MultiPlay Version 2.5.x

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Why

MultiPlay is primarily designed to play audio cues for amateur theatre productions. I was not satisfied with the other freeware offerings and knew that a lot of amateur theatre groups and educational institutions can not afford to buy commercial software.

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Licence

This version of MultiPlay is a freeware application. You may use it for private or commercial use. I have spent a lot of time on this software. If you find it really useful, please do consider donating a small amount to assist in MultiPlay's continued development.

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Support

Feel free to contact me (David Duffy) at david@da-share.com if you have any questions, bug reports or future feature suggestions. Currently, MultiPlay is hosted on the da-Share web site.

Some talk of MultiPlay also happens at the Blue Room forum and now there is a dedicated MultiPlay forum you can join.

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Thanks

A huge thank you to those theatre related people who once again offered feature suggestions and did a great job as testers. I'd also like to thank the good people from the Australian Delphi User Group (ADUG), who offered solutions to some of the coding challenges I encountered along the way. Their assistance has enabled MultiPlay to become a better program and myself a better programmer.

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Windows

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Main

The main window is a container for all the other windows. Most users will probably leave it maximised.

It has an area on each side that various other windows can be docked to. To dock a window, drag it over to one of the sides where it will suddenly snap in. A little practice may be needed to get the windows to dock exactly where you want.

File

Recent Productions	The last 5 productions that you have opened are shown here.

Open Production	Opens an existing production.
Save Production	Saves the current production.
Save Production As	Saves the current production as a different file name.
Revert To Saved Production	Reverts to the last saved production. All changes made since last save are discarded.
New Production	Creates a new (blank) production.
Production Properties	Opens up the production properties window. This is where you edit the preferences & settings that apply to the currently open production.
General Configuration	Opens up the general configuration window. This is where you edit the preferences & settings that apply to all productions.
Print > Notes	Print the cue list notes
Print > Cue List	Print the cue list from the currently open production.
Export > Notes	Export the notes as an RTF (Word) file
Export > Cue List	Export the cue list as a spreadsheet
Archive Production	Archive the production and media files to a specified folder or zip file.

Edit

Undo Change	Undoes the last change made to the production.
Cut	Cuts the currently selected cue(s) and copies them to the cue clipboard.
Copy	Copies the currently selected cue(s) to the cue clipboard.
Paste	Pastes the cue(s) from the cue clipboard to the cue list at the currently selected row.
Paste Special	
Delete	Deletes the currently selected cue(s) from the cue list. The cues are not copied to the cue clipboard.

View

The view menu allows the various windows to be opened and closed.
Currently open windows are indicated by a green tick.

Tools

External Tools	Here is the list of any external tools you have previously set up in General Configuration > Ext Tools.
Cues > Renumber	Renumber (or clear) cue numbers

Help

HTML Help	Opens the HTML version of this help file.
PDF Help	Opens the PDF version of this help file (if installed)
About	Displays the MultiPlay version information and contact email address.

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Cue List

The cue list window is resizable and contains a list of all of the cues that make up your production.

The various columns can be resized by dragging the dividers in the top row. Columns can also be moved by dragging them in the top row. Visible columns can be set in the popup menu accessed by right clicking the cue list grid title bar.

Add cues to the cue list can be done in a few ways.
1) Press the insert key. This will prompt for the file to use for an audio cue.
2) Click a cue button (on the tool bar) to insert that type of cue at the currently selected position.
3) Drag a cue button (from the tool bar) to where in the list you want to insert it.

You can easily re-arrange the order of the cues. To do this, left click (and hold) the left column of the cue you want to move, drag it to the desired position and then release it. The only cue you can't move is the last (Show End) cue.

The current cue (the one that will start when you press GO) is indicated by the green arrow in the left column.

To set the current cue position, simply left click the desired row in the cue number column. If the Syncronise Grid button is engaged, clicking anywhere in the desired row will also change the current cue position.

Right clicking on a particular cue row will pop up a menu with various options for that cue. Double clicking a cue row will directly open the Cue Properties window for that cue. Opening the Cue Properties window is disabled for any cue that is currently playing.

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GO

The GO button is movable and resizeable. It can also be docked on either side of the main window or completely hidden.

When clicked (with the left mouse button), the currently highlighted cue will be started.

The GO text is coloured green when the cue can be started (no errors & not playing), and red when it cannot be started (contain errors or is already playing).

