



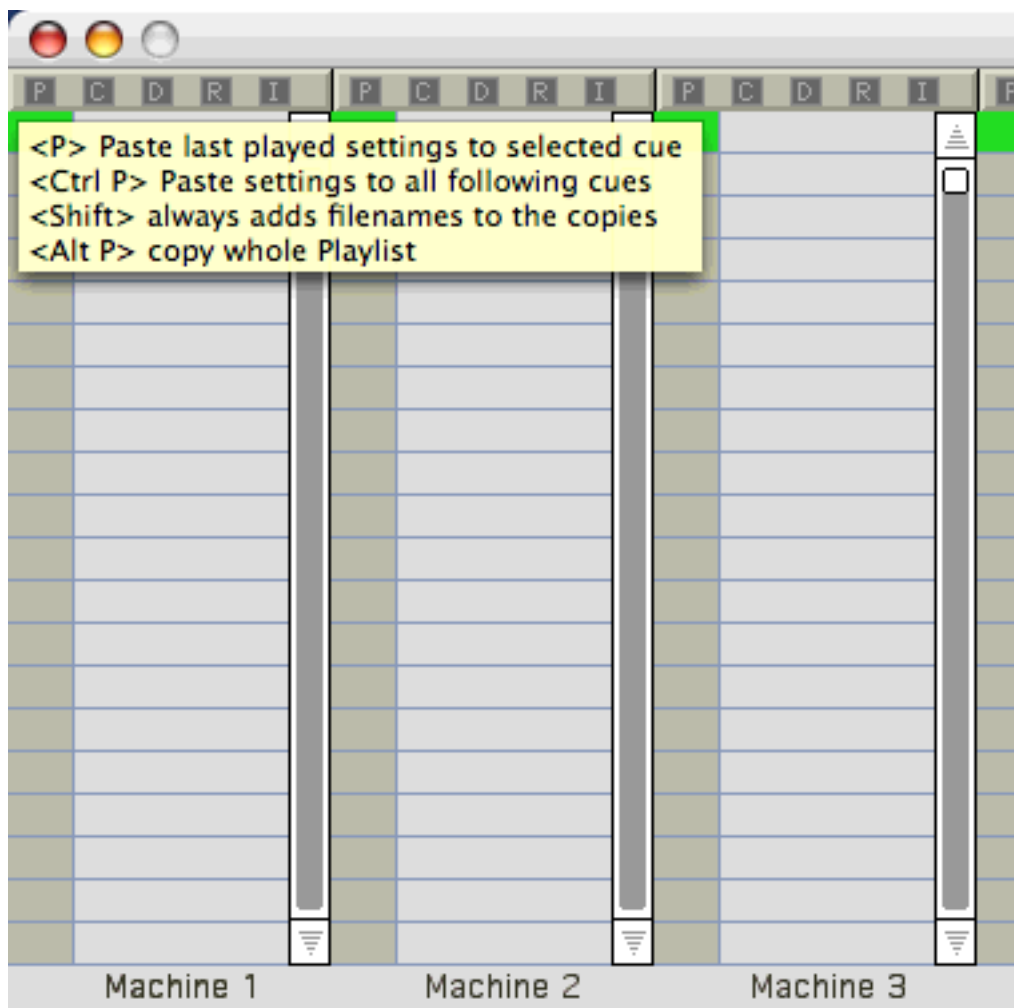
Poetenweg 52c • 14612 Falkensee • Tel.: +49(0) 3322 423112 • Fax: +49(0) 721 151372150
Web: <http://www.apbtools.com> Email: support@apbtools.com

TH-S v3.2 Manual Addendum



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New in TH-S v3.2:



Copying cues with "P"aste and "<Shift> P"aste between arbitrary players

As done before by copying cues within a player now individual cues can be copied **from arbitrary players to arbitrary players**.

All settings of the source cue are thereby copied to the target cue.

New: Now also Start- and Stop Times are copied.

The copy procedure keeps the same as before:

The settings of the LAST PLAYED cue are held in memory.

- 1) Play source cue for a short moment to have the settings in memory.
- 2) Click on the desired cue number (Stop column) in the target player to define the target cue.
- 3) Click on "P"aste in the target player to copy the source settings to the target cue. When using "<Shift> P" also the filename is copied to the target cue.

