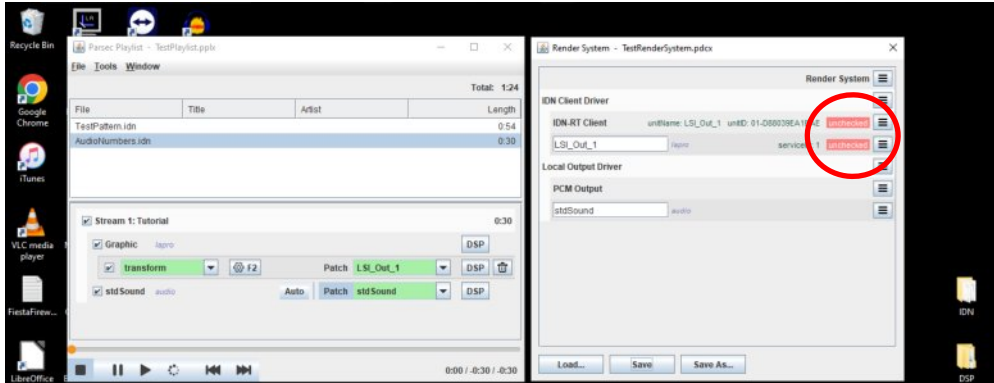


"Using Parsec" - IDN Recording Tutorials by Tim Walsh

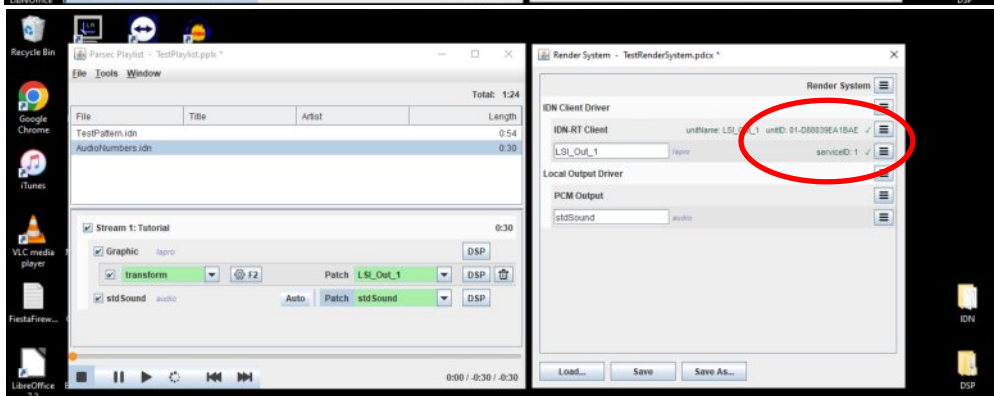
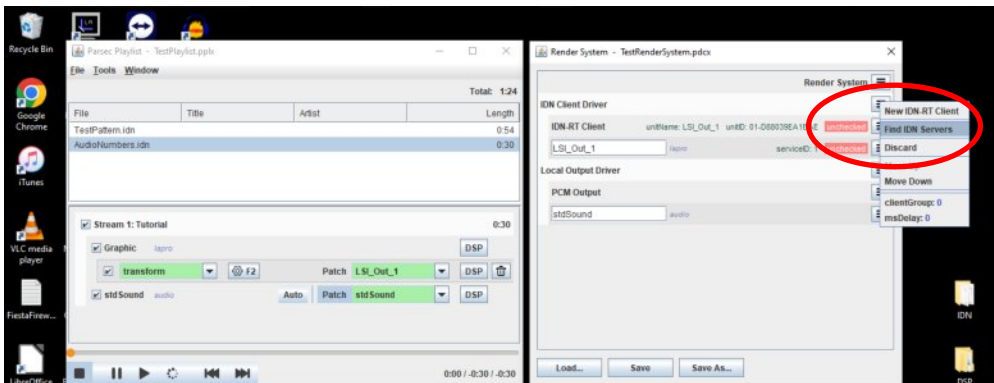
IDN Tutorial #5 - Play back multiple tracks in Parsec 13

Purpose - to learn how to add playback tracks and how DSP (UGC, Transform) can be used in a render system, that can then be used for different playlists.

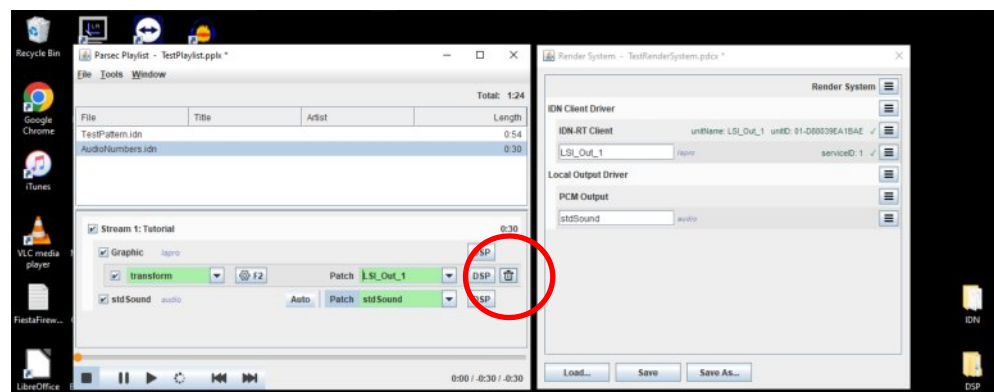
To begin, Load saved Test Playlist and TestRenderSystem from Tutorial 3

