



Strand Lighting

FACT
sheet

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A GUIDE TO ASCII CUES

An ASCII Cue file contains a list of instructions which describe cues, groups, submasters, dimmer softpatch, and other information in a lighting console. The instructions in the file are very similar to those an operator might use to create the show at the console.

This file is an actual ASCII Cues file with extensive comments which explain each instruction. The file includes examples of cues, groups, submasters, and softpatch, including all standard instructions. Also included are extensions which support the LightPalette 90 features. These special instructions start with "\$" or "\$\$".

Read through this guide to learn the ASCII Cues language. You will find it pretty easy to pick up. Later, use this file as a reference when reading or modifying other ASCII Cue lighting files, or when creating your own.

Some basics:

- Instructions consist of words and numbers separated by "delimiters". All delimiters are interchangeable. Anywhere this sample file uses a space, comma, >, <, =, @, or / it may be replaced by one or more of any combination of the other delimiters.
- No line in the file can be longer than 80 characters, including all delimiters and spaces. Blank lines are ok.
- Capitalization is unimportant. CUE, Cue and cUe are all the same.
- Only one instruction on a line, please.

- For reasons beyond the scope of this sample file, the number of "\$" symbols in special LP90 instructions is important.
- An exclamation point indicates that the rest of the line is a comment about the file, and not information to be processed.

Basic Instructions

Ident 3:0

The IDENT instruction identifies the version of the ASCII Cues language used in a file. It is an optional instruction. If present, it must be the first instruction in the file.

Clear Cues
Clear Subs
Clear Groups
Clear Patch
Clear All

The CLEAR instruction clears any data in the the console before loading the information contained in the text file. CLEAR ALL does the work of the four preceeding CLEAR instructions.

Set Channels 100
Set Dimmers 100
Set Patch Default

The SET instruction defines basic show information. Default patch is dimmer 1 = channel 1, etc. Use of SET instructions is optional.

Set Manufacturer Strand
Set Console LightPalette90

These two special SET instructions enable processing of LP90 informa-

tion (effects, macros, profiles, etc.)
Consoles or translators which do not have LP90 capability will simply ignore all LP90-specific instructions.

Special Basic Instructions

After the LP90 mode is enabled, special basic instructions may be used.

Set \$Title SAMPLE SHOW

The SET \$TITLE instruction defines the show name.

Clear \$Effects
Clear \$Macros
Clear \$Profiles
Clear \$All

Special versions of the CLEAR instruction clear parts (or all) of the LP90-specific data areas.

Cues

Cue 1 The CUE instruction marks the beginning of a cue description. The following instructions define fade times and levels for cue 1.

Up 5
Down 10 The UP and DOWN instructions set the fade time for the cue. If only one direction is listed, the other direction has the same time.

Chan 1=50 2=30 5=100 6=100

The CHAN instruction sets levels for the cue. All channels which are up in a cue must be listed in a CHAN instruction. Any channels not listed are set to zero. Multiple CHAN instructions may be used to set many channel levels in one cue.

Text curtain warmers
The TEXT instruction attaches descriptive comments to a cue. If the console supports cue notes, cue 1 will get the note "curtain warmers".

Followon 15
The FOLLOWON instruction sets an optional automatic follow time (WAIT). The next cue will start 15 seconds after cue 1 starts.

Link 8.5 The LINK instruction changes the cue sequence. Cue 8.5 will be loaded after cue 1.

Cue Variations

This cue shows the use of "point" cue numbers, delayed fades, and minutes and seconds time format.

Cue 2.3 Cue numbers range from 0.1 to 9999.9

Up 120 20
The 2 minute up time is delayed by 20 seconds

Down 1:15
Time may also be written as hours:minutes:seconds

Chan 1 100 5 25
Channels 2 and 6 will go out since they are not listed

Part Cues

Cue 8.5
Part 1
The PART instruction allows multi-part cues to be defined.

Up 3 (Down time of 3 is implied)

Chan 2 100 3 100
Part 2 Start of second part description for cue 8.5

Up 3 1 3 second fade, delayed by 1 second

Chan 1 50 7 50 8 75

LP90 Cue Features

Cue 10
Up 999
\$\$Effect 2 Assigns effect 2 to cue 10.

Chan 1 50 7 50 8 75
Effect cues may not change channel levels, so CHAN instructions from previous cue must be repeated, otherwise the cue would indicate a fade to black.

