

Distributed Intelligence® Scene Control Software

Introduction

The Distributed Intelligence® Scene Control (DISC) software from ATI is a companion to the Paragon II Production console. DISC is designed to allow access to the 256 scenes capable of being programmed and recalled in the Distributed Intelligence® system of the console. This communication is done via the serial port of any Windows OS computer using a RS232 serial connection.

DISC also allows for extensive scene information to be stored and manipulation. The user can name scenes, group a number of scenes into a song, add cue notes to a scene and reorder scenes or songs in numerous different orders which can be saved and recalled at a later date.

The user is not required to use DISC with the Paragon II Production console, it can be used simply as a stand alone program to help organize show cues and notes. The Show file and supporting files can also be imported into Microsoft excel or other spread sheet application for "off line" manipulation.

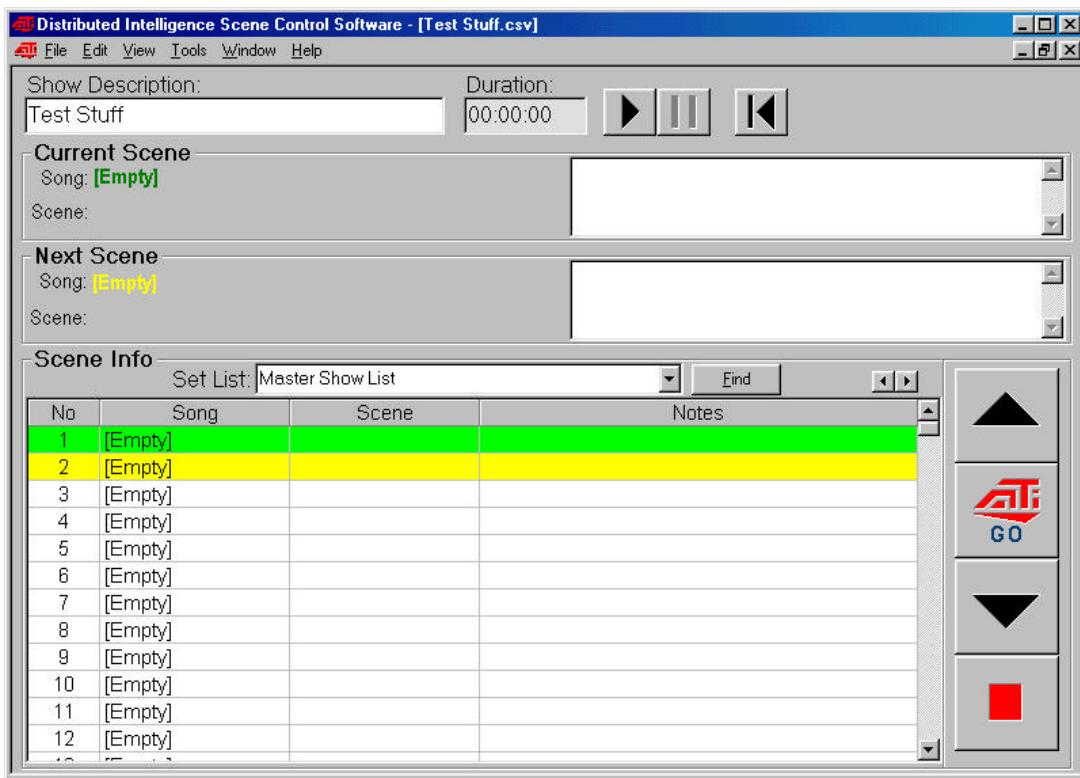
Installation

The ATI DISC software installation program is on the CD. Double click the .exe file or go to the start menu and run, browse to your CD drive and select the file. Follow the instructions and complete the installation.

Getting Started

To begin the program, go to the Start menu, under programs you will find an “Ati” folder with the program “DISC” inside. The program begins with no show file open. Click on the *File* pull down menu and select a *New Show*. You will be prompted for a file name and location. The default location is in the main directory created at installation. The main Show file has a .csv extension that represents a comma delimited file. This is done for importing and manipulation via Microsoft Excel or some similar spread sheet application which we will discuss in depth later.

