



USER MANUAL

HOW TO USE THE TIMELINE

V 1.5.1

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INTRODUCTION

The software has a timeline tool to manage media and lighting synchronization. Scenes in the timeline are represented with blocks, where start time and duration can be modified as needed.

The Timeline tool also allows you to insert audio blocks and video blocks to be synchronized with scene triggers and create complete shows including playing media files.

You can add multiple timeline tabs to create your playlist of synchronized shows. However, only one timeline can be played at a time.

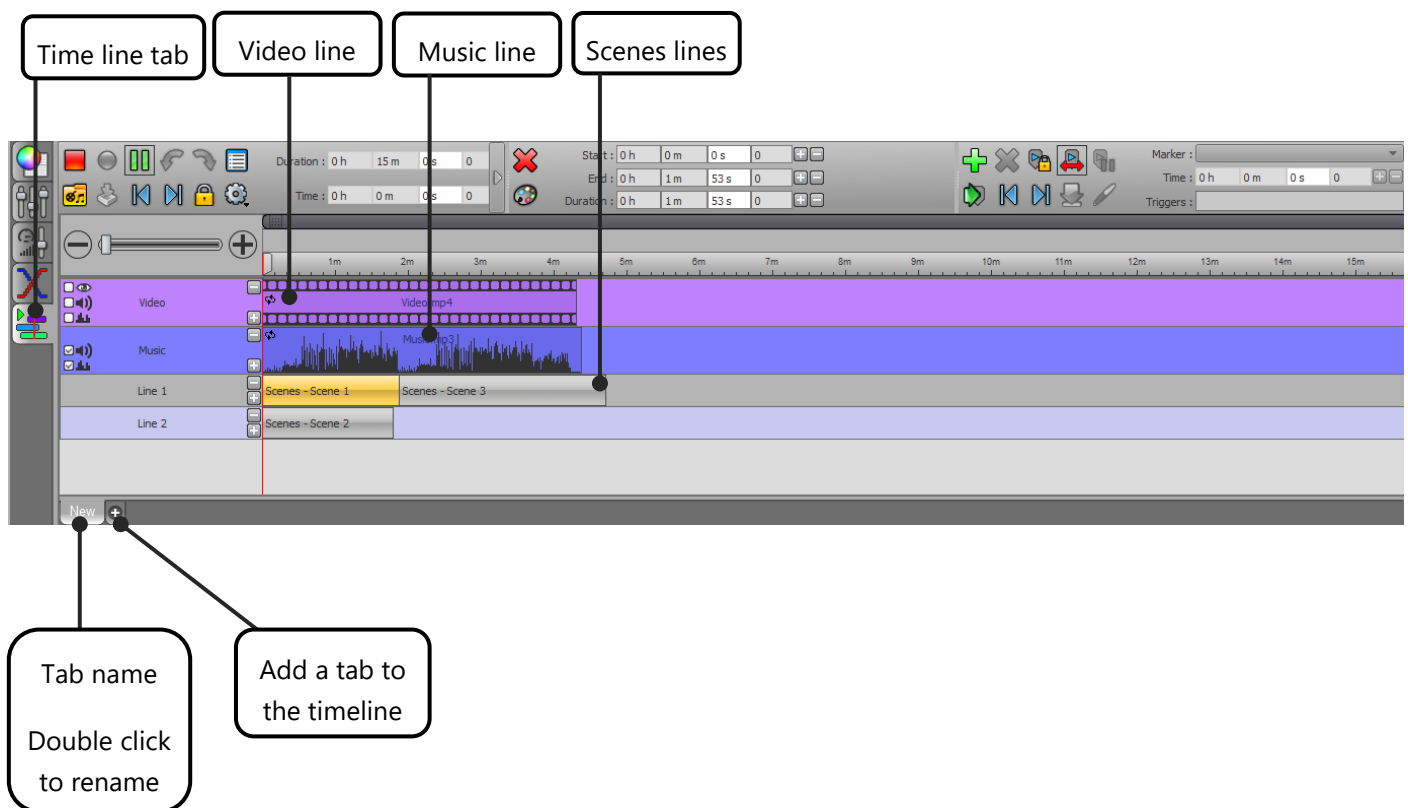
Some Timeline options are available only with the PRO interfaces connected to your computer.

When this PRO hardware is detected, the software will allow and unlock these additional professional features.

Note that there's only one line for videos and one line for music. It's not possible to play multiple sounds or multiple video tracks. However, you can add an infinite number of lines for scenes.



By default in the demo mode, the Timeline is shown as a maximum 24 hours long. When using an interface, the timeline is set to between 30 minutes and 24 hours depending on the interface used.

