



kaleidescape

Creating a Script

Quick Reference Guide

Customize your viewing experience and create a dramatic theatrical event with the innovative scripting capability of your Premiere line system. Play highlights from your home movies, prepare an evening of music from your favorite concerts, or create an old time movie-theater experience complete with trailers.

The sequence of steps can be arranged in any order and can include any number of the following items.

- ▶ Movies
- ▶ Episodes
- ▶ Concerts
- ▶ Scenes
- ▶ Songs
- ▶ Shorts
- ▶ Trailers
- ▶ Deleted scenes
- ▶ Special features
- ▶ Movie cover art
- ▶ Blank screen for transitions
- ▶ Commands to a control system to make adjustments such as lighting

This quick reference guide describes the steps for making scripts including adding video content, playing an existing script as a step, creating a smooth transition between steps by showing a blank screen, displaying movie cover art and sending commands to the control system.

The techniques learned in this guide can easily be used to create a number of fun movie watching experiences for you to share with family and friends.

Open the SCRIPTS Page

Scripts are created and edited from the browser interface. The browser interface must be accessed from a computer on the same network as your Premiere line system.

Note: Scripts are not supported on Alto or Cinema One (2nd generation).

1. Open a web browser and enter:

- <http://my-kaleidescape> (Windows)
 - <http://my-kaleidescape.local> (Mac)
- Or
- [http://\[server_IP_address\]](http://[server_IP_address]) (Windows or Mac)

2. If a login page appears, enter the password and click **Login**. The browser interface **HOME** page appears displaying basic information about your Kaleidescape system.

Tip: Bookmark the **HOME** page in your web browser to return to the browser interface quickly in the future.

3. Select the **SCRIPTS** tab. See Figure 1.

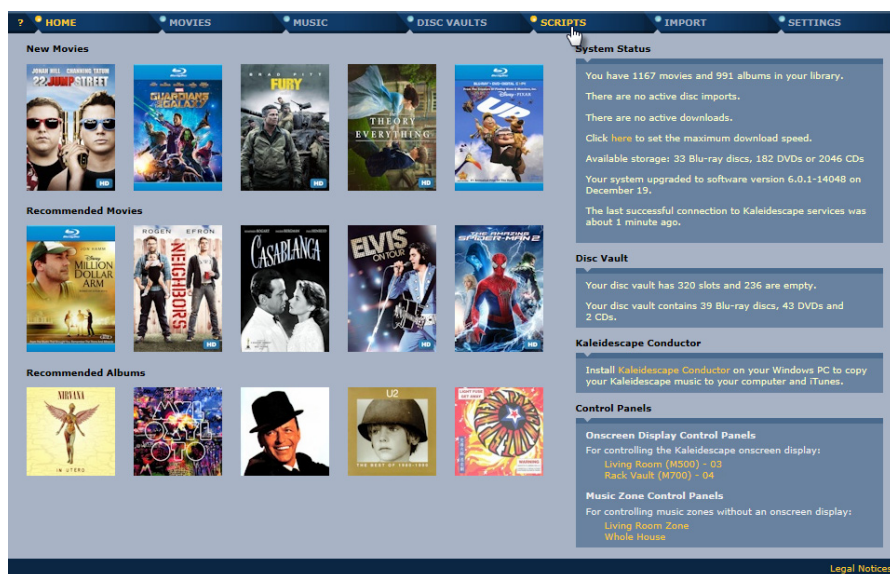


Figure 1 Opening Scripts Page

On the *SCRIPTS* page, scripts can be created, edited and deleted. Once a script is created, it can be played from the Scripts movie collection in the onscreen user interface.

