

MADAME TUSSAUDS NEW YORK CITY

| BORICE ALLAMS | START HERE | ALL USSAUD THE |
|---------------|---|---|
| | STOP/RESET ALL PRESS STOP/RESET ALL" AND WAIT 10 SECONDS BEFORE PRESSING "STARTUP ALL" STARTUP ALL | TURN ON ALL AMPS (PA 3-36) AND SPEAKER POWER SUPPLIES (MPS 1 & 2) ALL FIVE COMPUTERS (CPU-01 - CPU-05) SHOULD BE RUNNING CPU-05 IS THE CONTROL COMPUTER AND SHOULD BE SELECTED ON THE KVM (IF IT WEREN'T YOU WOULDN'T BE SEEING THIS SCREEN) ALL 10 MOTU 241/0'S SHOULD BE ON AND SYNCHED TO 48kHz SPECIAL EVENT EXTERNAL PLAYBACK IS CONTROLLED FROM THE "UNIT CONTROL" PAGE 'LIGHTING CONTROL" WILL EFFECT BOTH LIGHTING AND SOUND PLAYBACK. BUT IT IS BEST TO USE THE WIRELESS LIGHTING APPLICATION TO ACCESS THESE FUNCTIONS |

AUDIO SYSTEMS: OPERATION



INTRODUCTION

The MTNY audio system has an easy to operate web based interface and most operations are self-explanatory and should require very little maintenance.

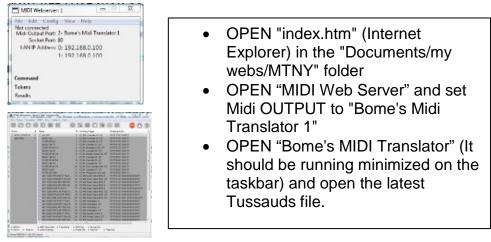
OPERATION

BEGINNING OF DAY

FIRST:

- 1. Boot all five audio computers
- 2. Ensure that the required software is running on CPU-05 (See below)
- 3. Turn on all amplifiers (amplifiers should go on LAST!)

In order for the control system to function three software components must be running and properly configured. When CPU-05 is booted these components should automatically start up. However, if they fail to start take the following actions:

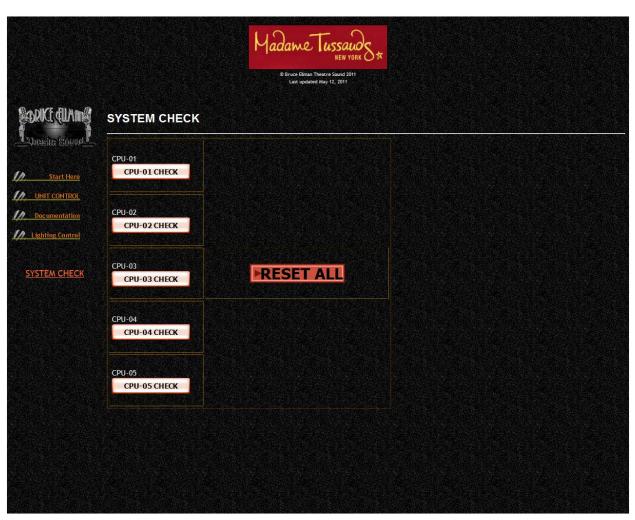


SECOND:

- 1. Run the system check from the "SYSTEM CHECK" page (see below) and walk the building to make sure that all speakers are working
- 2. Reset the system, startup the system from the "Start Here" page and walk the building again to ensure that program material is being played properly
- 3. Check the three interactive controls (The Wall Street bell and the two taxi motion detectors) in the "Spirit of New York" exhibit to make sure that they are working



SYSTEM CHECK



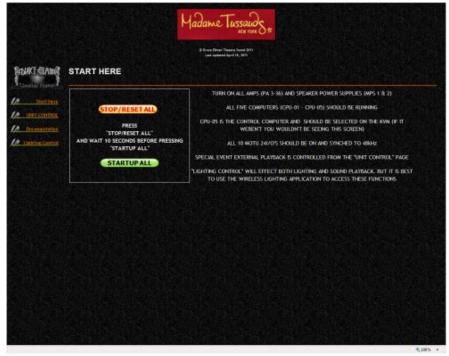
System check runs a signal through every speaker. The number you hear being played back corresponds with the number of each CPU's output channel. For example, when you hear "one, one, one..." that sound will be coming from output "one" of a CPU's 48 possible output channels.

Each CPU check can be started individually, but it probably is best to start them all and then make your rounds through the building. Each channel recording is played successively for five seconds before recycling continuously until a "reset" command is sent. The reset command will restore all computers to a regular show "ready" state and reloads the default show of each CPU.



The Reset command can be sent either from the "SYSTEM CHECK" page, the "Start here" page, or from the individual reset commands on the "UNIT CONTROL" page.

(Start Here page)



(Unit Control page)

| dlam? | UNIT CONTROL | | | |
|---------------------|--|---|--|--|
| | | | | |
| Souce | "STOP/RESET" WILL STOP A WHEN RESTARTING A UNIT | | CTED UNIT. "WAIT 10 SECONDS, AND THEN PRESS "STARTUP" | |
| art Here | IT IS NOT NECESSARY TO RESTART A UNIT WHEN SWITCHING FROM AN "EVENT." "END EVENT" WILL RESTORE NORMAL PLAYBACK AND MUTE EXTERNAL PLAYBACK. CELEBRITY PARTY, BEHIND THE SCENES ROOMS, SCREAM CHAMBER ENTRANCE | | | |
| OHTROL | | | | |
| entation Control | CELEBRITY PARTY, BEHIND TH | IE SCENES ROOMS, SCREAM | Contractor and the second | |
| <u>econtrol</u> | AB 1-2 STOP/RESET AB 1-2 STARTUP | CELEB PARTY EVENT | | |
| | END CELEB PARTY EVENT | | | |
| | PORTION ORGENT, SCHOOL COMPREN | PORTRAIT RM EVENT | | |
| | AB 3-4 STOP/RESET | and the second | END PORTRAIT EVENT | |
| | 20'5-50'5 / 60'5-80'5 | | | |
| | The second second | STOP/RESET AB 5-6 STARTUP | 20'-80'S EVENT | |
| | AB 5-6 STOP/RESET | | END 20'S-80'S EVENT | |
| | 80'5-2000'5 | | | |
| | | Total and the second and the second | | |



PROGRAMMING

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There are too many possible ways to program a show into the system for me to attempt to detail those in this document. SoundMan-Designer is installed on all of the system CPU's and the SM-Designer manual explains the basic programming tools which can get you started. The manual is available from the SM-D help menu or online at the <u>www.richmondsounddesign.com</u> website.

However, there are few points about programming procedure that I do need to emphasize here:

- 1. Always backup the current show before making changes!
 - a. Right Click on the current show in the Show Editor
 - b. Select "Save as .sho file"
 - c. Append the current date to the file name (e.g. Save "Spirit of New York.sho" as "Spirit of New York 6-26-2011.sho")
- 2. Always make sure that the latest show is the "default" show!
 - a. You can choose the default show in SM-D by pressing the "Default Show" button on the top center of the screen
 - b. You can also change the default show in SM-A (SoundMan-Assistant) by going into the configuration window and changing the default show number
- 3. And Always, Always, ALWAYS!!! back up the entire SM-A/SM-S installation by copying the root directory of SM-A to a backup medium (e.g. thumb drive or external HD).

Bruce Ellman, June 26, 2011