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# SFX

## User's Guide

v 5.6

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GO!

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# CONTENTS

<b>PART I</b>	<b>INTRODUCTION</b>	<b>7</b>
<b>1</b>	<b>Introduction</b>	<b>9</b>
	How This Guide is Organized	9
	Requirements	10
	Product Line	10
	Product Overview	10
	What's New in Version 5.6	11
	Digital Sound	11
	Editing	11
	Playback	11
	Sound Cards	12
	Product Support	12
	Conventions	12
<b>2</b>	<b>Getting Started</b>	<b>13</b>
	Installation	14
	Updates	14
	Patch, Groups, and Volumes	14
	Setting up the Default Patch and Default Volumes	15
	Effects File	16
	Cues File	16
	Workspace	17
	Desktops	17
	Views	18
	Menu and the Active View	18
	Toolbar	18
	Effects Tool Box	19
	Effect Types	19
	Example Workspace	20
	Different Views	21
	Play Desktop	22
	Inserting Cues	23
	Conclusion	24
<b>PART II</b>	<b>REFERENCE</b>	<b>25</b>
<b>3</b>	<b>Working with Effects</b>	<b>27</b>
	Effects View	27
	Inserting	28
	INSERT Button	28
	Drag-and-drop: Effects Tool Box	29
	Drag-and-drop: Explorer, Folder	29
	Deleting	29
	Properties	29
	Playing Sample	29
	Sorting	30
	Font and Size	30
	Columns	30
	Integrity Check	30
	Locating Files	30
	Patch	31

Printing	31
<b>4 Working with Cues</b>	<b>33</b>
Cues View	34
Font, Size and Color	35
Inserting	35
INSERT Button	35
Drag-and-drop: Effects Tool Box	35
Drag-and-drop: Explorer, Folder	36
Inserting Special Effects	36
Replace	36
Deleting	37
Properties	37
Playing Cues	37
Go Button View	37
Right mouse button	37
Time Code	37
Command cue	37
Keyboard trigger	37
MIDI Command trigger	37
MIDI Show Control	37
Panic	38
Patch	38
Show Control & Triggers	38
Go to Cue	39
Seek Cue to Time	39
Renumbering Cues	39
Clear All Time Code	39
Learn Time Code	40
Sort	40
Integrity Check	40
Locate Files	40
PlayList Mode	40
Columns	42
Printing	42
<b>5 Working with Notes</b>	<b>43</b>
Notes View	43
Entering Notes	43
Script Information Toolbar	43
Font, Size and Color	44
<b>6 Working with Cue Status</b>	<b>45</b>
Cue Status View	45
Adding a Cue Status View	45
Removing a Cue Status View	45
Button Toolbar	46
Status Displays	46
<b>7 Working with Array</b>	<b>47</b>
Array View	47
Instant Play	48
Seek Buttons	48
GO Button	48
Auto Advance	49
Status	49
Integrity Check	49
Locating Files	49

Patch	49
Show Control & Triggers	49
Printing	49
<b>8 Options</b>	<b>51</b>
Options	51
Preferences	52
Perform Integrity Check on file open	52
Backup Cues files every n minutes	52
Load last used workspace	52
Automatically save workspace on close or exit	52
Right mouse button is GO! for Cues view	52
Flash Notes caption when new notes appear	52
Automatically number cues by	52
Hide decimal in cue numbers	52
Cue numbers for Autofollows and Waits	53
Cue numbers for cues following Autofollows, and Waits	53
Prompt when inserting Waits and Restarts	53
Default Cue Status views	53
Default Wait seconds	53
Default Fade seconds	53
Desktop	53
Desktop Background	53
Background color	53
Image	53
Edit Desktop Password	53
Fonts	53
Column & Background Colors	54
Snap to Grid	54
Screen Saver	54
Default Wave Patch	54
Group, Preempt, Device	54
Default MIDI Patch	54
Default Volume	54
Group, Assign, Gang, Slider	54
Tools	54
Menu contents	54
Add	55
Remove	55
Move Up	55
Move Down	55
Menu Text	55
Command	55
Arguments	55
Initial Directory	55
Prompt for arguments	55
MIDI Command Control	55
Incoming MIDI Command Device	55
MIDI channel to accept commands on	55
MIDI Show Control	56
Command Formats	56
Device IDs	56
Incoming Show Control	56
Slave Time Code	56
Folders	56
Autosave files	56
Cues, Effects, & Workspace files	56
Sound Effects folder	56

Optimization	56
Samples, Channels, Bits	56
Allow Emulated Sound Card Drivers	56
<b>PART III MISCELLANEOUS</b>	<b>57</b>
<b>9 Effect Types</b>	<b>59</b>
Effect Types	60
Effect Properties	60
Effects	60
Attributes	60
Trigger	61
Mixer	61
Output	61
Wave	62
MIDI Sequence	62
MIDI Command	62
CD Track	63
MIDI Show Control (MSC)	63
Media Control Interface (MCI)	63
Autofollow	63
Wait	63
Fade	64
Stop	64
Command	64
Restart	65
Memo	65
Plug-Ins	65
<b>10 Keyboard Triggers</b>	<b>67</b>
Keyboard Triggers	67
<b>11 MIDI Command Messages</b>	<b>69</b>
MIDI Command Message	69
MIDI Command Effects	69
Triggering <i>SFX</i> with MIDI	70
<b>12 MIDI Time Code</b>	<b>71</b>
MIDI Time Code	71
Format	72
Input	72
Output	72
Freeze	72
Learn	72
Set	72
<b>13 MIDI Show Control</b>	<b>73</b>
MIDI Show Control	73
<i>SFX</i> as a Controller	73
Controlling <i>SFX</i>	74
Commands	75
<b>14 Command Interface</b>	<b>79</b>
Command Interface	79
Commands	79
<b>15 Startup Parameters</b>	<b>91</b>



---

Startup Parameters	91
Editor Mode	91
Examples	92
<b>16 Playlist Mode</b>	<b>93</b>
Overview	93
System Setup	93
Creating a Workspace	94
Creating an Effect List	94
Creating a Cue List	94
Patching the Cues view	94
Selecting an Effects view to Play	95
Playing the Cues	95
Selecting Alternate Cues	95
<b>17 Troubleshooting</b>	<b>97</b>
Troubleshooting	97
<b>Index</b>	<b>103</b>



# **Part I Introduction**

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# 1 Introduction

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How This Guide is Organized

Requirements

Product Line

Product Overview

Digital Sound

    Editing

    Playback

Sound Cards

Product Support

Conventions

## How This Guide is Organized

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**Don't be put off by the size of this guide!** Most users quickly learn SFX without every cracking open this book. As you'll see, the best way to tackle SFX is to read the first two chapters of this guide and then to experience the software directly by experimenting. Most of the content in this guide is reference material and is included for thoroughness about the software.

This User's Guide is organized into three parts, and discusses the functionality of the SFX product line: Basic, Standard, ProAudio, and Show Control. *Part I: Introduction* is relatively brief and is intended to be read before using SFX. The first chapter of Part I, *Chapter 1: Introduction*, is an introduction to this guide and SFX. *Chapter 2: Getting Started* will explain the basic working concepts of SFX and provide you with a short tutorial to get you acquainted with the application. We recommend that you read the first two chapters of this Guide before running SFX. Then, launch SFX and work along with the *Example Workspace* section (page 20) in *Chapter 2*.

*Part II* of this guide is a reference section that explains each of the major components of SFX, devoting to each an entire chapter. The chapters in this section are intended to introduce you to more of the features of SFX. *Part III: Miscellaneous* covers more advanced topics.

## Requirements

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- ? Pentium III 500 MHz processor or better.
- ? 256 MB of RAM
- ? Windows XP or Windows 2000
- ? Video resolution of at least 800 x 600 (1024 x 768 preferable)
- ? CD-ROM drive
- ? Sound Card(s) with DirectX support (e.g. Echo Layla/Gina – <http://www.EchoAudio.com>)
- ? Parallel/USB port

The Windows DirectX technology must be installed for *SFX* to work properly. *SFX* is compatible with any sound cards that have true DirectX sound drivers. DirectX is shipped with *SFX* or can be downloaded from Microsoft's WWW home page at:

<http://www.microsoft.com/DirectX>

## Product Line

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*SFX* is a line of products, each with different features and characteristics. The *SFX* product line is composed of **Standard**, **ProAudio**, and **Show Control**. This guide will contain all possible features and functionality for the entire product line. Some features listed below may not be in the *SFX* edition you own. To determine the edition of *SFX* you own, select from the main menu Help | About. The Help dialog box will list the exact product(s) you have.

To Upgrade your edition from one level to another, select from *SFX*'s main menu, Help | Upgrade Edition for instructions.

The **Standard** edition does not limit the number of opened Cues files and Effects files per workspace. It gives you four stereo output channels per Cues view, and limits you to four simultaneous sound cues per stereo output. Sound effect types included in the Standard edition are the Wave file, MIDI sequence, and CD track. In addition to the Autofollow and Wait cues contained in every edition, Standard also includes MIDI Command, Trigger, and Restart. The Array view is included with Standard, as well as Keyboard and MIDI triggering.

The **ProAudio** edition is similar to the Standard edition, except it allows eight stereo outputs and places no limitation on the number of simultaneous sound cues. The ProAudio also contains multipart Wave files so that you can create one Wave cue composed of up to eight separate Wave files all synchronized together. Also with ProAudio, you can create loop segments in your Wave cues.

The **Show Control** edition is the Standard edition, but includes the MIDI Show Control effect type and the MCI effect type. Also, MIDI Time Code is included. Various show control plug-ins are also part of the Show Control Edition.

## Product Overview

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*SFX* is a theatrical, sound playback and show control software application, and is designed to aid the sound designer and the sound technician in creating, maintaining, and executing sound effects or music for a live entertainment environment. With all the features and ease of use, *SFX* not only replaces traditional sound playback equipment, but it also provides you with possibilities that were not previously practical or even possible. For instance, one of *SFX*'s key features is its ability to play multiple sound effects through one or more sound cards by using the DirectX technology. *SFX* is also capable of show control through MIDI Commands, MIDI Show Control, and MIDI Time Code.

*SFX* can playback a number of effects. The sound effects that *SFX* can playback are Wave files, MIDI sequences, and audio tracks from a CD-ROM. Along with sound effects, *SFX* is capable of playing other effects such as MIDI Commands to external MIDI devices and MIDI Show Control commands. Sound effects can be linked into sequences through Waits, Autofollows, and Trigger cues, or cues can be executed through MIDI Time Code.

A robust interface allows you to place and size windows wherever you like on the desktop, choosing to include or not include whatever windows or features you want or don't want. Fonts, backgrounds, and colors are customizable as well. Drag-and-

drop is also included providing you with the convenience of simply dragging sound effect files from your desktop right onto *SFX* and into your cue list. In addition, multiple cue lists can be opened on the desktop simultaneously.

Each cue list has a number of other windows, or “views” associated with it. Each view has a particular task or function. For example, the Go Button view triggers cues and the Notes view displays user-entered information about each cue.

By default, *SFX* displays a *Cues file* in a *Cues view*. The Cues view is really just a *Cue List*, with each cue listed one after another. Alternatively, you may display this list in a different way through the *Array view*. The Array view is still a Cue List, but each cue is displayed within a large button in the Array. The buttons are contained in a list that you can scroll through. To play a cue in the Array (through the Instant Play feature) you click on the button with the cue in it. The Array view works well in an environment that is more spontaneous than a specifically scripted show. The Cues view and the Array view are synchronized together, so selections made in one view are reflected in the other view.

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## What’s New in Version 5.6

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Building on the successes of version 5.0, version 5.6 adds many powerful features including:

- ? 24-bit and 32-bit, 44.1 kHz and 48 kHz wave files under Windows XP
- ? Multipart Wave cues to synchronize multi-channel playback of wave files in the ProAudio edition
- ? DirectX 8.1 features with and other enhancements for Windows XP and Windows 2000

*SFX* 5.6 also added other updates including Notes background color, renumbering cues from anywhere in the cue list, and a tweaked Fade effect. The wave cue effect has had its looping features moved to a special Effect Property tab under the Wave cue properties. Act, scene, and page information has also been included on the Attributes Property page for the cues, and the Trigger effect type has been renamed to the Command effect type.

For a complete list of changes, see the ReadMe.txt file located in the *SFX* folder on your computer.

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## Digital Sound

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*SFX* is a digital sound playback application that plays the following sound effects files: Wave files (.wav), MIDI sequences (.mid), and audio tracks from an audio CD in the CD-ROM. Sound effects are played through one or more sound cards in the computer.

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## Editing

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*SFX* is strictly a sound playback application and does not allow you to do any digital editing on the effects. Many excellent software products exist out there already for this purpose. See Sonic Foundry ([www.SonicFoundry.com](http://www.SonicFoundry.com)) and Syntrillium ([www.Syntrillium.com](http://www.Syntrillium.com)) for sound editing and related software. Some of these products also have “CD ripping” abilities which mean they can convert audio CD tracks into Wave files, which is the preferred format of playback in *SFX*. You will also find it easier to work with Wave files than CD tracks. Stand-alone rippers may also be found at [www.download.com](http://www.download.com).

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## Playback

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*SFX* is designed to chiefly playback sound effects. These sound effects are recorded on the hard disk or on a CD in the CD-ROM. *SFX* can also play special cues such as MIDI commands, MCI commands, and MIDI Show Control messages (depending on the edition of *SFX*).

## Sound Cards

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*SFX* will support sound cards that have proper support of the Windows' DirectX technology. Such sound cards will have *DirectX* or *WDM drivers* available. A driver is a software program that interfaces the operating system with the hardware of the sound card. Examples of sound cards compatible with *SFX* are the Echo line of cards ([www.EchoAudio.com](http://www.EchoAudio.com)).

## Product Support

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Product Support for Stage Research products is available to registered users. Please consult this documentation and the README file first if you have any questions. If you do not find answers here, Stage Research maintains a World Wide Web site with a fully searchable Knowledge Base as well as a Customer Service and Technical Support number.

- ? World Wide Web: <http://www.StageResearch.com>
- ? e-mail: [Info@StageResearch.com](mailto:Info@StageResearch.com)
- ? Customer Service, Technical Service, and other Inquires: 1-800-929-1708 or 440-717-7510
- ? Mail address: PO BOX 470417, Cleveland OH 44147

## Email Newsgroup

Join the *SFX* User's email newsgroup to converse with other users and stay up on the world of *SFX*! See the link to the newsgroup from our web site, or go to:

**[http://groups.yahoo.com/group/SFX\\_Users/](http://groups.yahoo.com/group/SFX_Users/)**

## Conventions

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*SFX* follows the Microsoft Windows convention, and you should be familiar with using it before attempting to use *SFX*. This guide assumes you have a basic knowledge of the Windows environment.

This guide will also make references to sequences of menu item separated by the “|” (pipe) character. Menu item or buttons will be represented in all capitals. For example, “Select FILE|SAVE AS...” specifies the File menu and the Save As... item under that menu.



# 2 Getting Started

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Installation

Updates

Patches, Groups, and Volumes

Setting up the Default Patch and Default Volumes

Effects File

Cues File

Workspace

Desktops

Views

Menus and the Active View

Toolbar

Effects Tool Box

Effect Types

Example Workspace

    Different Views

    Play Desktop

    Inserting Cues

    Conclusion

## Installation

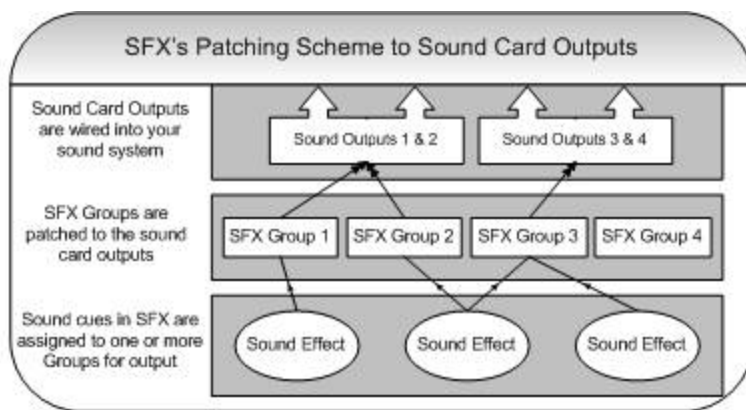
Connect the hardware key to your first parallel port (printer port) if you have a parallel key, or to a USB port if you have a USB key. If you do not connect the key to your computer, SFX will run in "Demonstration" mode. If you received a USB key, connect it *after* you have completed the install of the software.

Install *SFX* from the CD-ROM. During installation, the setup program will install Microsoft DirectX. DirectX can also be obtained directly from Microsoft's Web page at <http://www.Microsoft.com/DirectX>. If you do not install *SFX* in the recommended location, you may have problems with the Example workspace (see *Example Workspace* page 20).

## Updates

After you install *SFX* from the CD, you should check the Stage Research web site for any recent updates and install them as well (see Product Support page 12).

## Patch, Groups, and Volumes



Because *SFX* has the ability to play multiple sound effects through one or more sound card outputs, you must specify where you want your output patched. There are two devices that need patching: Wave playback devices and MIDI playback devices.

*SFX* gives you up to four **Groups** for Standard and Show Control and eight **Groups** for ProAudio. Each Group is a stereo pair that can be patched to a stereo output. For instance, in a typical stereo sound card setup, it would be one Group to one sound card, but in a multichannel sound card setup, you could assign each Group to a stereo pair on

that sound card.

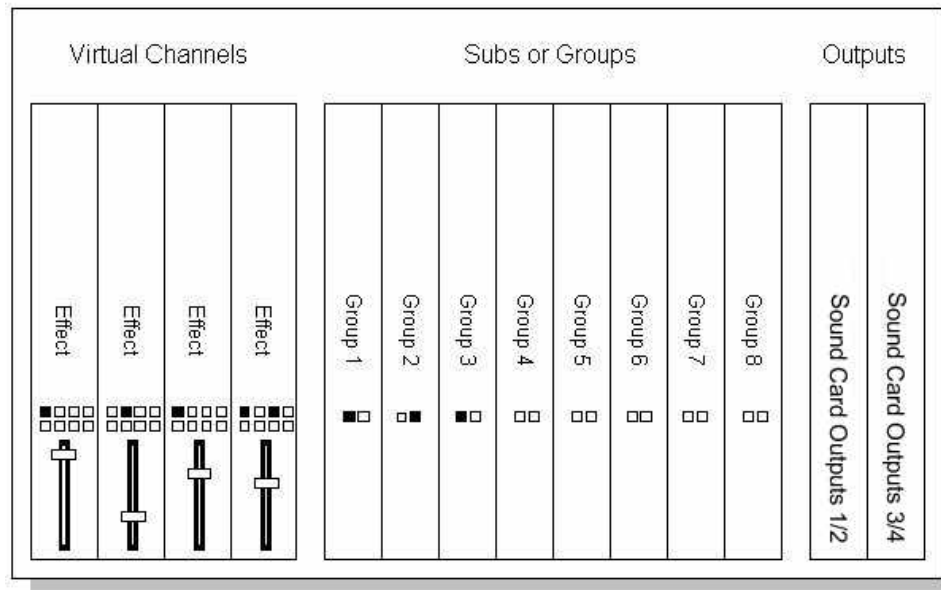
In turn, your cues can be **Assigned** to one or more of these Groups. You can have more than one Group patched to a stereo output. The diagram at above shows a four channel (two stereo) system. In this instance, three Groups are patched to the sound card outputs: The first two Groups to the first stereo pair, and the third Group to the second stereo pair. Next, the sound cues are assigned to the Groups with some cues even being assigned to more than one Group. **This allows you to send a cue to any output as well as multiple outputs.**

Patching provides you with a layer between the sound effects files and the sound cards. Instead of specifying the sound card directly in the sound effect, you assign the effect to a **Group** that in turn is patched to the sound card. Your effects only "see" Group numbers, and if you move a show from one computer system to another, those Group assignments remain intact regardless of what type of sound cards are available.

**You can play more than one sound effect to the same Group at the same time.**

Another way to visual SFX's patching scheme is by thinking of it like a mixer:

## Mixer Model



You can set up a Group as “preemptive” meaning that only one sound effect will play on that Group, and when another effect begins to play, it will halt the first.

## Setting up the Default Patch and Default Volumes

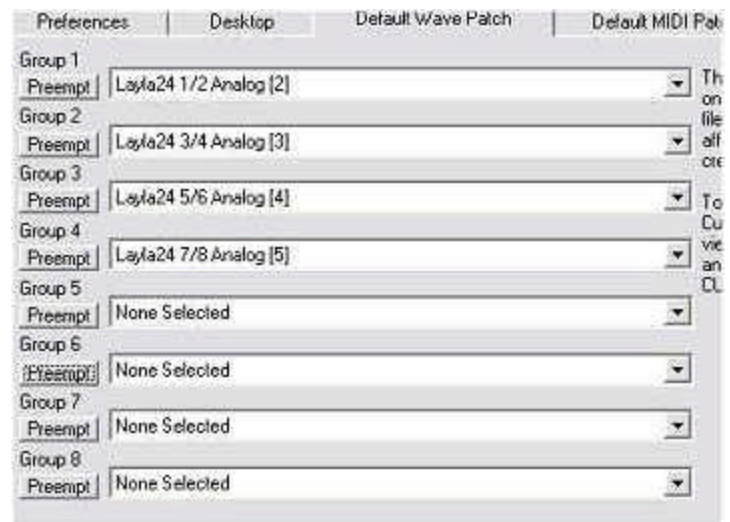
Each Cue List contains its own independent Patch. When a new Cue List is created, it initializes its own patch by copying the settings from the Default Patch. **Changing the Patch in the Default Patch will have no effect on Effects files or Cues files that are already created.**

During installation, the setup program will automatically setup the Default Patch, but you should examine it before you begin creating shows. The Default Patch and Default Volumes are used by the Cues files as templates when Cues files are initially created.

### To see the Default Patch and Default Volumes:

1. Select from the main menu TOOLS | OPTIONS and the “Options” dialog box will appear.
2. Select the DEFAULT WAVE PATCH tab or DEFAULT MIDI PATCH tab, or DEFAULT VOLUME tab.

This DEFAULT WAVE PATCH tab displays the Groups’ patching to the output sound cards. It shows which Groups are patched to which sound card drivers. Click on the DEFAULT MIDI PATCH tab to see which Groups are patched to which MIDI instrument drivers. The Group numbers for MIDI and Wave refer to the same Groups (i.e. there is not a separate set of eight Groups for each Wave and MIDI). Click the DEFAULT VOLUME tab to see the volume levels that new cues will be initially set to when they are created.



The Default Patch exists for you so that you can configure it once, and then not have to worry about patching each time you create a new Cue List.

## Effects File



SFX utilizes two types of files. The first file type is the *Effects file*. Effects files contain links to effects on your computer and, instead of using filenames for the effect names -- which tend to be cryptically named -- you can assign the effects any names you want. Effects listed in the Effects view do not have to be strictly sound effect files, but can be other effect types such as MIDI commands, etc. Since this view acts as a librarian of your effects, you don't directly playback the effects from this file; it's only there to help you organize your effects. You can play a sample of the effects in this view, though, to get an idea of what it sounds like before you add it to a Cues List. You may want to create an Effects file for each type of effect. For

instance, you can have an Effects file that contains links to different types of doorbell effects, and you might also have an Effects file that contains links to environmental sounds.

When you create actual Cue Lists, you can draw upon the effects that are located in this file.

The use of Effects files is optional. You can always just create your cues from dragging-and-dropping from Windows Explorer or from SFX's Effects Tool Box.

## Cues File

The second type of file used by SFX is the *Cues file*. Cues files are your Cue Lists and contain the sound effects and other effects that will be played back during a performance. They also contain Notes and other extra information that will be displayed during playback. Effects in the Cues files are obtained from one or more Effects files, directly from drag-and-drop from the Windows Explorer, or from drag-and-drop from the Effects Tool Box.