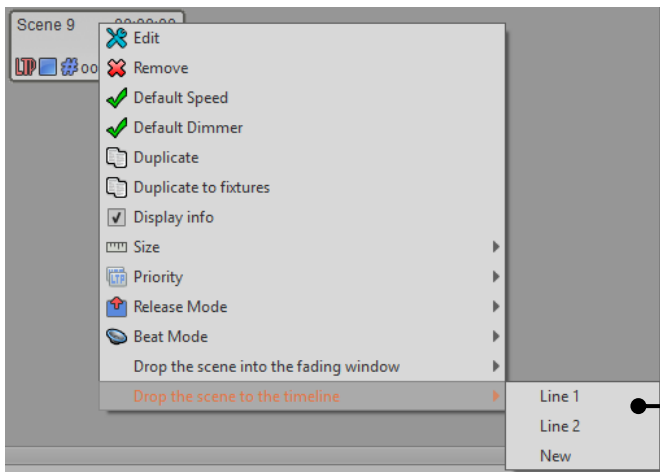


ADD SCENES BLOCKS INTO A LINE

It's important to know that only scenes buttons can be dragged into a line. This is not possible for the effect buttons. It means that you must have created scenes previously to be able to add them in a line. Scenes must contain at least one step to be triggered by the timeline.

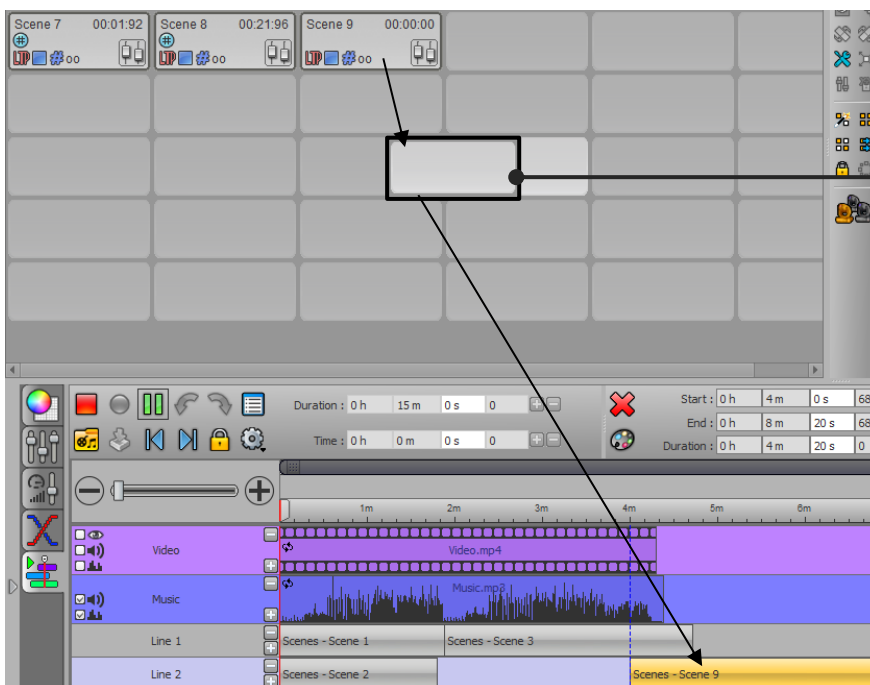
There are two ways to add scene blocks into a timeline :

- **By right clicking over a scene's button:**



To move the scene into a timeline (either in an existing line or a new one)

