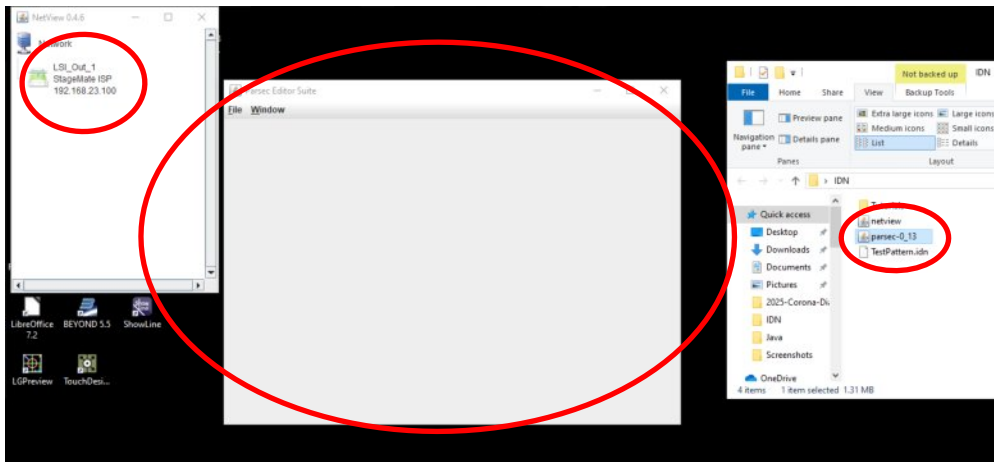


"Using Parsec" - IDN Recording Tutorials by Tim Walsh

IDN TUTORIAL #3 - Playing Back a Graphics file using Parsec 13

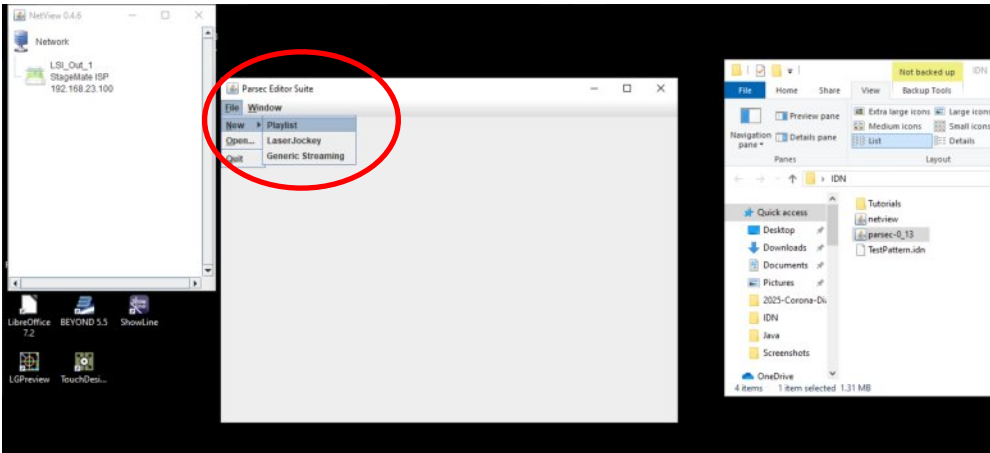
To begin, turn on only your playback device - a StageMate or any IDN playback device.

Note that my device for this tutorial will be "LSI_Out_1". Next, start Parsec-13 to open its window.

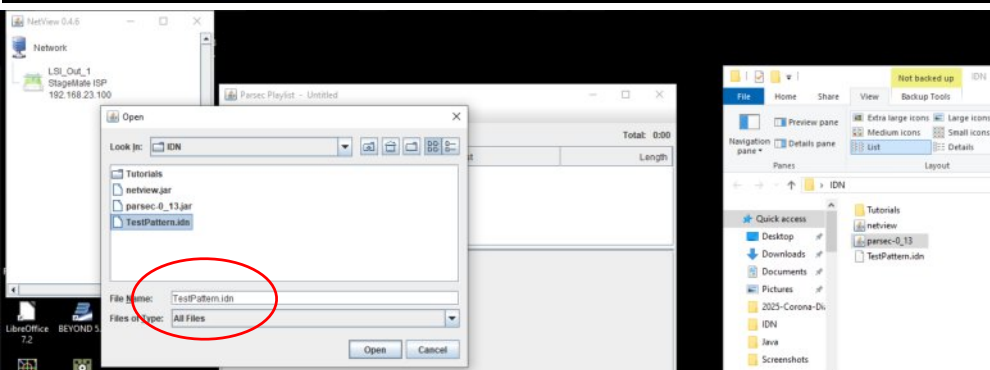
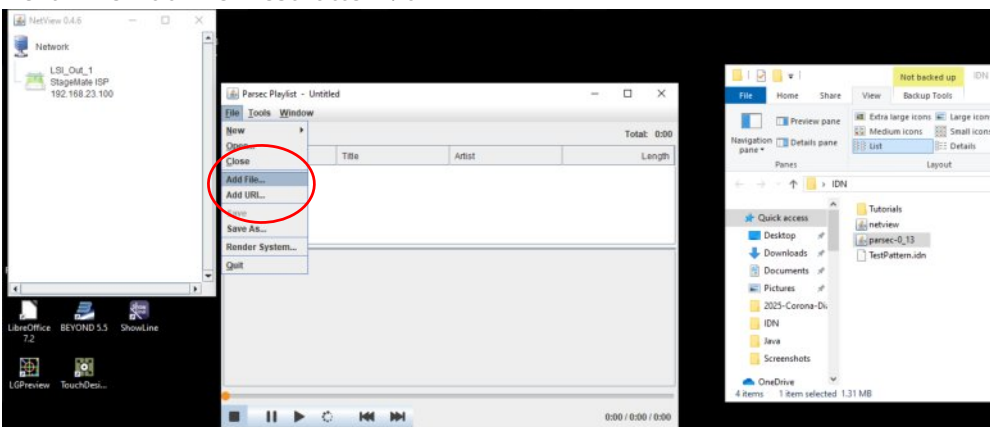


Load a file into a playlist for playback:

