The Events System

The Event Control Panel

Using the Events System

The Events List
Defining Events On-line
Off-line Entry of Event Details
Saving the Events List
Listing Events
Multiple Events
Deleting Events
Playing Events
Automated Drop-ins and Events
Overriding and Inhibiting Events
Copying Event Times to the Cue List

Setting up the Events System

Events Page
Event Assignment Page
Figure 1
The Events System

Introduction

The SSL Events System provides a means of storing, editing and recalling timed 'events'. These Events are typically used for activating sound effects stored on CDs or tape cartridges but the relay closures generated by the system can be used to control anything from a smoke generator to an electric trap door.

Events can be programmed into the system in two ways:

**ON LINE**  In which the EVENT ENABLE key is on and the appropriate EVENT button is pressed at the point in the recording where the event is required. The information defining the event is automatically entered on the Event List.

**OFF LINE**  In which the Event List is edited by typing in the details of each Event. The timecode value for the Event can be entered as an explicit timecode or you can use a CUE, TITLE or DROP-IN to define the tape position.

Having created the Events List using either method, the details which define the Events can be edited to achieve the desired result.

The Events Control Panel

The sixteen start/stop buttons are referred to as the Event Trigger pushbuttons and should not be confused with the EVENT key on the main computer keyboard. In addition, two master control switches, EVENT ENABLE and EVENT OVERRIDE complete the Event control inputs as described below:

<table>
<thead>
<tr>
<th>Event Trigger</th>
<th>Each button controls a machine, just as if it were an ordinary pushbutton remote, but when Events are enabled, operating a button causes data to be entered directly into the Events List.</th>
</tr>
</thead>
<tbody>
<tr>
<td>EVENT ENABLE</td>
<td>When enabled, the Event Trigger buttons cause entries to be made in the Event List and Events to be replayed.</td>
</tr>
<tr>
<td>EVENT OVERRIDE</td>
<td>Used to temporarily ignore recorded Events so that new ones can be entered.</td>
</tr>
</tbody>
</table>
Using the Events System

Before using the Events Controller for the first time you should be conversant with the entry of command lines and the organization of data, as described earlier in this manual.

The Events List

Each TITLE has its own Events List which can consist of as many pages as memory space allows. A typical screen display is shown in Figure 2. The Events are numbered sequentially as they are entered and consist of a description, device specification and timecode value.

The device specification is entered via the Event Assignment page of the Setup Menu, and is normally a very brief description of the machine e.g. CART 1 (see Appendix I)

<table>
<thead>
<tr>
<th>Name</th>
<th>Device 1</th>
<th>Device 2</th>
<th>Timecode</th>
</tr>
</thead>
<tbody>
<tr>
<td>PROG IDENT</td>
<td>CART 33</td>
<td></td>
<td>1:33.18</td>
</tr>
<tr>
<td>START THEME</td>
<td>CART 1</td>
<td></td>
<td>1:53.05</td>
</tr>
<tr>
<td>ANNOUNCER</td>
<td>CART 1</td>
<td></td>
<td>1:53.05</td>
</tr>
<tr>
<td></td>
<td>GRAM B</td>
<td></td>
<td>2:12.21</td>
</tr>
<tr>
<td></td>
<td>TAPE 2</td>
<td></td>
<td>2:12.21</td>
</tr>
<tr>
<td></td>
<td>GRAM A</td>
<td></td>
<td>2:20.09</td>
</tr>
<tr>
<td></td>
<td>TAPE 1</td>
<td></td>
<td>2:34.24</td>
</tr>
<tr>
<td></td>
<td>CD 1 CUE</td>
<td></td>
<td>2:34.24</td>
</tr>
<tr>
<td>NEWS JINGLETT</td>
<td>CART 1</td>
<td></td>
<td>2:40.11</td>
</tr>
<tr>
<td>IDENT</td>
<td>CART 2</td>
<td></td>
<td>2:47.00</td>
</tr>
<tr>
<td>VOX EFFECTS</td>
<td>AMS LOC</td>
<td></td>
<td>3:19.09</td>
</tr>
<tr>
<td></td>
<td>AUTOPAN 2</td>
<td></td>
<td>3:19.09</td>
</tr>
<tr>
<td>TOP 3 SEGUE</td>
<td>DAT</td>
<td></td>
<td>3:30.07</td>
</tr>
<tr>
<td>FEATURE INTRO</td>
<td>CD 2</td>
<td></td>
<td>3:40.24</td>
</tr>
<tr>
<td>FROGS FART</td>
<td>GRAM C</td>
<td></td>
<td>3:50.13</td>
</tr>
</tbody>
</table>

Figure 2
Defining Events On-Line

In order to record Events on-line, type:

NAME EVENT EX

The screen will display an empty Events List associated with the current Title. The most straightforward way of creating the Events is to operate the EVENT ENABLE key on the Events Panel and then press Event Trigger buttons at appropriate points in the recording. As each event is triggered, the timecode read from the master tape machine is stored on the list together with the identity of the machine. The tape can be stationary, if necessary, while recording an event.

An alternative method is first to define the Event time, and then define the machine to which it applies, by editing the Event List directly. At the appropriate point in the recording, press the EVENT key on the computer keyboard.

