The information contained in this Adobe Acrobat pdf file is provided at your own risk and good judgment.

These manuals are designed to facilitate the exchange of information related to cinema projection and film handling, with no warranties nor obligations from the authors, for qualified field service engineers.

If you are not a qualified technician, please make no adjustments to anything you may read about in these Adobe manual downloads.

WWW.FILM-TECH.COM
# Table of Contents

1 **INTRODUCTION** ...................................................................................................................6
   1.1 **PURPOSE** .........................................................................................................................6
   1.2 **PRESENTATION** ................................................................................................................6
   1.3 **SOFTWARE VERSION** ........................................................................................................6

2 **INGESTING CONTENT** .........................................................................................................7
   2.1 **PREPARATION PHASE – USB DRIVE** ................................................................................7
   2.2 **INGEST PHASE** ..................................................................................................................7
      2.2.1 Item Types...............................................................................................................7
      2.2.2 Ingesting..................................................................................................................8
      2.2.3 Package Validation..................................................................................................8

3 **SHOWS MANAGEMENT** ......................................................................................................9
   3.1 **CINELISTER USER INTERFACE** ....................................................................................9
   3.2 **SHOW PLAYLIST** .............................................................................................................11
      3.2.1 Show Playlist Creation ..........................................................................................11
      3.2.2 Show Playlist Opening .........................................................................................11
      3.2.3 Show Playlist Cleaning..........................................................................................11
   3.3 **SHOW PLAYLIST PLAYBACK** ...........................................................................................18
      3.3.1 Playback Tab Overview.........................................................................................18
      3.3.2 Show Playlist Progress List-Box............................................................................20
      3.3.3 Pause Mode ..........................................................................................................20
      3.3.4 Manual Playback Locking......................................................................................22
   3.4 **SCHEDULED PLAYBACK** ..................................................................................................23
      3.4.1 Schedule Tab Overview........................................................................................23
      3.4.2 Adding a Show Playlist ..........................................................................................23
      3.4.3 Show Playlist Removal..........................................................................................24

4 **PLAY 2D CONTENT IN 3D MODE** .....................................................................................25
   4.1 “48FPS_PLAYBACK” MACRO ADDITION ...........................................................................25
   4.2 **PLAYBACK BEHAVIOR** ....................................................................................................27

5 **ACRONYMS** ..........................................................................................................................27
Notices

This product contains software proprietary to DTS Digital Cinema and protected by US and International copyright law. Unauthorized reproduction or disclosure, in whole or in part, is strictly prohibited.

WARRANTY/LIMITATION OF LIABILITY

EXCEPT FOR THE LIMITED WARRANTY PROVIDED HEREIN, THIS PRODUCT IS PROVIDED "AS IS" AND WITHOUT WARRANTY OF ANY KIND. DTS DIGITAL CINEMA EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. DTS DIGITAL CINEMA DOES NOT WARRANT THAT THIS PRODUCT WILL MEET USER'S REQUIREMENTS, OR THAT THE OPERATION OF THIS PRODUCT WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THIS PRODUCT WILL BE CORRECTED. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL DTS DIGITAL CINEMA, OR ITS DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS, BE LIABLE TO USER FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE USE, MISUSE OR INABILITY TO USE THIS PRODUCT OR RELATED DOCUMENTATION.

Copyright


© 2008, 2009 DTS Digital Cinema. All rights reserved.

The SMS-2K-1 Digital Cinema Server is manufactured by Doremi Labs, Inc.

The content of this publication is subject to change without notice. DTS Digital Cinema assumes no obligation to notify you of any changes or updates. While DTS Digital Cinema, Inc. believes this publication is accurate, due to ongoing improvements and revisions, DTS Digital Cinema cannot guarantee the accuracy of printed material, nor can it accept responsibility for errors or omissions. DTS Digital Cinema may periodically publish updates and revisions to this publication as it deems necessary.

