

Oxydium Pyromusical Creator allows to easily create fireworks synchronized to a sound file. The use of this tool is simple, and it's an intuitive software to get started easily and fast.

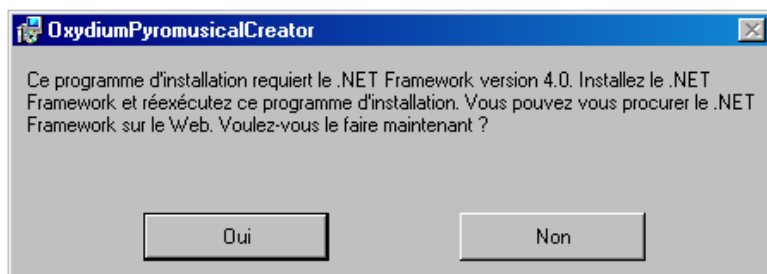
## 1/ Installation :

Insert the cd rom Oxydium PyroMusical Creator (abbreviated OPMC) in your computer\* player. Double-click SetupOxydium.msi. The software installation starts, follow the instructions given by the computer.

*Note : in case of replacing the OPMC, by a newer version for example, save your database products to a new file in order to retrieve it, then uninstall the old version before installing the new OPMC (see page 13) .*

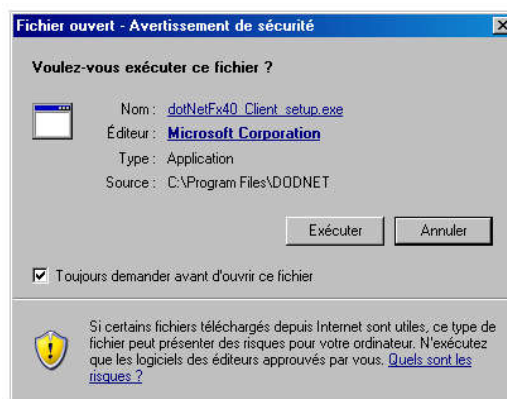
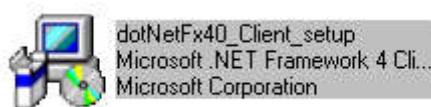


This software requires the presence of Dotnet application of Microsoft. If the latter is not present on your computer, a message will ask you to download it, choose a destination folder (eg "My Downloads") and follow the instructions.



\*Oxydium Pyromusical Creator requires a PC under Windows (XP up to 11), Vista or Seven). It must be efficient (double-heart), with at least 4 GB of RAM, 8 GB (and more) is recommended.

At the end of the download of dotNet, open your destination folder and click twice on the dotNet and click Run icon. Wait until the installation of dotNet before continuing the installation of Oxydium Pyro-Musical Creator.



If your PC is not equipped with a CD-ROM drive, the OPMC program is available for download from our website [www.genetec.fr](http://www.genetec.fr) (Oxydium page).

When the DotNet installation is finished, the OPMC installation will be able to restart. Note : if you have not already done so, also install the Oxydium driver (provided on the CD or available on our site).

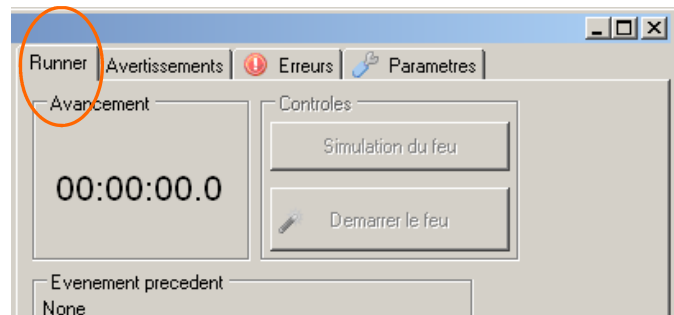
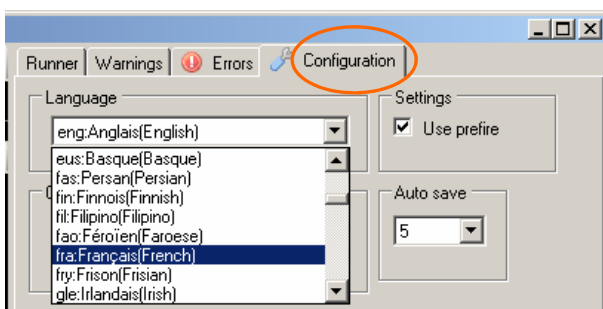
Double-click SetupOxydium.msi, the software installation starts, follow the instructions progressively.



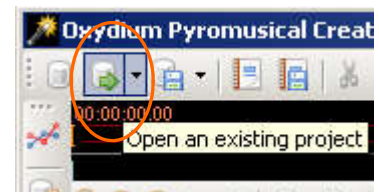
When installation is complete, the following icon appears on the desktop. Click on it to launch OPMC.

## 2/ Beginning and Creation :

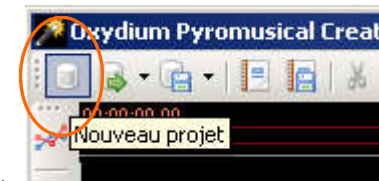
- Language Selection: Default language is English, if you want French click the Configuration menu and select French. Then select Runner tab.



To see what may look like an existing project, a demonstration project is provided as an example: you can open it by clicking the icon in the top left "Open an existing project."



Creation of a new project :



Start OPMC (or click New Project if another project is already open).

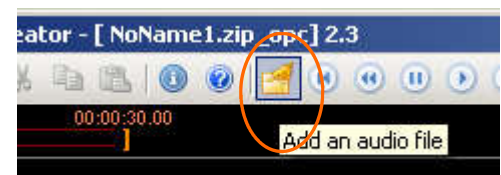
We must load a sound file in mp3 (or wave\*) format to insert "markers" in it. Make sure the file is compatible or is not corrupted. We recommend that you create yourself from your own mp3 from a recognized application (example Audacity, excellent free software to work the audio files).

*\*Note: OPMC accepts files in wave format, but a wave file quickly considerably larger and requires more memory and resources than a mp3. If you have the slightest doubt about the performance of your PC (slowness, lack of responsiveness, long to start up, etc.), opt for a good mp3 file.*

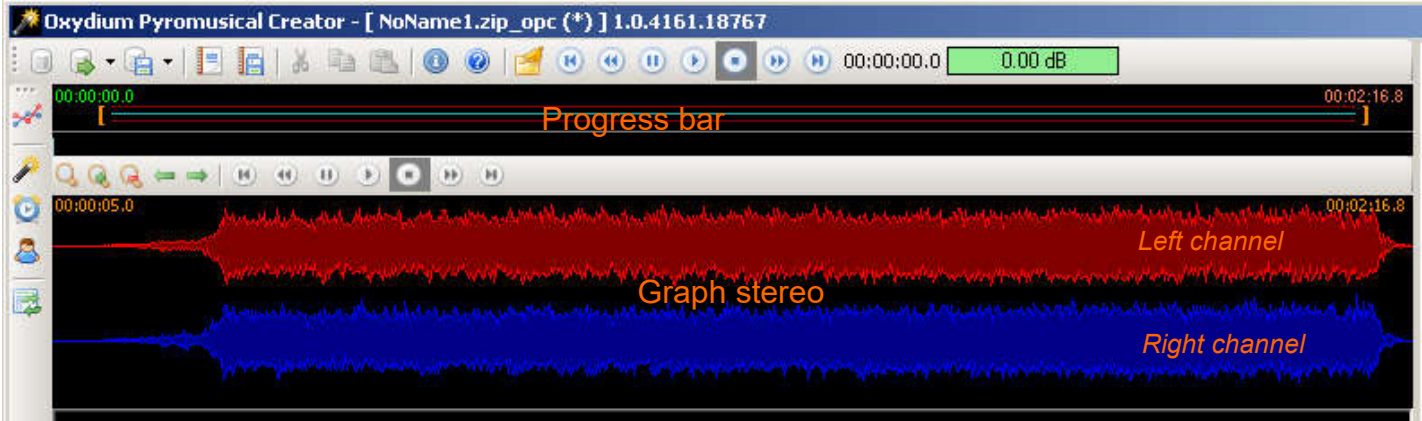
The files used must be present on the hard drive of your computer (and not used as such from an external storage device (USB stick, SD card, CD-ROM ...)).

