Scripted Show Practice Run

We emphasize this continuously and cannot stress enough how important it is to do a practice run of your scripted show ahead of time. By doing a practice run you'll save yourself time on the day of your show. Not to mention that you'll catch any scripted errors, short shot times, and you'll be better prepared as a leader for your team.

Name of Show	Date	Time	Location
# of Firing Modules	**# of Cues**	**Scripted Choreography Length**	
Field Recorder (SMPTE reader)	☐		
Test LED Lights	☐		
Test E-matches	☐		
USB Drive	☐		

Now that you've checked off essential items, you're ready to follow the steps below. If you are more of a visual person, you can follow the steps on our YouTube channel to upload your show file. (https://bit.ly/3eBjQS7)

- Upload your scripted show in .CSV format onto a USB drive
- Power on the CM and FMs you'll be using on your show and verify that all FMs are joined with the CM
- Next you'll insert the USB drive with your show file pre-loaded onto the CM
  - On the CM press MENU > press #4 on the Numpad then press ENTER. Your CM will now start reading the USB drive searching for your .CSV show file

○ On the Files Page you'll select the name of your show file by pressing the number of your show file, on the Numpad, and press ENTER

○ The CM will start reading your show file

○ Next the scripted file will start loading onto your FMs, this may take a few minutes

  ■ During this process you'll noticed your FMs changing from MANUAL to FILE above your module name, ei: 001, 002, 003

○ Next step will be to check Continuity

  ■ If you are testing with Test LED Lights (www.firelinx.com/product/led-test-lights/) continuity will not read, *you can skip the next 5 bulleted items*.

○ On your CM enable Continuity by pressing the CT button and press OK

○ Your Firing Modules will change color, **Magenta** if one or more shots are detected, **Blue** - no shots are detected.

○ To check Continuity on all Firing Modules you can navigate through them directly from your CM, simply press BACK or NEXT to navigate from one FM to another.

○ The following table lists the symbols that may show on your GUI during Continuity. You can also check for the description of these symbols on your Command Module by pressing pressing the UP arrow twice.

Symbol	Description
=	There is a loaded shot currently in the choreography. This shot is ready to be fired.
X	There is no shot loaded, but this channel is currently in the choreography. This should be corrected; a show will still run if it is left disconnected.
?	There is a loaded shot currently NOT in the choreography. This shot can still be fired manually.
*	There is a loaded shot in the choreography with too much resistance. This shot might not fire on command and should have its e-match replaced if possible.

○ You can also check for Continuity on each Firing Module by pressing the CT button. However, if Continuity is not enabled on the CM the Firing

Module will display the continuity results for your last test, not the current state of continuity.

With your scripted show uploaded and test LEDs connected, or ematches plugged into the Firing Modules you're ready to move forward.

If you're firing a SMPTE show choreographed to music, make sure to have your field recorder plugged into the CM through the SMPTE Input. Firelinx takes an unbalanced RCA audio input, here you add a timecode signal from any device that can play audio.

To test the timecode, we will go to the SMPTE timecode menu. To navigate there, press menu then press number 6 for the SMPTE menu and press ENTER. Here is where you can set the different types of timecode, 24 frames, 25 frames, 29.97 frames and 30 frames by pressing 1, 2, 3 or 4. The timecode circuitry is incredibly sensitive in the module so before you test make sure to turn down the volume all the way down to zero. Next, start the timecode on and slowly start turning the volume up. Once the volume is at a good level, the display will show a lock and the numbers will continue to count without cutting out.

To run the SMPTE show you press the Show button, and then use the NEXT button until SMPTE reads on the GUI. Since your scripted show is already uploaded, we ARM the system and start the timecode, make sure to press FIRE in order to enable firing in sync. Your scripted, choreographed show is now firing!

The purpose of firing a practice run, specifically for shows choreographed to music, is to verify that the scripted show is firing in sync with the music.

If your practice run fired in sync as you planned, then you are good to go!