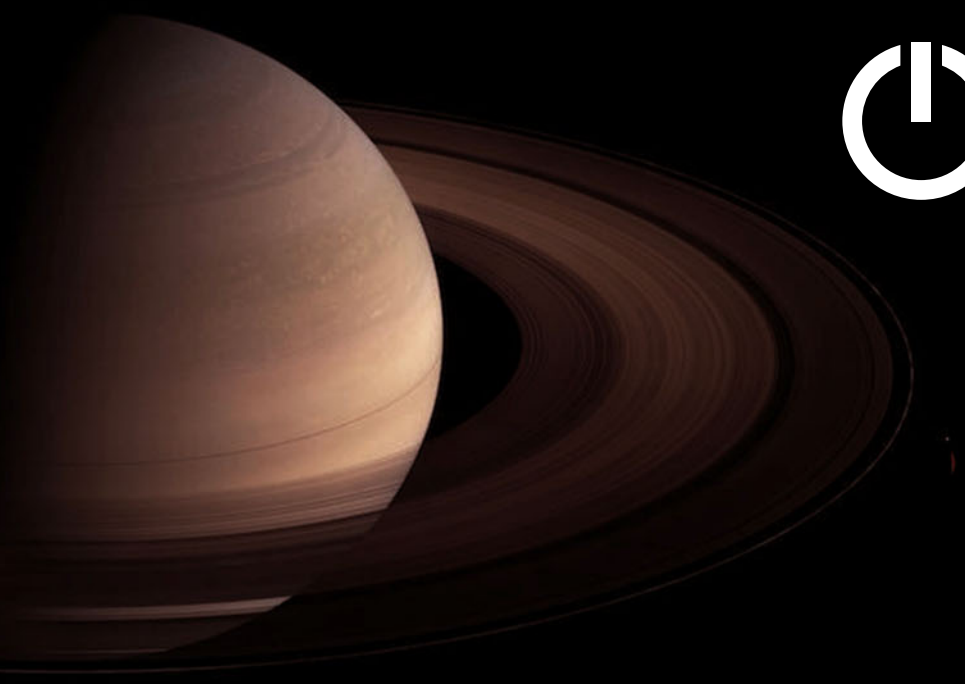

Ovation

MEDIA SERVER & SEQUENCER

User Manual

7

MERGING

AUDIO FOR THE NETWORKING AGE

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Merging Technologies
Le Verney 1070 Puidoux Switzerland
Tel: +41 21 946 04 44
www.merging.com

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Document revision-2

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Welcome to Merging Technologies Ovation!

Introduction

Thank you!

Congratulations on your purchase of the **Ovation Media Server & Sequencer**.

Ovation is a ground-breaking Media Server and Sequencer with the tools you need to produce and run shows in many spheres of activity. For example:

Theatres
Theme Parks
Museums
TV Game Shows
Trade Shows
AV Presentations
Radio stations
Retail Outlets

are just a few of the possible applications for **Ovation**.

Note: IMPORTANT! - The first thing you need to do is register your software to acquire your security key(s) and to be included in our user support list.

Please also subscribe to the User Forum at:

http://www.merging.com/forum/

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Contacting Merging

International Office:

Merging Technologies S.A.
Le Verney 4
CH-1070 Puidoux
Switzerland
Phone: **+41 21 946 0444**

UK:

Merging UK (Emerging Ltd)
23 Campbell Court
Campbell Road
Bramley
Hampshire
RG26 5EG
UK
Phone: **+44 (0) 118 402 5090**
Fax: **+44 (0) 870 123 1747**
Email: **sales@merginguk.com**

USA:

Merging USA (Independent Audio)
43 Deerfield Road
Portland,
ME 04101-1805
United States of America
Phone: **+1 (207) 773 2424**
Fax: **+1 (207) 773 2422**

For all documentation inquiries or suggestions for improvement:
http://www.merging.com

Overview

Ovation enables the user to run **Cues** of many Media and Command types, either manually like a spot player / cartridge machine or automatically against Run-time, Time-of-day or external LTC or MIDI TimeCode. The Ovation Sequencer can be controlled from a hardware controller, touch screens, GPIs, Sony 9-pin (P2) Protocol commands and MIDI.

Audio recording is also possible.

Scope

Ovation can control Audio, GPOs, MIDI Commands, Sony 9-pin (P2 protocol commands over RS422 or ethernet (IP), IP commands, MMC, MTC TimeCode and Shell Commands/Scripts/batch Files. The Ovation Mixer can be automated under Ovation control.

Ovation can be controlled via a dedicated Hardware Controller, Touch Screens, MIDI and GPIs. The Ovation Mixer can be remote controlled via EMC or Eucon. The Merging Technologies ISIS remote controller is not supported.

Evaluation Mode

If you have not entered a valid key Ovation will run in Evaluation Mode.

Everything works in the same way as the full version but only one Cue List can be saved or loaded with a Show.

Latency

Minimum latency will only be achieved in systems running in **Native** or **MassCore**™ modes. Under **MassCore™** the fire latency will be between 45ms and 66ms, plus the time required by the triggering device (USB, GPI/O, etc…). The dedicated Ovation hardware controller typically gives rise to an additional 10ms latency.

> **Note:** All automatically triggered events are sample accurate. For example when a rule fires a Cue.

Audio Formats Supported

For the full list of supported audio formats please see the Pyramix User Manual.

Ovation Documentation and Help

ToolTips

Ovation Software is equipped with 'ToolTips'. Hovering the mouse cursor over a tool icon pops-up a box with the name of the function.

Documentation

All the documentation is in the Adobe Acrobat pdf format. (**.pdf** file extension)

In order to read the documentation you will need to have **Adobe Acrobat Reader V6** or later installed on your computer.

> **Note:** All Contents entries, Index entries and Cross-references are hyperlinks for rapid navigation.

This **Ovation User Guide** and the **Pyramix User Manual** may be opened from the **Help** menu. Other documentation can be found in the Windows **Start** menu in **All Programs > Pyramix > Docs**. Please check for the most recent versions at:

http://www.merging.com/downloads

Support

If you cannot find an answer to a query in the documentation, please consult the on-line support at:

http://www.merging.com/contact/tech-support

where you will find answers to F.A.Q.s (Frequently Asked Questions) and further support.

Assumptions

This **Ovation User Guide** and other documentation assume you are thoroughly familiar with PCs and Windows terms and concepts. If self installing to a new PC, please ensure the machine is working correctly before attempting to install Ovation.

Conventions

Conventions used in Merging Technologies Documents:

Names found on screens and in menus are shown in bold. E.g. **Information & Settings**

Menu and sub-menu selections are shown like this:

Show > Recent Shows : Quickstart

Which means:

Go to the **Show** pull-down menu, mouse down to the **Recent Shows** sub-menu and choose **Quickstart**.

The **Settings** dialog Has its own hierarchical tree structure in the left hand pane with folders leading to pages.

Overview

This section provides a step-by-step guide to creating a simple new **Show** and configuring the mixer. It includes: adding **Cues** to **Cue List**s, several different types of Cue List, Running the **Show** and **Firing Cues** and **Cue Lists**.

> **Note:** This section is not intended as a substitute for the more detailed information to be found elsewhere in this guide.

A First Simple Show

The following prior steps are assumed:

- Ovation hardware and software installation has been completed.
- A means of monitoring has been connected to the physical I/O.
- The software has been registered, the registration key(s) entered and the initial settings entered in the **VS3 Control Panel**.

Launch Ovation

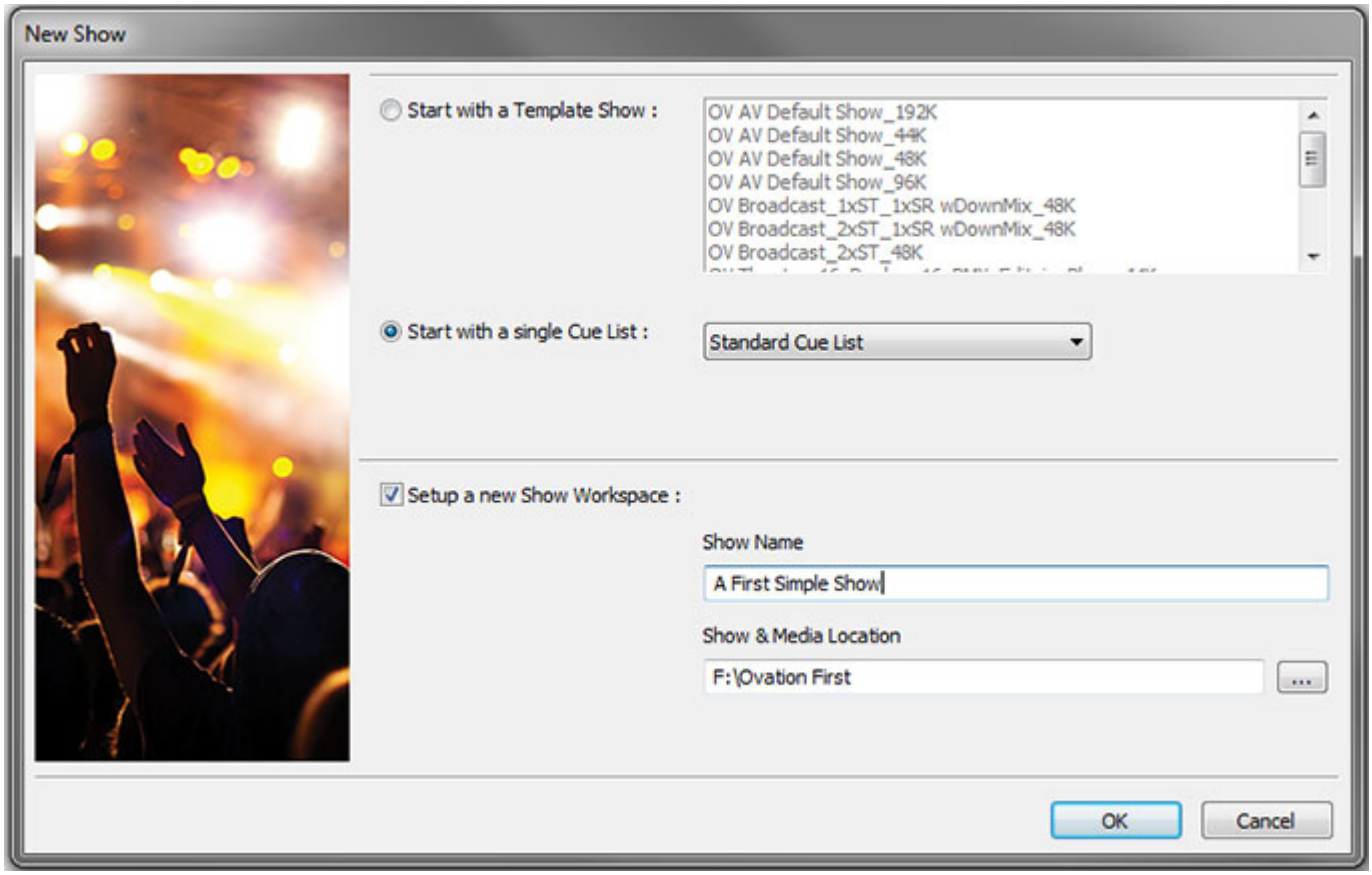
Double-click the **Ovation** icon:



Alternatively, click on **Start > All Programs > Merging Technologies > Ovation : Ovation**

Ovation will open with an empty main window and the **New Show** dialog opens.

New Show



New Show dialog

Start with a template show When selected you can choose a preexisting template from the list in the right-hand pane.

Start with a single Cue List When selected the Show will open with a single Cue List ready created. The combo box shows the type of Cue List which will be created. The arrow drops down the list of types available.

Standard Cue List

Timed Cue List

Hot Keys

Custom Keys

Cue Browser

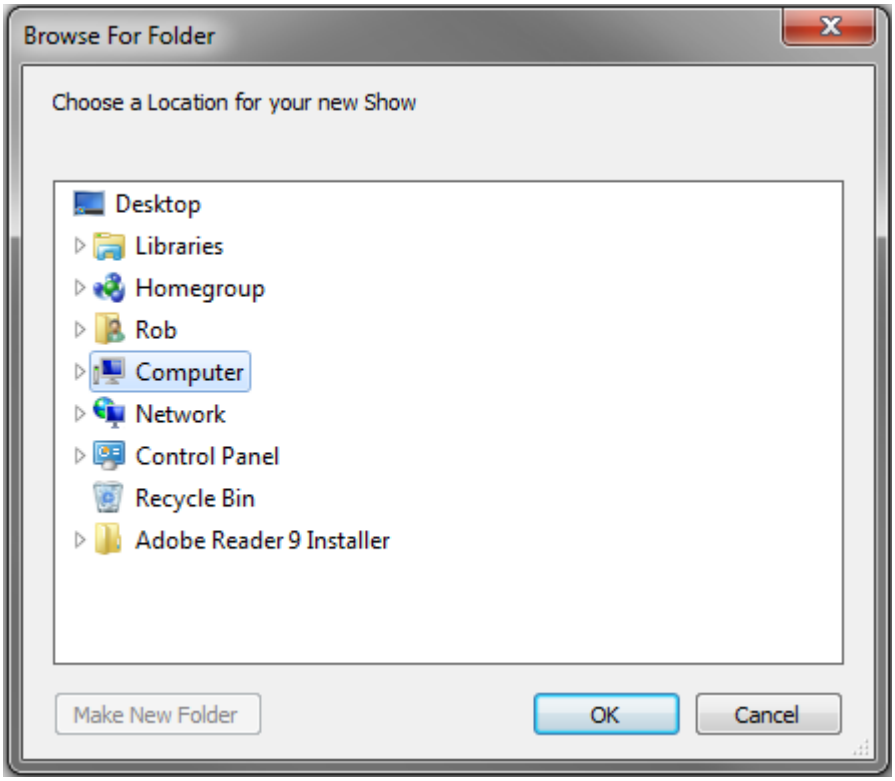
Hot Browser

Set up a new Show Workspace : When ticked a new **Show Workspace** will be created for the new Show.

Show Name Type a suitable name for the new Show in this field.

Show & Media Location The field shows the path to where the Show and associated files will be stored.

... Clicking on the **...** button opens a **Browse For Folder** dialog :



Browse For Folder dialog

The **Browse For Folder** dialog functions the same way as other Windows browsers. navigate to the location you wish to store the new project and select the desired folder or use the **Make New Folder** button to create and name a new one. Click on **OK** to create the new folder and close the dialog. The **Cancel** button closes the dialog without selecting a new location.

For the purposes of this first simple Show select:

Start with a single Cue List: Standard Cue List

Tick Setup a new Show Workspace (If not already ticked (default).

Type a suitable name for the Show

Navigate to a suitable location to store the Show (Create a new folder if necessary.)

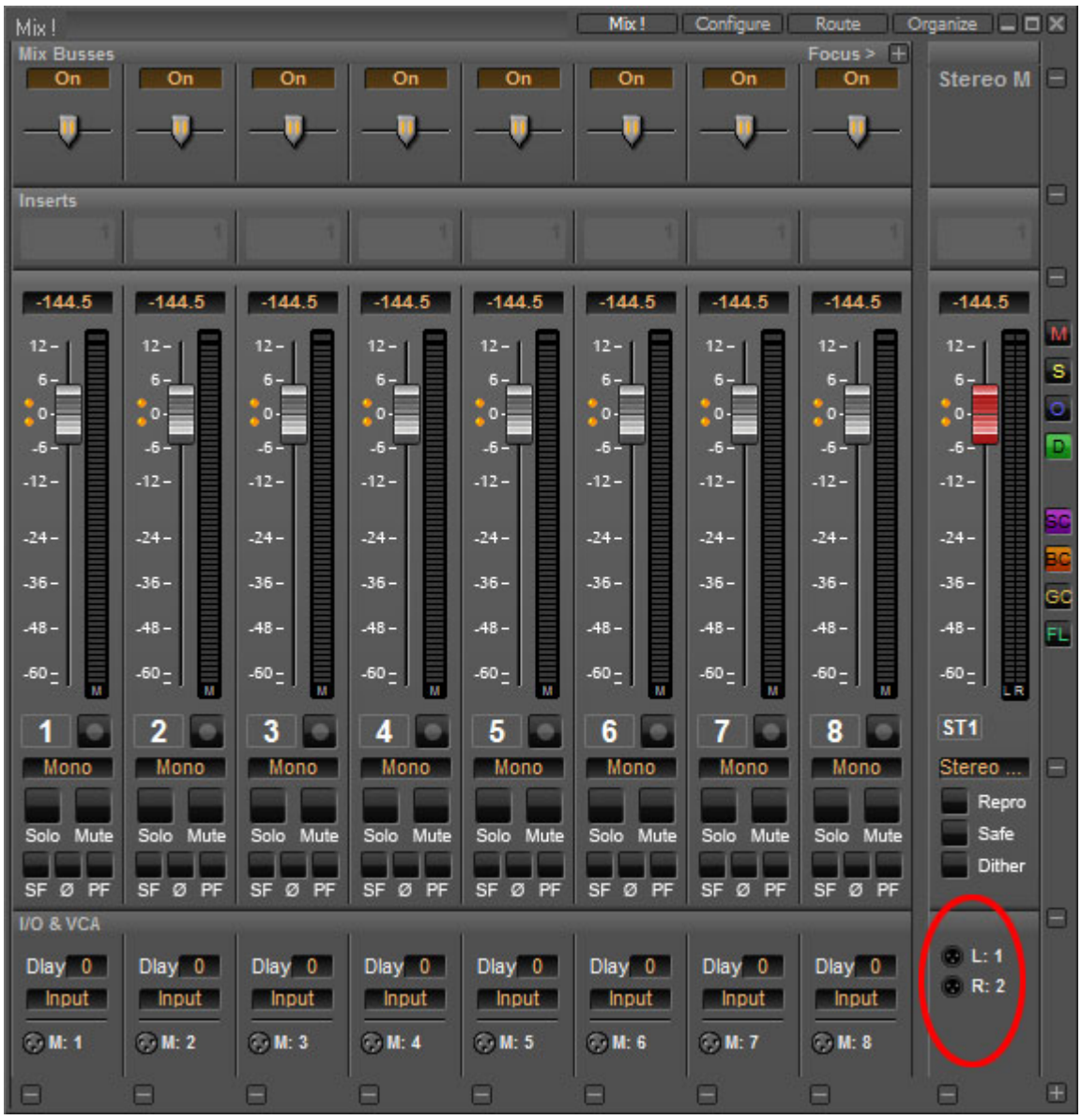
Click on OK to create the Show

The Show opens in Compose Mode. I.e. the mode for adding Cues and designing your Show and a new Standard Cue List will appear in the otherwise empty main window.

Configure the Mixer

The default mixer will be displayed. If this does not happen check that **View > View Mixer** is highlighted (enabled).

On first launch the default 8 into 2 mixer will be loaded with **NO** output routing selected.



Default Mixer with Output Routing Circled

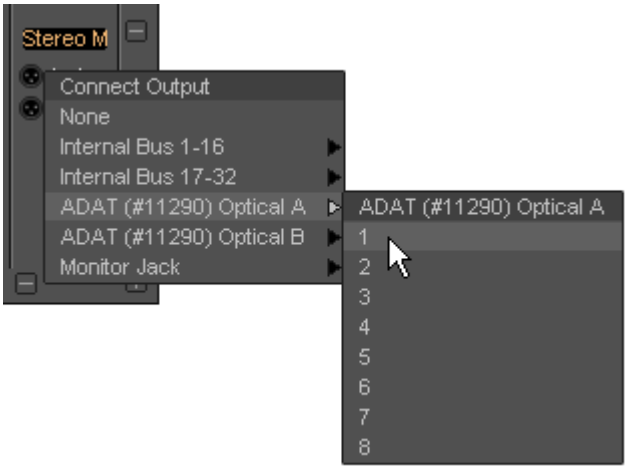
Note: The Pyramix Mixer has been extensively updated and revised with an extremely powerful new architecture. The legacy Mixer shown above is still available. Please consult the Pyramix User Manual for full details of the new mixer.

Important! When deciding on which types of buses to use, **Legacy** or the new **General Mixing Buses**, it is crucial to understand the limitations that are inherent in a system with two ways of employing busing. Please ensure that if you are going to use the new busing and panning that you convert **ALL** of your buses to the new type. Or, if you are building a new Project, please choose the new buses only.

- - **Legacy subgroups will not feed into new buses.**
- - **A mix of legacy and new buses may confuse some control surfaces.**

Output Routing

Click on the **L:** XLR icon near the bottom of the **ST1** output Bus Mixer Strip to pop-up the **Connect Output** menu.



Default Mixer Output Routing

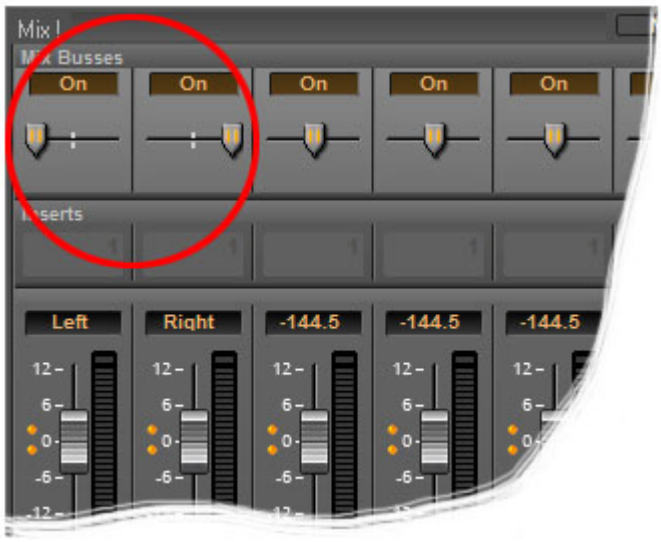
Click on the appropriate daughter board output for your hardware (In this case an ADAT daughter board is fitted so there are two entries, one for each physical connector.) Click on the desired output to route it for the Left side of the stereo output.

Repeat for the **R:** XLR icon choosing a second output channel for the Right side of the stereo output.

Set Panning

For this exercise stereo material is assumed and the panning needs to be set to suit:

Click on Strip One's pan slider and drag to the left until **Left** is shown in the alphanumeric panel above the fader.



Default Mixer Stereo Panning

Now click and drag Strip Two's pan slider to the right until **Right** shows in the display. (The display reverts to peak level a second or two after the mouse pointer moves away.) Repeat for the remaining six strips in Left Right pairs.

Note: For detailed information about the mixer please see the Pyramix User Manual.

Saving Mixer Configurations

The mixer configuration is saved with the Show. Mixer configurations can also be saved and loaded independently via the mixer **Organize** tab. (Please see the Pyramix User Manual for full details.)

Building the Show



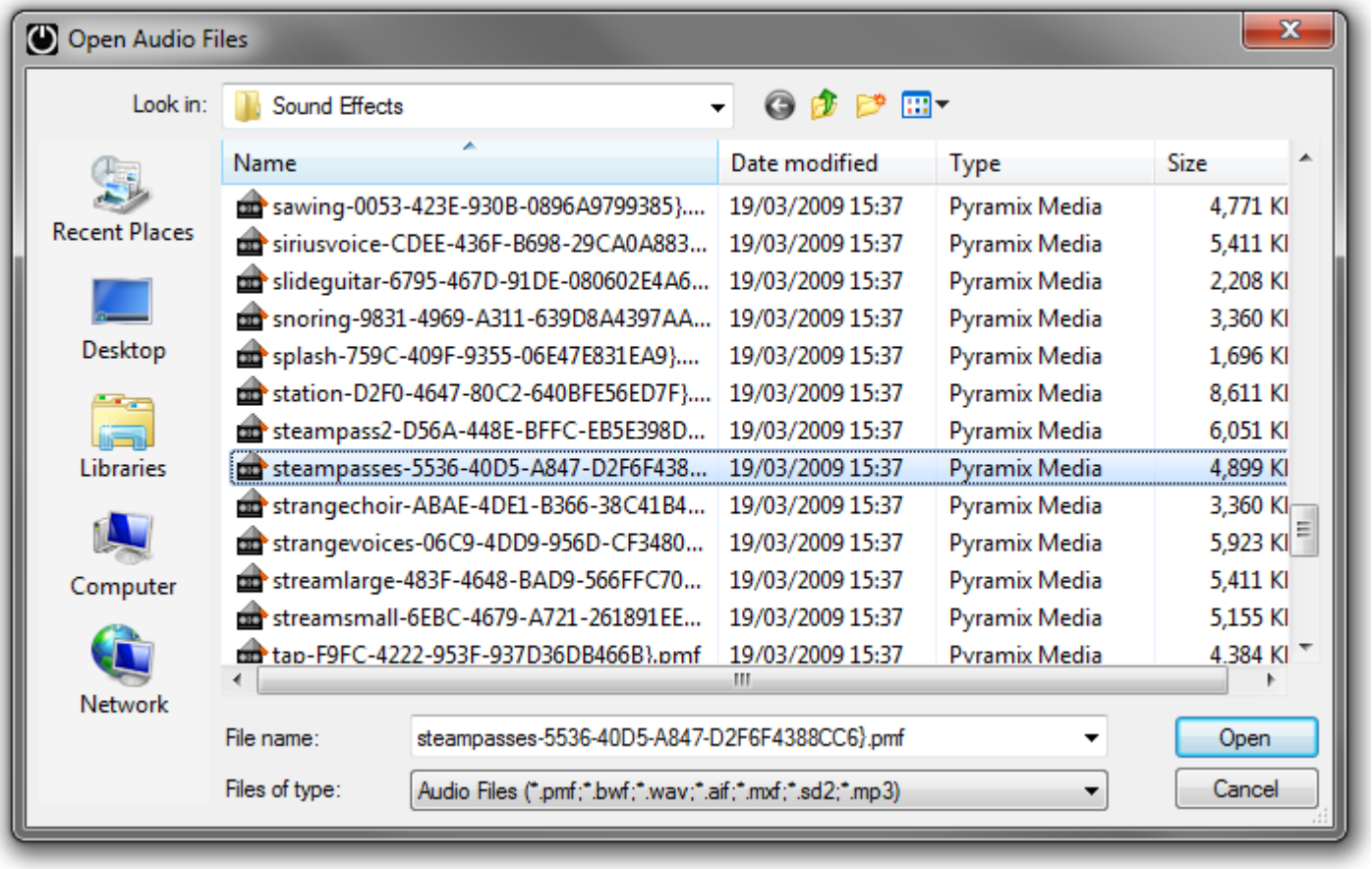
Cue List Pane - Compose Mode

Add Cues

Select **Add > Load Audio File** from the right-click context menu or select from the **Cue** menu **Add > Load Audio File** to open the **Open Audio Files** Browser.

Select, say, five Audio Media Files and click on **Open** to load them as **Cues** into the **Cue List** created with the Show.

Notice that the Cue names in the Browser include the UIDs (**U**nique **ID**entifiers(



Open Audio Files Browser

You should now have a **Cue List** that looks something like this:



Cue List Pane - Compose Mode

Notice that Ovation has abbreviated the **Media File** names intelligently to generate **Cue Names**. The **Cue Name** can be changed in the **Cue Properties** pane and the **Media File(s)** can be changed without changing the **Cue Name** by using the **Replace Audio Media** function.

Experiment with the **Move Up** and **Move Down** buttons (in the right-click context menu), but for the present leave everything else as it is.

First Run

Initialize Show

In the main window Click on the **Init Show** button:



Main Window

(Or select **Show > Init**) to Initialize the Show. Note that the Main Window may well contain the Cue List(s) you've created. Notice also that the **Cue List** pane changes to Normal Show Mode with the first Cue selected :



Cue List Pane - Show Mode

The Green bar highlighting **1 - Cue List 1** shows that this Cue List is selected and will be affected by the **Show Control** buttons. Notice that the Cue status labels all read **Asleep**.

Play



Click on the **Start Show** button to begin.

The selected Cue is highlighted in Purple indicating that it is selected and **Ready** is shown in below the Cue Name. I.e. prepared for Firing. (buffer loaded)

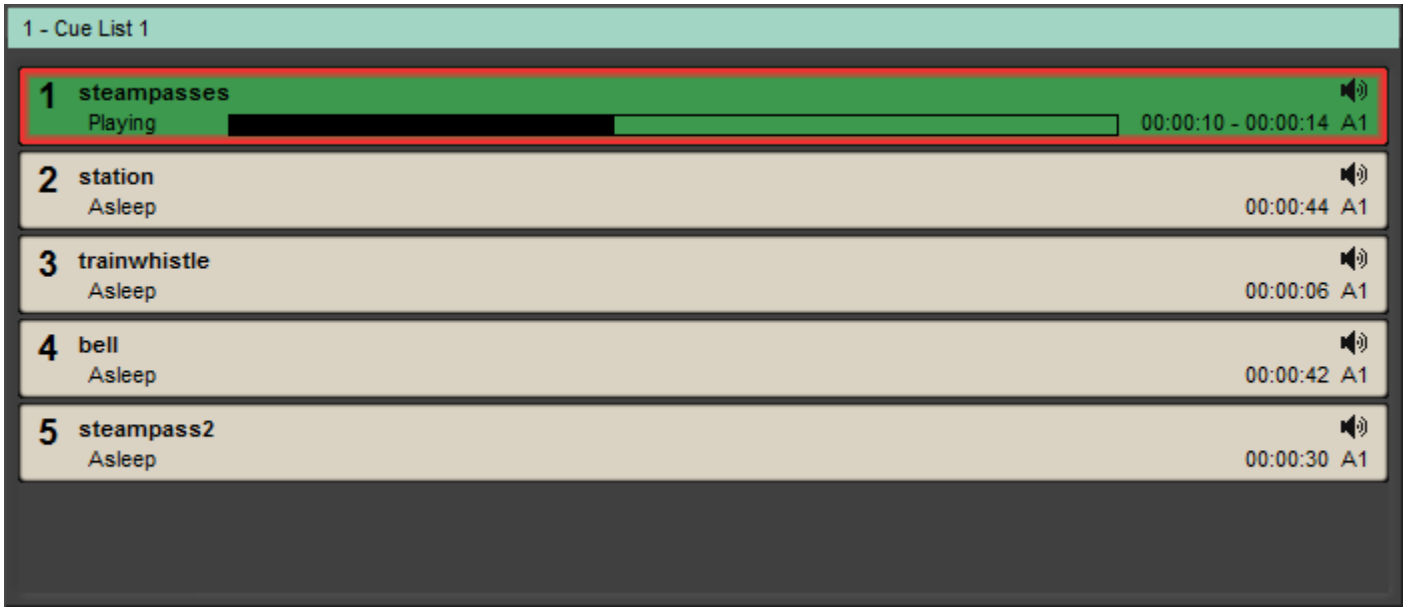


Cue List Pane with Cue Ready - Show Mode

Notice also that a red border has appeared around the Cue. This flashes slowly and indicates that this is the Cue which will be affected by the next initiation of any of the Fire, Pause and Stop Buttons, Keyboard Shortcuts and remote control.



Click on the **Fire Selected Cue** button. The selected Cue plays and it's colour changes to Green with an elapsed time bar running across the Cue and two counters showing time elapsed and time remaining.



Cue List Pane with Cue Playing - Show Mode

Notice that the same Cue remains selected in the Cue List. Notice also that when the Cue has finished Playing, it stops and is highlighted in grey to show that it is selected.

Stop the Show and re-initialize. (**Show > Stop** and click **OK** in the **Are you sure you really want to Stop the Show?** dialog.

Start the Show. As before, the selected Cue is readied for playout.



Click on the **Fire Sequence** button. The selected Cue plays. Notice that this time, the next Cue in the list is now highlighted and **Ready** for Firing.

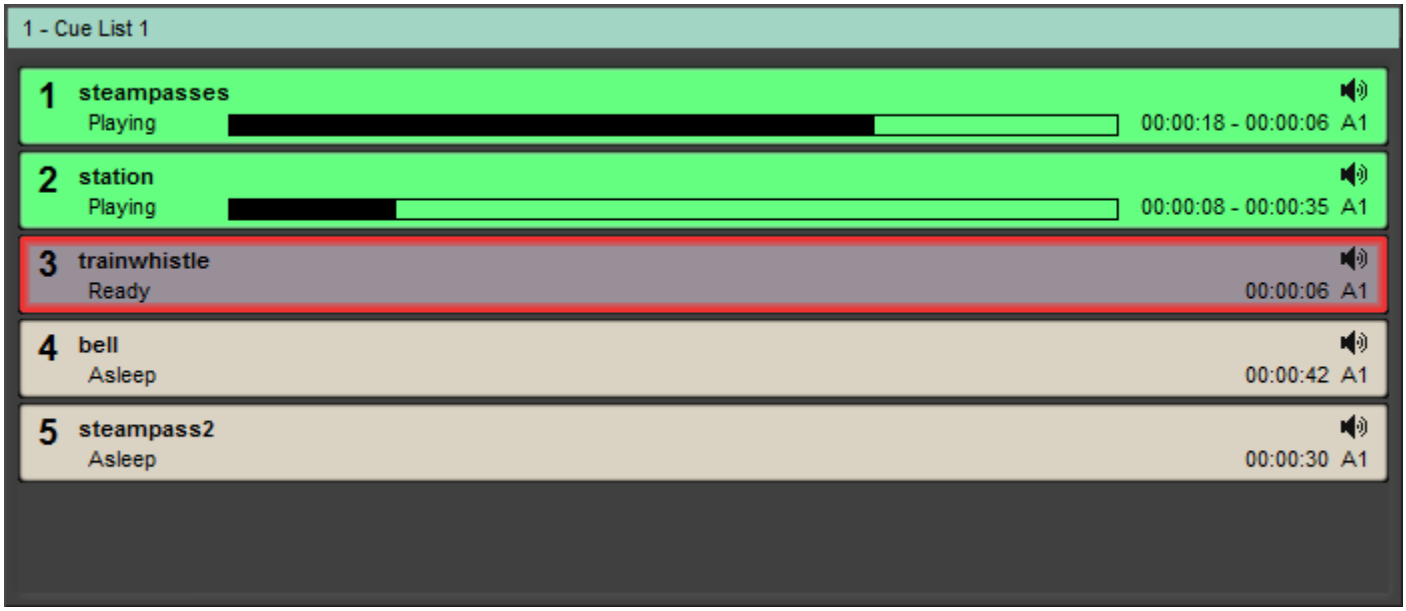


Cue List Pane with Cue Playing & Next Cue Ready - Show Mode

Notice also that the red border has moved to Cue 2. This is because it is now the Cue which will be affected by the next initiation of any of the Fire, Pause and Stop Buttons, Keyboard Shortcuts and remote control.



Click on the **Fire Sequence** button again. The next Cue Plays. Notice that the original Cue (if it hasn't ended) is still playing and the next Cue is now highlighted and **Ready** for Firing.



Cue List Pane with Two Cues Playing & Next Cue Ready - Show Mode

Notice also that the red border has now moved to Cue 3.
Play with the **Show Control** "Transport" buttons until you are familiar with their operation.
Click on **Show > Stop** and **OK** in the **Stop Show** dialog to return to **Compose Mode**.

Hot Keys Mode

Create a second Cue List, this time choosing **CueList > New > Hot Keys**, and add some Cues.

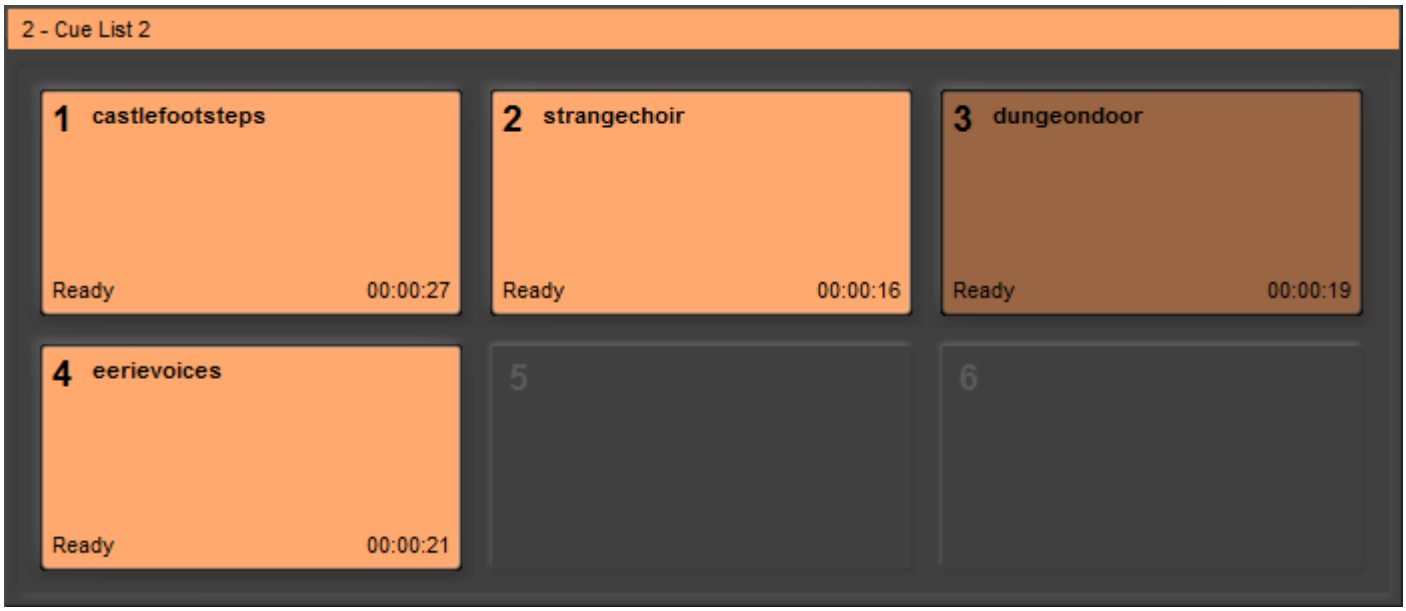


Hot Keys Cue List Pane - Compose Mode - normal

Note: In normal Compose mode, apart from the orange header and the **(Hot Keys)** label in the title bar there is no difference between the standard Cue List and the Hot Keys Cue list until the Show is initialized.

Click on the **Init Show** button to Initialize the Show:

The original Cue List will appear as before and the new, **Hot Keys**, Cue List will appear thus:



Hot Keys Cue List Pane - Show Mode

If the new Cue List is not selected (no Orange bar) either click on the title bar to select it or click on the



Show Controls **Toggle Cue Lists** button until it is selected.

Start the Show and experiment with the on screen **Hot Keys** in the **2-Cue List 2** Pane and the Show Control **Fire** and **Fire Sequence** buttons.

Experiment with the **Hot Keys**. (Number keys on the PC Keyboard, **NOT** the Numeric keypad) and notice that they toggle **Fire** and **Stop**. (This behavior can be changed later if you wish.)



Select the first Cue List, **1-Cue List 1**, either by clicking on its Title Bar or clicking on the Show Control **Toggle Cue Lists** button until the list is selected (Green Title bar).

Select a Cue in the first Cue List and Fire it using the Show Control **Fire Selected Cue** or **Fire Sequence** buttons. Now use the keyboard **Hotkeys** to Fire and Stop Cues in the second list.

Click on **Stop Show** and **OK** in the **Stop Show** dialog to return to **Compose Mode**.

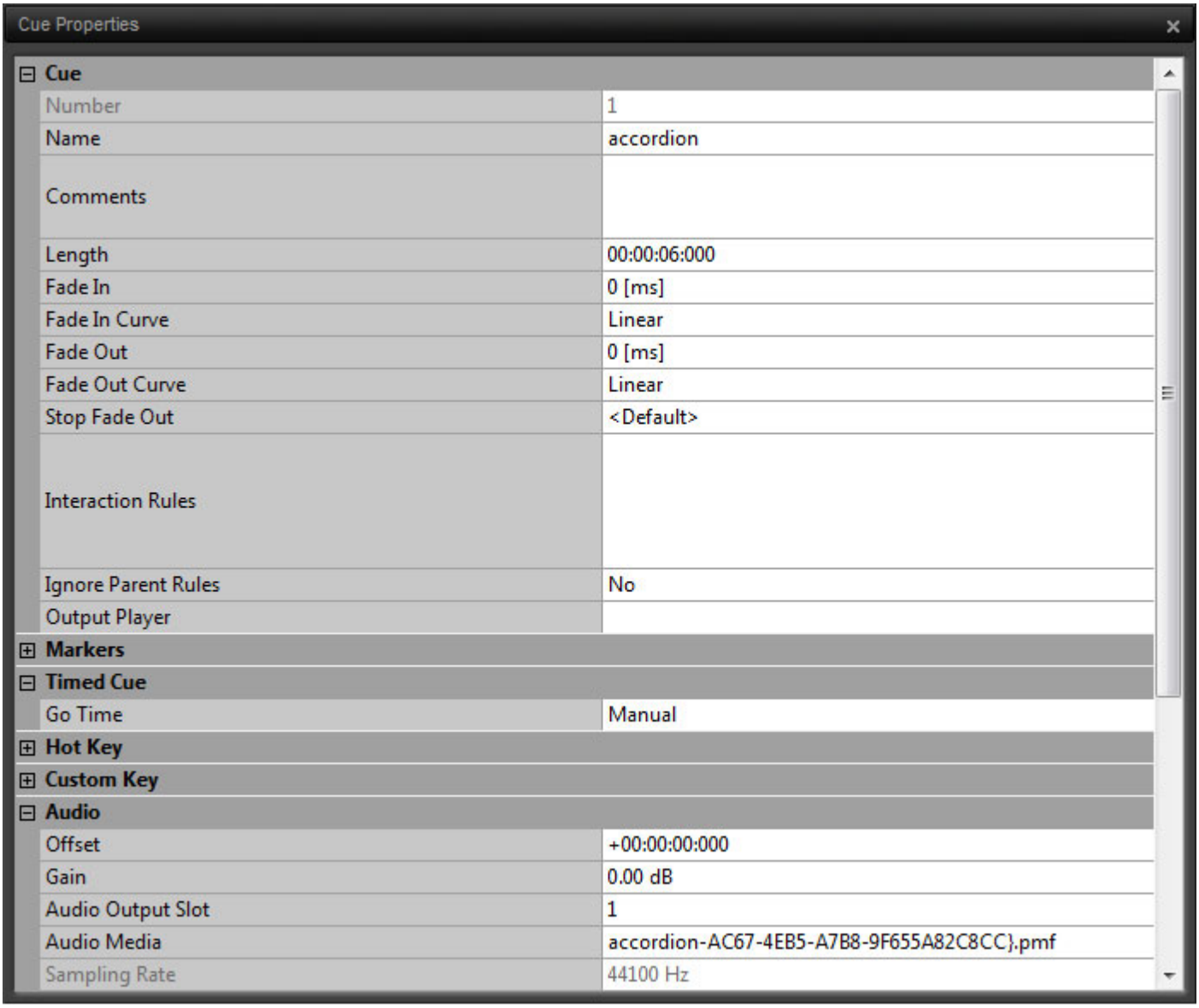
Timed Cue List

Create a third Cue List, this time using **Cue List > New > Timed Cue List** and add three Cues.



Timed Cue List Pane - Compose Mode

Select the first Cue in the list right-click and select **Cue Properties** button to open the **Cue Properties** Pane for the selected Cue. Float the Pane and resize to convenient dimensions:



Cue Properties Pane

Click in the **Go Time** field:



Time Entry Box - Cue Properties Pane

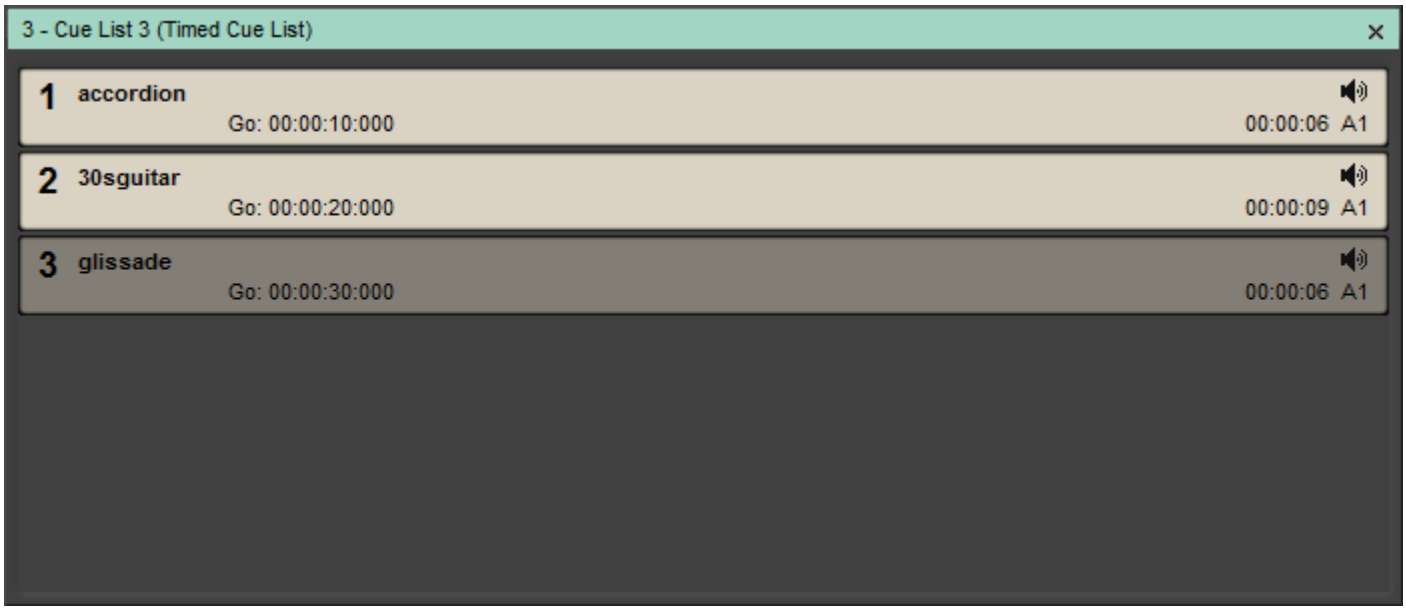
A **Time** entry box appears. This takes the form of Hours Minutes Seconds and Milliseconds.

Click to position the entry cursor in the seconds section and type **10**. Click elsewhere in the **Cue Properties** pane to enter the value. Notice that the **Go Time** field value changes to **00:00:10:000**

In the third Cue List Pane select the next Cue and enter a Go Time of **00:00:20:000**

Repeat for the third Cue, entering a Go Time of **00:00:30:000**.

Notice that the Cue List 3 pane has changed to include the **Go:** times.



Timed Cue List Pane with Cue Start Times - Compose Mode

Select **Show > View Show Properties** and click in the **Show Time Mode** field and choose **Duration**. (If not already showing.)

Initialize the Show

Notice that Cue list 3 now has a **Time** Toolbar:



Timed Cue List Pane -Show Mode

Chase Timed List



Click on the **Chase Timed List** button to instruct the list to follow the Show Time.

Note: The **Chase Timed List** button is Latching. I.e. its state is remembered when the show is stopped and re-started.



In Show mode the **Chase Timed List** button is lit green when engaged.

Note: Once selected this function persists when the show is stopped and re-started until manually cancelled by clicking on the button again.

Click on **Start Show**. Cue List 3's Time Counter follows the Show Time Counter. The Timed Cues in List 3 fire as the Show Time reaches their Go Times. (If the Cues you chose are longer than 10 seconds each then the next Cue will be Fired while the earlier one continues to play.)

Notice that the Hot Keys are still active for List 2 Cues and that List 1 Cues can still be controlled by the Show Controls once List 1 has been selected. Now **Stop** the Show.

Start Timed List

Initialize the Show and click on the **Chase Timed List** button in Cue List 3 to cancel the function. **Start** the Show and allow it to run beyond 10 seconds.



Click on the **Start Timed List** button. The first Timed Cue Fires when the Timed List Counter reaches its **Go** Time i.e. 10 seconds.

Start Timed List introduces an **Offset** between Show Time and Timed List Time. The entire list is played from the beginning including the time before the first Cue. **Stop** the Show

Fire/Start Timed List

Initialize and **Start** the Show.



Click on the **Fire/Start Timed List** button. The first Timed Cue Fires **Immediately** and the others follow in their proper timed sequence.