Document No. TM-H296
January 2009

Record of Changes

<table>
<thead>
<tr>
<th>Manual Version / Date</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.9/October 2008</td>
<td>Draft</td>
</tr>
<tr>
<td>1.0/January 2009</td>
<td>Release version</td>
</tr>
</tbody>
</table>
Limited Warranty

DTS Digital Cinema software is warranted against defects for a period of 90 days from the date of the original purchase. Hardware is warranted against defects in material and workmanship for a period of one year from the date of the original purchase. This warranty includes parts and labor. THIS WARRANTY EXCLUDES UNITS THAT HAVE BEEN MODIFIED, REPAIRED BY UNAUTHORIZED PERSONNEL, OR DAMAGED BY ABUSE, IMPROPER OPERATION, DIRT, MOISTURE OR STATIC ELECTRICITY.

Products being returned under warranty should be sent to DTS Digital Cinema freight prepaid in the original or equivalent packaging. Please contact DTS Digital Cinema prior to shipping any parts or merchandise to receive a Return Merchandise Authorization number. DTS Digital Cinema’s shipping address is:

DTS Digital Cinema
Attn: RMA #
9631 Topanga Canyon Place
Chatsworth, CA 91311
U.S.A.

Contact Information

To contact DTS Digital Cinema’s Technical Support staff:

- toll free telephone within USA and Canada (888)-428-2268
- telephone worldwide +1-818-401-4253
- fax +1-866-448-6802
- email techsupport@dtsdcinema.com

Product Improvements and Upgrades

DTS Digital Cinema reserves the right to make changes and/or improvements to its products, without notification and without incurring any obligation to incorporate such changes or improvements in products previously sold or shipped.

To receive notification about upgrades or bulletins that may become available from time to time, please complete the enclosed Warranty Card and mail or fax it to DTS Digital Cinema.
Software License Agreement

IMPORTANT: READ THIS SOFTWARE LICENSE ("LICENSE") CAREFULLY BEFORE USING THE DTS DIGITAL CINEMA SOFTWARE. THE SOFTWARE RESIDING ON THE SMS-2K-1 DIGITAL CINEMA SERVER AND ANY ACCOMPANYING MATERIALS (COLLECTIVELY, THE “SOFTWARE”) ARE LICENSED, NOT SOLD. BY USING THE SMS-2K-1 DIGITAL CINEMA SERVER, YOU ARE ACCEPTING AND AGREEING TO THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT USE THE SMS-2K-1 DIGITAL CINEMA SERVER.

1. Grant. Subject to your compliance with the terms of this License, DTS Digital Cinema hereby grants you a non-exclusive, non-transferable, revocable, limited license to use the Software solely for your internal business purposes and solely in connection with the SMS-2K-1 Digital Cinema Server. All rights not expressly granted to you are reserved by DTS Digital Cinema.

2. Ownership. All right, title and interest in and to the Software, all physical copies thereof and all intellectual property embodied therein are and shall remain vested in DTS Digital Cinema. You do not own the Software, physical copies thereof or any intellectual property embodied therein.

3. Restrictions. You may not (i) copy, distribute, sublicense, lease, transfer or use for external purposes the Software; (ii) reverse engineer, decompile, disassemble, translate, modify, attempt to reveal the source code of the Software, or (iii) create derivative works from the Software.

4. Termination. DTS Digital Cinema may terminate this license at any time if you violate the terms of this license. Upon termination, you must destroy the Software and related documentation.

5. LIMITATION ON WARRANTY. YOU EXPRESSLY ACKNOWLEDGE AND AGREE THAT USE OF DTS DIGITAL CINEMA SOFTWARE AND HARDWARE IS AT YOUR SOLE RISK. DTS DIGITAL CINEMA DOES NOT WARRANT THAT THE OPERATION OF THE SOFTWARE OR THE HARDWARE WILL BE UNINTERRUPTED OR ERROR FREE. EXCEPT FOR THE LIMITED WARRANTY PROVIDED HEREIN, AND TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE DTS DIGITAL CINEMA SOFTWARE AND HARDWARE PROVIDED “AS IS,” WITH ALL FAULTS AND WITHOUT WARRANTY OF ANY KIND, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSES, AND NON-INFRINGEMENT OF THIRD PARTY RIGHTS, ALL OF WHICH ARE HEREBY EXPRESSLY DISCLAIMED.

