CUECOMPOSER

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UI Productions, LLC

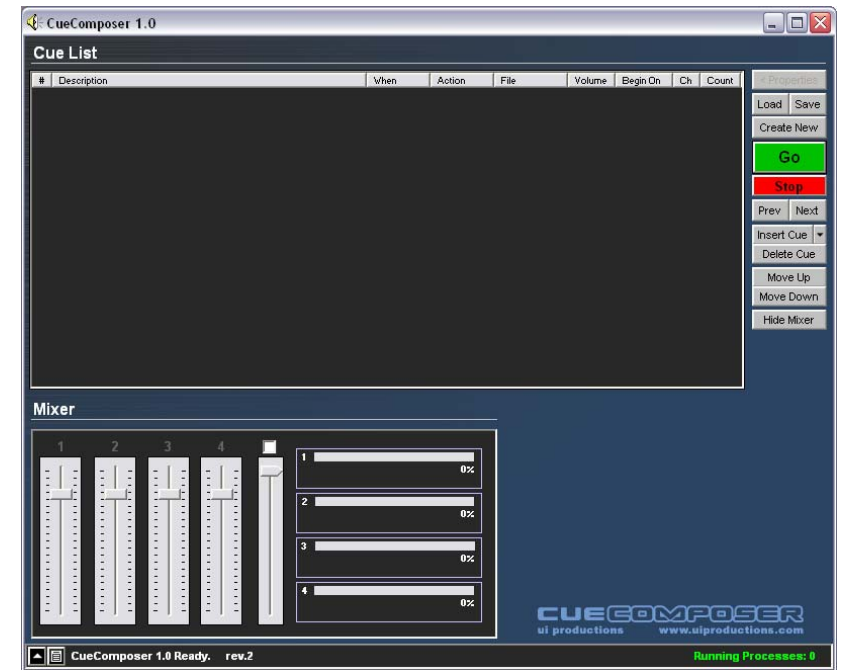# Quick Guide

I. The Main Window

Figure 1.0 – The Main Window

When CueComposer loads, the main window is shown. The main window is divided into four sections.

1. **Cue List** – list that displays all of the cues in the current show.
2. **Controls** – manipulates the cues in the cue list.
3. **Mixer** – contains volume controls and displays media information for the four audio channels.
4. **Cue Properties** – contains detailed information and controls used to edit the currently selected cue. The Cue Properties section is only available when a cue is selected.
5. **The Status Bar** – displays notifications to the user.

1. Cue List

The Cue List is a list that contains all of the cues in the current show, along with some information regarding each cue. The details in the Cue List are edited using the Cue Properties Section (see page 7). The cue list will always remain ordered with the first cue listed at the top and the last cue listed at the bottom.

- The cue listed in GREEN is the cue that has just executed.
- The cue listed in YELLOW is the selected cue and will also be the next cue to be executed in the list.

- o Clicking on a cue will make it the currently selected cue.
- o Double-clicking on a cue will make it the currently selected cue and execute it.
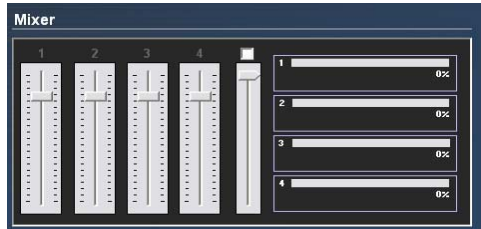
2. Controls

To the right side of the cue list, you will see the Controls. The following buttons are shown:

a. **Properties** – Expands the Cue Properties section for viewing. Only available when a cue is selected.
b. **Load** – Loads a previously saved Show File.
c. **Save** – Saves the current cue list into a Show File.
d. **Go** – Executes the currently selected cue. The Go button will blink when the cue list awaits execution from the user.
e. **Stop** – Stops the entire show. Also clears any buffered media, ends any currently active faders, and ends any active delay processes.
f. **Prev / Next** – Moves the selection to the next or previous cue in the Cue List.
g. **Insert Cue** – Inserts a new blank cue into the Cue List immediately after the selected cue and selects the new cue for editing. The down arrow next to the Insert Cue button displays a pop-up menu with extra options.
h. **Delete Cue** – Deletes the selected cue from the show.
i. **Move Up / Down** – Moves the currently selected cue up or down in the Cue List.
j. **Show / Hide Mixer** – Toggles the visibility of the Mixer section.

