

# MultiPlay Version 3.0.214.0

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## Index

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Welcome to MultiPlay version 3.

While the current release is still marked beta, it is quite stable and being used in productions the world over.

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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 useful, please do consider donating a small amount to assist in MultiPlay's continued development as I use several paid software tools.

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## Support

Feel free to contact me (David Duffy) at [david@da-share.com](mailto:david@da-share.com) if you have any questions, bug reports or future feature suggestions.

MultiPlay is hosted on the [da-Share web site](#) and there is a [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 continue to do 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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There are many windows, each with a different purpose. They can be dragged and docked in whatever layout you require.

Each production has one layout by default, but you can add more in Production Properties > Layouts.

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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

**Import**

Recent Productions	By default, the last 5 productions that you have opened are shown here. You can change the size of this list in Preferences > General > Production MRU Size.
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. If a production template is set, that will be used as a starting point.
Production Properties	Opens up the production properties window. This is where you edit the preferences & settings that apply to the currently open production.
Preferences	Opens up the preferences window. This is where you edit the preferences & settings that are not production specific.
Template > Open	Opens a production template to use as the basis for a new production.
Template > Save Production As	Saves the current production as a new production template.
Template > Default Save	Set which production template will be used for new productions.
Template > Default Clear	Stop using any production template for new productions.
Template > Open Folder	Opens the production template folder.
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
Export > Preferences	Saves a copy of the preferences files to use on another system
Import > Preferences	Loads a previously saved preference file
Import > Production	Allows parts of another production to be imported into the current one
Import > Playlist	Allows and m3u playlist to be imported to the cue list
Archive Production	Archive the production and media files to a specified folder or zip file.
Open Last Production Folder	Opens an Explorer Window for the last used production folder
Open Last Media Folder	Opens an Explorer Window for the last used media folder
Exit Program	Closes MultiPlay

**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 into the cue list
Paste Special	Updates the specified properties of the selected cue from the cue clipboard
Delete	Deletes the currently selected cue(s) from the cue list. The cues are <u>not</u> copied to the cue clipboard.
Invert Selection	Inverts the selection of the cues in the cue list.

**View**

The view menu allows the various windows to be opened and closed.

Currently open windows are indicated by a check box.  
You can also reset the layout to the default here.

## Tools

Audio Tools	This will open the <a href="#">Audio Tools window</a> and allow you to send a test tone to the selected audio output device.
External Tools	Here is the list of any external tools you have previously set up in <a href="#">Preferences &gt; Ext Tools</a> .
Cues > Media Finder	Opens the media finder dialog so you can reassociate files with cues.
Cues > Renumber	Renumber (or clear) cue numbers in the main cue list.
Cues > Reset Custom Background Colours	Resets all custom cue background colours back to the common background colour.
Cues > Reset Custom Font Colours	Resets all custom cue font colours back to the common font colour.
Cue List Error Check	Forces the cue list to be checked for errors.
Search	Opens a dialog to search the main cue list.
File Association > Register .mpp Files	Registers the .mpp file extension with Windows so double clicking a production file will open it in MultiPlay.
File Association > De-register .mpp Files	Clears the .mpp file association in Windows.
Video Windows > Clear	Clears any left over content on the video windows.
Video Windows > Identify	Shows the window number on each visible video window.
Video Windows > Bring To Front	Forces all visible video windows to be on top of other windows.

## Help

PDF Help	Opens the PDF version of this help file (if installed)
Online Help	Opens the online version of this help file via the default browser
About	Displays the MultiPlay version information and contact email address.
Log > View	Shows the log file contents for the current session.
Log > Save	Saves a copy of the current session log file.
Log > Open Location	Opens the log file folder.
Shortcut List	Submenu shows a list of all assigned keyboard shortcuts

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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 two ways.

- 1) Click a cue button (on the tool bar) to insert that type of cue at the currently selected position.
- 2) 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 Synchronise 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 resizable. 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 (contains errors or is already playing).



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## Stop All

The Stop All button is movable and resizable. 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 resizable. 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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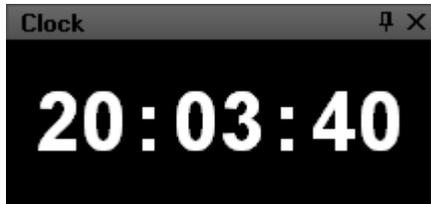
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## Clock

The clock window is movable and resizable. 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 its time from.



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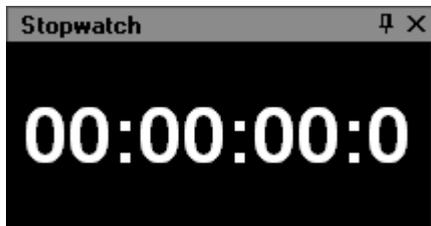
## Stopwatch

The stopwatch window is movable and resizable. 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, stopped 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 resizable. 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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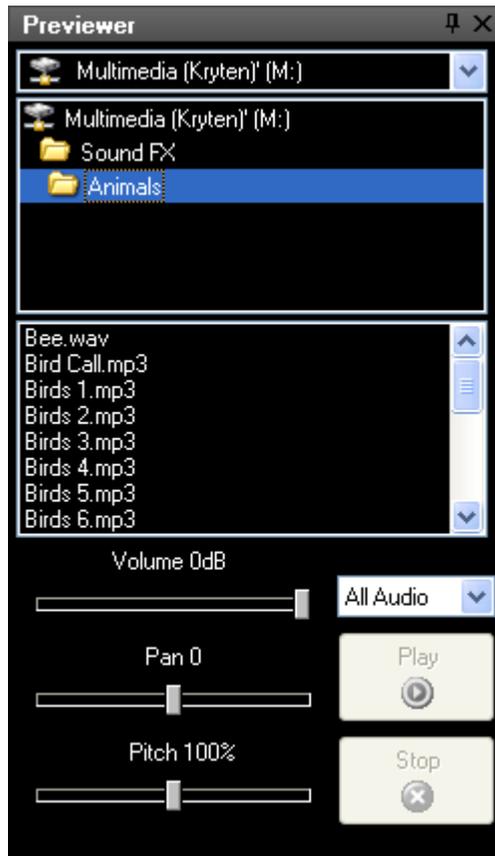
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## Audio Previewer

The previewer window is movable and resizable. 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 resizable. 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.