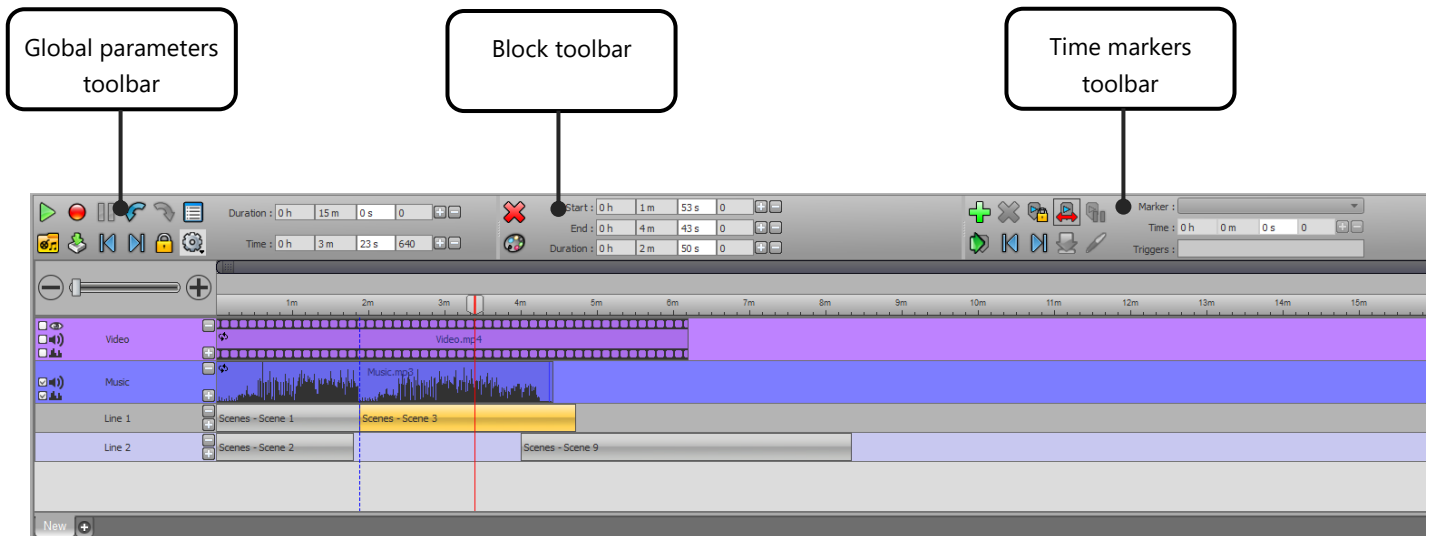
- **With drag and drop**



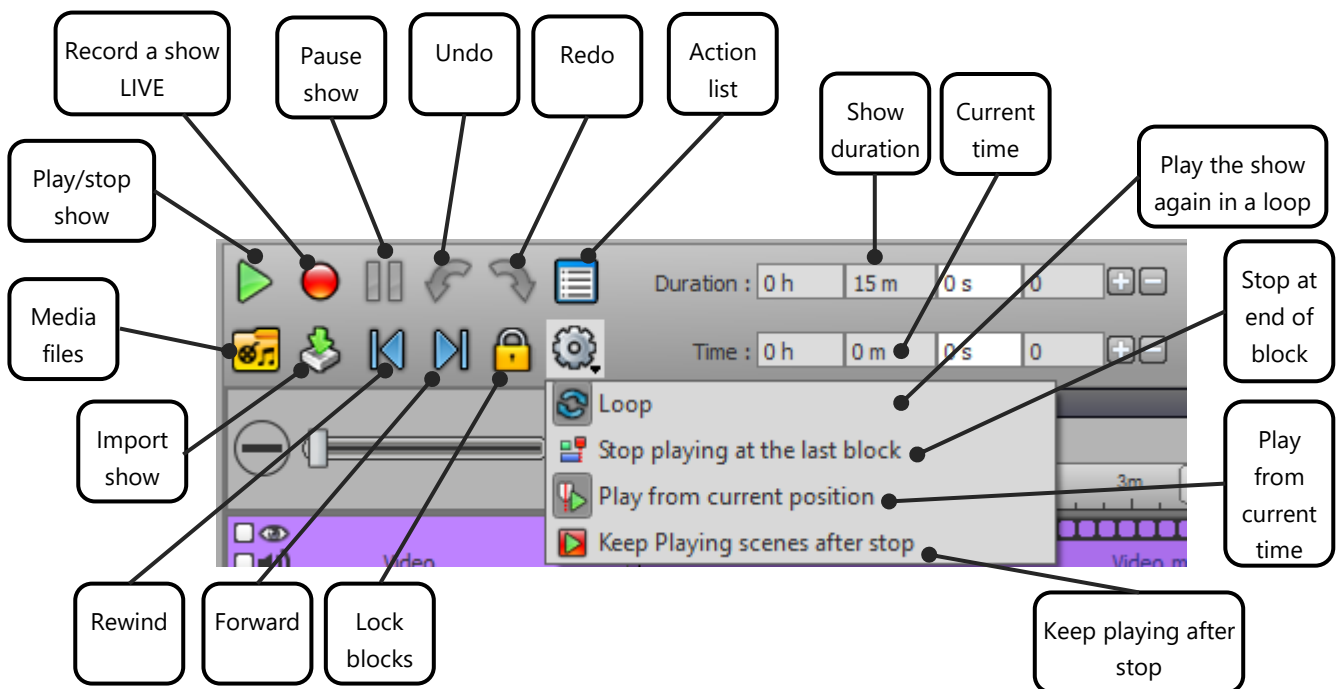
Hold SHIFT + CLICK and drag the scene over a line and position where you want to drop it.

TIMELINE TOOLBAR

The Timeline has a toolbar that is separated into 3 parts. Each one is dedicated to a specific topic.