Create and Name a New Script

1. Select the **Create a New Script** link. See Figure 2.

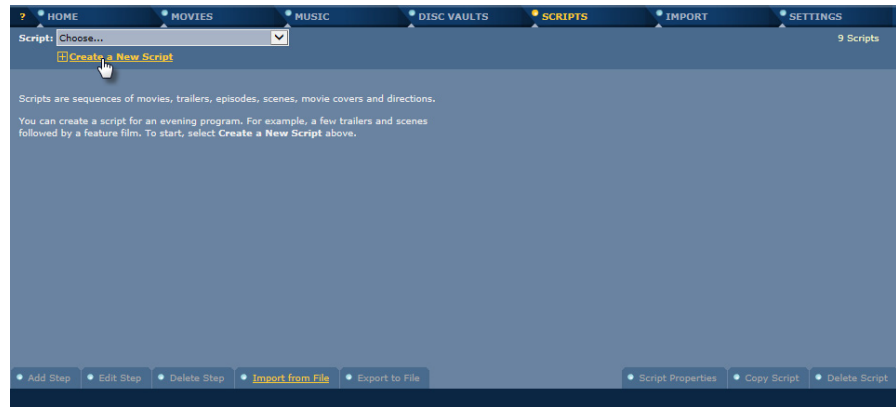


Figure 2 Create a New Script Link

2. The **NEW SCRIPT** window appears. Enter a name for the script in the **New Script Name** text box and click **OK**. See Figure 3.

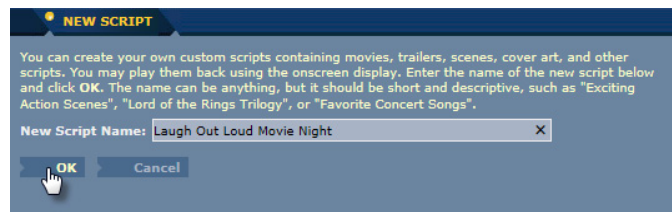


Figure 3 NEW SCRIPT Window

Add a Movie, Episode, Scene, Song or Other Video Content

1. Verify that the correct script is selected from the **Script** pull-down menu on the top of the **SCRIPTS** page.
2. Click **Add Step** at the bottom of the **SCRIPTS** page. See Figure 4.

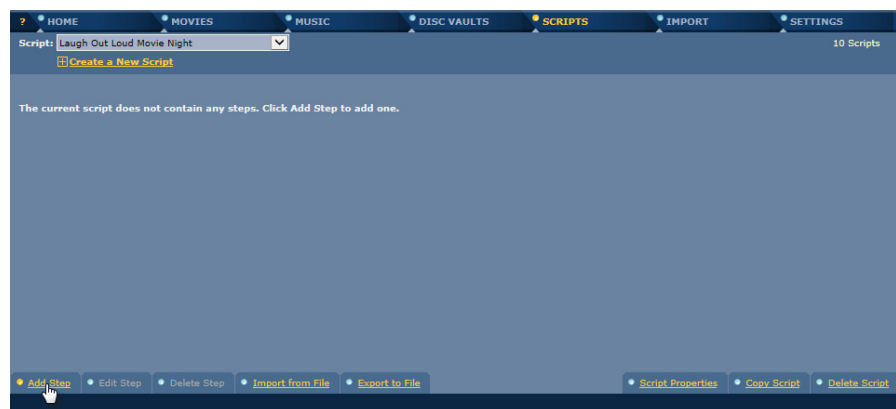


Figure 4 Add Step Button

- The first page of the *SCRIPT STEP* wizard appears. Select **Play a movie, episode, scene, song or other video content**, and then click **Next**. See Figure 5.



Figure 5 Choose the Type of Script Step

- The second page of the *SCRIPT STEP* wizard appears. In the **Please select a movie** area, select a title. In the **Please select what to play** area, select a movie, episode, scene, song, or special feature. Click **Next**. See Figure 6.

Note: For movies, episodes, scenes, songs or special features to be listed for a particular title, the movie must be in the Movie Guide. When a movie is not in the Movie Guide, the only selection listed in the **Please select what to play** area is **Disc**. To have a movie added to the Movie Guide, refer to the [Loan Program](#).

Note: Video content for movies that are not in the Movie Guide can be marked and added to a script as a scene. Refer to the [Creating Scenes Reference Guide](#) to learn how to mark scenes.



Figure 6 Choosing What to Play

- The third page of the *SCRIPT STEP* wizard appears. On this page, you choose when to end a step and what happens when the **INTERMISSION** button on the remote is pressed. By default, a step ends after it has played one time, and a press of the **INTERMISSION** button displays the cover art of the selected movie. See Figure 7.