*Tip: When creating the soundtrack with your software, be sure to insert a gap (or silence) at the very beginning of a few seconds before the music starts. You can insert a brief beep into this silence (audible but nevertheless discreet, unless you have headphones) thus allowing you to preventively validate that the audio is working correctly when the program is actually launched.*

To load a sound file, click on the icon and choose your audio file, import begins and may take several minutes depending on the size of this file.



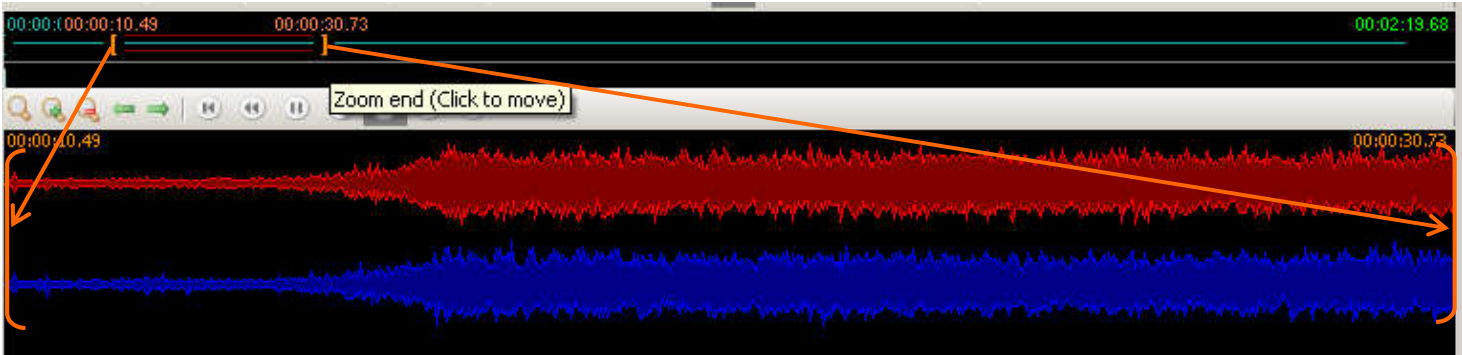
Once the import is complete, the graph of the sound of the entire file appears on the screen. For greater precision, zoom in on the selected area by dragging the two sliders in the orange window above the graph.



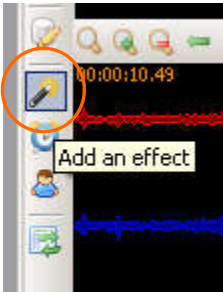
In the "Settings" tab, select the audio lag 00: 00: 00.0. Otherwise this Audio lag allows to eventually start the audio file with a delay with respect to time 0.  
**Note :** This function is incompatible with the PyroMusical Controller console (firmware 2.C and earlier), leave this time at 00:00:00.00

The "Audio lag" window is a small dialog box with a single text input field containing the value "00:00:00.00".

We will zoom in on the beginning of the song to insert the first events on that area. The graph shows only the zone defined by the two sliders in the orange progress bar.



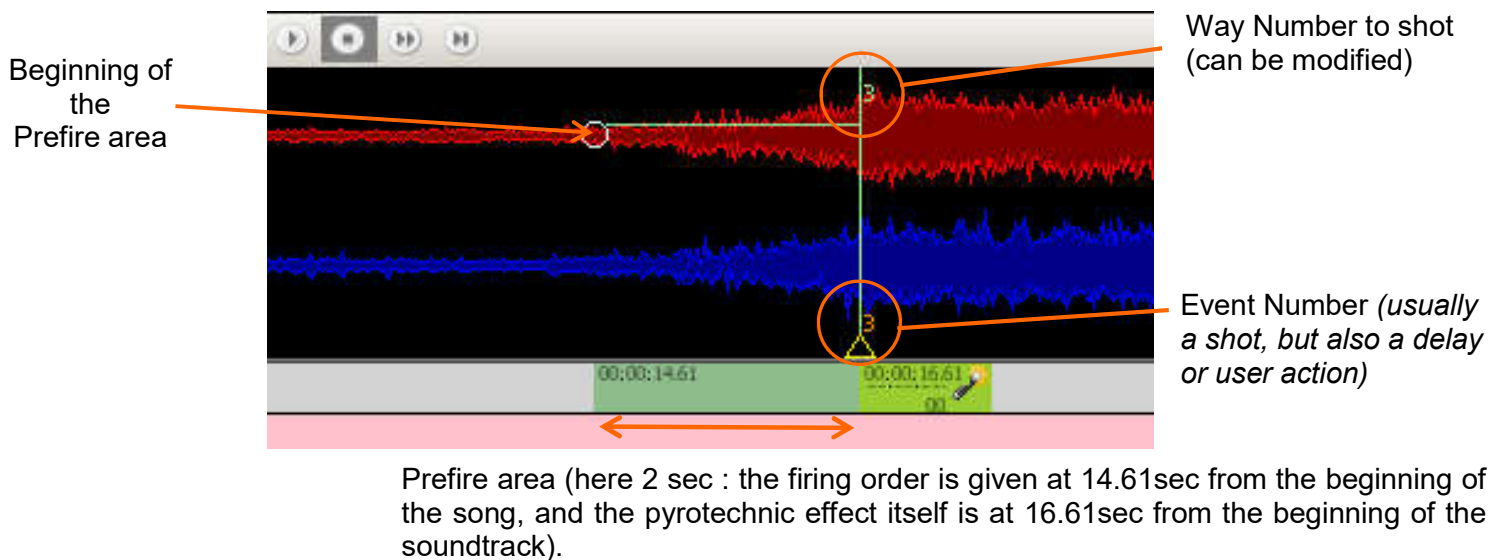
To insert the first event (pyrotechnic products in general), click the magic wand to the left of the screen. The « BomSelector » window opens, double-click on the desired product. This database is provided as examples and has only a few effects, you will need to complete depending on the products you use (see "Product Database").



BomSelector			
Nom	Pre-tir	Duree	Information
bombe			
type 0	00:00:00.0	00:00:01.0	instantanee
cal 50	00:00:02.0	00:00:01.0	divers
cal 75	00:00:03.0	00:00:01.0	divers
cal 100	00:00:04.0	00:00:01.0	divers
cal 125	00:00:05.0	00:00:01.0	divers
cal 150	00:00:05.5	00:00:01.0	divers
cal 200	00:00:06.0	00:00:01.0	divers
cal 300	00:00:08.0	00:00:01.0	divers
saule pleureur	00:00:04.0	00:00:01.0	divers
kamuro	00:00:04.0	00:00:01.0	divers
marron d air 50	00:00:02.0	00:00:01.0	divers
chandelle romaine			
type 0	00:00:00.0	00:00:01.0	instantanee
cal 14	00:00:00.0	00:00:01.0	divers
cal 20	00:00:00.0	00:00:01.0	divers
type 3	00:00:03.0	00:00:01.0	divers

**Warning :** You must not place the 1st event at the immediate start of the soundtrack: "Début/Start 00:00:00.00", it must be slightly offset with for example "Début/Start 00:00:00.01".

The selected effect then appears on the graph, you can drag with the mouse by clicking on the magic wand of light green area for a best position (you can also manually enter the position by typing in "Start" cell) . An effect is composed of several parameters including the pre-firing (or prefire, or PreTime) which corresponds to the time between the moment of firing order and the pyrotechnic effect itself (time of reactions, time of rising ...)



