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TH-S v3.1 XL Manual Addendum

New Functions in TH-S v3.1:

Fader Automation Preview
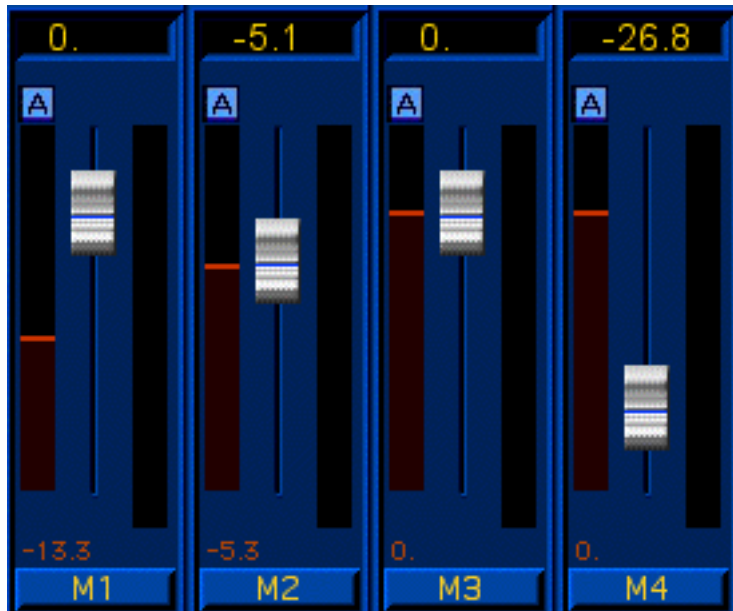
The fader strip beside the main fader allows to preview and to set the fader position of the CURRENTLY DISPLAYED cue in the popup menu.

Case a)
During playback the playlist can be scrolled through and the fader values of the coming cues are displayed (red).
By clickdragging on the strip these values can be changed (without having to be played actively) and are immediately stored to the automation.

Case b)
The fader strip can be used to comfortably adjust the trigger level of the currently playing cue.
When starting the next time, the level is automatically adjusted to the selected level and stored in the automation.

Example a):
After playing back a few cues one knows that all coming cues should also be lowered ~10dB. While one cue is playing all cues can be adjusted to -10dB lower in advance. All values are stored directly in the automation.

Example b):
The current cue should be triggered the next time 6dB higher in volume.
Just clickdrag the strip to a 6dB higher position. Next time the cue is started it will be triggered with that level.

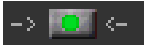<u>Fader Automation On/Off can be stored in Snapshots</u>

With switched on (default) the fader value for each cue is automatically read out when playing back.

When switching off , the fader automation for all cues of this player is switched off.

The setting can be stored in a Snapshot. As the first Snapshot is always loaded automatically, it is possible to create in rehearsals for example a Snapshot 1 that has no fader automation. This first snapshot then will always be loaded when launching the show.
(remoteable from Motormix row A-H and Mackie Control Rec/Ready 1-8).

IMPORTANT:

The automation values can be stored with the fader strips or the button although the fader automation is switched off. This allows easily adjusting the faders to the desired level and later using these values when switching on the fader automation.

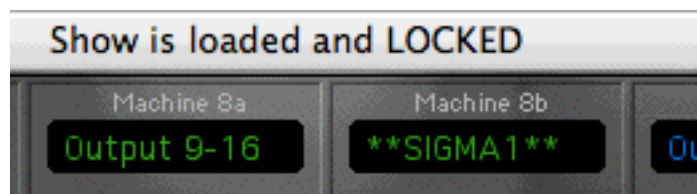<u>Simplified Start/Stop Time Setting</u>

Clickdragging the green time bar defines the start time.
<Shift>Clickdragging the green time bar defines the end time.
The start time can be fine adjusted by clickdragging the digits.

<u>Lock / Unlock Show (in "Setup" Menu)</u>

In "Lock Mode" one can change all parameters in a show but these changes are not written to the harddisk.
After a "Reload" (in Menu "File") or relaunching, the show reverts to the last saved state.

<u>Fastforward/Fastrewind scrubbing</u>

Beside the start buttons there is now a small fader strip for fastforward/-rewind scrubbing. If Loop mode is selected the sound will also loop in reverse.
After releasing the mouse the original speed is used again.

MIDI Ports can be stored in Snapshots

All MIDI ports can now be saved and recalled in Snapshots. As the first snapshot is always loaded automatically it is a good idea to save the desired ports in Snapshot1.