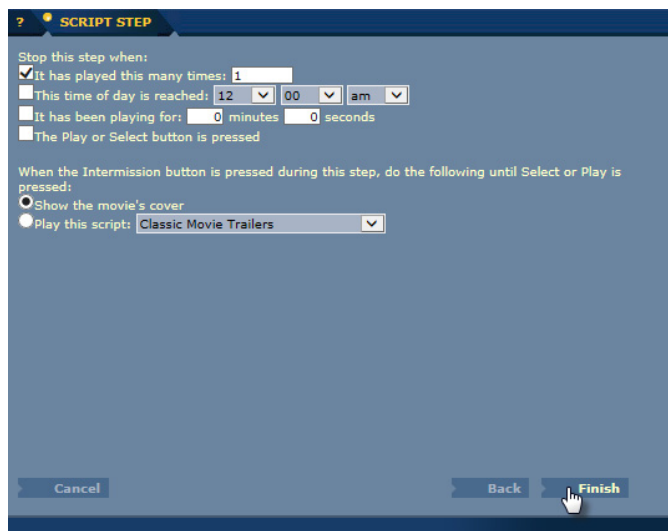


Figure 7 Choosing Step Behavior

In the **Stop this step when** area, choose to play the step more than one time, choose the time of day when to stop the step, choose how many minutes and seconds before the step ends, or choose whether or not to end the step when **Play** or **Select** is pressed. When choices are combined, the step ends when the first limit is reached. For example, a five minute step will not play repeatedly for 30 minutes if it is set to end after playing two times.

In the **When the Intermission button is pressed...** area, choose to show the cover art from the selected movie, or choose to play another script.

- The **SCRIPTS** page reappears with a description of the first step. See Figure 8.

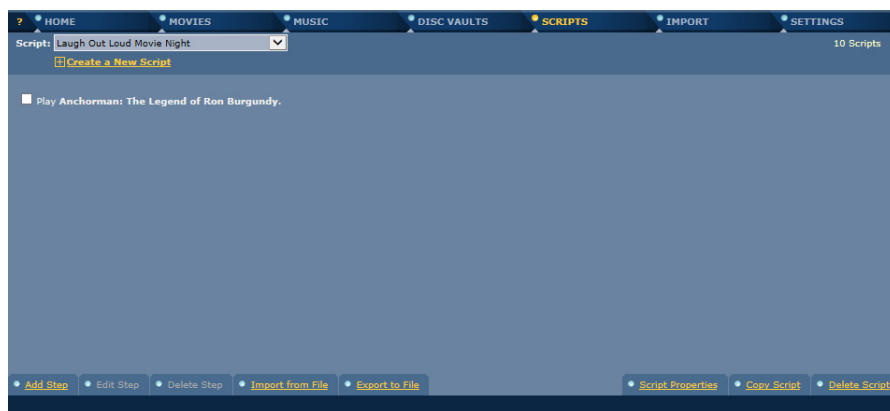


Figure 8 Description of First Script Step

Add another Script

Once a script is created, it can easily be added as a step in another script. Use this process to avoid adding the same steps to multiple scripts.

1. Verify that the correct script is selected from the **Script** pull-down menu on the top of the *SCRIPTS* page.
2. Click **Add Step** at the bottom of the *SCRIPTS* page.
3. The first page of the *SCRIPT STEP* wizard appears. Select **Play another script**, and then click **Next**.
4. The second page of the *SCRIPT STEP* wizard appears. Select an existing script in the **Please select a script** area. See Figure 9.