Fire/Start Timed List introduces an **offset** between Show Time and Timed List Time. The entire list is played from the beginning of the first Cue disregarding any List time before the first Cue.

Note: If the Showtime is past the start time of the first Cue then the Cue fires immediately the button is pressed.

Pause Timed List

Only available when list has been initiated with **Fire/Start Timed List**.



Click to **Pause** the Timed List. A second click resumes.

Stop Timed List

Only available when list has been initiated with **Fire/Start Timed List**.



Click to **Stop** the Timed List. Resets list to the start.

Conclusion

Congratulations! You have just designed and run your first Show using examples of each of three main types of Cue List.

Ovation has many, many more possibilities including Fades and Interaction Rules. Detailed information on using these are to be found elsewhere in this Guide.

Launching Ovation

Launch Ovation

Double-click the **Ovation** shortcut icon:



Alternatively, click on **Start > All Programs > Merging Technologies > Ovation : Ovation**

Application Delay Launch

This function enables Ovation to be launched automatically at machine startup with a delay to ensure all drivers and services etc. required are available.

To enable automatic launch simply drag the Ovation icon into the **Startup** folder and set the required delay value (in seconds) in the **Show Properties** pane, **Show** section in the **Application Delay Launch** field.

Ovation Media and Commands

Audio

Ovation reproduces Audio Cues via a configurable Mixer through a Horus/Hapi or a sound card if using Native.

MIDI

Ovation outputs MIDI (MMC and MIDI Commands to other applications on the same machine or to external devices.

IP Commands

Ovation outputs IP Commands per Cue.

Sony P2 / RS422

Ovation outputs Sony P2 protocol, RS422 commands. (or over ethernet)

GPO

Ovation outputs GPO commands to COM ports.

Shell Commands/Scripts/Batch files

Ovation output Shell Commands/Scripts/Batch files

Automation

Ovation Mixer Snapshots can be triggered.

DMX 512 / CMX Lighting Control

Please see: DMX Commands on page 221

Media Management

Ovation uses media files on local storage, removable storage and network storage.

When a new Show is created a folder **Audio Files** is created in the same location.

When a Show is Consolidated (**please see: The Consolidation Process on page 117**) files on the network, files on removable storage or all files used in the show will be collected and copied to the **Audio Files** folder in the Show file location.

Whenever an audio file or files present on removable storage or in a network location are added to a Cue List (by dragging and dropping, using Load Audio File, Replace Audio etc. a dialog appears asking if the user would like the files copied to the **Audio Files** folder associated with the Show.

The Show packaging process collects all the Audio Media and other files associated with a Show (including the Show file and copies them to a new location for back-up purposes or so that a show can be moved to a different Ovation workstation. **Please see: The Packaging Process on page 118**.

Remote Control

Remote Control OF Ovation

Ovation Sequencer & Media Servers can **be controlled** using:

- The Merging Technologies Hardware Controller

and, via the OVController module:

- **General MIDI**
- **9-pin Sony P2 (RS422** protocol) commands
- **IP** commands
- **GPI**s.

Remote Control BY Ovation

The Ovation Sequencer and Media Server can **control** other devices using:

- **MMC**
- **MIDI** Commands
- **Sony P2 (RS422** protocol) commands
- **COM** Commands
- **IP** Commands
- **GPO**s
- **Shell Commands/Scripts/Batch Files**

Remote Control of Ovation Mixer

The Ovation Mixer can be controlled by a hardware control surface via EMC or Oasis. The Merging Technologies ISIS controller is not supported.

Multi-Sequencer Synchronization

Multiple Ovations can be synchronized in a variety of ways. Cues on one Ovation can control another Ovation. One Ovation can be mirrored completely on another for full, near instant redundancy.

Creative Possibilities

If, for example an installation requires multiple Ovation sequencers to be set up, typically one for each of various zones where the audience may be moving freely between the zones then it may be desirable to have all the

sequencers playing certain Cues in perfect sync. E.g. background music. To achieve the Cue(s) on one Ovation are set as the Master and the identical Cue(s) on all others as Slaves. A common source of time base must be provided to each Ovation, e.g. from GPS TimeCode generators. Any Cue that must be in sync on all machines is set as Master in the Master system and as Slave with the same **token** in the Slaves. All other Cues can be triggered independently in each system providing different event in each zones, but the baseline audio will be in sync across all systems.

Redundancy for Backup

To achieve redundancy with a backup Ovation running an identical show in mission critical situations, it is possible to use the **Controller > Mirror all Commands to Remote Ovation Sequencers** feature. However, this does not ensure sample accurate sync. If sample accurate backup is required some key Cues in both systems can be set as Master/Slave. Typically identical Shows will be running in the Main and Backup machine and any Cues which are to be manually triggered during the show are set as Master in the Main Ovation and as Slave in the Backup. All other Cues which are triggered via rules or timed events do not required to be Master/Slaved, they will be triggered automatically in both systems at the same time by the sequencer engines. However, you can ensure that Cues triggered manually will be synced in the Backup machine by this using the Multi-Sequencer Synchronization feature. If there is a problem with the Main machine and it is necessary to switch to the Backup machine, the audio outputs are simply switched manually to the Backup machine. Subsequent manual control of Cues is done on this machine. It will be in the exact same state as the Master.

> **Note:** The Master Show should be stopped after changeover to the Backup in order to avoid contradictory commands.

Using Multi-Sequencer Synchronization

Before Multi-Sequencer Synchronization can be used IP communication must be configured in both the Master and Slave sequencers.
Please see: TCP/IP Connections on page 155

Multi-Sequencer Synchronization is switched on and global parameters set in **Show Properties**.
Please see: Multi-Sequencer Synchronization Section on page 94.

Parameters for individual Cues are set in **Cue Properties** for each Cue you wish to synchronize.
Please see: **REMOTE CONTROL: Multi-Sequencer Synchronization on page 110**

Ovation Modes

Compose Mode

Shows are designed and assembled in Ovation's **Compose Mode**.

Show Mode

Shows are run in Ovation's **Show Mode**. Clicking on the **Init**ialize **Show** button puts Ovation into Show Mode.

Start Show

Clicking on **Start Show** or pressing the **Start Show** button on the Ovation Keyboard does a number of things:

- Hot Cues and Custom Cues are now available for firing
- Timed lists set to **Show Time** will fire their Cues at the times specified.
- Standard Cue Lists are available for firing.

Show

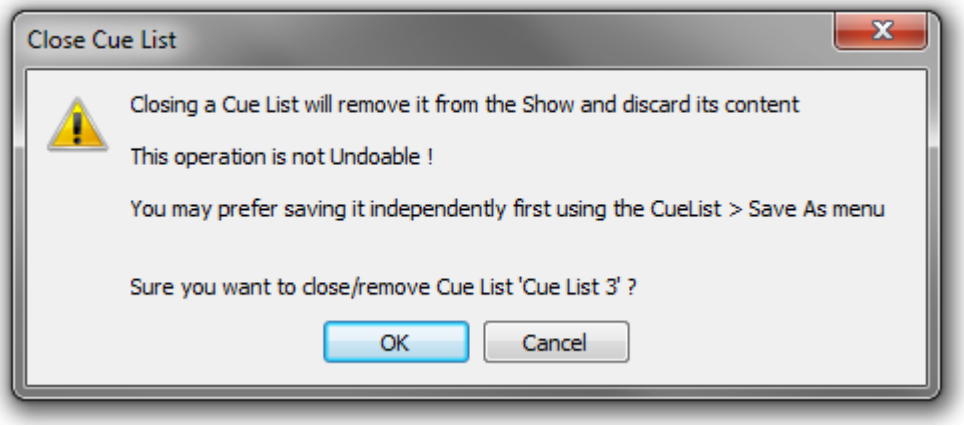
A **Show** is the top level of organization. Shows are saved with the file extension **.ovs**. A **Show** controls and keeps track of all the various elements you are assembling at a given time. A viable **Show** always contains one or more **Cue Lists** which contain one or more **Cues** pointing to **Media Files** or containing **MIDI**, **GPO**, **DMX** or **IP** etc. Commands.

Cue Lists

Cue List displays are Modal. I.e. when the Show is not Initialized they are in **Compose** Mode. Once the Show has been Initialized Cue List displays switch to **Show** Mode.

When Ovation is in **Compose Mode** the main area of a Cue List displays a tree structure of all Cues and Child-Cues added to the list. In **Show Mode** the display will depend on the type of Cue List and on choices made in Compose Mode.

Note: If a Cue List is Closed without saving it separately it will be lost. If you try to close a Cue List the following dialog will appear:



Close Cue List Dialog

Multiple Cue Lists

Ovation handles multiple Cue Lists in Shows. The Main window Show Control operates on the currently selected list of whatever type. When the Main window Show Control is controlling a selected Cue list of any type a second **Hot Key** Cue List can be controlled simultaneously via keyboard shortcuts or an external hardware controller. Timed Cue Lists will follow the **Interaction Rules** set-up in Compose Mode unless otherwise affected by the Main window Show Control when a particular Timed List is selected.

Audition

Audio auditions are played via the **Output Slot(s)** chosen in **Settings > Application > General > Audition**.

Selected Cue

The currently selected Cue can be auditioned by clicking on the Cue List **Audition** button or **Cue > Audition/PFL**. Clicking on the small down arrow adjacent to the **Audition** button gives access to the full range of Audition transport controls which are the same as those available in the **Audition** Toolbar. **Please see Audition Toolbar on page 67**

Any Cue can be also Auditioned by double-clicking it. A second double-click stops the Audition.

Audition Jump

There are six Audition Jump commands. These commands are available only when Auditioning a Cue and via Keyboard Shortcuts or with a modifier key when clicking on the Rewind and Fast Forward buttons in any Audition Toolbar or on the Ovation Keyboard:

- Audition Jump Forward 1: Jump 1 Second later in time (**Ctrl + ->** Key or Fast Forward Button)
- Audition Jump Forward 2: Jump 5 Seconds later in time (**Ctrl + Shift + ->** Key or Fast Forward Button)
- Audition Jump Forward 3: Jump 15 Seconds later in time (**Ctrl + Shift + Alt + ->** Key or Fast Forward Button)
- Audition Jump Back 1: Jump 1 Second earlier in time (**Ctrl + <- Key** or Rewind Button)

- Audition Jump Back 2: Jump 5 Seconds earlier in time (**Ctrl + Shift + <-** Key or Rewind Button)
- Audition Jump Back 3: Jump 15 Seconds earlier in time (**Ctrl + Shift + Alt + <-** Key or Rewind Button)

Cue List Pane

To open a new, empty **Cue List** pane select **Cue List > New > (required type)** from the menu in the main Ovation window.



Empty Cue List Pane - Compose Mode

The Title bar is highlighted in pale green when the Cue List is selected. The Top Hat Pin Icon toggles **Auto Hide** mode when the pane is docked.

Edit Toolbar

For people who prefer working with Toolbars an Edit Toolbar is provided. By default it is only visible in Compose Mode and only when the **Cue List > View Edit Toolbar** entry is toggled to show the Toolbar.

> **Note:** The >> button to the right of the Toolbar accesses further Toolbar buttons. If the pane is re-sized to a sufficient width, all the Toolbar buttons will be visible thus:



Empty Cue List Pane. Full width Toolbar - Compose Mode

Cue Properties	Opens the **Cue Properties** pane with details of the currently selected Cue
Cue Rules	Opens the **Cue Rules** pane
Cue Gain	Opens the **Cue Gain** dialog. Enables the overall Cue Gain to be set
Add	Adds a new Empty Cue to the list. Clicking on the adjacent Down Arrow offers a choice of:

Add Short Empty Cue	Adds a 1S long empty Cue. Used for triggering.
Add Long Empty Cue	Adds a 24H long empty Cue. Used for implementing conditional rules.

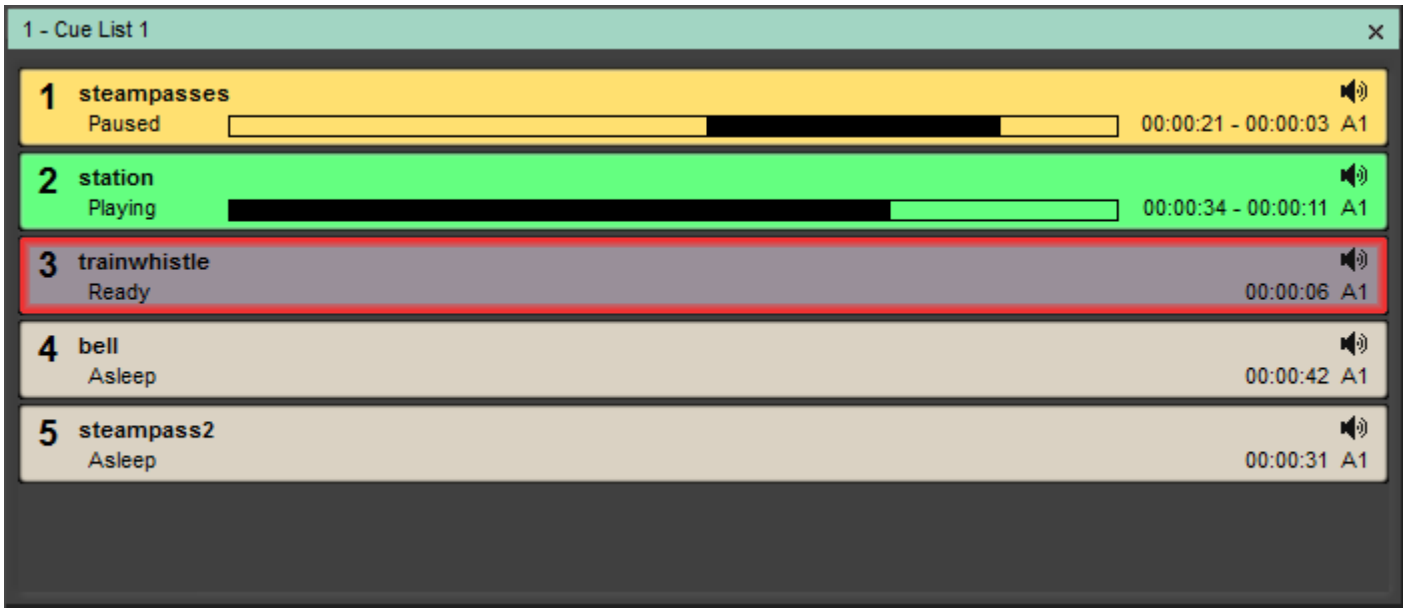
Load MTInterChange XML

Load Audio File

Import CD Tracks

Add Long Empty Cue	Adds a 24H long empty Cue. Used for implementing conditional rules.
Remove	Deletes the selected Cue for the Cue List
Edit in Pyramix	Opens the selected audio Cue in Pyramix.
Replace Audio Media	Opens a browser window. Choose the Audio Media file you wish to use in place of the current one and click on **Open**.
Snapshot Automation	Opens the **Filter Mixer Controls to Snapshot** dialog for the selected Cue.
Paste Automation	Pastes the Automation Snapshot from the last Cue Copied to the selected Cue.
Audition	Plays the selected Cue via the **Output Slot** chosen in **Settings > Application Settings > Audition**. The drop down gives the standard audition options.
Move Down	Moves the selected Cue Down one position in the Cue List
Move Up	Moves the selected Cue Up one position in the Cue List
Nest	Makes the selected Cue a Child-Cue of the one above it in the list. Cues can be nested as deep as you might reasonably wish. I.e Child-Child Cues etc.
Un-Nest	Moves the selected Cue up a nesting level. If it is a simple Child-Cue then restores this to the top, Cue level.

Cues in Cue Lists



Cue Colours - Show Mode

Cue Status

When in Show Mode a Cue in a Standard Cue List can be in one of four states.

Asleep

Ready

Playing

Paused

Cue Status is indicated by a label and the highlight color.

Asleep	**Asleep**	No highlight
Ready	**Ready**	Purple highlight
Playing	**Playing**	Green highlight
Paused	**Paused**	Yellow highlight

Red Border

The Cue which has the focus has a flashing red border. I.e. this is the Cue which will be affected by the next initiation of any of the Fire, Pause and Stop Buttons, Keyboard Shortcuts and remote control.

Cue Progress

When a Cue is Fired its list entry or (Hot Key Button) displays its progress in three ways.

The left-hand counter shows elapsed time from the start of the Cue.

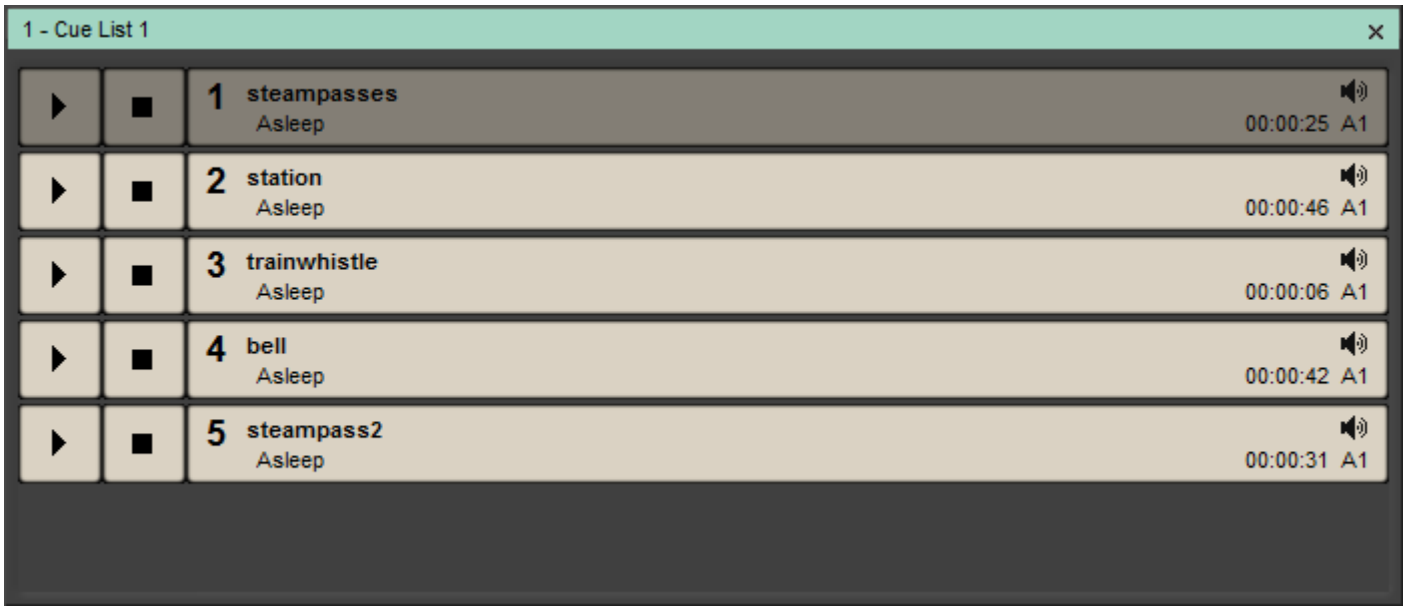
The right-hand counter shows time remaining to the end of the Cue.

A black progress bar moves from left to right as the Cue plays.

When a Cue has been paused and then resumed the progress bar shows progress since the last pause. (As shown above)

Cue Fire Buttons

Cues can each display **Fire/Pause** and **Stop** buttons when in Show Mode:



Cue List with Fire Buttons - Show Mode

Cue Fire Buttons are shown in Show Mode when the **Cue Fire Buttons** field is set to **Yes** in the **Show Time Options** section of **Show Properties**.

Fire Toolbar

If the **Fire Toolbar** is selected for a Standard Cue List (**View > View Fire Toolbar**) the Cue List Pane will appear like this in Show Mode when the Show is Ready and Started:



Cue List with Fire Toolbar - Show Mode



Select **Previous Child-Cue** in Cue List



Select **Next Child-Cue** in Cue List



Fire Selected Cue in currently selected Cue List and select next Cue and make **Ready** to **Fire**



Select **Previous Cue** in Cue List



Select **Next Cue** in Cue List



Fire Selected Cue in Cue List. Cue remains **Ready** to be **Fired Again**



Pause Selected Cue in Cue List



Stop Selected Cue in Cue List

Cue List Types

Standard Cue Lists:

Lists with sequential events manually triggered

Timed Cue Lists:

Lists with Cues that can be automatically triggered at a given time or manually.

Hot Keys Cue Lists:

Lists with Cues that can be triggered anytime with a given Hot Key mode.

Custom Keys Cue Lists:

Lists acting like Hot Keys Lists but where Cues buttons can be customized.

Cue Browser Lists:

Lists showing only Cues reflecting the content of a folder in the file system or network.

Hot Browser Cue Lists:

Lists acting like Browser Lists but Cues are fired with a single click and Cues cannot be dragged out to other Cue Lists. Typically to be used as an Audio file player.

Cue List Detail

Selecting Cue Lists

Cue Lists can be selected by:

- Clicking on them
- Using the **Tab** key to cycle through all available Cue Lists (Or the **Select Cue List** button on the Ovation keyboard.
- In Show Mode by holding down a **Ctrl** key and pressing a **Hot Key** trigger button. (1-48 on the Ovation Keyboard, 1-0 on the PC Keyboard with standard mapping.)

Standard Cue List



Cue List Pane with Show Control - Show Mode

This can be thought of as the "basic" mode. Cues can be Fired and Paused or Stopped from the main panel **Show Control** buttons when the Cue List is selected, from the **Active Cue** panel buttons and from the Toolbar buttons in the Cue List pane itself.

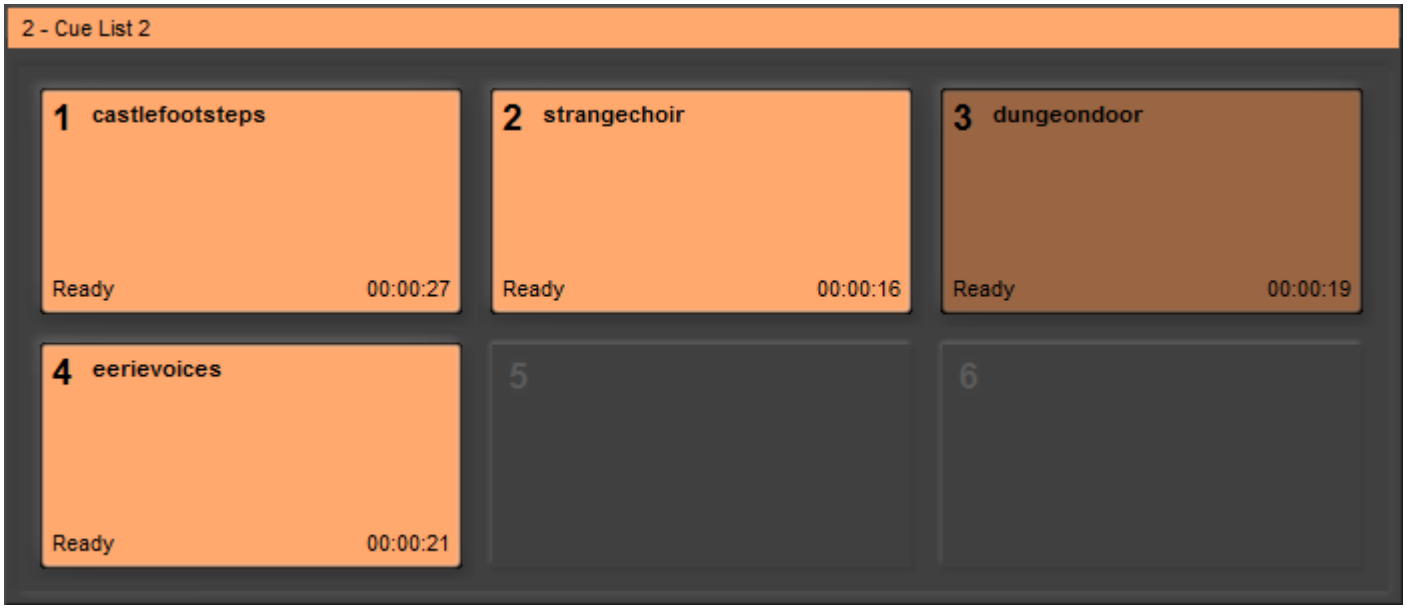
Timed Cue List



Timed Cue List - Show Mode

Once started, Cues with **Go Time**s defined will follow a pre-determined time sequence. Cues can still be manually Fired or started from the **Show Controls**.

Hot Keys Cue List



Hot Keys Cue List Pane - Show Mode

This Cue List presents each Cue as a Fire button when in Show Mode. Used for spot effects this mode is commonly used with keyboard short-cuts or an external hardware controller. Cues in a Hot Key Cue List can also be fired from the Show Controls.

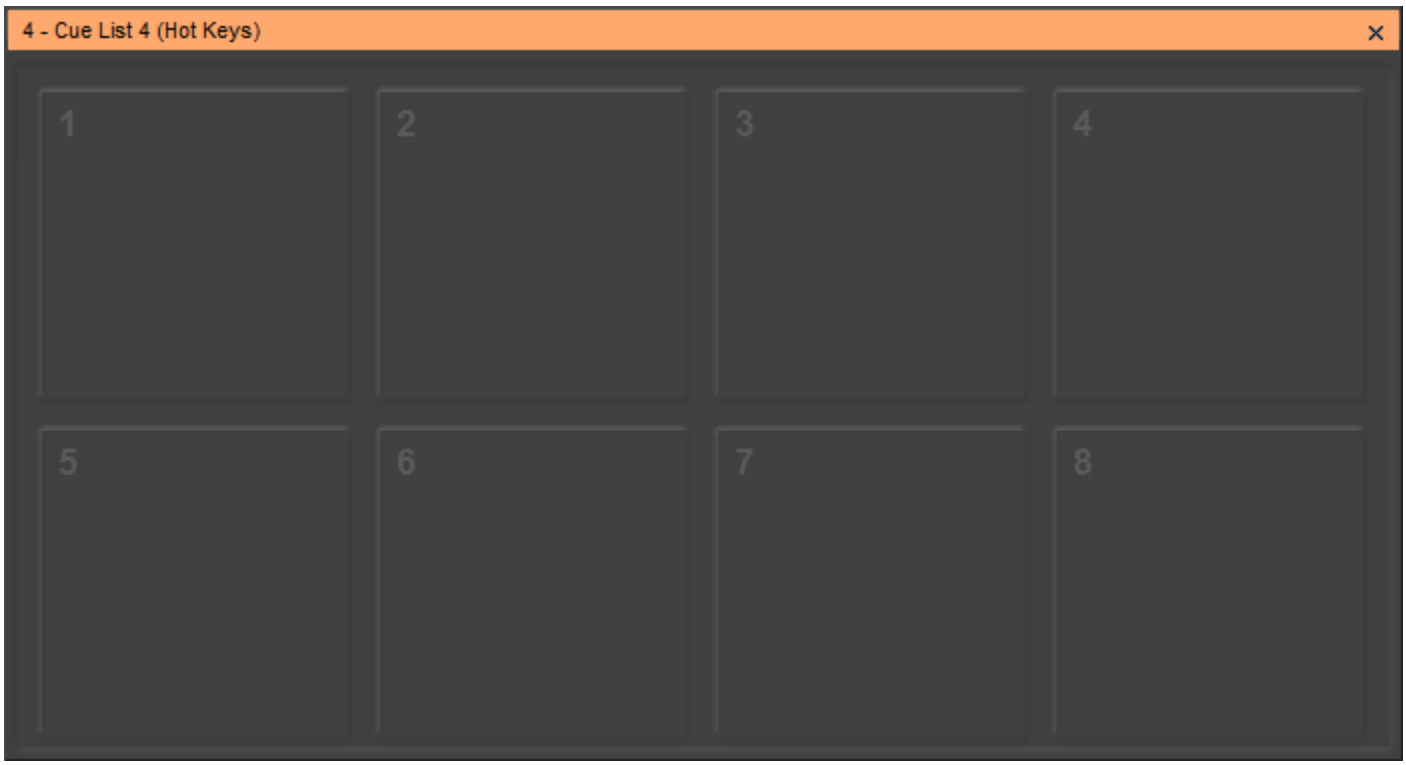
Stopping Hot Cues

To Stop a **Hot Cue** while playing **Alt + Click** it. Double-Click would be too dangerous!

Hot Keys Cue List Design Mode

Hot Keys Cue Lists have a Hot/Custom Keys Design Mode to enable Cues to be arranged in the Hot Keys View (see details below). To enter this mode either right-click on the Cue List to open the context menu and choose **Hot/Custom Keys > Hot/Custom Keys Design Mode** or, if you prefer, select it on the **Cue List** menu.

The Hot Keys slots are always displayed on a grid whether they contain a Cue or not:



Hot Keys Cue List Pane - Design Mode

Note: Slots are kept square automatically whenever possible.

- Hot Keys Numbers follow the Hot/Custom Keys Design Mode setting:
- If the Cue List is in Automatic Cue Numbering Mode then all Cues are displayed in the Hot Key view one after another reflecting their standard Cue List ordering. In this mode the Cues arrangement is automatically computed and cannot be manually changed in Hot/Custom Keys Design Mode.
- If the Cue List is **NOT** in Automatic Cue Numbering mode then the Cues are displayed in the Hot Key slot corresponding to their Cue Number. The Cue Number can be changed in the Cue Properties pane or by drag and dropping Cues directly in the Hot Keys view when in Hot/Custom Keys Design Mode.

Hot Keys Columns

The Number of Columns displayed in the Hot Key View can be set manually:

This setting is available in the **Cue List Properties** pane in the **Hot Keys** section.

When the Number of Columns is set to **Auto** then the system automatically adjusts the number of columns depending on the size of the Cue List pane, but still follows the Automatic Cues Numbering setting and leaves empty slots if necessary.

Hot Keys Column to Audio Slot Mapping

Hot Keys Columns can be Mapped to Audio Slots Mapping in the Cue List Properties Hot keys section:

- If set to **No** all Cues are played back in the Audio Output Slot defined in their Cue Properties.
- If set to a number (**1**, **2** or **6**) then the Cues are played back in an Audio Slot corresponding to the Hot Keys Column. In this way Hot Keys Cues can be assigned to Audio Output by the Column in which they are placed.

Note: In this mode the actual Audio Output Slot(s) is computed as Cue Column Number multiplied by the number selected in the **Hot Keys Column to Audio Slot Mapping** field. This enables Mono (1), Stereo (2), Surround (6) Cues to be handled.

Triggering Hot Keys

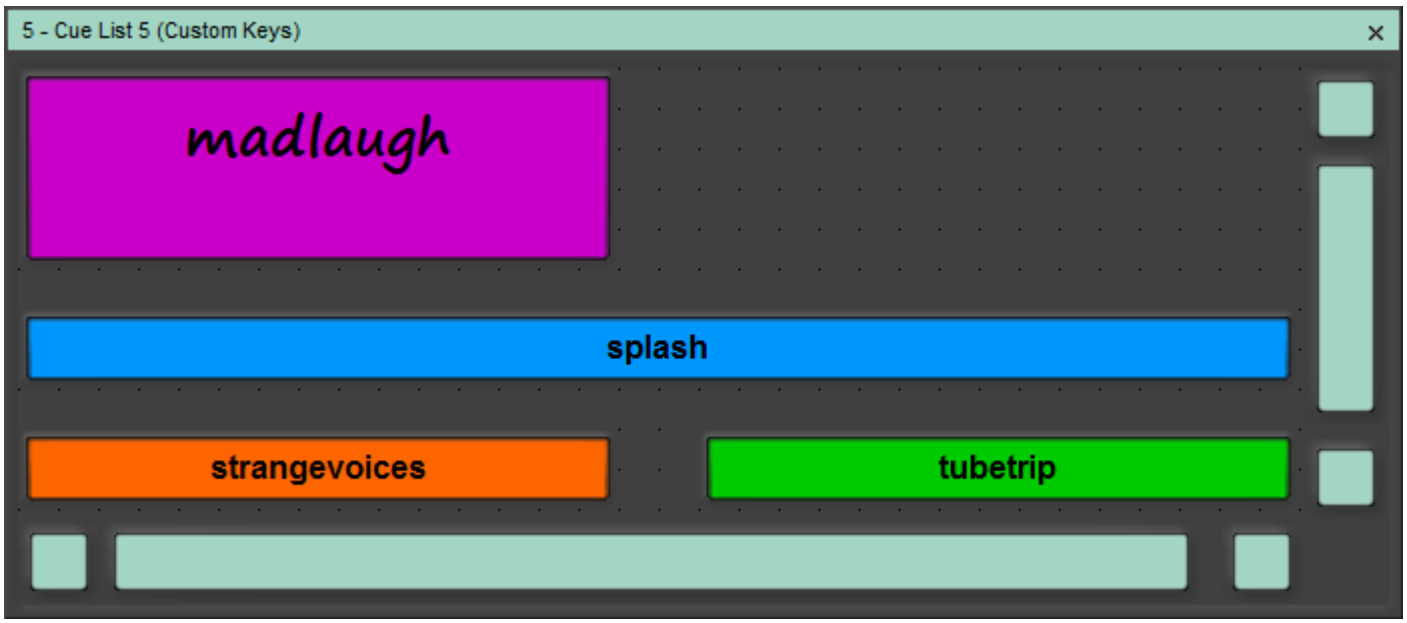
The Hot Keys that can be triggered either by the Ovation dedicated Keyboard, any installed Controllers or the Keyboard ShortCuts (Hot Key 01 to 48)

> **Note:** If the **Ctrl** key is pressed with the trigger button then the Cue is selected rather than fired. If **Ctrl + Shift** is pressed with the trigger button then the Cue List with this number is selected.

Only Selects the given Cue (no Fire) if **Ctrl** is pressed

Selects the Cue List having this number if the **Ctrl + SHIFT** key is pressed when called.

Custom Keys Cue List



Custom Keys Cue List Pane - Design Mode

Functionally identical to the **Hot Keys** Cue List but you can custom design the fire buttons in terms of shape, color, text color, font and font size as well as position. Like Hot Keys Cue Lists when in **Show Edit Mode** the Custom Keys Cue Lists are still displayed as standard Cue lists for simple Cue management. However, there is the further option of Custom Keys Design Mode:

Custom Keys Design Mode

To enter this mode either right-click on the Cue List to open the context menu and choose **Hot/Custom Keys > Hot/Custom Keys Design Mode** or, if you prefer, select it on the **Cue List** menu.

Click on a button to modify it. Click and drag the black boxes to re-size the button and click and drag anywhere on the button to move it to a new location. The dots on the background represent a grid and all re-sizes an moves snap to the grid. On the Custom Keys sub-menu you will find commands to **Snap all Keys on Grid**, **Reset all Keys Position** and **Reset all Keys Size** and **Position**. (**Snap all Keys on Grid** is provided for quick alignment if the grid size is changed.)

> **Note:** Cues in standard Cue Lists can have the font and label background customized.

Grid Size

To adjust the grid size open the **Cue List Properties** pane and change the value in the **Custom Keys Grid Size** field in the **Custom Keys** section.

Color and Font

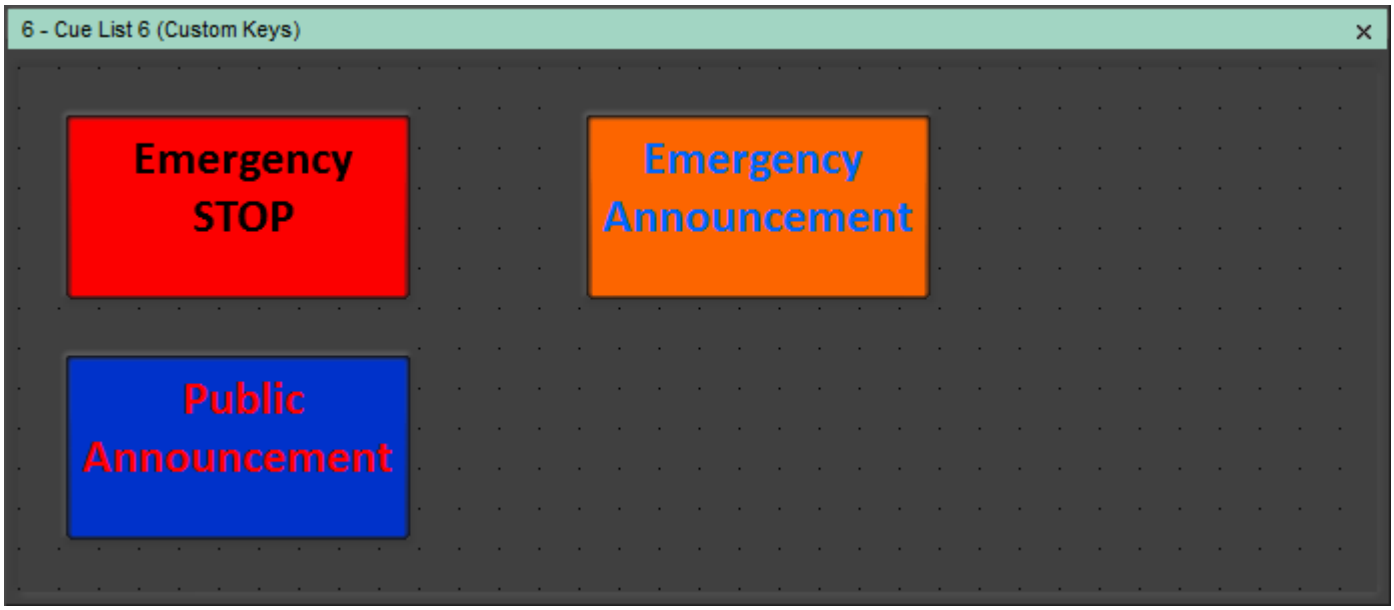
To change colors or the font for the selected button open the **Cue Properties** pane. Locate the **Custom Key** section. In the **Custom Color** field Colors can be changed directly by entering RGB color values numerically. Or click on the **...** button on the right of the field to open a color picker. Standard and custom colors are provided. Similarly,

to change the font color use the **Custom Font Color** field. Click in the **Custom Font** field to change the font attributes. Clicking on the **...** button opens a standard font dialog where any font installed on the system can be selected, the font style, Regular, Italic, Bold or Bold Italic can be set and the font size selected.

Justification

When no **Custom Font** is defined the button text is Left justified as with all other Cues. When a **Custom Font** is set, then there is a high probability that the button will have a "graphical meaning". Therefore the text is automatically centered and multiple lines are allowed to attempt to fit as much text as possible in a large button.

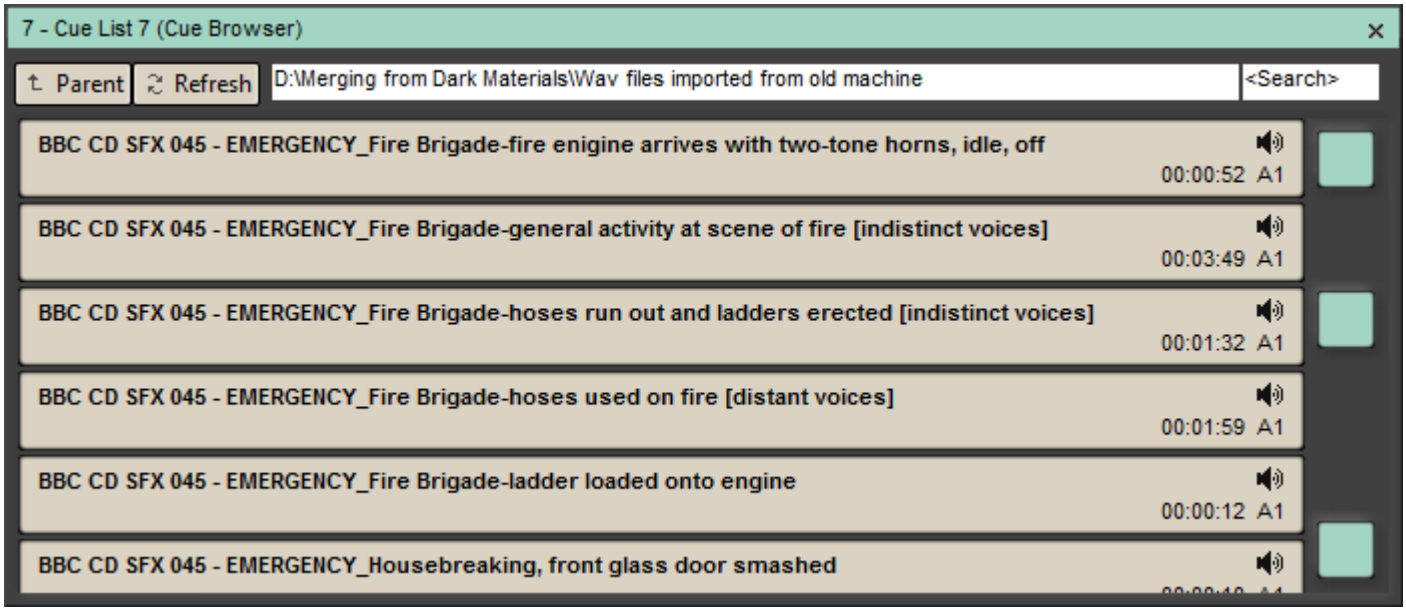
Typically this is used for Cues such as:



Custom Keys Cue List - Show Mode Custom text

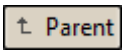
Note: If the Cue List is set to non-**Automatic Cue Numbering** Mode (**Cue List Properties : Automatic Cue Numbering** field set to **No**) then the Numbers of all Cues in the Custom Keys Cue List can be set to nothing if irrelevant as in the example above. This is the default condition for Custom Cue Lists.

Cue Browser Cue List

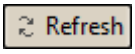


Cue Browser Cue List

This special type of Cue List enables Media Files to be browsed, auditioned, copied and pasted as Cues into other Cue Lists from within the main Ovation interface. The chunky scroll bars are to facilitate touch-screen use.



Parent moves up one level in the folder hierarchy.



Refresh refreshes the list as with a normal Windows Browser.

Double-clicking a Media File in the list plays the file.

Cues are always played in Audition mode regardless of whether the Show is running. All other Toolbars are disabled for this type of Cue List.

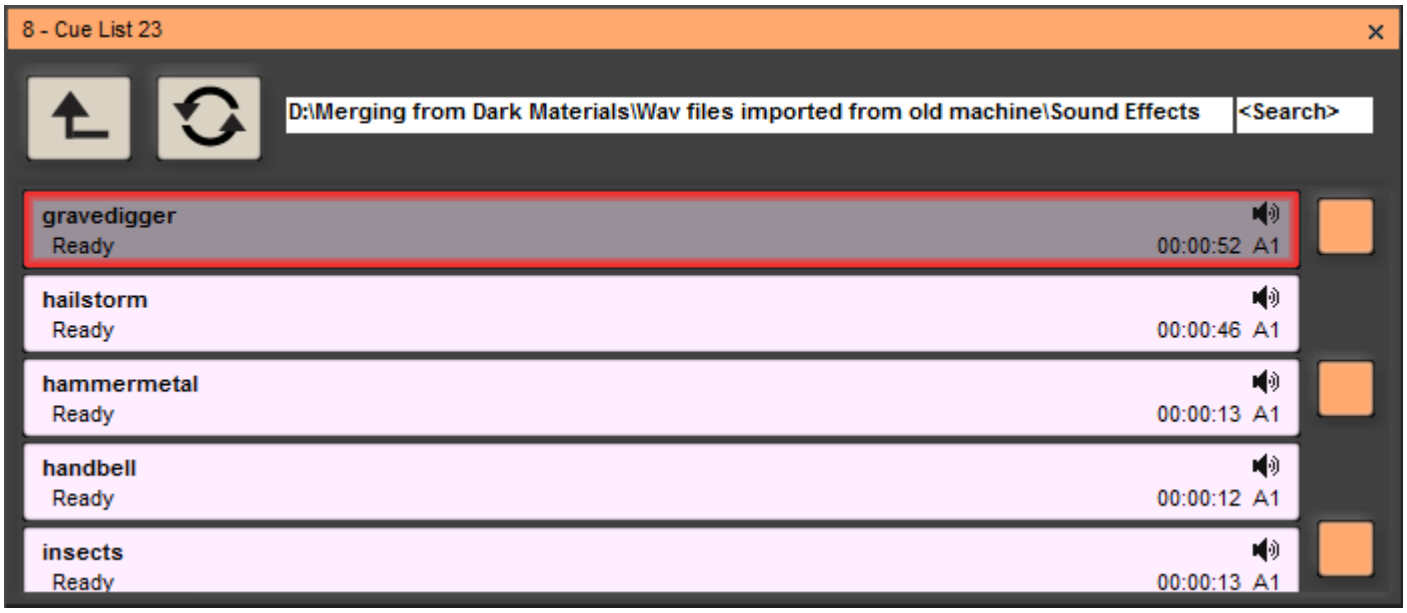
The Cue Browser is very useful for searching Cues then copying/pasting them into other (standard) Cue Lists. The right-click context menu enables copy and paste.

Search Cues Function

The Browser and Hot Browser Cue Lists have a **<Search>** text box on the right side of the path name to search/filter files. This operates in the same fashion as search in Vista Explorer:

- If nothing is typed in, the content of the current folder is displayed, including sub-folder names.
- If something is typed in, all files containing this text in their names are displayed, INCLUDING those in sub-folders recursively, but the sub-folder names are not displayed.
- When searching for files, the Comment field is automatically populated with the Path Name where the files have been found.

Hot Browser Cue List



Hot Browser Cue List

The **Hot Browser** Cue List is very similar to the **Browser** Cue List with these important differences:

- A **SINGLE** click fires the Cue.
- A single click on a Playing Cue **Pauses** the Cue
- A single click on a Paused Cue **Restarts** the Cue from the point at which it was paused
- Double-clicking a Playing Cue Stops the Cue
- Cues cannot be dragged to other lists or be copied and pasted.
- The **Parent** and **Refresh** buttons are bigger to facilitate touch screen operation.



Parent moves up one level in the folder hierarchy.



Refresh refreshes the list as with a normal Windows Browser.

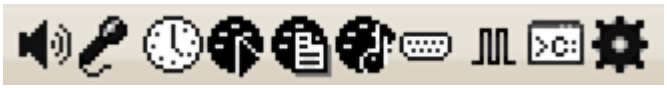
Note: The **Hot Browser** Cue List type will typically be used as an Audio file player.

Cues

A **Cue** is a set of instructions to perform actions. These actions can be on a Media file (or files if multi-channel/ multi-media, Pyramix Compositions etc.) or can send instructions to external or internal devices. For example to turn mic inputs on and off or to change a Mixer Snapshot. A **Cue** does not have to play an entire Media File. Via the **Cue Properties** Pane the **Length** can be set to anything up to the entire Cue and the starting point can be **Offset** to any point within the Media File.

The **Cue Trimmer** option in the **Active Cue** window provides a quick and easy method of adjusting **In** point, **Out** point and **In** and **Out** fades. **Please see: Cue Trimmer on page 79**

Cue Icons



Cue Type Icons

Cues have dedicated icons when each of the Audio, Microphone Input, TimeCode Generator, MMC, MIDI Command, Sony P2/RS422, GPO, Shell Command and Mixer Snapshot options are enabled for the Cue.

Selecting Cues

Cues are selected by clicking on them. Multiple Cues are selecting in the usual Windows fashion. **Ctrl + Click** toggles selection of individual Cues while retaining previous selections. To select a contiguous range **Click** on the first Cue then **Shift + Click** on the last to select a contiguous block.

Cues can also be selected by holding down the **Ctrl** key and pressing one of the Hot Key buttons on the Ovation Keyboard or the PC keyboard.

Moving and Copying Cues

Once selected Cues can be moved or copied using the standard Windows shortcuts. e.g. **Ctrl + C** copies, **Ctrl + V** pastes etc. Cues can also be moved between Cue Lists by simple 'drag and drop'. Drag and drop with **Ctrl** copies. Drag and drop with **Alt** replaces the audio in the target Cue with the audio in the source Cue. Audio files can be dragged and dropped from Windows Explorer for easy Cue insertion.

Cue / Cue List Context Menu

Right-clicking on a Cue or blank area in a Cue List opens a context menu with the following options:

Undo (last undoable action)

Cut

Copy

Paste

Add Cue>

- **Add Short Empty Cue**
- **Add Long Empty Cue**

- **Load MTInterChange XML**
- **Load Audio File** — Opens a File Browser to select an Audio File.
- **Import CD Tracks** — Opens the **Import CD** dialog. **Please see: CD Tracks Import on page 47**
- **Record Audio as New Cue** — Opens the Record Audio dialog. **Please see: Recording on page 58**

Remove	Removes the selected Cue from the Cuelist
Edit in Pyramix	Opens the Cue in Pyramix ready for editing.
Consolidate	If the selected Cue does not reside in the Show **Audio Files Folder** or the samping rate is different to the Show rate opens the **Consolidate Cues** dialog. Otherwise, shows a message: **Nothing to do, all files already properly consolidated**.