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Stop All

The Stop All button is movable and resizeable. It can also be docked on either side of the main window or completely hidden.

When clicked (with the left mouse button), all playing cues will be stopped instantly. It is mainly intended as an emergency stop.

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Fade All

The Fade All button is movable and resizeable. It can also be docked on either side of the main window or completely hidden.

When clicked (with the left mouse button), all playing cues will be faded out and stopped.

The fade time used is set in the Configuration > Cues.

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Clock

The clock window is movable and resizeable. It can also be docked on either side of the main window or completely hidden.

It features auto sizing text and selectable (via the configuration window) 12 or 24 hour mode.

You will need to set the clock on your PC accurately, as this is where the MultiPlay clock gets it's time from.

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Stopwatch

The stopwatch window is movable and resizeable. It can also be docked on either side of the main window or completely hidden.

It features auto sizing text and is started and stopped by simply clicking anywhere in the stopwatch window. Right clicking the stopwatch window will reset the stopwatch time, but only when the count is stopped.

The stopwatch can also be started, stoped and reset via control cues. Check the control action drop-down list in cue properties for options.

You might find the stopwatch useful for timing various aspects of your production, either during rehearsal or on the night.

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Notes

The notes window is movable and resizeable. It can also be docked on either side of the main window or completely hidden.

It contains 3 resizable panes; previous cue, current cue and next cue.

Both plain text and RTF (Rich Text Format) are possible.

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Previewer

The previewer window is movable and resizeable. It can also be docked on either side of the main window or completely hidden.

It can be used for previewing audio files before they are put into the cue list without having to open up another playback program and a file explorer window.

The audio is sent to the output assigned as Preview in the Audio tab of the Configuration window.

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External Tools

The external tools window is movable and resizeable. It can also be docked on either side of the main window or completely hidden.

Here is the user defined list of external programs and commands. You set these up via the general configuration window.

Suggested tool examples would be your audio editing program, handy pdf files, or a shortcut to specific windows folders.

See the configuration window help section for details on how to configure these tools.

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Cue Controls

The cue controls window is movable and can be hidden.

You can adjust various playback properties of the currently selected cue. Controls not applicable to that cue are disabled.

Please note that normally any changes made here will be lost as soon as the cue finishes playing. To make these changes permanent, tick the DE (Direct Edit) check box in the Production Properties > Layouts section.

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General Configuration

The first time MultiPlay closes it will generate an ini file containing your preferences in the same directory as the program. These settings are accessed via the Configuration window. Don't forget to apply any changes you make before exiting the application, otherwise those changes will not be saved. These settings are not production specific.

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General

Confirm Program Exit
When checked, MultiPlay will ask for confirmation before exiting the program.

Show Control Hints
When checked, hints will be displayed when the mouse is hovered over most controls.

Hide Inactive Menu Options
When checked, menu options such as the ones in the cue list context menu are hidden id they are not available.

Clock 24 Hour Mode
When checked, the clock in the main window status bar is presented in 24 hour format instead of 12 hour. (AM/PM)

Stopwatch Double Click
When checked, the stopwatch will only respond to double clicks instead of single clicks.

Suppress Screen Saver
Check this to disable the Windows Screen Saver.

Prevent Multiple Instances
Check this to prevent multiple instances of MultiPlay from being run

Minimise To System Tray
When checked, minimising MultiPlay will actually minimise it to an icon in the system tray. Once there, you can press GO or Stop to run your production. Double clicking the tray icon will restore MultiPlay to normal screen size.

Page Tab Persist
Normally when you open the Production Properties, General Configuration or Cue Properties windows, they will always open up at the front tab. When this is checked, they will open on the last used tab.

Auto Clear Edit Text
When editing text in the various grids in MultiPlay, the first time you click in that cell, the existing text will be highlighted. When this option is enabled, the existing text will be automatically cleared.

GO Retrigger Lockout Time (ms)
This is the amount of time the GO button will be locked out (disabled) when pressed. This will prevent multiple cues being fired when the GO button is accidentally double clicked, etc. The time can be set from zero (no lockout) to 5 seconds in 100ms increments.

Volume / Pan Key Repeat Rate
This set how fast the cursor keys move the volume and pan slide controls when controlling them from the main window.

GO Button Text
You can customise the text for the GO button here.