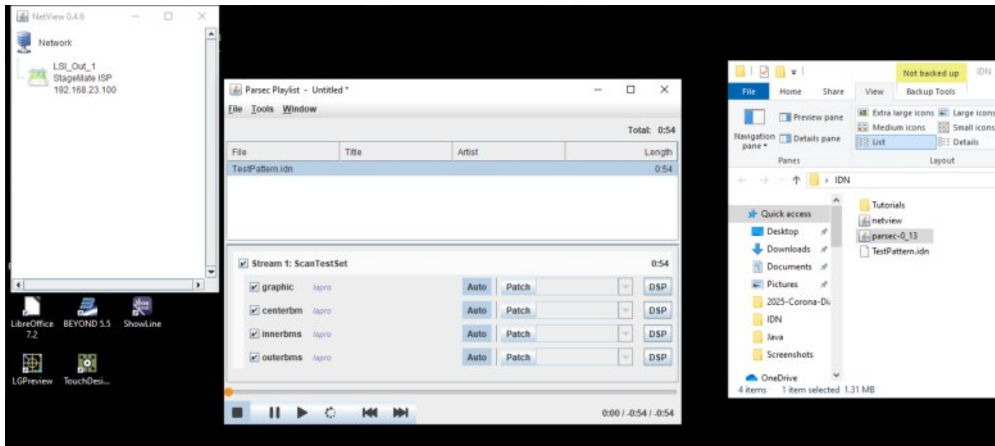
First - select File-New-"Playlist" from the dropdown



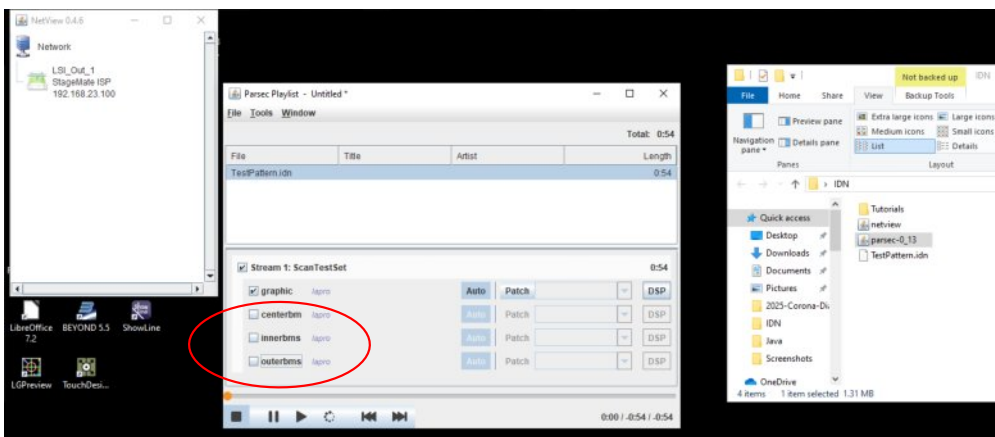
Next - File-Add File "TestPattern.idn"



Look at the file - click on "TestPattern" in the list - what is it asking for? We can see down below - it is looking for four sub-strams - (there are four tracks recorded) but we are only interested in playing back one track at this point - "graphic".



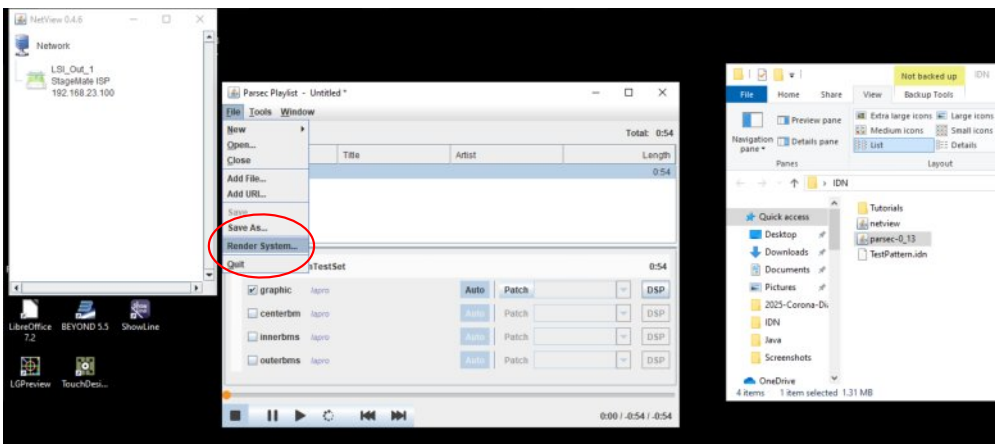
So we uncheck the other three tracks, and they will gray out:



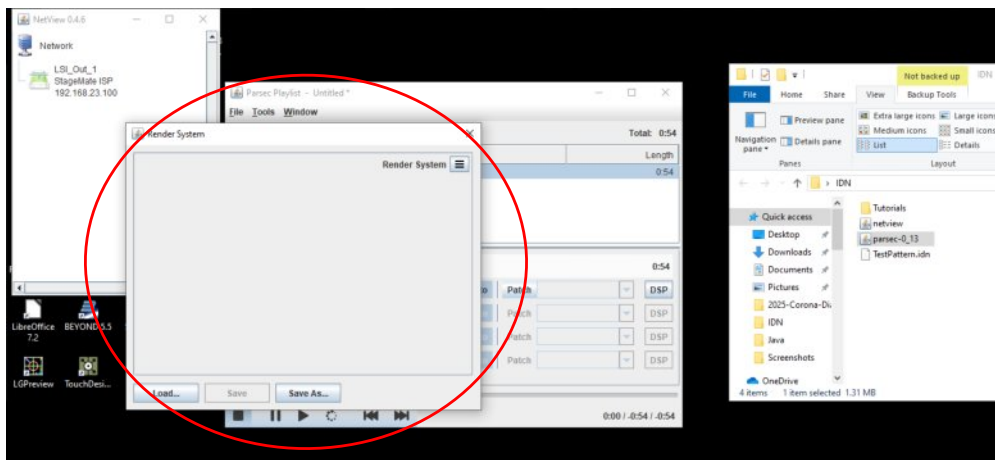
We are looking to play back - in laser - the track "graphic". To do this we must create a "Render System" and patch "graphic" to a physical output. Connect a laser projector to your IDN output device, and turn it on.

