHEEL POS.	COLORE
0 : 13,7	0 : 35	C = 18	7,0 % 0	WHITE
14,1 : 27,8	36 : 71	C = 54	21,1 % 1	3000°K FILTER
28,2 : 41,9	72 : 107	C = 90	35,2 % 2	6000°K FILTER
42,3 : 56,0	108 : 143	C = 126	49,4 % 3	MAGENTA
56,4 : 70,2	144 : 179	C = 162	63,5 % 4	4-TONE
70,5 : 84,3	180 : 215	C = 198	77,6 % 5	UV
84,7 : 100	216 : 255	C = 234	91,7 % 6	FROST



WHEEL 3

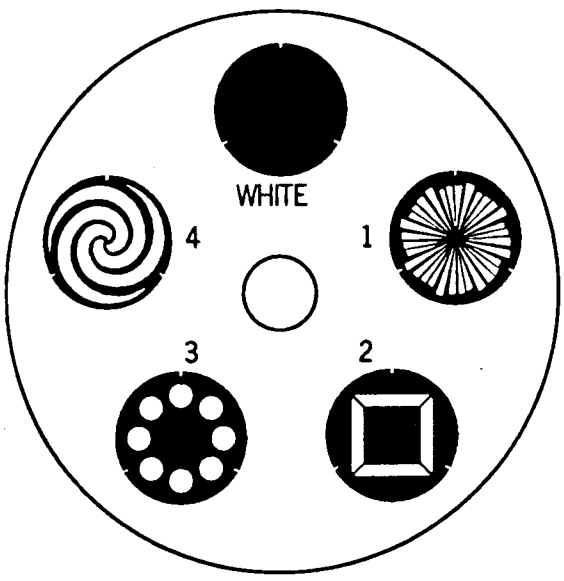
On Galileo III, the UV filter is on color wheel No.2 and the Frost filter and color temperature conversion filter on Ch.9, see Page 20.

LIGHT FILTER/GOBO • CH 3 •

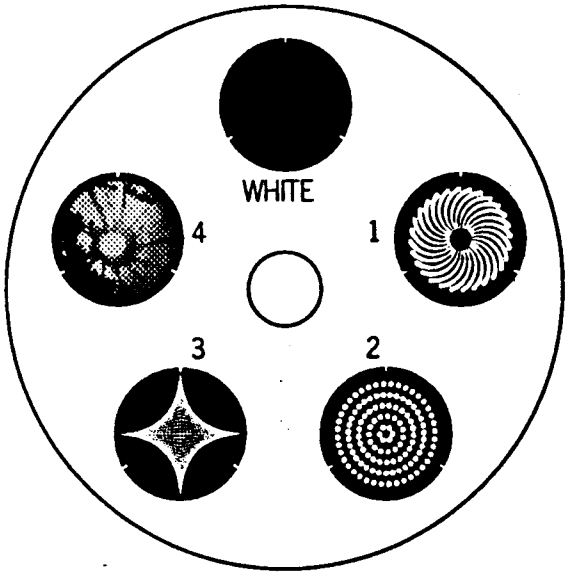
Gobos are selected using channel 3. The gobo group comprises 2 independent wheels, each with 4 designs and a blank position. As can be seen from the table alongside, 25 design combinations can be obtained by layering the two wheels. The change over from one gobo to another is done directly or with a blackout between the images: this function is controlled by channel 4 (shutter/strobe) with the "Autoshade on gobo" function. Gobo changing speed, (with either rotary or fixed gobos), is without doubt one of the fastest among the fixtures in this category on the market, but the operator can also chose a "slow" gobo changing, by selecting the right value from channel 4 (OPEN slow gobochange analogic: 222 ÷ 238). Furthermore the gobo wheel can be rotated continously, at 3 selectable speeds (see table). The gobos can also be changed in sync with low frequencies with the MUSIC CHANGE GOBO function; when this is set, gobo changing is random, with no sync between the various fixtures. On the Galileo IV, all the gobos can be rotated clockwise or counter-clockwise. Rotation speed is constantly variable from very slow to very fast. The Galileo III on the other hand has just one rotary gobo wheel and the other is fixed. Complex software enables the position of each gobo to be stored and a fixed horizontal position to be kept during mirror movement. All gobos are easily interchangeable (see "Gobo replacement") and have a diameter of 48mm. Each Galileo is supplied with 8 gobos already mounted on the wheels and 7 different extra gobos, held inside the fixture's packing case. A wide range of metal gobos is available, and there is also a fast, reasonably priced custom gobo service. As well as metal gobos, Galileo can also be fitted with gobos made from dichroic filters, which enable extremely high resolution images to be projected (similar to photos) as well as 3D images not available with normal metal light filters.