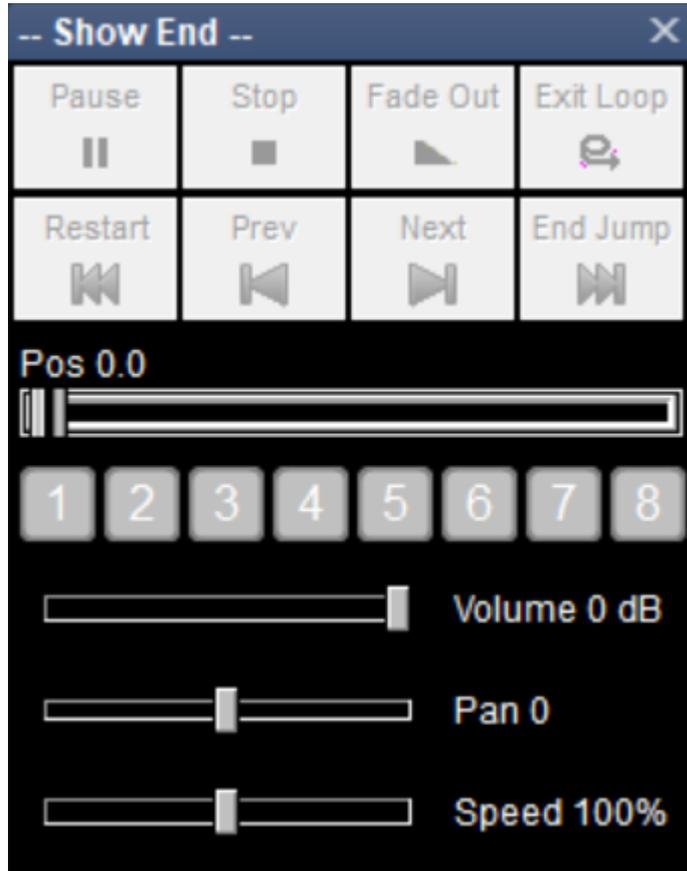
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## Cue Controls

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.

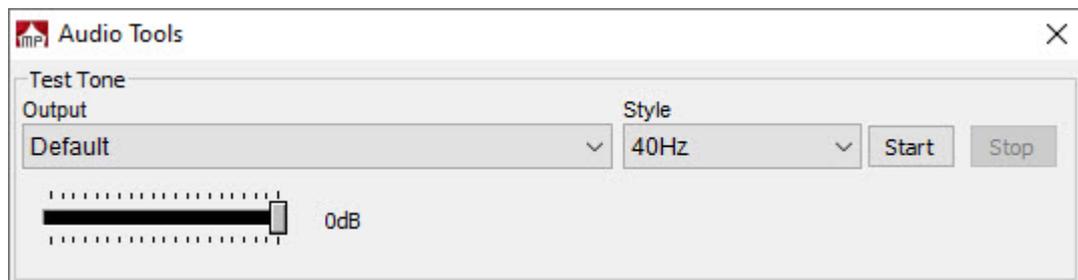
Please note that normally any changes made here will be lost as soon as the cue finishes playing. To make these changes permanent, tick the DE (Direct Edit) check box in the Production Properties > Layouts section.



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## Audio Tools

This allows you to send a test tone to the selected audio output device.



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## Renumber Cues

Renumbering cues (the Q#) is easy. There are various options to format the result the way you need, with a preview of the result in real time.

If multiple cues are selected in the cue list, just those will be selected for change. Otherwise, all cues will

be included.

Renumber All Main Cues

Prefix: A|

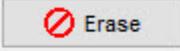
Suffix:

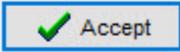
Start: 1.00

Increment: 0.10

Always Show Fraction

Separator: .

 Erase

 Accept

 Cancel

	Current Q#	New Q#	Description
	1	A1	New Play List Cue
	222	A1.1	Play Transitions
		A1.2	Metal Scrape (16 Bits)

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## Cue List Search

Here you can search for cues in the main cue list but specifying keywords in the Q#, Script Ref, Description and Filename fields.

Cue List Search

Q#	Script Ref	Description	Filename
1		New <b>play</b> List Cue	
222		<b>play</b> Transitions	

