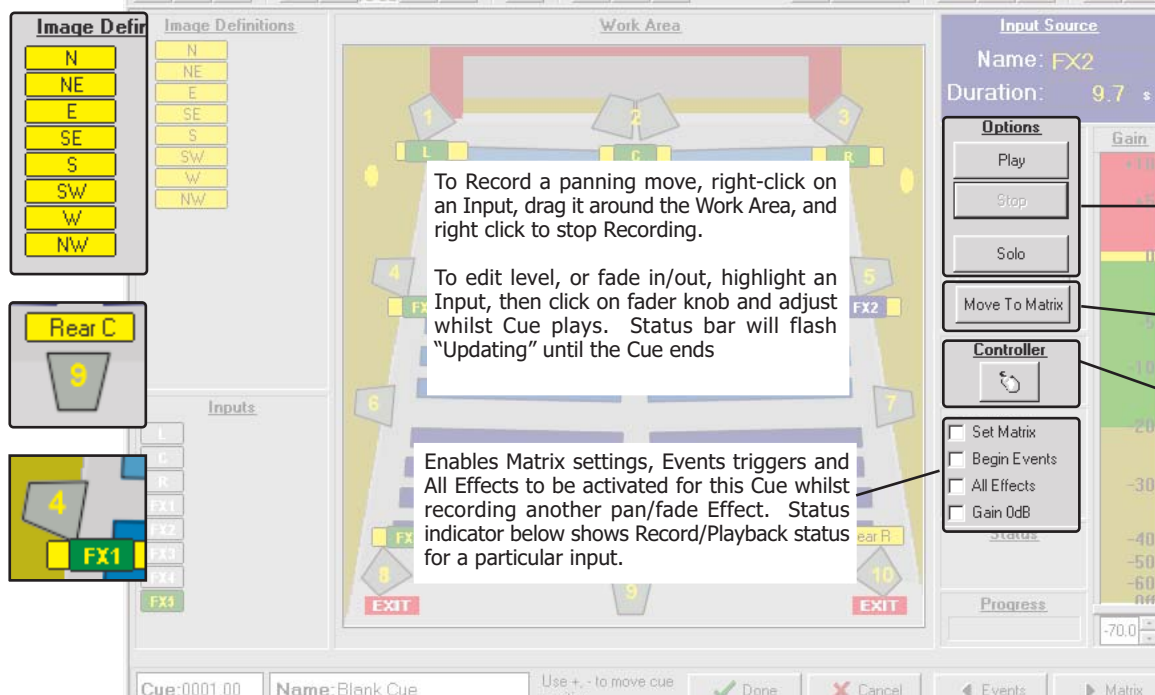


Library of Image Definitions (max 32), specified in the Show Setup screen, and programmed in the Image Definition Screen.

Double-click to bring into the Work Area and drag into position on venue bitmap image.

Library of available TiMax Inputs (max 32), specified in Show Setup Screen. Double-click to bring into the Work Area, and drag onto Image Definition to apply localisation to that Input



To Record a panning move, right-click on an Input, drag it around the Work Area, and right click to stop Recording.

To edit level, or fade in/out, highlight an Input, then click on fader knob and adjust whilst Cue plays. Status bar will flash "Updating" until the Cue ends

Enables Matrix settings, Events triggers and All Effects to be activated for this Cue whilst recording another pan/fade Effect. Status indicator below shows Record/Playback status for a particular input.

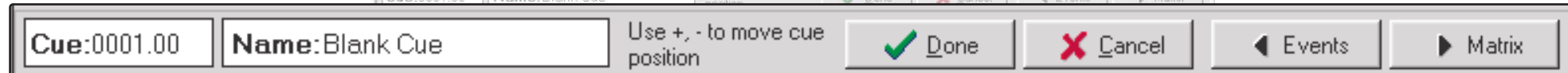
Work Area where Inputs are placed on and moved around Image Definitions to apply audio localisations or pans. A bitmap of the auditorium or arena spacemap can be imported via the Venue Setup screen.

Play and Stop buttons for rehearsing pan/fade effects for this Cue, and to Solo individual Inputs by clicking on them.

Copies this setup to the Matrix Screen, to allow localisations to be edited without affecting other Cues.

Allows games joystick to replace the mouse to do pan moves. Enabled in Tools/Config/Controller.

Highlight an Input (turns blue) and adjust Fader to set its level. Can be set to default to 0dB unless edited.

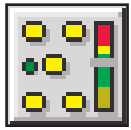


Current Cue number and name, as programmed in Playlist Screen

Current Cue Name, as set in the Playlist. All Events set up for this Cue will be shown on PlayList printout

IMPORTANT
Hit DONE or CANCEL to confirm or, cancel any Effects edits you've done

Flips you to the Events or the Matrix screen. You will be prompted to save any edits



Effects Screen

Details, Interfacing and Tips:

⊗ The Effects Screen has two main purposes,

1) to allow application of one of the 32 Image definitions to an input as a static set-up for that cue, and

2) to move a sound in space by dynamically interpolating between several Image Definitions.

The work area can be viewed as a virtual auditorium or as a two dimensional time line representing what is happening in a three dimensional space.

It translates your graphical input of static images and dynamic pan moves, calculates the necessary delay and level parameters from pre-programmed Image Definitions, and sends this in real time as imaging data to the TiMax DSP matrix.

TIP: An input placed half way between two adjacent Image Definitions will have a level / delay relationship applied to it that is a 50% interpolation between the set-ups of the two Image Definitions.

TIP: This means that all other Image Definitions nearby will also contribute to the audio pan, so deleting unused ones in a cue will tighten up the pan imaging.

⊗ To program a static set-up, double click on an input to bring it into the "work area" and activate it, drag the input onto the Image Definition that represents the localisation to be applied to it and with the input highlighted, set the level on the level fader. When complete hit "Done"



TIP: If the "Gain 0dB" box is checked, inputs will enter the work area with the level pre-set at 0dB.

TIP: To program a level fade on an input, first record a pan move, then click on the input to turn it blue, play the cue and adjust the fader to record the fade. For static inputs, first record a "static" pan move then record the fade-in or fade-out as above.

⊗ To program a dynamic movement, double click on an input to bring it into the "work area" and activate it, drag the input onto the Image Definition that represents the localisation to be applied to it at the start of the cue and with the input highlighted, set the nominal level for the effect on the level fader. With the cursor over the input, right click the mouse to begin recording the move. Click and hold the left mouse button and drag the input around the screen as desired. A second right click of the mouse with the cursor over the input will end the recording process. When complete hit "Done"



TIP: The check boxes "Set Matrix", "Begin Events", "All Effects" allow control over what else happens when recording a dynamic cue is started or played back from the on screen "Play" button.

⊗ To record a second dynamic event to run concurrently with the first, repeat the process as outlined above noting that the start times of the two recorded moves will be synchronised, and that the status of the "All Effects" check box will determine whether or not the first dynamic move is recalled when the second one is recorded.

TIP: To hear just one dynamic move on its own, select the input in question, click the "Solo" screen button and then "Play" All inputs except the selected one will mute and the cue will play.

⊗ The "Move to Matrix" screen button allows a static set-up to be moved out of the Effects screen and into the Matrix screen, allowing an Image Definition based set-up to be modified without changing the Image Definition itself.

TIP: Use this if you want to change a specific static effect in just one or two cues, e.g. changing the amount of subbass just on one particular static sound effect.



Mills and Douglas Building
Barrington Road
Orwell
Cambs
SG8 5QP

Tel : +44 (0)1223 208 183
Fax : +44 (0)1223 208 190
Web : www.outboard.co.uk