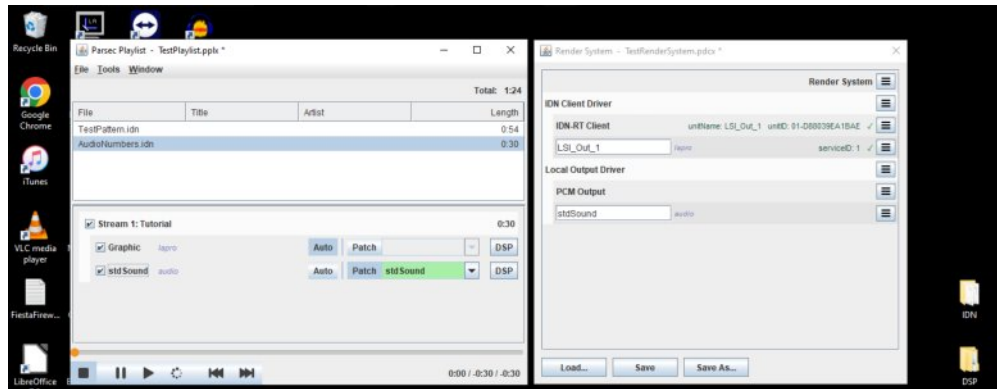


Verify (use "Find IDN Servers" to remove pink squares)

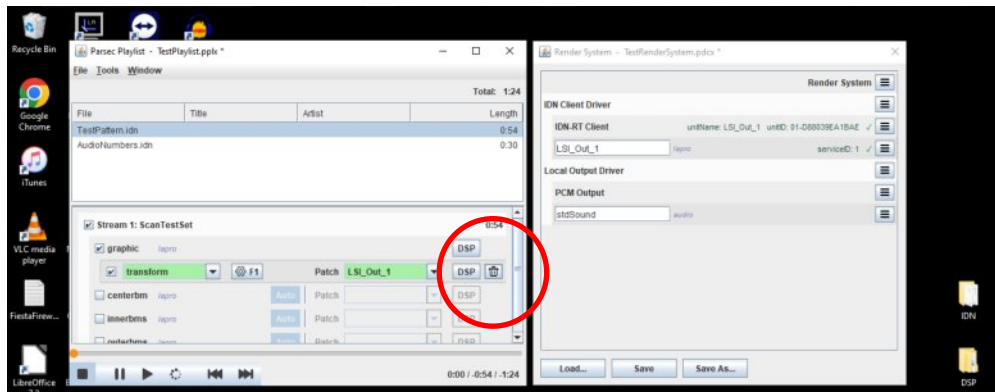


Remove DSP "transform" in playlist stream for song "AudioNumbers" - by clicking on the "trashcan" icon. The idea for having the transform inside the p-laylist is to add adjustment for ther individual tracks in a playlist; but now we are going to do the transform in the render system for the output or projector.