Record Audio	Opens the **Record Audio** dialog. **Please see: Recording on page 58**
Replace Audio Media	(Only present for a Cue containing Audio.) Opens a Browser window to select an alternative Audio Media file to replace the current one for the selected Cue.
Snapshot Automation	Takes a snapshot of the mixer state. This will be recalled by the Cue.
Paste Automation	Applies the automation snapshot on the Clipboard to the selected Cue.

Change Audio Gain	Opens the **Cue Gain** fader window

Edit Rules Opens the Cue **Interaction Rules** dialog

Add Rule > Drops down a list of Rules which can be applied to the Cue directly

Fire Next Cue when Ending

Fire Next Cue when Stopping

Fire All Child Cues when Starting

Stop Previous Cue when Starting

Loop (Fire Itself when Ending

Loop between Markers (Fire Itself between Markers

Dim All Cues when Starting

Select Next Cue when Starting

Audition/PFL Plays Cue through selected Audition output(s) For non media Cues behavior varies.

Audition >

Start

Rewind

Stop

Play/Pause

Fast-Forward

End

Jump Forward 1

Jump Forward 2

Jump Forward 3

Jump Back 1

Jump Back 2

Jump Back 3

Pin/Unpin to Active Cue Window Sets the Cue **Pinned** or **Unpinned**. With **Pin** active in the Active Cue Window- when Pinned the Cue will appear in the Active Cue Window when selected. When unpinned it won't.

Lock in Active Cue Window When **Lock** is active in the Active Cue Window selecting this will substitute the selected Cue for the locked Cue in the Active Cue Window. (**Alt + Click** on a Cue has the same effect.)

Move Down

Move Up

Nest

Unnest

Hot/Custom Keys

Hot/Custom Keys Design Mode

Snap all Keys on Grid

Reset all Keys Position

Reset all Keys Size and Position

Fire

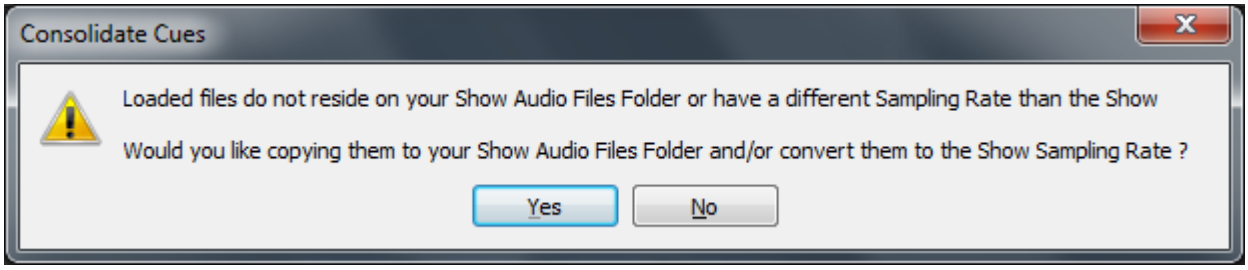
Pause

Stop

Cue Properties	Toggles the **Cue Properties Pane**

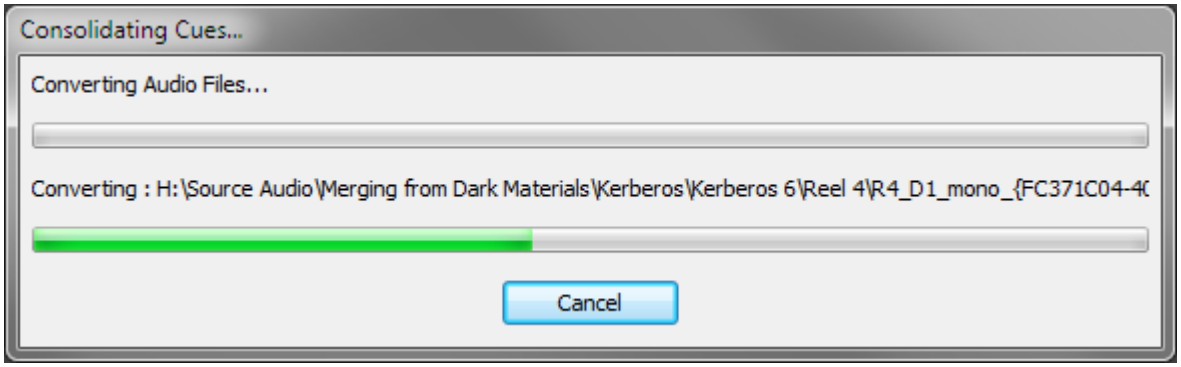
Consolidate Cue

For maximum security, accuracy and stability it is desirable that all Audio Cues are at the same sampling rate as the Show. If on adding a Cue by loading an Audio File the sampling rate does not match the Show the **Consolidate Cues** dialog opens. This can also be invoked for an existing selected Cue by choosing **Consolidate** from the **Cue** menu or the right-click context **Cue** menu.



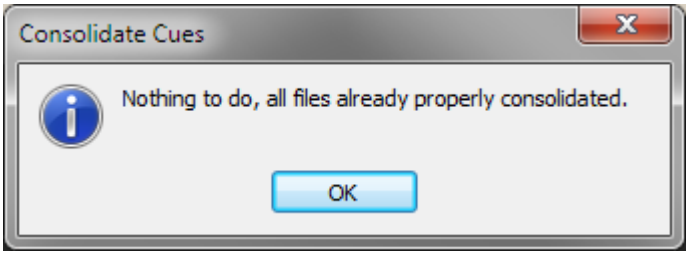
Consolidate Cues dialog

If you choose **No** the Cue will remain in its current location and will be played through the Ovation Sampling Rate Conversion Engine. If you choose **Yes** the process of copying the Audio File(s) and converting the sampling rate (if necessary) begins:



Consolidating Cues... dialog

If the **Consolidate Cue** function is selected and the Audio Files are already in the Show **Audio Files** folder and at the same sampling rate as the Show this message appears:

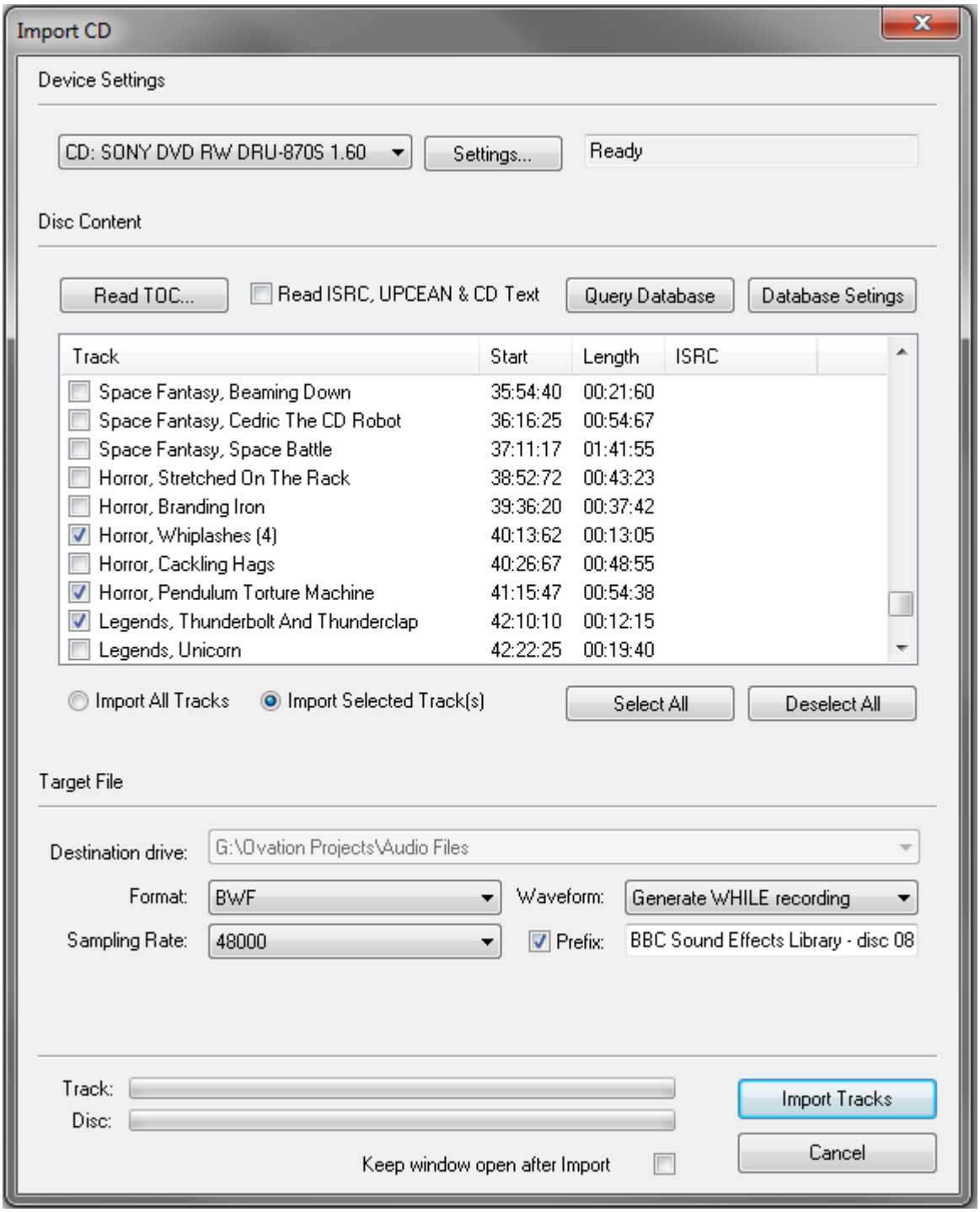


Consolidate Cues message

CD Tracks Import

Ovation has comprehensive CD import functions.

Selecting **Cue > Add Cue > Import CD Tracks** from the **Cue** Menu or the Cue / Cue List context menu opens the **Import CD** dialog.



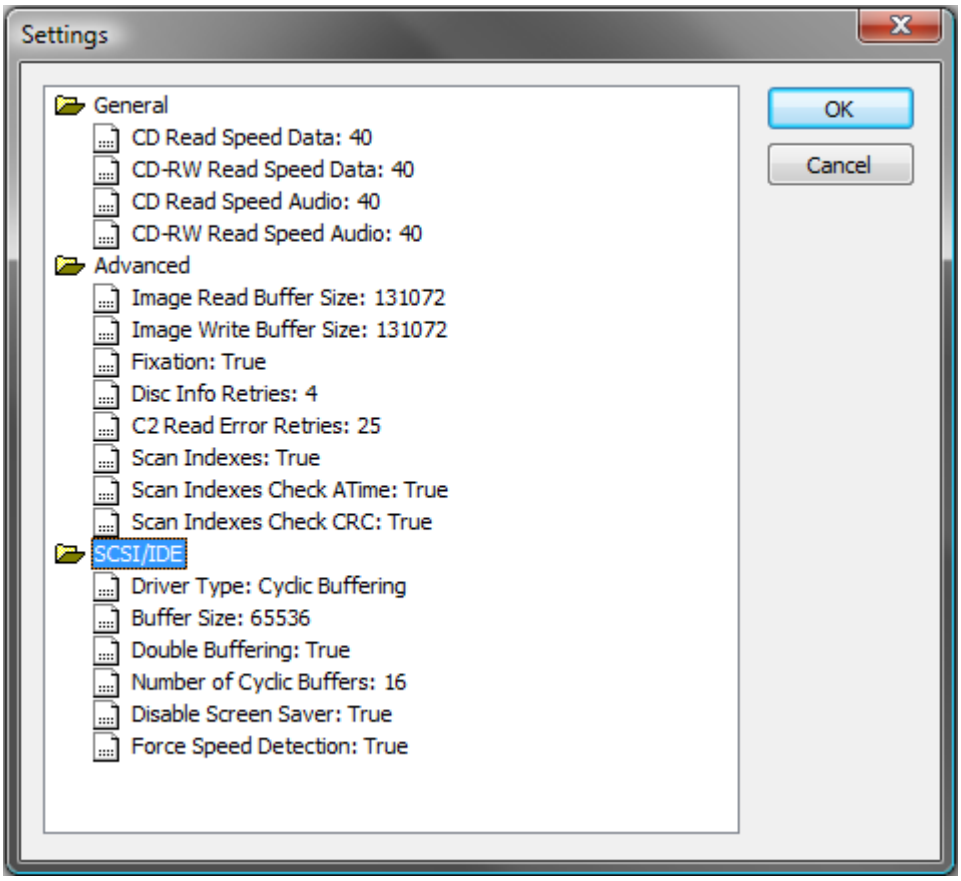
CD Import dialog

Device Settings

The combo box drop-down list shows all suitable drives on the machine.

Settings

The **Settings** button opens a dialog box with specific drive settings. These settings may be altered if required by clicking on an entry and typing a new value in the box.



CD Import Settings dialog

Status

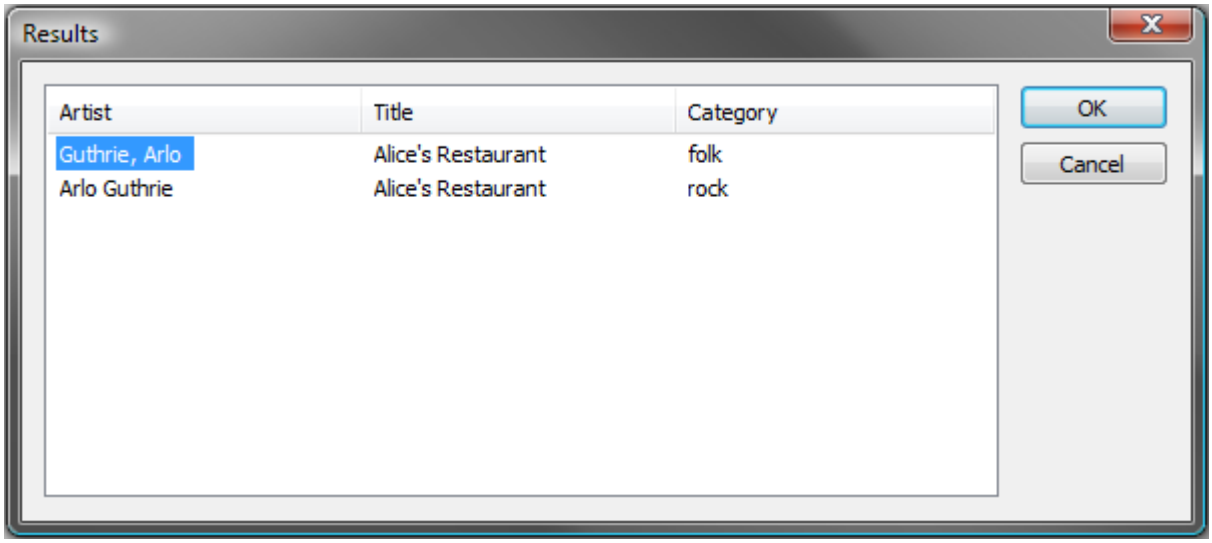
The field to the right of the **Settings** button shows pertinent information about the CD import process.

Disc Content

Read TOC... Click the **Read TOC** to read the Table Of Contents on the CD. The tracks are listed in the pane below.

Read ISRC, UPCEAN & CDtext When checked this information will also be read, if present.

Query Database Click to use an online database to obtain track names and other data about commercial CDs. Results are shown in a dialog :



CD Import Query Database results dialog

If multiple disc titles are shown, click on the appropriate one to select it then click on **OK** to import the data. The disc name is automatically entered in the **Clip Prefix:** field.

Database Settings Click to access a dialog where the database address and other settings can be changed:



CD Import Database Settings dialog

Default settings are shown above. To change a setting, click on the entry and type. Click **OK** to save the edited settings. **Defaults** restores the default settings and **Cancel** closes the dialog without making changes..

Import All Tracks When active all tracks on the CD will be imported regardless of individual selections in the track list check boxes.

Import Selected Track(s) When active only the tracks selected (ticked in the track list) will be imported.

Select All Click the button to select all tracks in the list.

Deselect All Click the button to deselect all tracks in the list.

Target File

Destination Drive: Information only. Shows the folder where the resulting files will be placed.

Format: Shows the format selected and offers the choice of :

PMF, **SD2**, **AIFF**, **FLAC**, **Ogg Vorbis**, **MP3/MPEG-1/2 Audio**, **MP4/AAC**, **DSDIFF**, **DSDIFF Edited Master**, **Virtual Tape**, **Wave**, **BWF**, **CD Image**, **MTFF**, **Digital Release**, **OMF**.

Waveform:	Offers the choice of **Generate WHILE recording**, **Generate AFTER recording** or **None**.
Sampling Rate	Offers an extensive choice of sampling rates for the imported tracks. CD tracks are saple rate converted automatically on import if anything other than 44.1kHz is selected.
Prefix	When checked a prefix will be added to each imported track. This defaults to the CD title but any desired prefix may be typed in the field when the box is checked.
Track	Bar illustrates progress bar for each imported track
Disc	Bar illustrates import progress of all selected tracks or the entire disc.
Import Tracks	Click to initiate the import process.
Cancel	Click to abort an import in progress or to close the dialog without importing.
Keep window open after Import	When checked the CD Import window remains open, e.g. for further imports, after the import is completed. The **Prefix** label field will be grayed out when this option is selected.

Keep open keeps the **CD Import** window open after the import is completed and grays out the **Prefix** field.

Cue Capabilities

A Cue is a container object for commands to initiate or respond to actions, e.g. Play a Media file or run a Batch File etc. Cues can have single or multiple functions. There is only one Cue type covering all capabilities.

Audio

A Cue can trigger playback of mono, stereo or multi-channel audio media files. It can also trigger playback of Pyramix Compositions which may contain many elements.

TimeCode Generator

A Cue can output LTC to any suitably equipped device.

Choose a suitable Serial Port in the TimeCode generator section of the Properties panes.

MTC

A Cue can send MTC (MIDI TimeCode) to any suitably equipped hardware or software device.

Choose a suitable MIDI Port in the TimeCode generator section of the Properties panes. (Remember, the Cue setting overrides the Cuelist setting which, in turn, overrides the Show setting.)

MMC

A Cue can send MMC (MIDI Machine Control) commands to any suitably equipped hardware or software device.

Choose a suitable MIDI Port in the MMC section of the Cue Properties pane and enter the start time.

Fire sends an MMC **Play** command, **Pause** an MMC **Pause** command and **Stop** an MMC **Stop** command.

MIDI Command

A Cue can send General MIDI Commands to any suitably equipped hardware or software device.

Sony P2 / RS422

A Cue can send Sony P2 / RS422 commands to any suitably equipped hardware device. This includes a VCube either running in the same machine as Ovation or on a remote machine. **Please see: Sony P2 over IP on page 160**

Fire sends a Sony P2 **Play** command, **Pause** sends a Sony P2 **Jog(0)** command and **Stop** sends a Sony P2 **Stop** command.

IP Command

Data to be output can be added in the filled in the **Cue Properties** pane (unique to every Cue). IP command format can be ASCII or HEXA (Hexadecimal). The IP Output port can be selected.

GPO

A Cue can send GPO commands via a serial port and adaptor to any suitably equipped hardware device.

Please see: GPO on page 162 and GPO Section on page 106

Shell Commands/Scripts/Batch files

Please see: Shell Command / Script / Batch Section on page 107

Microphone Switch

A Cue can switch mixer inputs from replay to mic for the duration of the Cue. This operates within a 24 hour window. **Please see: Microphone Switch Section on page 103**

Mixer Automation

A Cue can trigger an automation snapshot which is applied to the Ovation mixer. **Please see: Snapshot Automation on page 52**

REMOTE CONTROL: General MIDI Command

Individual Cues can be remote controlled from General MIDI Commands. **Please see: REMOTE CONTROL: General MIDI Command on page 108**.

REMOTE CONTROL: IP Command

Individual Cues can be remote controlled from IP Commands

REMOTE CONTROL: Multi-Sequencer Synchronization

Individual Cues can be synchronized on secondary Slave or Master machines. **Please see: Multi-Sequencer Synchronization on page 30**

REMOTE CONTROL: Dataton Synchronization

Individual Cues can be synchronized with Dataton video player timelines.

Empty Cues

Empty Cues can be created by clicking on the **Add** button or from the menu **Cue > Add > Add** or from the right-click Cue context menu. Empty Cues can have Media or Commands added subsequently so that Cue Lists can be constructed before the media is available. Empty Cues can also be used in conjunction with Cue Rules to construct complex interactions.

Compound Cues

A single Cue can contain instructions to do many things at once. For example, play an Audio Media file and dim the lights. To add functions to a Cue simply set the required options in the various sections of the Cue Properties pane.

Scenes

Cues can be nested, many layers deep if required. For operational convenience the top level is referred to as a **Scene**. In, for example, theatre work, if all the Cues and Child-Cues associated with scenes are nested under single top-level Cues then the Scene buttons enable quick changes between these Scenes whereas the Cue navigation buttons will step through each Child-Cue.

Mixer

Each Show on each Ovation has an Audio Mixer associated with it. This is configurable to suit local requirements.

Cue based Snapshot Automation is available. **Please see: Snapshot Automation on page 52**

Please see the **Mixer** Chapter in the Pyramix User Manual for details of all the manifold configuration options.

> **Note:** For the present, before you can add Strips and effects etc. you may have to **Initialize** the current Show, **Start** it and **Stop** it before the mixer can be rebuilt to reflect the required configuration.

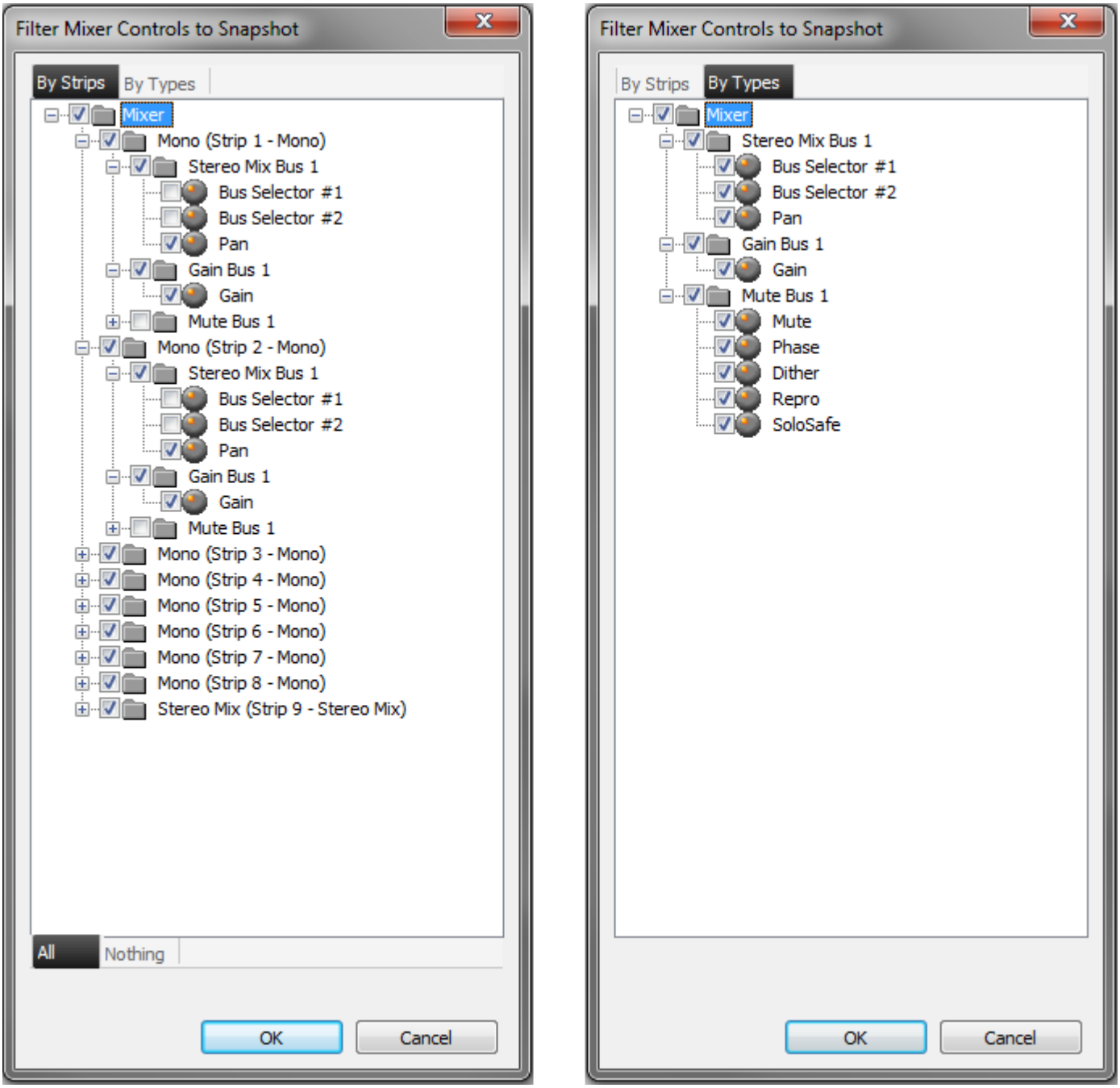
Snapshot Automation

Any Cue can store a Mixer Snapshot and recall it when the Cue is fired. The snapshot changes to the mixer can be implemented when the Cue is fired instantly, over the entire length of the Cue linearly or over a user-defined time period linearly.

Store a Snapshot

- Select the Cue to which you wish to add a Snapshot.
- Set the mixer control(s) to be affected by the Snapshot to the required values.
- Open the **Cue Properties** pane (if not already visible)
    - In the **Mixer Automation > Type** field click in the ComboBox and select **Snapshot**, or
    - **Cue > Snapshot Automation**, or
    - In the right mouse button Cue context menu choose **Snapshot Automation**.

Any of these actions will open the **Filter Mixer Controls to Snapshot** dialog:



Filter Mixer Controls to Snapshot dialog

This dialog is similar to the Pyramix dialog. The **By Strips** and **By Types** buttons switch between the two views.

Note: Switching between views restores selections to the default. I.e. All selected.

By Strips

In this view every automatable control in the current mixer is displayed in a tree structure. Ticked boxes include the control or group of controls in the snapshot.

The **All** button ticks every box.

The **Nothing** button unticks every box.

- Select the mixer controls to be included in the snapshot.
- Click on **OK** to record the snapshot and close the dialog.

Erase a Snapshot

- Select the Cue from which you wish to remove a Snapshot.
- Open the **Cue Properties** pane (if not already visible)
- In the Snapshot field click in the **Type** ComboBox and select **None**

Glide

When a Cue containing a Snapshot is Fired any changes are applied instantaneously by default. This behaviour can be modified. Options are: over a user-defined time period linearly or over the entire length of the Cue linearly.

To modify the default behaviour:

- Open the **Cue Properties** pane.
- In the **Mixer Automation** Section
- Click in the **Glide** field.
- For a user defined glide time type a suitable value in the _:_:_:_ time entry area or:
- For a glide over the entire length of the Cue choose **Cue Length** from the drop-down list.

Note: If a value longer than the Cue length is entered the Glide will occur over the Cue length.

Apply Snapshot

To apply a Mixer Automation Snapshot simply Fire the Cue

Note: Two snapshots controlling the same Mixing Console controls at the same time will "conflict". Please avoid this situation.
Snapshots can be **Audition**ed, however FF/REW and Scrubbing is not possible.

Copy and Paste Snapshot

To Copy a snapshot simply Copy the Cue containing the snapshot.

To Paste a snapshot select the target Cue and choose **Paste Automation** from the Cue right-click context menu.

Alternatively, select **Cue > Paste Automation**. The automation snapshot is added to the target Cue without affecting the Media file or any other parameters.

Show Logging

Show Logging creates Log Files listing every Audio file played. This is useful for broadcasters.
Logging is enabled and set up in the **Show Properties** pane. **Please see: Show Logging Section on page 93**

New Log Files are created **Every Show**, **Every Week** or **Every Month** and may be saved in any Folder accessible to Ovation. Log Files are never deleted, new files are created with the date and time in the filename.

The filename can include:

- Station Name
- Station Name + Date
- Station Name + Show Name
- Station Name + Show Name + Date

Log Files are created in any of the following formats:

- ASCII Text (.log)
- XML (.xml)
- Enco DAD log file (.exp)

Examples

ASCII Text (.log)

2013-04-03 16:07:40 00:00:02 I Love Rock N Roll.wav

XML (.xml)

<Cue>

<Name>I Love Rock N Roll</Name>

<Date>2013-04-03</Date>

<PlayedAt>16:32:21</PlayedAt>

<Duration>00:00:07</Duration>

<FileName>I Love Rock N Roll.wav</FileName>

<PathName>E:\Media\Music\I Love Rock N Roll.wav</PathName>

</Cue>

Enco DAD log file (.exp)

16:09:0100:00:0104/03/1300000I Love Rock N Roll Love Rock N Roll.wav

Other Modules

It is possible to call other applications such as audio editors from within **Ovation** and exchange data with them. For example, the Merging Technologies **Pyramix** audio editor. Third-party applications will also be supported.

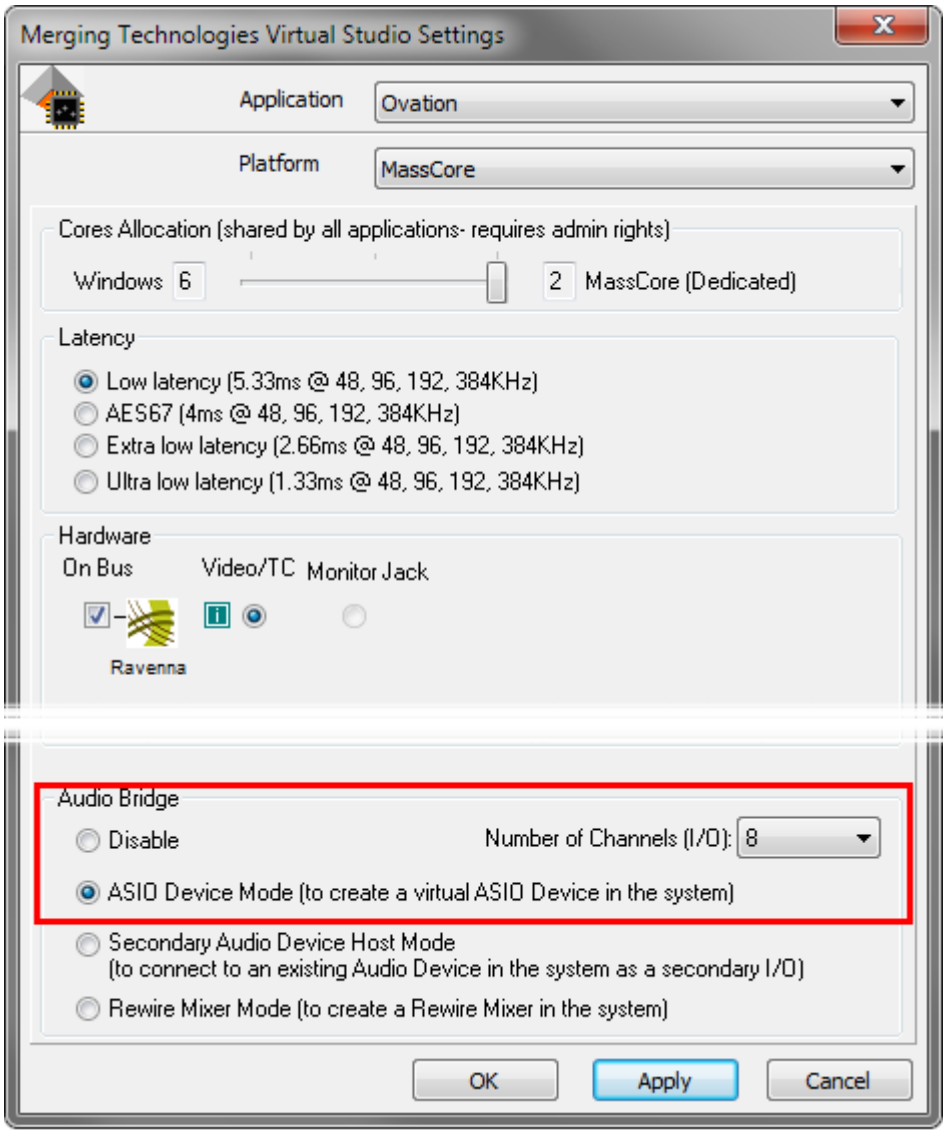
Editing with Pyramix

> **Note:** The **Secondary Audio Device** is not recommended for Native systems, only for MassCore systems.

In a MassCore™ system an audio Cue, Mono, Stereo, multi-channel or a multi track composition may be opened for comprehensive editing by invoking **Edit** from either the right-click context menu while hovering over a Cue or for the selected Cue from **Cue > Edit**. However, before Pyramix editing can be used, Pyramix must be open and both applications set up in a specific way.

For example, to set up for editing stereo Cues :

1. Close Ovation if open.
2. Open the **VS3 Control Panel**.



VS3 Control Panel

3. Check that the **Application** drop-down list is displaying **Ovation** and, if it isn't, choose it from the list.
4. Check that the **Platform** drop-down list is displaying **MassCore™** and, if it isn't, choose it from the list.
5. In the **Audio Bridge** section choose **ASIO device Mode**.
6. Set the **Number of channels (I/O)** drop-down list to **8**.
7. Now select **Pyramix Virtual Studio** from the **Application** drop-down list
8. Also select **Native - ASIO** from the **Platform** list.

9. Select **MT ASIO Bridge** from the **I/O Selection Driver name:** drop-down list if not already selected.
10. Start Ovation go to **Settings > Show Settings > Mixing Console > Slots Allocation**.
11. In the **Slots Allocation** drop-down list set the value to **6**
12. Now open the **Ovation Mixing Console** (**View > View Mixer**) and for Strips 7 and 8, set the Live INPUTS to **MT ASIO Bridge 1 and 2** respectively.
13. Start Pyramix
14. Create a new Pyramix Project and name it "Ovation Edit" or similar. A simple 8:2 mixer will do nicely.
15. Open the Mixer Monitoring Section, select the **Configure** Tab and create a new **Speaker Set**. Name this as something you will remember such as "Ovation Edit" and patch the **L** and **R Speaker OUTPUTS** to MT ASIO Bridge 1 and 2. Now activate the Speaker Set. (Alternatively you can simply patch the Pyramix Mixer Stereo output strip outputs to MT ASIO Bridge 1 & 2)
16. Now save the Pyramix Project with a memorable name such as "Ovation Editor".

Now you can right-click on a stereo Cue in Ovation and choose **Edit**.

17. The selected Cue will open in Pyramix.
18. Edit in Pyramix until you are happy with the results.
19. In Pyramix select **Project > Ovation > Publish to Ovation** and the edited Cue will appear in the same place in Ovation.
    (Alternatively, choose **Project > Ovation > Publish to Ovation as a New Cue**. The edited Cue will then appear in the Ovation Cue List directly below the original with the same name and the suffix **(New)** E.g. if the original Cue is named **steampass2** then the new one will be named **steampass2 (New)**.)

Note: Pyramix must be opened **AFTER** Ovation and with an empty project loaded before invoking **Edit**

Note: If you wish to edit Multi-channel Cues then simply follow the above set-up procedure increasing the number of slots and changing speaker/output mappings as appropriate.

Note: When **Edit** is invoked from an Ovation Cue the existing Pyramix Project will be overwritten with the new Cue. I.e. all existing tracks will be deleted and new tracks created to accommodate the new Cue for editing.

Note: Clip Gain and Envelope ARE supported and published to Ovation.

- When a Cue edited in Pyramix contains Envelope information this is published to Ovation.
- Clip Gain set in a Cue edited in Pyramix is published to Ovation. (Gain value applied is not visible in Ovation)

Recording

Overview

Ovation is able to record up to 8 channels of audio at a time using a mixer which is independent of the Ovation output mixer.

Operationally, recordings are made into Cues in Cue Lists. The new recording can replace the Audio media file or files referenced by the Cue currently or recordings can be made into a new, empty Cue. Recordings may be made in Compose Mode or Show Mode whether the Show is running or not. (Provided that **Forbid Editing** is set to **No** in **Show Properties > Show Time Properties**.) When recording in Show Mode all features of the Ovation user interface operate just as they do when no recording is taking place.

Recordings are made in 24 bit Broadcast Wav format (**.bwf**) at the sampling rate of the current Show.

Record

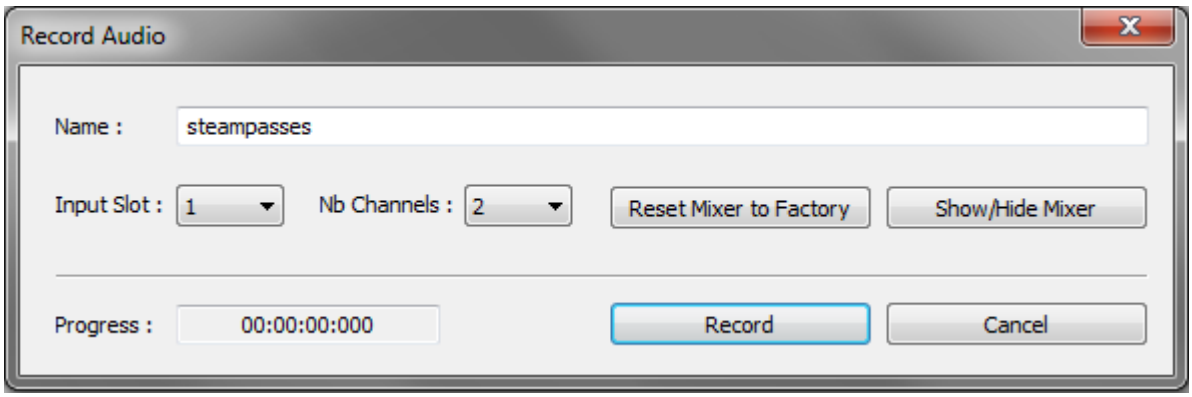
Initiating Recording

There are two methods of initiating a recording.

- To replace the Audio Media in an existing Cue with a new recording:
  - Select a Cue in a Cue List.
  - Choose **Record Audio** from the right-click context menu or **Cue > Record Audio**
- To record Audio to a new, empty Cue:
  - Choose **Add Cue > Record Audio as New Cue** from the right-click context menu or **Cue > Add Cue > Record Audio as New Cue**.
    (Alternatively you could create a new empty Cue then proceed as for replacing the Audio Media in an existing Cue.)

Either method of initiating a recording will open the **Record Audio** dialog:

Record Audio Dialog

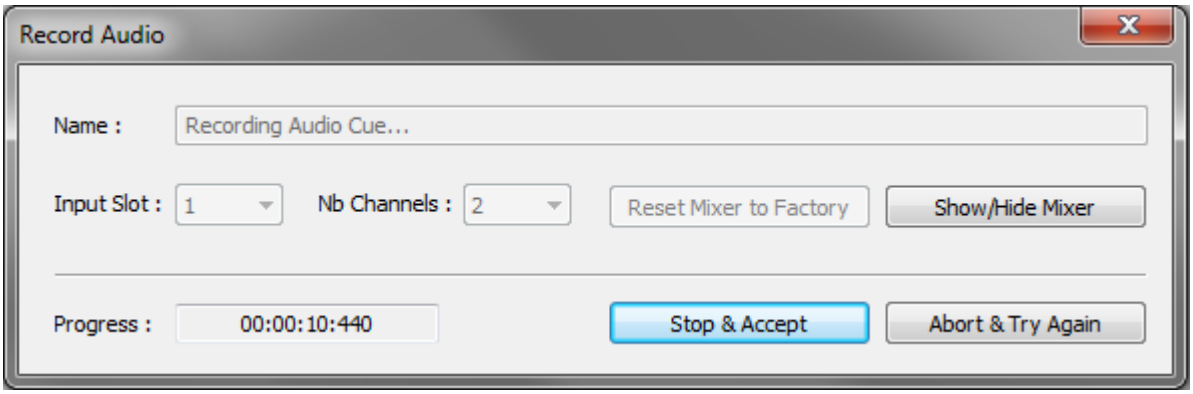


Record Audio dialog

Name	When the dialog is opened to replace the Audio Media in an existing Cue the field will contain the existing Cue's name. When the dialog is opened to record a new Cue the field defaults to **Recording Audio Cue...**. In either case a new name for the recording can be typed in the field.
Input Slot	The combo box enables the choice of the first Mixer Input which will be used as the record source.
Nb Channels	The combo box sets the number of channels to be recorded. (Maximum 8)
Reset Mixer to Factory	Restores the mixer to the default 8 mono inputs, one stereo output.

Show/Hide Mixer	Toggles the Record Mixer visible/hidden. (Default is hidden.)
Progress	The counter shows elapsed time from the beginning of recording.
Record	Click the button to start recording.
Cancel	Click the button to cancel recording and close the dialog.

Note: The **Record** and **Cancel** buttons are modal. When recording they offer the following options:



Record Audio dialog - recording

Stop & Accept	Click the button to stop the recording, close the dialog and link the recording to the selected Cue.
Abort & Try Again	Click the button to cancel the recording, delete the file and leave the dialog open for another recording.

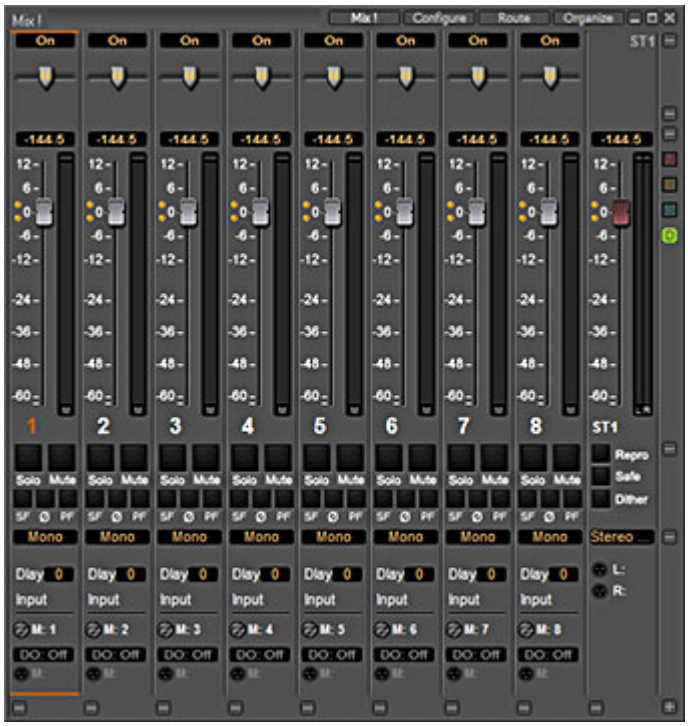
Note: If the Cue being recorded is deleted or the list containing the Cue is closed the recording will be terminated correctly and the file will be created properly but no Cue will be created or changed to point to the recording.
If a **Record Audio** operation is **Undo**ne then the Cue returns to its previous state or is removed but the Audio Media file is retained.

Recording File location

Files created by recording will be located in the **Audio Files** sub-folder of the folder containing the **Show** file.

Record Mixer

A dedicated Record Mixer is created when the **Record Audio Audio** dialog is opened:



Default Record Mixer

The Mixer can be displayed using the **Show/Hide** button in the **Record Audio** dialog.

By default, the Record Mixer is created with 8 mono inputs strips and one stereo output bus.

Inputs are connected to Channels 1 to 8.

The mixer is configurable as desired and will be recalled in the same state when the **Record Audio** dialog is opened subsequently.

Note: VERY IMPORTANT
If you wish to use Record Mixer outputs for monitoring etc. then please ensure the physical outputs selected are **NOT** already assigned to the Ovation output Mixer. If outputs already in use in the OV output Mixer are assigned to the Record Mixer they will be reassigned and the relevant outputs from the OV output Mixer will be disconnected.

Note: For detailed information about mixer configuration please see the Pyramix User Manual.

Note: The Pyramix Mixer has been extensively updated and revised with an extremely powerful new architecture. The legacy Mixer shown above is still available. Please consult the Pyramix User Manual for full details of the new mixer.

Ovation User Interface

Overview

The Ovation user interface has been designed from the ground up for composing and running shows. A show can contain Media and Trigger Cues of many types and these can be fired manually or automatically to suit the application.

Commands and functions can be accessed from buttons, pull-down menus, contextual pop-up menus and keyboard shortcuts.

There are generally several ways of accessing any given function in Ovation. Sub-sections of the interface are separate, dockable, nestable panes that can be shown or hidden and arranged automatically or by the user. This is intended to enable users to work in the manner they find most comfortable for the type of task they are undertaking. It also means 'Power Users' can develop highly efficient operating procedures.

It is perfectly possible to use Ovation casually, or as an operator, without discovering all of the many available possibilities. However, for Show designers, a far more rewarding experience awaits.

User Interface Options

Apart from conventional menus Ovation offers many other UI options:

Fire Command

The Fire Command acts like Double-Click when in Show Compose Mode and is mapped by default to the Space key. So:

- In Edit Mode, **Space Bar** toggles **Audition** / **Stop**.
- In Show Mode, **Space** always **Fire**s the Cue.

In Show Mode, **Enter** initiates **Fire Sequenced Cue** ! (**Fire** and **Select Next Cue**).

Context Menus

Right-clicking pop-ups menus with commands and options relevant to the current cursor location.

Keyboard Shortcuts

In particular we would encourage users to use keyboard shortcuts and preferably the standard Ovation mapping. Keyboard shortcuts can be fully customized.

Hardware Control Surfaces

For many applications a hardware control surface and or touch-screen will be desirable if not essential. Merging Technologies offer a versatile, dedicated controller for Ovation and our Sales Partners can help with bespoke solutions.