After a file name is entered, the main screen will be displayed as seen below. Your file name is by default entered in the *Show Description* field. This is a text field for any extra information that you want to write down to describe this particular show file for easier identification.



To the right of the *Show Description* field is a *Timer*. This is a count up timer that can be used to time the length of a show or any other event that you need to time. It is controlled by the buttons to the right. The forward arrow starts the timer and the pause button stops the timer. The back arrow will reset the timer to zero. The last time is saved with the show file so it can be referenced later.

Below the *Show Description* and *Timer* is the *Current Scene* field. This is where Song name, Scene name and Notes of the current scene are displayed. The Current Scene is also highlighted green in the *Scene Info* window. When active, the notes of the Current Scene can be edited in the *Current Scene* window.

The Next Scene window is just below the Current Scene window and has all of the same features and information as the Current Scene window with the following difference. The Next Scene is highlighted yellow in the Scene Info window.

Below the Current and Next Scene windows, as already mentioned, is the Scene Info window. This is where the detail and order of the scenes is displayed. The current and next scenes are indicated with green and yellow highlighting respectively. You are able to search for any scene using the find button. Columns can be reordered and scene order can be manipulated either on the Master Show List or any of the user created Set Lists. This is also the area where scene information is edited and new scenes are inserted it. Many of these functions will be covered in other sections of this manual.

Finally to the right of the Scene Info window are the control buttons. They are used to scroll up and down the next scene selection indicator, to execute the selected next scene and to record, if not in show mode, either an update to the current scene or to a new scene.

Scene Format

For the purposes of this manual, we will define a scene as a single preset of the console controller switch states and fader positions (option) of the Paragon II Production console. All of this state and position information is stored locally on each of the modules in the console. This is the philosophy behind the Distributed Intelligence ® design. Each of these scenes has a number associated with it that refers to the location in memory where the information is stored. This scene number is all that is transmitted by the master controller in the console to each of the modules. In turn, this is also the only information that is transmitted from the computer to the console thus minimizing the amount of information needing to be communicated and eliminating the need to rely on a single element for ALL of the scene information.

Scene Number

The Paragon II Production console is capable of storing 256 scenes. Thus there are 256 scenes in each show file of the DISC software. There are four elements that make up the information for each scene. The first is the Scene Number. This is a unique number from 1 to 256 that, as described above, relates the scene information in the DISC software to the memory location on each of the modules in the Paragon II Production console. This is the only element of the scene information that you can not manipulate because of the direct connection with the console's memory locations. These numbers also do not serve a significant role in the manipulation of scenes in the DISC software. Although a new show file starts with the Scene Numbers in numerical order, they do not need to stay that way as we will describe later and can be removed from view.

Song & Scene Name

The second and third elements of the scene information are the song and scene name. You are not required to enter information in either of these fields. The purpose behind the two different fields is to be able to associate multiple scenes together under a common Song Name. These multiple scenes can be cut and pasted, along with other edit and sequence functions, as a single block because of their Song association. These advantages will be explained further when we talk about building set lists from individual Scenes or Song groupings.

You can have as many or as few scenes associated with a Song name as you would like. When the edit functions are utilized on a song basis, only those scenes connected to a continuous occurrence of the same Song Name, not interrupted by a different Song Name, will be included. If there is another instance of the same Song Name further down the list, it will NOT be included as part of the edit function.

