

CP One Help

Table of contents

Cue Player One	3
Introduction	3
Introduction	3
Getting Started	4
Contacting Us	5
About Baxel Data	6
Cue Player One	7
The Main Screen	7
Tool Bar	9
Cue List	14
Run Time	15
Channels	17
Clock/Timer	19
Cue Types	20
Sound	20
Light	25
Video	28
Video Player	32
Control	36
Softpatch	39
Submasters	41
Fixtures	44
Groups	51
Magic Sheet	52
Connections	53
File Menu	55
Sound Options Menu	57
Light Options Menu	59
Inspection Tool	61
Keyboard Summary	66
Help Menu	68
Keyboard entry	69
FAQ	70
How To Buy	72

Cue Player One

Cue Player One



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Introduction

Introduction

[Cue Player One](#) >>



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Introduction

Introduction



Introducing Cue Player One

[Top](#) [Next](#)

Baxel Data already has two professional grade software packages for theater - Cue Player Premium and Cue Player Lighting. One or the other is in use in over 1000 theaters, churches, and schools worldwide. However, not all theater is professional. There are many more local, or community, theater groups that needed something they could have on a laptop or portable computer they could bring into the venue just for the performances.

Cue Player One was born of this need. It combines the sound and lighting features of our mainline software into one program, one cue list. Some features have been removed for simplicity (but, not many!). Others have been brought forward, such a specific screen for OSC signals and web based messaging.

The hope is Cue Player One will give performing artists of any production size the ability to enjoy consistant computer control of all their technical support functions.

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Getting Started

Getting Started



Getting Started

[Previous](#) [Top](#) [Next](#)

The installer will create a Cue Player One folder and copy in the files:

/lcsv - fixture profiles for all the instruments Baxel Data has encountered

/LibAV64 - the support files for video projections

/Shows - a directory for user created cue files

CPOne.exe - the main executable to run

Playwin.exe - the video projection executable

FollowSpot.exe - the program to support browser based messaging

Prompt.exe - the executable for local (same computer) prompt messages

RestartCPO.exe - a worker program to restart CPO after changes

unins000.exe - the uninstaller executable

There are also several support files for the lighting feature to work with fixtures, groups, scenes, softpatching, and submasters.

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Contacting Us

Contacting Us



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[Previous](#) [Top](#) [Next](#)

Main Home page - www.baxeldata.com

E-mail - support@baxeldata.com

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About Baxel Data

About Baxel Data

[About Baxel Data](#)[Previous](#) [Top](#) [Next](#)

Baxel Data Systems is known primarily for the [Cue Player Premium](#) software package. That software controls the sound effects and video projections in over 1000 theaters, churches, and schools around the world.

Our focus is to bring comprehensive, affordable tools to the entire theater community, not just the 500 seat houses. I am technical director at a theater, the software is used and developed there, not in an office by people who have never done a live show. Any new version has gone through the run of a show at our theater before being released.

Baxel Data also has non-theater software, notably Slide Share. That package will allow slide presentations to be shared from a host to any browser capable device. If you go to the Baxel Data [web site](#) you will also see a variety of free tools I've developed along the way.

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Cue Player One

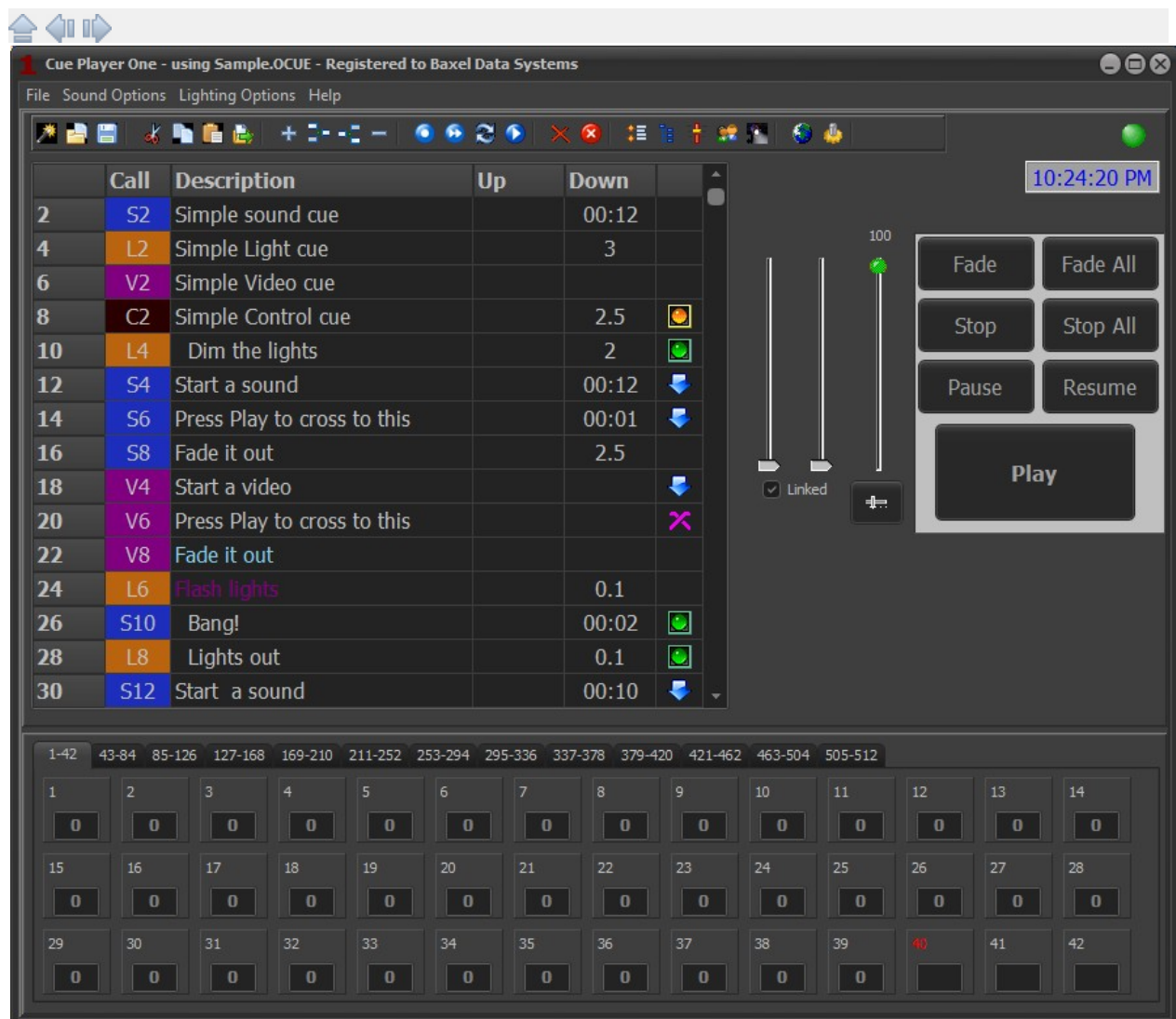
Cue Player One

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The Main Screen

The Main Screen



The Main screen is divided into two sections. The top has the elements of a cue list, with colored cue types, timings, and action icons, sliders for volume control, and buttons for commands to a cue. The bottom is a grid of lighting channels, separated by tabs to size, showing the current levels of each

channel. A separator bar between the sections allows for sizing top and bottom within the operating window. Any time the bar is moved or the window resized, the lighting grid will redraw to minimize the number of tabs.

The lighting channels can be either underneath the cue list, as above, or next to it when using a wide screen display.



The switch is on the top menu under Lighting Options. It may take resizing the screen and moving the splitter bar to get the display where you like it if switching back and forth.

Tool Bar

Tool Bar



Tool Bar

[Previous](#) [Top](#) [Next](#)

The Tool bar has icons for most of the tasks of setting up a cue list and running a show. Patching, Fixtures, Messaging, and Preferences are on the bar, but discussed under their own Help topics.



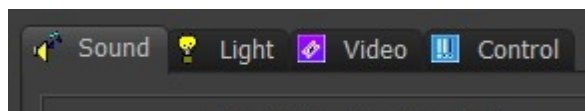
The first group is the Files section. The icons trigger the activity for creating a New cue file, Loading an existing cue file, or Saving As (for backup) the current cue file. Individual Cues in the current file are saved via the Record icon or enter key, as the show is developed, so there is no Save icon.



The edit group has the triggers for Cut, Copy, Paste, and Save as.... Selecting a cue in the list will gather all the parameters for that cue. Cut will remove the cue from the list, but keep the parameters in memory. Selecting another cue in the list and clicking Paste will insert the the saved cue above the selection. Copy follows the same action, but keeps the current cue in place as well. Save as... will allow you to enter a cue number and save the cue at that point. It is possible to overwrite existing cues that way, so a reminder prompt will appear in that case.



This is Add, Insert After, Insert Before, and Delete. Before and After would be relative to the currently selected cue. Delete will simply remove the cue from the list. The add screen will appear for both Add and Inserts:



A tabbed window will open showing the 4 different types of cue. The Add screen is customized for each type and explained under the topic Cue Types.



The runtime group has buttons to turn Blind mode on or off, Autoadvance on or off, to Record the current cue levels (the Enter key will also record), and to Play a cue. The space bar will also Play the cue. To Play a cue immediately, without fades, right click the Play button. Pressing the space bar and the Ctrl key together will also play the cue immediately. Turning Blind and/or

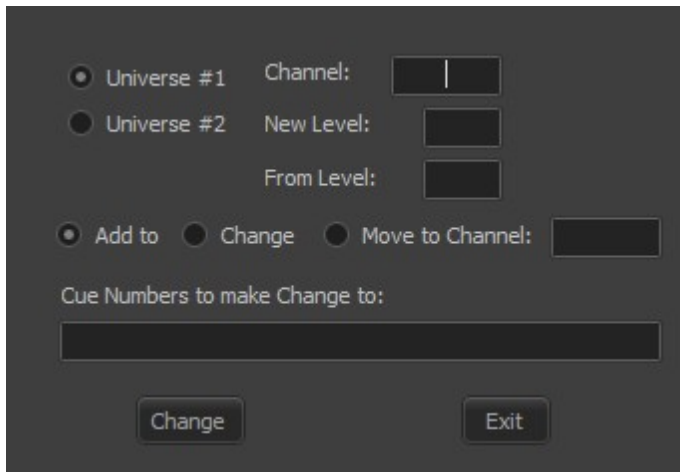
Autoadvance off is useful during cue setup and can be toggled with the F4 and F5 keys so you don't have to use the mouse.



The first X will break out of a loop or stop a running cue. The Pause/Break key will also. The second X is the Blackout button. All dimmers will be set to their minimum value, which may or may not be zero. The ESC key will also do a blackout.



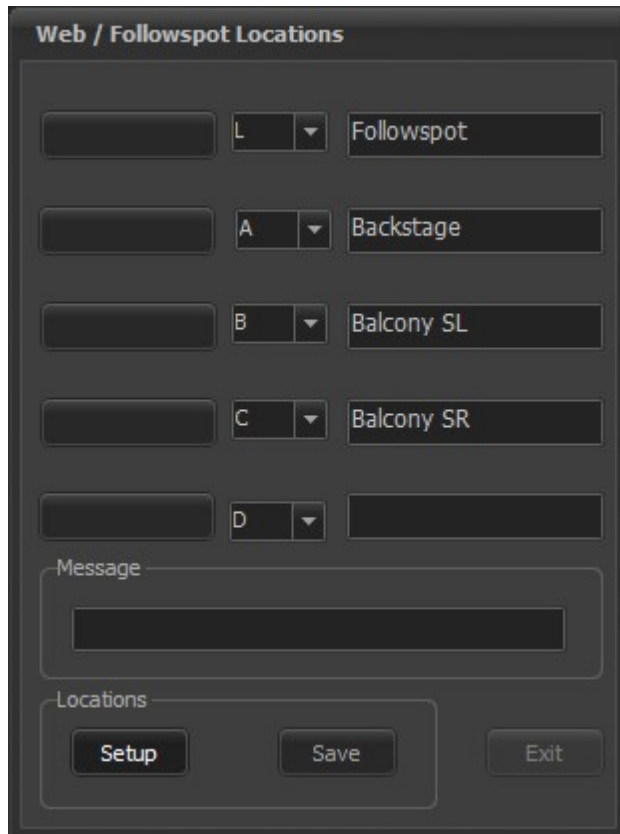
These buttons are for the additional lighting functions of setting up Global cue changes, Softpatches, Submasters, Groups, Magic Sheet, and Fixtures (LED lamps). Other than Global, these functions are explained under their own Help topic.



Global or Channel changes allows you to change channel levels across the entire cue file or selected cues. This lets you, for example, add in a level for the piano light you forgot about, or move a light to another channel when a dimmer conks out.

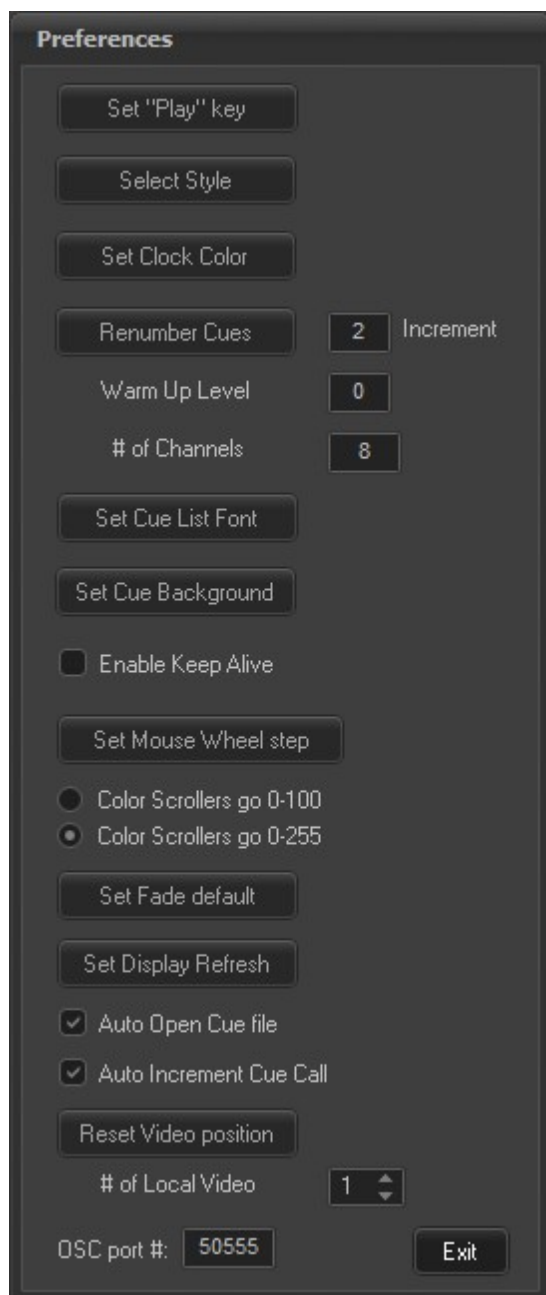


The final group is for setting up network based prompts and overall preferences.



The dialog box is titled "Web / Followspot Locations". It contains five rows of controls. Each row has a text box on the left, a dropdown menu in the middle, and a text box on the right. The first row shows "L" in the dropdown and "Followspot" in the right text box. The second row shows "A" and "Backstage". The third row shows "B" and "Balcony SL". The fourth row shows "C" and "Balcony SR". The fifth row shows "D" and an empty text box. Below these rows is a "Message" section with a large text input area. At the bottom is a "Locations" section containing three buttons: "Setup", "Save", and "Exit".

Network or Web prompts are one of the Control cue options. They are intended for followspot and backstage prompts. As a cue, the message is in the cue description and sent when the cue is played. This screen allows for an immediate message. The 'L' type is not network based, but will work with a video window from the main Cue Player One computer as an additional screen. This would be used for a followspot monitor in the booth. The other locations, A, B, C, and D are remote connections from web browsers on the remote users phone or tablet. The Setup button is used to enter the location descriptions. Users are asked to login when they connect and their name appears in the leftmost button. They can then be matched to their position A,B,C, or D via the dropdown. This is a required pre-show setup task. A quick message can be sent from the message box by clicking the button. Use within the cue file is explained in the Control topic.



