

EXECUTE MENU

Several keys are active while Executing a program, which mimic or work in conjunction with functions on the programming console.

- A.nalog** Toggles the master analog enable mode. This enables individually selected analog pots to enter a live mode as follows:
- If the pot value matches the currently programmed level, the channel(s) will become active immediately, otherwise the system will wait until the programmed value and/or pot are within 1 or 2 of each other. This is done to allow a smooth transition as "punch-ins" are made in the programming process. This feature may be overridden using the F.orce mode. In this case, the pot will become effective immediately when the channel is selected.
- When an analog channel or the master analog enable is de-selected, the system immediately reverts to the stored program if any exists for that channel, otherwise the last level will be maintained until programmed otherwise.
- B.ank** (Not on menu) - Scrolls the analog display up by one row. Shift-B will reverse-scroll the analog display down by one row, Ctrl-B will home the analog display window starting at channel one.
- D.igital** Toggles the master digital enable status. The enables individually selected digital channels to become "live". Each channel may be preset (flashing) before or after the master enable is selected.
- F.orce** As described under A.nalog enable, toggles the force-analog status. When force mode is in effect, any analog channels will become active immediately when selected, regardless of the current value. This should be done with caution, as radical changes in analog outputs could occur.
- M.ark** Stores the current show time into the next available (--:--:--) time slot in the Events editor. If a valid event time was already entered but without a time, the event will execute and the time will be stored. This button or key may be used multiple times to capture sync points or times, up to the maximum of 1000 events. Events are edited under the S.ync/E.vents option.
- C.lear** Immediately clears the update modes for all analog and digital channels. Normally, A.nalog or D.igital enables may be toggled independently.
- Q.ue LDP** Queues Laser Disc Players.
- R.ehrse** (Rehearse) Disables recording of cues for enabled channels, but allows the analog or digital functions assigned to the programmer console to be exercised while running the program. When a programmer function is active, playback of the cues for the channel(s) is inhibited, although the data is retained intact. This function is available on the programmer console or keyboard ("R" key). When T.est is selected from the main menu (instead of E.xecute), the system defaults to rehearse mode as channels are enabled.
- U.pdate** Used to switch from rehearse to update mode. While in update, any real time input digital or analog channels that are enabled will be recorded into cue memory, erasing any previous program for the respective channels.
- ESC.ape** Exits the execute operation and returns to the main menu. The analog and digital update/rehearse enables are cleared. All outputs will freeze in the current position, until the system is placed back into execute mode, or R.eset from the main menu.

While in Execute mode, the following key combinations do:

- Shift-C will display the Cue information
- Shift-E will display the Events queue information.
- Control-L will log a macro starting point