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TH-S v3.0 Manual Addendum

TH-S v3.0 runs on MacOSX ≥ 10.3 and Windows XP/XP Pro.
On Windows XP a complete Quicktime Installation is required for working with TH-S.

Minimal System Requirements

MacOS X

MacOS X Version ≥10.3.2
G3 or G4 CPU, min. 600 MHz, min. 100 MHz Systembus for Video
G3 CPU allows only reduced video capabilities
G5 CPU min. 1600 MHz
≥512 MByte of RAM
Monitor min. 1024x768
Quicktime ≥6.5
Open GL compatible graphics board
CoreAudio compatible Audio Hardware

Windows XP

Windows XP Home or Pro
P4 CPU, min. 1000 MHz
≥512 MByte of RAM
Monitor min. 1024x768
Complete Quicktime Installation ≥6.5
Open GL compatible graphics board
ASIO compatible Audio Hardware

IMPORTANT

Installed "Interlok" Extensions:
If not already installed by other programs, the "Interlok Extensions Install" can be found within the Installer.
These extensions are necessary for the anti-piracy mechanism used by TH-S.

Always use the most up-to-date drivers for Audio Hardware, DV Cameras, WebCams etc. !

Important for working with Digidesign Hardware under OSX

Please use Digidesign CoreAudio driver v6.5.2 or higher if no ProTools is already installed on this machine.

OSX Installation

"TH-S X3.0 Show Template" and the applet "Current TH-S Show" are installed into the "Applications" folder. From there the Show Template can be copied anywhere on arbitrary volumes.

It makes sense to move "Current TH-S Show" into the "Dock" and the "Sidebar" to make it accessible from all applications.

TH-S v3.0 - The new Playout Standard

TH-S v3.0 is the result of 5 years of ongoing development based on the experience with performance playout systems in mostly all areas.
All players are completely new designed from scratch and allow for the first time to save and recall all related parameters for EACH individual Soundfile/Videofile.

Cue based Automation

One of the most important and far reaching innovations for the user is the change from a "snapshot based" to a "cue based" automation system.
All relevant playout informations can be directly saved and recalled together with the actual soundfile.

Word Definition:
Besides the actual soundfile a "Cue" contains all parameters like Routing,Start-/Stop time, LOOP-/AUTOCUE settings etc. (see below)

The user can now define for each soundfile loop points, matrix outputs, fader level etc. which simplifies and speeds up working in complex shows.

All settings are AUTOMATICALLY SAVED after usage.The user has only to set everything one time right and does not have to care further about saving parameters etc.

This "Auto-Save-to-disk" function now also works for Snapshots, which now only save the combinations of soundfiles, the parameters for Player 8 (MIDI) and the textbook contents.

SAVE... resaves a "Showfile" within the Show Template. SAVE AS... saves the "Showfile" outside the show for Backup/Editing purposes or for fast exchange of complete Snapshot sets (by exchanging the "Showfile").

List of parameters saved within a Cue (soundfile):

- LINE IN SWITCH
- LOOP SWITCH
- AUTOCUE SWITCH
- MONO/MUX SWITCH
- START/STOP and LOOP POINTS (non-destructive, new in v3.0-> see below)
- FADER POSITION (new function, new in v3.0-> see below)
- Standard Audio routing
- Matrix Audio routing
- SIGMA1 soundpaths (with TH-S XL created soundpaths)

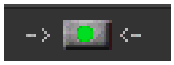
All playlists of each player are located in their Player folders (M1,M2, etc.). These are plain text files and can be edited offline with any text editor.

List of parameters saved within a Snapshot:

• Current soundfile name of each player
• Snapshot name
• Textbook entry
• Fader Position Player 8 (MIDI VOLUME)
• Program Change Nummer (MIDI PGM CHG)

The Snapshot "Showfile" is a plain text file and can be edited offline with any text editor.

FADER Position



The fader position is saved within the current Cue by pushing the " -> <-" button.

The green LED highlights if the fader position equals the saved automation value (Toleranz +/- 0,4 dB).
The function of the green LED as used in former versions of TH-S has been omitted.
For newly created empty Cues (----------) the fader position is 0dB.

Nominal Level

When clicking on the player name in the fader window the fader level is reset to 0dB and the value is saved to the cue.

Hint:
When playing back a soundfile without prior testing of the level, it is recommended to move down the fader (-144dB) and save this value by pushing the " -> <-" button.
This avoids the "snapping" to 0dB when playing back unknown soundfiles.