To create and save a render system for the Playlist:

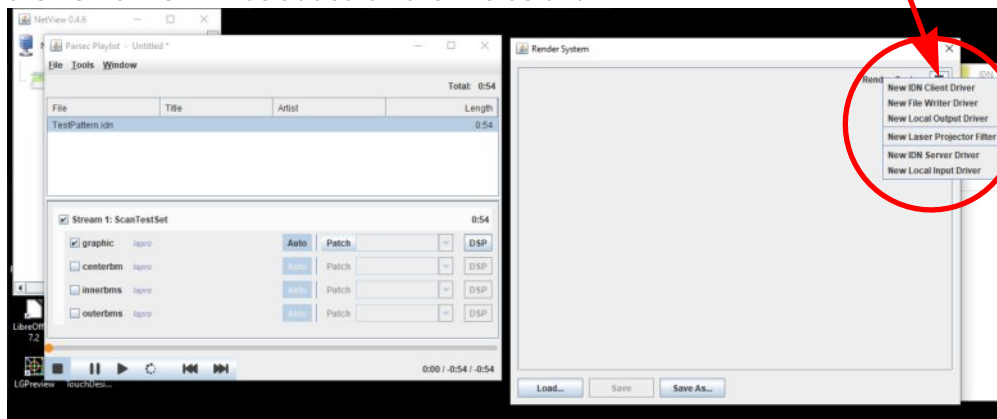
File-RenderSystem-click to start with a blank render system, and another window will open for this render system.



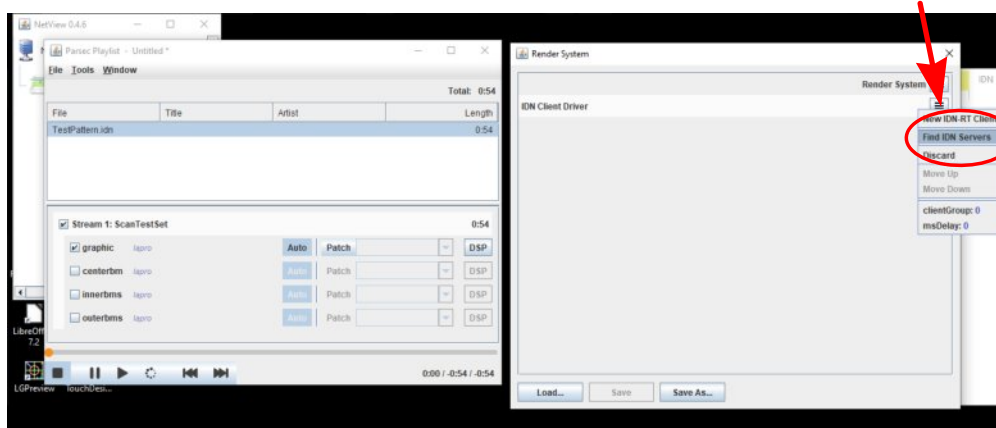
Render System window - you can move it and resize as needed:



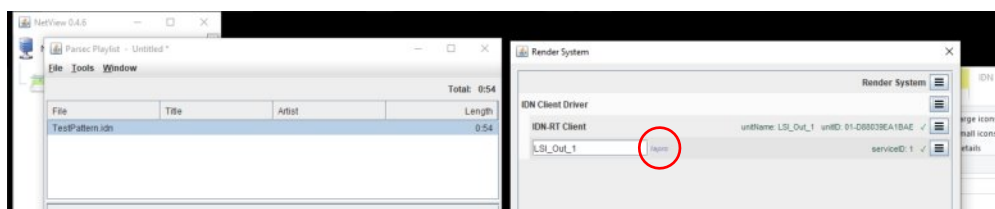
Click the Render System Hamburger top right - select "New IDN Client Driver" and the new driver will be added on the line below.



Click the new hamburger for the IDN Client Driver; a drop down menu will appear. For laser - click "Find IDN Servers" - the program will find your StageMate or other IDN devices and insert it into the next line.

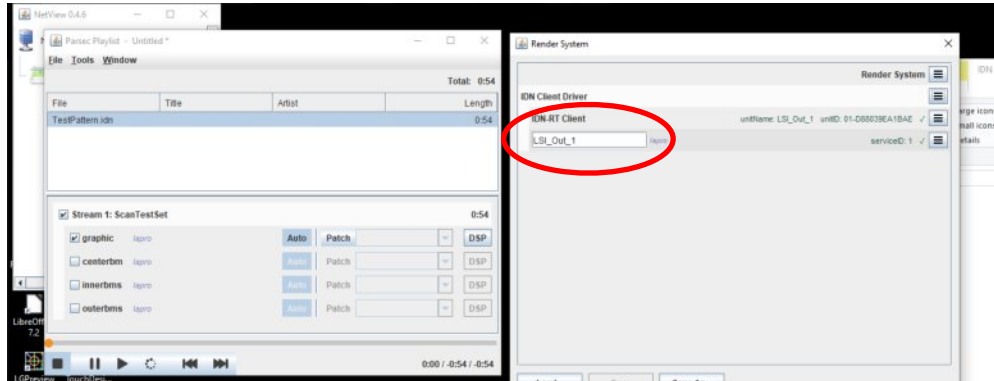


Note the tiny gray letters to the right of the input field - "lapro" - this indicates the service type, in this case "laser projector" (from the IDN-Stream specification)

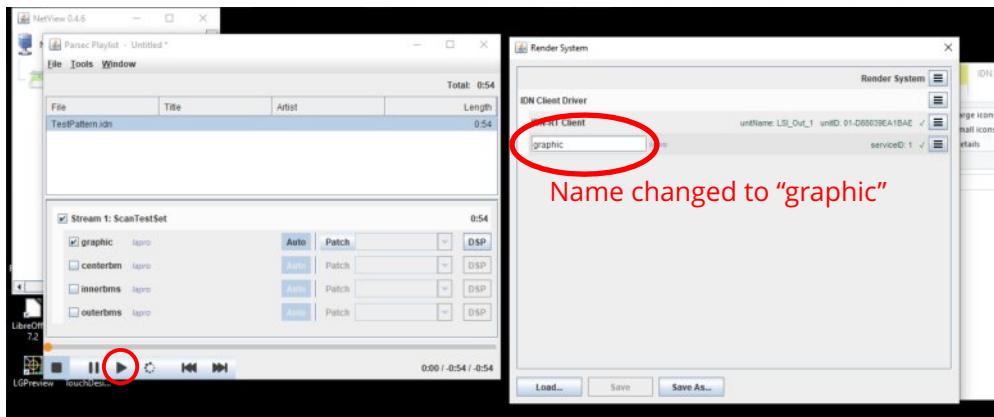


Next, we need to patch the output "graphic" from Playlist window to the IDN-RT Client in the Render system. There are two ways to do this:

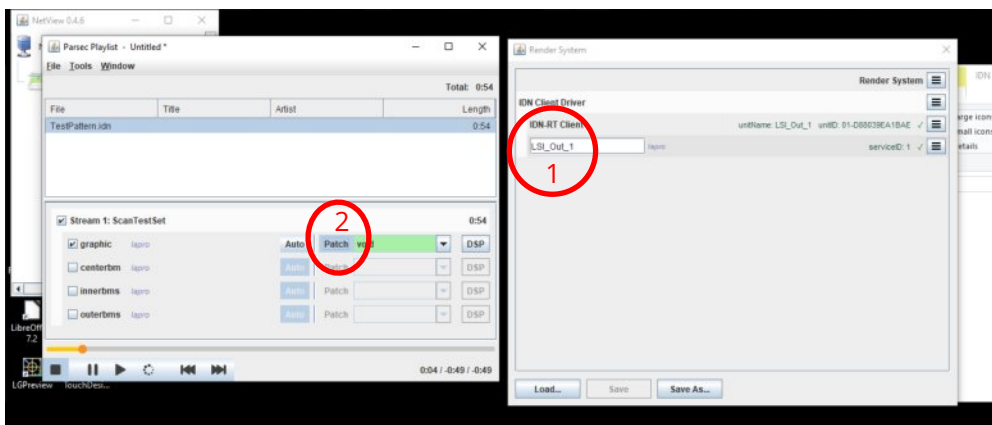
Method 1) change the service name in the render system input field to match the source track name - type in the word "graphic" in the render system input field:



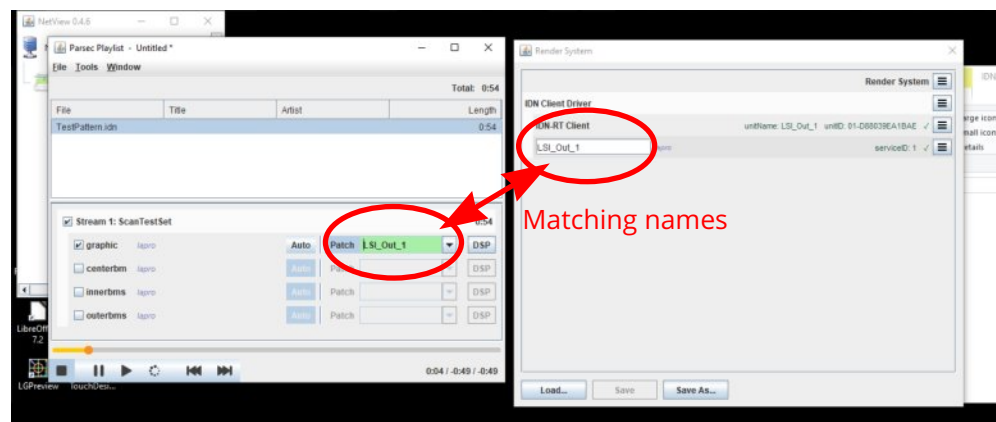
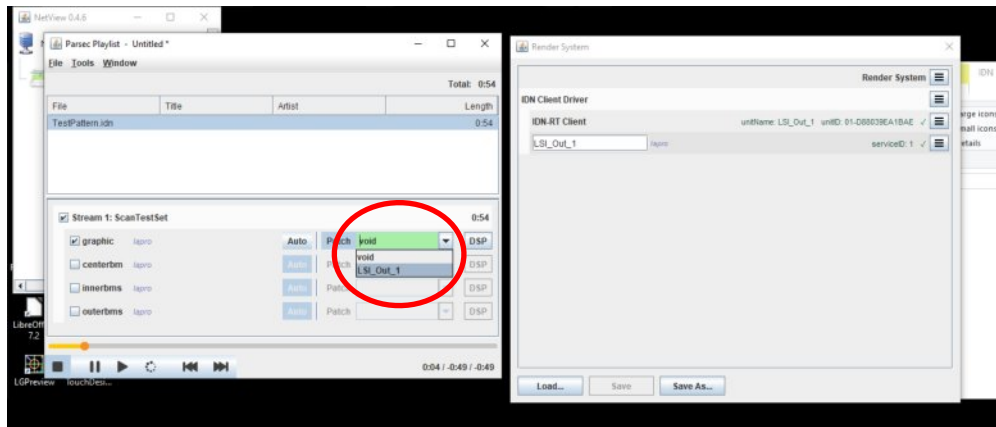
Without making any changes, click the play button - and the test pattern with the word "Graphic" will play back in laser. Because the render system name is the same as the Playlist output name, Parsec will automatically connect them.



Method 2) Leave the service name in the input field, and click the "Patch" button in the graphics source track line. It will show the word "void" over a green background that signifies that the stream would be discarded.

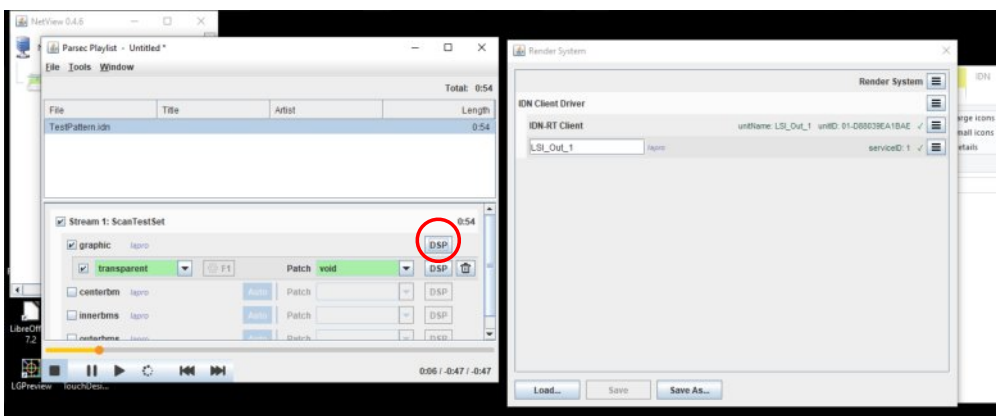


Open the dropdown menu and select the service name, and the output will be connected to the Render System input.