This window controls the operational settings for the program. First, which key should be used to trigger a cue; the Space bar or the Enter key. Adding Page Down gives the option for common hand-held "clicker" tools. Second, you may select the style, or appearance of the program. The Help file pictures were taken with Charcoal Dark Slate selected. Setting the Clock color will affect the running clock in the upper right corner of the main screen. After a cue list is written, it can be renumbered by the increment indicated. A Warm Up Level other than 0 can be specified and would be the minimum level for incandescent lamps.

The number of light channels used or displayed can be set up to a limit of 512. This is the normal maximum of a lot of USB and Art-Net interfaces. It is recommended to set it to the actual number of channels you have at your venue.

The font and font size of the cue list can be set to what pleases you. The background color of the cue list can be lighter or darker.

Keep Alive simply activates the disk drive every minute so that it stays spinning. Still, it is recommended that power control be turned off. That is, set the computer to be constantly on. It would also be a good idea to turn off any virus checking program. You do not want a virus scan starting half way through Act 1. This is not necessary when using a SSD on the computer.

The change amount for levels at each movement of the mouse wheel can be set to 1, 2, 5, or 10. Your color scroller levels can go from 0-100 or 0-255. If 100 is maximum, then they are internally multiplied by 2.55. Setting a Fade default will prefill the fade time value of added light cues.

Set Display Refresh determines how frequently, or if, the level settings of the channels scroll to their new levels as a cue is being played.

If Auto Open is checked, then the last used cue file will be loaded when the program starts. Auto Increment will prefill the Cue Call field with the next highest number. When video players are set to open on additional monitors or projectors, Reset Video position will move them back to the main monitor as a convenience. Up to 5 video players can be controlled in cues. Some may be local video ports on the main computer, some may be running on remote networked computers. Setting the number of local instances will open that many players at program start.

Finally, the port number used to listen for OSC commands from other devices can be set. See the Connections help topic for details.

Cue List

Cue List



Cue List

[Previous](#) [Top](#) [Next](#)

	Call	Description	Up	Down	
10	S2	First sound		07:08	
20	S4	Fade		2.0	
25	C2	Delay		2.6	
30	L2	Light 1		3.5	
50	L4	Dim Light		2.0	
80	V2	Picture			
88	V4	Fade picture			
89	V6	City			
90	V8	Cross to snow			
105	V10	Fade snow			

The Cue list has 6 columns. The first is the Cue Number and is the list sorting key. All the cue numbers are sequential, but don't have to be equally spaced. The second is the Cue Call or the number of the cue that the stage manager will call to be played. The third is the description of the cue as it relates to the show, where the light is, what the sound is, what action is taking place, etc. The forth is the running time for the cue, in seconds or tenths of seconds. If the cue is a split fade, both times will show. The fifth column is the remaining run time of the cue. When not being played, it is the duration. The final column displays a green play icon if the cue is an autoplay cue. The description will also be indented by one for an autoplay cue. An Advance at Start cue is indicated by the blue down arrow. A Loop cue will show the curved arrow. X's are for crossfade cues. The cue you are sitting in (has been played) is marked in orange. A playing/in process cue will be colored green.

Run Time

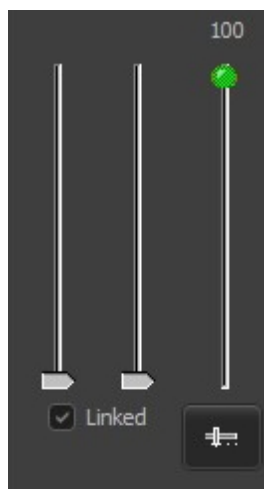
Run Time



Run Time

[Previous](#) [Top](#) [Next](#)

This group of buttons controls the active running of a cue. The Play button will start a selected cue running, the same as the Space Bar or Enter key does. The others do as their titles would indicate. Those actions are also available to be performed as a cue themselves. That is the preferred way, such that the operator only has to worry about pressing the Space bar at the proper moment and not what function is needed. During a performance, these keys would not normally be needed.



These are the volume control sliders and the cue position button. The first two sliders are for the left and right stereo volumes of a played sound. If they are linked, moving one slider will move both. Unlinked, they are independent. While a cue is playing, if the right mouse button is down and the sliders moved, the volume will change. When the button is then released, a prompt will come up

asking if the cue itself should be changed to this new volume. The slider with the green dot controls the computer's master volume level, which would be effective for all cues. This applies to sound cues sent out the computer's default sound output. A cue using a plug-in card or USB sound interface in addition is not affected.

The button will open a horizontal slider where the currently playing position in the sound or video file can be set. Useful during rehearsals. Move the mouse away from the slider to close the window.

Channels

Channels



Channels

[Previous](#) [Top](#) [Next](#)


Each channel has its own level box. The channel number is shown, along with a red alert icon indicating that it is selected for level setting or not, and finally, a field for the level itself. Cue Player Lighting will support up to 1024 channels. The number of channels displayed depends on the screen size and will automatically display as many as it can based on the window size. The additional (leftover) channels will appear on subsequent tabs across the top. The total number of channels is set in Preferences under "# of Channels".

Channels are selected in the same manner as items in a list in other Windows programs: single click in the box will select just that dimmer, Ctrl-Click will select individual dimmers, keeping previous ones, and Shift-Click will select the range of dimmers from the first to the one Shift-clicked. A right-click on a selected channel will unselect it. Holding the mouse down and dragging will select the channels the mouse rolls over. The Delete key or clicking any clear area on the main screen will clear all selected channels.

The level can be set by typing a number in the level field, or from the keyboard. Up and Down arrows for a change of one, Page Up/Page Down for a change of 10, and Home/End for a change of 100. The mouse wheel can also be used to scroll values up and down.



A channel can be locked by double-clicking the box. Once locked, it will not change from its current value as cues are run. The intended use is for an emergency or burn-out recovery during a performance.

Levels for intensity go from 0 to 100. Levels for colors of LED fixtures and scrollers can go from 0 to

255. That is also a Preferences setting.

Commonly used groups of channels can be defined. See the Groups topic for more information.



Active Submaster channels will have a turquoise colored dot. If the submaster is taken down to 0, the dot will disappear.

Clock/Timer

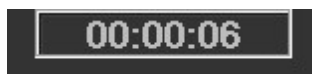
Clock/Timer



Normally, the upper right corner of the Main screen shows the current time. The text color is set from the Preferences screen. During rehearsals, however, there is often a need to record the run time of the act or show. Right clicking the clock will bring up this menu:



Selecting 'Start Timer' will change the clock display to this:



Which is simply a running timer. It can be paused or resumed from the menu, or the clock can be returned to display.

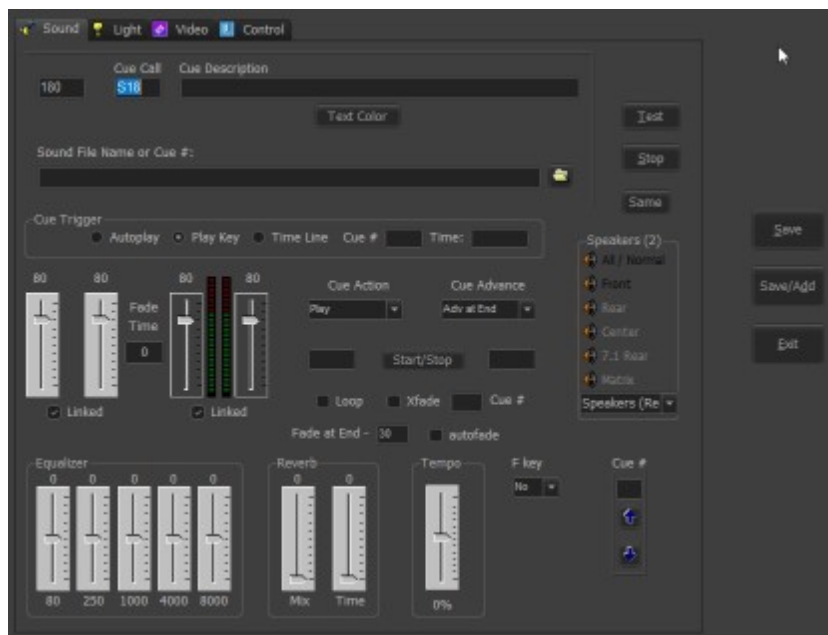
Cue Types

Sound

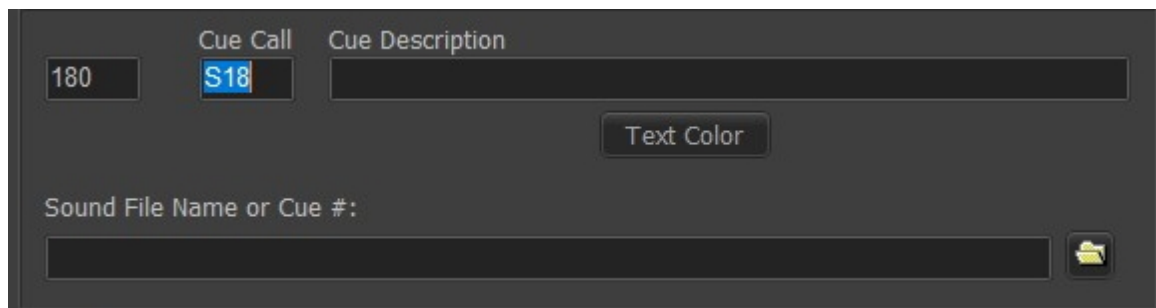
Sound Cues



Sound Cues

[Previous](#) [Top](#) [Next](#)


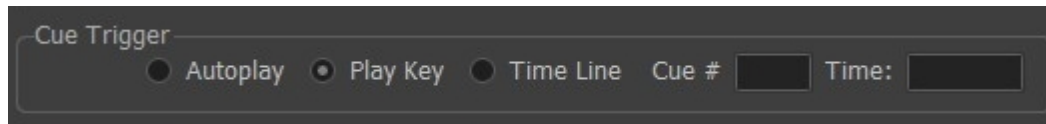
Selecting the Sound tab after + on the home screen will display the above screen. The Save, Save/Add, and Exit buttons are common to all of the 4 tabs. Save will either add a new cue to the list or store any changes to an existing cue. Save/Add does the same, but returns to this screen instead of the main window. Exit returns to the main window.



Cue entry starts with the sequential number of the cue, followed by the Call that the stage manager would use, and then the cue's description. These will be the contents of the first three columns of the cue list. If Autoincrement is a selected option, the number fields will be prefilled. Sound files may be typed in, drag and dropped from a file manager, or selected via the folder button.

You may select a color for the text of each cue.

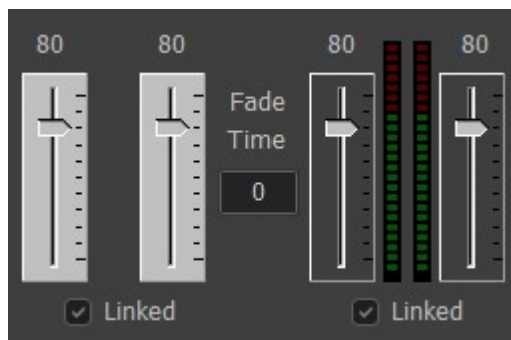
If the sound file entry is just a number, then the cue is considered a volume or action cue for that number cue.



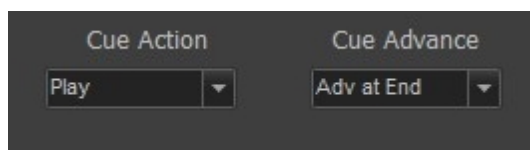
The trigger for playing or running the cue can be either when the cue is selected, the Play key, as set from the Options menu, the time position of an already running cue, or a time of day. The number of a playing cue goes into the Cue # field and the time position, in tenths of a second, goes into Time field. If the Cue # is 0 and the Time is entered as hh:mm, the cue will play at that time. Hours greater than 12 are afternoon and evening, under 12 for morning. For the cue you are editing to be triggered this way in use, it must be the current selected cue in the cue list.



The Test button will play the cue as if it had been saved and triggered from the main screen. Stop will stop it and Same will transfer settings for EQ, Reverb, and volumes from the previous sound cue to this one during editing.

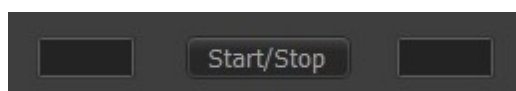


The initial volume level can be set, as well as defining a cross-fade to another volume level to happen automatically when the cue starts to play. You can fade-in or out as you wish. The duration of the transition is the value in the Fade Time box in tenths of seconds (xx.y). Between the sliders is a vu meter showing the volume levels when using the Test button to play the sound file. If the cue is an action cue, indicated by a cue number in the sound file field, the leftmost sliders will be fixed at the ending volume of that cue.

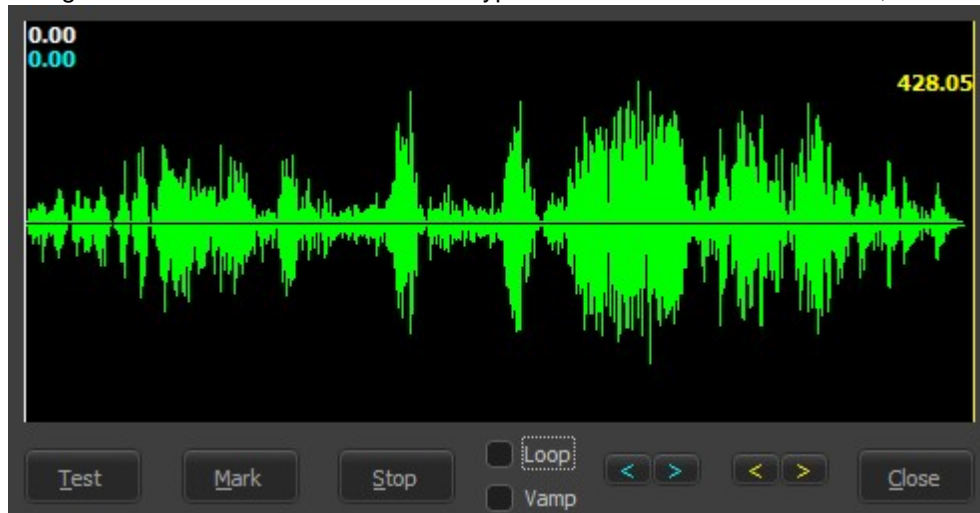


Cue Action is selectable for numbered sound file entries. If the sound file name is an actual sound file, then Play is the only option and the drop-down is disabled. Otherwise, you may select Pause, Resume, Fade Out, Stop, Wait for End, End Vamp, or Fade to Pause to affect the numbered cue. End Vamp lets a vamping cue continue to the end of its file. Fade to Pause fades out the sound as in Fade Out, but rather than ending the play, pauses the file so that it can be started again at the same place with a Resume cue. Play Loaded will simultaneously play all preloaded cues, sound or video. This allows two or more sound cues that have different sound devices to be played with their outputs synchronised.

Cue Advance will drop down to allow selection of No, at the End, at the Start, when a Fade is started, or when a file is loaded or rendered. All of these Advances are available so that the cue list can be designed to run simply going cue to cue.



To avoid having to edit a sound file to shorten it, or to set the exact start and stop times of a loop, that timing can be set here. The time can be typed in or when the button clicked, this screen appears:



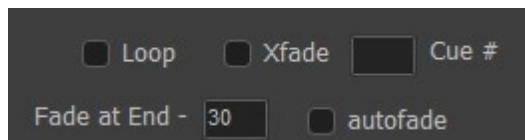
The left mouse button or the aqua arrows will move the start time, The right mouse button or the yellow arrows will move the end time. The Test button will play the file. If Loop is checked it will continue to play while the times are adjusted. While playing, the Mark button will copy the current playing location to the clipboard. You may then paste that time easily into a Time Line cue 'Time:' position. If 'Vamp' is checked, the cue will play from 0 to the end time and then loop back to the start time. It will continue that loop until a cue with the Action 'End Vamp' is played, at which time the loop end will deactivate and the file will play to the end.



