

Software SHOW CONTROL V2

MANUAL

® Waves System

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IDAL Show Control V2.x

Introduction

What is the "IDAL Show Control" software ?

The software "ID-AL Show Control" is a tool dedicated to the implementation of an output event (DMX link or an output contact) synchronised with music. It is a compatible software for ID-AL devices.

The software "ID-AL Show Control" allows a perfect synchronisation of the sound-track with the external equipements (light, engine, electric device). These external equipment can be switched on/off or with a proportion (variation of the light intensity of a spotlight for example).

Minimal system requirements

- . 800 MHz processor
- . Windows compatible sound card
- . 128 MB RAM
- . 1 MB free disk space for software installation
- . Microsoft Windows XP or Vista
- . Microsoft Framework .NET 2.0 or superior

Software installation

1. Click on icon "install ID-AL show Control "

Note: : You can download the software on our website www.id-al.com

Important : Check that the ID-AL player firmware version is comptabile with the version you wish to install.

- 2. Select the language and click OK
- 3. The installation assistant will be launched, follow instructions and select needed options when prompted.
- 4. In the last window, click on Finish to complete installation.

Overview

ID-AL Show Control Editor is an easy-to-use software that integrates many performing tools to create event files for ID-AL Eventplayer.

The following sections graphically describe the environment of the ID-AL Show Control Editor .

Main window

This window appears after starting ID-AL Show Control Editor.

Show Control Editor 2.0 - New I	Project	X-
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	4	* • =
<u>9</u>		

Menu bar

The menu bar gives quick access to the functions of the program frequently used.



Getting started

ID-AL Show Control Editor allows you to create in a user-friendly way your own files of event with the players of the ID-AL range. This chapter resumes the basic functions and operations.

Software and equipment configuration

Before starting the programing , you must be assured that you have all needed elements to implement the operation and that the parameters of your equipement and software are correctly defined.

Transfer the programs to the player

Programs created with ID-AL Show Control are saved as files. This file will be then stored within the media used by the player. Depending on the case and on the model of the player, you will use USB link, the copy on the media itself or an ethernet link, CD/DVD transfer...

Set the software parameters

The software "ID-AL show Control" do not need specific parameters. When launched , the software is ready to work.

Creating a project

The aim is to define the performance of the ID-AL player (play an audio file and synchronise the control of the external equipements).

It consists in creating some tracks of DMX events or output contacts and then place these events in accordance with a timing.

Creative phase:

- 1. create a new project
- 2. open the audio file of the project and insert it in the timeline.
- 3. Display the DMX patch device and define the DMX channels used in the table.
- 4. Place the events on the tracks.
- 5. Save the file and transfer it within the media of the player(USB flash drive, SD memory card, HDD..)

Creation of a project

1. In the File menu, open New Project or click on



2. Dialog box New Project appears

roject Properties	Project Properties
Project Name :	Project Name :
	My show
Device Name :	Device Name :
	EventPlayer
Author :	Author :
	IDAL
Creation Date :	Creation Date :
mardi 31 mars 2009	mardi 31 mars 2009
Client :	Client :
	My customer
Comments :	Comments :
*	The best show
÷	
QK <u>C</u> ancel	<u>OK</u> <u>C</u> ancel

Scope of informations (optional)

- Upon your choice, you can fill in these informations (name of the project, equipment used, autor, date, customer, comments)

Click OK.

You can modify at any time the scope of informations of your project by choosing **Project Properties** in the **File** menu.

Save a project

Your work is registered in a project file on your computer (.ps2) so that you can re-open your project later.

1. Choose Save in the File menu or click on



- 2. Select the folder in which you want to save the project
- 3. Enter the name of the project in the dialog box File Name
- 4. Click on Save

Configure DMX channels - Patch DMX device

Click on Edit Menu, and choose Patch DMX device.



Library							DM	Х Мар	ping							×
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112
	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128
	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144
	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160
	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176
	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192
	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208
	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224
	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240
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	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272
	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288
	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304
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	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432
	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448
	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464
	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480
	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496
	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512

Choose the material you wish and the number of associated channels that you want in the list on the left. A dimmer is a power electronics device dedicated to the change of an electric signal in order to vary its effective voltage and intensity output and thereby change the power in the load. It is a basic element to allow control in a proportional way.