LEVEL TABLE

%	DMX512 level range 0 - 255	FUNCTION	
0 ÷ 3,1	0 ÷ 8	WHITE - A	WHITE - B
3,5 ÷ 6,6	9 ÷ 17	WHITE - A	GOBO 1B
7,0 ÷ 10,2	18 ÷ 26	WHITE - A	GOBO 2B
10,5 ÷ 13,7	27 ÷ 35	WHITE - A	GOBO 3B
14,1 ÷ 17,2	36 ÷ 44	WHITE - A	GOBO 4B
17,6 ÷ 20,7	45 ÷ 53	GOBO 4A	WHITE - B
21,1 ÷ 24,3	54 ÷ 62	GOBO 3A	WHITE - B
24,7 ÷ 27,8	63 ÷ 71	GOBO 2A	WHITE - B
28,2 ÷ 31,3	72 ÷ 80	GOBO 1A	WHITE - B
31,7 ÷ 34,9	81 ÷ 89	GOBO 1A	GOBO 1B
35,2 ÷ 38,4	90 ÷ 98	GOBO 2A	GOBO 1B
38,8 ÷ 41,9	99 ÷ 107	GOBO 3A	GOBO 1B
42,3 ÷ 45,4	108 ÷ 116	GOBO 4A	GOBO 1B
45,8 ÷ 49,0	117 ÷ 125	GOBO 4A	GOBO 2B
49,4 ÷ 52,5	126 ÷ 134	GOBO 3A	GOBO 2B
52,9 ÷ 56,0	135 ÷ 143	GOBO 2A	GOBO 2B
56,4 ÷ 59,6	144 ÷ 152	GOBO 1A	GOBO 2B
60,0 ÷ 63,1	153 ÷ 161	GOBO 1A	GOBO 3B
63,5 ÷ 66,6	162 ÷ 170	GOBO 2A	GOBO 3B
67,0 ÷ 70,1	171 ÷ 179	GOBO 3A	GOBO 3B
70,5 ÷ 73,7	180 ÷ 188	GOBO 4A	GOBO 3B
74,1 ÷ 77,2	189 ÷ 197	GOBO 4A	GOBO 4B
77,6 ÷ 80,7	198 ÷ 206	GOBO 3A	GOBO 4B
81,1 ÷ 84,3	207 ÷ 215	GOBO 2A	GOBO 4B
84,7 ÷ 87,8	216 ÷ 224	GOBO 1A	GOBO 4B
88,2 ÷ 90,9	225 ÷ 232	SPEED 1	
91,3 ÷ 94,1	233 ÷ 240	SPEED 2	
94,5 ÷ 97,2	241 ÷ 248	SPEED 3	
97,6 ÷ 100	249 ÷ 255	MUSIC CHANGE GOBO	



A



B

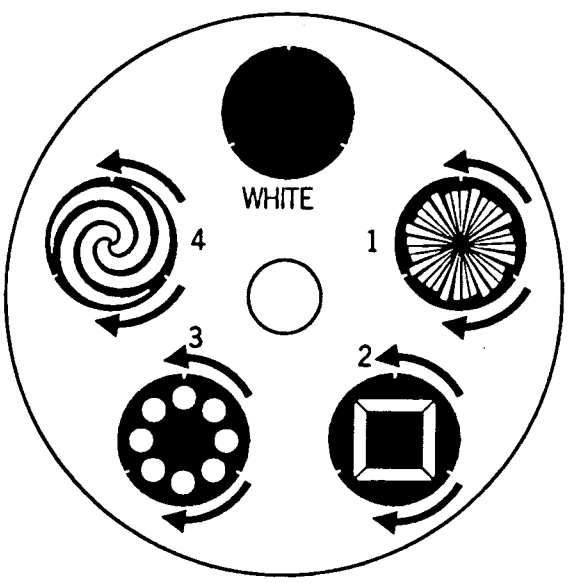
GOBO 1 ROTATION/GOBO 2 ROTATION • CH 7 • CH 12•

Channel 7/12 controls the variable speed rotation in both directions or the projection angle of the 4 rotary gobos. An extremely important feature of the Galileo is its complex software system which enables to keep the projected image in a fixed position during the entire movement of the mirror. The exclusive gobo rotation system ensures smooth rotation and very high rpm maximum speed. Minimum complete rotation speed is 1.5 rpm, maximum 46rpm.