Cue 11
\$\$Profile 3
Profile 3 is assigned to cue 11

Cue 12
 \$\$Macro 1
 Cue 12 executes macro 1

Cue 13
 Chan 1 50 2 50 3 100
 \$\$Remote 7.5
 Cue 13 activates remote cue 7.5

Link 12
 \$\$LoopCount 7
 Console will execute the cue link 7 times

Cue 14
 Part 1 Part 1 fades channel 1 from 50 to full
 Up 2
 Chan 1 100
 Part 2 Part 2 fades channel 2 from 50 to full.
 Up 5
 Chan 2 100
 \$\$Blocked
 The BLOCKED instruction forces each following channel to have a "move" to the listed level, even though it may already be at that level. In a multi-part cue, LightPort always lists channels which are not changing after the last part.

Chan 4 0
 The TRACKING instruction indicates that the following channels are not blocked.

\$\$Tracking
 Chan 3 100

Groups

Group 10
 Start of description of group 10. Groups may be numbered 0.1 to 9999.9 .

Chan 1 100 2 100
 CHAN instructions set levels in group.

Text blue wash
 Optional names may be assigned.

Submasters

Sub 1 5 Start of submaster 1 description. Subs may be numbered 1 to 999 and include an optional page number, in this case 5.

Chan 10 100 11 50

Any number of CHAN instructions may be used to set levels in the submaster.

Up 2 Optional UP and DOWN instructions set bump button times.

Text lead guitar
 Optional names may be assigned.

LP90 Submasters

Sub 1 LP90 has no sub pages, so no page need be listed.

\$\$Inhibit Sub is inhibitive, otherwise it is pile-on

\$\$OverRange
 Sub is over-range, otherwise it is normal

\$\$NoBump
 Bump button is disabled

Chan 1 20 2 20 5 80

Sub 2
 \$\$LoadGroup 50
 Sub has group 50 loaded

\$\$BumpInd
 Bump button toggles dependent/independent mode

Sub 3
 \$\$LoadEffect 16
 Sub has effect 16 loaded

\$\$BumpOut
 Bump button takes sub out

Sub 4
 \$\$BumpQuickLoad
 Bump button does quick-load

Softpatch

Patch 1 5<8@100 5<9@80

PATCH instructions define the dimmer-to-channel softpatch. Up to 99 separate patch "pages" may be defined. All channel patch assignments include a proportional dimmer level.

This example patches two dimmers on patch page 1. Dimmer 8 is patched to channel 5 at a proportional level of 100% and dimmer 9 is also patched to channel 5, but it has a proportional level of 80%. When channel 5 is set at full, dimmer 8 will be full and dimmer 9 will be at 80%.

LP90 Softpatch

\$\$DimmerNames 1 FRT 2 BACK 4 PK2

Dimmer names are assigned with the \$\$DIMMERNAMES instruction. See the LP90 manual for rules on naming dimmers. In this example dimmer 1 is named "FRT", dimmer 2 is named "BACK", etc. Multiple instructions may be used to assign many dimmer names.

\$\$DimmerProfiles 1=1 2=1 4=7

Dimmer profiles are assigned with the \$\$DIMMERPROFILES instruction. Multiple instructions may be used to assign many dimmer profiles.

Effects

\$Effect 2 Start of effect 2 description.

\$\$High 80 Optional default high level, otherwise 100%.

\$\$Low 20 Optional default low level, otherwise 0.

\$\$\$StepTime .2 Optional default step time, otherwise 0.1 .

\$\$Negative Optional effect attributes may be set,

\$\$Alternate one attribute per line. Omitted attributes

\$\$Bounce are set to OFF.

\$\$Random

\$\$Build

\$\$Reverse

\$\$\$Step 1 Start of definition for step 1

\$\$High 50 Optional high level, otherwise default.

\$\$Low 10 Optional low level, otherwise default.

\$\$Time 1 Optional step time, otherwise default.

\$\$InDwellOut 0 1 0

Optional fade-in, dwell, and fade-out times for the step. All three times must be included. Otherwise fade-in and fade-out are 0, and dwell time matches step time.

\$\$Control 1+2+3

Control list of channels in effect step. Multiple CONTROL instructions may be used, but LP90 limits the list to 32 items.

\$\$Control 5>10-8

Any valid LP90 control list may be included.

\$\$Control Q8.5+Grp7=50

\$\$\$Step 3

Start of definition for step 3. Skipped steps are empty.

\$\$Control 20+30+40

Macros

\$Macro 8 Start of macro description.

Text time 15 *

TEXT instruction(s) describe macro. LP90 limits macros to 32 buttons.

Profiles

\$Profile 5 Start of description for profile 5.

\$\$Curve 40=50 80=100

CURVE lists "corners" of profile curve; missing points are automatically computed, as with LP90 "fill-in-blanks" feature. Additional CURVE instructions may be used as needed.

The End

EndData For tidiness, the optional ENDDATA instruction indicates the end of an ASCII Cues file.