When using a Mackie Control (XT) touching the faders disconnects the fader automation temporarily thus avoiding the described "snapping" to fader positions.

Non-destructive arrangement of playlists

All playlists can now be created by drag&drop onto the player surfaces or the correponding META player columns. The new functions ("P","C","D","R","I") in the META Player can be used to organize the playlists (see "New functions of the "META Player" below).

Only references to the soundfiles are handled, so the manual copying and renaming of the Cues of former versions is now obsolete (automatic consolidation of the playlists to "self contained" shows see "Consolidate" below).

Soundfiles, folders, whole CDs (OSX only) or whole harddisk volumes can be dragged onto the players (even on several players simultaneously).

• Dragging a soundfile onto a player replaces the current soundfile. "Empty" cues are filled, existing soundfiles are replaced.

• All parameter settings from the former soundfile are kept (Routing,Autocue etc.) when replacing it.

• If more than one soundfile shall be dragged to a player they must be placed inside a folder and the folder has to be dragged onto the player.

• Dragging a folder always replaces the existing soundfiles up to the number of soundfiles contained in the folder. This allows fast combining various sound archive folders into one playlist by moving the existing cues further behind and then add a new folder (see Example 3).

• Dragging a mp3 or mp4 format file onto a player it is auto converted to a linear format (AIFF or WAVE) and copied to the appropriate local show folder .
Exception is the Mediaplayer (Player 7) that is able to playout directly all Quicktime compatible media formats without conversion.

In OSX it is possible to drag the CD icon onto 3 or 4 players and play back VARIOUS TITLES SIMULTANEOUSLY from one CD. The number of cues that can be played that way depends on the DVD/CD drive installed (see Example 5).

Under WIN XP CD titles must first be imported.

Non-destructive Start/Stop/Loop point definition

In the player window below the time display is a white bar that represents the length of a soundfile. After playing a soundfile the first time the bar gets completely light green. This reflects the selection of the soundfile from 0 seconds until end.

Clickdragging the green area lets you define the start and stop time of the soundfile non-destructively.

<Shift> Clickdragging left from the selection lets you change the start time only.

<Shift> Clickdragging right from the selection lets you change the stop time only.

All time points can be changed during playback and are saved automatically.
The new time points are active when the soundfile is started again.

If the LOOP button is ON the start and end points are used as looping points.

If you want to navigate to a defined start point (i.e. 1 min 25 sec after the beginning of a soundfile) this is done by clickdragging the time display:

1) Clickdrag the "One digit" (sec) until 5
2) Clickdrag the "Ten digit" (sec) until 2
3) Clickdrag the "One digit" (min) until 1

Start point is now 1min25 sec.

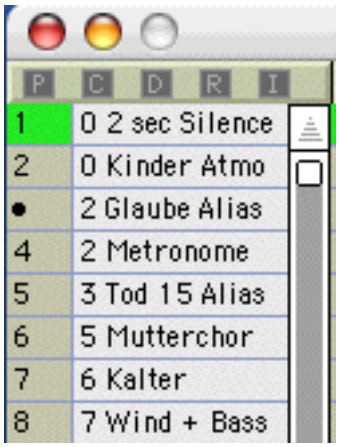
If a selection has to be more precise than 100ms then the built in editor should be used for selection.

New functions of the "META Player"

The "META Player" window can now be opened by pushing one of the "M" buttons in the player window or by selecting it in the menu.

In addition to the already existing playback functions the META Player now contains all functions for organizing the playlists.

This new functionality inside the META Player is especially usefull for the design- and rehearsal times of a show, while the player window, due its information reduced display, is more optimized for the actual performances.
Depending on type of show, user preference and production methods there surely exist overlapping uses.



The new functions inside the META Player

"I"nsert -> Inserts an empty Cue (----------) at the current position
"R"eplace -> Opens the file dialog box and replaces the current soundfile with the selected one (all other settings persist)
"D"elete -> Deletes current Cue, the following Cues are moved one position forward.
"C"lear -> After confirmation the whole playlist is deleted and 127 empty Cues are created
"P"aste -> Allows copying of settings from one Cue to another
"<Shift> P"aste -> Allows copying of settings from one Cue to another, including the soundfile name
PLAY/STOP Button -> Allows simultaneous Start/Stop of selected files (selection is done by clicking on Cue numbers), same as <Cmd> 1 ("Play All").
PLAY/STOP Red Column -> Allows simultaneous Start/Stop of one row of Cues within the META Player grid.

