

NEC Starus Server D-Cine Manager User's Guide



NEC Starus Server D-Cine Manager User's Guide 1

How to Use This Manual..... 4

 What this book is about 4

 How this manual is organized 4

 Who this book is for 4

 Conventions used in this book..... 4

 What you need to get started 5

 Setup..... 5

Workflow 6

 Overview 6

 Ingestion 6

 Playlist Creation 6

 Exhibition 7

 Deletion 7

Loading a Movie, Trailer, or Announcement 8

 From a removable hard drive..... 8

 From a DVD..... 8

 From USB device 9

Deleting a Movie, Trailer, or Announcement..... 9

Creating a Playlist 10

Opening a Playlist 10

Deleting a Playlist 11

Adding Assets To a Playlist 13

Moving Assets in a Playlist 13

Deleting Assets from a Playlist 13

Scheduling a Showing 14

Playing a Playlist 15

Starting the D-Cine Manager..... 16

Local Controls Screen 17

 Auditorium tab 17

 Action Buttons..... 18

 Manual Control tabs 19

 Current Clip Detail tab 19

 Theater Automation tab..... 19

Projector Control tab 20

Remote Monitor Screen..... 22

Showtime Manager Screen..... 24

 The Playlist Timeline 24

 Timeline Cursor..... 25

 The Clips/Reels list..... 25

 The Action Buttons..... 25

Movie Intake Screen..... 28

 Source System 28

 Content List 29

 Action Buttons..... 29

 Status Bar 29

 Copy Buttons..... 29

 Target System..... 29

 Content List 30

 Action Buttons..... 30

 Status Bar 30

Screen Technical Operations Screen..... 31

Troubleshooting..... 32

Hardware Installation 33

 Connecting the Starus Server to a Digital Projector 33

 Connecting the Starus Server to the Network..... 33

 Connecting the Starus Server to the Theater Controller 33

 Inserting a Hard Disk..... 33

 Removing a Hard Disk 33

Index..... 34

How to Use This Manual

This section describes what you will learn in this manual, who it's for and what you need to get started using the NEC Starus D-Cine Manager.

What this book is about

The *D-Cine Manager User's Guide* explains how to use the NEC Starus D-Cine Manager software to show feature films, trailers, and announcements, and to operate automated auditorium events (such as dimming lights, opening curtains, and so forth).

How this manual is organized

The D-Cine Manager User's Guide is organized into three parts: Workflow, Screens, and Appendices.

The **Workflow** section provides step-by-step instructions for all the tasks you need to perform using the D-Cine Manager software. This section includes Chapters XREF through XREF and is highlighted with the symbol TBA.

The **Screens** section provides a reference guide for each screen in the D-Cine Manager. This section includes Chapters XREF through XREF, and is highlighted with the symbol TBA.

The **Appendices** section contains information about what to do if there is a problem (Troubleshooting XREF), how to connect hardware, and other procedures that need to be performed on an occasional basis. This section includes Appendix XREF through XREF and is highlighted with the symbol TBA.

There is also an **Index** that will help you find specific topics quickly.

Who this book is for

This book is for people who need to use the NEC Starus D-Cine Manager in an operating movie theater: a theater employee, manager, or owner.

We assume that you are familiar with a Microsoft Windows-type software environment, and have operated a personal computer before. The D-Cine Manager uses screens and interfaces (GUI) that should look familiar to you. The D-Cine Manager is a very intuitive application, and this book will make the software even more easy to use.

Conventions used in this book

Click means to highlight an item on the screen with the computer's mouse and press the *left* mouse button.

Right-Click means to highlight an item on the screen with the computer's mouse and press the *right* mouse button.

Select means to highlight an item on the screen and click the right mouse button.

Text Conventions: Information you need to look for or select on the screen will be highlighted in **bold**. If you have to enter any information in a dialog box, it will be denoted by ***bold italic*** text.

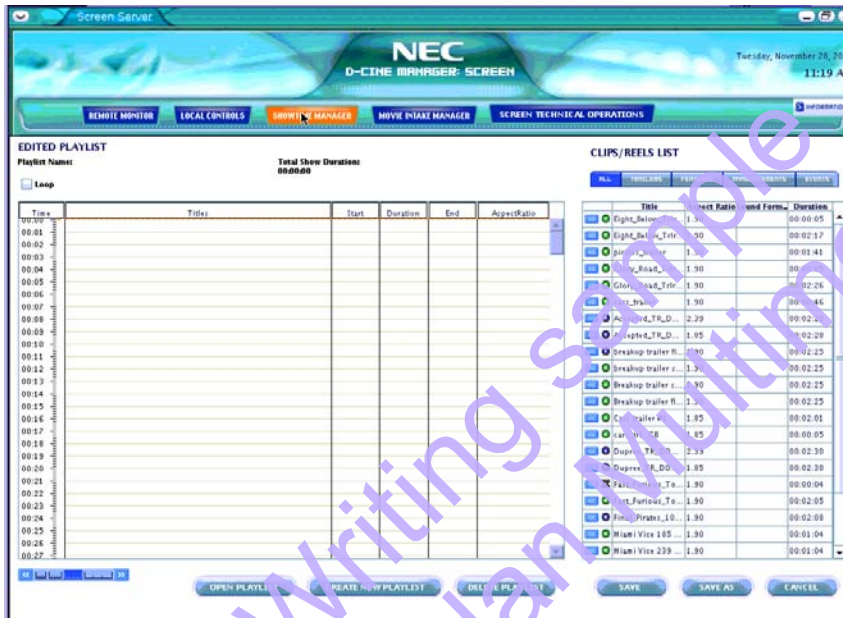
We use standard terminology for user interface elements:

Creating a Playlist

A playlist is a collection of assets (trailers, announcements, features, and events) arranged in a timeline. When the playlist is played, these assets execute at the times specified in the timeline.