Auto-Consolidation

Auto-Consolidation of single files can be achieved by <Ctrl> Clicking (PC right mouse button) on the player surface. A file selection dialog appears and the selected file is inserted at the current playlist position AND is copied (consolidated) to the appropriate player folder.

AUTOCUE "Playthrough"-Mode

The "Playthrough" Mode allows the succesive playback of cue-groups.

Each individual cue can be set to "Playthrough" Mode with <Shift> Clicking the AUTOCUE button. This mode automatically starts the next cue when the current cue has finished. By this one can easily put together whole playback groups within a playlist.

STOP -> AUTOCUE in Setup Menu ("Nikki-Mode")

When in AUTOCUE Mode (also in "Playthrough Mode"), a cue that is stopped by the user keeps at the same position and the player is not advanced one step (default).

By selecting STOP -> AUTOCUE this behaviour is changed globally for all players. When stopping the player it then jumps to the next cue. (IMPORTANT: also in "Playthrough" Mode).
This mode is especially useful when for example a long atmosphere SFX shall be stopped after a not defined time span and the next cue has to be loaded/triggered directly after stopping.

Digital Cinema Desktop (installed by Final Cut HD)

If the main screen is used as fullscreen output for the SD/HD video device "Digital Cinema Desktop" (selectable in "Firewire" and "AV Output Mode" Popup Menu), one can switch back to preview mode by pushing <alt><p> (Preview).

## Starttime is now always shown in STOP Mode
The selected start time is now always shown when in STOP. This allows easier navigating to exact starttimes by clickdragging the time bar or the digits of the time display.

TH-S XL Version (SIGMA1 Multispeaker Panning):
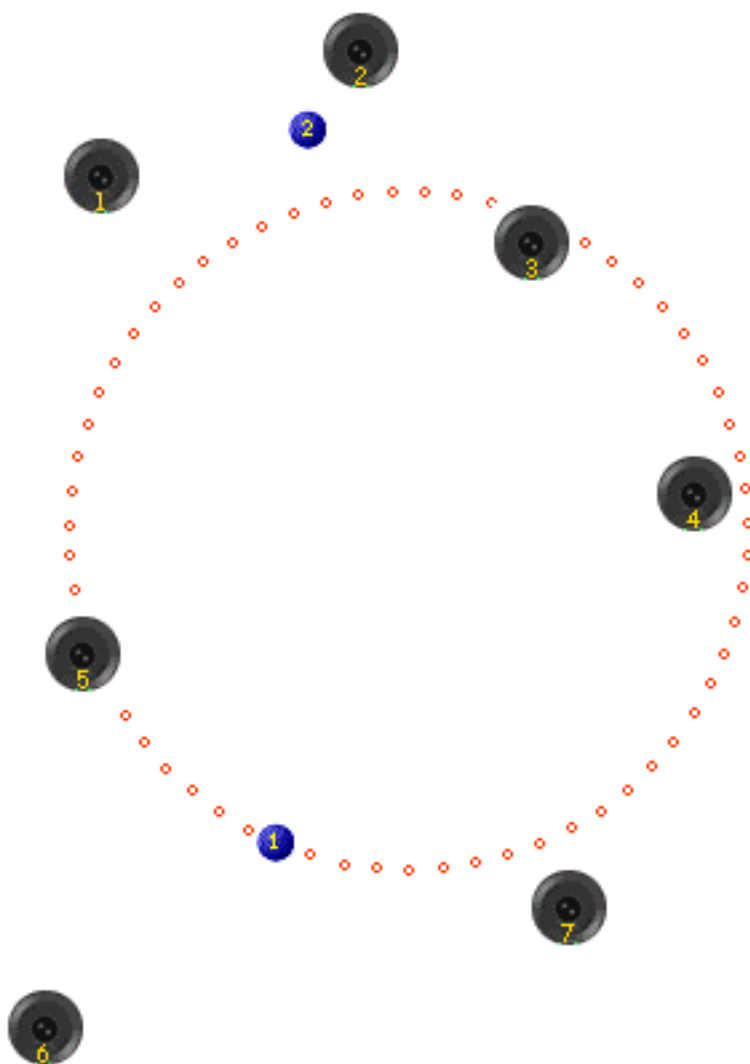
TH-S XL allows for the first time the seamless integration of the SIGMA1 Multispeaker Surround Panning System and the playout system TH-S.
The playback of moving soundsources is transparently integrated within the TH-S automation system.
The user during a show notices completely no difference between conventional matrix output routing and dynamical "Multi-Speaker-Panning".
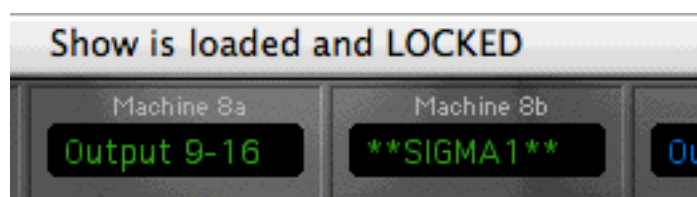
All sound movements can either be recorded manually by Mouse/Joystick/MIDI etc. interface or can be calculated time based.
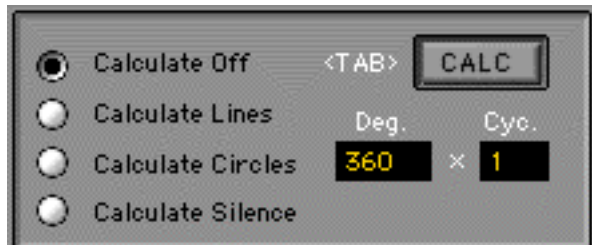
Each player (M1,M2,M3,M4, M8b, Mediaplayer) is able to handle the first 99 Cues with different sound paths. Also the individual audio channels of these cues can contain different sound movements.