For a more organic workflow in the latter case one can already hold and keep down the **<Shift>** key in step 2).

Important: SIGMA1 movements are not copied by this procedure (see Tips and Tricks and "<Alt>P").

Copying Cue settings to followup cues with "<Ctrl> P" and resp. "<Shift><Ctrl> P"

All settings of the source cue are copied to the target cue and its following cues. This also can be done between arbitrary players.

Windows Users: <Ctrl> is equal to the right mouse click

New: Now also Start- and Stop Times are copied.

The copy procedure keeps the same as before:

The settings of the LAST PLAYED cue are held in memory.

1) Play source cue for a short moment to have the settings in memory.

2) Click on the desired cue number (Stop column) in the target player to define the target cue.

3) Push "<Ctrl> P" in the target player to copy the source settings to the target cue and its following cues.

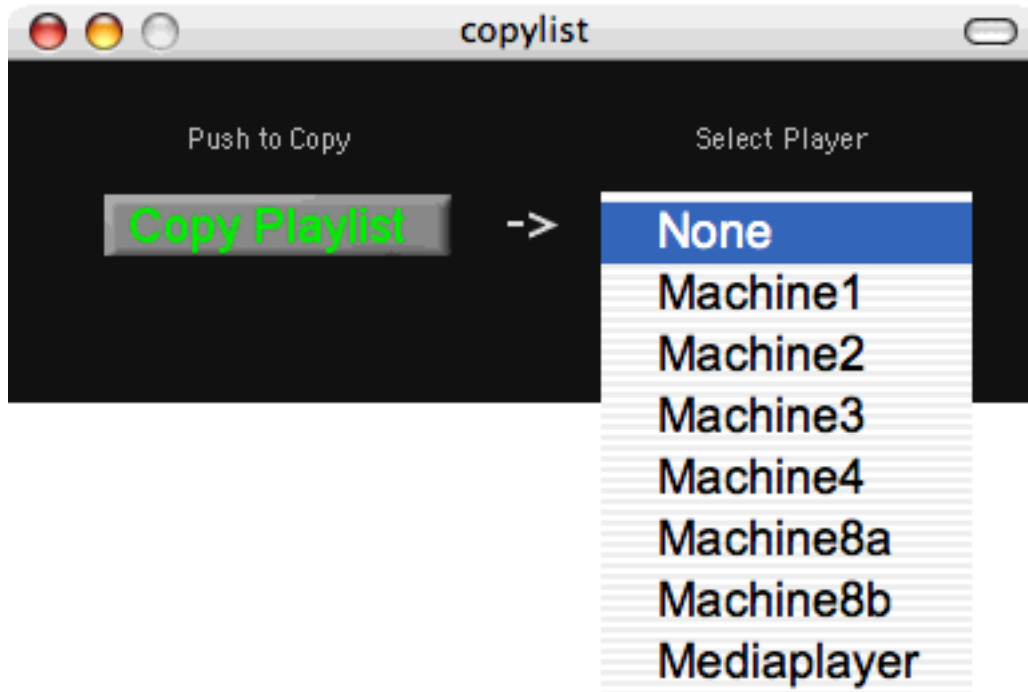
When using "<Shift><Ctrl> P" also the filenames are copied to the cues.

For a more organic workflow in the latter case one can already hold and keep down the **<Shift>** key in step 2).

Important: SIGMA1 movements are not copied by this procedure (see Tips and Tricks and "<Alt>P").

Copying whole playlists between arbitrary players with <Alt> P

Pushing <Alt> P in the source player opens the following dialog:



One can choose now the target player to which the playlist of the source player should be copied.

After selecting push the "Copy Playlist" button and the playlist is copied to the target player.

