



Digital Cinema Server

User Manual

Version 1.7

The English version of this document is the only legally binding version. Translated versions are not legally binding and are for convenience only.

Table of Contents

1 IN	TRODUCTION	10
1.1 1.2 1.3	PURPOSE	10 10 10
2 SH	IOWVAULT OVERVIEW	12
2.1 2.2	SHOWVAULT FRONT PANEL SHOWVAULT REAR PANEL	12 14
3 OF	PERATING SYSTEM	16
3.1	USERS	17
4 VI	RTUAL KEYBOARD	19
4.1	HOW TO ACCESS THE VIRTUAL KEYBOARD	19
5 NF		21
5 1		21
5.1	CHANGING THE IP ADDRESS	21 21
5.3	NETWORK RESTART	22
6 TII	ME ZONE CONFIGURATION	24
6.1	CHECKING THE TIME ZONE	24
6.2	CHANGING THE TIME ZONE	25
7 CC	ONTROL PANEL	28
7.1	ACCOUNT MANAGER GUI	29
7.1	1.1 Add a New User Account	30
7.1	1.2 Edit an Existing User Account	32
7.1	1.3 Delete an Existing User Account	33
7.2		33
1.2	2.1 Channel Mapping Tab	35
-	7.2.1.1 Disabled Configuration	35
4	72121 4 Channels	35
	72122 6 Channels	36
	7.2.1.2.3 7 Channels	37
	7.2.1.2.4 8 Channels	38
	7.2.1.2.5 9 Channels	39
	7.2.1.2.6 ISDCF	40
7	7.2.1.3 Passthrough Configuration	41
_	7.2.1.4 Custom Mapping Configuration	42
7.2	2.2 Advanced Tab	43
1.2	2.3 SIVIP I E Packages	43
7.2	2.4 IIILEI UP MACKAYES	44 15
7.5	3.1 Automatic Backup of System	45 45
	7.3.1.1 Viewing the Backup File Record(s)	45
7.3	3.2 Restoring the System to a Previous Backup	46

7.3.3 Restoring the Configuration Files	47
7.3.4 Manual Back Up and Restore	48
7.3.4.1 Manual Back Up to RAID	48
7.3.4.2 Manual Back Up to External Drive	52
7.3.5 Deleting Backup File(s)	54
7.3.6 Restoring Backup File(s)	55
7.3.6.1 Restoring from RAID	55
7.3.6.2 Restoring from an External Drive	57
7.4 CONTENT FEED MANAGER	61
7.4.1 Quick Configuration	61
7.4.2 Scan for Server	62
7.4.3 Advanced Options Button	64
7.4.4 Adding a Server Manually	65
7.4.4.1 Networking the Server(s)	65
7.4.5 Advanced Options	68
7.4.6 Deleting a Server	69
7.4.7 Ingesting from a Server that was Added	69
7.5 CONTENT MANAGER	70
7.5.1 Home Page	71
7.5.2 Composition Playlists Page	/3
7.5.2.1 ACIONS DUILON	13
7.5.2.2 IIIIO DUILOIT	/0
7.5.2.2.1 Flopellies Tab	70
7.5.2.2.2 ASSEIS Tab	79 00
7.5.2.2.5 $SFL(5)$ Tab	00
7.5.2.2.4 KDM(S) Tab	02 85
7.5.2.2.5 Audio Mapping Tab	05
7.5.2.2.0 Settings Tab	86
7.5.2.0 Octation Vevs Page	00
7.5.4 Performing a KDM Sanity Check	07
7.5.5 Show Playlists Page	90
7.5.5.1 Delete an SPI	90
7552 Export an SPI	90
7.5.6 Information Button	
7.5.7 Licenses Page	
7.5.8 Delete a License	92
7.6 Device Controller	93
7.6.1 How to Configure the Device Controller GUI	93
7.6.2 Registered Tab	
762 Innut Cottingo Tob	94
7.0.3 Input Settings rad	94 95
7.6.4 Networking Configuration Tab	94 95 96
7.6.3 Input Settings Tab 7.6.4 Networking Configuration Tab 7.6.5 Color Space Settings Tab	94 95 96 97
7.6.4 Networking Configuration Tab 7.6.5 Color Space Settings Tab 7.6.5.1 HDMI Color Space Settings	94 95 96 97 97
7.6.3 Input Settings Fab 7.6.4 Networking Configuration Tab 7.6.5 Color Space Settings Tab 7.6.5.1 HDMI Color Space Settings 7.6.5.2 HDSDI Color Space Settings	94 95 96 97 97 98
7.6.3 Input Settings Tab	94 95 96 97 97 98 98
 7.6.3 Input Settings Fab	94 95 96 97 97 98 98 98
 7.6.3 Input Settings Tab	94 95 96 97 97 98 98 99 99
 7.6.3 Input Settings Tab	94 95 97 97 97 98 98 98 99 99 .100
 7.6.3 Input Settings Tab	94 95 97 97 98 98 99 99 99 99 99 90
 7.6.3 Input Settings Tab	94 95 97 97 98 98 99 99 .100 .102 .102

7.7.3 Automation Libraries Management	
7.7.4 Adding an eCNA Device	
7.7.4.1 Removing an eCNA Device	
7.7.5 Adding a JNior Device	
7.7.5.1 Removing a JNior Device	107
7.7.6 Adding a Raw Device	
7.7.7 Removing a Raw Device	
7.7.8 Adding a Serial Device	
7.7.9 ISE1 Device	
7.7.10 CSS Device	
7.7.11 3D Configuration	
7.7.11.1 Dolby 3D Support	
7.7.11.2 RealD 3D Support	
7.7.11.3 Sensio 3D Support	
7.7.12 Closed Caption Support	
7.7.13 Subtitle Engine Configuration	
7.7.13.1 Process Closed Caption Data as Subtities	
7.8 DIAGNOSTIC TOOL	
7.9 FLIMX MANAGER	
7.10 LANGUAGE SETUP	
7.11 LICENSE MANAGER	120 IZU
	120
7.12 LIVE MANAGER	ےے। 102
7.12.1 Cleding a Live Event	123 125
7.12.2 Deleting a Live OFL	120
7.13 LOG MANAGER	120 197
	127
7 15 1 Exporting System Logs	
7 16 THEATER PROPERTIES	136
7 16 1 Facility Tab	136
7 16 2 Auditorium Tab	1.36
7 16 3 Contacts Tab	137
7 16 4 Address Tab	138
7.17 TIME SETTING	
7.17.1 Changing the Time Zone	
7.17.2 Changing the System Time	
7.17.3 NTP Servers	
7.18 TOUCHSCREEN CALIBRATION	
8 INGEST MANAGER GIII	144
	·····
8.2 CONTENT TYPES	
0.3 INGESTING CONTENT	
8.3.1 Ingesting Content From a Depart Depart Server // MS	
8 A 1 Filo Transfor Distance (ETD)	
8/11 Indesting Content From a Doromi Pomoto Server/LMS	140 116
8.5 INCEST PROCRESS	140 1 <i>1</i> 7
8.6 DNGEST	۱ <i>41</i> ۱ <i>۸</i> ۵
8.6.1 How to Project a CPI	140 ווווייייייייייייייייייייייייייייייייי

9 SHOW MANAGEMENT USING CINELISTER	151
9.1 CINELISTER EDITOR TAB	151
10 SHOW PLAYLISTS	154
10.1 Audio-Visual Content	154
10.2 Show Playlist Creation	155
10.2.1 How to Create a New Show Playlist	155
10.2.2 Element Re-Ordering	156
10.2.2.1 Refresh Button	156
	150
10.3.1 How to Save and Export a Show Plavlist	157
10.4 IMPORTING A SHOW PLAYLIST	158
10.4.1 How to Import an SPL	158
11 ACCESSING A SHOW PLAYLIST	160
11.1 EDITING AN EXISTING SHOW PLAYLIST	161
11.2 DELETING A SHOW PLAYLIST	161
12 ELEMENT PROPERTIES	163
12.1 UNENCRYPTED CPLS	164
12.2 ENCRYPTED CPL WITH KDM VALID (MORE THAN 48 HOURS)	164
12.3 ENCRYPTED CPL with KDM Valid (LESS THAN 48 HOURS)	165
12.4 DETAIL BUTTON	165
12.5 DELETING A CPL FROM THE SERVER	165
13 PLAY 2D CONTENT IN 3D MODE	168
13.1 3D Mode Configuration	168
13.1.1 How to Set the Show Playlist Mode to 3D	168
14 SEGMENT, MARKER, AND INTERMISSION	171
14.1 SEGMENT	171
14.1.1 Skip to ShowPlaylist Segment Macro	174
14.2 MARKER	177
14.3 INTERMISSION	1//
14.3.1 Intermission SPL	177
14.3.2 Wall SFL	181
14.3.3.1 Exit Intermission Marker	183
15 AUTOMATION CUES	187
15.1 MACRO AUTOMATION CUES	187
15.2 Macro Creation Using Macro Editor	187
15.3 Editing a Macro Automation Cue	189
15.4 INSERTING ACTIONS INTO MACRO CUES	190
15.4.1 Add a GPO Action to the Macro Automation Cue	191
15.4.2 Playback Action Insertion	192
15.4.3 Video Output Action Insertion	193
15.4.4 Dowser Action Insertion	193
15.4.5 Projector Channel Switch Insertion	194
15.5 AUTOMATION LIBRARY USAGE	195
10.0.1 Osing Automation Library	190

15.5.2 Resulting Macro Setting	
15.5.3 Action List Management	
15.5.3.1 Action Re-Ordering	
15.5.3.2 Action Editing	
15.5.3.3 Action Removal	
15.5.4 Wacto Saving	
16 TRIGGER CUE TAB	
16.1 TRIGGER CUE TAB OVERVIEW	
16.2 TRIGGER CUE CREATION	
16.2.1 Connection to an Event	
16.2.2 Connection to a Signal Event	
16.3 I RIGGER CUE SAVING	
16.4 PRE-DEFINED MACRO USAGE	
	204
17 ADD A TRIGGER CUE TO A SHOW PLAYLIST	
17.1 ADD A TRIGGER CUE FOR ONE ELEMENT OF THE SHOW PLAYLIST	
18 CINELISTER PLAYBACK TAB	
18.1 PLAYBACK AN EXISTING SPL	
18.2 PLAYBACK PROGRESS	211
18.3 PAUSE MODE	212
18.4 ADJUSTING THE DEFAULT VALUES	213
18.5 PLAYBACK OF A LIVE EVENT	214
18.5.1 How to Add a Live Event CPL	
18.5.2 How to Create and Play an SPL Using a Live Event CPL	
18.6 PLAYBACK LOCK MODE	
18.7 PLAYBACK ALERT MESSAGES	
19 CINELISTER SCHEDULE TAB	219
19.1 How to Schedule Playback	
19.2 SCHEDULE PLAYBACK MESSAGES	
19.2.1 Schedule Conflict	
19.2.2 Scheduled Show Did Not Start Error	
19.2.3 Show Playlist Removal	
19.3 PLAYBACK RECOVERY DUE TO POWER FAILURE	
19.3.1 How to Recover Playback	
19.4 SHUTTING DOWN DURING PLAYBACK	
20 CINELISTER CONTROL TAB	
20.1 Adding a Macro	
21 APPENDIX A: CHASE MODE	231
21.1 REQUIRED SOFTWARE, FIRMWARE, AND LICENSE	231
21.2 PROCEDURE	
21.3 DETAILED CONNECTION DIAGRAM	
21.4 HARDWARE SETUP	
21.5 SOFTWARE CONFIGURATION	
22 APPENDIX B: DUAL PROJECTOR SETUP	241

22.1	REQUIRED MATERIALS	241
22.2	HFR SETUP	242
22.3	NON-HFR SETUP	242
22.4	INSTALLATION AND POWER-UP SEQUENCE	242
22.5	DEVICE MANAGER CONFIGURATION	244
22.6	PLAYLIST CREATION	248
22.7	KDM INFORMATION	252
23 AP	PENDIX C: DOLBY ATMOS	254
23.1	DOREMI SERVER SECURITY MANAGER AND FIRMWARE VERSIONS	254
23.2	DOLBY CP850 (AUDIO PROCESSOR) SOFTWARE VERSION	254
23.3	REQUIRED ITEMS	254
23.4	SHOW VAULT SERVER CONFIGURATION	254
23.4.	1 ShowVault Cable Configuration	254
23.4.	2 Dolby CP850 (Audio Processor) Cable Configuration	257
23.5	DOREMI IMB CABLE CONFIGURATION	258
23.6	REQUEST DLM (DOREMI LICENSE MANAGER)	258
23.7	ADDING THE AUDIO PROCESSOR	258
23.8	PLAYING DOLBY ATMOS CONTENT	263
23.9	VERIFYING ATMOS CONTENT	264
23.10	DOLBY CP850 WEB GUI	266
23.10	0.1 Accessing the Dolby CP850 Web GUI	266
23.11	TROUBLESHOOTING TIPS	269
23.11	1.1 Channels Not Recognized	269
23.	11.1.1 Check the Cables	270
23.	11.1.2 Disable Template Mapping2	270
23.11	1.2 Dolby Atmos Content Not Recognized	271
23.11	1.3 KDMs for Dolby Atmos Content (CPL)2	271
23.11	1.4 Dolby Atmos Channel Drop Out2	272
24 AC	RONYMS	274
25 DO	CUMENT REVISION HISTORY	276

Software License Agreement

The software license agreement can be found at the following location: http://www.doremilabs.com/support/cinema-support/cinema-warranties/

Hardware Warranty

The hardware warranty can be found at the following location: <u>http://www.doremilabs.com/support/cinema-support/cinema-warranties/</u>

China Compulsory Certification (CCC)



该产品仅适用于海拔2000米以下地区



该产品仅适用于非热带地区

声明

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ShowVault-3 KC EMC Statement

<u>사용자안내문</u> (User Information)

기 종 별	사용자안내문
A 급 기기 (업무용 방송통신기자재)	이 기기는 업무용(A 급) 전자파적합기기로서 판매자 또는 사용자는 이 점을 주의하시기 바라며 , 가정외의 지역에서 사용하는 것을 목적으로 합니다.

Class A Equipments (Broadcasting and communication equipments for office work) Seller and user shall be noticed that this equipment is suitable for electromagnetic equipments for office work (Class A) and it can be used outside home.

1 Introduction

1.1 Purpose

This manual is intended to demonstrate to the user how to use the software on the ShowVault.

1.2 Software Version

This manual is intended for use with software version 2.6.3 and higher.

- The IMB SM Versions are:
 - 5.1.4 and higher for Barco Series-2, Christie Series-2, and NEC Series-2 Projectors
- For previous versions of the software and earlier IMB Revisions, see previous versions of this document.

1.3 Contact Information

If in need of help or assistance, please contact Doremi Labs Technical Services:

USA

24/7 Technical Services line: + **1-866-484-4004** Technical Services Email: <u>cinemasupport@doremilabs.com</u>

Europe

24/7 Technical Services line: + **33 (0) 492-952-847** Technical Services Link: <u>http://support.doremitechno.org/ticketing</u>

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Australia ~ China ~ India ~ Indonesia ~ Korea ~ Malaysia ~ New Zealand ~ Philippines ~ Singapore ~ Taiwan ~ Thailand

Technical Services Email: supportasia@doremilabs.com

2 ShowVault Overview

The ShowVault is a high quality DCI JPEG-2000 and MPEG2 server/player capable of playing movies and trailer packages in MXF format at up to 250Mbits/sec, when connected to a Series-2 Projector equipped with a Doremi Integrated Media Block (IMB). The ShowVault features a PCI-Express cable that connects with the IMB board installed in the Series-2 Projector. This connection is used to transfer digital cinema files to the IMB, which supports formats of 12-bit, 4:4:4, or 10-bit 4:2:2 for 2D and 3D applications, at various resolutions and frame rates. Movies are stored on an internal RAID5 storage.

2.1 ShowVault Front Panel

• A ShowVault-3 front panel with touchscreen is shown below (Figure 1):



Figure 1: ShowVault-3

• A ShowVault-3-NTS front panel with no touchscreen screen is shown below (Figure 2):



Figure 2: ShowVault-3-NTS

• A ShowVault-4 front panel (without a touchscreen) is shown below (Figure 3):



Figure 3: ShowVault-4

- POWER (PWR): The LED turns green when the unit is powered on.
- HDD Activity (HDD): Red LED blinking indicates access to the Hard Disk Drives.
- The door on the right on all three types of units covers the Power switch and the hard disks that make up the RAID5 storage (Figure 4).



Figure 4: ShowVault-3 / ShowVault-3-NTS with HDD Door Open



Figure 5: ShowVault-4 with HDD Door Open

- Each HDD has a blue button that allows for unlatching of the drive from the chassis (Figure 5).
- There is one USB 2.0 port on the center of the front panel that can accommodate an external USB device, such as a mouse, keyboard, or USB flash drive.



Figure 6: ShowVault-3 Front Panel LCD Screen

• On the front panel of the ShowVault-3, the LCD can be turned on or off by pressing on the LCD power button using the stylus attached to the front panel. This button is located behind the stylus (Figure 6).

Note: The use of the LCD screen requires that the two rear panel VGA connectors (In/Out) are linked using the VGA cable provided with the ShowVault (Figure 7 and Figure 8).

2.2 ShowVault Rear Panel



Figure 7: ShowVault-3 Rear Panel



Figure 8: ShowVault-4 Rear Panel

3 Operating System

Every time the user logs out of the Operating System and then logs back in again, a Login Authentication window will appear (Figure 9). The default login name is "doremi" and the Password is "doremi." However, the administrator may have changed and/or added other login usernames and passwords. Please contact the administrator for the appropriate information.

doremi	Login We dcp2000.d Login name:	Cancel	e to emilaios.	con	n
Esc ! @ # \$ % ^ & *	 +() =()	1.1	Num /	*	Focus
		Del	7 3 Home Up	3 Pallip	+
Control A S D F G H J	К Ц ,	Return	4 5 Left	3 Biaht	
Shift Z X C V B N M w ^{ktx} Caps Alt Meta Meta	$\begin{array}{c} 4 & < \\ 2 & \\ 4 & \\ 1 & \\ 2 &$	n Shift e Shift ↓ Focus	1 2 End Down D	3 <u>PaDn</u> . Del	Enter

Figure 9: Login Authentication Window



Figure 10: Menu List

• The CineLister application will appear every time the unit is turned on or rebooted. Users can access various applications, as well as the Control Panel, in the Menu (Figure 10).

3.1 Users

The user will be prompted to enter a password for various tasks when using the CineLister application. The administrator determines the level of security.

Note: Please contact the administrator for passwords, not Doremi Labs.

The following are types of passwords the user may be asked for:

- Admin (Administrator)
- Manager
- Root

Note: In Figure 11, the user is asked to verify the username and password.

🗙 Authentic	ation Required	_ ×
Plea	ction you requested needs <mark>Sh</mark> se enter login and password b continue with your curre	owManager privileges. elow or click Cancel to nt privileges.
Username:	manager	*
Password	manager	R
r doomord.	admin	
	1	

Figure 11: Password Confirmation Window

Note: The server will need authentication to complete certain tasks (Figure 12). For example, the authentication required in the window below is ShowManager privileges; hence the server will automatically prompt the user to the Manager username. However, it is possible to select a different username from the drop-down list as shown in Figure 11 above, depending on the level of security that has been provided.



Figure 12: Password Confirmation Window - Manager Username

4 Virtual Keyboard

4.1 How to Access the Virtual Keyboard

- Go to the Menu on the ShowVault home desktop and select Virtual Keyboard.
- The keyboard will appear on the GUI, as illustrated in Figure 13 below.
- Use the keyboard with a stylus pen or by connecting a mouse to the ShowVault.



Figure 13: Virtual Keyboard

<u>Note</u>: For earlier versions of the CineLister software, the virtual keyboard is available by going to Menu \rightarrow System \rightarrow Legacy Virtual Keyboard.

5 Network Configuration

5.1 Default Network Configuration

All servers are shipped from the factory with a default IP address of 192.168.100.50 on the Ethernet port (Eth1) and a DHCP assigned dynamic IP address on the Ethernet port (Eth0).

5.2 Changing the IP Address

To change the IP address of the server, select Menu \rightarrow System \rightarrow Networking Configuration and then follow the steps below:

• A window will appear asking for a password as illustrated below (Figure 14):

X Authentication Required	4	_ >
The action you re- Please enter login continue	quested needs Super and password below o with your current privi	User privileges. r click Cancel to ileges.
Username: admin		-
Password:		5
	<u>0</u> k	Cancel

Figure 14: Password Confirmation Window

• Follow the steps according to the Ethernet Networking Configuration Wizard (Figure 15).

Figure 15: Network Configuration

- Press Enter to confirm the configuration of each page of the Ethernet Networking Configuration Wizard. Press Tab to select an option.
- Enter the desired system's hostname and then press Enter.
 - <u>Note</u>: It is a good idea to put the circuit location/screen number in here. For example, "AMC_bir_scr1," as it will be easier to identify when connecting via VNC and in the logs.
- Enter the desired system domain name and then press Enter.
- Select Yes to set eth0 and then press Enter.

- Select No for Removable Device and then press Enter.
- Select No for Automatically Configure Device with DHCP and then press Enter.
- Enter the desired IP address for eth0 and then press Enter.
- Enter the desired default gateway or leave empty and then press Enter.
- Enter the desired subnet mask and then press Enter.
- Select Yes to configure eth1 and then press Enter.
- Select No for Removable Device and then press Enter.
- Select No for Automatically Configure Device with DHCP and then press Enter.
- Enter the IP address of eth1 and select OK in the example, enter 192.168.100.50 and then press Enter.
 - **Note**: Do not put leading zeroes (0) in front of any numbers. For example, do not input 192.168.100.050.
- Enter the desired default gateway or leave empty and then press Enter.
- Enter the desired subnet mask and select OK in our example, enter the same subnet mask as the projector: 255.255.255.0 and then press Enter.
- Enter the IP Address of the System's Domain Name Server (or leave empty) and then press Enter to exit the wizard.

To verify the setup, go to Menu \rightarrow Doremi Apps. \rightarrow Diagnostic Tool and verify the IP Address under the Diagnostic Tool System Tab.

5.3 Network Restart

If for any reason the network needs to be restarted, use the terminal command line below:

• Type: /etc/init.d/networking restart <Enter>

6 Time Zone Configuration

Units are by default set to Pacific Time Zone (PST or PDT). This section provides information on how to check and/or change the time zone.

6.1 Checking the Time Zone

There are two ways to check the current time zone: through the terminal and the GUI.

To confirm, through the GUI, that the time zone of the unit is set correctly, go to Menu \rightarrow Control Panel \rightarrow Time Setting and open the Date/Time tab (Figure 16). Admin privileges are required to access the application.

	O Time Controller		
			Save X Quit
	NTP	Current Time:	12:09:22
Current Data		Current Date:	2014-02-10
and Time	Timezone	Modify Time:	12:09:22
	Date/Time	Secured Time	
		Offset:	Synchronized.
		Consumed Time:	-63s/360s
		Secured Clock Status:	ок
			Set time

Figure 16: Date/Time Tab

To confirm, through the Terminal, that the time zone of the unit is set correctly, open a terminal window by going to the Menu \rightarrow System \rightarrow Terminal menu.

- Type: **date** and then press Enter.
- The current date, time, and time zone will be displayed (Figure 17).

📃 doremi@dcp2000.dc.doremilabs.com: /var/home/doremi	_ 🗆 X
doremi@dcp2000;**\$ date Wed Nov 24 13:24:33 PST 2010 doremi@dcp2000:**\$	

Figure 17: Terminal Window with Date Displayed

6.2 Changing the Time Zone

There are two ways to change the current time zone: through the terminal and the GUI. To change the time zone, through the GUI, go to Menu \rightarrow Control Panel \rightarrow Time Setting and open the Time Zone tab. Using the drop-down menu, select the desired time zone (Figure 18). Admin privileges are required to access the application.

		Save 🔀 Qui	t
NTP	Current Timezone:	America/Los_Angeles	
NUT.		America/Los_Angeles	1
Timozono	ore onset minimi	Africa/Abidjan	
ninezone	Next DST change:	Africa/Accra	
	1	Africa/Addis_Ababa	
Date/Time		Africa/Aigiers	
		Africa/Bamako	1
		Africa/Bangui	

Figure 18: Time Zone Tab

To change the time zone, through the Terminal, follow the steps below in the terminal window (Menu \rightarrow System \rightarrow Terminal):

- Type: **su** and then press Enter.
- Type the root password to log in as root. Consult the system administrator to receive the root password or Doremi to know the default root password.
- Type: **rwdo tzconfig** and then press Enter.
- Type: **Yes** (to confirm the change).
- Select the number of the geographic area for the time change (Figure 19).

🖳 doremi@dcp2000.dc.doremila	abs.com: /var/home/doremi 📃 🗖 🗙
dcp2000:/var/home/doremi# /sbin/ru Your current time zone is set to l Do you want to change that? [n]: ;	udo tzconfig JS/Pacific Jes
Please enter the number of the geo	ographic area in which you live:
1) Africa	7) Australia
2) America	8) Europe
3) US time zones	9) Indian Ocean
4) Canada time zones	10) Pacific Ocean
5) Asia	11) Use System V style time zones
6) Atlantic Ocean	12) None of the above
Then you will be shown a list of o in which they are located. You sho Number:	cities which represent the time zone puld choose a city in your time zone.

Figure 19: Terminal Window with Time Zone Wizard

- Once the geographic area number has been selected, press Enter.
- Type the name of the city/region of the preferred time zone (e.g., Singapore, Caribbean, PST, etc.).
- Press Enter.
- After typing the city/region, the unit will now be set to the desired configuration.
- Exit the terminal window.

7 Control Panel

- To access the Control Panel window, go to Menu and click on Control Panel.
- The following window will appear:

Account	Audio	💁 Backup	Content Feed	Content	Device
Manager	Configuration	Manager	Manager	Manager	Controller
Device Manager	Diagnostic Tool	FLMx Manager	Language Setup	License Manager	Live Manage
×	6	1		\bigcirc	3 K 3 K
Log Manager	Networking Configuration	Operator maintenance monitoring	Theater properties	Time Setting	TouchScreer Calibration

Figure 20: Control Panel Window

The Control Panel window provides access to various applications as listed below. See Figure 20 for more information.

- Account Manager: Allows the user to add/remove/edit user accounts.
- Audio Configuration: Allows the user to route all audio tracks to operator-designated outputs (only SMPTE content).
- Backup Manager: Allows users to backup, delete, and restore files saved on a unit.
- Content Feed Manager: Allows the user to add an FTP ingest server.
- Content Manager: Allows the user to browse, manage and export all the content available on the player including: ShowPlaylists, CPLs, KDMs, and Doremi Licenses.
- Device Controller: Allows the user to create/edit/register devices in a simplified manner.
- Device Manager: Allows the user to add different projectors, close caption devices, subtitle devices, etc.
- Diagnostic Tool: Provides the user with Diagnostic information about the system. See the document, "Diagnostic Tool User Guide."
- FLMx Manager: Allows the user to manage and export FLMx files.
- Language Setup window: Allows the user to change the language used on the unit.
- License Manager: Displays and manages software licenses installed on the unit.

- Live Manager: Allows the user to create a device as source of live events.
- Log Manager: Allows the user to automatically configure SMPTE and System logs.
- Network Configuration: Set up and modify network connections.
- Operator Maintenance Monitoring: Allows the user to log important information (e.g., hard disk replacement, projector lamp replacement, etc.). This application helps the system administrator keep track of any change operated in a theater booth.
- Theater Properties: Allows users to set theater attributes to each screen.
- Time Setting: Due to DCI requirements, users can only set the time to no more than 30 minutes per calendar year on a Dolphin DCI FIPS 1.0 board. For Dolphin DCI FIPS 1.2 boards, the user can only adjust the RTC (Real Time Clock) time within DCI allowed-time of 6 minutes per calendar year.
- Touch Screen Calibration: Initiates the touch screen calibration process (only applicable to models with a touchscreen).

7.1 Account Manager GUI

- To access the Account Manager GUI, double-click on the Account Manager icon within the Control Panel window or select it and click the Start button located on the right-side of the Control Panel window.
- Input the appropriate password to continue and press the Ok button (Figure 21)



Figure 21: Password Confirmation Window

• The following window will appear (Figure 22):



Figure 22: Account Manager GUI

• The Account Manager GUI allows the user to edit, add, and delete user accounts (Figure 22).

7.1.1 Add a New User Account

- To add a new user account, click the Add button (Figure 22).
- The following window will appear (Figure 23):

8	Set I	2assword
Full Name		
Privileges	Projection	
Login Type	e application o system	

Figure 23: Account Manager GUI – New User Addition

- Enter the username (to be used for log in) in the upper empty field and the associated full name used to describe the user. Both names will be displayed in the Control Panel window after the new user addition is completed.
- Define the password by clicking the Set Password button.
- The following window will appear (Figure 24):

Password	t l	
	Password	strength: ···
Confirm		
	<u>S</u> et	<u>C</u> ancel

Figure 24: Password Definition Window

Note: The user will be provided information about the strength of the chosen password. Click the Set button when the appropriate password is defined. Confirm the password in the Confirm field. The user privileges need to be defined using the list-box.

- Click the Set button to save the new password.
- Select the proper privileges. They are listed below from the lowest level to the highest level of privileges (Figure 25):

- **Projectionist**: Projectionist is a standard user allowed to use the Doremi applications present on the unit without changing the configuration.
- **Show Manager**: In addition to Projectionist's privileges, a Show Manager user is allowed to ingest and delete content.
- SuperUser: In addition to Show Manager's right, a SuperUser has the privileges to configure the unit. For example, the SuperUser can update the firmware and software.
- **Administrator**: An Administrator user will be considered a "root" user. The Administrator can perform all of the privileges listed above in addition to creating, modifying, and deleting user accounts.

Information]	
	TestUser Set Passv	vord
Full Name	Test User	
Privileges	Projection	•
Login Type	● application ○ system	
	<u>S</u> ave <u>C</u> a	ncel

Figure 25: Account Manager GUI – Privileges Definition

- Furthermore, two different log in types are available for the user:
 - Application: Virtual user account only works with Doremi applications.
 - System: Regular Linux user account that can be used anywhere on the system. For example, on Linux terminal windows.
- Select the proper user account type and click the Save button.
- The new user account will be visible in the main Account Manager GUI (Figure 26):



Figure 26: Account Manager GUI – New User Added

7.1.2 Edit an Existing User Account

- To edit an existing user account, select it within the Account Manager GUI and click the Edit button.
- The following dialog box will appear allowing the user to edit the user properties but not the username or the log in type (Figure 27).



Figure 27: Account Manager GUI – User Properties Editing

- Click the Save button when finished editing the settings (Figure 27).
- Click the Close button when finished with the configuration (Figure 27).

7.1.3 Delete an Existing User Account

- To delete an existing user account, select it within the main Account Manager GUI and click the Delete button.
- The user will be asked for a confirmation (Figure 28). Clicking the Yes button will delete the user account.



Figure 28: User Account Deletion Confirmation

7.2 Audio Configuration

- The Audio Configuration application allows the user to route all audio tracks in an SMPTE/Interop package to operator-designated outputs. The main purpose of the mapping is to allow users to move the HI or VI channels to a specific output. The Audio Configuration application is available in the Control Panel.
- To open the Audio Configuration application, go to Menu \rightarrow Control Panel \rightarrow Audio Configuration (Figure 29).



Figure 29: Control Panel

• An admin password and confirmation will be needed to perform the operation.

- Audio Configuration Doremi Cinema _ 🗆 X × Quit Template Mapping Disabled -Template Mapping Save Button ch.01 ch.09 ch.02 ch.10 ch.03 ch.11 ch.04 ch.12 ch.05 ch.13 Advanced Tab ch.06 ch.14 ch.07 ch.15 Channel ch.08 ch.16 Mapping Tab Advanced Channel mapping ____ 🔄 Control Panel... 📓 Audio Confi... Menu 0 03:02:29 PM
- The Audio Configuration window will appear.

