

FireOne ScriptMaker™ Visual Quick Start Guide

ScriptMaker Visual is a full-featured real time graphical interface program that generally cuts directly to the important things that you need to know about your choreography sessions and leaves the rest of the "busy" work for the computer to handle. Users tell us that once they become familiar with *ScriptMaker Visual* they can accomplish a given choreography task in about half the time of competitive software programs.

After you have installed *ScriptMaker Visual* and have received an "activation" code, to unlock the software, you can begin to use it. *(To receive an Activation Code you must install ScriptMaker Visual and start the program. A warning message will be displayed that informs you that ScriptMaker Visual is disabled. To activate the program email the activation request code to FireOne at info@fireone.com. We will promptly respond with an Activation Code that will enable the program. This demonstration version will operate for one week.)*

To open *ScriptMaker Visual* double click on the *ScriptMaker Visual* icon on your desktop. After the program loads you will see a screen with three basic sections.

1. The upper section is YOUR database. If this were your program the database would include the product that you use on a day-to-day basis. Each entry has a unique product number associated with a vendor, size, color, quantity in stock, description, break and lift time, duration, priority, type, cost, and location. The whole database is built in Microsoft Access. This is a universally recognized format that is easy to manipulate, outside of *ScriptMaker Visual*, by using Microsoft Access. The default database that comes up automatically is called "shells.mdb." You may select from any number of other databases by selecting the pull down menu (at the top of the screen) called "Shell Database Options" and select any other database that you have constructed. The other databases must have the .mdb extension, but can be called anything you would like. There are no limitations to the number of databases you may use. The only caveat is that you may not change databases after you have opened a choreography session. So any database swaps must take place immediately after you initially open the program.
2. The second section is the choreography section. This is the gray area in the middle of the screen that has six tabs associated with it; Script Timeline, Place Holder Mode, View Play Drops, Edit Mode, Add Mode, Drag and Drop Mode.

When you are designing a display all the data entries that compose your choreography will reside in this section. Note that a lot of the data from the Shell database, which was discussed above, gets transferred into this screen when you select product (a shell) for use in your choreography session. This is in addition to the choreography information such as time, quantity, position, and comments.

3. The bottom section is the music waveform section. When you begin a "Session" *ScriptMaker Visual* will automatically load the music file into the program. This

bottom section graphically displays the music so you can see the peaks and valleys and variations in the music. This assists you in locating sections of the music program, visually. This FireOne innovation is an effective tool that helps you place your product and create effects.

To use *ScriptMaker Visual*:

Click on the "Open Session" button at the top of the screen. This brings up the "open" dialog box that displays the music wav files that are available for use in the computer. Click on "Sydney Harbor" and then 'open'. You will see the music waveform appear in addition to the entries that comprise the sample choreography.

To play the music, use your mouse arrow to point to the music waveform. Use the left mouse button to place the yellow cursor along the length of the waveform. This indicates where *ScriptMaker Visual* should begin to play the music. While still pointing at the music waveform, click the right mouse button to start the music playing. The music will begin to play. While still pointing at the waveform and clicking again, on the right mouse button, the music will stop. Using this technique, pointing at the waveform and using the left and right mouse buttons, you can precisely and effectively control the section of the music you wish to play.

Note the correlation between the position of the cursor in the music waveform and the arrow on the left of the choreography section. If you place the music waveform cursor prior to the start of the music waveform you will note that the arrow in the choreography section moves to the first element in the choreography list. The description. For this entry is "Beginning Place Holder". It is located at 1.7 seconds into the program. When you slide the waveform cursor to the right the arrow also moves downward in the choreography section. They are linked together. This provides you with a direct, highly accurate, indication of the effect of the product (shells) as they deploy in the sky. This provides you with a visual indication so that you can easily see the timing of your choreography. Note as you play through the handful of shells that comprise the sample choreography that they display in the sky, as indicated by the moving arrow in the choreography section, at logical bursts of music that you can both hear and see. The music waveform provides an effective and easy method to place shells visually, with a high degree of confidence. This aids your hearing, while the moving arrow in the choreography section provides a highly accurate means to verify your shell placement. Remember that what you are seeing, at all times, is the product (shell) going off in the sky. *ScriptMaker Visual* automatically calculates the launch time as you drop or place shells into the program.

OK. You have to be asking yourself "How do you drop or place shells into the program?"

There are four different methods of choreography in *ScriptMaker Visual*. **1.** Script Time Line mode. **2.** Place Holder mode. **3.** Add mode. **4.** Drag and Drop Mode.