How to copy cues with "P"aste resp. "<Shift> P"aste within the META Player window

1) Always the settings of the last PLAYED Cue are held in memory.

2) Clicking on the desired Cue number (STOP) defines the target Cue.

3) Pushing the "P" button copies all settings to the target Cue. When using "<Shift> P" also the filename is copied to the target Cue.

Example 1
To copy the 3 times necessary Cue 3 to Cue 23, 24, 25 first play a short part of Cue 3.

Then click on 23 and push "<Shift> P".
Then click on 24 and push "<Shift> P".
Then click on 25 and push "<Shift> P".

Example 2
You want to insert 5 new Cues before Cue 3.

Click on Cue 3 (Stop- or Play column).
Push "I" 5 times, the empty Cues before Cue 3 are created.
Then fill the empty Cues by drag&drop etc.

Example 3
You want to combine two sound archive folders, second folder contains ten items.

Drag the first folder on the player, the playlist is created.
Click on Cue1 (Stop- or Play column).
Click 10 times "I", empty Cues are created, all existing Cues are moved 10 numbers towards the end.
Drag the second folder on the player, the 10 empty Cues are filled with the folder items.

Example 4
You want to trigger a soundfile with MIDI Note 45, CH11,another one with MIDI Note 23, CH14, a video file with MIDI Note 12, CH10

Click on Cue 45 in Player 1 (Stop- oder Play column)
Use Drag&drop or use "R" to assign a soundfile to the Cue.

Click on Cue 23 in Player 4 (Stop- oder Play column)
Use Drag&drop or use "R" to assign a soundfile to the Cue.

Click on Cue 45 in the Mediaplayer (Stop- oder Play column)
Use Drag&drop or use "R" to assign a soundfile to the Cue.

Example 5 (OSX only)
The composer arrives 3 minutes before the first main rehearsal with a CD of his latest mixes. The combination of the cues has still to be figured out, some of the tracks have to be played out in parallel..

Drag the CD Icon on player 1, player 2, player 3, player 4.
Select different titles in the different players.
Eventually create snapshots of the combinations.
Play different cues from the same CD on different players.
After the rehearsal delete the not used cues in the players.
Go to the "Consolidate" window and auto-copy the cues to the current show.
The premiere is prepared :-)