3. Mixer

The mixer shows four sliding volume controls and four media information boxes. Each of these corresponds to one of CueComposer's four available audio channels.

The sliding volume controls (located on the left) display the current volume and allow the user to drag the volume bar to the desired level. The higher the bar, the louder the volume.
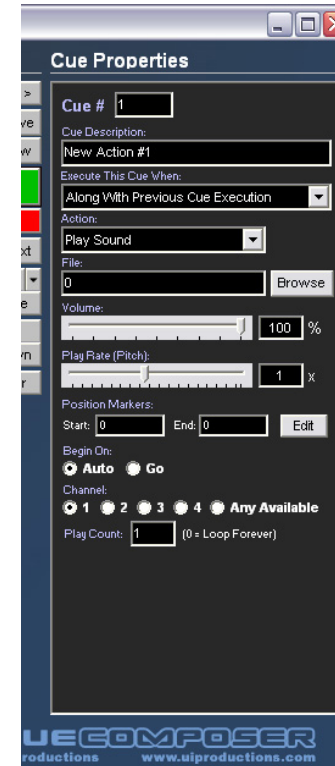
Above each volume control is the channel number. When a channel is empty, the channel number will be displayed in gray. When a channel is playing an audio file, the number will be displayed in green. When a channel contains a paused audio file, the number will be displayed in yellow.

The fifth and unnamed slider provides joint volume control over all four channels at once, but only when the white check-box above it is turned on. When on, each of the four channel sliders will automatically jump to whatever position the joint slider is on. To avoid sudden volume changes while running a show, be sure to set the joint volume slider to the average volume position before turning it on.

On the right side of the mixer are located four media information boxes. Each one also corresponds to the audio channel shown, and shows the current filename and position of the media in that channel.

4. Cue Properties

The Cue Properties section allows you to view and edit the specific details that control how each cue functions. The Cue Properties section only displays the properties of the currently selected cue. The following options are available for every cue:

a. **Cue Number** – the number of the currently selected cue in the Cue List.
b. **Cue Description** – the user-defined description of the cue.
c. **Execute This Cue When** – this defines when the cue will be executed. The three following options will be elaborated upon below.
   1. Along with Previous Cue Execution.
   2. After Previous Cue Executes.
   3. After Previous Cue Completes.
d. **Action** – The action that this cue will implement.

Section 4c – **The "<u>Execute This Cue When</u>" Property**

"When" Options:

1. <u>Along With Previous Cue Execution</u>
   The currently selected cue will execute at the exact same time as the cue directly before it. If more than one cue in a row use this option, the entire sequence will be executed simultaneously.

2. <u>After Previous Cue Executes</u>
   The currently selected cue will execute after the cue before it finishes executing. Note that "execution" of an action that plays a media file will complete as soon as the media file begins playing. A play-cue "completes" when the media finishes playing.

3. <u>After Previous Cue Completes</u>
   The currently selected cue will execute after the cue before it completes. A cue completes when a "play" action's media file finishes playing, when a "delay" action ends, or when an "iteration" action reaches the end of its iteration. For more details, refer to the Action Property (see section 4d).

Section 4d – **The "<u>Action</u>" Property**
(This section breaks down the rest of the Cue Properties that are specific to each action.)

"Action" Options:

7. **<u>Play Sound</u>** - Plays a media file. Uses the following properties:

   File – The media file to play. WAV, MP3 and MIDI formats are accepted. MP3 files will be automatically decoded into WAV format to allow more precise execution.
   Volume – The volume at which to play the selected media file. The volume may be changed at any point using a cue that implements the Volume action.
   Play Rate – The rate (or pitch) at which to play the selected media file. Default is 1x. A faster rate will speed up the sound file. A lower rate will slow down the sound file.
   Position Markers – Sets the positions within the media file at which to start and end play. Enter your own values (in seconds) or click the Edit button to open the Position Marker Editor (see p. _)
   Begin On – Specifies when the selected cue is executed automatically or manually.
   Channel – Sets the channel (1 to 4) on which the selected media file will play. "Any Available Channel" may be selected, and an empty channel will automatically be assigned.
   Play Count – Sets the number of times that the selected media file will be played. Entering 0 will loop the media file infinitely.