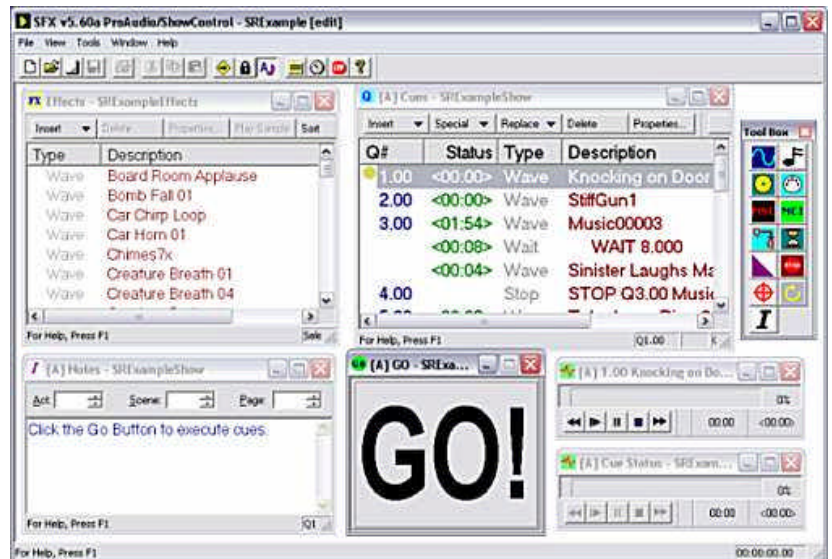


## Workspace

A *workspace* is a set of Effects and Cues files, the locations of their windows on the desktop, and individual settings relating to those files and windows.

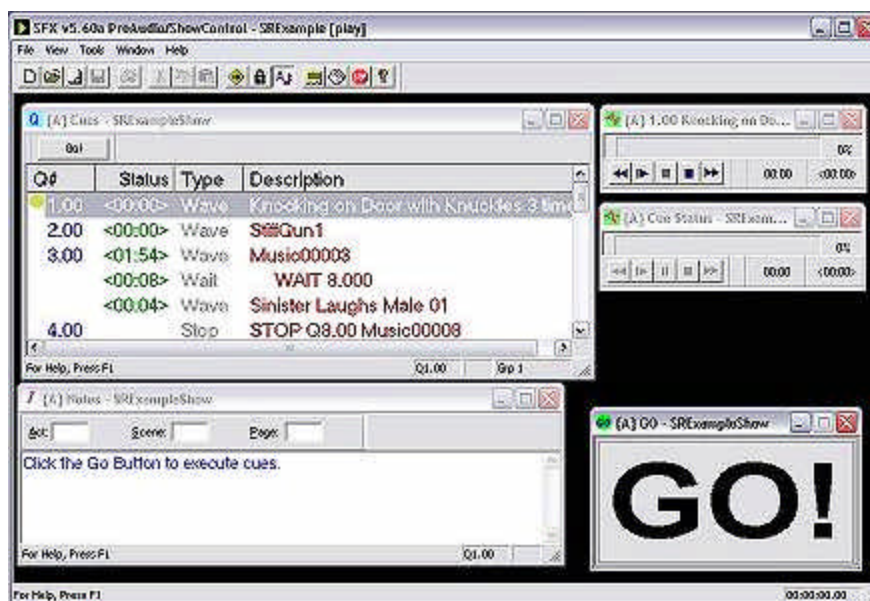
You will probably have a separate workspace for each show you work on. When you want to create a new show, you first create a new workspace. Then, you create or open any number of Effects and Cues files in that workspace. When you close the workspace, *SFX* will save what files you had opened, where on the screen they were, and any extra settings belonging to that particular workspace (e.g. trigger settings, etc.).

If you are working on multiple shows, you probably will have multiple workspaces, with each workspace customized to fit the needs of that particular show.



## Desktops

Each workspace contains two *desktops*, called the *Edit Desktop* and the *Play Desktop*. The desktops provide you with two areas to display your views. Also, when you are in the Play Desktop, you will not be able to make any modification to the files that are opened there. You can move and size the windows (if they're not *locked*, see page 22), but you can not make any changes to the effects or cues. The Play Desktop adds a layer of security to your show, protecting it from being modified. In the Edit Desktop, you may change your Cue Lists and other information, and even run your show. The Edit Desktop can be password protected so that you can ensure that your show will not be changed by anyone but yourself.



You can configure the windows opened on your desktop differently for each of the two desktops. For example, in the Edit Desktop you might have an Effects file displayed on the left side of the desktop so that you may add sound effects to your Cues file. But, in the Play Desktop, you may have that same Effects file minimized so that it is out of the way. If you close a window completely in one of the desktops, though, it will also disappear from the other desktop as well.

Typically, when you are creating your show and running through rehearsals, you may choose to use the Edit Desktop. In this desktop, you can add and edit cues, or make quick changes to your show such as volume adjustments or

entering in Notes about the cues. Then, when you move into actual performances, you should switch to the Play Desktop to prohibit inadvertent or purposeful changes to your show. Also, in the Play Desktop, certain features and toolbars associated

with creating a modifying a show will disappear to give you a cleaner desktop. **You will also gain a slight performance boost in the Play desktop.**

**To switch desktops:**

1. Select from the main menu VIEW | SWITCH DESKTOP.

## Views

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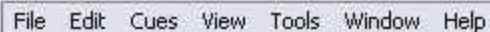
A *view* is another name for “window” and implies that it is a visual element to access your data. When you open up an Effects file in *SFX*, for example, you will see it displayed on your desktop in a view. This view, called *the Effects view*, is a window with a list of effects and controls in it. Opening a Cues File will open up many views, with each view showing you some different aspect of your data.

View	Purpose
Effects	Displays the file links in an Effects file
Cues	Displays the effects in a Cues file to be played back during a performance
Array	Same as Cues, but displays the Cues file as an array of buttons (available in the Standard edition and above)
Go Button	Plays the currently selected cue
Notes	Displays the user-entered information about the currently selected cue
Cue Status	Displays the playing state of a cue

## Menu and the Active View

---

The menu is displayed at the top of the screen immediately under the caption bar. **The menu is dynamic and will change depending on which view is active.** You can determine which view is active by looking at the views' caption bars. The bar that is highlighted is the view that is active. To activate a view, click anywhere on the view (such as the view's caption bar).



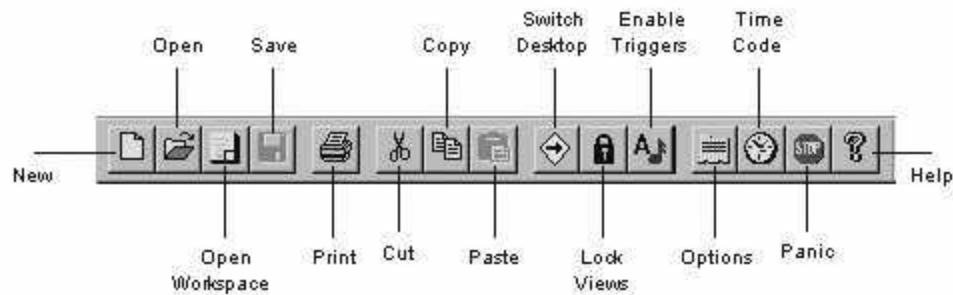
When you activate a view, the menu will change to accommodate the special features for that particular view. **It is important to remember that if you want to access certain features that affect a certain view, you must activate that view to make those features available.** For example, if you want to renumber cues in your Cue List, you must activate the view that holds the Cue List in order to renumber it. Or, if you want to save one of your Effects views, you need to click on that view and then select from the menu, FILE | SAVE.

Some features do not affect any particular view and are available regardless of what view is active. There are also some features that are available to more than one view, but work differently. For instance, EDIT | CUT is available to the Cues view and the Notes view. Selecting CUT while the Cues view is active will remove the currently selected effect. If the Notes view was selected, the currently selected text in that view would be deleted.

## Toolbar

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The *toolbar* is the bar of buttons found directly beneath the menu. The toolbar stays the same regardless of what view is active. Functions found in the toolbar can also be found in the menu.

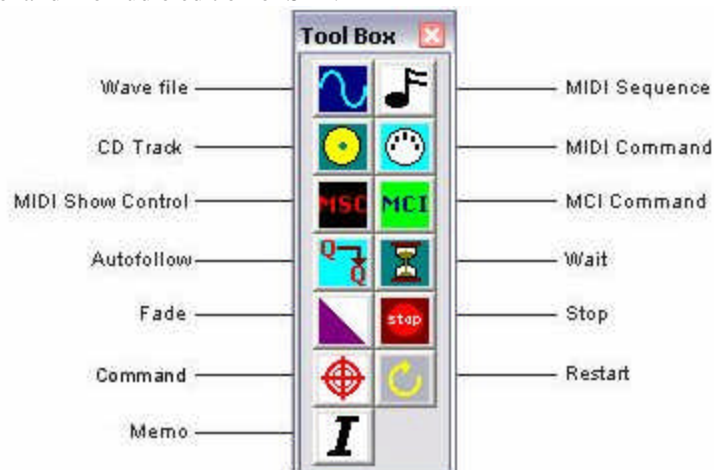


### To show/hide the Toolbar:

1. Select from the main menu VIEW | TOOLBAR and the toolbar will hide if it is visible or show if it was hidden.

## Effects Tool Box

The Effects Tool Box is a floating control panel on the desktop that you can use to easily add effects (see below *Effect Types*) to the Effects views and the Cues views. Note: not all effect types may be present in your edition of SFX. The following figure depicts the Show Control and ProAudio edition of SFX.



### To add an effect from the Tool Box to an Effects view or Cues view:

1. Click and hold down on the button of the effect in the Effects Tool Box.
2. Drag the mouse to the location in the Effects view or Cues view you want to add this effect and release the mouse button.

### To show/hide the Effects Toolbar:

1. Select from the main menu VIEW | EFFECTS TOOLBAR and the Effects Toolbar will hide if it is visible or show if it was hidden.

## Effect Types

SFX contains various types of sound effects and other effects depending on the edition of SFX you own. Along with sound effects like Wave files and MIDI files there are also other “effects” that perform other functions other than sound effect playback. For instance, the Memo cue is simply an empty effect that displays a line of text in the Cues view. For more detailed descriptions of the following effect types, please see the chapter entitled *Effect Types* (page 59).

Effect Type	Edition Available
Wave file	All
MIDI Sequence	Standard, ProAudio, Show Control
CD Track	Standard, ProAudio, Show Control

MIDI Command	Standard, ProAudio, Show Control
MIDI Show Control	Show Control
MCI Command	Show Control
Autofollow	All
Wait	All
Fade	All
Stop	All
Command	Standard, ProAudio, Show Control
Restart	Standard, ProAudio, Show Control
Memo	All

*Wave file* - a wave file is the Windows standard audio file. Wave files end with the extension .wav.

*MIDI Sequence* - a series of MIDI notes that are played through a MIDI synthesizer, such as a synthesizer chip on a sound card.

*CD Track* - an audio track(s) from an audio compact disc placed in the computer's CD-ROM.

*MIDI Command* - a MIDI message that is played to an external MIDI device to trigger it in some manner.

*MIDI Show Control* - a standardized MIDI message used to communicate with other entertainment equipment.

*MCI Command* - (Media Control Interface) a high-level command interface to multimedia devices and resources such as .avi files, video discs, etc.

*Wait* - a type of delay cue that links two cues together. When the cue preceding the Wait is played, the Wait delays a user-defined number of seconds before triggering the following cue.

*Autofollow* - a type of delay cue that links two cues together. An Autofollow waits for the previous cue to complete before triggering the following cue.

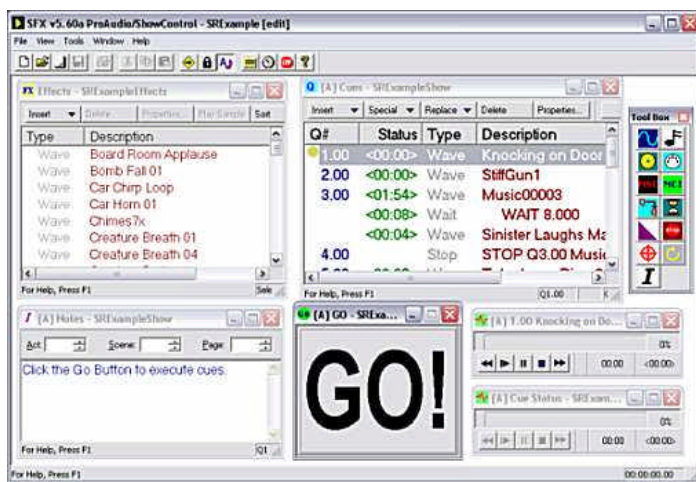
*Restart* - a cue that will delay a user-defined number of seconds before selecting another cue and executing it. This cue is typically used to make a cue list circular.

*Command* - a cue that activates another cue, cue list, or time code clock. Each Command cue contains many different command choices.

*Fade* - a cue that modifies the volume of a targeted cue. These cues change volume logarithmically over the user-defined time to ensure smooth fading.

*Stop* - a cue that halts playback of one or more targeted cues.

*Memo* - a cue that does not do anything but provide a line of text in the Cues view. You can type any information you want in here.



## Example Workspace

After becoming familiar with the previous topics, you will be ready to walk-through the demonstration show. The remaining topics in this chapter will introduce you to *SFX*. Once you have a basic understanding of this application, you can browse the following chapters of this document to familiarize yourself with *SFX*'s more advanced features.



The first time you launch *SFX*, it will automatically open up to the example workspace. To open the Example workspace up manually, select from *SFX*'s main menu File | Open Workspace and navigate to My Documents\SFX. Load the SRExample workspace found there.

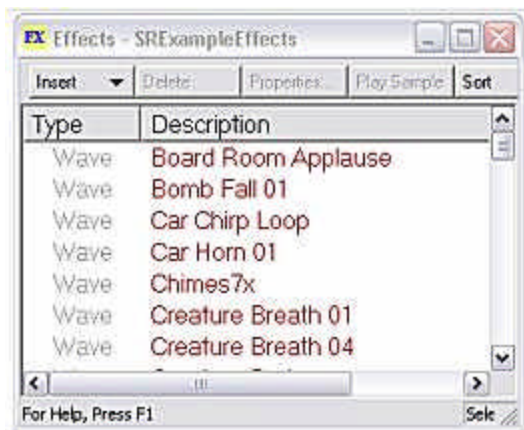
The example workspace and corresponding files should be located under My Documents\SFX after you run the program for the first time. If you run *SFX*, and the files are not there, create an SFX folder under My Documents and then copy all the files found in the C:\Program Files\SFX\Documents folder. Then open the Workspace up manually.

The first time you load the SRExample show, it may report that it is missing the files. See *Locating Files* (page 30 and page 40) to have *SFX* find the files for you.

This workspace contains one Effects file and one Cues file. Initially, you will be in the Edit Desktop. To determine which desktop you are in, look at the main *SFX* window caption bar. It should have the name of *SFX*, the current workspace name, and a word in brackets. The word will either be “[play]” or “[edit].” If it is “[play]” select from the main menu VIEW | SWITCH DESKTOP to return to the Edit Desktop.

## Different Views

The Effects files and the Cues files are represented on-screen by one or more views (windows) each.



The Effects file is represented on-screen by the Effects view, and for the SRExample workspace is titled “Effects - SRExampleEffects.” “SRExampleEffects” is the name of the file.

The Cues file is represented by a number of views. The main view is the Cues view and for the Example workspace is titled, “Cues - SRExampleShow”. Similar to the Effects view, “SRExampleShow” is the name of the Cues file. Along with the Cues view are the Notes view, the Go button view and a couple of Cue Status views. Each of the other



views display a different aspect of the Cues file.

Notice the Notes view. The Notes view displays user-entered text about the currently selected cue. Click on any cue in the Cues view and you will see the text in the Notes view change. Try clicking to other cues to see their notes. Some cues may not have any notes associated with them.

Click on the first cue in the Cues view. Notice the yellow circle before the cue number. This dot tells you the current state of the cue. Yellow means the cue is “cued” and ready to be played. Click on the Go button. Notice that there are two Go buttons on the screen. There is a large Go Button view and there is a smaller Go button in a toolbar contained within the Cues view. Both perform the same function. When you click the Go button, the dot will change from yellow to green, the cue will begin playing, and the selection bar will drop down to the next cue. When the cue has finished playing the green dot will disappear. Click on Go again to play the newly selected cue.

To halt playback, click on the PANIC button in the Toolbar (see *Toolbar* page 18).

Along with the Wave files in the Cues view, you may notice other cues like Wait and Autofollow. Wait and Autofollow cues are used to sequence cues together. For example, click on a cue directly before an Autofollow cue. Next, click on one of the Go buttons. Notice how the selection bar first jumps down to the Autofollow and then jumps on to the following cue. When the first cue finishes, the autofollow will automatically send a Go command to the following cue without you having to click Go a second time.

Wait is similar to Autofollow except it starts to execute as soon as the preceding cue begins to play; it doesn't wait for the cue to finish.

As cues are executing, you can watch their status in a column in the Cues view:

**To see the Status column:**

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES | STATUS COLUMN

The default format for the Status column is Time Remaining.

**To change the format for the Status Column:**

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES | STATUS FORMAT and a popup menu will appear
3. Select either TIME REMAINING, TIME ELAPSED, or PERCENTAGE COMPLETED.

Click on the first cue again and click on the Go button. In the Cues view you can watch the seconds tick down in the Status column for that cue.

Now click on a cue preceding a Wait cue. When you click the Go button, you will notice that both the cue and the following Wait begin executing at the same time. After the Wait reaches zero, it will automatically playing the following cue. Using Waits and Autofollows you can add reliable automation to your effect playback. For example:

Q1.00	<5:23>	Steady Rain
	<0:08>	Wait 8.000
Q2.00	<0:04>	Thunder - Loud
		Autofollow
Q3.00	<0:08>	Thunder - Low rumble
		Autofollow
	<0:23>	Wait 23.000
Q4.00	<0:08>	Thunder - Loud

When you click Go for the first cue it will start to play over five minutes of rain. Eight seconds after the Go, "Thunder - Loud" will be triggered. When that finishes, "Thunder - Low Rumble" will be played. Next notice the Autofollow/Wait sequence immediately after Q3.00. This means that as soon as Q3.00 has completed, the Wait 23.00 will begin to execute, and when 23 seconds are up, Q4.00 will be triggered. All this will happen with only one click on the Go button.

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## Play Desktop

You should still be in the Edit Desktop. The name of the desktop is listed in brackets in *SFX*'s main caption bar. In this desktop you are able to modify your shows by changing the Effects and Cues lists as well as the properties of the effects listed there. But before we begin making changes, you should be aware of the other desktop, the Play Desktop. The Play Desktop is essentially identical to the Edit Desktop except that it will not allow you to make changes to your files. Typically, you would use the Play Desktop when you are in production, where you would want to make sure that none of your files get purposefully or accidentally modified. Also, you can place your windows differently on each desktop, so, for example, the Cues view in the Edit Desktop can be a different size and place on the Play Desktop.

**To switch to the other desktop:**

1. Select from the main menu VIEW | SWITCH DESKTOP.

In each desktop you also have the option of "locking" the views so that they can not be moved, sized, or closed. You may want to do this in the Play desktop for a performance to avoid any accidental view closing or movements.

**To lock the views:**

1. Select from the main menu VIEWS | LOCK VIEWS.

-- or --

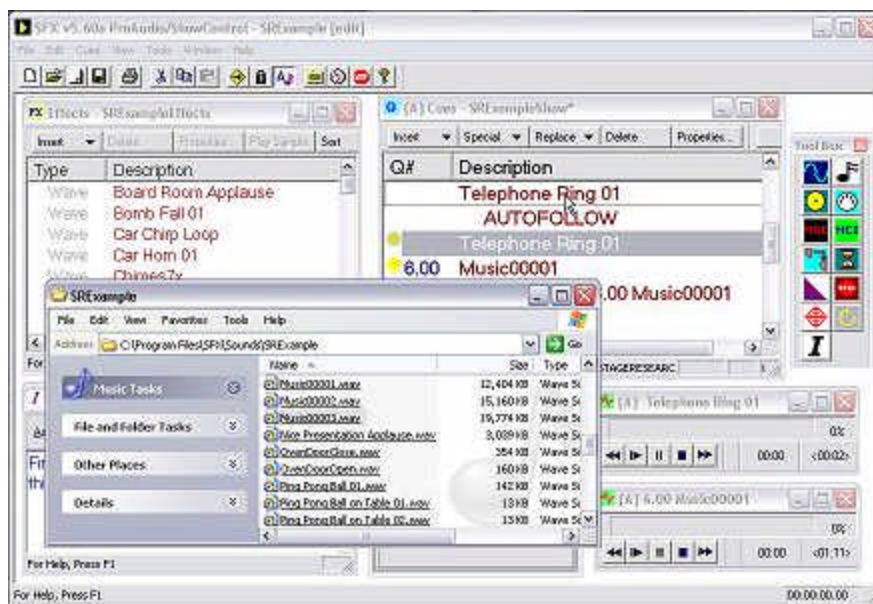
1. Click the Lock Views toolbar button.

When the views are locked, you will see a message in the caption bar and a check mark will appear before the LOCK views menu item.

Go back to the Edit Desktop for the next topic.

## Inserting Cues

Before inserting cues into the Cues view, make sure you are in the Edit Desktop (See *Desktops* page 17). There are a number of ways to insert Cues into a Cues view (See *Inserting* page 34), and for this example, we will drag-and-drop from Windows Explorer.



### To insert a cue from Windows Explorer:

1. Open Windows Explorer by selecting from SFX's main menu Tools | Windows Explorer (or by opening Windows Explorer through Windows Start menu). Resize and move the Windows Explorer window so that you can see SFX's cue list.
2. Navigate to a folder that contains Wave files.
3. Click on a Wave file and hold the mouse button down as you drag the mouse over your Cues view in SFX.
4. Release the mouse button over the cue you want to insert this new cue before.

There are other ways to insert cues. For example, you can drag effects from the Effects view and drop them into the Cues view or you can drag effects from the Effects Tool Box (see page 19).

In the Effects view you may use the mouse in conjunction with the CTRL and ALT keys to select more than one effect for insertion. You may only select one cue at a time in the Cues view, though.

After you have inserted an effect, it will be selected. You can type in text in the Notes window or you may click the PROPERTIES button in the Cues view to change the cue's description or other attributes. The cue's description can be no longer than 256 characters.

## Executing Cues

To execute your show, click on the first cue in the Cues view. It will then become highlighted indicating that it is the next cue to execute. Then, click on the GO button. You should see a green dot appear before the cue as well as hearing the cue execute. Also notice that the selection bar immediately dropped down to the following cue. When you are ready for that cue to execute, click the GO button. If you click the GO button before a prior playing cue is finished executing, you will notice that the cues both play at the same time and overlap. With SFX Standard, you can overlap as many as four effects, and ProAudio is only limited by computer power and memory.



## **Conclusion**

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By completing the previous topics you now should have a basic understanding of how *SFX* works. At this point, you should experiment with adding effects and building shows in the Cues view. Parts II and III are designed to be used as a reference, so when you get stuck on something you can look it up in those pages. You may also want to visit the Stage Research Web page at <http://www.StageResearch.com>. On the Web page you can find a Show Case section that features examples of actual shows that have used *SFX*.

# Part II Reference

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# 3 Working with Effects

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Effects view

    Inserting

        INSERT Button

        Drag-and-drop: Effects Tool Box

        Drag-and-drop: Explorer, Folder

    Deleting

    Properties

    Playing Sample

    Sorting

Fonts and Size

Columns

Integrity Check

Locating Files

Patch

Printing

## Effects View

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The Effects view is the window that displays the information from an Effects file (\*.sou file). You can use these views to organize your sound effects (or other effects such as MIDI Commands) to give your effects descriptive names, instead of just

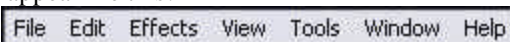
cryptic file names. The Effects view is not intended to have effects played back from it; that's what the Cues view is for. Think of the Effects view as a "library" of your effects. When you are creating a Cue List (through a Cues View) you can draw upon the effects found in the Effects views.

It isn't necessary to utilize the Effects views, as you can just as easily create cues directly into your Cues views. The Effects view is just a method to organize effects within SFX.

The Effects view can be sized and placed anywhere on the desktop. Multiple Effects views can be opened on the desktop at the same time. Immediately below the caption bar of this view is a toolbar. The buttons in the toolbar are also available as items in the menu when this view is made active by clicking on the view's caption bar.