LEVEL TABLE

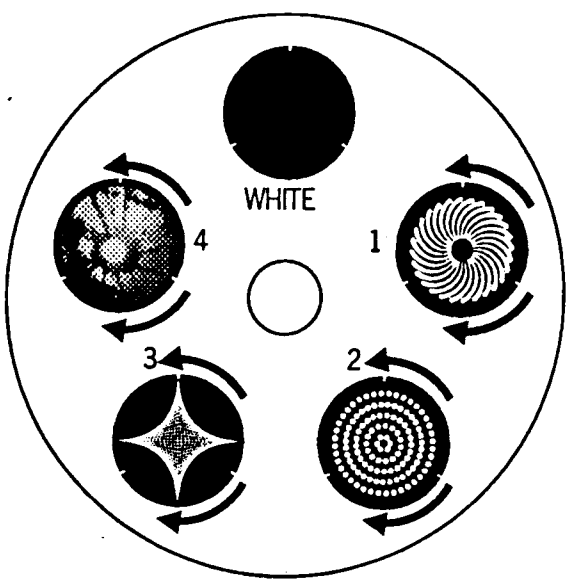
%	DMX512 level range 0 - 255	FUNCTION
Ø ÷ 49,8	Ø ÷ 127	POSITIONING da Ø a 360°
50,2 ⋮ 68,6	128 ⋮ 175	MAX DOWNWARD ROTAT. MIN DOWNWARD ROTAT.
69,0 ÷ 79,2	176 ÷ 202	STOPPED
79,6 ⋮ 100	203 ⋮ 255	MAX UPWARD ROTAT. MINI UPWARD ROTAT.

CH 7



A

CH 12



B

SHUTTER/STROBE • CH 4 •

The shutter/strobe is controlled by channel 4. It is possible to combine strobe and dimmer functions to obtain a strobe effect with adjustable light output. The two blades which create the strobe effect give an unbeatable FPS rate (see table), giving a real blackout of the light beam.
We also suggest the use of "Music Flash", which consists in running the strobe in sync with 2 audio frequency bands, giving high impact visual effects. The Autoshade function enables the operator to change the gobo (range 180_199) or color (range 220_239) with blackout.

LEVEL TABLE

%	VALORE CENTRALE	DMX512 level range 0 - 255	FUNCTION		
0 : 2,7	4	0 : 7	OPEN		SHUTTER STROBE shutter closed strobe effect strobe regulation da 0,5 a 12 Hz.
3,1 : 5,8	12	8 : 15	STROBO	0.5 Hz	
6,2 : 9,0	20	16 : 23	STROBO	1.42 Hz	
9,4 : 12,1	28	24 : 31	STROBO	1.7 Hz	
12,5 : 15,2	36	32 : 39	STROBO	2 Hz	
15,6 : 18,4	44	40 : 47	STROBO	2.42 Hz	
18,8 : 21,5	52	48 : 55	STROBO	2.9 Hz	
21,9 : 24,7	60	56 : 63	STROBO	3.46 Hz	
25,0 : 27,8	68	64 : 71	STROBO	4.15 Hz	
28,2 : 30,9	76	72 : 79	STROBO	4.89 Hz	
31,3 : 34,1	84	80 : 87	STROBO	5.93 Hz	
34,5 : 37,2	92	88 : 95	STROBO	6.91 Hz	
37,6 : 40,3	100	96 : 103	STROBO	8.29 Hz	
40,7 : 43,5	108	104 : 111	STROBO	9.95 Hz	
43,9 : 46,6	116	112 : 119	STROBO	11.83 Hz	
47,0 : 53,3	128	120 : 136	SHUTTER STROBE low: strobe effect at maximum rate, in sync with low frequency. A low music note triggers the strobe, the next stops it, etc.		
53,7 : 60,0	145	137 : 153	MUSIC FLASH low: shutter opening/closing synchronized with the low frequencies.		
60,3 : 66,6	162	154 : 170	MUSIC FLASH HIGH		
67,0 : 73,3	179	171 : 187	OPEN and AUTO-SHADE on the gobos		
73,7 : 80,0	196	188 : 204	OPEN and AUTO-SHADE on the colors		
80,3 : 86,6	213	205 : 221	OPEN and AUTO-SHADE on gobo and colours		
87,0 : 93,3	230	222 : 238	OPEN slow gobochange, analogic.		
93,7 : 100	247	239 : 255	OPEN		

DIMMER • CH 8 •

Controlled by Channel 8, the dimmer enables linear regulation of light intensity. The Galileo dimmer is manufactured to SGM design, and its new system allows very high speed up/down time (100ms) and a very low noise level (less than 30dB). This is possible thanks to an almost total absence of friction between components. The dimmer can also be used in combination with the strobe function to obtain a strobe effect with adjustable light power.