For a full list of compatible controllers and their capabilities please see here:

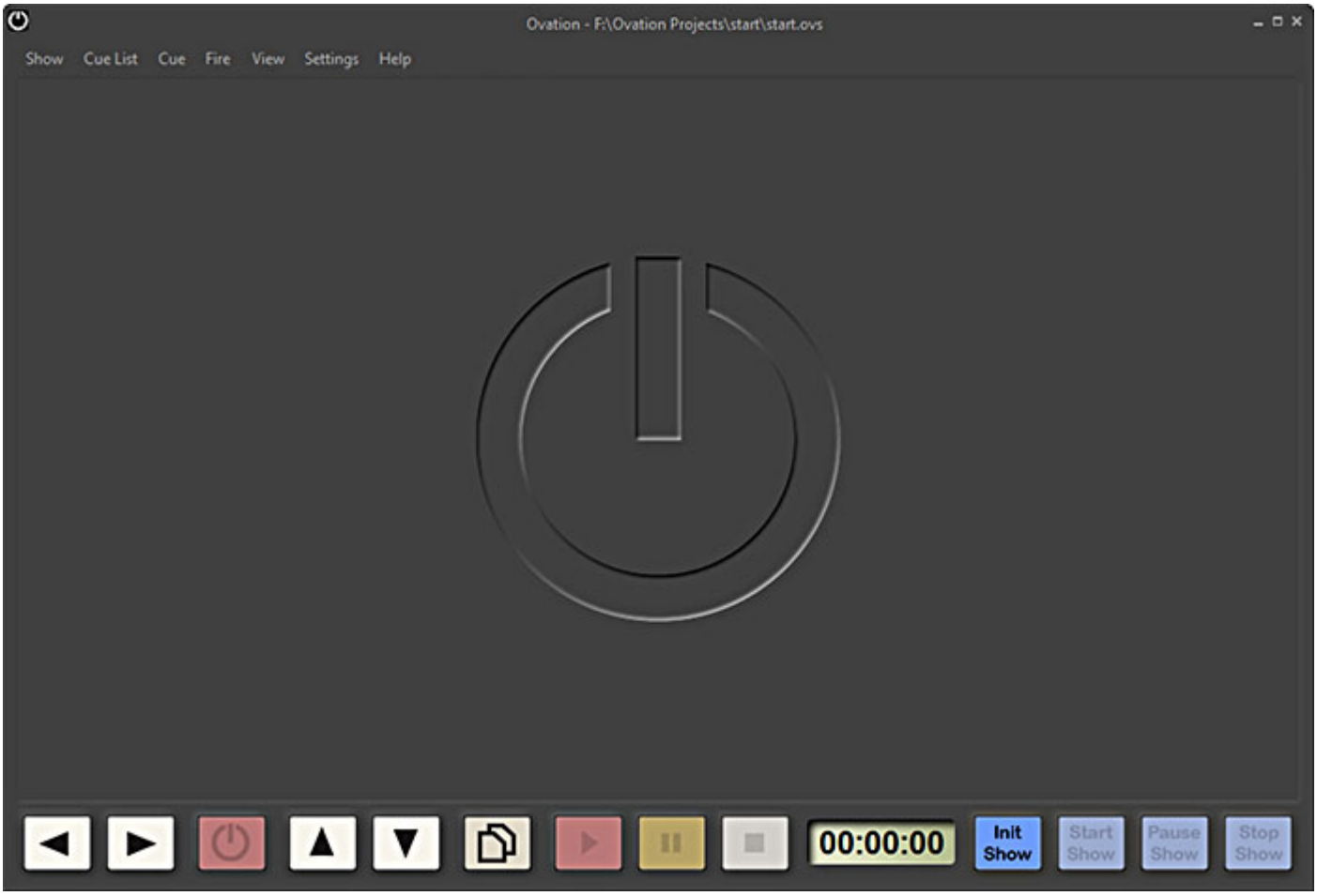
https://confluence.merging.com/pages/viewpage.action?pageId=17203276

Mouse Modifier Keys

The range of possible actions resulting from a mouse click are extended by the use of **Keyboard Modifiers**. These aid productivity and are well worth learning. **Please see: Appendix VI on page 224**

Main Window

If **Ovation** is launched without any **Cue Lists** present it opens as a blank canvas with no panes present. You will see the main **Ovation** window with its **Menus** at the top and the **Show Controls** with Time Display at the bottom.:



Main Ovation Window

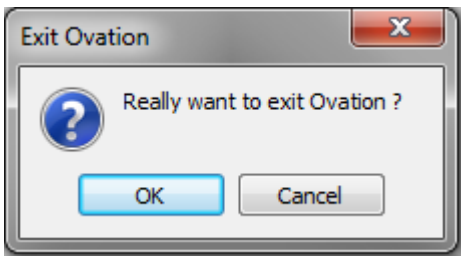
Fixed Buttons

At top right the standard buttons are standard Windows items.

Minimize Minimizes the Main Ovation Window to the Taskbar.

Maximize / **Restore** Toggles between Maximizing the Main Ovation Window and Restoring it to the size and position it occupied prior to being minimized / maximized

Close Opens the **Exit Ovation** dialog



Exit Ovation dialog

Click on **OK** to close **Ovation** or **Cancel** to exit the dialog without closing **Ovation**.

Main Window, Panes and Toolbars

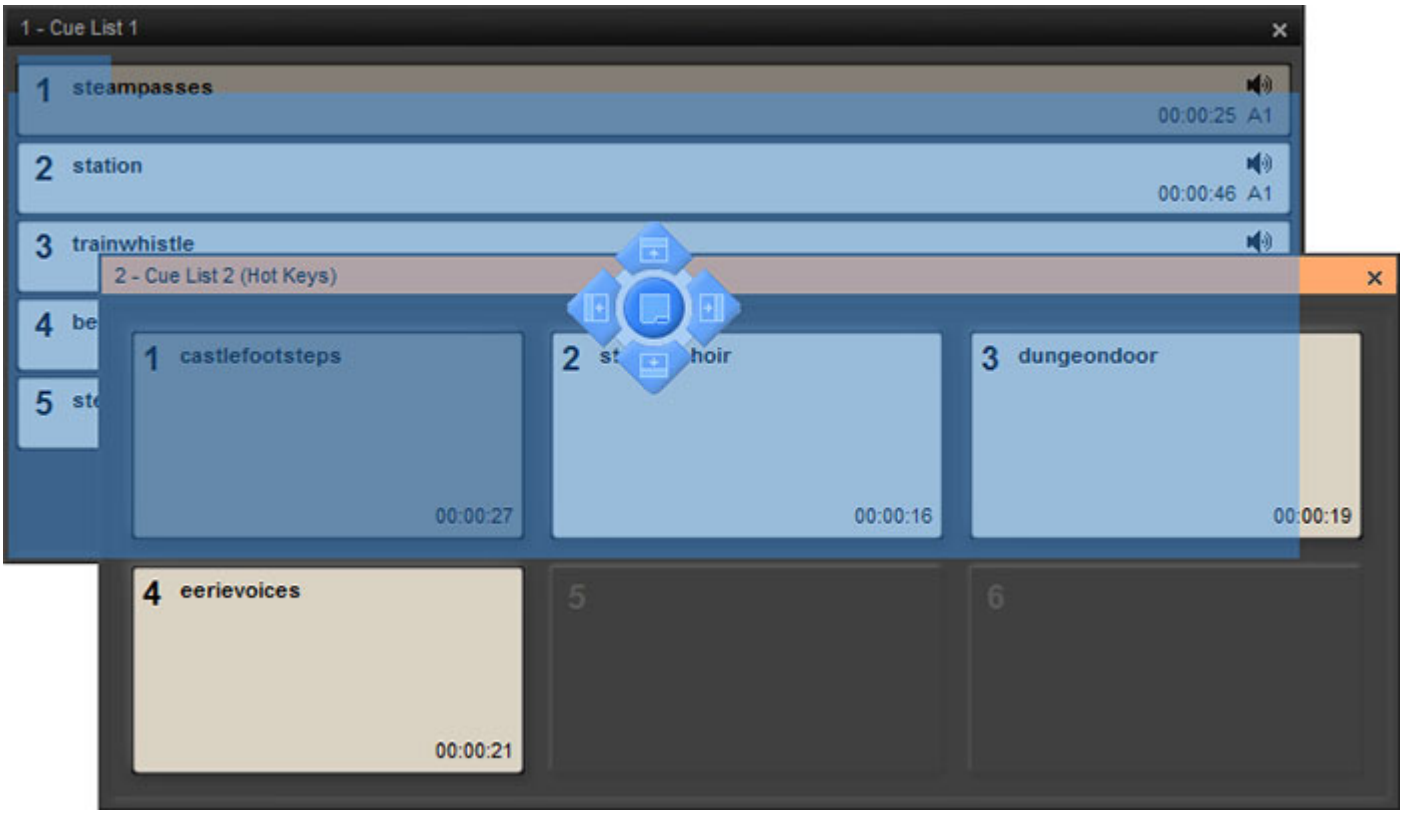
The Ovation user Interface is based around a Main Window with sub-windows or Panes. These Panes (and Toolbars) can be positioned anywhere on the Windows Desktop, they do not have to remain inside the Main Ovation Window. Panes and Toolbars are 'magnetized' to each other and to the edges of the Main window when in close proximity. Panes and Toolbars will also resize automatically when close to the Main window edges. The new size is shown as a semi-transparent grey box. Resizing only takes place when the mouse button is released. Blue "Landing Lights" show where a Pane will dock.

Double-clicking in the Pane title bar toggles its size and position between current and last or docks the Pane in the Main window.

Nested and Combined Panes

Nested Panes

Panes, e.g. Cue lists or Properties can be nested by simply dragging, say Cue List 2 over Cue List 1 Until the blue "ghost" pane covers most of the existing pane.and the centre blue landing light is lit.



Cue List Pane with Cue List ready to dock - Compose Mode

Here is the result:



Cue List Pane with Nested Cue Lists - Compose Mode

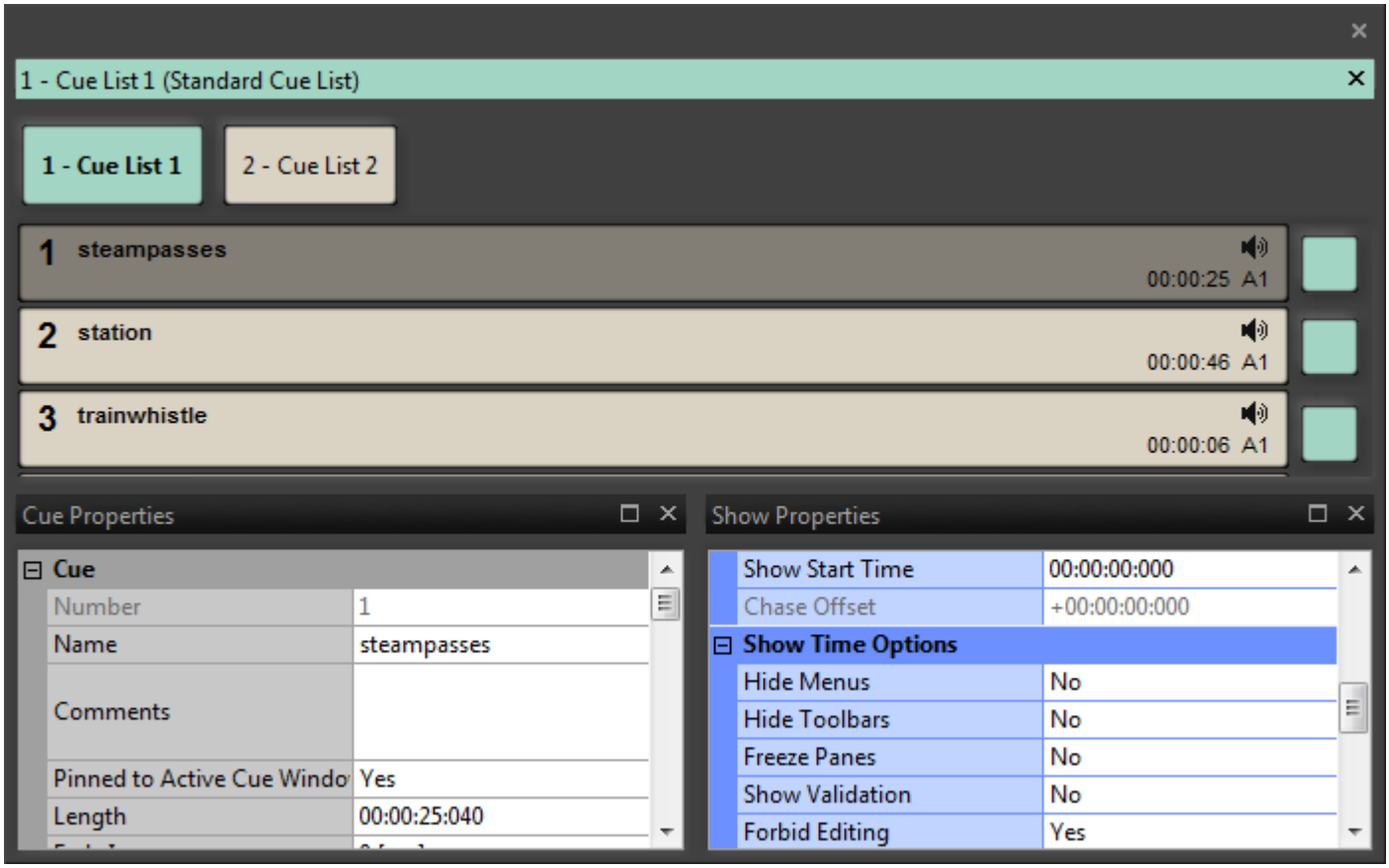
The large buttons at the top enable the focus to be switched between the nested Panes, in this case:

1 - Cue List 1, **2 - Cue List 2**.

Panes can be Un-Nested by clicking and dragging on the large Cue List label buttons.

Combined Panes

If a Pane is dragged over another near the edges a Combined Window can be formed. This can be Closed or Auto-hidden as a single entity. Depending on where the Pane is dragged Panes can be combined vertically or horizontally. In the following image you can see a pair of Properties Panes Combined with two nested Cue List Panes.



Combined and Nested Panes - Compose Mode

Here you can see that **Cue List 1** has the focus. Properties are displayed for the selected **Cue**, highlighted in dark gray, in the selected **Cue List**, highlighted in pale green.

Cue List Properties are pale green, Show Properties are blue and Cue Properties are gray.

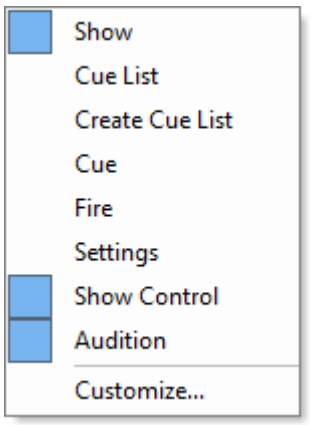
Toolbars

Ovation is equipped with a number of standard Toolbars. These can be shown in the user interface or hidden as required. It is also possible to show Toolbars in Compose Mode and hide them in Show mode by setting the **Hide Toolbars** field in **Show Properties** to **Yes**.

All Main Window toolbars including the Menu toolbar can be made floating by clicking to the left of the first entry until the cursor changes to Move and dragging to a new location. If a floating Toolbar is dragged close to the edge of the Main Window it will snap to a docked configuration.

Toolbar Context Menu

Right-clicking on a blank part of the Main window header or footer opens the **Toolbars** menu :



Toolbars context menu

Checked entries in the list will be present in the Main Ovation window.

Audition Toolbar

Selecting **Show > View Audition Toolbar** adds the **Audition Toolbar** to the bottom of the main Show Window.



Audition Toolbar

The buttons should be self-explanatory but, just in case, from left to right we have:

Start of Cue or Previous Cue if cursor is at Start of Cue - Rewind - Stop - Start / Pause - Fast Forward - Next Cue

These controls act on the currently selected Cue.

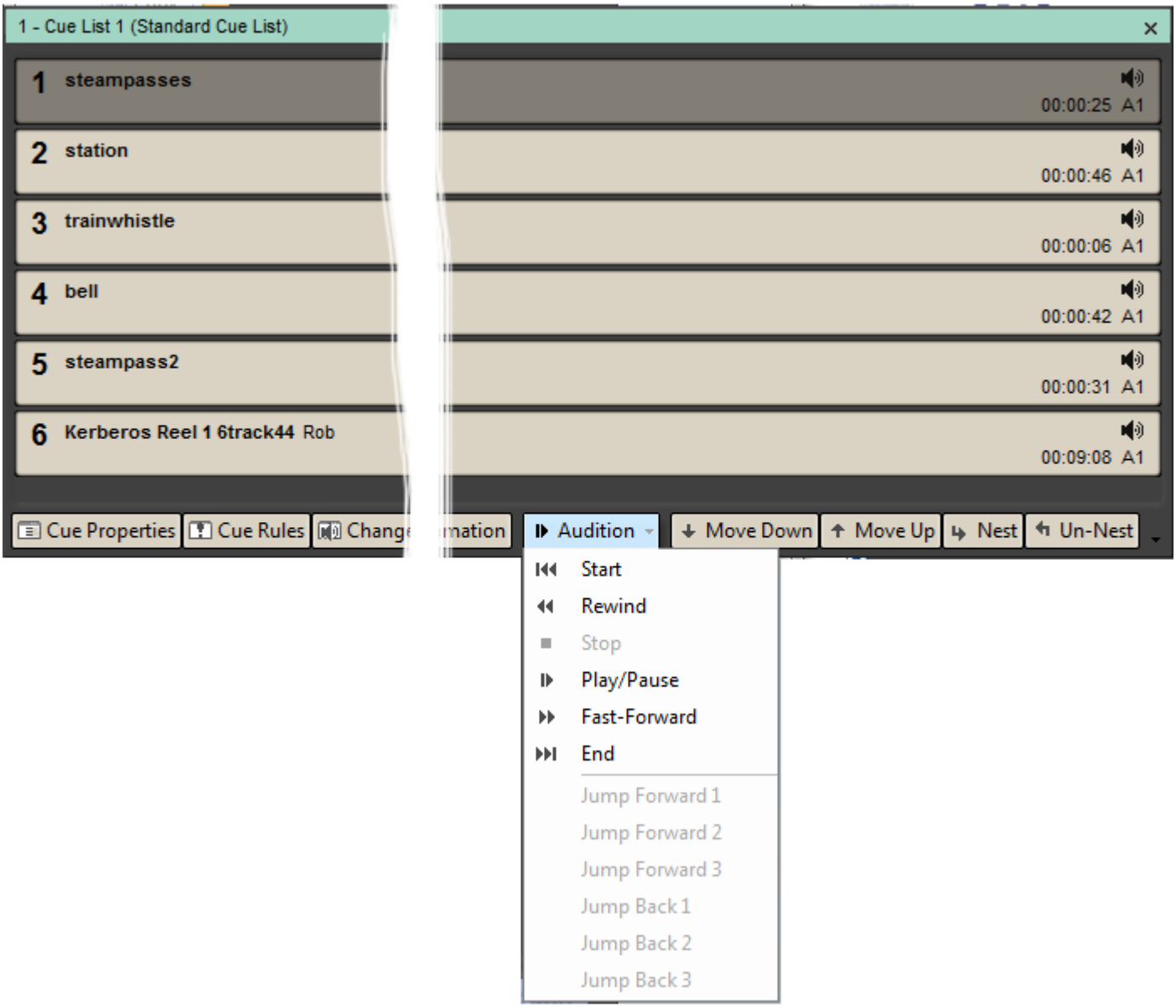
Audition Jump

There are six **Audition Jump** commands. These commands are available only when Auditioning a Cue and via Keyboard Shortcuts or with a modifier key when clicking on the Rewind and Fast Forward buttons in any Audition Toolbar or on the Ovation Keyboard:

- Audition Jump Forward 1: Jump 1 Second later in time (**Ctrl + ->** Key or Fast Forward Button)
- Audition Jump Forward 2: Jump 5 Seconds later in time (**Ctrl + Shift + ->** Key or Fast Forward Button)
- Audition Jump Forward 3: Jump 15 Seconds later in time (**Ctrl + Shift + Alt + ->** Key or Fast Forward Button)
- Audition Jump Back 1: Jump 1 Second earlier in time (**Ctrl + <- Key** or Rewind Button)
- Audition Jump Back 2: Jump 5 Seconds earlier in time (**Ctrl + Shift + <-** Key or Rewind Button)
- Audition Jump Back 3: Jump 15 Seconds earlier in time (**Ctrl + Shift + Alt + <-** Key or Rewind Button)

Audition Drop-down

In a Cue List pane, clicking on the down arrow immediately to the right of the Audition button drops down the Audition transport controls. These are identical in function to the Audition Toolbar.



Standard Cue List Pane with Audition Drop-down - Compose Mode

Modifiers Toolbar

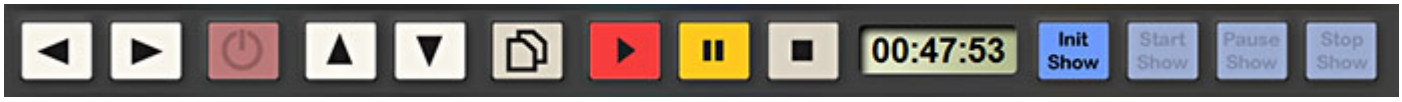
Selecting **Show > View Modifiers Toolbar** adds the **Modifiers Toolbar** to the bottom of the main Show Window.



Modifiers Toolbar

The **Modifiers Toolbar** is intended for users controlling Ovation from a touch-screen. The functions are the same as those found on the physical controller. **Please see: The Ovation Keyboard Controller Commands Map on page 210**

Show Controls



Ovation Main Window Show Control Bar

The **Show Control** bar at the bottom of the main screen can be made floating in the same manner as the **Menu**s. I.e. click and drag at the left-hand edge when the cursor changes to a cross.

If the **Show Control** bar is dragged near to an edge of the Main Screen it will re-dock, horizontally or vertically. Otherwise it can be placed anywhere on the Desktop.



Select **Previous Child-Cue** in currently selected Cue List



Select **Next Child-Cue** in currently selected Cue List



Fire Selected Cue in currently selected Cue List and select next Cue and make **Ready** to **Fire**



Select **Previous Cue** in currently selected Cue List



Select **Next Cue** in currently selected Cue List



Toggle through **Cue Lists** in ascending order (with **Shift** in descending order)



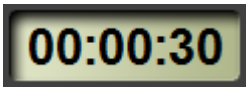
Fire Selected Cue in currently selected Cue List. Cue remains **Ready** to be **Fired Again**



Pause Selected Cue in currently selected Cue List



Stop Selected Cue in currently selected Cue List



Show Time Counter Displays selected Time format when Show is running



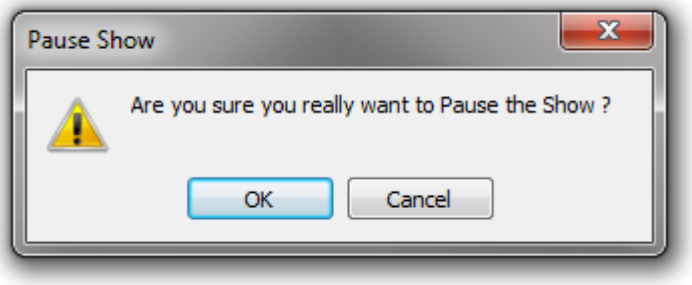
Initialize Show Prepares Show for Running. **Cue Lists** displays change to **Show Mode**



Start Show Timed Cues fire at appropriate times. **Hot Key** Cues can be Fired at will.



Pause Show Opens the **Pause Show** dialog:



Pause Show Dialog

OK Pauses the Show, **Cancel** closes the dialog without affecting the Show.

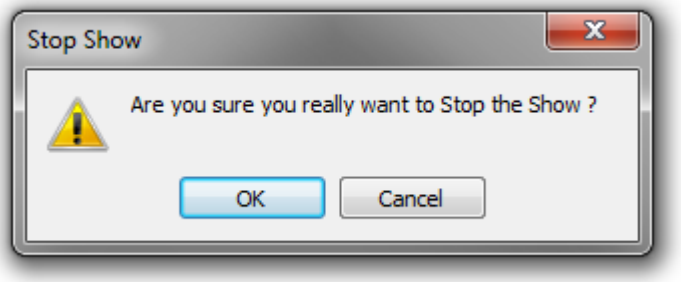


Pause Show button with Show Paused.

Clicking on **Pause Show** when the Show is Paused, Re-starts the Show from the point at which it was Paused.



Stop Show Opens the **Stop Show** dialog



Stop Show Dialog

OK Stops the Show. **Cue List** displays return to Compose Mode and the Time is reset if Time Mode is **Duration**. **Cancel** closes the dialog without affecting the Show.

> **Note:** The **Pause Show** and **Stop Show** dialogs can be suppressed in the **Show Properties** pane. Useful for rehearsals and when constructing a Show.

Other Toolbars

The other Toolbars are accessed by right-clicking on a blank area of the main Ovation Window header or footer and selecting them from the context menu. All the extra Toolbars are user configurable. The down arrow next to the far right icon gives access to the current Toolbar's buttons plus **Customize...** Buttons visible currently in the Toolbar are highlighted in blue. Clicking on an entry in the list toggles it shown/hidden. The last entry in the list is **Reset Toolbar** this does what it says and resets the Toolbar to the default condition. I.e. all buttons present.

Show





New Show



Open Show



Save Show



Initialize Show



Start the Show



Pause the Show



Stop the Show



Consolidate the Show



Package the Show



Toggle Show Properties pane show/hide



Toggle Show Validator pane show/hide



Toggle Show Log pane show/hide



Toggle Show Control Toolbar show/hide



Toggle Audition Toolbar show/hide



Toggle Active Cue Window show/hide



Toggle Audio Gain Matrix show/hide



Toggle Audio Control Fader show/hide



Open User Manual



About Ovation

Cue List





New - drops down the list of possible Cue List types. Selection opens new list.



Open Cue List



Save Cue List



Toggle Cue List Properties pane show/hide



Fire /Start Timed List



Start Timed List



Pause Timed List



Stop Timed List



Chase Timed List



Fire Toolbar - Toggles Fire Toolbar show/hide in selected Cue List in Show Mode for selected window



Edit Toolbar - Toggles Edit Toolbar show/hide in selected Cue List in Compose Mode for selected window



Toggle/Select Cue List - Cycles the selection through open Cue Lists



Toggle/Select Hot Key List

Create Cue List





New Standard Cue List



New Timed Cue List



New Hot Keys Cue List



New Custom Keys Cue List



New Cue Browser



New Hot Browser

Cue





Undo



Cut



Copy



Paste



Toggle Cue Properties pane show/hide



Open Cue Rules window



Open Cue gain fader dialog



Add - drops down the list of Cue add options



Remove - selected Cue



Edit - Cue in Pyramix (if already open)



Replace Audio Media - Opens a browser to select an alternative Audio Media file/Composition.



Snapshot Automation



Paste Automation



Audition - Click on the button to Audition the selected Cue or the down arrow to drop-down the Audition transport controls.



Pin/Unpin Cue to the Active Cue Window



Places and Locks selected Cue in the Active Cue Window (Only available when Lock is active in the Active Cue Window)



Move Down



Move Up



Nest



Un-nest



Link Offsets / Start Times

Fire





Fire Selected Cue



Select Previous Scene



Select Next Scene



Select Previous Cue


Select Next Cue


Fire Selected Cue


Pause selected Cue


Stop Selected Cue


Stop All Cues

Settings




Open Settings Window


Open Keyboard Shortcuts Window

Show Menus and Toolbars in Emergency

The Hotkey combination **Ctrl + Alt + Home** brings back the menus and all selected Toolbars when in Show Mode to give access to all commands in case of emergency.

Active Cue Window

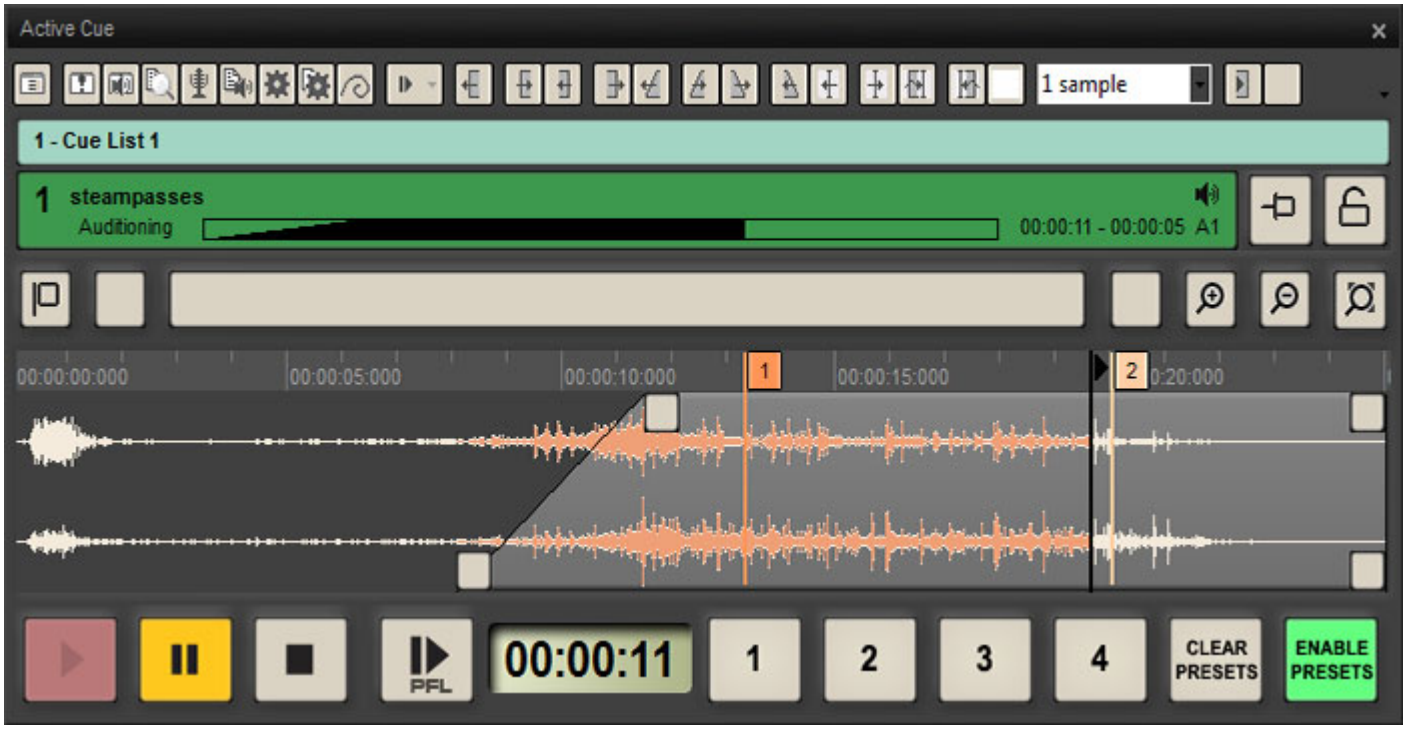
Features & Functions

The **Active Cue** Window displays information about, and enables various operations to be performed on, the **Cue** selected currently in both Compose and Show modes.

Cursor Position, Position in Audio File and Zoom Level is remembered when switching between Cues.

Further Edit operations can be performed using the **Active Cue Window Edit Toolbar**. This is toggled from either the **Show** or **View** Menus.

Compose Mode



Active Cue Window - Compose Mode

Cue List and Cue



Active Cue Window - Cue List and Cue

Below the Upper Toolbar the first bar shows the **Cue List** where the Active Cue is located. The second bar shows the **Active Cue**. The two buttons to the right activate **Pinned** mode or **Locked** mode.

Lock and Pin

Pinned Mode

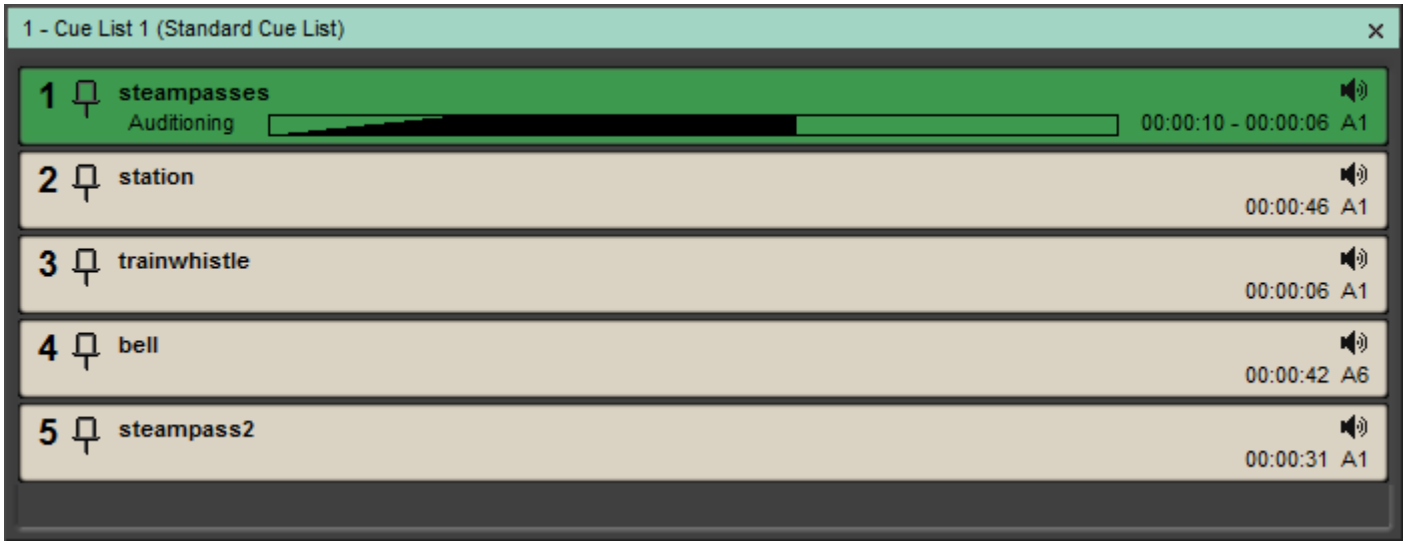
Pinned Mode enables only Cues with "interesting" content to be displayed in the Active Cue Window.



When the Pinned button is inactive all types of Cue are shown in the Active Cue Window as they are fired.



When the Pinned button is active only Cues with the **Pinned to the Active Cue Window** parameter set to **Yes** in **Cue Properties** will be shown as they are selected. Audio Cues are Pinned by default. Other types of Control Cue are unpinned by default.



Cue List with Pinned Cues in Show Mode

Override

Alt + Click on an Unpinned Cue overrides the Pin function temporarily and substitutes this Cue for the current Cue.

Note: The Pinned icon is only shown in Cues in Cue Lists when Pinned is active in the Active Cue Window.

Locked Mode

Locked Mode when active locks the Cue displayed currently to the Active Cue Window. No other Cues will be displayed until Lock is deactivated.

Override

Alt + Click on another Cue overrides the Lock temporarily and substitutes this Cue for the current Cue.



Unlocked. Cues are displayed as they are selected or fired.



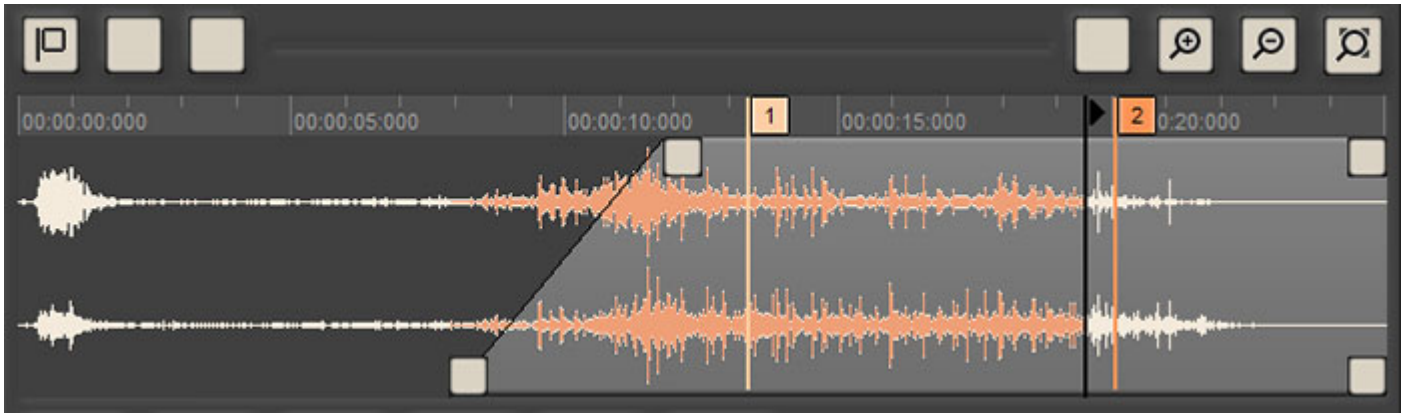
Locked. The Cue currently displayed is locked to the Active Cue Window.



Cue List with Locked Cue

In a Cue List the Cue locked to the active Cue Window is shown with a Lock symbol to the left of the name.

Cue Trimmer



Active Cue Window - Trimmer

Navigation

Marker Button



The Marker button gives access to the Marker management functions. **Please see: Markers on page 86**.

Scroll Bar

The **Scroll bar** and **Nudge** buttons, **Zoom In** / **Zoom Out** / **Zoom-To-Fit** buttons control the view of the Cue in the Trimmer.

The size of the Scroller handle changes according to how much of the Cue is visible in the Timeline.



The **Nudge** buttons scroll the view of the Cue left or right in one second increments.



Zoom In



Zoom Out



Zoom-to-fit

Timescale Ruler

The Cue selected currently is shown in the Active Cue Timeline starting at **00:00:00:000**.

Double-clicking in the Ruler auditions the Cue from the mouse cursor position within the active area.

Clicking and dragging in the Ruler moves the Timeline.

Audition Cursor

- In **Stop** mode, with the **Alt** key pressed and held, placing the mouse cursor on the Audition Cursor in the Timeline Ruler and clicking auditions the Cue while the left mouse button is held down. (Mouse Cursor changes to I-beam) Audition Cursor flies back to Mouse Cursor position when button released.
- In **Stop** mode the I-beam mouse Cursor moves the Audition Cursor without playing.
- When Stopped or Paused and calling Audition or Fire from the Active Cue Window playback starts from the current Audition Cursor position, i.e. from where previous playback stopped. This allows for, when for example rehearsing a show, the rehearsal to be resumed from the middle of a Cue and not from its beginning.

- After pressing the Audition Stop button twice the next Audition or Fire will start from the beginning of the Cue.

When calling Fire or Audition from outside the Active Cue Window (Menu, Keyboard, Show Control Toolbar, etc…) the Active Cue is Fired from its current **IN** point.

Trimmer Waveform Display

The visible portion of the selected Cue is displayed and the active portion of it is highlighted in lighter gray. The four boxes at the corners of the shaded area are handles. These handles can be dragged to adjust the Start, End, Fade In and Fade Out points graphically. The bottom handles set the **In** and **Out** points and the top handles adjust the **Fade In** and **Fade Out**. Double-clicking a handle restores the default value. I.e. the Cue boundary for the In and Out handles and No Fade for the Fade Handles.

> **Note:** The Start and End points can be dragged out beyond the boundaries of the Media to provide a Start Offset / Preroll and or an End Offset / Postroll.

Zoom and Move



Clicking and dragging horizontally anywhere in the Timeline and Ruler while the cursor is a cross moves the entire Timeline.
Clicking and dragging vertically anywhere in the Timeline and Ruler while the cursor is a cross zooms into or out of the Timeline

Trim with the Mouse

The Cue can also be modified with the mouse.

- **SHIFT+Click** moves the **Cue IN** to the current mouse position.
- **Ctrl+Click** moves the **Cue OUT** to the current mouse position.

Review while trimming:

- To review the Cue while trimming the in point, simply audition it (either by using **Audition Play/Pause** or **Review Start**): Each time the Cue **IN** is modified with one of the above methods, the Cue is restarted from its new **IN** point.
- To review the Cue while trimming the **OUT** point, simply press **Ctrl + Review End**: When the audition gets to the current Cue **OUT** point, it loops the last second of the Cue.

> **Note:** The Preroll and Cue Out Loop durations are set in **Settings > Application Settings > General > Audition**. While the Cue loops, you can trim the Cue out precisely with quick and interactive feedback of the current result. Once the Loop Out mode is enabled by **Ctrl + Clicking** the **Review End** icon button all the subsequent keyboard-shortcut calls to **Audition Review End** (**Ctrl + Alt + Space**) will play in Loop out mode, until the "**Review end**" icon button gets mouse-clicked without the **Ctrl** key. When working with the mouse, you can choose to press **Ctrl** or not, each time you review the end of the Cue.

Toolbar Audition Mode



Active Cue Window - Audition

From left to right the buttons are:

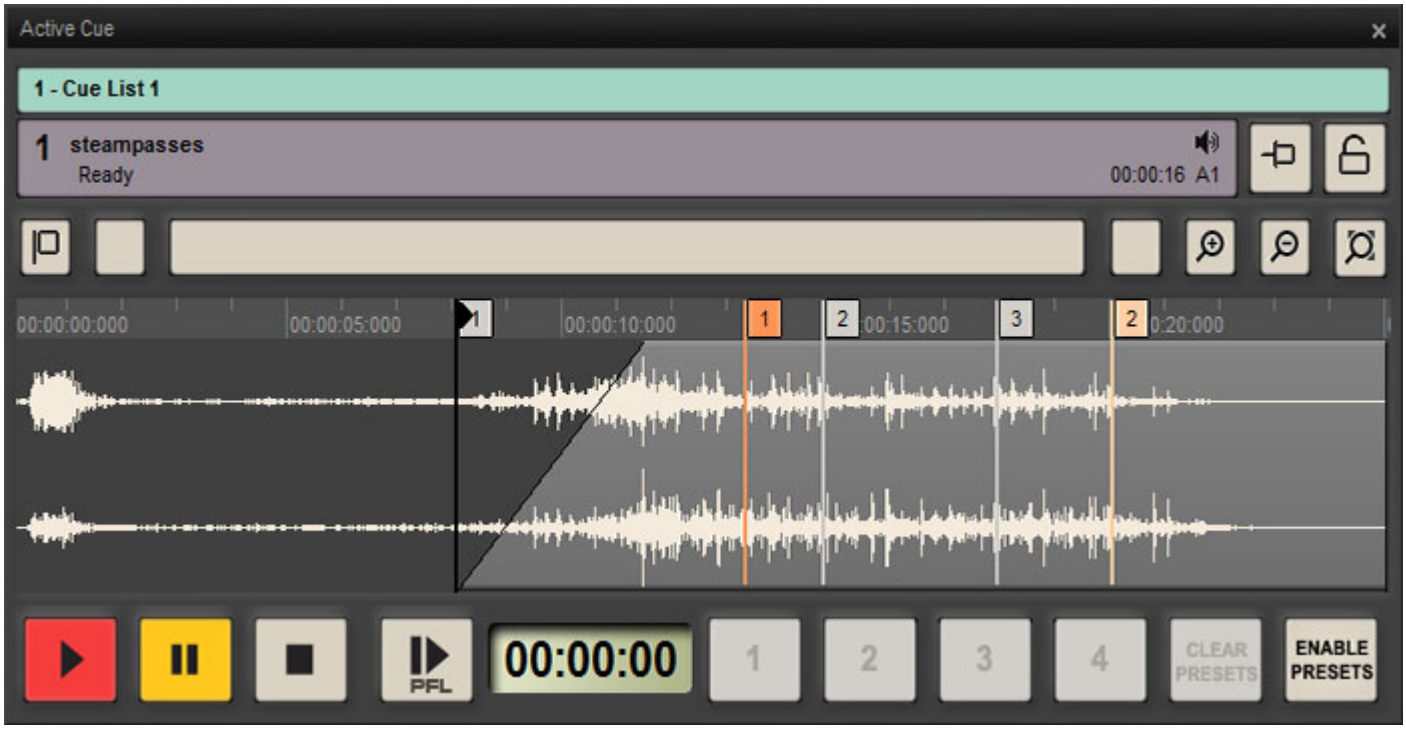
Fire	Grayed out in Audition mode.
Pause	Pauses Playback of the Active Cue
Stop	Stops Playback of the Active Cue and returns the Cursor to the Start Point.
PFL	Initiates PFL Playback of the Active Cue, toggles with Pause.

Time Counter	Shows the elapsed time from the Cue In Point. I.e. not the beginning of the Cue. Clicking in the counter and typing a time value moves the Playback cursor to this position.
1,2,3,4	**Rehearsal Preset** buttons.
CLEAR PRESETS	**Clear**s all the Rehearsal Presets set for the current Cue.
ENABLE PRESETS	When lit Clicking on **Enable Presets** disables any active Presets for the current Cue.

Please see also: Rehearsal Preset Points on page 84

Show Mode

Note: The Active Cue Window displays the Cue *selected* currently in the Cue List *selected* currently. I.e. NOT the Cue playing unless this is also selected.



Active Cue Window - Show Mode

In **Show Mode**, if the **Forbid Editing** field in **Show Properties** is set to **Yes**, the Active Cue Window is simplified by the removal of the top Edit Toolbar (If present).

Auditioning or Firing a Cue

Cues can be auditioned or Fired while the show is running by selecting them and using the Active Cue window buttons.

Cue Fired

When the selected Cue is Playing in Show Mode the **PFL** button is unavailable. (Grayed out.)

Active Cue Window Edit Toolbar

Hidden by default, the Edit Toolbar can be shown by selecting **View > View Active Cue Window Edit Toolbar**.



Cue Properties Opens the **Cue Properties** pane with details of the Active Cue



Cue Rules Opens the **Cue Rules** window



Cue Gain Opens the **Cue Gain** Window



Edit Opens the Active Cue ready for editing in Pyramix (Pyramix editing must be set up and Pyramix launched before Ovation if this function is required.)



Replace Audio Media



Snapshot Automation



Snapshot Automation Paste



Audition clicking on **Audition** auditions the Cue. Clicking on the small arrow gives access to the Audition transport controls. (Same as those at the bottom of the Window plus the **Jump** options. **Please see: Audition Toolbar on page 67**)



Link Offsets/Start Times Links all Audio, TCGen, MMC and 9-pin (Sony P2) Offsets and Start Times in a Cue with these properties. The button toggles on/off and it's state is not saved when a different Cue is Active. When enabled all related field names in the **Cue Properties** pane turn red for clarity.

Nudge

The **Nudge** button functions affect the Cue in the increments set in the drop-down list. Increments range from **1 sample** to **100 s**econds.



Nudge Cue In Less (earlier)



Nudge Cue In More (later)



Nudge Cue Out Less (earlier)



Nudge Cue Out More (later)



Nudge Fade In Less (earlier)



Nudge Fade In More (later)



Nudge Fade Out Less (earlier)



Nudge Fade Out More (later)



Nudge Cursor Less (earlier)



Nudge Cursor More (later)



Snap Cue In to Cursor



Snap Cue Out to Cursor



Nudge Value



Review Start



Review End

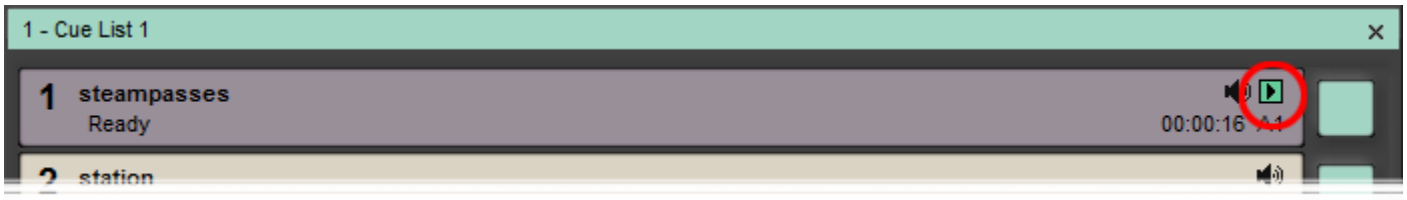
Rehearsal Preset Points

Overview

Up to 4 Rehearsal Point Presets can be stored and recalled within each Cue in an Ovation show. These are intended to be used as Firing points for the Cue during rehearsals when sections of a piece of audio are required to support the performance rehearsal.

Functionality

- When one or more Rehearsal Points is/are active you will see an icon in the Cue itself in the Cue List showing as a small green box with a black triangle in it. This indicates that a Rehearsal Preset Point or points is/are active.

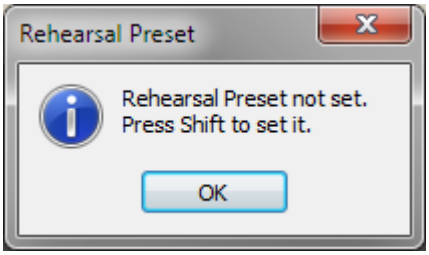


Rehearsal Preset Set icon

- When the Show is run and the Cue Fired as normal, it will use the Rehearsal Point as the starting point for playback.
- All rules which are assigned to **When Starting** will apply at the Rehearsal Point.
- **Fire Itself when Ending** (loop) uses the Rehearsal Point as the loop In point.
- All nested or linked Cues that are set to Fire when a Cue with a Rehearsal Preset Point is Fired will Fire with a relative offset to enable them to maintain sync with the Cue being rehearsed.