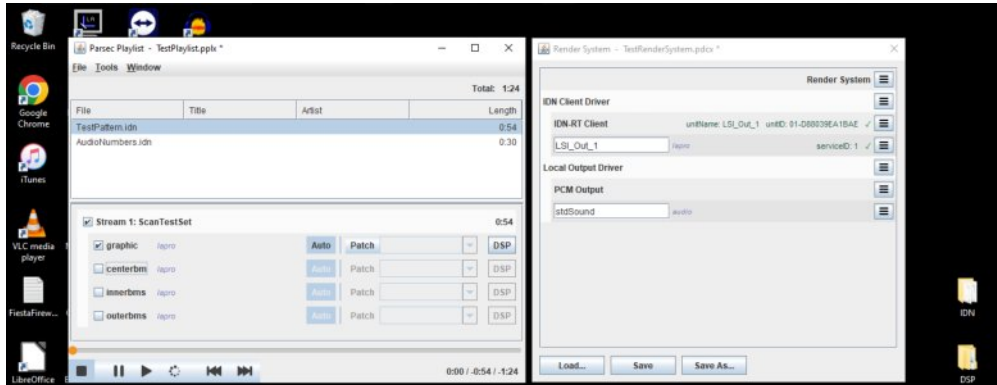




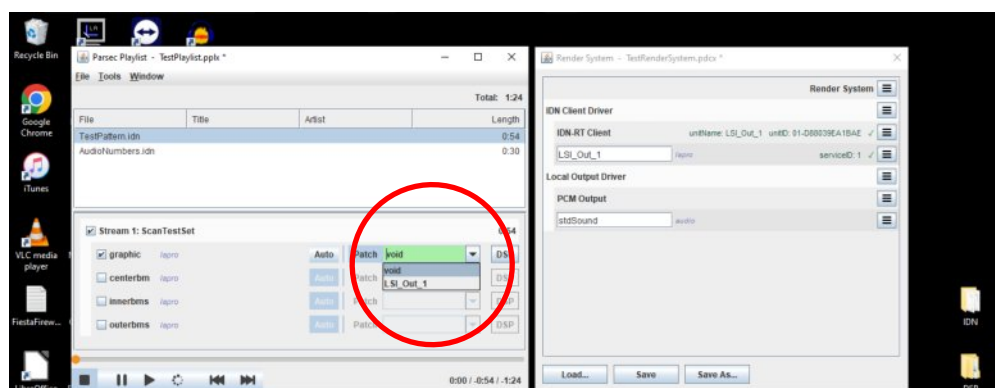
Do same for song "Test Patterns" - remove DSP Transform



No transformations left anywhere in the playlist - all output is full size

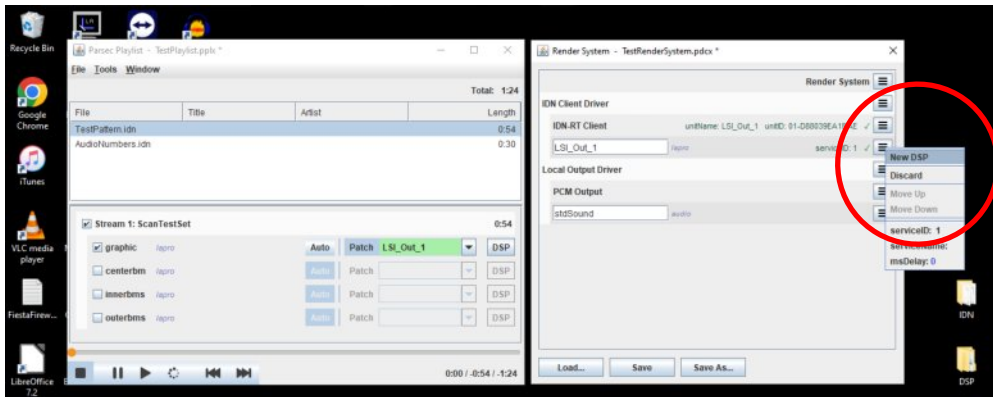


Beacuse of the DSP transform removal, repatch "Graphic" on TestPattern

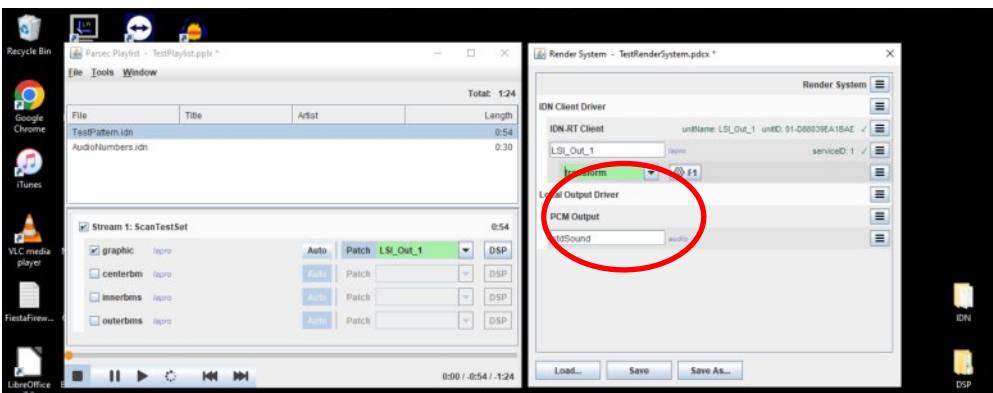
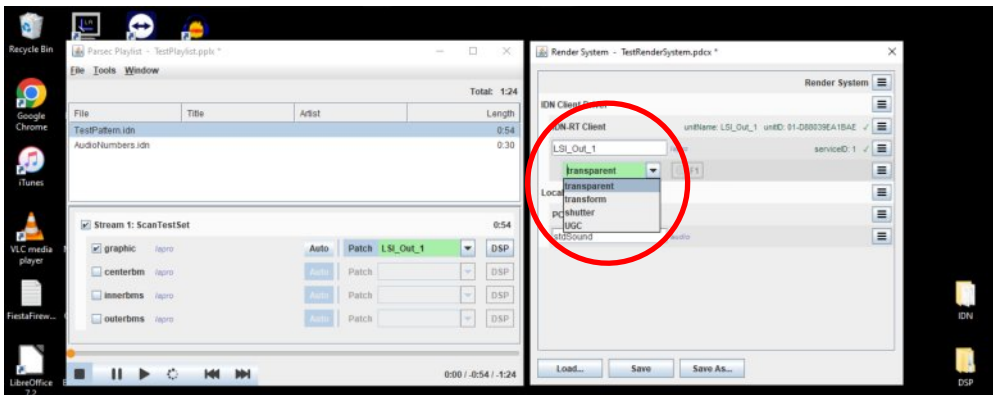