When this view is active, the menu will appear like this:



The Effects view is disabled in the Play Desktop, and you may not make any modification to it there.

#### To create a new Effects file:

1. From the main menu select FILE | NEW and a "New" dialog box will appear.
2. Click on "Effects."
3. Click on OK.



#### To open an existing Effects file:

1. From the main menu select FILE | OPEN and an "Open" dialog box will appear.
2. In the "File Types" combo box select "Effects (\*.sou)".
3. Select the Effects file.
4. Click "Open".

## Inserting

You have a number of ways to insert effects into the Effects view:

- ? Click on the INSERT button in the view's toolbar
- ? With the view active, select from the menu EFFECTS | INSERT
- ? Drag-and-drop effects from the Effects Tool Box
- ? Drag-and-drop or paste effects from other Effects views or Cues views
- ? Drag-and-drop effects from Windows Explorer or open folders

### INSERT Button

Click on the INSERT button in the Effects view's toolbar. A menu will be displayed under the button of the type of effects that you may insert into the list. Click on the type of effect you want to add, and follow the instructions in the following dialogs.



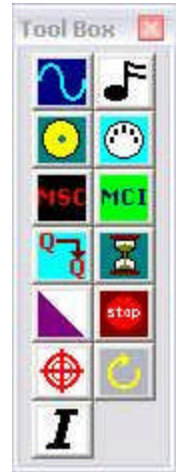
If you do not supply a Description for the files you add, *SFX* will provide you with a default description.

## Drag-and-drop: Effects Tool Box

The Effects Tool Box (see *Effects Tool Box* page 19) is the control panel floating on the desktop. The Tool Box contains the effect types that you can use in *SFX*. Some effect types (such as Autofollows and Waits) have no meaning in the Effects view and therefore will not be added to the list.

### To add an effect from the Tool Box to an Effects view:

1. Click and hold down on the button of the effect in the Effects Tool Box.
2. Drag the mouse to the location in the Effects view you want to add this effect and release the mouse button.



## Drag-and-drop: Explorer, Folder

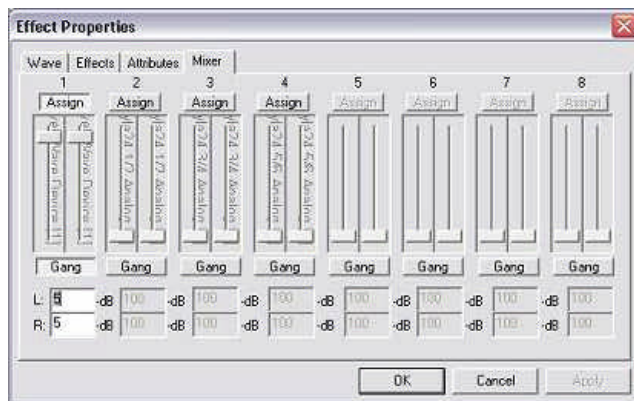
You may insert more than one sound effect at a time through drag-and-drop. To do so, open Windows Explorer and open the folder containing your sound effect files. Use the mouse to select multiple files (by using the CTRL or SHIFT keys while clicking the left mouse button). Once you have one or more files selected, use the mouse to click and hold down on one of the selected files, drag the mouse pointer into the Effects view's list, and then release the mouse button. Effects added this way have default Description names of their file names, but you may change the description by clicking on the PROPERTIES toolbar button.

You can also drag-and-drop from other Effects views or Cues views by using the procedure discussed above. If you want to drag an effect (copy) in the same view, you must hold down the SHIFT key. You can move an effect by holding down the ALT key during the drag and drop operation.

## Deleting

To delete one or more effects in an Effects window, select those effects and click on the DELETE button in the Effects view's toolbar. You can also select from the menu EDIT | CUT or EDIT | DELETE when the Effects view is active.

## Properties



The properties of an effect can include the effect's name, the file name, the cue number, volume, group assignments, triggers, and others.

### To access an effect's properties:

1. Click on the effect you wish to the properties of.
2. Click on the PROPERTIES button and the "Effect Property" dialog box will be displayed.

## Playing Sample

To play an effect, click on the PLAY SAMPLE button in the Effects view's toolbar. While the effect is playing, the button will change to STOP SAMPLE, and by clicking on it, *SFX* will halt playback.

## Sorting

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You can sort the effects in the Effects view in two ways: by Description and by Type. Sorting is done alphabetically by examining either the Description field or the Type field.

**To sort the effects in the Effects view:**

1. Click on the SORT button in the Effects view and a popup menu will appear.
2. Select either DESCRIPTION or TYPE from the menu and the effects will be sorted.

## Font and Size

---

**You may change the font and size of the text in the Effects view:**

1. Select from the main menu TOOLS | OPTIONS and an “Options” dialog box will appear.
2. Click on the DESKTOP tab.
3. In the section titled “Fonts” click on the EFFECTS button and a “Font” dialog will appear.
4. Make a font selection.
5. Click OK in the “Fonts” dialog.
6. Click OK in the “Options” dialog.

## Columns

---

The Effects view displays two columns of information. The first column lists the effect's type, and the second column shows its description.

**To change the color of the columns:**

1. Select from the main menu TOOLS | OPTIONS and an “Options” dialog box will appear.
2. Click on the DESKTOP tab.
3. In the section titled “Column Colors” click on the EFFECTS button.
4. An “Effects Column Colors” dialog box will appear.
5. Use the combo boxes to make your color selections.

## Integrity Check

---

An *integrity check* will examine the Effects file to make sure that all the effects listed there are still valid. The chief reason an integrity check will fail is if there are effects listed in the Effects view that are no longer on the hard drive, or have been moved to another area on the hard drive.

**To do an integrity check:**

1. Make the Effects view active by clicking on it.
2. Select from the main menu EFFECTS | CHECK EFFECT INTEGRITY.

You will be notified the results of the integrity check. If the integrity check does not pass, a message stating the problem will appear and the offending effects will have black X's placed before their types in the Effects view. You should then check the Properties of the effects that have not passed to determine the exact nature of failure.

## Locating Files

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If you've moved files on your hard drive and would like to automatically update them in your Effects view, you can have *SFX* automatically update your Effects file.

**To locate missing files:**

1. Make the Effects view active by clicking on it.
2. Select from the main menu EFFECTS | LOCATE FILES.

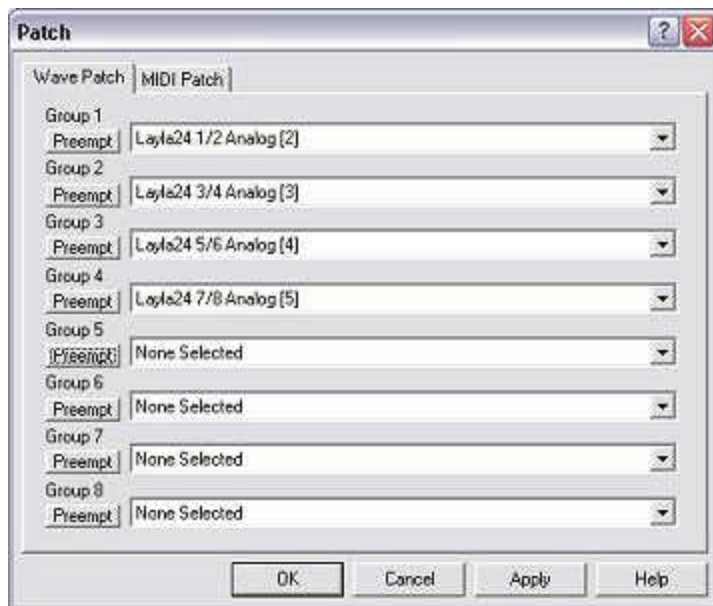
SFX will then examine each effect and its location on the hard disk. If it encounters effects that it can not locate, it will prompt you to search for those files.

You have two options when locating files:

- ? Display all matches and prompt you to select the correct match for each effect, or
- ? Automatically select the first match found for each effect.

## Patch

The patch for an Effects file affects the output of Play Sample for this view.

**To change the patch of an Effects list:**

1. Make the Effects view active by clicking on it.
2. Select from the main menu EFFECTS | PATCH and a “Patch” dialog box will appear.
3. Click on the WAVE PATCH or MIDI PATCH tab.
4. Use the combo boxes to select output devices for all, some, or none of the “Groups”.
5. If you want only one sound effect to play on a Group, punch-in the **PREEMPT** button by clicking on it. When a cue begins to play on a preempted Group that already has a cue playing, the currently playing cue will be halted so that the new cue can begin to play.

**Changes made in this patch dialog will only affect the associated Effect List.** To change the patch of other Effects Lists, you must make them active and repeat the above directions. Changes to the Patch here do NOT affect the Default Patch, and, likewise, changes to the Default Patch do not affect the patch in already created Effects Lists.

## Printing

To print an Effects file, make the Effects view active and select from the menu FILE | PRINT. You can further select which properties of the effects to print. To change which properties will appear on the printout, click on the OPTIONS button in the PRINT dialog.



# 4 Working with Cues

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Cues View

Font, Size and Color

Inserting

- INSERT Button

- Drag-and-drop: Effects Tool Box

- Drag-and-drop: Explore, Folder

Inserting Special Effects

Replace

Deleting

Properties

Playing Cues

Panic

Patch

Show Control & Triggers

Go To Cue

Seek Cue To Time

Renumbering Cues

Clear All Time Code

Learn Time Code

Sort

Integrity Check

Locate Files  
 PlayList Mode  
 Columns  
 Printing

## Cues View



The Cues view is the view that displays the information from a Cues file (\*.sfx file). The Cues view is your **cue list**. The Cues view is associated with other views that display other aspects of the Cues file. These other views are the Go Button view, the Notes view, the Cue Status view, and the Array View. Closing this view will close the Cues file and all associated Cues file views.

The Cues view can be sized and placed anywhere on the desktop. Multiple Cues views can be opened on the desktop at the same time. Immediately below the caption bar of this view is two toolbars. The buttons in the first toolbar are also available as items in

the main menu. The Cues view's toolbar is disabled in the Play Desktop.

When this view is active, the menu will appear like this:

File Edit Cues View Tools Window Help

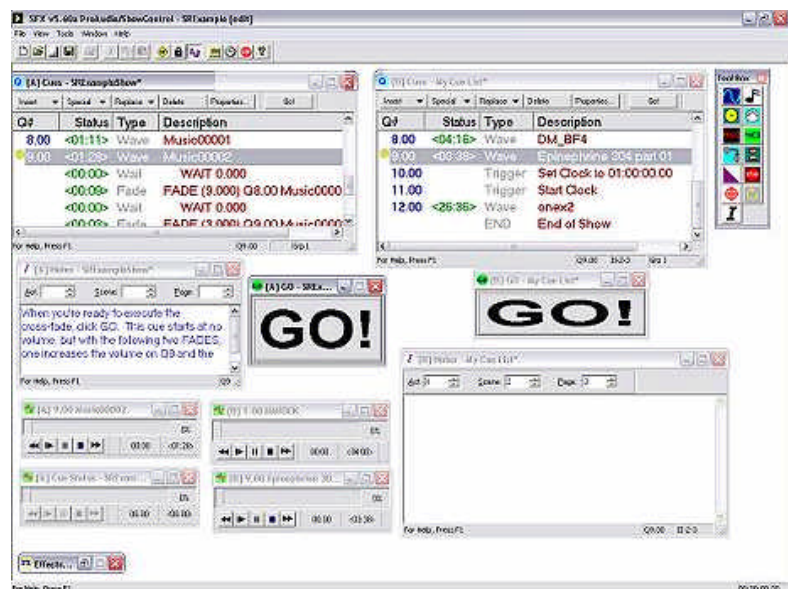
The second Cues view toolbar is the Go Toolbar, and contains only one button: a Go Button. Clicking on this button, like the Go Button view, will cause the selected cue to play. This Go Button is similar to the GO Button view. This toolbar remains active in both desktops.

SFX supports multiple Cues file. Each opened Cues file is assigned a letter to differentiate it from the other opened files. This letter is displayed in curly brackets in the caption bar of all the associated views. All views belonging to the same file will have the same Cue List letter. Therefore, the view titled "{B} Go" is associated with the view titled "{B} Notes", while the view titled "{A} Go" is associated with a set of views all designated with the letter "{A}".

### To create a new Cues file:

1. From the main menu select FILE | NEW and a "New" dialog box will appear.
2. Click on "Cues."
3. Click on OK.

### To open an existing Cues file:



1. From the main menu select FILE | OPEN an “Open” dialog box will appear.
2. In the “File Types” combo box select “Cues (\*.sfx)”.
3. Select the Cues file.
4. Click “Open”.

## Font, Size and Color

---

### You may change the font the text in the Cues view:

1. Select from the main menu TOOLS | OPTIONS and an “Options” dialog box will appear.
2. Click on the DESKTOP tab.
3. In the section titled “Fonts” click on the CUES button and a “Font” dialog will appear.
4. Make a font selection.
5. Click OK in the “Fonts” dialog.
6. Click OK in the “Options” dialog.

### To change the color of the columns of text as well as the background color in the Cues view:

1. Select from the main menu TOOLS | OPTIONS and an “Options” dialog box will appear.
2. Click on the DESKTOP tab.
3. In the section titled “Column & Background Colors” click on the CUES button and a “Cues Column Colors” dialog will appear.
4. Make a color selection.
5. Click OK in the “Cues Column Colors” dialog.
6. Click OK in the “Options” dialog.

## Inserting

---

You have a number of ways to insert cues into the Cues view:

- ? Click on the INSERT button in the view’s toolbar
- ? With the view active, select from the menu CUES | INSERT
- ? Drag-and-drop effects from the Effects Tool Box.
- ? Drag-and-drop or paste effects from other Cues views or Effects views
- ? Drag-and-drop effects from Explorer or open folders

To insert **CD Tracks**, **MIDI Commands**, or **MIDI Show Control** effects, you must first create these effects in an Effects view and then, using one of the above methods, insert them into a Cues view. Or, you can also insert those effects directly from the Effects Tool Box (see below).

### INSERT Button

---

#### To insert an effect by using the INSERT button:

1. In the Cues View, select the cue you wish to have follow your new cue.
2. In the Effects view(s), select the effect(s) to insert.
3. Click on the INSERT button in the Cues view and a popup menu will appear listing all Effects views and the effects selected within each one.
4. Select the menu item corresponding to the effect you wish to insert.

### Drag-and-drop: Effects Tool Box

---

The Effects Tool Box (See *Effects Tool Box* page 19) is the control panel floating on the desktop. The Tool Box contains the effect types that you can use in *SFX*.

**To add an effect from the Tool Box to a Cues view:**

1. Click and hold down on the button of the effect in the Effects Tool Box.
2. Drag the mouse to the location in the Cues view you want to add this effect and release the mouse button.

**Drag-and-drop: Explorer, Folder**

You may insert more than one cue at a time through drag-and-drop. To do so, open Windows Explorer and open the folder containing your sound effect files. Use the mouse to select multiple files (by using the CTRL or SHIFT keys while clicking the left mouse button). Once you have one or more effects selected, use the mouse to click and hold down on one of the selected effects, drag the mouse pointer into the Cues view's list, and then release the mouse button. *SFX* will use the file names as their descriptions, but you may change them to whatever you desire through the PROPERTIES button.

You can also drag-and-drop from other Cues views or Effects views by using the procedure discussed above. If you want to drag an effect (copy) in the same view, you must hold down the SHIFT key. You can move an effect by holding down the ALT key during the drag and drop operation.

**Inserting Special Effects**

Along with sound effects that you can add from the Effects window or directly from Windows Explorer, you can add certain *special effects* to enhance playback of your show. To insert a special cue, click on the INSERT SPECIAL button in the Cues view toolbar, or drag-and-drop it from the Effects Tool Box. Following is a list of effects and their usage (for further information about each effect type see *Chapter 9 - Effect Types* page 59):

Special Cue	Action
Autofollow	When the preceding cue completes, send a GO to the following cue.
Wait	Wait <i>n</i> seconds after the previous cue begins playing before sending a GO to the following cue.
Restart	Select a user-defined cue and wait <i>n</i> seconds before sending a GO. Available in the Standard and above editions.
Command	Activate a cue in this or another cue list. Command can be play, pause, stop, go to, etc.. Available in the Standard and above editions. Command cues can also control <i>SFX</i> 's time code clock.
Fade	Fade the volume (up or down) of a user-defined cue over <i>n</i> seconds.
Stop	Stop playback of a user-defined cue or cues.
Memo	An empty cue used only to display text.

If you want to add MIDI Show Control, MIDI Command, and MCI Command effects, you may create them in an Effects view and then insert them in the Cues view just like you were adding a Wave file, or you can drag-and-drop them from the Effects Tool Box. MIDI Show Control and MCI is part of the Show Control edition, while MIDI commands are part of Standard.

Note that you may not put some special effects in some sequences. For example, you may not put two Autofollows in a row, or you may not start a show with an Autofollow or a Wait.

**Replace****To replace a cue:**

1. In the Cues View, select the cue you wish to replace.
1. In the Effects view(s), select the effect(s) to insert.
2. Click on the REPLACE button in the Cues view and popup menu will appear listing each of the Effects views and the effects selected within each one.
3. Select the menu item corresponding to the effect you wish to insert and a dialog box will prompt you to continue.
4. Click YES if you want to replace the cue.



## Deleting

---

To delete a cue in a Cues window, select the cue and click on the DELETE button in the Cues view's toolbar. You can also select from the menu EDIT | CUT or EDIT | DELETE from the menu when the Cues view is active.

## Properties

---

The properties of a cue can include the cue's name, the file name, the cue number, volume, group assignments, triggers, and others.

### To access a cue's properties:

1. Click on the cue you wish to the properties of.
2. Click on the PROPERTIES button and the "Effect Property" dialog box will be displayed.

## Playing Cues

---

There are a number of ways to play a cue:

- ? Go Button view,
- ? Right mouse button,
- ? Time Code,
- ? Trigger cue,
- ? Keyboard trigger,
- ? MIDI Command trigger, and
- ? MIDI Show Control

### Go Button View

Clicking on the associated GO Button view will cause the currently selected cue to play, and the selection bar to automatically drop down to the next effect.

### Right mouse button

You may enable the right mouse button to act as GO for the {A} Cues view (See *Options - Preferences* page 51).

### Time Code

Each cue may be triggered by a Time Code value.

### Command cue

A special cue added to this or another Cue List that will activate a specific cue or notify the list to GO.

### Keyboard trigger

Each cue may be triggered by its own individual keystroke, or by a keystroke that notifies a specific list to GO.

### MIDI Command trigger

Each cue may be triggered by its own individual MIDI note, or by a MIDI note that notifies a specific list to GO.

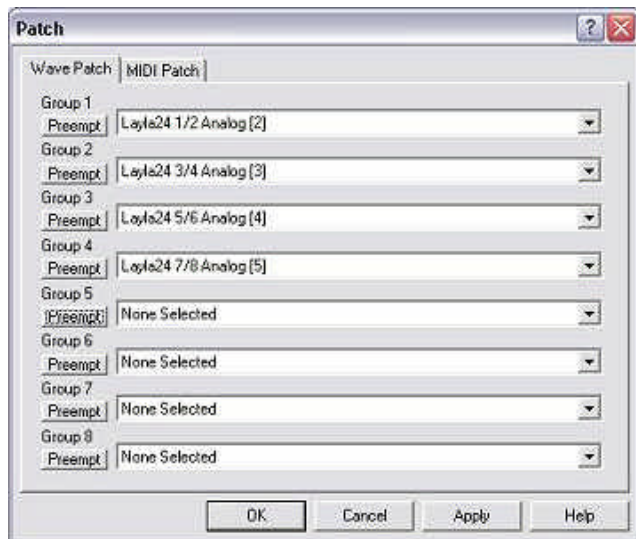
### MIDI Show Control

A special MIDI command that notifies a list or cue to play.

## Panic

To halt cues from playing, click on the PANIC button in the toolbar (see page 18) or hit the ESC key.

## Patch



The patch for a Cues file affects the output of the cues in the corresponding Cues view, and does not affect the patch in any other Effects or Cues view.

### To change the patch of a Cues view:

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES | PATCH and a “Patch” dialog box will appear.
3. Click on the WAVE PATCH or MIDI PATCH tab.
4. Use the combo boxes to select output devices for all, some, or none of the “Groups”.
5. If you want only one sound effect to play on a Group, punch-in the **PREEMPT** button by clicking on it. When a cue begins to play on a preempted Group that already has a cue playing, the currently playing cue will be halted so that the new cue can begin to play.

**Changes made in this patch dialog will only affect the associated Cue List.** To change the patch of other cue lists, you must make them active and repeat the above directions. Changes to this Patch will not affect the Default Patch, and, likewise, changes to the Default Patch do not affect the patch in already created cues lists.

### To assign cues to output to these Groups:

1. Select the cue you want to assign to a group(s).
2. Click on the PROPERTIES button and the “Effect Property” dialog box will appear.
3. Select the MIXER tab.
4. Select the group or groups you wish to output to, and adjust the volume levels.
5. Click on OK.

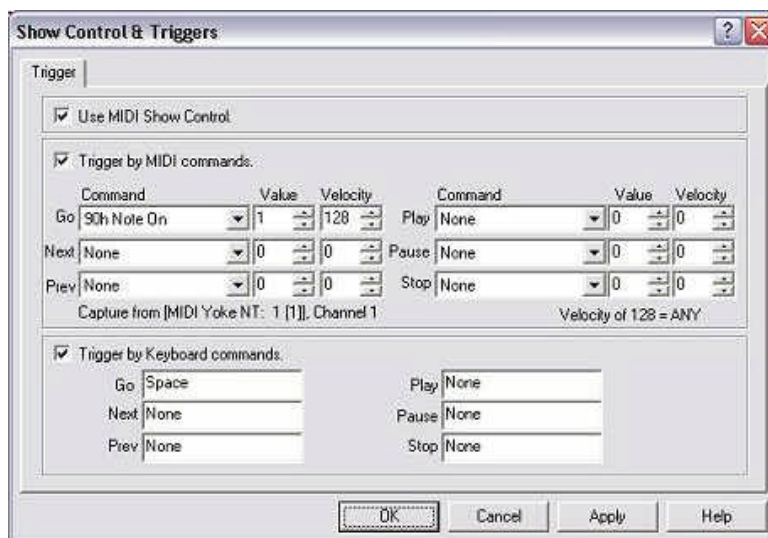
## Show Control & Triggers

The Standard edition and the Show Control edition include various show control features. You can have a cue list be triggered by external MIDI Show Control, external MIDI Commands, and Keyboard triggers.

### To change the MIDI Show Control settings, or the Keyboard and MIDI Command triggers for a Cue List:

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES | SHOW CONTROL & TRIGGERS and a “Show Control & Triggers” dialog box will appear.

Settings in this dialog only affect the active Cue



List, and if you have multiple Cue Lists, you must set their options separately.

**Note:** Before receiving MIDI Show Control and MIDI command messages, you must first tell *SFX* where these MIDI messages originate. See *MIDI Command Messages* page 69 and *MIDI Show Control* page 73.

When the “Enable MIDI Show Control” checkbox is checked, this Cue List will accept MSC messages.

The MIDI Command Triggers are MIDI notes from external sources that affect this Cue List as a whole.

The Keyboard Triggers work similarly to the MIDI Command Triggers.

## Go to Cue

To jump directly to a cue enter the cue number(letter) in this dialog box and hit OK.

## Seek Cue to Time

To seek to a specific location in the currently selected effect, use the Seek Cue to Time feature by selecting from the main menu CUES | SEEK CUE TO TIME, and a Seek Cue To Time dialog box will appear. You may seek by using minutes:seconds, milliseconds, or SMPTE time code.