Special Cases when copying playlists between stereo- and 8-track players

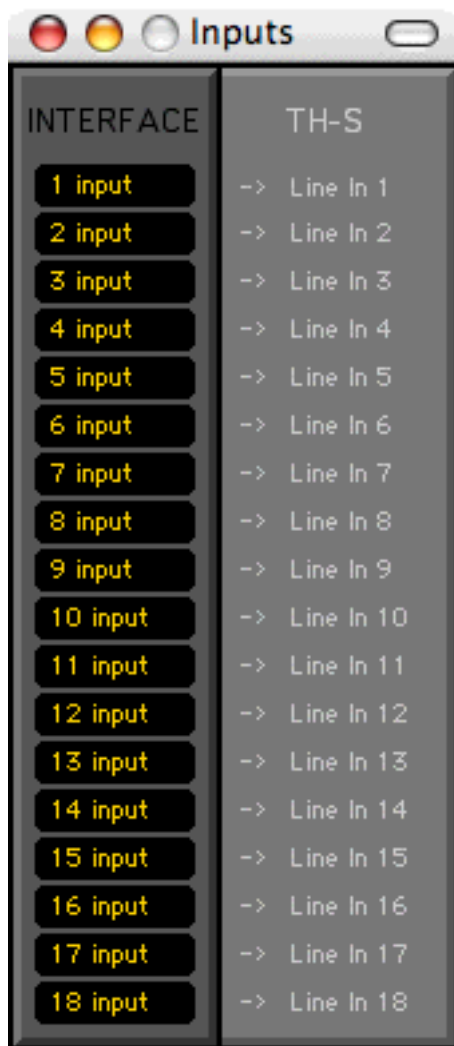
Copying **stereo** playlists to **8-track** players the "Matrix" routings are copied, the standard stereo routings have to be manually adjusted.

Hint: Before copying just save the standard stereo routings as "Matrix" routings and then copy the playlist.

Copying **8-track** playlists to **stereo** players routings have to be manually adjusted in the stereo player.

Copying whole playlists also copies the SIGMA1 movements of the source player.

18x18 Line-Input Matrix



With the Setup Menu point "Input Mapping" the line inputs of the players can be mapped to the actual physical inputs of the audio interfaces.

This mapping is saved [individually for each driver](#) in the TH-S preferences.

This allows a more flexible mapping of i.e. microphone inputs of an audio interface to Matrix or SIGMA1-Panning inputs.

The mapping should not be changed during playback, as the signal chain is initialized again (drop out).

Easy Matrix Switching for Line Sources

It is now possible to assign to each empty placeholder (-----) all cue functions like AutoCue, Routing etc.

This allows easily stepping through complex output matrix cues via AutoCue and the Start button, i.e. for wireless microphone setups. The insertion of silent "Dummy" cues is no longer necessary.

Für SIGMA1 Movements which shall move a Line Source on a predefined path the "Dummy" cues are still necessary as a time reference.

These "(-----)-Cues" can now also be stored and recalled through Snapshots.

Revised Snapshot (Showfile) Format

Snapshots are now stored in a slightly different format which eliminates problems during recall of Cue-Names with the same names within one player.

If older v3 snapshots shall be converted into the new format one has to load (Enter) and resave them (Shift Enter).

For the conversion of v2 in v3 Shows consult the TH-S v3.0Manual-Update-engl.pdf.

Daily creation of a LogFile

For documentation-, error finding- and AutoBackup purposes TH-S now writes a logfile on the first daily launch which documents all eventually happening errors during the day.

In OSX these date stamped files can be found by Ctrl clicking on the application and selecting "Show Package". Under Windows these files can be found in the support folder of the show.

Stop -> AutoCue now globally stored per Show

The setting is now automatically stored and is recalled when the Show is launched the next time.

Adjusted Fader Display

The positions of the faders are now related to the individual player positions.

Tips und Tricks

1)
Currently SIGMA1 Movements "stick" at the cue numbers and stay there if a cue is inserted or deleted (in opposite of Matrix- and standard routings which move with the soundfile).

This means SIGMA1 Movements "do not follow" if a cue is inserted or deleted before the SIGMA1-Cue !

Workaround:

Copy the used soundfile name with "Shift-Click on P" to the number under which the movement was recorded and switch the routing there to "SIGMA1".

2)

The MIDI output port is switched off when launching the first time to avoid playing the integrated synthesizers through the MIDI initialization routines.

It is therefore recommended to save the preferred MIDI port setting within the first snapshot as this one is always automatically loaded on start up.

Various

TH-S v3.2 can be used in parallel with older versions so there is no need to convert complete existing shows to v3.2 .

Some bugs were fixed which appeared with the release of v3.1