

Sheet1

DBVER400,C,DBOBNAMIDBCDBCDBX1DBY1DBX2DBY2DBDBOBFJGDBOJBG(DBDB

Mastering	15	5	40	0	160	25	3	65535	12632256	1	1
ani2	83	8	41	250	360	449	2	65535	12632256	1	1
ani1	55	9	0	0	40	25	3	65535	12632256	1	1
ani	55	10	0	450	40	475	3	65535	12632256	1	1
ani1	83	11	41	25	360	224	2	65535	12632256	1	1
pic1	5	12	40	25	360	225	2	8421504	65535	0	1
pic2	5	14	40	250	360	450	2	8421504	65535	0	1
Replication	15	15	40	450	160	475	3	65535	12632256	1	1
sound1	51	16	40	25	360	225	3	65535	12632256	1	1
sound2	51	17	40	250	360	450	3	65535	12632256	1	1
video	2	18	105	76	345	256	2	65535	12632256	1	2
play	60	19	335	396	379	419	2	65535	12632256	1	2
stop	60	20	288	395	332	418	2	65535	12632256	1	2
pause	60	21	261	395	284	418	2	65535	12632256	1	2
continue	60	22	408	395	431	418	2	65535	12632256	1	2
rewind	60	23	234	396	258	419	2	65535	12632256	1	2
Menu	15	24	549	430	638	477	2	33023	12632256	1	2
Sound_1	51	25	280	440	360	480	3	65535	12632256	1	1
Sound_2	51	26	360	440	440	480	3	65535	12632256	1	1
Sound_3	51	27	440	440	520	480	3	65535	12632256	1	1
Sound2	51	28	508	384	579	421	3	65535	12632256	1	2
Sound	51	29	440	440	520	480	3	65535	12632256	1	3
	40	30	160	200	328	230	2	65535	0	1	3
	40	31	160	240	381	270	2	65535	0	1	3
	40	32	160	280	436	310	2	65535	0	1	3
	40	33	160	320	456	350	2	65535	0	1	3
	40	35	92	80	502	125	2	65535	0	1	3
Next	15	36	550	430	639	478	2	33023	12632256	1	3
Sound	51	37	473	438	544	475	3	65535	12632256	1	4
Next	15	38	550	430	638	478	2	33023	12632256	1	4
	40	39	160	120	225	150	2	65535	0	1	4
	40	40	160	160	267	190	2	65535	0	1	4
	40	41	160	200	472	230	2	65535	0	1	4
	40	42	94	45	511	90	2	65535	0	1	4
pic1	5	43	80	280	200	400	2	8421504	65535	0	4
pic2	5	44	262	280	382	400	2	8421504	65535	0	4
pic3	5	45	440	280	560	400	2	8421504	65535	0	4
video	2	46	106	78	346	258	2	65535	12632256	1	5
pause	60	47	261	395	284	418	2	65535	12632256	1	5
stop	60	48	288	395	332	418	2	65535	12632256	1	5
continue	60	49	408	395	431	418	2	65535	12632256	1	5
rewind	60	50	234	396	258	419	2	65535	12632256	1	5
play	60	51	335	396	379	419	2	65535	12632256	1	5
Sound	51	52	559	389	630	426	3	65535	12632256	1	5
Next	15	53	549	430	638	477	2	33023	12632256	1	5
Next	15	54	549	430	638	477	2	33023	12632256	1	6
Next	15	55	549	430	638	477	2	33023	12632256	1	7
Sound	51	56	50	50	121	87	3	65535	12632256	1	6
Sounda	51	57	52	108	123	145	3	65535	12632256	1	6
	40	58	100	57	508	102	2	65535	0	1	6
	40	59	100	57	508	102	2	65535	0	1	7
Sound	51	60	77	364	148	401	3	65535	12632256	1	8

Sheet1

Sound1	51	61	77	402	148	439	3	65535	12632256	1	8
	40	62	100	57	565	102	2	65535	0	1	8
Next	15	63	550	430	638	477	2	33023	12632256	1	8
Sound1	51	64	508	346	579	383	3	65535	12632256	1	2
Sound	51	65	508	308	579	345	3	65535	12632256	1	2
pic1	5	66	40	200	360	440	2	8421504	65535	0	6
	40	67	119	449	485	469	2	65535	0	1	5
	40	69	400	80	623	125	2	65535	0	1	1
	40	70	427	148	557	178	2	65535	0	1	1
	40	71	425	186	628	216	2	65535	0	1	1
	40	72	119	449	473	469	2	65535	0	1	2
	40	73	427	98	629	143	2	65535	0	1	2
	40	76	481	54	561	99	2	65535	0	1	2
	40	77	481	54	584	99	2	65535	0	1	5
	40	78	427	98	635	143	2	65535	0	1	5
pic1	5	79	40	200	360	440	2	8421504	65535	0	7
pic	5	80	160	160	480	400	2	8421504	65535	0	8
	40	81	400	330	598	350	2	33023	0	1	1
i	51	82	570	360	631	476	2	33023	12632256	1	1
	40	83	579	443	622	459	2	33023	0	1	1
	40	84	585	455	617	471	2	33023	0	1	1
_back	15	85	570	340	630	360	3	65535	12632256	1	1
sndmid	51	86	497	144	574	181	3	65535	12632256	1	5