In the process of development of the software, new libraries will be available as well as a tool which allows to create your own library. Do not hesitate to refer to our website www.id-al.com to get the latest versions.

Slide and drop off the selected element in the DMX table. The used DMX channels will be automatically colored. To delete an element of the board, click on the square and use the **Delete** button of your keyboard.

Basics 1 2 3 4 5 6 7 10 12 2 3 4 5 10 12 13 14 <th16< th=""> <th16< th=""> <th16< th=""></th16<></th16<></th16<>							ping	Х Мар	DM						
Dimmer x1 Dimmer x2 Dimmer x3 17 18 19 20 21 22 23 24 25 26 27 28 29 30 33 34 35 36 37 38 39 40 41 42 43 44 45 46 49 50 51 52 53 54 55 56 57 58 59 60 61 62 65 66 67 68 69 70 71 72 73 74 75 76 77 78 81 82 83 84 85 86 87 88 90 91 92 93 94 97 98 99 100 101 102 103 104 105 108 109 110	15	144		1944	144	10	3		- 71	.6)	5)	4		2	1
Dimmer X2 33 34 35 36 37 38 39 40 41 42 43 44 45 45 Dimmer X3 Dimmer X8 50 51 52 53 54 55 56 57 58 59 60 61 62 65 66 67 68 69 70 71 72 73 74 75 76 77 78 81 82 83 84 85 86 87 88 89 90 91 92 93 94 97 98 99 100 101 102 103 104 105 106 107 108 109 110	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17
49 50 51 52 53 54 55 56 57 58 59 60 61 62 binnerx16 66 67 68 69 70 71 72 73 74 75 76 77 78 10 10 82 83 84 85 86 87 88 89 90 91 92 93 94 97 98 99 100 101 102 103 104 105 106 107 108 109 110	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33
bit immerx16 65 66 67 68 69 70 71 72 73 74 75 76 77 78 81 82 83 84 85 86 87 88 89 90 91 92 93 94 97 98 99 100 101 102 103 104 105 106 107 108 109 110	63	62	61	60	59	58	57	56	55	54	53	52	51	50	49
81 82 83 84 85 86 87 88 89 90 91 92 93 94 97 98 99 100 101 102 103 104 105 106 107 108 109 110	79	78	77	76	75	74	73	72	71	70	69	68	67	66	65
97 98 99 100 101 102 103 104 105 106 107 108 109 110	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81
	111	110	109	108	107	106	105	104	103	102	101	100	99	98	97
113 114 115 116 117 118 119 120 121 122 123 124 125 126	127	126	125	124	123	122	121	120	119	118	117	116	115	114	113

Once your setup is done, valid by clicking OK

Tracks are then created on the main page.



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Add events in the tracks

To add events within a track :

1. Select the track by clicking on its color in the left column.

2. Position your cursor in one of the timelines of the track then click the right button of your mouse. A window appears then click on Add event .



3. A losange appears where you have made the selection.



You can add as much events as you wish within the different tracks. Each event (lozenge) match with a statement of the outputs at that instant.



Modify the output value of the event

Each track represents one or several DMX channels and each event represents one or many values at that instant.

By clicking on the lozenge (event) of the track, you are viewing at the bottom screen the associated values to this event at that instant.





Each potentiometer matches with a channel.

The output value of a DMX channel is between 0 and 255. You can choose the value you want with the button of the potentiometer.



Fix the value at his maximum



Fix the value at his minimum



Define the progress mode. Immediate value changing



Define the progress mode. Progressive value changing from the previous point

By choosing the progress mode, the value sent evolves from the value of the previous point till the new value of the new point. This function will be used to make a progressive switching on or switching off of the light, or to make a movement from a position to another one.

Modification of the track of the 8 outputs.

The proceed is the same regarding the position of the events. Click on the swith icon to open or close it.



Exporting show file

When your Show Control is finished, remember to save your work. Then you have to export the elements within a file and transfer them to the media of the player.

1. In the menu"File " click on " Build show file ". Export your project with the name of the audio file. You should not change the extension named ".sc2".

2. Locate the name and the place of the back-up file.

3. Copy the file within the media used by the player at the same place that the audio file. Depending on the case, it can be a USB flash drive, a SD memory card or a HDD

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