
MAIN MENU

MAIN

This is the highest level or root menu of options of the Synthesis Show Control System. From here, various editing and output operations are selected using context-sensitive sub-menus or editing screens. The ESC.ape key may be used to back-up through the system up to this level. A menu option may be selected by typing the first letter of the option, or by using the up/down arrow keys to highlight the selection and pressing the <enter> key.

Note: The CAPS LOCK key must be off for all normal operations and menus.

- A.ssign** The A.ssign subsystem is used in show programming to define which digital and analog channels the switches and pots on the programming console are going to control during subsequent test or programming passes. Names may be assigned to each of the channels, as well as analog patch assignments. A separate section describes each Of the assign options in detail.
- D.isk** The D.isk options are used to perform normal disk file maintenance operations, and to L.oad or S.ave real-time animation data files. Note that animation data is normally stored in RAM memory and must be explicitly saved to a disk file if the data is to be used again. There is a separate write-up on the D.isk submenu options.
- E.xecute** This is the normal Mode for all playback and programming operations. While in execute, the system clock is driven by the current Sync source, (internal, SMPTE time code, pilot, etc.) and all programmed real-time channels are played back. Timed events, lighting cues, laser disc cues, triggered events, and other cues will be performed as programmed in other editors within the system.
- Depending on the nature of the installation, one or more function keys may be programmed for system-specific application. In this case, a message window will be programmed to display function key operation, as well as other status information that relates to the show.
- Use ESC.ape to exit execute mode. All program cues will freeze!
- Caution - There may be critical times during show execution that should not be interrupted in order to allow a show cycle to fully complete and return to the home position. Do NOT escape or especially R.eset the system unless everything is known to be in a safe and clear position.**
- L.ight** Reformats the screen and sets the system up to enter and edit lighting cues. Analog values now are represented as percentages, and cue information is entered in terms tailored for show lighting. There is a separate write-up detailing the operation of this system.
- O.perator** Displays a submenu of special functions that may be used for routine testing and diagnostics of the system. There are also two methods of "blinding" output channels:
- P.rogram** Groups functions associated with the programming of a show e.g. events, lighting, laser cue, etc.
- R.eset** Resets the system clock to 00:00.00, and restores all analog and digital channels to their P.reset position. Presets are defined under the O.perator D.iagnostics options, and saved in the DEFAULT.DFL file.

An analog channel defined with a preset value of 255 will be left in its current position, other channels will ramp to the preset value.

Any events defined in the ON:RESET special events sheet will be performed, which allows complex presets, external serial devices, etc. to be reset as well.

Sync

This submenu allows selection of synchronization and time-related functions. It also allows access to the Events editor, which is a script of up to 1000 time-locked or asynchronous or triggered event cues.

Test

This option is not displayed on the main menu but is activated by pressing T. This is the same as Execute mode, but Rehearse mode is assumed, rather than Update, if any channels are enabled on the programming console.

Quit

This option is not displayed on the main menu, and is activated by pressing Control-Q. The system will prompt to save any modified files, and then ask for validation to actually quit. Press "Y" or the <enter> key twice to actually quit, otherwise press "N" or <escape> key twice to return to the main menu.