w TRITTON - OFF LINE EDITOR FOR PC

TRITTON has a Off Line Editor for PC (Windows system).

This simulator can be downloaded from www.lt-light.com.

INSTALLATION

PC 486 or better.
Operative System: WIN95/WIN98/WIN2000, WIN-NT or WIN-XP.

If the PC hasn't much video memory, configure its video for 256 colours (16 bits).

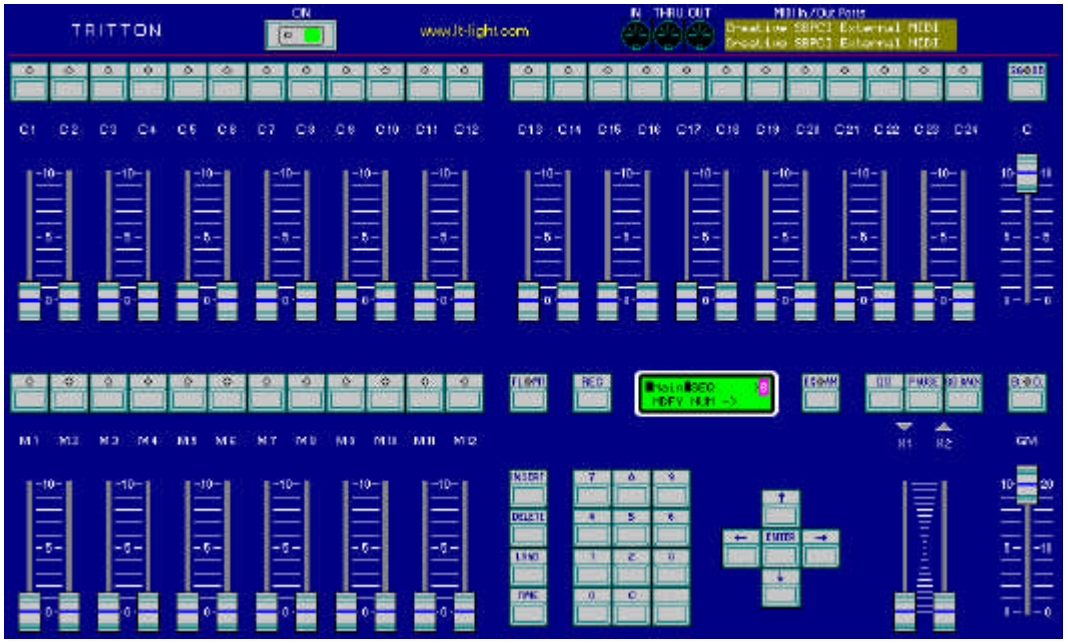
The downloaded simulator program is zipped: WTRITTON.zip

Copy the WTRITTON.zip file, in a new folder in the HD.
Unzip it in its folder:

The file WTRITTON150.EXE is extracted, and it is ready to execute.
The numbers of the file name are a reference to the software version (the version numbers are the same in the console and in the simulator).

Execute the program WTRITTON150.EXE

In the PC monitor, you can see: a TRITTON simulated monitor and the own console panel.



WORKING IN THE SIMULATOR

All functions and modes are equals that in the console. If necessary, read the console user manual.

With the PC mouse:
"Click" on a key to press it, or
"Drag" the faders to move them.

Special notes:

The frontal panel bitmap can be dragged to place it in the desired position on the PC monitor.

To move 2 faders at the same time (very used for X1 & X2 faders):

- Press **CTR** and click, with the mouse, in the first fader cap.
- Then, click, with the mouse, and drag on the second fader cap. Note that both faders are moved at the same time.
- Free **CTR**.

To close the program: with the PC mouse, "click" on the simulate switch.

SPECIAL FUNCTIONS IN THE SIMULADOR

The simulator has some special functions that they aren't in the console.
These functions are in the third screen of ***MENU*** / ***MEM***.

These functions permit us to store and load the shows of the ***inner memory*** using other formats. These functions are thought, mainly, to exchange shows.

THE INNER MEMORY IN THE SIMULADOR

The TRITTON simulator imitates the ***inner memory***. The physical memory is simulated with a file of 256K named **wtritton.lt2.** This file only is read using the TRITTON simulator.

Inside **wtritton.lt2** are stored the shows created with the simulator.

The first time that you access to the menu ***MEM*** (in the simulator), it is needed format the ***inner memory*** (this process creates the **wtritton.lt2** file).

