



CCGS Projection Handbook

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CCGS Projection Team

CELEBRATION CINEMA SOUTH 1506 Eastport Drive SE

1 Booth Opening

This section outlines how to correctly open the booth. It may also be used in the unlikely event that a projectionist is absent or otherwise unavailable.

1.1 Prerequisites to Opening

Before entering the booth:

- Grab a radio and confirm that it works with a radio check.
- Print out a double-sided schedule (sessions by credit time and sessions by screen playlist).

Start at the north side booth (theaters 1-8) and do the following:

- Turn on the level one booth lights with the button panel located next to the door (the level two lights should be off). You will have to repeat this process when you first enter the south side booth (see Figure 1.1).
- Turn on the lobby music with the switch on the wall-mounted rack located opposite the door (see Figure 1.2).
- Open the breaker box labeled “game room” located between theaters 1 and 2 and flip on the breakers marked with white dots (see Figure 1.3).Figure 1.3 Game room breakers



Figure 1.1 Booth lights buttons

The top and bottom buttons operate the level one and level two booth lights, respectively.



Figure 1.2 Lobby music switch

Flip the red switch near the outlets to turn the music on and off.



Figure 1.3 Game room breakers

The breakers marked with white dots (17, 19, 21, 23) operate the game room.

1.2 General Information on Opening Rounds

Opening happens in two rounds. Round one of opening is when all the equipment is powered on. Round two of opening is when we check that everything is ready (and fix things that aren't).

Refer to the images below as necessary to assist you in performing the steps contained in the next sections

- Doremi..... Figure 1.4, **magenta**
- Automation..... Figure 1.4, **yellow**
- Audio processor..... Figure 1.4, **blue**
- Amps Figure 1.4, **green**
- Breaker box Figure 1.5
- Projector and TPC Figure 1.6
- House/cleaning lights buttons Figure 1.7
- Extractor fan switch..... Figure 1.8



Figure 1.4 Equipment rack

A rack of equipment (**doremi**, **automation**, **audio processor**, **amps**), the relative location of every piece of equipment is the same for every rack (there are 16).



Figure 1.5 Breaker box

An open breaker box. A label at the top (not pictured) will indicate which theater(s) it operates (ex. T1 = theater 1, T2-3 = theaters 2 and 3, etc...).



Figure 1.6 Projector and TPC

A projector. The TPC (touch panel controller) is mounted to the back.



Figure 1.7 House/cleaning lights buttons

A button panel like the one that controls the booth lights. The top button operates the cleaning lights, and the bottom operates the house lights. Every theater has one.



Figure 1.8 Extractor fan switch

A wall switch for operating an extractor fan. The label indicates which projector(s) the fan serves.

← Cleaning lights

← House lights

NOTE:
Projectors will not work if their extractor fan is not on.
 See Table 1.1 in the next section for wall switch locations and the projector(s) they serve.

1.3 Round One

Keep in mind the goals of round one opening. These should be completed for *every theater* by the time you are done with round one:

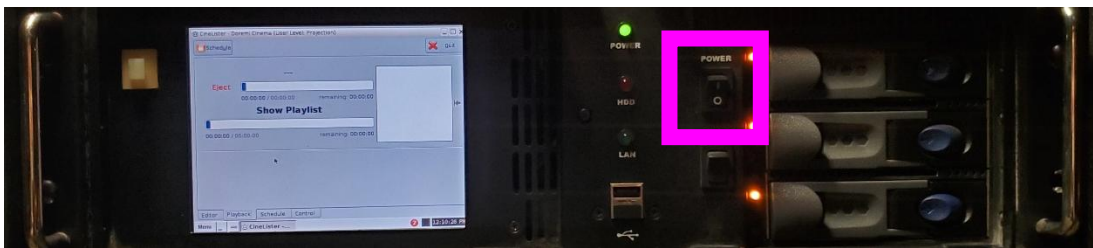
- Doremi is powered on.
- House are lights turned on, and cleaning lights are turned off.
- Breakers and extractor fan switches are flipped on.

Keeping those goals in mind, use the following steps to complete them:

1. Begin at theater 1.
2. Boot up the Doremi with the power switch behind the right panel (see Figure 1.9).
3. Turn on the house lights at the button panel and turn the cleaning lights off if they are on.
4. Follow the wall until you locate the theaters associated breaker box. Open it and flip on all the breakers that are marked with white dots.
5. If applicable, flip on the wall switch for the exhaust fan (see Table 1.1).
6. Continue to the next theater and repeat steps 2-5 until they have been done for all 16 theaters.
7. After step 6 is done, the audio processors at theaters 1 and 2 must be turned on manually with a switch on the face of the processor (see Figure 1.10).

Table 1.1 Wall switch locations and associated projectors

SWITCH LOCATION	PROJECTOR(S) SERVED
Next to theater 8	2 and 8
Between theaters 6 and 7	6 and 7
Between theaters 12 and 13	10 and 13
Next to theater 14	14
Next to theater 15	15
Next to theater 16	16



If all else fails, the power supplies will automatically boot the Doremi back up after detecting a loss of power. Try unplugging, waiting, and re-plugging.