Figure 30: Audio Configuration - Default Setting

- When first launched, the Audio Configuration application opens in the Channel Mapping tab. The Template Mapping will be set to Disabled (Figure 30).
 - <u>Note</u>: All the templates, except Disabled, can be modified directly instead of having to select Custom. Once the template is edited, the Template Mapping will read Custom.

Available configurations include:

- Disabled: This setting is the default and as such cannot be mapped (Section 7.2.1.1).
- 4 channels: This is a pre-set configuration.
- 6 channels: This is a pre-set configuration.
- 7 channels: This is a pre-set configuration.
- 8 channels: This is a pre-set configuration.
- 9 channels: This is a pre-set configuration.
- ISDCF: This is a pre-set configuration.
- Passthrough: This is a pre-set configuration.
- Custom: This setting allows the user to create his/her own custom audio configuration.

7.2.1 Channel Mapping Tab

7.2.1.1 Disabled Configuration

			🔡 Save	🔀 Quit
Template Mapping	Disabled	•		
	Disabled			
h.01	4 channels 6 channels 7 channels			
h.02	7 channels 8 channels			
h.03	ISDCF Resetbrough			
h.04	Custom			. r. r. r
h.05	ch.13 [
h.06	ch.14			
h.07	ch.15			
h.08	ch.16			

Figure 31: Disabled Configuration

Disabled: This setting is the default and as such cannot be mapped. The Disabled mapping configuration will perform pass-through mapping, meaning channel number "X" of the CPL audio track will be routed to audio output number "X" (variable) of the server.
 "X" being a number between 1 and 16. When the configuration is grayed-out, the user cannot change the configuration (Figure 31).

7.2.1.2 Pre-Defined Mapping Configurations

7.2.1.2.1 4 Channels

This configuration is defined as follows (Figure 32):

- **Ch.01 is Left (L)**: Output ch.01 will be playing the CPL's Left (L) audio channel.
- Ch.02 is Right (R): Output ch.02 will be playing the CPL's Right (R) audio channel.
- **Ch.03 is Center (C)**: Output ch.03 will be playing the CPL's Center (C) audio channel.
- **Ch.04 is Input**: Ch.04 is mute, meaning there is no audio output on this channel.
- **Ch.05 is Surround (S)**: Output ch.05 will be playing the CPL's Surround (S) audio channel.
- **Ch.06 Ch.14:** These channels are mute, meaning there is no audio output on these channels.
- **Ch.15 is HI**: Output ch.15 will be playing the CPL's Hearing Impaired (HI) audio channel.
- Ch.16 is VI: Output ch.16 will be playing the CPL's Narration (VI) audio channel.

Audio	Configuration - Doremi Cin				
		2		Save	Quit
	Template Mapping	4 channels		·	
:h.01	L/Left		ch.09	Mute	
h.02	R/Right		ch.10	Mute)[
h.03	C/Center][ch.11	Mute	
h.04	Mute		ch.12	Mute][
h.05	S/Surround)[ch.13	Mute	
h.06	Mute		ch.14	Mute	
h.07	Mute)[ch.15	HI/Hearing impaired	
b 08	Mute		ch.16	VI-N/Narration	

Figure 32: Audio Mapping Set to 4 Channels

7.2.1.2.2 6 Channels

This configuration is defined as follows (Figure 33):

- Ch.01 is Left (L): Output ch.01 will be playing the CPL's Left (L) audio channel.
- Ch.02 is Right (R): Output ch.02 will be playing the CPL's Right (R) audio channel.
- **Ch.03 is Center (C)**: Output ch.03 will be playing the CPL's Center (C) audio channel.
- **Ch.04 is LFE/Screen (Sub-Woofer)**: Output ch.04 will be playing the CPL's LFE/Screen (Sub-Woofer) audio channel.
- **Ch.05 is Left Surround (Ls)**: Output ch.05 will be playing the CPL's Left Surround (Ls) audio channel.
- **Ch.06 is Right Surround (Rs)**: Output ch.06 will be playing the CPL's Right Surround (Rs) audio channel.
- **Ch.07 Ch.14:** These channels are mute, meaning there is no audio output on these channels.
- Ch.15 is HI: Output ch.15 will be playing the CPL's Hearing Impaired (HI) audio channel.
- Ch.16 is VI: Output ch.16 will be playing the CPL's Narration (VI) audio channel.
| | | | | Save | Quit |
|------|-------------------|------------|-------|---------------------|------|
| | Template Mapping | 6 channels | | | |
| h.01 | L/Left | | ch.09 | Mute | |
| h.02 | R/Right | | ch.10 | Mute | |
| h.03 | C/Center | | ch.11 | Mute |)[|
| h.04 | LFE/Screen | | ch.12 | Mute | |
| h.05 | Ls/Left surround | | ch.13 | Mute |][|
| h.06 | Rs/Right surround | | ch.14 | Mute | |
| h.07 | Mute | | ch.15 | HI/Hearing impaired |][|
| h.08 | Mute | | ch.16 | VI-N/Narration | |

Figure 33: Audio Mapping Set to 6 Channels

7.2.1.2.3 7 Channels

This configuration is defined as follows (Figure 34):

- **Ch.01 is Left (L)**: Output ch.01 will be playing the CPL's Left (L) audio channel.
- Ch.02 is Right (R): Output ch.02 will be playing the CPL's Right (R) audio channel.
- **Ch.03 is Center (C)**: Output ch.03 will be playing the CPL's Center (C) audio channel.
- **Ch.04 is LFE/Screen (Sub-Woofer)**: Output ch.04 will be playing the CPL's LFE/Screen (Sub-Woofer) audio channel.
- **Ch.05 is Left Surround (Ls)**: Output ch.05 will be playing the CPL's Left Surround (Ls) audio channel.
- **Ch.06 is Right Surround (Rs)**: Output ch.06 will be playing the CPL's Right Surround (Rs) audio channel.
- **Ch.07 is Input**: Ch.07 is mute, meaning there is no audio output on this channel.
- **Ch.08 is Input**: Ch.08 is mute, meaning there is no audio output on this channel.
- **Ch.09 is Center Surround (Cs)**: Output ch.09 will be playing the CPL's Center Surround (Cs) audio channel.
- **Ch.10 Ch.14:** These channels are mute, meaning there is no audio output on these channels.
- Ch.15 is HI: Output ch.15 will be playing the CPL's Hearing Impaired (HI) audio channel.
- Ch.16 is VI: Output ch.16 will be playing the CPL's Narration (VI) audio channel.

				📑 Save	🔀 Quit
	Template Mapping	7 channels			
:h.01	L/Left		ch.09	Cs/Center surround	
:h.02	R/Right		ch.10	Mute	
:h.03	C/Center		ch 11	Mute	
h.04	LFE/Screen		ch.12	Mute	
h.05	Ls/Left surround		ch.13	Mute	
h.06	Rs/Right surround		ch.14	Mute	
:h.07	Mute		ch.15	HI/Hearing impaired	
:h.08	Mute		ch.16	VI-N/Narration	

Figure 34: Audio Mapping Set to 7 Channels

7.2.1.2.4 8 Channels

This configuration is defined as follows (Figure 35):

- **Ch.01 is Left (L)**: Output ch.01 will be playing the CPL's Left (L) audio channel.
- Ch.02 is Right (R): Output ch.02 will be playing the CPL's Right (R) audio channel.
- **Ch.03 is Center (C)**: Output ch.03 will be playing the CPL's Center (C) audio channel.
- **Ch.04 is LFE/Screen (Sub-Woofer)**: Output ch.04 will be playing the CPL's LFE/Screen (Sub-Woofer) audio channel.
- **Ch.05 is Left Surround (Ls)**: Output ch.05 will be playing the CPL's Left Surround (Ls) audio channel.
- **Ch.06 is Right Surround (Rs)**: Output ch.06 will be playing the CPL's Right Surround (Rs) audio channel.
- **Ch.07 is Left Center (Lc)**: Output ch.07 will be playing the CPL's Left Center (Lc) audio channel.
- **Ch.08 is Right Center (Rc)**: Output ch.08 will be playing the CPL's Right Center (Rc) audio channel.
- **Ch.9 Ch.14:** These channels are mute, meaning there is no audio output on these channels.
- **Ch.15 is HI**: Output ch.15 will be playing the CPL's Hearing Impaired (HI) audio channel.
- Ch.16 is VI: Output ch.16 will be playing the CPL's Narration (VI) audio channel.

				📑 Save	Quit
	Template Mapping	8 channels			
ch.01	L/Left		ch.09	Mute	
ch.02	R/Right		ch.10	Mute	
ch.03	C/Center		ch.11	Mute	
:h.04	LFE/Screen		ch.12	Mute] [
:h.05	Ls/Left surround		ch.13	Mute][
:h.06	Rs/Right surround		ch.14	Mute][
:h.07	Lc/Left center][ch.15	HI/Hearing impaired][
:h.08	Rc/Right center		ch.16	VI-N/Narration	

Figure 35: Audio Mapping Set to 8 Channels

7.2.1.2.5 9 Channels

This configuration is defined as follows (Figure 36):

- Ch.01 is Left (L): Output ch.01 will be playing the CPL's Left (L) audio channel.
- Ch.02 is Right (R): Output ch.02 will be playing the CPL's Right (R) audio channel.
- **Ch.03 is Center (C)**: Output ch.03 will be playing the CPL's Center (C) audio channel.
- **Ch.04 is LFE/Screen (Sub-Woofer)**: Output ch.04 will be playing the CPL's LFE/Screen (Sub-Woofer) audio channel.
- **Ch.05 is Left Surround (Ls)**: Output ch.05 will be playing the CPL's Left Surround (Ls) audio channel.
- **Ch.06 is Right Surround (Rs)**: Output ch.06 will be playing the CPL's Right Surround (Rs) audio channel.
- **Ch.07 is Left Center (Lc)**: Output ch.07 will be playing the CPL's Left Center (Lc) audio channel.
- **Ch.08 is Right Center (Rc)**: Output ch.08 will be playing the CPL's Right Center (Rc) audio channel.
- **Ch.09 is Center Surround (Cs)**: Output ch.09 will be playing the CPL's Center Surround (Cs) audio channel.
- **Ch.10 Ch.14:** These channels are mute, meaning there is no audio output on these channels.
- **Ch.15 is HI**: Output ch.15 will be playing the CPL's Hearing Impaired (HI) audio channel.
- Ch.16 is VI: Output ch.16 will be playing the CPL's Narration (VI) audio channel.

				Save	🔀 Quit
	Template Mapping 9 c	hannels			
:h.01	L/Left		ch.09	Cs/Center surround	
:h.02	R/Right		ch.10	Mute	
h.03	C/Center		ch.11	Mute	
h.04	LFE/Screen		ch.12	Mute	
h.05	Ls/Left surround		ch.13	Mute	
h.06	Rs/Right surround		ch.14	Mute	
h.07	Lc/Left center		ch.15	HI/Hearing impaired	
h 00	Rc/Right center		ch.16	VI-N/Narration	

Figure 36: Audio Mapping Set to 9 Channels

7.2.1.2.6 ISDCF

This configuration is defined as follows (Figure 37):

- Ch.01 is Left (L): Output ch.01 will be playing the CPL's Left (L) audio channel.
- **Ch.02 is Right (R)**: Output ch.02 will be playing the CPL's Right (R) audio channel.
- Ch.03 is Center (C): Output ch.03 will be playing the CPL's Center (C) audio channel.
- **Ch.04 is LFE/Screen (Sub-Woofer)**: Output ch.04 will be playing the CPL's LFE/Screen (Sub-Woofer) audio channel.
- **Ch.05 is Left Surround (Ls)**: Output ch.05 will be playing the CPL's Left Surround (Ls) audio channel.
- **Ch.06 is Right Surround (Rs)**: Output ch.06 will be playing the CPL's Right Surround (Rs) audio channel.
- **Ch.07 is HI**: Output ch.07 will be playing the CPL's Hearing Impaired (HI) audio channel.
- Ch.08 is VI: Output ch.08 will be playing the CPL's Narration (VI) audio channel.
- **Ch.09 is Left Center (Lc)**: Output ch.09 will be playing the CPL's Left Center (Lc) audio channel.
- **Ch.10 is Right Center (Rc)**: Output ch.10 will be playing the CPL's Right Center (Rc) audio channel.
- **Ch.11 is Left Rear Surround (Lrs)**: Output ch.11 will be playing the CPL's Left Rear Surround (Lrs) audio channel.
- **Ch.12 is Right Rear Surround (Rrs)**: Output ch.12 will be playing the CPL's Right Rear Surround (Rrs) audio channel.
- Ch.13: Ch.13 is set to D-BOX Primary.
- **Ch.14**: Ch.14 is set to D-BOX Secondary.
- **Ch.15 is Input**: Ch.15 is mute, meaning there is no audio output on this channel.
- Ch.16 is Input: Ch.16 is mute, meaning there is no audio output on this channel.

				📋 Save 🔰	🔇 Quit
	Template Mapping	SDCF			
h.01	L/Left		ch.09	Lc/Left center]
h.02	R/Right		ch.10	Rc/Right center][
h.03	C/Center		ch.11	Rls/Left rear surround	
h.04	LFE/Screen		ch.12	Rrs/Right rear surround] [
h.05	Ls/Left surround		ch.13	D-BOX Primary]
h.06	Rs/Right surround		ch.14	D-BOX Secondary	
h.07	HI/Hearing impaired		ch.15	Mute	
n.08	VI-N/Narration		ch.16	Mute	

Figure 37: Audio Mapping Set to ISDCF

7.2.1.3 Passthrough Configuration

This configuration allows the CPL's audio channel to passthrough to the processor (Figure 38).

Audio	Configuration - Doremi Cir	nema		[
					Save	Quit
	Template Mapping	Passthrough		•		
:h.01	Input01		ch.09	Input09		
h.02	Input02		ch.10	Input10		
h.03	Input03		ch.11	Input11		
h.04	Input04		ch.12	Input12		
h.05	Input05		ch.13	Input13		
h.06	Input06		ch.14	Input14		
h.07	Input07		ch.15	Input15		
	[Inc. 100		ch 16	Input16		

Figure 38: Audio Mapping Set to Passthrough

7.2.1.4 Custom Mapping Configuration

- Click on the drop-down menu and select Custom.
- The following window will appear (Figure 39).

	Audio Configuration - Doremi Cinem	a	📋 Save 🔀	_ 🗆 Quit
Browse Button	Template Mapping	stom	•	
	ch.01 Input01	····	ch.09 Input09	
	ch.02 Input02		ch.10 Input10	
	ch.03 Input03		ch.11 Input11	
	ch.04 Input04		ch.12 Input12	
	ch.05 Input05		ch.13 Input13	
	ch.06 Input06		ch.14 Input14	
	ch.07 Input07		ch.15 Input15	
	ch.08 Input08		ch.16 Input16][
	Channel mapping Advanced			
	Menu 🔤 🚐 Control Panel	Audio Co	onfi 0 04:	16:46

Click on the Browse button ("...") for each output channel (ch.01-ch.16) to select the CPL's audio channel, using its label, that is to be routed (Figure 40).

🖁 Select label for Channel	1		_ 🗆 ×
L/Left	Cs/Center surround	Input07	
R/Right	HI/Hearing impaired	Input08	
C/Center	VI-N/Narration	Input09	
S/Surround	D-BOX Primary	Input10	
LFE/Screen	D-BOX Secondary	Inputll	
Ls/Left surround	Input01	Input12	
Rs/Right surround	Input02	Input13	
Lc/Left center	Input03	Input14	
Rc/Right center	Input04	Input15	
Rls/Left rear surround	Input05	Input16	
Rrs/Right rear surround	Input06	Mute	
<u>.</u>	·	<u>k</u>	<u>C</u> ancel

Figure 40: Custom Mapping Parameters

7.2.2 Advanced Tab

This tab allows the user to add a delay between audio and video by dragging the cursor to the desired delay on the graphical cursor that allows values between -500 milliseconds and 500 milliseconds. All audio tracks will get the same delay. The user cannot add separate delays for each track. After the delay has been configured, click on the Save button to save the audio delay. The selected audio delay is shown in numeric characters below the cursor field (Figure 41).

udio Configuration - Dorem	i Cinema		
		🔡 Save	🛛 🔀 🛛 Qui
Audio delay			
You can add a delay betwe	en the video and the audio.		
A <u>positive</u> value means the	audio will be out few millisecond	s <u>after</u> the video.	
A <u>negative</u> value means th	e audio will be out few millisecond	ds <u>before</u> the video.	
The recommended value tr	nat matches almost all setup is 8	u ms.	
-500 ms	0		500 ms
Colorted audio delaw 0 m			
Selected addio delay: 0 II	15		
annel mapping Advance	ed		

Figure 41: Advanced Tab

- Positive Value: The audio will be heard behind the video action.
- Negative Value: Indicates that the audio is ahead of the video action.
- The recommended value that matches almost all setups is 80 milliseconds.

7.2.3 SMPTE Packages

Note: The audio selection should reflect the audio package in number of audio channels.

- Change the Template Mapping setting by clicking on the list-menu and selecting the desired setting (Figure 31).
- Make sure to click the Save button to ensure the configuration is saved (Figure 30).
- The list of possible labels that can be routed (if present in the audio MXF file) are defined by SMPTE as follows:
 - L/Left
 - R/Right
 - C/Center
 - LFE Screen
 - Ls/Left surround
 - Rs/Right surround
 - Lc/Left center
 - Rc/Right center
 - Cs/Center surround

- Rrs/Right rear surround
- Lrs/Left rear surround
- HI/Hearing Impaired
- VI-N/Visual Impaired-Narration

7.2.4 Interop Packages

• Interop audio MXF files do not contain any channel label information. Therefore, if a configuration is selected, the routing will be executed as if the audio MXF file was created according to the ISDCF audio mapping recommendations, which currently consists of (Figure 42):

Channel in	Configuration			Notes	
package	5.1	7.1 SDDS	7.1 DS		
1	L	L	L	Left	
2	R	R	R	Right	
3	С	С	С	Center	
4	LFE	LFE	LFE	Screen low frequency effects	
5	Ls	Ls	Lss	Left surround (or left side surround)	
6	Rs	Rs	Rss	Right surround (or right side surround)	
7	н			Hearing impaired (with emphasis on dialog)	
8		VI-N	-	Visually impaired narrative (audio description)	
9		Lc		Left center	
10	12.8	Rc	1000	Right center	
11			Lrs	Left rear surround	
12		1777	Rrs	Right rear surround	
13	Motion Data		а	Synchronous signal (currently used by D-Box)	
14		175 4		Unused at this time	
15		<u></u>		Unused at this time	
16		<u>1910</u>		Unused at this time	

Figure 42: ISDCF – Interop Recommendations

7.3 Backup Manager

The Backup Manager allows users to backup, delete, and restore files saved on a unit. This application allows the user to back up and restore the following files on a server:

- Doremi: These files include configuration files, devices, SNMP threshold, audio, and databases.
- Identity: These files include Doremi SecurityModule identity certificates.
- KDMs: These files include KDMs and DLMs.
- Network: Includes IP addresses, DNS configurations, etc.
- System: These files include system user accounts, group configurations, and timezone information.

Note: The Backup Manager will generate an automatic backup of these files at every power up and after every reboot to the local drive (e.g., RAID). Only the five latest configurations will be saved on the local drive (RAID). From these five latest configurations, the most recent backup is restored. The user can manually back up files to the local drive or external drive (e.g., e-SATA or USB), or restore from an external drive at any time.

7.3.1 Automatic Backup of System

At every power up and after every reboot, the Backup Manager application will generate an automatic backup file to the local drive (e.g., RAID). It will also allow the user to back up and restore the configuration files to and from an external drive (e.g., e-SATA or USB).

7.3.1.1 Viewing the Backup File Record(s)

To open the Backup Manager application, go to Menu \rightarrow Control Panel \rightarrow Backup Manager (Figure 43).

J /	Control Panel	Doremi Cinema			1.0	
	Select a program	n to start:				🔀 Quit
Backup Manager	Account Manager Device Manager W	Audio Configuration Diagnostic Tool E Networking Configuration	Backup Manager KANA FLMx Manager Operator maintenance monitoring	Content Feed Manager Content Feed Manager Content Content Content Manager Content Content Manager Content Feed Manager Content Feed Setup Theater Theater Theater Theater Theater Setup	Content Manager License Manager O	Device Controller Solution Live Manager Live Manager Live Manager Live Manager
	Allows you to ma	anage the user a	accounts of the s	server.		Start
	Menu 🔤 🥶 🤅	CineLister - D	😓 Control Pa	in	8	03:09:34 PM

Figure 43: Control Panel Window

• The Home page window will appear, showing the information from the last backup performed automatically (Figure 44).

	Backup Manag	er - Doremi Cinema		
	Clic	k here to select action.	Refresh	X Quit
	General Informa	tion		
	System date:	Thu Dec 27 15:54:33 2012		
	Serial number:	199000		
	Product name:	DCP2000		
	Host name:	dcp2000_CTP.dc.doremilabs.com		
Last	Last backup:	Today - Thu Dec 27 14:35:38 2012	▶	
Backup				
renonned				
	Menu 🔤 🔤	Control Panel	0	3:54:32 PM

Figure 44: Home Page

7.3.2 Restoring the System to a Previous Backup

This section applies to units that have had the SSD flash drive replaced. Every time the SSD flash drive is removed or repaired, the user will receive a message asking to restore the configuration files (Figure 45):

- **Yes:** The user can choose to restore now by clicking on Yes. This will restore the configuration files on the RAID to the new SSD flash drive.
- No: The user can choose not to restore now by clicking on No. This will generate a backup file based on the current configuration on the SSD flash and place it on the RAID.

<u>Note</u>: If you select "No" by mistake, you can manually restore the latest configuration from the second most recent record.

• **Ignore:** The user can choose to ignore the message for now by clicking on Ignore. This will perform no restore or backup processes.

7.3.3 Restoring the Configuration Files

1	lineLister - Doremi Cinema (User Level: Projection)			
	New Open Save Seve	🔀 Quit		
	Automatic Backup			
	One of the system storage component has changed.	🕹 <u>R</u> emove		
	Backup point: ShowVault 220778 2012-12-06T12	:14:16		
	autor System			
	Pause			
	Geatur Date: Thu Dec 6 12:14:19 2012			
	Chicken I Host name: dcp2000.dc.doremilabs.com			
Yes	Mada(IP address, 1011 18132			
Button	000aks :			
	Seren Serial number: 220778			
	Stealt Would you like to restore the system to this backup p	oint ?		
	patter Yes No	Ignore		
	Black			
	Black 3D			
	Prop	erties: ShowPlaylist, 2D		
	Editor Playback Schedule Control			
	Menu _ I = 😳 CineLister - D	03:07:30 PM		

Figure 45: Restore

- To restore the configuration files now, click on Yes.
- A confirmation window will appear, asking to proceed with the restoration process. Click on Yes.
- A log in window will appear. Enter the appropriate password and click on Ok.
- The restore process will now begin (Figure 46).
 - <u>Note:</u> You may cancel at any time by clicking on the Cancel button (Figure 46).



Figure 46: Restore Process Window

- After the process is complete, a Reboot confirmation window will appear asking the user to reboot the unit (Figure 47).
- Click on Reboot to complete the restore process (Figure 47).
 - **Note:** The reboot process will take approximately 3 minutes to complete.

🕃 CineLi	ter - Doremi Cinema (User Level: Projection)	
	Restoring a backup of the system. Finished.	K Quit
المالية الم المالية المالية المالية المالية المالية المالية مالية المالية الم	tput: No value for \$TERM and no -T specified expr: syntax error Success The system must be rebooted. Press reboot button to reboot now.	- <u>R</u> emove
) pat Black		
Blac Blac	c 3D 48 Properties: ShowPlaylist, 2D	
Editor	Playback Schedule Control	

Figure 47: Reboot Confirmation Window

• After the unit has rebooted, the configuration files will have been restored. The restore process is now complete.

7.3.4 Manual Back Up and Restore

<u>Note:</u> This section assumes the user wants to manually back up or restore the configuration files at any time. The user can back up or restore the configuration files to a local drive (RAID) or to an external drive (e.g., e-SATA or USB).

Back up or restore cannot be performed while unit is in playback.

7.3.4.1 Manual Back Up to RAID

• Click on the Backup Manager icon to access the program (Figure 48).

	💮 Control Panel -	Doremi Cinema			1.	_ 🗆 X
	Select a program	to start:				🔀 Quit
Backup Manager I∢	Account Manager Device Manager Nog Manager	Audio Configuration Diagnostic Tool E Networking Configuration	Backup Manager FLMx Manager Operator maintenance monitoring	Content Feed Manager Content Feed Manager Content Feed Manager Content Feed Manager Setup Setup Theater properties	Content Manager License Manager Time Setting	Device Controller Solution Live Manager Live Manager TouchScreen Calibration
	Allows you to ma	anage the user a	accounts of the s	erver.	8	Sta <u>r</u> t

Figure 48: Control Panel Window

• The Home page window will appear, showing the information from the last backup performed automatically (Figure 49).

васкир мапад	er - Doremi cinema	^
😭 💠 Clic	k here to select action.	좒 Re <u>f</u> resh 🔀 Quit
General Informa	ation	
System date:	Thu Dec 27 15:54:33 2012	
Serial number:	199000	
Product name:	DCP2000	
Host name:	dcp2000_CTP.dc.doremilabs.com	
Last backup:	Today - Thu Dec 27 14:35:38 2012	•
		~
Menu _ 🔤	😒 Control Panel 🚨 Backup Man	03:54:32 PM

Figure 49: Home Page

- (A)To manually back up the material on the hard drive, click on the Home icon located in the top left corner of the window (Figure 50).
- **(B)** Scroll to and click on Backup (Figure 50).



Figure 50: Backup

• The following window will appear (Figure 51).

🚢 Backup Manager	- Doremi Cinema				_ 🗆 X	
<u></u>			<u>S</u> erver	Refresh	🗙 <u>Q</u> uit	
Generate backup						
Description:	DCP2000 199000 2	012-12-27T16:03:56				
					<u>G</u> enerate	<
Restore backup —		_		Generate backu	ıp file	
DCP2000 199000 2	2012-17T14:35:35	Description: Date: Serial number:				Generate Button
		Host name: Location:				
		IP address:				
				Delete	R estore	
Menu 🔔 🚐 🤝	Control Panel 🚨	Backup Man		0	4:04:25 PM	

Figure 51: Generate Button

- Click on Generate to begin the backup process (Figure 51).
- A log in screen will appear. Enter the appropriate password and click on OK.
- The Select Disk window will appear (Figure 52). Select the location where you want to save the backup file. You can either save to local disk (RAID) or to an external drive.
- Once you have selected the location, in this case local disk, click on the Ok button.



Figure 52: Select Location of Backup File

- The backup process will now begin.
- The Backup Generation window will appear (Figure 53). This will indicate the backup process was a success.

🔔 Processing	_ 🗆 X
Generating a backup of the system. Finished.	
Success File generated successfully. (/opt/backup/DCP2000_199000_2012-12-26T16-57-36.dbk.zip)	
Close	

Figure 53: Backup Generation Window

- Click on the Close button to exit out of the Backup Generation window. You will be returned to the following window (Figure 54).
- This window will list the attributes of the backup file. These attributes include the date the backup file was completed; the serial number of the unit; the host name of the network; the location where the backup file is located; and the IP address of the network (Figure 54).
- The manual backup process is now complete.

💶 Backup Manager - Doremi Cinema		[_ 🗆 ×
		Server	Quit
Generate backup			
Description: DCP2000 199000 2	012-12-26T16:58:35	ò	
		<u>S</u>	enerate
Restore backup			
DCP2000 199000 2012-16T16:57:36	Description:	DCP2000 199000 2012-12-26T1	6:57:36
<u> </u>	Date:	Wed Dec 26 16:57:40 2012	
DCP2000 199000 2012-11T13:32:	P2000 199000 201: Serial number:	2-12-26T16:57:36 199000	
DCP2000 199000 2012-11T13:01:29	Host name:	dcp2000_CTP.dc.doremilabs.com	n
	Location:	Local disk	
	IP address:	10.11.21.21	
		Delete	estore
Menu 🔄 🚐 🌍 Control Panel 🚨	Backup Man	04:58	8:35 PM

Figure 54: Backup Complete

7.3.4.2 Manual Back Up to External Drive

To back up the configuration files manually, to an external drive (e.g., e-SATA or USB), follow the instructions in this section.

- Insert an external storage device into the unit. For this example, a USB flash drive will be used.
- Click on the Backup/Clone Manager icon to access the program.
- The Home page window will appear.
- To manually back up the material to the USB flash drive, click on the Home icon located in the top left corner of the window.
- Scroll to and click on Backup.
- The following window will appear (Figure 55).

🚨 Backup Manager - Dore	mi Cinema				- 🗆 ×	
			<u>S</u> erver	Refresh 🔀	<u>Q</u> uit	
Generate backup						
Description: DCP2	000 199000 2012·	-12-27T16:03:56				
				<u>s</u>	Generate	
Restore backup				Generate backup f	ile	
DCP2000 199000 2012-1.	7T14:35:35 Des Dat Ser Hos IP a	scription: te: rial number: st name: sation: address:				Generate Button
Monu I al Constan				— Delete	Restore	

Figure 55: Generate Button

- Click on Generate to begin the backup process (Figure 55).
- A log in screen will appear. Enter the appropriate password and click on OK.
- The Select Disk window will appear (Figure 56).
- Select and highlight the external drive. For example, select "USB Disk #0."
- Click on the Ok button.



Figure 56: Select Location of Backup File - USB

- The backup process will now begin.
- The Backup Generation window will appear (Figure 57). This will indicate the backup process was a success.



Figure 57: Backup Generation Window

- Click on Eject.
- A log in window will appear. Enter the appropriate password and click on Ok.
- Remove the external drive from the unit.
- Click on Close.
- The manual backup process is now complete.

7.3.5 Deleting Backup File(s)

• If you want to delete a backup file that was previously generated, select the file from the left hand side and click on the Delete button (Figure 58).

	Backup Manager - Doremi Cinema			- U ×	
	<u>.</u>		<u>s</u> erver	K Quit	
All backup files	Generate backup				
previously generated	Description: DCP2000 199000 2	2012-12-27T16:03:5	6		
			9	<u>G</u> enerate	
	Restore backup				
	DCP2000 199000 2012-17T16:03:56	Description:	DCP2000 199000 2012-12-2	27T16:03:56	
		Date:	Thu Dec 27 16:19:30 2012		
	DCP2000 199000 2012-17T16:03:56	Serial number:	199000		
	DCP2000 199000 2012-17T14:35:35	Host name:	dcp2000_CTP.dc.doremilabs	s.com	
		Location:	Local disk		
		IP address:	10.11.21.21	Γ	Delete
					Button
			k		
]	<u> </u>	<u>R</u> estore	
	Menu 🔄 🚐 🌍 Control Panel 🞑	Backup Man	0 , 0	4:19:53 PM	

Figure 58: Delete Button

• The following confirmation window will appear. To continue the deletion process, click on the Yes button (Figure 59).

🚨 Ques	stion X
	Are you sure you want to delete backup file?
	Yes No

Figure 59: Confirmation Window

• The backup file is now deleted.

7.3.6 Restoring Backup File(s)

7.3.6.1 Restoring from RAID

• To restore any or all files, select the backup file from the left hand side and click on the Restore button (Figure 60).

	🚢 Backup Manager - Doremi Cinema			_ 🗆 ×
			🛓 <u>S</u> erver 🛛 좒 Re <u>f</u> resh	Quit
	Generate backup			
All backup files	Description: DCP2000 199000 2	2012-12-27T16:03:5	6	
previously generated	Restore backup		.	Generate
	DCP2000 199000 2012-17T16:03:56	Description:	DCP2000 199000 2012-12-27	Local Disk
	DCD2000 100000 2012 1 7716.02.56	Date:	Thu Dec 27 16:19:30 2012	
	DCF2000 199000 2012-17118:03:36	Serial number:	199000	
	DCP2000 199000 2012-17T14:35:35	Host name:	dcp2000_CTP.dc.doremilabs.c	om
		Location:	Local disk	
		IP address:	10.11.21.21	
				Restore Button
			💻 <u>D</u> elete	Restore
	Menu 🔄 🔤 🤤 Control Panel 🞑	Backup Man	0 🚺 04:	26:00 PM

Figure 60: Restore Button

- A log in screen will appear. Enter the appropriate password and click on OK.
- The Restore Category Selection window will appear (Figure 61). Here, you will be able to choose which types of files to restore, or you can select all files to restore:
 - **Note**: You must click on the item on the left hand side and highlight it to receive the proper item description on the right hand side (Figure 62).
- Doremi: These files include configuration files, devices, SNMP threshold, audio, and databases.
- Identity: These files include Doremi SecurityModule identity certificates.
- KDMs: These files include KDMs and DLMs.
- Network: Includes IP addresses, DNS configurations, etc.
- System: These files include system user accounts, group configurations, and timezone information.