 Close

play| Search Text

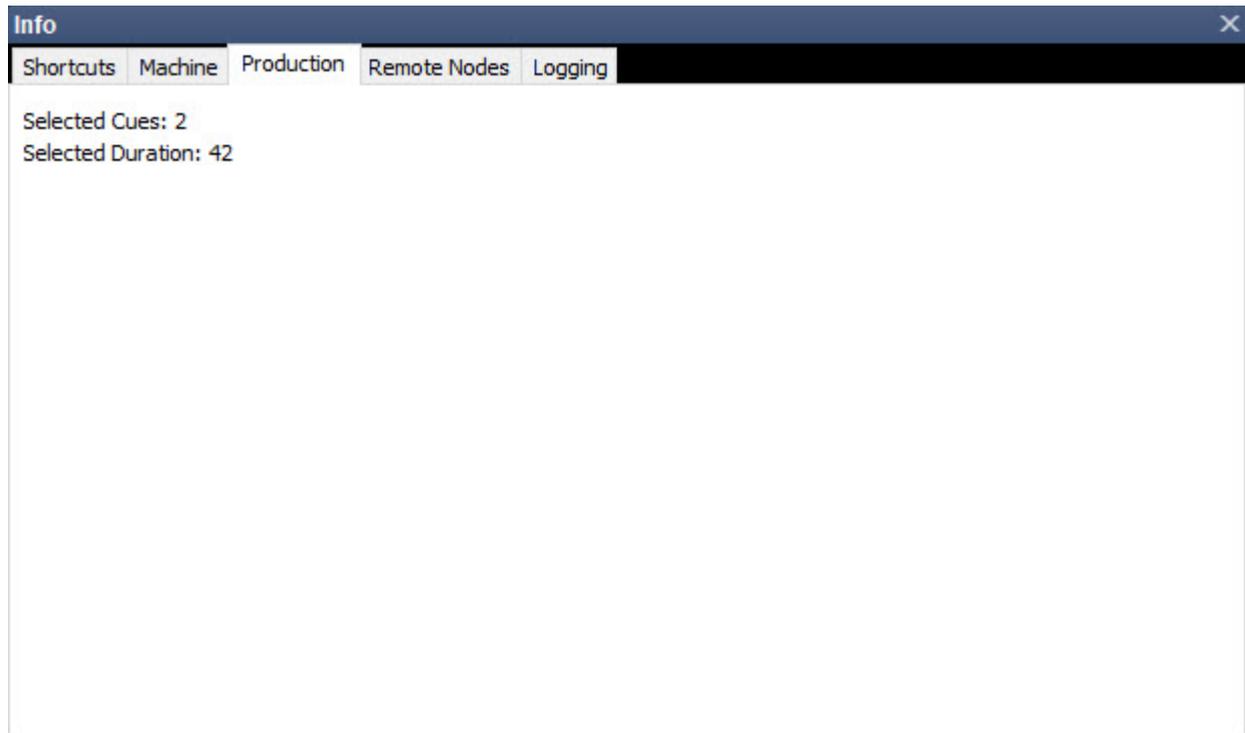
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## Info

Here you can see various statistics and information about your production.

Info			
Shortcuts			
Function	Key	Direction	MIDI
GO	SPACE	Press	Note Off C1 N0 V0
Stop All	BACK TICK	Press	Note On C16 N31 V64
Fade All Out	ESCAPE	Press	
Pause Toggle All	F1	Press	
Resume All	F2	Press	
Restart All	F3	Press	
Restart Playing	F4	Press	
Restart Paused	F5	Press	
Next Cue Point	F6	Press	
Audio Cue	Ctrl+F1	Press	
Control Cue	Ctrl+F2	Press	
Undo Change	Ctrl+Z	Press	

Info	
Shortcuts	
Machine	
RAM	 20%
CPU	 1%
Local IP Address: 192.168.0.235	



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## Preferences

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The first time MultiPlay runs it will generate a file containing your preferences. These settings are not production specific.

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### General

#### 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 if 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.

#### Disable Monitor Sleep

Check this to stop Windows turning monitors off after a long period of inactivity.

#### 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.

#### Animate On Lost Focus

Check this to have the task bar icon animate when MultiPlay doesn't have focus.

**Show Banner On Lost Focus**

Check this to show a large banner across the bottom of the screen when MultiPlay doesn't have focus.

**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.

**Enable ESC Key For Cancel Buttons**

When checked, pressing the escape key when in various dialogs will close that dialog.

**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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## Prompts

**Program Exit**

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

**Confirm E-Stop**

When checked, MultiPlay will ask for confirmation before performing an E-Stop.

**Cue Deletion**

Uncheck to disable the warning when deleting cues.

**Update Cue Description**

Uncheck to disable the prompt to update the cue description when choosing a new file for a cue.

**Direct Edit Disabled**

Uncheck to disable the warning that direct edit is disabled.

**Empty Cue Query On File Dialog Cancel**

Uncheck to disable the prompt to insert an empty cue when canceling file selection during cue insertion.

**Library Cue Deletion**

Uncheck to disable the warning when deleting library cues.

**Clear Log Display (OSC / MIDI)**

Uncheck to disable the warning when clearing the OSC / MIDI log (Info > Logging).

**Clear Hot Button**

Uncheck to disable the warning when clearing a hot button.

**Play List Item Deletion**

Uncheck to disable the warning when deleting files in a play list.

**Image File Size Warning (MB)**

Set the size (in MB) where a warning will show when adding large image cues.

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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.

**Jump End Time**

How close (in seconds) to the end of the cue to jump to when the *Jump End* function is used.

**Jump Back Time**

How many seconds to jump back to when the *Jump Back* function is used.

**Jump Forward Time**

How many seconds to jump forward to when the *Jump Forward* function is used.

**Audio Previewer Fade Time**

The fade time to use stopping in the Audio Preview window.

**Ignore Control Cue Failures**

When enabled (the default), a control cue that fails to execute on the target cue will still perform its 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.

**Ignore Message Cue Failures**

When enabled (the default), a message cue that fails to execute will still perform its advance action.

**Use Filename For Description**

Automatically use the media's file name to fill out the description field for new cues.

**Volume Inc Dec**

Set the dB amount to increment or decrement the volume when using the Cue Volume Inc and Cue Volume Dec shortcuts.

**Default Exclusive Mode**

The exclusive mode (Cue Properties > Advanced > Exclusive Mode) to use for new cues.

**Default Exclusive Fade Time**

The exclusive fade time (Cue Properties > Advanced > Exclusive Fade Time) to use for new cues.

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## Cue Defaults

### Cue Defaults

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

Each cue type has it's own set of defaults.

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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.

### 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.

### Grid Auto Row Height (Word Wrap)

If this option is enabled, the cue list will word wrap the text as required and increase the row height to make room for it

### Cue List Export Settings Persist

If this option is enabled, the last used settings in the cue list export tool will be reused each time.

### Mouse Wheel Scroll Lines

Here you can set how many lines will be scrolled when using the mouse wheel. The default is 1.

### Grid Wheel Mode

You can choose whether the scroll wheel moves the row selection or scrolls the grid.

### Selected Cue Info

This selects the information used in the Selected Cue window.

### Target Cue Info

This selects the information used to populate the Target selection boxes in Cue Points, control cues and Hot Buttons

### Allow Cue List Edit When Not Stopped

If this option is enabled, you can still edit the cue list while cues are active.