In "LIVE Mode" one is able to move 18 external sources (Line-Ins of the Audio Interface) or the player sources **without a time base** through the speaker setup.
This allows also applications like complex actor tracking, interactive sound movements through dancers, video etc.
The selection of the individual live-soundpaths is done by clicking the "Chan1" popup menu or with the arrow up/down keys.
Currently LIVE Mode is only activated for Mouse/Tablet/Jostick control.
A extension for individual MIDI control is under development.
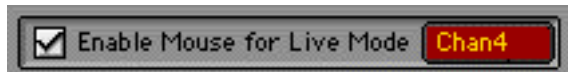
Alltogether one is able to playout simultaneously 18 soundpaths over 24 graphically free positionable loudspeakers plus 12 directly adressable matrix outputs (dynamic 18x36 Audio Matrix).

The relation between the graphical distance of the source to a loudspeaker and the level at the loudspeaker output ("Diversity") can be changed during playback and is saved automatically.

Realtime recording of the Soundpaths

1) Select SIGMA1 in the Routing Popup Menu of a player or in the Setup Menu

2) Click the button. You are now in "Speaker Positioning Mode".
3) Click on the surface to place the first speaker at this position.
4) In the"Speaker 1" Popup Menu select other speakers and place them.

The speakers can also be selected by using the <arrow up/down> keys on the keyboard.
When all speakers are set click again on the speaker symbol.You are now in "Playback/Recording Mode".
The position of the speakers is automatically saved and also recalled when launching the show the next time.

5) In the popup menu of the players (i.e. M1) select the soundfile you want to be moved.
The Rec button shows that the player is enabled for movement recording (no audio is recorded).
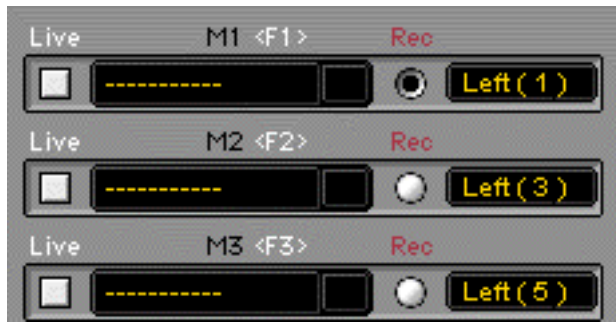
6) Shortly play M1 (with F1 key oder remote) to read in the start/stop selection. In the time bar the selection of that cue gets visible. The start/stop times can be changed here anytime (Clickdrag, Shift Clickdrag) and will be automatically stored to the automation.


7) Click on the surface to define where the the movement should start.
Then start M1. As soon as you are pressing the mouse, the position and movements of the mouse are recorded. Always when the mouse is released playback mode is active.

8) STOP M1. Start again and see/hear the recorded soundpath.

Changes to the current recordings can be easily made by just overwriting at the desired time location.

When moving the time bar the position of the sound objects can be viewed in relation to the time. By dragging the start/stop points one is able to easily put together various movement pieces.