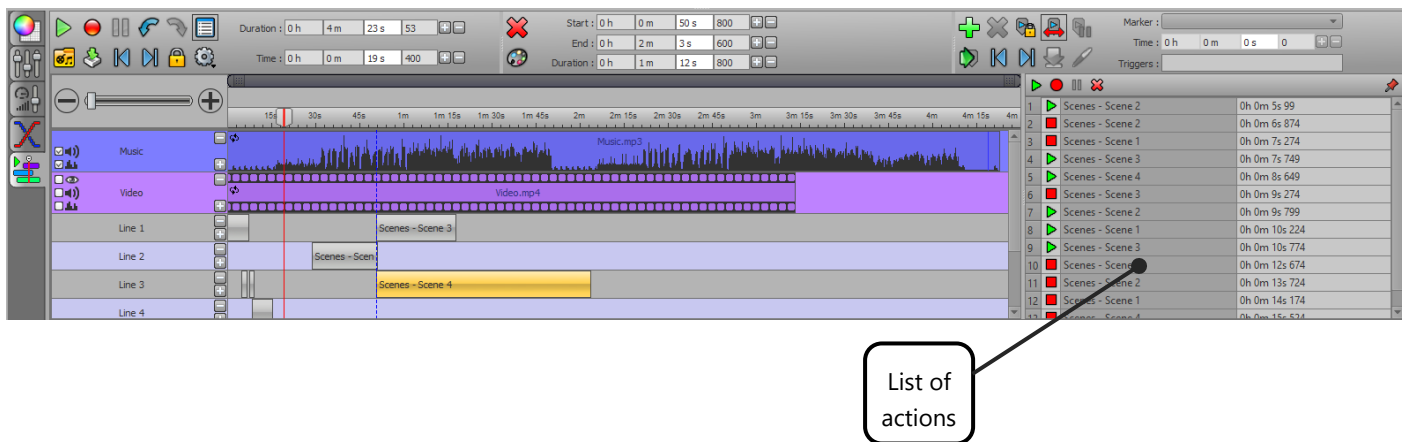


GLOBAL PARAMETERS TOOLBAR



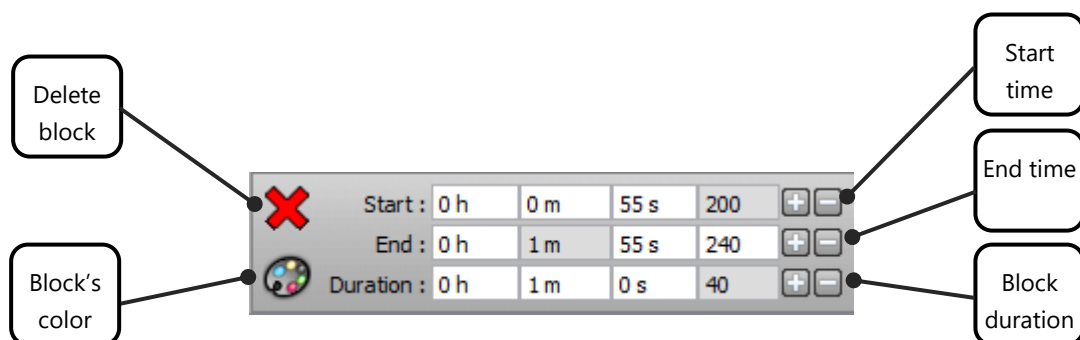
RECORDING ACTIONS

This feature requires a PRO interface. To setup scenes easily in the timeline, you can use the Timeline Live Record button. After the record starts, you can play the scenes at the desired time and the software will insert them directly and automatically into the timeline. This option saves lots of time.

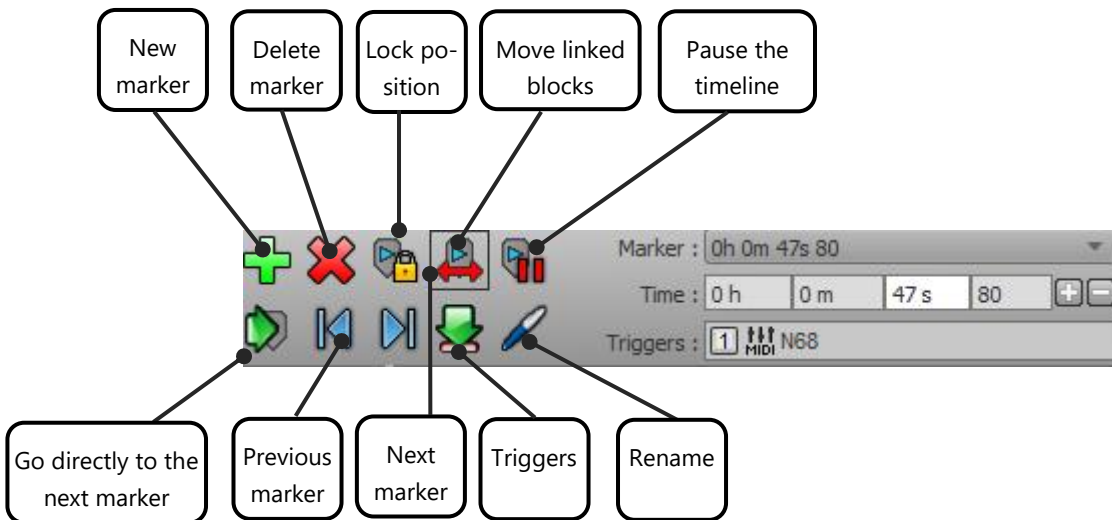


BLOCK TOOLBAR

The block's toolbar concerns the selected block only.