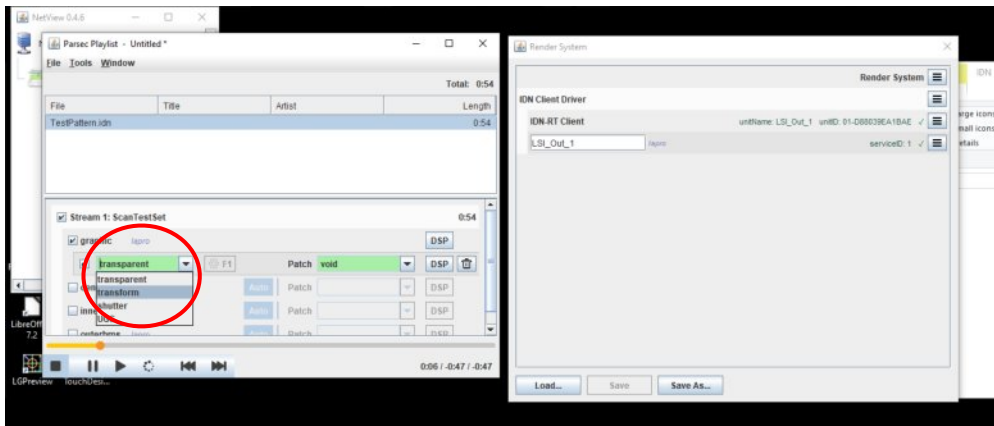


Now pressing "play" will give the same test pattern in laser as in method 1 did before.

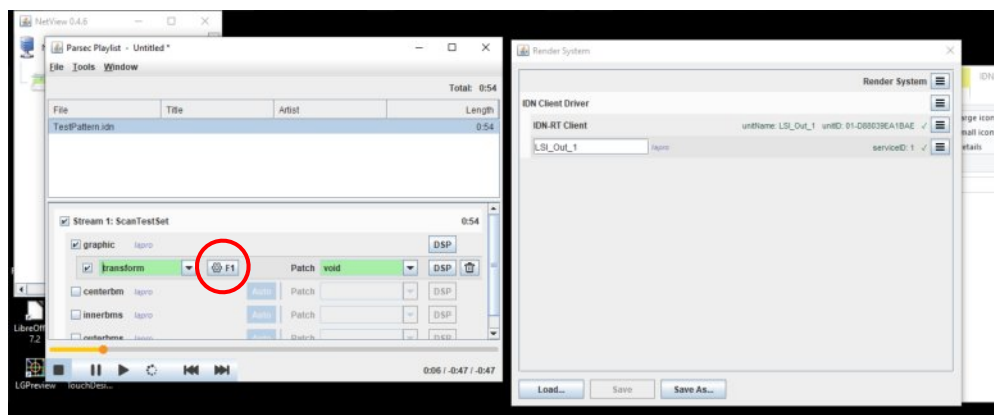
The test pattern is playing back in full size! A quick adjustment is available - in the Playlist window, click the "DSP" button at the far right of the graphic line. "DSP" stands for "Digital Signal Processor" and allows you to size, offset, and even add geometric correction to the output.



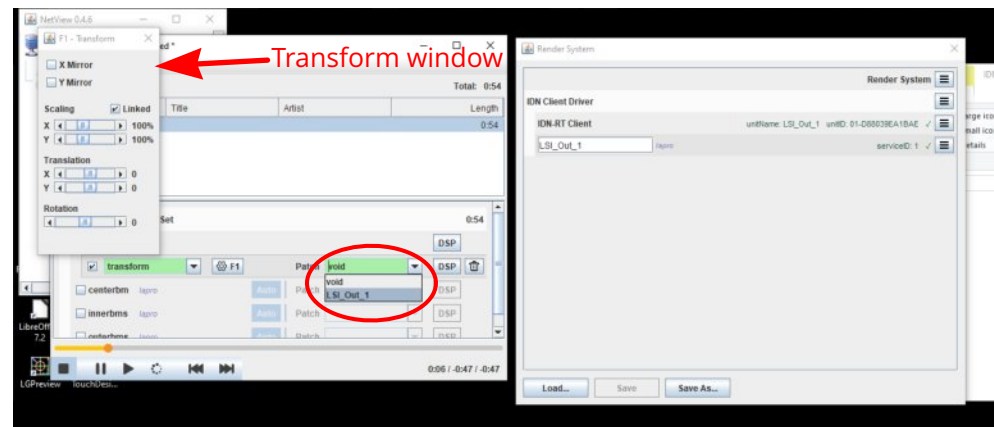
We are going for quick and easy, so in the new line that was just added, change "transparent" to "transform" in the dropdown list.



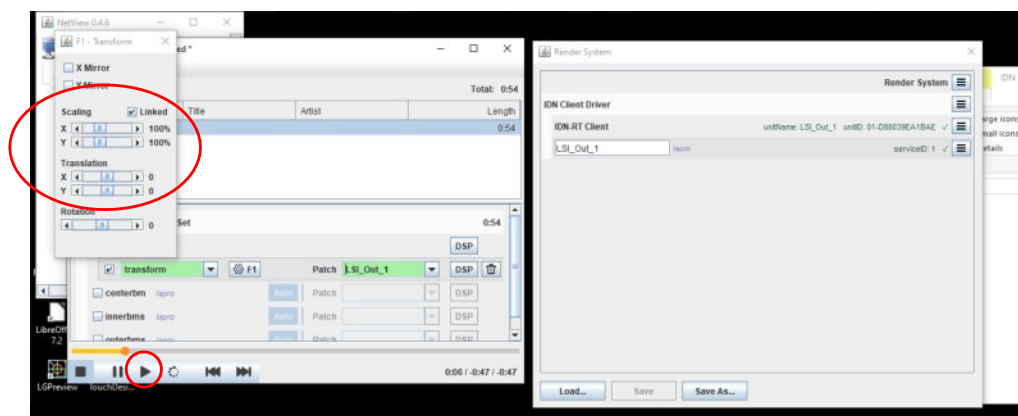
A new button "F1" will be added, click this button to open the transform window F1.