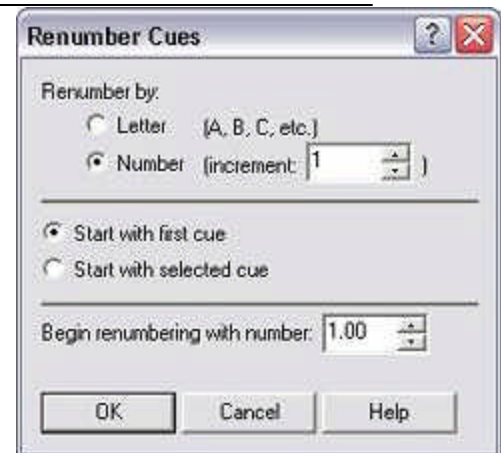
## Renumbering Cues

As you add cues to the end of a Cue List, they are automatically numbered. You have a choice between numbering cues by Letter or by Number. At any time, you can renumber your cue list by activating this feature.

### To renumber the entire list:

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES | RENUMBER ALL CUES and a “Renumber Cues” dialog box will appear.
3. Select either “Letter” or “Number” and click OK. Your Cue List will then be completely renumbered.

You can also select to renumber the cue list from the very first cue, or from the selected cue. There is also an option to begin numbering cues with a specific number or letter.



## Clear All Time Code



In the Show Control version of SFX, the Clear All Time Code option is made available to you. By selecting this option, SFX will clear the Use Time Code flag in all of the cues in the currently active Cues view. The time code values themselves are not erased, and you may reactivate a cue by selecting that cue and clicking on the Properties button.

## Learn Time Code

---

In the Show Control version of SFX, the Learn Time Code option is made available to you. Selecting this option automatically time stamp your cues as you play them manually. While this item is checked, and time code is playing, each time you GO on a cue, that cue will be automatically stamped with the current time code. To turn off the Learn Time Code feature, select it again from the menu, use its hotkey combination, or hit the ESC key.

## Sort

---

In a different manner than the Effects view, you can sort the cue in your Cues view. You can either sort the effects by Cue Number or by Time Code.

### To sort the cues in the Cues view:

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES | SORT and a popup menu will appear.
3. Select either CUE NUMBER or TIME CODE from the menu and the Cues view will be sorted.

If a cue does not have a cue number or a time code value when sorted by that field, that cue will be sorted along with the cue preceding it.

## Integrity Check

---

An *integrity check* will examine the Cues file to make sure that all the cues listed there are still valid. The chief reason an integrity check will fail is if there are cues listed in the Cues view that are no longer on the hard drive, or have been moved to another area on the hard drive.

### To do an integrity check:

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES | CHECK EFFECT INTEGRITY.

You will be notified the results of the integrity check. If the integrity check does not pass, a message stating the problem will appear and the offending cues will have black X's placed before their Cue Numbers. You should then check the Properties of the cues that have not passed to determine the exact nature of failure.

## Locate Files

---

If you've moved files on your hard drive and would like to automatically update them in your Cues view, you can have *SFX* automatically update your Cues file.

### To locate missing files:

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES | LOCATE FILES.

*SFX* will then examine each effect and its location on the hard disk. If it encounters effects that it can not locate, it will prompt you to search for those files.

You have two options when locating files:

- ? Display all matches and prompt you to select the correct match for each effect, or
- ? Automatically select the first match found for each effect.

## PlayList Mode

PlayList Mode is covered in-depth in Chapter 16 (see page 93).

---

## Columns

---

The Cues View can display up to six columns of information:

Column	Description
State	A colored circle representing the current state of the cue (see below).
Q#	Cue Number
Status*	Time Elapsed, Time Remaining, or Percentage Completed
Type*	The type of effect.
Time Code*	The time code value the cue will be executed.
Description	The cue's description.

*Columns with a \* can be toggled on or off.*

### To change which columns are displayed:

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES. Notice the menu items titled: STATUS COLUMN, TYPE COLUMN and TIME CODE COLUMN. A check mark before the menu item indicates that that column is displayed.
3. To toggle the state of a column, click on its menu item.

The **State Column** displays a small colored circle to indicate its current state. The meanings of the colors are:

Color	Meaning
Yellow -	Cued
Green -	Playing
Red -	Paused
Blue -	Seeking
Black X -	Error

That **Status Column** displays the current execution status of the cue in Time Remaining, Time Elapsed, or Percentage Completed.

### To change how the Status Column displays time:

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES | STATUS FORMAT and a popup menu will appear with the following three menu items: TIME REMAINING, TIME ELAPSED, and PERCENTAGE COMPLETED.
3. Choose one of the three menu items.

---

## Printing

---

To print a Cues file, make the Cues view active and select from the menu FILE | PRINT. You can further select which properties of the cues to print. To change which properties will appear on the printout, click on the OPTIONS button in the PRINT dialog.

# 5 Working with Notes

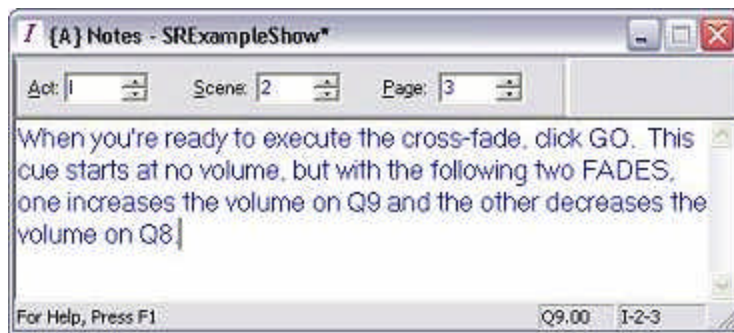
Notes View

Entering Notes

Script Information Toolbar

Fonts, Color and Size

## Notes View



The Notes view is a window associated with Cues files. The Notes view contains an area where you may enter in text information about the currently selected cue. When you select a different cue, the Notes view will display the information for just that cue. Contained within the Notes view, is a dockable Script Information toolbar that you can fill in with the Act, Scene, and Page number for the selected cue. You do not have to have a Notes view, and you can close it by clicking on the Close button in the Notes view's caption bar. If you do not have a Notes view on your

desktop, you can create one by making the Cues view active and selecting from the menu VIEW | NOTES. You may only have one Notes view per Cues file.

## Entering Notes

To enter information about a cue into the Notes view, first select the cue in the Cues view, and then click on the text region in the Notes view. You may only change this information in the Edit Desktop. Information you type is automatically saved with the cue. You are limited to 10,000 characters per each cue. If you find that you are unable to edit this region, you may be in the Play Desktop (see page 22).

## Script Information Toolbar

The Script Information toolbar is a dockable window containing places for you to list the Act, Scene, and Page number for the cue. This toolbar is not editable in the Play Desktop.

To toggle the Script Information Toolbar on and off, make the Notes view active and select from the menu NOTES | SCRIPT INFO TOOLBAR.

## Font, Size and Color

---

### **You may change the font the text in the Notes view:**

7. Select from the main menu TOOLS | OPTIONS and an “Options” dialog box will appear.
8. Click on the DESKTOP tab.
9. In the section titled “Fonts” click on the NOTES button and a “Font” dialog will appear.
10. Make a font selection.
11. Click OK in the “Fonts” dialog.
12. Click OK in the “Options” dialog.

### **To change the color of the background color in the Notes view:**

7. Select from the main menu TOOLS | OPTIONS and an “Options” dialog box will appear.
8. Click on the DESKTOP tab.
9. In the section titled “Column & Background Colors” click on the NOTES button and a “Notes Background Color” dialog will appear.
10. Make a color selection.
11. Click OK in the “Notes Background Color” dialog.
12. Click OK in the “Options” dialog.



# 6 Working with Cue Status

Cue Status View

Adding a Cue Status View

Removing a Cue Status View

Button Toolbar

Status Displays

---

## Cue Status View



The Cue Status view is associated with Cues files. You may have up to sixteen Cue Status views per Cues file. The Cues Status views display cue execution information and provide you with a way to Pause, Stop, or Seek an effect. As cues are cued and played, they will be assigned to an available Cue Status view (if any are available). When a cue completes, it will free its Cue Status view so that another cue may use it.

---

## Adding a Cue Status View

To add another Cue Status view, make the Cues view active and select from the menu **VIEW | CUE STATUS | NEW CUE STATUS**.

---

## Removing a Cue Status View

To remove a Cue Status view, make that view active and click on the Close button in the upper-right corner of the Cues Status's caption bar.

## **Button Toolbar**

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The Button toolbar is the small window contained in the Cue Status view with buttons to control playback of the assigned cue. The button functions are Seek Reverse, Resume, Pause, Stop, and Seek Forward.

## **Status Displays**

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The Cue Status views display three different time values: Percentage Completed (along with a progress bar), Time Elapsed, and Time Remaining.

# 7 Working with Array

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Array View

Instant Play

Seek Buttons

GO Button

Auto Advance

Status

Integrity Check

Locating Files

Renumbering Cues

Patch

Show Control & Triggers

Printing

## Array View

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The Array view is very similar to the Cues view, but is an alternate way to display the Cue List. The Array view is available in the Standard and above editions of SFX.

### To display the Array view:

1. Make the Cues view active by clicking on it.
2. Select from the menu VIEW | ARRAY or VIEW | BOTH to have the Cues view and the Array view both visible on your desktop.

Like other views, the Array view is movable and sizable.

The Array view is a tall window containing a list populated with buttons. Each button corresponds to a single cue, and to see other buttons, use the scroll bar to scroll up and down. To play a cue, select the button and click on the GO button at that bottom of the screen. The color schemes of the buttons match schemes used by the Cues view:



Color	Meaning
Yellow	Cued
Green	Playing
Red	Paused
Blue	Seeking
Black	Error

The button with the thick border is the cue that is currently selected.

The Array view is synchronized with its corresponding Cues view, so changes made in one view are reflected in the other. There is a key difference when playing cues in an Array view though: **When playing a cue in the Array view, the selection will not drop down until the Cue has completed.** This is different than the Cues view, which selects the next cue immediately.

## Instant Play

With Instant Play, you can setup Array to play a cue when its button is selected, instead of waiting until the GO button is clicked.

### To enable Instant Play:

1. Make the Array view active by clicking on it.
2. Select from the menu ARRAY | INSTANT PLAY to toggle Instant Play on/off.

When Instant Play is enabled, the GO Button displayed at the bottom of the window, will change to a white box with the lettering, "Instant Play."

Cues that are played in this manner will not advance automatically to the next cue.

## Seek Buttons

You have the option of displaying Seek Reverse and Seek Forward button in the Array view.

### To enable the seek buttons:

1. Make the Array view active by clicking on it.
2. Select from the main menu ARRAY | SEEK BUTTONS.

When the Seek Buttons are enabled, they will be displayed above the GO Button (if the GO Button is enabled, see below) at the bottom of the view.

To Seek through a cue, select that cue and click and hold the appropriate seek button. You can change how quickly seeking occurs.

### To change the seek rate:

1. From the main menu select TOOLS | OPTIONS and the "Options" dialog box will appear.
2. Select the PREFERENCES tab.
3. Adjust the "Seek Speed" slider.

## GO Button

You have the option of displaying the GO button in the Array view.

**To enable the GO Button:**

1. Make the Array view active by clicking on it.
2. Select from the main menu ARRAY | GO BUTTON.

When the GO Button is active it will be displayed at the very bottom of the Array view.

## Auto Advance

---

With Auto Advance, when a selected cue ends, Array will automatically select the following cue.

To toggle the Auto Advance feature:

1. Make the Array view active by clicking on it.
2. Select from the main menu ARRAY | AUTO ADVANCE.

When Auto Advance is on, a check mark will appear before the above menu item. NOTE: When Instant Play is enabled, Auto Advance will be ignored.

## Status

---

Below the list of buttons is a progress bar indicating the completion percentage of the currently selected cue. To the right of the progress bar is a space filled with a number indicating Completion Percentage, Time Elapsed, or Time Remaining.

**To change how the Status displays time:**

1. Make the Array view active by clicking on it.
2. Select from the main menu ARRAY | STATUS FORMAT and a popup menu will appear with the following three menu items: TIME REMAINING, TIME ELAPSED, and PERCENTAGE COMPLETED.
3. Choose one of the three menu items.

## Integrity Check

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See *Integrity Check* (page 40).

## Locating Files

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See *Locating Files* (page 30).

## Patch

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See *Patch* (page 40).

## Show Control & Triggers

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See *Show Control & Triggers* (page 38).

## Printing

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See *Printing* (page 42).



# 8 Options

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Options  
Preferences  
Desktop  
Default Wave Patch  
Default MIDI Patch  
Default Volume  
Tools  
MIDI Command Control  
MIDI Show Control  
Folders  
Optimization

## Options

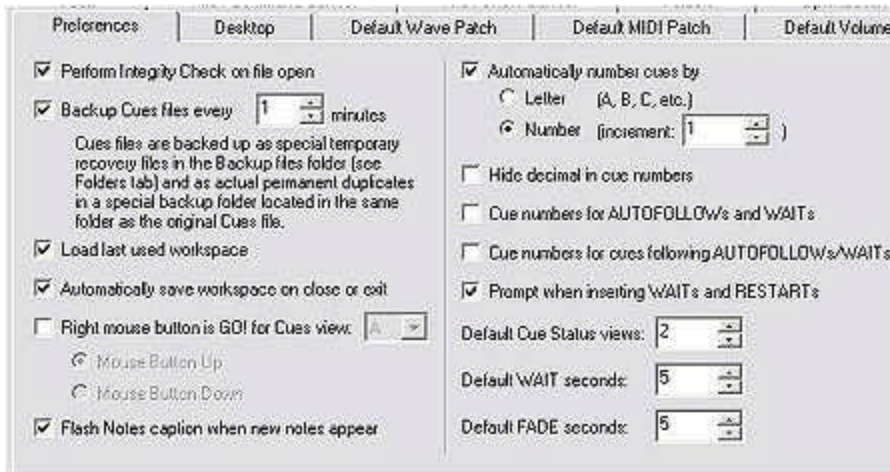
---

The “Options” dialog box contains different settings that control how *SFX* operates. You can customize these settings to configure *SFX* to your liking. Some of the following tabs may not be available depending on the edition of *SFX* you own.

**To activate the “Options” dialog box:**

1. Select from the main menu **TOOLS | OPTIONS** and the “Options” dialog box will appear.
2. Select the appropriate tab for the settings you wish to change (see below).

## Preferences



### ***Perform Integrity Check on file open***

If this item is checked *SFX* will perform an integrity check on Effects files and Cues file when they are opened. During the integrity check, *SFX* will confirm that each cue and/or effect is valid. *SFX* will make sure those sound effects files do indeed exist on the hard drive. If the integrity check fails, *SFX* will notify you and it will mark the failed cues with black 'x' s.

### ***Backup Cues files every n minutes***

When this option is enabled, *SFX* will make routine recovery files of your active cues files and save them to the Autosave directory (See *Folders* page 56). If you lose power or have some other catastrophe, *SFX* will recover the files for you the next time you launch it.

In addition, *SFX* will save a duplicate your Cues files to a folder named `backup` located in the same folder of the original file.

### ***Load last used workspace***

If this option is enabled *SFX* will automatically open the last used workspace when you launch *SFX*.

### ***Automatically save workspace on close or exit***

If this option is enabled *SFX* will automatically save your current workspace when you close it or exit the program.

### ***Right mouse button is GO! for Cues view***

You may designate the right mouse button as a GO button for the specified Cue List: the Cue List containing the `{letter}` in its caption bar.

### ***Flash Notes caption when new notes appear***

If checked, *SFX* will flash the Notes view when the text within that view changes which occurs when cues are selected. You can set the view to flash to alert the operator that important information has just been displayed, and that it requires his or her attention.

### ***Automatically number cues by***

When inserting cues into the Cues View, you can have *SFX* automatically provide those cues with cue numbers or letters. If this item is checked, cues added to the end of the list will have a number/letter provided for them, but cues inserted in-between existing cues will be ignored. If you specify to number by Number, you must also specify an increment value.

To renumber your cues you may either select an individual cue and change its Properties (See Properties page 37), or you may renumber the entire cue list (See *Renumbering Cues* page 40).

### ***Hide decimal in cue numbers***

If this option is checked, cue numbers will only be displayed with the letter or number to the left of the decimal point. For example, cue numbers will appear as 1, 2, A, etc. Without this option checked, the cue numbers will displayed as 1.00, 2.50, A.00, etc.



### **Cue numbers for Autofollows and Waits**

If this option is checked, Autofollows and Waits will display cue numbers. If not checked, the cue numbers for those cues will be blank.

### **Cue numbers for cues following Autofollows, and Waits**

If this option is checked, cues after Autofollows and Waits will display cue numbers. If not checked, the cue numbers for those cues will be blank.

### **Prompt when inserting Waits and Restarts**

If this option is checked, *SFX* will display the Property dialog for Waits and Restarts when you insert them into the Cue List. Otherwise, *SFX* will add the cues using their default values.

### **Default Cue Status views**

The number of Cue Status views to create when you New or Open a Cues file. You can set the default to be 0 through 16 views.

### **Default Wait seconds**

The number of seconds to set the Delay Time of a Wait if the user does not specify one.

### **Default Fade seconds**

The number of seconds to set the Delay Time of a Fade if the user does not specify one.

## **Desktop**

### **Desktop Background**

You can specify the background colors for the Edit and Play desktop. Making the backgrounds different colors will help you to easily identify which desktop you are in.

### **Background color**

The button displays the current color for the corresponding desktop. To change the color, click on the button.

### **Image**

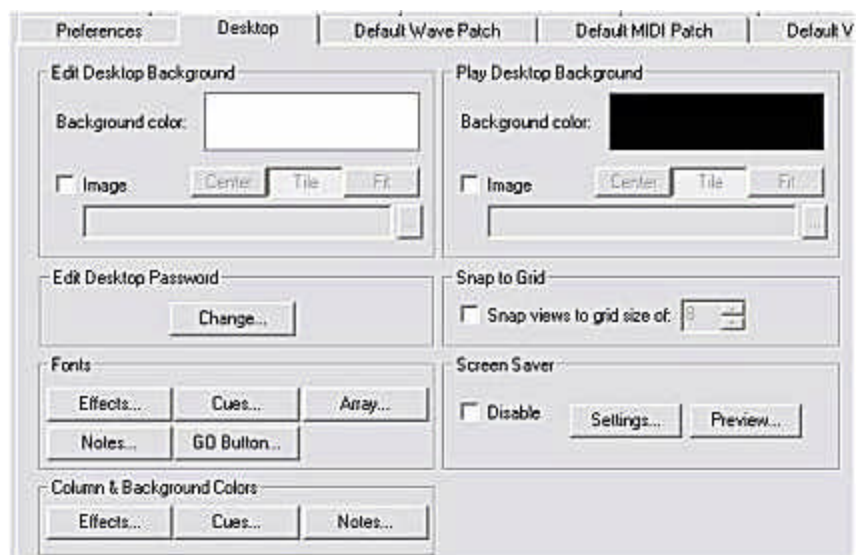
Along with a colored background, you can also specify a Bitmap (\*.bmp) image to display on the desktop. If you select an image, you can specify Center, Tile, or Fit for that image. *Center* will center the image vertically and horizontally on the desktop, *Tile* will place use your image to cover the desktop as if it were laying floor tiles, and *Fit* will stretch your image to cover the entire desktop.

### **Edit Desktop Password**

You can assign a password to the Edit Desktop so that nobody but persons knowing the password can make changes to the Cues files. To remove a password, enter the Old Password, leave the New Password blank, and click on OK.

### **Fonts**

Each of the views (except the Cues Status view) has fonts that can be user defined. You may change the typeface as well as the size and color. This way you can select fonts and sizes that are more readable to you.



## Column & Background Colors

You can change the column colors for the text in the Effects and Cues view, as well as changing the background color for the Effects, Cues, and Notes view. Click the appropriate button to make changes.

## Snap to Grid

You can setup an invisible grid on your desktop that will help you in aligning your views. When moving views on the desktop they will snap to the nearest grid intersection. You may want to use this option if you like your views precisely lined up.

## Screen Saver

If this option is checked, the Windows screen saver will not appear when *SFX* is running.

## Default Wave Patch

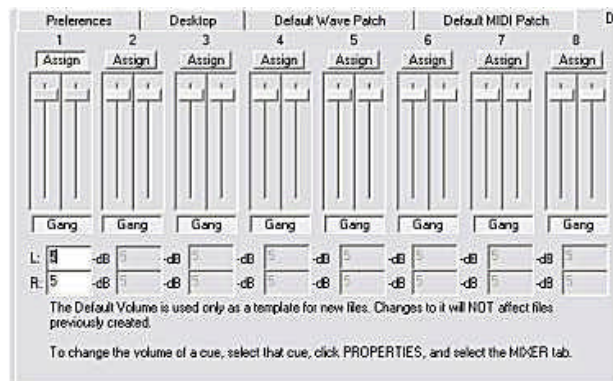
### Group, Preempt, Device

Each Cues file and Effects file has its separate Patch. When a new Cues file or Effects file is created, *SFX* copies the Default Patch. Any changes to the Default Patch after a file has been created will not affect that file's patch. To make changes to a file's patch you must select that file's patch (See Patch page 31 and page 40). **The Default Patch is used only as a template for newly created Effects and Cues files.**

## Default MIDI Patch

See *Default Wave Patch* above.

## Default Volume



### Group, Assign, Gang, Slider

The Default Volume is used as a template for newly created Effects. When an effect is inserted into an Effects list, its volume and Group assignments are copied from this page. **Changes to this page will not affect volumes and assignments of already created effects.**

## Tools

Tools are user-defined links to other applications that are listed in the main menu's TOOLS menu. When you click on a tool from the menu, *SFX* will launch that application for you.

### Menu contents

The applications that will be displayed in the TOOLS menu. To modify the settings for a tool, click on the name of the tool. You may then change any of the below settings.

**Add**

Prompts you to Browse for the application you wish to add as a tool.

**Remove**

Deletes the currently selected tool in the Menu contents window.

**Move Up**

Swaps the currently selected tool with the tool above it.

**Move Down**

Swaps the currently selected tool with the tool below it.

**Menu Text**

The text that will be displayed in the menu. Use the ampersand character (“&”) before another character to designate it as a quick-key choice. For instance, “&Wave Editor” will be displayed in the menu as “Wave Editor”.

**Command**

The path and file name of the application to launch.

**Arguments**

This field is optional. Any values that you may add to the command line of the application such as file names, etc. go here.

**Initial Directory**

This field is optional. The directory that the tool will launch from.

**Prompt for arguments**

If checked, *SFX* will prompt you for the Command Line arguments before it launches the corresponding tool.



## MIDI Command Control

---

**Incoming MIDI Command Device**

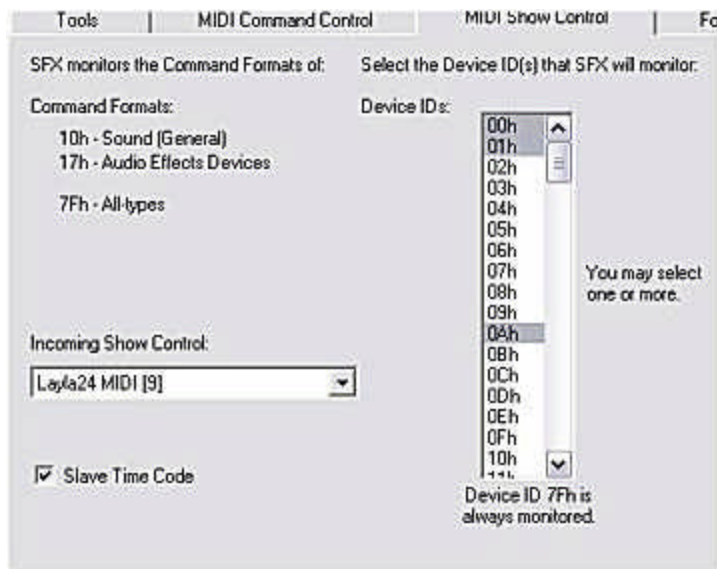
The MIDI input device that will receive the MIDI note messages. The settings in this page will also affect MIDI capture settings for MIDI command effects.

**MIDI channel to accept commands on**

The channel *SFX* will respond to.



## MIDI Show Control



### Command Formats

*SFX* will monitor MSC messages direct at the following formats: 10h - Sound, 17h - Audio Effects Devices, and 7Fh - All Types. You may not change these formats.

### Device IDs

You can assign *SFX* one or more Device IDs. Device ID 7Fh is always assigned.

### Incoming Show Control

The MIDI input device that will receive the MIDI Show Control messages.