You can change the duration of this pre-firing zone directly in the product database. You can also amend elements in the right window with the desired time. In this case, the change is valid only for this shot. If you reuse the same effect, it will again be at the prefire time stored in the database.

In this window you can adjust several other parameters such as the duration of the display area of the effect on the graph, color, the Way number to shoot, or the beginning of the shot with the keyboard for more precision (hundredth of a second).

Caractéristiques du tir/Firing characteristics	
Début/Start	00:00:08.01
Durée du pré-tir/Pré-fire duration	00:00:02.00
Ligne/Line	9
Numéro d'évènement/Event number	9
Paramètres d'affichage/Display parameters	
A propos/About	instantanee
Couleur/Color	YellowGreen
Durée/Duration	00:00:01.00
Nom/Name	type 0
Type	Ligne Oxydium

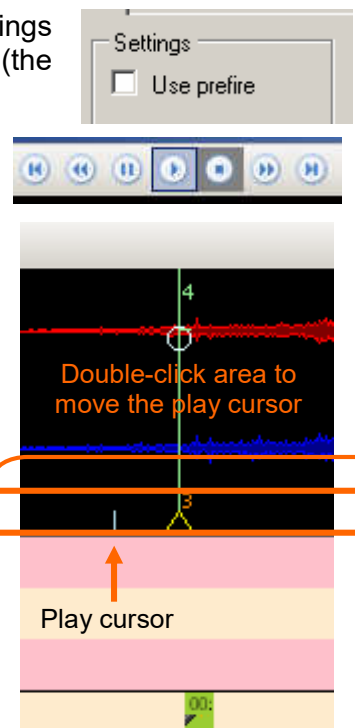
**Durée du pré-tir/Pré-fire duration**  
 Délai entre le déclenchement et le début de l'effet.  
 Duration between fire and effect

Depending on your preference, you can work regardless of Prefire. For it, in the Settings tab, uncheck the "Use Prefire." From there, all effects will be installed without prefire (the previous effects placed with the active prefire keep it).

In order to accurately position your events on the graph, it is possible to activate the playing of the song (double-click to move the graphs of reading cursor), to pause, to go back and also to zoom in on a specific area using the magnifying glasses.

*Note: do not place two fire orders with an interval less than 0.10 seconds. In case of shots with an interval of 0.10, we advise you to enter the fractions of a second on the keyboard (indeed by just dragging the effects you can end up with shorter intervals given the fact that the display is not only on two digits after the decimal point: for example with two successive shots displayed at 02.00 and 02.10 you can actually have 02.001 and 02.100, which means that the intermediate time is only 0.099 and therefore an error message).*

Do not force events to be placed outside the audio file (e.g. after the end of the song) :

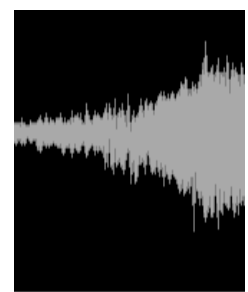




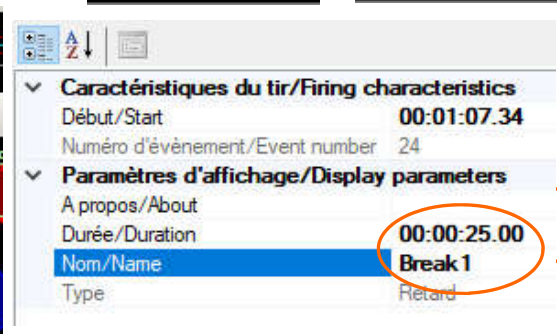
### Functions and other events :

Selecting the display mode mono or stereo (only affects the display of the graph, the sound remains still a stereo file).

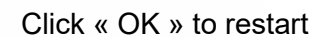
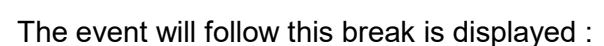
*The mono mode displays a synthesis of the two stereo channels.*



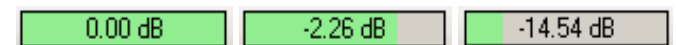
- Inserting an event like a "Break" (stop shots and music). Its duration is set in the parameters of the runner, shooting characteristics. You can give it a name (example here « break 1 », duration 25sec.)



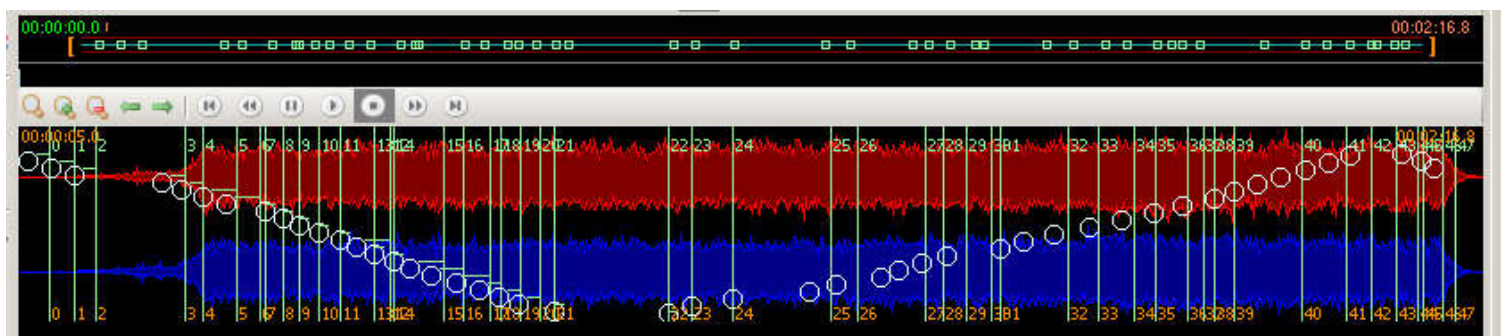
- Inserting a "User action" event (it stops the shots and music until the order to restart is given manually by the operator by clicking on "OK"). This can be considered as a scheduled break with manual restart sequence.



- Set the output volume by adjusting the green cursor.



- Fill the graph of the timeline as with all events by selecting your products and positioning them at the desired times. During and at the end of project creation, do regular backups by clicking « Save ».



Gradually as you add events, lines appear. You can select one (turns gray) to edit, move, or delete the corresponding event.

*Caution: If an intermediate event is deleted, the following Way numbers remain unchanged and are not automatically renumbered. In this case, in order not to skip Way, remember to correct them if necessary.*

003	pas de	
004	cal 50	00:00:19.5 0:01
005	cal 50	00:00:21.6 0:01
006	cal 75	00:00:24.7 0:01
007	cal 75	00:00:26.8 0:01

Event number (from 000 to 599). Always in chronological order.

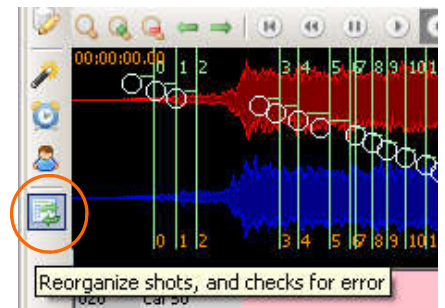
Name of the event

Prefire area

Viewing Area (can be set on the duration of the pyrotechnic effect).

Selected line (in grey)

**WARNING :** At the end of project creation it's obligatory to make a check that will automatically detect possible errors. To do this click on the icon on the left « Reorganize shots, and checks for error ». A refresh of the order of events is then carried out (if you have moved some events before or after existing events, the Way numbers do not change), and a checking for errors (a message warning or error is given and you must open the tab of the dialog box in order to know it and to correct).