	🚨 Restore category selection	i	_ 🗆 X
Select All Button	Select the categories from t	he backup file to be restored o	n the system.
	Select all		
	doremi		
	identity	•	
	kdms		
	network		
	system		
			<u>C</u> ancel

Figure 61: Restore Category Selection Window

• For example, if you decide to select "kdms," highlight the item on the left and click on the Restore button (Figure 62).

	🚇 Restore category sele	ection	_ 🗆 ×	
	Select the categories f	rom the backup file to be restore	ed on the system.	
"kdms" Selected	Select all doremi identity	kdms: Backup of KDM and DLM files		Item Description
	kdms Network system			Restore Button
		Eestor	re <u>C</u> ancel	

Figure 62: "kdms" Selected

• The following confirmation window will appear. Click on Yes to complete the restore process (Figure 63).

🔔 Que	stion 🗙
	Are you sure you want to restore backup file?
	Yes

Figure 63: Confirmation Window

• The Processing window will appear (Figure 64).



Figure 64: Processing Window

- You will be required to reboot the system to complete the restore process. To reboot the system, click on the Reboot button (Figure 64).
- If you decide not to reboot, click on Close button. The unit will not reboot. This will not complete the restore process.
 - Note: The reboot process will take approximately 3 minutes to begin.
- The restore process is now complete.

7.3.6.2 Restoring from an External Drive

- Insert the external drive into the unit. The name of the external drive will be displayed in the Location section (Figure 65).
- To restore any or all files from the external drive to the unit, select the backup file from the left hand side and click on the Restore button (Figure 65).

	Backup Manager - Doremi Cinema			
	<u>a</u>		Server 🗞 Refresh 🔀 Qu	uit
	Generate backup Description: DCP2000 199000	2013-01-04T09:27:0	9	
			Gene	erate
	DCP2000 199000 2013-04T09:24:22	Rescription:	DCP2000 199000 2013-01-04T09:2	External
Restore File Selected	DCP2000 199000 2013-04T08:49:54	Serial number:	199000	Diive
	DCP2000 199000 2013-04T08:41:24 DCP2000 199000 2013-03T12:44:41	Host name: Location:	dcp2000_CTP.dc.doremilabs.com USB disk #0	
	DCP2000 199000 2013-03T12:30:49	IP address:	10.11.21.21	Restore Button
			<u>D</u> elete	tore
	Menu 🔔 🔤 🥎 Control Panel 💶	Backup Man	09:27:0	98 AM

Figure 65: Restore

- A log in screen will appear. Enter the appropriate password and click on OK.
- The Restore Category Selection window will appear (Figure 66). Here, you will be able to choose which types of files to restore, or you can select all files to restore:
 - **Note:** You must click on the item on the left hand side and highlight it to receive the proper item description on the right hand side (Figure 67).
- Doremi: These files include configuration files, devices, SNMP threshold, audio, and databases.
- Identity: These files include Doremi SecurityModule identity certificates.
- KDMs: These files include KDMs and DLMs.
- Network: Includes IP addresses, DNS configurations, etc.
- System: These files include system user accounts, group configurations, and timezone information.

🖄 Restore cate	gory selectio	on			_ 🗆 X
Select the cate	gories from	the backup	file to be re	stored on t	he system.
<u>S</u> elect all	ħ				
doremi					
identity					
kdms					
network					
system					
с.				estore	<u>C</u> ancel

Figure 66: Restore Category Selection Window

• For example, if you decide to select "doremi," highlight the item on the left and click on the Restore button (Figure 67).

🚨 Restore category sele	ection	. 🗆 🗙
Select the categories f	rom the backup file to be restored on the s	ystem.
Select all		
doremi 💦	doremi: Backup of Doremi configuration files (devi audio, snmp threashold, flmx) and data	ces, abases
identity		
kdms		
network		
system		
	Eestore Car	ncel

Figure 67: "Doremi" Selected

• The following confirmation window will appear. Click on Yes to complete the restore process (Figure 68).



Figure 68: Confirmation Window

• The Processing window will appear (Figure 69).

	A Processing	_ 🗆 X
	Restoring a backup of the system. Finished.	
	Success The system must be rebooted. Press reboot button to reboot now.	
Reboot Button	×	
	Reboot Close	

Figure 69: Processing Window

- You will be required to reboot the system to complete the restore process. To reboot the system, click on the Reboot button (Figure 69).
- If you decide not to reboot, click on the Close button. The unit will not reboot. This will not complete the restore process.
 - **Note:** The reboot process will take approximately 3 minutes to begin.
- The restore process is now complete.

7.4 Content Feed Manager

 The main purpose of the Content Feed Manager application is to add an FTP ingest source. In addition, multiple units can be interconnected to share content simultaneously. The Content Feed Manager makes the ingestion process quicker and simpler. This same procedure is available in the document, "Content Feed Manager GUI User Manual," which is document number D2K.OM.001597.DRM.

7.4.1 Quick Configuration

• To open the Content Feed Manager application, go to Menu →Control Panel and double-click on the Content Feed Manager icon (Figure 70).

	🔵 Control Panel -	Doremi Cinema			1	
	Select a program	to start:				🔀 <u>Q</u> uit
	Account	Audio	Backup	Content Feed	Content	Q Device
	Manager	Configuration	Manager	Manager	Manager	Controller
	Device Manager	Diagnostic Tool	FLMx Manager	Language Setup	License Manager	Live Manager
←	Log Manager	Wetworking Configuration	Operator maintenance monitoring	Theater properties	Time Setting	TouchScreen Calibration
	Allows you to ma	anage the user a	accounts of the s	server.		Start
1	Menu 🔄 🔤 🥃	OineLister - D	💮 Control Pa	in	8	03:09:34 PM

Figure 70: Control Panel

• The user will need to authenticate themselves as admin by inputting the correct password to be allowed to use this application (Figure 71).

🗙 Authentication Re	quired	_ ×
The action y Please enter co	ou requested needs Super login and password below c ntinue with your current priv	User privileges. or click Cancel to ileges.
Username: admin Password:		
	<u>k</u>	<u>C</u> ancel

Figure 71: Password Confirmation Window

• When the Content Feed Manager is started for the first time, it will be appear as illustrated below (Figure 72):

着 Cor	ntent Fe	ed Manager - Do	oremi Cinema			
+	<u>A</u> dd	Delete			<u><u>S</u>av</u>	ve 🔀 Quit
			Click on the	No ingest server (Add button to confi Scan for Se	<mark>configured.</mark> gure a new i erver	ngest server.
Menu		💷 🤝 Control Pai	nel 🕌 Conten	t Fee		02:07:15 PM

Figure 72: Content Feed Manager GUI

7.4.2 Scan for Server

- Click the Scan for Server button to check and see if any servers are present on the network. The following window will appear displaying the unit type, e-S/N, and IP as well (Figure 73):
- Qualifications for a server include: all DCPs, ShowVaults, and TMS units that have an IP address and are connected within the same networks with the concerned unit (destination). The units can be used as sources for material.

ant to add:
DCP2000 199000
DCP2000 199000
DCP2000 199000
ShowVault 221782
DCP2000 199000
Add Cancel

Figure 73: Scan for Server Button

• Scroll and select the server, then click the Add button (Figure 73). Once the server has been selected the Content Feed Manager GUI will automatically be updated with the default credentials (Figure 74).

	🚔 Content Feed Manager - D	oremi Cinema				
bbA	🕂 Add 💻 Delete			🔡 <u>S</u> av	ve 🔀 <u>Q</u> uit	
Button	ShowVault 221	Identifier	ShowVault 2217	82		
		Ingest Protocol	FTP			
		Server IP	10.10.1 .134		Test	
		Username	manager	Password	*****	
		Remote Path		2 	<u>B</u> rowse	Browse
			🖑 Advanced	d Options —		Button
)	r			
						Advanced Options
						Button
	Menu 📜 🔤 🚟 Content	Fe		0	08:36:12 AM	

Figure 74: Automatically Updated Server

- The Identifier field identifies the server and can be renamed for the user's convenience.
- The Ingest Protocol field allows the user to select the transfer protocol. Currently, only FTP is supported.
- Once the server is selected, the IP field will automatically be populated.
- Click on the Test button to determine if the unit is available in the network once it has been selected.
- Username and Password fields are for security purposes.
- The Remote Path field is for the destination of the server. It is not needed when using the Scan for Server method.
- Click on the Save button to save this configuration for the Content Feed Manager. The unit is now confirmed as an ingest source for our destination unit.

7.4.3 Advanced Options Button

🚔 Content Feed Manager - Do	oremi Cinema				(
🕂 Add 💭 🔤 Delete			🗎 <u>S</u> av	e 🔍 💥 Quit	
ShowVault 221	Identifier	ShowVault 2217	82		
	Ingest Protocol	FTP			Save Button
	Server IP	10.10.1 .134		<u>T</u> est	Batton
	Username	manager	Password	****	
	Remote Path	/repository	~	Browse	
	X Authorize "play		d Options		Advanced Options Button
	Key Delivery M	essage 🗌	Doremi License	9	
	X Composition F	laylist 🗌	Show Playlist		
	🗌 Installation Pa	ickage			
		ħ			
Menu 🔔 🔤 🚊 Content	Fe		0	08:39:37 AM	1

Figure 75: Advanced Options Menu

Clicking the Advanced Options button will open a drop-down menu where the user can configure the following file types to be used for ingesting (Figure 75):

- Authorize "play while ingest" from this server (enabled by default)
- Key Delivery Message allows the KDM to be ingested from the FTP or another server registered in the netmap.
- Composition Playlist (enabled by default) allows import or FTP of a CPL into the server.
- Installation Package software, security manager, firmware packages for upgrades.
- Doremi License (DLM) Doremi License Messages, e.g., Dolby3D, RealD, 4K Enabled, etc.
- Show Playlist click this box to be able to export and then import a SPL from one server to another.
- Click the Save button to save the configuration. Click the Quit button when finished.

7.4.4 Adding a Server Manually

7.4.4.1 Networking the Server(s)

• The Content Feed Manager GUI can be manually set up by clicking the Add button. This will allow the user to add a new server for which the fields will have to be manually entered (Figure 76).

着 Co	ntent Feed Manage	r - Doremi Cin	ema			
+	Add Del	ete			<u>S</u> ave	X Quit
		c	<mark>No ir</mark> lick on the Add l	ngest server co putton to configu Scan for Serv	nfigured. Ire a new ing er	gest server.
Menu	_ = 😓 Contr	ol Panel	🔒 Content Fee	h		02:07:15 PM

Figure 76: Content Feed Manager GUI

• Click the Add button to add a new server. The following window will appear (Figure 77):

📥 Content Feed Manager - Do	oremi Cinema			
Add Delete			Save	e 🔀 Quit
New Server 1	Identifier Ingest Protocol Server IP Username Remote Path	New Server 1	Password Options	Iest ####### Browse
Menu 🔔 🚐 🌎 Control Pa	nel 🔒 Content	Fe	0	08:42:44 AM

Figure 77: Add New Server

- Enter the Identifier name in the Identifier field. It is recommended that a unique identifier be used (e.g., screen 1, screen 2, etc).
- Enter the IP address for the server (Figure 78).

📥 Content Feed Manager - Do	oremi Cinema			_ 8 ×
Add Delete			Save	🔀 Quit
New Server 1	Identifier	New Server 1		
	Ingest Protocol	FTP		
	Server IP	10.10.1 .170		Test
	Username	manager	Password	****
	Remote Path			Browse
			Options	
				k
Menu 🔔 🚐 🌍 Control Pa	anel 🔒 Conten	t Fe	0	11:15:45 AM

Figure 78: Add a New Server

• Optional: Click the Test button to test the IP connection. A pop-up window will appear that will test the connection (Figure 79). Click the Close button to exist this window.

	🛔 FTP Connection Test	_ 🗆 X
	✓ Connecting to 10.10.1.170 ✓ Login on ✓ Success.	
Close Button	 <u>C</u> lose	

Figure 79: FTP Connection Test Window

• Enter the Remote Path for the destination of the server. Clicking the Browse button will allow the user to locate the Remote Path. The Browse for Folder window will appear (Figure 80).

🚔 Browse For Folder	_ 🗆 ×
Select the root remote directory	/:
/ 	
- primary - secondary - tmp	t

Figure 80: Browse for Folder Window

• Select the folder which contains the content to be ingested.

7.4.5 Advanced Options

Clicking the Advanced Options button will open a drop-down menu where the user can configure the following file types to be used for ingesting (Figure 81):

- Authorize "play while ingest" from this server (enabled by default)
- Key Delivery Message allows the KDM to be ingested from the FTP or another server registered in the netmap.
- Composition Playlist (enabled by default) allows import or FTP of a CPL into the server.
- Installation Package software, security manager, firmware packages for upgrades.
- Doremi License (DLM) Doremi License Messages, e.g., Dolby3D, RealD, 4K Enabled, etc.
- Show Playlist click this box to be able to export and then import a SPL from one server to another.
- Click the Save button to save the configuration. Click the Quit button when finished. The server is now added to the Content Feed Manager network.

📥 Content Feed Manager - D	oremi Cinema			_ & ×
Add Delete]		Save	e 🔀 Quit
New Server 1	Identifier	New Server 1		
	Ingest Protocol	FTP 💌		
	Server IP	10.10.1 .170		Test
	Username	manager	Password	****
	Remote Path	/repository/prima	ry	Browse
			Options	
	🕱 Authorize "play	y while ingest" from	this server	
	File Type to scan	:)		
	🗌 Key Delivery M	essage 🗌	Doremi License	
	🗴 Composition P	laylist 🗌	Show Playlist	
	🗌 Installation Pa	ickage		
Menu 🔔 🔤 🤝 Control P	anel 🔒 Conten	t Fe	0	11:24:19 AM

Figure 81: Server Added – Example

7.4.6 Deleting a Server

• Delete a server from the Content Feed Manager list by selecting it and clicking on the Delete button. This will also remove it from the Ingest Manager drop-down list of servers to ingest from. See Figure 81 for the Delete button.

7.4.7 Ingesting from a Server that was Added

- In order to ingest material (restrictions are based on the Advanced Options settings) on the destination unit, the user will need to open the Ingest Manager application (Menu→ Doremi Apps.→ Ingest Manager). Select the unit that was just added, as a source/feed, in the Content Feed Manager application (Figure 82).
- This will populate the Ingest Manager application scan tab window with all the content available for ingest from the selected source/feed unit.
- Select the desired material to ingest.

🚔 Ingest Manager 2.6.3-0 - Doremi Cinema		
Ingest Pngest all elements	Screen-03 -	🔀 Quit
● 🔂 128 Reel Composition, "A	Local Storage Library	
• CAUGUST-RUSH_RTG-T07	SV51 Screen-01	75%
CGR 3D Clip	Screen-02	
®☺Doremi 2K full 24fps enc	Screen-03 Screen-04	Ctrl
🖲 👻 Doremi 2K full 3D 24fps en	Screen-05	Expand All
	ch 30	
e⊛Doremi 30s v5 jpc 2K fu…c	hv2 24fps	
∗ᡂDoremi Logo 8channel full		
🖲 🕄 🕄 🐨 🐨 🐨 🐨 🐨 🐨 🐨	car Movie д	
Doropsi Doctor VE 16 ob over	dia 🖸	ļ
Scan Monitor		

Figure 82: Ingest Manager with Material Ready to Ingest

7.5 Content Manager

- The Content Manager application is a new graphical user interface (GUI) that allows the user to browse, manage and export all the content available on the player including: ShowPlaylist, CPL, KDM and Doremi License. The user has an application to access content information that was not available previously. The Content Manager application is available in the Control Panel.
- To open the Content Manager application, go to Menu → Control Panel and double-click on the Content Manager icon (Figure 83).

	😋 Control Panel -	Doremi Cinema				
	Select a program	to start:				🔀 Quit
	Account Manager Device Manager	Audio Configuration Diagnostic	Aackup Manager Manager FLMx Manager	Content Feed Manager Content Feed Manager Language Setur	Content Manager Content License Manager	Device Controller Ö
ŀ←	Log Manager	Networking Configuration	Operator maintenance monitoring	Theater properties	Time Setting	TouchScreen Calibration
	Allows you to ma	anage the user a	accounts of the s	erver.		Start
1	Menu 🔄 💻 🥃	OineLister - D	Control Pa	in	8	03:09:34 PM

Figure 83: Control Panel

• The following window will appear (Figure 84):

7.5.1 Home Page

eneral Information ———			
Disk space			
ree space: 233GB		74%	
CPI 's			
Complete: 108	Valid: 3	Valid:	0
ncomplete: 0	Invalid: 0	Expired:	0
Inavailable: 0	Expired: 0	Not yet valid:	0
	Not yet valid: 0		

Figure 84: Content Manager Main Tab

- A complete CPL is a CPL that is playable.
- An incomplete CPL misses elements, therefore is not playable.
- An unavailable CPL might be listed by an SPL, but it might have been deleted from the unit.
- Valid KDMs are KDMs that have not expired yet and are for trusted devices.
- Invalid KDMs are KDMs that are either expired or for the wrong trusted device.
- Expired KDMs are KDMs with a validity date that has expired.
- Not yet valid KDMs are for KDMs made in advance, not valid in present, to be used in the future.
- A valid License is a license that has not expired.
- An expired License is a license with validity date that has expired.
- Not yet valid are licenses available on the unit, not valid in present, but valid only for future use.

- The main page (Home Page) will display how much space is available on the unit.
- Click on the House icon indicated by a green arrow pointing to the Home Page button to access more pages.
- These pages will show the user all details for the Composition Playlists, Decryption Keys, Show Playlists, Licenses and other related fields that are on the unit (Figure 85).



Figure 85: Content Manager Home Page Tab
7.5.2 Composition Playlists Page

7.5.2.1 Actions Button

- Click on the House icon and select Composition Playlists from the drop-down menu.
- The following page will appear showing all the CPLs that are available on the unit.



Figure 86: Content Manager Composition Playlists Tab

- The green arrows to the right of the window allow the user to navigate up and down when searching for a CPL (Figure 86).
- The Reload button allows the user to refresh the list of CPLs (Figure 86).
- Select a CPL and click on the Actions button to get more options (Figure 86).
- The Actions button will allow the user to (Figure 87):
 - Delete a CPL
 - Perform an Integrity Check
 - Perform a Sanity Check
 - Export a CPL

ctions	all elements	🗞 🔀 🖉	<u>Q</u> uit
Nam	e 🔗 Delete		
4	Integrity check	40e0ab20-419e-43c9-9fbe	
S	Export	8d772310-5627-4df7-a19	4
	3D_Sync_Delay test	435754fc-a2c8-45e5-b637	
8	BENJAMIN-BUTTON_T trailer	3a196aa7-7913-4feb-a9e	
S	Black_Movie_TC_Ver feature	204bc5dc-b172-4c3c-a26	
	DOLT OD ETD E EN 4		
Durat	ion: 00:02:31	Package size: 3.1 GB	
_ Sou	nd	Picture	
Char	inel count: 6	Encoding: JPEG2000 2048x858	
Quar	ntization: 24	EditRate: 24 1	

Figure 87: Content Manager Composition Playlists Tab

Delete: This action will delete a CPL entirely from the system.

- To delete a CPL, scroll to the desired CPL, select it and then click the Actions button and select Delete.
- A Manager authentication password will be required to delete the CPL.
- A Delete Composition Playlist confirmation window will appear. Click Delete to confirm the deletion or press Cancel to abort the operation (Figure 88).
- Check the Delete all KDM check-box to delete the KDMs for the selected CPL.

TLR-1_S_EN-XX_US_GB_51_2K	_SPE_20071105_DE	LUXE

Figure 88: Delete Composition Playlist Window

Integrity Check: This function will verify the hash/checksum (SHA-256) of the selected CPL. It verifies all MXF files that were properly ingested and that no corruption occurred during the ingest process.

- To perform an Integrity Check, select the desired CPL and select Integrity check from the Actions drop-down menu.
- The following window will appear and will run a test on each file of the CPL (Figure 89).
- The results of the integrity check of each file are shown in the Result column.
- Results include:
 - Green check-mark indicates the Checksum is Ok.
 - The word "Missing" in red indicates that the file is not present according to the asset map of the CPL.
 - The word "Failed" means that the file is corrupted.
 - Progress check percentage means the operation is in progress.



Figure 89: Integrity Check Window

<u>Note</u>: The test might run for an extended period of time (e.g., 45 minutes, depending on the CPL size). Choose this test only if doubts persist about the integrity of the CPL.

• Click the Close button when the Integrity Check is completed.

Sanity Check: This function will check the sanity of the selected CPL.

- To perform a Sanity Check, select the desired CPL and click Actions button and select Sanity Check item.
- The following window will appear, which will automatically run a test on each of the following security aspects of the CPL.
 - Checking signature
 - Checking KDM is valid
 - Checking asset's existence
 - Checking timings coherency
 - Checking index files
 - Checking duration coherency
 - Checking video coherency
 - Checking audio coherency
 - Checking minimum duration
 - Checking timedtext files



Figure 90: Sanity Check Window

• Once the test is complete, click the Close button (Figure 90).

Export: This function will export the CPL to a desired location (e.g., a USB flash drive).

- To export a CPL, select the desired CPL, and click the Actions button. Select Export.
- The Export CPL window will appear (Figure 91):



Figure 91: Export CPL Window

• Select the location to export the CPL to (e.g., USB Disk #0) and then click the Export button (Figure 92).

Export CPL		_ 🗆 🗙	
Select USB disk which you want to e	port to :		
USB Disk #0			
			_
			Export
			Dutton
Refresh	Evport	Cancal	
Refresh	Export	<u>c</u> ancel	

Figure 92: Export CPL Window

• The following window will appear showing the CPL being copied to the USB (Figure 93).

<u>Note</u>: The current software does not support NTFS file system to export to. If the USB is formatted as NTFS, then an error message will appear to indicate that the file was not exported. Currently, the supported file system formats for exporting include: FAT (limit 4GB per file), FAT 32 (limit 4GB per file), ext2, ext3, and HFS.



Figure 93: Copy CPL Window

• Once the CPL has been copied to the USB, the following window will appear (Figure 94):

Expo	ort	×
•	Export finis	shed.
	ОК	

Figure 94: OK Window

• Click the Ok button to complete the export (Figure 94).

7.5.2.2 Info Button

The Info button displays general information about the CPL. The information displayed includes: KDM, Properties, Show Playlists that the CPL is a part of, and Assets. Any time the user wants to exit the CPL Information window, click on the Close button located in the bottom-right.

- To use this function, select a CPL and click the Info button.
- The following window will appear (Figure 95):

7.5.2.2.1 Properties Tab

- The Properties tab displays the following information about the CPL (Figure 95):
 - Title
 - UUID (Universally Unique Identifier)
 - Creation date
 - Package size
 - Duration
 - Edit rate (frame rate)
 - Kind (e.g., trailer, feature, etc.)
 - Creator
 - Issuer
 - Sound: Channel count, Quantization bits, Encoding
 - Picture: Encoding and Dimension



Figure 95: CPL Information Window - Properties Tab

7.5.2.2.2 Assets Tab

• The Assets tab displays information on all the Reels that compose the CPL and the Assets in each Reel (Reel number, subtitle and sound). See Figure 96 below.

Properties	Assets	SPL(s)	KDM(s)	Audio mapping	Settings			
Туре				UUID				
🖻 Reel #1			23					
Mains	Sound			ed43d1b3-aef7-4e5	a-8b6ab214f7	709ca		
Mains	stereoscop	oicPicture		ab812620-9f4e-4d0	d-983393391	c03b3		
Close	dCaption			16250482-dc89-457	77-874622731	9cde		
AuxDa	ata (Dolby	Atmos)		fe7caf2e-7c7a-44f7	-bd54-d79951b	c9b30		
🖻 Reel #2								
Mains	Sound			a2100113-41db-44	c7-a86a22651	.578e		
Mains	Stereoscop	oicPicture		727f6529-8ecb-44c	4-8a4c-9b1572f	le319		
Close	dCaption			2769aaf0-1b05-4a8	7-b3867a649	47abd		
AuxDa	ata (Dolby	Atmos)		d32484f1-29d6-4ee9-8a987e8db3e58b				
🖻 Reel #3								
Mains	Sound			d4522512-1ca4-49	ba-adeb13a17	9b1fe		
Mains	Stereoscop	oicPicture		f5f722f5-57fa-4f3b-a944-940173073bf3				
- ClosedCaption			738bdb9f-1a85-47de-be83039661718d					
AuxData (Dolby Atmos)			37471078-87dc-4f17-bc42-12fde8beaff8					
- Pool #4								

Figure 96: CPL Information Window - Assets Tab

7.5.2.2.3 SPL(s) Tab

• The SPL(s) tab displays information related to all of the Show Playlists that contain the selected CPL (Figure 97).

Properties	Assets	SPL(s)	KDM(s)	Audio mapping	Settings		
Name				UUID			
SPL_Fadi				9f136d84-97a1-42	f0-b3b5-9d8f	7a62c284	
					1		

Figure 97: CPL Information Window - SPL(s) Tab

- The SPL information window will appear. Each SPL in this list contains the CPL that information is sought for (Figure 98):
- Select the desired SPL from the Name column and click the Open button. This will open the SPL information window Properties tab that will show all the names of the CPLs inside that SPL.
- The second tab of the SPL information window displays the related schedules (Figure 99).

SPL information	
Properties Related schedules	
Name: LOOP	
Duration: 03:25:34	
CPLs	
CPL Name	UUID
Dorenii v5 2k full 24/ps enc Doreni v5 2k full 3D 24/ps enc Madagascar Serenity Full Movie with Sp. Subtitles	2018b59a-3307440a-a7ec-3cc118d00 8bd48f9a-8d59-4344-a278-dce15b12 6b319755-007d-3240-b2c0-ec2dbaacf e23f7b16-34f1-9842-8c9c-f770f26af021
	<u>O</u> pen <u>C</u> lose

Figure 98: SPL Information Window - Properties Tab

(dules	
Start time	Mode	Annotation text
2011-05-05110:25:00-07:0	u pending	



• In this window, the user can select any CPL that is part of the SPL by clicking the Open button. The user will be transferred to the selected CPL Information window (Figure 100).



Figure 100: CPL Information Window - Properties Tab

7.5.2.2.4 KDM(s) Tab

This tab will display the UUID and Validity of each KDM for the concerned CPL (Figure 101). Select a KDM and select Open. This will take the user to the KDM Information window Properties tab (Figure 102).



Figure 101: CPL Information Window - KDM(s) Tab

The Properties tab displays the following information about the selected KDM (Figure 102):

- Message ID: KDM UUID
- Message Type: MessageType field of the KDM
- Annotation Text: AnnotationText field of the KDM
- Ingestion Date: Date on which the KDM was ingested into the server

Properties Cont	tent Validity TDL	
KDM info		
Message ID:	f5ed1203-3d78-4caf-9d08-4c5fe530ac03	
Message type:	http://www.smpte-ra.org/430-1/2006/KDM#kdm-key	-type
Annotation text:	KDM generated for DCP2000-199000	
Ingestion date:	2013-12-23T11:30:46-08:00	
Security level		V
CPL presence		~
CPL's keys Proper certificate	type	2
Time validity	(ypc	i i
-		
	ſ	
		Close

Figure 102: KDM Information – Properties tab

The Content tab contains the following information about the related CPL (Figure 103):

- CPL Title
- CPL ID (CPL UUID)
- Audio Forensic Info (enabled / disabled)
- Video Forensic Info (enabled / disabled)

KDM informa	tion					×
Properties	Content	Validity	TDL	ľ		
-Associated	Compositio	n Playlist –)
Title: TES	T_TKR_V3					
ID: <u>6d</u>	<u>69b7e6-41</u>	<u>26-4227-a</u>	<u>48e-0a4</u>	43a157	768	
-Forensic inf	ormation —					
Audio: KDM	1 forensic e	enabled				
Video: KDM	1 forensic e	nabled				
						 J
						Close

Figure 103: KDM Information – Content Tab

• The Validation tab contains precise information about the date and time of the validity of the KDM, an approximation of the period for which the KDM is valid as well as Signer information (subject and issuer). See Figure 104 below.

roperties	Content	Validity TDL	
Validation - Not valid be Not valid aff	ifore: 2 ter: 2	2013-11-01T07:00:00+00:00 2014-12-05T07:00:00+00:00	
Signer info Signer subj	ect: (CS.DMSJP2K-80016.DC.DC2.SMPTE	
Signer issue	er: .	DC.DMS.DC2.SMPTE	
			Close

Figure 104: KDM Information – Validity Tab

• The TDL tab contains the list about the trusted devices (projectors) and their certificate thumbprints (Figure 105).

KDM inform	ation					
Properties	Content	Validity	TDL]		
id:	24f22a3	7-bd00-294	e-8455	-3067b2]	L9486e	
Description:						
Certificate ⁻	Thumbprint					
Trust all						
						Close
						L

Figure 105: KDM Information – TDL Tab

7.5.2.2.5 Audio Mapping Tab

The Audio Mapping tab allows the user to save audio settings specific to the CPL (Figure 106). The audio setting created for the entire unit in Control Panel \rightarrow Audio Configuration do not carry over into this tab, allowing the user to edit these settings for each CPL, if so desired.

Properties	Assets	SPL(s)	KDM(s)	Audio mapping	Settings
ch.01]	ch.09	
ch.02				ch.10	
ch.03				ch.11	
ch.04				ch.12	
ch.05				ch.13	
ch.06				ch.14	
ch.07				ch.15	
ch.08]]	ch.16	

Click Save to save any modifications (Figure 106).

Figure 106: Audio Mapping Tab

7.5.2.2.6 Settings Tab

The Settings tab allows the user to alter the subtitle placement for the CPL as well as enable delete protection, which prevents that CPL from being deleted. If a user attempts to delete the CPL, they will get an error message. Click Save to save any modifications (Figure 107).

Properties	Assets	SPL(s)	KDM(s)	Audio mapping	Settings
Misc				_Subtitle placem	ent:
🗌 🗌 Delete p	rotection			Top Offset:	아 🗘
				Bottom Offset:	
				Bisht offert	
				Right Offset:	
				Left Offset:	0
			ř.	<u> </u>	

Figure 107: Settings Tab

7.5.2.3 Search Tool

The Content Manager allows the user to search for CPLs, in the Composition Playlist tab, using the search field located on the top portion of the window (Figure 108). The Search Tool allows the user to sort the CPLs based on the following elements (or perform a Custom Search, which is not case-sensitive, by entering a search pattern):

• All Elements, Incomplete Elements, Feature, Rating, Teaser, Test, Trailer, Transitional, or Custom Search.



Figure 108: Search Tool

• For example, select Trailer to sort the CPLs. The CPLs will be alphabetically ordered within the Trailer category (Figure 109).

<u>Note</u>: The black-highlighted area (Figure 108) indicates whether the content is 3D or has subtitles (ST).