### Slave Time Code

When enabled, cue will halt playing when time code halts. If unchecked, cue will continue to execute after

time code stops.

## Folders

### Autosave files

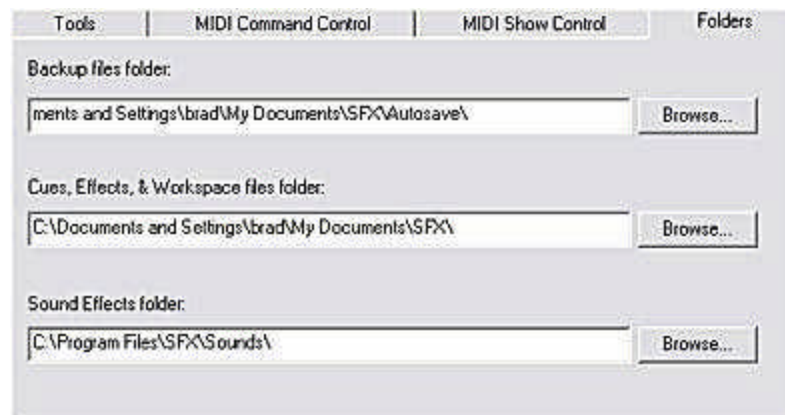
The folder where *SFX* will place the autosaved files.

### Cues, Effects, & Workspace files

The folder where *SFX* will default to when saving or opening Cues, Effects, and Workspace files.

### Sound Effects folder

The folder where *SFX* will default to when looking for sound effects.



## Optimization

### Samples, Channels, Bits

The default sampling rate, number of channels, and bit depth *SFX* will playback Wave files.

### Allow Emulated Sound Card Drivers

*SFX* will allow non DirectX/WDM drivers to be displayed. These types of non-DirectX/WDM drivers are not recommended to be used with *SFX*.

# **Part III      Miscellaneous**

---



# 9 Effect Types

---

Effect Types

Effect Properties

Effects

Attributes

Trigger

Mixer

Output

Wave

MIDI Sequence

MIDI Command

CD Track

MIDI Show Control (MSC)

Media Control Interface (MCI)

Autofollow

Wait

Fade

Stop

Command

Restart

Memo

PlugIns

## Effect Types

The basic elements of SFX are its different effect types. An effect type is simply a cue that SFX can playback. Examples include Wave files, MIDI sequences, Autofollows, etc. For information about inserting effects see page 28, and for inserting cues see page 34. Described below in detail are the effect types included with SFX. Please note that your version of SFX may not contain all of the following effect types.

## Effect Properties

Each effect (cue) has properties that you can change, such as Cue Number or Description. Some properties are unique to a specific effect type (such as track number for a CD effect), while some are common to all cues (such as Cue Number).

### To access a cue's properties:

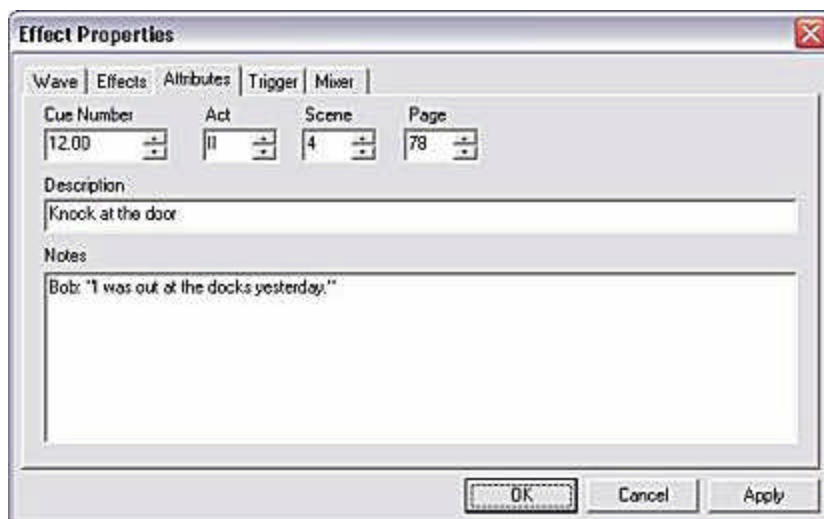
1. Click on the cue you wish to the properties of in the Cues view.
2. Click on the PROPERTIES button and the "Effect Property" dialog box will be displayed.

The Effect Properties dialog box contains one or more tabs that you may select that will give you attributes to view or change. Below is a list of common tabs found in most if not all of the effect types:

## Effects

Certain effect types have an Effects tab with special settings for that cue. See the appropriate effect type for a description of its effects.

## Attributes



The Attributes tab is common with all effect types, and contains the description and the cue number for the cue. A default description is created for you if you do not explicitly specify one when the cue is created. The Attributes tab also contains Script Information, such as Act, Scene, and Page, and an area for Notes. This information is simply a duplication of the Notes view.



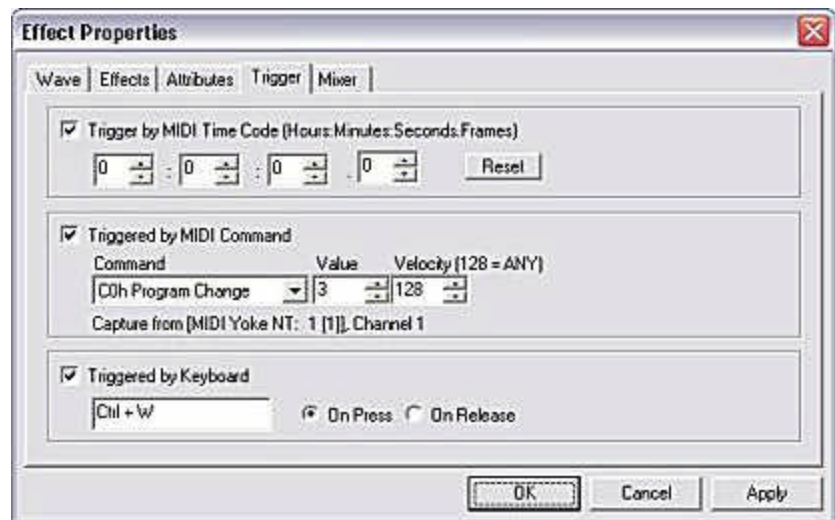
## Trigger

The Trigger tab is available to most effect types where triggering of that cue would make sense. For instance, the Autofollow is not triggerable, but the Wave is.

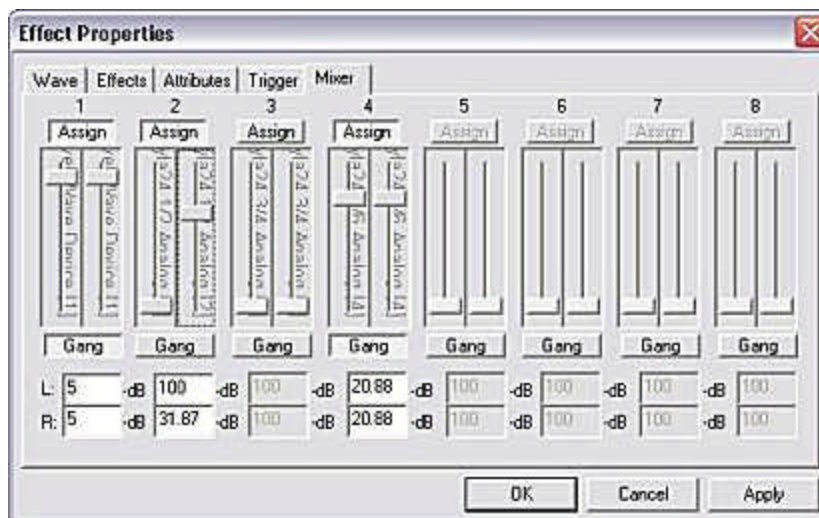
An individual cue can be triggered by MIDI Time Code, a MIDI Command, and/or through a keystroke.

MIDI Time Code is only available in the Show Control edition.

For additional information about triggers, see the chapters dealing with Keyboard and MIDI triggers.



## Mixer

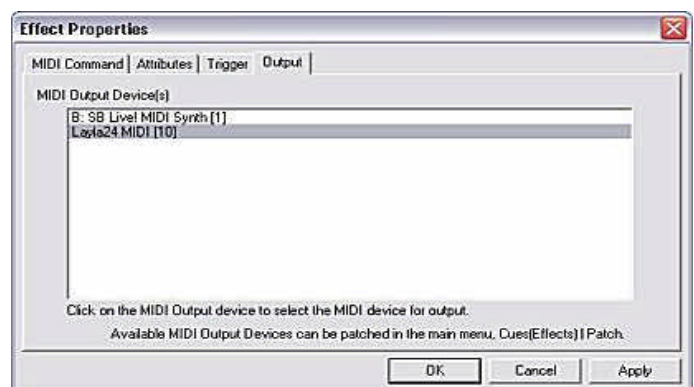


In the Mixer tab you can assign your cue to one or more Groups (see *Patch* page 40) and adjust the volume for each of those groups. The Mixer tab is only available to effect types like the Wave file and the CD Track effect types.

Standard and Show Control editions allow the first four Groups, while ProAudio adds Groups 5-8.

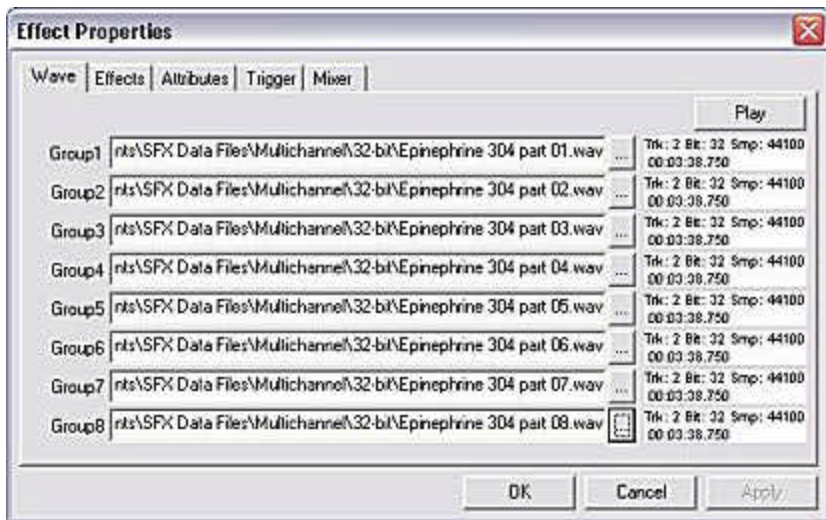
## Output

The Output tab is used by the MIDI Command, MIDI Sequence, and MSC effect types to assign an output or outputs to transfer data through. Click on the MIDI device to output this effect to. To change the outputs listed in this window, go to the Patch dialog box (see *Patch* page 40).



## Wave

The Wave effect plays a Wave file (.wav). You supply the file name and the description of the Wave file when you create it.



New to version 5.6, Wave files in ProAudio can be composed of up to eight parts, with each part assigned to a Group. Because of the multiple parts, you can playback wave files in a multi-channel way where each of the parts are perfectly synchronized with each other. If you want to play the same wave file to multiple groups, just copy its path name to each of the parts under the Wave tab.

Also in the ProAudio version of SFX, you have the ability to loop sections of the wave file. These settings are found under the Effects tab. To loop an effect infinitely, specify "999" in the Total Loops edit box.

Use the Mixer tab (see above) to assign outputs for the effect. For Standard and Show Control, where there is only one file listed in the Wave tab, that one file will be assigned to all of the outputs you select in the Mixer tab. For ProAudio, each file in the Wave file corresponds directly to its matching Group. If you want to play one wave file through multiple groups under ProAudio, copy the file name from one part to each of the other parts that you wish to output to.

## MIDI Sequence

The MIDI Sequence effect plays .mid files, which are typically song files. Use the Output tab (see above) to assign the sequence to an output. Typically, the output of a MIDI Sequence is the sound card's MIDI synthesizer.

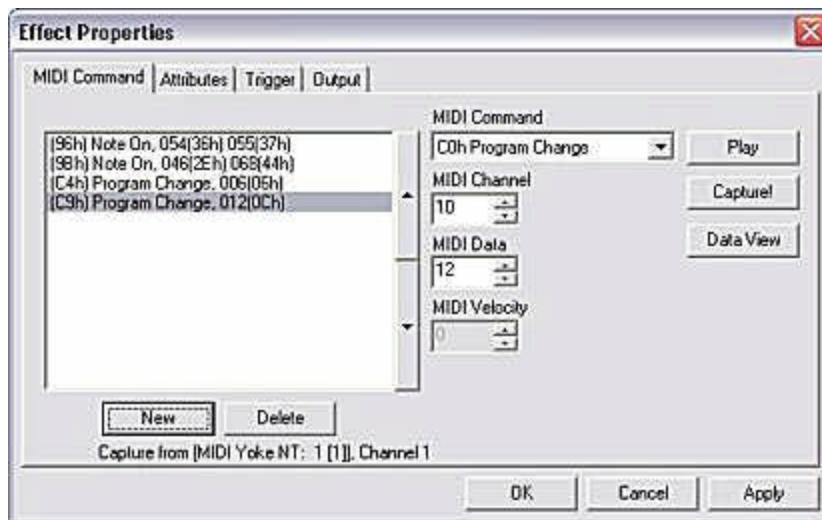
## MIDI Command

The MIDI Command effect type is generally used to transmit one or more individual MIDI notes to external MIDI gear. For instance, you may use MIDI commands to change scenes on a MIDI light console or a MIDI mixer.

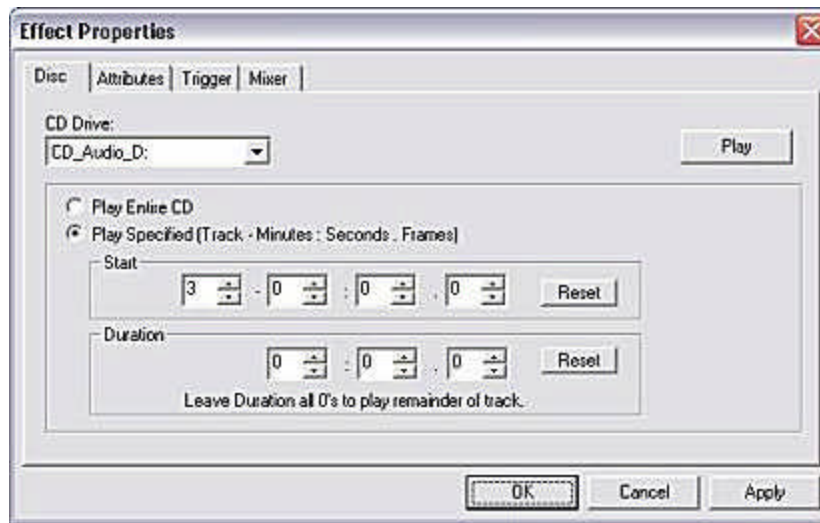
In the MIDI Command Effect Properties dialog, you can "capture" the MIDI information from another external, MIDI device. The MIDI input port and channel are listed at the bottom of the Properties dialog box, and to change them, see Options:MIDI Command Control page 55.

The MIDI Command tab has two different views: *Builder View* and *Data View*. In Builder View, you have an interface that will guide you in construction MIDI commands, and will display the information in both decimal and hexadecimal. Switch to Data View to work with the raw MIDI data, or to capture SysEx messages.

Use the Output tab to select the proper MIDI output device to transfer that data to.



## CD Track



The CD Track effect gives you the ability to playback whole audio CDs, single tracks, or portions of tracks from an audio CD located in your CD-ROM drive. CD output will be routed to your Default Playback Device as specified by Windows, and the SFX Mixer will be ineffective.

If you have more than one CD-ROM drive, you can select the drive to play from in the "CD Drive" combo box.

You can specify the track number to play, along with a beginning start time and/or an end time. If you leave the Duration time to all zeros, the cue will play from the start time to the end of track.

## MIDI Show Control (MSC)

MIDI Show Control cues are used to control external devices that understand this superset of MIDI and is only available in the Show Control edition. For detailed information about the MIDI Show Control effect type and how to use MSC, please see the entire chapter devoted to it on page 73.

## Media Control Interface (MCI)

The MCI command effect takes specific information about the device to be controlled and is only available in the Show Control edition.. Please see the manufacturer's documentation for the MCI command format expected.

## Autofollow

The Autofollow effect is a cue that links two cues together, so that when the previous cue finishes, the following cue is automatically executed. You would use an Autofollow cue if you wanted to link two or more cues together without having to hit multiple GOs.

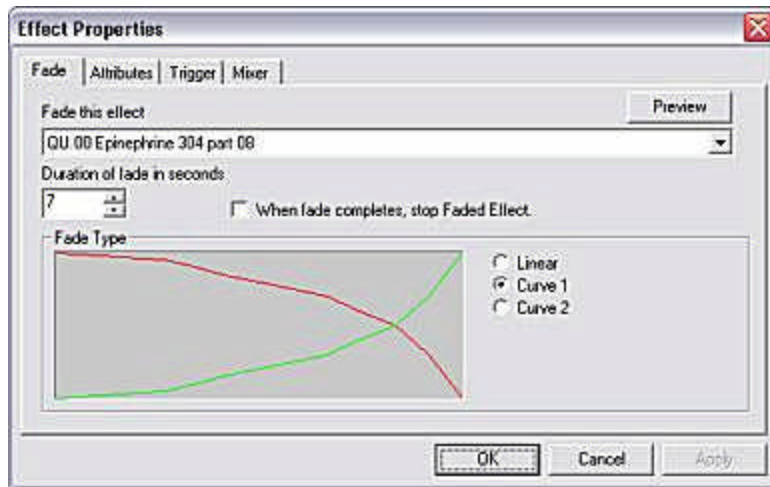


## Wait



The Wait effect is similar to the Autofollow effect, except in two important cases: a Wait is not contingent on the previous cue completing, and with a Wait, you must supply a time value. Also, a Wait cue begins automatically executing at the same time as the *previous* cue. Because of this, you can overlap the playing of cues.

## Fade



The Fade effect modifies the volume of a targeted cue, and can adjust the volume in either a greater or lesser level giving you the ability to Fade up or down any sound effect cue (Wave, MIDI Sequence, or CD Track).

With a Fade, you must select the effect to Fade, input the seconds the Fade will occur over, and whether the Fade should occur as Linear or Logarithmic. Experimenting with the different curves may be necessary to find the proper effect.

Use the Mixer tab (see above Mixer) to set the final volume level.

It is suggested that if you use a Fade to fade a cue out, and will not be bringing the volume back up, that you follow the Fade cue with an Autofollow and a Stop (see Stop below) to halt playing of the silent cue. This will save CPU resources.

**Fading over multiple groups:** If you want to Fade from one Group to another, the targeted effect must be playing on all channels that will be involved with the Fade. For example, if you want to Fade an effect from Group 1 to Group 2, the original effect must be assigned to both Group 1 and Group 2, and the volume of Group 2 should be set to no volume (-100 dB).

**Fade in:** Creating a Fade-in is just like a Fade-out, except you set the volume faders differently. To perform a Fade-in of a cue, start with the Wave file you want to fade in. Select its Properties and in its Mixer tab, drag the faders down and thus setting it for no volume. Next, create your Fade cue in the cue list somewhere after the cue to be faded. Finally, in the Fade's Properties dialog box, select that file to fade, the time, the curve, and in the Mixer tab, drag the sliders to the level you wish the cue to have when the Fade completes.

## Stop

The Stop effect is used to halt playback of one *or more* targeted cues. Just click each cue that you want stopped when this cue is executed.

## Command

The Command effect is a multifaceted effect type that is composed of many different commands. Command cues are used to activate other cues, cue lists, or the time code clock. The graphic at right displays the Properties dialog box for the Trigger effect.

The available Commands of a Command effect are: *Cue Effect, Play Effect, Pause Effect, Stop Effect, Go To Effect, Cue List, Go List, Pause List, Stop List, Panic List, Panic All, Set Clock, Start Clock, Stop Clock.*

---

```
26.00 Command Set Clock to 01:00:00.00
      Auto      AUTOFOLLOW
      Command Start Clock
27.00 Command Go List: {A} SRExampleShow
28.00 Command Goto Effect: {A} SRExampleShow "Q4.00 STOP Q3.00 Music00003"
29.00 Command Play Effect: {B} Main List "QF.00 Dog Barking 01"
30.00 Command Play Effect: {A} SRExampleShow "Q11.00 Chimes7x"
```

For example, you can use the Command effect to start playback of a cue in the current Cues view, or of another Cues view. You can also use it to send Go commands to another Cues view. Command cues can be used to manage the SFX's MIDI Time Code clock, too. The many different commands allow you to do varying things to any of your Cues views.

**Example:** You have a cue list on your desktop that contains several Wave files, which are sound effects played during your production. In a second cue list, you have only MIDI Commands that trigger your light board. To manage them, you create a third cue list and drag-in Command cues that *Go List* to the appropriate other cue list. This leaves your operator with a simple, single cue list that is actually activating the other lists.

## Restart

---

The Restart effect will Go To a selected cue and, after waiting a user defined number of seconds, execute it. You would mainly use a Restart cue in a Cue list that automatically plays over and over again.

## Memo

---

The Memo effect is nothing more than a one-line description that you can add to your Cue list. You may want to use Memo cues to provide visual breaks between cues, or to start off cue sequences with descriptive names. For example, you may precede a sequence with a Memo cue of "Thunderstorm" followed by a Wait 0.0, and then numerous other linked cues.

## Plug-Ins

---

SFX supports future plug-in effects. Please see our Web page for available plug-ins.



# 10 Keyboard Triggers

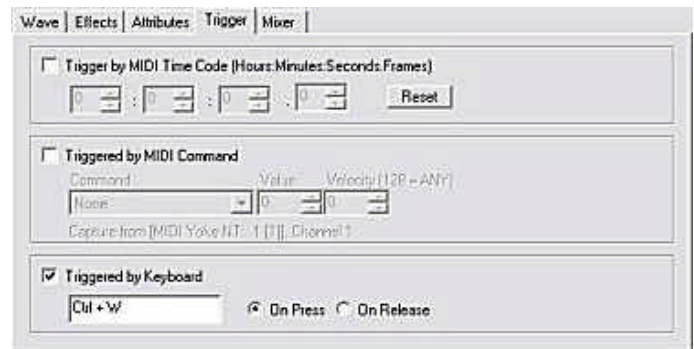
## Keyboard Triggers

### Keyboard Triggers

In the Standard and above editions of SFX, you can assign keystrokes in *SFX* that will trigger some of its functions such as GO, STOP, PANIC, etc, or you can assign keystroke combinations to play specific cues. Note: some key combinations are already assigned to menu function in *SFX*. You should avoid them when choosing your own key combinations.

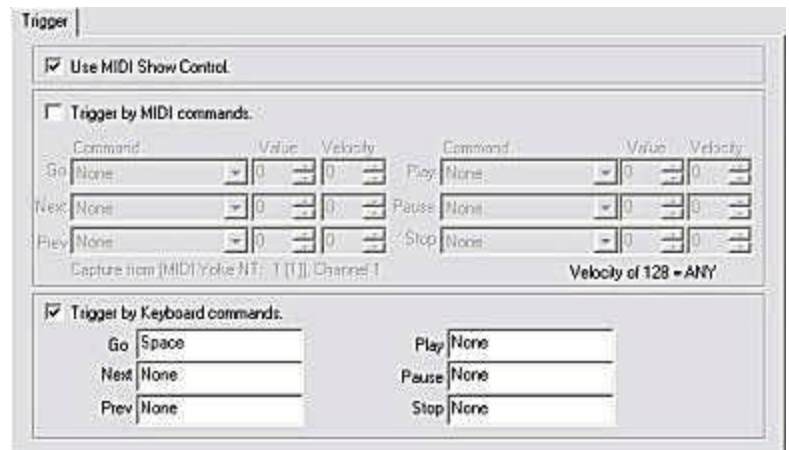
#### To assign a keystroke to an individual cue:

1. Select the cue in the Cues view.
2. Click on the PROPERTIES button in the Cues view and a “Properties” dialog box will appear.
3. If the cue is a triggerable cue, select the TRIGGER tab.
4. Check the “Triggered by Keyboard” check box.
5. Click in the edit box.
6. Click any keystroke combination on the keyboard and you will see the keys you’ve pressed in the edit box.
7. Select “On Press” or “On Release.” On Press will play the cue when you press the keys while On Release will wait until you’ve pressed and then released the keys.