### Move GO Position On Left Column Click

If this option is enabled, the GO position will move to the row of the clicked left colum. This overrides the Synchronise Grid Selection button in the tool bar.

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## Shortcuts

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.

You can also set whether the action is performed on the button press or release.

Double clicking the MIDI column will pop up a dialog to choose the MIDI command that will trigger the action.

Hovering the mouse over the first column will show if that shortcut can be controlled by OSC or if the key will repeat if held down.

Please note that the keys in the numpad are not the same as the ones in the alpha area even if they seem to be the same symbol.

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## Ext 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.

### Audio Editor

Check this box to have the tool show in the Cue Actions > Edit Media File popup menu.

### 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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## Backup

### Backup Folder

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.

### 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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## OSC Control

### Adapter

If you have more than one network adapter, you can choose which one to use.

### Control

Set the port MultiPlay will listen on for OSC messages.

These are to control various functions from a remote app.

You can also see messages as they are being received for debugging purposes.

### Remote

Specify a remote IP address and port to send OSC status messages (GO, etc) to.

This could be used to update a remote app.

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## Audio Config

### Audio Buffer Length

Set the audio buffer size. The default is 500ms.

### Audio Update Period

Set the audio update period. The default is 100ms.

### Use Legacy Volume Curve

When enabled, the old style volume curve will be used for fades.

### Volume Min

Set the dB level for minimum volume. The default is -60dB.

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## Logging

### All Actions

When enabled, a lot more is logged to the session log file. Only really useful for tracking down bugs. Not normally enabled.

### Cue Go

When enabled, every GO is logged to the session log file. Not normally enabled.

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## Production Properties

Production Properties are ones that specific to the currently open production.

They are stored in the same MPP file as the cues.

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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.

Production Properties - General

General

Title

Author: David Duffy

Last Modified: 2024-11-13 11:54:13 am

File Location / Name: C:\Users\David\Desktop\MultiPlay\Playlist Loop.mpp

File Size: 10.58 KB

Notes

Media Folder

Auto Start Cue List

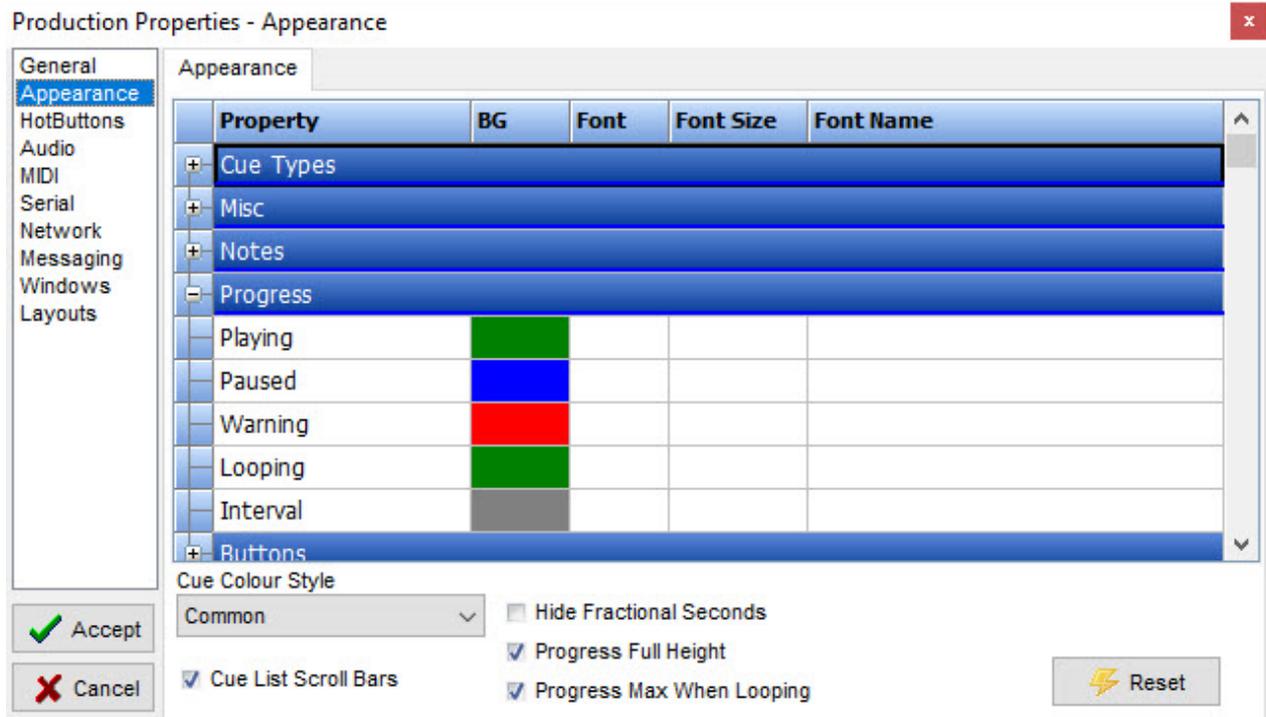
Accept

Cancel

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## Appearance

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



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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.