Figure 1.9 Doremi with front panels open

The switch next to the hard drives behind the right panel is used to boot up the Doremi.



Figure 1.10 Trinnov Ovation audio processor

The switch on the left turns the audio processor on and off.

1.4 Round Two

Keep in mind the goals of round two opening. These should be completed for *every theater* by the time you are done with round two:

- Doremi is in scheduled playback mode.
- Automation is in GO and waiting in line 1.
- Audio processor is in the non-sync channel and all amps are turned on.
- Projector TPC is ready with no errors.

Keeping those goals in mind, use the following steps to complete them:

1. Begin at theater 1.
2. Flip down the left panel of the Doremi and pull out the keyboard tray with the handle below the automation. The “Editor” tab will be open by default. Navigate to the “Playback” tab and check that the Doremi is in scheduled playback mode (see Figure 1.11, Figure 1.12, and Figure 1.13).

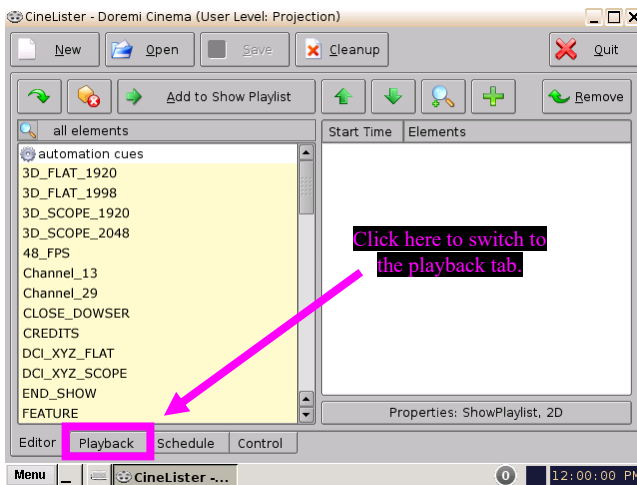


Figure 1.11 Doremi in the editor tab

The Doremi will open to this screen by default.

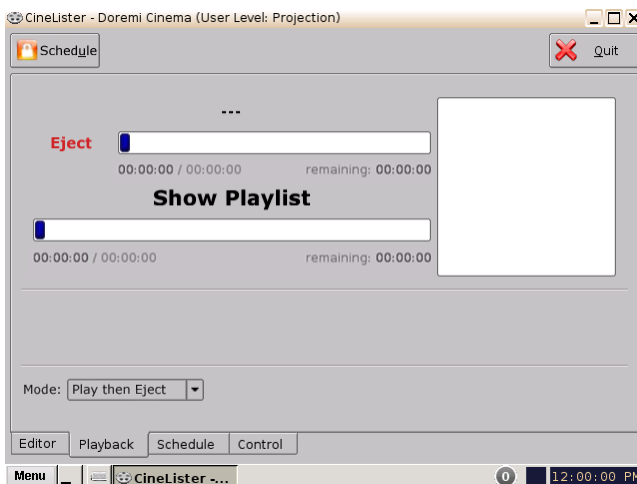


Figure 1.12 Doremi in scheduled playback

Correct playback mode, the Doremi should look like this.

Checking the Doremi:

1. Navigate to the playback tab.
2. After navigating to the playback tab, the Doremi should be in scheduled playback mode (like in Figure 1.12).
3. If the Doremi instead is in manual playback mode (like in Figure 1.13), then click on the “Manual” button in the top left corner to switch to the correct playback mode.

If the Doremi is in the incorrect playback mode (like pictured below), click here to switch it.

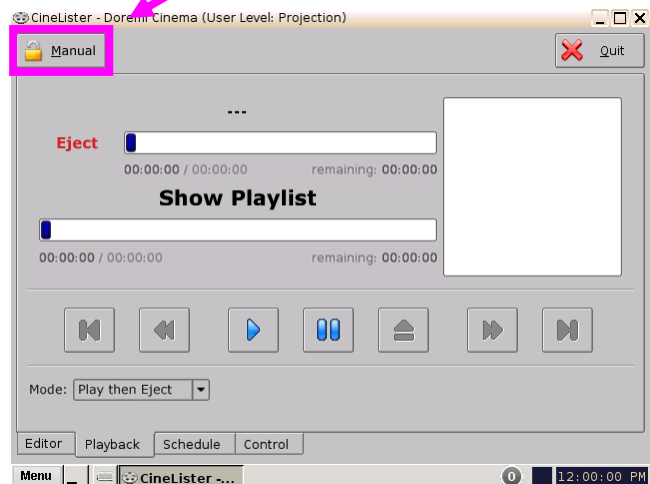


Figure 1.13 Doremi in manual playback

Incorrect playback mode.

(Round two opening steps continued)

3. Close the Doremi panels and push the keyboard tray back in.
4. Locate the automation below the Doremi. Move to line 6 with the down button in the bottom left, and then press the CUE button in the bottom right. The automation will return to the first line. Make sure that the automation is in GO before continuing (see Figure 1.14).