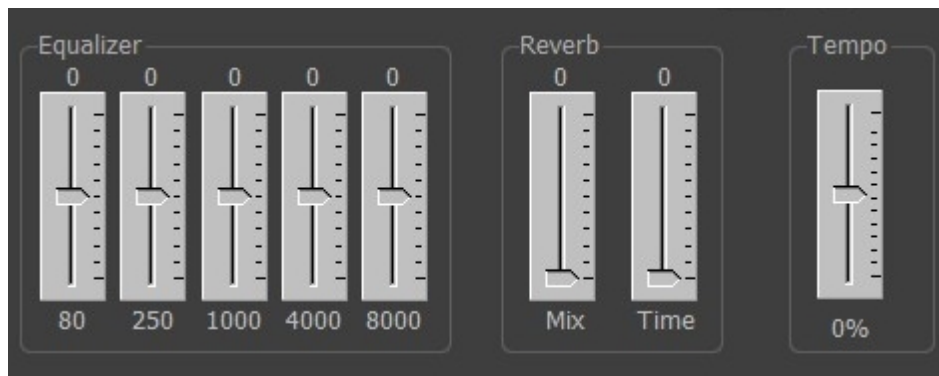
The Speakers box allows selection of which speakers will play the output as well as the sound card used to do it. The program will inspect and discover all available outputs and put them in the dropdown box. The caption will indicate how many speakers the selected sound device has available. Stereo input files can be sent to any pair of speakers. Front and Rear can be selected together for a quadraphonic output. If the sound source file has more than one track (e.g. 5.1 has 3), the Matrix selection will show this selection screen:



Here input channels can be sent to outputs as a matrix. As illustrated here, the input channels are matched to their expected outputs. But clicking X's anywhere in the grid will send channels to outputs as you wish.



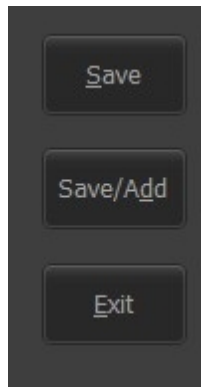
Click the Loop box to continuously repeat a sound until some action is taken against it. If the sound file is a playlist, the list will be looped. If the cue is an Action cue the program will jump back to the cue number entered. A loop can be stopped by an Action cue, particularly a Wait for End, whereby the program will finish the loop and move on. Auto Fade will start to fade the cue at the Fade at End value before it would normally end. For example: if the cue is 13 seconds and the Fade at End value is 30, the cue will start to fade at 10 seconds into the cue. All Fade durations are in tenths of a second. For example, a value of 20 gives a 2 second fade. The XFade checkbox can be used for both sound and video cues. For video, it indicates the cue will cross fade from whatever is currently playing in the video to the file for this cue. For sound, since multiple files could be playing, the number in the Cue # field indicates which cue should be faded out as this one fades in. The fade out time of that cue will be the same as the Fade time of the cue being edited.



There is a 5 band equalizer and a reverb to customize the output sound without having to go back to your sound editor program to 'tweak' it. There is the option to set the tempo of playback. The speed of the file can be adjusted plus or minus 25% without changing the pitch. Useful in dance performances to match the choreography.



The up and down arrows are used to move the cue being edited up or down in the cue list. A number can be entered directly and the current cue will move to that line. Be careful rearranging a cue list with action cues as, for example, a Fade cue for cue #3 will not work if #3 becomes #2. The program is designed to keep track of movements, but they should be checked. Picking an F key will set the cue to allow playing that cue whenever that F key is pressed. You may also use the 'k' and 'l' keys that some key mapper programs employ.



Common to all four cue types, these buttons will close the add screen after running. Save will write the current cue settings to the cue file, whereas Exit will drop them and not change anything. Save/Exit can be used during cue building to perform a save and then bring back a new add screen automatically.

Light

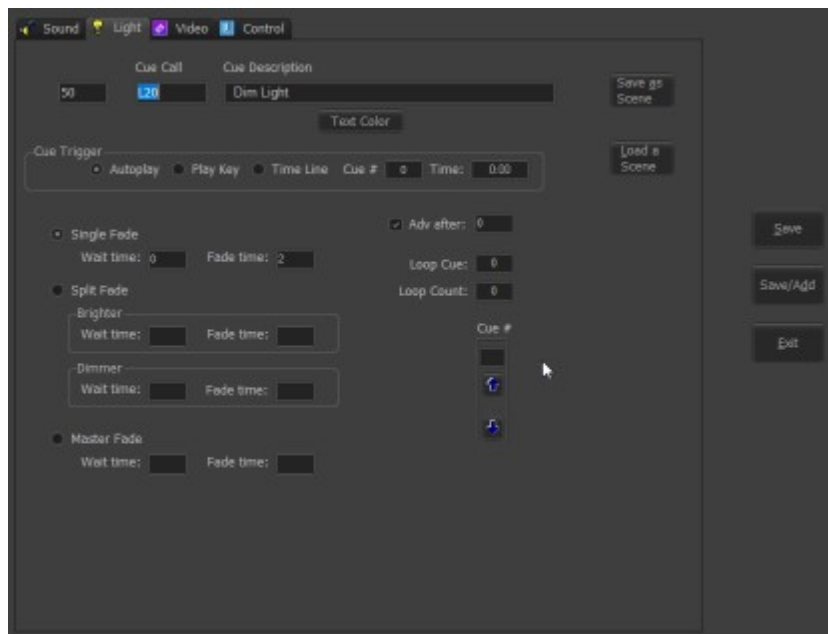
Light Cues



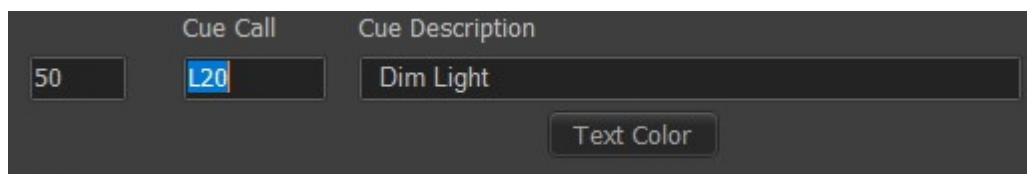
Light Cues

[Previous](#) [Top](#) [Next](#)

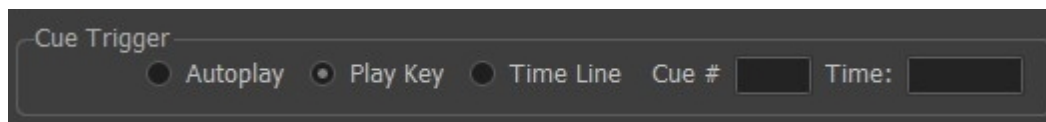
You may want to first view the training videos for Cue Player Lighting as the actions and features there are the same as here.



Selecting the Light tab after + on the home screen will display the above screen. The Save, Save/Add, and Exit buttons are common to all of the 4 tabs. Save will either add a new cue to the list or store any changes to an existing cue. Save/Add does the same, but returns to this screen instead of the main window. Exit returns to the main window.

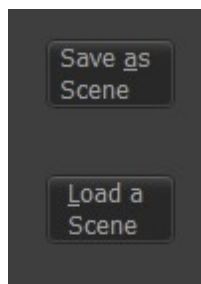


These are the first 3 columns of the cue list. That being the cue sequence number, the stage manager cue call, and the cue description. As with all cues, the color of the cue description in the list can be set.

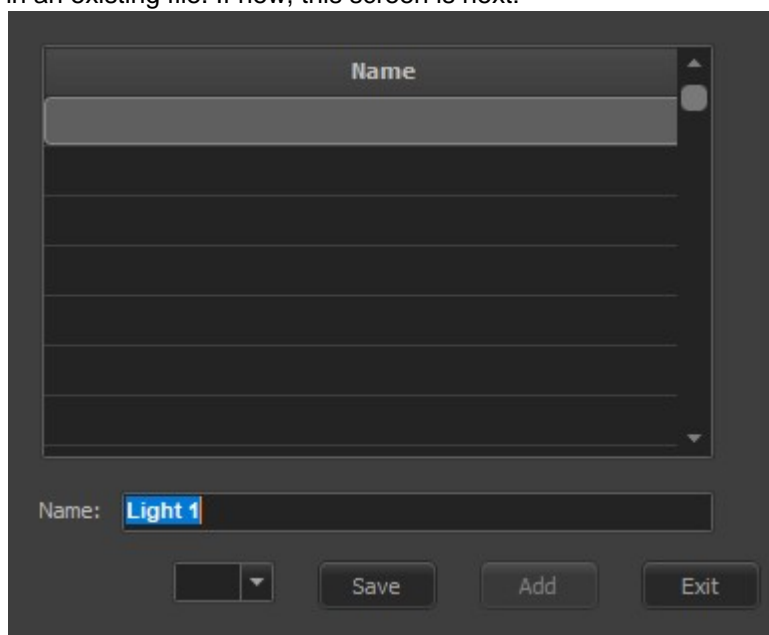


The trigger for playing or running the cue can be either when the cue is selected, the Play key, as set from the Options menu, the time position of an already running cue, or a time of day. The number of a playing

cue goes into the Cue # field and the time position, in tenths of a second, goes into Time field. If the Cue # is 0 and the Time is entered as hh:mm, the cue will play at that time. Hours greater than 12 are afternoon and evening, under 12 for morning. For the cue you are editing to be triggered this way in use, it must be the current selected cue in the cue list.



Dimmer settings for any cue can be saved and restored as scenes. The scenes are stored in a file that can be either show specific or common depending on the "Auxiliary file source" setting in Preferences. At first use for a cue list, you will be asked if a new file should be created or you want to copy in an existing file. If new, this screen is next:



When you save a scene you may name it what you wish, Save, and it will appear as the next line item. When recalling a scene, click on one of the listed lines. To delete a scene, blank out the name. The leftmost button will change titles from Save to Delete. If you select a scene, buttons will appear to allow you to Overwrite the current channel levels with the ones from the scene, or to Add the scene levels to the current ones. A scene may be assigned to a bumpbutton. The far left dropdown is used to select the key to enable or blank to disable. Whether bump scenes are added to the existing levels or are the levels themselves is set in the "BumpOvrRpl=" entry of the CPOne.ini file. 1 is add, 0 is alone.

Cues can be a Single fade, Split fade or Master fade. A Single fade starts after the Wait time and proceeds over the Fade time to move all the selected dimmers to their new values, brighter or dimmer. A Split fade will treat the dimmers going brighter and those going dimmer differently according to the values set in the Wait and Fade values. A Master fade will fade out all channels, including any settings of an active submaster. All transitions are stored by channel so multiple scene fades can be active at the same time.

If the next cue in the list is an Autoplay cue, then checking here and entering some seconds will have the same effect as having this cue advance at start and inserting a Delay cue. Just saves a cue.

You may loop a series of cues by entering the cue to loop to from the current cue and the number of times the loop happens. The red X on the tool bar will stop the loop at any time.

The up and down arrows are used to move the cue being edited up or down in the cue list. A number can be entered directly and the current cue will move to that line.

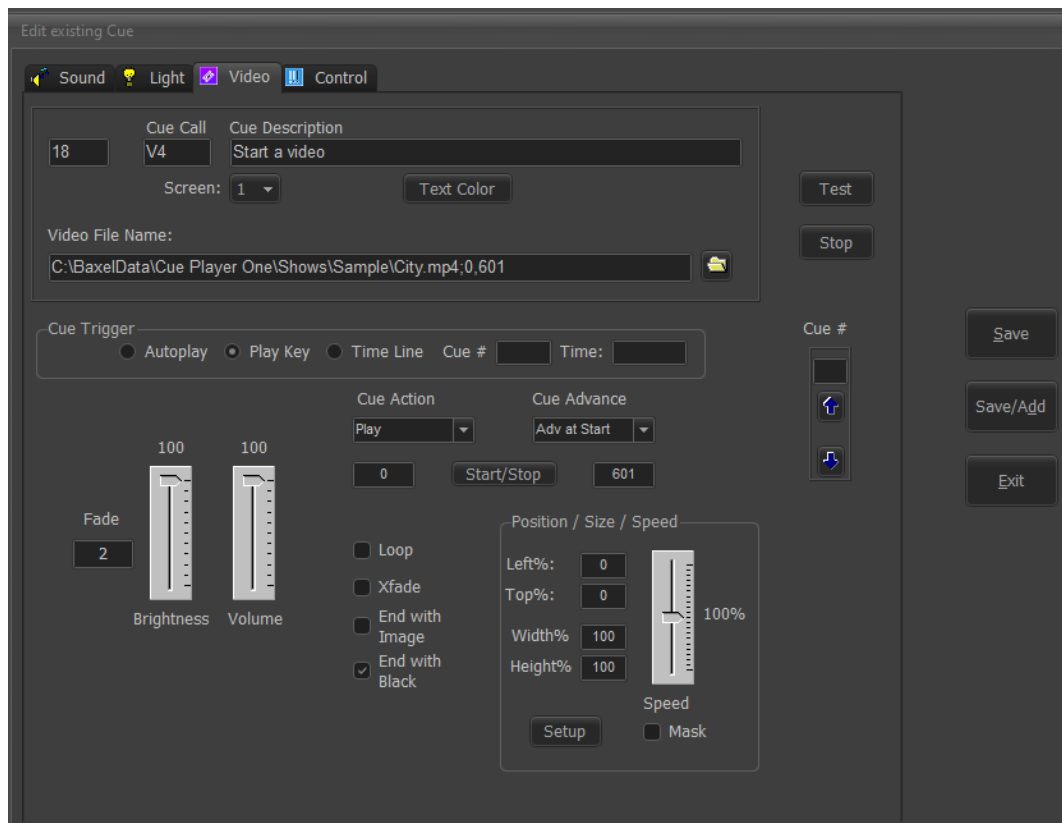
Video

Video Cues

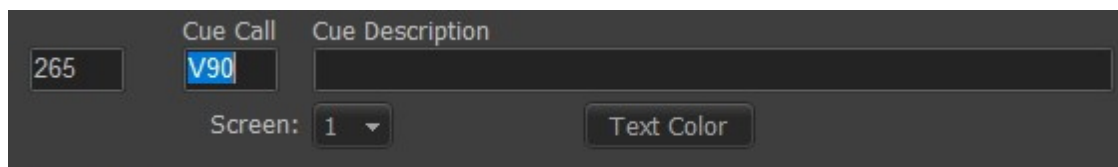


Video Cues

[Previous](#) [Top](#) [Next](#)



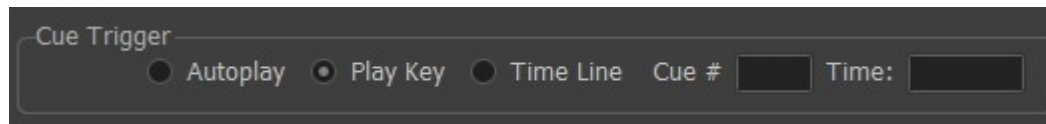
Selecting the Video tab after + on the home screen will display the above screen. The Save, Save/Add, and Exit buttons are common to all of the 4 tabs. Save will either add a new cue to the list or store any changes to an existing cue. Save/Add does the same, but returns to this screen instead of the main window. Exit returns to the main window.



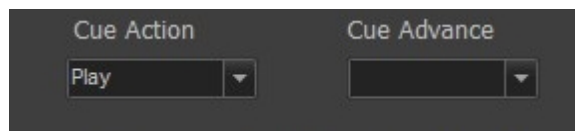
These are the first 3 columns of the cue list. That being the cue sequence number, the stage manager cue call, and the cue description. As with all cues, the color of the cue description in the list can be set. Up to five video players can be connected. The Screen selection sends this cue to the desired player. Whether that player is local or remote depends on that number and the number of local videos you entered in Preferences.



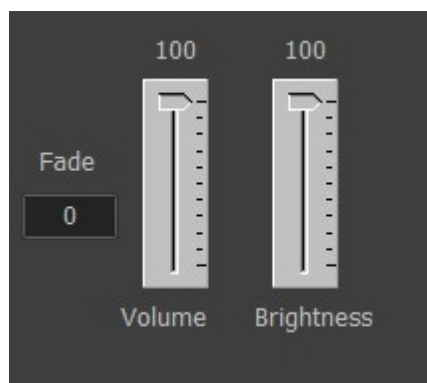
This is the file name and location of the picture or video to be played. The button will bring up a file browser. Video files can be a format of .mpg, .avi, .divx, .wmv, .mov, .mp4, .mpv, .mkv, .m4v, .mpeg, .vob, .jpg, .jpeg, .jif, .bmp, .tif, .gif, .png.



