

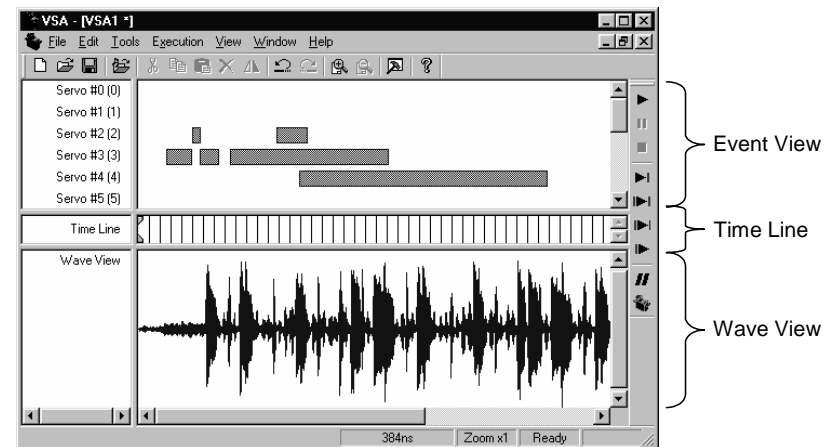
Visual Show Automation v3.0

Getting Started

Getting Started

The purpose of this document is to guide you through a typical “Getting Started” operation with Visual Show Automation. Before you begin installation, take a moment to read through the license agreement on the last two pages of this manual.

The main window consists of three main rows: the Event View, the Time Line View, and the Wave View. In the Event View, you create events which define the position of a device at any given moment in time. In the Time Line View, you can set the play start/stop times, called “markers,” and view relative time relationships. Finally, the Wave View graphically depicts the wave file, easing audio synchronization.



Minimum System Requirements

- Windows 98/NT/2000/XP with mouse (VSA will not work with Windows 95)
- Pentium 3 at 500MHz (Pentium 4 at 1.0 GHz recommended)
- 128MB RAM (512MB Recommended)
- Properly configured hardware (e.g., MiniSSC, SMI, SV203, DMX device or compatible hardware)
- Available, properly configured serial, parallel, or USB port
- Sound card and speakers (required for wave and MP3 playback)

Installation

Download from web

1. Follow the instructions provided in the registration email and download VSA to a destination directory.
2. Select **Run** from the Windows **Start** menu.
3. Enter **C:\Download\vs_setup_web.exe** where "C:\Download\" is the directory to which you saved the download (from step 1).
4. The installation will begin, follow the prompts.
5. When finished, select the **Visual Show Automation** Program Group from the Windows **Start | Programs** menu.
6. Select **Visual Show Automation** to start VSA.
7. The first time you run VSA, it will prompt you for your email address and registration code issued in your registration email.
8. VSA will load.
9. Included with VSA is a help file. Select the **Visual Show Automation** Program Group from the Windows **Start | Programs** menu and click **VSA Help**.

Standard Version on CD

1. Proceed to http://www.brookshiresoftware.com/vsa_registration.htm for software registration information and updates.
2. Insert the installation CD into the CD drive.
3. Select **Run** from the Windows **Start** menu.
4. Enter **D:\vs_setup_cd.exe** where "D:\" is your CD drive.
5. The installation will begin, follow the prompts.
6. When finished, select the **Visual Show Automation** Program Group from the Windows **Start | Programs** menu.
7. Select **Visual Show Automation** to start VSA.
8. The first time you run VSA, it will prompt you for your username and registration code found on the cover of this booklet.
9. VSA will load.
10. Included with VSA is a help file. Select the **Visual Show Automation** Program Group from the Windows **Start | Programs** menu and click **VSA Manual**.

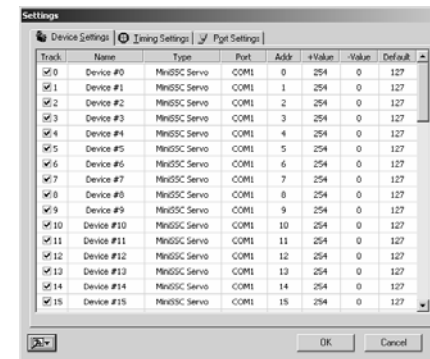
Demo Version

1. Download VSA Demo and remember the destination directory.
2. Select **Run** from the Windows **Start** menu.
3. Enter **C:\Download\vs_demo_setup.exe** where "C:\Download\" is the directory to which you saved the download (from step 1).
4. The installation will begin, follow the prompts.
5. When finished, select the **Visual Show Automation Demo** Program Group from the Windows **Start | Programs** menu.
6. Select **Visual Show Automation Demo** to start VSA.
7. VSA will load.
8. Included with VSA is a help file. Select the **Visual Show Automation** Program Group from the Windows **Start | Programs** menu and click **VSA Manual**.

Hardware Setup

First, you will need to identify the communications port you want VSA to use. Each track can use a different type of hardware (e.g., MiniSSC, SV203, SMI, etc.) and a different port. This example will setup a MiniSSC servo at address 0 on communications port 1. These settings will be the default and should be changed to meet your hardware configuration.

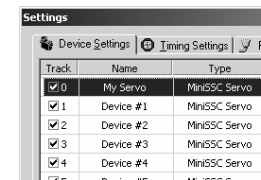
1. Start **VSA** or **VSA Demo**.
2. Once VSA has loaded, select **Tools | Settings....**
3. Select the **Device Settings** tab.
4. The following dialog will appear. Click once to select **Device #0**.
5. Double click on the **Type** column and select **MiniSSC Servo**. If you are using a different type of device, select the appropriate device type here.
6. Double click on the **Port** column and select **COM1**. If you are not using a serial device, select the appropriate LPT or RAPIU port here.
7. Double click on the **Addr** column and enter **0**. If your device is not at address 0, enter the appropriate device address here.
8. Click on the **Port Settings** tab and configure **COM1** to use **9600bps**. If you are using a different port or baud rate, configure the rate appropriately.
9. Click **OK**.