Notes

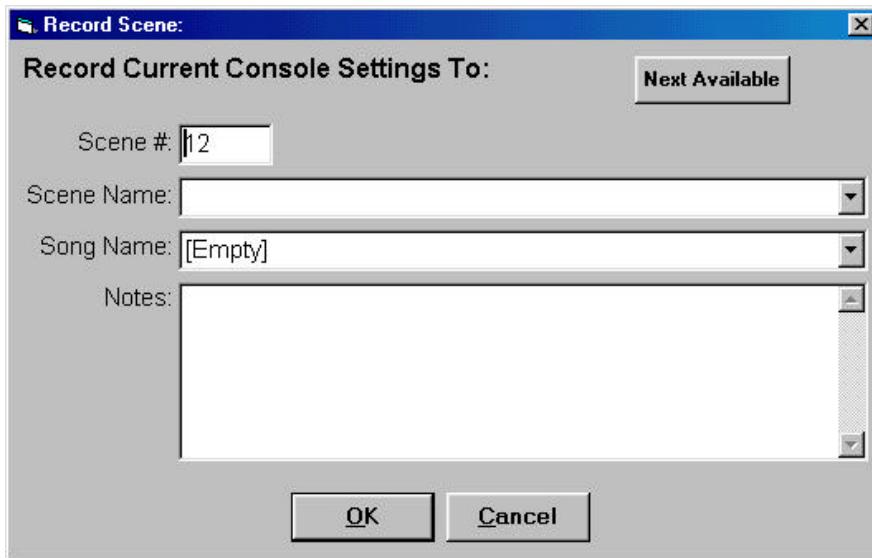
The fourth element of the scene information is the Notes field. This is available to make note of any special tasks that need to be remembered in connection with the execution of the scene. This field also does not need to have any information entered. This is the only field that can be edited "on the fly". Information in this field can be changed in either of the Current Scene or Next Scene windows. This way you can quickly make a note for a scene during rehearsal or even the show without having to enter the Scene Detail window.

Scene Info

Now that we have defined the format of the scene, it is time to start building a show file. When a show file is opened, you will notice that every scene is labeled "[Empty]" in the Song name field. This lets both you and the software know that nothing has been recorded in this scene location. This is important when searching for an available scene to record to.

Recording a Scene

Once you have the console controls set, press the record button (red square) in the lower right hand corner of the screen. If the record button is not visible, you may be in "Show Mode", selectable from the View pull down menu. This is explained later in the manual. When you press the Record button, the Record Scene window will appear, shown below.



The default scene number and other information displayed will be the Current Scene. This is done thinking that you will likely be updating settings to this scene. If this is the case, simply press ok and you are done.

In the likely event you have set up a new scene and would like to record it to a new location, simply press the Next Available button. This will automatically locate the next "[Empty]" scene number and select it for this new scene to be recorded to. The Song Name from the Current Scene (if applicable) remains in the Song Name field so you do not have to retype it if this new scene is going to be part of the current song. Otherwise select the field and write over this name if you want to create a new song.

If you wish to associate the scene you are recording with some other song on your list, or if you would like to record over any other created scene, pull down menus for both Scene Name and Song Name are available. These pull down menus contain all previously entered names are displayed in alphabetical order.

If you wish to access a known scene number directly, you may do that as well. For instance, if you know that you want to record this setting in Scene Number 25, just type the number into the Scene # field and the scene will be recorded there.

Once you have a scene number and entered a Song and Scene Name (if desired) you may also enter notes at this time. Notes can also be entered or modified later via the Edit Scene Detail window or directly in the Notes box on either the Current or Next Scene window.

When all information is set, press the OK button. This will transmit the record command to the console and make the recorded scene the Current scene. The record is now complete.