Setting and Using Rehearsal Presets

- Hold **SHIFT** and **Click** on one of the 4 Rehearsal Preset buttons in the Active Cue Window when the Play cursor is in the position where you would like the Cue to begin.
  - This can be done during Playback
  - The Play Cursor can be positioned manually clicking on the Ruler Bar at the desired position.
  - This position can also be set by typing the desired time location in the Active Cue Window time counter box.
  - This position can also be set by typing the desired time into the **Rehearsal Presets** field in the **Cue Properties** window and then Clicking on **Set Preset 1**, **2**, **3** or **4** from the drop-down list.
- To set more than one Preset, repeat as above for the other locations.
- To select which Preset is to be used, Click on the relevant Preset button in the Active Cue Window without any modifier key. The Playback Cursor will move to the Preset selected. If a button is selected which does not have a Rehearsal Preset set a dialog appears:



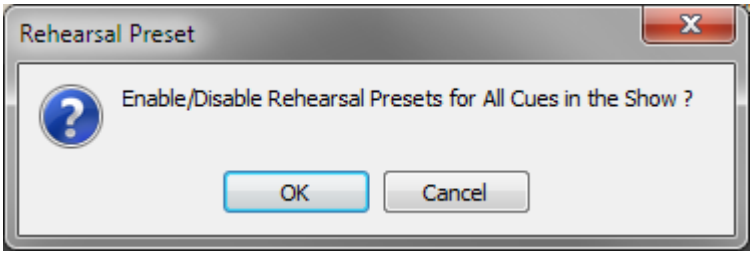
Rehearsal Preset Not Set dialog

- Alternatively, select the desired Preset from the drop-down list in the Cue Properties window by clicking on **Recall Preset 1**,**2**,**3** or **4**.
- The Rehearsal Preset Marker turns blue when active

Disabling and Clearing Rehearsal Presets

Disable/Enable

- To Disable, but retain the Rehearsal Preset Points for a selected Cue, Click on the lit **Enable** button.
- To Enable Click on the unlit **Enable** button.
- To Disable ALL the Cues, **SHIFT + Click** on the **Disable/Enable** button to perform the function on all Cues. A confirmation dialog will pop-up:

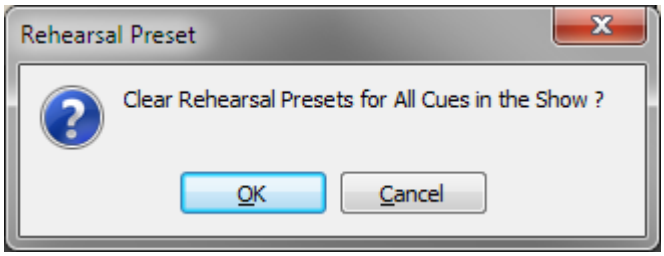


Rehearsal Preset Enable/Disable Confirmation dialog

Click on **OK** to confirm or **Cancel** to abort.

Clear

- Click on the **Clear Presets** button in the Active Cue Window, or in the Cue Properties window Click on **Clear Presets** in the **Rehearsal Preset** field drop-down list to remove all the Rehearsal Preset Points for the selected Cue
- To clear ALL Rehearsal Presets for ALL cues in the Show **Shift + Click** on the **Clear Presets** button in the Active Cue Window, or in the Cue Properties window **SHIFT + Click** on **Clear Presets** in the **Rehearsal Preset** field drop-down list. A confirmation dialog will pop-up with the options of **OK** and **Cancel**.



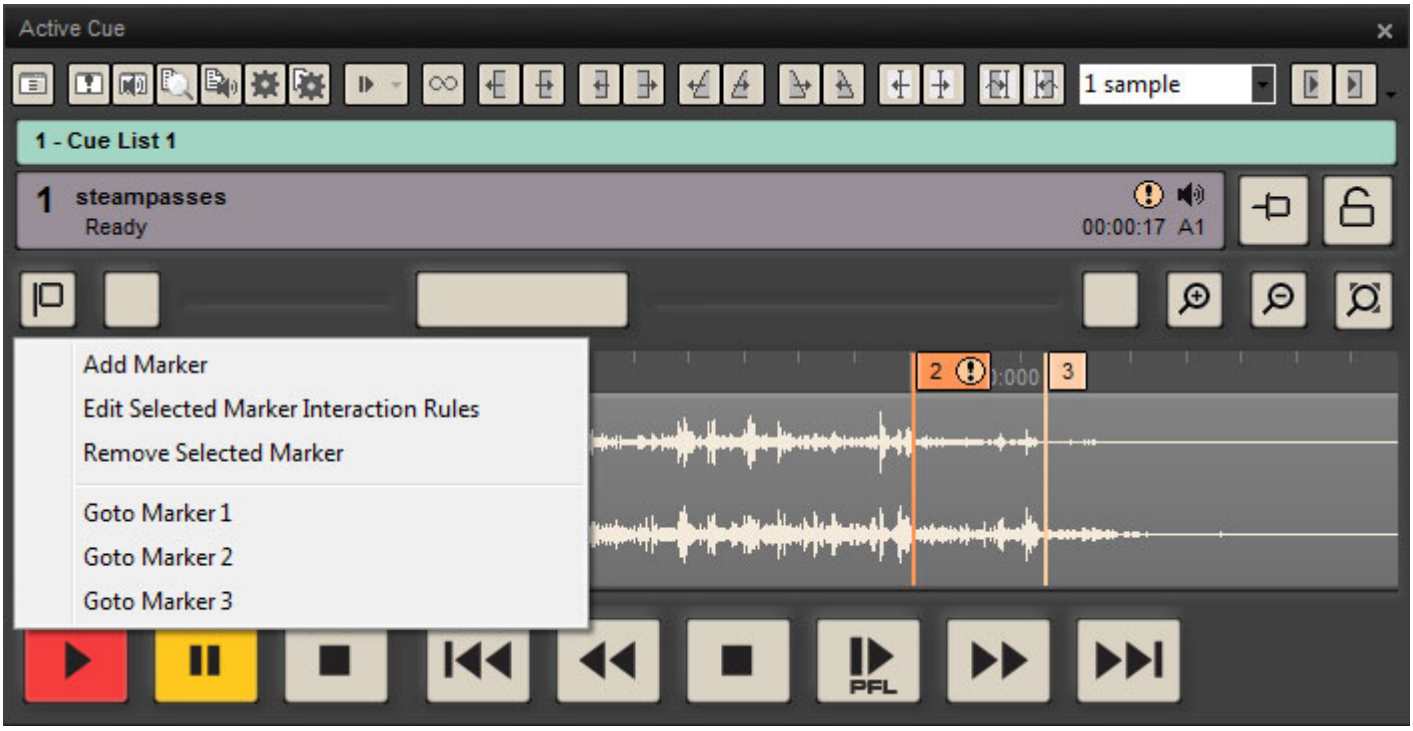
Rehearsal Preset Clear Confirmation dialog

Limitations

Keyboard shortcuts for rehearsal preset points usage are not active and will not work if applied to keys.

Markers

Markers, in combination with **Interaction Rules** are a very powerful Ovation tool.



Active Cue Window Markers Drop-down Menu

Clicking on the **Markers** button drops down the Markers Menu. When a Cue has no Markers only the **Add Marker** entry is active.

Markers Menu

Add Marker Adds a new Marker at the current Audition Cursor position. **Note:** existing Markers subsequent to the new Marker are renumbered.

Edit Selected Marker Interaction Rules Opens the **Interaction Rules** dialog.

Remove Selected Marker Deletes the Marker selected currently. **Note:** existing markers subsequent to the deleted Marker are renumbered.

Goto Marker 1 Locates the Audition Cursor to **Marker 1**.

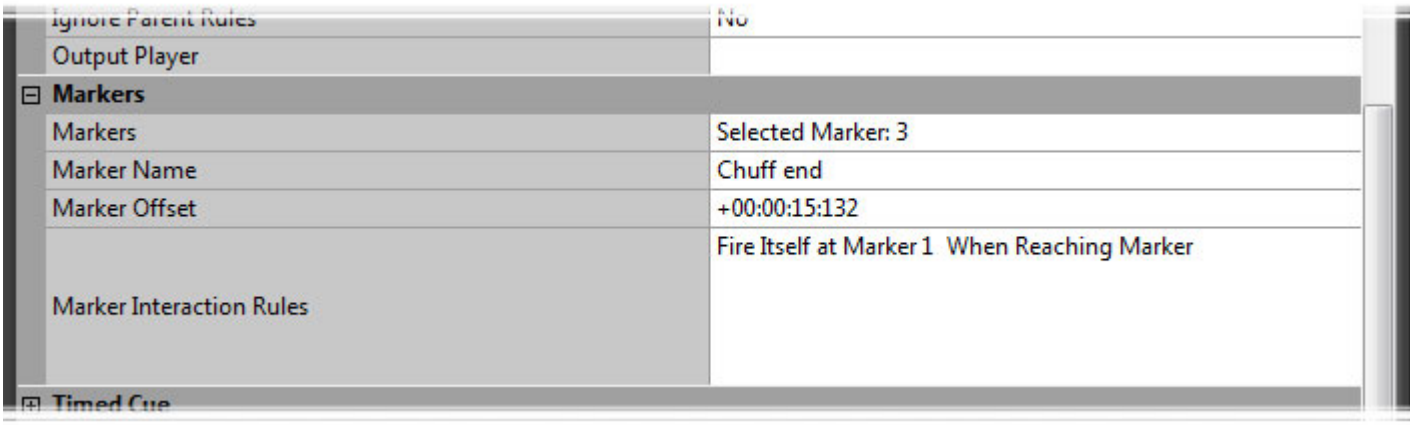
Goto Marker 2 Every Marker added will show up here as a **Goto Marker x** entry.

Markers in the Timeline Ruler

- Clicking on a **Marker** in the Ruler selects it. Selected Markers are highlighted.
- Click and drag a **Marker** in the Ruker to move it.
- Double-clicking on a **Marker** in the Ruler opens the **Interaction Rules** dialog.

Note: Markers are always numbered in the chronological order they appear in the Timeline. So, if Marker 4 is moved before Marker 1 it is renumbered as Marker 1 and all subsequent markers are renumbered accordingly. The same applies when Markers are added or deleted. The left-most Marker will always be **1** and Markers are always numbered sequentially. Note also that Markers with Interaction Rules have an exclamation point. **!**

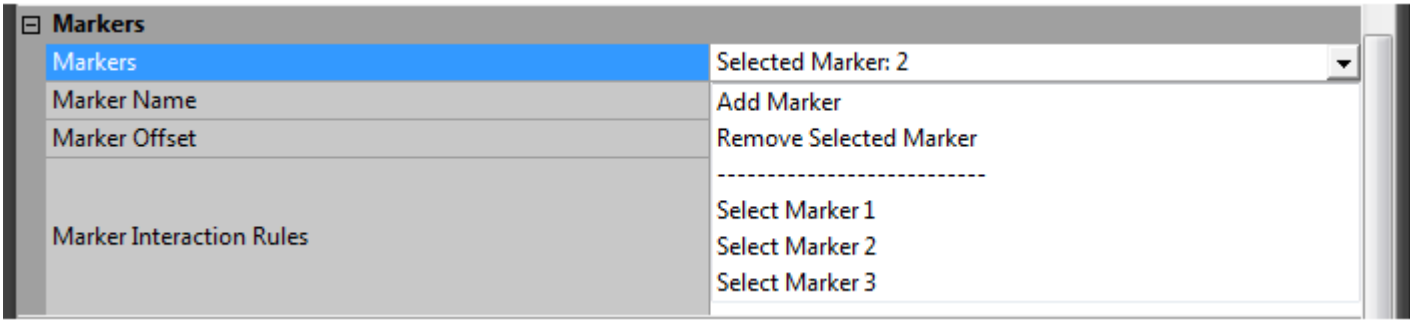
Markers in Cue Properties



Cue Properties - Markers Section

Markers Section

Markers Clicking in the **Selected Marker: x** field or on the down arrow drops-down the **Marker Menu**.



Cue Properties - Markers Section - Markers field

Add Marker Adds a new Marker at the current Audition Cursor position. **Note:** Subsequent existing Markers will be renumbered.

Remove Selected Marker The selected Marker is deleted. **Note:** Subsequent Markers will be renumbered.

Marker Name Click in the field and type to add a Name to the Marker. This name will be shown in the **Active Cue** window Timeline.

Select Marker 1 Selects **Marker 1**.

Select Marker 2 Every marker added will show up here and a **Select Marker x** entry.

etc.

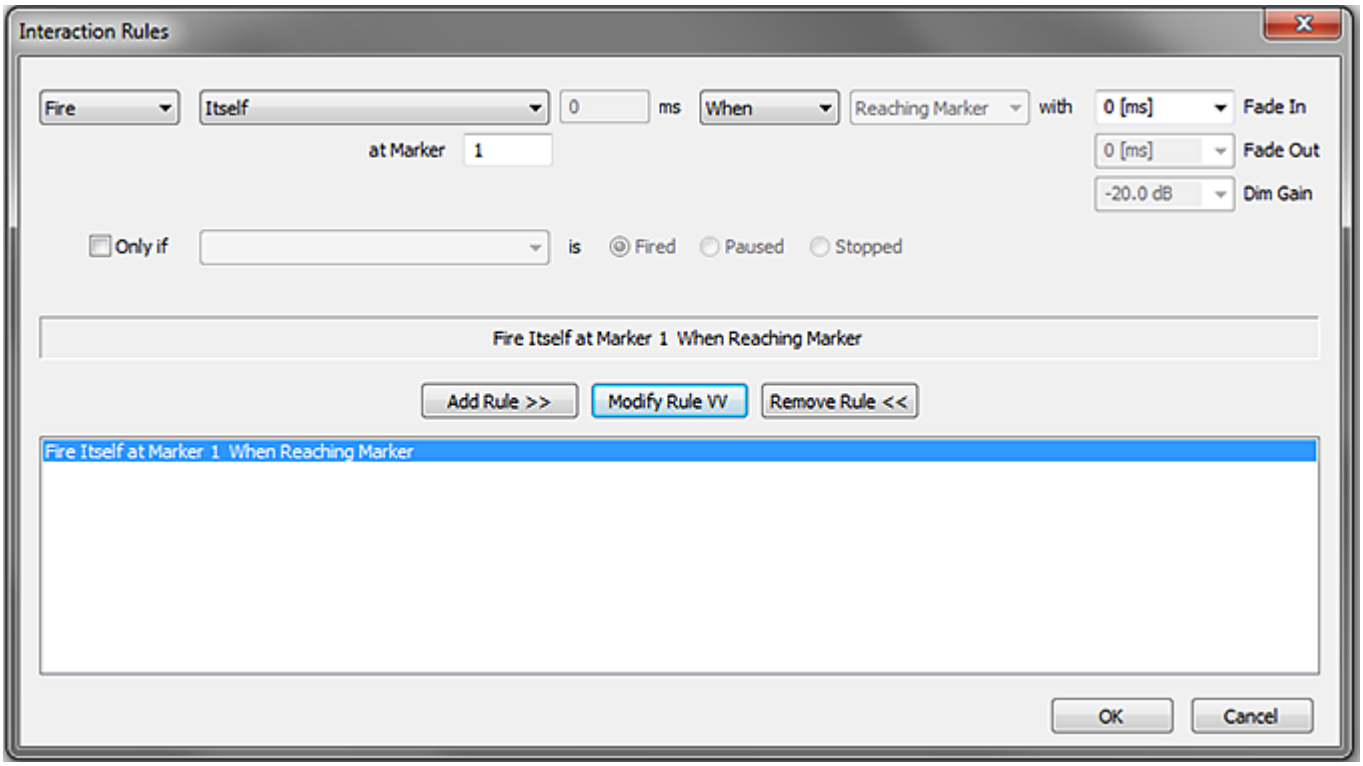
Marker Offset Shows the **Marker Offset** from the beginning of the Cue. (Does not include any Start (Preroll) Offset applied to the Cue.) Clicking in the field enables a new value to be typed. Clicking the down arrow drops-down a list with the option of **Reset**. This resets the Marker position to the current Audition Cursor position in the **Active Cue** Window Timeline. (A negative offset is shown if the Cursor position is before the start of the Cue.)

Marker Interaction Rules Shows a list of all **Interaction Rules** applied to the Selected Marker. Clicking in the field shows a **...** button. Clicking on this opens the **Marker Interaction Rules** dialog. Please see below.

Note: When a Cue has a Marker with a Marker Interaction Rule or rules applied this icon is shown on the Cue in the Cue List:



Markers Interaction Rules



Markers Interaction Rules

The **Markers Interaction Rules** dialog is very similar to the general **Interaction Rules** dialog with one exception:

Reaching Marker is a fixed property and therefore grayed out.

Simple or highly complex interactions can be set up. For example:

- Fire Cue XXX at Marker YYY to allow a Cue to be fired anywhere within a Cue automatically, at a Marker position.
- Looping within a Cue (see full description below.)
- Conditional and Multiple Looping within a Cue I.e. Setting multiple rules for the same Marker enables looping to different locations in the Cue from the same Loop Out point based on different conditions.

Looping

Just one of the Marker possibilities is Looping within a Cue.

To set up a simple loop:

1. Place two Markers, one at the Loop In point and one at the Loop Out point.
2. Either double-click the second, Out Marker or select it and choose **Edit Selected Marker Interaction Rules** from the Markers button drop-down Menu.
3. Set up the following:
    - **Fire**
    - **Itself**
    - **When**
    - **Reaching Marker** (Fixed, not changeable)
4. Click on **Add Rule** to add the Rule to the list.
5. Click on **OK** to save the rule and close the dialog.

And that's it! When the Cue is fired it will play through the first Marker until it hits the second. It will then loop back to the first Marker and continue playing around the loop ad infinitum until stopped manually. This is obviously

only a very simple example and careful use of multiple **Interaction Rules** enable many other possibilities. For example stopping the Looped Cue when another Cue is fired.

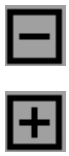
For full details of the Interaction Rules **Please see: Interaction Rules on page 112**

> **Note:** For a rule to be functional the system requires a period of 1 second before its triggering time to prepare for triggering the rule. Therefore Markers set before 1 second after the beginning of a Cue or 1 second before the Fade Out of a Cue will not trigger their Rules. They will be colored Red in the Active Cue Window !

Types

Ovation has three types of **Properties** Pane, **Show**, **Cue List** and **Cue**.

These Panes present information about the currently loaded Show, selected Cue List and selected Cue.



The small Minus and Plus buttons on the left Collapse each main section of the Pane to a single line and Expand it back to full respectively:

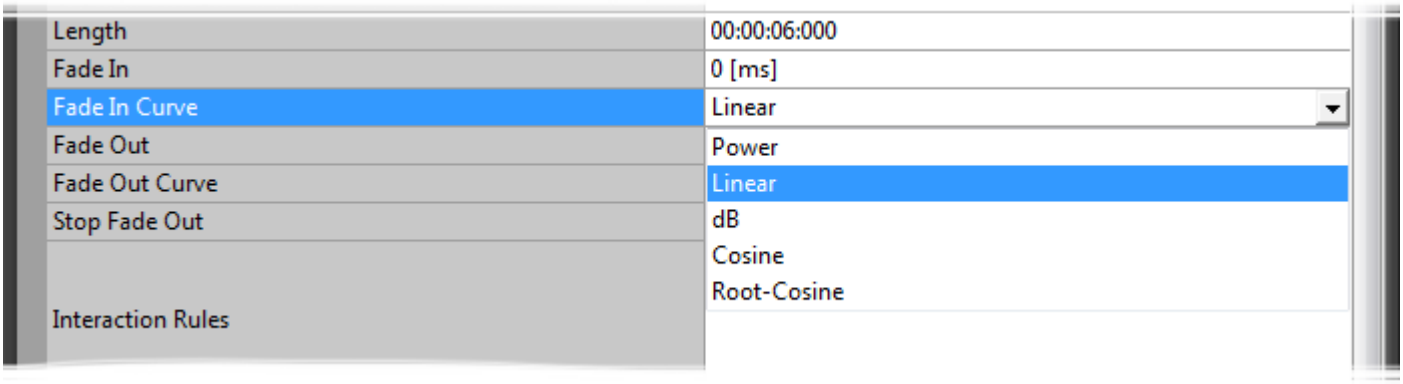
Appearance

The text in Properties Panes is displayed in the font size set in **View > Properties Font Size**.

Properties Fields

Some fields are for 'information only' many others can accept text, numeric values or provide a choice of options.

Clicking in fields other than 'free text' or 'information only' pops up a down arrow. This gives access to the options for the field.



Properties Windows drop-down list

Numeric Fields

Many numeric fields offer a choice of likely values in a drop-down list. If you wish to enter your own value simply click in the number field to produce a cursor and edit the value directly.

Precedence

In general settings made in Show Properties, Cue List Properties and Cue Properties have the following precedence:

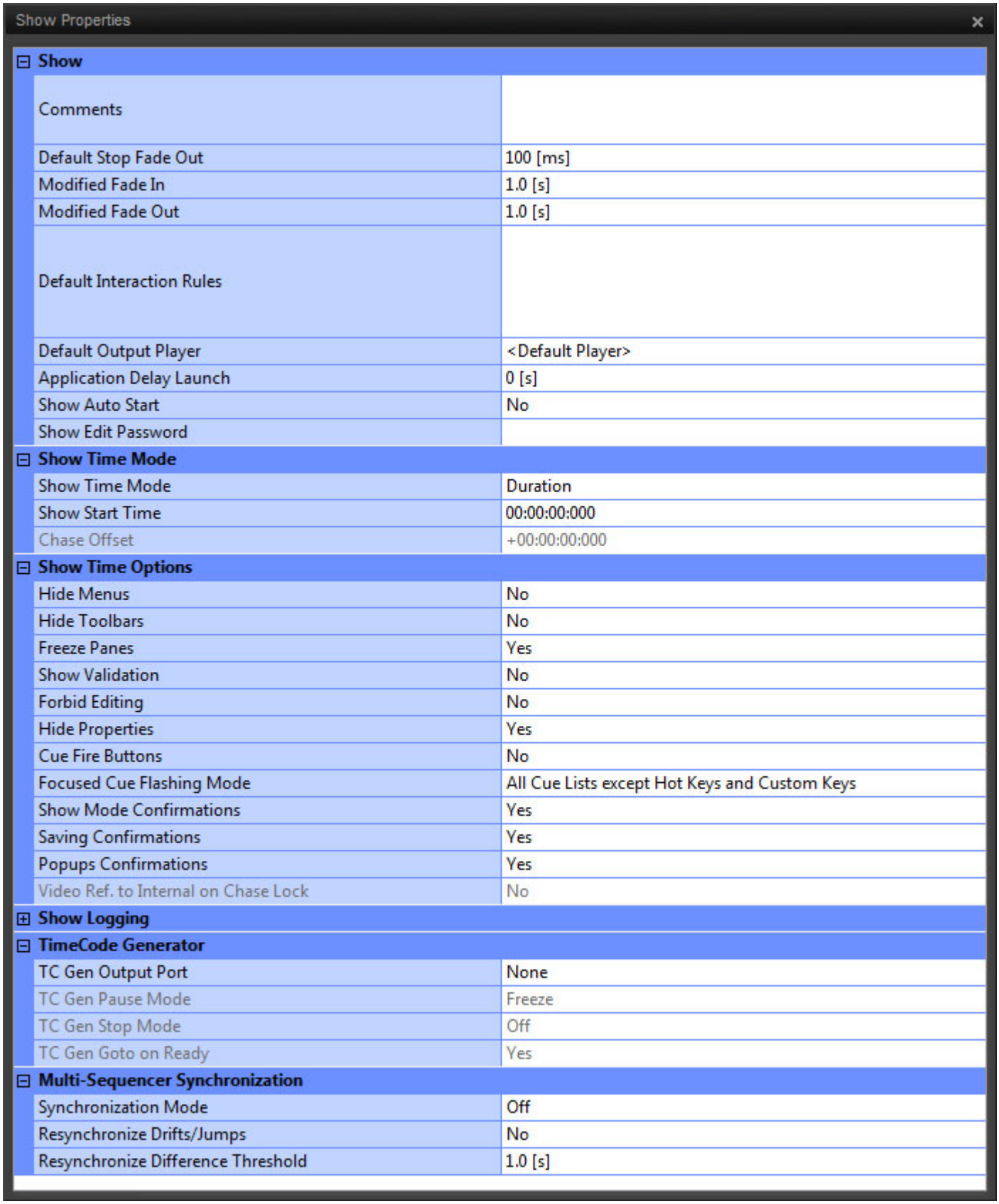
Cue Properties settings override Cue List Properties settings and Show Properties settings.

Cue List Properties override Show Properties settings.

Show Properties settings apply when not overridden by either Cue List Properties Settings or Cue Properties settings.

Where exceptions exist to these rules they are noted.

Show Properties



Show Properties Pane

Show Section

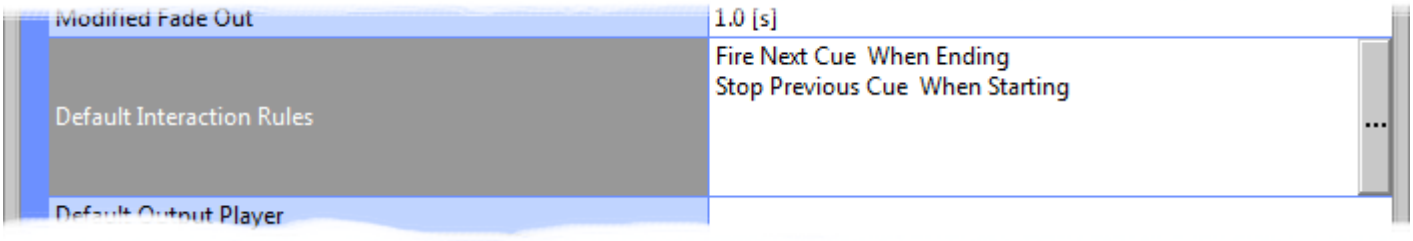
Comments Free text field where you can add comments to the Show

Default Stop Fade Out Clicking in the field accesses a drop-down list with a range of fade lengths from 0ms to 20s plus <Default> If the value is set to <Default> then the Cue Fade Out value is used when a Cue is Stopped (interrupted).

Modified Fade In Clicking in the field accesses a drop-down list with a range of fade lengths from 0ms to 20s plus

Modified Fade Out Clicking in the field accesses a drop-down list with a range of fade lengths from 0ms to 20s

Default Interaction Rules Field contains a list of all Interaction Rules defined for the current Show. **Note:** Rules shown in this field are all in force at the same time.



Default Interaction Rules Field - Show Properties Pane

Clicking in the field reveals a button which leads to the **Interaction Rules** dialog.

Default Output Player Clicking in the field reveals a drop-down list with all OV Players installed on networked PCs plus **<Default Player>** and **<Local Player>**.

Application Delay Launch The drop-down list offers the choice of 0 [s] to 60[s].

Show Auto Start Clicking in the field reveals a drop-down list with the options **Yes** or **No**. When set to **Yes** the Show loaded when Ovation was last exited starts automatically when Ovation is next launched.

Show Edit Password Click in the field to drop-down the choice of **New Password** or **Reset Password**. The former enables the show to be password protected for editing while the latter resets the password to off.

Show Time Mode Section

Show Time Mode: Clicking in the field drops down the **Time Mode sub-menu** with the choice of:

- **Duration** Choose this option to fire timed events in relation to elapsed Show Time
- **Time of Day** Fires timed events in relation to system clock **Time of Day**
- **TimeCode chase** Fires timed events in relation to an external (to Ovation) source of Time-Code

Show Start Time Applicable only in Duration mode defines the starting time of the show. E.g. if the field is set to **00:00:10:000** then, when the Show is started the counter will start at **00:00:10** i.e. 10 seconds into the duration.

Show Time Options Section

Hide Menus: **When set to Yes Menus are hidden during Show Time.**

Hide Toolbars: When set to **Yes** Toolbars are hidden during Show Time.

Freeze Panes: When set to **Yes** All Panes and Windows are frozen during Show Time. They cannot be resized, moved, docked, undocked, etc…

Note: This includes the Mixer!

Show Validation: Clicking in the field reveals a drop-down list with **Yes** and **No** options. When set to When set to **Yes** a Show Validation (see below) is performed when Initializing the Show.

Forbid Editing: When set to Yes Editing and recording will be forbidden during Show Time. If this option is set to **No** then Cues can be Copied, Pasted, Deleted, Dragged, etc… and

Audio recordings made during Show Time, allowing for more interactive performances to be achieved. Cues being modified during Show Time are immediately updated. If they are currently playing at that time then the changes will be available for the next playback only. Cues being deleted while playing will continue playing until they end or are manually stopped.

Hide Properties: Clicking in the field reveals a drop-down list with **Yes** and **No** options. When set to **Yes** Show Properties, Cue List Properties and Cue Properties will be hidden during Show Time. This option is typically used with the previous one.

Cue Fire Buttons Clicking in the field reveals a drop-down list with **Yes** and **No** options. Default is **No** When set to **Yes**, in Show Mode all Cues have Play/Pause and **Stop** buttons on the left-hand side.

Focused Cue Flashing Mode For clarity, especially in Shows with many Cue Lists, the Cue with the focus is given a flashing red border in Show Mode. This setting determines which Cue List types flashing mode is applied to. Clicking in the field accesses a drop-down list with the following options:

- **None**
- **All Cue Lists**
- **All Cue Lists except Hot Keys and Custom Keys**

Show Mode Confirmations Clicking in the field reveals a drop-down list with **Yes** and **No** options. When set to **No** all "Show stopping" and "Show Pausing" dialogs will be disabled during Show Time. Typically disabled for Remote Controlled Shows and during rehearsals. When set to **Yes** cautionary dialogs will be displayed when performing actions which would **Stop**, **Pause**, **End** or **Change** the Show.

Saving Confirmations Clicking in the field reveals a drop-down list with **Yes** and **No** options. When set to **No**, no "Do you want to save..." confirmations will be shown when exiting Ovation.

Popups Confirmations Clicking in the field reveals a drop-down list with **Yes** and **No** options. When set to **No**, no confirmation pop-ups for actions such as closing Cue Lists will be shown.

Show Logging Section

Enable Logging Clicking in the field reveals a drop-down list with **Yes** and **No** options. When Logging is enabled by setting to **Yes** the following settings will apply:

New Log File Clicking in the field reveals a drop-down list with **Every Show**, **Every Day**, **Every Week** and **Every Month** options. Choose the option appropriate to your needs.

Log File Name Structure Clicking in the field reveals a drop-down list with **Station Name**, **Station Name / Show Name**, **Station Name / Date** and **Station Name / Show Name / Date** options. This option determines how the generated Log File will be labelled.

Log File Format Clicking in the field reveals a drop-down list with **ASCII Text (.log)**, **XML (.xml)** and **Enco DAD log file (.exp)** options.

Log File Folder Clicking in the field reveals a drop-down list with a **Browse** option. Clicking on **Browse** opens a File Browser to navigate to the required Log output Folder.

TimeCode Generator Section

The Show TimeCode can be output to any available TimeCode Output Port. This can be a MIDI MTC port enabled in **Settings** >**Application Settings** >**Player Units** > **MIDI**.

TC Gen Output Port Currently selected Output Port is shown. The drop-down list shows all available TC outputs.

TC Gen Pause Mode The drop-down list offers a choice of:

- **Off** TC output ceases when the Show is paused
- **Freeze** TC freezes at current value when Show is paused
- **Free Roll** TC continues to run when Show is paused

TC Gen Stop Mode The drop-down list offers a choice of:

- **Off** TC output ceases when the Show is paused
- **Freeze** TC continues to generate current value when Show is paused

Free Roll	TC continues to generate and increment value when Show is paused
TC Gen Goto on Ready	Clicking in the field reveals a drop-down list with **Yes** and **No** options. If **Yes** (enabled) the Start Time is generated continuously on the output port when the Cue is made Ready, to allow a Slave device to commence locating to the Start Time in advance of the Cue being fired.

Multi-Sequencer Synchronization Section

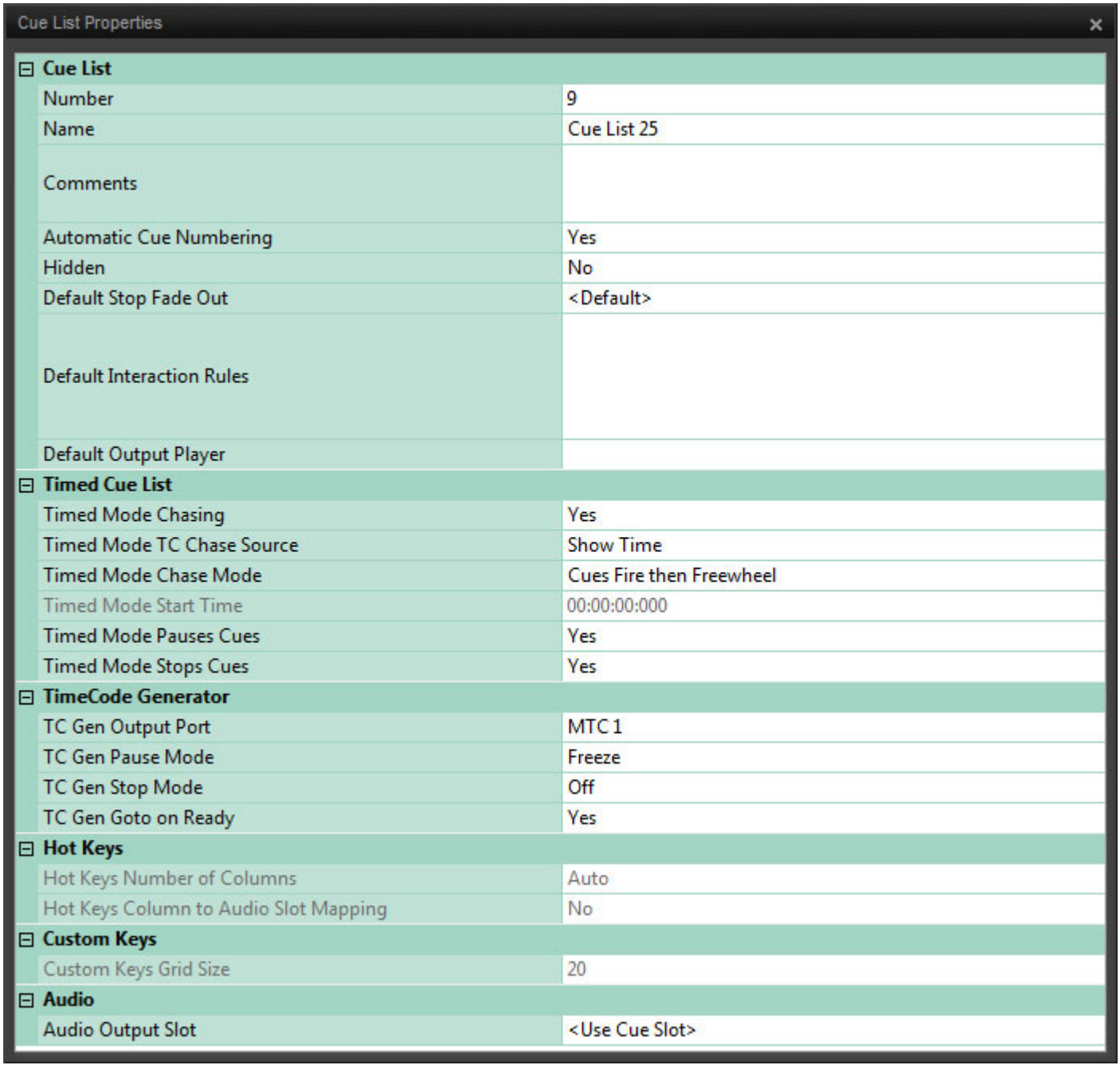
Synchronization Mode	The drop-down list offers the choice of **Master**, **Slave** or **Off**.
Resynchronize Drifts/Jumps	Determines whether or not re-synchronization will take place when a sync drift or jump is detected. The drop-down list offer the choice of **Yes** or **No**.
Resynchronize Difference threshold	Determines how far out of sync a sequencer must be before re-synchronization takes place. Type the desired threshold in the field. Default is **1.0[s]**.

Note: Synchronization is sample accurate provided Master and Slave TIME is in sync. I.e. TimeCode Chase. A pre-roll of up to two seconds is required before output begins from a slave Ovation.
If this is critical in your application add two seconds of silence to Cues which start at the very beginning of the Show. Or use a TC/IP Command.
One method of achieving Time synchronization across several Ovations is to use a GPS source.

Note: For more information about Multi-Sequencer Synchronization configuration **please see:**

https://confluence.merging.com/display/PUBLICDOC/Ovation+redundancy+-+MultiSequencer+Synchronization

Cue List Properties



Cue List Properties Pane

Note: Some fields will be grayed out and sections collapsed depending on the Cue List selected currently.

Cue List Section

Number Position in the list of **Cue List**s of the currently selected **Cue List**. The Drop-down list enables the position to be changed. The rest of the list is re-ordered to suit. I.e. the other Cue Lists are automatically re-numbered as necessary. For example, if the selected Cue List is currently no.**2** of five then changing its **Number** to **1** places it at the beginning of the list. The previous no.**1** becomes **2** and everything else stays put. If Cue List **2** is re**Number**ed **4**, then **1** stays where it is, **3** moves up to the empty **2** slot, **4** moves up to **3** and **5** stays where it is.

Name Name (can be changed here)

Comments Free text field where you can add comments to the Cue List

Automatic Cue Numbering Default is **On** for Standard and Timed CueLists. Default is **Off** for Hot Key and Custom Key CueLists. Click in the field to toggle **On/Off**. When **Off** new Cues added will still be numbered consecutively but these numbers can be removed in the **Cue Properties** pane. Cue number is then determined by position in the Cue List.

Hidden When checked the Cue List will not be visible in Show Mode. This is useful for management Cuelists which contain logical instructions which are not relevant to the operator running the show.

Default Stop Fade Out Clicking in the field accesses a drop-down list with fade times from **0ms** to **20s** plus **<default>**. If the value is set to **<Default>** then the Cue Fade Out value is used when a Cue is Stopped (interrupted).

Default Interaction Rules Field contains a list of all Interaction Rules defined for the current Cue List. **Note:** Rules shown in this field are all in force at the same time.

Clicking in the field reveals a button which leads to the **Interaction Rules** dialog

Default Output Player Clicking in the field reveals a drop-down list with all OV Players installed on networked PCs plus the currently defined Show **<Default Player>** and **<Local Player>**. When **<Default Player>** is selected nothing is shown in the box and the player used will depend on the parent choices. I.e. in the Show.

Timed Cue List Section

Timed Mode Chasing **Yes** or **No** When **Yes** (enabled) the Cue List is fired in relation to the TimeCode source values. When **No** (disabled) events are fired in relation to Show elapsed time. **Timed Mode Start Time** introduces an offset.

Timed Mode TC Chase Source When **Timed Mode Chase** is enabled sets the TC source to be chased. Options in the drop-down list are **Show Time** or any available TC input.

Timed Mode Chase Mode Two modes are available in the drop-down list.
Cue Fire then Freewheel: TimeCode is used to Fire the Cues, then the Cues run independently. Backwards TimeCode or stopping TimeCode stops the Cue.
Cue follow TimeCode: Cues follow TimeCode. This mode is useful in rehearsal.
Some advanced configuration options are available in Windows Registry to customize behavior. Contact:

support@merging.com

For more details.

Timed Mode Start Time Offsets the Cue List start time values. Only available when **Timed Mode Chasing** is not enabled.

Timed Mode Pauses Cues Determines the Cues behavior if the Cue List is **Paused** (manually).

Timed Mode Stops Cues Determines the Cues behavior if the Cue list is **Stopped** (manually or if no further TC is received). **Not** applicable when **Timed Mode Chase Mode** is set to **Cue Follow TimeCode**.

TimeCode Generator Section

The Cue List TimeCode can be output to any available TimeCode Output Port. This can be a MIDI MTC port enabled in **Settings** > **Application Settings** > **Player Units** > **MIDI**.

TC Gen Output Port Currently selected Output Port is shown. The drop-down list shows all available TC outputs. This can be a MIDI MTC port.

TC Gen Pause Mode The drop-down list offers a choice of:

- **Off** TC output ceases when the Cue List is paused
- **Freeze** TC freezes at current value when Cue List is paused
- **Free Roll** TC continues to run when Cue List is paused

TC Gen Stop Mode The drop-down list offers a choice of:

- **Off** TC output ceases when the Cue List is paused
- **Freeze** TC continues to generate current value when Cue List is paused
- **Free Roll** TC continues to generate and increment value when Cue List is paused

TC Gen Goto on Ready — **Yes** or **No**. If **Yes** (enabled) the Start Time is generated continuously on the output port when the Cue is made Ready, to allow a Slave device to commence locating to the Start Time in advance of the Cue being fired.

Hot Keys Section

Hot Keys number of Columns Clicking in the field drops down a list with the choices of **Auto** (default) or **1 - 8**.

Note: When the Number of Columns is set to **Auto** then the system automatically adjusts the number of columns, but still follows the Automatic Cues Numbering setting and leaves empty slots if necessary.

Hot Keys Column to Audio Slot Mapping

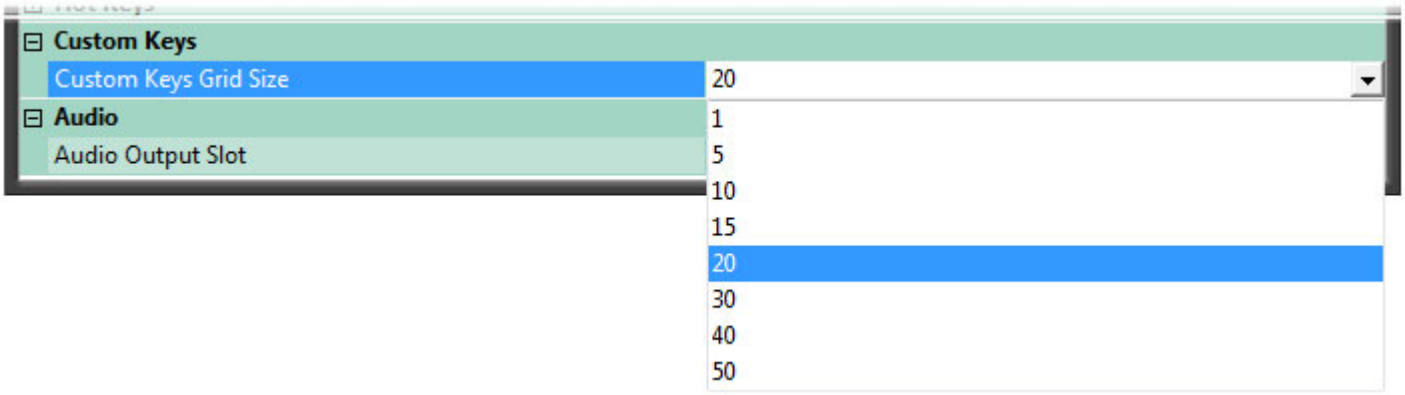
- If set to **No** all Cues are played back in the Audio Output Slot defined in their Cue Properties.
- If set to a number (**1**, **2**, etc…) then the Cues are played back in an Audio Slot corresponding to the Hot Keys Column. In this way Hot Keys Cues can be assigned to Audio Output by the Column in which they are placed.

Note: In this mode the actual Audio Output Slot(s) is computed as Cue Column Number multiplied by the Hot Keys Column to Audio Slot Mapping. This allows handling Mono (1), Stereo (2), Surround (6), etc… Cues.

The order of precedence is:

- The **Cue List** Audio Output Slot is used first if not set to **<Use Cue Slot>**
- The **Hot Keys Column to Audio Slot Mapping** is then used if not set to "**No**"
- The **Cue** individual Audio Output Slot is then used if none of the above applies.

Custom Keys Section

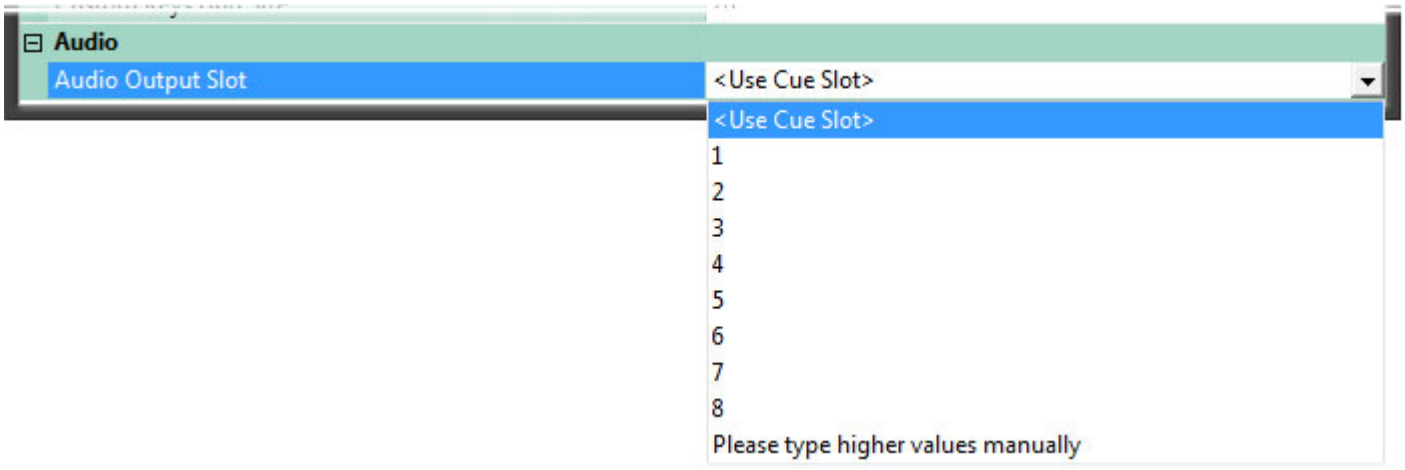


Cue List Properties Pane - Custom Keys Section

Custom Keys Grid Size Click in the field to reveal the down arrow. You can either pick a value from the drop-down menu or type directly in the left-hand side of the field.

Note: The **Timed Cue List** and **TimeCode Generator** sections are collapsed and fields are greyed out for non Timed Cue Lists and the **Custom Keys** section is collapsed and fields grayed out for non Custom Keys Cue Lists.

Audio Section



Cue List Properties Pane - Audio Section

Audio Output Slot Click in the field to reveal the down arrow. You can either pick a value from the drop-down menu or type directly in the left-hand side of the field.

Note: This setting applies to every Cue in the list. This value takes precedence over the individual Cue Output Slot, if set, for the Cue list. The default value is **<use Cue Slot>**.

Cue Properties

Cue Properties

Cue	
Number	1
Name	steampasses
Comments	
Pinned to Active Cue Window	Yes
Length	00:00:16:921
Rehearsal Preset	00:00:17:972 (Preset 3)
Fade In	3.4 [s]
Fade In Curve	Linear
Fade Out	0 [ms]
Fade Out Curve	Linear
Stop Fade Out	<Default>
Interaction Rules	
Ignore Parent Rules	No
Output Player	
Markers	
Timed Cue	
Hot Key	
Custom Key	
Audio	
Offset	+00:00:08:118
Gain	-6.00 dB
Audio Output Slot	1
Audio Media	H:\Source Audio\Merging from Dark Materials\Wav files imported from old machine\Sound Effects\ steampasses-5536-40D5-A847-D2F6F4388CC6}.pmf
Sampling Rate	44100 Hz
Microphone / Input Switch	
TimeCode Generator	
MMC	
MIDI Command	
Sony P2 / RS422	
COM Command	
IP Command	
GPO	
Shell Command / Script / Batch	
Mixer Automation	
On-Air	
REMOTE CONTROL: General MIDI Command	
REMOTE CONTROL: IP Command	
REMOTE CONTROL: Multi-Sequencer Synchronization	
REMOTE CONTROL: Dataton Synchronization	

Cue Properties Pane

Cue Section

Number Number of the currently selected Cue. (Information only)

Name Name (can be changed here)

Comments Free text field where you can add comments to the Cue List

Pinned to Active Cue Window When set to **Yes** (default) the Cue will be displayed in the **Active Cue Window** when playing in Show Mode with the **Pinned** button active.

Length Length of Cue is shown and can be defined here.

Rehearsal Preset The drop-down gives options to:

- **Recall Preset 1**
- **Recall Preset 2**
- **Recall Preset 3**
- **Recall Preset 4**
- **Set Preset 1**
- **Set Preset 2**
- **Set Preset 3**
- **Set Preset 4**
- **Clear Presets**

For detailed information **please see: Rehearsal Preset Points on page 84**

Fade In Clicking in the field accesses a drop-down list with fade times from 0ms to 20s

Fade in Curve Clicking in the field accesses a drop-down list with a choice of fade characteristics.

- **Power**
- **Linear**
- **dB**
- **Cosine**
- **Root-Cosine**

Fade Out Clicking in the field accesses a drop-down list with fade times from 0ms to 20s

Fade Out Curve Clicking in the field accesses a drop-down list with a choice of fade characteristics.