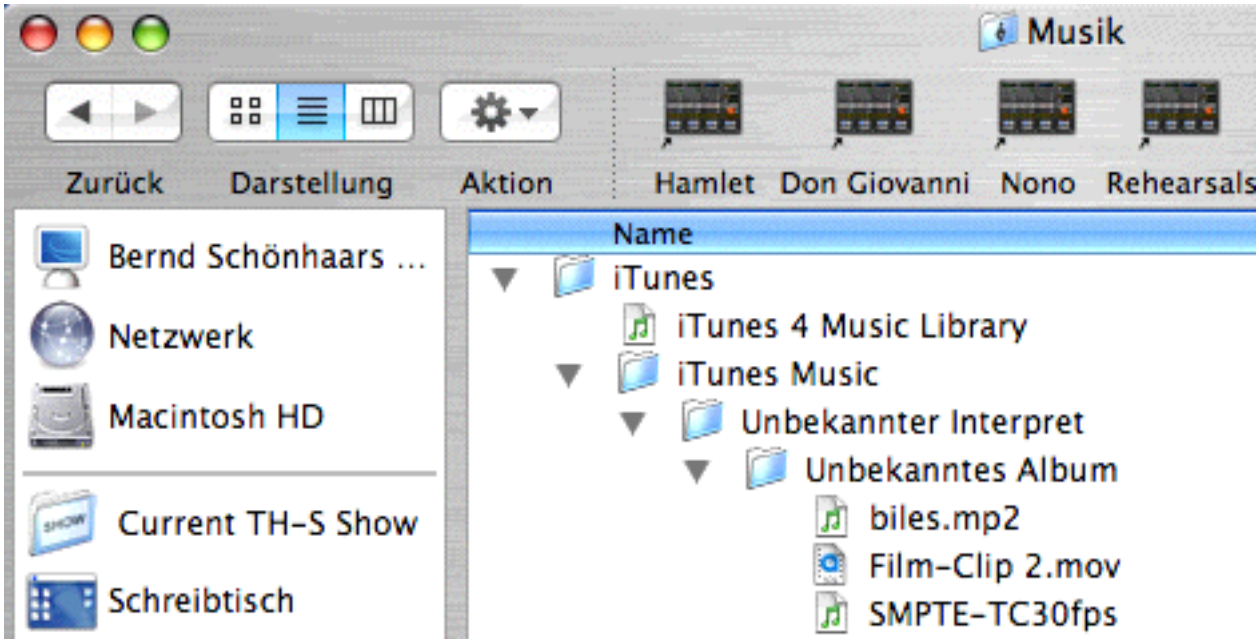
Additional new features in v3.0

Native OSX "Bundle" Format

TH-S now works as a OSX native "bundle" application. From v2.6 on complete shows appear in OSX as clickable applications in the Finder. All player folders are located "inside" the application. This makes the handling during copying/archiving much easier and reduces a lot the danger of accidently deleting/moving audio files from already finished shows.
Files which are located inside of bundle applications are not listed during normal finder search operations, and therefore cannot be moved accidently.

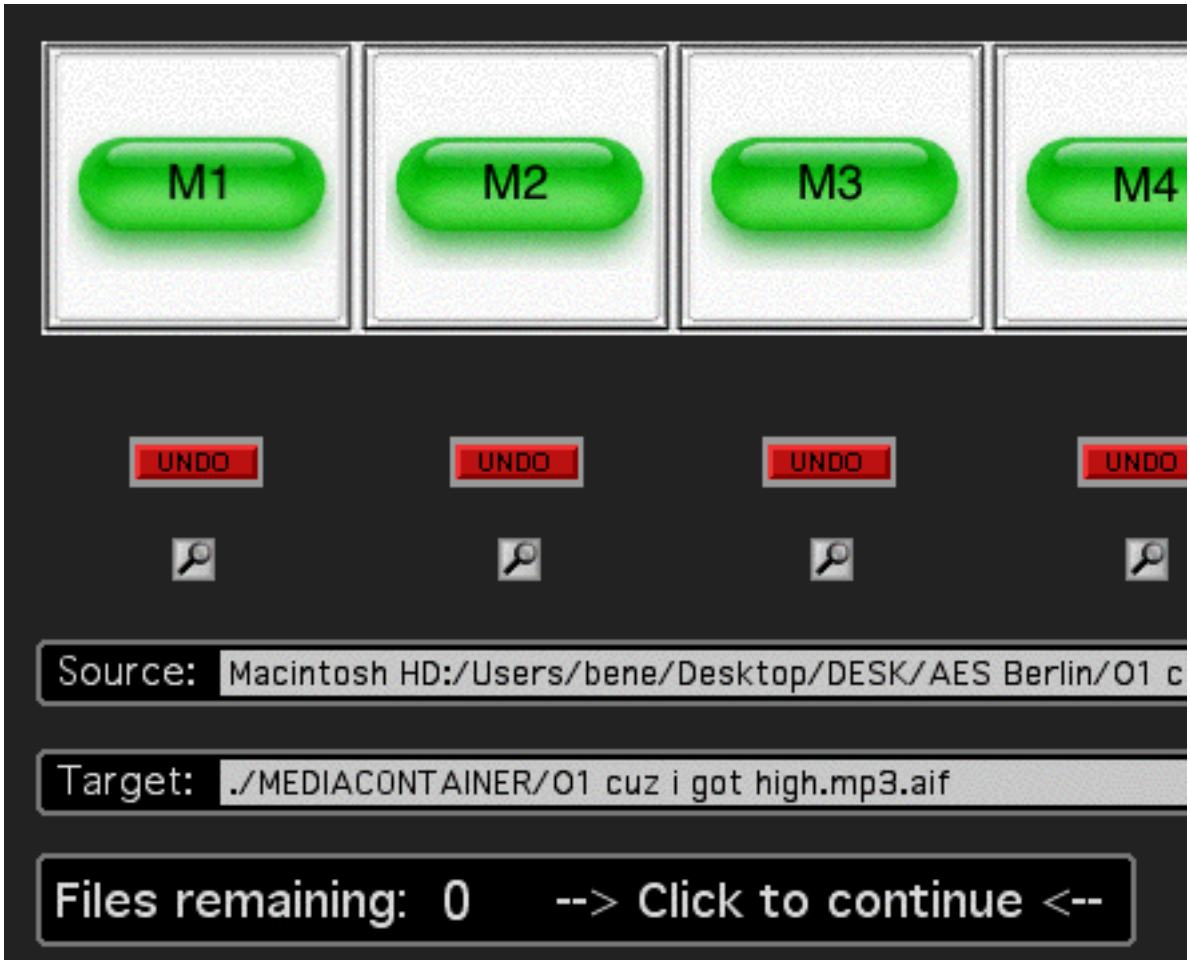
Application-Bundles can either be opened by "<Ctrl>Click ->Show Package Content" (the player folders M1 etc. are located in the "/Content/MacOS" folder), or more comfortable with the included "Current TH-S Show" applet while running TH-S.