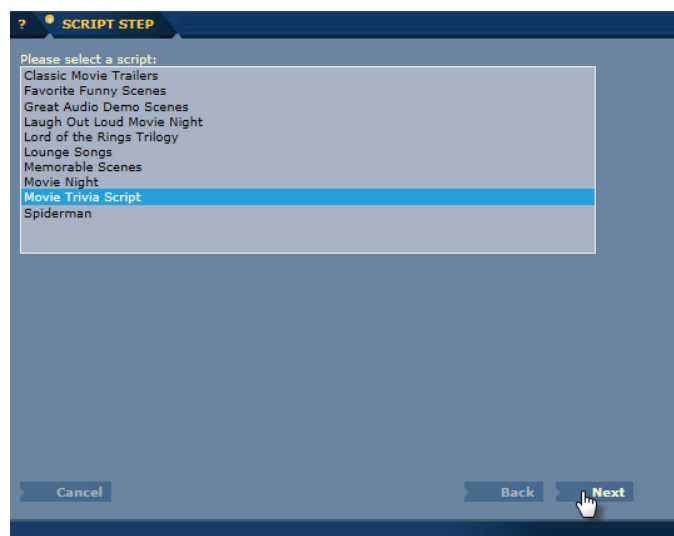


Figure 9 Selecting a Script

5. The third page of the *SCRIPT STEP* wizard appears. Choose when to end the step and what happens when the **INTERMISSION** button on the remote is pressed, and then select **Finish**.
6. The **SCRIPTS** page reappears with a description of the new step, along with the previous steps.

Show a Blank Screen

For moments where a pause is desired, add a blank screen allowing it to appear for a few seconds.

1. Verify that the correct script is selected from the **Script** pull-down menu on the top of the *SCRIPTS* page.
2. Click **Add Step** at the bottom of the *SCRIPTS* page.
3. The first page of the *SCRIPT STEP* wizard appears. Select **Show blank screen**, and then click **Next**. See Figure 10.



Figure 10 Show a Blank Screen

4. The second page of the *SCRIPT STEP* wizard appears. To show a blank screen for 3 seconds place a check only in the box next to **It has been playing for** and enter 3 seconds. Click **Finish**. See Figure 11.

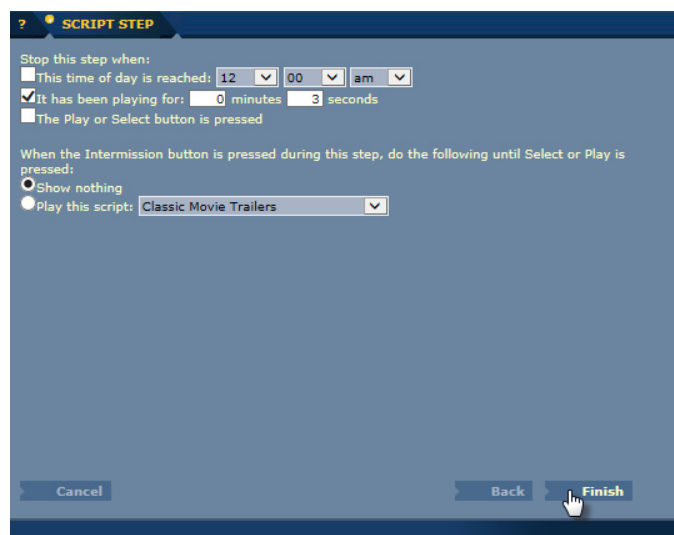


Figure 11 Showing a Blank Screen for 3 Seconds

5. The **SCRIPTS** page reappears with a description of the new step, along with the previous steps.

Show the Cover Art of a Movie

1. Verify that the correct script is selected from the **Script** pull-down menu on the top of the *SCRIPTS* page.
2. Click **Add Step** at the bottom of the *SCRIPTS* page.

3. The first page of the *SCRIPT STEP* wizard appears. Select **Show the cover art of a movie**, and then click **Next**. See Figure 12.



Figure 12 Show the Cover Art of a Movie

4. The second page of the *SCRIPT STEP* wizard appears. Select a movie from the **Please choose a piece of cover art** area to see a preview. Click **Next** when ready to advance. See Figure 13.

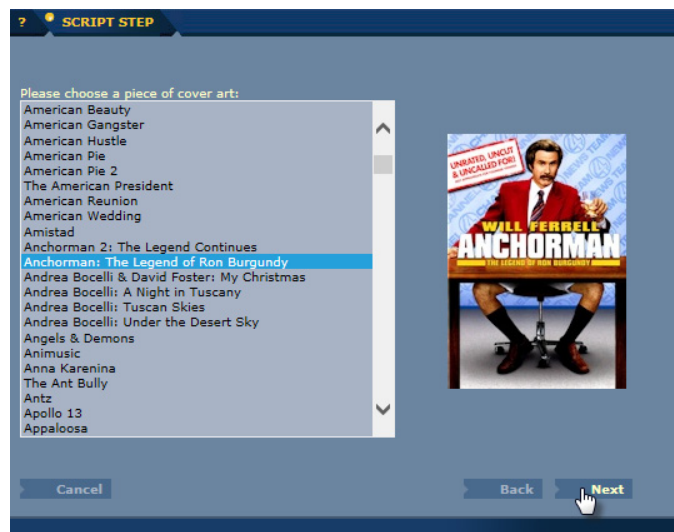


Figure 13 Selecting Cover Art

5. The third page of the *SCRIPT STEP* wizard appears. Click **Finish** without making changes and the cover art will appear during the script until the **Play** or **Select** button is pressed.
6. The **SCRIPTS** page reappears with a description of the new step, along with the previous steps.

