TIME CODE SYNC Instructions

Time Code and Pyro Seeking

PyroMaster LLC can supply a Time Code file of the Pyro Seeking Time Code at your request.

Pyro Seeking created a solution for firing unlimited firing cues from unlimited modules to provide the audience a exact firing of simultaneous cues. This achieved through a process of sending the firing codes one second in advance to be in a temporary resident memory in the Pyro Seeking Modules. When the show is firing the Modules are listening to the the time and shoots when the time matches the the cue in the memory buffer. This simple solution requires the Host controller to adjust the time code by a negative 1 second offset from any external time code supplied to the system. To make things perfect for timing the final playback of the music, Time Code and Data have to be aligned. There are several ways to do this as follows:

1. The zero Point of the Music time is exactly matched to the zero time of the Time Code. This method requires a change of the data file
   a. Adjustment requires that the Data File of E-match time be offset negative 1 second before loading into the Host.
   b. This Offsetting of the Data file can be achieved in many of the Scripting software's on the market.
2. The Music zero point is Offset plus 1 second and the Time code is is not offset; therefore the Music is 1 second ahead of the Time code. This method requires a change of the audio files.
   a. Adjustment requires sound editing software to set the offset for the final .wav file for CD production or direct play.
   b. Adjustment can be achieved by a Multi-Track Professional playback device that can offset internal tracks.

The above at times can be confusing but keep things simple refer to this slogan " MUSIC FORWARD(audio) or CUES BACK(data)" with Time code as the Anchor