"Current TH-S Show" opens automatically the current running show folder out of arbitrary programs. After installation it can be found in the "Applications" folder as well as in the Applescript menu.



For optimal access it is highly recommended to drag "Current TH-S Show" from the Applications" folder into the "sidebar" of OSX 10.3 as well as into the Dock ("Current TH-S Show" is located in the "Applications" folder).

"Consolidate Show..."



This function allows the creation of a so called "selfcontained Show". It´s a show that contains all necessary sound- and videofiles within itself and does have no more references to other volumes.

Because of the ability to play back from arbitrary volumes it is important for guest play or backup purposes to have all files available in one show on one volume.

Pushing the green player buttons copies all used files automatically into the appropriate local player folders (M1,M2 etc.).
The display below shows which files are currently copied and how many have still to be copied (Files remaining).

"->Click to continue<-" has to be pushed if a file was not found during the copy procedure, a error message is displayed and the copying has stopped.
The copy procedure is then continued without the file that was missing.

Adding soundfiles later to the playlist only the new ones are consolidated (copied) and added to the existing ones.

Clicking on the magnifying glass lets you view in the "Pathview" window the complete path of each used soundfile.

After consolidation the local files start with a "." before the player folder names (i.e. ./M2/music.aif) and therefore are easily to differentiate from the not already copied files.

The "undo" buttons let you undo the last step of consolidation (the path is reset to the state before, although the soundfiles keep existing in the local folder).

For the Mediaplayer (Player 7) after each copy process TH-S asks whether to use or change the current Codec.This is because of the ability of player 7 that ANY media format can be played and therefore can be easily translated while consolidating (i.e. JPEG to DV etc.).
Also one has to choose a Codec before the first consolidation in player 7.

Important

Currently the automatical consolidation of files in M8a and M8b is not supported and therefore have to be copied manually.

Workaround:

1) Copy the files manually to the appropriate player folders.
2) Drag the folders one time onto the appropriate player surface to redirect the paths correctly.

This inconvenience will be changed in an update.

Mediaplayer (Player 7)

The Mediaplayer plays out arbitrarily mixed Quicktime compatible formats, like i.e. DV Video, JPEG, BMP, PICT, TIFF, PDF, AVI, MPEG, Sd2, AIFF, WAVE, mp3, mp4, TEXT, .VOB (with APPLE MPEG Extension) etc. In principle ALL common linear and data reduced media formats used on the Macintosh/PC can be played out.

For text files for example this is a outstanding tool for projecting simultaneous translations above the stage (see also "Quicktime Tutorial" in the Manual folder).

Stopping video content a "Black" is inserted into the video display. The Clip "Black.dv" is located in the /Mediacontainer/DV_Support folder.
It can be replaced by another arbitrary Quicktime compatible file that has the name "Black.dv".

Switching On the LOOP function and pressing Start, single pictures (i.e. JPEG) can be displayed until the Stop button is pushed. if there is no need for a Black between the pictures, the "Black.dv" file can be removed or renamed. Also the Loop function is then not needed.

The player automatically distinguishes between video/picture or audio content. In the case of video/picture content first a preview window in the current monitor is displayed (320x240 pixel,resizable). Clicking on the magnifier icon the video/picture can be switched on/off.
Pushing the <esc> key the video/picture can be viewed fullscreen.

The first 127 cues in player 7 can be triggered sampler-like via MIDI CH 10, Note ON 1 - 127
The volume for the Cue is saved by pushing the " -> <-" Buttons above the Play/Stop button (see above "FADER Position").

Important:
The system samplerate for the Media Player to play out properly MUST be set to 44.1kHz. Files with 48kHz samplerate can be played back with no problems because of the integrated samplerate conversion.

Enhanced Video Scrubbing in Player 7

Like in the other players it is possible to adjust the time selection with "Clickdrag" and "<Shift> Clickdrag right/left" from the light green area during playback. After starting again the new selection is active.