Send Command to Control System

Sending a command to the control system is easy, but the control system must know what to do when it receives the command. Ask your dealer for a list of commands you can send to the control system.

1. Verify that the correct script is selected from the **Script** pull-down menu on the top of the *SCRIPTS* page.
2. Click **Add Step** at the bottom of the *SCRIPTS* page.
3. The first page of the *SCRIPT STEP* wizard appears. Select **Send command to control system**, and then click **Next**. See Figure 14.



Figure 14 Send Command to Control System

4. The second page of the *SCRIPT STEP* wizard appears. Enter the command to send to the control system, and then click **Finish**. In this example, the dealer programmed the control system to start popping popcorn when the command START_POPCORN is received. See Figure 15.

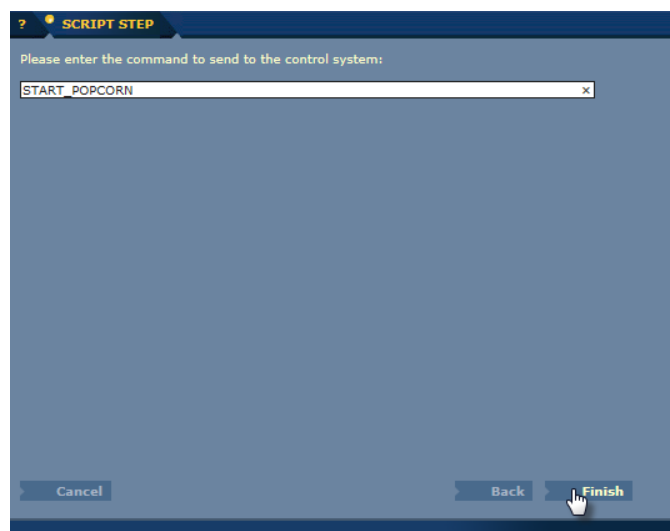


Figure 15 Sending START_POPCORN

5. The **SCRIPTS** page reappears with a description of the new step, along with the previous steps.

Editing a Script

When a script is selected from the pull-down menu on the **SCRIPTS** page, the steps are listed in order including a description when each step ends. See Figure 16.



Figure 16 Description of Script Steps

Review the final script and decide if there should be changes to the content or the order of the steps.

- ▶ To edit or delete a step, check the step and click **Edit Step** or **Delete Step** at the bottom of the page.
- ▶ To change the order of the steps, simply click and drag the step up or down.



Figure 17 Reordering Steps

When satisfied with the order, click **Save Reordered Steps**. See Figure 18.



Figure 18 Saving the Reordered Steps

- ▶ To rename a script, select **Script Properties** at the bottom of the page. Enter the new name and click **OK**.
 - ▶ To play a script in a loop, select **Script Properties** at the bottom of the page and check the box next to **Repeat Script**. Click **OK**.
 - ▶ To create a duplicate script select **Copy Script** at the bottom of the page. Edit one or two steps and the result is a new script without all the effort.
 - ▶ Import and export scripts to share with other Kaleidescape users. Select **Import from File** or **Export to File** at the bottom of the page.
- Note:** Video files are not exported and imported. When a script step references a movie that is not on your system, the step will be unavailable.
- ▶ To delete a script, select **Delete Script** at the bottom of the page.

Play the Script

To enjoy the new script you created, go to the **Movie Collections** view in the onscreen user interface. Select the **Scripts** collection and highlight the script name. Press **PLAY** when ready to begin.

Kaleidescape Support

For additional information, contact Kaleidescape Support.

- ▶ See www.kaleidescape.com/support for the latest manuals and guides, Knowledge Base, and more technical and customer support resources.
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