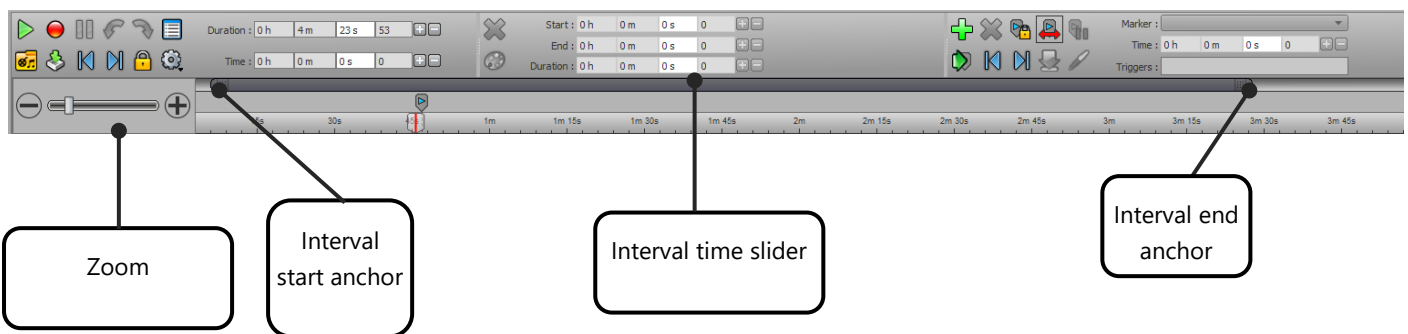
TIME MARKERS TOOLBAR



ZOOM AND TIME POSITIONING

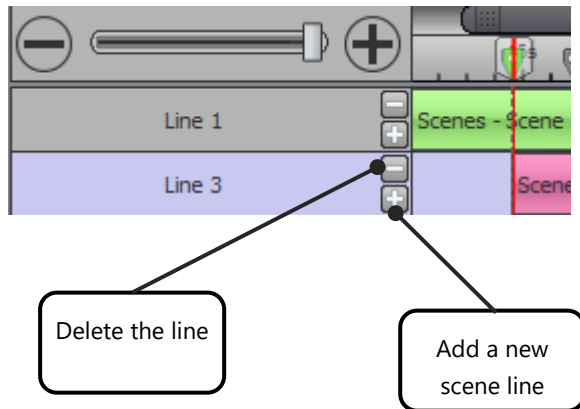
Under the toolbar there is a zoom control that allows adjustment of the precision of the time display. The slider also adjusts the precision and helps with positioning the display window inside a time interval.

To adjust the display accuracy with the slider, you must move the mouse to an extremity of the slider. Click to resize the time interval by moving the start or end anchor. Click on the middle of the slider to move the display window.



ADD NEW LINES FOR SCENES

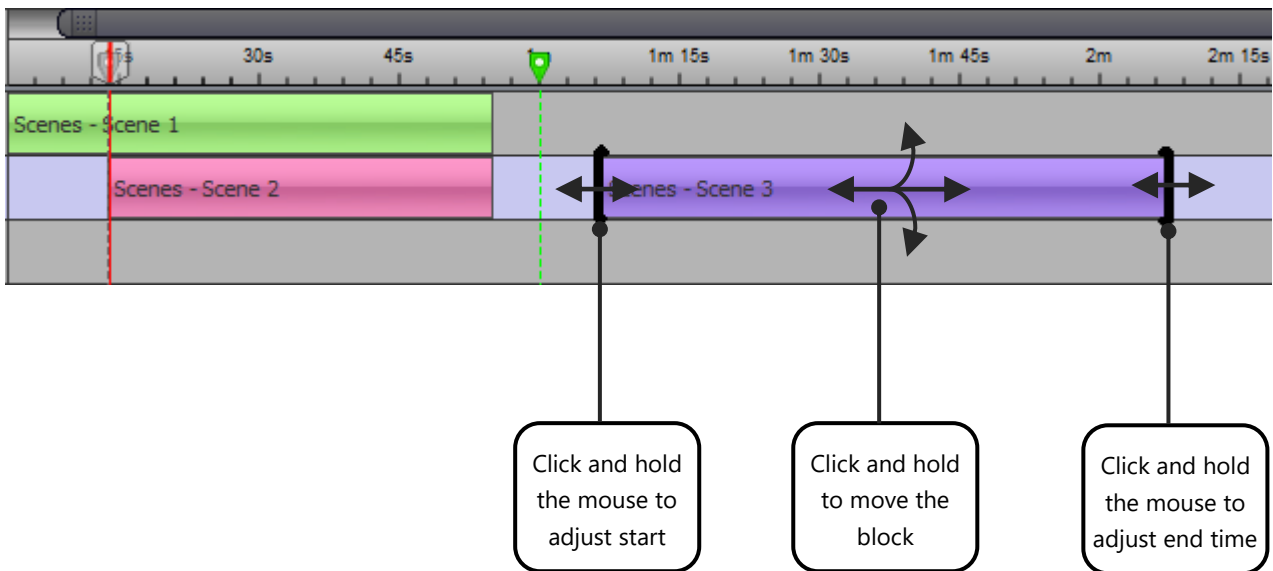
To add new timelines, simply press the + button at the beginning of the line and to the right of the line name. As well, the - button is used to delete the corresponding timeline.