6. LIMITATION OF LIABILITY. UNDER NO CIRCUMSTANCES, INCLUDING, WITHOUT LIMITATION, NEGLIGENCE, SHALL DTS DIGITAL CINEMA OR ITS DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS BE LIABLE FOR PERSONAL INJURY, OR ANY INCIDENTAL, SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES WHATSOEVER, INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, LOSS OF DATA, BUSINESS INTERRUPTION OR ANY OTHER COMMERCIAL DAMAGES OR LOSSES, ARISING OUT OF OR RELATED TO YOUR USE OF THE DTS DIGITAL CINEMA SOFTWARE OR HARDWARE, HOWEVER CAUSED, REGARDLESS OF THE THEORY OF LIABILITY AND EVEN IF DTS DIGITAL CINEMA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL DTS DIGITAL CINEMA’S LIABILITY EXCEED THE AMOUNT PAID BY YOU TO DTS DIGITAL CINEMA. SOME STATES DO NOT ALLOW THE LIMITATION AND/OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

7. General. This License shall be governed by the laws of the State of California as applied to contracts performed wholly therein. In any action brought by either party arising out of this License, the prevailing party shall be entitled to recover its reasonable attorney’s fees and costs. If any provision of this License is held by a court of competent jurisdiction to be unenforceable or if a provision of this
License is waived by either party, the remainder of this License shall remain in full force and effect. You may not assign this License without the prior, express written consent of DTS Digital Cinema.

1 Introduction

1.1 Purpose
The purpose of this document is to provide guidance on how to operate the Digital Cinema Server. It explains how to ingest content from a USB drive and how to manage shows and automation events to successfully operate and configure the Digital Cinema Server.

1.2 Presentation
This document is structured according to the following sections:

- **Section 1**: Introduction – Overall presentation of the document
- **Section 2**: Ingesting Content – Instructions on how to ingest content from a USB drive
- **Section 3**: Shows Management – Description of the CineLister interface for proper Show management
- **Section 4**: Play 2D Content in 3D Mode – Usage of a specific Macro Cue to playback 3D shows containing mixed 2D and 3D content
- **Section 5**: Acronyms

1.3 Software Version
This document complies with the Digital Cinema Server software version number 0.5.2-26 or later.
2 Ingesting Content

This section provides instructions on how to ingest content from a USB drive into the Digital Cinema Server server.

2.1 Preparation Phase – USB Drive

If the content to ingest is on a USB drive, then plug the drive into the Digital Cinema Server and wait for the Ingest window to appear on-screen. An example of this window is shown here:

![Ingest Window Example](image1.png)

Group of audio-visual content

Individual Composition being part of the group of audio-visual content

2.2 Ingest Phase

2.2.1 Item Types

Different types of content can be displayed in the Ingest window presented above. Audio-visual content (e.g. features, trailers, etc.) is identified with the reel icon (or with the “Speaker and Film” icon) whereas KDMs (containing the required decryption keys allowing playback of the corresponding CPLs) are identified with a lock icon.

![Reel Icon](image2.png)  ![“Speaker and Film” Icon](image3.png)  ![Lock Icon](image4.png)

An audio-visual item may correspond to a group of Compositions – see Figure 1. Then, clicking on the selected audio-visual item should make the contained Compositions visible as presented in Figure 1 above.
If an item was already ingested, its name will appear in gray as illustrated on Figure 5.