Next we will add a DSP transform for the entire tracks, using the Render System

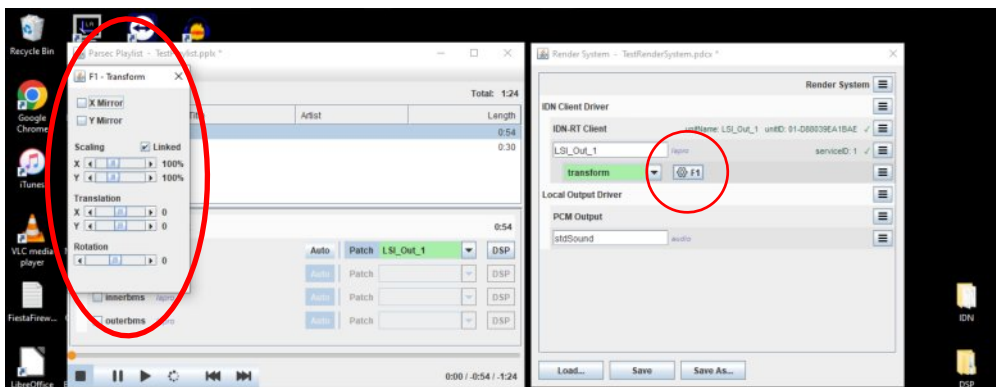
Go to Render System and add a new DSP for Graphic channel



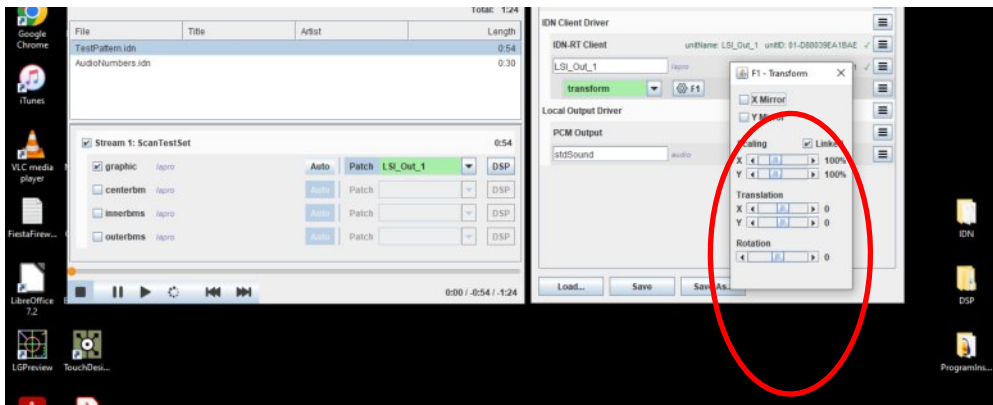
Select "Transform" as before, but now this will affect each Graphic track in each separate song.



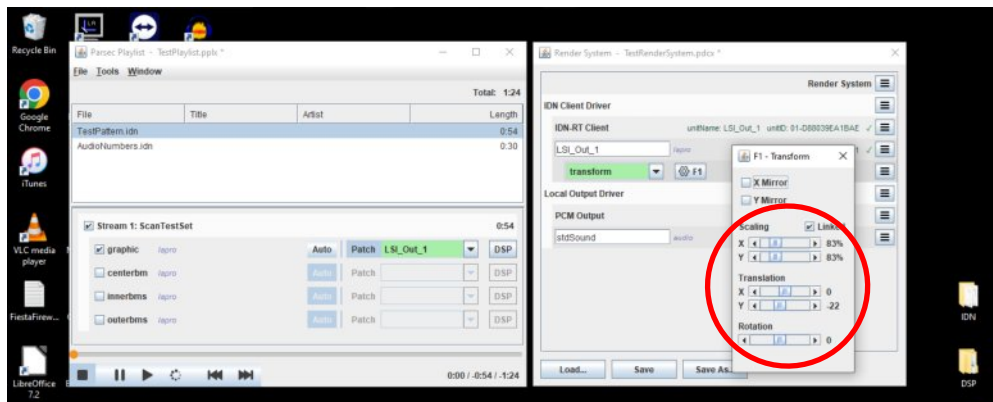
Click F1 to open Transform panel



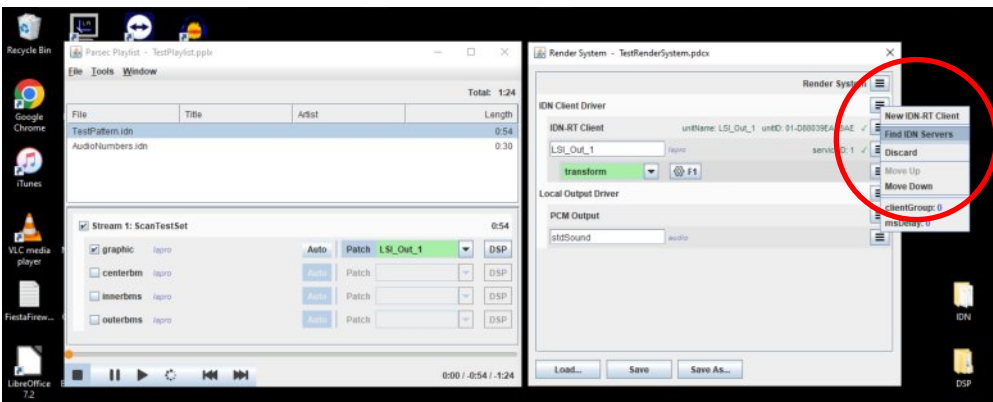
Move the F1 panel to wherever is convenient