ی 🙆 🚯	trailer	Reload 🔀 Qui
Name	Kind	UUID
21_TLR-1_S_EN-XX_U	. trailer	40e0ab20-419e-43c9-9fbe
BENJAMIN-BUTTON_TL	. trailer	3a196aa7-7913-4feb-a9e2
BOLT-3D_TSR-2R-3D	trailer	0fadac0e-16ff-436f-b2f2-f2
Sight_Below_Trlr2_SC	. trailer	ba075587-9652-0c41-b228
uration: 02:00:44 Sound		Package size: 172.0 GB
Channel country 6		Encoding: JPEG2000 4096x1714
channel count: 6		

Figure 109: Search Field

7.5.3 Decryption Keys Page

- The Decryption Keys page displays the list of all encrypted CPLs on the unit and the corresponding KDMs with a description of the following information (Figure 110):
 - Expiration date
 - Electronic Serial Number of the unit
 - UUID of the KDM
- The user can perform a Sanity Check of the KDM as well as delete the selected KDM.
- Click on the Home Page tab and scroll down and select Decryption Keys.
- The following window will appear:



Figure 110: Decryption Keys Tab

7.5.4 Performing a KDM Sanity Check

- Select a KDM from the KDM list and click the Actions button and select the Sanity Check menu item.
- The Sanity Check window will appear displaying the results of the Sanity Check (Figure 111).
- The results of the Sanity Check are displayed in the bottom-left corner of the Sanity Check window (Figure 111).



Figure 111: Decryption Keys Tab

- Once the Sanity Check is completed, click the Close button (Figure 111).
- To view the properties of any KDM, select it from the list and the information will be displayed in the bottom half of the window (Figure 112).



• This same information can be obtained by selecting the KDM line and clicking the Information button.

7.5.5 Show Playlists Page

• This page displays all the SPLs available on the unit together with the following information:



Figure 113: Show Playlists Page

• The following Actions can be performed from the Show Playlists page: Delete and Export SPLs.

7.5.5.1 Delete an SPL

- Select an SPL from the list and click the Actions button (Figure 113) and select Delete from the drop-down menu.
- A manager password and confirmation will be needed to perform the operation.
- Confirm or deny the deletion with the pop-up confirmation window by pressing Yes or No.

7.5.5.2 Export an SPL

- Insert a USB device in a USB port on the unit.
- Select an SPL from the list and click the Actions button (Figure 113) and select Export from the drop-down menu.
- Select the USB device to export the SPL to.
- Click on the Export button.
- When the Export is finished, click on the Ok button and remove the USB device.

<u>Note</u>: The current software does not support NTFS file system to export to. If the USB is formatted as NTFS, then an error message will appear to indicate that the file was not exported. Currently, the supported file system formats for exporting include: FAT (limit 4GB per file), FAT 32 (limit 4GB per file), ext2, ext3, and HFS.

7.5.6 Information Button

- Select an SPL and click the Information button to get details regarding the SPL.
- The SPL Information window pops up and displays SPL Properties tab (all CPLs in it) and the Related Schedules tab.

7.5.7 Licenses Page

• To get to the Licenses page click on the Home icon and select the Licenses menu item. The Licenses page will appear (Figure 114).

	k	<u>R</u> eload	🔀 Quit
Expire on	Description		
2013-01-01T00:00:00+00:00	firmware "IMB-FW 30.02	q-0" license (IMB)	
2013-01-01T00:00:00+00:00	firmware "IMB-FW 30.03	f-1" license (IMB)	1
2013-01-01T00:00:00+00:00	firmware "IMB-FW 30.03	m-1" license (IMB)	
2013-01-01T00:00:00+00:00	firmware "IMB-FW 30.03	m-1" license (IMB)	
2013-01-01T00:00:00+00:00	firmware "IMB-FW 30.03	n-1" license (IMB)	•
Properties			
D:			
Security:	Not valid before:		
Product:	Not valid after:		
/alid for:			

Figure 114: Licenses Page

• The Licenses page contains the list of all the licenses available on the unit including the expiration date and short description of the usage of the license. On this page, the user is allowed to delete licenses.

7.5.8 Delete a License

- Select the license from the list and then click on the Actions button (Figure 115).
- Click on Delete.



Figure 115: Licenses Page

• A Manager password is needed to perform the deletion (Figure 116).



Figure 116: Password Confirmation Window

• Click on Yes to confirm the deletion (Figure 117).

Conf	irm delete License	×					
	Remove selected Licenses						
	Yes No	•					

Figure 117: Confirmation Window

7.6 Device Controller

7.6.1 How to Configure the Device Controller GUI

• To open the Device Controller application, go to Menu → Control Panel and double-click on the Device Controller icon (Figure 118).

1	Control Panel	- Doremi Cinema			1	
	Select a program	n to start:				🔀 Quit
3	2	Ö	0		23	
	Account Manager	Audio Configuration	Backup Manager	Content Feed Manager	Content Manager	Device Controller
		2	1. Contraction of the second s			0
	Device Manager	Diagnostic Tool	FLMx Manager	Language Setup	License Manager	Live Manager
	X	6	1		\bigcirc	34 86 25 55
¢	Log Manager	Networking Configuration	Operator maintenance monitoring	Theater properties	Time Setting	TouchScreen Calibration
2						
1	Allows you to ma	anage the user a	accounts of the s	erver.		Sta <u>r</u> t
ħ	Aenu 🔔 🔤 🤕	©CineLister - D	😓 Control Pa	in	8	03:09:34 PM

Figure 118: Control Panel

• A manager password will be required for authentication (Figure 119).



Figure 119: Password Confirmation Window

- The following Device Controller window will appear.
- In the example below, "IMB" device will be the controlled device.

7.6.2 Registered Tab

	CDevice Controller	r - Doremi Ciner	ma (User Level: Pro	jection)	_ × _
	Click I	here to list devic	ces.		🔀 Quit
List of All Devices	This You can sele	software can ect the device	be used to moni to control using	itor or control exte	rnal devices. on top left of window.
Registered	- Pagistarad	Name	Туре	IP	Port
Manually Creating a New Device	Auto detect Manual	IMB Device	IMB	42.0.0.1	43751
				Connect	

Figure 120: Device Controller GUI - Registered Tab

- If the device was previously created/registered in the Device Manager GUI, then it will automatically appear in the "Registered" tab of the Device Controller GUI.
- An IMB or Sony SRX Projector will be automatically dedicated by the Device Controller application when added to the network.
- Click on the List of all Devices window and select the device to control (Figure 120).
- The following parameters are shown in the Registered tab for the device:
 - Name
 - Type
 - IP
 - Port
- In case of the Sony projectors, the IP must always be 127.0.0.1; otherwise, the Sony setup will not function properly.
- The "Port" number is automatically populated. Please do not alter this field.
- Select the device to control and then click the "Connect" button. Or, select the device from the drop-down menu to connect to the device to control. The Device Controller window will display four tabs that will allow the user to configure, control, and manage the device.
- The Status Indicator shows whether the device is: Online "green," stand-by mode in "Yellow," or offline, which is "Red." In this case, it is green.

7.6.3 Input Settings Tab

The first tab displays and controls the input source and scaling (Figure 121).

- Input: The following sources are supported:
 - Internal: signal source is the ShowVault unit.
 - HDMI: signal source is an external device (e.g., BD player) that connects via HDMI® cable to the IMB.
 - <u>Note</u>: The ShowVault incorporates High-Definition Multimedia Interface technology.
 - SDI: signal source is an external device that connects via SDI cables to the IMB.
- Scaling: The following masking/scaling options are selectable from the drop-down menu.
 - Side Masking
 - Top/Bottom Masking
 - One-to-One

	Devic	e Controllei	r - Doremi Cinema	(User Level: Pro	ojection)	ħ		_ × _
	2		Device					🔀 Quit
Devices that are already configured		Input	Internal	HDMI	SDI			
	X	Scaling	Side Masking			•		
	•							
	Menu	_ =	Control Panel	✓ Device Cont	t		0	01:12:30 PM

Figure 121: Device Controller GUI

7.6.4 Networking Configuration Tab

The second tab displays the networking configuration (Figure 122).

Dev</th <th>ice Controller - Doremi Cinema (User Level: Projection)</th> <th></th>	ice Controller - Doremi Cinema (User Level: Projection)	
	IMB Device	🔀 Quit
Status Indicator	Network configuration	
×	IP: 192.168.254.246 Mask: 255.255.255.0 Gateway: 192.168.254.241	Change
C	Default configuration	
0	Save current configuration as default	Save
	Restore default factory configuration	Restore
	*	
Menu	Control Panel	01:14:54

Figure 122: Device Controller GUI - Projector Device Added

- The following networking configuration information is displayed:
 - IP
 - Mask (sub-network mask)
 - Gateway
- The user can also modify the network configuration by clicking on the "Change" button.
- "Root" privileges are required to change the networking parameters. Now it will be possible to change the IP, mask, or Gateway.
- Click Ok to confirm the changes. These changes take immediate effect and they expire when you reboot the unit, being replaced by the default networking configuration.
- You can save these settings as "default" by pressing the Save button. These configurations will be effective even after a reboot.
- To restore the networking configuration to factory default, click on the Restore button. The factory default settings are:
 - IP
 - Mask
 - Gateway
- Make sure to click the "Save" button when finished setting the network configuration.

7.6.5 Color Space Settings Tab

• The third tab, called Color Space Settings, allows the user to modify the color space for HDMI and HDSDI inputs (Figure 123).

	Device	_ ×		
		IMB Device		🔀 Quit
Color Space	25	HDMI		
Settings Tab	2	HDMI Input Color Space	Auto	
	X	HDMI Input Degamma	Custom 🔹 2.22 🛓	
		HDSDI	•	
		HDSDI Input Color Space	YCbCr709	
		HDSDI Input Degamma	Rec709 -	
		HDSDI Input Mode	(3D) 4:2:2	
	Menu	_ 🛛 🚐 🤝 Control Panel 🔍	Device Cont	01:16:54 PM

Figure 123: Settings Tab

7.6.5.1 HDMI Color Space Settings

- HDMI Input Color Space: Click on the arrow on the drop-down menu and select the desired color space standards from the list.
 - Auto
 - YCbCr709
 - YCxCz
 - XYZ
- HDMI Input Degamma: Click on the arrow on the drop-down menu and select the desired degamma factor from the list.
 - Rec709
 - DCI
 - Custom: Choose the desired degamma factor value in the numeric field using the arrows.

7.6.5.2 HDSDI Color Space Settings

- HDSDI Input Color Space: Click on the arrow on the drop-down menu and select the desired color space standards from the list.
 - YCbCr709
 - RGB709
 - YCxCz
 - XYZ
- HDSDI Input Degamma: Click on the arrow on the drop-down menu and select the desired degamma factor from the list.
 - Rec709
 - DCI
 - Custom: Choose the desired degamma factor value in the numeric field using the arrows.
- HDSDI Input Mode: Click on the arrow on the drop-down menu and select the desired Input Mode from the list.
 - (2D) 4:4:4 Dual Link
 - (3D) 4:2:2

7.6.5.3 HDSDI Input

The following are 2D formats that are currently supported on the HDSDI input of the IMB:

Aspect ratio\fps	23.98	24	25	29.97	30	47.95	48	50	59.94	60
720p									Х	Х
1080i	Х	Х	Х	Х	Х					
1080p	Х	Х	Х	Х	Х					

7.6.6 Information Tab

- The 4th tab will display the following useful identification information for the controlled device (Figure 124):
 - Firmware version
 - Main Board revision
 - Running Mode
 - Serial Number
 - Software Version

	Device	Controller - Doremi Cinema (Us	er Level: Projection)		_ ×
		IMB Device		×	Quit
Information Tab		Identification Firmware Version: IMB-FW 30 MainBoard: IMB rev E Running Mode: product Serial Number: 199000 Software Version: 5.0.15-0	.04x-1		Refresh
	Menu	. 🛛 🚐 🥎 Control Panel 🔍 I	Device Cont	0 01:	19:03 PM

Figure 124: Information Tab

- Use the Refresh button to refresh information about the controlled device.
- Click Quit to exit the application.

7.6.7 Auto Detect Tab

Support for this feature is forthcoming.

The Auto Detect tab will automatically detect any IMB that is connected to the local network. The devices will automatically appear in the window (Figure 125).

Device Controlle	er - Doremi Cine	ema (User Level: Pr	rojection)	r.	>
🚺 々 Click	: here to list devi	ices.			🔀 Quit
Thi	s software car	n be used to mo	nitor or control e	external devic	es.
You can se	lect the device	e to control using	g the selector ic	on on top left	of window.
De la complete	Name	Product	IP address	Version	Serial numb
Registered	No product f	found			
Auto detect					
Manual					
_					
				h	
			<u>C</u> onnect	1	

Figure 125: Auto Detect Tab

7.6.8 Manual Tab

If the device is created manually in the Manual tab, then it will be temporary and will be lost once the application is closed, or the unit rebooted (Figure 126).

- The following information is required to configure the device manually:
 - Device Name: It is recommended that the user use a relevant name.
 - Device Type: Click on the arrow for the list of supported devices.
 - IP Address: IP address of the device to control. Sony projectors are always set with IP 127.0.0.1.
 - Port: This information is automatically populated after choosing the Device Type.
 - Sony Primary Projector → Port Number: 53484
 - Sony Secondary Projector → Port Number: 53485
 - IMB \rightarrow Port Number: 43751

This coffue		oitar ar control outarool d	
You can select the	device to control using	nitor or control external d	levices.
	device to control using	g the selector icon on top	o leit of window.
Registered			
Auto detect	Device Name	Untitled-1	
Manual	Device Type	Sony Primary Projector	•
	IP Address	127.0 .0 .1	
	Port	53484	

Figure 126: Manual Tab

7.7 Device Manager

- The Device Manager is an application used to configure the connection between a unit and other cinema devices like a cinema projector(s). It also provides for the use of Ethernet commands for the control of theater automation devices.
- To run the Device Manager, go to Menu \rightarrow Doremi Apps. \rightarrow Device Manager.
- The following window will appear (Figure 127):



Figure 127: Device Manager

7.7.1 Adding a Projector

- To connect a projector to the unit (server), click the Add button (Figure 127).
- The Add Device window will appear.
- Select Projector and click the Add button (Figure 128):



Figure 128: Device Selection Window – Projector Item Selected

• The main configuration window will be updated to reflect the addition of the Projector device. The user will be able to enter the projector parameters as illustrated below (Figure 129):



To perform the projector configuration, follow the steps below:

• Specify a projector identifier (e.g., projector name, screen #) in the first field.

<u>Note</u>: The selection of primary and secondary projectors only applies to Sony SRX Projectors. For all other projector types, please select Primary. Also, this could apply if the user were to use dual projector for 3D (left projector would be Primary and right projector would be Secondary).

- Choose the correct projector model to connect to the unit using the Projector model field(s).
- Select the model series for the projector from the drop-down menu on the right. The projector model series varies for all projector manufacturers.

- Enter the Head IP address, and then click the test button.
- If the DLP Head Connection Test fails, the IP address is invalid.
- Choose to either enable or disable the subtitles.

Note: If the user enables subtitles without the unit being connected to a projector, then the server will not operate properly.

- Check the Enabled check box at the top right corner of the GUI.
- Click the Save button to record the settings. A password confirmation page will appear. Enter the password to save and record the settings.

7.7.2 Removing a Device or Projector

- To remove a device or projector, click on it in the left part of the Device Manager GUI.
- Click the Delete button (Figure 129).

7.7.3 Automation Libraries Management

- Support for theater automation control is also provided. The list of currently supported devices is the following:
 - eCNA
 - JNior
 - A pre-built library of supported automation commands is available for each of these two devices. These automation commands can then be added to Macro Cues.

7.7.4 Adding an eCNA Device

- To add the eCNA device, click the Add button (Figure 130).
- The Add Device window will appear. Select eCNA and click the Add button.
- The Device Manager GUI will be updated to reflect the addition of the eCNA device.
- Input the eCNA Server IP address in the appropriate field (Figure 130):



- If not already done, check the Enabled check-box in the top-right corner of the GUI.
- Click the Save button to record the settings. A window asking for the password will appear. Enter the password to save the settings and proceed.
- Click Quit when finished with the configuration. If not, continue and add more devices.

7.7.4.1 Removing an eCNA Device

• To remove the eCNA device, select it in the Device Manager GUI and click the Delete button (Figure 130).

7.7.5 Adding a JNior Device

- To add the JNior device, click the Add button in the Device Manager window.
- The Add Device window will appear. Select JNior and click the Add button.
- The Device Manager GUI will be updated to reflect the addition of the JNior device (Figure 131).
- Input the JNior Server IP address in the appropriate field as illustrated below (Figure 131).

	📥 Device Manager - Doremi Cinema 📃 🗖				_ 🗆 🗙
Add Button	Add Delete]		🗄 <u>S</u> av	ve 🔀 Quit
	Projector	Device Type:	JNior		🗷 Enabled
Delete Button	eCNA JNior 🔉	Setup Identifier	INior		
		Server IP]	Port	9200
		Username	jnior	Password	*****
JNior IP Address Field					
	Menu _ Menu	Mana			11:14:56 AM

Figure 131: Device Manager GUI – JNior Device Configuration

• The port number field will already contain the appropriate value (factory default value).

<u>Note</u>: The JNior device documentation will provide the correct username and password (factory default values).

- Click the Save button to record the settings. A window will appear asking for a password. Enter the password to proceed.
- Click Quit when finished with the configuration. If not, continue and add more devices.

7.7.5.1 Removing a JNior Device

- To remove the JNior device, click on it in the Device Manager GUI.
- Click the Delete button (Figure 131).

7.7.6 Adding a Raw Device

A Raw device allows for communication with an external device across an Ethernet connection using Raw data formatted as text or binary strings.

- To add a Raw device, click the Add button.
- The Add Device window will appear. Select Raw and click the Add button.
- The Device Manager GUI will be updated to reflect the addition of the Raw device (Figure 132).
- Input the name of the Raw device in the Identifier field.

Add Delete	Device T <u>y</u>	/pe: Raw	3	Save X Quit	Quit Button
eCNA	Setup-	(a)			
JNior	Identifier	Raw			Save
Raw	Vendor	Unknown	Product Name	Unknown	Button
	Device IP]	
	Protocol	tcp 🗣	Port	0	

Figure 132: Device Manager GUI – Raw Device Configuration

- Specify a vendor name in the Vendor field.
- Specify a product name in the Product Name field.
- Enter the IP address of the Raw device in the Device IP field (Figure 132).
- Choose the protocol to be used (TCP or UDP) and the proper Port number.
- Click the Save button to record the settings (Figure 132). A window will appear asking for a password. Enter the password to proceed.
- If finished with the configuration, click the Quit button.

7.7.7 Removing a Raw Device

• To remove the Raw device, click on it in the Device Manager GUI and press the Delete button (Figure 132).

7.7.8 Adding a Serial Device

- The Serial device is used to be able to manage incoming and outgoing messages over a serial port. It is a new feature that allows the user to control or interact with some old legacy device that usually communicates only through serial cables. Outgoing messages can be sent to the automation using a simple basic automation cue. Incoming messages are parsed, and then sent to the playback engine in the form of a signal trigger.
- The schema below explains how the daemon is run (Figure 133):



Figure 133: Serial Device Schema

- The file device.xml contains all elements to configure properly the serial port and how to scan incoming messages. This file is conveniently managed by the Device Manager GUI application. The generic serial device driver can manage different serial ports simultaneously.
- Go to Menu → Doremi Apps. → Device Manager and follow the steps below. The following window will appear (Figure 134):


Figure 134: Device Manager GUI

• Click on the Add button and select Serial from the pop-up list.

Projector	
CSS	
Raw	
eCNA	
Nior	
Serial	
ISE1	

Figure 135: Add Device Window

- Click the Add button (Figure 135). The following window will appear (Figure 136):
- It is necessary to provide some configuration parameters in the window:
 - Identifier is the friendly name of the new configured device.
 - Serial Port is the internal device system filename the device driver will communicate to.

- Usual values are: /dev/ttyS0 for embedded serial port on the motherboard and /dev/ttyUSB0 for any USB-serial converter.
- Speed, Data, Stop Bits, Parity and Flow control are usual parameters used to configure serial communication. Refer to the original automation documentation to find out what the correct values are. Usual value is 115200 8N1. No flow control.

📥 Device Manager						_ & ×
🕂 Add 💭 🔤 Delete					ave 🔀	Quit
Subtitle Engine	Device Type:	Serial			×	nabled
Serial	Setup- Identifier	Serial				
	Serial Port	/dev/ttyS0	•	Speed	115200	•
	Data	8	-	Stop bits	[1	•
	Parity	none	•	Flow Control	none	•
	Message Type	fixed-length	•			
		fixed-length end of line byt	e	bytes (1 - 6	5535)	
	3		2			
Menu 🔄 🛥 📩 Device	Man				17	:19:31 >

Figure 136: Device Manager GUI - Serial Device Added

- Message type: This parameter indicates how incoming text will be parsed to build messages. In order to match most existing protocol, two different incoming message types are handled (Figure 137).
 - Fixed-length messages: All messages are always expected to be the same length. The user has to provide the message length parameter.
 - End of Line Byte message: All messages are expected to have a special "magic" character to indicate the end of message. This type matches most text-based protocol with an end of line character (\n) to validate the entry. The user has to provide the end of message "magic" character. Multiple character sequence is not supported (e.g., \r\n). Note that the "magic" character will NOT be part of the message sent to the playback engine.
- Save the new configuration by clicking the Save button.

fixed-length	•	end of line byte 👻
20	bytes (1 - 65535)	f3

Figure 137: Fixed-Length and End of Line Byte Examples

<u>Note</u>: It may take up to 30 seconds before the new configuration is applicable.

• After the serial device has been configured, the user can set the trigger from the serial port or automation actions to serial port.

7.7.9 ISE1 Device

The ISE1 Device provides for communication with the IMAX Secure Enclosure. If more information is needed, please contact Doremi Labs Technical Support (Section 1.3).

7.7.10 CSS Device

The CSS Device provides for communication with the Sony Cavity Security System. If more information is needed, please contact Doremi Labs Technical Support (Section 1.3).

7.7.11 3D Configuration

When using a ShowVault configuration for 3D presentation, the projector needs to be set to the proper color space. Contact the projector vendor to configure the projector properly.

7.7.11.1 Dolby 3D Support

To enable the Dolby 3D support, please contact Doremi Labs Technical Support to receive the appropriate license (Section 1.3).

7.7.11.2 RealD 3D Support

To enable the RealD 3D support, please contact RealD at cinema-support@reald.com to receive the appropriate license. Once the license has been received, follow the steps below:

- Open the Device Manager GUI by clicking on Menu → Doremi Apps. → Device Manager.
- The following window will appear (Figure 138):



Figure 138: Device Manager GUI

- Click the Add button.
- The list of available devices will appear (Figure 139):

		📥 Add	Device	_ ×	
		Select	a device to	add:	
		Proj	ector		
		CSS			
		Raw	V		
		eCN	A		
		JNio	r		
		Seri	al		
		ISE:	1		
		Rea	ID 3D E	Q	
	- L				
Add					
BullOII			Add	Cancel	
			200		

Figure 139: List of Available Devices

- Select the RealD 3D EQ device and click the Add button (Figure 139).
- The device will be visible on the main Device Manager GUI (Figure 140):

<u>→</u> Device Manager - Doremi (<u>A</u> dd <u>D</u> elete	Cinema	_ 🗆 X	
Projector Subtitle Engine	Device Type: RealD 3D EQ Setup Identifier RealD 3D EQ		Save Button
RealD 3D EQ	LUT Using default LUT	View Load	

Figure 140: RealD 3D EQ Device Added

• To complete the configuration, click the Save button (Figure 140). Enter the appropriate password and click Ok.

7.7.11.3 Sensio 3D Support

To enable the Sensio 3D support, please contact Doremi Labs Technical Support to receive the appropriate license (Section 1.3).

7.7.12 Closed Caption Support

To enable the Rear Window devices Closed Caption support, install the appropriate license. For information about the Closed Caption Support, contact Doremi Labs Technical Support (Section 1.3).

7.7.13 Subtitle Engine Configuration

This section provides instructions on how to set up the Device Manager for Subtitle Engine support. It will allow the user to generate subtitles into the picture before being exported to the projector. Once the license has been received, follow the steps below:

- Open the Device Manager GUI by going to Menu \rightarrow Doremi Apps. \rightarrow Device Manager.
- The following window will appear (Figure 141):



Figure 141: Device Manager GUI

- Click the Add button (Figure 141).
- The Add Device window will appear:

Note: In case the user already has a projector configured through Device Manager to display subtitles, meaning that the Enable subtitle filed was set to Yes, adding the Subtitle Engine device will cause a warning window to appear asking the user to disable all projector subtitle display. The Subtitle Engine will generate the subtitle inside the picture before exporting the resulting pictures to the projector. If the user plans to use the Subtitle Engine, click the Yes button in the warning window to disable all projector subtitles (Figure 142).



Figure 142: Subtitle Engine Warning Window

- Select the Subtitle Engine device and click the Add button.
- The device will be visible on the main Device Manager GUI (Figure 143):



Figure 143: Subtitle Engine Added

• To complete the configuration, click the Save button (Figure 143). The user will be asked for a password. Enter the appropriate password and press Ok.

7.7.13.1 Process Closed Caption Data as Subtitles

In the event that the DCP being played back does not contain subtitle data but does have Closed Caption data, you can enable the Doremi server to process the DCPs closed caption data to generate on screen as a subtitle.

Click the Process Closed Caption Data If No Subtitle Content is Detected check box (Figure 143) and then click the Save button to retain this setting.

7.8 Diagnostic Tool

• To use the Diagnostic Tool application, please see document number "DTL.OM.000169.DRM," which is entitled, "Diagnostic Tool User Manual." Contact Doremi Labs Technical Support to receive this document (Section 1.3).

7.9 FLMx Manager

The FLMx Manager allows the user to quickly export FLMx files. The application draws data from the Device Manager (Section 7.7) and Theater Properties (Section 7.16) applications to generate FLMx files, which can then be exported onto a specified location.

<u>Note</u>: An FLMx is a single XML document which contains all the data about a given theater that would be needed to issue both Content (DCPs) and KDMs. Users can use FLMx files when publishing Digital Cinema Site-Data.

To export an FLMx file, follow the steps below.

- Go to Control Panel \rightarrow FLMx Manager.
- The following window will appear (Figure 144):



Figure 144: FLMx Manager Window

- <u>Note:</u> If no device has been added in the Device Manager or if a facility has not been added in the Theater Properties application, then the FLMx Manager will be empty. See Section 7.7 for more information on the Device Manager and Section 7.16 for more information on the Theater Properties application.
- To export the file, select the device and click on the Export button (Figure 144).
 - **Note:** Click the Refresh button to show any recently added information (Figure 144).
- The following window will appear. The user can export to a USB or to /doremi/tmp/. Select the location and click ok (Figure 145).



Figure 145: Export Window

• When the export is complete, the following window will appear (Figure 146).



Figure 146: Export Completed

7.10 Language Setup

All applications are available for multi-language support except:

- Diagnostic Tool
- License Manager
- Live Manager
- Log Manager
- Log Operator Maintenance
- Networking Configuration
- Touchscreen Calibration

Note: Make sure that no application is open before setting the language.

- To change the language used on the unit, double-click the Language Setup icon in the Control Panel window.
- The user will be asked for a password.
- The following Language Setup window will appear (Figure 147):

Please sele	ct your language belo	w
Eng	lish	
	<u>о</u> к	

Figure 147: Language Setup Window - English

• Use the list-box to choose desired language, for example, Espanol (Figure 148).

<u>.8</u> ,	Español	-
-		

Figure 148: Language Setup Window - Espanol

- The available languages include:
 - German (supported)
 - English (supported)
 - Spanish (supported)
 - French (supported)
 - Norwegian (supported)
 - Polish (supported)
 - Portuguese (supported)
 - Russian (Font file package required)
 - Arabic (Font file package required)
 - Chinese (Font file package required)
 - Japanese (Font file package required)
 - Taiwanese (Font file package required)
 - cs-CZ Czech (Font file package required)
- Click the OK button when finished selecting the language.
- The unit language will be updated as illustrated in the CineLister GUI (Figure 149):



Figure 149: CineLister GUI – Spanish Language Used



<u>Note</u>: These boxes (Figure 150) indicate that the font file package is needed. Contact the local Doremi Technical Support to obtain the appropriate font file package.

7.11 License Manager

- To access the License Manager GUI, double-click the License Manager icon available in the Control Panel.
- The following window (Figure 151) will appear (if no licenses are installed on the unit):

🕎 View 🍳 Delete	🔀 Quit
Expire On Description	

Figure 151: License Manager GUI

7.11.1 Adding a License

To add a license, have the license file on a USB flash drive and plug it into a USB port on the unit.

The Ingest Manager GUI will appear (Figure 152):

	lngest Manager 2.6.3-0 -	- Doremi Cinema	<u>175</u>	
Ingest	Ingest	all elements	Local Storage 🝷	X Quit
Button	🗄 🚹 License t	o support RealD		
				75%
Select the license to				Ctrl
add				Expand All
	Scan Monitor	License Manager - Doremi Cine	ma	

Figure 152: License Ingest Example

- Select the license file(s) to install and click the Ingest button.
- The user will be asked for a password. Enter the appropriate password and press Ok.
- It is not necessary to reboot the unit.
- Go back to the License Manager GUI from Menu → Control Panel. The ingested license(s) will be visible as illustrated below (Figure 153):

[License Man	ager - Doremi Cinema		
View	Delete	8	X Quit
Expire On	Description		
2037-12-12	License to support Dolby3D)	
2037-12-12	License to support RealD		
2037-12-12	License to support Subtitle	Engine	

Figure 153: License Manager GUI – Three Licenses Added

• To view the details of an available license, select it and click the View button.

License		
General		
Id	69fcc54e-e239-4c54-a849-7	032934eb31e
Product	DCP2000	
Expire dates	2011-01-31 16:00:00 2036-12-12 16:00:00	
Security	ок	
Description:		
	1000. V	

Figure 154: License View Window

- The License Information window will appear providing the validity window of the license (Figure 154).
- To delete a license from the unit, select it within the License Manager GUI and click the Delete button.
- After ingesting a license, the associated device (e.g., Subtitle Engine, Dolby DFC 100) will be visible in the Device Manager GUI.

7.12 Live Manager

- The Live Manger application allows the user to add a Virtual Device as a source of a live event. These live CPLs can be added to Show Playlists in Cinelister.
- To access the Live Manager GUI, double-click the Live Manager icon within the Control Panel GUI.
- The user will be asked for a password. Enter the appropriate password to continue (Figure 155).



Figure 155: Password Confirmation Window

• The following window will appear (Figure 156):



Figure 156: Live Manager GUI

7.12.1 Creating a Live Event

- To create a live CPL, allowing a live event, click the Add button.
- The following wizard window will appear (Figure 157):

		·		-
o continue, select the live sour	ce device type:	Doremi Live St	treamer	

Figure 157: Live Manager – Live CPL Creation Wizard Step 1

- Select the live source device type.
- Click the Next button. The next wizard window will appear.
- Enter the IP address of the external Live Event box in the Device IP field (Figure 158).
- Enter the live CPL content title in the Content Title field (Figure 158).

Step 2 of 3-				
Content Title	Doremi Live Stream	er		
Device IP	10.10.1.193	Channel	1	* *
		Back	Next	<u>C</u> ancel

Figure 158: Live Manager – Live CPL Creation Wizard Step 2

- Click the Next button.
- Click the Finish button to complete the live CPL creation (Figure 159).



Figure 159: Live Manager – Live CPL Creation Wizard Step 3

• Clicking the Finish button will make the Live CPL visible in the Live Manager main window (Figure 160).



Figure 160: Live Manager – CPL Created

Note: The MPEG Streamer format is dynamically handled. This means that the 4:2:2 vs 4:2:0 parameter is automatically detected from the MPEG stream itself. There is no need to provide this information to the playback engine.

- Repeat the steps above as many times as necessary to generate another live CPL.
- To use the Live CPL, allowing a live event, open CineLister (go to Menu → Doremi Apps. → CineLister).
- The newly created live CPL will be visible under live in the left part of the Editor tab allowing the user to insert it in a Show Playlist like any standard CPL (Figure 161).



Figure 161: CineLister – Live CPL Inserted in a Show Playlist

7.12.2 Deleting a Live CPL

• To delete an existing live CPL, select it in the Live Manager window and click the Delete button.

7.13 Log Manager

- The Log Manager application is a graphical user interface (GUI) that can be set up to automatically upload SMPTE and System logs to designated FTP sites. The log can be generated at a specific time (on a daily basis) and stored/uploaded locally or into a remote FTP server. The Log Manager application is available in the Control Panel.
- To open the Log Manager application, go to Menu → Control Panel and double-click on the Log Manager icon (Figure 162).



