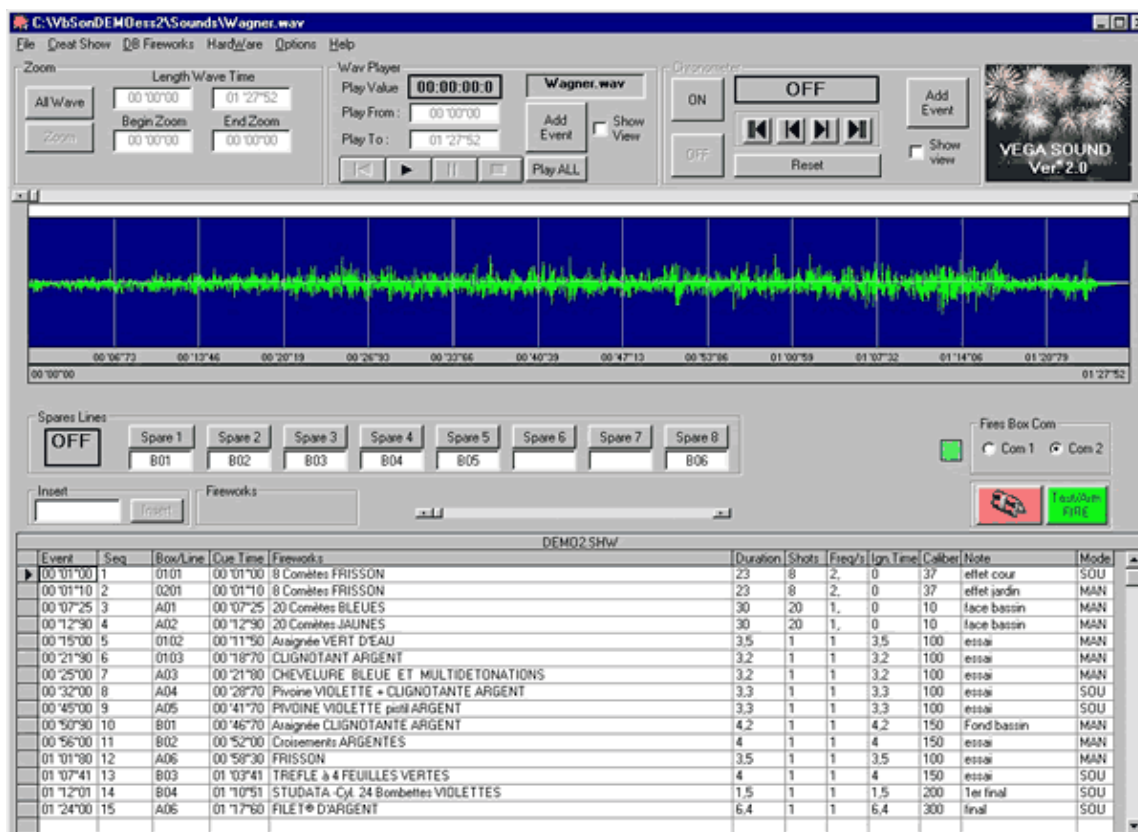SOFTWARE VSOUND Version 2.0

The software permits to create PYRO–MUSICAUX shows, or fire without music very easily. An audio file is opened and posted graphically with on screen (format: WAVE 44.1 Khz, 16 bits, STEREOPHONY). Then, you have just to create events at musical moments, to choose a pyrotechnical product for each event, and a line firing of receiver. When your show is ready, you have to connect the PC to the system of shooting, and the exits audio(PC soundcard) at the sound system. You arm the shooting system, and you start PLAY of the audio reader. The software is then given the responsability to carry out the lines firing via an interface hardware to the VEGAELEC receivers.
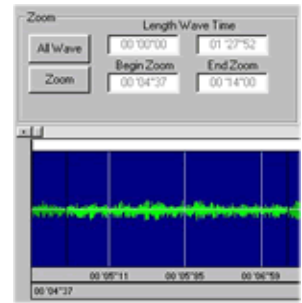
INTERFACE