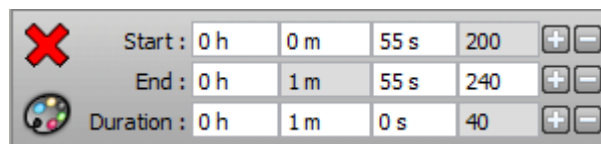
It's possible to add an infinite number of lines for scenes. It's possible to organize them by theme and effect type to simplify the reading of the scenes blocks. For example, use only one line for a specific DMX channel or for complex scenes using several channels simultaneously. The dimmer, color and Pan-Tilt may use different lines which will help you with show construction and understanding.

BLOCKS MANAGEMENT

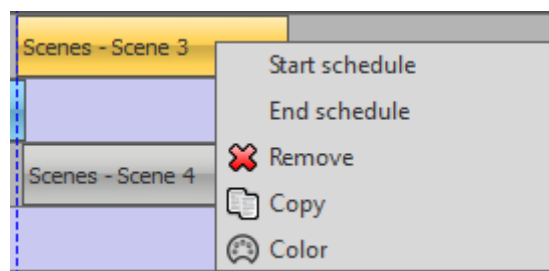
Each block contained in the timeline can be adjusted with the mouse. Select and move it on its line (or move it to another line for the scene block type). It's also possible to modify the start time and the duration of blocks by placing the cursor mouse on one side of the block and moving it to resize the block.



These operations can also be performed from the toolbar by selecting the block to modify. Simply adjust the start time, end time and duration in the corresponding fields. You can also delete the selected block and change its color using the dedicated buttons placed on the left side of the fields.



You will also find all these settings with a right click on a block:



AUDIO AND VIDEO BLOCKS

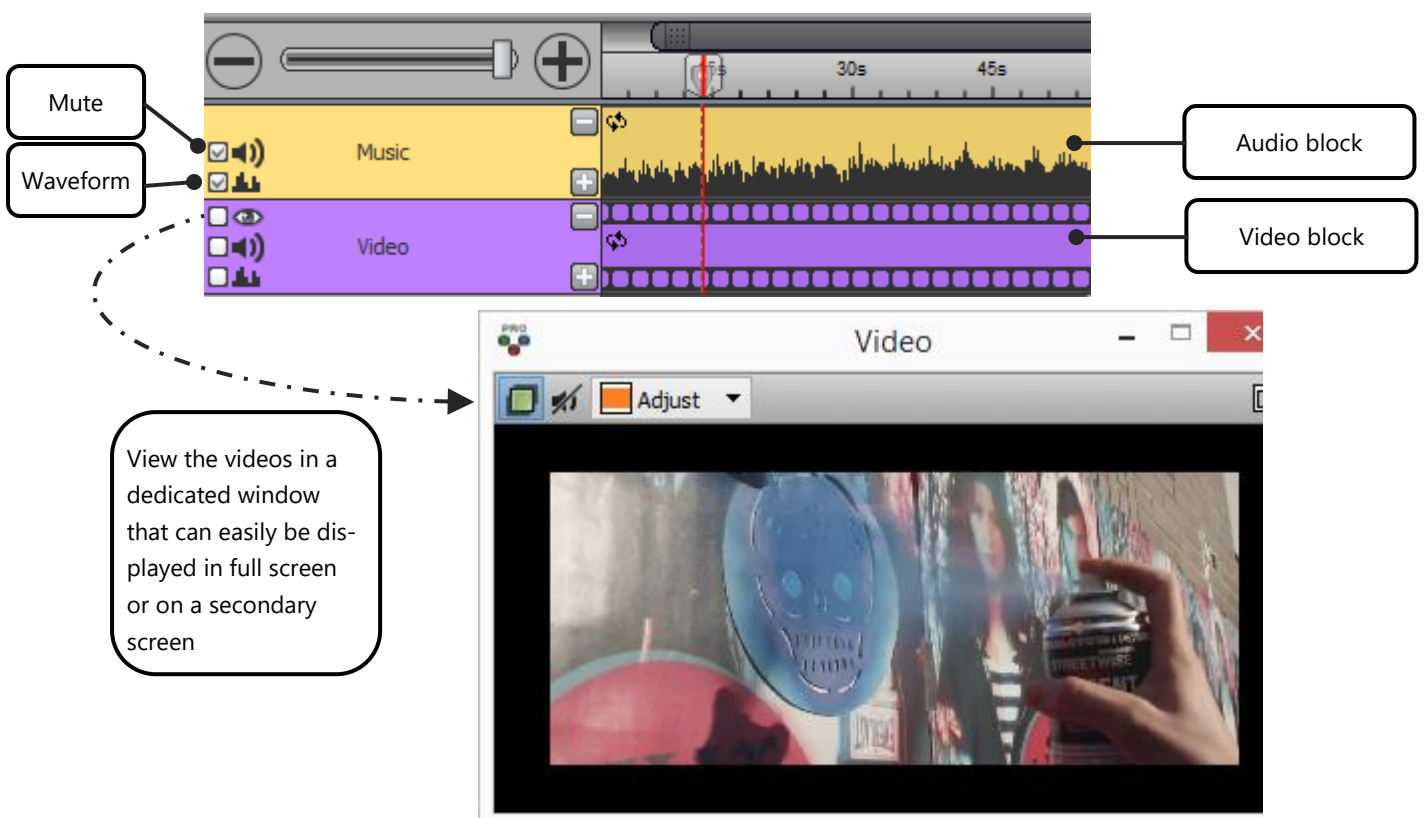
The Timeline tool allows you to insert audio and/or video blocks to synchronize scenes and triggers with music and video.