Figure 162: Control Panel

- Admin privileges are required to access the application.
- The following window will appear (Figure 163):

📉 Log Manage	er - Doremi	Ciner	ma							_ 🗆 ×
🕂 <u>A</u> dd	De	lete					1	<u>S</u> ave	×	Quit
X Active log u	ploading									
Frequency	Daily	-	04:00 A	м						
File name	Default	- d	cp2000_1	99000_2		06-20				
	- 152				l Enable					
					Name					
					User name					
					Password					
					🕱 Security	(SMPTE)	logs			
					🕱 System (Doremi)	logs			
							-	Test		
							0.00	<u>Tenc</u>		
								k		
Menu _ e	Log	Man	ag					0	04:3	9:13 PM

Figure 163: Log Manager Main Window

7.13.1 Log Manager Configuration

• Click the Add button to add a new server. The following window will appear (Figure 164):

😹 Log Manage	er - Doremi C	inema				
		e		i	<u>S</u> ave	X Quit
🗴 Active log u	ploading					
Frequency	Daily	• 04:00 AM	-			
File name	Default		00_2011-06-20_2011-06	-20		
Untitled 1			🗴 Enable			
-			Name	Untitled 1		
			URL	example ftp://	/127.0.0.1/	folder/
			User name			
			Password			
			🕱 Security (S	MPTE) logs		
			🗙 System (Do	oremi) logs		
				î I	est	
				k		
Menu 📙 😹	= 📉 Log M	anag			0	04:42:09 PM

Figure 164: Log Manager Main Window

• Check the Enable box to make sure that the server becomes active (logs will be sent to the server).

- Select the Frequency of sending logs from options:
 - Daily \rightarrow specify time
 - Weekly \rightarrow specify day and time
 - \circ Monthly \rightarrow specify date and time
- Select the file name from options:
 - Default: unit type, e-S/N, from date-to-date (e.g., dcp2000_213555_2011-05-05_2011-05-05)
 - Custom: specify a name for the file
- Enter the name of the server in the Name field.
- Enter the appropriate URL destination in the URL field. This represents the URL of an existing FTP site where the user would like to have the logs uploaded (e.g., ftp://127.0.0.1/folder/).
- Enter the username and password required for authentication to the FTP site.
- The Security and System logs are checked by default, meaning that they are included in the log upload.
- Un-check the Security (SMPTE) logs box to exclude the security logs into the log file that will be uploaded.
- Un-check the System (Doremi) logs box to exclude the System logs into the log file that will be uploaded.
- Once finished, click the Save button.
- Click the Test button to test the connection to the server where the logs will be uploaded.
- Delete a server by selecting it from the list and clicking the Delete button.
- To quit the application, click the Quit button.

7.14 Networking Configuration

• To configure the network, please refer to Section 5.

7.15 Operator Maintenance Monitoring

- The Operator Maintenance Monitoring is an application that lets the operator log important information (e.g., hard disk replacement, projector lamp replacement, etc.). It will help the system administrator keep track of any change operated in a theater booth.
- The log records created with the Operator Maintenance Monitoring application are stored for one year.
- To access the Operator Maintenance Monitoring application, go to the Control Panel and click on the Operator Maintenance Monitoring icon (Figure 165).

😒 Control Panel -	Doremi Cinema			1.	
Select a program	n to start:				🔀 <u>Q</u> uit
2	0	<u></u>		23	
Account Manager	Audio Configuration	Backup Manager	Content Feed Manager	Content Manager	Device Controller
, da	2	1.			0
Device	Diagnostic Tool	FLMx Manager	Language Setup	License	Live Manager
Nanager		1			9 B 7 R
← Log Manager	Networking Configuration	Operator maintenance monitoring	Theater properties	Time Setting	TouchScreen Calibration
Allows you to ma	anage the user a	accounts of the s	anar		
	anaye the user o				Start
Menu 🔤 🥃	OineLister - D	😓 Control Pa	in	8	03:09:34 PM

Figure 165: Control Panel

- The user will need to authenticate themselves as admin by inputting the correct password to be allowed to use this application.
- The following window will appear (Figure 166):

Author:			
admin			
Subject:			
OPERATOR_MAIN	TENANCE		-
An operator maintena	ince has been done (fill a comment below).	
Comment:			

Figure 166: Operator Maintenance Monitoring Main Window

- The Author of the log will be shown as "admin."
- Select a subject from the drop-down Subject window (Figure 167). The maintenance technician can create a new subject line by typing in the Subject field (i.e., by typing over a pre-defined subject).

Author:			
admin			
Subject:			
OPERATOR_MAI			•
OPERATOR MAIL AIR_FILTERS_CH LIQUID_COOLAN LAMP_HOUSE_C HARDDISK_REPL SECURE_CLOCK_ POWER_SUPPLY	TTENANCE ANGED T_CHANGED HANGED ACEMENT BATTERY_REPLAC _REPLACEMENT	EMENT	

Figure 167: Operator Maintenance Monitoring Main Window

- The following pre-defined subjects include:
 - Operator_Maintenance
 - Air_Filters_Changed
 - Liquid_Coolant_Changed
 - Lamp_House_Changed
 - Harddisk_Replacement
 - Secure_Clock_Battery_Replacement
 - Power_Supply_Replacement
- Add a comment in the Comment field. No restrictions apply for the Comment field, but it
 is highly recommended that the operator/technician insert comments about the job
 performed as accurately as possible. This will be used for future references about
 maintenance. The log will be recorded based on the date and time when the log was
 entered into the Operator Maintenance Monitoring application.

author:			
admin			
Subject:			
OPERATOR_MAIN	TENANCE		-
An operator maintena	ance has been done (fi	ll a comment below).	
Comment:			
Replaced 60mm	ı fans (example).		

Figure 168: Operator Maintenance Monitoring Entry Example

- Click the Record button (Figure 168).
- The following window will appear (Figure 169). Confirm whether or not to create another log. Clicking No will take the user out of the Operator Maintenance Monitoring application.



Figure 169: Information Window

- In order to view the logs that were added, go to Menu → Doremi Apps.→ SM Log Viewer. Here the user can search for logs based on class, date, etc.
- Click on the concerned log to view its properties/details (Figure 170).

🔋 SM Log View	ver - C	Log Recor	d Properties	_ 🗆 ×	
		Record			💥 <u>Q</u> uit
Severity	Date	Id	122		ubtype 🔺
Information	2011	Date	2011-06-20116:34:13-07:00		peratorMaintena
Information	2013	Class	Maintenance		peratorMaintena
Information	2013	Туре	Operational		meAdjust 📃
Information	2013	Subtype	OperatorMaintenance		meAdjust
Information	2013	Priority	Information		meAdjust
Warning	2013	Device	ZtI7J8cWLqyTN548fc0F7bAmh	iHs=	ardDiskStatus
Warning	2013	Properties:	-		ardDiskStatus
Information	2013	[Achie		meAdjust
Warning	2013	Name	Value		ardDiskStatus
Information	2013	Authid	admin		meAdjust
Warning	2013	Description	n Replaced 60mm fans (example).		ardDiskStatus
Warning	2013	Subject	OPERATOR_MAINTENANCE		ardDiskStatus
Information	2013				meAdjust
Warning	2013				ardDiskStatus
Information	2013				essionOpened
Information	2013				stemPowerUp
Warning	2013	1			meAdjust
Information	2013		. [OK	stemPowerDown
Information	2011		R (<u><u>U</u>K</u>	neAdjust ▼
Menu _ =	= 🛛 🕄 si	M Log Viewer	Log Record	0	04:34:56 PM

Figure 170: SM Log Viewer Log Retrieved

7.15.1 Exporting System Logs

• To export the log, select the concerned log and click on the Export button (Figure 171).

		<u>C</u> lass	efresh	X Quit
Severity	Date 🔺	Export the Log R	ecord Event Event list e	Subtype
nformation	2011-08-22T06:2	25:06-07:00	Maintenance Security	TimeAdjust
nformation	2011-08-21T06:2	25:06-07:00	Maintenance Security	TimeAdjust
nformation	2011-08-20T06:2	25:06-07:00	Maintenance Security	TimeAdjust
nformation	2011-08-19T15:5	6:48-07:00	Maintenance Operation	al OperatorMaintena
nformation	2011-08-19T09:1	4:12-07:00	Maintenance Security	SessionOpened
nformation	2011-08-19T09:1	3:50-07:00	Maintenance Security	TimeAdjust
nformation	2011-08-19T09:1	3:32-07:00	Maintenance System	SystemPowerUp
nformation	2011-08-19T09:1	2:03-07:00	Maintenance System	SystemReboot
nformation	2011-08-19T09:1	1:47-07:00	Performance Playout	SPLEnd
nformation	2011-08-19T09:1	1:25-07:00	Maintenance Security	SessionClosed
nformation	2011-08-19T09:1	1:10-07:00	Maintenance Security	Session0pened
nformation	2011-08-19T06:2	25:03-07:00	Maintenance Security	SessionClosed
nformation	2011-08-19T06:2	25:03-07:00	Maintenance Security	TimeAdjust
nformation	2011-08-18T17:3	32:19-07:00	Maintenance Security	TimeAdjust
nformation	2011-08-18T06:2	25:08-07:00	Maintenance Security	TimeAdjust
rror	2011-08-17T12:5	57:34-07:00	Performance Playout	SPLStart
nformation	2011-08-17T06:2	25:08-07:00	Maintenance Security	TimeAdjust
nformation	2011-08-16T06:2	25:01-07:00	Maintenance Security	TimeAdjust
nformation	2011-08-15T23:1	6:46-07:00	Maintenance Security	TimeAdjust
(]				

• The following window will appear (Figure 172):

		🔋 <u>C</u> lass 🗔	<u>R</u> efresh	Export		🔀 Quit
Severity	Export Wiz	ard				vpe
nformation	Step 1 of 3	÷				djust
nformation	Select w	hat you want to	o expor	t:		Adjust
nformation	Databasa	Evetom (Doromi)				atorMaintenar
nformation	Database	System (Dorenn)				onOpened
nformation	Export	everything		-		Adjust
nformation						mPowerUp
nformation	E From	08/22/201		to 08/	23/2011	mReboot
nformation	CPL ID		a a		-	hd
nformation						onClosed
nformation			8 S .			onOpened
nformation						onClosed
nformation						Adjust
nformation					(Adjust
nformation			►	Conti <u>n</u> ue	<u>C</u> ancel	Adjust
rror	2		12	J		art
nformation	2011-08-17T0	6:25:08-07:00	Mai	ntenance Seo	curity Tim	eAdjust
nformation	2011-08-16T0	6:25:01-07:00	Mai	ntenance Seo	curity Tim	eAdjust
nformation	2011-08-15T2	3:16:46-07:00	Mai	ntenance Seo	curity Tim	eAdjust

Figure 172: SM Log Viewer Log – Export

- Select the database from which to export the log, either System (Doremi) or Security (SMPTE).
- Select whether or not to export everything, selection, or "asrunlog." This applies to System (Doremi) logs (Figure 172).

 Select whether or not to export selection or "asrunlog." This applies to Security (SMPTE) logs (Figure 173).

🔋 SM Log Viev	ver - Doremi Cinema	
	Class Refresh	💥 <u>Q</u> uit
Severity	🕃 Export Wizard 📃 🗆 🗙	ype 🔺
Information	Step 1 of 3	djust
Information	Coloct what you want to expert	۸djust
Information	Select what you want to export:	\djust
Information	Database Security (SMPTE)	atorMaintenai
Information		onOpened
Information	Export everything	۸djust
Information	everything	mPowerUp
Information	selection	mReboot
Information		hd
Information		onClosed
Information		onOpened
Information		onClosed
Information		ldjust
Information		ldjust
Information	Conti <u>n</u> ue <u>C</u> ancel	ldjust
Error		art
Information	2011-08-17T06:25:08-07:00 Maintenance Security Time	eAdjust
Information	2011-08-16T06:25:01-07:00 Maintenance Security Time	eAdjust 🔼
Information	2011-08-15T23:16:46-07:00 Maintenance Security Time	eAdjust 📃 💌
<u>.</u>		
Menu _ =	SM Log Viewer Sport Wizard	12:00:57 PM

Figure 173: SM Log Viewer Log – Export

• Click the Continue button (Figure 174). The following window will appear:



Figure 174: SM Log Viewer Log – Export

- Select the location for where the log will be saved. Then click Continue to proceed (Figure 174).
- The following window will appear: The log will be exported (Figure 175).

🔋 SM Log Viev	wer - Doremi Cinema	
	Class Refresh	🔀 Quit
Severity	S Export Wizard	x pe 🔺
Information		djust
Information	Step 3 of 3	djust
Information	Please wait	djust
Information	the log is being exported	torMaintena
Information		nOpened
Information		djust
Information		nPowerUp
Information		nReboot
Information		d
Information		nClosed
Information	÷	nOpened
Information		nClosed
Information		djust
Information	· · · · · · · · · · · · · · · · · · ·	djust
Information	Cancel	djust
Error		
Information	2011-08-17106:25:08-07:00 Maintenance Security Tim	neAdjust
Information	2011-08-16T06:25:01-07:00 Maintenance Security Tim	neAdjust 🔺
Information	2011-08-15T23:16:46-07:00 Maintenance Security Tim	neAdjust 🔄 💌
Menu 📘 🚛	SM Log Viewer SExport Wizard	12:10:48 PM
	Figure 175: SM Log Viewer Log – Export	

• Once the log exportation is complete, the GUI will indicate the process was successful (Figure 176). Click the Close button to exit the pop-up window.

		Class	Refresh	Export]	×	<u>Q</u> uit
Severity	🔋 Export Wi	zard			_ 🗆 🗙	ype	[-
Information	Step 3 of :	3				djust	100
Information					C 98	djust	
Information		The log was	success	fully export	ed.	djust	
Information			3.000/			atorMai	ntenai
Information			100%			on0per	ned
Information						djust	
Information						mPowe	rUp
Information						mRebo	ot
Information						hd	
Information						onClose	ed
Information						onOper	ned
Information						onClose	ed
Information						Adjust	
Information				ſ	-1	djust	
Information					Close	djust	
Error					1	art	
Information	2011-08-17T	06:25:08-07:00	Mair	ntenance Seco	urity Time	Adjust	
Information	2011-08-16T	06:25:01-07:00	Mair	ntenance Seco	urity Time	Adjust	
Information	2011-08-15T	23:16:46-07:00	Mair	ntenance Seci	urity Time	Adjust	
•							
vienu 📘 🛛 🗃	🗉 👩 SM Log V	/iewer 🕞 Expor	t Wizard		0	12:14	4:42 PI

7.16 Theater Properties

The Theater Properties tab allows the user to specify theater properties, such as the facility name, address, auditorium specifics, and contact information. The user may add one facility per ShowVault. To access the Theater Properties tab, go to Control Panel \rightarrow Theater Properties.

This information is necessary as it contains information needed for the generation of the FLM file. The information is used by studios in KDM management.

7.16.1 Facility Tab

The Theater Properties tab defaults to the Facilities tab.

Here the user can input the facility's name and circuit. Click the Save button to save the changes. Clicking the Refresh button without saving will cause all of the changes to be lost (Figure 177).

	Theater Properties - Doremi Cinema	
Refresh	Refresh Save	X Quit
Button	Finance Entity Name	
	Name	
	Circuit	
Save		
Button		
	Facility Auditorium Contact Address	,

Figure 177: Facility Tab

7.16.2 Auditorium Tab

Here the user can input the auditorium specifics such as screen aspect ratio and screen color. Click the Save button to save the changes. Clicking the Refresh button without saving will cause all of the changes to be lost (Figure 178).

	📷 Theater Properties - Doremi Cinema	
	Befresh Save	🔀 Quit
Refresh Button	Screen Aspect Ratio 1.37	
Save Button	Screen Mask None Screen Color silver	
	Name doremi	
	Castler Auditorium Castast Address	

Figure 178: Auditorium Tab

7.16.3 Contacts Tab

Here the user can input the information of the appropriate contact for the facility (Figure 179).

- Click on the Add button (Figure 179).
- Fill out the appropriate information and click Save or Remove to remove the contact (Figure 179).
- The contact will appear in the Contacts tab.

<u>R</u> efresh	Save					X Quit
Name	Country	Phonel	Phone2	Email	Туре	Add
Rachelle Y	+1	987-654-3	123-456-7	Rachelle.Y	Admin	
ontact 1						Remov
						1
ame Con	tact 1		Country	Code		
ame Con none 1	tact 1		Country Phone 2	Code		

Figure 179: Contacts Tab

7.16.4 Address Tab

Here the user can input the address of the facility (Figure 180). Click the Save button to save the changes. Clicking the Refresh button without saving will cause all of the changes to be lost.

Refresh Save	Quit
Street Address	
City	
Province	
Postal code	
Country	
Facility Auditorium Contact Address	

Figure 180: Address Tab

7.17 Time Setting

- To adjust the time for the unit, follow the procedure below.
- To access the Time Setting GUI, double-click the Time Setting icon in the Control Panel window.
- The user will be asked for a password. Enter the appropriate password to continue (Figure 181).

🗙 Authentication Required		_ ×
The action you request Please enter login and continue wit	sted needs <mark>Super</mark> l password below o h your current privi	User privileges. r click Cancel to leges.
Username: admin Password:		•
	<u>0</u> k	<u>C</u> ancel

Figure 181: Password Confirmation Window

• The following pop-up window will appear (Figure 182). Adjust the time accordingly and then press the Apply button. The time will now be updated.

Note: Due to DCI requirements, users can only set the time to no more than 30 minutes per calendar year on a Dolphin DCI FIPS 1.0 board. For Dolphin DCI FIPS 1.2 boards, the user can only adjust the RTC (Real Time Clock) time within DCI allowed-time of 6 minutes per calendar year. If the user tries to apply a value outside the remaining time limit, it will not be applied. Network Time Protocol (NTP) should be used to keep the RTC time correct.

Time Controller		
		📕 Save 🔀 Quit
NTP	10.1.7.81	dd
Timezone		<u>R</u> emo
Date/Time		Lest
	Extra delay (seconds): 4	.0
	Last synchronisation: Mo	on Feb 10 11:47:39 PST 2014

Figure 182: Time Setting NTP Tab

7.17.1 Changing the Time Zone

To change the time zone, see Section 6.2.

7.17.2 Changing the System Time

To modify the system clock (RTC - Real Time Clock), follow the steps below:

Note: DCI specification allows the user to only modify the time +/- up to 6 minutes per calendar year.

- Go to Control Panel \rightarrow Time Settings \rightarrow Date/Time tab.
- Click on the Modify Time field to modify minutes or seconds.

Time Controller		<u>.</u>	_ × _	
		Save	X Quit	
NTP	Current Time:	12:09:22		Save
	Current Date:	2014-02-10		Button
Timezone	Modify Time:	12:09:22		
Date/Time	Secured Time	5		
Baco, mile	Offset:	Synchronized.		
	Consumed Time:	-63s/360s		
	Secured Clock Status:	ок		Set Tim
			Set time	Button

Figure 183: Date/Time Tab

- Once the appropriate time change has been made, click the Set Time button and then Save to save this setting (Figure 183).
- If you exceed your allotted +/- 6 minute limit, contact your first tier support representative.

7.17.3 NTP Servers

NTP (Network Time Protocol) Servers are specific servers that sync the time and date on your unit to the UTC time. To access the NTP tab, go Control Panel \rightarrow Time Settings. Click the Add button to add your NTP server (Figure 184).

Time Controller		_ × _
		Save Quit
NTP	10.1.7.81	Add Butto
Timezone		<u> </u>
Date/Time		
	Extra delay (seconds): 40	11:47:39 PST 2014

Figure 184: NTP Servers

7.18 Touchscreen Calibration

<u>Note</u>: Verify that the stylus on the server front panel LCD screen functions as a mouse. Check to see if the server LCD screen VGA connector is linked to the motherboard VGA connector.

- Go to Menu \rightarrow System \rightarrow Touchscreen Calibration.
- Using the stylus located on the left side of the server LCD screen, press on the four blinking dots, as shown below (there is one dot in each screen corner). See Figure 143 below.
- Make sure to hold the stylus over the blinking dot for more than a second.

<u>Note</u>: The red line on the bottom of the Touchscreen Calibration window indicates how much time the user has left to complete the calibration process. If the calibration process is not complete by the time the red line runs out, the process will stop and the program will exit out of the calibration process (Figure 185).

- First Blinking Dot
 4-Pt Calibration
 Pls Touch the Blinking Symbol until Beep or Stop Blinking
 (ESC to Abort)
- Once the blinking dot turns into a cross, move onto the next blinking dot (Figure 186).

Figure 185: Touchscreen Calibration Window



Figure 186: Server LCD Screen Calibration

- To abort without completing the calibration process, press Esc.
- Once the calibration process is complete, the Touchscreen Calibration window will automatically close. This will indicate that the calibration process was successfully completed.

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8 Ingest Manager GUI

8.1 Ingesting Content

The Ingest Manager GUI will only show items that can be supported by the ShowVault (text, documents, pictures, power-point presentations, etc. will not appear).

Note: Compositions (CPLs), Key Delivery Messages (KDMs), Doremi License Files (DLMs), and Show Playlists (SPLs) can all be ingested through the Ingest Manager GUI.

To go to the Ingest Manger, go to Menu and select Doremi Apps., then click on Ingest Manager.



Figure 187: Menu

8.2 Content Types

Different types of content can be displayed in the Ingest Manger GUI window (Figure 189).

- Reel icons represent a Composition Package which contains audio-video content (e.g., features, trailers, etc.). See Figure 188.
- Speaker and Film icons represent individual compositions within a Composition package (Figure 188).
- Film icons represent ShowPlayLists (SPLs), which contain the main feature and trailers (Figure 188).
 - **Note:** When the SPL is ingested, the Ingest Manager GUI will show all of the components that make up the SPL.
- Lock icons represent Key Delivery Messages (KDMs), which contain the required decryption keys allowing playback of the corresponding CPLs (Figure 188).









Figure 188: Reel Icon, Speaker and Film Icon, Lock Icon, and Film Icon


Figure 189: Ingest Manager GUI

Clicking on the Filter tool will allow the user to filter the items available for ingest by CPLs, KDMs, DLMs, Zip files, packages, and custom (Figure 189).

8.3 Ingesting Content

8.3.1 Ingesting Content From a USB Drive

- If the content to ingest is on a USB drive, plug the drive into the ShowVault's USB Port and wait for the Ingest Manager window to appear (Figure 190).
 - **Note**: This assumes that the ShowVault has been installed according to the "Hard Disk Drive Installation" document that ships with the unit.
- Select an item.
- Click on the Ingest button. The ingest process will begin.
- If an item was already ingested, it will appear in gray as illustrated in Figure 190.
- To see the progress of items being ingested, click on the Monitor tab.
- Select multiple items by clicking the Ctrl button (Figure 190) and then clicking on the Ingest button.
 - <u>Note</u>: It is possible to playback ingested content while ingesting other content. This is not the same as the Pngest feature (discussed below), which allows for simultaneous ingest and playback of the same content.



Figure 190: Ingest Manager GUI

8.4 Ingesting Content from a Remote Doremi Server/LMS

8.4.1 File Transfer Protocol (FTP)

Use a File Transfer Protocol (FTP) connection to ingest an item from a central server or a cinema server over a network.

8.4.1.1 Ingesting Content From a Doremi Remote Server/LMS

- Go to the Ingest Manager and click on the drop-down menu from the Local Storage button (Figure 191).
- Select the device from which to ingest from. Its content will be displayed inside the GUI.
- Select the item to ingest and click the Ingest button.
 - <u>Note</u>: To access the content from a Doremi Remote Server or LMS, use the Local Storage drop-down menu (Figure 191). The server must be added through Content Feed Manager (Section 7.4).



Figure 191: Ingest Manager GUI

8.5 Ingest Progress

The ShowVault allows the user to ingest content while the server is ingesting previously selected content. Click on the Monitor tab to see the progress of all the ingested items

- USB ingests are Real Time.
- SATA ingests are two-thirds of Real Time.

8.6 Pngest

The Pngest feature is available when the user is ingesting content over a Doremi remote server or LMS.

Note: The Pgnest feature is available only when ingesting content over a Remote Doremi Server or an LMS, not from a USB or SATA.

When the user ingests a Composition, it can be played while it is being ingested instead of waiting until the ingest is complete. Give the CPL approximately 5-7 minutes to load. The user cannot rewind or fast forward during playback. To rewind, the user will have to start from the beginning. The user will be able to view the CPL at the rate that it is being ingested (i.e., like a streaming video, hence, there is no need to refresh during playback).

8.6.1 How to Pngest a CPL

- If the content is encrypted, the user must first ingest a KDM.
- Click on the CPL to Pngest and click the Pngest button.
- A window confirming the Pngest will appear. Click Yes (Figure 192).
- The user may be prompted to enter a password.
- Monitor the progress of the Pgnest by clicking on the Monitor tab.
- Wait approximately 5-7 minutes until the Pngest is complete.
- Go to CineLister from the server Menu and click on the Refresh button.
- The CPL will appear in the Editor tab.
- To begin playing the CPL, go to the Playback tab from the CineLister GUI and click Play.
- The CineLister application, including the Playback feature, is explained in full detail later in this manual.

<u>Note</u>: For a complete overview of the CineLister GUI and its functions, including the Editor, Playback, and Schedule tabs, see Section 9.



Figure 192: Pgnest Prompt Window

📕 <u>P</u> ause 💭 Delete 🔍 Edit	۵ 🔀	Įuit	
Description	Scheduled	Star	
SB-ATMOS-30-SEC_TSR_F_EN-XX_INT_71-ATMOS_2K_20130206_DLB	2014-02-10 16:44:44	201	
SB-ATMOS-EXHIBITOR_SHR_F_MOS-ATMOS_2K_20130206_DLB	2014-02-10 16:44:44	201	
dcp2000_webui-1.1.5.pkg	2014-02-11 13:47:21	201	
Stem Reel3	2014-02-12 10:57:27	201	
✓ Stem Reel3	2014-02-12 11:00:41	201	
(
 Ingest /data/incoming/KDM_DCP2000-199000_766fdd5d-74eb-4c8 Security Manager processing the KDM KDM ingested [766fdd5d-74eb-4c87-8ded-56b06b487558] 	7-8ded-5 Success 100% Total Progr	s ress	Lists the item that have bee successfully ingested

Figure 193: Ingest Manager - Monitor Tab

Note: The Total Progress bar indicates the progress of the CPL Ingest, while the Copying Asset bar indicates the progress of the individual components of the CPL (Figure 193).

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9 Show Management Using CineLister

CineLister is an application that manages the ShowVault and will automatically appear when the ShowVault is connected. CineLister is based on a Graphical User Interface (GUI) that allows the creation, management, editing, and playback of SPLs and other ingested content. CineLister also has the capability to schedule playbacks.

9.1 CineLister Editor Tab

- To Access the CineLister GUI, click the Menu button or right-click on the server desktop (Figure 194).
- Scroll and click on the CineLister option.
- The user will be prompted to CineLister's Editor tab. The Editor tab is the default tab that CineLister displays every time the application is opened (Figure 195).



Figure 194: Menu Example

Q	😳 CineLister - Doremi Cinema (User Level: Projecti	on)	×
	New Open	Delete	🔀 Quit
	Add to Show Playlist	1	Remove
	🔍 all elements	Start Time Elem	ents
	💿 advertisement	00:00:00 Dorer	ni 30s v5 jpc 2K full 8ch 24
	130907_EkimaeFudosan_Res130828_SNR	00:00:20 Dorer	mi 30s v5 mpg 10nly 8ch 24
	ATMOS-30_ADV_F_US-XX_US130205_DLB	00:00:50 Fanta	s4_TRL_AVC_5100914_DRM
	BARCO-STINGER_ADV_F_2K_E0130412_0V	00:03:18 Fanta	s4_TRL_AVC_5100914_DRM
Control Tab	Bellco_Rouge_de_Beni_ADV_F121024_SNR DLP-LOGO_ADV_F_EN-XX_US080818_DLX ELAT_COKE_FLIGHT_01_ItsMine_1951vs2008		
Schedule Tab	Wew_Doremi_Logo_Flat_3D TDC-L8G0_F_51_2K_20080303_TDC		
	automation cues		
	CineLister.OnSject		
Ріаураск Гар	CineLister.OnPause		
	CineLister OnPlay		
Editor		<u> </u>	
Ealtor	Dowser-close-Pri	Properti	es: ShowPlaylist, 2D
	Editor Playback Schodula Control		
		1	
	Menu 🔄 😑 😳 CineLis 📃 doremi@ 🚔 I	ngest M 🌎 Cont	rol P 🕕 🔤 10:37:01 AM

Figure 195: CineLister GUI – Editor Tab

- The Editor tab is composed of two different parts:
 - The left pane displays all of the content (e.g., features, trailers, advertisements) and Automation and Trigger Cues.
 - The right pane is used to display the content of a given Show Playlist.

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10 Show Playlists

A Show Playlist (SPL) is a succession of Compositions (CPLs), Automation Cues, and Trigger Cues. Show Playlists make up the chain of events that account for the playback of a show. Using CineLister, the user can create and edit SPLs.

- Types of elements that can be used when creating an SPL:
 - o Audio-visual content (e.g., features, test content, trailers, live, etc.)
 - Automation cues (Macro automation events)
 - Trigger cues (events upon which a Macro Automation Cue is executed)

10.1 Audio-Visual Content

- When the audio-visual content is encrypted, an icon is displayed with the content (Figure 196).
 - Red Lock icon: The required KDM is not available. Thus, the content cannot be played (Figure 196).
 - Green Lock icon: A valid KDM is available for that content and that content can be played (Figure 196).
 - Orange Lock icon: The required KDM is present and will expire in less than 48 hours. The user is warned that they will not be able to play the content anymore after expiration of the KDM (Figure 196).



Figure 196: CineLister Editor Tab GUI - Audio/Video Icons

10.2 Show Playlist Creation

CineLister allows the user to create their own Show Playlist from the elements listed in the left pane of the Editor tab.

10.2.1 How to Create a New Show Playlist

- Click on the New button from the CineLister Editor tab (Figure 197).
- Click on the elements to add to the SPL from the left pane of the GUI. Use the Ctrl (PC) or Command (Mac) button to select more than one element at a time.
- Click on the Add to Show Playlist button (Figure 197). The element(s) will appear in the right pane (Figure 198).
- To remove an element in a Show Playlist, select it in the Show Playlist window and click the Remove button (Figure 197).
- Click on the Save button (Figure 198). The user will be prompted to a window asking them to name the newly created SPL.



Figure 197: CineLister GUI – Editor Tab



Figure 198: CineLister GUI – Editor Tab

10.2.2 Element Re-Ordering

Using the up and down 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 (Figure 199).
- To move an element to the bottom, select it and click on the arrow pointing to the bottom (Figure 199).

<u>Note</u>: When an element is associated with an automation or trigger cue, the cues will also be re-ordered.





Arrow Pointing to the Top



Figure 199: Arrows

10.2.2.1 Refresh Button

Anytime new content and a package are ingested into the server, the items will not be displayed automatically in the CineLister GUI if CineLister is already running. Click on the Refresh button from the Editor tab (Figure 198) to see an updated version of all available items that have been ingested.

10.2.2.2 Save Button

It is very important to click the Save button when done completing any task to save, especially an SPL (Figure 198). If the user does not click the Save button, the changes will not be reflected.

10.3 Export Show Playlist

The user can save and export a Show Playlist to a USB drive or other drive that the server supports.

10.3.1 How to Save and Export a Show Playlist

- Go to the CineLister Editor tab (Figure 197). The user can either open an existing SPL or create a new SPL to export.
- For an existing SPL, make modifications and then click Save.
 - **Note**: It is only possible to save and export an existing SPL if modifications have been made to it.
- For a new SPL, click the Save button.
- The user will be promoted to the SPL Saving Window (Figure 200).
- Click the Export button. The user will be prompted to the Browse Filepath window (Figure 200).
- Look in the appropriate location to locate the USB drive, and click Save (Figure 201).