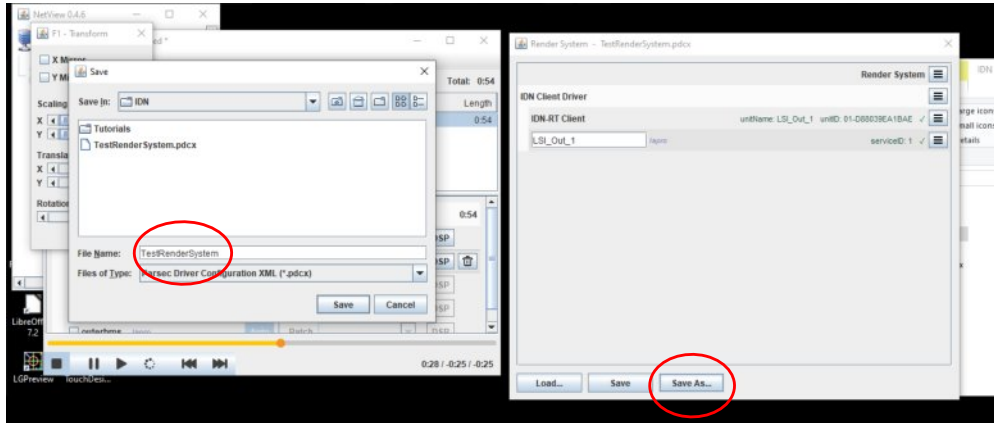
If the new "Patch" button says "Void", repatch - use the dropdown to select your output StageMate.



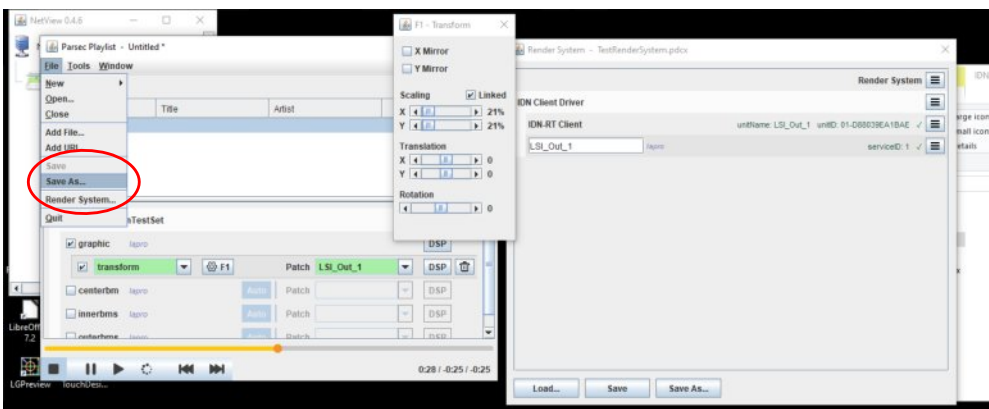
Click "Play", and you can adjust the Scaling and Translation in the F1 window while watching the test pattern.



This is the time to save your work - in the same folder as the Parsec program.
First, save the Render System using the "Save As..." button - save as "TestRenderSystem"; Parsec will automatically add .pdcx to the file.

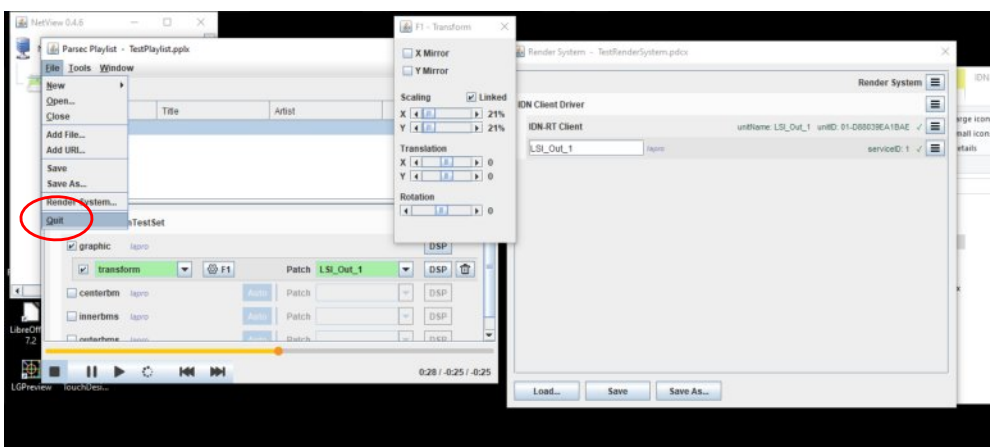


Second, save the Playlist in the same folder. Close the F1-Transform window or move it if it is in the way. Use the Playlist window menu "File - SaveAs.." and save as "TestPlaylist". Parsec will automatically add .pplx to the filename.



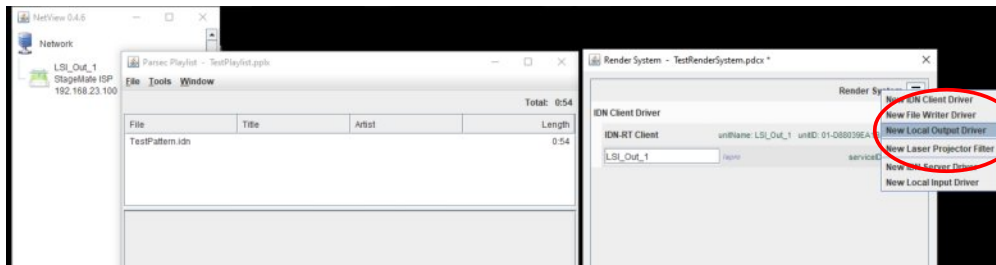
That's it! You have setup and played back your first IDN graphics file, and adjusted the output size. You can close the Transform window if you like.

At this point you can use "File-Quit" in the Playlist window and exit Parsec. If you have made any changes to the Render system, Parsec will offer to save it again as well.
If you want to keep going, let's move on and add a file to the Playlist that contains some audio.