When also holding down the <alt> key the video pictures are displayed while clickdragging.

Pushing the STOP button always creates a BLACK window.

Defining START and STOP/LOOP points by viewing the pictures one has now several possibilities:

Example1: <alt> Clickdragging within the selection bar

1) <alt> Clickdragging the selection bar defines the start point after releasing the mouse (Hint: Start dragging from the end point)

2) <Shift><alt> Clickdragging right from the selection defines the stop point after releasing the mouse

You can always adjust the points optically with <Shift><alt> Clickdragging right/left from the green selection.

Example2: Adjusting the Start/Stop times with the arrow keys

The arrow keys (<-,->) allow framewise stepping forward and backward at the LAST STOPPED time point. The current picture is displayed.

<Shiftt> "<-" or <Shift> "->" saves the start point
<Shiftt><alt> "<-" or <Shift> <alt> "->" saves the end point

Defining START point:
1) Start the videofile
2) Stop at desired location
3) with "<-" or "->" locate the exact time point (picture is displayed)
4) <Shiftt> "<-" or <Shift> "->" saves the start point

Defining END point::
1) Start the videofile
2) Stop at desired location
3) with "<-" or "->" locate the exact time point (picture is displayed)
4) <Shiftt><alt> "<-" or <Shift> <alt> "->" saves the end point

Example3: Adjusting the Start time with Clickdragging the time display

If you want to navigate to a defined start point (i.e. 1 min 25 sec after the beginning of a video file) this is done by clickdragging the time display:

1) Clickdrag the "One digit" (sec) until 5
2) Clickdrag the "Ten digit" (sec) until 2
3) Clickdrag the "One digit" (min) until 1

Start point is now 1min25 sec.

When also holding the <alt> key the current video pictures at that point is displayed after releasing the mouse

Pushing the STOP button always creates a BLACK window.

AV Output / AV Input (see also "Videofunctions in TH-S.pdf")

AV Output:

After switching On the AV output the video content is played out by default via Firewire over an attached DV device. If further hardware components are connected for video playout, they can be selected in the Firewire popup menu (do not mix up with a second or third monitor graphics board).

Above the On/Off switch the playout video format can be selected (PAL/NTSC/DVCPro etc., default FW PAL). When the AV output is activated, the AV Input (Grabber) and DV Remote (see below) are deactivated and are not selectable.
The playout function in v3.0 over Firewire is not available on Windows XP machines.

AV Input (Grabber):

After switching On the AV input, the list of connected video sources appears in the popup menu (DV Camera, WebCam, Component Video etc) which can be selected.
In the popup menu above the physical input port of the source can be selected (Composite, S-VHS, DV-VCR etc.).
After switching on the input, another menu window "AV-Settings" appears.This window allows to define the video and audio settings for the recorded file. Clicking on the magnifier icon opens the video parameter settings for choosing codecs, fps etc.

After setting all parameters the picture in the Miniatur Window gets visible.
Clicking on the magnifier icon displays the picture in the Preview window (320x240 pixel, resizable). For a more zoomed view of the picture there are two possibilities:

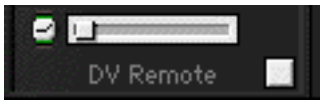
1) Pushing the <esc> key allows viewing the video signal in fullscreen mode on the first monitor.
2) Switching on VIDEO -> MON 2 the signal can be viewed fullscreen in the second monitor (see below)

Recording:

The recording starts by clicking on the Miniatur Window. During the recording the green "LED" is blinking. A second click on the Miniatur Window stops the recording.

After a short break (file is being written) the current picture is again visible in the window and the "LED" stops blinking.
The resulting video clip is written to the MEDIACONTAINER folder. The name of the file is automatically set to time and date.
The clip appears at the end of the playlist in player 7 and is instantly available for playback.
This allows very easy creating documentation snippets of for example ballet rehearsals which can be played back instantly for analysis.

Recording of various scenes from a DV tape (raw cut):



Selecting "DV Remote" player 8 can be used as a remote for attached DV cameras/decks. Moving the time slider or choosing a time by clickdragging the time display winds a connected DV device to that time point and goes into pause mode. Pushing Start plays back the tape at that point.
Pushing Stop the tape goes into stop mode. Pushing <Shift> arrow left/right moves the tape framewise back and forth when in Pause mode.
Using the DV Remote it is easy to grab a raw preselection of video content without the need for complicated video editing programs. Organization of the video cues is easy because of the time stamping during the record sessions.