Master Show List

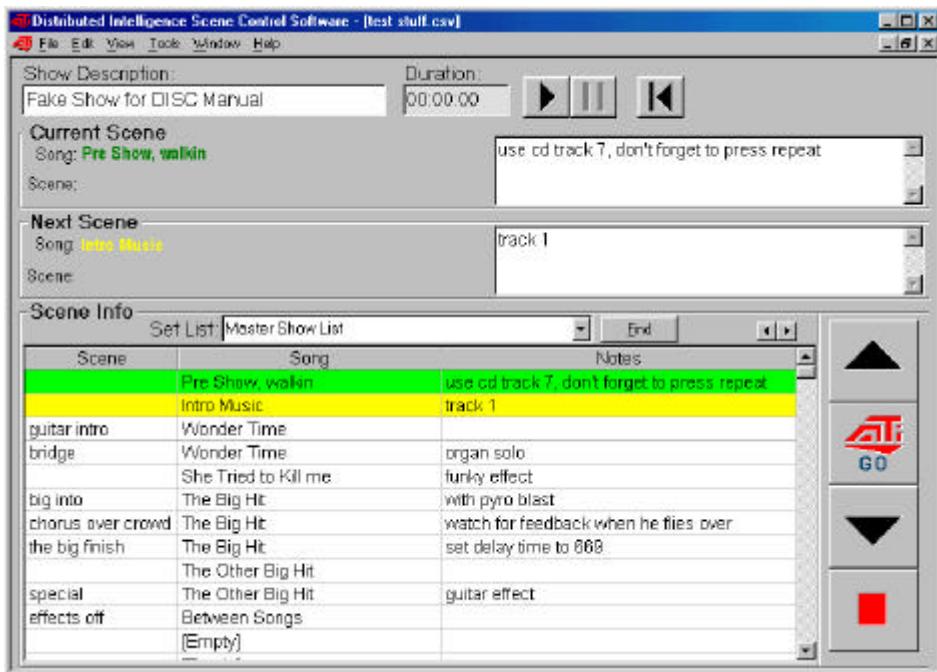
As you record more and more scenes, you will be building your Master Show List. The Master Show List contains a line for all 256 scenes that the Paragon II Production Console can recall. The list begins in Scene Number order, but as was discussed before, does not need to stay that way.

You can reorder the Master List in several ways, the first is by selecting a single scene and group of scenes, selected scenes are highlighted in yellow, and performing any of the available edit functions on it (them). The edit functions are available either by right clicking or via the Edit pull down menu.

While we offer these options, we do not suggest that you use these features as a way of organizing your scenes into the set list order each night. These features are suggested more for adding extra scenes into a song grouping, removing unneeded scenes, and general list tidiness. We recommend using the Set List feature to create varying set lists from night to night. The Set Lists are also saved so you can recall them later. The details of Set Lists will be covered in the next section.

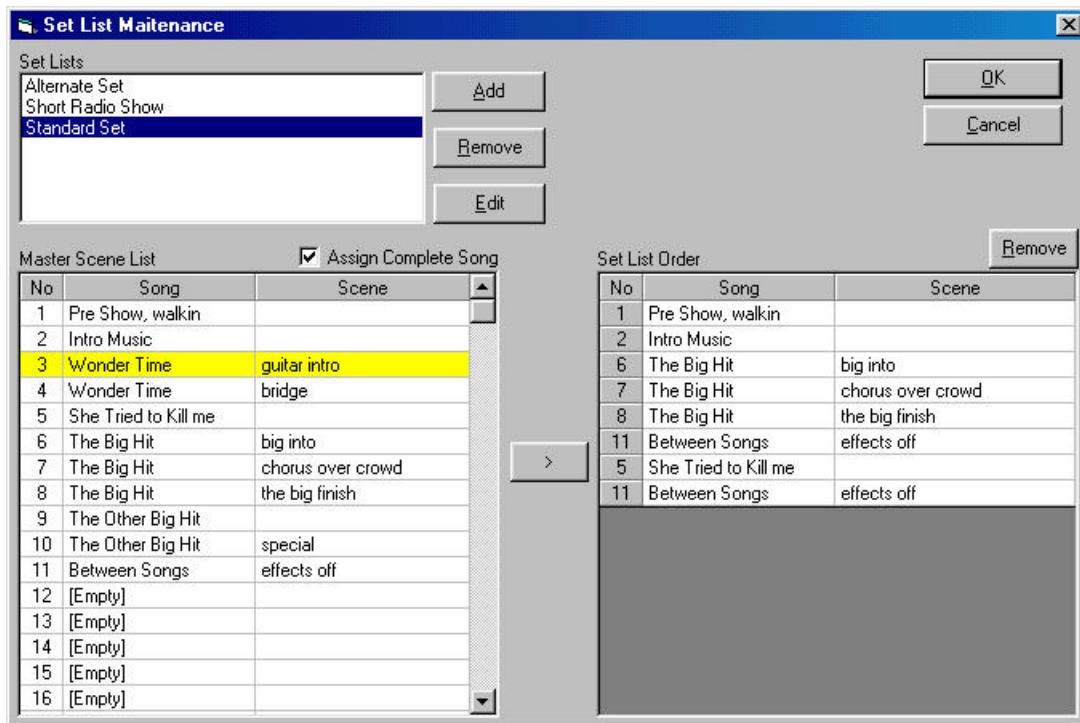
It is important to note that you can NOT delete a scene from the Master List. This list MUST always have the 256 lines to correspond to the 256 scene memory locations within the Paragon II Production console. One of the edit options is Empty Selection. This effectively clears the scene location in the software only and makes it available for recording a new scene into.

