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**SYNC MENU**

Version 95.11

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

- B.ack** When Scene Limits have been established (under S.sync options), the B.ack option may be used to position the cue pointers and internal clock to the start time defined. The default start time is 00:00.00. All analogs will RAMP to the position in effect at the scene start time.
- E.vents** Enters the events subsystem editor, which is detailed in the Program section of the manual.
- J.am** Allows the show time to be jammed to any time within the one hour show programming clock. The data file is cued to the selected time, keeping track of the correct value for each analog or digital channel. When placed in execute mode, the events script is scanned from the beginning such that all sequential steps are executed in sequence up to the current point in time. Jamming is most useful when running under internal or pilot sync.
- Limits** Used to establish lower and upper time limits for which cue execution will be allowed. Any time outside the limits will be displayed in the time window, but the cue time, playback, and programming will be restricted to within the scene limits. In future revisions, it will also be possible to limit events as well; at present, all events will be executed up to the current show time.
- The cue time display (second line) will flash red whenever scene limits are in effect.
- Offset** Allows a short offset (+/- 120 frames) to be added to the internal or SMPTE clock relative to the internal cue time. This is most useful for programming lip-sync movements, using a 3-4 frame offset during programming to the sound track, then removing the offset during playback.
- The incoming time code display will flash red whenever an offset has been applied.
- Data** Selects playback of data-on-tape encoded in Triad proprietary bi-phase code. This is for special applications, and requires a special interface adapter for operation.
- C.DSync** Not shown on menu. Goes to CDSync mode.
- I.ntrn** Selects internal, free-running sync mode. The frame rate may be varied using the PgUp and PgDn keys while in E.xecute mode, but there is no inherent true synchronization to any external source. This mode may be used for examining or editing real-time cues, and for test mode cycling.
- P.ilot** Allows synchronization to an external 60 hertz pilot signal or vertical sync of a video signal. The clock counts in phase with the signal, but by definition has no idea of the actual time or current position of the tape/film/disc until an initial reference or pop is established. Normally, all laser discs are cued by the Synthesis system, thus all timing is relative to a point established by the show control unit.
- S.MPTE** Permits synchronization to industry standard 30 FPS, non-drop frame time code, interpreted by a Triad TC-500S or TC-750S time code reader/ controller. The SMPTE code is translated into RS-232 serial characters and connected to the show control computer through the COM1: serial port.

- T.race**            Used for manually stepping through real time cues to edit or "de-glitch" individual frames.
  
- V.disk**            Goes to LaserSync. This has detailed information under the Program section.
  
- ESC.ape**          Returns to the Main menu.