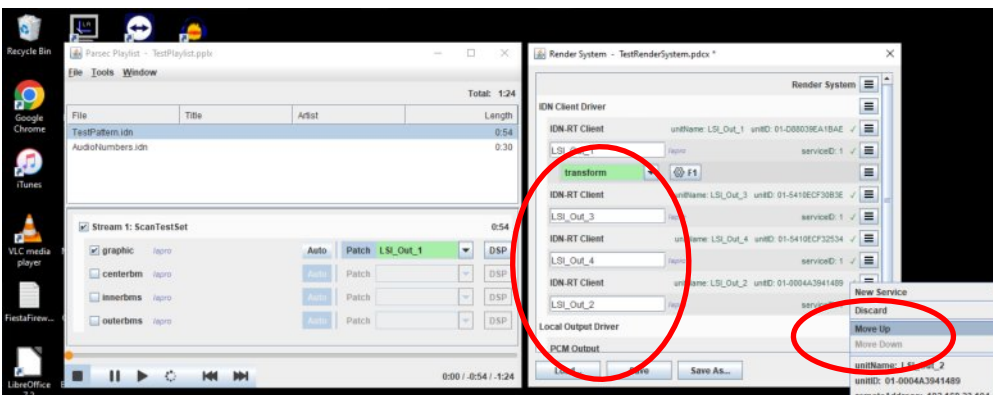
Make adjustments to graphic size



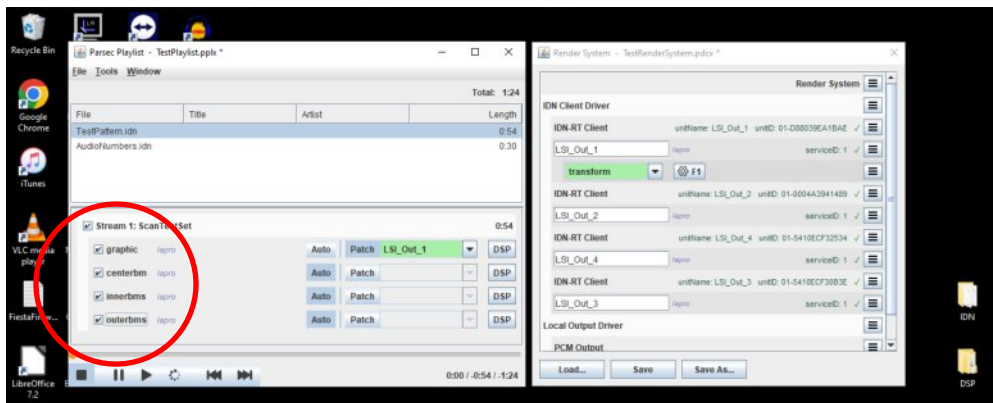
Next we want to playback all test pattern tracks in song "Test Patterns" so connect and turn on up to 3 more IDN playback devices - then Find IDN Servers (again). These test patterns each project their name for easy identification.



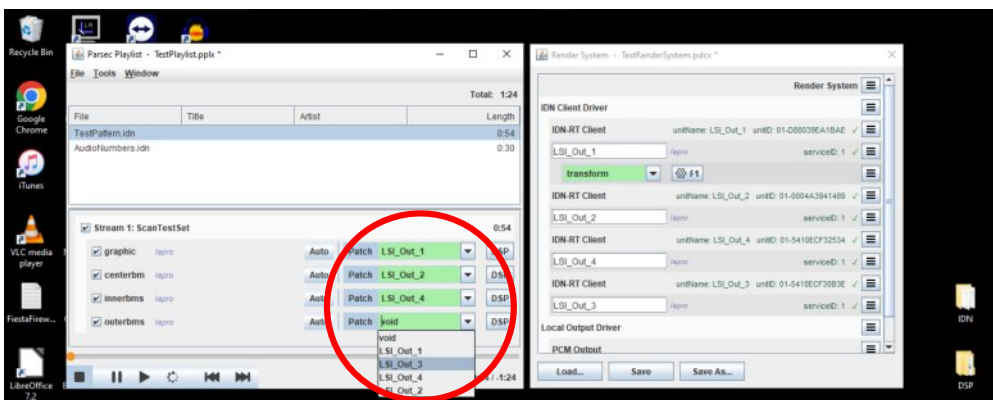
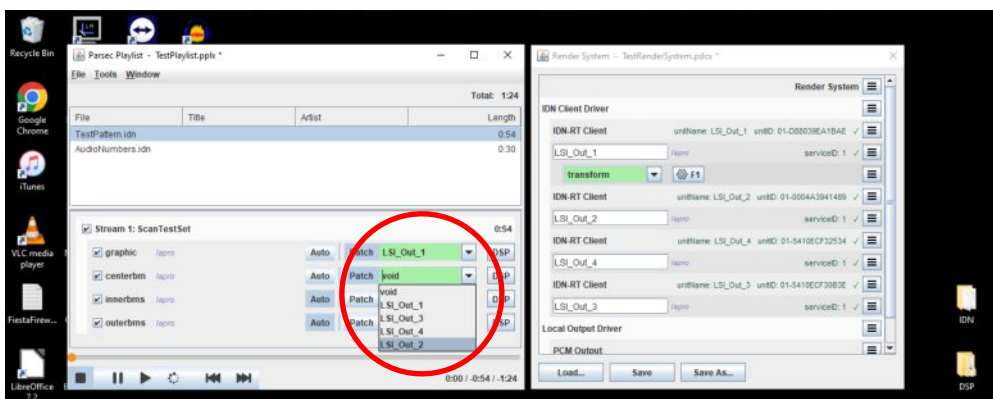
If all is well, the IDN outputs should show up in the Render system - you can reorder the new render outputs as you like



