Berkey
Colortran

DISNEY PARADE CONTROLLER

SYSTEM DESCRIPTION

The system shall consist of a CPU board which will have 48K of random access memory, two floppy disc drive units for permanant cue storage, a control panel, power supplies, and up to four CRT displays.

There shall be a SYSTEM STATUS display which is a dedicated screen. The remaining screens shall be undedicated and will display information as selected by the DISPLAY FUNCTIONS.

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Display Mode	Description
SYSTEM DISPLAY	CRT displays system title and error messages. Error messages indicate an early or late float arrival, a float missing a sensor, lighting channels which are not verified to have come on as well as other types of errors that could occur. This display is on the first screen and is alwas visable.
FLOAT POSITION	An undedicated CRT will display position of floats in relation to zones. The information will be displayed by means of a grid, the horizontal axis being zone numbers and the vertical axis being float numbers. The intersection of the axis will display either an "A" or "B" indicating which amplifier a float is using or used in a zone. The intensity of this character will indicate whether the amplifier is fading (by flashing intensity), at full volume (full intensity), or that it has been used (half intensity).
FLOAT STATUS	An undedicated CRT will display a line of text for each float, indicating ZONE, LIGHT STATUS for lights under control of that float, TAPE STATUS, WAIT conditions, and the ETA for the float at the next zone. Twenty-five float states will be displayed per CRT.
LIGHT STATUS	An undedicated CRT will display a grid of lighting channels and verification channels.
TAPE STATUS	An undedicated CRT will display TAPE or SOURCE assignment to floats.
CUE DISPLAY	An undedicated CRT will display a CUE, specified by FLOAT and ZONE number. This display mode enables all action functions. The information is diplayed in text form.

Function Name	Description
SYSTEM (ON/OFF)	Reinitializes system by cycling AC power. must be cycled between between parades to allow system to determine order and direction of parade.
RECORD (ON/OFF)	A key switch which enables RECORD function. Switch uses same key as SYSTEM (ON/OFF).
RECORD	Records information in CUE BUFFER on DISC and in RAM. CUE DISPLAY function must be active.
CLEAR SYSTEM	Clears both DISC and RAM of cues. To activate, RECORD ON/OFF must be on, then press CLEAR SYSTEM and RECORD at the same time.
CLEAR CUE	Clears MEMORY BUFFER while not affecting recorded cues.
FLOAT	A momentary illuminated switch that dedicates the SELECTOR KEYBOARD to select float number which is part of the cue selection. The float number, if already displayed in the FLOAT NUMBER DISPLAY, will appear in ther SELECTOR DISPLAY also and can then be modified as desired.
ZONE	A momentary illuminated switch that dedicates the SELECTOR KEYBOARD to select ZONE number which is part of the cue selection. The zone number, if already displayed in the FLOAT NUMBER DISPLAY, will appear in the SELECTOR DISPLAY also and can then be modified as desired.
EXECUTE CUE	A momentary illuminated switch that equates to a sensor trigger for a specified cue. This is to be used in the case that a float misses a sensor and the cue should still be executed.

SLELCTOR KEYBOARD DESCRIPTION

The function of the SELECTOR KEYBOARD is to enter numerical information for the various functions and actions. There is a four digit SELECTOR DISPLAY to indicate the numbers being entered on the KEYBOARD.

Function Name	Description
0-9 KEYPAD	For entering numeric information. Numbers appear in the SELECTOR DISPLAY which rolls the numbers over.
+ and -	These switches increment or decriment the display by 1.
AND	An alternate action illuminated switch allows groups of nonsequential channels to be controlled at the same time. An example would be "channels 5 AND 9 AND 23."
THRU	An alternate action illuminated switch that allows groups of sequential channels to be controlled at the same time. An example being "channels 10 THRU 20." This function can be used in conjunction with the AND function to create large groups of channels efficiently.
SET TIME	An alternate action illuminated switch that allows the entering of an amount of time for either SOUND FADE times or WAIT times.
AT	An alternate action illuminated switch that allows the entering of volume level of an amplifier in a SOUND FADE. When depressed, the switch will illuminate and a volume level can be entered which will be displayed in the SELECTOR DISPLAY. The switch must be depressed a second time to enter level in the cue.

CUE ACTION DESCRIPTIONS

The following actions will be used to create cues. The proper sequence to write and RECORD a cue is to:

1. Select cue by FLOAT number and ZONE number.
2. Select CUE DISPLAY. This displays contents of cue and activates the action switches.
3. Write cue by specifying actions, times and patching.
4. Record cue.

The following action switches will only operate if CUE DISPLAY is on.

The activation of any of the action switches will cause the SELECTOR DISPLAY to clear if there is no previously entered information regarding that type of action in the buffer at that point in the cue. The SELECTOR KEYBOARD is then used to enter new information. If there is no entry of the type of action at the point in the cue that it is selected, that action will be inserted at that point. An action switch will remain activated until it is either depressed a second time or another action switch is depressed.

Action Name	Description
DELETE LINE	A momentary illuminated switch that deletes a line of text from a cue sequence. Active only when CUE DISPLAY mode is selected.
CURSOR CONTROLS	Two momentary switches that move the cursor up and down to select which line is to be addressed in a cue sequence. Active only when CUE DISPLAY mode is selected.
LIGHTS ON	A momentary illuminated switch that dedicates the SELECTOR KEYBOARD to select lighting channels that are to turn on in the selected cue. The AND and THRU functions can be used to make up groups of channels.
LIGHTS OFF	A momentary illuminated switch that dedicates the SELECTOR KEYBOARD to select lighting channels that are to turn off in the selected cue. These channels will turn off regardless of the last float that turned them on. The AND and THRU functions can be used to make up groups of channels.
OLD LIGHTS OFF	A momentary illuminated switch that dedicates the SELECTOR KEYBOARD to select lighting channels that are to turn off in the selected cue only if the selected float was the last to turn those channels on. The AND and THRU functions can be used to make up groups of channels.

Action Name	Description
TAPE GO	A momentary illuminated switch that dedicates the SELECTOR KEYBOARD to select one of twenty-four SOURCES or TAPES. The number displayed in the KEYBOARD DISPLAY will be that of the tape selected for the closest previously recorded tape for that float. If none exists, a number must be entered.
SOUND FADE	A momentary illuminated switch that sets the initiation point of sound fades of the amplifier in the "new zone". The amplifier in the new zone is dedicated at the start of this action. The level to which the amplifier is fading to is set by using the AT function and, if no level is set the level will be 100%. The duration of the fade is programed using the SET TIME function.
SOUND FADE OLD AMP	A momentary illuminated switch that sets the initiation point of the fade out of the amplifier in the "old zone." The duration of the fade can be set by using the SET TIME function and the old amplifier is released at the termination of the fade.
WAIT	A momentary illuminated switch that sets dedicates the SELECTOR KEYBOARD to SET TIME mode. The purpose of this function is to allow a period of time, up to 99:00 minutes to be inserted between any action in a cue.
ETA	A momentary illuminated switch that dedicates the SELECTOR KEYBOARD to SET TIME mode. By entering the ESTIMATED TIME OF ARRIVAL of the float to the next zone, this function enables the system to indicate problems which could arise as a result of a tardy float or ato warn of a float which might have missed a sensor.