This interface carries out the connection between PC and receivers Vegaelec, (and controller for those which has one of them). The latter is not necessary for the shooting. The connection to interface and the receivers on the ground is done by a line of dated numerical (2 wire:1200 meters), or out of wireless system HF (3km).
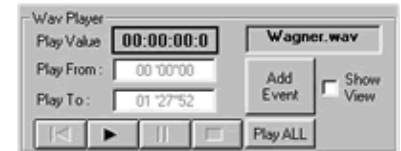
SCRIPTING EVENTS

Listen to your music, and with ADD EVENT button, create your pyrotechnical events. Each click on this button will register in the grid of the show, a value of time relating to the music. This time corresponds to the pyrotechnical visual effect, when all your events are created, you add to those, a pyrotechnical product bombs, jets, candles… resulting from your personal database or the provided base of products. Now the software will calculate the firing moment of each event (Cue Event).

The ZOOM function permits to select a musical zone, which you can listen to, in order to refine the position of your events. The creation of the events, can also be done entering directly of the values of time the grid: ex with 2mn10sec54, you enter directly value 021054. The TO MODIFY, INSERT, REMOVE functions supplement the events edition.

WAVE PLAYER

The audio reader is provided with the keys RETURN PLAY PAUSE STOP – ALL WAVE. A "scrollbar" permits to carry out a PLAY as from a given moment of your music.

CHRONOMETER

You can also design a fire without music, but with synchronized shootings, a chronometer is integrated in the software. Idem with WAVE PLAYER to create your events in LIVE, with the ADD EVENT button, and your show grid fills with the time values for the events.

SHOW GRID

The summary grid of the show is composed by various columns, and in each line :

Event	Seq	Box/Line	Cue Time	Fireworks	Duration	Shots	Freq/s	Ign.Time	Height	Note	Mode
00'01"00	1	0103	00'00"80	Beginning Place Holder	5	1	1	0,2	150	ceci est un essai	SOU
00'02"00	2	0102	00'01"80	Beginning Place Holder	5	1	1	0,2	150	ceci est un essai	SOU
00'03"00	3	0101	00'02"80	Beginning Place Holder	5	1	1	0,2	150	ceci est un essai	SOU
00'04"00	4	0102	00'00"30	Blue to Crackling 6"	5	1	1	3,7	150	ceci est un essai	SOU
00'05"00	5	0103	00'01"50	Christmas Dahlia	5	1	1	3,5	150	ceci est un essai	SOU

The column "EVENT" is the moment of the pyrotechnical effect (explosion for a bomb).

The N° column of "SEQUENCE" is the chronological position of the event (what corresponds on a manual controller to your shotfiring cable).

The "BOX/ LINE" column contains the line number which must be started for receivers VEGAELEC of 30 lines or 16 lines or the miniV.

"FIREWORKS" column contains the pyrotechnical product which you wish activate with an event, by choosing it in the provided data bases or yours. The principal parameters of the selected product are deferred in the grid show. The software calculates the moment of the firing of the line according to the product used, this appears in column "CUE TIME".

The column "NOTE" is left free to register a comment there, for example the place of the product on the site firing.

SPARES

A 8 buttons zone which permits making firings on live, at the same time as the show unfold, they can be used

for example for spares lines, anouncement lines or final salute lines. There too you choose the line you will activated.

TEST MODE &SHOW VIEW

It is possible once your show is written, to connect on the PC via the interface, your various receivers, and launch the audio player, the orders of shootings are communicated to the receivers, but do not activate the firing (test mode).

FIRING MODE

Once your show is created, you arm the shooting, the buttons spares pass to the RED, like PLAY ALL for a pyromusical, or the ON chronometer.

PLAY key launches the reading of the musical band. The software is then given the responsability to send the orders of shootings to VEGAELEC receivers in synchronization with the musical band. The click on SPARES keys will carry out the shooting of the lines associated with each button, at the same time as the unfolding of your spectacle. It is possible for safety reasons to disconnect the firing while letting the music held.

MINIMAL CONFIGURATION PC

- WINDOWS XP , XP PRO
- Pentium III minimum
- Screen 1024 * 768 minimum
- A free Port COM or 1 interface USB/port COM
- An audio chart