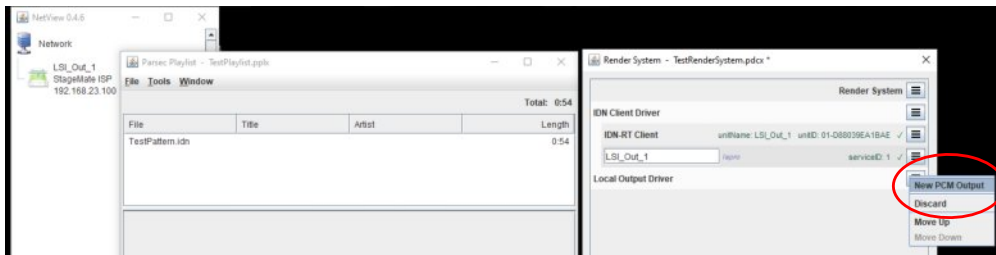


Play back an IDN file with audio: add a file to the Playlist. The audio in a stream will actually be played back via the local PC, so the device we will use is called a “Local Output Driver”. Re-open Parsec, and load the file that you just saved, and load the Render System that you saved if it does not load automatically.

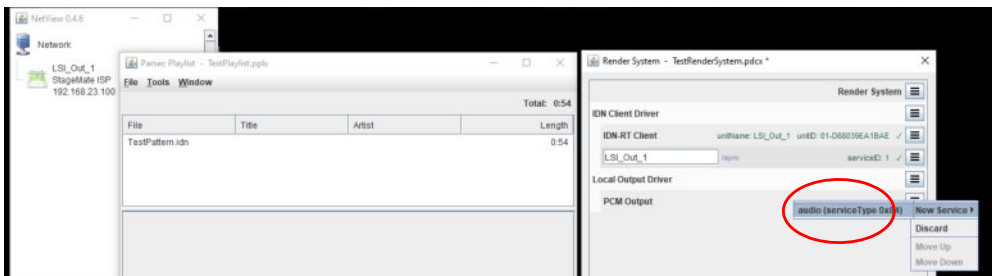
Start with the Render System - Click the menu next to the word “Render System” and select “New Local Output Driver”



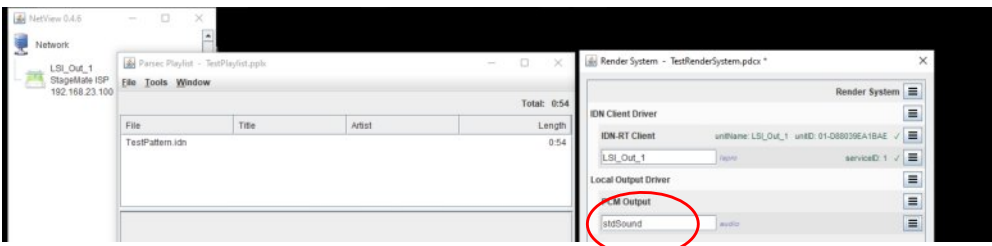
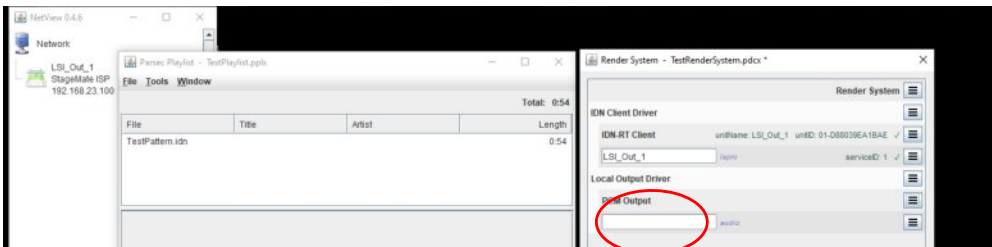
Click the Local Output Driver menu and select “New PCM Output”



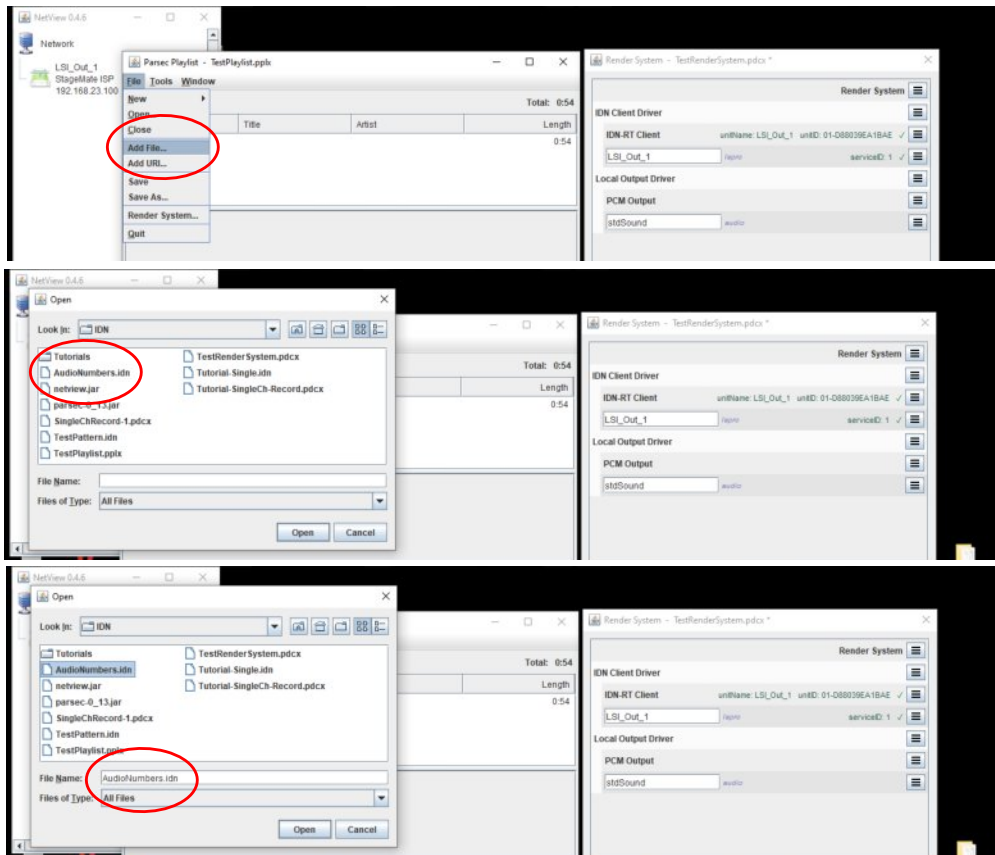
Click the PCM Output Driver menu and select “New Service - Audio”