Column width within the Scene Info window can be adjusted. You can reorder the columns by dragging the header into the desired position. The left and right arrows in the upper right corner of the Scene Info window allow you to remove from view columns starting with the right most column. Use the left arrow to bring removed columns back into view. Below is an example some column manipulation.



Set Lists

Set Lists are ways of creating sub-lists of the scenes that have been created on the Master Show List. To create a set list you must go into the Set List Maintenance window. This is done from either the Edit pull down menu or at the bottom of the Set List pull down in the Scene Info window. The Set List Maintenance window is shown below.



The upper left section shows the currently available Set Lists. You can Add a new list, Remove a list or Edit the name of an existing list.

Once you have selected the Set List you wish to modify, select a scene from the Master Show List that you wish to add, and press the right arrow. Your selection will appear in the Set List Order window at the bottom of the list.

You can insert your selection anywhere within the list by selecting the scene on the Set List side directly below where you would like to insert the new scene from the Master List. Then select the scene you wish to add from the Master List and press the add arrow.

Scenes are removed from the Set List Order by simply selecting them and pressing the Remove button.

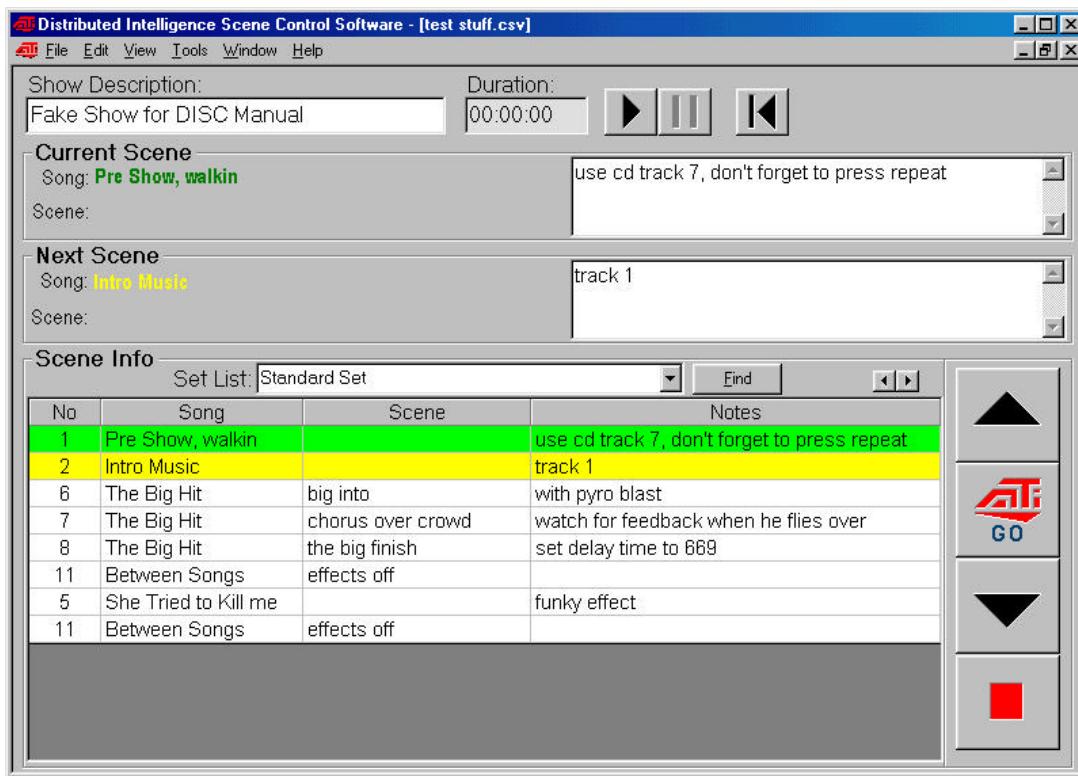
Above the Master Scene List window is the check box labeled Assign Complete Song. When checked, the entire Song related to your scene selection will be Added or Removed. Earlier we defined a Song only those scenes connected to a continuous occurrence of the same Song Name, not interrupted by a different Song Name. This feature is very helpful when you have created several songs with more than one scene associated to them. It will move all of your scenes as a song block by selecting any one of the scenes within the desired song.