To create a playlist,

1. Navigate to the **Showtime Manager** screen.



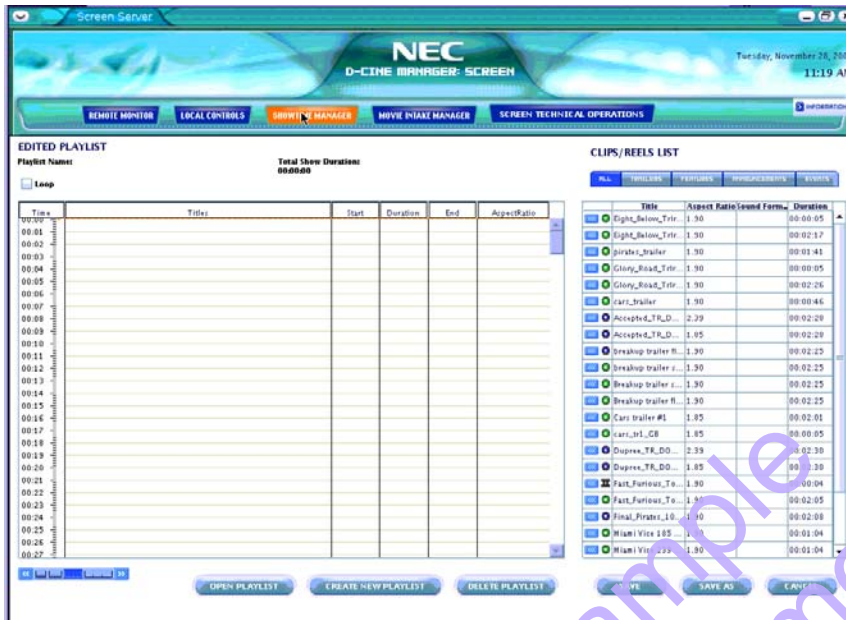
2. Click **Create New Playlist**.
The timeline is blank. If there was a playlist in the timeline, it will be cleared.
3. Find the media assets you want to play in the **Clips/Reels List** and click **copy <<<** to add it to the playlist. A pointer is displayed on the timeline at the beginning of each media clip.

TIP: It is fastest to copy items in the order you want to show them. However, if you need to insert an item, click the pointer at the top of the clip where you want to insert the item. The timeline cursor moves to that point in the timeline.
4. When you are done adding items to the playlist, click **Save As**. The Playlist Name dialog box displays. (Graphics TBA)
5. Enter the name of the playlist in the text field. Click **OK** to save the playlist.

Opening a Playlist

To open an existing playlist,

1. Navigate to the **Showtime Manager** screen.



2. Click **Open Playlist**. The Open Playlist dialog box displays.



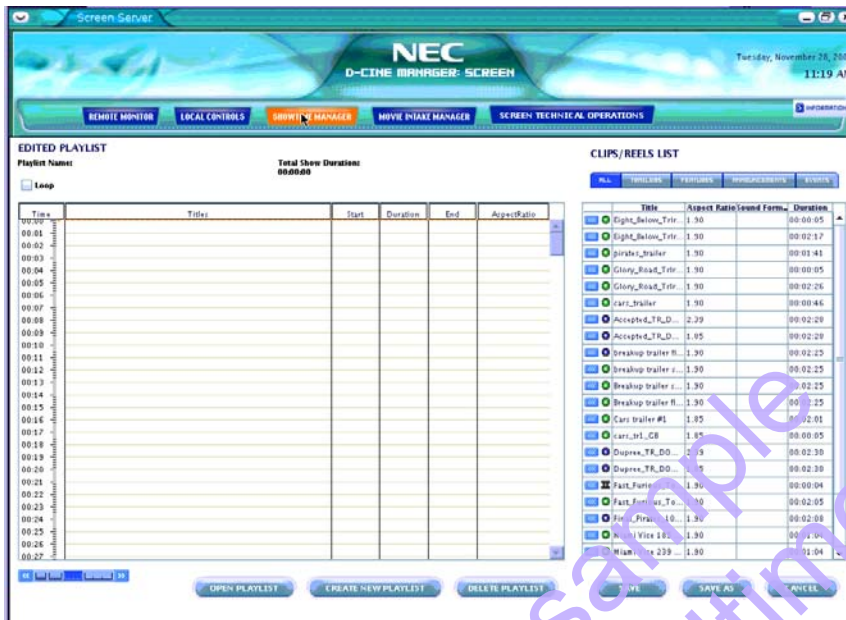
3. Select the playlist you want to open. Click **OK**. The playlist is displayed in the timeline. (graphic TBA)

Deleting a Playlist

When you no longer need a playlist, you can delete it from the system.

To delete a playlist,

1. Navigate to the **Showtime Manager** screen.



2. Click **Delete Playlist**. The Delete Playlist dialog box displays. (Graphics TBA)
3. Select the playlist to be deleted from the list.
4. Click **Delete**. A confirmation dialog box displays. (graphic TBA)
5. Click **OK** in the confirmation dialog box. The playlist is deleted.