STOP ALL Button Text
You can customise the text for the STOP ALL button here.

Production MRU Max Size
Sets the maximum number of items to show in the Production MRU list.

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Cues

End Warning Time
How far before the end of an audio track to change the colour of the progress bar in the cue list from green to red as a warning of the impending track end.

Fade All Time
The fade time to use when the *Fade All Out* function is used.

End Jump Time
How close (in seconds) to the end of the cue to jump to when the Jump button is pressed.

Ignore Control Cue Failures
When enabled (the default), a control cue that fails to execute on the target cue will still perform it's advance action. This will address the problem (for example) of fade control cues not advancing just because the target cue had already stopped. If you prefer the "old way", simply uncheck the option box.

Hot Key 2nd Press Mode
What to do when a hot key is pressed for a cue that is already playing.

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Cue Defaults

Cue Defaults
Here you can specify the defaults to be used when inserting a new cue.

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Cue List

Insert New Cues After Current Cue
Check to insert new cues after the currently selected cue instead of inserting before it.

Auto Open Cue Properties
When checked, the cue properties window will automatically open when a new cue is inserted into the cue list.

Reload Last Cue List On Startup
When checked, the last used cue list will be automatically reloaded when MultiPlay starts.

Prompt When Deleting Cues
Uncheck to disable the warning when deleting cues.

Prompt To Save Modified Cue List
Uncheck to disable the prompt to save a modified cue list first when clearing it or when exiting MultiPlay.

Advance Cue After Stop
If this option is enabled, when the Stop All or Fade All button is activated, the current cue position will be advanced.

Mouse Wheel Selection Scroll
When set to zero, the mouse wheel scrolls the whole cue list window. When set to 1..10, the mouse wheel changes the selected cue position by that number. If you don't want to accidentally change the selected cue position during a show, leave it set at zero.

Backup
After the backup delay time, an unsaved cue list is automatically backed up (to the specified directory) in case you forget to save it before exiting.

Backup Delay
How long (in minutes) after the cue list changes to wait before performing the auto backup.

Max Number Of Backups To Keep
Specifies how many backup files to keep.

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External Tools

External Tools is where you can set up shortcuts to your favourite programs. Use the buttons to add, remove and move your custom tools in the tool list.

Tool Name
This is the name that appears in the *Tools* menu and *External Tools* window.

Command
Use the open button to browse to the program file you wish to use. Use "explorer.exe" (no quotes) if you want to create a shortcut to the Windows Explorer file browser.

Parameters
Specify any command line parameters that need to be passed to the program.

Initial Directory
Specify the directory the chosen program should start in.

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Production Properties

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General

Title
Enter the name of the show here. This is not the same as the cue list file name.

Author
Enter the name of who wrote the cue list here.

Last Modified
The time and date this production was last saved.

File Location / Name
This is the full path and name of the currently loaded production file.

File Size
This is size of the currently loaded production file.

Notes
Enter any general notes about the show here.

Media Folder
When a media folder is specified, the cue filenames are stored without their path information to make them portable across systems with differing installation paths. eg. When running from a USB drive, etc. This a a beta feature.

Auto Start
When checked, the first cue will be immediately started when the production is opened at program start-up.

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Appearance

Here you can customise the fonts and colours used throughout MultiPlay.

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Triggers

This area lets you define what key combinations trigger the various functions.

Simply click in the wanted Key cell, then press the desired key combination.

An error dialog will pop up if your choice conflicts with an existing trigger or a fixed shortcut.

To clear the shortcut for a particular function, click in that Key cell and press Delete.

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Hot Buttons

Columns
How many button columns to show in the Hot Buttons window.

Rows
How many button rows to show in the Hot Buttons window.

Text Size
What size font to use for the Hot Buttons text.

Font
What font to use for the Hot Buttons text.

Use Cue Descriptions
When ticked, the Hot Buttons text automatically uses the descriptions of the cues they are triggering.

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Audio Patches

Program Audio & Preview Audio
MultiPlay by default will use your primary sound card for both the preview output as well as the main audio outputs. If you have more than one sound card, you may select a specific one for the preview output and each of the 4 program groups.

Each audio and play list cue can be independently routed to one of the 4 program audio groups. Each group can choose one of the sound cards installed. More than one group can be routed to the same sound card. This enables a production that was created to utilise more than one sound card to be run on a PC with only one sound card without major reconfiguration of every cue.