![Figure 5: Ingest GUI – Ingested Item](image)

### 2.2.2 Ingesting

In order to ingest an item into the Digital Cinema Server, select an item by clicking on it. The selected line will then be reverse highlighted in the Ingest window. After having selected an item to ingest, click on the “Ingest” button at the top right corner of the graphical user interface. The ingest process will then start.

**Note**: You can also select multiple items by clicking the “Ctrl” button on the right side of the Ingest GUI and then clicking on multiple items to ingest. When pressing on the “Ingest” button, all the selected items will then be ingested.

### 2.2.3 Package Validation

After the file loading is complete, the server scans and validates the cinema package. The Hard Disk Drive (HDD) access LED on the Digital Cinema Server front panel will remain lit until the validation process is finished. This may take between a few seconds (for KDMs, software updates, etc.) and up to 20 minutes for a full movie. At the end of this process, the content will be available on the server.
3 Show Management

Show management in the Digital Cinema Server is done using the CineLister software. CineLister is based on a graphical user interface (GUI) that allows creation, editing and playback of a Show Playlist (SPL). It also provides for the scheduling of several Show Playlists playbacks in advance in order to be played automatically at scheduled times.

3.1 CineLister User Interface

To run CineLister, click the CineLister button on the main menu screen of the Digital Cinema Server.

![Figure 6: Main Menu Screen - CineLister](image)
The “Editor” tab of the graphical user interface should appear on the screen. It is presented below:

![CineLister Graphical User Interface (GUI) – “Editor” Tab](image)

Figure 7: CineLister Graphical User Interface (GUI) – “Editor” Tab

The “Editor” tab presented above is composed of two different parts:

- the left pane displays all of the content that is available on the server (e.g. features, trailers, advertisements) together with any existing automation and trigger cues.
- the right pane is used to display the content of a given Show Playlist, as presented in section 3.2.

The “Quit” button is used to close the CineLister user interface. Other tabs – “Playback” and “Schedule” are available. Their usage is explained in sections 3.3 and 3.4.
3.2 **Show Playlist**

A Show Playlist defines a succession of Compositions and/or events associated with Automation Cues and/or Trigger Cues. It provides the events chain to be taken into account for the playback of a Show. Using CineLister, a new Show Playlist can be created or an existing Show Playlist can be opened in order to be edited and/or played as presented in the following paragraphs.

3.2.1 **Show Playlist Creation**

3.2.1.1 **Principle**

The CineLister user interface allows the user to create their own Show Playlist from the elements listed in the left pane of the interface. To add an element to the Show Playlist, select it – the element will be reverse highlighted – and click on the “Add to Show Playlist” button. This element will appear in the right pane. Repeating this operation with all the required elements will lead to the creation of what is called a “Show Playlist”, as presented below:

![Figure 8: Show Playlist Creation](image)

If an element needs to be removed from the Show Playlist, select it in the “Show Playlist” window and click on the “Remove” button.
3.2.1.2 Element Types

Different types of elements are available:

- Audio-visual content (e.g. features, test content, trailers, etc.)
- Automation cues (Macro automation events)
- Trigger cues

Consult your field installer to know how to add automation and trigger cues.

3.2.1.2.1 Audio-Visual Content

When an audio-visual content is encrypted, an icon is displayed at the beginning of its line.

- If a red stop is associated to a lock icon – see example below - it means that the required KDM is not available. Thus, the content can’t be played.
- If a green mark is associated to a lock icon – see example below - it means that a valid KDM is available for that content. Then, this content can be played.
- If an orange warning is displayed with a timer icon – see example below - it means that the required KDM is present and will expire in less than 48 hours. You are warned that you will not be able to play the content anymore after expiration of the KDM, unless you ask for a new KDM.

![Image of KDM Availability]

**Figure 9: KDM Availability**

**Note:** See paragraph 3.2.1.5 on accessing the information of KDM(s) associated with a Composition (CPL) – e.g. exact expiration date.