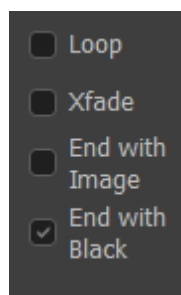
The trigger for playing or running the cue can be either when the cue is selected, the Play key, as set from the Options menu, the time position of an already running cue, or a time of day. The number of a playing cue goes into the Cue # field and the time position, in tenths of a second, goes into Time field. If the Cue # is 0 and the Time is entered as hh:mm, the cue will play at that time. Hours greater than 12 are afternoon and evening, under 12 for morning. For the cue you are editing to be triggered this way in use, it must be the current selected cue in the cue list.



Cue Action is one of: Play, Pause, Resume, Fade Out, Stop, or Fade to Pause. Play requires a video file name, the others need the cue number of the affected cue. Cue Advance is one of: NO Auto Advance, Adv at End, Adv at Start, or Adv at Load.

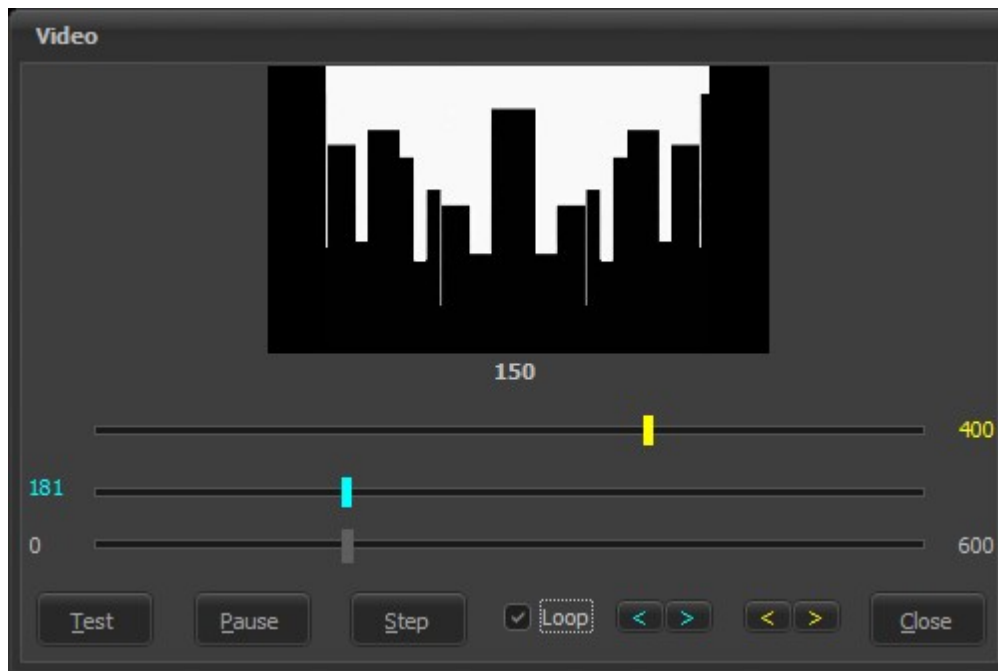


When played, the video or picture will fade in to the levels set in the sliders over the time, in seconds, in the Fade field.



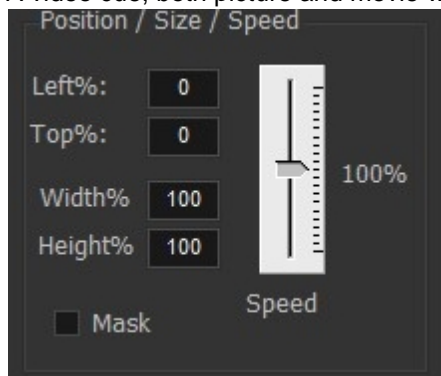
A video may be looped from end to start. Or it may crossfade in from the previous video or picture. The previous will be faded out over the same time as the fade in. At the end of a video, the image can go to black or be held at the last frame.

Start/Stop will also appear for Video cues:

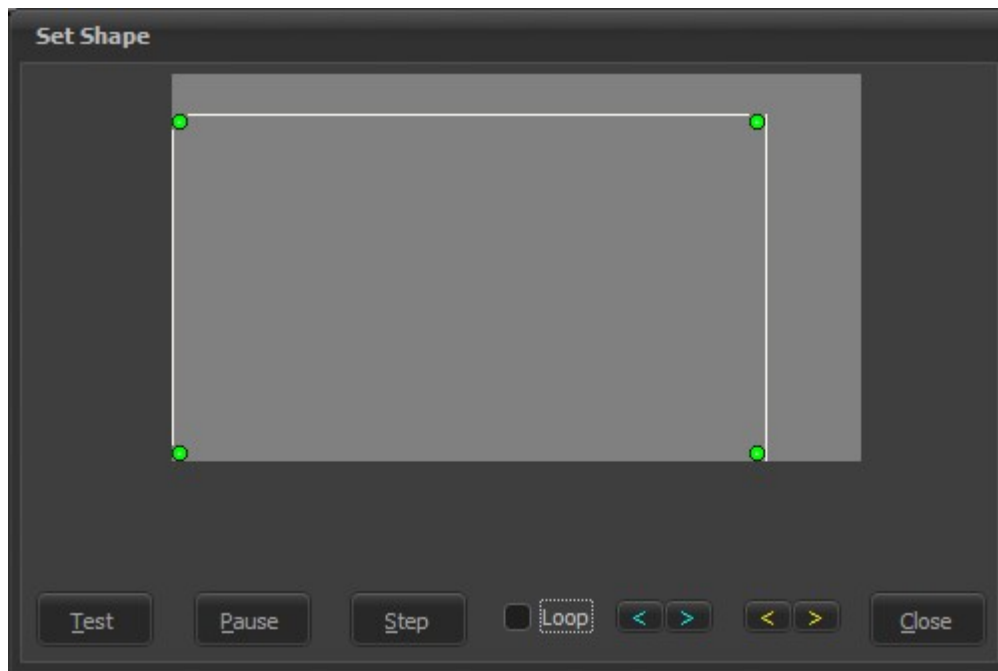


The cyan and yellow markers again define the start and stop positions. The bottom slider will change the display to the time in the movie indicated under the picture. Please note that start times of a video, especially a compressed one (e.g. .mp4), can vary from the selected cyan position due to the need to be at a "key frame". Without going too deeply, computer videos are stored with key frames holding the entire image and subsequent frames holding the differences from that key frame to the next. To start to play a video, it must be from a key frame.

A video cue, both picture and movie will have this box at the bottom:



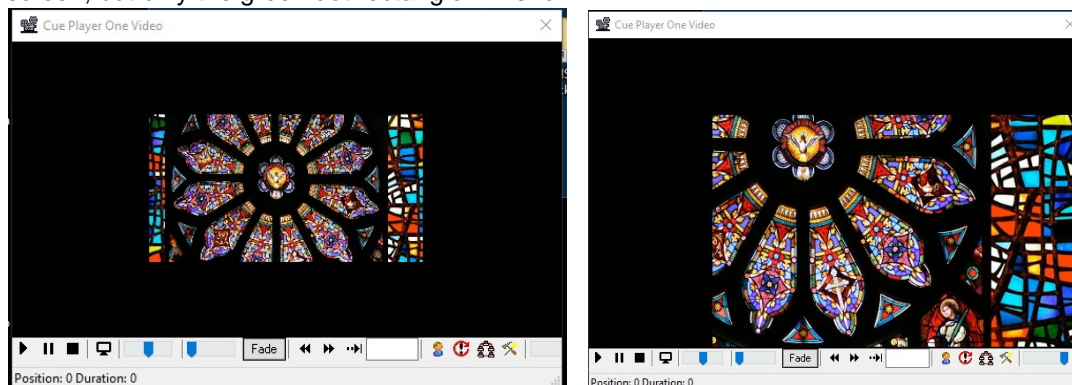
This lets you set the size and position of the cue on the projector screen. The Setup button will bring up this window where the corners of the image can be set graphically. You can still enter the percentages directly if you wish, but what you drag the green dots to here will be transferred as values to the percentages.



The Test button

will transfer the new settings to the projector image so you can see the effect.

If Mask is unchecked then the size will be within the green dots. If masked, then the image will fill the screen, but only the green dot rectangle will show.



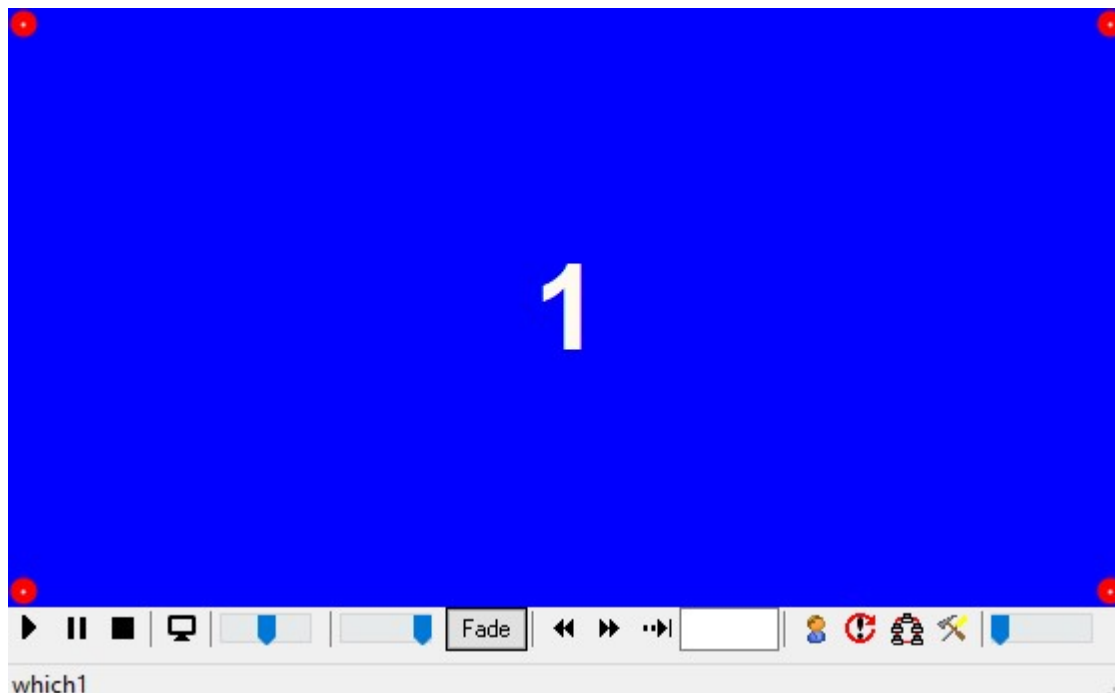
Like Tempo for sound, Speed will will adjust the playback speed plus or minus 100%. Expect some jerkiness in playback once you get down below 10%.

You may want a movie to end with the last frame displayed instead of fading to black. The 'Ends in ...' buttons control that. A movie cue that ends in image would normally have a Fade cue following it to fade to black when you want it.



The up and down arrows are used to move the cue being edited up or down in the cue list. A number can be entered directly and the current cue will move to that line.

Video Player



The best way to use video is to have two video cards in your show computer and set up Windows for a dual monitor display. On a laptop, there is often an auxiliary port or you could invest in a USB to video adapter. You would set that up to have the Cue Player control display on either the left or right and slide the video player over to the other. The little button with the monitor icon will put you in full screen mode. Even more, if you right click it while it is still on the same screen as Cue Player (like at startup), it will move the player over and make it full screen in one click. Which way it goes depends on which half, left or right, the window is when you click. The 'Resize to Last' option will modify this behavior to moving the screen to the size and position it last was when closed. You can also double click on the screen part to go full screen or not. A right click on the screen will bring up a menu about hiding controls and such. When the controls are hidden, the screen position and size can be fine-tuned using the arrow keys. Ctrl+Arrow will move the screen up/down/left/right per which arrow. Alt-Arrow will resize the screen - down or right for larger, up or left for smaller.

Video cues have some additional information in them from sound cues. At the end of each cue is a series of two or more numbers e.g. C:\video.mpg;0,150, or C:\video.avi;0,132,400. The numbers indicate where the movie is to start and where it is to pause or stop. In the first example, the movie would start at 0 and stop at 150. In the second, the movie would start at 0, pause at 132 and if resumed, go on to 400 before stopping. Please note - unlike sound cues which can be buffered such that cue #3 with one sound can be immediately followed by cue #4 with another and #4 can be selected waiting to be played, back-to-back video cues need a fade or stop action cue between them. However, pictures and video can be cross-faded one after another. A series of cross-fades must start with a normal cue. Cross fading is allowed between picture to picture, picture to video, and video to video.

The sound from video cues does not go through the same audio process as a regular sound cue. As a result, the equalizer, reverb, and speaker settings of the cue are not in effect. Since almost all theatrical videos are silent, this is not considered an issue. Should those features be needed, it is suggested to extract the sound from the video and play it as an additional autostart cue after the video.

Timing

☐ Media ☒ Internal Timer

☒ Send Interval

Picture Size

☒ As Is ☐ 4 by 3

☐ Stretch ☐ 16 by 9

Network

Host IP:

Port:

☐ AutoConnect

☐ Remote from CP

Audio Output:

Play Delay:

☒ Resize to Last

☒ Send Exceptions

Background darkness:

Vignette Level:

Cameras:

Playwin Settings:

Clicking the tool icon on the far right of the command bar will bring up a window to allow you to set:

Timing - select either using timing information from the playing media itself or an internal timer. The interval of the internal timer is set in milliseconds. Experience has shown that more repeatable timings come from the internal timer.

As Is - when displaying images (.bmp, .jpg, .tif, .png, etc.) the displayed image is rendered at whatever size it is, independent of the video player window size. Depending on the relative sizes, only part of the image may appear.

Stretch - the displayed image is stretched to the size of the player corner to corner.

4 by 3 - the aspect ratio of the image is held to 4 by 3, which is the old TV ratio.

16 by 9 - the aspect ratio is held to 16 by 9, or 'widescreen'.

Network - The IP address of the computer running Cue Player must be entered so Playwin can find it. If running on the same computer as Cue Player itself, it can be left blank or 127.0.0.1 should connect no matter what the actual address is. Port number default is 50065. If Remote from CP will change the communications accordingly. If you do not want to click the connect icon every time, select AutoConnect. If the video player is running on a remote computer not running Cue Player, then Remote from CP should be checked to enable entering the host computer IP address. You can edit the cueplayer.ini file values for NetPort to change it if needed.

Audio Output - The audio output device may be selected with the same options as the main cue edit screen. It applies to all video cues.

Play Delay - there was an issue (since been corrected) with a brief flash of a prior paused video cue upon display of the next. The fade in of a cue was delayed by the amount of this setting to avoid that. It can still

be used to 'tweak' synchronization of two computers.

Resize to Last - when the screen icon toolbar button is right clicked, the screen will resize and position to what and where it was when shut down. A left toolbar click ignores this setting and the screen will expand to fullscreen.

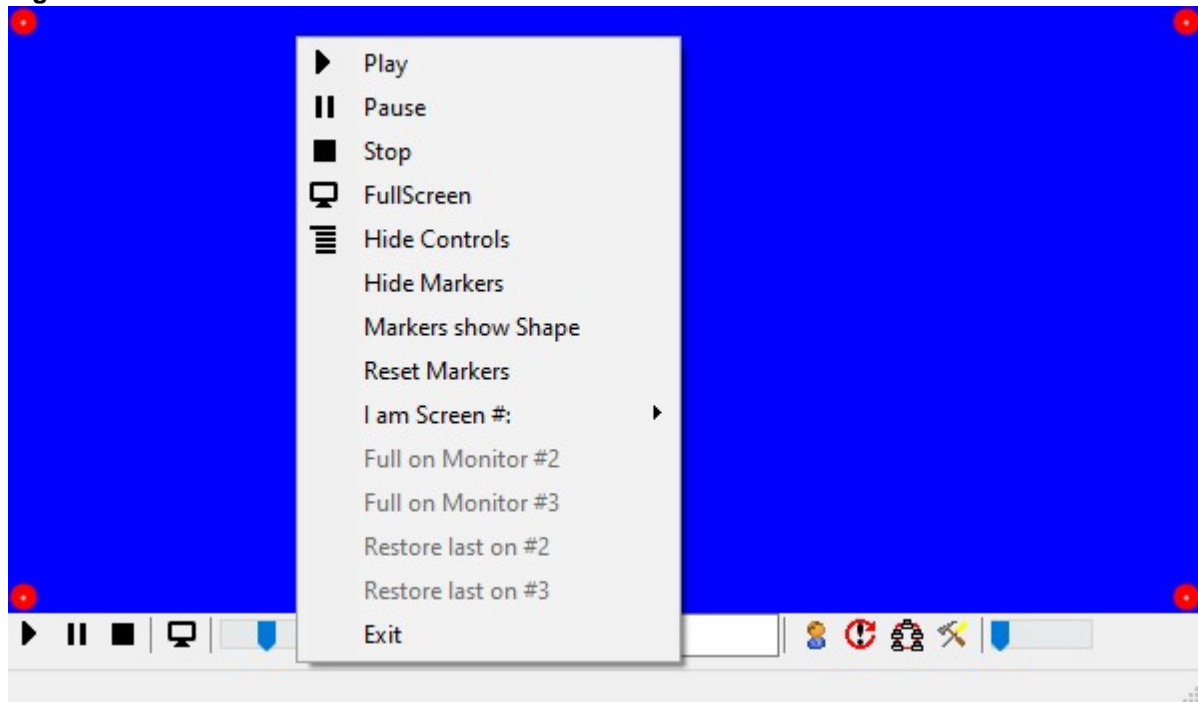
Send Exceptions - any problems with rendering or display will be sent to the computer running Cue Player.

