

---

## PROGRAM MENU

The Program menu gathers functions normally associated with the programming and installation of a show. This menu provides a shortcut for some functions available in other menus and some not available elsewhere.

<b>E.vents</b>	Enters the events subsystem editor.
E.dit	Allows you to start editing the current events file at the current line.
M.acros	Enters the ASCII macro editor.
I.oad	(Shift-L) Loads an events file.
On:Evt	Similar to E.dit in that it allows you to start editing the current events file but sets the current line to the first on:Reset event at line 1000.
P.rint	Prints the current event file starting at the top line of the current window.
X.eqt	Toggles execution of events as they are edited.
S.ave	Saves the events file
S.ubrs	Similar to E.dit in that it allows you to start editing the current events file but sets the current line to the first line of the first subroutine.
R.eorg	Reorganizes the current events file according to time of the event and subroutine number.
ESC.ape	Returns you to the program menu.
<b>L.ighting</b>	Takes you to the lighting subsystem which is further described under the Light section.
<b>V.disc</b>	Goes to LaserSync.
C.fig	Enters the LaserSync configuration editor which allows you to set up parameters for each Laser Disc Player.
E.dit	Edit the LaserSync cues.
R.eorg	Reorganizes the LaserSync cue file.
L.oad	Loads a LaserSync cue file.
S.ave	Saves a LaserSync cue file.
ESC.ape	Returns to the Program menu.
<b>X.fer</b>	Not yet implemented.
<b>ESC.ape</b>	Returns you to the Main Menu.

**NOTES**