If you are using any external audio devices (eg USB), ensure that they are connected before MultiPlay is started otherwise they will not be appear in the program group and preview device selection boxes in the

Production Properties window. If you have previously selected a sound card other than the primary one and it is not present the next time MultiPlay starts, the primary sound device will be substituted for it instead.

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MIDI Patches

MultiPlay supports multiple MIDI output devices. MIDI messages are sent to these devices via the *Outputs* property in the *Cue Properties* window.

Each MIDI cue can be independently routed to one of the MIDI output groups. Each group can choose one of the MIDI output devices installed.
More than one named group can be routed to the same MIDI output device without error.

A cue list that utilises a certain set of MIDI devices on one PC can be run on another PC with different MIDI hardware without any changes to the MIDI cues themselves. All you need to do is select the correct MIDI output device (from the list of available devices) for each MIDI output group.

Each of the MIDI output groups has three properties.

The first is the name of the output group. This name is used in the Cue Properties window so you can select from names that better describe what the MIDI output really controls.

The second is a drop-down list where you choose which of the available MIDI outputs this out routes to.

The third one is the *Enable* check box so you can easily enable or disable a whole MIDI output without going into each MIDI cue.

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MIDI Muting

This is where you create MIDI Mute channels and assign note values to them.

The MIDI Mute messages are all sent to the same specified MIDI output and with a common (specified) channel number.

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Serial Patches

MultiPlay supports multiple serial output devices. Serial messages are sent to these devices via the *Outputs* property in the *Cue Properties* window.

Each serial cue can be independently routed to one of the serial output groups. Each group can choose one

of the serial output devices installed.

A cue list that utilises a certain set of serial devices on one PC can be run on another PC with different serial hardware without any changes to the serial cues themselves. All you need to do is select the correct serial output device (from the list of available devices) for each serial output group.

Each of the serial output groups has three properties.

Patch Name
The first is the name of the output group. This name is used in the Cue Properties window so you can select from names that better describe what the serial output really controls.

Port Number
Select the serial port that you want to use for serial cues.

Baud Rate
Select the baud rate that matches the external serial device that you are communicating with.

Data Bits
The number of data bits in each data byte.

Parity
The type of parity to use.

Stop Bits
The number of stop bits in each data byte.

X-ON/X-OFF
When checked, the serial port will utilise software flow control.

RS485 Mode
Check this box if you are using an RS485 converter in conjunction with the chosen serial port.

Port Open
This enables the chosen serial port.

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Telnet Patches

Patches

MultiPlay supports multiple telnet outputs. Telnet messages are sent to them via the *Outputs* property in the *Cue Properties* window.

Each telnet cue can be independently routed to one of the telnet outputs. Each of the telnet outputs (patches) has four properties.

Patch Name
The first is the name of the output. This name is used in the Cue Properties window so you can select from names that better describe what the telnet output really controls.

Host
Select the IP address (or name) of the host that the desired telnet server is on. For a server process running on the local PC, set this to 127.0.0.1

Port
Select the port that remote telnet server host is accepting connections on.

Active
This enables the chosen telnet connection. The target telnet server must be ready and accepting connections before the patch can go into the active (connected) state.

Command Listen

MultiPlay can also be controlled by a local or remote telnet client. The following (non case sensitive) commands are supported:

Text Command	Action
clear	Clears the telnet client window
version	Reports the MultiPlay version
quit	Terminates the telnet session
go	GO at current cue list position
stop all	Stop all cues
fade all	Fade all cues out
pause all	Pause all playing cues
resume all	Resume all paused cues
stopwatch start	Start the stopwatch
stopwatch stop	Stop the stopwatch
stopwatch reset	Reset the stopwatch
advance	Advance the current GO position
pause	Pause the currently selected cue
resume	Resume the currently selected cue
stop	Stop the currently selected cue
jump	Jump the currently selected cue to near the end
next track	Jump to next track on the currently selected cue (playlist only)
previous track	Jump to previous track on the currently selected cue (playlist only)

TCP Port
Select the port that you want to accept remote telnet clients connections on.

Active
This enables the host port. MultiPlay must be running and the listen port active before you attempt to connection.

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Layouts

Layouts are a way of defining one or more window layouts.

For example, during the creation of the production you may have a lot of windows open and have DE (Direct Editing) enabled. Then may set up a simpler layout for the show operator that also prevents them changing the production via the LU (Limited User) option.

