

Procyon Tutorial: converting Proteus sessions to Procyon format

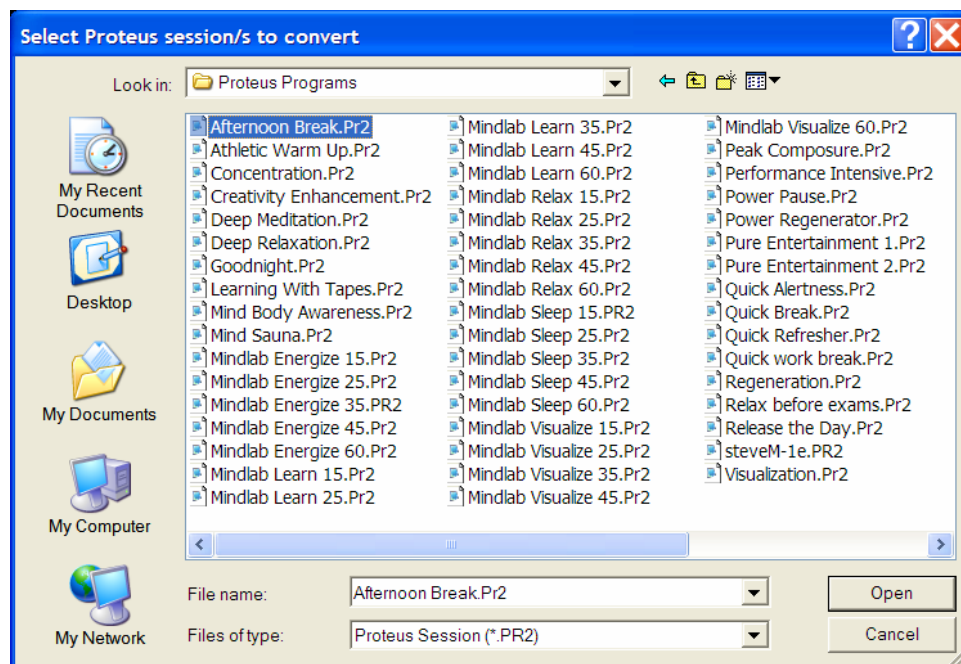
We've developed a simple (Windows) software tool which can convert any custom Proteus sessions you've developed into the Procyon data format. The program is called Proteus_Procyon1_1.exe and it's included with this document.

The program is very simple; when you run it you will notice two dropdown menus: Files and Utilities. Commands include:

- Files/Convert Proteus Session
- Files/Convert Proteus Album
- Utilities/Set soft(on/off) ramp time

Using the program

To convert a single Proteus session into Procyon format, select *Files/Convert Proteus Session*, and navigate to the folder in which you've stored the session you wish to convert. For example:

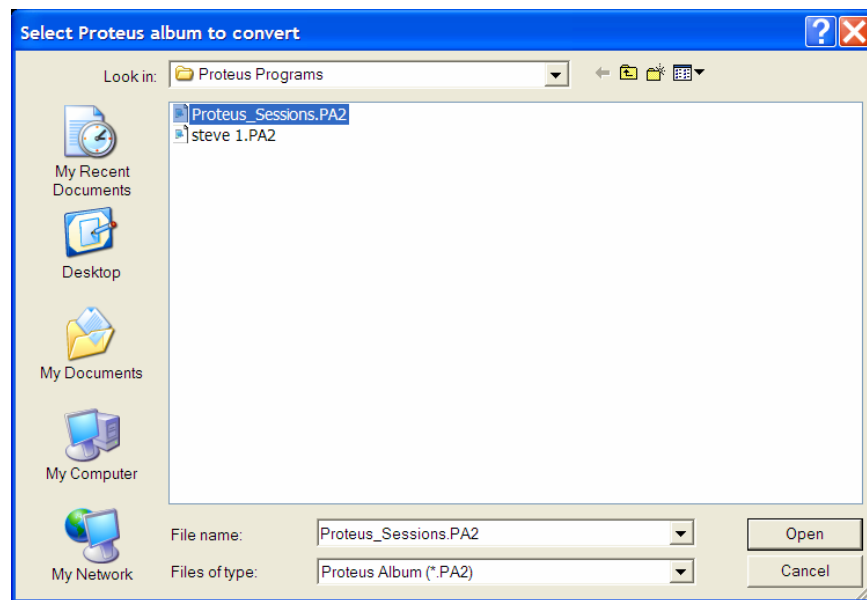


In this example the Proteus session "Afternoon Break.Pr2" is converted to the session "Afternoon Break.PRw", which is stored in the folder from which it was converted. Once you complete your session conversions, we recommend that you copy them into your Procyon session folder for simplicity's sake.

Note: Proteus sessions normally include two files: the session data itself, which has a .PRw suffix, and a header file, which can contain such information

as the session's name, author etc. This conversion program does not generate the header files, but this can be done within the Procyon Editor.

You can also convert a batch of Proteus files at one time as long as they have been saved in a Proteus album, using the *Files/Convert Proteus Album* command. For example, if you select this command the following window will appear:

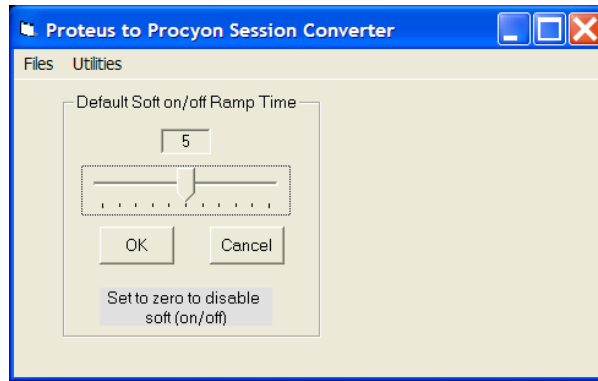


This would convert the entire factory Proteus album, with all its 50 sessions, into Procyon format.

The converted files preserve most of the Proteus session data, such as red and green color channel information. You can then augment those sessions by changing color mappings from within the Procyon editor.

Utilities/Set soft(on/off) ramp time

This command allows you to set the rate (if any) at which the light and sound fades in during the first session segment, and fades out during the final segment. Executing the command brings up the following window:



The ramp time can be set to integer values from 0 to 10 seconds; set it to 0 to disable this feature. If you are converting an album of sessions, all the converted sessions will be set to the value you entered in this window.

That's all there is to using this program!