	Show Playlist available on the	server:	
	SPL_Test		
	Export_SPL		
Export			
Button	Name: Export_SPL		
	Export	Save	<u>C</u> ancel

Figure 200: Saving Show Playlist Window



Figure 201: Browse Window

10.4 Importing a Show Playlist

The user can import a Show Playlist from a USB drive or any other drive that the server supports.

10.4.1 How to Import an SPL

- Go to the CineLister Editor tab (Figure 197) and click the Open button.
- A window will appear with SPLs to import (Figure 202).
- Click the Import button. The Browse Filepath window will appear (Figure 203).
- Choose the file path to import the SPL from and click Open.

	Show Playlist available on the server:
	Doremi Test Doremi Test_3 Doremi Test 2 Doremi Test_3 export test1-SPL
Import Button	Import Open Cancel

Figure 202: SPLs Available on Server Window

 X11R6 ∎bin ∎data	incoming kdms lib log	in opt in sbin in share in tmp		
etc	modules			

Figure 203: Browse Filepath Window

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11 Accessing a Show Playlist

- To open an existing Show Playlist, click on the Open button from the CineLister Editor tab (Figure 204). A new window will appear allowing the user to select the desired CPL.
- Click the Open button (Figure 205). The Show Playlist will be displayed on the right side of the GUI.



Figure 204: CineLister GUI – Editor Tab



Figure 205: Open CPL Window

11.1 Editing an Existing Show Playlist

- Click on the Open button in the CineLister Editor tab (Figure 204).
- The user will be prompted to the SPLs Available on Server window (Figure 202).
- Select the SPL and click Open.
- The SPLs content will be displayed on the right side of the GUI (Figure 204).
- Re-order the elements within the SPL by using the up and down arrows.
- Remove elements by selecting them and then clicking the remove button.
- To edit the settings of an Automation or Trigger cue, double-click on it.
- To view the properties of a particular CPL, double-click on the CPL or select it and click on the Properties button (Figure 204).

11.2 Deleting a Show Playlist

- Open the desired SPL.
- Once the SPL is opened, delete it by clicking on the Delete button.
- A password will be needed to complete this operation.
- The Delete window will appear (Figure 206).
- Select the SPL to delete and click Delete.

Delete		ی زاریا زرون
show Playlist available on t	he server:	
Doremi Test		
Doremi Test 2		
ame: Doremi Test 2		10.45 BL-1
	Delete	Cancel
	Delete	Gancer

Figure 206: Delete SPL Window

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12 Element Properties

- To view the properties of any element in a Show Playlist, select the element from the right side of the GUI. Either double-click on the selected item or click on the Properties button (Figure 207).
- The Composition Playlist Properties window will appear (Figure 208).



Figure 207: CineLister GUI – Editor Tab

12.1 Unencrypted CPLs

If the element selected is an unencrypted CPL, the following properties window will appear (Figure 208):

	Composition	Playlist Properties	⊐×
CPL information	UUID Content Title Content Kind	3249814d-aa37-214f-a76a-5620094c76 La_GA-FTR-VC1_3ch_DRM feature	:23
l	Duration Feature	02:03:47	
Picture information	Encoding Rate	VC1 (1920 x 1080) 24000 1001	
Sound information	Sound Channels Quantization	4 24 bits	
	Detail	Qk	The second se

Figure 208: Composition Playlist Properties Window

12.2 Encrypted CPL with KDM Valid (more than 48 Hours)

If the element selected is an encrypted CPL, the following Properties window will appear with the KDM information. If the text in the KDM information screen is green, then the KDM is still available and is valid for more than 48 hours (Figure 209).

	Composition	n Playlist	Properties		_	
	UUID	6b319	755-007d-3	240-b2c0-	ec2dbaac	ffd2
CDL Information	Content Title	Mada	gascar			
	Content Kind	featur	e			
	Duration	01:25	59			
	Feature					
	Picture —					
Picture Information	Encoding	MPG2	(1920 x 10)	30)		
	Rate	24 1				
	-Sound					
O a sur el la fa ma e tía a	Channels	6				
Sound Information	Quantization	24 bi	ts			
	KDM availabl	e ———				
	Begin		End		Status	UUI
	2011-01-03	16:00:00	2016-02-06	16:00:00	available	eact
	2012-07-24	16:00:00	2019-08-25	16:00:00	available	8f4c
	2012-08-07	16:00:00	2015-09-07	16:00:00	available	fac5
				menen en Seven Sen Ser Se	n Salva Salva Salva Salva	••
	Detail				<u>_</u>	k]

Figure 209: Composition Playlist Properties Window with Encrypted Content

12.3 Encrypted CPL with KDM Valid (less than 48 Hours)

If the element selected is encrypted and the KDM is available, but will expire in less than 48 hours, the text in the KDM information screen will be orange and the remaining time will be displayed (Figure 210).

<u>Note</u>: All KDMs will automatically be removed from the server upon expiration.

	Composition 😳	Playlist	Properties	_ 🗆 X	
	UUID	75854	afa-0d4f-5b4d-a2e8-7	7874c7b9a011	
	Content Title	Stem	Reel3		
	Content Kind	featur	re		
	Duration	00:00	:10		
	Feature				
	Picture				
	Encoding	JP2K	(2048 x 1080)		
	Rate	24 1			
	_ Sound				
	Channels	0			
	Quantization	0 bits	5		
	KDM available				KDM Status
	Begin		End	Status	
	2014-02-11 0	0:00:00	2014-02-12 22:00:00	10 hours left	
Detail Button		- Arrent		(
` `		1000			
	Detail			OK	

Figure 210: KDM Valid for Less Than 48 Hours

12.4 Detail Button

Clicking on the Detail button in the Composition Playlist Properties window will open up the Composition Playlist Configuration Window, the same window that appears in the Content Manager Composition Playlist tab. For more information on this window, see Section 7.5.2.

12.5 Deleting a CPL From the Server

- Select the CPL on the left part of the Editor tab GUI and click on the Delete Content button (Figure 207).
 - **Note:** The Delete Content button will activate only when an item is selected to be deleted.
- Check the box located at the bottom left corner of the window to delete all KDMs related to the selected Composition (Figure 211).
- Click the Delete button to perform the deletion.
- For security purposes, a password will be needed to complete this operation.



Figure 211: Delete Composition Playlist Window

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13 Play 2D Content in 3D Mode

13.1 3D Mode Configuration

The user can play 2D content within 3D Shows without having to generate a stereoscopic version of the 2D content. Changing the mode of the SPL to 3D does not automatically make the content 3D. The content must be in 3D/48fps format to create a 3D SPL.

13.1.1 How to Set the Show Playlist Mode to 3D

- Click the Show Playlist Properties button (Figure 212).
- Select the 3D mode from the Display Mode drop-down window (Figure 213).
- Click the Close button.
- The Show Playlist Properties button will reflect the name of the SPL and what mode it is set to (Figure 214).

<u>Note</u>: In 3D or 48fps mode, the ShowVault video output is in the YCxCz color space. The projector itself needs to be properly configured to the YCxCz color space in 3D or 48fps mode for proper display. Contact the projector vendor to configure the projector properly or see the Section, "Device Manager Setup."



Figure 212: CineLister GUI Editor Tab



Figure 214: CineLister GUI – Editor Tab

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14 Segment, Marker, and Intermission

Clicking on the Plus button in the Cinelister Editor tab opens a drop-down menu that allows the user to add a segment, marker, and intermission to the SPL (Figure 215).



Figure 215: Plus Button

14.1 Segment

A segment allows the user to organize and arrange the visual presentation of a ShowPlaylist (SPL) into sections or segments.

Segments are only used as an aesthetic tool to organize the SPL and to notify the user of different sections within the SPL.

To create a segment, click on the Plus (+) icon in Cinelister (in an existing or new SPL) and select Segment from the drop-down menu (Figure 215).

In the window that appears, name the new segment and click OK (Figure 216):
 <u>Note:</u> Within the same SPL, each segment **must** have a different name.

Segment Setup		
Label	Pre-Show	
	<u>k</u>	<u>C</u> ancel

Figure 216: New Segment

• The new segment will appear in the SPL. Use the up and down arrows to rearrange the segment (Figure 217).

🐨 CineLister - Doremi Cinema (User Level: Project	ion)	×	
New Open	<u>D</u> elete	🔀 Quit	Properties Button
Add to Show Playlist		Remove	Sogmont
All elements eCNA Sound Mute Off eCNA Sound Mute On eCNA Sound Non Sync eCNA Sound SR eCNA Sound SR eCNA Stage Lights Down eCNA Stage Lights Up End Show Automation Cues Feature Start Automation Cues Jnior Output all ON/Off Jnior output Test Jnior toggle test	Start Time segment 00:00:00 00:00:03 00:03:48 00:05:44 00:05:44 00:05:49 - 00:08:16	Elements Pre-Show Black Start Show Automation Cues GIRL-DRAGON-TAT919_DLA_OV DESPICABLE-ME_T091027_TDC Black Feature Start Automation Cues BAD-TEACHER_TLR302_DLA_OV End Show Automation Cues	Added
Open Dowser Pause Pause Editor Playback Schedule Control	Pri	operties: Main_SPL, 2D	

Figure 217: Segment Added

- To edit a segment, simply select the segment and click on the Properties button (Figure 217).
- Several segments can be added into a SPL (Figure 218):

<u>New</u> <u>Open</u> <u>Save</u>	<u>D</u> elete	_ L		
Add to Show Playlist		Remove		
🔍 all elements	Start Time	Elements		
CNA Sound Muto Off	segment	Pre-Show		
aCNA Sound Mute On	00:00:00	Black		
aCNA Sound Nep Supe	00:00:00	Start Show Automation Cues		
aCNA Sound Non Sync	00:00:03	GIRL-DRAGON-TAT919_DLA_OV		
	00:03:48	DESPICABLE-ME_T091027_TDC		
eCNA Stage Lights Down	segment	Feature Presentation		
eCNA Stage Lights Down	00:05:44	Black		
End Show Automation Cues	00:05:44	Feature Start Automation Cues		
Easture Start Automation Cues	00:05:49	BAD-TEACHER_TLR302_DLA_OV		
Inior Output all ON/Off	00:08:16	End Show Automation Cues		
Inior toggle test				
Open Dowser				
Pause				
Pausa	Dr	operties: Main SPI 2D		

Figure 218: Segments Added

The user also has the option to add a ShowPlaylist into another ShowPlaylist. These are called External ShowPlaylist. The External ShowPlaylist allows the content of that SPL to be inserted

into the current SPL. CineLister now lists the available SPLs on the left area of the editor among the other CPLs.

To include an external SPL into the current SPL, select the SPL then click on the Add To ShowPlaylist button. It will appear as a segment labeled "External ShowPlaylist" (Figure 219):



Figure 219: External SPL

• Rename the segment by highlighting it and clicking on the Properties button (Figure 220).



Figure 220: Renamed Segment

• Click the Save button to save any changes and the Remove button to remove a segment (Figure 220).

14.1.1 Skip to ShowPlaylist Segment Macro

The user can also create a macro that will cause playback to jump to a specific segment. To create the macro, go to Menu \rightarrow Doremi Apps. \rightarrow Macro Editor.

In the Macro Editor window, click on the New Macro button (Figure 221).

	🤴 Macro Editor - Doremi Cinema	
	<u>R</u> eset <u>S</u> ave	Quit
New		► ► Remove
Macro	Macro	Start Time Action
Button	Chase ON	
	Close Dowser	558 J
	eCNA Aux Out 1 Off	222
	eCNA Aux Out 1 On	
	eCNA Aux Out 2 Off	
	eCNA Aux Out 2 On	
	eCNA Aux Out 3 Off	
	eCNA Aux Out 3 On	
	eCNA Aux Out 4 Off	
	eCNA Aux Out 4 On	
	eCNA Curtains Close	
	eCNA Curtains Open	
	eCNA House Lights Down	
	eCNA House Lights Up	Insert a new Action
	eCNA House Mid1	
	Automation Cue Trigger Cue	

Figure 221: New Macro

 In the window that appears, name the macro "Skip to Segment X," where X is the name of the segment that will begin playing upon execution of the macro and click OK (Figure 222).

Macro Settings		_ 🗆 ×
Name of the Macro: Skip t	o Segment Featu	ure Presentati
	<u>0</u> k	<u>C</u> ancel

Figure 222: Macro Settings

• The macro will appear in the window. Highlight the macro and click on Insert a New Action (Figure 223).



Figure 223: Macro Added

• In the window that appears, go to Playback, then Playback Actions, and click Add (Figure 224).

Add a new Action	_ 🗆 ×	
Projector	Audio Volume	
Input / Output	Chase Mode	
Playback	Playback Actions	
Macro Control	RealD SBS	
Library	Sensio3D	
System	Video Output Actions	
	Playback Actions Change the playback state.	
	<u>A</u> dd <u>Cancel</u>	

Figure 224: Playback Actions

• In the drop-down that appears, select Skip to Show Playlist Segment (Figure 225).



Figure 225: Playback Actions

• Enter the exact name of the segment in the field that appears and click OK (Figure 226).

Playback Actions		_	
Skip to ShowPlaylist	t Segment		•
Pack name: Feature P	resentatior	1.	•
	(1

Figure 226: Segment Named

- The newly added macro will appear in the Macro Editor. Click the Save button to save the macro.
- The macro will also appear in Cinelister after the Refresh button has been clicked (Figure 227).



Figure 227: Macro Added

• When executed, this macro will cause playback to jump to the specified segment within the SPL.

14.2 Marker

A marker is a label that is attached to a specific timecode of a CompositionPlaylist (CPL) inside the ShowPlaylist (SPL). It can be used by the user to add a note about when an event is expected to happen in the SPL. The use of these markers is generally for user information purposes only.

The exception is the Exit_Intermission marker. For information on how to use this marker, go to section 14.3.3.1.

14.3 Intermission

The Intermission feature offers a quick and easy solution to create an Intermission (recess) during a Feature CPL being played on Doremi servers running software version 2.6.0 or higher.

An Exit from Intermission macro can be created and added to allow the operator to trigger the exit from the Intermission SPL and resume the Main SPL.

14.3.1 Intermission SPL

To create the Intermission SPL, go to the Cinelister Editor tab (Menu \rightarrow Cinelister).

• Add the desired CPLs to create an Intermission SPL that you wish to add to the Main SPL. Figure 228 shows an example of an Intermission SPL.



Figure 228: Intermission SPL

• Click the Save button and name the SPL (Figure 228).

14.3.2 Main SPL

Create or open the Main SPL that you wish to attach the Intermission SPL to. Figure 229 shows an example of a Main SPL.



Figure 229: Main SPL

• Select the CPL to attach the Intermission SPL to and click the Plus (+) button. In the drop-down that appears, select Intermission (Figure 230).

🏐 CineLister - Doremi Cinema (User Level: Projecti	ion)	
New Open Save	Delete Quit	
Add to Show Playlist		
I elements I_Sec_Delay	Start Time Eleme Segment segment Pre-Si 00:00:00 Black Segment	Plus (+) Button
Dowser_Close_ED Dowser_Open_LD Dowser_Open_SM End Show Automation Cues Exit from Intermission Feature Start Automation Cues Lamp_On_LD Lamp_On_SM LD Left Eye New Macro Pause	Image: Construction Intermission 00:00:03 CatchingFire_TRL-3C_FDLA_INT_OV 00:02:34 HOBBIT-2_TLR-2A-2D_F131001_FKI segment Feature Presentation 00:05:03 Black Image: Construction Construction Construction Construction Construction Construction 00:05:13 BRIDESMAIDS-R4-DOR017_DLA_OV Image: Construction Con	
Primary Right Eye Primary_2D	Properties: Main_SPL, 2D	
Editor Playback Schedule Control Menu Device Ma	anag 👳 Macro Editor 🧕 🏢 12:32:05 PM	

Figure 230: Intermission Drop-Down

• In the window that appears, select the preferred cut position time code, the Intermission Playlist from the drop-down of SPLs, and the amount of time to rewind the SPL before the cut position (Figure 231). Click Ok.

Minutes to rewind before cut position	02:00 +
Intermission Playlist Intermission_SPL	
O from the end of the clip	00:04:00
from the begin of the clip	00.04.00
Cut Position	position 00:02:00
BRIDESMAIDS-R4-DOREM	11-CCAP_FIK_5
play. Clip will then be resumed at the specific	ed restart position.
Once the clip has reach the cut position, the	e Intermission playlist will
😳 Edit Intermission	_ ×

Figure 231: Edit Intermission Window

- **<u>Note</u>**: The minutes to rewind time amount should be smaller than the cut position time amount.
- The Intermission SPL has now been added (Figure 232).
- Click the Save Button and name the SPL (Figure 232).

	😳 CineLister - Doremi Cinema (User Level: Project	ion)
	New Open Save	Colete Quit
Save	Add to Show Playlist	▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲
Button	🔍 all elements	Start Time Elements
	advertisement	segment Pre-Show
	ESFF Lead-in	00:00:00 Black
	ESFF Title Card	00:00:00 Start Show Automation Cues
	FELIX short film	00:00:03 CatchingFire TRL-3C FDLA INT OV
	October Trailer	00:02:34 HOBBIT-2 TLR-2A-2D F131001 FKI
	Shorts Header	segment Feature Presentation
	😇 automation cues	00:05:03 Black
	1 Sec Delay	00:05:03 Feature Start Automation Cues
	Dowser Close LD	00:05:13 BRIDESMAIDS-R4-DOR017 DLA OV
	Dowser Close SM	00:09:13 DIntermission SPL
	Dowser Open LD	00:20:11 End Show Automation Cues
	Dowser_Open_SM	
	End Show Automation Cues	
	Exit from Intermission	
	Feature Start Automation Cues	Properties: Main_SPL, 2D
	Editor Playback Schedule Control	
	Menu 🔔 🖾 😳 CineLister	🕕 01:11:26 PM

Figure 232: Intermission SPL Added

• In the Cinelister Playback tab, the Main SPL will appear as shown in Figure 233. The CPL that has the Intermission SPL attached to it will appear as two clips with the intermission CPLs in-between (Figure 233).



Figure 233: Intermission Playback
14.3.3 Exit from Intermission Macro Creation

An Exit from Intermission macro can be created in the Macro Editor and then inserted to allow the user to quickly end intermission at any point during intermission playback and either return to the Main SPL or, with a marker, jump to a specific part of the Intermission SPL.

To create the macro, go to the Macro Editor (Menu \rightarrow Doremi Apps. \rightarrow Macro Editor).



• In Macro Editor, click on the New Macro Button (Figure 234).

Figure 234: Macro Editor

• Name the Macro, "Exit from Intermission" and click Ok (Figure 235).



Figure 235: Exit from Intermission Macro

• Click on the Insert a New Action Button (Figure 236).

Macro Editor - Doremi Cinema Reset	L D X	
	Action	
Exit from Intermission Pause	Start Hille Action	
		Insert a New Action Button
Automation Cue Triagor Cup	Insert a new Action	
Menu _ @ Macro Edito	5 10:19:28 AM	

Figure 236: Macro Added

• In the window that appears, select Playback and then Playback Actions, and then click Add (Figure 237).

🎨 Add a new Action	
Projector	Audio Volume
Input / Output	Playback Actions
Playback	RealD SBS
Macro Control	Sensio3D
Library	Video Output Actions
System	
	Playback Actions Change the playback state.

Figure 237: Playback Actions

• Select Exit from Intermission from the drop-down menu (Figure 238).



Figure 238: Exit from Intermission

• Click the Save button and enter the necessary password to save (Figure 239). SuperUser privileges are necessary to save the macro.

	Image: Macro Editor - Doremi Cinema Reset Save	
Save Button	Macro Exit from Intermission Pause	Start Time Action
	Automation Cue Trigger Cue	Insert a new Action

Figure 239: Exit From Intermission Macro Added

14.3.3.1 Exit Intermission Marker

Executing the macro during Intermission will automatically begin playback of part two of the Main SPL. To cause playback to jump to a specific part of the Intermission SPL, instead of returning to the Main SPL, the user can create a marker that works with the macro.

• To add a marker, in the Intermission SPL, select the CPL that you want to play when the Exit from Intermission macro is executed. Select the Plus (+) button and select Marker (Figure 240).

😳 CineLister - Doremi Cinema (User Level: Proje	ecti	tion)
New Open Save	×	🕻 Delete 🔀 Quit
Add to Show Playlist		▲ 🖗 🕵 🕂 🌜 <u>R</u> emove
🔍 all elements		Start Time Eleme Segment
PL_AIIFPS_HER	T	00:00:00 AMPHI O Marker
PL_Low_FPS		00:04:20 DOLBY
PL_Sensio		00:04:45 Coralir DIntermission
PL_SYNC		00:05:53 SHREK-4-3D_TLR-1_F_EOV_i3D-gb
esteaser		00:07:11 LETTERS-TO-JULIET_TL106_DLA_OV
Alice-In-Won3D_TSR-1-2D_S_E090707_TDC		
Alice-In-Won3D_TSR-1-3D_STDC_i3D-gb		
Goraline3D_TSR-1_F_EN-XXI3D_gnost		
DED TAILS TSP S EN VY 11 1 DED VCHOVE		
SBATMOS-30-SEC TSR E EN. 130206 DIR		
XGames3D-Movie TSB1-3D F EKLi3D-ab		
entest		
100Hz Sine 30fps		1
100Hz Sine 3D 23.98fps	•	Properties: Intermission SPL, 2D
Editor Blouback Cabadula Control		
Menu 🔄 🚐 😳 Cin 🚔 Inge 🚔 Inge	4	Ing 🚔 Ing 🌢 icewm 🙋 🗾 11:23:44 🗛

Figure 240: Marker Creation

• In the Edit Time Code window that appears, label the marker "Exit_Intermission". Indicate at what time code you would like the CPL to play and click Ok (Figure 241).

🔅 Edit Time Code	
The marker will be attached to the eler	ment time code:
SHREK-4-3D_TLR-1_F_	EN-XX_US-GB_5
00:00:	00
Marker Label	Exit_Intermission
Offset	
from the begin of the clip	
	00.00.00
 from the end of the clip 	00:00:00

Figure 241: Exit Intermission Marker

• The marker has now been added. During intermission, when the Exit from Intermission macro is triggered, playback will jump to the time code indicated by the marker (Figure 242).

😳 CineLister - Doremi Cinema (User Level: Proj	ect	tion)
New Open Save	×	C Delete Quit
Add to Show Playlist		1 🔹 🔖 🕵 🕂 🗞
🔍 all elements		Start Time Elements
PL_AIIFPS_HFR	T	00:00:00 AMPHIBIOUS-3D ADVDED-XCURVE
PL_Low_FPS		00:04:20 DOLBY-ATMOS-UNFOL130130 DLB
PL_Sensio		00:04:45 Coraline3D TSR-1 F E i3D ghost
PL_SYNC		00:05:53 SHREK-4-3D_TLR-1_F_EOV_i3D-gb
lige teaser		00:05:53 Exit_Intermission
Alice-In-Won3D_TSR-1-2D_S_E090707_TDC		00:07:11 LETTERS-TO-JULIET_TL106_DLA_OV
Alice-In-Won3D_TSR-1-3D_STDC_i3D-gb		
CGR 3D Clip		
30 Coraline3D_TSR-1_F_EN-XXi3D_ghost		
Coraline3D_TSR-1_F_EN-XXD_nonghost		
RED-TAILS_TSR_S_EN-XX_TT-TDED-XCURVE		
SB-ATMOS-30-SEC_TSR_F_EN130206_DLB		
XGames3D-Movie_ISRI-3D_FFKI_I3D-gb		
test		
100Hz_Sine_30Tps		Properties: Intermission SPL, 2D
100Hz Sine 3D 23.98ips		J
Editor Playback Schedule Control		
Menu 🔔 🚈 😳 Cin 🚢 Inge 🚢 Inge	4	Ing 🚔 Ing 🔶 icewm 📀 🔜 11:25:02 🗛

Figure 242: Marker Added

• The user can manually execute the macro or they can add the macro to the Intermission SPL so that it is automatically executed at a specific time (Figure 243).



Figure 243: Macro Added

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15 Automation Cues

An Automation Cue is an action/demand that is sent from the ShowVault to any external device connected to the ShowVault for the purpose of being inserted into a Show Playlist. Upon installation of the ShowVault, Automation Cues can be pre-defined by the operator, transferred from an XML file, or added manually. Automation Cues can be added to CPLs and SPLs using CineLister.

15.1 Macro Automation Cues

A Macro Automation Cue consists of two parts, an Automation Cue and a Trigger Cue. Trigger Cues are explained fully in the Section, "Trigger Cues," below. A Trigger Cue is an action that is sent to the ShowVault, whereas an Automation Cue is sent from the ShowVault. Also, Macro Cues are a sequence of actions, whereas an Automation Cue is only one action.

15.2 Macro Creation Using Macro Editor

- Go to Menu and click on Doremi Apps., then select Macro Editor.
- The Macro Editor GUI will appear (Figure 244).
- Click on the New Macro button to begin the creation process.
- The user will be prompted to enter a name for the Macro Automation Cue (Figure 245).
- Click the Ok button when done and the Macro Editor GUI will re-appear.
- Click on Save when done creating the Macro Automation Cue.
- The new macro will appear in the Macro Editor Window (Figure 246).
- Click the Save button when done.

	Macro Editor - Doremi Cinema Reset Save	
Macro Button		
	MNew Macro	Start Time Action
Macro Button Macro Window	Fause»	
		Insert a new Action
	Automation Cue Trigger Cue	
	Menu 🔔 🔤 🔯 Macro Editor	10:40:26 A

Figure 244: Macro Editor Window

	🖲 Macro Settings		_ 🗆 ×
Macro Automation Cue Name	Name of the Macro: test seria	l write	Cancel

Figure 245: Macro Automation Cue Name

15.3 Editing a Macro Automation Cue

- To remove (delete) a Macro Automation Cue, select it in the Macro Editor window and click the Delete Macro button (Figure 246).
- To edit the name of an existing Macro Automation Cue, click the Settings button or double-click on the Macro itself (Figure 246).
- Use the up and down arrows to re-arrange the Automation Cues.
- Click the Save button when finished.
- Selecting the Reset button will close a document without saving the changes. The user will be prompted to a window asking to save the changes (Figure 247). Use this with caution.



Figure 246: Macro Editor Window



Figure 247: Unsaved Changes Window

15.4 Inserting Actions into Macro Cues

- Go to Menu and click on Doremi Apps., then select Macro Editor.
- Click the Insert a New Action button from the Macro Editor window (Figure 246).
- The Add a New Action window will appear (Figure 248). The Add a New Action window provides a list of available actions to be used within a Macro Automation Cue.
- To add an action to the Macro Automation Cue, click on its corresponding action button in the left side of the Add a New Action window and click the Add button (Figure 248).

🔅 Add a new Action		
Projector	Channel Switch	
Input / Output	Dowser	
Playback	Lamp	
Macro Control	Macro	
Library		
System		
	Channel Switch Switch the selected projector channel.	

Figure 248: Add a New Action Window

- The Add a New Action window provides a list of available actions, on the left side, to be used within a Macro Automation Cue. The actions available include the following:
- Projector:
 - Projector Channel Switch: Switch the selected projector channel.
 - Projector Dowser: Open or close the selected projector dowser.
 - Lamp: Power On or Off the selected projector lamp.
 - Macro: Execute the macro defined in the selected projector.
- Input/Output:
 - General Purpose Output: Configure a GPO line.
 - Send Message: Send a message to the connected device.
- Playback:
 - Audio Volume: Control the audio volume output.
 - Chase Mode: enables synching of incoming time code
 - Playback Actions: Change the playback state.
 - RealD SBS: Enable or disable the RealD SBS output format.
 - Sensio3D: Enable or disable the Sensio3D output format.
 - Video Output Actions: Change the default video output format.

• Macro Control:

- Delay: Insert a delay between actions.
- Purge Pending Macro: Purge the current macro execution stack.

• Library:

- Certainty: Controls the Integrated Media Block (IMB) board (on ShowVaults only).
- Dolby DFC100: Allows for enabling and disabling the Dolby 3D color wheel.
- eCNA: Allows for controlling the external automation box.
- JNior Expansion Module: Allows for controlling the external automation box (9-16).
- JNior: Allows for controlling the external automation box (1-8).
- MasterImage: Controls the MasterImage 3D system
- QSC: Controls QSC audio products
- System:
 - System Shutdown: Allows the user to shut down the player.
- Click the Cancel button to cancel the action insertion.

15.4.1 Add a GPO Action to the Macro Automation Cue

• To add a GPO action, click the General Purpose Output button which is located in the Input/Output section in the Add a New Action window (Figure 249).

Projector	General Purpose Output
Input / Output	Send Message
Playback	
Macro Control	
Library	
System	
	General Purpose Output Configure a GPO line.
	Add Cancel

Figure 249: Add a New Action Window – GPO

• The following window will appear (Figure 250):

	🍯 General Purpose Output Set	tup 📃 🗙	
Button used to choose the GPO line number	Line number + -	Value PULSE	Use the minus/plus buttons to change
	Pulse of 200 ms on the line 4		the value of the pulse
	Test	<u>O</u> k <u>C</u> ancel	

Figure 250: GPO Setup Window

• Set the line number and value according to the usage and click the Ok button.

15.4.2 Playback Action Insertion

To add a Playback Action, click the Playback Actions button in the Add a New Action window under the Playback Section (Figure 251).

🔅 Add a new Action	
Projector	Audio Volume
Input / Output	Chase Mode
Playback	Playback Actions
Macro Control	RealD SBS
Library	Sensio3D
System	Video Output Actions
	Audio Volume Control the audio volume output . <u>A</u> dd <u>C</u> ancel

Figure 251: Playback Actions

- Select Playback and then select Playback Actions.
- The following window will appear (Figure 252):

Choose the action —		î	
Play		-	
			<u> </u>
	<u>0</u> k	<u>C</u> ancel	Playback action selection button

Figure 252: Playback Actions Setup Window

• Select the proper playback action between Play, Pause, Toggle Play/Pause, Rewind, Recue Show, Skip to ShowPlaylist Segment, Skip to Next Clip, and Exit from Intermission and click the Ok button.

15.4.3 Video Output Action Insertion

Choose the Video Output Actions setting from the Add a New Action window (Figure 249), and choose between the options from the drop-down list in Figure 253 below.

>
.

Figure 253: Video Output Drop-Down List

15.4.4 Dowser Action Insertion

From the Add a New Action window choose the Projector setting (Figure 254). Next, scroll to and select the Dowser option. Choose the name of the projector from the drop-down menu window that appears (Figure 255). Choose to have it open or close and then click Ok.

🔅 Add a new Action	_ 🗆 ×
Projector	Channel Switch
Input / Output	Dowser
Playback	Lamp
Macro Control	Macro
Library	
System	
	Channel Switch Switch the selected projector channel.

Figure 254: Add a New Action Window - Dowser

🤴 Dowser Settings 📃 🗖 🗙
Projector Name
All
Value
🔷 Close
💫 Open
Close dowser
· · · · · · · · · · · · · · · · · · ·
<u>O</u> k <u>C</u> ancel



15.4.5 Projector Channel Switch Insertion

From the Add a New Action window choose the Projector setting (Figure 254). Next, scroll to and select the Channel Switch option. Choose the name of the projector from the drop-down menu window that appears (Figure 256). Use the plus/minus buttons to select the channel to send the command to.

.

Projecto	r	
Channel		
	1 +	•
	i	

Figure 256: Projector Channel Switch

15.5 Automation Library Usage

15.5.1 Using Automation Library

Support for theater automation control is provided. The list of currently supported devices is:

- Certainty
- Dolby DFC100
- eCNA
- JNior Expansion Module
- JNior
- MasterImage
- QSC

When one of the supported devices (e.g., eCNA and JNior) is added, the Macro Editor will allow the user to use the corresponding commands for each device.

• To use a library command, click on Library in the Add a New Action window.

🔅 Add a new Action	
Projector	Certainty
Input / Output	Dolby DFC100
Playback	ecna
Macro Control	jnior expansion module
Library	jnior
System	MasterImage
	QSC
	Certainty Manage Certainty products.
	Add <u>Cancel</u>

Figure 257: Macro Editor GUI Automation Configuration Example

- Select one of the available devices in the right part of the window and click the Add button (Figure 257).
- The following pop-up window will appear (Figure 258):

	_ 🗆 X
	200
	2.25
<u>0</u> k	<u>C</u> ancel
	Qk

Figure 258: Macro Editor GUI – Library Automation Configuration

• Select the desired action and click the Ok button, or Cancel to cancel this command.