To delete a Composition (e.g. feature, trailer) from the server, select it on the left part of the “Editor” tab and click on the “Delete content” button – see Figure 9. For security purposes, you will be asked for a password to complete this operation.
3.2.1.2.2 Automation Cues

Macro Automation Cues can be added to an element of the Show Playlist. Select the element in the right part of the GUI and select the appropriate Automation Cue on the left part of the GUI. Then click on “Add to Show Playlist” button.

You will be asked to define the offset of this automation cue (from the beginning or the end of the chosen element) using the following window:

Hit “Ok” when you are done.

The Macro Automation Cue will appear under the Elements pane in the right part of the GUI as presented below:

You can repeat this operation for the same element of the Show Playlist or for another element of the Show Playlist.
3.2.1.2.3 Trigger Cue

A Trigger Cue allows for the execution of a Macro Automation Cue when the underlying condition – connected to the Trigger Cue when it was created using Macro Editor – occurs.

For example, if a Trigger Cue is based on the condition “Wait for GPI #1 ON”, you can link a specific Macro Automation Cue as presented above in order to be executed when GPI #1 is ON.

You have the choice to program Trigger Cues to be available during the whole Show Playlist or only during a specific Show Playlist element.

- **Trigger Cue for the whole Show Playlist**

  To define a Trigger Cue for the whole Show Playlist, select a Trigger Cue on the left part of the GUI and hit “Add to Show Playlist”. The following window will appear:

  ![Trigger Cue Addition](Figure 12)

  Select the Macro Automation Cue to associate to this Trigger Cue by clicking on it in the “Automation Cues” window. The default scope of the Trigger Cue is “all elements of the Show Playlist”, so you just need to hit “OK”.

- **Trigger Cue for only one Element of the Show Playlist**

  To create a Trigger Cue that will be available only during one specific element of the Show Playlist, select the element in the Show Playlist and then select the Trigger Cue that you want to add in the left window pane of the GUI. Click on “Add to Show Playlist” and the same window as presented in Figure 12 will then be displayed.

  Associate a Macro Automation Cue using the same process as presented above – see Figure 12 - and check the line “the trigger is only available for the element”. The line below should contain the name of the element you selected just before starting to add the Trigger Cue – the only element during which this Trigger Cue will be available.
3.2.1.3 Elements Reordering

Two arrows allow the user to change the order of the elements into the Show Playlist. They are presented below:

![Figure 13: Arrow Pointing to the Top](image)

![Figure 14: Arrow Pointing to the Bottom](image)

Using these arrows, each element can be moved to the top or to the bottom of the Show Playlist:

- To move an element to the top of the Show Playlist, select it and click on the arrow pointing to the top – see Figure 8.
- To move an element to the bottom, select it and click on the arrow pointing to the bottom – see Figure 8.

Repeat these steps until the required elements order is obtained.

3.2.1.4 Refresh Button

A “Refresh” button is available. When a new package has been ingested into the server, it will not be displayed automatically in the CineLister interface if it was already running. Click on the “Refresh” button at the top left in order to update the Elements pane and display the newly ingested content.
3.2.1.5 Edit Button

You can edit the elements of the Show Playlist by selecting one of them on the right part of the interface – it will be reverse highlighted - and clicking the “Edit” button presented in Figure 15.

In the case of a Trigger Cue or Automation Cue, you will be able to edit the properties you were asked to set when the event was added to the Show Playlist.

In the case of a Composition (an audio-visual element), a window showing the detail of this element will be displayed as presented below:

![Edit Window Example with KDM Valid for more than 48 Hours](image)

If a KDM for the selected Composition is available for less than 48 hours, its remaining validity time will be displayed in the “Status” column and displayed in orange as presented below:

![Edit Window Example with KDM Valid for less than 48 Hours](image)
3.2.1.6 Show Playlist Saving

After a Show Playlist has been created, according to the procedure presented above, it can be saved using the “Save” button. Click on it to save the Show Playlist.