- **Power**
- **Linear**
- **dB**
- **Cosine**
- **Root-Cosine**

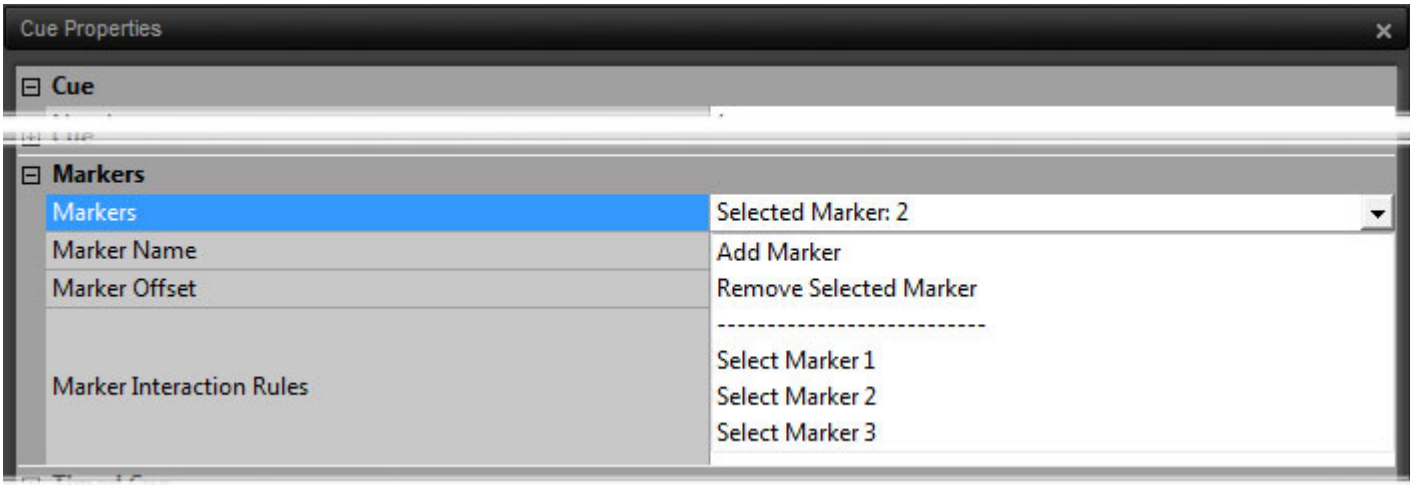
Interaction Rules Field contains a list of all Interaction Rules defined for the current Cue List. **Note:** Rules shown in this field are all in force at the same time.

Clicking in the field reveals a button which leads to the **Interaction Rules** dialog.

Ignore Parent Rules Determines whether child (nested) Cues follow the rules defined for the parent. Clicking in the field reveals a Drop-down list with a choice of **Yes** or **No**.

Output Player Shows the currently defined OV Player for this Cue. Clicking in the field reveals a drop-down list with all OV Players installed on networked PCs plus the currently defined Show **<Default Player>** and **<Local Player>** When **<Default Player>** is selected nothing is shown in the box and the player used will depend on the parent choices. I.e. in the Cue List or Show.

Markers Section



Cue Properties - Markers Section - Markers field

Markers Clicking in the **Selected Marker: x** field or on the down arrow drops-down the **Marker Menu**

Add Marker Adds a new Marker at the current Audition Cursor position. **Note:** Subsequent existing Markers will be renumbered.

Remove Selected Marker The selected Marker is deleted. **Note:** Subsequent Markers will be renumbered.

Marker Name Click in the field and type to add a Name to the Marker. This name will be shown in the **Active Cue** window Timeline.

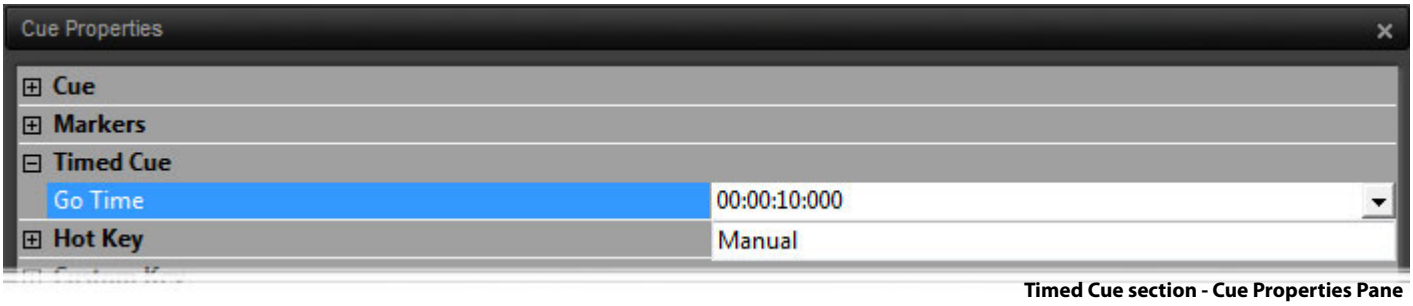
Select Marker 1 Selects **Marker 1**.

Select Marker 2 Every marker added will show up here and a **Select Marker x** entry.

Marker Offset Shows the **Marker Offset** from the beginning of the Cue. (Does not include any Start (Preroll) Offset applied to the Cue.) Clicking in the field enables a new value to be typed. Clicking the down arrow drops-down a list with the option of **Reset**. This resets the Marker position to the current Audition Cursor position in the **Active Cue** Window Timeline. (A negative offset is shown if the Cursor position is before the start of the Cue.)

Marker Interaction Rules Shows a list of all **Interaction Rules** applied to the Selected Marker. Clicking in the field shows a **...** button. Clicking on this opens the **Marker Interaction Rules** dialog. Please see below.

Timed Cue Section



Timed Cue section - Cue Properties Pane

Go Time Cue Fire Time shown and can be defined here or set to **Manual**. Only applies to Cues in Timed Cue Lists

Note: The **Timed Cue** section is collapsed and **Go Time** field is greyed out in non Timed Lists

Hot Key Section



Hot Key Mode Drop-down List - Cue Properties Pane

Only applicable to **Hot Key** and **Custom Key** Cue Lists. Shows current **Hot key Mode** for the selected Cue. Clicking in the field reveals a Drop-down list with a choice of Hot Key behaviors

Hotkey Mode

Play from Start

Toggle Play / Stop

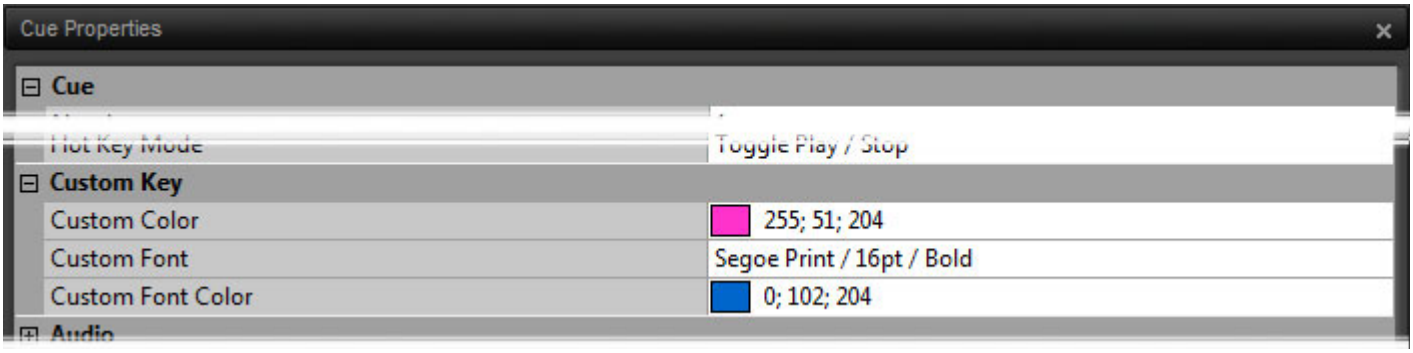
Toggle Play / Pause

Press Play / Pause

Press Play / Release Stop

Press Play / Release Pause

Custom Key Section



Custom Key section - Cue Properties Pane

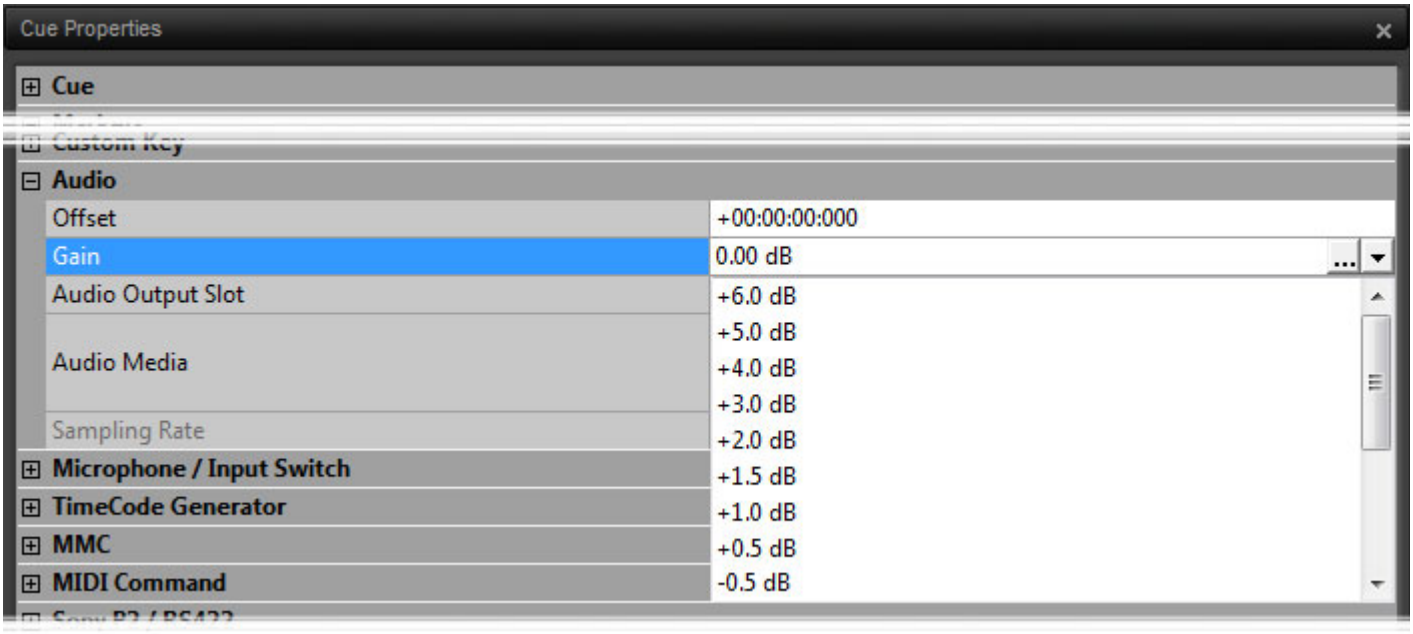
Note: The **Custom Color** field in the **Custom Key Section** is also available for **Hotkey**s, however the **Custom Font** and **Custom Font Color** fields are not.
In a **Standard** or **Timed** Cuelist **Custom Color** affects the label background only and **Custom Font** is also available.

Custom Color — Click in the field to reveal the **...** and drop-down arrow buttons. Clicking on **...** opens a standard Color Picker. The drop-down accesses the default.

Custom Font — Click in the field to reveal the **...** button. Clicking on this opens a standard Font dialog with a list of all installed fonts. You can also choose the font style and size. The drop-down accesses the default.

Custom Font Color — Click in the field to reveal the **...** button. Clicking on this opens a standard Color Picker.The drop-down accesses the default.

Audio Section



Audio section - Cue Properties Pane

Offset — Determines the starting point of the Cue within the Media File. Offsets must be positive only.

Gain — Clicking in the field enables values to be typed directly. The value entered here determines the gain offset the Cue will be played with. Negative values attenuate, positive amplify. Clicking on the down arrow accesses a drop-down list of Gain values. Clicking on the **...** button opens the **Cue Gain** fader dialog. **Please see: Cue Gain on page 122**

Audio Output Slot — Shows the Output Slot number. Clicking in the field enables a new number to be typed. **Please see: Audio Output Slots on page 125**

Audio Media — Shows the full path to the Audio Media of the Cue whether single file or Multiple Files. When the right-hand down arrow is clicked a drop-down list appears with the choice of **Replace** and **Remove** the current Audio Media Files.

Sampling Rate — Information only - shows the Cue sampling rate.

Note: The **Length** and **Audio Offset** fields in the Cue Properties have a Reset option accessed by clicking on the button on the right side of the field. The **Go Time** field in Cue Properties has a **Manual** option accessed by clicking on the button on the right side of the field to reset it to Manual Fire.

Note: Cue > Link Offsets/StartTimes and the **Link Offsets/StartTimes** icon in the **Active Cue** pane Links all Audio, TCGen, MMC and 9-pin (Sony P2) Offsets and Start Times in a Cue with these properties. The button toggles on/off and it's state is not saved when a different Cue is Active. When enabled all related fields in the Cue Properties pane turn red for clarity.

Microphone Switch Section

This section allows a range of Mixing Console Inputs to be defined. All Inputs in the range will be switched to Input when the Cue is Fired and returned to Repro when the Cue ends.

First Mic / Input Slot — Click in the field and type the number of the first Mic Input Slot to be switched automatically.

Last Mic / Input Slot — Click in the field and type in the number of the last Mic Input to be switched automatically.

TimeCode Generator Section

The Cue TimeCode can be output to any available TimeCode Output Port. This can be a MIDI MTC port enabled in **Settings** > **Application Settings** > **Player Units** > **MIDI**.

TC Gen Output Port — Currently selected Output Port is shown. The drop-down list shows all available TC outputs. This can be a MIDI MTC port.

TC Gen Start Time — The First TimeCode value that will be output when the Cue is Fired.

TC Gen Pause Mode — The drop-down list offers a choice of:

- **Off** — TC output ceases when the Cue is paused
- **Freeze** — TC freezes at current value when Cue is paused
- **Free Roll** — TC continues to run when Cue is paused

TC Gen Stop Mode — The drop-down list offers a choice of:

- **Off** — TC output ceases when the Cue is paused
- **Freeze** — TC continues to generate current value when Cue is paused
- **Free Roll** — TC continues to generate and increment value when Cue is paused

TC Gen Goto on Ready — **Yes** or **No**. If **Yes** (enabled) the Start Time is generated continuously on the output port when the Cue is made Ready, to allow a Slave device to commence locating to the Start Time in advance of the Cue being fired.

Note: The **TimeCode Generator** section is collapsed and fields are greyed out for non timed Cues.

MMC Section

MMC Output Port — Clicking in the field reveals a down arrow to access a drop-down list of all available MIDI ports

MMC Start Time — When a valid output port is selected in the previous field a start time may be entered here.

Note: When the Cue is fired, an MMC Play command is sent; when the Cue is paused, a MMC Pause command is sent; when the Cue is stopped a MMC Stop command is sent.

MIDI Command Section

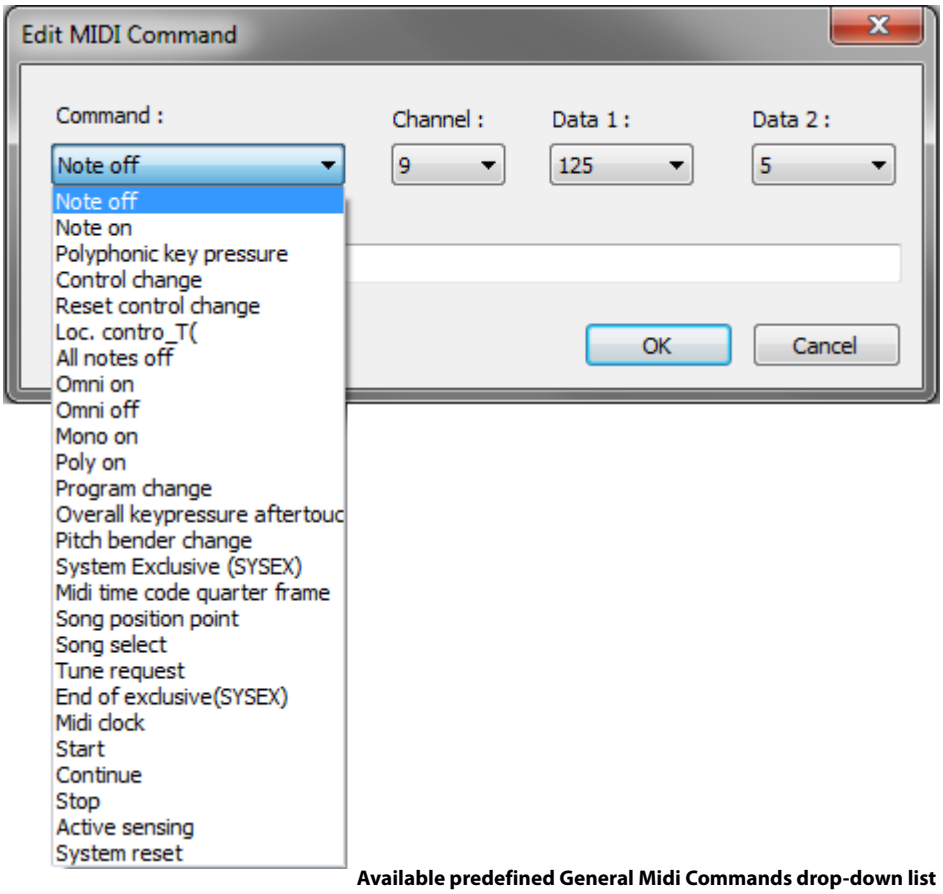
MID Command Output Port — Clicking in the field reveals a down arrow to access a drop-down list of all available MIDI ports

MIDI Fire Command — Click in the field to reveal the **...** box. Click on this to open the **Edit MIDI Command** dialog.

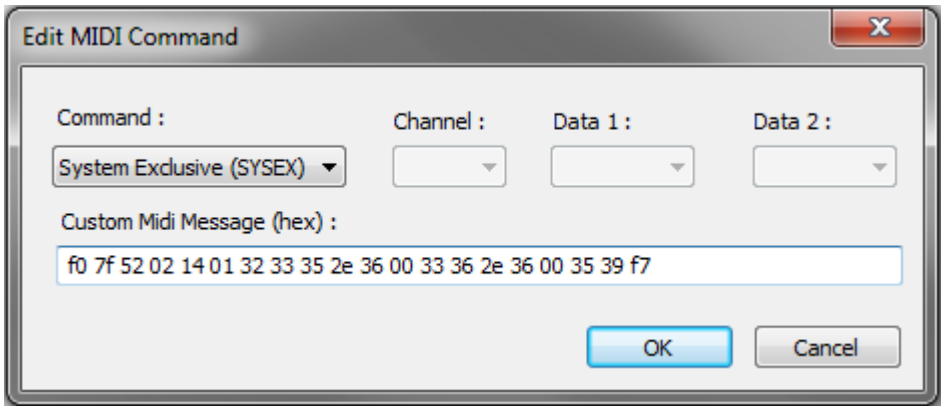
MIDI Pause Command — Click in the field to reveal the **...** box. Click on this to open the **Edit MIDI Command** dialog.

MIDI Stop Command — Click in the field to reveal the **...** box. Click on this to open the **Edit MIDI Command** dialog.

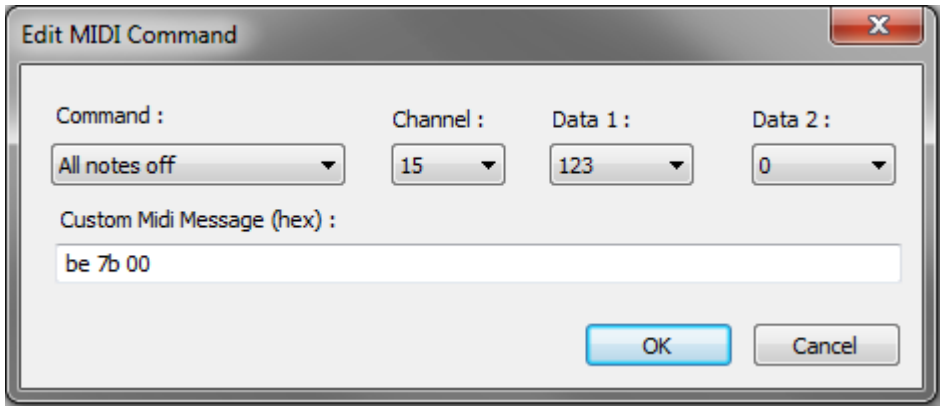
Examples of the Edit MIDI Command Dialog



Available predefined General Midi Commands drop-down list



An example of a MSC Sysex (Go command of the Cue 235.6, Cue list 36.6, path 59)



An example of a General Midi command

Note: when you use the **Custom Midi Message** edit line, the drop-down menus above are updated if the message is recognized

Sony P2 / RS422 Section

Sony P2 / RS422 COM Port Shows the current Com Port or **None**. The drop down shows a list of all Com ports.

Sony P2 / RS422 Start Time

Note: When the Cue is fired, a P2 Play command is sent; when the Cue is paused, a P2 Jog [0] command is sent; when the Cue is stopped a P2 Stop command is sent.

Please see also: Sony P2 over IP on page 160

COM Command Section

COM Command Output Port Shows the current Com Port or **None**. The drop down shows a list of all Com ports.

Command Format Click in the field to drop-down the choice of **Hexa**decimal or **ASCII**.

COM Fire Command Click in the field to type a command.

COM Pause Command Click in the field to type a command.

COM Stop Command Click in the field to type a command.

Note: COM Commands can be used to control suitably equipped external devices via serial control. For example you could send a POWER ON command to fire up a projector, or you could send a command line like Command=Cue_Fire &CueList=2 &Cue=1.
Each device manufacturer should provide a list of available commands.

IP Command Section

IP Command Output Port Shows the current IP Port or **None**. The drop down shows a list of all available IP ports

Command Format Click in the field to drop-down the choice of **Hexa**decimal or **ASCII**.

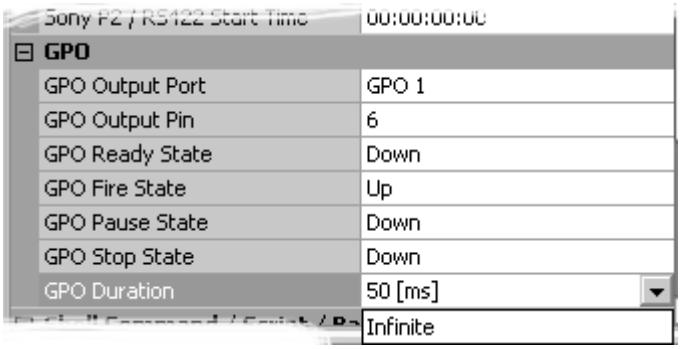
IP Fire Command Click in the field to type a command.

IP Pause Command Click in the field to type a command.

IP Stop Command Click in the field to type a command.

Note: IP Commands can be used to control suitably equipped external devices via ethernet. For example you could send a POWER ON command to fire up a projector.
Each device manufacturer should provide a list of available commands.

GPO Section



Audio section - Cue Properties Pane

GPO Output Port A physical GPO device assigned to that port.

GPO Output Pin The output pin of the GPO device to trigger.

GPO Ready State The state of the output pin when the Cue enters the **Ready** condition.

GPO Fire State The state of the output pin when the Cue is **Fire**d.

GPO Pause State The state of the output pin when the Cue is **Pause**d.

GPO Stop State The state of the output pin when the Cue is **Stop**ped.

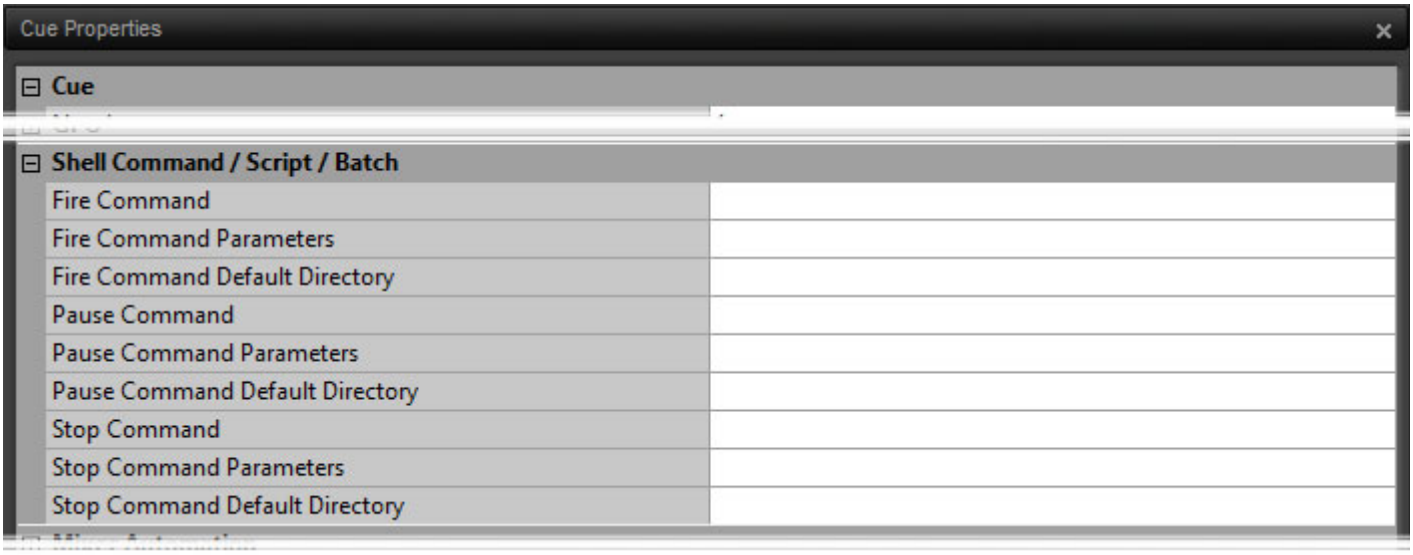
GPO Duration The time in milliseconds during which the state is maintained. (Pulse length)

Note: Up and **Down** means:

Up the circuit between **Common** and the **Pin#** is **closed**

Down the circuit between **Common** and the **Pin#** is **open**

Shell Command / Script / Batch Section



Shell Command/Script/Batch section - Cue Properties Pane

Fire Command

Fire Command Parameters

Fire Command Default Directory

Pause Command

Pause Command Parameters

Pause Command Default Directory

Stop Command

Stop Command Parameters

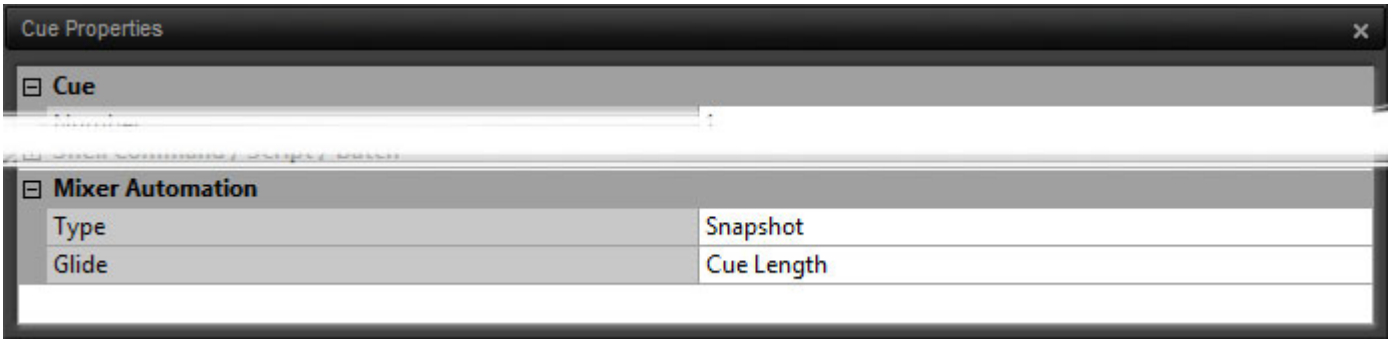
Stop Command Default Directory

A Shell Command requires three parameters:

- The Application name or command (acrobat.exe, myscript.bat, etc…)
- The Parameters modifying this command (optional) (- filename, - load, - verbose, etc… or whatever required by the command itself)
- The Default Directory (optional) (some commands or applications need to run from a given folder where required files are present)

Note: There is a separate set of parameters for each Fire, Pause and Stop event.

Mixer Automation

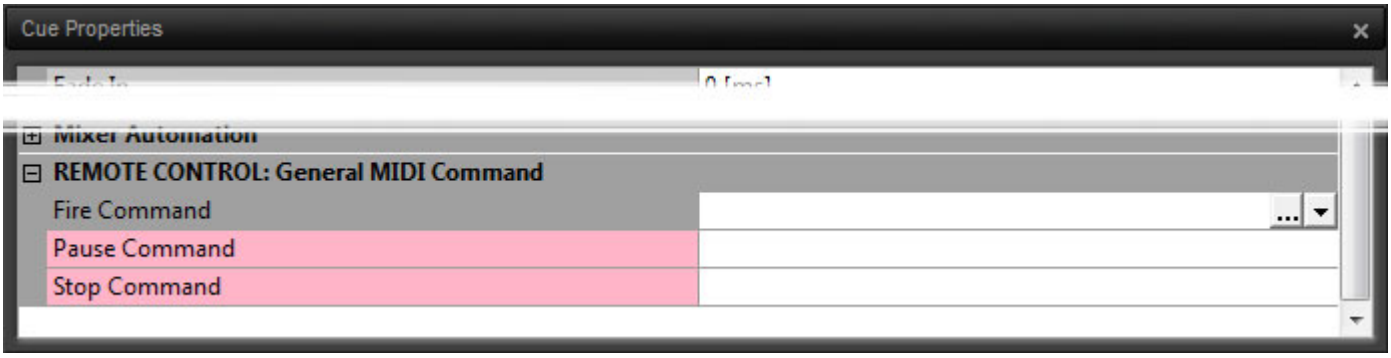


Mixer Automation section - Cue Properties Pane

Type **Please see: Snapshot Automation on page 52** for details.

Glide

REMOTE CONTROL: General MIDI Command



REMOTE CONTROL: General MIDI Command section - Cue Properties Pane

MIDI Command Input Port Click in the field to drop-down a list of available ports.

Fire Command Click in the field to reveal the **...** button and down arrow.

Pause Command Click in the field to reveal the **...** button and down arrow.

Stop Command Click in the field to reveal the **...** button and down arrow.

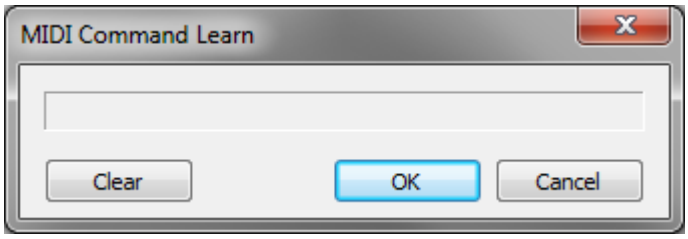
For each of the commands clicking on the **...** button opens the **MIDI Command Learn** dialog. Clicking on the down arrow offers the choice of **<None>** or **<Learn>**. None removes the existing mapping whilst Learn also opens the **MIDI Command Learn** dialog.

> **Note:** Before attempting remote control of Cues in this way check the **Controller Settings** in **Settings > Application Settings > Controller Units > MIDI**.

In order for direct MIDI Command mapping to work for the given physical or logical MIDI port the option **Enable direct Cue mapping of MIDI messages from the selected Virtual MIDI Port** in the **General Midi (GM)** section must be checked. Commands coming from the given physical or logical MIDI Port will be seen in the **MIDI Command Learn** dialog as coming from the selected **Virtual MIDI Port** at the top of the MIDI settings page. This enables the physical MIDI port to be changed easily without having to redo the entire mapping).

> **Note:** A useful possibility is to be able to map **Note On** to the **Fire** Command and **Note Off** to the **Stop** Command to emulate the Hot Keys **Press Play/Release Stop** mode.

MIDI Command Learn



MIDI Command Learn dialog

The main field displays incoming MIDI Commands. After opening the dialog from one of the **Fire**, **Pause** or **Stop** Command fields, send the MIDI command you wish to map to Ovation and, when you see it in the field, click on **OK** to complete the mapping and close the dialog.

Clear clears the field if the command is incorrect and

Cancel closes the dialog without completeing the mapping.

REMOTE CONTROL : IP Command



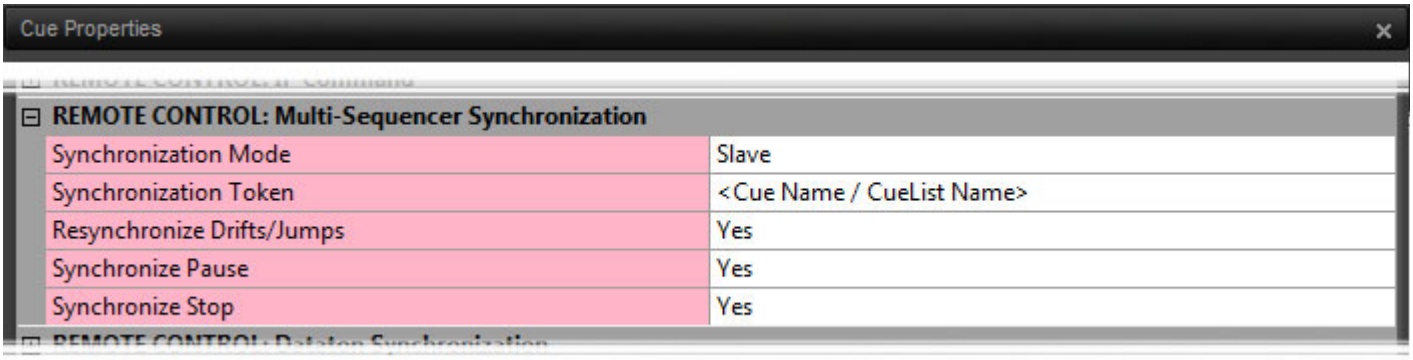
REMOTE CONTROL: IP Command section - Cue Properties Pane

IP Command Input Port	Click in the field to drop-down a list of available ports.
Command Format	Click in the field to drop-down the choice of **Hexa**decimal or **ASCII**.
Fire Command	Click in the field to reveal the **...** button and down arrow.
Pause Command	Click in the field to reveal the **...** button and down arrow.
Stop Command	Click in the field to reveal the **...** button and down arrow.

For each of the commands clicking on the **...** button opens the **IP Control Fire/Pause/Stop Learn** dialog. Clicking on the down arrow offers the choice of **<None>** or **<Learn>**. None removes the existing mapping whilst Learn also opens the **IP Command Learn** dialog.

> **Note:** Before attempting remote control of Cues in this way check the **Controller Settings** in **Settings > Application Settings > Controller Units > IP**.

REMOTE CONTROL: Multi-Sequencer Synchronization



REMOTE CONTROL: Multi-Sequencer Synchronization section - Cue Properties Pane

Synchronization Mode Click in the field for the choice of **Master**, **Slave** or **Off**.

Synchronization Token Ovation generates the Synchronization Token automatically from the Cue Name and CueList Nam,e, Master and Slave Tokens MUST match. (case sensitive).

Note: If for some reason automatic Token generation is unsuitable. E.g. because the Cue on the Master Ovation is named **Bach** and the Cue on the Slave is named **Bach back** then a Token value may be typed in the field. (The same Token Value MUST be used on Master and Slave Ovations.

Resynchronize Drifts/Jumps Determines whether or not re-synchronization will take place when a sync drift or jump is detected. The drop-down list offer the choice of **Yes** or **No**.

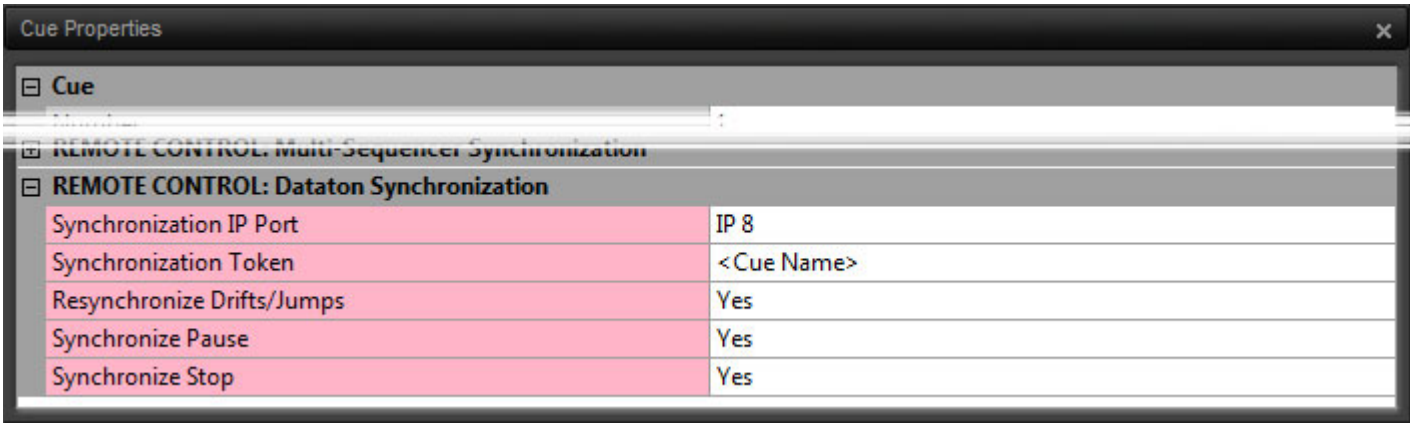
Synchronize Pause Click in the field for the choice of **Yes** or **No**. When set to **Yes** if the Master Cue is Paused the Slave Cue also Pauses.

Synchronize Stop Click in the field for the choice of **Yes** or **No**. When set to **Yes** if the Master Cue is Stopped the Slave Cue also Stops.

Note: Before attempting to synchronize Cues in this way an IP connection must be established between the Master and Slave machines in **Settings > Application Settings > General > TCP/IP Connections** and Multi-Sequencer Synchronization must be switched on and configured as Master or Slave in **Show Properties**.

Please see: TCP/IP Connections on page 155

REMOTE CONTROL: Dataton Synchronization



REMOTE CONTROL: Dataton Synchronization section - Cue Properties Pane

Synchronization IP Port Click in the field to drop-down a list of available ports. The Port selected MUST be the port associated with the target machine running the Dataton video player.

Synchronization Token The name typed here determines which Dataton Timeline. is linked to the Cue.

Note: If for some reason automatic Token generation is unsuitable. E.g. because the Cue on the Master Ovation is named **Score** and the Timeline on the remote Dataton is named **Movie** then a Token value may be typed in the field. (The Token Value MUST match the name of the Dataton Timeline you wish to synchronize.)

Resynchronize Drifts/Jumps Determines whether or not re-synchronization will take place when a sync drift or jump is detected. The drop-down list offer the choice of **Yes** or **No**.

Synchronize Pause Click in the field for the choice of **Yes** or **No**. When set to **Yes** if the Master Cue is Paused the Slave Dataton Timeline also Pauses.

Synchronize Stop Click in the field for the choice of **Yes** or **No**. When set to **Yes** if the Master Cue is Stopped the Slave Dataton also Stops.

Note: Before attempting to synchronize Cues in this way an IP connection must be established between the Master Ovation and Slave Dataton machines in **Settings > Application Settings > General > TCP/IP Connections**.

Please see: TCP/IP Connections on page 155

Interaction Rules

Overview

Interaction Rules are one of the most powerful features of Ovation.

Interaction rules affect what happens to other Cues and Cue Lists when a Cue is Fired or Stopped. All selected Rules apply together so it is possible to arrive at a situation where nothing will play at all!

Rules set in **Show Properties** are global. I.e. they apply to every Cue List and Every Cue unless overridden by Rules set in **Cue List Properties** or **Cue Properties**.

Rules set in **Cue List Properties** apply to all Cues in the Cue List unless they are overridden by Rules set in **Cue Properties**.

Rules include an optional offset

Rules can be conditional. A rule can be triggered based on the state of another Cue (Fired, Paused or

Stopped).

A Cue can fire itself through a Rule. This is how to make a Cue Loop.

When an Interaction Rule points to a Cue List as Target, then:

- If the Cue List is a Timed Cue List, then the Cue List Time is Started, Paused or Stopped (equivalent to the Cue List Start, Pause or Stop buttons).
- If the Cue List is **NOT** a Timed Cue List then the **FIRST** Cue in the list is Fired, or **ALL** Cues are Paused, Stopped or Dimmed.

Adding Rules

There are several ways of adding rules. You can use **Cue > Add rule** or the right-click context menu to add simple rules to a Cue directly. For more complex compound interactive rules the **Interaction Rules** dialog is used.

Adding Simple Rules

Select a Cue and either go to **Cue > Add Rule** or right-click on a Cue and go to **Add > Rule** in the context menu.

The list of available Rules is the same whichever method you choose:

Fire Next Cue when Ending

Fire Next Cue when Stopping

Fire All Child Cues when Stopping

Stop Previous Cue when Starting

Stop All Cues in Cue List when Starting

Loop (Fires Itself when Ending)

Loop between Markers (Fire Itself between Markers)

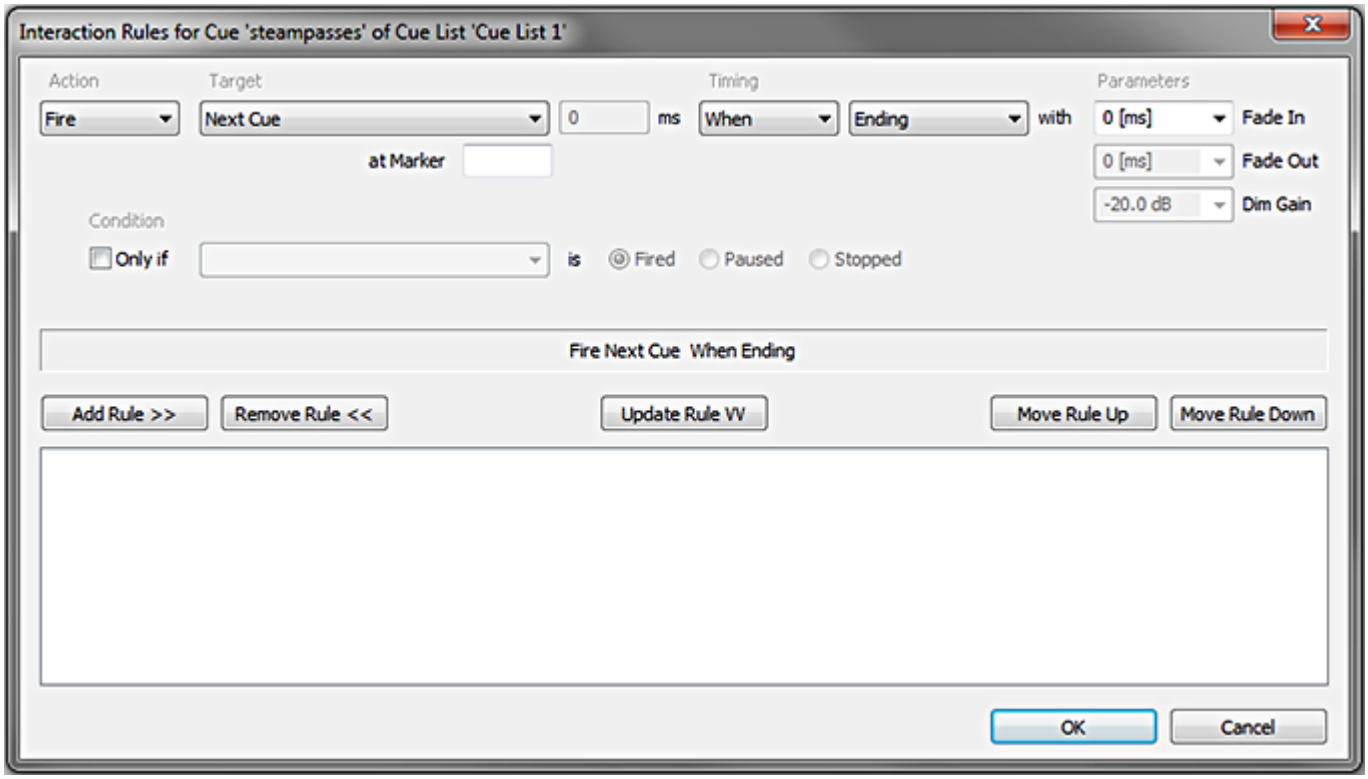
Dim All Cues when Starting

Select Next Cue when Starting

Note: Choosing **Loop between Markers** creates two new Markers one at the beginning and end of the Cue. The Markers can be moved subsequently.

Opening the Interaction Rules Dialog

Clicking in an **Interaction Rules** field in a **Properties** pane and clicking on the **...** button opens the **Interaction Rules** dialog. When rules are already set double-clicking on the icon(s) in the Cue in the Cue List also opens the dialog.



Interaction Rules Dialog

The dialog enables Interaction Rules to be Added, Modified or Removed from the active list.

Interaction Rules applied at the Show level affect all Cue Lists and Cues. These are overridden by Rules applied to a List and these in turn are overridden by Rules applied to individual Cues. However, some rules will affect Cues regardless. E.g. If an individual Cue is set to **Stop All Cues at Start** then all Cues in all Cue Lists playing when it is Fired will Stop. Subsequent Cues in Timed Lists will Fire as expected.

The options available under each of the drop-down lists will vary depending on the choices already made and other rules in force.

Adding a Rule

Make choices using the drop-down lists and click on **Add Rule >>**

Removing a Rule

Click on the Rule you wish to remove in the list to highlight it and click on **Remove Rule <<**

Update a Rule

Click on the Rule you wish to update in the list to highlight it. Its parameters will be reflected in the controls. Change parameters as required and click on **Update Rule VV** to accept the changes.

Change Order of Rules

Click on the Rule you wish to re-order and click on the **Move Rule Up** or **Move Rule Down** buttons to change the Rule order.

Rules Form

Interaction Rules take the form:

Stop / Pause / **Dim** / **Fire**/ **Select** the:

Next Cue

Next Sibling Cue

Previous Cue

Previous Sibling Cue

a **Specific Cue** or **Group of Cues**

Cue List or

Itself

When or **After** the selected Cue(s)

Starting

Ending or

Stopping

with a

Fade In

Fade Out and/or

Dim Gain applied if required and as determined by the other choices.

If **After** is selected then the **ms** box becomes active. Enter a value here to delay the rule's action after the triggering event has occurred.

For **Stop** the dialog presents **Starting** as the default choice.

For **Fire** the dialog presents **Ending** as the default choice.

For **Pause** and **Dim** the **Start** / **Stop** choice is grayed out since the only logical use is to **Pause** or **Dim** another Cue or Cues whilst the current one is playing.

Sibling means a Cue on the same level. Thus using e.g. **Next Sibling** bypasses any Child Cues.

> **Note:** Rules which act when a Cue is started occur at the **Start** time. Rules which act when a Cue **End**s or **Stop**s occur at he START of the Fade out. This produces a cross-fade. If you require a fade out but do not want the next action to occur until the End of the Cue then simply use the **After** rule with an delay equivalent to the fade out length.

at Marker

Only valid when first action is set to **Fire**. If the Cue has a Marker or Markers set then the Cue will be be Fired at the Marker number in the **at Marker** field.

Loops

To produce a loop simply use the form, **Fire : Itself : When : Ending**. More complex loops within a Cue can be achieved using Markers. Please see: **Markers Interaction Rules on page 88**

Cue List Target

When an Interaction Rules points to a Cue List as Target, then:

- If the Cue List is a **Timed Cue List**, then the Cue List Time is **Started**, **Pause**d or **Stop**ped (equivalent to the Cue List Start, Pause or Stop buttons).
- If the Cue List is **NOT** a Timed Cue List then the **FIRST** Cue in the list is Fired, or **ALL** Cues are Paused, Stopped or Dimmed.

Conditional Rules

If the **Only if** box is checked then a further layer of control comes into play. A rule set up using the controls described above will only apply when the conditions are met. I.e when the item chosen in the drop down list from a choice of **Next Cue**, **Previous Cue** a **Specific Cue** or **Group of Cues** or a **Timed Cue List - is** either **Fired**, **Paused** or **Stopped** as selected via the radio buttons.

Interaction Rules is an extremely powerful tool and experimentation is strongly encouraged!

Rules Icons

When Interaction Rules are applied an Icon or Icons is/are shown in the Cue in the Cue List.





When present there is a Rule or Rules applied in Cue Properties.