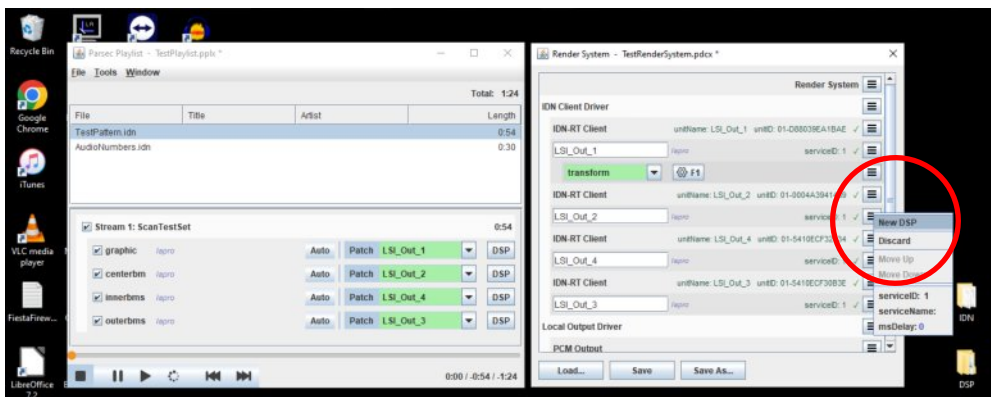
Final order is set - next, go back to the Playlist and check the boxes to turn on all tracks

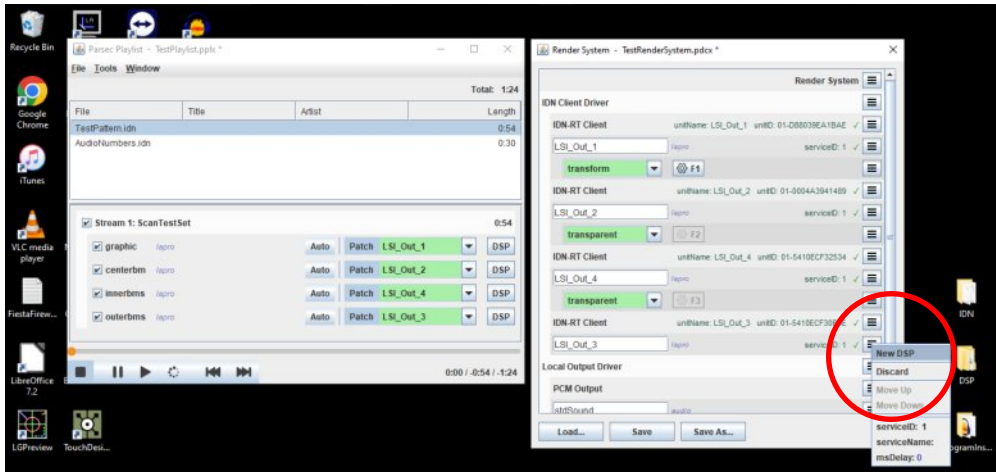
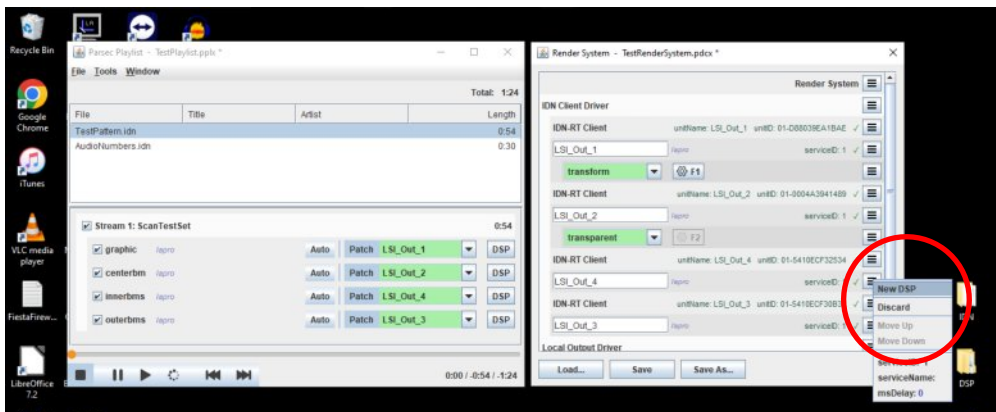