### Pages

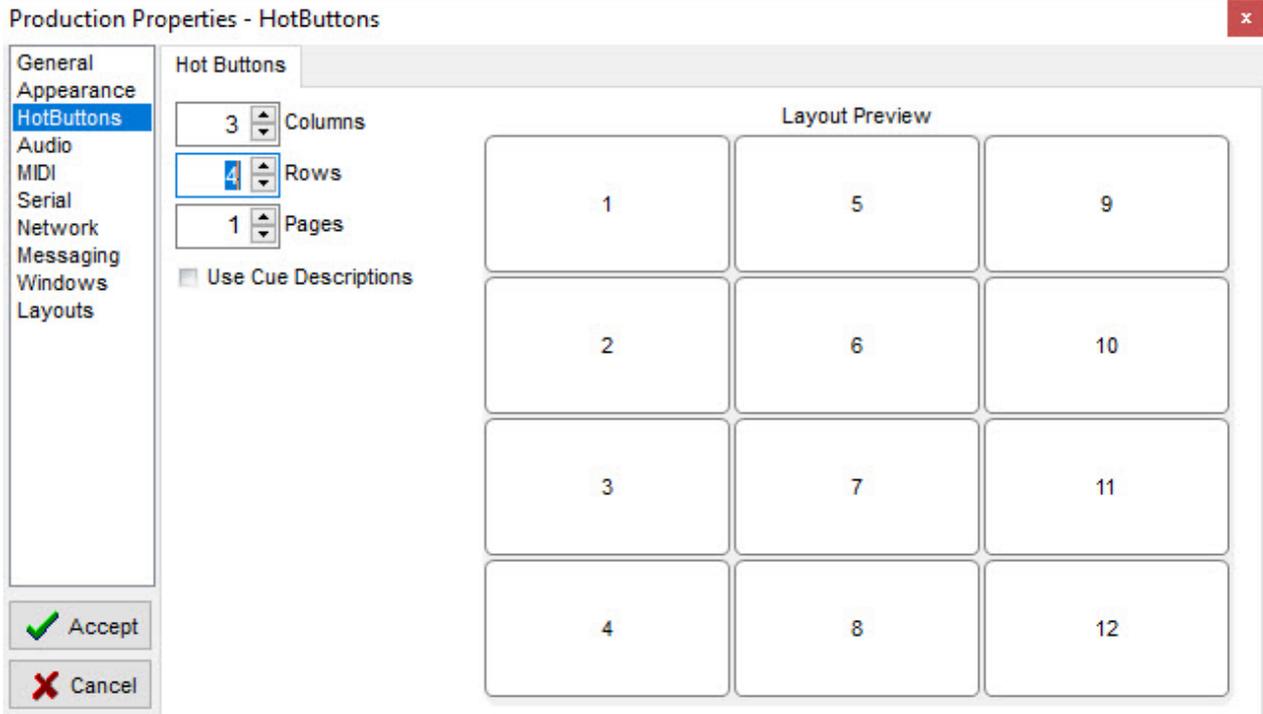
How many pages of buttons to show in the Hot Buttons window.

### Use Cue Descriptions

When enabled, the Hot Buttons text automatically uses the descriptions of the cues they are triggering.

### Layout

A preview of the button layout is also shown here.



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## Audio - Outputs

### 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 16 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.

## Production Properties - Audio

General  
Appearance  
HotButtons  
**Audio**  
MIDI  
Serial  
Network  
Messaging  
Windows  
Layouts

Outputs Triggers

x

Output	Patch Name	Audio Device	Chans	Status
Preview	Preview	Speakers (Realtek(R) Audio) <span style="font-size: small;">v</span>	1	✔
Pgm 1	Speakers	Speakers (Realtek(R) Audio) <span style="font-size: small;">v</span>	1	✔
Pgm 2	USB Line Out	OUT 1-2 (BEHRINGER UMC 204HD) <span style="font-size: small;">v</span>	1	✔

✔ Accept

✘ Cancel

+ Add

- Remove

↻ Refresh

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## Audio - Triggers

## Production Properties - Audio

General  
Appearance  
HotButtons  
**Audio**  
MIDI  
Serial  
Network  
Messaging  
Windows  
Layouts

Outputs Triggers

x

	Patch Name	Audio Device	Threshold	Lockout	Timeout
1	Drum Mic	IN 1-2 (BEHRINGER UMC) <span style="font-size: small;">v</span>	20%	0.5	0.0

✔ Accept

✘ Cancel

+ Add

- Remove

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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.

Production Properties - MIDI

General Appearance HotButtons Audio **MIDI** Serial Network Messaging Windows Layouts

Patches Muting Control

#	Patch Name	MIDI Device	Enabled
1	MS Synth	Microsoft GS Wavetable Synth	<input checked="" type="checkbox"/>
2	USB Out	UMC204HD 192k MIDI Out	<input checked="" type="checkbox"/>
3	Internal Loop	LoopBe Internal MIDI	<input checked="" type="checkbox"/>

Accept Cancel + Add - Remove Refresh

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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.

Production Properties - MIDI

General Appearance HotButtons Audio **MIDI** Serial Network Messaging Windows Layouts

Patches Muting Control

#	Name	Note
1	Mic Group 1	44
2	Mic Group 2	50

Accept
  Cancel
 

 Note On Message
 USB Out Patch 1 Channel

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## MIDI - Control

Production Properties - MIDI

General Appearance HotButtons Audio **MIDI** Serial Network Messaging Windows Layouts

