

Automation

The automation cues control all parts of the system that are connected. The list of cues and what they do is below. Depending on your theatre, you may not use all the cues listed.

3D_FLAT_1998 changes the projector to 3D Flat channel and motorized masking moves to flat.

3D_SCOPE_2048 changes the projector to 3D Scope channel and motorized masking moves to scope.

CREDITS changes lights to mid.

DCI_XYZ_FLAT changes the projector to 2D Flat channel and motorized masking moves to flat.

DCI_XYZ_SCOPE changes the projector to 2D Scope channel and motorized masking moves to scope.

END_SHOW changes motorized masking to most open format, brings lights to high, changes sound to preshow sound and turns on switched outlet.

FEATURE changes lights to low.

MPEG_FLAT changes the projector to Mpeg channel and motorized masking moves to flat.

MPEG_SCOPE changes the projector to Mpeg channel and motorized masking moves to flat.

PROJ_END closes projector douser and turns off the projector lamp.

PROJ_START opens the projector douser and turns on the projector lamp.

START_SHOW changes lights to mid, changes sound to digital and turns off switched outlet.

TRAILERS changes lights to mid.

To test the cues to ensure they are working, select Menu, Christie IMB then system shown in fig. 5.6.

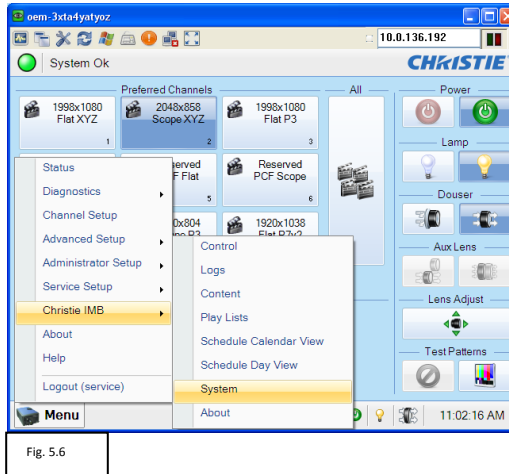


Fig. 5.6

In System, select the tab at the bottom labeled Automation, then Macros on the left tabs, select the cue you want to test and select Run Macro at the top of the cue list. A confirmation window appears and the cue will have triggered. All this is shown in fig. 5.7.

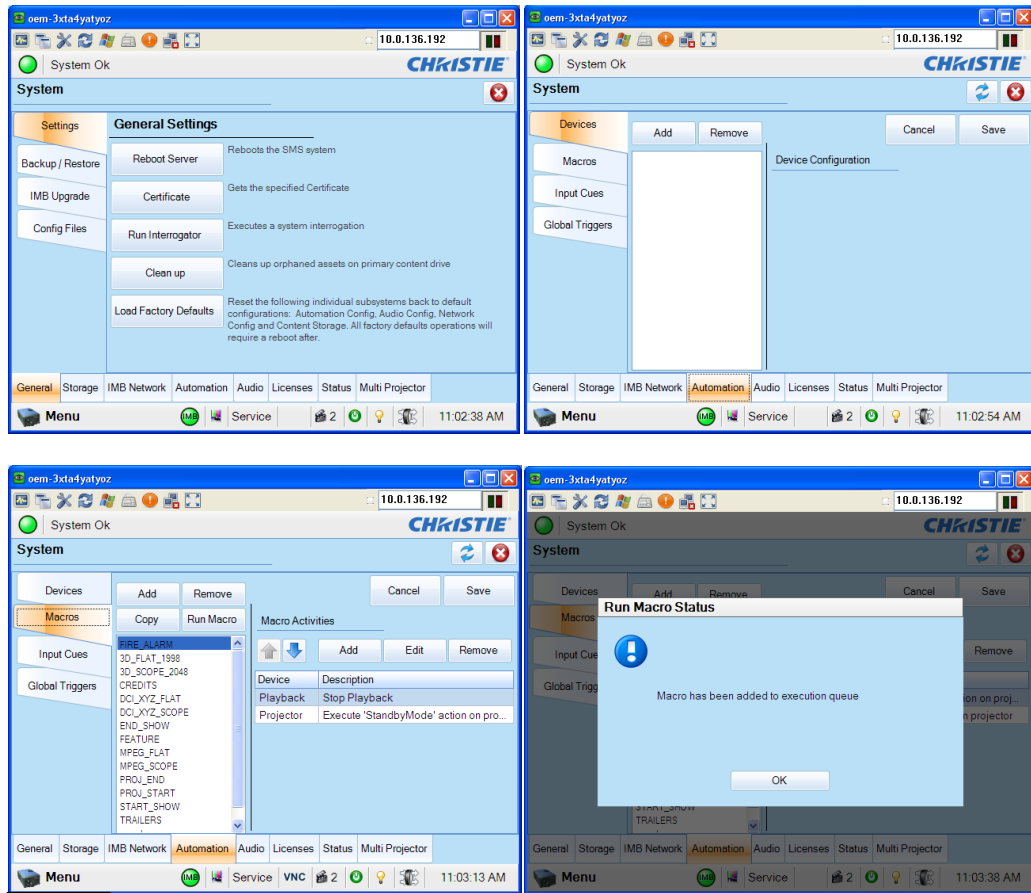


Fig. 5.7