#### To assign a keystroke to a cue list:

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES | SHOW CONTROL & TRIGGERS and a “Show Control & Triggers” dialog box will appear.
3. Check the “Trigger by Keyboard commands” checkbox.
4. Click the edit box of the command you wish to add a keyboard trigger.
5. Type the trigger and you will see it appear in the box.
6. Repeat steps 4 and 5 for each command you wish to add keyboard triggers to.



**To temporarily disable triggers:**

1. Select from the main menu VIEW | ENABLE TRIGGERS. When this option is checked, triggers are enabled.
- or --
1. Click on the ENABLE TRIGGERS toolbar button.



# 11 MIDI Command Messages

MIDI Command Messages

MIDI Command Effects

Triggering *SFX* with MIDI

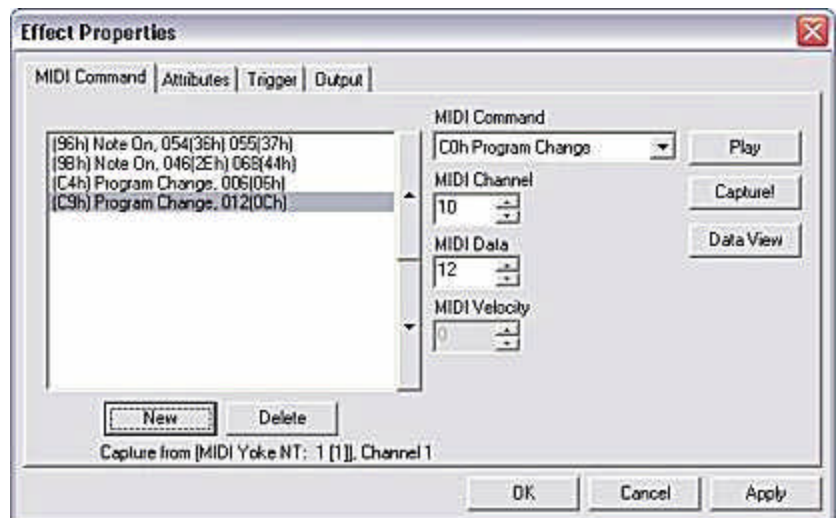
## MIDI Command Message

In the Standard and above edition of *SFX*, you can send and receive MIDI command messages. MIDI command messages are really just MIDI notes such as Note On, Note Off, Control Change, etc.. Each MIDI note contains a number of data bytes that define the exact function of the MIDI note.

## MIDI Command Effects

To create a MIDI command effect to send MIDI commands to external devices (use one of the two following methods):

1. Click and hold on the MIDI Command effect in the Effect Tool Box and drag it into the Cues view. Release the mouse button over the cue you wish to insert before. An “Effect Property” dialog box will appear.
2. Create the MIDI Command message in this dialog.
3. Patch the effect. See below.



Before patching the effect to an Output, you must have an Output that is patched to a MIDI output device:

1. Make the Effects view (or the Cues view if the MIDI command is there) active by clicking on it.

2. Select from the main menu EFFECTS (or CUES) | PATCH and a “Patch” dialog box will appear.
3. Select the MIDI PATCH tab.
4. Assign one of the Groups a MIDI device that is outputting externally (i.e. don't select a MIDI synthesizer on the sound card).

### Finally, assign the effect to a Group:

In the MIDI Command Properties dialog box (click on the MIDI Command in your list and then click the Properties button), select the Output tab and click on the MIDI output to the appropriate device.

For more information about using a MIDI Command, see *MIDI Command* page 62.

## Triggering *SFX* with MIDI

To receive MIDI messages from external devices to trigger *SFX* you first must select a MIDI input device and channel. If you have not assigned a MIDI input device and channel in *SFX*, please do the following:

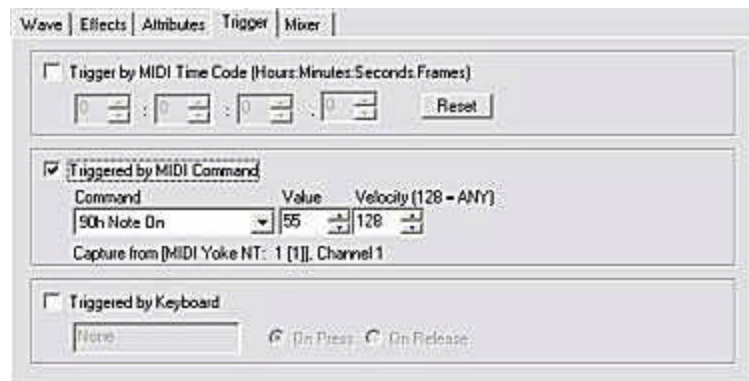
### To select a MIDI input device and channel:

1. Select from the main menu TOOLS | OPTIONS and the “Options” dialog box will appear.
2. Select the MIDI COMMAND CONTROL tab.
3. In the “Incoming MIDI Command Device” combo box, select the appropriate MIDI input device.
4. In the “MIDI channel...” combo box, select the channel that the MIDI commands will be received on.

There are two ways you can have *SFX* triggered by MIDI commands. You can have the MIDI commands target the Cue Lists or you can have the MIDI commands target individual cues – or both.

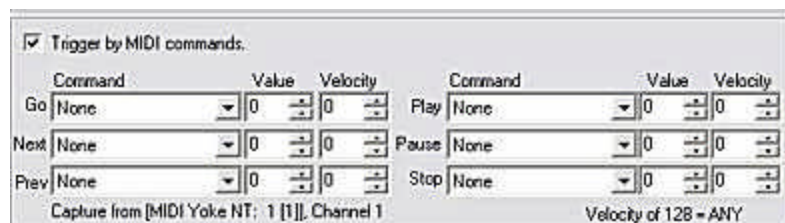
### To assign a MIDI command to an individual cue:

1. Select the cue in the Cues view.
2. Click on the PROPERTIES button in the Cues view and a “Properties” dialog box will appear.
3. If the cue is a triggerable cue, select the TRIGGER tab.
4. Check the “Triggered by MIDI Command” check box.
5. Select the MIDI note in the “Command” combo box and type in a value in the “Value” edit box.
6. Click on OK.



### To assign MIDI commands to trigger a cue list:

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES | SHOW CONTROL & TRIGGERS and a “Show Control & Triggers” dialog box will appear.
3. Check the “Trigger by MIDI commands” checkbox.
4. Select the MIDI note in the combo box of the command you wish to add a trigger. Also, type in a value.
5. Repeat step 4 for each command you wish to add keyboard triggers to.
6. Click OK.



### To temporarily disable triggers:

1. Select from the main menu VIEW | ENABLE TRIGGERS. When this option is checked, triggers are enabled.  
-- or --
1. Click on the ENABLE TRIGGERS toolbar button.

# 12 MIDI Time Code

MIDI Time Code

Format

Input

Output

Learn

Freeze

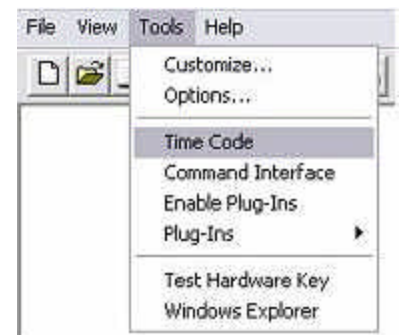
Set

## MIDI Time Code

SFX Show Control edition contains MIDI Time Code features. MIDI Time Code is a protocol that divides time between hours, minutes, seconds, and frames. Time code is commonly used to synchronize separate devices. *SFX* can generate or chase MIDI time code.

### To access *SFX*'s MIDI Time Code:

1. Select from the main menu VIEW | TIME CODE and the Time Code toolbar will be displayed under the menu.



### To display the Time Code values for each cue in the Cues view:

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES to display the Cues view menu.
3. Click the TIME CODE COLUMN menu item to toggle it. If there is a check before the menu item, the Time Code column is already displayed.

### To assign a cue time code:

1. Use the LEARN button (described below).

-- or --

1. Select the cue in the Cues view.
2. Click on the PROPERTIES button and the “Effect Property” dialog box will appear.
3. If the effect is triggerable, click on the TRIGGER tab.
4. Check the “Trigger by MIDI Time Code...” check box.
5. Assign time code values in the “Hours”, “Minutes”, “Seconds”, and “Frames” edit boxes.
6. Click OK.

Q#	Type	Time Code	Description
I.00	Command		Set Clock to 02:00:00.00
	Auto		AUTOFOLLOW
	Command		Start Clock
J.00	Wave	02:00:02.06	Epinephrine 304
K.00	MSC	02:00:04.18	<Lighting (General)> <Device 05> <GO> <>
L.00	MSC	02:00:13.13	<Lighting (General)> <Device 05> <GO> <>
M.00	MSC	02:00:19.06	<Lighting (General)> <Device 05> <GO> <Q#25>
N.00	MSC	02:00:24.29	<Lighting (General)> <Device 05> <GO> <Q#33>
O.00	MSC	02:00:33.10	<Lighting (General)> <Device 05> <GO> <>
P.00	Command	02:00:41.19	Stop Clock

## Format

Time code is generated in a number of different formats. The formats typically differ by the number of frames. *SFX* supports frame rates of 24 fps, 25 fps, 30 fps, 30-drop fps, and the computer clock. To change the format of the time code, drop-down the combo box in the time code dialog bar and select a time code format.

## Input

To chase MIDI time code from an external source, click on the OUTPUT button and select the MIDI device from which the time code is to be received from.

## Output

To output MIDI time code to an external source, click on the OUTPUT and select the MIDI device to send time code.

## Freeze

While time code is running you can click on the freeze button to stop the display from changing. While in “freeze” time code is still running, but the display in the time code dialog bar is not changing. This is especially helpful if you are trying to determine the time code of an event while it is playing.

## Learn

To automatically time stamp your cues as you play them manually, see page 40.

## Set

To manually set the time code to a value, click on the SET button. A dialog box will prompt you to insert the time code value.

# 13 MIDI Show Control

MIDI Show Control

*SFX* as a Controller

Controlling *SFX*

Commands

## MIDI Show Control

MIDI Show Control is included with the Show Control edition of *SFX*. MIDI Show Control (MSC) is an industry standardized MIDI messaging protocol used by various manufactures. MSC is used to interface various pieces of entertainment equipment and machinery together with the purpose of centrally controlling them. You may find controlling devices or controlling *SFX* through MSC much easier than through standard MIDI.

*SFX* can serve both as a controlling device and a controlled device. A controlling device sends MSC messages to other devices, while a controlled device only receives messages. You can use *SFX* to control other MSC pieces of equipment, or you can have MSC capable gear control *SFX*.

## *SFX* as a Controller

**To create a MIDI Show Control effect to send MSC messages to external devices (follow one of these two methods):**

1. Click and hold on the MSC effect in the Effect Tool Box and drag it into the Cues view. Release the mouse button over the cue you wish to insert before. An “Effect Property” dialog box will appear.
2. Create the MSC message in this dialog. Consult the manufacturer’s documentation for the specifics on how to trigger their device.
3. Patch the effect. See below.



**Before patching the effect to a Group, you must have a Group that is patched to a MIDI output device:**

1. Make the Effects view (or the Cues view if the MSC command is there) active by clicking on it.
2. Select from the main menu EFFECTS (or CUES) | PATCH and a "Patch" dialog box will appear..
3. Select the MIDI PATCH tab.
4. Assign one of the Groups a MIDI device that is outputting externally (i.e. don't select a MIDI synthesizer on the sound card).

**Finally, to assign the effect or cue to a Group:**

In the MSC Properties dialog box (click on the MSC cue in your list and then click the Properties button), select the Output tab and click on the MIDI output to the appropriate device.

## Controlling *SFX*

All MIDI Show Control devices fall into one or more "command" categories (e.g. Lighting, Sound, etc.) which are assigned a hexadecimal number between 00h and 7Fh. A MSC message is directed at one or all of these categories. *SFX* recognizes messages addressed to the command formats of **10h General Sound**, **17h Audio Effects Devices**, and **7Fh All Types**. These categories are hard-coded in *SFX* and can not be changed. Within these categories, each individual device is assigned a unique ID(s) number to further differentiate it from other devices.

In order for *SFX* to recognize MSC messages, you must assign *SFX* with a device ID or IDs. You can assign *SFX* with more than one device ID. You might do this if you want to send messages to a Group of devices. In addition, *SFX* will always recognize the ID of 7Fh (All Types).

**To accept MSC message and assign device IDs:**

1. Select from the main menu TOOLS | OPTIONS and the "Options" dialog will appear.
2. Select the MIDI SHOW CONTROL tab.
3. In the "Incoming Show Control" combo box, select the appropriate MIDI input device where the MSC commands will originate from.
4. Select one or more device IDs in the "Device IDs" list box.

Each cue list can be individually enabled to recognize MSC messages.

**To enable a cue list to recognize MSC messages:**

1. Make the Cues view active by clicking on it.
2. Select from the main menu CUES | SHOW CONTROL & TRIGGERS and the "Show Control & Triggers" dialog box will appear.
3. Check the "Use MIDI Show Control" checkbox.

MSC messages are actually MIDI System Exclusive messages with the following format:

```
F0 7F <device_ID> 02 <command_format> <command> <data> F7
```

<device\_ID> is a number specifying the intended receiver of the message. Device IDs range from 00h - 7Fh with 7Fh being the All Call ID and is representative of all devices.

<command\_format> is a number specifying the type of equipment or machinery addressed. Command Formats range from 00h - 7Fh with 7Fh being All Types and addressing all command format. Many command formats are already specified by the MSC standard. For example, the command formats that address *SFX* are 10h General Sound, 17h Audio Effects Devices, and 7Fh All Types.

<command> is the action for the MSC message. Typical commands are GO, RESET, ALL\_OFF, etc.

<data> is specific information that will vary with each command. Data can include time code numbers and cue numbers as well as other information. You must refer to each command to determine the exact format of the data.

*Example:*

```
F0 7F 09 02 01 01 34 33 2E 35 00 31 32 2E 31 00 35 F7
```

This MSC message tells Lighting, Device ID #09h to GO on cue number 43.5 in list 12.1 path 5.

*SFX* provides you with a GUI when creating MSC commands (see above *SFX* as a Controller page 73).

## Commands

*SFX* understands a subset of the entire MIDI Show Control 1.0 standard and the details of those commands are listed below.

The format for each command is:

[command] [hex value]

[data] - what the command expects. Some fields maybe optional and will be marked so. The format for the data can be:

<cue number>- the number of a cue (e.g. 14.5)  
 <cue list> - the number of the Cue List where {A} is 1, {B} is 2, {C} is 3, and so on.  
 <time code> - time code value  
 All other fields will be ignored.

[description] - a description of the command and how it will react with the <data>.

[example] - shows you an example message with explanation

*SFX* understands the following MSC messages:

GO  
 STOP  
 RESUME  
 TIMED\_GO  
 LOAD  
 ALL\_OFF  
 RESTORE  
 RESET  
 STANDBY\_+  
 STANDBY\_-  
 START\_CLOCK  
 STOP\_CLOCK  
 ZERO\_CLOCK  
 SET\_CLOCK

## *SFX* MSC Command List

### GO (01h)

<cue number> (optional)

<cue list> (optional)

- ? If <cue number> and <cue list> are specified, *SFX* will play the cue in the <cue list> with the cue number of <cue number>.
- ? If <cue list> only is specified, *SFX* will play the next cue in that cue list that contains a cue number.
- ? If <cue number> only is specified, *SFX* will play all cues, in all lists, with the cue number of <cue number>.
- ? If nothing is specified, *SFX* will play the next cue in {A} list that contains a cue number and all cues in the other lists with the same cue number as the cue in {A}.

*Examples:*

Audio Effects Devices, Device 02, GO Q#3.5 List 2:  
F0 7F 02 02 17 01 33 2E 35 00 32 00 F7

All-types, Device 7F, GO (all cue lists using the next cue number in {A }):  
F0 7F 7F 02 7F 01 00 00 F7

## **STOP (02h)**

<cue number> (optional)  
<cue list> (optional)

- ? If <cue number> and <cue list> are specified, *SFX* will pause the cue in the <cue list> with the cue number of <cue number>.
- ? If <cue list> only is specified, *SFX* will pause all cues in <cue list>.
- ? If <cue number> only is specified, *SFX* will pause all cues, in all lists, with the cue number of <cue number>.
- ? If nothing is specified, *SFX* will pause all cues in all lists.

*Example:*

Audio Effects Devices, Device 0E, STOP Q#3 (in all lists):  
F0 7F 0E 02 17 02 33 00 00 F7

## **RESUME (03h)**

<cue number> (optional)  
<cue list> (optional)

- ? If <cue number> and <cue list> are specified, *SFX* will resume playing the paused cue in the <cue list> with the cue number of <cue number>.
- ? If <cue list> only is specified, *SFX* will resume playing all paused cues in <cue list>.
- ? If <cue number> only is specified, *SFX* will resume all paused cues, in all lists, with the cue number of <cue number>.
- ? If nothing is specified, *SFX* will resume all paused cues in all lists.

*Example:*

Sound (General), Device 05, RESUME, (all cues in) List 1:  
F0 7F 05 02 10 03 00 31 00 F7

## **TIMED\_GO (04h)**

<cue number> (optional)  
<cue list> (optional)  
<time code> (ignored)

See above GO (00). The <time code> is ignored.

*Example:*

Audio Effects Devices, Device 0D, TIMED\_GO Q#5 (in all lists):  
F0 7F 0D 02 17 04 00 00 00 00 35 00 00 F7

## **LOAD (05h)**

<cue number>  
<cue list> (optional)



- ? If <cue number> and <cue list> are specified, *SFX* will cue the cue in the <cue list> with the cue number of <cue number>.
- ? If <cue number> only is specified, *SFX* will cue all cues, in all lists, with the cue number of <cue number>.

*Example:*

Sound (General), Device 08, LOAD Q#10.75, List 2:  
F0 7F 08 02 10 05 31 30 2E 37 35 00 32 00 F7

### **ALL\_OFF (08h)**

Pauses all cues in all lists.

*Example:*

Audio Effects Devices, Device 02, ALL\_OFF:  
F0 7F 02 02 17 08 F7

### **RESTORE (09h)**

Resumes all paused cues in all lists.

*Example:*

Audio Effects Devices, Device 4B, RESTORE:  
F0 7F 4B 02 17 09 F7

### **RESET (0Ah)**

Halts playback of all cues in all lists and sets the current selection to the first cue in all lists.

*Example:*

Audio Effects Devices, Device 60, RESET:  
F0 7F 60 02 17 0A F7

### **STANDBY\_+ (11h)**

<cue list> (optional)

- ? If <cue list> is specified, selects and cues the next cue in <cue list>.
- ? If nothing is specified, selects and cues the next cue in {A} that contains a cue number, cues it, and selects and cues in the other lists all cues with the same cue number as the cue in {A}.

*Example:*

Sound (General), Device 06, STANDBY\_+ (next cue in) List 1:  
F0 7F 06 02 10 11 31 F7

### **STANDBY\_- (12h)**

<cue list> (optional)

- ? If <cue list> is specified, selects and cues the previous cue in <cue list>.
- ? If nothing is specified, selects and cues the previous cue in {A} that contains a cue number, cues it, and selects and cues in the other lists all cues with the same cue number as the cue in {A}.

*Example:*

Sound (General), Device 23, STANDBY\_- (cues in all lists with the cue number of the next cue in the {A} cues list):

```
F0 7F 23 02 10 12 F7
```

### **START\_CLOCK (15h)**

<cue list> (optional) (ignored)

Starts MIDI Time Code.

*Example:*

Audio Effects Devices, Device 65, START\_CLOCK:

```
F0 7F 65 02 17 15 F7
```

### **STOP\_CLOCK (16h)**

<cue list> (optional) (ignored)

Halts MIDI Time Code.

*Example:*

Sound (General), Device 7B, STOP\_CLOCK:

```
F0 7F 7B 02 10 16 F7
```

### **ZERO\_CLOCK (17h)**

<cue list> (ignored)

Sets the MIDI Time Code clock to 00:00:00.00.

*Example:*

Sound (General), Device 03, ZERO\_CLOCK:

```
F0 7F 03 02 10 17 F7
```

### **SET\_CLOCK (18h)**

<cue list> (ignored)

<time code>

Sets the MIDI Time Code clock to <time code>.

*Example:*

Audio Effects Devices, Device 51, SET\_CLOCK to 01:00:00.00.00:

```
F0 7F 51 02 17 18 01 00 00 00 00 F7
```

# 14 Command Interface

## Command Interface

### Commands

---

## Command Interface

The Command Interface is a special tool that gives you an alternate method of controlling SFX. With the Command Interface dialog box, you can type in SFX commands, such as GO or SET DESCRIPTION "Door Slam". You can also change volumes, cue numbers, select cues, etc..

To enable the Command Interface:

1. Select from the main menu, Tools | Command Interface, and the Command Interface dialog box will appear.
2. Move and size the Command Interface anywhere on your desktop.

---

## Commands

Commands are not case sensitive. Each command can have zero or more parameters following it.

<cue number>- the number of a cue preceded by the letter Q(e.g. Q14.5).

<cue list> - the letter of the Cue List where {A} is A, {B} is B, {C} is C, and so on.

<title> - the title of the Cue/Effect list as displayed in the caption bar (e.g. "My Cues").

WORKSPACE - a word in all capitals with no brackets is literal.

Parameters shown in square brackets [] are optional.

SFX Command Interface commands fall into a three categories:

1. **Administrative Commands** - commands that handle opening and closing files and workspaces as well as other environment tasks.
2. **Control Commands** - commands that handle selecting, playing, and other manipulation of cues.
3. **Property Commands** - commands that change the properties of cues such as cue number, description, and volume.

## Administrative Commands

---

The Administrative Commands are:

CLOSE  
 COLUMN  
 EXIT  
 HELP  
 LEARN  
 LIST  
 NEW  
 OPEN  
 OPTIONS  
 PRINT  
 QUIT  
 SAVE  
 SAVEALL  
 SAVEAS  
 SWITCH  
 TIMECODE

### CLOSE

*Parameters:*

[WORKSPACE or <cue list> or <title> or <>]

Closes a workspace or Effects/Cues file.

- ? If WORKSPACE is specified, the workspace will be closed
- ? <cue list> or <title> will close the matching file
- ? If nothing is specified, the active file will be closed.

*Examples:*

CLOSE  
 CLOSE WORKSPACE  
 CLOSE A  
 CLOSE "My Cues"

### COLUMN

*Parameters:*

TIMECODE or TYPE or STATUS [ELAPSE or PERCENT or REMAIN]

[ON | OFF]

[<cue list>]

Displays or hides a column (TIMECODE, TYPE, or STATUS) in a Cues view.

- ? If TIMECODE or TYPE or STATUS only is specified, that column will be toggled shown or hidden.
- ? If ON or OFF is specified, the column will be shown for ON and hidden for OFF.
- ? With STATUS you can also then specify the format: ELAPSE or PERCENT or REMAIN which will change the STATUS column to that format.
- ? If you do not include a <cue list>, SFX will assume the active Cues view.

*Examples:*

To show the Time Code column:	COLUMN TIMECODE ON
To toggle the Status column:	COLUMN STATUS
To display Time Remaining in the Status column:	COLUMN STATUS REMAIN
To toggle Time Code column in the {B} Cues view:	COLUMN TIMECODE B

**EXIT**

Exits SFX.

**HELP**

Launches SFX Help.

**LEARN**

*Parameters:*

[<cue list>]

Toggles the Learn Time Code feature (see page 40) of the specified cue list.

? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

LEARN

LEARN B

**LIST**

*Parameters:*

<cue list> or <title>

Makes the specified Effects/Cues view active.

*Examples:*

LIST "My Cues"

LIST B

**NEW**

*Parameters:*

[CUES or EFFECTS or WORKSPACE or <>]

Creates a new Cues file, or Effects file, or Workspace.

? If nothing is specified, SFX will prompt you to create a new Cues or Effects file.