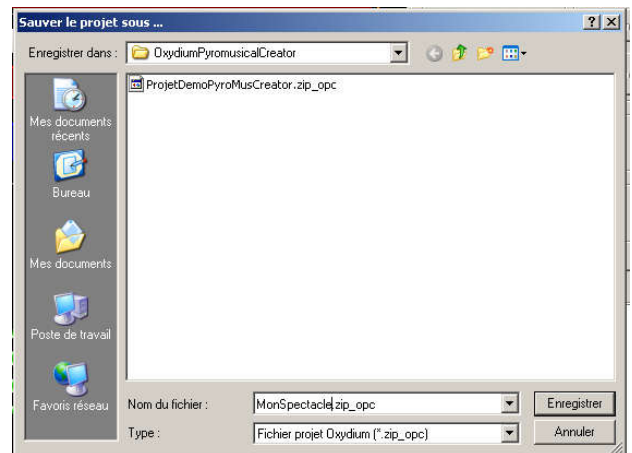
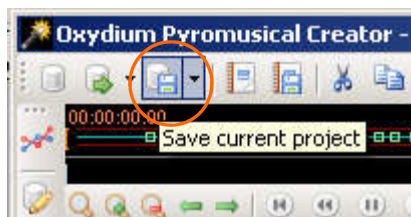


- A warning message is an information message about a possible anomaly, such as the firing of two times the same Way, but do not require an obligatory correction.

- An error message requires an obligatory correction (examples : a time between two shots less than 0.10 second, one shot at 00:00:00.0, a Way number upper than 599...), otherwise the project may not work.

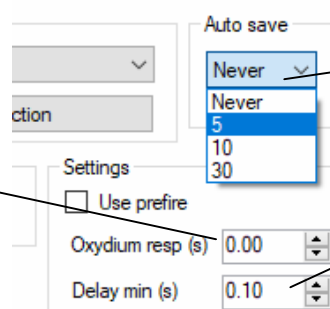
Once the control is completed, save your project by clicking on the icon "Save the current project". A window opens, give a name (here in the example "MonSpectacle." Be careful not to erase the file extension during this operation (.zip\_opc).

Click save. Your project is saved.



### Miscellaneous settings :

Fine adjustment of the reaction time: allows the real firing order to be transparently anticipated in relation to the graph, to compensate for any delays linked to the technical response times of the devices. Given that these are negligible, we advise you to leave this value at 0.00 seconds by default. However, in the case of firing by HF, it is possible to adjust to 0.05 seconds to compensate for the slight communication delay.



Adjustment of the periodicity of automatic saving of the project during its creation.

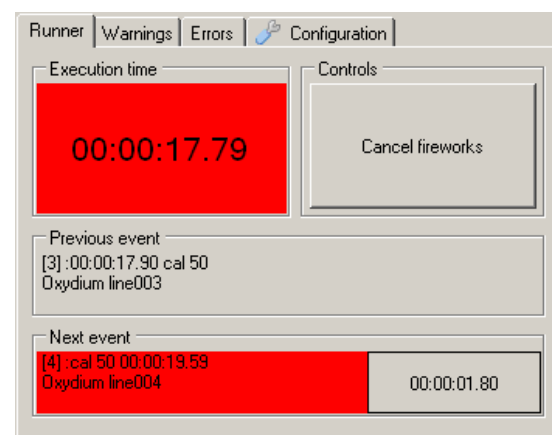
Adjustment of the minimum delay between two shots. Do not set under 0.10 second for the transistorised satellites (products from 2011 to today), do not set under 0.20 second for satellites with re-lays (products from 2007 to 2011).

*Note: If you wish to keep your project but change the soundtrack, it's possible. For this, do not close your project and just do "Import an audio file". At this time your previous audio file is simply replaced by the new while keeping all your events in the same place (if the duration of your new audio file is less than the position of some events, they will exist still but "overflow " the soundtrack).*

Now you can try your project with the function « Simulated firework » (icon on the right, in the Runner tab). By clicking on this icon, the project will start from the beginning and plays all the events (shots, breaks, user actions) of the show. At each event the fields "Execution time" appears in red.

It is possible, just like on a real show, to stop the firings by clicking the "Cancel fireworks" (this corresponds to an emergency stop) : At this stage the fire and music are paused, and a window opens asking shutdown confirmation « Yes » or « No », by selecting "No" the show restarts where it was stopped.

*Note: In this simulation, the presence of the Oxydium console or of the PyroMusical Controller console is not necessary.*



### 3/ Real use of a project :

There are 3 possibilities of using the project created with Oxydium Pyromusical Créator :

- Direct firing by Pyromusical Controller console
- Direct firing by PC
- Indirect firing with « Oxydium suite » standard software (provided with Oxydium)

#### Direct firing by Pyromusical Controller console

The PyroMusical Controller was designed to conveniently control the Oxydium console while playing audio files through its integrated high-quality sound card, without requiring a PC, thus avoiding the drawbacks associated with the latter (less suitable, Windows sounds, random antivirus scans, screen saver, USB sleep mode, etc.).

This device also provides additional functions (4 backup Ways, automatic USB reconnection, fine adjustment of audio/pyro synchronization (+/-1000ms)...).



The PyroMusical Controller is connected by USB cable to the Oxydium console and it is the PyroMusical Controller that manages both the music and the orders transmitted to the Oxydium console.

#### Direct firing by PC

The computer is connected via the USB cable to the Oxydium console and it's the OPMC software that manages both the music and the orders sent to the Oxydium console. The sound is in the same time transmitted by the PC sound card to your amplifier.

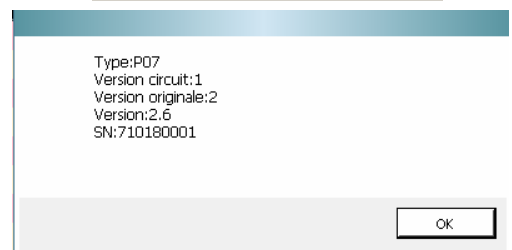


- Step 1 : Connect the computer to the Oxydium console with the USB cable provided.
- Step 2 : Start the OPMC software and open your project. The files used must be present on the hard drive of your computer (and not used from a external storage device (USB key ...)).
- Step 3 : Click on the icon on the left « Reorganize shots, and checks for error ».
- Step 4 : Switch on the Oxydium console (everything related to the Satellite/Oxydium wiring is not addressed in this document. Refer to the manual of the Oxydium and MAF60 serie II). The classic Window sound for a USB connection is then heard.

- Step 5 : Valid the port com by clicking the tab « Configuration », then in the cell « Comm port » select the port com proposed (it is usually always the same, here in the example 9). If no com port is offered, click on the black triangle to refresh the display of ports).

Once the com port selected, click «Check connection». This window appears. Click OK.

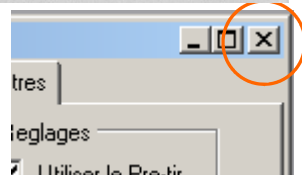
*Otherwise, check the following : the presence of the USB connection, the Oxydium is switched on, select another com port. If this is not your usual PC, be sure to install the driver of the Oxydium.*



- Step 6 : Put the console Oxydium in firing mode and select the mode 6 "PC automatic Firing", do twice OK until the screen displays the window of the step 7.



Nota : never unplug the PC data cable to the USB Oxydium (nor turn off the Oxydium) when OPMC is running. First, always close OPMC software cleanly with the upper right cross before disconnecting the USB cable.



**On your PC consider disabling : the screen saver, automatic standby, automatic shutdown, automatic scanning by anti-virus, automatic standby of USB ports (advanced power settings), and everything that may use the PC resources. Once the show started, the PC should focus only OPMC and avoid to connect or disconnect external devices (USB ...).**

- Step 7 : Start the firework.