You can create as many layouts as you need and give each one a name to make selecting them more intuitive. You can also save time by cloning an existing layout to a new layout and editing the clone.

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Functions

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Archive Production

The Archive Production feature (access via the File menu) transfers the production file and all audio & video files to a specified folder, or zip file. This enables you to transfer a whole production, including media files to another PC.

This newly archived production will have all of the Audio & video Cue filename paths changed to relative ones, with a $(MEDIA) prefix. This prefix refers to the Media Folder in Production Properties, which will be automatically updated as a result of the archiving process.

To use the archived production, simply copy the entire archive folder to the target PC and open the production as normal. If you used the Make ZIP File option, you'll need to extract the archive to a suitable folder on the new PC. When the archived production is opened in its new location, the Media Folder setting (in Production Properties) will be checked and updated if required.

Please note that the properties of any Launch Cues may still need to be edited on the new PC, as the same programs or batch files may not be present or may be in a different folder than the original PC.

You may also need to set up the Audio, MIDI and Serial Patches (in Production Properties) to suit the hardware on the new PC.

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Cue Types

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Audio

An *Audio Cue* will be the most often used cue type for most users. When triggered, it plays the specified audio file according to the set properties.

Filename: The name of the audio file to use for this cue.

Volume: The initial volume setting for the cue.

Pan: The initial pan (left-right balance) setting for the cue.

Pitch: The initial pitch (playback speed) setting for the cue. Normal pitch is 100%.

Audio Group: Specifies which of the stereo audio output groups to route this cue to.

Fade-In: The time (in seconds) over which to fade in the cue (from minimum to the Volume setting) when started.

Fade-Out: The time (in seconds) over which to fade out the cue (to minimum, then stop) when Fade Out is

pressed or when the End Fade function is in effect.

End Fade: When set, the cue will automatically fade out at the end. The start of the fade will be as per the Fade-Out setting above.

Loop: Setting this makes the audio file loop (between the specified start and end positions) the specified number of times, or indefinitely if zero. Good for looping ambient sounds like wind, rain, etc.

Start Position: The position within the audio file at which to start playback. Useful for when there is unwanted silence at the start of the audio file.

End / Fade Position: The position within the audio file at which to end playback.

The Set button next to the Start & End / Fade position controls is used to set that position during preview.

The Clear button under the Start Position sets the start position to start of the the audio file.

The Clear button under the End / Fade Position sets the end/fade position to the end of the audio file unless there is a conflict caused by the Fade Out time and Pitch, in which case the fade position will be adjusted to ensure the fade can be completed before the end of the cue file.

Preview Button: The Preview button is for listening to that cue as it would be with the currently showing properties applied. This is handy for setting levels, etc without dropping back to the Cue List window each time just to hear the proposed changes.

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Empty Audio

An *Empty Audio* cue is just an *Audio Cue* that has not had it's audio file chosen. This can be handy when you want to insert *Audio Cues* into the list with just a description and assign the actual audio files later.

See the section on Audio cues for details.

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Play List

A *Play List Cue* allows you to include several audio files as one cue. When triggered, it plays each of the specified audio files in turn. The various audio properties are common to all of the files in the cue.

Audio Files: The list of audio files to use for this cue.

Volume: The initial volume setting for the cue.

Pan: The initial pan (left-right balance) setting for the cue.

Pitch: The initial pitch (playback speed) setting for the cue. Normal pitch is 100%.

Audio Group: Specifies which of the stereo audio output groups to route this cue to.

Fade-In: The time (in seconds) over which to fade in the cue (from minimum to the Volume setting) when started.

Fade-Out: The time (in seconds) over which to fade out the cue (to minimum, then stop) when Fade Out is activated.

Loop: Setting this makes the whole set of audio files loop the specified number of times, or indefinitely if zero.

Preview Button: The Preview button is for listening to that cue as it would be with the currently showing properties applied. This is handy for setting levels, etc without dropping back to the Cue List window each time just to hear the proposed changes.

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Control

Control Cues are used to control *Audio Cues & Play List* cues. The various *Control Cue* types are as follows:

Cue Start
Starts the cue specified by the *Target* parameter.

Cue Stop
Stops the cue specified by the *Target* parameter.

Cue Pause
Pauses the cue specified by the *Target* parameter.