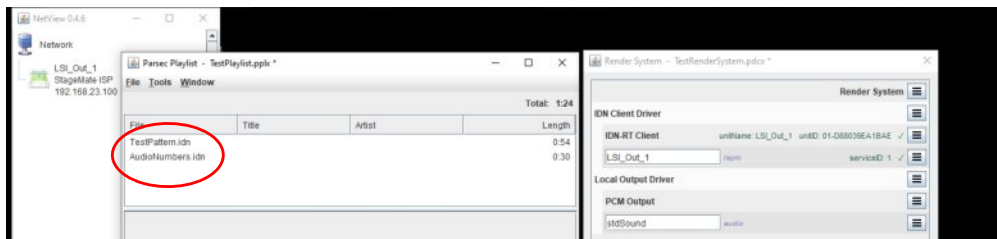
Type in the service name for the PCM Output - use “stdSound”



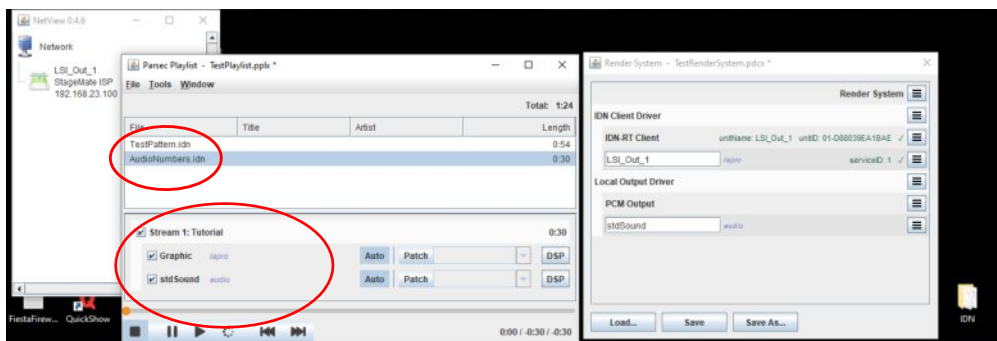
Next, add an IDN file containing audio to the Playlist - select the supplied file "AudioNumbers.idn" and click Open.



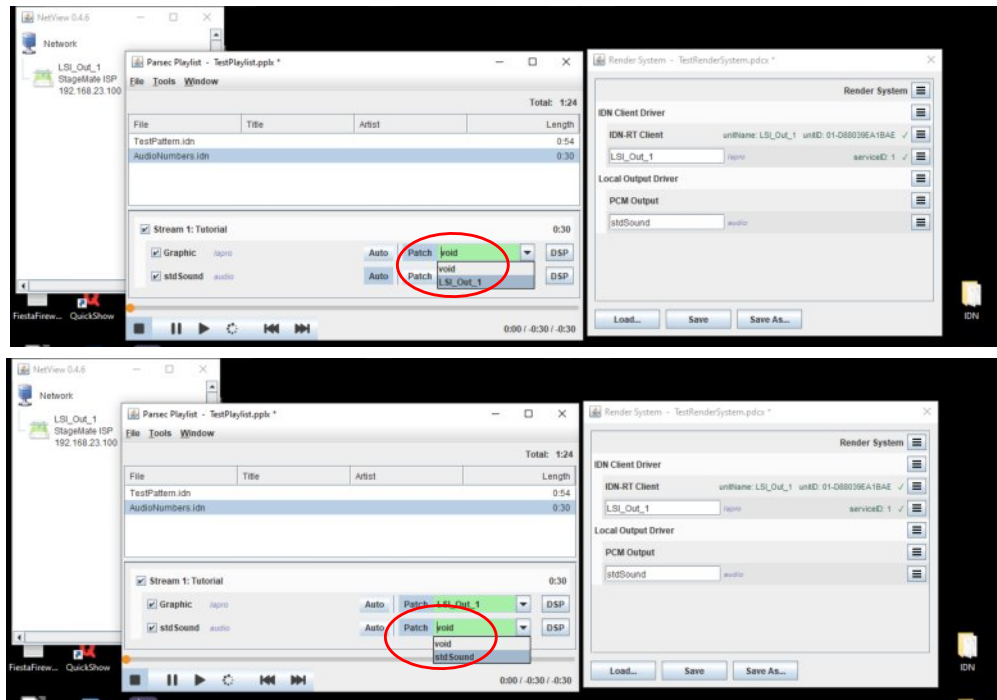
The file "AudioNumbers.idn" will appear next in the Playlist.



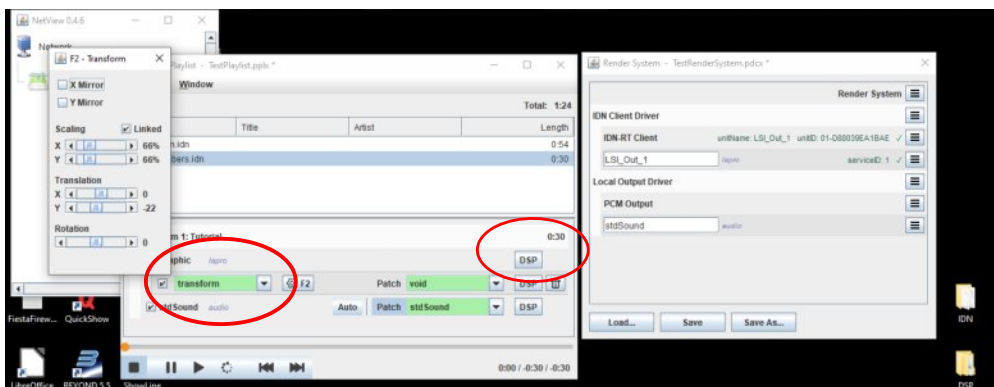
Click to select the file "AudioNumbers" in the playlist and see how the patching is set up:



“Graphics” will need to be patched to your render system graphic output, in this case I have patched “Graphic” to “LSI_Out_1”. Since the named audio in the file is the same as the name in the render system, you can leave as is, or patch anyhow.



And you may want to add a DSP to the laser track to get the size smaller to fit your screen. Same as when we set up the test pattern earlier, but the new song in the Playlist will have its own set of parameters to adjust. Remember to re-patch the transformed laser output to the Render System name again.



Click the Play button to play the new added file back; you should see the numbers 1 - 8 projected perfectly timed with the beat of the bass drum.