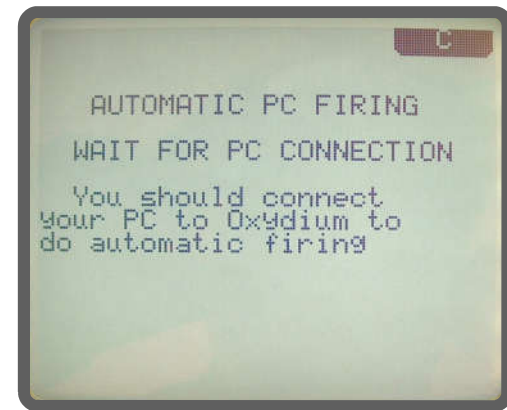
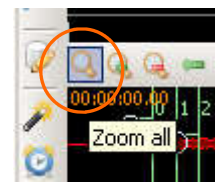
Set the display of the progress bar on « Zoom all ».

Click on the tab Runner, then click on « Start firework ».

The software asks if you want to save the modified project. Click No (unless you modified it and want to keep this change).

At this point the screen of Oxydium console should display the message :

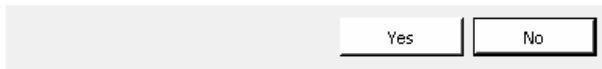
« PC is connected to the Oxydium,  
you should firing from your PC. »



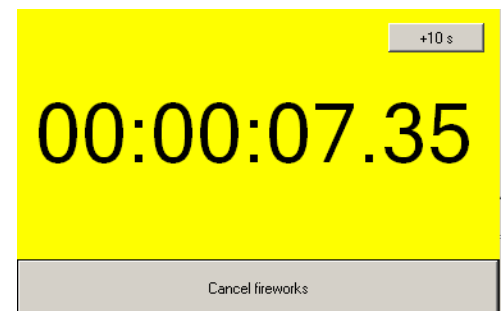
#### Starting fireworks

Do you really want to start a fireworks ?

A confirmation window will ask you if you really want to start the fire. Click Yes.

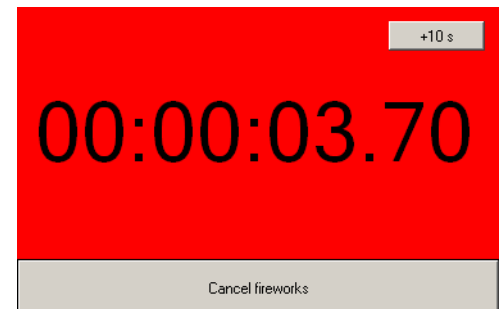


A 10-second countdown begins: the first 5 seconds are displayed in a yellow window and the last 5 in a red window. If this countdown is too short, you can add more time (10 seconds by 10 seconds) by clicking on tab « + 10s » on the top right.



If you want to interrupt the process of the countdown, click "Cancel fireworks" Otherwise, at the time 00:00 the reading of the soundtrack and the events begin (firings, breaks ...) according to your project.

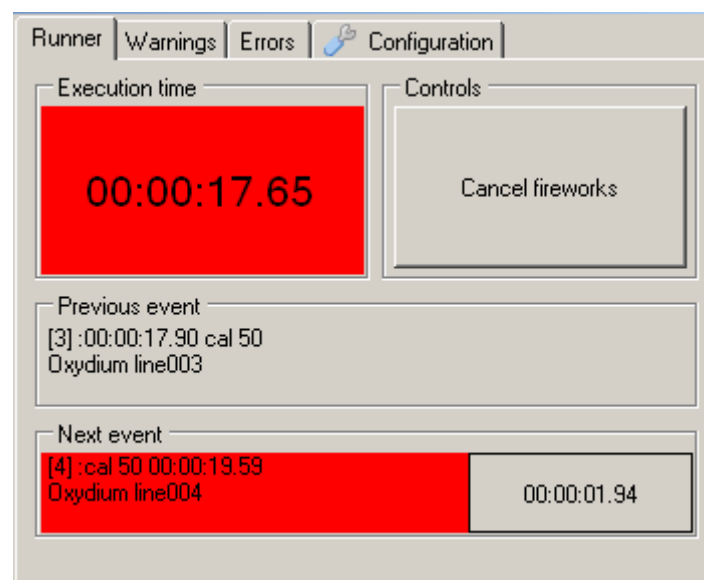
The playback cursor moves simultaneously on the graph.



In the right part of the screen, in the Runner, display the previous event and the next event (with their characteristics, here "cal 50") in accordance with the playing.

A countdown shows the time remaining until the next event.

Nota : Never unplug the PC data cable to the USB Oxydium (nor turn off the Oxydium) when OPMC is running. First, always close OPMC software cleanly with the upper right cross before disconnecting the USB cable.



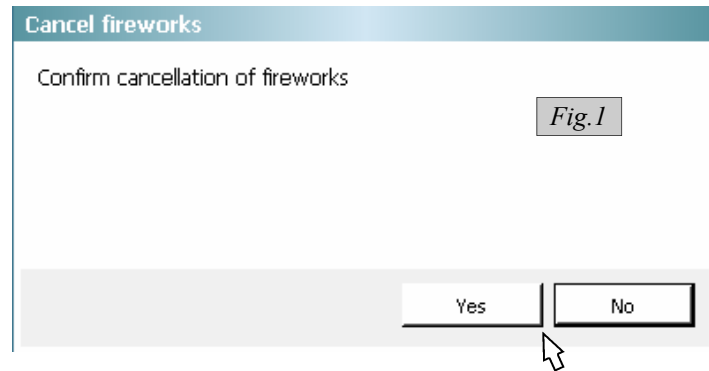


### Interruption during a show:

Once the show starts you always have the option to interrupt the running.

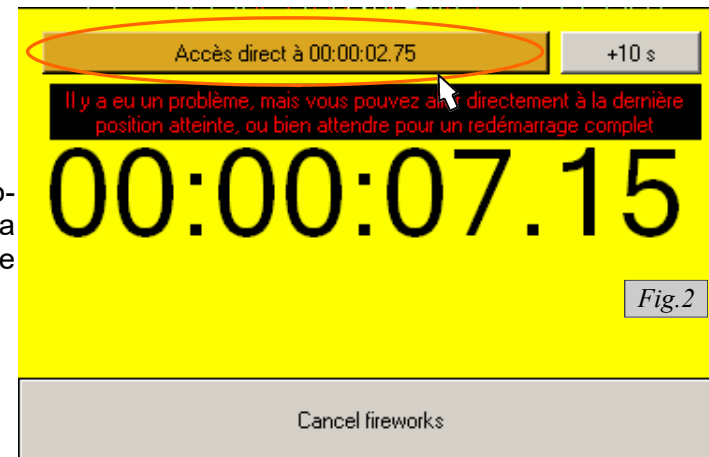
At any time you can instantly stop the show (sound and firing) by clicking on "Cancel the fire", a confirmation is then requested (Fig. 1):

- if you click "No", the fire continues from where you stopped. This operation can be likened to a pause.
- If you click "Yes", the fire stops completely.



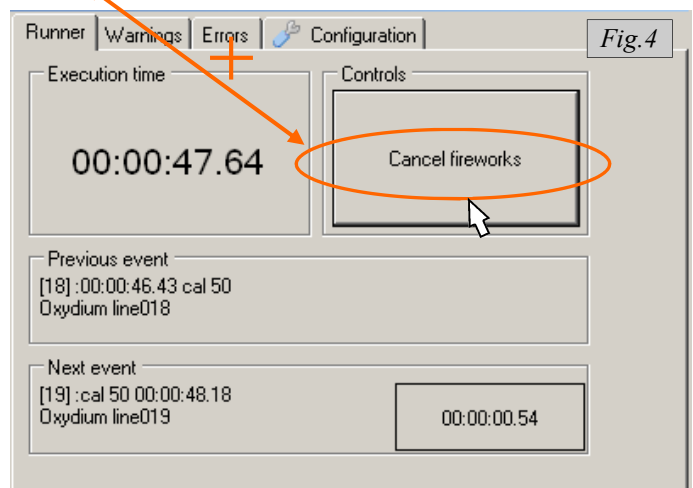
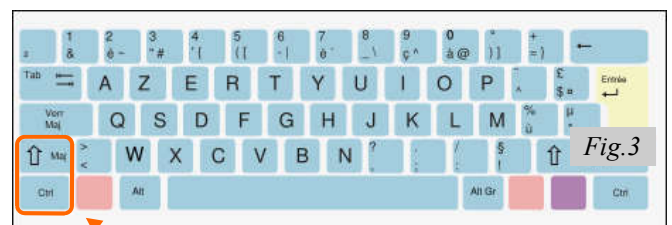
### Restarting the same show after a sudden interruption \*:

OPMC (version 2.3 and above) does every second a memory layout of the current playback position of the project (for a duration of 15 minutes). So with this function you can choose the position of the restart.