Note that, by default, you are in the **Script Time Line** mode of choreography. This is the most efficient choreography method because it allows you to directly place shells into the music program without performing any additional steps. Once you drop or place a shell in the Script Time Line mode you are done.

You can place shells in the music program in the Script Time Line mode by simply locating the point in the music where you would like to place a shell. Play the music waveform, as discussed earlier, and locate the desired placement of the product (shell) by listening and viewing the music waveform. When you determine the precise location, in the waveform, simply move the mouse arrow upward into the shell database section (We discussed this section much earlier in "The three basic sections" of *ScriptMaker Visual*. This is Section #1.). Point to the description of the shell you would like to place into the music location. Click and let go. The shell will drop into the music at the time where the music cursor is located. You will see that the shell has been added to the choreography database and is indicated as a separate entry. A modification of this method is to drop the shell(s) in as the music plays. This is faster but is prone to more errors. If you find that you have not placed the shell exactly where you would like it you can slightly adjust the time location by pointing to the actual "break time" shown in the choreography section and left clicking on it. This will pop up a window that allows you to adjust the time of that entry by plus or minus .5 seconds.

Note that you can also change the "location" of a shell entry simply by clicking on the "position" cell and left clicking on the position name (i.e. "middle") and selecting a new location from the pop up window. You can designate up to 99 named locations. These names may be whatever you designate. By selecting a location or "position" for various entries you can have the software automatically segregate shells into firing locations such as "barge 1" and "barge 2" or "roof 1" and "roof 2" or "Position 1" and "Position 2" etc. This is especially helpful because the software will keep track of these locations and automatically assign like grouped shells to firing modules for those specific areas.

The **Place Holder mode** is the choreography method that most often used by new users. In this mode of operation the operator is simply placing time marks, which we call "Place Holders", in the music program. At a later time the "Place Holders" will have to be replaced with specific product from the shell database. Obviously this method is more time consuming than the Script Timeline Mode.

To use this mode you select the Place Holder mode tab. This will put up a "View Play Drops" window that will cover the shell database. Simply start the music playing and as it plays hit the space bar where you would like to place shell. Each hit of the space bar will designate a Place Holder.

To fill in a Place Holder with an actual shell simply click on the "Shell Database" tab so that the "View Play Drops" window disappears. This allows you to view the Shell Database. Next, select the Place Holder location by pointing to and clicking on the blank description field in the Place Holder row where you wish to place the shell. Next move the mouse arrow and point to the "Shell Description" in the "Shell Database" that you

want to put into the Place Holder that you just clicked on in the previous step. When you click on the shell description, that product will replace the Place Holder in the choreography database. Using this method you can quickly place a lot of shells in designated Place Holder times.

The **Add Mode** is selected by clicking on the Add Mode tab. In this mode you can hand type in any entries in the choreography section that you wish. Note that the bottom line in the choreography section is activated for hand entry when you enter this mode. This mode is effective for those operators who have their Product Numbers memorized and have fast typing skills.

The **Drag and Drop mode** is selected by clicking on the Drag and Drop Mode tab. This choreography method is just what it says. To use it simply point to the shell description in the Shell Database that you wish to use. Click on it and let go. Note that a firecracker icon appears. Using the mouse move the firecracker to one of the gray boxes directly above music waveform. When you reach the desired box click on it and the shell (icon) will stay in that box... which is a time location in the music waveform.

When you finish your choreography "Session" and exit the program *ScriptMaker Visual* automatically stores all of the choreography information in a file on your hard drive. This file has an extension of .scr and uses the name of the wave file that you selected to open the "Session."

To view ScriptMaker Visual unprecedented visual display presentation load the Sydney Harbor session demo by clicking on the Open Session button and selecting the Sydney Harbor file. After loading the file click on the Shot Display button in the lower left corner. The visual shot screen will appear with a picture of the display location. Next, click the large Play button. As the music plays view the virtual fireworks display in real time. (Note that your computer graphics card determines the quality of the real time visual fireworks display. Any graphics card will produce a high quality visual display if, optionally, rendered to an AVI file.)

This overview of *ScriptMaker Visual* is intended to be a very brief explanation of the main operational features of *ScriptMaker Visual*. There are a host of time saving features and shortcuts that dramatically increase user productivity. These features including importing and exporting files; cutting and pasting entries; copying records, SMPTE and Midi time bases, printing reports, and many more are beyond the scope of this brief introduction. For a more detailed description please refer to the *ScriptMaker Visual Users Manual*.