Patch each track as needed in the Playlist. I am using three beam tracks, I call "centerbm, innerbms, outerbms" to help me remember what I programmed, and what physical IDN output I should use. If correct, you will see the corresponding names projected.

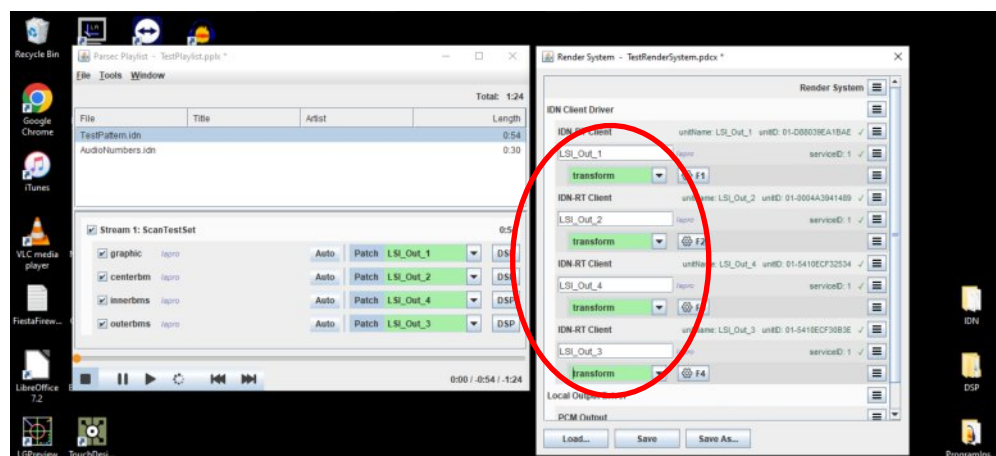
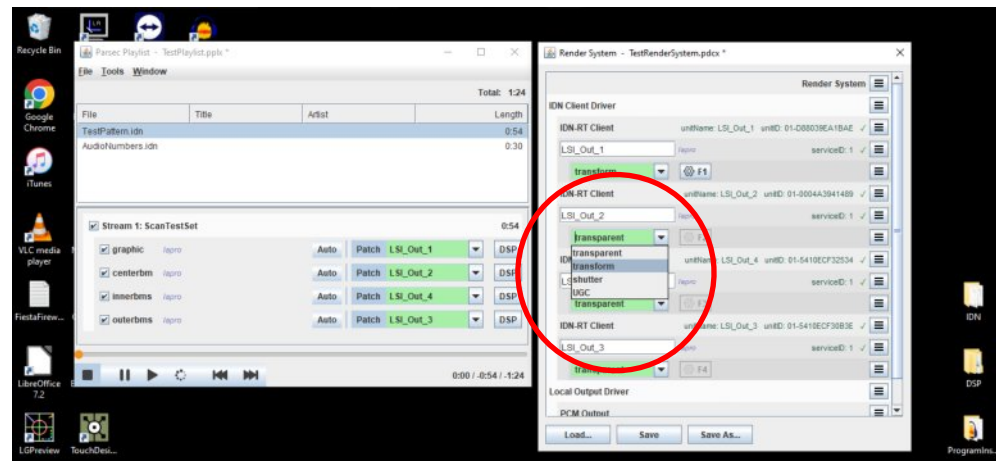


Final Patching done - add a new DSP to each track in the render system to resize each one