There are several possibilities :

- You can either take the show from the beginning, following the normal procedure described on page 8.
- For a period of 15 minutes after the interruption, you can restart directly and automatically the show where took place the sudden interruption during the countdown by clicking on the orange window « Accès direct a ... » (Fig 2).
- For a period of 15 minutes after the interruption, you can restart directly and automatically the show where you want. In order to do that, you must do Ctrl/Shift (simultaneously pressing the Ctrl key and the arrow just above, Fig. 3 ) and in the same time by clicking on « Start firework » (Figure 4) . At this step appears a cursor (Figure 5), you can move it with the arrow to the desired place (the time positioning is displayed in same time in the orange window), and by clicking in the same time as the countdown on the orange window « Accès direct a ... ».



\* "Sudden interruption" means not only interrupting the program by the user, but also for example a possible crash of the PC (in this case, open the same project again). If the period of 15 minutes after the interruption is exceeded, or if it's a different project that is open, the current recovery option is not available. If you do not click "Accès direct a ..." during the countdown, the show starts again from the beginning.

## Indirect firing via Oxydium suite (standard software provided with the Oxydium console)

This time, there is no need of PC for shooting. The project created with OPMC is converted to "Oxydium Suite" format and is then transferred as a normal program in the completely autonomous memory of the Oxydium console.

Refer also to the instruction manual of Oxydium suite software.

Step 1 : Launch Oxydium PyroMusical Creator software and open your project.

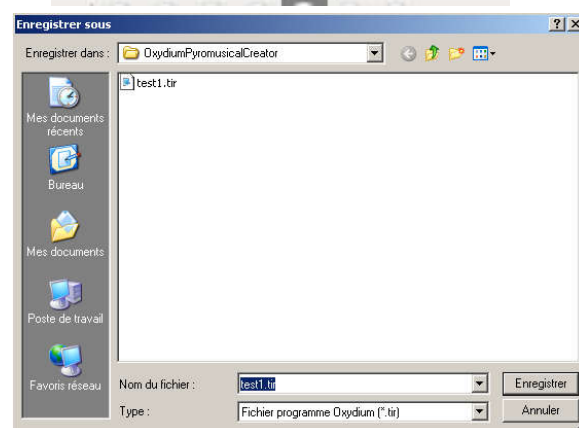
Step 2 : Click on « Reorganize shots, and checks for error »

Step 3 : Click icon « Export Oxydium suite program file ».

The software offers you to save your project, click "No" (unless you want to save any changes).

Then an export window in format Oxydium suite (.tir) opens and asks for a name for the project (in the example test1).

Select the directory of your choice where this file « .tir » will be created (if you do not create a specific directory, your file will be placed in Program files, which is not always convenient to find). Click Save.

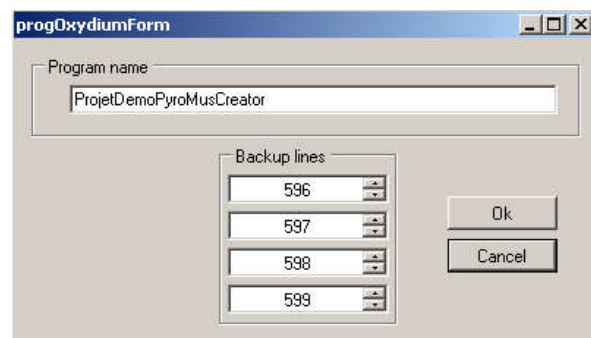


A window asks you to choose the four backup Ways (usually do not assign a Way already used in your project).

Click OK. Your project has been converted and saved in format Oxydium suite (.tir).

For open it, launch Oxydium suite and click on icon «Open file ».

*Nota : You possibly can make changes to the project.*



Then use the normal procedure for a transfer .tir file described in the manual of Oxydium.

*Nota : - In case of an « User action », the next Way is changed to manual mode, and a delay of remaining time since the user action is added to this Way.*

*- The feature « Add a delay » is no compatible with Oxydium suite.*

*- The first shot with Oxydium Suite is always on the Way 0. Therefore you must have the first shot in OPMC also assigned to the Way 0.*

The start of the show program must be manually synchronized with the soundtrack, or so use the assistance function for synchronization DMX present on the Oxydium console. Make testing to perfect synchronization.

Oxydium Suite - [test1]						
File Edit Connection Language Window Help						
Name of the show: [ProjetDemoPyroMusCreator] Version: [ ] Serial Number: [ ]						
Backup way: [596] [597] [598] [599]						
Time management: [Total time prior] [Way delay prior]						
Shot n°	Line n°	Way mode	Way Delay	Total Time (s)	Total	Description
0	0	Manual	5,7	5,7	5,7	marron d air 50 (divers)
1	1	Automatic	2,2	7,9	7,9	marron d air 50 (divers)
2	2	Automatic	2	9,9	9,9	marron d air 50 (divers)
3	3	Automatic	8	17,9	17,9	cal 50 (divers)
4	4	Automatic	1,7	19,6	19,6	cal 50 (divers)
5	5	Automatic	2	21,6	21,6	cal 75 (divers)
6	6	Automatic	2,1	23,7	23,7	cal 75 (divers)
7	7	Automatic	3,4	27,1	27,1	cal 14 (divers)
8	8	Automatic	1,7	28,8	28,8	49coups cal20 (divers)
9	9	Automatic	1,3	30,1	30,1	49coups cal20 (divers)
10	10	Automatic	1,9	32	32	cal 14 (divers)
11	11	Automatic	2	34	34	cal 14 (divers)
12	12	Automatic	1,3	35,3	35,3	cal 75 (divers)

## Pyrotechnic products database

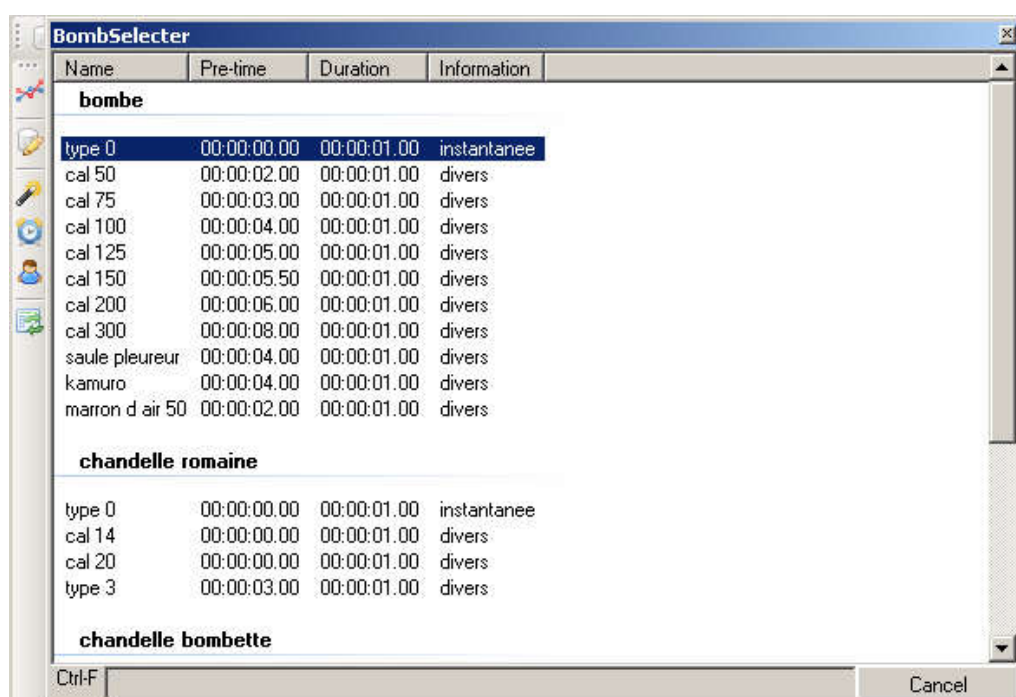
Oxydium Pyromusical Creator integrates a minimalist database of fifteen effects, it is supplied as an example.