Section 4d – **The "Action" Property** (cont'd)

Section 4d – **The "Action" Property** (cont'd)

7. **Pause Sound** – Pauses the media file on the specified channel. A paused media file remains in its channel and retains its position, but ceases playing. Uses the following properties:

    Begin On – Specifies when the selected cue is executed automatically or manually.
    Channel – Sets the channel (1 to 4) which will be paused. The "Any Available Channel" does not have any function.

7. **Stop Sound** – Stops the media file on the specified *channel*. A stopped media file is immediately unloaded from its channel and its position is lost. Uses the following properties:

    Begin On – Specifies when the selected cue is executed automatically or manually.
    Channel – Sets the channel (1 to 4) which will be stopped. The "Any Available Channel" does not have any function.

7. **Wait For End of Iteration** – Executeable at any time. The selected cue will "complete" when the media file on the selected *channel* reaches the end of its play cycle, whether looping or not. Performs similarly to the "Delay" action. Uses the following properties:

    Tolerance – A millisecond value setting the tolerance of the "iteration" action. An "iteration" action with a larger tolerance will complete (or

execute the next cue) earlier than one with a lower tolerance. For example, an 80 ms tolerance will execute 80 milliseconds prior to the end of the media file's cycle.
    Begin On – Specifies when the selected cue is executed automatically or manually.
    Channel – Sets the channel (1 to 4) which will be monitored. The "Any Available Channel" does not have any function.

7. **Change Volume** – Changes the volume of the selected *channel* to the specified *volume*. Uses the following properties:

    Volume – The new volume at which to play.
    Begin On – Specifies when the selected cue is executed automatically or manually.
    Channel – Sets the channel (1 to 4) whose volume will be changed. The "Any Available Channel" does not have any function.
    Fade Speed – Sets the speed at which to change the volume. The fastest setting changes the volume instantly. Any other speed executes a fader process to smoothly change to the specified volume.

6. **Change Rate** – Changes the rate of the selected *channel* to the specified *rate*. Uses the following properties:

    Play Rate – The new rate (or pitch) at which to play the selected media file. The standard play rate

4. Cue Properties (cont'd)

Section 4d – **The "Action" Property** (cont'd)

is 1x. A faster rate will speed up the sound file. A lower rate will slow down the sound file.

Begin On – Specifies when the selected cue is executed automatically or manually.

Channel – Sets the channel (1 to 4) whose volume will be changed. The "Any Available Channel" does not have any function.

7. **Buffer Sound** – Pre-loads the specified *file* into the specified *channel* to eliminate any gaps in play due to the loading process. Buffering only works if the same media file is then "played" in the same *channel*. Uses the following properties:

File – The media file to buffer. WAV, MP3 and MIDI formats are accepted. MP3 files will be automatically decoded into WAV format to allow more precise execution.

Begin On – Specifies when the selected cue is executed automatically or manually.

Channel – Sets the channel (1 to 4) whose volume will be changed. The "Any Available Channel" does not have any function.

8. **Delay (ms)** – Delays the cue progression for a specified millisecond *value*. The cue will "complete" (and the next cue will be executed) when the delay process has finished. Uses the specified properties:

Value – Sets the delay time in milliseconds.

Begin On – Specifies when the selected cue is executed automatically or manually.

5. The Status Bar

The left side of the status bar alerts the user of any notifications within the program. On the far left, the up-arrow button is used to expand the status bar to see an entire list of previous messages. The popup-menu button displays a menu with more status bar options.

- Red status bar messages indicate critical messages, generally requiring user action. Critical messages include a show halting, a missing file, or a missing cue.
- Yellow status bar messages indicate messages that do not warrant user action, but explain actions in the cue progression.
- Green status bar messages indicate normal operation and notification of the cue progression simply as a visual aid to the user.

The right side of the status bar displays a count of the currently running processes. Processes include any cues that are currently being executed and have not completed yet.

If you are interested in learning more about this or any of our other products, we would love to hear from you.

Please contact us via email: info@uiproductions.com