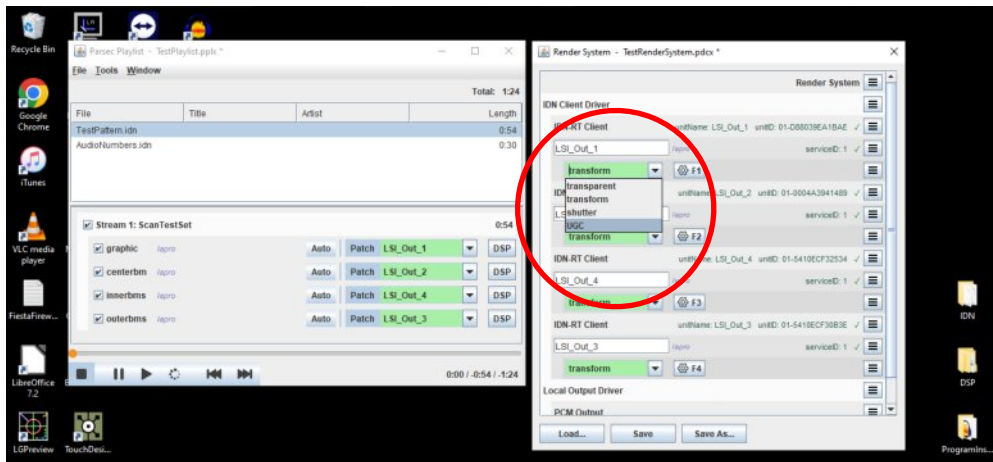




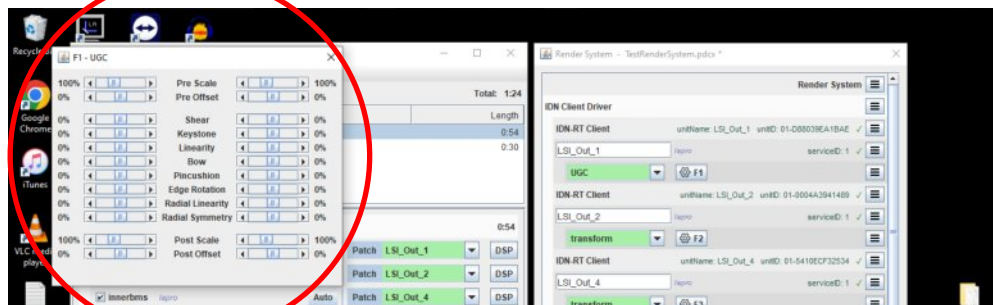
Change transparent to transform in each track in the render system, adjust size while playing back the test patterns:



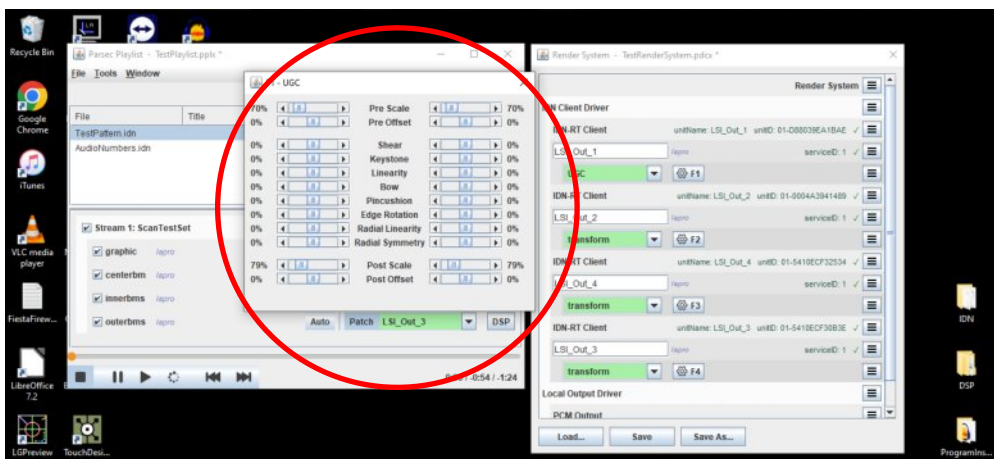
For more fine control of the Graphic track, change "Transform" to "UGC"



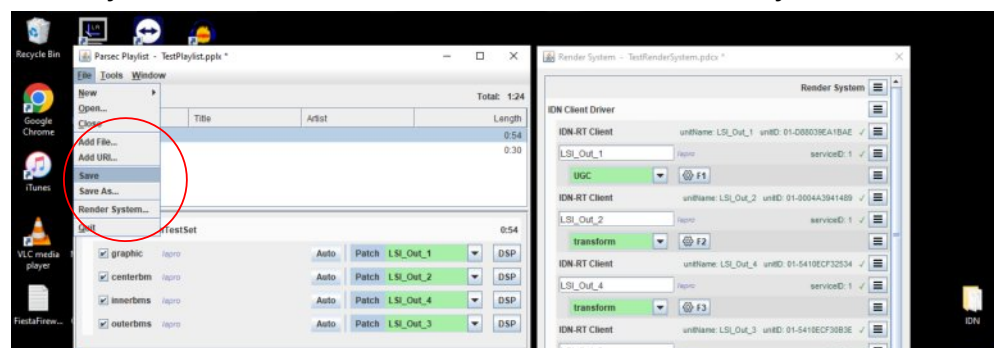
The UGC window opens up



Move UGC window where you like; to avoid clipping, turn down PreScale and PostScale a bit and start making adjustments, similar to most UGC parameters in other programs that you may have used.



If you "Save" now, in the Playlist window, the playlist changes will be saved to the file "TestPlaylist", but not the UGC and transforms in the Render System, that is a separate save.



To save all of the UGC and transform changes, save the Render System, using the Render System dialog. Keep in mind that this render system is now set up for your own situation - your studio or show setup, and can be reused with any other playlist to be played back in the same situation! And just in case something needs a further “tweak”, you can always add a DSP transform inside the playlist as well.