Each time the EVENT key is pressed, a numbered Event is entered on the list as shown in Figure 2. The timecode value represents the tape position at the instant the key is pressed and the other details that define the Event can now be entered off-line as described below.

Off-line Entry of Event Details

To enter information on the Event List, the list is first displayed by typing:

NAME EVENT EX or NAME EVENT nn EX (nn is the Event number)

The cursor marks the current Event, and can be moved around the pages with the ↑↓←→ keys. The comment column (column 1) can be edited by positioning the cursor and typing in details on the QWERTY keyboard.

The second column, which defines the machine triggered by a given Event, is entered either by specifying the Event Trigger button number (1 to 32) or by pressing the appropriate Event Trigger button itself.
The last column, which contains the timecode value for the Event, can be edited either by moving the cursor and typing in timecode or any one of the standard references to timecode target points, followed by EXECUTE:

- a timecode: 10121908 EX
- a cue name: CUE 6 EX
- a drop-in start time: DROP-IN EX
- the current title start time: TITLE EX
- the current tape position: HERE (EX is not required)

The Event times can be nudged a frame at a time by placing the cursor in the timecode column and pressing the + and - key. To add or subtract larger times from the stored time, type the time followed by + or - e.g. to subtract 30 seconds, type:

:30 - EX

Saving the Events List

As the list is edited, the information is stored in memory. To store the updated information on Data Cartridge or Reel disc, press END.

Listing Events

The Event List can be displayed by typing:

```
LIST EVENT EX
```

The ← → keys can be used to scroll through the pages of Events. Note that the LIST EVENT command will not allow entry or editing of Events.

Multiple Events

An Event may simultaneously trigger more than one device by adding machines in the second column of an Event. To add to an Event:

- position the cursor anywhere on the line of the Event
- and press the JOIN key
The list will open to accept the additional device names which are entered by positioning the cursor and either entering the Event Trigger button number (1 to 32), or pressing the Event Trigger button itself whilst in column 2.

Deleting Events

An Event can be deleted from the list by placing the cursor anywhere on the line and pressing the DELETE key.

Playing Events

Events are replayed to timecode whenever the EVENT ENABLE button is selected. When the tape is in PLAY events are triggered as the timecode values are reached but if the tape is rewound or wound forward by more than a second the events are ignored.

The Events page of the Setup Menu (see Appendix I), has an option - 'Event fire number', which can be set to one of three values:

0 only the event at the cursor fires
1 all events fire
2 all events after cursor fire

While working with the Events List, pressing SETUP allows the Event fire option to be changed. Pressing PRESET displays the current Event fire option.

To play the tape from the timecode which corresponds to an event, place the cursor on the timecode or comment column of the Event List and press the PLAY key. If EVENT ENABLE is on, the tape is played and the event is fired.

To locate and play the tape without firing the event, place the cursor in the second column of the Event List and press the PLAY key

To locate the tape to the timecode which corresponds to an event, press the GOTO key in place of the PLAY key

NB Commands such as GOTO EVENT EX, PLAY FROM EVENT EX and DELETE EVENT EX do not exist
Automated Drop-ins and Events

To perform an automated drop-in at an event time, place the cursor in the first column of the Event List and press the DROP-IN key.

The tape is located to the timecode position defined by the event. If the RECORD ENABLE key has been activated, the machine goes into record (otherwise it just plays). The drop-out time is not defined so the drop-in is open-ended.

Overriding and Inhibiting Events

Holding down the EVENT OVERRIDE button causes the system to ignore recorded events. This allows you to define new events on-the-fly but does not delete the original ones from the list. So, having defined the new events, the unwanted ones must be deleted as described earlier.

Note: Placing the cursor in the machine column of the Events Page inhibits the firing of ALL events.

Copying Event Times to the Cue List

Just as times from the Cue List can be inserted into the Events List, events and their times can be copied to the Cue List. Position the cursor in the third column and press COPY.

The Event will appear on the Cue List at the chronological point, and will be assigned a Cue number. If the event has a device name entry on the line where the cursor was positioned, it will be copied to the Cue List.

Setting Up the Events System

The Setup Menu options are all described in Appendix I, but two pages associated with the Events System are also described below:

Events Page

The Events Page has three options:

- 'Event fire number'
- has been described earlier in 'Playing Events' (Page 8-7)
'Your reaction time' allows you to enter a time in frames, which is then deducted from the time the Event trigger button is pressed to compensate for slow hands.

'Add pre-roll' set to YES to add the pre-roll specified on the Event Assignment page (see below). Set to NO for immediate triggering of events.

Event Assignment Page

The Assignment page contains a numbered list for the 32 possible Event Trigger pushbuttons. For each button there are two columns to be completed: the first should give the name of the device which the button controls, and the second is a pre-roll time to allow for machines which do not start at the instant the event is triggered, e.g.

<table>
<thead>
<tr>
<th></th>
<th>CART A START</th>
<th>1.12</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>CART A STOP</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>CART B START</td>
<td>.21</td>
</tr>
<tr>
<td>4</td>
<td>CART B STOP</td>
<td></td>
</tr>
</tbody>
</table>