Sheet1

DBOPTIONS,C,32	DBDBFILENAME,C,48	DBLINKBU	DBLINKDB	BUTTIMC	DBDBDB	DBWIN
0		4	Sound	1000	0	0 1
	00	1		0	0	1 1
1		4 ANIMATE\CDROM_MC.FLC	Mastering	1000	0	0 1 ani1
1		4 ANIMATE\CDROM_RC.FLC	replication	1000	0	1 1 ani2
	00	3		0	0	1 1
1		2		0	0	1 1
1		2		0	0	1 1
0		4	Sound	1000	0	0 1
00	00	3 SOUND\GONG1.WAV	ani1	0	0	1 1
00	00	3 SOUND\GONG1.WAV	ani	0	0	1 1
2		3		0	0	1 1
001	000	3 VIDEO\CDT1.AVI		0 IMAGES\	0	1 0 video
001	000	3 VIDEO\CDT1.AVI		0 IMAGES\	0	1 0 video
001	000	3 VIDEO\CDT1.AVI		0 IMAGES\	0	1 0 video
001	000	3 VIDEO\CDT1.AVI		0 IMAGES\	0	1 0 video
001	000	3 VIDEO\CDT1.AVI		0 IMAGES\	0	1 0 video
0		3	Sound_1	0 IMAGES\	0	1 1
00		3 SOUND\50.WAV	Sound_2	3000	0	1 1
00		3 SOUND\51.WAV	Sound_3	15000	0	0 1
00		3 SOUND\62.WAV		0	0	1 1
00		3 SOUND\62.WAV	play	6000	0	1 1
00		3 SOUND\52.WAV	Next	25000	0	1 1
	00	3		0	0	1 1
	00	3		0	0	1 1
	00	3		0	0	1 1
	00	3		0	0	1 1
	00	3		0	0	1 1
0		3	Sound	0 IMAGES\	0	1 1
00		3 SOUND\53.WAV	Next	30000	0	1 1
0		3	Sound	0 IMAGES\	0	1 1
	00	3		0	0	1 1
	00	3		0	0	1 1
	00	2		0	0	1 1
	00	3		0	0	1 1
1	00	3		0	0	1 1
1	00	3		0	0	1 1
1	00	3		0	0	1 1
2		3		0	0	1 1
001	000	3 VIDEO\NIMBUS.AVI		0 IMAGES\	0	1 0 video
001	000	3 VIDEO\NIMBUS.AVI		0 IMAGES\	0	1 0 video
001	000	3 VIDEO\NIMBUS.AVI		0 IMAGES\	0	1 0 video
001	000	3 VIDEO\NIMBUS.AVI		0 IMAGES\	0	1 0 video
001	000	3 VIDEO\NIMBUS.AVI		0 IMAGES\	0	1 0 video
00		3 SOUND\62.WAV	sndmid	10000	0	1 1
0		3	Sound	2000 IMAGES\	0	1 1
0		3	Next	10000 IMAGES\	0	1 1
0		3	Sound	2000 IMAGES\	0	1 1
00		3 SOUND\56A.WAV	Sounda	4000	0	1 1
00		3 SOUND\56.WAV	Next	15000	0	1 1
	00	3		0	0	1 1
		3		0	0	1 1
00		3 SOUND\57A.WAV	Sound1	4000	0	1 1

Sheet1

00		3 SOUNDIV57.WAV	Next	35000	0 1 1
		3		0	0 1 1
0		3	Sound	2000 IMAGES\a	0 1 1
00		3 SOUNDIV58.WAV	Sound2	10000	0 1 1
00		3 SOUNDIV580.WAV	Sound1	4000	0 1 1
1	00	3		0	0 1 1
	00	3		0	0 1 1
	00	3		0	0 1 1
	00	3		0	0 1 1
	00	3		0	0 1 1
	00	3		0	0 1 1
	00	3		0	0 1 1
	00	3		0	0 1 1
	00	3		0	0 1 1
	00	3		0	0 1 1
	00	3		0	0 1 1
1	00	3		0	0 1 1
1	00	3		0	0 1 1
	00	3		0	0 1 1
00		3 SOUNDIBUTTON.WAV	_back	0 IMAGES\a	0 1 1
		3		0	0 1 1
		3		0	0 1 1
0		3		0	0 0 1
00		3 CENTRAL6.MID	play	0	0 0 1