You can change and complete depending on the products you use.

*Nota : OPMC uses a database in text file formats like csv (which can be opened with notepad windows), but in order to rework it easier you can use the Excel spreadsheet. However, retain the csv format during the save :*

It is this product database that opens when you add an effect to your project.

The products are classified by categories, and each category by type.



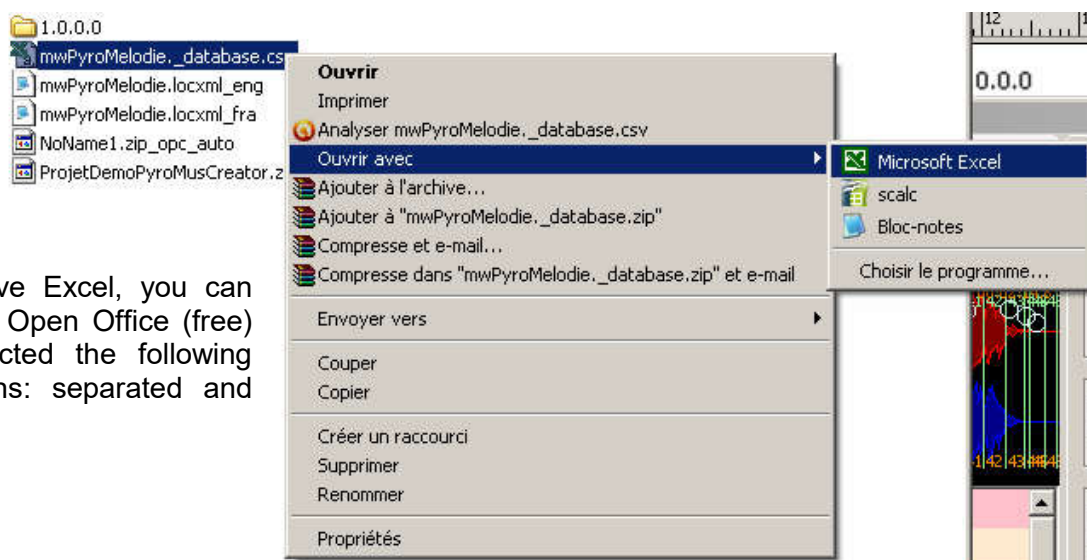
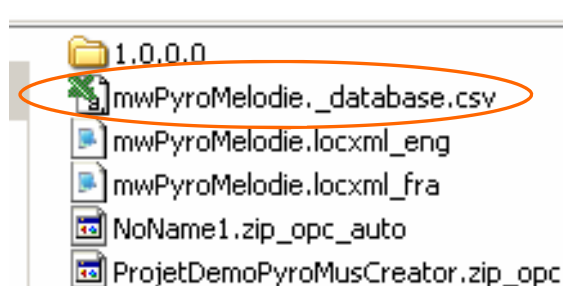
Name	Pre-time	Duration	Information
<b>bombe</b>			
type 0	00:00:00.00	00:00:01.00	instantanee
cal 50	00:00:02.00	00:00:01.00	divers
cal 75	00:00:03.00	00:00:01.00	divers
cal 100	00:00:04.00	00:00:01.00	divers
cal 125	00:00:05.00	00:00:01.00	divers
cal 150	00:00:05.50	00:00:01.00	divers
cal 200	00:00:06.00	00:00:01.00	divers
cal 300	00:00:08.00	00:00:01.00	divers
saule pleureur	00:00:04.00	00:00:01.00	divers
kamuro	00:00:04.00	00:00:01.00	divers
marron d air 50	00:00:02.00	00:00:01.00	divers
<b>chandelle romaine</b>			
type 0	00:00:00.00	00:00:01.00	instantanee
cal 14	00:00:00.00	00:00:01.00	divers
cal 20	00:00:00.00	00:00:01.00	divers
type 3	00:00:03.00	00:00:01.00	divers
<b>chandelle bombette</b>			

To open the folder where it is placed, you must click the "pencil" icon (under the mono-stereo icon).

A window opens, locate the file :

mwPyroMelodie.\_database.csv

and right click on it and select Open with Excel.



If you do not have Excel, you can open it with scalc Open Office (free) after having selected the following separations options: separated and semicolon.

The Excel file below opens :

	A	B	C	D	E
1	bombe	type 0	00:00:00.0	00:00:01.0	instantanee
2	bombe	cal 50	00:00:02.0	00:00:01.0	divers
3	bombe	cal 75	00:00:03.0	00:00:01.0	divers
4	bombe	cal 100	00:00:04.0	00:00:01.0	divers
5	bombe	cal 125	00:00:05.0	00:00:01.0	divers
6	bombe	cal 150	00:00:05.5	00:00:01.0	divers
7	bombe	cal 200	00:00:06.0	00:00:01.0	divers
8	bombe	cal 300	00:00:08.0	00:00:01.0	divers
9	bombe	saule pleureur	00:00:04.0	00:00:01.0	divers
10	bombe	kamuro	00:00:04.0	00:00:01.0	divers
11	bombe	marron d air 50	00:00:02.0	00:00:01.0	divers
12					
13	chandelle romaine	type 0	00:00:00.0	00:00:01.0	instantanee
14	chandelle romaine	cal 14	00:00:00.0	00:00:01.0	divers
15	chandelle romaine	cal 20	00:00:00.0	00:00:01.0	divers
16	chandelle romaine	type 3	00:00:03.0	00:00:01.0	divers
17					
18	chandelle bombette	type 0	00:00:00.0	00:00:01.0	divers
19					

BombSelector			
Nom	Pre-tir	Duree	Information
<b>bombe</b>			
type 0	00:00:00.0	00:00:01.0	instantanee
cal 50	00:00:02.0	00:00:01.0	divers
cal 75	00:00:03.0	00:00:01.0	divers
cal 100	00:00:04.0	00:00:01.0	divers
cal 125	00:00:05.0	00:00:01.0	divers
cal 150	00:00:05.5	00:00:01.0	divers
cal 200	00:00:06.0	00:00:01.0	divers
cal 300	00:00:08.0	00:00:01.0	divers
saule pleureur	00:00:04.0	00:00:01.0	divers
kamuro	00:00:04.0	00:00:01.0	divers
marron d air 50	00:00:02.0	00:00:01.0	divers
<b>chandelle romaine</b>			
type 0	00:00:00.0	00:00:01.0	instantanee
cal 14	00:00:00.0	00:00:01.0	divers
cal 20	00:00:00.0	00:00:01.0	divers
type 3	00:00:03.0	00:00:01.0	divers
<b>chandelle bombette</b>			

Above, correspondence with the database as it appears in OPMC when calling a product.

This Excel spreadsheet contains the columns in which are listed the characteristics of each product.