Name the Track

Next, you will identify the track with a particular name.

1. Again, select **Tools | Settings....**
2. Select the **Device Settings** tab.
3. A dialog similar to the above will appear. Double click the text that says **Device #0** under the **Name** column.
4. An edit box will appear. Begin to type, renaming the track to **My Servo**. Press **Enter** when finished.
5. The text **Device #0** will be replaced with **My Servo** as shown below.

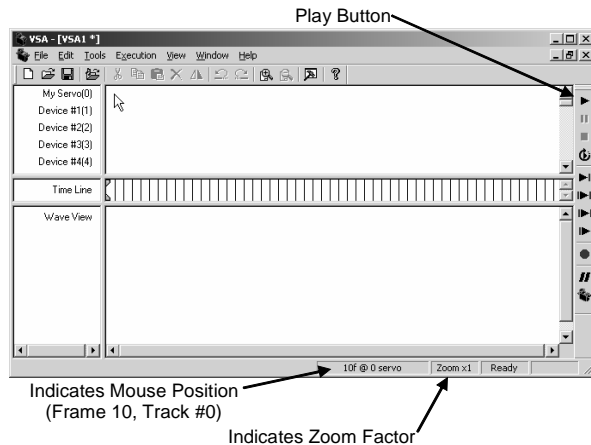


6. Press **OK**. The changes will be made in the main window.

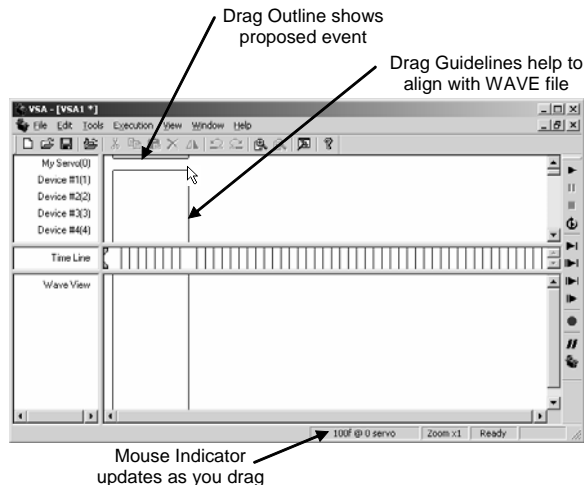
Create an Event

Events are entries along the timeline that command the hardware devices. Devices can only be actuated by making events.

1. Position the mouse horizontal to the track and vertical from the time you wish to create an event. In this example, we will create an event for track #0 at frame 10.

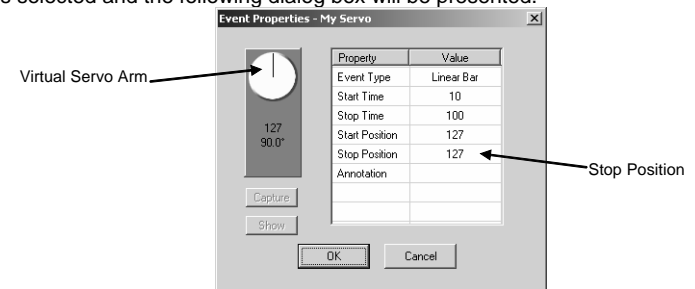


2. Click the left mouse button and hold it as you drag the mouse to the right. A black outline will appear, showing you the proposed event.



3. Continue to drag the mouse until you reach around frame 100. Release the mouse. A blue bar will appear; this is the newly created event.

4. We will now modify the commands sent to the servo. Position the mouse over this event and double click. A green outline will appear around the event showing that it is selected and the following dialog box will be presented.



5. With the mouse, grab the virtual servo arm and drag it. Release the mouse, at around position 200. If your Mini-SSC II and servos are attached and configured properly, the servo will move to the new position 200.
6. Click the **Capture** button. This will copy the position 200 to the "Stop Position" field. Click **OK** to exit the dialog.

Note: The start position is defined by the stop position of the most previous event. Because this is the first event, the start position is determined by the default position in the **Settings** dialog box.

Add an Audio File

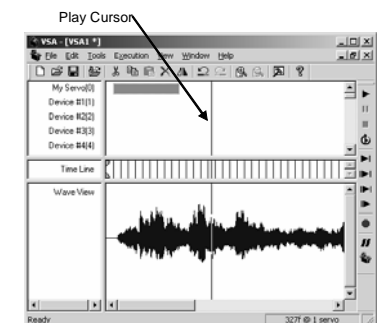
VSA is unique in that it allows you to visually examine a wave or MP3 file and synchronize events accordingly.

1. Select **Tools | Load Audio File...** and choose a wave or MP3 file from the file selection box.
2. Press **OK** to load the wave file.
3. As the file is loaded, a progress bar will move across the bottom of the screen. This process may take several minutes, depending on the size of the file.
4. When finished loading, the audio data will appear.

Play

VSA will begin execution by compiling the events and preparing the wave file. After play is begun, it may be stopped, paused, and resumed.

1. Select **Execution | Play All** to begin play.
2. A black cursor will show the frame currently being executed.



Tech Support

Brookshire Software is available for all customer service related needs at techsupport@BrookshireSoftware.com. Also, be sure to check the website, www.BrookshireSoftware.com, for the latest information and program updates.

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