*Examples:*

NEW

NEW EFFECTS

**OPEN**

*Parameters:*

[WORKSPACE] [<filename>]

Opens a Workspace or Cues/Effects file.

? If nothing is specified, SFX will prompt you to open a Cues/Effects file.

? If WORKSPACE only is specified, SFX will prompt you to open a workspace.

? If WORKSPACE and <filename> is specified, SFX will open the workspace with the file of <filename>.

*Examples:*

OPEN

OPEN WORKSPACE  
OPEN "My Cues"  
OPEN WORKSPACE "Main Show"

## OPTIONS

Displays the Options dialog box.

## PRINT

*Parameters:*

<cue list> or <title> or <>

Prints the Cues or Effects file.

*Examples:*

PRINT  
PRINT "My Cues"  
PRINT C

## QUIT

Exits SFX. (Same as EXIT).

## SAVE

*Parameters:*

[WORKSPACE or <cue list> or <title> or <>]

Saves a workspace or Effects/Cues file.

- ? If WORKSPACE is specified, the workspace will be saved.
- ? <cue list> or <title> will save the matching file
- ? If nothing is specified, the active file will be save.

*Examples:*

SAVE  
SAVE WORKSPACE  
SAVE C  
SAVE "My Cues"

## SAVEALL

Saves all Cues and Effects files.

## SAVEAS

*Parameters:*

[WORKSPACE or <cue list> or <title> or <>]

Saves a workspace or Effects/Cues file as a different name. Prompts you for the name to save the file as.

- ? If WORKSPACE is specified, the workspace will be saved.
- ? <cue list> or <title> will save the matching file
- ? If nothing is specified, the active file will be save.

*Examples:*

SAVEAS  
 SAVEAS WORKSPACE  
 SAVEAS A  
 SAVEAS "My Cues"

## SWITCH

*Parameters:*  
 [EDIT or PLAY]

Switches the desktop.

? If nothing is specified, the desktop will be switched to the other desktop.

*Examples:*

SWITCH  
 SWITCH EDIT  
 SWITCH PLAY

## TIMECODE

*Parameters:*

[<timecode> or <timecode format> or PLAY or STOP or RESET or ON or OFF or SLAVE ON or SLAVE OFF INPUT # or OUTPUT #]

Manipulates the SFX MIDI Time Code tool bar (see page 71).

- ? If nothing is specified the SFX Time Code tool bar will be toggled shown or hidden.
- ? <timecode> is in the form of hr:mn:sc.fm (e.g.) 1:00:00.00 or in the form of a relative value: +2:01:02.00
- ? <timecode format> can be 24, 25, 30, 30D, or CLOCK
- ? SLAVE ON/OFF toggles the Slave To Time check box located in the Options dialog box
- ? INPUT # is the number of the MIDI entry to select from the Input list
- ? OUTPUT # is the number of the MIDI entry to select from the Output list

*Examples:*

To show the Time Code tool bar:	TIMECODE ON
To set a time code value:	TIMECODE 1:58:00.00
To set the time code format to EBU25:	TIMECODE 25
To start the time code clock:	TIMECODE PLAY

## Control Commands

---

The Control Commands are:

COPY  
 DELETE  
 GO  
 GOTO  
 NEXT  
 PANIC  
 PAUSE  
 PLAY  
 PREVIOUS  
 PROPERTIES  
 STOP  
 TRIGGER

**COPY***Parameters:*

<cue#> TO <cue#> [<cue list>]

Copies one cue to another location.

- ? <cue#> in the form of a letter or number with a preceding "Q" (e.g. Q5.5).
- ? The cue will be copied to the location where the destination <cue#> would be. For instance, copying a cue to Q4.5 would place it after Q4.0.
- ? If no <cue list> is specified, the active Cues view is used.

*Examples:*

COPY Q1 TO Q5.4  
COPY QA to QC.5 B

**DELETE***Parameters:*

[<cue#>] [<cue list>]

Deletes the cue specified.

- ? If no <cue#> is specified, the selected cue is deleted.
- ? If no <cue list> is specified, the active Cues view is used.

*Examples:*

DELETE  
DELETE Q4.5  
DELETE Q4.5 C

**GO***Parameters:*

[<cue#>] [<cue list>]

Sends a GO to the specified cue.

- ? If a <cue#> is specified, the <cue#> is selected and then sent a GO command.
- ? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

GO  
GO Q5.75  
GO Q4.5 A

**GOTO***Parameters:*

[<cue#>] [<cue list>]

Select the specified cue.

- ? If no <cue#> is specified, the first cue is selected.
- ? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

GOTO Q10.3  
GOTO Q5.75 C



**NEXT***Parameters:*

[&lt;cue list&gt;]

Select the next cue in the specified cue list.

? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

NEXT  
NEXT D

**PANIC***Parameters:*

[&lt;cue list&gt;]

Panics the specified cue list.

? If no <cue list> is specified all lists are sent a panic.

*Examples:*

PANIC  
PANIC D

**PAUSE***Parameters:*

[&lt;cue#&gt;] [&lt;cue list&gt;]

Pauses the specified playing cue.

? If no <cue#> is specified, the current cue is paused.

? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

PAUSE  
PAUSE Q6.0  
PAUSE Q7.5 E

**PLAY***Parameters:*

[&lt;cue#&gt;] [&lt;cue list&gt;]

Plays the specified playing cue. Will also resume a paused cue.

? If no <cue#> is specified, the current cue is played.

? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

PLAY  
PLAY Q6.0  
PLAY Q7.5 E

**PREVIOUS***Parameters:*

[&lt;cue list&gt;]

Select the previous cue in the specified cue list.

? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

PREVIOUS  
PREVIOUS A

## PROPERTIES

*Parameters:*

[WORKSPACE] or [<cue#>] [<cue list>]

Displays the properties of the workspace or the specified cue.

? If WORKSPACE is specified, the properties of the workspace will be displayed.

? If nothing is specified, the properties of the selected effect in the active view will be displayed.

*Examples:*

PROPERTIES  
PROPERTIES WORKSPACE  
PROPERTIES Q4.5

## STOP

*Parameters:*

[<cue#>] [<cue list>]

Stops the specified playing cue.

? If no <cue#> is specified, the current cue is stopped.

? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

STOP  
STOP Q6.0  
STOP Q7.5 E

## TRIGGER

*Parameters:*

{<trigger> [<cue list>]} or ON or OFF

If the parameters are ON or OFF, the MIDI/Keyboard Triggers will be enabled or disabled, respectively. See Keyboard Triggers on page 67 and MIDI Triggers on page 70.

If the parameters are <trigger>, assigns a GO trigger to the specified cue list.

? <trigger> is in the form of a key such as [SPACEBAR][Ctrl+][Alt+][Shift+](<ASCII>|F1-F12|<controlkey>) or a MIDI Note in the form of <hex>,<hex>[,<hex>]. For example, CTRL+T, SHIFT+F7, or 90,45,125.

? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

TRIGGER F5 A  
TRIGGER ON  
TRIGGER OFF

## Property Commands

The Property Commands are:

```

SET ASSIGN
SET CUE#
SET DESCRIPTION
SET TIME
SET TIMECODE
SET TRIGGER
SET UNASSIGN
SET VOLUME

```

### SET ASSIGN

*Parameters:*

```

<group>
[<cue#>] [<cue list>]

```

Assigns the specified cue to a group or groups.

- ? <group> is in the form of one or more digits separated by commas (e.g. 1 or 2,3,4).
- ? If no <cue#> is specified, the current cue is assumed.
- ? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

```

SET ASSIGN 3
SET ASSIGN 3,6,9
SET ASSIGN 4,5 Q5.5

```

### SET CUE#

*Parameters:*

```

<cue#>
[<cue#>] [<cue list>]

```

Sets the specified cue to the cue number.

- ? The <cue#> is in the form of a letter or number preceded by the letter Q (e.g. Q5.4).
- ? If no <cue#> is specified, the current cue is assumed.
- ? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

```

SET CUE# Q6.9
SET CUE# Q7 Q8.5 A

```

### SET DESCRIPTION

*Parameters:*

```

<description>
[<cue#>] [<cue list>]

```

Sets the specified cue to the description.

- ? The description is the text found between two double quotes (e.g. "Door Slam").
- ? If no <cue#> is specified, the current cue is assumed.
- ? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

```

SET DESCRIPTION "Glass Breaking"
SET DESCRIPTION "Preshow Music" Q25

```

**SET TIME***Parameters:*

<time>  
[<cue#>] [<cue list>]

Sets the specified cue's delay or wait time to <time>. This is only valid for cues that have time values such as Waits and Fades.

- ? The <time> can be absolute or relative (e.g. 4.5 or +1 or -0.5).
- ? If no <cue#> is specified, the current cue is assumed.
- ? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

```
SET TIME 4.5
SET TIME -2 Q5 A
SET TIME +1.5 B
```

**SET TIMECODE***Parameters:*

<timecode>  
[<cue#>] [<cue list>]

Sets the specified cue to the timecode.

- ? The <timecode> can be absolute or relative (e.g. 3:40:23.12 or +0:0:20.0).
- ? If no <cue#> is specified, the current cue is assumed.
- ? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

```
SET TIMECODE 1:01:02.03
SET TIMECODE -0:30:0.0 Q22.4
```

**SET TRIGGER***Parameters:*

<trigger>  
[<cue#>] [<cue list>]

Sets the specified cue's trigger to <trigger>.

- ? <trigger> is in the form of a key such as [Ctrl+][Alt+][Shift+](<ASCII>|F1-F12|<controlkey>) or a MIDI Note in the form of <hex>,<hex>[,<hex>]. For example, CTRL+T, SHIFT+F7, or 90,45,125.
- ? If no <cue#> is specified, the current cue is assumed.
- ? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

```
SET TRIGGER F9
SET TRIGGER 81,45 Q18 A
```

**SET UNASSIGN***Parameters:*

<group>  
[<cue#>] [<cue list>]

Unassigns the group(s) from the specified cue.

- ? <group> is in the form of one or more digits separated by commas (e.g. 1 or 2,3,4).

- ? If no <cue#> is specified, the current cue is assumed.
- ? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

```
SET UNASSIGN 3
SET UNASSIGN 3,6,9
SET UNASSIGN 4,5 Q5.5
```

**SET VOLUME***Parameters:*

&lt;volume&gt;

[&lt;cue#&gt;] [&lt;cue list&gt;]

Set the volume of the specified cue.

- ? <volume> is in the form of a group=volume[group=volume] and can be absolute or relative (see below examples).
- ? If no <cue#> is specified, the current cue is assumed.
- ? If no <cue list> is specified, the active Cues view is assumed.

*Examples:*

SET VOLUME 3=30	Sets Group 3's volume to -30 dB for both channels
SET VOLUME 0	Sets Group 1's volume to -0 dB for both channels (full volume).
SET VOLUME 2=15,20,6=25	Sets Group 2's volume to -15 dB, Group 3's volume to -20 dB, and Group 6's volume to -25 db. If you do not specify the group number, SFX will assume its the next group.
SET VOLUME 10:0	Sets Group 1's volume to -10 dB left channel and -0 dB right channel.
SET VOLUME 4=+10:+5	Raises Group 4's volume by 10 dB on the left channel and 5 dB on the right channel.



# 15 Startup Parameters

## Startup Parameters

### Startup Parameters

Startup parameters are information passed to *SFX* when it is launched. You can specify, on the Target line, which workspace *SFX* should load, and which cues list it should immediately start executing. To access the Target line, right click on the *SFX* icon and select **PROPERTIES** and then click on the **SHORTCUT** tab. You should append the arguments here.

```
[[ -e ] [ <WorkspacePath> ] [-g<CuesTitle>]* [-h<hrs>] [-m<min>] [-s<sec>] [-f<frms>] [-play] [-<25|24|30|30d|clock>]
```

-e :: editor mode (see below)

WorkspacePath :: full path name of workspace to load

-g<CuesTitle> :: send GO to cues window with title of <CuesTitle>

-h<hrs> :: number of hours to initially set time code to

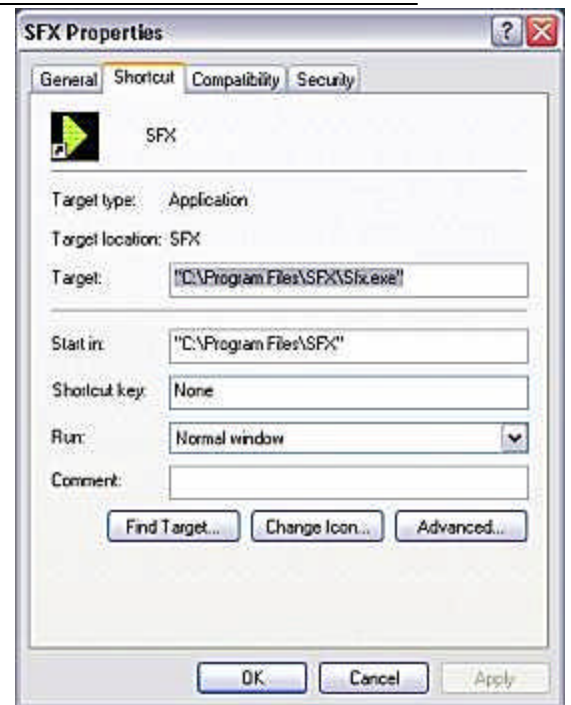
-m<min> :: number of minutes to initially set time code to

-s<sec> :: number of seconds to initially set time code to

-f<frms> :: number of frames to initially set time code to

-play :: start playing time code

-t<format> :: time code format = 24|25|30|30d|clock



### Editor Mode

Editor Mode allows you to run *SFX* without a hardware key, but you will not hear any output. Editor Mode is useful when you want to do offline editing of your Cues and Effects files. For instance, you may want to use the Editor Mode when you are modifying a show on a computer other than the playback computer. In this mode, *SFX* is not concerned with the location of your sound files. If a sound file is not found, *SFX* will "fake" playing it. This is helpful when you are modifying a show on a different computer that does not contain any of the sound files of the playback system.

If you run Editor Mode with a hardware key installed, all output will be routed through the first sound card.

### **Examples**

*SFX.exe* "c:\Program Files\*SFX*\Documents\Alpha"  
- launches *SFX* and loads the Alpha.worksfx workspace

*SFX.exe* "c:\Program Files\*SFX*\Documents\Beta" -gBackground -g"Main Show"  
- launches *SFX*, loads Beta workspace and sends a GO command to both the Cues files Background.sfx and Main Show.sfx

*SFX.exe* "C:\Program Files\*SFX*\Documents\Gamma" -h1 -m15 -t30d -play  
-launches *SFX*, loads the workspace Gamma, sets time code to 01:15:00:00, 30 Drop, and begins running time code



# 16 PlayList Mode

Overview

System Setup

Creating a Workspace

Creating an Effect List

Creating a Cue List

Patching a Cues view

Selecting an Effects view to Play

Playing the Cues

Selecting Alternate cues

## Overview

SFX ProAudio can be setup to run like a multi-zone Jukebox that can draw from multiple "play lists." Different play lists are stored as Effects files, and when a Cues view is put in PlayList mode it can select an entire Effects list to playback. A typical SFX Jukebox setup would include one or more Effects lists each containing a list of Wave files to playback. In addition, there would be a Cues view for each "output zone" where the user can select (from a dropdown list) what Effects lists to output to that zone. While in PlayList mode, cue playback is automatic, and when a cue finishes, the next cue automatically begins playing.

## System Setup

Organize your Wave (.wav) files in separate folders on your hard drive. Have each folder represent a different category. For example, create a folder called "Hip Hop" and place all of your Hip Hop wave files there. Create another folder for your Oldies and place the Oldies wave files there. Do this for each different category.

To have SFX automatically title your wave files when it imports them, create a text (.txt) file in the same folder, and with the same name (except use the .txt extension) of the wave file. The text file contains two lines: The first line, when imported by SFX, will be placed first in the description, and the second line will be placed in brackets following it. For example, for the file C:\Songs\Rock\Voodoo.wav, create a file C:\Songs\Rock\Voodoo.txt that contains these two lines:

Voodoo Chile

Hendrix, Jimmi

When SFX imports that file it will appear like this: "Voodoo Chile [Hendrix, Jimmi]".

## Creating a Workspace

- 1) Launch SFX and select from the main menu, File | New Workspace, and a File New dialog box will appear.
- 2) Type in a name for this workspace, such as "MyJukebox" and click the Save button. You are now left with a blank workspace.

## Creating an Effect List

- 1) Select from the main menu File | New and the New dialog box will appear.
- 2) Select "Effects" and click the OK button. An Effects view will be created on your desktop.
- 3) From the main menu, select Effects | Import Folder and the Browse for Folder dialog box will appear.
- 4) Navigate to one of the folders you created above (e.g. Hip Hop) and click OK. The Effects view will be populated with all the .wav files in that folder. If SFX finds matching .txt files, it will have read them using the text found there as descriptions.

You can arrange the order of the effects in this view, but holding down the Alt key, and then dragging and dropping one or more effects around the list. The order that the files are listed in this view, will be the order they are played when copied to a Cues view later.

- 5) Save your Effects file, by selecting from the main menu File | Save and the Save dialog box will appear. Enter a name that represents this category (e.g. Hip Hop or Classic Rock).

Repeat these 5 steps until you have created an Effects file for each of the categories you created on disk. You will be left with one or more Effects views on your screen.

## Creating a Cue List

- 1) Select from the main menu File | New and the New dialog box will appear.
- 2) Select Cues and click OK. A Cues view and other minimized views will appear on the screen.
- 3) Close all the minimized views (GO Button, Notes, Cue Status) except any Effects views.
- 4) To turn this Cues view into a PlayList, select the caption bar of the Cues view to make it active, and then select from the main menu Cues | PlayList Mode. The caption bar of the Cues view will now say "PlayList Mode."

"PlayList Mode" means that when one cue has finished playing, the next cue will automatically start, as if there had been an Autofollow cue between them. Also, only one cue will play at a time. If you try to start a second cue up while another cue is already playing, the first cue will be faded out and stopped while the second cue begins to play.

- 5) Select from the main menu Cues | PlayList Toolbar to display the PlayList toolbar in the Cues view window.

## Patching the Cues view

- 1) You must now select the output(s) for this Cues view. Click on the "Patch" button in the Cues view's PlayList toolbar and the Patch dialog box will appear.
- 2) In the Wave Patch tab assign the Groups to sound card outputs.
- 3) In the Default Volume tab, punch in the group(s) where you wish to have the wave files in this Cues view to play through.

---

You can also adjust the volume here.

- 4) Click the OK button.

Repeat the above 4 steps for each zone so that you are left with one or more Cues views, along with all the Effects views from the previous steps.

## Selecting an Effects view to Play

In each Cues view you must select which of the Effects views you wish to play to that zone.

- 1) Click on the combo box in the PlayList toolbar, and it will drop down displaying the title of each of the open Effects views.
- 2) Click on the Effects view you wish to copy to this Cues view.
- 3) SFX will prompt you to "Replace all cues in this list?" Click Yes, and the cues view will be filled with all of the effects in the corresponding effects view.
- 4) Save the Cues view by selecting File | Save, and enter in a name that represents what zone this cue list outputs to.

Repeat these 4 steps for each Cues view.

## Playing the Cues

Click on the Go Button toolbar button to start playback. The select cue in the Cues view will begin playing. When it finishes, the next cue will automatically begin playing, and when the list reaches the end, it will automatically start over.

Click the Go Button in the other Cues views to start them up.

If you click Go again, the next cue will begin playing, and the already playing cue will fade out and stop.

To stop playback you can either click on the Panic button in the PlayList toolbar, which will abruptly halt playback in that Cues view, or you may click on the Stop button in the PlayList toolbar, which will fade out the currently playing effect and stop it.

## Selecting Alternate Cues

To play a different cue in the Cues View:

- 1) Click on the Alternate button in the PlayList toolbar and the Alternate dialog box will appear. The Alternate dialog box is an alphabetically sorted list of all the effects found in all the open Effects views.
- 2) Select an Effect and click Play Now! to have the effect immediately start playing (fading out and stop the already playing cue) or Play Next to insert the effect as the cue to be played after the current playing cue is finished.

Once an Alternate cue has finished playing, it will automatically remove itself from the list.



# 17 Troubleshooting

## Troubleshooting

### Troubleshooting

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This chapter contains information on how to solve various problems you may encounter. If you do not find an answer here, see *Product Support* page 12.

*SFX does not recognize hardware key. -- or - SFX reads "SFX Demo v5.x - " in the top caption bar instead of "SFX V5.x - "*.

*Putting CD in drive causes it to automatically play.*

*Black 'x' in front of cue.*

*Cue is not audible.*

*Echo Sound Card not seen by SFX.*

*Audio glitches.*

*CD cue is not audible.*

*Maximum of four playing cues.*

*Only one cue playing back at a time.*

*Views will not move or close.*

*Can't find a feature in the main menu.*

*Can't Fade across Groups.*

*Can't add effects or cues.*

*Can't change Properties.*

*Can't drag-and-drop effects or files.*

*MIDI Commands do not trigger external device.*

*Can't do a MIDI capture.*

*MIDI Show Control cues do not trigger external device.*

*MIDI messages are not triggering SFX.*

*Keyboard triggers are not triggering SFX.*

*MIDI Show Control messages are not triggering SFX.*

*Error/crash when launching SFX.*

*SFX crashes when opening a cue list.*

*SFX does not recognize hardware key. -- or -- SFX reads "SFX Demo v5.x - " in the top caption bar instead of "SFX V5.x - "*.

- ? The hardware key is not connected:
  1. Exit SFX.
  2. Connect the hardware key to the parallel port or USB port of your computer.

3. Launch SFX again. If SFX still says "Demonstration" try running the SentMed.exe program found in the HardwareKey folder under SFX.
- ? For a parallel port key: The communication settings in the BIOS are not set up to properly read the card. Reboot your computer and enter the BIOS settings. Change the "Parallel Port Mode" in the BIOS from "Bi-directional - EPP" to "SPP," "ECP," or "Normal." The BIOS port should also be set to 378h.
- ? If this does not solve your problem, please see the Knowledge Base on the Stage Research web site: <http://www.StageResearch.com>.

***Putting CD in drive causes it to automatically play.***

To disable the autoplay feature on your CD-ROM:

1. Select START | SETTINGS | CONTROL PANEL and the Control Panel dialog box will appear.
2. Select from the Control Panel menu VIEW | OPTIONS and the OPTIONS dialog box will appear.
3. Select the FILE TYPES tab.
4. Select from the "Registered file types" list box "AudioCD."
5. Click the EDIT button and the "Edit File Type" dialog box will appear.
6. In the "Actions" list box, click on "Play" and then click on the REMOVE button.

***Black 'x' in front of cue.***

Cause:

- ? File is not found.
- ? File is incorrect format.
- ? Patch is not setup.
- ? Incompatible sound card.

Solution:

First, select from the main menu Cues | Patch and the Patch dialog box will appear. Select Wave Patch and verify that the appropriate Groups are assigned to the correct sound card outputs. If no options exist in the dropdown boxes, it is because you either do not have a sound card, or the sound card you have is incompatible with SFX (i.e. is has no DirectX or WDM drivers). See your sound card manufacturer's web site.

If the patch is correct, click on the cue in the cue list and then click the Properties button. Once the Properties dialog box appears, click on the Wave tab. Verify that the file is located in the folder specified. If the full path is not displayed, SFX uses the path defined in the Tools | Options | Folders settings.

Select the Mixer tab and verify that the cue is assigned to the desired Groups.

***Cue is not audible.***

The possible problems and solutions are:

- ? Volume is zero:
  1. Select the cue.
  2. Click on the PROPERTIES button and the "Effect Property" dialog box will appear.
  3. Click on the MIXER tab.
  4. The volume slider may be at zero.
- ? The cue is not assigned to a Group (see *Patch, Groups, and Volumes* page 14):
  1. Select the cue.
  2. Click on the PROPERTIES button and the "Effect Property" dialog box will appear.
  3. Click on the MIXER tab.
  4. The effect should have at least one of the Group buttons punched in. If not, select a Group and click OK.