**Column A** : The product category (you can create new ones, with no skipping line).

**Column B** : The type of product (you can name according to your habits or your internal references).

**Column C** : The Prefire duration on format Hours:Minutes:Seconds.tenths of second. Corresponds to the time between the moment of firing order and the pyrotechnic effect itself (time of reactions, time of rising ...).

**Column D** : Viewing Area (can be set on the duration of the pyrotechnic effect). It is not recommended to set a time less than one second because otherwise the display in OPMC would be reduced accordingly and impractical to handle.

**Column E** : An additional comment (Additional information on the product).

Any changes or additions that you will do must be depending on the template (lower case, do not use commas, semicolons, quotation marks, accents, special characters ...). You can select a line and copy in order to have always the correct format. To work in this database, it must not be in use in OPMC.



Once completed your database, you must save the changes.

In Excel, click Save as..., then select the file type :

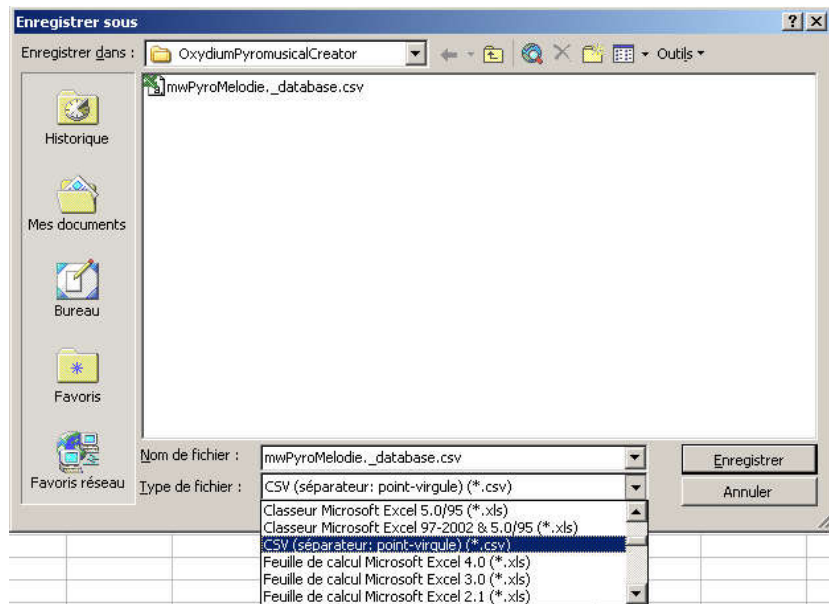
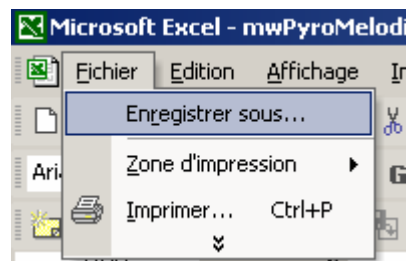
CSV(separator: semicolon)(\* .csv)

Click Save (your database is not to be renamed, and must be saved to its original location so that OPMC can find it).

*Note: If a message appears click "yes" to keep the same format.*

Your updated database is now saved.

We strongly recommend that you also backup your database in another directory so that you can recover if mishandled (you can also make a backup on external media as like USB key, CD-ROM ...) because otherwise in case of reinstalling the software on your PC, it would be the initial basic database would be reinstalled.

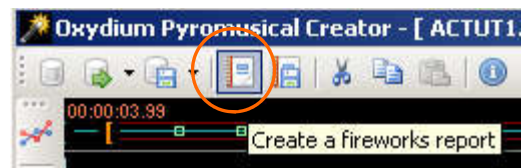


### Creation of a project report :

It is possible to generate project reports in order to have them in EXCEL format (or compatible).

This function will generate two reports :

- One by lines (Ways) classification
- One by shots classification



	A	B	C	D	E
1	#####				
2	## mardi 31 mai 2011 11:18:26				
3	## Fichier projet: C:\Program Files\Genetec\OxydiumPyromusicalCreator\				
4	## Duree du projet: 00:02:24.6				
5	## Fichier audio : Riding With The Wind A Conde.mp3				
6	## Debut audio: 00:00:05.0				
7	## Compteur de tirs: 48				
8	#####				
9					
10	#####				
11	Ligne Oxydium : 000				
12	[0]	00:00:05.7	00:00:01.0	marron d air 5 (div	
13	#####				
14	Ligne Oxydium : 001				
15	[1]	00:00:07.9	00:00:01.0	marron d air 5 (div	
16	#####				
17	Ligne Oxydium : 002				
18	[2]	00:00:09.9	00:00:01.0	marron d air 5 (div	
19	#####				
20	Ligne Oxydium : 003				

	A	B	C	D	E	F	G
1	#####						
2	## mardi 31 mai 2011 11:18:26						
3	## Fichier projet: C:\Program Files\Genetec\OxydiumPyromusicalCreator\ProjetDemoPyroMusCre						
4	## Duree du projet: 00:02:24.6						
5	## Fichier audio : Riding With The Wind A Conde.mp3						
6	## Debut audio: 00:00:05.0						
7	## Compteur de tirs: 48						
8	#####						
9							
10	Shot	Start	Difference	Name	Type	oxydium line	duration
11	[0]	00:00:05.7	00:00:00.0	marron d air 5	Ligne Oxydiu	0	00:00:01.0
12	[1]	00:00:07.9	00:00:02.1	marron d air 5	Ligne Oxydiu	1	00:00:01.0
13	[2]	00:00:09.9	00:00:02.0	marron d air 5	Ligne Oxydiu	2	00:00:01.0
14	[3]	00:00:17.9	00:00:07.9	cal 50	Ligne Oxydiu	3	00:00:01.0
15	[4]	00:00:19.5	00:00:01.6	cal 50	Ligne Oxydiu	4	00:00:01.0
16	[5]	00:00:21.6	00:00:02.0	cal 75	Ligne Oxydiu	5	00:00:01.0
17	[6]	00:00:23.7	00:00:02.0	cal 75	Ligne Oxydiu	6	00:00:01.0
18	[7]	00:00:27.1	00:00:03.4	cal 14	Ligne Oxydiu	7	00:00:01.0
19	[8]	00:00:28.7	00:00:01.6	49coups cal2	Ligne Oxydiu	8	00:00:01.0
20	[9]	00:00:30.1	00:00:01.3	49coups cal2	Ligne Oxydiu	9	00:00:01.0

## Importing a Project

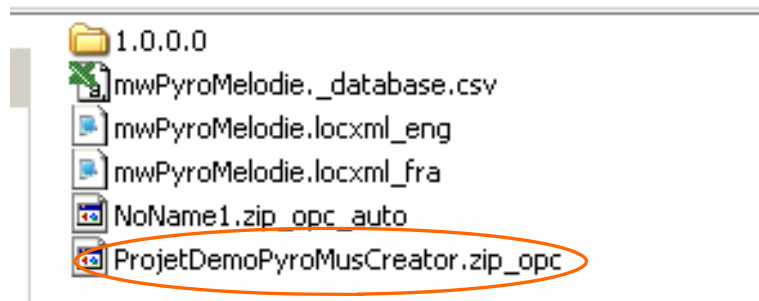
If you installed OPMC on multiple computers, you may need to transfer a project (or possibly the database) from one PC to another.

### 1/ Retrieving a project file in OPMC:

In OPMC, click on the « pencil » icon.

The folder with the OPMC files opens.

Locate the project to transfer and right-click on it and press "copy". Then, for example, you can paste it in a USB key or send it by email.



### 2/ Insert an external projet in OPMC :

Open the folder (for example on your USB key) in which the project is located.

Locate the project to insert, and right-click on it and press "copy"

Then in OPMC, click the "pencil" icon, the folder of OPMC files opens.

Click right in this folder, then press « paste ». Your project is transferred.

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The transfer procedure is the same for the database (it must always retain its original name). It is also the same if you want to simply copy or save your projects and your database in another file.