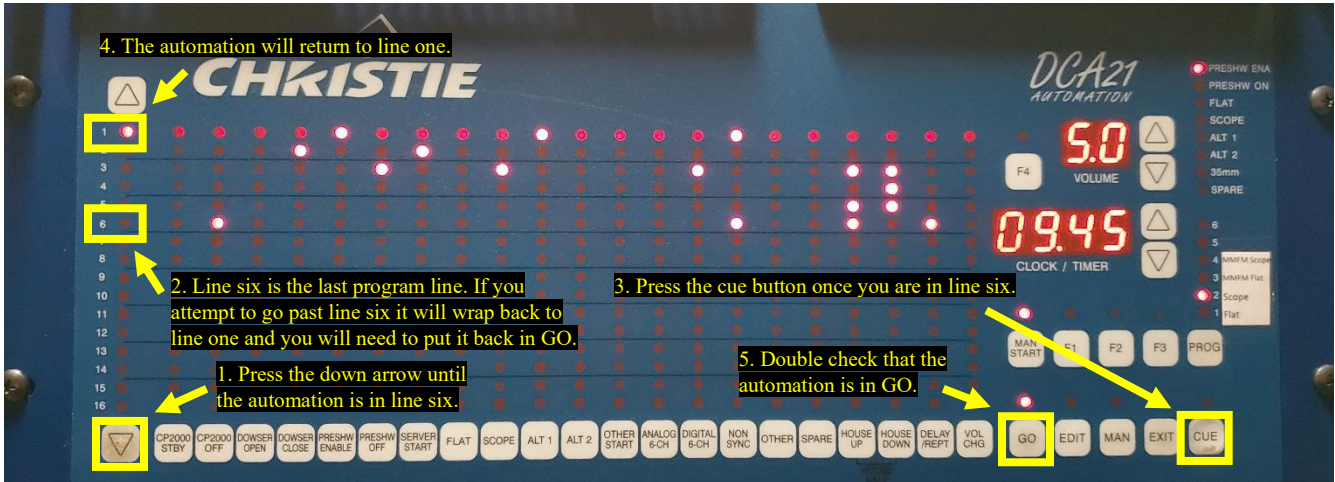


Figure 1.14 Automation waiting in line 1

The automation should be waiting in line 1 and in GO mode after performing the “CUE 6”.

5. Check that the audio processor is in the non-sync channel. If it is not, set it manually by pushing the button next to the non-sync label. If the processor is not powered on, check for missed breakers.
6. Check that all amps are powered on (lights will be on). If any are off, check for missed breakers.
7. Check that the projector TPC is good to go (see Figure 1.15 and Figure 1.16).

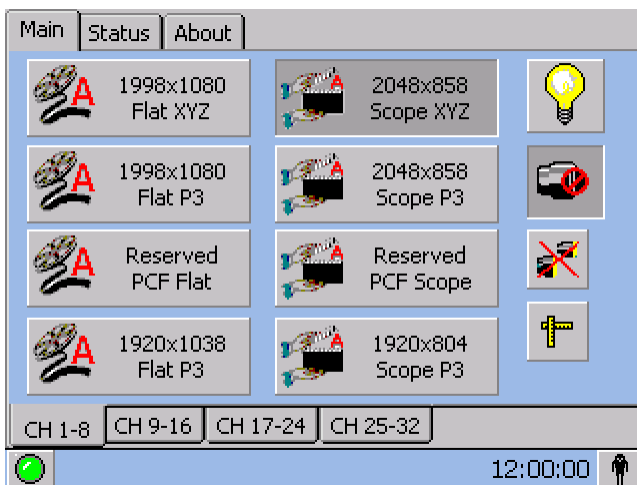


Figure 1.15 TPC ready

An image of how the TPC will appear when it is ready. If the TPC did not boot or cannot connect, try disconnecting and reconnecting the cable at the bottom.

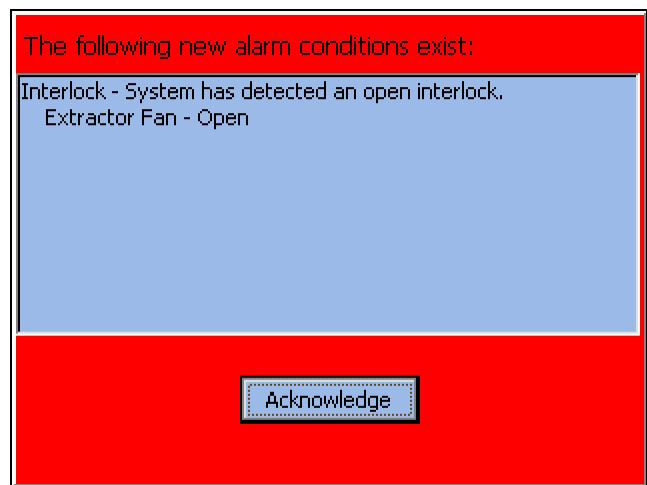


Figure 1.16 Common TPC error

The most common TPC error. This means that the extractor fan is not on. Check your breakers/wall switches if this error occurs.

8. Continue to the next theater and repeat steps 2-7 until they have been done for all 16 theaters.