Figure 18: Show Playlist Saving

3.2.1.7 New Show Playlist

If a new Show Playlist needs to be created, click on the “New” button – see Figure 18. It will remove the current Show Playlist present in the right pane of the user interface.

Note: Make sure that the current Show Playlist was saved before clicking on the “New” button, otherwise it will be lost.
3.2.2 Show Playlist Opening

If a Show Playlist already exists, it can be opened using the “Open” button. This Show Playlist will be displayed in the right part of the user interface as if it was created according to the procedure presented above.

“Open” button

“Cleanup” button

Figure 19: Show Playlist Opening

3.2.3 Show Playlist Cleaning

To delete a Show Playlist from the server, click on the “Cleanup” button – see Figure 19. You will be asked for an appropriate password to complete this operation.

Select the Show Playlist you want to delete in the “Delete” window that appears and click “Delete” to permanently remove it from the server.

3.3 Show Playlist Playback

3.3.1 Playback Tab Overview

After having created or opened a Show Playlist according to Section 3.2, the corresponding elements chain can be played. To proceed with this playback operation, select the “Playback” tab – see Figure 7. This tab is presented below:
Click on the “Play” button in order to start the Show Playlist playback. The “Show Playlist Progress Bar” indicates the progression within the whole Show Playlist whereas the “Clip Progress Bar” indicates the remaining time within the current clip being played. The “Playback” tab will then look like the following:

During playback, the green “Play” flag is displayed and the name of the current clip appears just beside it – see Figure 21.

If the Show Playlist playback needs to be stopped, click on the “Stop” button. If the playback needs to be paused, click on the “Pause” button. The “Pause Mode” is presented in paragraph 3.3.3 below.
3.3.2 Show Playlist Progress List-Box

The right part of the “Playback” tab contains the Show Playlist progress list-box. This list-box displays the current position of the playback within the Show Playlist using a green flag. The elements already “played” are flagged using a yellow mark whereas the elements that are not played for the moment do not have any flag at all as presented in the figure below:

![Figure 22: Show Playlist Progress List-box](image)

3.3.3 Pause Mode

When in Pause mode, you can skip to the previous clip or to the next clip within the Show. You can also directly go to three minutes after the pause location or go back to three minutes before the current pause location within the current clip – of course if allowed by the clip remaining time. The buttons required in order to perform these operations are presented on the figure below:

![Figure 23: Playback Tab during Pause](image)

For example, if you choose to go to the next clip from the tab presented above, the updated tab will look like the following:
Then, you have to click on the “Play” button in order to restart the playback from the point you have chosen.

In order to set the “Loop” mode – to loop the current playlist – select the Mode “Loop” in the check-box. You will be asked for a password to authorize the Mode change. When set to "Loop", the entire playlist will be repeated.
3.3.4 Manual Playback Locking

The manual mode can also be locked in order to avoid an accidental interruption of the show. To lock the manual mode, just click on the “Mode” button that is located beside the “Manual Playback” tag on the top of the tab.

The “Playback” tab will then look like the following:

![Figure 25: Manual Playback Locked](image)

This mode also corresponds to the Scheduled Playback presented in the next section. The playback will then only adhere to schedules.
### 3.4 Scheduled Playback

#### 3.4.1 Schedule Tab Overview

The third tab is called “Schedule” and allows scheduling of Show Playlists according to their start date and time. This tab is presented below:

![Schedule Tab](Image)

You can check a specific week to verify its schedules using the arrows located on the top-left and top-right of the above window. The selected week is displayed between both arrows.

#### 3.4.2 Adding a Show Playlist

In order to add a Show Playlist in the schedule, click on the “New” button and select the Show Playlist that you want to add. You should be asked for a password. Then, the following setting window should appear:

![Show Playlist Setting Window](Image)

The Show Playlist estimated playback end time is displayed.
When you are done, just click on the “Save” button and you will be back at the updated “Schedule” tab as presented below:

![Schedule Tab after Playlist Addition](image)

**Figure 28: Schedule Tab after Playlist Addition**

### 3.4.3 Show Playlist Removal

To delete a Show Playlist from the schedule, just select it – it will be reverse highlighted – and click on the “Delete” button. You will be asked for a password.