Sheet1

DBFLDNAME, DBFNTNAME, C, 30	DBFDB	DBDB	DBCB	DBDR	ADB	DBED	BERA	DB		
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	0	1	1	0	0	1	0	0	1
Arial	12	0	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	2000	1	0	0	1
Arial	12	3	1	1	0	2000	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	2300	1	0	0	1
Arial	12	3	1	1	0	2200	1	0	0	1
Arial	12	3	1	1	0	2100	1	0	0	1
Arial	12	3	1	1	0	2400	1	0	0	1
Arial	12	3	1	1	0	2000	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	18	3	1	1	7	8000	3	0	0	1
Arial	18	3	1	1	7	10000	3	0	0	1
Arial	18	3	1	1	7	12000	3	0	0	1
Arial	18	3	1	1	7	14000	3	0	0	1
Arial	28	3	1	1	7	2000	3	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	18	3	1	1	7	11000	3	0	0	1
Arial	18	3	1	1	7	13000	3	0	0	1
Arial	18	3	1	1	7	15000	3	0	0	1
Arial	28	3	1	1	7	4000	3	0	0	1
Arial	12	0	1	1	9	12000	2	0	0	1
Arial	12	0	1	1	9	14000	2	0	0	1
Arial	12	0	1	1	9	16000	2	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	3500	1	0	0	1
Arial	12	3	1	1	0	4000	1	0	0	1
Arial	12	3	1	1	0	5000	1	0	0	1
Arial	12	3	1	1	0	3000	1	0	0	1
Arial	12	3	1	1	0	4500	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	28	3	1	1	7	1000	3	0	0	1
Arial	28	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1

Sheet1

Arial	12	3	1	1	0	0	1	0	0	1
Arial	28	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	0	1	1	9	6000	2	0	0	1
Arial	12	3	1	1	7	2000	3	0	0	1
Arial	28	3	1	1	7	500	3	0	0	1
Arial	18	3	1	1	7	10000	3	0	0	1
Arial	18	3	1	1	7	12000	3	0	0	1
Arial	12	3	1	1	7	1500	3	0	0	1
Arial	28	3	1	1	7	1000	3	0	0	1
Arial	28	3	1	1	7	500	2	0	0	1
Arial	28	3	1	1	7	500	3	0	0	1
Arial	28	3	1	1	7	1000	3	0	0	1
Arial	12	0	1	1	0	0	1	0	0	1
Arial	12	0	1	1	23	3000	2	0	0	1
Arial	12	3	1	1	7	20000	2	10	25000	1
Symbol	48	3	1	1	0	0	1	0	0	1
Times New Roman	10	3	1	2	0	0	1	0	0	1
Times New Roman	10	3	1	2	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1
Arial	12	3	1	1	0	0	1	0	0	1

Sheet1

DBCOMMON1C,C,50

DBCOMMODBCOMMIDBCOMMIDBCOMMON
FOLDER1 3

FOLDER1 2

None
None
None
None
None

Play
Stop
Pause
Continue
Play

FOLDER1 1

ò Premastering
ò Glass Preparation
ò Laser Beam Recording
ò Developing & Metalising
The Mastering Process

FOLDER1 4

FOLDER1 5

ò DAT
ò Exabyte
ò Compact Disc Recordable
The Premastering Suite

None
None
None
None
None

Pause
Stop
Continue
Play
Play

FOLDER1 <Next>
FOLDER1 <Next>
FOLDER1 <Next>

Laser Beam Recording
Laser Beam Recording

Sheet1

Development & Metalising

FOLDER1 1

Glass Preparation - Press play to view the video!
Manufacture
ò Mastering
ò Disc Replication
Disc Replication - Press play to view the video!
Replication
Disc
Glass
Preparation

Click on a CD to continue!

Back to
Menu
FAIRE96

FOLDER1 6

Sheet1

0		0	0	0	40
0		0	0	0	40
1		0	9	0	40
0		0	0	0	40
0		0	0	0	40
0		0	0	0	0
0		0	0	0	40
0		0	0	0	40
0		0	0	0	40
0		0	0	0	40
0		0	0	0	40
0		0	0	0	40
0		0	0	0	40
0		0	0	0	40
0		0	0	0	40
0		0	0	0	0
0		0	0	0	0
0		0	0	0	40
0		0	0	0	40
0		0	0	0	40
0		0	0	0	40
1	600000	6	0	0	40
0		0	0	0	40