Background Darkness - a level between 10 and -10 of the background 'black' level. -10 is blackest. You may want to set this to match the black level of your projector to make image edges blend in.

Vignette Level - the edges of a playing video can be softened to make it blend better with the projection surface.

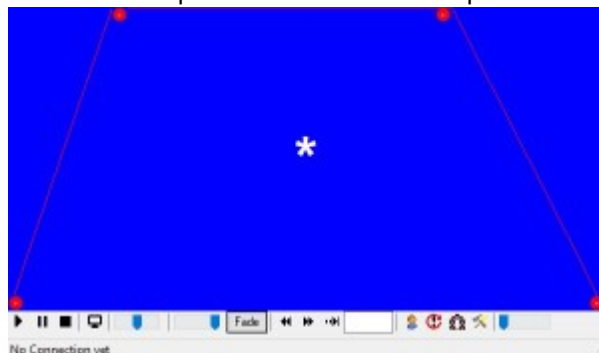
Cameras - drop-down selection of any installed cameras for display as cue file name 'Live'.

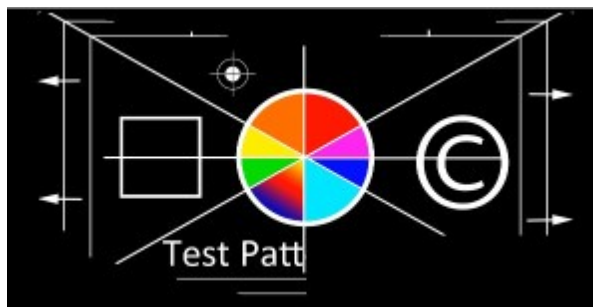
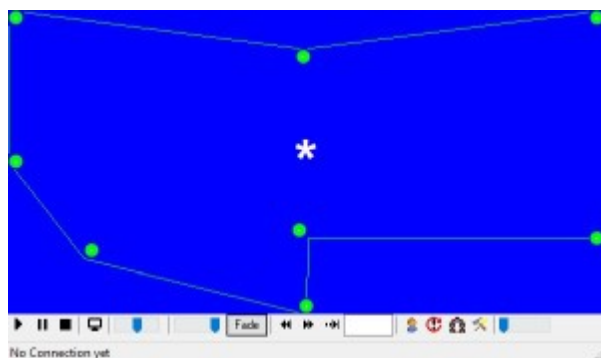
Right Click menu:



Right clicking in the blue background of the player will bring up a menu of the running controls and appearance options. Full Screen and Hide Controls are toggles for those two options. Corner pinning is done by moving the red corner dots to a position on the blue background. Use them to correct the image for keystoneing or an angled projection surface. Clicking 'Markers show Shape' will toggle the screen to show 8 green dots and the prompt to 'Markers show Perspective'. Hiding the markers will save the positions. The green dots can be moved to create a shape to contain the video. They could be used to mask out a doorway, for example. When more than one monitor is setup in Windows, the option to quickly move and make fullscreen to either additional monitor is enabled. If the player has been sized already to a projection surface and closed, that size and position can be restored with a click.

Here are examples. The blue is the setup screen and the test pattern shows the resulting image.





Remote Networked Video -

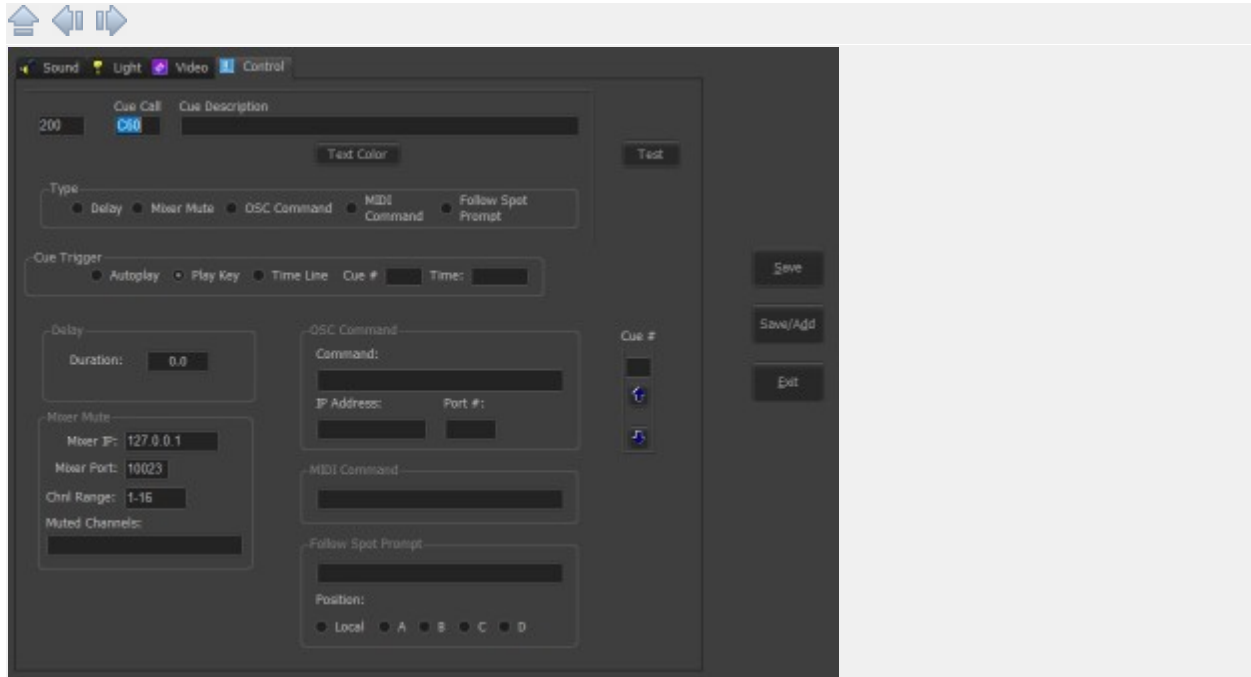
First step would be to copy playwin.exe, playwin.ini, gdot.png, and dot.png from your main Cue Player One install to a directory on the networked computer. Also copy the LibAV64 directory and its contents to the same directory. Second, the video files must be the same, and in the same place on both computers. That is, if sunset.jpg is in the C:/shows/thisshow/pictures directory on your main computer, sunset.jpg wants to be in the c:/shows/thisshow/pictures directory of the remote computer.

Look at the Help > About screen on Cue Player One and note the IP address of your main computer. Go to the remote computer and start playwin.exe. Click on the Settings icon (hammer and screwdriver) and look in the Network panel. Enter the IP address of the main computer and the port number 50065 (default). Check both boxes AutoConnect and Remote from CP. Position the video window as you would if running at the main computer. Right click to bring up the options window and select the number screen for this player. Come back to your main computer and the show cue list. Add a video cue and choose a screen number for it. The number wants to be something greater than what you entered for "# of local videos" on the Preferences screen. It will be effective at the next restart.

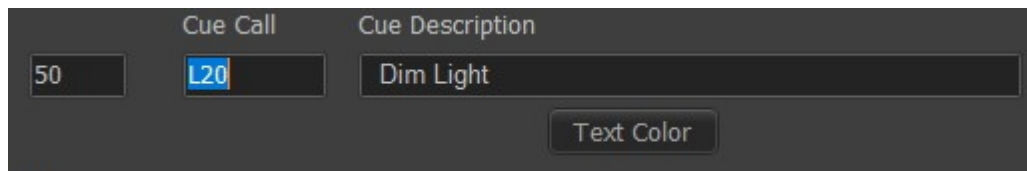
Just a general note – playing videos is not easy for computers. While the sound playback will work well with a entry level laptop, using it to also play a movie may result in stuttering and hangups. For serious video playback, a desktop computer with a plug-in video card is recommended.

Control

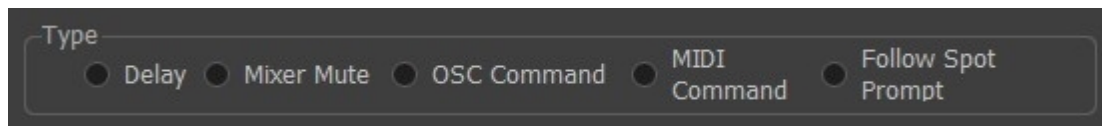
Control Cues



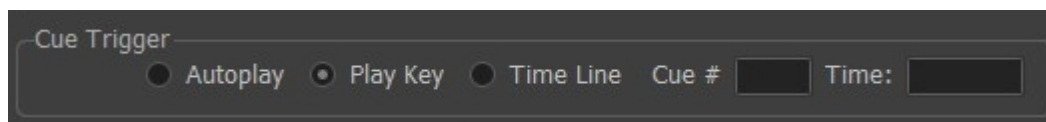
Selecting the Control tab after + on the home screen will display the above screen. The Save, Save/Add, and Exit buttons are common to all of the 4 tabs. Save will either add a new cue to the list or store any changes to an existing cue. Save/Add does the same, but returns to this screen instead of the main window. Exit returns to the main window.



These are the first 3 columns of the cue list. That being the cue sequence number, the stage manager cue call, and the cue description. As with all cues, the color of the cue description in the list can be set.

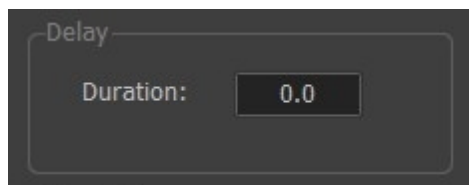


There are five types of control cues. Depending on which is selected here, the corresponding detail frame will be enabled below.

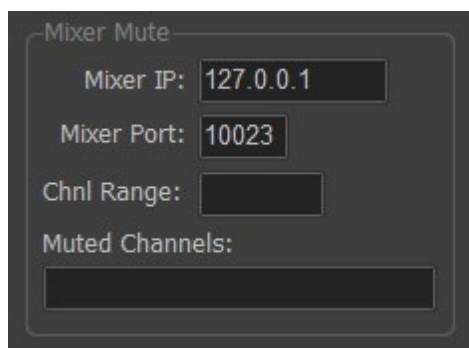


The trigger for playing or running the cue can be either when the cue is selected, the Play key, as set from

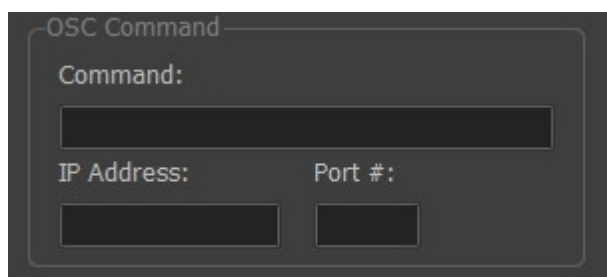
the Options menu, the time position of an already running cue, or a time of day. The number of a playing cue goes into the Cue # field and the time position, in tenths of a second, goes into Time field. If the Cue # is 0 and the Time is entered as hh:mm, the cue will play at that time. Hours greater than 12 are afternoon and evening, under 12 for morning. For the cue you are editing to be triggered this way in use, it must be the current selected cue in the cue list.



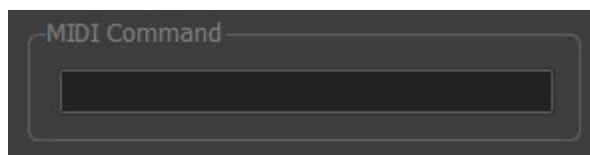
A Delay control cue simply pauses advancement down the cue list for the entered time. It is always treated as an autoplay cue. Use this, for example, between a video cue of a picture and a fade cue set to autoplay to display that picture for the delay time.



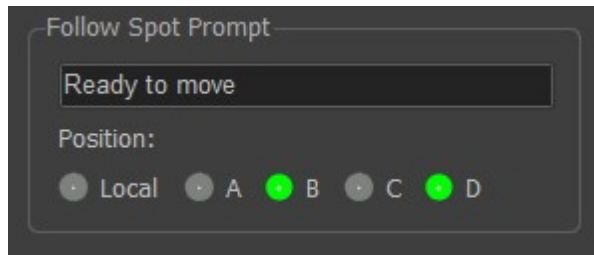
Designed for use with a Behringer X32 mixer, this control allows a cue to mute and unmute specific channels on the mixer. The range of channels controlled goes in the Range field. The individual channels to be muted in the Muted field. If not muted, channels are unmuted.



A general purpose send of any valid OSC command string to the address indicated. It could be fader levels to a mixer, control signals to an external dimmer desk, whatever. Multiple commands in one cue can be separated by a semi-colon. Receiving OSC commands is covered under "Connections". X32 Theatre Control and Palladium are two popular 3rd party programs that integrate with Cue Player over OSC.



MIDI commands to be sent have the format "xn.xx.xx" with values per your end device. n is the small device number. Receiving MIDI commands is covered under "Connections".



Although labeled for prompting a follow spot operator, prompts or messages can be sent to any of four users on the network to their device with a browser. The Local position brings up a simple video player that can be moved to an additional cabled monitor in the booth. The A,B,C,D positions are set up from the Prompt icon on the tool bar. Here we see that both positions B and D will get the message. To receive, the user has to open a browser on their phone or pad and set the url to the address of the computer running CP One - usually something like 192.168.0.xxx. Note the server must be started from the top menu File > Enable Web Remote to use this feature.



The up and down arrows are used to move the cue being edited up or down in the cue list. A number can be entered directly and the current cue will move to that line.

Softpatch

Softpatch



Softpatch

[Previous](#) [Top](#) [Next](#)

Chnl	Dimmer-DMX	Fixture	Description
1	1		
2	56/50		
3	3		abump8
4	4		
5	5		abump12
6	6		
7	7		
8	8		
9	9		Channel 9
10		250	
11		260	
12		230	
13	13		
14	14		
15	15		

19	19		
20		331	
21	21		
22	22		
23	23		
24	24		

Unpatched Dimmers

Sort by Dimmer

Save

Exit

This shows the top and bottom of the softpatch screen. The actual height will depend on the height of the main screen. Softpatching is a powerful way to customize how you control your lights. If you are not familiar with it, simply, it is the way to have one or more dimmers controlled by a single channel on the main screen. If there are several lights aimed at a particular portion of the stage at various angles, this allows you to set the light level with one channel. The ability to do this is enhanced by the

feature of proportional dimming. If you look at Channel 2 in the picture, you will see that dimmers 3 and 4 are being set. Channel 4 has the extra notation of /50 meaning that it will, at most, go to 50% of total brightness. Taking channel 2 from 0 to 100 will therefore have the effect of changing dimmer 3 from 0 to 100 and dimmer 4 from 0 to 50.