As you can see, Set Lists are a great way of creating different combinations of scenes for different shows and is safer than moving things around within the Master Show List. An

additional advantage is that, as you can see from our example, the same scene can be used multiple times within a Set List. This is done by adding the desired scene to the Set List at each desired location. From the example above, the scene named "Between Songs / effects off" has already been used twice and will probably be used every time the artist will talk between songs. This approach only uses one space in console memory but turns into multiple scenes in the Set List, this is better than having to go back and search for the scene during the show.

Once you have created a Set List, return to the main window by pressing OK. If you choose the cancel option, changes made to the currently selected Set List will not be saved. Choosing a different Set List to edit in the Set List Maintenance window will lock in the changes made so far.

Back in the main window, use the Set List pull down option to select one of your created set lists. Below we have recalled the Set List that we created above.



The first thing you will notice is that there are only as many scene lines as there were scenes assigned to the set list. That is because this is a defined subset of our Master Show List, with duplicates. The record and edit functions are also severely limited within a Set List. You are only able to record changes to the Current Scene, i.e. update the information of the scene. The Next Available or Scene Number select options are not available in the Record window. If you need to create a new scene, you must first return to the Master Show List to create it. Then you can add it into the appropriate Set List or Lists.

In addition, all of the Cut, Paste and Insert edit options are not permitted. All Cut and Paste actions must also be done within the Master Show List or the Set List Maintenance Window.

Pull-Down Menus

The following is a review of the functions within each of the available pull-down menus in the DISC software.

File Menu

New Show	Creates a new show file
Open Show	Opens an existing show file.
Close	Closes current show file, will prompt to save if changes were made.
Save	Saves current show file.
Print	Prints via Windows printer driver the complete current Set List selection, either Master or Set.
Print Setup	Opens the Windows print setup window.
Exit	Closes current show file, will prompt to save if changes were made, and then exits the program.

Edit

Edit Scene Detail	Opens scene detail window to edit.
Insert New Scene Above	Inserts next available empty scene number between the highlighted scene and the scene above on the Master Show List.
Insert New Scene Below	Inserts next available empty scene number between the highlighted scene and the scene below on the Master Show List.
Cut Selection	Selects the highlighted scene for moving. The scene is not actually "cut" until the paste command is executed. This is done because there must always be the full 256 scenes on the Master Show List.
Cut Selected Song	Same as Cut Selection but will move entire song associated with the highlight scene.
Copy Scene Detail	Copies to the clipboard the Song Name, Scene Name and Notes of the highlighted scene.
Paste Selection Above	Places the cut scene or song between the highlighted scene and the scene above on the Master Show List.
Paste Selection Below	Places the cut scene or song between the highlighted scene and the scene below on the Master Show List.
Paste Detail	Pastes from the clipboard the Song Name, Scene Name and Notes that were copied there.
Empty Selection(s)	Clears the highlighted scene or scenes of all scene detail information and marks them as [Empty] so they are available to be used as new.
Sort By	Allows you to sort the Master Show List by Scene Number or Song Name.
Go To	Opens the Find Scene window.
Set List Maintenance	Opens the Set List Maintenance window.