Calculation of Soundpaths
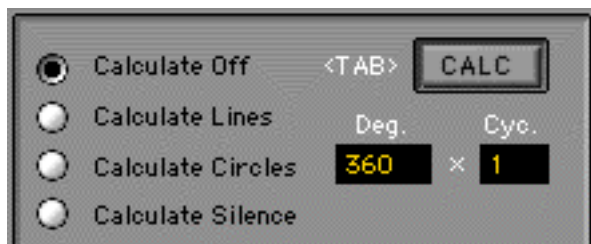
For movement calculations the selection in the time bar is used as the time frame.

Example Lines:

1-5) See above(if not already done)
2) Select time frame (if not already done)
3) Select "Calculate Lines"
4) Click on the surface   --> START POINT of movement
     <SHIFT> click on the surface   --> END POINT of movement
5) Click on "CALC" or push <TAB> key
6) Movement is calculated

Hint:
If you want the second audio channel to end in the same point as the first one, you only have to specify the next START point and press "Calc". Both lines will end then in the same point.
This is because the system always remembers the endpoint of the last calculation.

Example Circles:

1-5) See above(if not already done)
2) Select time frame (if not already done)
3) Select "Calculate Circles"
3a) Direction and value of rotation (Deg)
        Positive -> clockwise
        Negative -> counter clockwise
        For multiple circles one can set a multiplicator value (Cyc)
4) Click on the surface   --> CENTER of circle
      <SHIFT> click on surface   --> RADIUS of circle
5) Click on "CALC" or push <TAB> key
6) Movement is calculated

Hint:
If you want the second audio channel to have the same radius as the first one, you only have to specify the new CENTER point and press "Calc". Both circles will have the same radius and direction of movement. This is because the system always remembers the endpoint of the last calculation.
If you want to reverse the movement just change the deg to a negative value and calculate.

Deleting Soundpaths

With DELETE the movements of the CURRENT SELECTION are erased.

When checking ⬜ before, ALL movements of that path are erased (DELETE ALL)

IMPORTANT:
When erasing with DELETE no movement changes within that time selection will occur. If there are recordings before and after the selection, the movements will stay at the last position when the start of the selection is reached, and will move further when the end of the selection is passed.
**The audio signal is not muted within the selected time frame (exception DELETE ALL).**

If a audio source shall be explicitly muted for a certain amount of time within a movement one has to use "Calculate Silence".
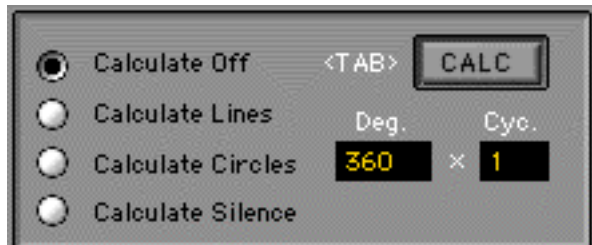
1) Select time frame (if not already done)
2) Select "Calculate Silence"
3) Click on "CALC" or push <TAB> key
4) Muted time frame is calculated

Deleting Individual Speakers

When being in the "Speaker Positioning Mode" (after clicking) the currently displayed speaker in the popup menu can be deleted with the <Backspace> key. The output of the audio interface for that speaker is muted.

Diversity

After pushing "Diversity" the sensitivity and the panning behaviour between the speakers can be defined.
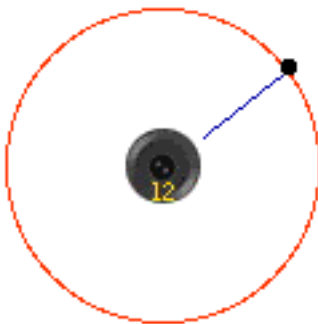
By clickdragging on the surface a circle line can be drawn that represents the -6dB line of the speakers.

All sound objects will be played out 0dB in the speaker centers. The red line marks a -6dB level drop from the center. Outside the red line the level drops another 6dB by each doubling of the circle distance.

By cleverly defining Diversity and the positions of the speakers one can easily achieve a optimal panning behaviour between the loudspeakers.

Both loudspeaker positioning and diversity setting can be done during playback. This allows a very intuitive optimization of all settings while simultaneously hearing the results.

Currently the Diversity setting is set the same in all speakers. This can change in further versions to individual settings for each speaker.

Compatibility with TH-S X/XP 3.1 CL

All shows created with TH-S XL can be played back with TH-S CL ≥v3.1inclusive all recorded sound movements.

Therefore one has to replace the folders of a empty "TH-S v3.1CL Show Template" with the consolidated folders of a XL-created show. Also one has to copy the "Sigma1" folder and the "Showfile" to that empty template.