When present there is a Rule or Rules applied in Cue List Properties



When present there is a Rule or Rules applied in Show Properties



When present there is a Rule or Rules applied to a Marker in the Cue

Double clicking the **Cue Properties**, **Cue List** or **Show** Icons opens the **Interaction Rules** dialog.

Show ValidationTool

Show Validator



Show Validator pane

The Show Validation Tool is available via **Show > Show Validator**.

It enables the following aspects of the Show to be validated:

- Interaction Rules validity. For instance, Rules pointing to a non existing Cue or Cue List.
- Offline Clips Players
- Invalid Audio Output Slots

More checks will be added in subsequent versions.

> **Note:** Double-clicking on reported errors in the Validation Tool pane selects the incriminated Cue or Cue List.

Show Consolidation and Packaging

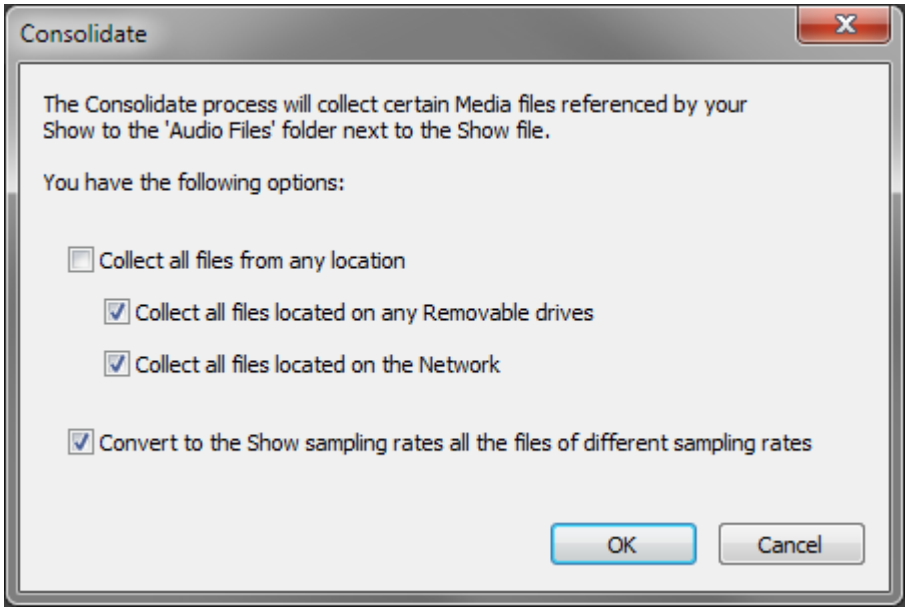
Show Consolidation collects all Audio, MIDI and other files associated with and referenced by a Show and copies them to the **Audio Files** folder in the same location as the Show file. The Show file is modified to point to the new file locations of the copied files. The Show remains active in the Ovation Sequencer for further editing.

Show Packaging collects all Audio, MIDI and other files associated with and referenced by a Show and copies them to a new **Audio Files** folder created automatically in the packing location selected along with copy of the Show file. At the end of the process the option of Show Validation is offered to verify that all is well with the packaged version. The resultant packaged Show file is modified to point to the new file locations of the copied files.

The original Show is not affected by the process and, when Consolidation is complete the original Show remains active in the Ovation Sequencer.

The Consolidation Process

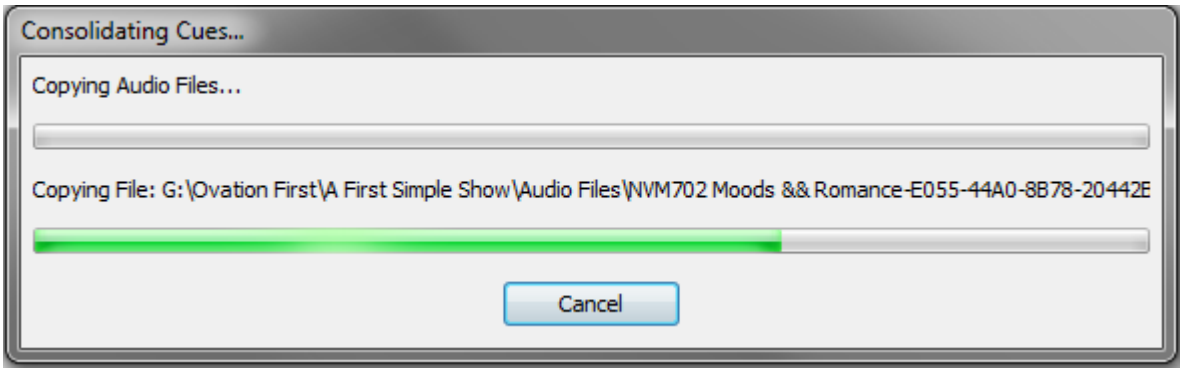
To initiate the Packaging Process choose **Show > Consolidate Show** to open the **Consolidate Show** dialog :



Consolidate Show Dialog

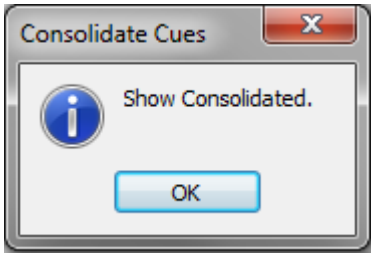
The options are self explanatory.

If you are happy to continue click on **Yes** to initiate the process.



Consolidating Cues Dialog

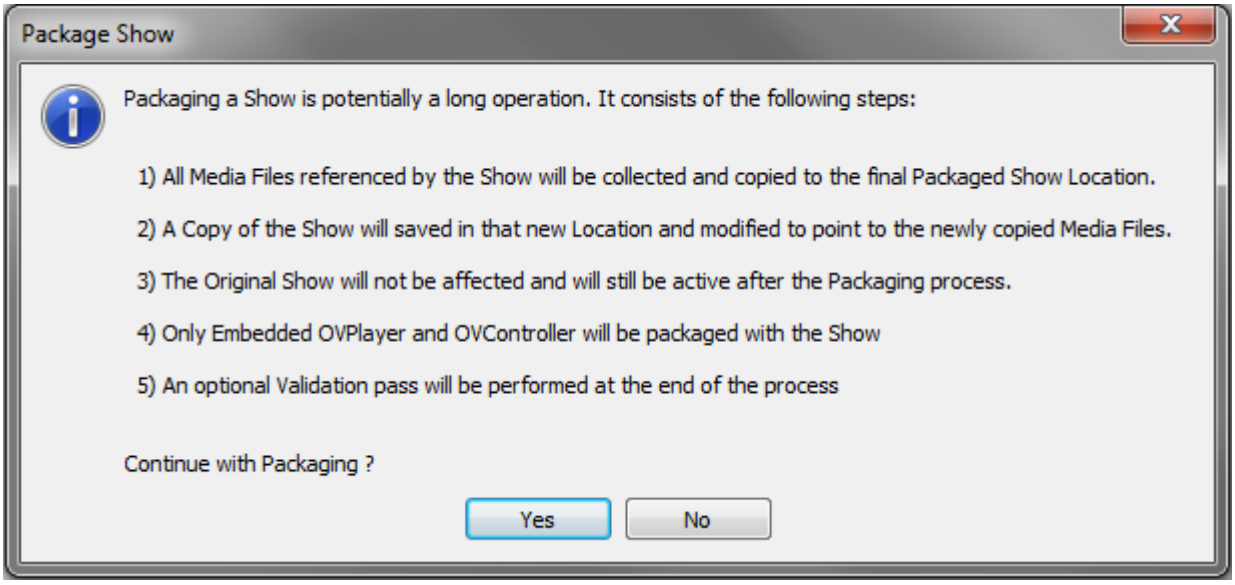
The process begins and the **Consolidating Cues...** dialog appears. Click on **Cancel** to abort the process otherwise an info box appears when the process is complete.



Consolidate Cues Info Box

The Packaging Process

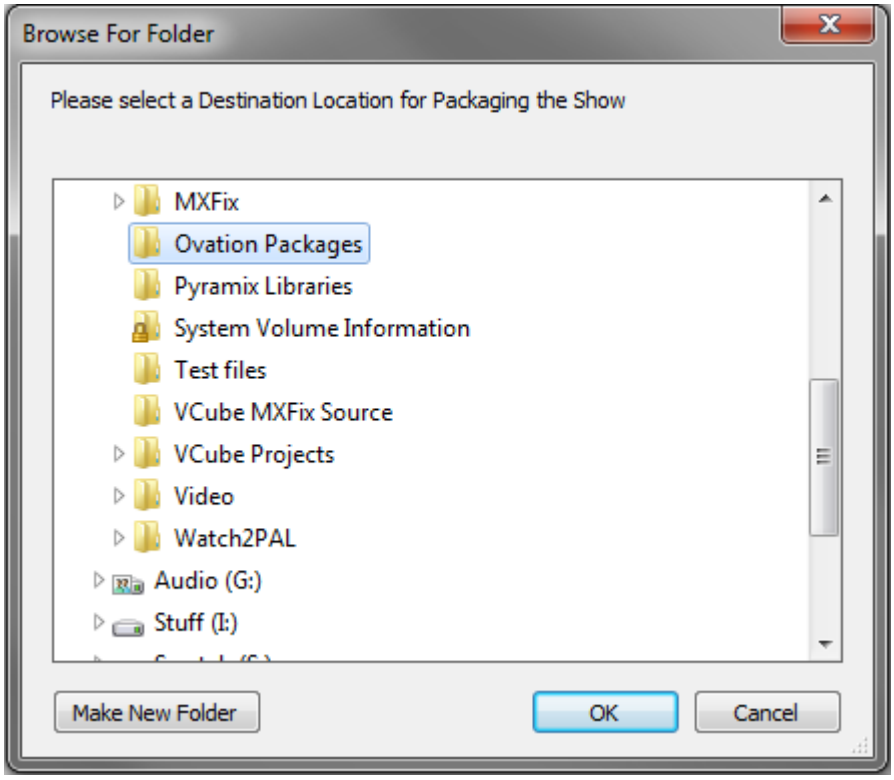
To initiate the Packaging Process choose **Show > Package Show** to open the **Package Show** dialog :



Package Show Dialog

The options are self explanatory.

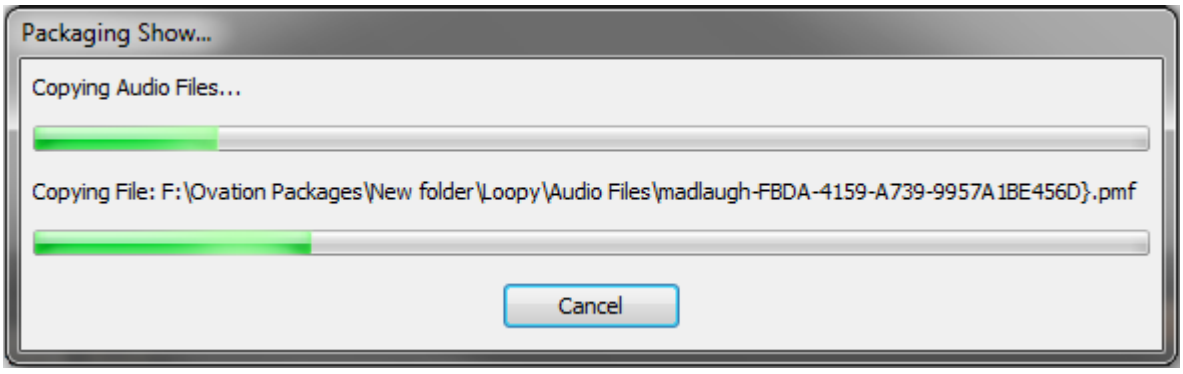
If you are happy to continue click on **Yes** to continue the process by opening the Package Show **Browse For Folder** dialog.



Package Show Browser

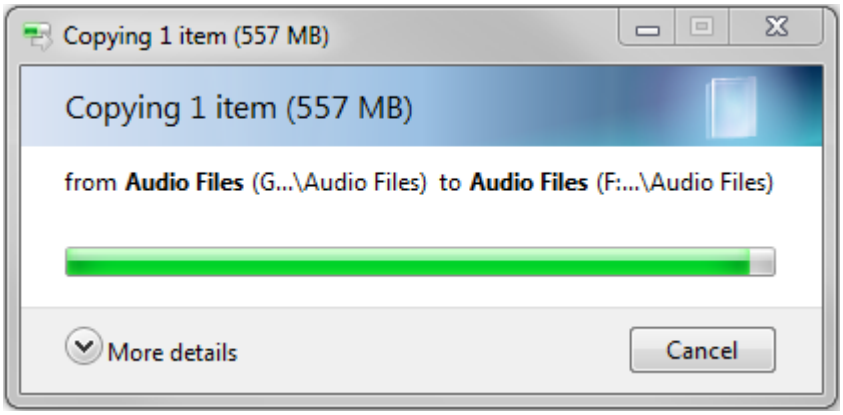
Navigate to a suitable existing folder or to a suitable location to create a new one. When you have opened the destination folder (or created it) click on **OK** to initiate the process.

A dialog will show details of progress:



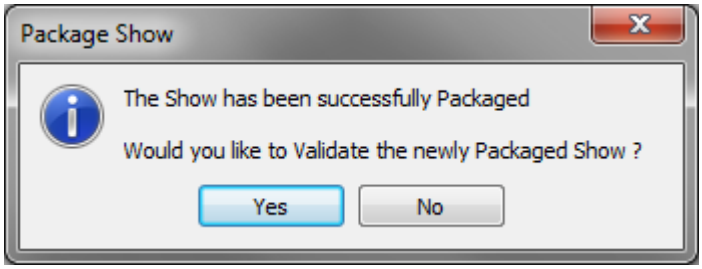
Package Show Progress Dialog

And a further dialog will show progress of copying individual files.



Copying Files Dialog

When the process completes you will be invited to validate the new Show :



Package Show Validation Dialog

We suggest you accept the option. The result will be displayed at the end of the process.

Recursive Packaging

The Packaging process can be incremental. I.e. the process can be called many times one after another and only newly referenced files will be copied to the Packaged location.

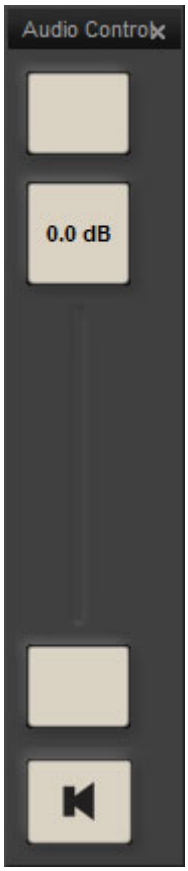
Backup/Archive

The **Package Show** function offers a simple method of backing-up/archiving a Show to a different location.

Audio Control Pane

The **Audio Control** pane is accessed from the **Show** Toolbar, the **Show** menu or the **View** menu. It controls attenuation of the right-most Bus fader from the 0dB position on the Ovation Mixer. It is only active when it is open and a Show is running or a Cue is being Auditioned.

Controls are chunky to facilitate Touch Screen operation.



The top Slider button increases level in 2dB per click increments from -146dB to -40dB and 1dB increments from -40dB to a maximum of 0dB.

The slider can be clicked and dragged. The degree of attenuation is shown numerically on the Slider knob. Double-clicking the knob restores the default, 0dB value.

The bottom Slider button decreases level in 1dB per click increments down to -40dB and 2dB per click increments down to -146dB

The bottom button **MUTE**s the Ovation mixer Main Output.

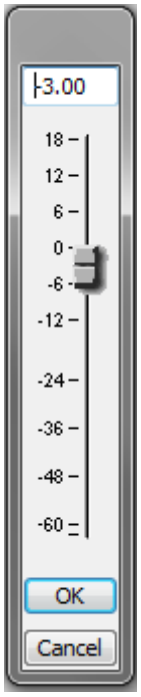
The **Audio Control** pane retains its current settings when closed and opened (and from load / unload of the application) however, the output is only updated with its values when the **Audio Control** pane is open.

Cue Gain

Cue Gain Control

Cue Gain sets the overall Cue Level in real time.

The **Cue Gain** dialog is accessed from the **Cue List Edit** Toolbar, **Change Cue Gain** in the **Cue** menu and in the right-click Cue context menu.



The box shows the amount of boost or cut applied in dB. You can click in the box and type a numeric value.

The Slider can be clicked and dragged to set the Cue Gain

Click **OK** to accept changes and exit the dialog

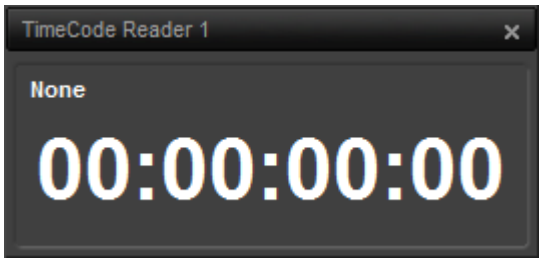
Click **Cancel** to reject changes and exit the dialog

Changes made in the **Cue Gain** dialog are reflected in the **Cue Properties** pane.

Note: When a Clip is published to Ovation from Pyramix any Gain adjustments made with the Cue Gain Control are applied in addition to gain adjustments applied to the Clip in Pyramix.

TimeCode Reader Panes

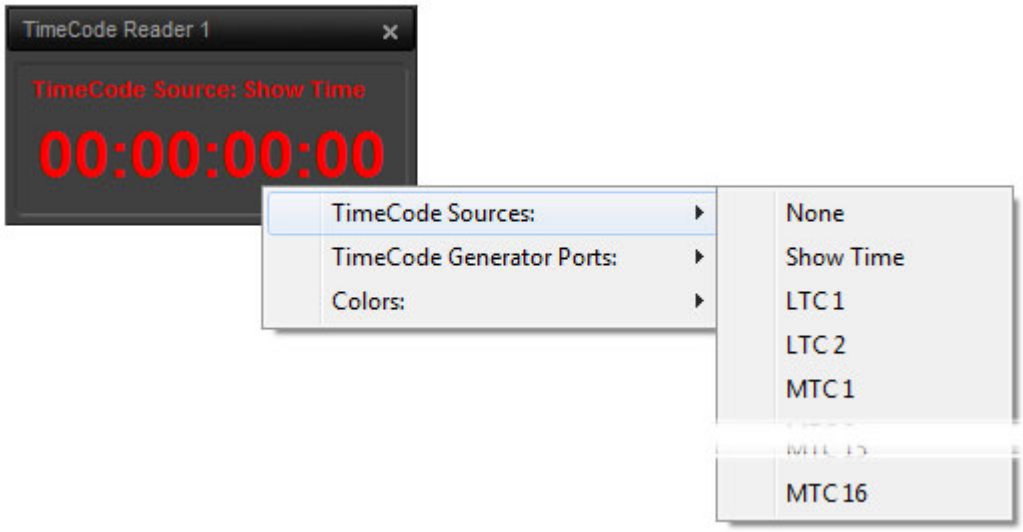
TimeCode Reader panes enable the current values of any of the available TimeCode Sources and Generator Ports to be displayed.**View > View TimeCode Reader** opens a new **TimeCode Reader** pane.



TimeCode Reader Pane

When first opened a **TimeCode Reader** pane has no source selected and is colored white. Up to 20 panes may be open and active simultaneously. The pane(s) can be resized at will.

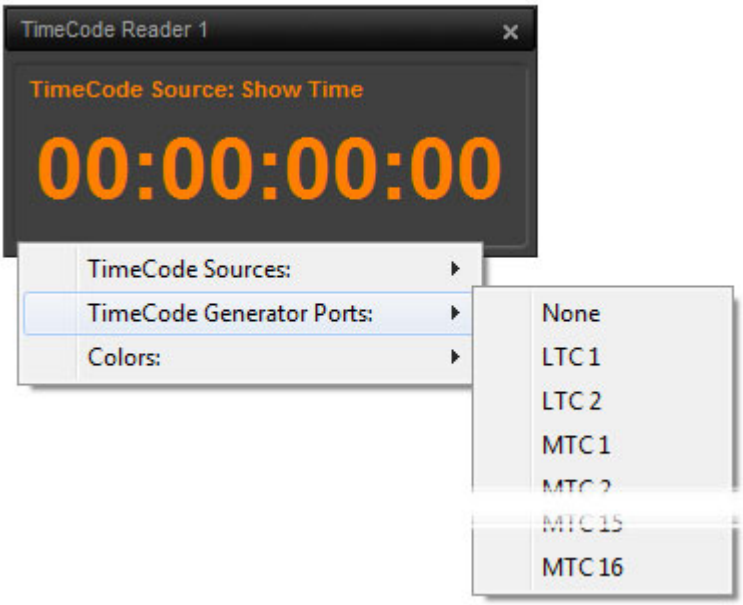
Right-clicking anywhere in the black area of the pane opens a context menu:



TimeCode Reader Sources sub-menu

Hovering the cursor over **TimeCode Sources:** drops down a list of all available sources. **None** and **Show Time** are always present, other entries will depend on your specific hardware and driver configuration.

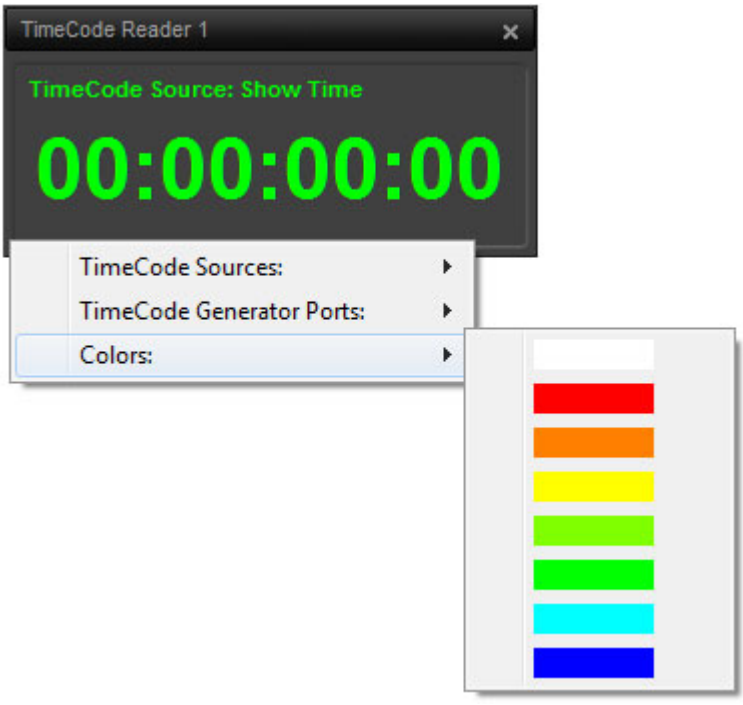
Hovering the cursor over **TimeCode Generator Ports:** drops down a list of all available outputs:



TimeCode Reader Generator Ports sub-menu

None is always present other entries will depend on your specific hardware and driver configuration.

Hovering over the third entry **Colors:** drops down a color picker:



TimeCode Reader Colors sub-menu

Audio Output Slots

What is an Audio Output Slot?

Audio Output Slots are set in **Cue Properties** for individual Cues. An **Audio Output Slot** is nothing more than the audio channel count across the mixer from left to right. So, Strip one, Channel one is also Slot one. But Strip four Channel one could be one of several things depending on what type of Strips the mixer uses. In a mixer using all Mono Strips, Strip four Channel One is Slot four but in a mixer with all Stereo Strips it will be Slot eight. In a mixer using 5.1 GPS Strips Strip four Channel one will be Slot 19 and so on.

Multi-channel Cues

Multi-channel Cues are handled transparently with the channels present in the Cue mapped in ascending order from the Audio Slot Output specified in Cue Properties.

Audio Output Slots and Cue Lists

The Audio Output Slot can be set for an entire Cue list in the **Audio Output Slot** field in the **Audio** section of the **Cue List Properties** pane. The default is **<Use Cue Slot>** and in this case Cues will be played via the Audio Output Slots set in the Cue Properties pane.

> **Note:** If a setting other than **<Use Cue Slot>** is used then this takes precedence over the Audio Output Settings in the Cue Properties pane.

Audio Gain Matrix

By default the **Audio Gain Matrix** for each Cue is **Off**. Under these conditions an Audio Cue will be played via the Mixer strip(s) determined by the **Audio Output Slot** settings. However, the **Audio Gain Matrix** is a very powerful tool when dealing with Cues. For example, it can correct incorrect channel order, imbalances or level discrepencies or, for example, downmix a 5.1 Cue for stereo playout.

The Audio Gain Matrix pane can be accessed by clicking in the **Audio Gain Matrix** field in the **Audio** section of the Cue Properties pane or by selecting **Show > View Audio Gain Matrix**.



Audio Gain Matrix pane - Matrix Off

The Audio Gain Matrix pane shows the selected **Cue List** and selected **Cue** it will affect.

Output Slot

The **Output Slot** drop-down list functions in exactly the same way as the field in the Cue Properties pane and any changes made here will be reflected in Cue Properties.

Cue Gain

The **Cue Gain** pot determines the overall gain of the Cue across all channels whether the Matrix is active or not. Any change to the value made with this control is reflected in the **Audio Gain** field in the Cue Properties pane.

As with the other rotary controls here and in the mixer a value can also be entered by clicking in the numeric box and typing.

Matrix Size

This value determines the number of Outputs from the Matrix and the number of vertical Output columns in the dialog. **Matrix Size** can be set to **Off** (as in the above screenshot) or to any sensible value. When the Matrix is **Off** the number of outputs is determined by the number of channels in the Cue. **Off** and **1-16** are available in the drop-down list. Type larger values manually, followed by **Enter**. These outputs are patched to the Ovation mixer slots in ascending order from the Slot Number set as the **Output Slot**.

Inputs

The number of Matrix Inputs and therefore the number of horizontal Input rows in the dialog is determined by the number of channels in the Cue.

Using both the Output Slot and the Matrix Size number enables you to focus first on an area of the mixer (Output Slot) and then determine how many strips in that area you wish to distribute the audio channels present in the Cue to.

For example, if you wish to mix a Cue into Strips **30**,**31**,**32**,**33**,**34** and **35** you would select **Output Slot 30** and set the **Matrix Size** to **6**:



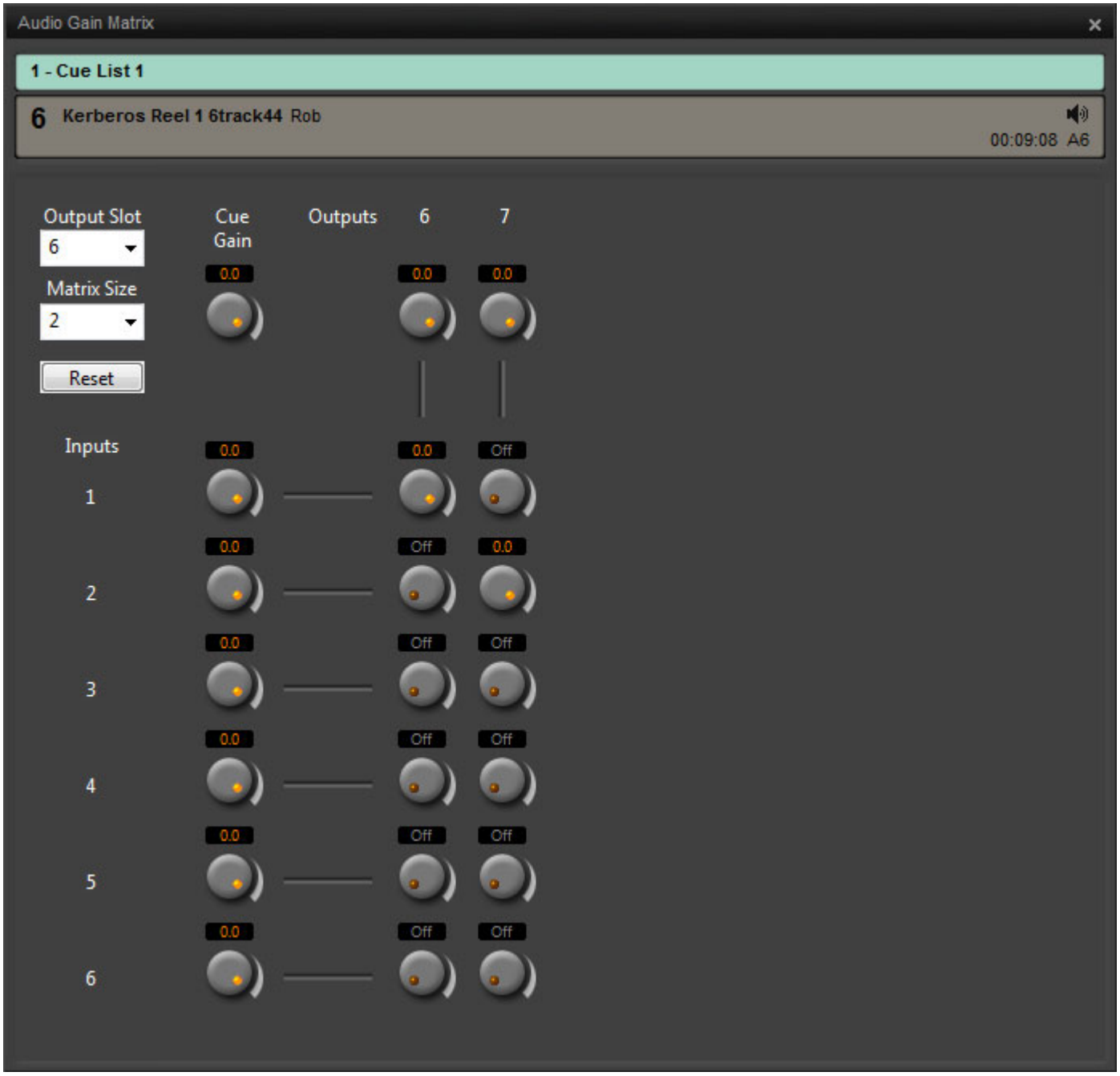
Audio Gain Matrix pane - 2 In 6 out

By default only the same number of Output channels will be active as the number of input channels. The rotary controls set the overall Cue Gain and the individual gains for each of the channels present in the Cue.

The Output rotary controls set the overall level for each Output channel and the contribution per Output from each Input channel. Double-clicking a rotary control **Mute**s / de**Mute**s.

Downmixing

Equally, the Audio Gain Matrix can be used to mix down a multi-channel Cue to Stereo or Mono:



Audio Gain Matrix pane - 6 In 2 out

Linking Parameters in the Audio Gain Matrix:

To make relative moves of several gains simultaneously, groups can be created.

Create a Gain Control Group

Press and hold **SHIFT**

- Click on individual gain controls to add them to a group.
- Click on members of a group to remove them from it.
- Click on an Output Gain knob to add the whole Matrix column to the group.
- Click on RESET to reset all the links (remove all from the group)

Independent Control of a Group Member

- Press and hold **CTRL**
- Manipulate a gain knob which is assigned to a group, without moving the rest of the group.

Note: Links are preserved when you click away from the Cue. Links are saved with the show, thus links are retained when you close and open the show.

Set Audio Gain Matrix For Multiple Cues

Audio Gain Matrix parameters can be set for multiple Cues or an entire Cue List in one operation. It only makes sense to do this if the Cues are in the same format.

- Select all the Cues in the Cue List
- Open the Audio Gain Matrix pane with **Show > View Audio Gain Matrix**.
- Make the settings required.

The new settings will be applied to all the selected Cues.

Ovation Files

File Types

Ovation files store **Shows** including **Cue Lists** and have an **.ovs** file extension.

Cue Lists can also be saved and loaded independently and have an **.ovl** file extension.

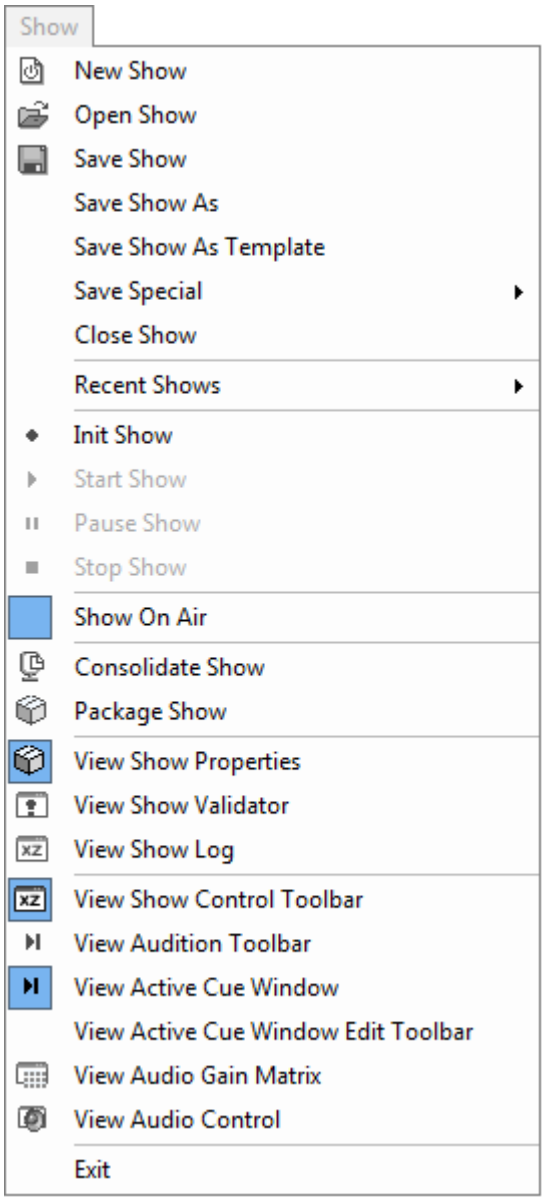
Settings are stored with a **.pms** file extension.

OVPlayer Sessions are stored with an **.ovp** file extension.

OVController Sessions are stored with an **.ovc** file extension

Ovation Menus

Show



Ovation Show Menu

New Show	Opens a new, Untitled Ovation Show
Open Show	Opens the **Open** Windows File Browser to enable an existing Show to be loaded
Save Show	Saves the current Show. If this is Untitled, opens the **Save As** file browser
Save Show As...	Opens the **Save As** file browser
Save Show As Template	Saves the current Show as a Template fro future shows
Save Special	Enables Show to be saved in Ovation 3.x format for mixer compatibility
Close Show	Closes all open Cue Lists and the Show
Recent Shows >	Drops down a list of recently opened Shows
Init Show	**Initialize Show**

Start Show	**Start Show**
Pause Show	**Pause Show**
Stop Show	**Stop Show**

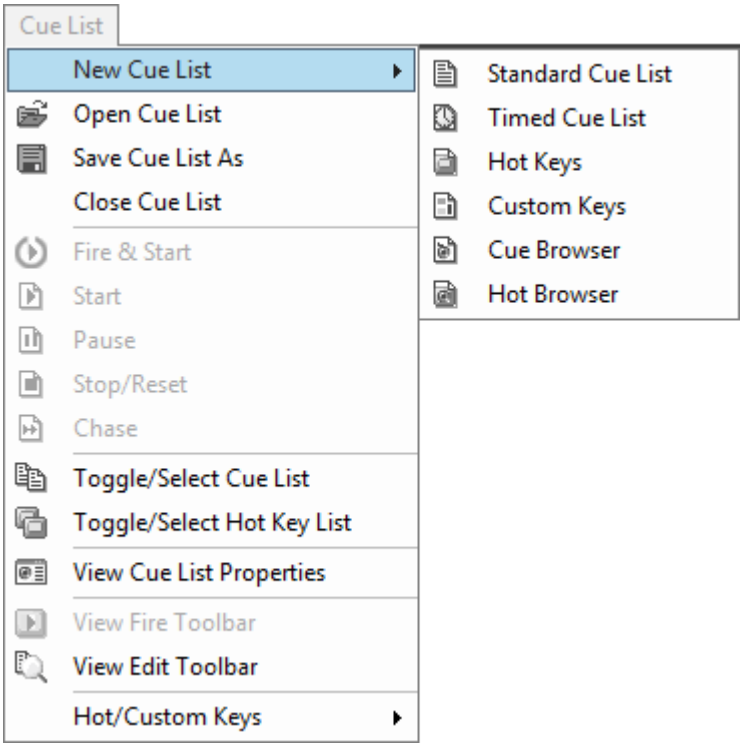
Consolidate Show	Opens the **Consolidate Show** dialog. **Please see: Show Consolidation and Packaging on page 117**
Package Show	

View Show Properties...	Opens the **Show Properties** Tab Pane
View Show Validator...	Opens the **Show Validator** Tab Pane
View Show Log	Opens the **Log** Tab Pane

View Show Control Toolbar	Toggles the Main Window **Show Control** Toolbar
View Audition Toolbar	Toggles the Main Window **Audition** Toolbar
View Active Cue Window	Toggles the **Active Cue** Window
View Active Cue Window Edit Toolbar	Toggles the **Active Cue** Window **Toolbar** (Only available when **Active Cue** Window is open.
View Audio Gain Matrix	Toggles the **Audio Gain Matrix** Window
View Audio Control Window	Toggles the **Audio Control** Window

Exit	**Quits the Ovation application**

Cue List



Ovation Cue List Menu

New Cue List	Drops Down the List of Cue Lists
Standard Cue List	Opens a new, Untitled, **Standard** Cue List
Timed Cue List	Opens a new, Untitled, **Timed** Cue List
Hot Keys	Opens a new, Untitled, **Hot Keys** Cue List

Custom Keys List	Opens a new, Untitled, **Custom Keys** Cue List
Cue Browser	Opens a new, Untitled, **Cue Browser** Cue List
Hot Browser	Opens a new, Untitled, **Hot Browser** Cue List
Open Cue List	Opens the **Open** Windows File Browser to enable an existing **Cue List** to be loaded
Save Cue List As	Saves the currently selected **Cue List**. If this is Untitled, opens the **Save As** file browser
Close...	Opens the **Close Cue List** dialog

Note: If a Cue List is Closed without saving it separately it will be lost.

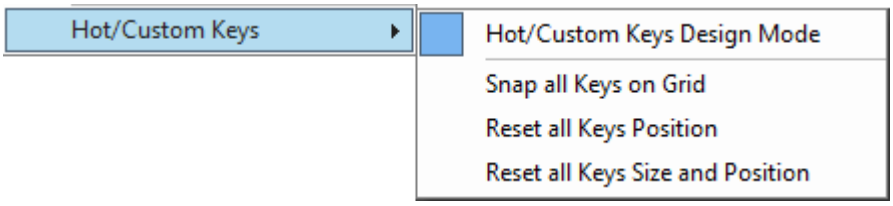
Fire & Start	Acts on Timed Lists when selected. Fires the Selected Cue and starts the Cue List Counter running from the Go Time of the Cue. Selects and Readies next Cue for Firing.
Start	Acts on Timed Lists when selected. Starts the Timed List from zero.
Pause	Pauses the Timed List. List will restart from the point at which it was Paused.
Stop/Reset	Stops the Timed List. List is reset to the beginning and made ready for Firing.
Chase	When a Timed List is Selected engages/disengages **Chase Mode**

Toggle/Select	
Cue List	**(Tab)** Steps the selection through all open Cue Lists in ascending numerical order.
Toggle Select	
Hot Key list	**(Ctrl+Tab)**Toggles the selected Cue List between the available **Hot Key** lists. (**Note: Hot Key** Display is only visible when the Show is Initialized)

View Cue List Properties...	Opens or selects the **Cue List Properties** pane for the currently selected Cue List

View Fire Toolbar	Toggles the Fire Toolbar Shown / Hidden
View Edit Toolbar	Toggles the Edit Toolbar Shown / Hidden

Hot/Custom Keys	Only available when a Custom Keys list is selected



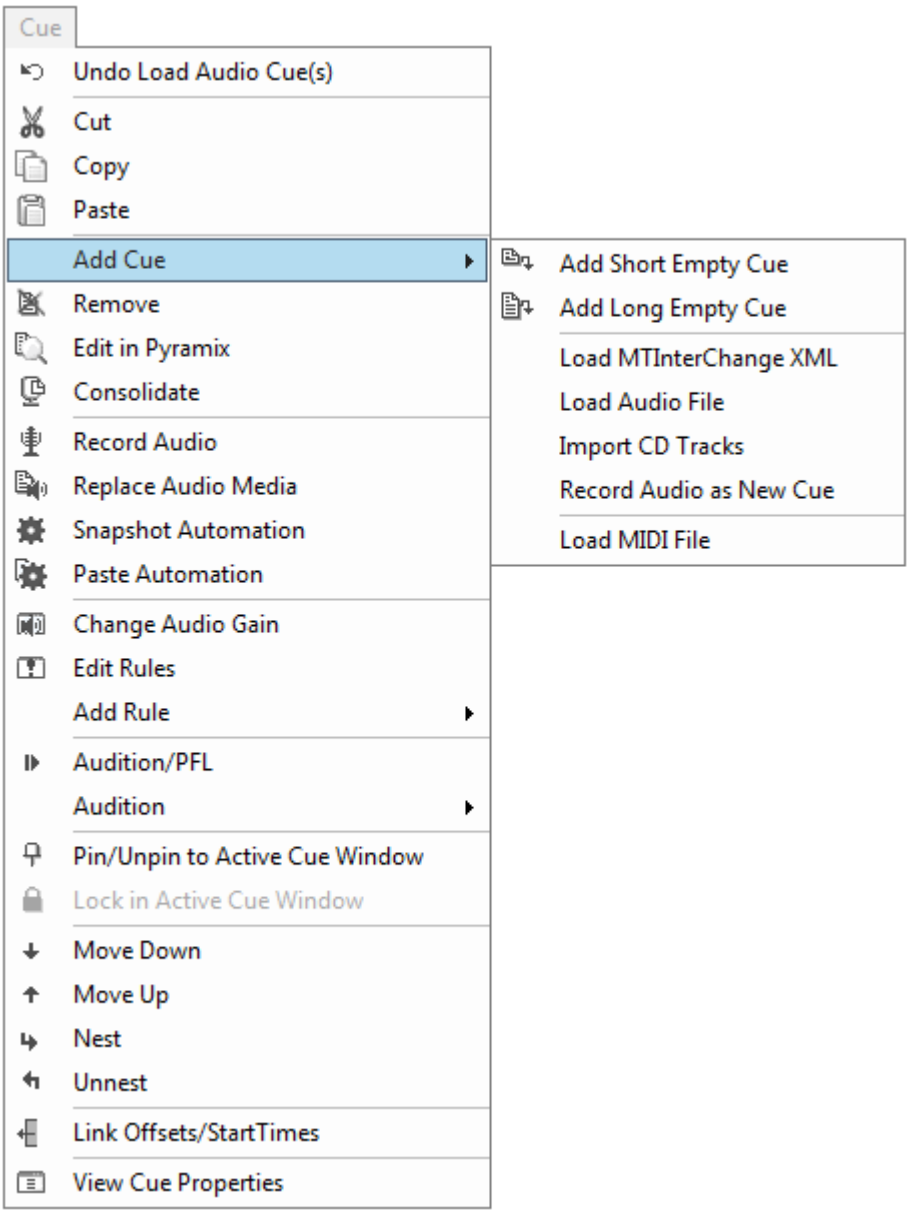
Cue List Menu > Custom Keys sub-menu

Hot/Custom Keys Design Mode When ticked the selected Hot/Custom Keys pane is shown in **Design Mode**

Snap all Keys on Grid	Snaps all the Keys into alignment with the current Grid
Reset all Keys Position	Resets all Keys to their original positions

Reset all Keys Size and Position As it says.

Cue



Ovation Cue Menu

Undo (last undoable action)

Cut	**Ctrl+X**
Copy	**Ctrl+C**
Paste	**Ctrl+V**

Add Cue	Opens the **Add** sub-menu
Add Short Empty Cue	Adds a 1 second duration new empty Cue below the Cue currently high-lighted. If none, then adds a new empty Cue at the bottom of the list.
Add Short Empty Cue	Adds a 24 hour new empty Cue below the Cue currently highlighted. If none, then adds a new empty Cue at the bottom of the list.

Note: Empty Cues are typically used to trigger something immediately or in conditional rules. If intermediate lengths are required this is easily accomplished by modifying the Cue Length in Cue Properties.

Load MTInterchange XML

Load Audio File Opens a Browser to search for and Add Cues

Import CD Tracks Opens the Import CD dialog. **Please see: CD Tracks Import on page 47**

Record Audio as New Cue Opens the **Record Audio** dialog. **Please see: Recording on page 58**

Remove Removes the selected Cue from the Cue List

Edit in Pyramix Opens the Pyramix editor for editing the selected Cue

Consolidate If the selected Cue does not reside in the Show **Audio Files Folder** or the sampling rate is different to the Show rate opens the **Consolidate Cues** dialog. Otherwise, shows a message: **Nothing to do, all files already properly consolidated**.

Record Audio Opens the **Record Audio** dialog to record audio into a new Cue. **Please see: Recording on page 58**

Replace Audio Media Opens a Browser to search for and replace a Cue's existing Audio Media File.

Snapshot Automation Opens the **Filter Mixer Controls to Snapshot** dialog.

Paste Automation Pastes the Automation Snapshot from the Cue copied last to the Cue selected currently. **Please see: Snapshot Automation on page 52**

Change Audio Gain Opens the **Cue Gain** fader window

Edit Rules Opens the Cue **Interaction Rules** dialog

Add Rule > Drops down a list of Rules which can be applied to the Cue directly

Fire Next Cue when Ending

Fire Next Cue when Stopping

Fire All Child Cues when Starting

Stop Previous Cue when Starting

Stop All Cues in Cue List when Starting

Loop (Fire Itself when Ending

Loop between Markers (Fire Itself between Markers)

Dim All Cues when Starting

Select Next Cue when Starting

Audition/PFL Plays the selected Cue through the selected Output Slot

Audition > Drops down a list of available **Audition** commands:

Start

Rewind

Stop

Play/Pause

Fast-Forward

End

Jump Forward 1

Jump Forward 2

Jump Forward 3

Jump Back 1

Jump Back 2

Jump Back 3

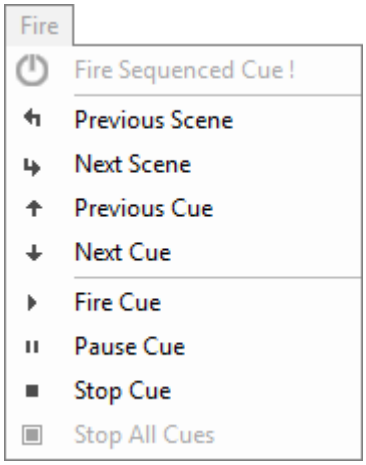
Pin/Unpin to Active Cue Window	Toggles the Cue selected currently Pinned or Unpinned to the Active Cue Window
Lock in Active Cue Window	Puts the selected Cue into the Active Cue Window when Lock mode is active. Grayed out when Lock mode is not active in Active Cue Window

Move Down	**Down**	Moves the selected Cue Down one position in the Cue List
Move Up	**Up**	Moves the selected Cue Up one position in the Cue List
Nest	**Right**	Makes the Selected Cue a Child-Cue of the one above.
Unnest	**Left**	Brings a Child-Cue Up one level (becomes a Cue if only one level deep)

Link Offsets/StartTimes	Links all Audio, TCGen, MMC and 9-pin (Sony P2) Offsets and Start Times in a Cue with these properties. The button toggles on/off and it's state is not saved when a different Cue is Active. When enabled all related fields in the **Cue Properties** pane turn red for clarity.