Fixture mapping makes it easier to work with LED fixtures. It allows one channel to control the colors and intensity of a fixture. In this example, there are LEDs with their address settings at 230, 250, and 260. That is, 230 is the dip switch setting, Red may be at 230, Green at 231, Blue at 232, and Intensity at 233. All that is specified in the fixture's profile. With fixture patching, entering "100R80" into the channel field of channel 12 will set all of those 230-233 channels to the right value. A right click of the channel field will bring up the fixture's color picker so any other color can be selected and mapped to the correct 230-23x channels. Rather than the complete "100R80", just an intensity value or just a gel number from either the gel wheel or the user wheel can be entered. This also allows for easy grouping of multiple fixtures. For example, if there are 4 identical fixtures covering an area of the stage, they can be set closely together up in the 400's, but fixture mapped so that channels 10-14 control them, it makes it easier to write cues. They could even be set as a Group so that "g4" selects all of them.

The Description column has the text that will appear as a hint when the mouse is hovered over a channel box on the main screen. If the word "nbump5" is in the description, then that channel will bump to 100% when the F5 key is pressed. "nbump6" works with F6, "nbump7" with F7, and so forth up to 12. If the word is changed to "fbump5", then rather than a zero count fade when the key is released, a timed fade will happen. The time is determined by the "BumpFade=" entry in CPLighting.ini. A value of 10 is one second, 5 is 500 msec., for example. Timed bumps for F5 would be done with "tbump5(x.x)", where x.x is the duration in seconds. For example, "tbump7(4.3)" would bump the channels where that was in the description for 4.3 seconds when F7 was pressed, even when released sooner. Entering "abump5" acts as a toggle switch for that channel and key. Any toggled keys will display on the top line above the clock.

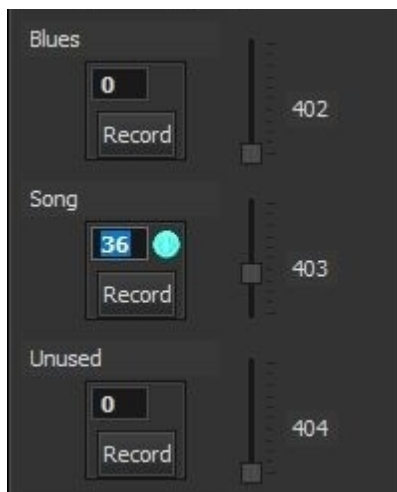
At the bottom of the screen, the Unpatched Dimmers button will show a window with a list of all the available or unassigned dimmers. Save will record any changes and Exit will close the screen without saving.

Submasters

Submasters

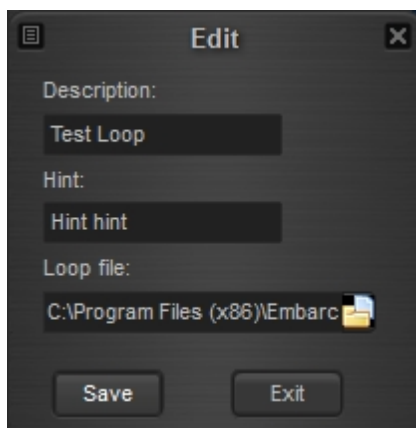


Submasters

Previous [Top](#) Next

There are 8 submasters available in Cue Player One. When the Record button is clicked, any channels with an active red dot will be recorded into the submaster at their current level. An easy way to select channels is to use the "g/" keystrokes to select all active channels. The sequence would be to have the scene levels you want to have on the sub be visible, its channels selected with red dots, have the sub slider at the top, and then click Record. The submasters are additive with a Higher Takes Precedence based on the previously run cue.

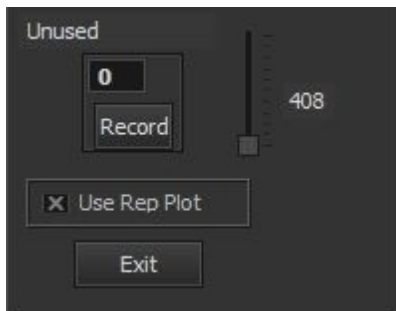
The Add/Edit screen looks like this:



It is opened by clicking in any of the 8 top description boxes. The Description is shown as the top line for that submaster, the Hint when the mouse is over that top line. A submaster can also run a loop file independently of the main channel settings. This allows you to bring up an effect without changing the rest of the stage.

Submasters can be assigned to a channel via Softpatch. Submasters are numbered after the total channel count. That is, if there are 128 channels in the main display, the subs are numbered 129 to 136 and can be softpatched to any of the other 128 channels. An example use would be to have a chase effect as a cue/loop file assigned to Sub 1 (129), patched to 120. If 120 is in a cue the chase is dimmed and brightened according to 120's value in the cue(s).

You may have a submaster channel selection for the current cue file or an independant one as a Rep Plot.



Check the box to use a Rep Plot and uncheck to align with the current cue file. A good use of the Rep Plot setting is in conjunction with a slider surface. A midi device like the Pyle PMIDIPD30 can be used to control the 8 submaster channels.



Here sliders 1-8 match up to subs 1-8. You could have each sub control a stage area or LED color and run a presentation or book reading where you didn't want to create a cue file. The Pyle bump buttons under each slider are active as well.

Fixtures

Fixtures



Fixtures

Previous [Top](#) Next

The Fixtures screen is designed to work with the newer LED lighting instruments and any color scrollers you may have. The first step is to select a particular fixture from the top dropdown. One of the options there is to Add a new fixture. Unfortunately, there are only about 10 profile files included in this install. If you add fixtures, it would be great if you could forward their settings back to Baxel Data and we will include them in future software releases.

Having selected a fixture, the starting DMX address of an installed fixture of that type and a Note to be used as a hint on the main screen would be entered and Save clicked.

Adding or editing a fixture will bring up this screen:

Fixture Name:

Fixture Description:

Chnl.	0-??	Description
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		

Total # of Channels:

Minimum Intensity:
(0-255)

Intensity Channel:

Red Channel:

Green Channel:

Blue Channel:

Amber Channel:

White Channel:

Lime Channel:

The Name and Description are the text you want to recognize the unit by. Known fixtures that have a profile already can be loaded via the Load from File button. The DMX channels for the colors, intensity levels, and movements need to be entered, as well as the total number of channels to set aside for this fixture. The minimum setting for Intensity can also be entered. You can select whether the display goes from 0 to 100 or 0 to 255 and enter a channel description that will show up as a hint for that channel on the main display. When you Save, a file will be written you can use to Add.

A completed screen could look like this:

Fixture Name:

Fixture Description:

Chnl.	0-??	Description
1	0-255	Red
2	0-255	Green
3	0-255	Blue
4	0-255	White
5	0-255	Amber
6	0-255	UV
7	0-100	Intensity
8	0-255	Strobe
9	0-255	Walking
10	0-255	Sound
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		

Total # of Channels:

Minimum Intensity: (0-255)

Intensity Channel:

Red Channel:

Green Channel:

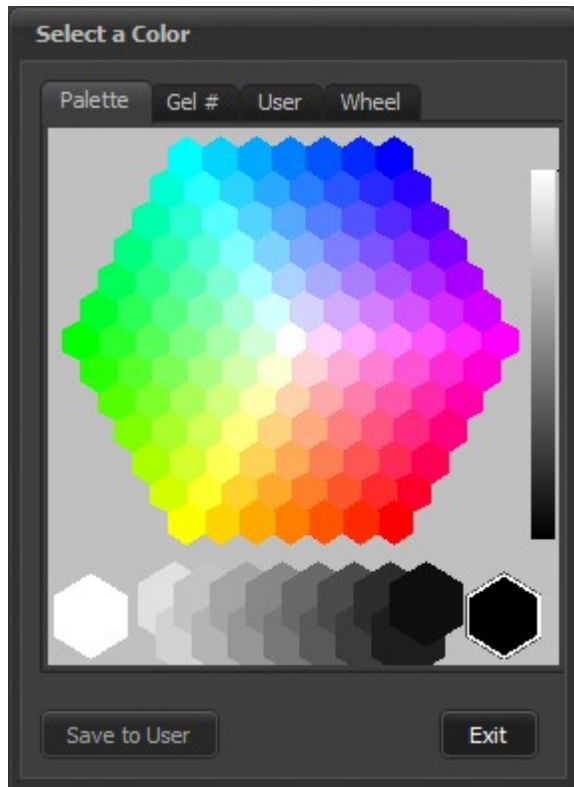
Blue Channel:

Amber Channel:

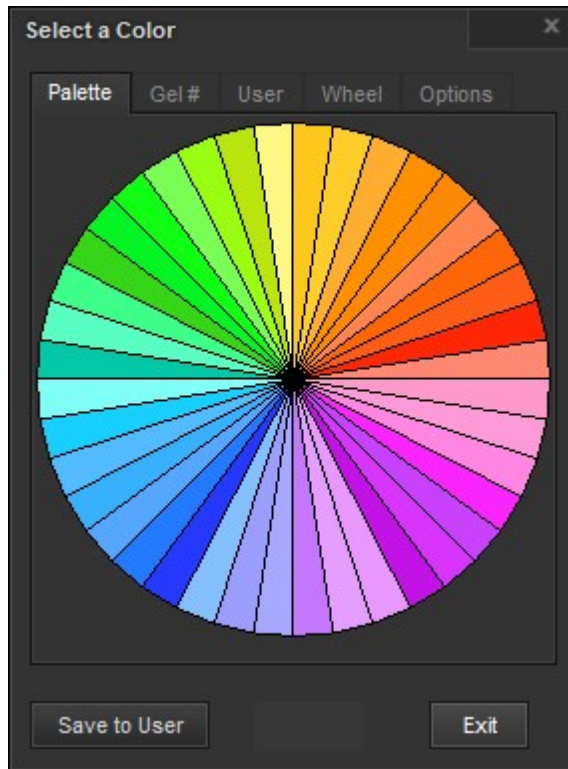
White Channel:

Lime Channel:

Going back to the Fixtures screen, having selected a fixture, the address or addresses of where these fixtures are installed is entered in the Add and Remove box.



3 Color



5 Color

Next, using one or more of those addresses, a color picker can be displayed to choose the combination of RGB needed to produce the color you want. Also, entering either a Roscoe (Rxx) or Lee (Lxx) gel number will show its color and corresponding RGB values. If the Show Now checkbox is checked, the colors will be sent to the fixture as you move the mouse. If the Include Patches is clicked, then any softpatched fixtures to that address will also show the color. When the Save button is clicked, these values will be written to all the correct locations for the fixtures you selected.

To make it easier to select often used colors, the concept of a "user palette" is available. The LED values need to produce various colors will vary from manufacturer to manufacturer and/or fixture type to fixture type. The values used to make the colors consistent at a venue can be saved and recalled.

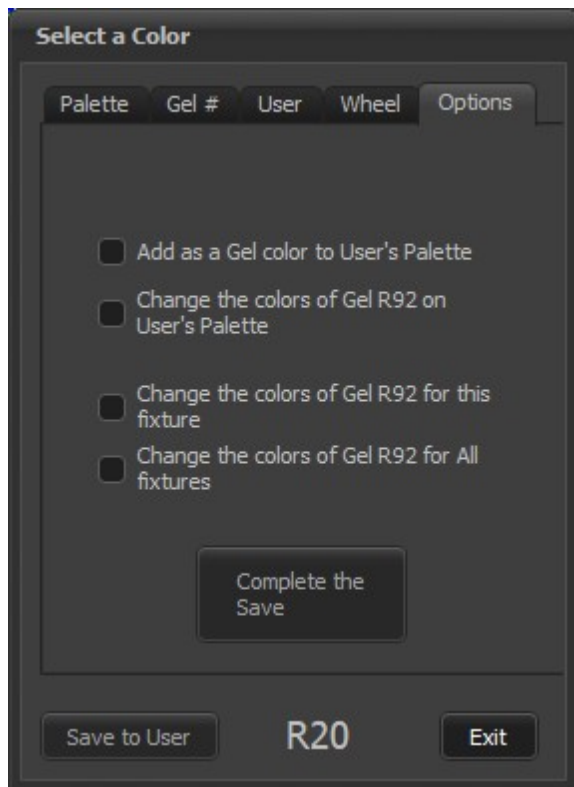
The Save to User button will add the current values of LED levels to a slice of the User palette. Here is an example:



To use palettes, enter a value in the level field of the palette (arbitrarily picked as the Red) channel. For example, a fixture is set to address 150 and its Red channel is 1. Normally, Red would therefore be set



by values in channel 150. In the channel display it will appear like this: Entering a user palette number in channel 150 (e.g. "U3") while the Shift key is pressed will set all the LED addresses of the fixture to the stored values for that palette color. A limited number of Rosco gel colors can be used as well.

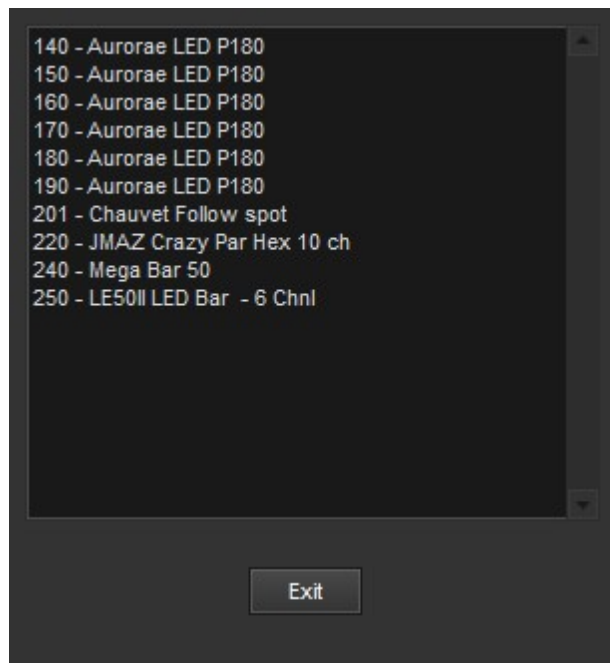


To manage the user palette, the Options tab has selections to Add a new color, as seen in the square above "Show Now" and represented by the current values in the Red, Green, Blue, Amber, White fields. The colors of an existing gel can be reset for the palette, the current fixture, or for all fixtures. For example, if you need to adjust the colors for R80 or U2 for fixture "ABCD" and/or fixture "WXYZ", you can save them here and they will be recalled when that fixture is selected.

A right click in any channel box of a fixture will open the fixture window with the installed address selected.

Entering in the addresses of the scroller channels will allow them to be set from 0-100 or 0-255 as per your Preferences and not be affected by a Blackout command.

The 'In Use' button will bring up this screen for example:



A list of the currently assigned channels and their fixture names serves as an aid to adding new instruments.