15.5.2 Resulting Macro Setting

• After inserting the three actions "Delay 1seconds", "GPO #3 ON", and "Playback: PLAY" in the Macro "Test_Macro," as called in the example, the right part of the Automation Cue tab will display the added actions as illustrated below (Figure 259):

<u>R</u> eset	🔀 Quit
÷ = ;	Eemove
Macro	Start Time Action
Pause START_FLAT DCI_XYZ_FLAT START_SCOPE CREDIT END START_3D_FLAT START_3D_SCOPE DCI_XYZ_SCOPE Test_Macro	00:00:00 Delay 1 seconds 00:00:01 GPO #3 ON 00:00:01 Playback: PLAY
	Insert a new Action
Automation Cue Trigger Cue	

Figure 259: Macro Actions Window Updated

- Click the Save button to save the "Test_Macro" settings.
- Enter the password to save settings and proceed.

15.5.3 Action List Management

15.5.3.1 Action Re-Ordering

The two arrows allow the user to change the order of the actions in the Macro Automation Cue (Figure 259). Using the arrows, each action can be moved to the top or to the bottom of the Macro Actions window.

- In order to move an action toward the top of the list, select it and click on the arrow pointing to the top.
- If an action needs to be moved toward the bottom of the list, select it and click on the arrow pointing to the bottom.
- Repeat the two steps above until the required actions order is obtained.

15.5.3.2 Action Editing

The user can edit an action of any given Macro Automation Cue by selecting it. The user can also click on the Edit Action button illustrated in Figure 192. The user will be able to edit the properties and set the action when added to the Macro Automation Cue.

15.5.3.3 Action Removal

• To remove an action from the list of actions associated to a Macro Automation Cue, select the action in the Macro Actions window and click the Delete Macro button (Figure 259).

15.5.4 Macro Saving

- Repeat the Macro creation operations for all the Macro Automation Cues and click the Save button.
- The user will be asked for a password to be able to perform the operation (Figure 260).

X Authentication Required		_ × _
The action you reque Please enter login an continue w	ested needs <mark>Super</mark> l d password below o ith your current privi	User privileges. r click Cancel to leges.
Username: admin Password:		•
	Qk	Cancel

Figure 260: Password Confirmation Window

- Enter the appropriate password and click the Ok button.
- The Macro Automation Cues will be available in CineLister in order to create a Show Playlist.

<u>Note</u>: The saving operation will not only save the Macro Automation Cues, but also the Trigger Cues that were created.

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16 Trigger Cue Tab

A Trigger Cue allows for the execution of a Macro Automation Cue upon the occurrence of an event from an external device using a Signal or General Purpose Input. When the user selects an event to occur from the external device, the occurrence of that event "triggers" a Macro Automation Cue. The Macro Automation Cue will then be executed. Both the event and the Marco Automation Cue are defined during the Trigger Cue creation.

Note: The Signal comes from an external device connected over the Ethernet. The external device options are: eCNA, JNior, and Raw.

Example: If a Trigger cue is based on the event "Wait for GPI #1 ON," it is possible to link a specific Macro Automation Cue as presented above in order to be executed when GPI #1 is ON.

The user has the choice to program Trigger Cues to be available during the whole Show Playlist or only during a specific Show Playlist element.



16.1 Trigger Cue Tab Overview

Figure 261: Macro Editor - Trigger Cue Tab

16.2 Trigger Cue Creation

- To create a new Trigger Cue, click the Add button (Figure 261).
- The same type of window for the Automation Cue tab allowing the user to enter the Trigger Cue name will appear (Figure 262).

Trigger Settings		_ □ ;
Name of the Trigger:	est_Trigger 】	
Comments:	Ok	Cancel

Figure 262: Trigger Cue Setting Window

- Enter the appropriate name. It will be the name used by the CineLister application to insert the Trigger Cue in a Show Playlist.
- The newly created Trigger Cue will appear in the Trigger window and it will be ready to connect to a GPI event.



Figure 263: Trigger Cue Defined

- To edit an existing Trigger Cue, select it in the Trigger window and click on the Edit Trigger button (Figure 263).
- The user will be able to edit the name of the Trigger Cue using the same window.
- To remove a Trigger Cue, select it in the Trigger window and click the Delete button.

16.2.1 Connection to an Event

- To connect a Trigger Cue to an event, select it in the Trigger window and click the Connect to An event button (Figure 263).
- The following window will appear:



Figure 264: Events Window

- To connect the selected Trigger Cue to a GPI event, click the General Purpose Input button of the Events window (Figure 264).
- The following window will appear (Figure 265):

🤴 General Purpose Input Setu	p _ X
Line number	_Value
+	📎 ON
	OEF
Current Value: OFF	<u>Ok</u> <u>C</u> ancel

Figure 265: General Purpose Input Setup Window

- Define the GPI line number and value to connect to the Trigger Cue and click the Ok button.
- The connected GPI event will then appear in the right part of the GUI.
- To connect the selected Trigger Cue to another signal, click the Signal button of the Events window (Figure 264).
- The following window will appear (Figure 266):

Source dev	ice name—	
Any		
Signal nam	e	
Signal nam	e	•
Signal nam	e	•

Figure 266: Signal Setup Window

• Click the Ok button when the appropriate signal name is defined.

16.2.2 Connection to a Signal Event

- Click the Connect to an Event button from Macro Editor's Trigger Cue tab. The Events window will appear (Figure 264).
- Click the Signal button. The Signal Setup window will appear.
- Choose the device from the drop-down menu (Figure 267).
- Choose the signal from the drop-down menu (Figure 268).
- Click Ok when finished and the connected Signal event will appear in the right part of the Editor tab.

Note: The "..." button will prompt the Signal Library window to appear (Figure 269). The Signal Library has a list of additional signals that are not listed in the signal drop-down menu. For example, the JNior device has a subsidiary device called the JNior Expansion Module. However, the JNior Expansion Module does not appear in the source device drop-down menu. Use the Signal Library button to access all possible signals.

🍥 Signal Setup	_ 🗆 ×	
Source device name		
Any	•	
Any		
eCNA	R.	Signal
JNior		Library
	· …	Button
<u>k</u>	<u>C</u> ancel	

Figure 267: Device Name Window

🈇 Signal Setup	_ _ × _ ×
Source device name-]
eCNA	-
Device type : eCNA	
Signal name	
ALLSTOP	K
ALLSTOP	
CUE	ancel
DP10FF	ancer
DPION	
DP20FF	
DP20N	
DV10FF	-



Driver	Signal
ecna	ALLSTOP
inior	CUE
inior expansion module	DP10FF
	DPION
	DP20FF
	DP20N
	DV1 OFF
	DVION
	DV20FF
	DV20N
	FIRESTOP
	START

Figure 269: Signal Library Window

16.3 Trigger Cue Saving

- Repeat the Trigger Cue creation operation for all Trigger Cues that are created and click the Save button.
- The user will be asked for a password to be able to perform the operation (Figure 270).



Figure 270: Password Confirmation Window

- Enter the appropriate password and click the Ok button.
- The Trigger Cues will now be available within CineLister, so that the user can include them in a Show Playlist.

Note: The saving operation will not only save the Trigger Cues, but also the Macro Automation Cues.

16.4 Pre-Defined Macro Usage

If the user has a pre-defined macros.xml file containing automation and trigger cue definitions, then copy it into the **/doremi/etc/** folder and the corresponding macros will be visible in the Macro Editor GUI. The user will then be able to update the cues, if needed, from the Macro Editor GUI.

16.5 Default Cues

The default_cues.xml file can be used to load an automation and trigger cues playlist prior to any playback. This is to avoid having to add a Fire Alarm trigger cue to each show. If the user is provided a default_cues.xml file, copy it into the **/doremi/etc/** folder.

16.6 Startup Scripts

• Copy the script to be executed automatically at boot in the following folder: /doremi/etc/rc.d/

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17 Add a Trigger Cue to a Show Playlist

- Go to the CineLister application from the Menu on the ShowVault desktop.
- In the Editor tab, select a Trigger Cue on the left part of the GUI and click on Add to Show Playlist (Figure 271).
- The Edit Trigger Cue window will appear (Figure 272).
- Select the Automation Cue to associate to the Trigger by clicking on it in the Automation Cues window.
- The default setting is to add the Trigger Cue to all elements of the Show Playlist (Figure 272).
- Click Ok when finished.

<u>Note</u>: If the user selects the trigger cue to be available only for one element of the SPL, the server will automatically apply the trigger cue to the last element in the SPL (Figure 273).



Figure 271: CineLister GUI – Editor Tab

Select an automation cue to exec	ute on trigge	er:	
New	Trigge	r	
automation cues			_
Close Dowser			ininininini (11)
eCNA Aux Out 1 Off			
eCNA Aux Out 1 On			
eCNA Aux Out 2 Off			
eCNA Aux Out 2 On			-
-Scope			
• the trigger is available for all e	elements of t	he ShowPLay	list
 the trigger is only available fo 	r the element	3	
BAD-TEACHER_TLR_1_F_EN	I-XX_US-GE	3_51_2K_S	PE_201103
			10

Figure 272: Edit Trigger Cue Window

17.1 Add a Trigger Cue for One Element of the Show Playlist

- Go to the CineLister GUI Editor tab. From the right pane of the GUI, select the element the Trigger Cue is to be added to. Then from the left pane of the GUI select the Trigger Cue.
- Click the Add to Show Playlist button.
- The user will be prompted to a window asking them to "select an automation cue to execute on trigger."
- Select the automation cue from the list and then click Ok. If the user does not click Ok, they will not have added the trigger cue to the element (Figure 273).

氨 Edit Trigger Cue		_ 🗆 X
Select an automation cue to execut	e on trigger:	
New T	rigger	
automation cues		
Close Dowser		
eCNA Aux Out 1 Off		
eCNA Aux Out 1 On		
eCNA Aux Out 2 Off		
eCNA Aux Out 2 On		
- Scope		
• the trigger is available for all ele	ments of the Show	PLaylist
\bigcirc the trigger is only available for th	ne element:	
BAD-TEACHER_TLR_1_F_EN-X	X_US-GB_51_2	K_SPE_201103
	Qk	Cancel

Figure 273: Edit Trigger Cue Window

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18 CineLister Playback Tab

18.1 Playback an Existing SPL

- Click on the Open button from the CineLister Editor tab (Figure 271).
- The following window will appear (Figure 274).
- Select the SPL to play and click Open.



Figure 274: Open SPL Window

- Next, go to the Playback tab from the CineLister GUI (Figure 275).
- Click the Play button to load the Playlist.
- If no Playlist is selected, a message will appear stating, "The Show Playlist is Empty" (Figure 276).

🐨 CineLister - Doremi Cinema (User Level: ShowManager)		
Manual	🔀 Quit	
GIRL-DRAGON-TATTOO_TLR-3_F_EN-XX	Black Start Showation Cues CIPL DBA 010 DIA 01/	Ohann
00:00:51 / 00:03:45 remaining: 00:02:54	DESPICA091027_TDC	Playlist progress
Button Main_SPL *	Feature Station Cues BAD-TEA302 DLA OV	list-box
Play Button 00:00:54 / 00:08:16 remaining: 00:07:22	End Show ation Cues.	Eject Button
Skip Back One Clip		Skip to the Next Clip
Rewind 3 Minutes Mode: Play		Forward 3 Minutes
Editor Playback Schedule Control		

Figure 275: CineLister GUI Playback Tab

😌 Empt	y ShowPlaylist
•	The ShowPlaylist is empty. Switch to the <i>Editor</i> view to build a new ShowPlaylist.

Figure 276: Empty Show Playlist Window

18.2 Playback Progress

The SPL progress list-box displays the order of the playback (Figure 277 and Figure 278).

- Elements already played are flagged using a yellow mark.
- Elements currently being played are flagged using a green mark.
- Elements that were skipped are flagged using an orange mark.
- Elements that were not played due to an error are flagged using a red mark.
- Elements that have not yet been played do not have any marks next to them.



Figure 277: Show Playlist Progress List-Box



Figure 278: CineLister GUI – Playback Tab

18.3 Pause Mode

- Use the Pause button to pause the playback (Figure 279).
 - **Note**: Clicking the Eject button will eject the SPL.
- Use the Next and Previous buttons to go to the next or previous CPL in the Show Playlist.
- Use the Fast Forward and Rewind buttons to forward or rewind within a CPL. The default value is set at 3 minutes. See below for instructions on how to adjust the value.
- Use the Play button to resume from where the CPL was last paused.
- Select the playback mode from the Mode drop-down list: Play, Loop, Play then Rewind, or Play then Eject. The user will be prompted to a password window to confirm the mode; the default mode is Play.



Figure 279: Playback Tab during Pause

18.4 Adjusting the Default Values

- From the desktop Menu go to System and click on Terminal. The Terminal window will appear.
- Type "su" and press Enter (Figure 280).
- Enter the appropriate password (contact the administrator for the password).
- Type: mount -o rw,remount / and then press Enter.
 - **<u>Note</u>**: The spaces in between the characters must be respected.
- Type: xedit /doremi/etc/default/cinelister.config.sample and press Enter.
- The user will be prompted to the xedit window (Figure 281).
- Change the value to reflect the desired preference. Example: default setting is at 180 seconds, which is 3 minutes. To change it to 1 minute, type 60 instead.
- Make sure to click Save in the xedit window when finished (Figure 281).

Note: Use the up/down and left/right arrows on the keyboard to navigate in the xedit window.



Figure 280: Terminal Window



Figure 281: Xedit Window

18.5 Playback of a Live Event

By connecting a Doremi MPEG Streamer to the ShowVault the user can play a live event. They can create a Show Playlist for the live event using theater effects such as closing and opening of curtains, previews, trailers, and advertisements before the live event is scheduled to start. The live event is not pre-recorded and therefore cannot be re-winded or fast forwarded. See Section 7.12 for more information on creating a live event.

18.5.1 How to Add a Live Event CPL

- Connect a Doremi MPEG Streamer to the ShowVault.
- Go to the Editor tab in the CineLister GUI. The user will see a reel icon that has "live" next to it.
- If there is no Live icon, click the Refresh button. If it still does not appear, then this means the MPEG Streamer has not been added to the Live Manager. See Section 7.12 for more information.
- Select Doremi Live Streamer from the elements window in the left pane.
- Click the Add to Show Playlist button. It will appear in the right pane (Figure 282).
- Go to the Playback tab and press the Play button.

18.5.2 How to Create and Play an SPL Using a Live Event CPL

- Follow the steps described above to add a Live Event CPL (Section 18.5.1).
- Select the desired elements for the SPL from the elements list in the left pane.
- Select one or several elements to be added at the same time using the Ctrl button.
- Click the Add to Show Playlist button. The elements will appear on the right pane.
- Make sure to click the Save button when finished creating the SPL.
- Enter the appropriate password from the pop-up window.
- Next, go to the Playback tab and click the Play button.

	CineLister - Doremi Cinema (User Level: Project New Open	ion)	
	Add to Show Playlist	Image: Start Time Elements	
	Stem Reel3 StEM_DCI Chinese subtitles	00:00:00 Doremi live Streamer	Live Event CPL inserted in the SPL
Live Event	Test_Package_4 Test_Package_5 Treasure Planet 2K (Non-Enc)		
	to World_Clouds Set live Doremi live Streamer		
	Doremi Streamlt Mediablock HD-SDI Mediablock HDMI		
	Black Black 3D	Description Changladist 20	
	Editor Playback Schedule Control	Properties: SnowPlaylist, 20	

Figure 282: CineLister Editor Tab - SPL With Live Event

18.6 Playback Lock Mode

The Mode button can be used to determine manual or schedule mode (Figure 283 and Figure 284).

	😳 CineLister - Doremi Cinema (User Level: Projection)	
	Manual	🔀 Quit
Mode button changes the lock mode of playback - Manual means unlocked	SAD-TEACHER_TLR_1_F_EN-XX_US-GB Pause 5% 00:00:08 / 00:02:27 remaining: 00:02:19	 Black Start Showation Cues GIRL-DRA919_DLA_OV DESPICA091027_TDC Black
	Main_SPL	Feature Station Cues Bellco_R121024_SNR BAD TEA _202 DIA OV
	00:06:12 / 00:08:31 remaining: 00:02:19	End Showation Cues
Unlocked Mode: During unlocked Mode, Playback features such as pause, play, fast forward, rewind, and eject are available	Mode: Play then Eject -	
	Editor Playback Schedule Control	

Figure 283: Playback Mode Unlocked

	😳 CineLister - Doremi Cinema (User Level: Projection)	
Mada huttan	Schedule	🔀 Quit
changes the lock mode of playback - Schedule means	3AD-TEACHER_TLR_1_F_EN-XX_US-GB	O Black
locked	Pause 5% 00:00:08 / 00:02:27 remaining: 00:02:19	 GIRL-DRA919_DLA_OV DESPICA091027_TDC Black
	Main_SPL 72%	Feature Station Cues Bellco_R121024_SNR BAD-TEA302_DLA_OV
	00:06:12 / 00:08:31 remaining: 00:02:19	End Showation Cues
Locked Mode: During locked Playback mode, features such as pause, play, fast forward, rewind, and eject are NOT	•	
available	Editor Playback Schedule Control	

Figure 284: Playback Mode Locked

18.7 Playback Alert Messages

CineLister displays alert messages in the Playback tab. Currently, there are two alerts available:

- 1 Projector communication failure (Figure 285).
- 2 Storage is degraded (Figure 286).
 - Projector Communication Failure: This message is displayed when there is no projector configured or if the server is not connected to the primary configured projector.
 - Storage is degraded: This message is displayed if at least one of the available RAID storages is degraded or faulty. For example, RAID-md0 or RAID-md1.


Figure 285: Projector Communication Failure Alert

Storage is Degraded alert message	Annual Storage is degraded
	 Stop
	Remaining Time: 00:00:00 Show Playlist
	Remaining Time: 00:00:00
	Mode: Play
	Editor Playback Schedule

Figure 286: Storage Degradation Alert

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19 CineLister Schedule Tab

The Schedule tab allows the user to schedule the playback of Show Playlist's on a certain day and time. The server will automatically begin the playback of the SPLs once they have been scheduled.

	😳 CineLister - Doremi Cinema (User Level: Projection)	
		🔀 Quit
New Button	Mon 17 - Sun 23, February 2014	
	Time Show Playlist	
	Display out-da	ted schedules
	Editor Playback Schedule Control	

Figure 287: CineLister - Schedule Tab

19.1 How to Schedule Playback

- Go to the Schedule tab from the CineLister GUI.
- The Schedule tab automatically displays the current week (Figure 287).
- Click the New button.
- Enter the appropriate password for the authentication window that appears.
- The Edit Schedule window will appear (Figure 288).
- Select the SPL to schedule for playback from the drop-down menu.
- Use the left and right arrows to adjust the week to schedule the playback.
- Select the day(s) to schedule the playback by checking the corresponding boxes (Figure 288).
- Select the start time for the scheduled playback by using the up and down arrows.
- Click Save when finished.
- The Schedule tab will be updated to reflect the recently added schedule (Figure 289).

	🐨 Edit Schedule	_ ×	
	Show Playlist Test		Choose the SPL to schedule from the drop- down menu
Select the day(s) by checking the corresponding box	Schedule Mon I / - Sun 23, Ja Schedule Mon I Tue X Wed I Thu	Fri Sat Sun	Use arrows to skip to next or
Displays the time	Starts time :	17:06	previous weeks.
playback is estimated	Estimated ends time:	19:24	Use the up and down arrows to adjust the
			playback start time

Figure 288: Edit Schedule Window



Figure 289: Schedule Tab After Playlist Addition

19.2 Schedule Playback Messages

If a show is playing in the Playback tab and there is a time conflict with a scheduled show, the user will get an alert message. The message will state that there is a scheduled SPL that will start in, for example 00:40 seconds, and asks if the user wants to eject the current show and toggle playback in scheduled mode (Figure 290).

- To keep playing the current show, click the No button.
- To stop playing the current show and allow the scheduled show to begin, click the Yes button. The server will stop playback and the show will play as it was scheduled.



Figure 290: Scheduled Show Will Start (Time Message)

19.2.1 Schedule Conflict

If the user is trying to schedule playback and one already exists for the same time and date, they will receive a Schedule Conflict message (Figure 291). The Schedule Conflict message displays the time and date for which there is a conflict. They will also receive the conflict message if they are trying to schedule playback that interrupts the scheduled time of another playback.

8	Schedule conflict on date Fri Dec 11 17:50:00 2009
k	ОК

Figure 291: Schedule Conflict Message

19.2.2 Scheduled Show Did Not Start Error

If there is an error message stating, "The scheduled Show below did not start as expected." this can be due to several reasons (Figure 292). Contact Doremi Labs Inc. for assistance (Section 1.3).



Figure 292: Scheduled Playback-- Error Message

19.2.3 Show Playlist Removal

- To delete a Show Playlist from the schedule, go to the CineLister Schedule tab.
- Click on the SPL to remove it in the Schedule window (Figure 293).
- It will become highlighted, then click on the Delete button.
- The appropriate password will be needed for the password authentication window that will pop up.

😳 CineLister	- Doremi Cinema (User Level: Projection)	
8 <u>N</u> ew	Delete	Q uit
•	Mon 17 - Sun 23, February 2014	
Time	Show Playlist	
Today	15:16 toot	
	•	
	Display out-dated s	chedules
Editor P	layback Schedule Control	

Figure 293: Schedule Tab - Scheduled Playlist Deletion

19.3 Playback Recovery Due to Power Failure

• If a power failure occurs during a scheduled playback, then playback recovery will be possible after having powered the unit back on.

19.3.1 How to Recover Playback

- When powering the unit back on after an unexpected power failure, the user will get an Invalid Shutdown message (Figure 294).
- Click Ok, and CineLister will automatically launch.
- The user will be prompted to an Information Recovery window (Figure 295).
- Click Ok and CineLister will resume playback three minutes before the power failure occurred.

	ce
Menu _ 😳 Dorem	ni Labs

Figure 294: Warning Window - Invalid Shutdown

i	Your last CineLister session closed unexpectedly.
ų	The previous session has automatically been restored to the last known point.
	You eventually should record this event to your system administrator.
	OK

Figure 295: Information Recovery Window

19.4 Shutting Down During Playback

When there is a playback in progress and the user tries to shut down the server, they will be prompted to a confirmation window. If they select yes, the server will shut down and playback will stop (Figure 296).

Note: Playback will *NOT* resume when the unit is turned back on.

A playba	ack is currently	running !
Do you rea	ally want to shut	down now?
Do you rea	ally want to shut	down now?



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20 CineLister Control Tab

The Control tab allows the operator to execute a set of macros in one single click. This feature is particularly useful in emergency cases. For instance, in case of a crash recovery, the player will resume the show but the operator will have to quickly execute some macros such as, "projector lamp on."



Figure 297: Control Tab

20.1 Adding a Macro

To add a macro to the Control tab, follow the steps below:

• Without any macros, the tab will appear as it does in Figure 298.



Figure 298: Empty Control Tab

• Click on the Edit button (Figure 298). The user will be asked for the appropriate password to continue.

	•
•	Click on the New button to add a new section (Figure 299).

	<u> </u>	ncel	<u>S</u> ave			🔀 Quit
New				Nev	۷	
Button						
	Editor	Blowbock	Cabadula	Control		

Figure 299: New Section

• In the window that appears, name the new section and click Ok (Figure 300).

New	section		
Name	Test]
		<u>о</u> к	<u>C</u> ancel

Figure 300: New Section

• The new section will appear in the Control tab. Click on the New button to add a Macro to the section (Figure 301).

	🐨 CineLister - Doremi Cinema (User Level: Projection)	_ 🗆 🗙
	Cancel Save	Quit
	New	
	Test 🧭 🦊	•
	New	
New		
Button		
	Editor Playback Schedule Control	

Figure 301: New Section Added

• In the window that appears, select a macro from the list and name it (Figure 302). Click Ok.

🐨 New acti	on	_ 🗆 🗙
Name	Test	
Macro	Play	
Macro list	Jnior output Test Jnior toggle test Open Dowser Pause Pause Play	
	Play skip to pack Start Show Automation Cues	
Test		<u>C</u> ancel

Figure 302: New Macro Window

• The new macro will appear under the designated section (Figure 303).

😳 CineLister - Doremi Cinema (User	Level: Projection)	
Cancel		X Quit
	New	
Test		🔰 🦑 🌾
T est New		
Editor Playback Schedule	Control	

Figure 303: Macro Added

- Repeat the process to add more macros.
- To remove or edit the name of the macro in the section, click on the macro (Figure 304).

Hodify a	iction	×	
Name	Test	emove <u>R</u> emove	
Macro	Play		Remove Button
Macro list	Close Dowser		
	eCNA Aux Out 1 Off		
	eCNA Aux Out 1 On		
	eCNA Aux Out 2 Off		
	eCNA Aux Out 2 On		
	eCNA Aux Out 3 Off		
	eCNA Aux Out 3 On		
	eCNA Aux Out 4 Off		
	eCNA Aux Out 4 On		
Test		K <u>C</u> ancel	

Figure 304: Remove and Edit Macro

• To remove, edit, or move up/down the section, click on the modification tools to the right (Figure 305).



Figure 305: Modification Tools

• Click the Save button to save changes and the Cancel button to cancel changes (Figure 305).

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21 Appendix A: Chase Mode

Using specific software, firmware, and DLM (Doremi License Message), the ShowVault and IMB can be configured to chase timecode. This section outlines the necessary software and firmware versions as well as how to configure the ShowVault and IMB in Chase Mode.

21.1 Required Software, Firmware, and License

For the ShowVault and IMB to support Chase mode, it must have the following software and firmware. To acquire the software, firmware, and DLM, please contact support@doremicinema.com.

For instructions on updating the software and firmware, consult the ShowVault and IMB manuals.

- IMB:
 - SM Version: 5.1.4 and above
 - Firmware: 32.07d and above
- ShowVault:
 - Software: 2.6.3

The software and firmware versions can be checked in the About window on the ShowVault GUI.

In addition to the previously mentioned software and firmware, the ShowVault also requires the Chase Mode DLM package. To acquire a Chase Mode DLM package, please contact support@doremicinema.com.

 For instructions on ingesting the DLM package, please consult the ShowVault User Manual, which can be accessed on <u>doremilabs.com</u>.

21.2 Procedure

There are two possible configurations for a Chase Mode setup:

Master and Slave – One IMB is the master unit which feeds timecode to one slave unit and the slave unit chases the master. This configuration allows for the synchronization of two IMBs (Figure 306).



Figure 306:	Master	Slave	Block	Diagram
-------------	--------	-------	-------	---------

Chasing a Timecode Source – The IMB and ShowVault can chase timecode from any HD-SDI source that has embedded LTC timecode. To use an embedded timecode source, the HD-SDI signal must be duplicated with a Distribution Amplifier (DA). The IMB/ShowVault does not support daisy chaining timecode signals. This configuration allows for more than two IMBs to be synchronized (Figure 307).



Figure 307: Chase a Timecode Generator Block Diagram

21.3 Detailed Connection Diagram

<u>Note:</u> The IP addresses presented in this example are for demonstration purposes only (Figure 308, Figure 309, and Figure 310).



Figure 308: Chase Connectivity Diagram, Two Projectors (Master/Slave)



Figure 309: Chase Connectivity Diagram, More Than Two Projectors (Master/Slave)



Figure 310: Chase Connectivity Diagram, External Timecode

21.4 Hardware Setup

- If using the Master and Slave configuration, connect the SDI Out-A of the Master IMB to the SDI IN-A of the slave IMB (Figure 311).
- If using an embedded Timecode source and a DA, connect the SDI outputs of the DA to the SDI IN-A of each slave IMB (Figure 311).



21.5 Software Configuration

After the hardware setup is complete, the Slave IMB needs to be configured to chase using the ShowVault GUI. To configure the Slave IMB for Chase:

- Using the ShowVault GUI, open the Macro Editor from Menu \rightarrow Doremi Apps.
- Press the green "+" button in upper-left to create a new macro (Figure 312).
- In the pop-up window, name the Macro "Chase On" and press "OK" to create the Macro (Figure 313).



Figure 312: Macro Editor

Name of the Macro:	e ON	
Comments:		
	<u>o</u> k	<u>C</u> ancel

Figure 313: Name the Macro

Select the "Chase On" macro and press the "Insert a new Action" button (Figure 312).

- In the "Add a new Action" window, select "Playback" in the left pane (Figure 314).
- Then double-click on "Chase Mode" in the right pane (Figure 314).
- In the chase mode pop-up window, select "SDI" from the drop down menu and press OK (Figure 315).
- Press Add to add the Chase Mode action to the Chase On macro (Figure 314).

Projector	Audio Volume				
Input / Output	Chase Mode				
Playback	Playback Actions				
Macro Control	RealD SBS				
Library	Sensio3D				
System	Video Output Actions				
	Chase Mode Set up the player as a slave Chase unit. <u>A</u> dd <u>C</u> ancel				

Figure 314: Add a New Macro Window

ſ	<u>0</u> k	<u>C</u> ancel

Figure 315: Chase Mode Pop-Up Window

- Press the Save button and provide the admin password to save the macro settings (Figure 312).
- Open CineLister from Menu → Doremi Apps.
- On the Editor tab, add the desired CPL to the playlist.

Note: Chase Mode is supported only for playlists containing a single CPL. Chasing across multiple CPLs is not supported.

- Add the Chase On macro from the Automation Cues section to the playlist.
- In the Insert Macro pop-up window, select "From the begin of the clip" and make sure the counter shows 00:00:00 (Figure 316).
- Press Ok to complete inserting the macro (Figure 316).



Figure 317: CPL and Macro Added to the Playlist

- Go to the Playback tab and set the Mode to Play using the drop-down box. **Chase Mode** will only work with the playback mode set to Play (this applies only to the slave side; the master side can be any setting because the slave will just chase whatever the time code is coming from that unit). See Figure 318 for more information.
- Press Pause to Load the CPL and queue it for chase playback.
- Load the desired CPL on the Master ShowVault and press Play, or start the embedded Timecode source and the slave IMB will start chasing.

	Anual Manual						×	<u>Q</u> uit
	s	tEM_DCI Ch	inese s	ubtitles		StEM_DCI Ch	n subti	tles
	Pause		0%					
		00:00:00 / 00:12:	17	remaining:	00:12:17			
		Show P	Playlis	t*				
	I		0%					
	00:00:00 / 0	0:12:17		remaining:	00:12:17			
Playback Mode Drop-down								
Playback Tab	Mode: Play	,						
	Editor Play	oack Schedule	Control	J				

Figure 318: CPL Cued for Chase Mode

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22 Appendix B: Dual Projector Setup

This section describes the necessary steps to install and configure the two IMBs for a dual projector setup. It also describes how to create a basic playlist.

In Dual IMB setup (using a single ShowVault and two IMBs for dual projector), the two IMBs are not identical in terms of firmware and software configuration and in terms of serialization.

The primary IMB, a.k.a. the IMB SM (Security Manager) connected to the ShowVault via PCI-e, is similar to a regular IMB in terms of serialization. It uses a specific firmware for Dual IMB setup in the 32.xx version range. It can be updated back and forth, with regular IMB firmware used as a regular IMB.

The secondary IMB, a.k.a IMB LD (Link Decryptor), which is not connected to the ShowVault via PCI-e, has the same hardware as a regular IMB but is serialized differently in factory. This different serialization is what allows it to behave as a secondary IMB, a Link Decryptor IMB. It uses a specific firmware for Dual IMB setup in the 33.xx version range. It cannot be updated back to regular IMB firmware and cannot be used as a regular/primary IMB.

In this section, the Primary IMB will be referred to as the SM (Security Manager), and the secondary as the LD (Link Decryptor).

<u>Note</u>: Dolby 3D is not yet supported in Dual IMB setups.