MMC Locate as well as MIDI program change are still played out in parallel when pushing the Start button.

The DV Remote also is an outstanding tool for integrating external DV video devices into the show.

The grabber function over Firewire needs additional Quicktime VDIG components if they are not provided by the device manufacturer.

Adress:
http://www.vdig.com/WinVDIG (free)
http://www.abstractplane.com/products/vdig.jsp (~40 US$)

VIDEO -> MON 2

The On/Off button switches the video signal of the Media Player to the second VGA/DVI port for i.e. directly sending it to a connected video beamer etc.

Playing out over the second monitor the user can define the size of the picture with the "Movie Size" popup menu (Fullscreen, Original, Half, Double). Default size is Fullscreen.

During the first installation the "Blackdesk" file is installed in the "Desktop Pictures" folder which can be used as a black desktop background for the first or second monitor (only OSX).

Integrated v1.x/v2.x "Show Translator"

Conversion of version 1.x oder 2.x Shows is done by selecting the "Translate pre3.0 Show..." point in the "Functions" Menu.

Conversion into a "selfcontained" (all including) v3-Show:

1) Replace the empty player folders M1,M2 etc. of a v3 Show template with the folders of a existing show.
2)Push the "Translate" button and select the Snapshot-Show file of the existing show (conversion takes about 20 seconds).
3) Quit show and restart

Conversion into a "reference" v3-Show (needs no Translator):

All folders of an old show can be dragged onto the appropriate player surfaces of a v3 Show template thus creating the references to the all necessary files.
Also the empty "Show File" must be replaced by the already existing (Snapshots)Show File . This file then must be renamed into "Showfile".

Important for both methods:

After the conversion please step through all cues of the show!

The old format only saved the state of the snapshots.

When a snapshot was recalled and afterwards more cues were played with these settings, the conversion routine cannot recognize this situation.

In this case all settings for the following cues must be copied manually by the new META Player functions (see above).

Example:

If the AutoCue function was activated with the recall of a snapshot, and this setting was used for the next 5 soundfiles, one now has to copy this setting to the following 5 cues with the "P"aste button in the META player.

ReWire functionality

Selecting "ReWire" in the "Choose Driver..." menu point allows to play out 16 output channels into arbitrary ReWire-compatible mixer applications like Cubase, ProTools, Logic, Digital Performer etc.

The 16 output channels represent the outputs 1 - 16 in TH-S and are visible as additional Mixer channels inside the ReWire mixer application (TH-S 1, TH-S 2 etc.). The mixer application has to be started first.

The selection of the ReWire source channels is different in each application and it should be read in the manual of the used application how to handle these channels.

A Rewire Demo Session for TH-S -> ProTools is on the installation CD.

New time bar display for duration of cue

Each player has now a red time bar that displays the elapsed time of the cue by moving over the surface of each player.

Increased Audio-Matrix size 26/18x36

The Audio-Matrix now supports 36 discrete output channels, 18 Live-Inputs (Line In) and the 26 inputs of the players

Additional display for follow-up cue

Inside the player window the next Cue after the current Cue is now also displayed for better preview of following actions during a show..

Tools Menu "Universal Converter"

The Universal Converter allows the conversion from arbitrary video/audio formats into arbitrary formats.
After selecting in the menu just select the source file, then select the conversion format and the storage location.

Enhanced "Mackie Control" support

When launching TH-S or setting the MIDI ports "Mackie Control Universal" resp. "Mackie Control Universal XT" are queried and the appropriate IDs are set.
If both MIDI cables are connected the message "Mackie Control (XT) recognized" is displayed for about 5 seconds in the lower window of TH-S.

So now both the extender and the main Mackie/Logic Control can be used with TH-S.

Support for Behringer BCF2000 MIDI Remote

The "Behringer BCF2000 " is now supported as an inexpensive MIDI remote solution for TH-S.
The SysEx File for Parameter-Mapping of the Remote is on the Installation CD.

Installation of the SysEx file:

1)
With a SysEx Dump Utility copy the file to the desired preset in the BCF 2000.

2)
Save the Preset in the BCF2000.

Mapping:

Encoder 1-7: Selects Cue for Player 1-7
Encoder 8: Selects Snapshot, PUSHING activates the selected Snapshot

For saving a snapshot HOLD DOWN BOTH buttons on the righthand side below and PUSH encoder 8.