Assuming that the current schedule was the one listed in **Figure 28**, selecting “RCSPL(S07) – MADAGASCAR3 -” and clicking on the “Delete” button will lead to the following window:

![Schedule Tab after Playlist Deletion](image)

**Figure 29: Schedule Tab after Playlist Deletion**
4 Play 2D Content in 3D Mode

The purpose of this section is to provide guidance on how to use a Macro Automation Cue (called “48FPS_PLAYBACK” in this manual) allowing playback of 2D content within 3D Shows. This is useful to play 2D Trailers within a stereoscopic Show without having to generate a stereoscopic version of these Trailers.

Contact your field installer to know how to get the Macro Cue called “48FPS_PLAYBACK”.

4.1 “48FPS_PLAYBACK” Macro Addition

The “48FPS_PLAYBACK” Automation Cue has to be added to the Show using the CineLister interface – see section 3. Note that if CineLister was already running before the creation of the “48FPS_PLAYBACK” Macro, you will need to click on the “Refresh” button within CineLister to see this new Macro in the CineLister Editor Tab – see figure below.

The “Editor” tab of the graphical user interface should appear on the screen. Open or create the Show Playlist corresponding to the 3D Show you want to play according to the procedures presented in section 3.2.

![CineLister Graphical User Interface (GUI)](image)

To be able to play all content, including 2D trailers, within a 3D Show, you need to add the “48FPS_PLAYBACK” Macro Automation Cue to the first element of the Show Playlist according to the procedure provided below:

1. Select the first audio-visual element of the Show Playlist displayed on the right part of the “Editor” tab – this is the “Black” element in the above example.
2. Select the “48FPS_PLAYBACK” Macro in the left part of the “Editor” tab and hit “Add to Show Playlist” on the top of the tab.
3. The following window should appear, asking you to define the Macro Offset:

![Automation Cue Offset Setup](image)

**Figure 31: Automation Cue Offset Setup**

Make sure the default settings are selected as presented in the figure above:

- The Offset value shall be set to “00:00:00”,
- The Offset mode shall be “from the begin of the clip”.

4. Hit “Ok”.

5. The “48FPS_PLAYBACK” Macro Automation Cue should have been added to the first element of the Show Playlist as illustrated below:

![Automation Cue Added](image)

**Figure 32: “48FPS_PLAYBACK” Automation Cue Added**

6. Complete your Show Playlist generation by adding all the required Automation Cues if not already added – see paragraph 3.2.1.

See section 3 to perform other show management operations (e.g. to save the Show Playlist) if needed.
4.2 Playback Behavior

The “48FPS_PLAYBACK” Automation Cue, as created in this document, will play all of the video elements located after the element to which this Macro is attached at 48 frames per second.

For example, if positioned on the first element of the Show Playlist – 'Black' as it is presented in this document – all of the video content of the Show Playlist will be played in 48fps mode, which corresponds to the processing profile of a stereoscopic CPL – 24 frames ‘stereo’: 24fps left eye, 24fps right eye.

A 2D 24 frames per second CPL will have each frame duplicated and sent to both HD-SDI outputs allowing usage of the same projector setup for a full stereoscopic show, even if playing 2D content (e.g. 2D trailers.)

5 Acronyms

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>GPI</td>
<td>General Purpose Input</td>
</tr>
<tr>
<td>GPO</td>
<td>General Purpose Output</td>
</tr>
<tr>
<td>KDM</td>
<td>Key Delivery Message</td>
</tr>
<tr>
<td>SPL</td>
<td>Show Play List</td>
</tr>
<tr>
<td>2D</td>
<td>Non-stereoscopic</td>
</tr>
<tr>
<td>3D</td>
<td>Stereoscopic</td>
</tr>
</tbody>
</table>