5. Also, verify that the Group is patched to a sound card. Make the Cues view (or Effects view) active by clicking on it.
6. Select from the main menu CUES (or EFFECTS) | PATCH and the "Patch" dialog box will appear. The Group(s) you assigned your cue to should list a sound card output. If it does not, select one.

### ***Echo Sound Card not seen by SFX.***

#### Causes

- ? Breakout box is not powered on.
- ? DirectX is not enabled for the Echo sound card.

#### Solution

Make sure that the breakout box for the sound card is plugged in and turned on.

Download and install the latest drivers from the Echo (<http://www.EchoAudio.com>) web site.

Click the Windows Start button | Settings | Control Panel | System | Device Manager | Video, Sound, and Game Controllers and click on the Echo driver. Click Properties and the Properties dialog box will appear. Select the DirectX/GSIF tab. Check Enable DirectX. Click OK to all boxes and then reboot.

### ***Audio glitches.***

The buss that your hard drive is attached to determines the speed in which audio will flow off the hard drive, into SFX, then finally into the sound card. It is HIGHLY recommended that DMA is enabled for the IDE channel that your hard drive is attached. Most IDE controller cards support DMA however you may need to download the latest IDE driver from the manufacturer of your motherboard.

#### Windows 2000

1. From ControlPanel->System, find "Device Manger..." and click the button.
2. Find the IDE ATA/ATAPI controllers folder and open it.
3. Find the Primary IDE Channel and double click it (or right click and select Properties...)
4. Verify that the transfer mode is set to: "DMA if available"

It is important that the transfer mode is selected to "DMA if available" and that the Current Transfer Mode shows: "Ultra DMA Mode" If the Current Transfer Mode shows: "PIO Mode" then the data transfer will not keep up while streaming audio in SFX and you may hear glitches.

### ***CD cue is not audible.***

Audio CD drives have the ability to output Audio tracks directly to the sound card. Typically this is done by physically connecting the audio output on the CD to the CD audio input on the sound card. There are a number of sound cards that do not have the physical connector and although it is possible to use the headphone jack on the CD directly into your mixer, with Win2K and WinXP and a compatible CD player, you may enable Digital Audio and have the CD route sound through the buss directly to the sound card.

Processing digital CD audio will require more horse power from your computer as the data is read then converted into a format that that sound card can use prior to output. It is also important to understand that the only way to route the output is to assign your preferred audio device in Sounds and Multimedia.

1. From the control panel find and click on "Sounds and Multimedia".
2. Click on the "Hardware" tab and find your CD drive in the list. Select it and click the "Properties" button.
3. Click on the Properties tab and look for the option "Digital CD Playback". By clicking this button, CD audio will be routed digitally for this CD player. Click the OK button.

4. Verify that you have selected the correct Preferred Sound Playback device as the CD audio will route only to this device.

**Maximum of four playing cues.**

You are running the SFX Standard or the SFX Show Control edition. This is by design. In order to playback more than four cues at one time, you can upgrade to the SFX ProAudio or the SFX ProAudio/Show Control editions through the Stage Research web site.

**Only one cue playing back at a time.**Cause:

Preempt for the cue's assigned Group is ON. In the Patch dialog box, you can specify that one or more groups are in Preempt, which means that only one cue will play on that Group at a time.

Solution:

Click on the caption bar of the Cues list. Then, select from the main menu, Cues | Patch | Wave Patch. Make sure that the Preempt buttons are off (they should be "punched" out).

**Views will not move or close.**

The desktop is locked (see *Play Desktop* page 22). To unlock the desktop, select from the main menu VIEWS | LOCK VIEWS.

**Can't find a feature in the main menu.**

The appropriate view is not selected (see *Menu and the Active View* page 18). SFX's main menu changes depending on that view that is currently active. For example, when you click on the Cues view, the menu will change to include a menu item titled CUES.

**Can't Fade across Groups. Can't Fade from on Group to another.**

The cue is not assigned to the Groups in question. For instance, if you want to Fade a cue from Group 1 to Group 2, you must assign the cue to *both* groups initially. Just set Group 2's volume to 0.

**Can't add effects or cues.**

The possible problems and solutions are:

- ? If SFX's caption bar has the word "[play]" in it, then you are in the Play Desktop (see *Play Desktop* page 22):
  1. Select from the main menu VIEWS | SWITCH DESKTOP and the caption will change to "[edit]".
- ? You may not put certain special effects next to each other; such as two Autofollows two Waits, or a Wait followed by an Autofollow.

**Can't change Properties.**

See "Can't add effect or cues" above.

**Can't drag-and-drop effects or files.**

See "Can't add effect or cues" above.

**Can't do a MIDI capture.**

To do a MIDI capture you must tell SFX what MIDI instrument and channel to capture messages from. See *MIDI Command Control* page 55.

**To select a MIDI input device and channel:**

1. Select from the main menu TOOLS | OPTIONS and the "Options" dialog box will appear.
2. Select the MIDI COMMAND CONTROL tab.
3. In the "Incoming MIDI Command Device" combo box, select the appropriate MIDI input device.
4. In the "MIDI channel..." combo box, select the channel that the MIDI commands will be received on.



**MIDI Commands do not trigger external device.**

The possible problems and solutions are:

- ? The MIDI Command is not assigned to a Group (see *Patch, Groups, and Volumes* page 14):
  1. Select the cue.
  2. Click on the PROPERTIES button and the “Effect Property” dialog box will appear.
  3. Click on the OUTPUT tab.
  4. The appropriate output should be selected (it will be highlighted). See *MIDI Command Effects* page 69.
  5. The Group(s) you assigned your cue to should list a MIDI output device. If it does not, select one. Do not select the MIDI synthesizer on the sound card; you must select the device that corresponds with the output jack on your sound card.
  
- ? The MIDI Command is sending on the wrong MIDI channel. When you send MIDI notes (Note On, Note Off, Control Change, etc.) the low-byte represents the channel. For example, following is a list of Note On values you would use to send to each of the sixteen channels:

Channel	Note On value
1	80
2	81
3	82
4	83
5	84
6	84
7	86
8	87
9	88
10	89
11	8A
12	8B
13	8C
14	8D
15	8E
16	8F

**MIDI Show Control cues do not trigger external device.**

The possible problems and solutions are:

- ? The MSC message is not assigned to a Group (see *Patch, Groups, and Volumes* page 14):
  1. Select the cue.
  2. Click on the PROPERTIES button and the “Effect Property” dialog box will appear.
  3. Click on the OUTPUT tab.
  4. The appropriate output should be selected (it will be highlighted). (see *MIDI Show Control* page 73).
  5. The Group(s) you assigned your cue to should list a MIDI output device. If it does not, select one. Do not select the MIDI synthesizer on the sound card; you must select the device that corresponds with the output jack on your sound card.

**MIDI messages are not triggering SFX.**

The possible problems and solutions are:

- ? The Enable Keyboard/MIDI triggers setting is off:
  1. There should be a check mark next to the main menu item VIEW | ENABLE TRIGGERS.
- ? The MIDI input device and channel are not selected, or are incorrectly selected (see *Triggering SFX with MIDI* page 70):
  1. Select from the main menu TOOLS | OPTIONS and the “Options” dialog box will appear.
  2. Select the MIDI COMMAND CONTROL tab.
  3. In the “Incoming MIDI Command Device” combo box, select the appropriate MIDI input device.
  4. In the “MIDI channel...” combo box, select the channel that the MIDI commands will be received on.

**Keyboard triggers are not triggering SFX.**

The possible problems and solutions are:

- ? The Enable Keyboard/MIDI triggers setting is off:
  1. There should be a check mark next to the main menu item VIEW | ENABLE TRIGGERS.

**MIDI Show Control messages are not triggering SFX.**

The possible problems and solutions are:

- ? The sending device's command format is not one of the formats that pertains to SFX ((see *Controlling SFX* page 74).
- ? The MSC input device is not selected, or is incorrectly selected (see *Controlling SFX* page 74):
  1. Select from the main menu TOOLS | OPTIONS and the "Options" dialog will appear.
  2. Select the MIDI SHOW CONTROL tab.
  3. In the "Incoming Show Control" combo box, select the appropriate MIDI input device where the MSC commands will originate. Select one or more device IDs in the "Device IDs" list box.
- ? The cues list's has MSC disabled:
  1. Make the Cues view active by clicking on it.
  2. Select from the main menu CUES | SHOW CONTROL & TRIGGERS and the "Show Control & Triggers" dialog box will appear.
  3. Check the "Use MIDI Show Control" checkbox.

**Error/crash when launching SFX.**

If you receive an error or crash on starting SFX, the possible cause is that the PlugInAudioBox.plg file is installed on your machine and you do not have an AudioBox connected to your computer.

1. Close SFX.
2. Open My Computer and navigate to the folder where SFX is installed (typically C:\Program Files\SFX).
3. Delete the file: PlugInAudioBox.plg

**SFX crashes when opening a cue list.**

No sound card is recognized by SFX. In SFX, select from the main menu Tools | Options | Default Wave Patch. If no devices are available, you must install WDM or DirectX drivers for your sound card.

# Index

## A

<b>Active View</b> .....	18
<b>Add</b> .....	55
<b>Adding Cue Status</b> .....	45
<b>Administrative Commands</b> .....	80
Allow Emulated Sound Card Drivers.....	56
<b>Arguments</b> .....	<b>55</b>
<b>Array</b>	
<b>Auto Advance</b> .....	49
<b>Go Button</b> .....	48
<b>Instant Play</b> .....	48
<b>Integrity Check</b> .....	49
<b>Locating Files</b> .....	49
<b>MIDI Show Control</b> .....	49
<b>Patch</b> .....	49
<b>Printing</b> .....	49
<b>Seek Buttons</b> .....	48
<b>Show Control</b> .....	49
<b>Status</b> .....	49
<b>Triggers</b> .....	49
<b>View</b> .....	47
<b>assign</b> .....	61
<b>Attributes</b> .....	60
<b>Auto Advance</b> .....	49
Autofollow.....	20, 36, 63
<b>Cue</b> .....	53
<b>Autosave</b> .....	52
<b>Files</b> .....	56

## B

<b>Background</b>	
<b>Color</b> .....	53
<b>Image</b> .....	<b>53</b>
Background color.....	54
Background Color.....	35, 44
<b>Basic</b> .....	10
Bits.....	56
<b>Button Toolbar</b> .....	46

## C

Capture	
MIDI.....	55
MIDI Commands.....	55
CD Track.....	20, 35, 63
Channels.....	56
<b>Clear All Time Code</b> .....	39
Color	
Background.....	54
Column	
Cue Number.....	41
<b>Cues</b> .....	41
Description.....	41

---

Effects .....	30
State .....	41
Status .....	41
Time Code .....	41
Type.....	41
Columns	
Color .....	54
<b>Command</b> .....	64
<b>Command effect</b> .....	64
<b>Command Formats</b> .....	<b>56</b>
<b>Command Interface</b> .....	79
<b>Commands</b> .....	79
Command Interface Commands .....	79
CLOSE .....	80
COLUMN.....	80
COPY .....	83
DELETE.....	84
EXIT.....	80
GO .....	84
GOTO.....	84
HELP.....	81
LEARN .....	81
LIST .....	81
NEW .....	81
NEXT.....	84
OPEN .....	81
OPTIONS .....	82
PANIC .....	85
PAUSE.....	85
PLAY.....	85
PREVIOUS .....	85
PRINT .....	82
PROPERTIES .....	85
QUIT .....	82
SAVE.....	82
SAVEALL.....	82
SAVEAS.....	82
SET ASSIGN.....	87
SET CUE# .....	87
SET DESCRIPTION.....	87
SET TIME.....	87
SET TIMECODE.....	88
SET TRIGGER.....	88
SET UNASSIGN.....	88
SET VOLUME.....	88
STOP.....	86
SWITCH.....	83
TIMECODE.....	83
TRIGGER.....	86
<b>Command, Tools</b> .....	<b>55</b>
<b>Commands</b>	
<b>Command Interface</b> .....	79
<b>Control Commands</b> .....	83
<b>Conventions</b> .....	12
copy .....	29, 36
Cue	
Autofollow.....	20, 63

CD Track .....	20, 63
Command .....	20, 64
Fade .....	20, 64
MCI Command .....	20, 63
Memo .....	20, 65
MIDI Command.....	20, 62
MIDI Sequence .....	20, 62
MIDI Show Control.....	20, 63
<b>Plug-Ins</b> .....	65
Restart .....	20, 65
Stop .....	20, 64
Wait .....	20, 63
Wave file .....	19, 62
cue number.....	60
Cue Numbers .....	52
<b>Cue Status</b>	
<b>Adding</b> .....	45
<b>Button Toolbar</b> .....	46
<i>Default number</i> .....	53
<b>Removing</b> .....	45
<b>Status Displays</b> .....	46
<b>View</b> .....	45
<b>Cues</b> .....	33
<b>Clear All Time Code</b> .....	39
<b>Columns</b> .....	41
copy .....	36
<b>Deleting</b> .....	37
<b>File</b> .....	16
<b>Go to Cue</b> .....	39
<b>Inserting</b> .....	35
<b>Inserting Special</b> .....	36
<b>Integrity Check</b> .....	40
<b>Learn Time Code</b> .....	39
<b>Locate Files</b> .....	40
<b>MIDI Show Control</b> .....	38
move .....	36
New .....	34
<i>Numbering</i> .....	52
Open .....	34
<b>Panic</b> .....	37
<b>Patch</b> .....	38
<b>Playing</b> .....	37
<b>Printing</b> .....	41
<b>Properties</b> .....	37, 60
<b>Renumbering</b> .....	39
<b>Replace</b> .....	36
<b>Seek Cue To Time</b> .....	39
<b>Show Control</b> .....	38
<b>Sorting</b> .....	40
<b>Triggers</b> .....	38
<b>View</b> .....	34
<b>Cues List</b> .....	16
<b>D</b>	
<b>Default</b>	
<b>MIDI Patch</b> .....	54
<b>Patch</b> .....	15

---

<b>Volume</b> .....	15, 54
<b>Wave Patch</b> .....	54
<b>Delete</b>	
<b>Cues</b> .....	37
<b>Effects</b> .....	29
<b>Desktop</b> .....	53
<b>Edit</b> .....	17
<b>Password</b> .....	53
<b>Play</b> .....	17
Switch .....	17, 22
<b>Device IDs</b> .....	<b>56</b>
<b>Digital Sound</b> .....	11
<b>E</b>	
<b>Edition</b> .....	10
Editor Mode .....	91
Effect	
Autofollow .....	20, 63
CD Track .....	20, 63
<b>Command</b> .....	64
Fade .....	20, 64
MCI Command .....	20, 63
Memo .....	20, 65
MIDI Command .....	20, 62
MIDI Sequence .....	20, 62
MIDI Show Control .....	20, 63
<b>Plug-Ins</b> .....	65
Restart .....	20, 65
Stop .....	20, 64
Wait .....	20, 63
Wave file .....	19
<b>Wave File</b> .....	62
<b>Effect Types</b> .....	19, 59
<b>Effects</b> .....	60
Columns .....	30
copy .....	29
<b>Deleting</b> .....	29
<b>File</b> .....	16
<b>Font</b> .....	30
<b>Inserting</b> .....	28
<b>Integrity Check</b> .....	30
<b>Locating Files</b> .....	30
move .....	29
New .....	28
Open .....	28
<b>Patch</b> .....	31
<b>Play Sample</b> .....	29
<b>Printing</b> .....	31
Properties .....	29, 60
<b>Sorting</b> .....	29
types .....	60
View .....	27
<b>Effects Tool Box</b> .....	19
Enable Triggers .....	67
<b>Example</b> .....	20

<b>F</b>	
Fade.....	20, 36, 64
<i>Default delay</i> .....	53
Fade in .....	64
Fading over multiple groups .....	64
<b>File</b>	
Cues.....	16
Effects.....	16
<b>Files</b>	
Cues .....	56
Effects .....	56
Workspace .....	56
<b>Fit</b> .....	<b>53</b>
<b>Flash Notes</b> .....	52
<b>Folder</b>	
<i>Sound Effects</i> .....	56
<b>Folders</b> .....	56
<b>Font</b>	
Color.....	35, 44
Cues .....	35
Effects.....	30
Notes .....	44
<b>Fonts</b> .....	<b>53</b>
<b>Format</b>	
MIDI Time Code .....	72
<b>Freeze</b>	
MIDI Time Code .....	72
<b>G</b>	
gang .....	61
<b>Gang</b> .....	<b>54</b>
<b>Getting Started</b> .....	13
<b>GO</b>	
<i>Right-mouse button</i> .....	52
<b>Go Button</b> .....	48
Array.....	48
View.....	37
<b>Go to Cue</b> .....	39
<b>group</b> .....	61
<b>Group</b> .....	14, <b>54</b>
<b>H</b>	
hardware key.....	14
<b>I</b>	
<b>Image</b> .....	<i>See Background Image</i>
<b>Incoming MIDI Command Device</b> .....	55
<b>Incoming Show Control</b> .....	56
<b>Initial Directory</b> .....	<b>55</b>
<b>Input</b>	
MIDI Time Code .....	72
<b>Insert</b>	
Cues.....	35
Effects.....	28
Special Effect .....	36
<b>Installation</b> .....	14

---

<b>Instant Play</b> .....	48
<b>Integrity Check</b>	
<b>Array</b> .....	49
<b>Cues</b> .....	40
<b>Effects</b> .....	30
<b>K</b>	
key.....	14
<b>Keyboard Trigger</b> .....	37
Keyboard Triggers.....	67
<b>L</b>	
<b>Learn</b> .....	72
<b>Learn Time Code</b> .....	39
License.....	3
<b>Locate Files</b>	
<b>Cues</b> .....	40
<b>Locating Files</b>	
<b>Array</b> .....	49
<b>Effects</b> .....	30
Lock Views.....	22
loop.....	62
<b>M</b>	
<b>Main Menu</b> .....	18
<b>MCI</b> .....	63
MCI Command.....	20
<b>Media Control Interface</b> .....	63
Memo.....	20, 36, 65
<b>Menu</b> .....	<i>See Main Menu</i>
<b>Menu contents</b> .....	<b>54</b>
<b>Menu Text</b> .....	<b>55</b>
<b>MIDI</b>	
Capture.....	55
<i>channel</i> .....	55
Command Control.....	55
<b>Command Message</b> .....	69
<b>Command trigger</b> .....	37
Commands.....	20, 35, 69
<b>Output</b> .....	61
Show Control.....	35, 37, 56, 73
<b>Time Code</b> .....	71
<b>Triggering SFX</b> .....	70
<b>MIDI Command</b> .....	62
MIDI Sequence.....	20, 62
MIDI Show Control.....	20, 63, 73
MIDI Show Control Commands.....	75
ALL_OFF.....	77
GO.....	75
LOAD.....	76
RESET.....	77
RESTORE.....	77
RESUME.....	76
SET_CLOCK.....	78
STANDBY_-.....	77
STANDBY_+.....	77
START_CLOCK.....	77



STOP.....	76
STOP_CLOCK.....	78
TIMED_GO.....	76
ZERO_CLOCK.....	78
<b>MIDI Time Code</b> .....	71
<b>Format</b> .....	72
<b>Freeze</b> .....	72
<b>Input</b> .....	72
<b>Learn</b> .....	72
<b>Output</b> .....	72
<b>Set</b> .....	72
Mixer.....	38, 61
move.....	29, 36
<b>Move Down</b> .....	<b>55</b>
<b>Move Up</b> .....	<b>55</b>
MSC.....	63, 73
<b>N</b>	
<b>Notes</b>	
<b>Entering</b> .....	43
<b>Flash</b> .....	52
<b>Script Information Toolbar</b> .....	43
<b>View</b> .....	43
<b>O</b>	
<b>Optimization</b> .....	56
<b>Options</b> .....	51
<b>Default MIDI Patch</b> .....	54
<b>Default Volume</b> .....	54
<b>Default Wave Patch</b> .....	54
<b>Desktop</b> .....	53
<b>Folders</b> .....	56
<b>MIDI Command Control</b> .....	55
<b>MIDI Show Control</b> .....	56
<b>Optimization</b> .....	56
<b>Preferences</b> .....	52
<b>Tools</b> .....	54
<b>Organized</b> .....	9
<b>Output</b> .....	61
<b>MIDI Time Code</b> .....	72
<b>P</b>	
<b>Panic</b> .....	37
<b>Password</b> .....	53
<b>Patch</b> .....	14, 15, 49
<b>Array</b> .....	49
<b>Cues</b> .....	38
<b>Effects</b> .....	31
<b>Preempt</b> .....	31, 38
<b>Playing Cues</b> .....	37
<b>Playing Sample</b> .....	29
<b>Playlist Mode</b> .....	40
<b>PlayList Mode</b> .....	93
<b>Plug-Ins</b> .....	65
<b>Preempt</b> .....	15, 31, 38, <b>54</b>
<b>Preferences</b> .....	52
<b>Printing</b>	

---

Array .....	49
Cues .....	41
Effects .....	31
<b>ProAudio</b> .....	10
<b>Product Line</b> .....	10
<b>Product Overview</b> .....	10
<b>Product Support</b> .....	12
<i>Prompt for arguments</i> .....	<b>55</b>
Properties .....	60
Cues .....	37
Effects .....	29
<b>Property Commands</b> .....	86
<b>R</b>	
<i>Remove</i> .....	<b>55</b>
<b>Removing Cue Status</b> .....	45
<b>Renumbering Cues</b> .....	39
<b>Replace</b> .....	36
<b>Requirements</b> .....	10
Restart .....	20, 36, 65
<i>Prompt</i> .....	53
<b>Right mouse button</b> .....	37
<i>Right-mouse button</i>	
<b>GO</b> .....	52
<b>S</b>	
Samples .....	56
<i>Screen Saver</i> .....	<b>54</b>
<i>Disable</i> .....	<b>54</b>
<b>Script Information Toolbar</b> .....	43
<b>Seek Buttons</b> .....	48
<b>Seek Cue To Time</b> .....	39
<b>Set</b>	
<b>MIDI Time Code</b> .....	72
<b>Show Control</b> .....	10, 38, 49
<i>Show Integrity</i> .....	52
<i>Slave Time Code</i> .....	56
<i>Snap to Grid</i> .....	<b>54</b>
Software License .....	3
<b>Sorting</b>	
Cues .....	40
Effects .....	29
<b>Sound Cards</b> .....	12
<i>Sound Effects Folder</i> .....	56
<b>Special Effects</b>	
Autofollow .....	36, 63
Command .....	64
Fade .....	36, 64
Memo .....	36, 65
Plug-Ins .....	65
Restart .....	36, 65
Stop .....	36, 64
Trigger .....	36
Wait .....	36, 63
<b>Stage Research</b> .....	12
<b>Standard</b> .....	10
<b>Startup Parameters</b> .....	91

Status.....	49
Status Column .....	41
<b>Status Displays</b> .....	46
Stop .....	20, 36, 64
Switch Desktop .....	17, 22
<b>T</b>	
<b>Technical Support</b> .....	12
<b>Time code</b>	
Clear All Time Code.....	39
Learn Time Code.....	39
<b>Time Code</b> .....	37, 71
Format.....	72
Freeze.....	72
Input.....	72
Learn.....	72
Output .....	72
Set.....	72
Slave .....	56
<b>Tool Box</b> .....	19
<b>Toolbar</b> .....	18
<b>Tools</b> .....	54
Trigger .....	36, 61
<b>Trigger cue</b> .....	37
<b>Triggers</b> .....	38, 49
Disable.....	67
<b>Troubleshooting</b> .....	97
<b>U</b>	
<b>Updates</b> .....	14
<b>V</b>	
<b>View</b>	
Array.....	47
Cue Status .....	45
Cues.....	34
Effects.....	27
Go Button.....	37
Lock .....	22
Notes.....	43
<b>Views</b> .....	18
<b>Volume</b> .....	14, 15
<b>W</b>	
Wait.....	20, 36, 63
Cue Numbers .....	53
Default delay .....	53
Prompt .....	53
<b>Wave</b> .....	62
Wave file .....	19
<b>What's New In Version 5.6</b> .....	11
<b>Working with</b>	
Array.....	47
Cue Status .....	45
Cues.....	33
Notes.....	43
<b>Workspace</b> .....	16

<i>Automatically save</i> .....	52
<i>Load last used</i> .....	52