Cue Resume
Resumes the cue specified by the *Target* parameter.

Volume Change
Changes the volume of the cue specified by the *Target* parameter, over the period specified by the *Fade Time* parameter.

Pan Change
Pans the *Audio* or *Play List* cue specified by the *Target* parameter, over the period specified by the *Fade Time* parameter.

Pitch Change
Changes the pitch of the *Audio* or *Play List* cue specified by the *Target* parameter, over the period specified by the *Fade Time* parameter.

Fade All Previous
Fades the volume of all *Audio & Play List* cues from the first cue right up to (and including) the one specified by the *Target* parameter, over the period specified by the *Fade Time* parameter.

Exit Loop
If the target cue is playing in a loop, activating this function will have that cue finish at the next available end point.

Set Position
Jumps the current position of Audio, Playlist, Wait and some Control cues. There are options for the time value to be interpreted as an absolute or relative time.

Start Stopwatch
Starts the stopwatch window counting. Has no effect if the stopwatch is already running.

Stop Stopwatch
Stops the stopwatch window counting. Has no effect if the stopwatch is not currently running.

Reset Stopwatch
Resets the stopwatch count, even if it is currently running.

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Wait

A wait cue (previously referred to as a pause cue) will wait the specified time before triggering the next cue. The duration can be set in 100 millisecond increments.

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Serial

A *Serial Cue* is used to send a serial string to the com port. This can be useful for controlling DVD players, lighting consoles, etc.

The actual com port parameters are set via the *Serial Patched* tab in the *Production Properties Window*.

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MIDI

A *MIDI Cue* is used to send one or more MIDI messages to the specified MIDI output. This can be useful for controlling lighting consoles, etc.

The MIDI output ports are assigned via the *MIDI Patches* tab in the *Production Properties Window*.

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MSC

The MSC (MIDI Show Control) cue is in development and not yet available.

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MIDI Mute

MIDI Mute cues allow control of audio mixer mute states via MIDI note on and off messages.

You can define multiple mute channels in the Production Properties > MIDI Mute section.

Each channel has a corresponding note value that is used each time MIDI Mute cue is executed.

Each mute channel on a given cue can be set to one of three states:

- No change: The MIDI channel message is not sent
- Mute On: The MIDI channel message is sent as a Note On message
- Mute Off: The MIDI channel message is sent as a Note Off message

This allows one of more mixer channels to be muted or un-muted when the cue executes.

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MIDI Seqence

The *MIDI Sequence* cue plays standard MIDI music files.

Filename: The name of the MIDI sequence file to use for this cue.

Volume: The initial volume setting for the cue.

Tempo: The initial tempo setting for the cue. Normal tempo is 100%.

Output: Specifies which MIDI patch to use for this this cue.

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Video

The *Video Cue* plays a video or still image file.

Filename: The name of the video file to use for this cue.

Volume: The initial volume setting for the cue.

Pan: The initial pan (left-right balance) setting for the cue.

Pitch: The initial pitch (playback speed) setting for the cue. Normal pitch is 100%.

Audio Group: Specifies which of the stereo audio output groups to route this cue to.

Monitor: Specifies which video output to display the cue on.

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Memo

A *Memo Cue* only has description, notes and advance action properties. It's often used to mark breaks in the cue list.

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Telnet

A *Telnet Cue* send a command (data string) to another program that is running a telnet server process.

The command's target is selected via the output drop-down box in cue properties. These outputs are set up via Production Properties > Telnet Patches.

Usually a command will need to end with a carriage return character, so make sure you add a new line after the the data in the data string box.

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Launch

A *Launch Cue* can launch an external program or batch file. It behaves much the same as a standard Windows Shortcut.

Command is the equivalent of the "Target" in a shortcut. Use the button to choose the exe (or batch, document, etc) file you want to launch.

Parameters (optional) is where you type in any command line options. You can also press the button to choose another file as the parameter.

Initial Directory (optional) is the equivalent of the "Start In" in a shortcut. This probably won't be used in most applications.

As an example, you may want to launch the Windows PowerPoint Viewer, with a specific presentation and no splash screen.

Command would be something like: C:\Program Files\Microsoft Office\Office12\PPTVIEW.EXE

Parameters could be /S "M:\Sample - Closing The Deal.ppt"
In the above, the /S means no splash screen, while the part in quotes is the location of the file to open.

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