To add a new block, click the Open button on the toolbar and select the file to add:



Many audio and video formats are supported. (MP3, WAVE, WMA, MOV, MP4, CDA, OGC, AAC, AVI, M4V, MPG, VOB, WMV, DVX, DIVX, MKV, MPEG, XVID).

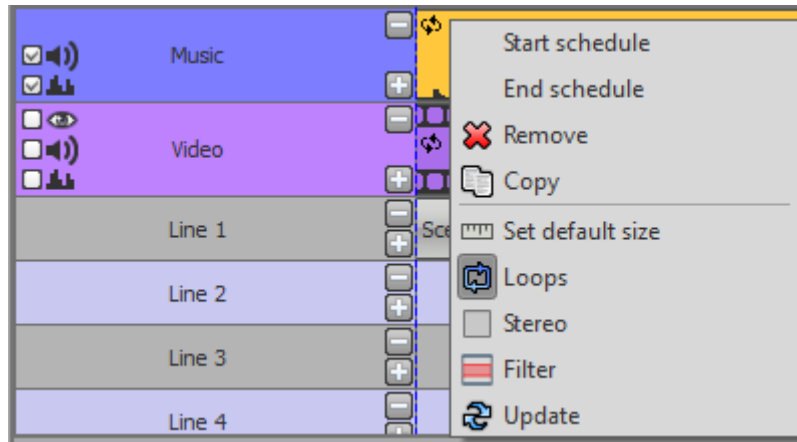
The new block will be added to the corresponding timeline audio or video, depending of the kind of file. Each new file will be inserted after the last block in place.



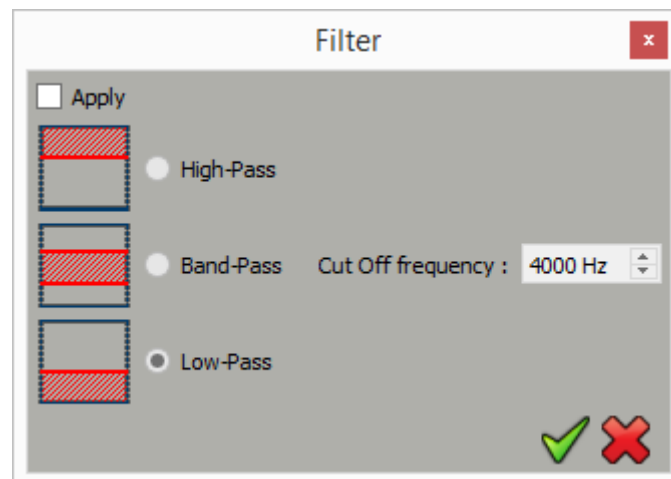
It is possible for each block to display the sound waveform which can help you synchronise a sound to a scene. It is possible to play stereo files and display the 2 audio waveform for better timing.

MEDIA OPTIONS

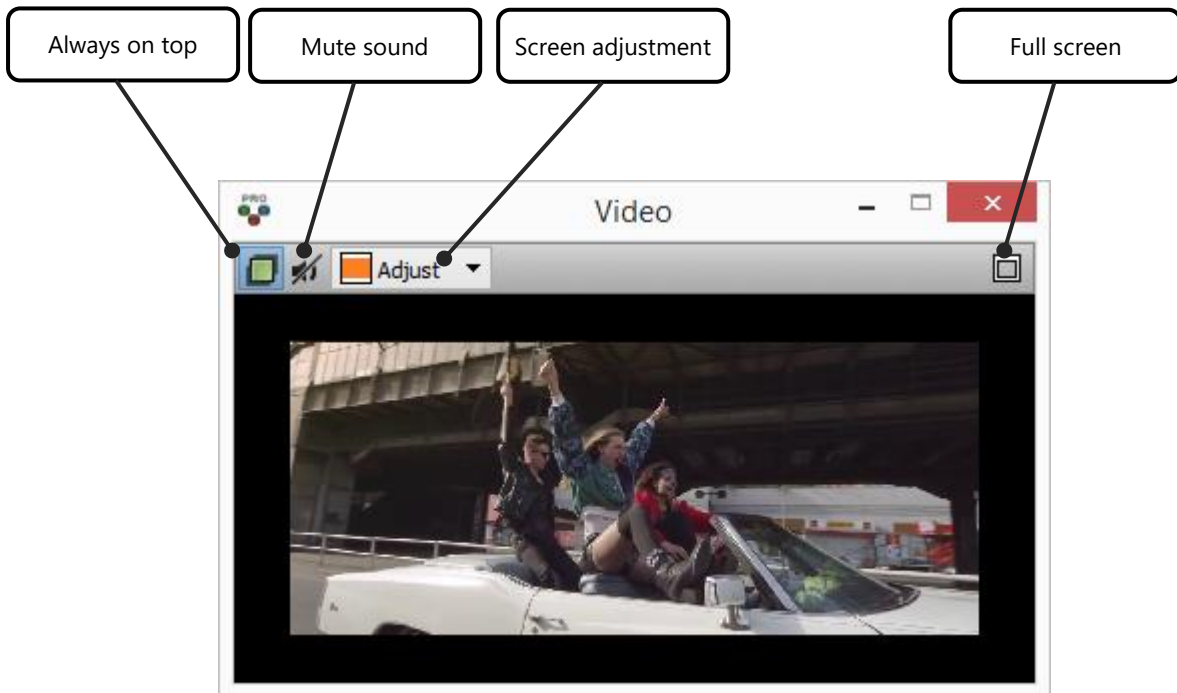
These options are available with a right click in the header and at the beginning of the audio and video timelines:



- **Set default size:** Restore the default size of the selected block (duration of the selected media).
- **Loops:** The option to loop the sound or video if the duration of the block is greater than the duration of the selected media. As a result, the file will be replayed from the beginning.
- **Stereo:** The ability to display the waveform in stereo sound if the format allows.
- **Filter:** Apply a filter (Low Pass, High Pass or Band Pass) to the displayed waveform to work on more precise frequencies.
- **Update:** Replace the media file with another or relink the file from your computer.



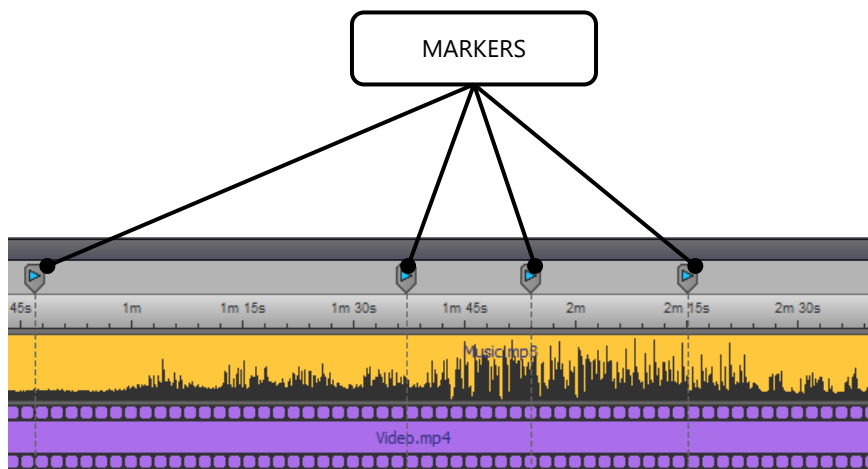
VIDEO WINDOW OPTIONS



MARKERS OF THE TIMELINE

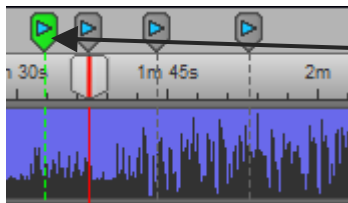
The Timeline tool has a time marker system which can store and give a precise coding time for the synchronization of the show. Those markers are mainly used to calibrate the scene triggers on desired times. They are used to set and refer to the right moment in audio or video files.

By default, markers are magnetic (this option can be disabled) which allows magnetic positioning of your blocks. You can see, select, move and edit the markers directly from the time-scale located under the timeline toolbar.



Note that there are 2 ways to add new markers:

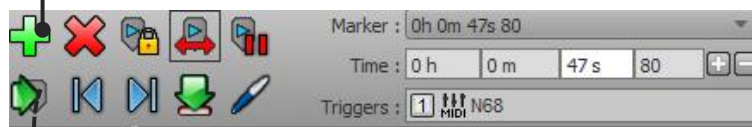
- Use the Enter key while playing the timeline



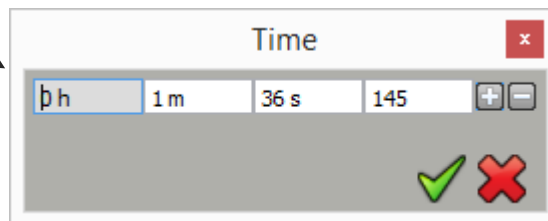
Pressing ENTER will automatically place a new marker at the current position

- From the toolbar button:

New marker



A pop-up will ask you when to insert the new marker.



Now that you know the all the options of the timeline, refer to the manual "How to use Fades" to master the learning of your scenes and the transition of your effects.