To store, to load and to exam the shows in the simulator, use the same functions that in the console.

In the simulator, the ***inner memory*** is not a physical, is the PC file **wtritton.lt2**

REC-LOAD A SHOW IN A FILE

The commands ***fL*** *(File Load)* and ***fR*** *(file Rec)*, in the third screen of ***MEM***, permit us to load shows from a computer file, and to store shows in a computer file. These commands are very used to create a shows-library, a backup copy, etc.

To store a show of the **inner memory**, like a computer file, from the ***MEM*****:**

- Insert the show number to transfer (this show must be in the ***inner memory***).
- Move the cursor to select the option ***fR***
- Press **ENTER**.

- A dialogue windows appears. Select a name and directory for the computer file. This computer file will have the same data that the selected show.

To load a computer file like a show of the ***inner memory***, from the ***MEM*:**

- Insert the show number to store in the ***inner memory***.
- Move the cursor to select the option ***fL***
- Press **ENTER**. If the entered number (show) exists in the ***inner memory***, the system requests us confirmation. Press **ENTER** again to confirm, or try it entering other show number.
- A dialogue windows appears. Select a name and directory for the computer file that you want load like a show.

REC-LOAD A SHOW IN ASCII FORMAT

The commands ***aLD*** *(AsciiLOAD)* y ***aRC*** *(AsciiREC)*, in the third screen of ***MEM***, permit us to translate ours shows to ASCII LIGHT CUE.
ASCII LIGHT CUE is a standard format created by the USITT to exchange shows of different consoles and manufactures.

Using ASCII LIGHT CUE format, it is possible to recover shows of others console models, (like HYDRA, by LT) or shows of others console of others manufactures (like ETC, COMPULITE, etc); and vice-versa (a TRITTON show can be recovered in other consoles).

The ASCII format doesn't store the complete data of a show (each manufacture has some specific data and others data depend of each console – pages, macros…). The ASCII format always stores the basic data of a show (presets , patch, fade times...).
The ASCII LIGHT CUE files can be opened with a text editor, and, in TRITTON has extension *.txt.

To store a show of the ***inner memory***, like a ASCII LIGHT CUE file, from the ***MEM*:**

- Insert the show number to transfer (this show must be in the ***inner memory***).
- Move the cursor to select the option ***aRC***
- Press **ENTER**.
- A dialogue windows appears. Select a name and directory for the ASCII file.

To load a ASCII LIGHT CUE file like a show of the ***inner memory***, from the ***MEM*:**

- Insert the show number to store in the ***inner memory***.
- Move the cursor to select the option ***aLD***
- Press **ENTER**. If the entered number (show) exis ts in the ***inner memory***, the system requests us confirmation. Press **ENTER** again to confirm, or try it entering other show number.
- A dialogue windows appears. Select a name and directory for the ASCII file that you want load like a show.

REC A SHOW LIKE A TEXT FILE

The ***tRC*** (*TxtREC)* command, in the third screen of the ***MEM***, permits us to create a text file that has all the show data.

This text file can be edited (and printed) using any PC text editor... It is possible to delete some data, to insert some comments, or to change the letter type and the document format, etc. This tool is very used to obtain printouts of the data of our show.

To "print" a show of the ***inner memory***, storing a text file in the PC, from ***MEM***:

- Insert the show number to transfer (this show must be in the ***inner memory***).
- Move the cursor to select the option ***tRC***
- Press **ENTER**.
- A dialogue windows appears. Select a name and directory for the text file.
- Then, you can edit this text file using a text editor, and / or you can print it.

NOTES ABOUT THESE SPECIAL FUNCTIONS

In the same way that with the LTSYSEX format, the formats FILE, ASCII & TEXT can not work with the active show (the console show); these formats only work with the shows stored in the ***inner memory***, (to work with the active show, record this show in the ***inner memory***).

And only it is possible to work with one show at the same time. Will be necessary repeat the same process for each show that you need "translate".

USING THE MIDI PORT IN THE SIMULATOR

The TRITTON simulator can use the MIDI port of your PC, if it exists, to send shows (or to receive) using the MIDI System Exclusive (LTSYSEX format)

To configure the MIDI port in our simulator, click, with the mouse, on the MIDI port bitmap. A configuration window is opened.

This is the way to communicate a shows of a physical console (in a TRITTON console) with a show of the ***inner memory*** of the TRITTON simulator.