LEVEL TABLE

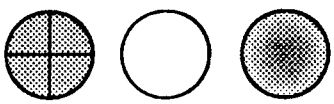
%	DMX512 level range 0 - 255	FUNCTION
0	0	MINIMUM APERTURE (0%)
0 : 100	0 : 255	LINEAR REGULATION
100	255	MAXIMUM APERTURE

PRISM/FROST (Hard) • CH 9 •

Channel 9 is used to select the so-called special effects.
On Galileo IV: two rotating prisms, one fixed prism, a frost lens (hard type) for diffused beams.
On Galileo III: one rotating prism, a frost lens (hard type) and a color temperature filter. The difference between soft and hard frost is that the latter allows a wider diffusion of the light beam.

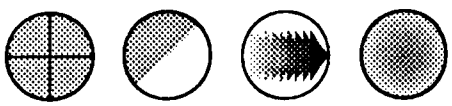
LEVEL TABLE - GALILEO III -

%	DMX512 level range 0 - 255	FUNCTION
0 ÷ 16,4	0 ÷ 42	NO EFFECT
16,8 ÷ 32,9	43 ÷ 84	ROTARY PRISM
33,3 ÷ 49,4	85 ÷ 126	ROT. PRISM - COLOR TEMP. FILTER (1-2)
49,8 ÷ 66,2	127 ÷ 169	COLOR TEMP. FILTER (2)
66,6 ÷ 83,1	170 ÷ 212	FROST (3)
83,5 ÷ 100	213 ÷ 255	COLOR TEMP. FILTER - FROST (2-3)



LEVEL TABLE - GALILEO IV -

%	DMX512 level range 0 - 255	FUNCTION
0 ÷ 13,7	0 ÷ 35	NO EFFECT
14,1 ÷ 27,8	36 ÷ 71	ROTARY PRISM 1 (1)
28,2 ÷ 41,9	72 ÷ 107	ROT. PRISM 2 (2)
42,3 ÷ 56,0	108 ÷ 143	ROTARY PRISMS 1- 2 (1-2)
56,4 ÷ 70,1	144 ÷ 179	ROTARY PRISM 2 - FIXED PRISM (2-3)
70,5 ÷ 84,3	180 ÷ 215	FIXED PRISM (3)
84,7 ÷ 100	216 ÷ 255	FROST (4)



PRISM 1 / PRISM 2 ROTATION • CH 11 • CH 13 •

Channels 11/13 are used to control the adjustable speed rotation of the rotary prisms in both directions (just one on the Galileo III); see the following table. The rotary prisms create 3D images which change according to rotation speed. These prisms can be superimposed on the fixed one for exclusive extraordinary visual effects.

LEVEL TABLE

%	DMX512 level range 0 - 255	FUNCTION
0 ÷ 43,5	0 ÷ 111	MAX DOWN ROTATION ÷ MIN DOWN ROTATION
43,9 ÷ 56,0	112 ÷ 143	STOPPED
56,4 ÷ 100 %	144 ÷ 255	MIN UP ROTATION ÷ MAX UP ROTATION

ELECTRONIC FOCUSSING • CH 15 •

Using channel 15, operators have precise, linear focus control for clear, sharp beam projection from any angle and distance and highly suggestive out-of-focus effects.

LEVEL TABLE

%	DMX512 level range 0 - 255	FUNCTION
0	0	MINIMUM APERTURE (0%)
0 ÷ 100	0 ÷ 255	LINEAR REGULATION
100	255	MAXIMUM APERTURE

FIXTURE RESET/LAMP ON/OFF • CH 16 •

If RST_CTR and LMP_CTR functions are enabled on the Galileo, fixture reset and lamp on/off can both be controlled remotely. This function is optional and must be requested when ordering the fixture.

LEVEL TABLE

%	DMX512 level range 0 - 255	FUNCTION	
0 ÷ 23,5	0 ÷ 60	OFF	LAMP
23,9 ÷ 50,5	61 ÷ 129	HYSTERESIS	
50,9 ÷ 70,1	130 ÷ 179	ON	
70,5 ÷ 93,7	180 ÷ 239	HYSTERESIS	RESET
94,1 ÷ 100	240 ÷ 255	RESET	

Hysterisis means that the range of values shown has no effect; e.g. if the lamp is on (value over 130) and the slider is lowered to 80, the lamp will not go off. The hysterisis range for both the lamp and the reset ensures that operators have a safety margin, as accidental intervention in this function could cause programs to run incorrectly.