Groups

Groups



Groups

Previous [Top](#) Next

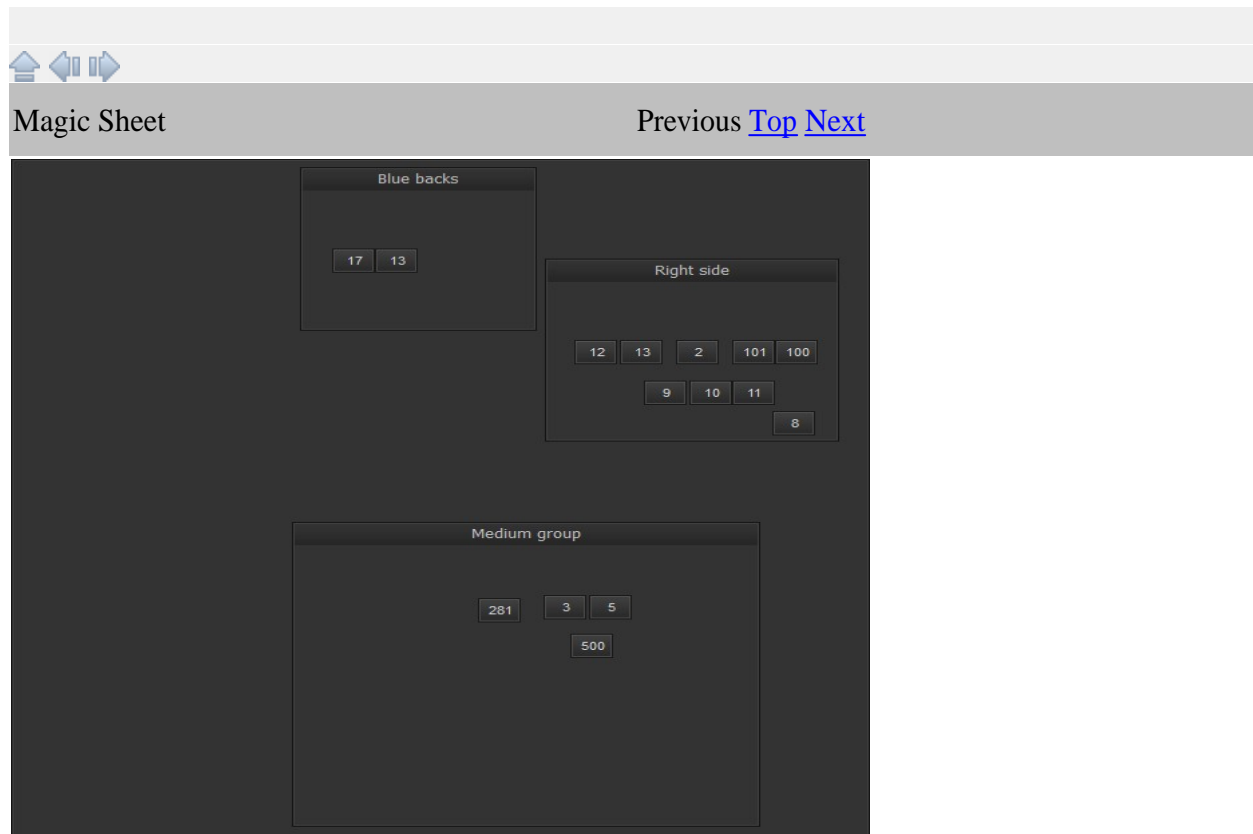
Group #	Channels	Group #	Channels
0	40,50,60,70,80,90	g	
1	41,51,61,71,81,91	h	
2		i	
3		j	
4	1,2,3,4,5,6,7,8,9	k	
5	11,12,13,14,15,16	l	
6	143,153,173,193	m	
7		n	
8		o	
9		p	
a		q	
b		r	
c		s	
d		t	
e	15,16	u	
f		v	512

Copy Save Exit

Groups of channels can be defined to quickly select those channels instead of individually clicking them. For example, if your blue back lights are in channels 11-16, typing "g5" on the keyboard will automatically select and show the red dot of all of those channels. Typing "g/" will select all non-zero active channels in a cue. The entries can come from a file specific to the show's cue file or from a generic file linked to the program. That is a choice on the Preferences screen. If it is clear and you want to start with the generic file, click Copy.

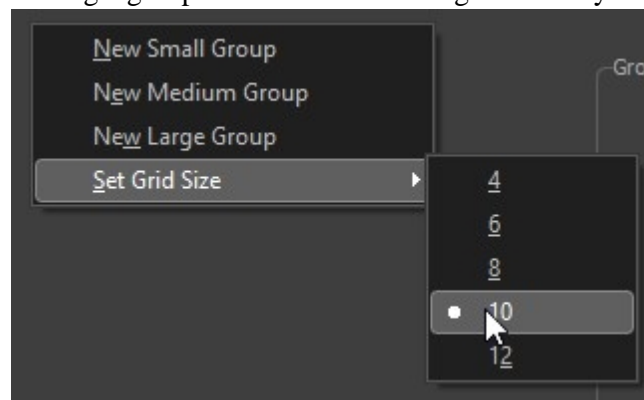
Magic Sheet

Magic Sheet



A Magic Sheet is a tool that allows a graphical display of instrument locations and channel selection of those instruments. Groups of lights may be defined or broken out for quicker selection. Clicking on a channel button here will select and move the mouse to that channel on the channel grid. The intensity and color are then set as normal. The sheet can be resized and moved as needed.

Adding a group area is done with a right click anywhere on the sheet.



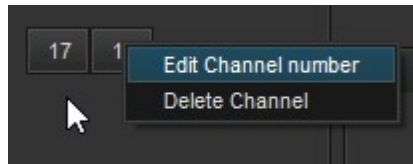
This menu will appear. Since the group areas cannot be resized with the mouse, a choice of starting sizes is offered. Once created, the group can be resized by right clicking within it. The Grid size determines the gap between channels for the snap-to

feature.



The menu is also used to name the group and add channels to it.

Once a channel is created, it is named by its own menu.



Channel buttons may be dragged and positioned anywhere within their group box. There is a small snap-to feature to make it easier to align rows and columns of channels.

The intent is to aid cue writing by showing the channels used for various physical locations of instruments.

Connections

Connections



Connection to Cue Player One can be made via either MIDI or OSC.

MIDI commands can come from light board consoles or microphone control programs like [Palladium](#). Cue Player works in what is called "non-linear" mode, where cues are selected as they are played.

The MIDI commands are as follows, where n is the MIDI small device number and TT is the track or cue line number from Cue Player:

Emergency Stop - Bn.7B.00

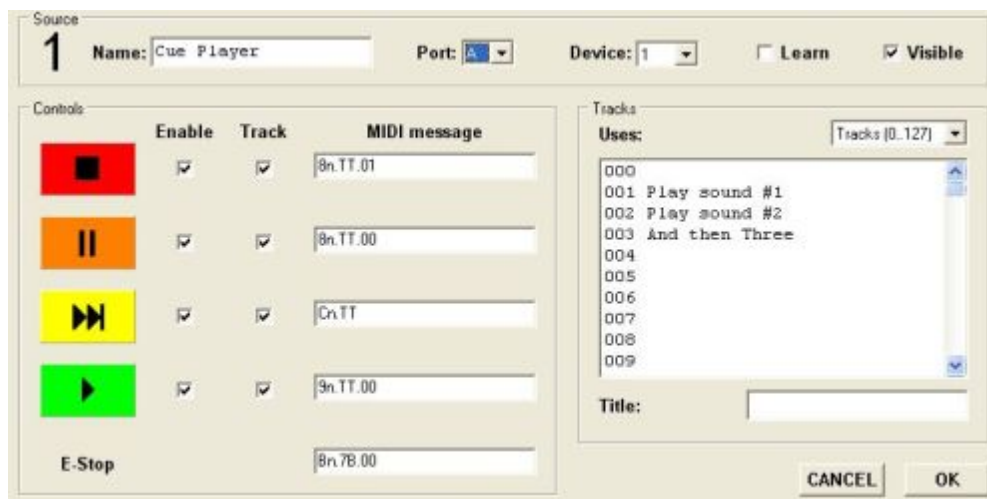
Play - 9n.TT.00

Pause - 8n.TT.00

GoTo - Cn.TT

Stop - 8n.TT.01

Here is a screen shot of the Palladium setup:



Use the "Set MIDI Input Port" Options menu selection to set the port. You will need to edit the cueplayerone.ini file if you need to change the channel number (device 1) from 0.

OSC (Open Sound Control) commands come in on the listening port number defined at the bottom of the Preferences window. Valid commands are: Play, PlayXX, and GotoXX where XX is the cue number. Fades and pauses are better handled by control cues within the cue list and given their own play command. Function keys can also be simulated when "fx" is received

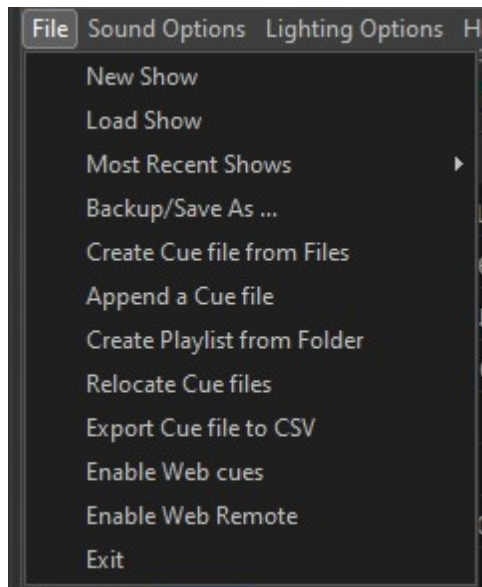
Cue Player One can be integrated with the popular program 'X32 Theatre Control' to allow it to trigger Cue Player cues. Please look at the X32 TC manual under 'Playback Cue Control' and 'Show Setup > Playback...' for details on how to implement.

File Menu

File Menu



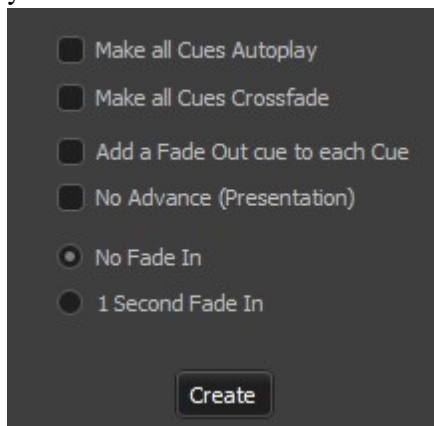
File Menu

[Previous](#) [Top](#) [Next](#)

The File menu deals mostly with the creating and loading of cue files. A New Show creates a blank cue file and Load brings up a file browser to locate an existing file. Up to the last 8 show's cue files will be listed as Most Recent Shows. A sub-menu will appear with the shows listed.

Backup/Save As ... is used to create your own backup of the currently open cue file. Changes to the current file are saved as they are made so there is no plain Save option. Each time the program is shutdown, a copy of the cue file is made and named shownameYYMMDDhhmmss.ocue. The timestamp is Year, Month, Day, hour, minute, second. Up to 3 previous versions are saved.

A cue file can be created from a directory of files. Individual files can be selected. A prompt window



will appear with options for the cue file:

The settings make it easy

to create a presentation cue list.

One cue file may be added to the end of another to make a longer one. A playlist file (.m3u) can be created from the files in a directory. This is useful for your pre or post show music playlist. Sometimes you may have to relocate a cue file for use on another computer. Relocate will move the cue list and change the file names in the list appropriately. One means of documenting the show cues is exporting the list and settings to a comma separated values file that can be read by any text editor.

Enabling Web cues will open the networks communications program as a small window in the lower left of the screen. No interaction with it is needed. When active, a web server is available on port 80 (the normal browser port). The user need only enter the IP address of Cue Player One, found on the About window. Once connected, the user will be asked to log in so that she/he can be identified on the Web Messages/Network Prompts window.

Enabling Web Remote will open a communications server as a small window in the lower left of the screen. No interaction with it is needed. When active, a web server on port 8888 can be connected to. The pages presented will allow cue line selection, playing, pausing, and in the case of light cues, the second screen allows setting and saving individual channel levels.

The screenshot displays the Cue Player One interface, which is divided into two main sections: a cue list on the left and a control panel on the right.

Cue List (Left Panel):

Line	Label	Description
2	S2	Simple sound cue
4	L2	Simple Light cue
6	V2	Simple Video cue
8	C2	Simple Control cue
10	L4	Dim the lights
12	S4	Start a sound
14	S6	Press Play to cross to this
16	S8	Fade it out

Below the cue list are several control buttons: **Play** (green), **Pause** (blue), **<<** (light blue), **>>** (light blue), **Resume** (blue), **Next** (orange), **Fade** (pink), **Lights** (yellow), and **Stop** (red).

At the bottom left, a status window shows: "Loading 24", "Connected", and the IP address "192.168.1.25".

Control Panel (Right Panel):

The control panel features a numeric keypad (0-9) and function buttons: **Full**, **+10**, **-10**, **+1**, **-1**, **Out**, **Play**, **Set**, **Send**, **Read**, **Record**, **Next**, **Back**, and **Return to List** (yellow).

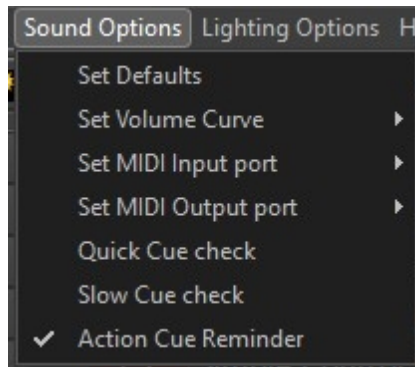
Below the numeric keypad, there are two input fields labeled **Channel** and **Level**, each with a dropdown menu.

Sound Options Menu

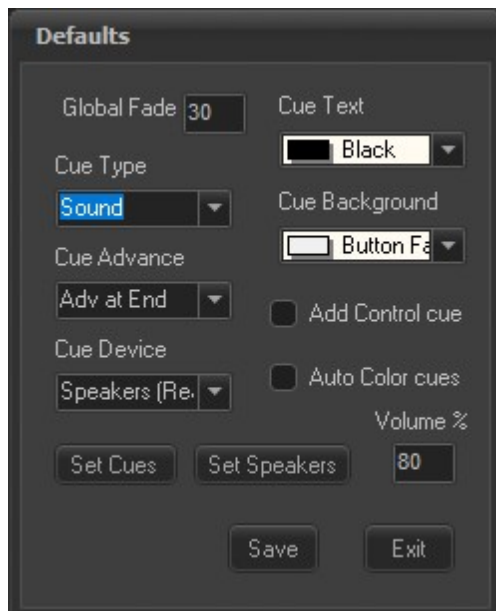
Sound Options Menu



Sound Options Menu

[Previous](#) [Top](#) [Next](#)

There are many sound default settings, which required this submenu screen:



Global Fade sets the fade duration for the "Fade All" button. In computers with more than one sound card, Cue Device allows selection of which device will be the default for added cues. The output device is still selectable by individual cue. If the Cue Device is changed, the Set Cues button will update all the cues in the current list. The default speakers for added cues can be set to that of the first cue in the list. Also there are settings for the default cue type, initial volume, and display colors. These are also still selectable by individual cue. Checking the Add Control cue will add an additional control/action cue for each added cue. Auto Color cues will change the cue font color to gold for delay and

time for auto-play cues as they are added or edited. The volume level of new cues may be set for less than 100% to allow headroom for later increases.

The Volume curve fades in and out will follow either a linear or logarithmic curve. When using the linear curve, the volume range is from 0% (silent) to 100% (full). When using the logarithmic curve, the volume range is from -100 dB (effectively silent) to 0 dB (full). For example, a volume level of 50 is 50% linear or -50 dB logarithmic. Extended Fade is a linear fade, but for fades greater than 2 seconds, the fade is done a second shorter down to 10% of the original volume and then the final fade takes 1.5 seconds. This gives a more gentle fade out and is the suggested setting.

MIDI input sets the MIDI port for remote control of Cue Player. Available ports are automatically discovered at program start and then listed. The MIDI Channel number is defaulted to 0, but can be changed by editing the cueplayerone.ini file entry for MidiChannel. A sub-menu will appear for selection of possible MIDI devices. Set MIDI Output Port sets the MIDI port for Cue Player One to send output control signals. A sub-menu will appear for selection of possible MIDI devices.

For Quick cue check the current cue list will be checked one by one to see if the sound files exist where they need to be.

For Slow Cue Check the current cue list will be checked one by one and 3 seconds of each will be played.

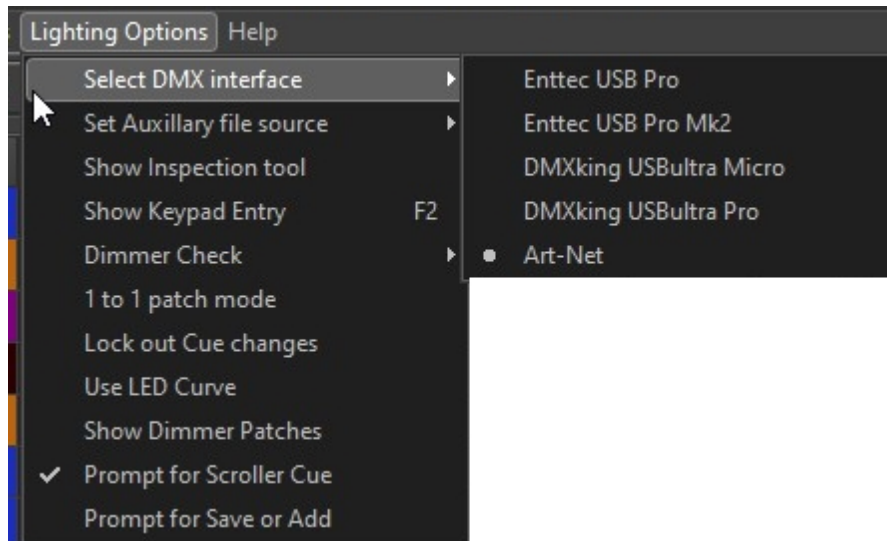
When Action Cue Reminder is selected, changes to a cue that has an action cue associated with it will trigger a reminder window to check the cue number in that action cue.