Patches Muting Control

Active
 LoopBe Internal MIDI Device
 Refresh

Accept
  Cancel

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## Serial

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**

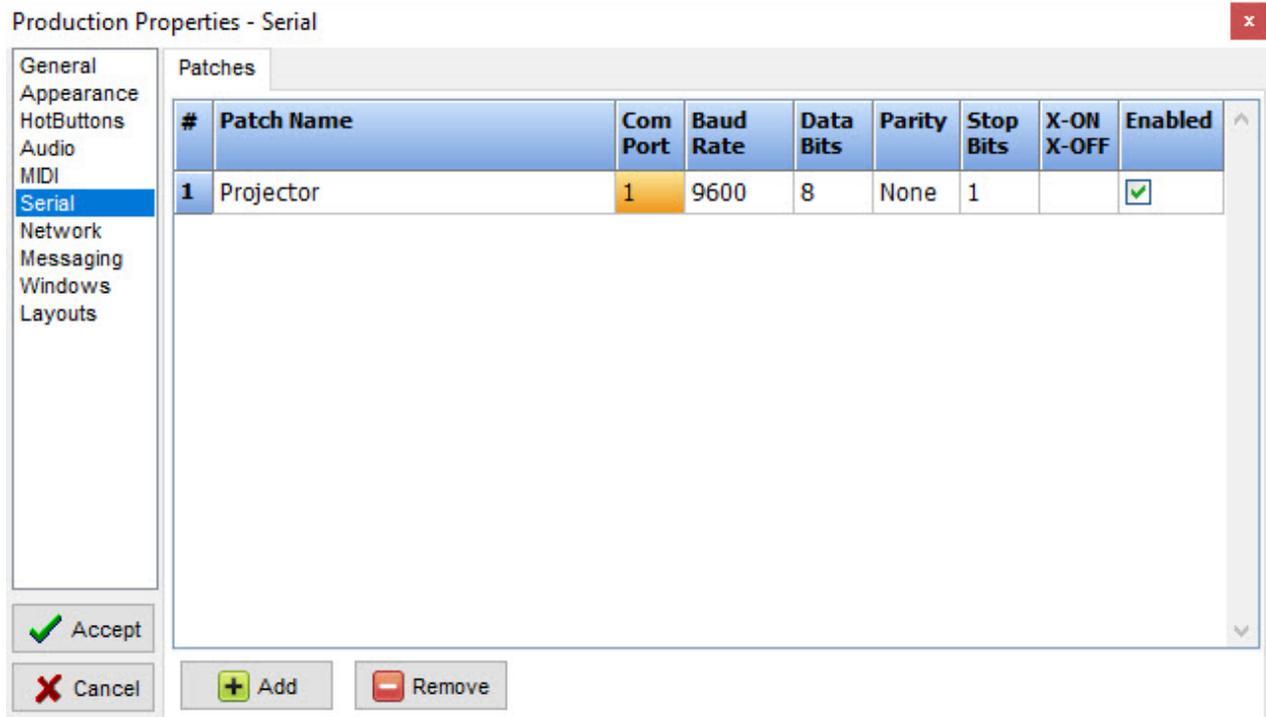
When checked, the serial port will utilise software flow control.

**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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## Network

### Patches

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

Each network cue can be independently routed to one of the network outputs. Each of the network outputs (patches) has several 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 network output really controls.

#### Destination

Select the IP address (or name) of the host that you want to send the message to. For a process running on the local PC, set this to 127.0.0.1

#### Interface

Select the network interface

#### Port

Select the port that remote application is accepting connections on.

#### Encoding

Select the type of encoding / connection that will be used for this output.

#### Active

This enables the chosen network connection.

## Production Properties - Network

#	Patch Name	Destination	Interface	Port	Encoding	EN
1	Local OSC	127.0.0.1	Default	12345	OSC	<input checked="" type="checkbox"/>
2	Lighting Desk	192.168.0.100	192.168.0.235	5566	OSC	<input checked="" type="checkbox"/>

Accept  
 Cancel

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## Lighting

Unreleased feature

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## Messaging

## Production Properties - Messaging

#	Patch Name	Group	All Call
1	Followspots	1	<input type="checkbox"/>
2	Stage Manager	2	<input checked="" type="checkbox"/>

Accept  
 Cancel

192.168.0.235 (Realtek Gaming GbE Family Controller) Adapter

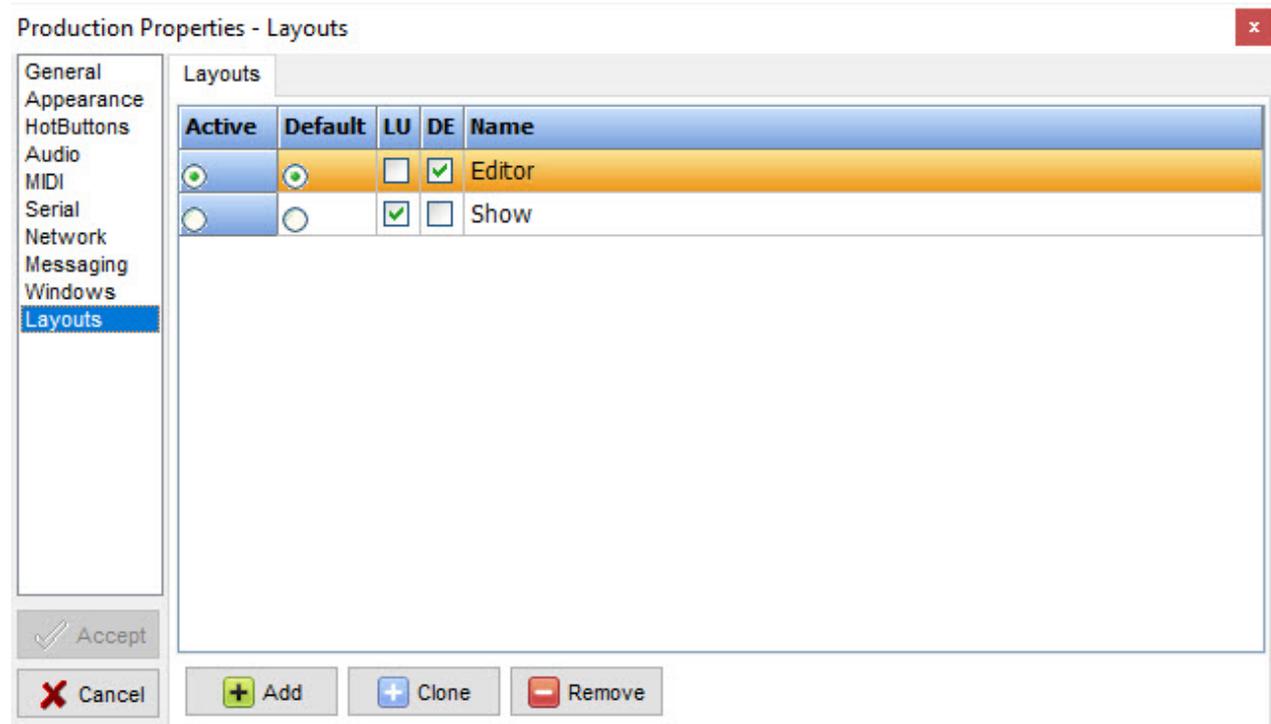
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## Layouts