View

Show Mode When checked, removes the record button from view and limits the Edit option as when working from a Set List. In addition, in Show Mode, double clicking on a scene immediately executes the scene as opposed to opening the scene detail window when not is Show Mode.

Tools

Settings Opens the Setting window where you can select the Com port that you are communicating through. You can also select the Baud rate (default is 19200). Auto Save, if selected will automatically save your Show file every 10 minutes.

Window

The current version of the software does not support multiple files being open simultaneously. Therefor there are no available options in the Window menu.

Help

About Software Opens about window with software version and contact information.

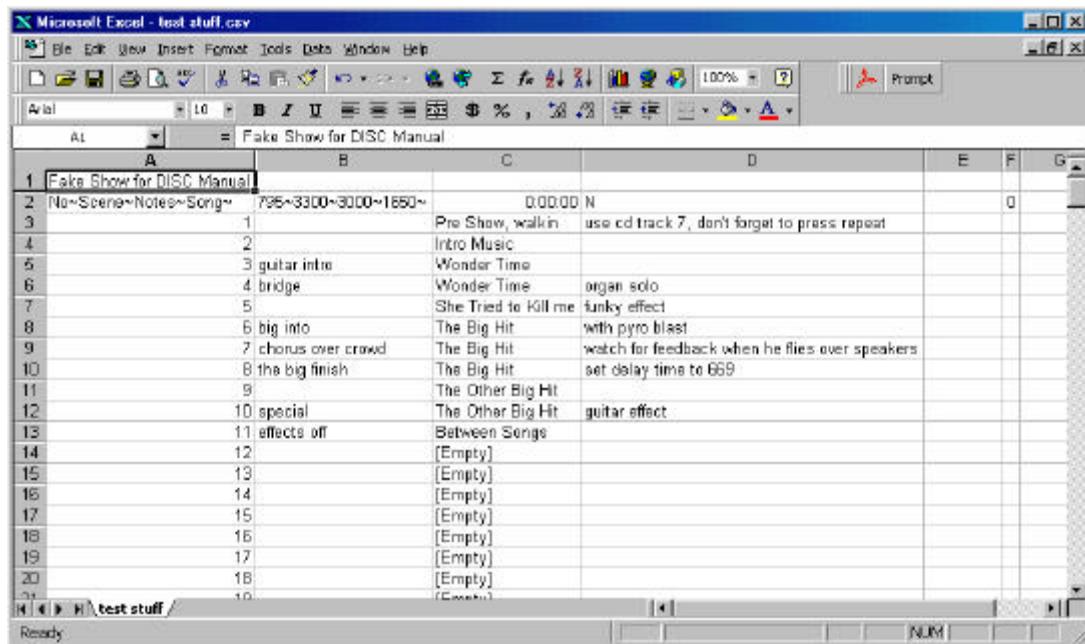
File Formats

As mentioned earlier, the main Show file is saved as a .csv file for easy importing into Excel. There are several other files that are associated with a show file which can be viewed and manipulated from programs other than the DISC software if you choose.

The main show file is saved as a .csv format that can be opened directly into Excel or any other spread sheet application. All detail information is stored here along with general show file information. The information contained in the cells is as follows:

- A1 Show Description field.
- A2 Column order by header title.
- B2 Width of each column from left to right.
- C2 The last save time on the timer clock.
- D2 The statues of the Show Mode flag. "N" equals NOT in Show Mode, "Y" equals in Show Mode.
- E2 Shows the visible state of the four columns. With nothing shown, as below, all columns are visible. With the right most column hidden, there is a "3~". With the two right columns removed, there is a "2~3~". Etc.
- F2 This field is the active Set List. "0" represents the Master Show List, and then the numbers increment as the set lists are displayed in alphabetical order in the Set List pull down view.