Light Options Menu

Light Options Menu

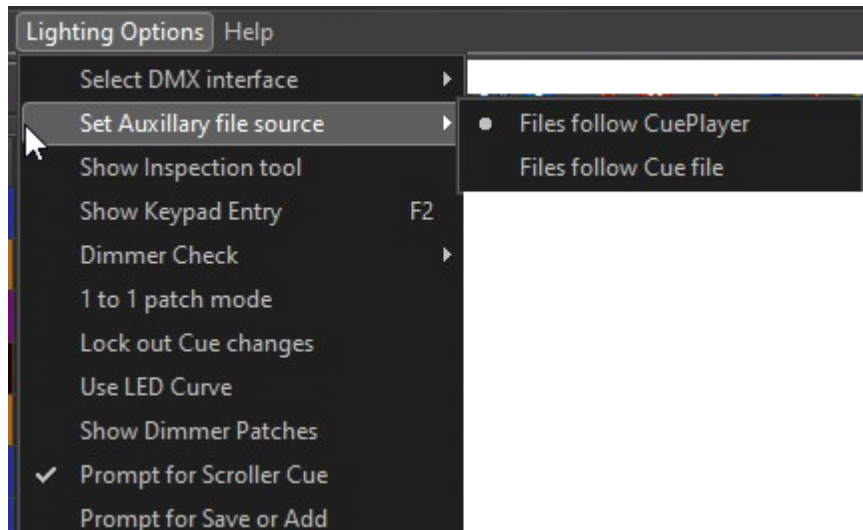


Light Options Menu

[Previous](#) [Top](#) [Next](#)

The DMX hardware interface can be chosen. Changing it will dictate a restart of the program. The devices listed are the most popular brands and are recommended, but other units with a built-in processor (not "Open" class) should work.

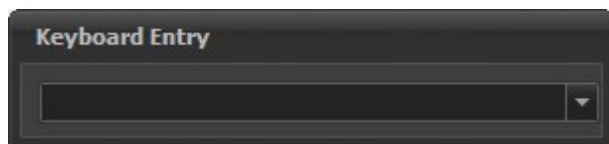
The DMX connection type can be via direct calls to the FTDI interface library D2XX, or by Art-Net. The [FTDI website](#) will have any updates to the driver from the one distributed with CP One.



The source of the soft patch file, fixture map file, Submasters, Scenes, and Groups can be set to be either common to CP One or to the current cue file. If you are in a fixed location, "follow CuePlayer" makes sense, if using a laptop at multiple venues then "follow Cue file" may work better for you. When you create a new cue file, you may choose existing files to be copied as a start.

Show Inspection tool opens a viewing window and activates a logging function so you can see all the commands being sent to the DMX interface. It was used mostly during development of the program, but may prove useful. It is used to select the Art-Net IP address and allows 'under the hood' settings for LED fixtures. The tool has its own Help page.

Keypad entry of channel levels is enabled by showing the keypad entry window, either by clicking the menu or pressing the F2 key.



This window can be positioned anywhere and its last position is remembered. The syntax for entry is: "channels*level". A range of channels is written "start/end". For example, "2/10-5+12*80" would set channels 2,3,4,6,7,8,9,10,12 at 80. Pressing the - key on the numpad will give this window focus at any time it's open.

The Dimmer check goes channel by channel and runs the values up and down so you can check the lights before a show. You can select automatic advance or manual. Press Esc to exit the check at any time.

1 to 1 patch mode bypasses the softpatch file and maps channel 1 to dimmer 1, 2 to 2, etc.

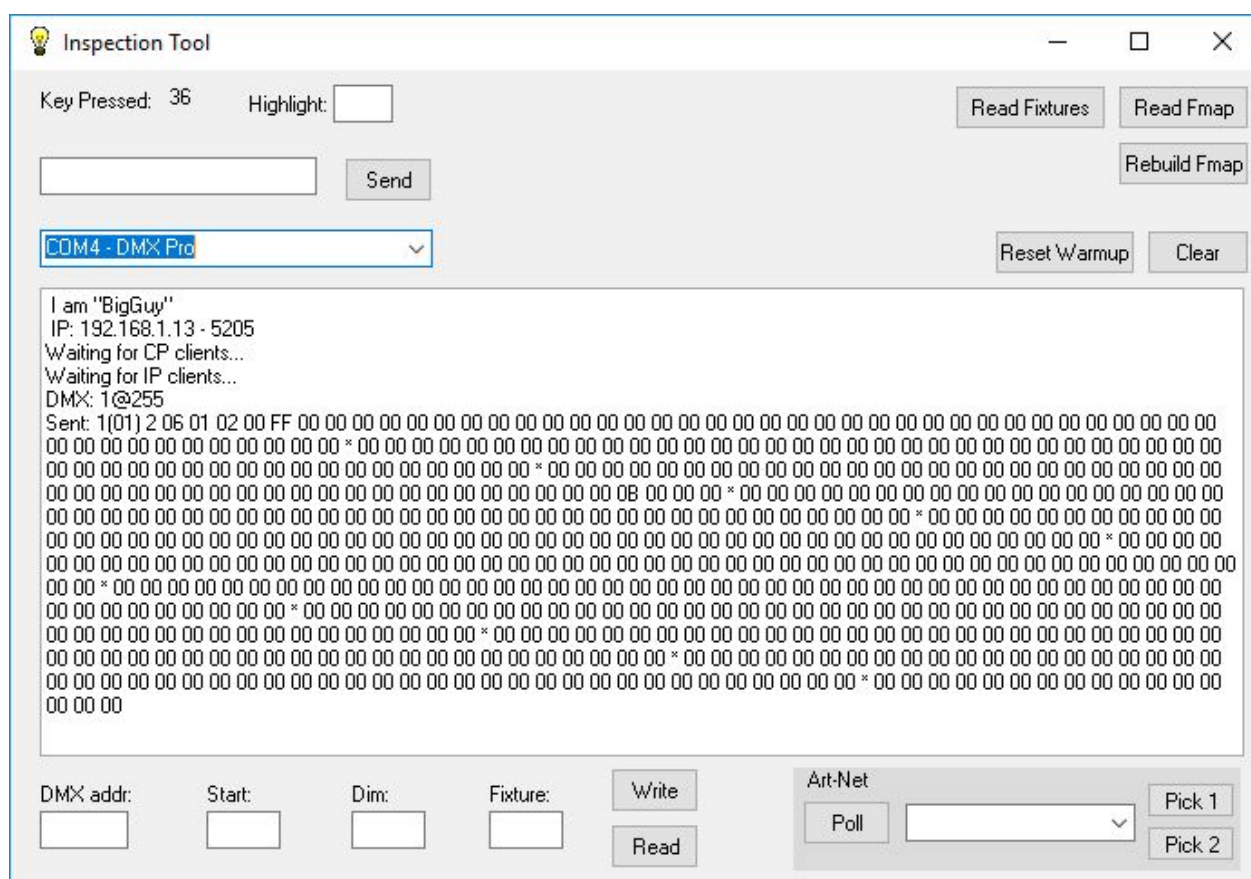
Locking out Cue changes sets a flag such that the current cue file cannot be changed. It is remembered for the file and established whenever the file is reloaded. Unchecking the flag allows changes and will be remembered as well.

Using the LED curve text file - led.txt - will substitute the file entries for the normal linear dimming values. The supplied file may give you better dimming on less expensive fixtures. It can be edited with any text editor.

Inspection Tool



When the tool window is open and a cue is run, the DMX output levels are displayed:



61 / 73

Inspection Tool

Key Pressed: Highlight:

Send

Read Fixtures Read Fmap Rebuild Fmap

Reset Warmup Clear

1 American DJ 388 Pro,
 2 Aurorae LED P180,
 3 Stage Ape Wide Flood,
 4 Mega Bar 50,
 5 Mega Bar RGBA - 6 Chan., Long Color bar
 6 Stage Ape Toober, Disco twin lights - 59 is max dim, strobe after
 8 Mini Spot 15 - 13 Chan,
 9 LE50II LED Bar - 6 Chnl, 41 cm long
 10 SlimPar Quad 7 - 8 chnl, LED Flat Slimpar
 11 LED Cloud, DJ Flashing LED
 12 LED strip, 1/4" led strips
 13 Chauvet Follow spot, LED 3 channel
 14 JMAZ LP76S Par 10 chan,
 15 JMAZ LP76S Par 10 chan,

DMX addr: Start: Dim: Fixture: Write

Read

Art-Net

Poll 192.168.1.15 Pick 1 Pick 2

The numbers identify which fixture may be assigned to a DMX channel.

The addresses and fixture numbers are stored in a set of tables called the 'Fmap'. There are three sections to the map and they can be viewed by the Read Fmap button:

[illegible]

Fmap(0) stores the starting address and number of channels for each fixture in use. For example, we can see that at address 140 there is a 6 channel fixture in place. The number 2000 is a dummy number for scroller channels.

Fmap(1) has the minimum intensity level for each address. In this case we have a minimum level of 1 for all conventional instruments. A -1 indicates a color, strobe, or macro channel and won't be changed by a Blackout command.

Fmap(3) contains the fixture number installed at that address. So for our example, there is an Aurorae P180 set to address 140.

Should it come about that through installs, removals, rehangs, or whatever these relationships get out of sync and are not accurate, then the fields and buttons in the lower left can be used to rewrite them. If we were to put 140 in the DMX addr. field and click Read, then Start would show 140, Dim would show -1, and Fixture would show 2. Editing any of the fields and clicking Write will change the Fmap accordingly.

To start from a clean Fmap, meaning you will need to enter the current addresses of all installed fixtures with the fixture tool, click 'Rebuild Fmap'.

Art-Net

The setup for Art-Net requires that the IP address of the interface(s) be known to CP Lighting. The Poll button will send out the commands over the network that cause interface devices to respond back with their name and address. That will populate the drop-down box.

Inspection Tool

Key Pressed: Highlight:

Send

Read Fixtures Read Fmap

Rebuild Fmap

Reset Warmup Clear

DMXking.com eDMX1 PRO S/N 001A192814C9
> 192.168.1.15

DMX addr: Start: Dim: Fixture: Write

Read

Art-Net

Poll 192.168.1.15 Pick 1

Pick 2

Clicking Pick 1 will set the displayed address as the one to use for Universe 1. Clicking Pick 2 does the same for Universe 2. They do not have to be the same device. Back on the Options Menu, clicking either of the Art-Net options will bring up this screen.

Keyboard Summary

Keyboard Summary



Keyboard Summary

[Previous](#) [Top](#) [Next](#)

The keyboard can be used in the following manner:

Esc - clicks the Blackout button, stops a dimmer check

F2 - displays the Keyboard entry window

F3 - toggles the AutoAdvance button

F4 - toggles the Blind/Live button

F5-F12 - the Bump buttons

Pause/Break - clicks the Loop Break button, stops a cue

Home - adds 100 to all active channels

End - subtracts 100 from all active channels. If a cue is running, completes the fade and cue.

Page Up - adds 10 to all active channels

Page Down - subtracts 10 from all active channels

Up Arrow - adds one to all active channels

Down Arrow - subtracts one from all active channels

g# - (where # is 0 thru v) - selects the channels of that group number

g/ - selects all non-fixture channels with greater than warmup value

b or Backspace - runs the previous cue with timer

Space Bar - runs the next cue with timer, completes running loop

Alt - used with a number in a channel - enters values of a user palette

Ctrl - used with b, Backspace, or Space Bar - runs the cue immediately,

Toggles the Record cue mode between Save and Add

Delete - clears all selected channels. If a cue is running, stops the fade and completes the cue.

Enter - records the current levels or saves the current timings/description

Shift - used with Enter adds a cue with current levels

Help Menu

Help Menu



Help Menu

[Previous](#) [Top](#) [Next](#)

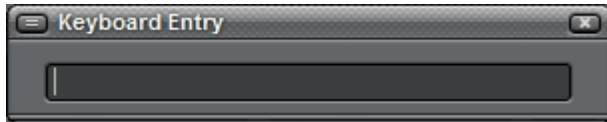
The Help menu has options to redirect you to this file, show you your Registration details, and to bring up a window with the version and copyright information.

Keyboard entry

Keyboard entry

[Num Pad entry](#)[Previous](#) [Top](#) [Next](#)

Keypad entry of channel levels is enabled by showing the keypad entry window, either by clicking the menu or pressing the F2 key.



This window can be positioned anywhere and its last position is remembered. The syntax for entry is: "channels*level". A range of channels is written "start/end". For example, "2/10-5+12*80" would set channels 2,3,4,6,7,8,9,10,12 at 80. Pressing the - key on the numpad will give this window focus at any time it's open.

FAQ

FAQ



FAQ

Previous [Top](#) [Next](#)

How or where can I get an interface to use with your software? - The Enttec Pro can be purchased from [Enttec](#) or several distributors on the web. [DMX King](#) also makes a compatible interface that has proven reliable. Both USB and Art-Net interfaces are supported.

I already have an XYZ2000 (or whatever) hardware interface for DMX. Can I use it with your software? - If it is not an "Open" class interface and says it is "Enttec compatible" then it should work with the program. If not and you send me the make, model and the communication source code for the device, I will make every effort to translate it for Cue Player One. An "Open" class device is one that does not have an internal microprocessor timer. If you paid less than \$40 for it, it's probably an Open.

How do I run the program as a non-Administrator? - The program needs to be "Run as Administrator" during the registration process. An easy way to do that is right click the desktop icon and then select Run as Administrator. Once you have your registration key and have registered the program, you may run the program normally.

Can I use an "Open" class interface like the Enttec Open? - No, because the Open interface uses the host computer for timing the DMX signals that can lead to issues with entry level computers and a large number of lights. Our experience is that for about the same cost, the DMX King Micro with its internal timing is a better alternative.

I want to use a surface with sliders instead of having a cue file for everything. - You can connect a midi sound controller such as the Pyle PMIDIPD30 via a USB port and control the 8 submasters with the sliders.

How do I set up an audio cross fade? - A cross fade used to require 3 cues. The first cue would start or fade in the first sound and should be set to 'Advance at Start'. The second cue was a 'Fade Out' action cue to the first sound and also set to 'Advance at Start'. The final cue was the fade in of the second sound and be set to 'Auto Play'. There is an example cue file on the web site for this. With the 64 bit version, there is an 'Xfade' checkbox and an edit box to enter a cue number to fade out. This only requires the two cues.

There are other sounds happening as I click and use the program. - It is a good idea to set the sound scheme to 'No Sounds' from the Control Panel to avoid extra sounds.

I've got three sounds running all at once. I want to pause them all at once, then start them all up again later? - This requires several cue lines. Let's say the playing cues are #3, #5, and #6. Action cues should be added for each of those to Pause them. Set Advance to be at start and select Auto Play for all but the first. To resume them playing, add another 3 cues with the action to resume in a similar fashion.

I need a simple sound file editor so I can trim and customize my sounds. Suggestions? -

[Audacity](#) is a very good free editor. For simple start/stop settings, that can now be done on the edit screen.

I'm having trouble getting videos to play or when they do it takes 100% of the CPU. - The video render mechanism has recently been changed to address this. Please go to the web site to ensure you have the latest release. If necessary, QMC (Quick Media Converter) is useful to change a video clip's format should your computer have trouble rendering one format or another.

I want a stereo sound to just go to the Rear speakers, but it still comes out of all of them. -

This is likely caused by your sound card settings. Sound cards will often install a control program that allows you to simulate 'surround' sound from stereo sources. That must be disabled to get sound only out of the Cue Player selected speaker set.

What's the best way to save my files between the theatre and home? - The best way seems to be to have the same directory structure on both computers and to keep all the files, cue and sound, in one directory per show. Something like c:/shows/thisshow, c:/shows/thatshow, etc. That way you can copy the whole directory to a thumb drive and be sure you've got everything. You might want to put your preshow music in a subdirectory (e.g. c:/shows/thisshow/preshow) so you can use the "Create playlist from Folder" menu option. You could also put your fire marshall/turn off phones speech up in c:/shows, since it is usually common to all shows. The Backup/Save As menu selection can save the cuelist and files all together, adjusting the cue list appropriately, as an option.

How To Buy

How To Buy



How To Buy

[Previous](#) [Top](#)

Cue Player One is \$195.00 and you can purchase a license key from [Share-It](#).