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

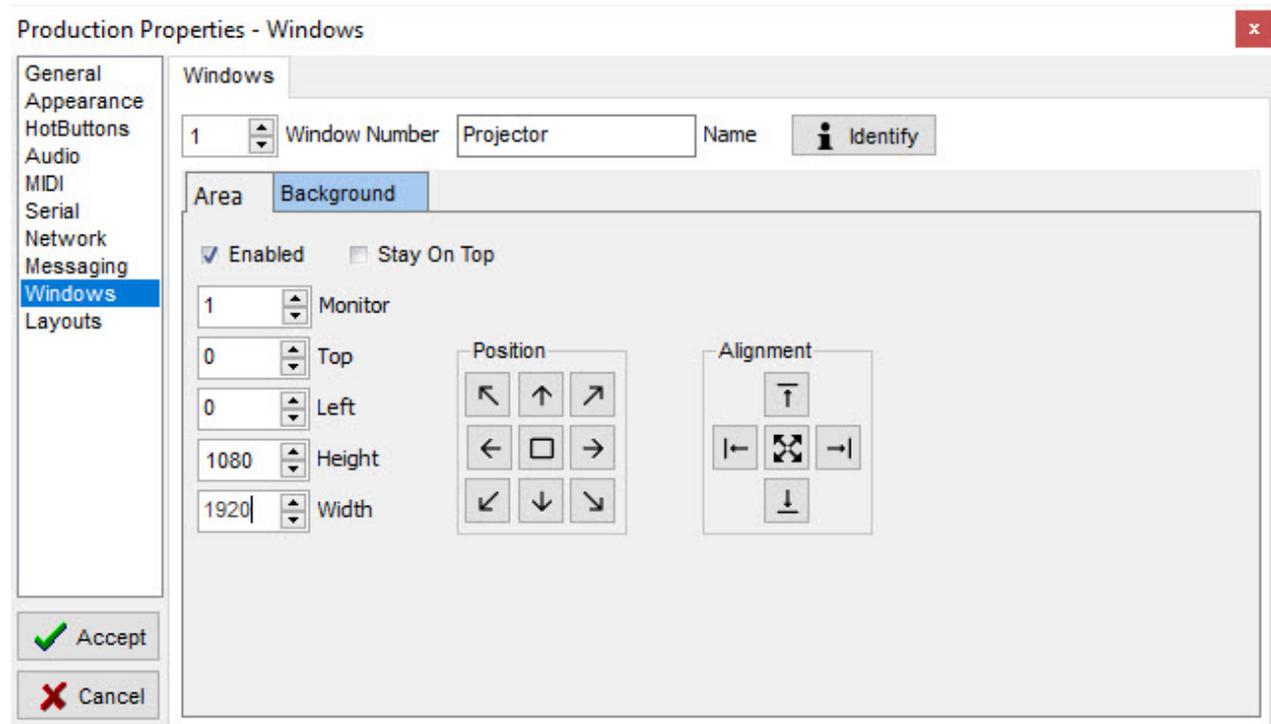
For example, during the creation of the production you may have a lot of windows open and have DE (Direct Editing) enabled. Then may set up a simpler layout for the show operator that also prevents them changing the production via the LU (Limited User) option.

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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## Windows



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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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Cues can be added to the main cue list by clicking the desired icon at the top of the screen. It will be added at the current position in the cue list.

You can also drag a cue icon onto the cue list top place it in a specific spot.

Cues can be moved around by dragging the leftmost cell of the grid. Just drag and drop it to the new position.

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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 its 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 serial commands 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 Patches* tab in the *Production Properties Window*.

You can also set an interval time. This is the optional delay between sending multiple commands.

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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*.

You can also set an interval time. This is the optional delay between sending multiple commands.

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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 Sequence



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 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.

**Window:** Specifies which video output to display the cue on.

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## Network



A *Network Cue* sends one or more commands (data strings) to another program via plain UDP, OSC or TCP.

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

You can also set an interval time. This is the optional delay between sending multiple commands.

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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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## 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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## Image

The *Image Cue* shows an image file on screen.

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

**Duration:** How long to show the image.

**Fade-In:** The time taken to fade the image in and the transition type (fade / slide / etc).

**Fade-Out:** The time taken to fade the image out and the transition type (fade / slide / etc).

**Window:** Specifies which output window to display the cue on.

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## Message

This cue type is used to send text based messages to one or more remote windows.

The remote windows can have the same or different group addresses, so different message cues can target different remote windows.

A message can also be sent to all windows as an "All Call" function, although groups can be configured opt out of these messages.

The text can have various formatting options and be set to time out (disappear off screen) after a specified period.

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## HTTP

This cue type is used for sending HTTP web requests to other applications / devices.

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## OSC Control

MultiPlay can be controlled via OSC messages sent from an external device.

It can also send status messages to update a remote device.

Go into Preferences > OSC Control to set up the ports, remote IP address, etc.

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## Cue List Navigation

You can move the GO position in the main cue list with these commands.

**/select/first**  
**/select/prev** ( or **/select/previous** )  
**/select/next**  
**/select/last**

If you want the GO position to jump to a specific cue, you can specify which one by using its Q#.

**/select/{cue}**

Please note that no spaces are allowed for the {cue} portion, so format your Q# in the cue list accordingly.

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---

## Cue Actions

You can act upon cues in the main cue list.

Use this syntax to target a cue by specifying its Q# property.

**/cue/{cue}/{action} [arg]**

Please note that no spaces are allowed for the {cue} portion, so format your Q# in the cue list accordingly.

This way targets the cue at the current GO position.

**/cue/playhead/{action} [arg] ( or /cue/current/{action} [arg] )**

To target all currently playing or paused cues, use this syntax.

**/cue/active/{action} [arg]**

**[arg]** is the argument and is not part of the command itself.

The **{action}** can be one of the following:

#### **CuePoint**

The playback position of the targeted cue will jump to the value set in the specified cue point.

**[arg]** can be First, Prev, Next, Last or the number of cue point.

If the cue point number specified doesn't exist, the command will be ignored.

#### **Fade**

Initiates the Fade Out action.

**[arg]** is not required.

If this command is used on the current or a specific cue, the fade time of that cue will be used.