All of the scene detail begins at row 3. All 256 scenes are displayed in scene number order with the scene number in column A, Scene Name in column B, Song Name in Column C and Notes in Column D. Below is the Excel file for the Show File we have been working with thus far.



The screenshot shows a Microsoft Excel window titled "Microsoft Excel - test stuff.csv". The window has a menu bar with File, Edit, View, Insert, Format, Tools, Data, Window, and Help. The toolbar includes buttons for Undo, Redo, Cut, Copy, Paste, Find, Replace, Sort, Filter, and others. The spreadsheet has columns labeled A, B, C, D, E, F, and G. Row 1 contains the header "Fake Show for DISC Manual". Row 2 contains "No~Scene~Notes~Song~". Row 3 contains "1" in column A, "Fake Show, walkin" in column B, "0.00.00 N" in column C, and "use cd track 7, don't forget to press repeat" in column D. Rows 4 through 21 show various scenes, each with a scene number, a scene name, a song name, and a note. The notes often mention specific effects like "organ solo", "funk effect", "pyro blast", and "guitar effect". The "Song" column is mostly empty, with a few entries like "The Big Hit". The "Notes" column contains detailed instructions for each scene.

Fake Show for DISC Manual						
No~Scene~Notes~Song~						
1	Fake Show, walkin	0.00.00 N	use cd track 7, don't forget to press repeat			
2	Intro Music					
3	guitar intro	Wonder Time				
4	bridge	Wonder Time	organ solo			
5		She Tried to Kill me	funk effect			
6	big into	The Big Hit	with pyro blast			
7	chorus over crowd	The Big Hit	watch for feedback when he flies over speakers			
8	the big finish	The Big Hit	set delay time to 669			
9		The Other Big Hit				
10	special	The Other Big Hit	guitar effect			
11	effects off	Between Songs				
12		[Empty]				
13		[Empty]				
14		[Empty]				
15		[Empty]				
16		[Empty]				
17		[Empty]				
18		[Empty]				
19		[Empty]				
20		[Empty]				
21		[Empty]				

The second file that is created as part of the show file is a .bak file with the same name as the main .csv file. This is simply a backup copy of the .csv file and is updated every time you save the main .csv file.

The third file that is created is the Master Show List scene order file. This is a text file with the scene number of each scene listed in the order of the current Master Show List. This file is named the show file name followed by two "at" signs .txt. So for the above file it is "test stuff@@.txt".

The final files are the individual set list scene order files. They are similar in format to the Master Show List scene order file. There is one for each created Set List. These files are named by a combination of the show file name and the set list name separated by the "at" sign .txt. So for the Standard Set that we created earlier, the file name would be "test stuff@Standard Set.txt".

Distributed Intelligence Control Review

The following is a review of the controls that are able to be reset by the Distributed Intelligence® Control system.

Channel Assignment Module (mono & stereo)

- 8 Audio Group Assignments
- 8 VCA Assignments
- 2 Mono Mix and 2 Stereo Mix Assignments
- 8 Mono Aux and 4 Stereo Aux Assignments
- Channel Mute Switch
- Fader Position (optional)

Stereo Input Return Module

- 8 Audio Group Assignments
- 8 VCA Assignments
- 2 Mono Mix and 2 Stereo Mix Assignments
- 2 Mono Aux and 2 Stereo Aux Assignments
- Insert Switch
- Channel Mute Switch
- Fader Position (optional)

Group / Matrix / Aux Module

- Aux Mute Switch(s)
- Matrix Mute Switch
- Matrix Insert Switch
- 2 Stereo Mix and 1 Group Assignments for Group Inject
- Group Insert Switch
- Group Mute Switch
- 2 Mono Mix and 2 Stereo Mix Assignments for Group Signal

Mix Master Module (mono & stereo)

- Mix Mute Switch
- Mix Insert Switch
- 2 Stereo Mix Assignments for Stereo Input
- 4 VCA Grand Master Assignments
- 2 VCA Faders Position (optional)

Master Lower Module

- 2 VCA Grand Master Faders Position (optional)