22.1 Required Materials

- 1 ShowVault
- 1 IMB-SM
- 1 IMB-LD
- 2 Series-2 Digital Cinema Projectors
 - Doremi recommends that the same type/model of projector is used for both IMBs.
- 1 KDM for dual projection (see Section 22.7)
- 1 DLM (Doremi License Message), Configure_RemoteSPBEnable_IMB.dlm_XXXXX.drm, for IMB-SM serial number
 - o Contact Doremi Technical Support to obtain the DLM

<u>Note</u>: Dual 4K presentations also require the following:

• 2-4K DLMs, 1 for the IMB-SM and 1 for the IMB-LD

22.2 HFR Setup

For HFR setups, the user must be running software version 2.6.3 or higher. Primary IMB (SM):

- Firmware: 32.07d or higher.
- Alternative Firmware: 32.06z or higher.
- Security Manager: 5.1.4 or higher.

Secondary IMB (LD):

- Firmware: 33.05k or higher.
- Alternative Firmware: 33.07a or higher.
- Security Manager: 5.1.4 or higher.

22.3 Non-HFR Setup

For non-HFR setups, the user must be running software version 2.6.3 or higher. Primary IMB (SM):

- Firmware: 32.07d or higher.
- Security Manager: 5.1.4 or higher.

Secondary IMB (LD):

- Firmware: 33.05k or higher.
- Security Manager: 5.1.4 or higher.

22.4 Installation and Power-Up Sequence

Installation:

- Verify that both projectors and the ShowVault are turned off.
- Install the IMB-SM in the primary projector.
- Install the IMB-LD in the secondary projector.
- Connect Ethernet cables to both projectors and the ShowVault and verify that they are on the same network.
- Connect the PCI-express cable from the ShowVault to the IMB-SM (primary projector).
- Connect BNC cables (A and B) from the Primary Projector's SDI-out connectors to the Secondary Projector's SDI-In connectors (Figure 319).



Figure 319: Dual IMB Connectivity Diagram

Power-Up Sequence:

- Power up the Primary Projector.
- Power up the Secondary Projector.
- Wait until both projectors are completely powered up.
- Power up the ShowVault.

DLM Ingest:

With the system fully booted up, you should now ingest DLM Configure_RemoteSPBEnable_IMB.dlm_XXXXX.drm if not already present on the system.

22.5 Device Manager Configuration

To configure the ShowVault to operate in a Dual IMB setup, the following steps must be performed.

	😳 CineLister - Doremi Ciner			
	New 🔁 Oper	n <u>S</u> ave X	<u>C</u> leanup	🔀 Quit
		dd to Show Playlist	♠ ♥ 🔍	€ <u>R</u> emove
	🔍 all elements		Start Time Elements	
	Channel 4			
	Chase On Close Dowser	About		
	About	<u>CineLister</u>		
Device	<u>CineLister</u>	ලි <u>ලා M</u> acro Editor		
Manager	Control Panel	Macro Execution		
	Virtual <u>Keyspa</u> rd	SM <u>L</u> og Viewer		
	Doremi Apps.	<u>D</u> evice Manager		
	System	Diagnostic <u>T</u> ool	Properties: ShowPlay	ist 2D
	Uogout	Password Manage	r	
	Menu 🔔 📟 🥶 Cine Li	ist 🎽 Ingest Manager	. 0	11:38:01 AM

Figure 320: Device Manager

- From the ShowVault GUI, access the Device Manager by going to Menu → Doremi Apps. → Device Manager (Figure 320).
- In the Device Manager, add the Primary Projector (SM) by clicking the Add button (Figure 321).
- Set the Primary Projector (SM) Configuration:
 - Set the Identifier: SM + name of the projector.
 - Select the Projector Model from the drop-down.
 - Specify the Head IP of the projector.
 - Select Yes for Primary projector.
 - Select Yes for Dual IMB.
 - For 2D presentations, select Full from the Display drop-down.
 - <u>Note</u>: For HFR 3D setups, select Left from the Display mode drop-down (Figure 322).
 - Click Save and type the appropriate password (Figure 321).



Figure 321: Device Manager

📥 Device Manager - Doremi	Cinema			
Add Delete			Save	X Quit
Projector_SM Projector_LD	Device Type: Pi	rojector		🗷 Enabled
	Identifier	Projector_SM		
	Projector model	Barco	▼ Series-2	/4K 👻
	Head IP	10.10.10.10		test
	Vendor IP			
	Usemame	Machine	Password ***	******
	Enable subtitles	● Yes 🔿 No		
	Primary projector	🖲 Yes 🔘 No		
	Dual IMB	● Yes 🔿 No	Display	Left 💌
				Full
				Right
Menu _ @ CineListe	er - D Device I	Man	0	04:42:32 P

Figure 322: HFR 3D Primary Projector

- Add the Secondary Projector (LD) by clicking the Add button (Figure 323).
- Set the Secondary Projector (LD) Configuration:
 - Set the Identifier: LD + name of the projector.
 - Select the Projector Model from the drop-down.
 - Specify the Head IP of the projector.
 - Select No for Primary projector.
 - Select Yes for Dual IMB.
 - For 2D presentations, select Full from the Display drop-down.
 - <u>Note</u>: For HFR setups, select Right from the Display mode drop-down (Figure 324).



Click Save and type the appropriate password (Figure 323).

Figure 324: HFR 3D Secondary Projector

Device Manager will automatically create a device for the IMB hosted in the primary projector and will name it Certainty (Figure 325).

Device Manager - Doremi	inema		- 🗆 ×
Add Delete		<u>s</u> ave	X Quit
Certainty Projector_LD Projector_SM	Device Type: Raw Setup Identifier Certainty	C	S Enabled
	Vendor Doremi Device IP 10 .10 .10 .10	Product Name Certain	ity
		Port 43751	
Menu _ All Ingest M	. Scontrol P	Device 0 11 0	6:07:32 PM

Figure 325: Certainty Added

- Add a Raw device by clicking the Add button and selecting Raw device (Figure 326).
- Fill the identifier field (e.g., Certainty_LD to reflect the secondary projector), vendor, and product name fields. Give it the IP address of the secondary projector, and fill the port number field (Figure 326).

	Device Manager - Doremi (Cinema					- 🗆 ×
	Add Delete				<u><u>S</u>av</u>	ve 🔀	Quit
Add button	Certainty Projector_LD Projector_SM Raw	De Setup Identifier Vendor Device IP Protocol	Certainty_LD Doremi 10 .10 .10 .11 tcp	Product	Name (Certainty	nabled
	Menu 🔔 📼 🚔 Ingest M.	SContro	ol P 🗸 Device C	Device	<u></u> 0	06:0	08:46 PM

Figure 326: Certainty_LD Added

• Click Save and enter the proper password.

The two projectors have now been added.

22.6 Playlist Creation

Follow the steps below to create a Show Playlist (SPL).

Note: This is only an example of an SPL. The SPL generated by the user may look different. To create a SPL, go to Menu → CineLister (Figure 327).



Figure 327: Cinelister

• In CineLister, click on the SPL Properties button (Figure 328).



Figure 328: SPL Properties

- From the drop-down, select 3D or 2D for Display Mode, depending on the nature of the SPL.
 - $\circ~$ For HFR setups, select the HFR composition check box (Figure 330).

- For 4K setups, select 2D (4K) from the Display Mode drop down (Figure 331).

	© CineLister - Doremi Cinema (User Level: Project	ion)		
	New Open Save	<u>C</u> leanup	💥 Quit	
	Add to Show Playlist	ShowPlaylist P	roperties	
		Name	Dual_IMB_SPL	
		Display Mode	3D 🗸	
	😳 feature	Duration	00:01:39	
	APOCALYPTO-SUB_FTR_F_E127_DELUXE	Duration	00.01.35	
	Doremi_3D_LOGO			
	m2ts	C characterite	des blob forme ante (UED) come	
	MP4 Mag Attack	Show inclu	Ides high frame rate (HFR) Comp	
	MPEG Test			
	PRUEBA 1 FLAT			
	Source			
	C Stem Reel3			
	StEM_DCI Chinese subtitles			
	Supplemental			Close
	Untitled1			Dutton
	lopattern 💽		Close	DUIION
	Black		ciose	
	Editor Playback Schedule Control			
IFR neck 3ox	CineLister - Doremi Cinema (User Level: Project New Open Save Add to Show Playlist all elements advertisement 1 sfinxpepsi ADV F 20 2K 20130206 2 sfinxpepsi ADV F 20 2K 20130206 3 sfinxpepsi ADV F 20 2K 20130206 MUCHADOINTRO ADV F 20140619 VF8 TDC-3D LOGO F 51 2K 20014 TDC i3D TDC-3D LOGO S 51 2K 20014 TDC i3D TDC-3D LOGO S 51 2K 20014 TDC i3D TDC-3D LOGO S 51 2K 200TDC i3D GB	ion) Celeanup ShowPlaylist F Name Display Mode Duration Show inclu	Properties Quit 3D 2D 3D 2D (4K) udes HFR Composition	
	TDC-LOGO_F_51_2K_20080303_TDC automation cues Dowser_Close_LD Dowser_Close_SM Dowser_Open_LD Dowser_Open_SM Editor Playback Schedule Control		Close	

Figure 330: HFR Check Box

😳 CineLister - Doremi Cinema (User Level: Project	ion) 🔭 🗌 🗙
New Open Save	Cleanup 🔀 Quit
Add to Show Playlist all elements advertisement 1 sfinxpepsi_ADV_F_20_2K_20130206 2 sfinxpepsi_ADV_F_20_2K_20130206 3 sfinxpepsi_ADV_F_20_2K_20130206 MUCHAD0INTRO_ADV_F_20140619_VF8 TDC-3D_L0G0_F_51_2K_20014_TDC_i3D TDC-3D_L0G0_F_51_2K_20014_TDC_i3D-GB TDC-3D_L0G0_S_51_2K_20010C_i3D-GB TDC-3D_L0G0_S_51_2K_200TDC_i3D-GB TDC-3D_L0G0_S_51_2K_200TDC_i3D-GB TDC-L0G0_F_51_2K_20080303_TDC	ShowPlaylist Properties
automation cues Dowser_Close_LD Dowser_Open_LD Dowser_Open_SM Editor Playback Schedule Control	Close

Figure 331: 4K Setting

- Double-click on the Black element (Figure 328).
 - For 2D HFR and non-HFR, select Black.
 - For 3D, select Black 3D.
 - For 3D HFR, select Black 3D 48.
- Set the Black for the desired duration and click Ok (Figure 332).



Figure 332: Edit Time Code Window

- Add any necessary macros for your Show Playlist.
 - An example of a 3D SPL is shown in Figure 333.
 - An example of a 2D SPL is shown in Figure 334.
- Save your ShowPlaylist by clicking the Save button (Figure 333).
 - Name your newly created playlist and click Save.

CineLister - Doremi Cinema (User Level: Projecti	<u>C</u> leanup Quit	× Save
all elements all e	Start Time Elements 00:00:00 Black 3D 00:00:00 Lamp_0n_LD 00:00:00 Lamp_0n_SM 00:00:01 Lamp_0n_SM 00:00:02 Dowser_Open_LD 00:00:03 Dowser_Open_SM 00:00:10 00:00:10 LEGO-MOVIE_TLR-1-3DDLA_INT_OV 00:02:23 Nutjob_TLR-1-3D_S_ENDLA_INT_OV 00:04:03 TrainDragon2_TLR-A-3626_FKI_OV 00:05:58 WalkingWithDinos_TLRTDC_INT_OV	Black Element
12-YEARS-SLAVE_TLR-A_S_EN717_DLA_OV 47-RONIN_TLR-1RR_F_EN-XX130816_UDS 47-RONIN_TLR-1RR_F_EN-XX16_UDS_i3D 47-RONIN_TLR-1RR_S_EN-XX130816_UDS 47-RONIN_TLR-1RR_S_EN-XX16_UDS_i3D ABOUT-LAST-NIGHT_TLR-3_F_ESCW_INT_OV Editor Playback Schedule Control Menu	Properties: ShowPlaylist, 3D	Ĵ

Figure 333: 3D SPL Example



Figure 334: 2D SPL Example

This is the end of the setup procedure.

22.7 KDM Information

In Dual IMB setups, encrypted content requires that the KDM being generated for the IMB-SM serial number contain the certificates of both the IMB-LD and the ICP of the Primary projector in the TDL to allow playback.

Figure 335 is a screen capture of the Doremi Labs mastering software illustrating that in the KDM generation procedure, both the IMB serial number certificate and the ICP certificate selected require the "Trust Any Projector" box to be unchecked.

- The only KDMs that will be accepted by a Dual IMB configuration are the following:
 - Multiple Modified Transitional 1: KDMs for Interop or SMPTE packages
 - DCI Specific: for SMPTE packages only, with the DCI constraint for multiple projector auditorium; one to one match of the TDL, AssumeTrust certificate thumbprint will be refused.

The link below will provide details and define these KDMs:

http://isdcf.com/papers/ISDCF-Doc5-Guideline-formulations-Interop-and-SMPTE-KDMs.pdf Note: The "AssumeTrust" certificate thumbprint will not work in Dual IMB configurations.

	Mxf Wrapping	
	<u>File</u> Certificates Keys <u>H</u> elp	
	MXF Wrapping Composition List Packaging List ASSET Cleaning KDM Generation UnWrap Report	
	Custom Server CPL Filename :eneh_Test_50ad18e4-536f-4ffa-81d2-b9aaf906d124.xml Browse Standard : Smpte	
Projector	Servers Projectors	
ICP	Selected Projector Into	
	293630190LF-Cinema	
Certificate	3 DLP-Cinema	
	IMB-197025	
IMB-LD Certificate	Image: Select All Silename Label: Trust Any Projector Generate KDM Image: Select All Silename Label: Image: Start of Validity (mm/dd/yyyy, hh:mm:ss) 09/12/2013 Image: Op: Op: Op: Op: Select All Image: Op: Op: Op: Op: Op: Select All Image: Op: Op: Op: Op: Op: Select All Image: Op: Op: Op: Op: Op: Op: Op: Op: Op: Op	Uncheck Box

Figure 335: Certificates
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23 Appendix C: Dolby Atmos

This section provides instructions on how to setup and configure the ShowVault-3, ShowVault-4, and associated IMB to use the Dolby Atmos feature.

23.1 Doremi Server Security Manager and Firmware Versions

The Doremi server and IMB will need to be at the following Security Manager (SM), Firmware (FW), and Software (SW) versions.

ShowVault-3 and ShowVault-4 Servers

• SW: 2.6.4 (or latest version)

<u>IMB</u>

- FW: 30.07t (or latest version)
- SM: 5.1.107 (or latest version)

23.2 Dolby CP850 (Audio Processor) Software Version

The Dolby CP850 will need to be at the following Software (SW) Version:

• SW: SW V_1.2.0.8-831396 (or latest version)

23.3 Required Items

The following items are required for this procedure:

- Doremi ShowVault Server
- Doremi IMB
- Dolby CP850 (Audio Processor)
- DLM (Refer to Section 2.4)

23.4 ShowVault Server Configuration

23.4.1 ShowVault Cable Configuration

Follow the procedure below for the cabling configuration:



Figure 336: ShowVault Server

• Connect an Ethernet cable to the ETH0 port on the Doremi server and connect the other end to a Gigabit (1000) Switch. Connect an Ethernet cable to the Command port on the Dolby CP850 and connect the other end of the Ethernet cable to the same switch you connected the Doremi server to (Figure 336 and Figure 338).

Important: The Dolby CP850 should be configured under the management/auditorium network and **NOT** on the media network.

<u>Note:</u> The ShowVault server will need to be able to communicate with the Dolby CP850 (Same sub-network/IP range).

• Refer to Figure 337 for an example of how the equipment should be connected.



Dolby CP850 Audio Processor

Figure 337: Connection Diagram

23.4.2 Dolby CP850 (Audio Processor) Cable Configuration









Figure 340: Doremi to Dolby Audio Adapter

- Connect an Ethernet cable to the Command port on the CP850 and connect the other • end to the Network Switch (Figure 338).
- Connect the Doremi to Dolby audio adapter to the L-com port on the Dolby CP850. •
- Connect the audio adapter to the Doremi to Dolby audio adapter on the CP850.
- Connect an Ethernet cable to port A (Ch.: 1-8) on the audio adapter and connect the • other end to the IMB AES port Ch.: 1-8 (Figure 338 and Figure 341).
- Connect an Ethernet cable to port B (Ch.: 9-16) on the audio adapter and connect it to • the IMB AES port Ch. 9-16 (Figure 338 and Figure 341).
- Connect the power cable to the power port of the audio processor (Figure 338).

23.5 Doremi IMB Cable Configuration



Figure 341: Doremi IMB

Note: The IMB will need to be able to communicate with the Dolby CP850. The projector and CP850 should be in the same sub-network.

23.6 Request DLM (Doremi License Manager)

You will need to contact Doremi Labs' customer service department to request a DLM in order to use the Dolby Atmos feature.

Contact: cinemaorders@doremilabs.com

To ingest the DLM, follow the steps listed in Section 7.11.

23.7 Adding the Audio Processor

Follow the procedure below to add the audio processor on the Doremi server:

• On the Doremi server, open the Device Manager application by doing the following (Figure 342):



 $\circ \quad \text{Menu} \to \text{Doremi Apps} \to \text{Device Manager}.$

Figure 342: Doremi Server Home Screen

• Once the Device Manager window opens, click on the Add button (Figure 343).



Figure 343: Device Manager Window

• Select Audio Processor from the Device list (Figure 344).

Add Device	_ ×
Select a device to a	dd:
Projector	
CSS	
Raw	
eCNA	286
JNior	1993)
Serial	
Audio Proce	ssor
ISE1	
Dolby DFC10	00
Subtitle Eng	ine 韋
Add	<u>C</u> ancel

Figure 344: Device List

• On the Device Manager window, select Audio Processor in the device selection column (Figure 345).



Figure 345: Device Manager Window

• You will need to select the type of audio processor. Do this in the Processor Model field in the Device Manager window (Figure 346).

	📥 Device Manager - Doremi (Cinema	0		
	Add			<u>S</u> ave	X Quit
Processor Model	AudioProcessor Certainty IMB_JIG LD	Device Type: Audio Setup Identifier Processor model IP address	Processor AudioProcessor Dolby 10.11.24.15	▼ Atmos	X Enabled
	Menu I I I Audio Co	- Davies M (20 Cine)	icto Popular		04-14-24 PM
			Device		Deverances Fill

Figure 346: Device Manager Window

• Select Dolby as the device by clicking on the arrow to open the drop down menu (Figure 347).

Device Manager - Doremi	Cinema		<u>S</u> ave	_ 🗆 🗙 Xuit	
AudioProcessor Certainty IMB_JIG LD SM	Device Type: Auc Setup Identifier Processor model IP address	Lio Processor AudioProcessor Dolby Unknown Dolby	• Atmos	X Enabled	Drop-Down Menu
		Device	🥑 📖	04:19:05 PM	1

Figure 347: Audio Processor Model Selection

<u>Note:</u> Once Dolby has been selected, Atmos will automatically be selected in the second field (Figure 348).

∆Device Manager - Doremi	Cinema		Save X Quit	×
AudioProcessor Certainty IMB_JIG LD SM	Device Type: Auc Setup Identifier Processor model IP address	lio Processor AudioProcessor Dolby Unknown Dolby	X Enabled	Atmos Selected
Menu 🔔 🛲 📓 Audio C	o 📥 Device M 😳 C	ineListe	04:19:05 F	PM

Figure 348: Audio Processor Model Selection

• Enter the IP address of the Dolby CP850Input Port in the IP address field (Figure 349).

Device Manager - Doremi	Cinema)	_ 🗆 ×	
Add Delete			<u>Save</u>	Quit	
AudioProcessor	Device Type: Auc	lio Processor	×E	nabled	
Certainty	Setup-				
IMB_JIG	Identifier	AudioProcessor			
LD	Processor model	Dolby	▼ Atmos		
SM	IP address	10.11.24.15		test	IP
					Address
1					
	JL	2010			
Menu 🔄 🔤 📓 Audio Co	📩 Device M 😳 C	ineListe	. 🤣 🔜 04:1	4:34 PM	

Figure 349: IP Address Field

• Click the test button to confirm that the server is communicating with the CP850 (Figure 350).

Device Manager - Doremi	Cinema			_ 🗆 ×	
Add Delete			<u>s</u> ave	🔀 <u>Q</u> uit	
AudioProcessor	Device Type: Aud	io Processor	•	Enabled	
Certainty	Identifier	AudioProcesso	ır		
	Processor model	Dolby	▼ Atmos		
SM	IP address	10 .11 .24 .15		test	l est Button
*					
Menu Menu Maudio Co			ice 🕜 🗖	04:14:34 PM	
		Dev			

Figure 350: IP Address Test

• Once the communication has been confirmed, click the Save button to save the settings (Figure 351).

Device Manager - Doremi	Cinema		-	- 🗆 ×	
Add — Delete		3	Save 🗙	Quit	
AudioProcessor	Device Type: Audio	Processor	×E	inabled	Save
Certainty	Identifier	AudioProcessor			Button
	Processor model	Dolby	Atmos	-	
SM	IP address	10 .11 .24 .15		test	
Menu _ 🔤 📓 Audio Co	📥 Device M 🞯 Cine	Liste	 04:2 	28:40 PM	

Figure 351: Saving Settings

Note: The audio processor needs to be enabled in order for Channel 14 and the Left Top Surround and Right Top Surround to operate.

23.8 Playing Dolby Atmos Content

Follow the procedure below to play Atmos content from the Doremi server:

• Click the Menu button, from the Doremi sever home-screen, and select the Cinelister application (Figure 352).



Figure 352: Opening Cinelister

• A list of content will be displayed in the editor tab (Figure 353). Select the desired Atmos content by highlighting it then click the Add to Show Playlist button.



Figure 353: Atmos Content Selection

Important: The user must insert a 5 second Black clip at the beginning of each Atmos CPL, to allow the SM to connect to the CP850.

23.9 Verifying Atmos Content

Follow the procedure below to verify that the selected content has the required Atmos data:

• In the playlist window, double click on the content to be played. This will open the composition playlist properties window (Figure 354).



Figure 354: Composition Playlist Properties

 Click on the Detail button, this will provide more information about the composition playlist (Figure 355).



Figure 355: Composition Playlist Configuration Window

 Using the chart below, verify the content has the required Atmos naming convention, by checking the Audio type portion of the title (Figure 356).



Digital Cinema Naming Convention V.9

Figure 356: Digital Cinema Naming Convention V.9

23.10 Dolby CP850 Web GUI

23.10.1 Accessing the Dolby CP850 Web GUI

Follow the procedure below to access the Dolby CP850 Web GUI:

• Open a Web browser on a MAC or PC that is on the same subnetwork as the CP850.



Figure 357: Dolby Audio Processor Login Screen

• The default IP address will be required to access the Dolby Web GUI. Confirm the IP address with your Dolby installer.

Caution: Do not change the Dolby Atmos Input port IP address. Do not connect this port to an ethernet switch. If you experience any difficulty, contact Dolby Support.

- Once at the Dolby Web GUI homepage (Figure 357), a username and password will be needed. Contact your local Dolby support to obtain proper credentials.
- After logging in to the Dolby Web GUI, you will be taken to the Dolby Web GUI homescreen (Status Screen), as shown in Figure 358.

	10.11.24.13/#Status					
Dolby Atmos Cinema Proc	LBY. active mo	nacro 7.1 Dolby Surround + Dolby / 💌 nitor Mix (L.C.R) configure user admin change	8.0 C	X mute	L R C LFE Las Ras Los	Rrs LLS Rts
status setup macro editor equalization auditorium	macro info name front panel button global audio delay input format ch. assignment 2ch. bitstream processing	7.1 Dolby Surround + Dolby Atmos 2 251.0 ms 16ch. AES Digital + Dolby Atmos (A) 7.1 Dolby Surround 7.1 DS 2ch discrete	Dolby Atmos info Dolby Atmos content sample rate frame rate uuid frame number encrypted Dolby Atmos version	e n/a e n/a i n/a 0 i n/a i n/a	ore Dolby Atmos	
system preferences logs	eq preset comment	AutoEQ	input status sample rate AES input status	48 kHz AES AES AES 1/2 3/4 5/6	5 AES AES AES AES AES 5 7/8 9/10 11/1213/1415/16	
			network interface s hostname screen server connected	cp850		
			command configuration IP address netmask gateway	DHCP 10.11.24.15 255.255.240.0 10.11.31.254	Dolby Atmos input configuration IP address o netmask gateway	manual 192.168.100.22 255.255.240.0 192.168.100.10

Figure 358: Dolby Web GUI Home-Screen

<u>Note</u>: If the selected content does not have the required Atmos Data, the Dolby Atmos content section will have a Red dot, Stating "No Dolby Atmos frames available" (Figure 359).



Figure 359: No Dolby Atmos Content

• Dolby Atmos content should be green to show that the content playing has the appropriate Atmos data and that Channel 14 is functioning.

Note: Ch.14 transfers the Dolby Atmos information from the player to the CP850 (Audio Processor).

BY. active mo	nacro 7.1 Dolby Surround + Dolby / initor Mix (L,C,R) user admin change	8.0 ₽ fader	€ × mute	R C LFE LSS Rss Lps	Car Les Res	Content With Atmos Data
macro info	7.1 Dolby Surround + Dolby Atmos	Dolby Atmos info				L
front panel button	2	Dolby Atmos content		Dolby Atmos		
global audio delay	251.0 ms	sample rate	48 kHz			[
input	16ch. AES Digital + Dolby Atmos (A)	frame rate	24 fps			Input
format	7.1 Dolby Surround	uuid frama number	325dd2bb-t594	-4520-897a-1804d976eaa4		Status
ch. assignment	7.1 DS	encrypted	149			Section
2ch. bitstream processing	2ch discrete	Dolby Atmos version	0			
eq preset	AutoEQ	input status				
comment		sample rate	48 kHz			
		AES input status	AES AES AES AES AES 1/2 3/4 5/6 7/	ES AES AES AES AES AES 9/10 11/1213/1415/16		
		network interface s	tatus			
		hostname	cp850			
		screen server connected	0			
		command	D	olby Atmos input		
		configuration	DHCP	configuration	manual	
		IP address	10.11.24.15	IP address	192.168.100.22	
		netmask	255.255.240.0	netmask	255.255.240.0	
		pateway	10 11 31 254	gateway	192.168.100.10	

Figure 360: With Dolby Atmos Content

- The row of green dots in the Input Status section signifies channels 1-8 and 9-16 (Figure 360).
- If channels are disconnected then the dot will be grayed out (Figure 361).



Figure 361: Input Status Section

23.11 Troubleshooting Tips

23.11.1 Channels Not Recognized

If the channels in the Input Status section are not recognized, try to fix the issue with the tips listed below.

23.11.1.1 Check the Cables

Check the Ethernet cable connections on the audio adapter. Refer to section 23.4.2 for connection information.

23.11.1.2 Disable Template Mapping

Verify Template Mapping is disabled. Follow the procedure below to confirm audio mapping is disabled:

• On the Doremi server home-screen, select Menu → Control Panel. Select Audio Configuration.

4	Control Panel	Doremi Cinema			1	
	Select a program	n to start:				X Quit
	2	8	0	4	23	\checkmark
	Account Manager	Audio Configuration	Backup Manager	Content Feed Manager	Content Manager	Device Controller
		2	14			0
	Device Manager	Diagnostic Tool	FLMx Manager	Language Setup	License Manager	Live Manager
	X	S	1		\bigcirc	9 8 3 R
~	Log Manager	Networking Configuration	Operator maintenance monitoring	Theater properties	Time Setting	TouchScreen Calibration
1	Allows you to ma	anage the user a	accounts of the s	erver.		
						Sta <u>r</u> t
N	1enu 📘 🔳 🥃	©CineLister - D	😓 Control Pa	in	8	03:09:34 PM

Figure 362: Control Panel

- Input the proper credentials in order to access the Audio Configuration menu then click OK.
- Verify Template Mapping is set to Disabled (Figure 363).

	Template Mapping Disa	abled			Qu Butt
ch.0	1		ch.09		
ch.0	2		ch.10		Save
ch.0	3		ch.11		Button
ch.0	4		ch.12		
ch.0	5		ch.13		
ch.0	6		ch.14		
ch.0	7		ch.15	((, e, e)	
ch.0	8		ch.16		

Figure 363: Template Mapping Disabled

- If it is not disabled, click the drop down menu and select Disabled. Then click the Save button (Figure 363).
- Once saved, click the quit button to exit the Audio Configuration window (Figure 363).

23.11.2 Dolby Atmos Content Not Recognized

If the Dolby Atmos content is not recognized, a gray or red dot will be present in the Dolby Atmos Content section (Figure 359).

Use the tips below to try and solve the issue:

- Verify the selected content is Atmos content (Section 23.9).
- Verify the audio processor is Enabled (Section 23.7).

23.11.3 KDMs for Dolby Atmos Content (CPL)

All KDMs created to unlock encrypted Dolby Atmos content must have the audio watermark disabled from only channels 12 and above.

Below is an example of what a correct KDM would look like:

<ForensicMarkFlagList>
 </ForensicMarkFlag><u>http://www.dcimovies.com/430-1/2006/KDM#mrkflg-audio-disable-above-channel-12</ForensicMarkFlag></u>
 </ForensicMarkFlagList

23.11.4 Dolby Atmos Channel Drop Out

If the system experiences Dolby Atmos drop out, when the system is only outputting the base bed audio channels, (that being the first 10 physical channels, e.g. 5.1 or 7.1). The reason could be network drop out or the network is not running fast enough.

Check which ethernet port your CP850 is on, *e.g.* 10.203.50.10 In the drmreport.txt, search for "IP Interfaces"

Example 1 - Dropped Packet

eth0 Link encap:Ethernet HWaddr 00:25:90:74:08:F8 inet addr:10.203.50.204 Bcast:10.203.50.255 Mask:255.255.255.0 inet6 addr: fe80::225:90ff:fe74:8f8/64 Scope:Link UP BROADCAST RUNNING MULTICAST MTU:1500 Metric:1 RX packets:103696968 errors:0 dropped:12866overruns:0 frame:0 TX packets:34997690 errors:0 dropped:0 overruns:0 carrier:0 collisions:0 txqueuelen:1000 RX bytes:1007555312 (960.8 MiB) TX bytes:3127287593(2.9 GiB) Base address:0x2000 Memory:d0300000-d0320000

Example 1 - network run is only at 100 base T (max 100mbps, and should be 1000 (gigabit) as Atmos needs 150 mbps

eth0 Link encap:Ethernet HWaddr 00:25:90:74:08:F8 inet addr:10.203.50.204 Bcast:10.203.50.255 Mask:255.255.255.0 inet6 addr: fe80::225:90ff:fe74:8f8/64 Scope:Link UP BROADCAST RUNNING MULTICAST MTU:1500 Metric:1

> RX packets:103696968 errors:0 dropped:0 overruns:0 frame:0 TX packets:34997690 errors:0 dropped:0 overruns:0 carrier:0 collisions:0 txqueuelen:100

RX bytes:1007555312 (960.8 MiB) TX bytes:3127287593(2.9 GiB) Base address:0x2000 Memory:d0300000-d0320000

Verify that you are using a gigabit network switch.

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24 Acronyms

Term	Definition
CCC	China Compulsory Certification
CPL	Composition Play List
DCI	Digital Cinema Initiatives
DLM	Doremi License Message
FPS	Frames Per Second
IMB	Integrated Media Block
GPI	General Purpose Input
GPO	General Purpose Output
HDD	Hard Disk Drive
KDM	Key Delivery Message
LCD	Liquid Crystal Display
LED	Light Emitting Diode
RAID	Redundant Array of Independent Disks
SDI	Serial Digital Interface
SSH	Secured Shell
SPL	Show Play List
VGA	Video Graphics Array
XML	Extensible Markup Language

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25 Document Revision History

Date	Version	Description
12/27/2011	1.0	First version.
01/24/2012	1.1	Contact information revised.
07/13/2012	1.2	HDSDI Input (Section 7.5.5.3) added.
06/12/2013	1.3	Added CCC required symbols.
06/24/2013	1.4	Added CCC statement.
04/24/2014	1.5	Revised to reflect software version 2.6.3.
06/13/2014	1.6	Section 23 updated.
01/19/2015	1.7	Added ShowVault-3 KC EMC Statement on page 9.