If the command is used for all active cues, the **Fade All Out** shortcut is triggered instead so the fade time will be as per **Preferences > Cues > Fade All Out**.

#### **Go ( or Start )**

Initiates the GO action.

**[arg]** is not required.

The target can be the current cue or a specific cue.

#### **JumpBack**

The playback position will jump back by a specific amount.

**[arg]** is optional.

If supplied, it specifies the jump time in seconds which can be either an integer or float value.

If not supplied (or zero), the value in **Preferences > Cues > Jump Back Time** will be used.

The target can be the current cue, a specific cue or all active cues.

#### **JumpEnd**

The playback position will jump to the end of the cue minus a specific amount.

**[arg]** is optional.

If supplied, it specifies the jump time in seconds which can be either an integer or float value.

If not supplied (or zero), the value in **Preferences > Cues > Jump End Time** will be used.

The target can be the current cue, a specific cue or all active cues.

#### **JumpFwd**

The playback position will jump forward by a specific amount.

**[arg]** is optional.

If supplied, it specifies the jump time in seconds which can be either an integer or float value.

If not supplied (or zero), the value in **Preferences > Cues > Jump Fwd Time** will be used.

The target can be the current cue, a specific cue or all active cues.

#### **Pan**

Changes the absolute pan position of the specified playing cue without changing the cue properties.

**[arg]** is the position as an integer dB value in the range of -100 to 100.

The target can be the current cue or a specific cue.

#### **Pan/-**

Changes the relative pan position of the specified playing cue without changing the cue properties.

**[arg]** is the amount to pan left as an integer value in the range of 1 to 100.

The target can be the current cue or a specific cue.

#### **Pan/+**

Changes the relative pan position of the specified playing cue without changing the cue properties.

**[arg]** is the amount to pan left as an integer value in the range of 1 to 100.

The target can be the current cue or a specific cue.

#### **Pan/Revert**

Changes the pan position of the specified playing cue to the value in cue properties.

**[arg]** is not required.

The target can be the current cue or a specific cue.

#### **Pause**

The cue will be paused if possible. Pausing a cue that is already paused will have no effect.

**[arg]** is not required.

The target can be the current cue, a specific cue or all active cues.

#### **PauseToggle**

The paused state of the cue will be toggled if possible. Playing cues will be paused and paused cues will resume.

**[arg]** is not required.

The target can be the current cue, a specific cue or all active cues.

#### **Restart**

The cue will be restarted from the beginning.

**[arg]** is not required.

The target can be the current cue, a specific cue or all active cues.

#### **Resume**

The cue will be resumed if possible. Resuming a cue that is already playing will have no effect.

**[arg]** is not required.

The target can be the current cue, a specific cue or all active cues.

#### **Position**

The playback position will jump to the specified time.

**[arg]** is the position in seconds which can be either an integer or float value.

The target can be the current cue or a specific cue.

#### **Speed**

Changes the absolute speed of the specified playing cue without changing the cue properties.

**[arg]** is the position as an integer value in the range of 50 to 150.

The target can be the current cue or a specific cue.

#### **Speed/-**

Changes the relative speed of the specified playing cue without changing the cue properties.

**[arg]** is the amount to slow it down as an integer value in the range of 1 to 100.

The target can be the current cue or a specific cue.

#### **Speed/+**

Changes the relative speed of the specified playing cue without changing the cue properties.

**[arg]** is the amount to speed it up as an integer value in the range of 1 to 100.

The target can be the current cue or a specific cue.

#### **Speed/Revert**

Changes the speed of the specified playing cue to the value in cue properties.

**[arg]** is not required.

The target can be the current cue or a specific cue.

#### **Stop**

Initiates the Cue Stop action.

**[arg]** is not required.

The target can be the current cue, a specific cue or all active cues.

**Track**

Playback will jump to the specified track in a Play List cue.

**[arg]** can be **First**, **Prev**, **Next**, **Last** or the index (position in list) of the track.

The target can be the current cue or a specific cue.

**Volume**

Changes the absolute volume of the specified playing cue without changing the cue properties.

**[arg]** is the level as an integer dB value in the range of -60 to 0.

The target can be the current cue or a specific cue.

**Volume/-**

Changes the relative volume of the specified playing cue without changing the cue properties.

**[arg]** is the amount to reduce it by as an integer dB value in the range of 1 to 60.

If **[arg]** is missing, the value in **Preferences > Cues > Volume Inc Dec** will be used.

The target can be the current cue or a specific cue.

**Volume/+**

Changes the relative volume of the specified playing cue without changing the cue properties.

**[arg]** is the amount to increase it by as an integer dB value in the range of 1 to 60.

If **[arg]** is missing, the value in **Preferences > Cues > Volume Inc Dec** will be used.

The target can be the current cue or a specific cue.

**Volume/Revert**

Changes the volume of the specified playing cue to the value in cue properties.

**[arg]** is not required.

The target can be the current cue or a specific cue.

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## Stopwatch

The stopwatch function can be controlled using this syntax.

**/Stopwatch/Start**

**/Stopwatch/Stop**

**/Stopwatch/Reset**

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## Status

If Preferences > OSC Control > Remote is enabled, the following status messages are sent as required to update a remote display.

As the GO position moves (either by the user or a cue action), these button state messages are sent:

**/status/select/prev {TRUE / FALSE}**

**/status/select/next {TRUE / FALSE}**

**/status/go {TRUE / FALSE}**

**/status/stopall {TRUE / FALSE}**

**/status/fadeall {TRUE / FALSE}**

TRUE is sent if the button is enabled, else FALSE is sent if the button is disabled.

Not every button message is sent every time, only when the state of that button has changed.

The Q-Description (Q# + description) string message is also sent as required:

**/status/current/qdesc {Q-Description string}**

As the Elapsed Time and Remaining Time windows update, the following OSC messages are sent:

**/status/elapsed {time}**

**/status/remaining {time}**

{time} is a string argument formatted in hours, minutes, seconds and the decimal portion if enabled.

\*\* These status messages may change in a future version for uniformity.

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