Fader 1-7: Volume for Player 1-7 (14bit resolution)
Fader 8: Volume for MIDI Volume (7 bit)

Schalter 1-8 upper row: PLAY for Player 1-8
Schalter 1-8 lower row: STOP for Player 1-8

max. 18ch "Sync-to-picture" playback

Selecting the Link button between the Media Player and Player M8b enables synchronuous start and stop.
This allows easy playback of video content with independent multichannel audio material.
Scrolling through the Mediaplayer timeline automatically scrolls M8b.
Selecting the 16ch Link button enables up to 18channel audio-sync-to-picture.

Supports 96kHz samplerate

TH-S now supports samplerates up to 96kHz if the connected hardware supports it.

Textbook Function (<Cmd>T)

Within each snapshot it is now possible to store textbook entries which are displayed by selecting the snapshot
Clicking into the text window changes from read to write mode.When typing, the red X gets green to symbol write mode..

Five seconds after the last text input (or by manually clicking on the green X) the window changes back to read mode (green X goes red).
Copy/Paste of text blocks fom other programs is possible.
This allows easily adding short comments, hints and text fragments for a scene based approach.

The distinction between read and write mode is important, as during the write mode the function keys are not available for Start/Stop purposes (No F-Keys while Editing).
The same is true for the +/- keys which will not in-/decrement the snapshots during write mode.
When scrolling through Snapshots the entries are displayed now even when the Snapshot is only selected, not loaded. This allows easy previewing of Snapshot entries.

Pause function over keyboard

A new keyboard shortcut allows pausing the players via keyboard.
The shortcut is <Shift> 1 - 8 corresponding to the player numbers.

Function Key Utility for Powerbook/Ibook

For activating the standard function key behaviour on newer Ibooks/Powerbooks the utility "fnSwitch_1.1.1".dmg" is placed in the "Goodies" folder of the CD.
To trigger TH-S as usual on OSX Ibooks/Powerbooks over the function keys, please install and activate in the system preferences under "fnSwitch".

This is obsolete for OSX ≥10.3.2 users.

Goodies on CD

TH-S v3.0 is "Soundflower" compatible (OSX only)

"Soundflower" von "Cycling74" is a virtual audio device that provides an easy and simple way for TH-S and other CoreAudio compatible applications to send and receive audio to and from these applications.

After the installation (Installer is located in the "Goodies" folder) the virtual "Soundflower" drivers show up in the "Choose Driver" popup menu of TH-S
Selecting for example "CoreAudio Soundflower (16ch)" as device and selecting this device as an input device in another CoreAudio compatible application, all audio cues of TH-S are then played out through that application (channel 1 - 16).
For more information please read the "Soundflower README" in the Soundflower folder.

Timecode Tracks (not in Evaluation Versions)

More than 4,5 hours of optimized SMPTE timecode files with 25 resp. 30 Frames/s for the playout of timecode bursts over audio outputs are provided.
The audio files can be shortened to the appropriate time frame with the built-in Editor.
The files start with 3 seconds of "halting" 0:00:00.0 timecode.
Audio programs that have no integrated realtime Samplerate Conversion like TH-S cannot play back these files in the right format.
The timecode files are located in the "Goodies" folder of the CD.

Hints

Video

TH-S now supports the playout of DVCPRO and DVCPRO50 for highquality video playback.

DVD Video files (.VOB files) should ALWAYS been played out in original size on the second monitor, as the dynamic resizing to fullscreen gets lost after Start and Stop (other video formats are not affected).

DVD files (.VOB) cannot be played out in DV format over Firewire because of the Encode/Decode process this would involve. First convert these files to DV format.

For performance reasons DVD files should be converted on non-G5 CPUs to less CPU intensive codecs (DV,JPEG etc). This can be easily achieved by using the Universal Converter in the Tools menu.

For performance reasons DV files should be played out over the Firewire port if possible, as the decoding task of the DV files is then handled by the attached DV device.

Various

For compatibility reasons regarding TH-S XP3.0 (Windows XP) file names should´t contain the characters \/:*?"<>|,; as they are not supported by the Windows XP operating system.

The selectable time in player 8 has been reduced to 59min 59sec 9/100 (DV length). The MMC "Locate command therefore is now only be send within this time span.

TH-S v3.0 can be controlled completely by the "Remote" function of the Yamaha DM1000/2000 mixing desks.

For a mixed working approach Mixer/TH-S the "User Defined Keys" can be easily mapped to the Start/Stop/Pause functions of TH-S.