View Cue Properties	Toggles the **Cue Properties** Pane Open/Closed

Fire



Ovation Fire Menu

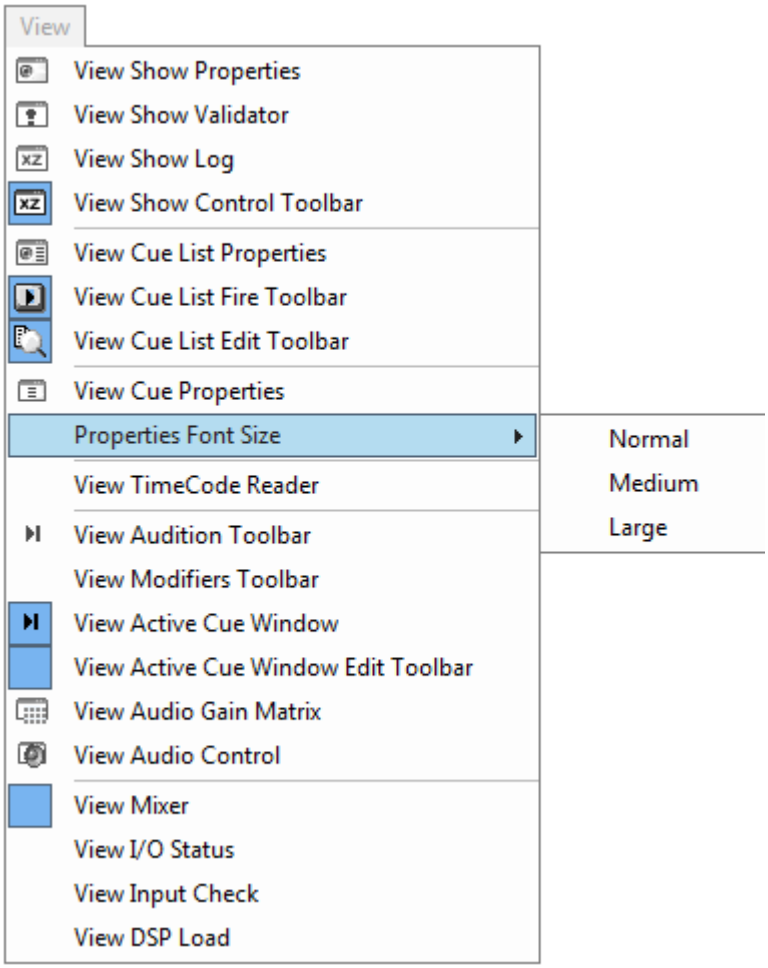
Fire Sequenced Cue !

Enter With the Show running Fires the currently selected Cue in the currently selected Cue List and moves the Selection to the next Cue

Previous Scene	**LEFT**	Moves the selection to the Previous Scene (Child-Cue or Cue) in the currently selected Cue List
Next Scene	**RIGHT**	Moves the selection to the Next Scene (Child-Cue or Cue) in the currently selected Cue List
Previous Cue	**UP**	Moves the selection to the Previous Cue in the currently selected Cue List
Next Cue	**DOWN**	Moves the selection to the Next Cue in the currently selected Cue List

Fire Cue	Plays selected Cue
Pause Cue	Pauses selected Cue
Stop Cue	Stops selected Cue
Stop All Cues	Stops all Playing Cues. (Typically used as Emergency Stop)

View

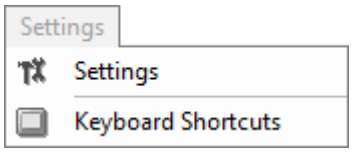


Ovation View Menu

View Show Properties	Toggle **Show Properties** show/hide
View Show Validator	Toggle **Show Validator** show/hide
View Show Log	Toggle **Show Log** show/hide
View Show Control Toolbar	Toggle **Show Control Toolbar** show/hide
View Cue List Properties	Toggle **Cue List Properties** show/hide
View Fire Toolbar	Toggle **Cue List Fire Toolbar** show/hide (Show Mode)
View Edit Toolbar	Toggle **Cue List Edit Toolbar** show/hide (Compose Mode)
View Cue Properties	Toggle **Cue Properties** show/hide
Properties Font Size	The sub-menu offers the choice of: **Small** **Medium** **Large** Font sizes for the **Properties** panes.
View TimeCode Reader	Opens a **TimeCode Reader** window. Up to 20 may be opened
View Audition Toolbar	Toggle **Audition Toolbar** show/hide (in main Ovation Window)
View Modifiers Toolbar	Toggle **Modifiers Toolbar** show/hide (in main Ovation Window)
View Active Cue Window	Toggle **Active Cue** window show/hide

View Active Cue Window Edit Toolbar	Toggle **Active Cue** Window **Edit Toolbar** (Only available when **Active Cue** Window is open)
View Audio Gain Matrix	Toggle **Audio Gain Matrix** window show/hide
View Audio Control	Toggle **Audio Control** window show/hide
View Mixer	Toggle **Mixer** show/hide
View I/O Status	Toggle **I/O Status** Window show/hide
View Input Check	Toggle **Input Check** Window show/hide
View Touch Controller	Toggle **Touch Controller** show/hide (Only available when a Touch Controller is present)

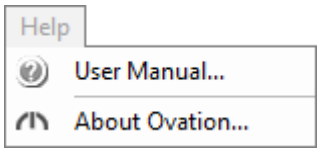
Settings



Ovation Settings Menu

Settings	Opens the Main **Ovation** application **Settings** window.
Keyboard Shortcuts	Opens the **Keyboard Shortcuts** dialog.

Help



Ovation Help Menu

User Manual	Opens this **User Guide**.
About Ovation	Opens the **About Ovation** window.

Settings

Note: When the Show is running or a Cue is Auditioning if the Settings Window is opened many Settings pages will not be shown.

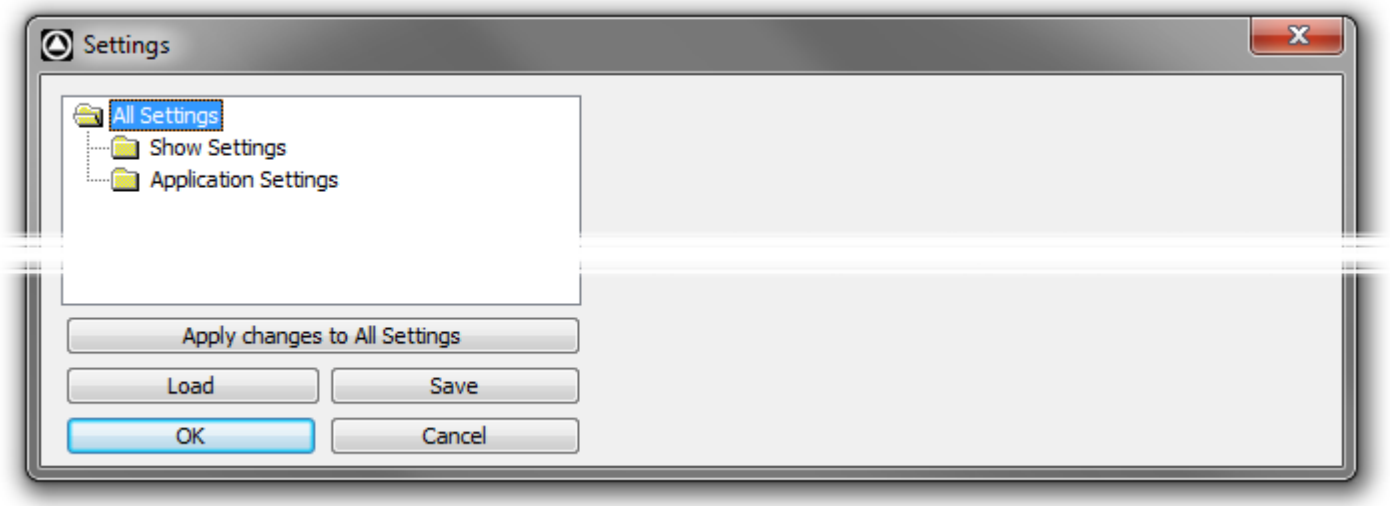
Overview

Many settings are made in the **Cue Properties**, **Cue List Properties** and **Show Properties** panes from within the active Show. However, there are many other settings which are kept separate and are accessed from the **Settings** menu.

The **Keyboard Shortcut Editor**, is accessed directly from the **Settings** menu.

The main **Settings** dialog window is also accessed directly from the **Settings** menu. Folders and sub-folders are used to group settings logically. The left-hand side of the window shows all available settings. Folders can be collapsed or expanded by clicking on the folder icons. By default, all folders are open, displaying the Settings Pages they contain by name. Clicking on a Settings Page in the left-hand pane opens it in the right-hand side of the window for viewing and editing. Information about pages not described here can be found in the Pyramix User Manual.

There are two main groups of settings.



Ovation Settings dialog

Shown here with all sub-folders collapsed.

- **Show Settings** are specific to and saved with each Show.
- **Application Settings** are global and apply to all Shows.

Note: There is one exception to this rule.
In the **Application Settings > General > Audition** page all the settings are global **EXCEPT** the **Audition Cues Output Slot**. This is saved with the Show so that Templates can have a **PFL** bus.

Settings Buttons

Apply changes to ...

Below the Settings folders tree view the first large button's function and label changes to reflect the currently open settings page (if any). **Apply changes to ...** does as it says without saving the changes to a Settings file. Settings can be saved selectively or in their entirety for future use.

Load

Load opens a Browser window to enable settings **Profile** (***.pms**) files to be located. When the required file has been located clicking on the **Open** button loads the file.

Save

To save all settings, Click on the: **Save** button to open a **Save As** browser window. If necessary, navigate to a suitable location for the file. Type a suitable name in the **File name:** box and click the **Save** button to save the file and close the browser window.

OK

Saves any changes made to settings and exits the **Settings** window.

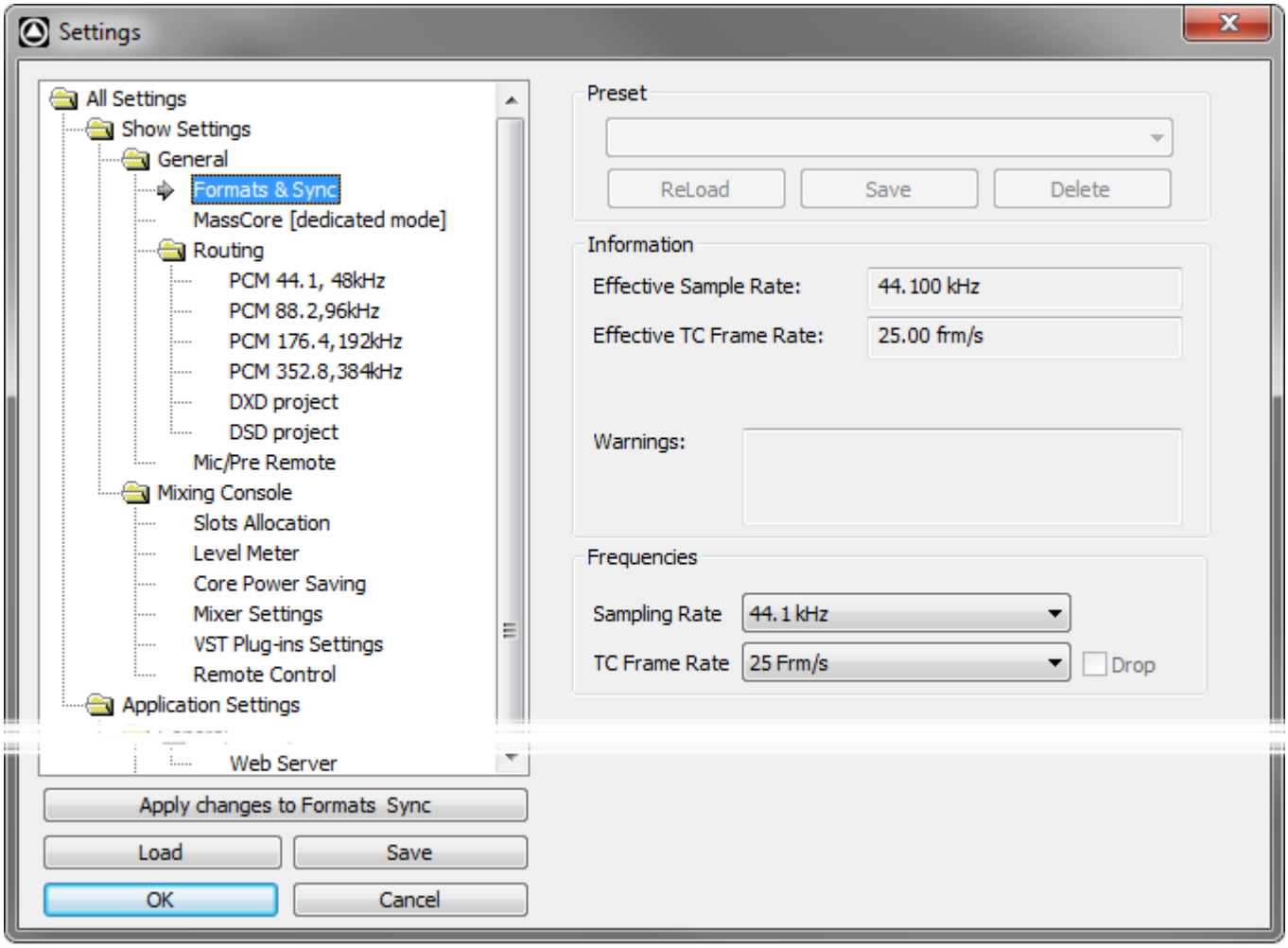
Cancel

Cancels any changes made to settings and exits the **Settings** window.

Show Settings

General

Formats & Sync Masscore



Show Settings > General > Formats & Sync

Preset

This section is inactive when a MassCore audio device is in use.

Information

Effective Sampling Rate Displays the sampling rate including the effect of any pull-up or down or Varispeed settings.

Effective TC Frame Rate Displays the TC Frame Rate including the effect of any pull-up or down or Varispeed settings.

Warnings

Displays any caveats about the selected rates.

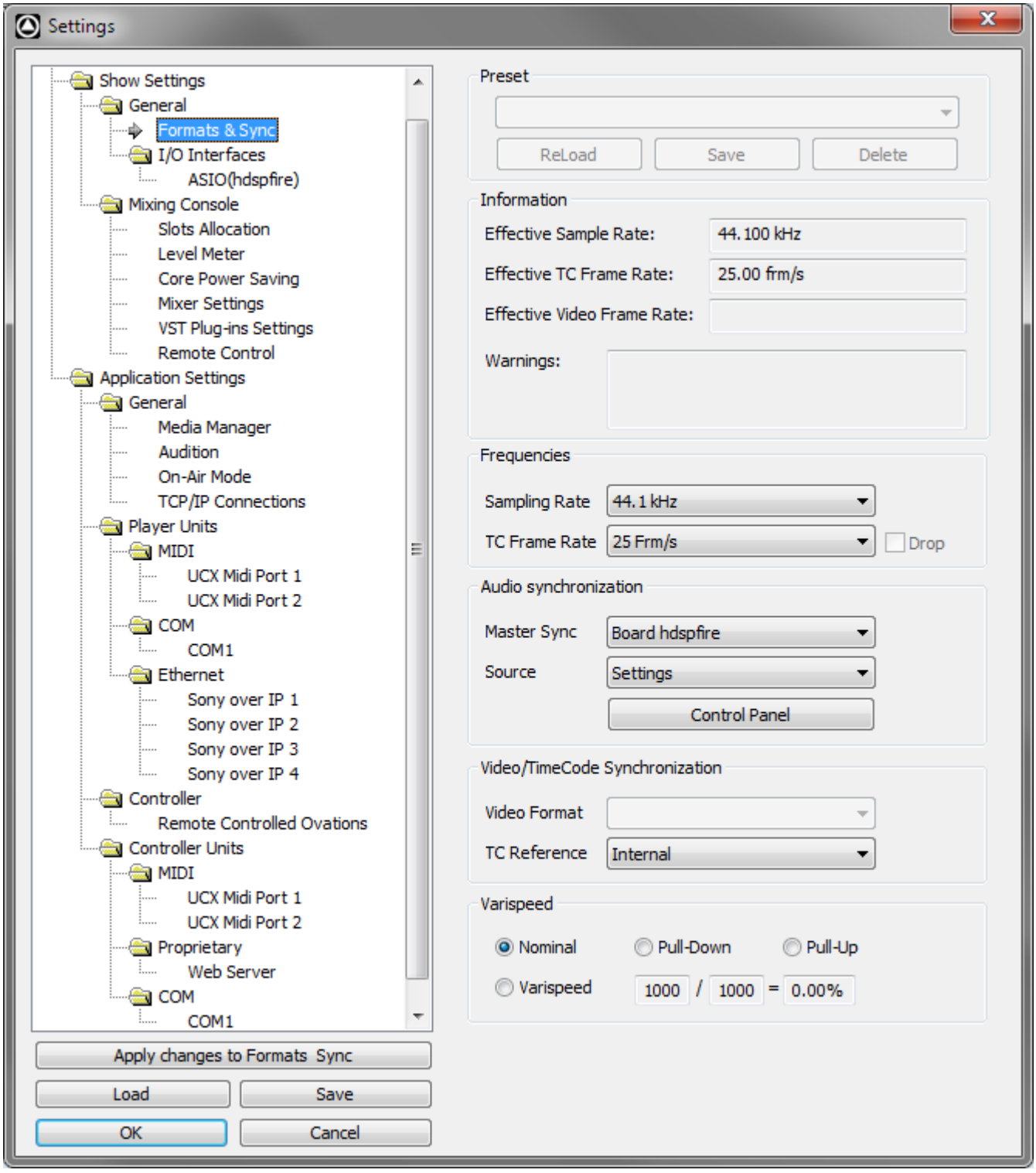
Frequencies

Sampling Rate The drop-down list presents a choice of all available nominal sampling rates.

TC Frame Rate The drop-down list presents a choice of all available TC Frame Rates

Drop Only available for NTSC Frame Rates I.e. 29.97fps and 30fps. When checked drop frame counting is applied.

Formats & Sync - ASIO



Show Settings > General > Formats & Sync

Preset

This section is inactive when an ASIO audio device is in use.

Information

Effective Sampling Rate Displays the sampling rate including the effect of any pull-up or down or Varispeed settings.

Effective TC Frame Rate Displays the TC Frame Rate including the effect of any pull-up or down or Varispeed settings.

Effective Video Frame Rate	Displays the Video Frame including the effect of any pull-up or down or Varispeed settings.
Sampling Rate	Displays the rate set when the project was created or the default Mixer preset loaded. This can be changed from the **Sampling Rate** drop-down list.

Note: Sampling rate can only be set when a **Show** is **NOT** running. If you have been auditioning Cues the same applies. Please **Init** and **Stop** the Show to access.

Warnings

Displays any caveats about the selected rates.

Frequencies

Sampling Rate	The drop-down list presents a choice of all available nominal sampling rates.
TC Frame Rate	The drop-down list presents a choice of all available TC Frame Rates
Drop	Only available for NTSC Frame Rates I.e. 29.97fps and 30fps. When checked drop frame counting is applied.

Audio Synchronization

Master Sync	In a Multi-board system choose the board which will be the sync master from the drop-down list.
Source	This determines the sample clock source for the system. The choices available will depend on the hardware interface in use.

Video/TimeCode Synchronization

Video Format	The drop-down list presents all available Video Formats. (If any.)
TC Reference	The drop-down list presents all valid external TimeCode reference sources and **Internal**.

Varispeed

Allows either choice of either a pull-up / pull-down sampling rate or of running Pyramix in **Varispeed** mode by adapting the sampling rate.

Important! Typical digital to analog or analog to digital converters do not operate beyond +/- 0.15 ‰ (150 ppm) and therefore will mute in any Varispeed mode. It is suggested that digital I/O's are routed through external real-time sampling rate conversion circuitry or to that adequate external converters with built-in pull-up or pull-down support are used.

Note: Note: Locking to external NTSC video reference is limited to nominal and pull-down sampling rates.

Nominal	'Normal' mode. Uses the nominal sampling rate as set in the **Sampling Rate** pull-down menu.
Pull-Down	Decreases the sampling rate by 0.1%. Most often used in audio post production for compatibility reasons between NTSC frame rates of 30 fps and 29.97 fps.
Pull-Up	Increases the sampling rate by 0.1%. Most often used in audio post production for compatibility reasons between NTSC frame rates of 30 fps and 29.97 fps.
Varispeed	The speed of audio playback can be varied within the range of -12.5% to +12.5%. Select this option, then enter the required speed change in tenths of percents into the adjacent entry field. Values entered outside of the allowed range will be limited to the extent of the allowed range. E.g. if 1500 is entered, the value will be set to 1125.

MassCore™ [dedicated mode]

Please see the Pyramix User Manual for details.

I/O Interfaces

The page(s) shown here depend on the options included with your individual system. Please see the Pyramix User Manual for details.

Routing

The page(s) shown here depend on the options included with your individual system. Please see the Pyramix User Manual for details.

Mic/Pre Remote

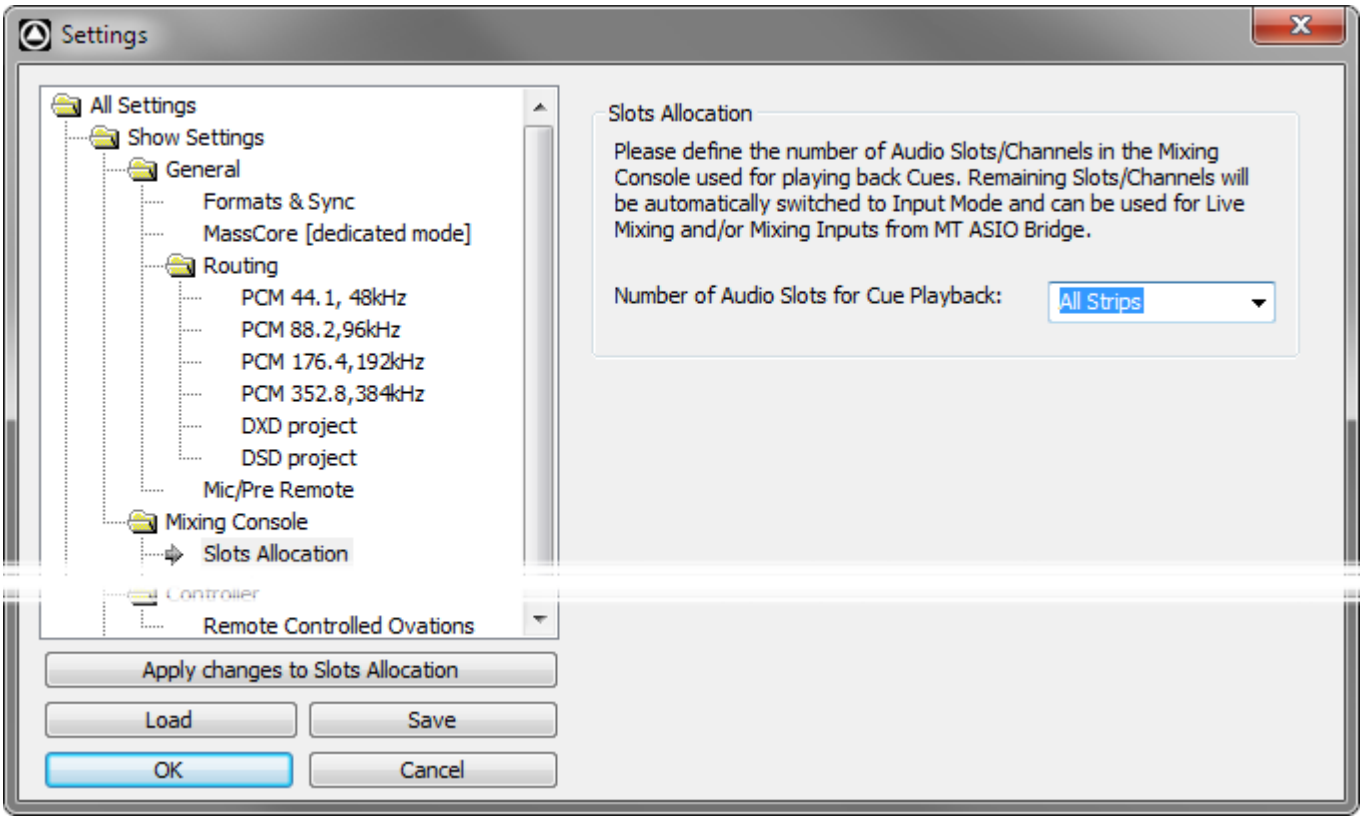
The page(s) shown here depend on the options included with your individual system. Please see the Pyramix User Manual for details.

TimeCode

Please see the Pyramix User Manual for details.

Mixing Console

Slots Allocation



Show Settings > Mixing Console > Slots Allocation

Slots Allocation

"Please define the number of Audio Slots/Channels in the Mixing Console used for playing back Cues. Remaining Slots/Channels will be automatically switched to input Mode and can be used for Live Mixing and/or Mixing Inputs from MT ASIO Bridge.

Number of Audio Slots for Cue Playback The drop-down offers the choice of:

All Strips

2,4,6,8 or 10

Please type higher values manually...

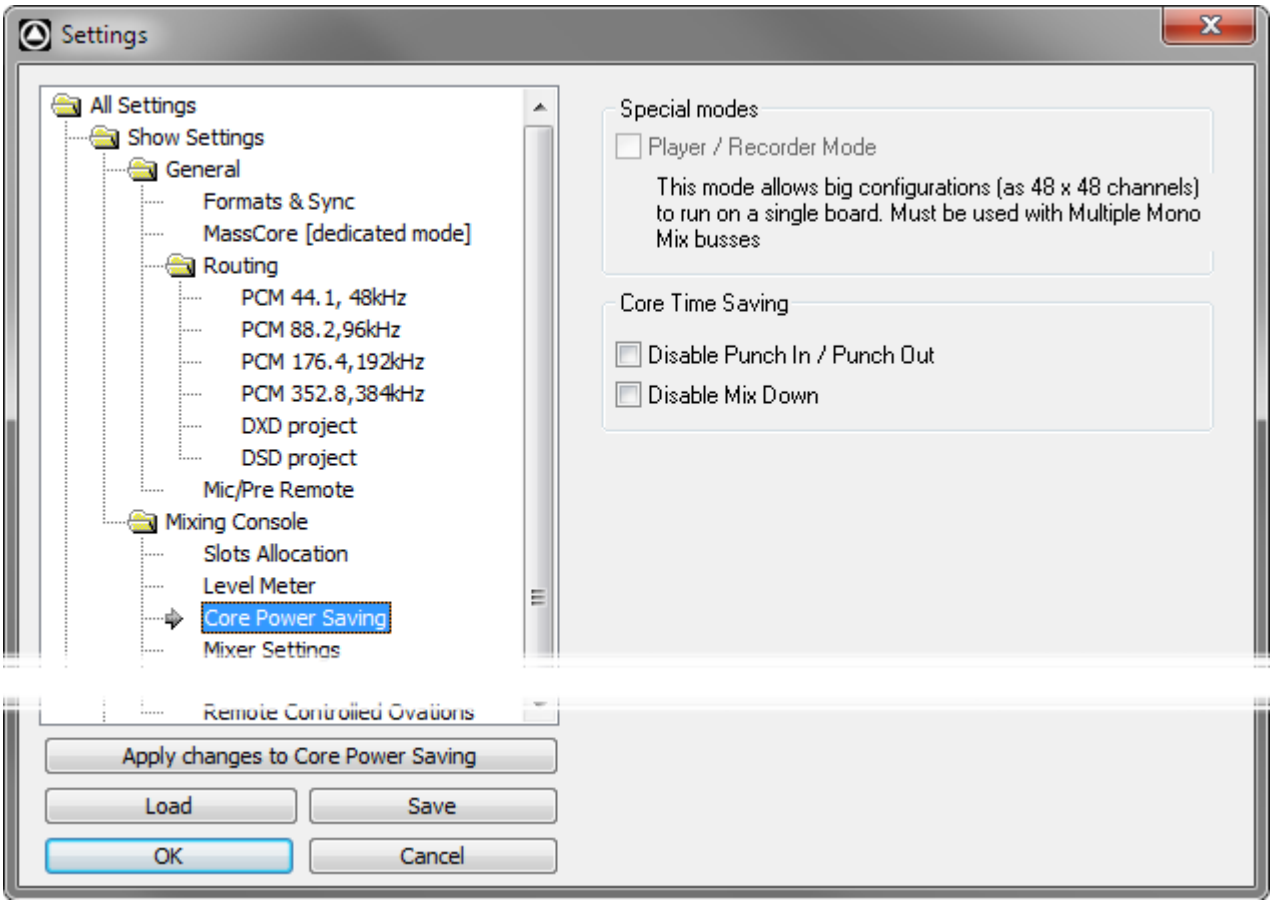
Slots are mapped incrementally to the lowest numbered Slots of the audio mixer.

This option enables vacant strips to be left in the Ovation Mixing Console to define **MT ASIO Bridge** or **ReWire** connections to patch Pyramix (or any other DAW) outputs to the mixing Console for advanced Cue editing.

Level Meter

This page determines the appearance and behavior of the level meters in the **Mixer**. Please see the Pyramix User Manual for the details.

DSP Power Saving



Show Settings > Mixing Console > Core Power Saving

Special Modes

Player/Recorder Mode This mode allows big configurations (such as 48 x 48 channels) to run on a single board. Player/Recorder Mode is intended for use with an external hardware console. When this mode is activated, the mixer is relegated to the role of signal router, there is no level control, no panning, no plug-ins and no inserts. This option is only available in configurations with multiple mono mix busses.

The **Direct Out** functionality provides an alternative, more user configurable method of achieving similar DSP savings.

Core Time Saving

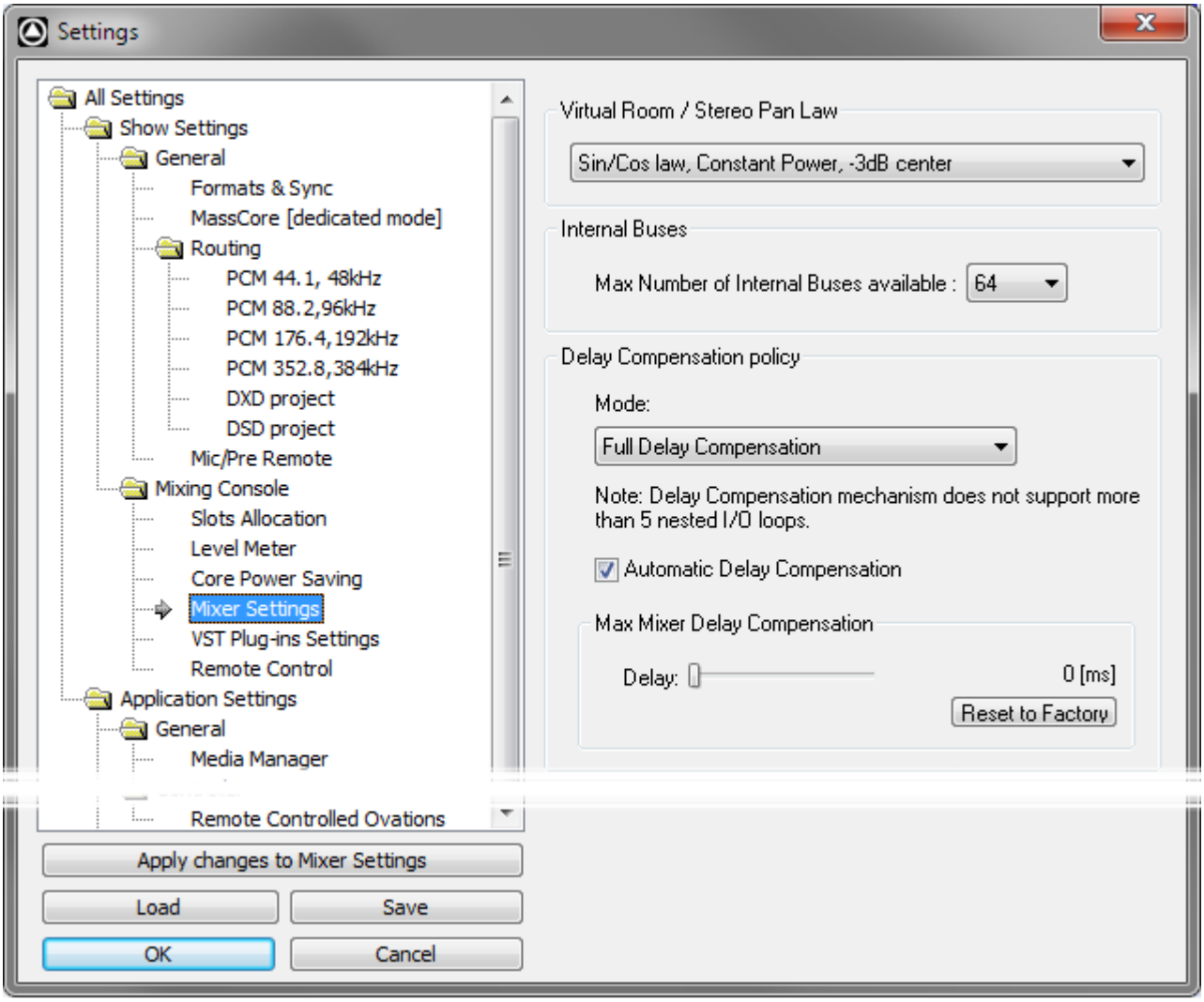
Disable Punch In / Punch out When the box is checked, Punch-in and out recording capabilities are disabled.

Important! The software still will allow you to arm tracks and to start the recording process, but the resulting media file will contain digital nulls.

Disable Mix Down When the box is checked, the digital mixdown function activated with the menu command: **Project->Mix Down** is disabled.

Important! The software still will allow you to start the mixdown process, but the resulting media file will contain digital nulls.

Mixer Settings



Show Settings > Mixing Console > Mixer Settings

Virtual Room / Stereo Pan Law

The drop-down menu offers a choice between the default **Sin/Cos law, Constant Power, -3dB center** and **Square Root law, Constant Power, -3dB center**.

Note: Existing projects will use the previous default **Square Root law** unless this setting is changed.

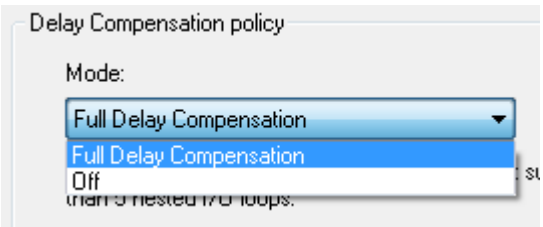
Internal Buses

Max Number of Internal Buses available : Select the number of Buses required from the drop-down. (32 - 384)

Delay Compensation Policy

Mode

The drop-down menu offers a choice between:



Full Delay Compensation

Off

Note: Automatic Delay Compensation does not support more than 5 nested I/O loops.

Automatic Delay Compensation When ticked, turns Automatic Delay Compensation **On**

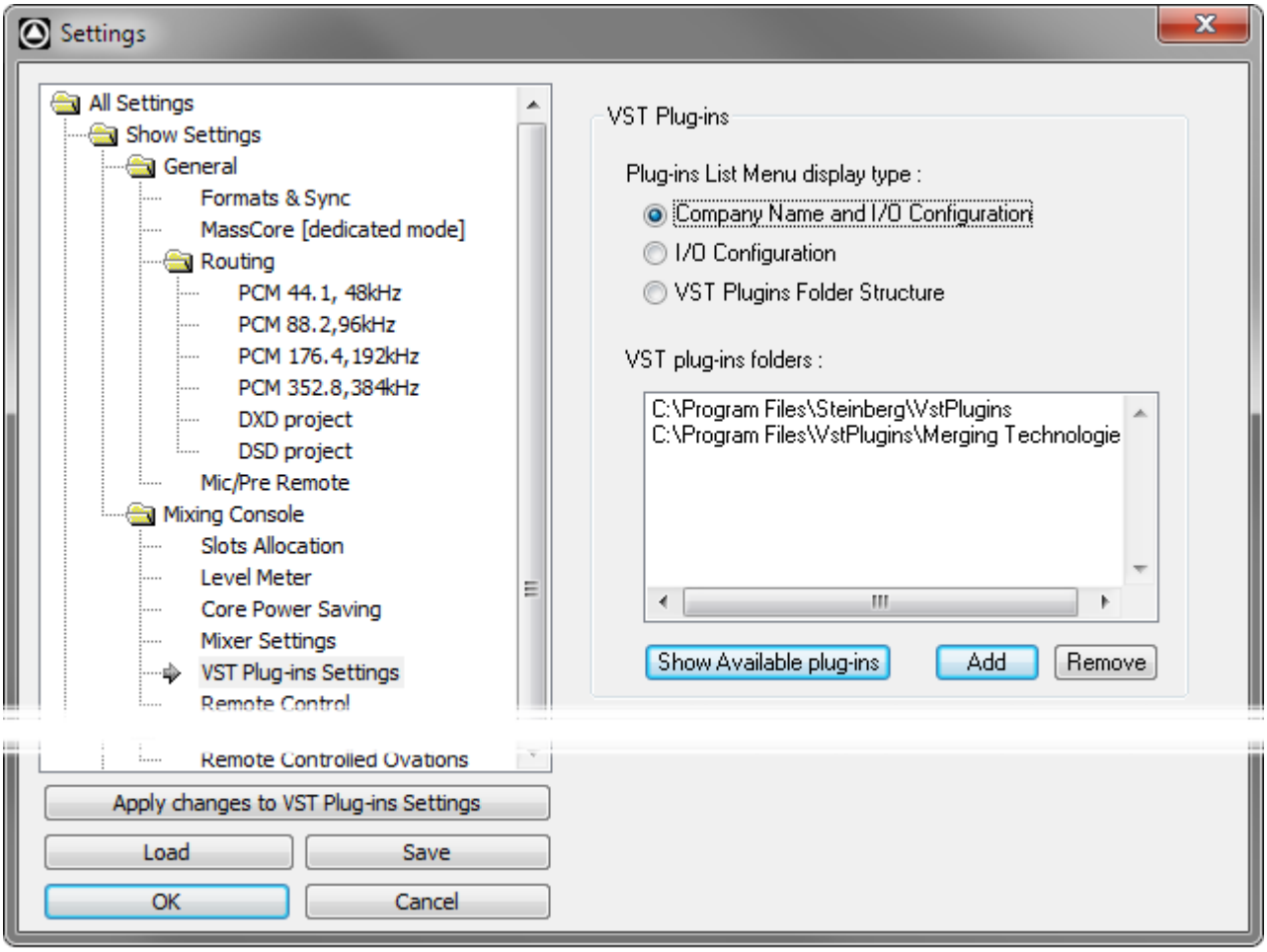
Note: Any changes to the delay required that occur during playback or recording will only be computed and applied when the Transport is next in **Stop**.

Max Mixer Delay Compensation

When required by the **Mixer error: Delay compensation** dialog the slider should be set to a value just above the delay latency value requested.

Reset to Factory Click the button to restore the factory computed maximum delay value.

Plug-ins Settings



Show Settings > Mixing Console > Plug-ins Settings

VST Plug-ins

The buttons offer a choice of how the VST Plug-ins are ordered and grouped in the **Plug-ins List Menu**.

Company Name and I/O Configuration Sorts the list will be ordered by Company Name and the plug-in's grouped according to their I/O configuration. I.e. **1 in - 1 out**, **1 in - 2 out**, **2 in - 2 out** and so on.

I/O Configuration Groups the Plug-ins by I/O Configuration and within each group lists them alphabetically by name.

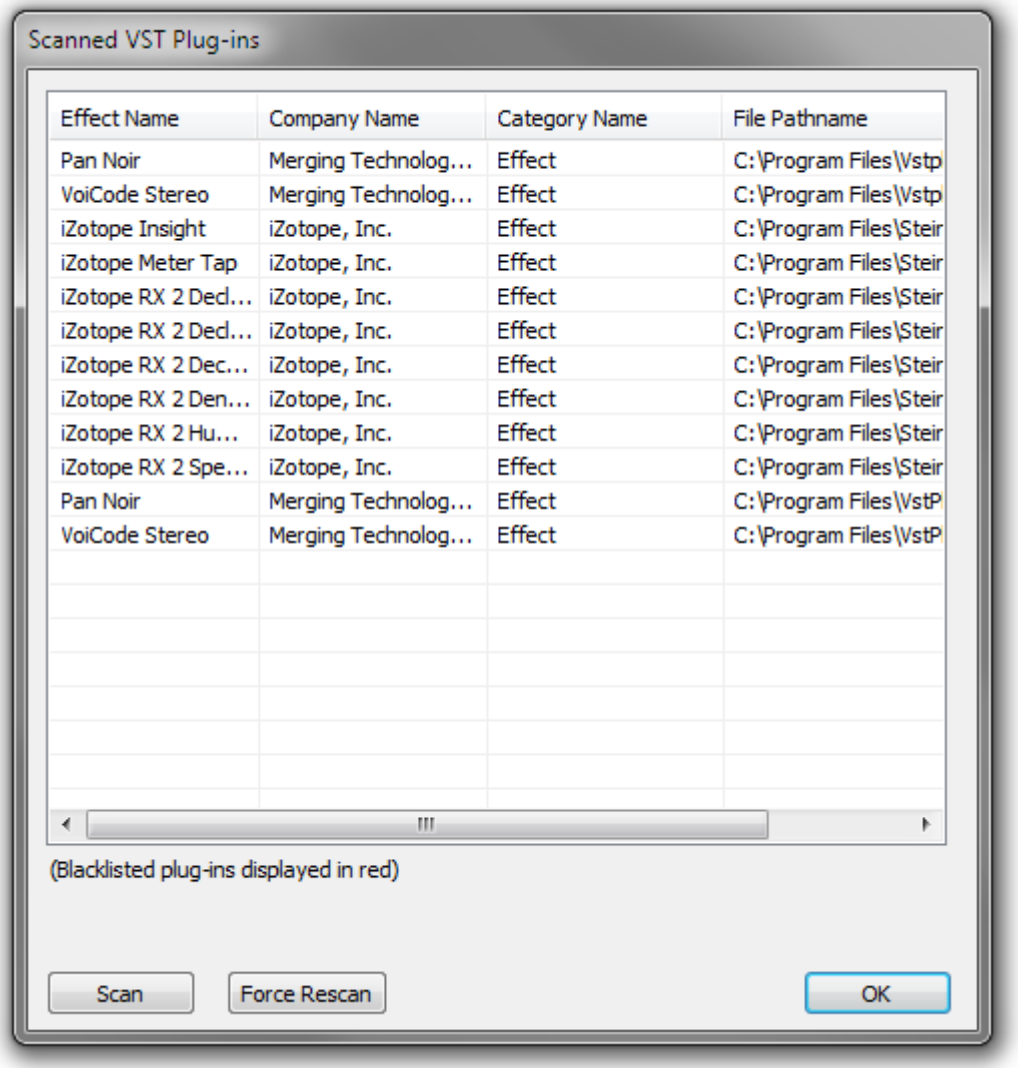
VST plug-ins folders

The box shows which folders Pyramix will scan for VST Plug-ins on launch.
By default, **\Program Files\VSTPlugins** and or **\Program Files\Steinberg\VSTPlugins** directories are scanned if

they exist. Further directories may be added to the scan list using the **Add** button, which opens a File Browser window. Directories are removed from the list by selecting them in the list and clicking on the **Remove** button.

Show Available plug-ins

Clicking on the button opens the **Available Plug-ins** dialog:

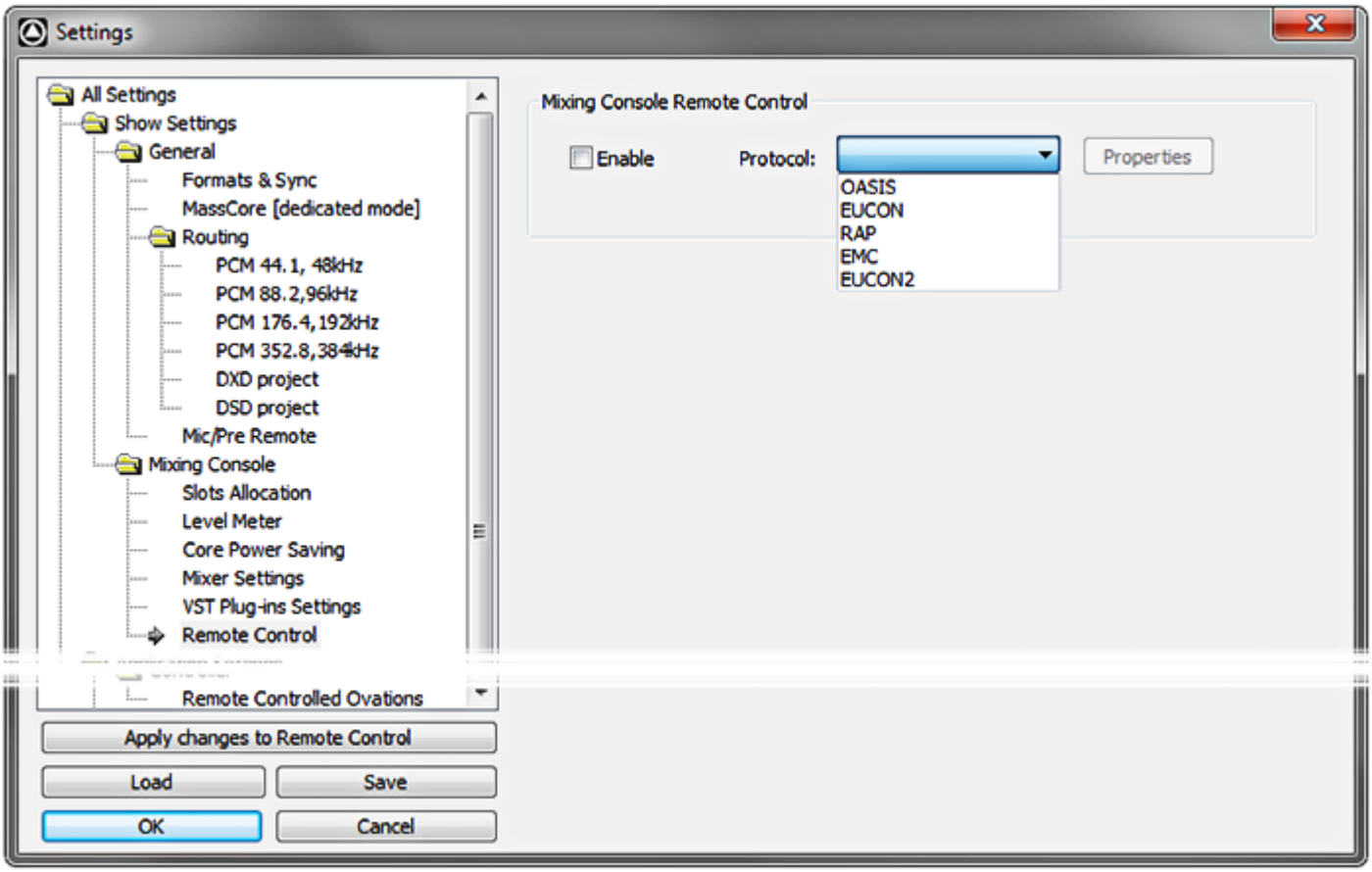


All Settings MixerVST Plug-ins Settings Page

The list shows all VST Plug-ins which have been scanned and are available to Pyramix. Blacklisted plug-ins are displayed in red.

Scan	Initiates a scan of any directories added to the **VST Plug-ins Folders** list since Pyramix was launched.
Force Rescan	Inititates a forced rescan of all the directories in the **VST Plug-ins Folders** list.
OK	Closes the dialog.

Remote Control



Show Settings > Mixing Console > Remote Control

Mixing Console Remote Control

Enable When ticked enables the mixer remote protocol(s) selected from the drop-down list and set up in their respective configuration dialogs.

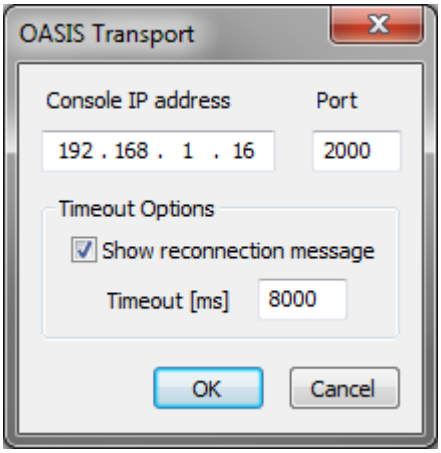
Properties Opens the configuration dialog for the mixer remote protocol selected in the drop-down list.

OASIS

EMC

RAP

OASIS



OASIS Transport Configuration dialog

Console IP address

Set the **Console IP address** and **Port**.

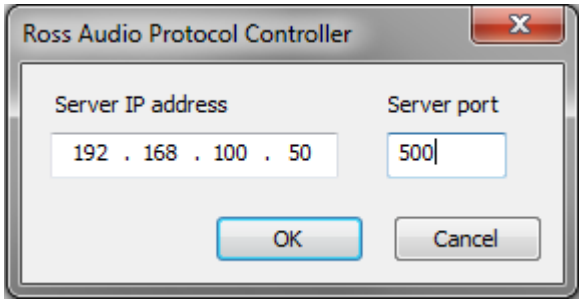
Timeout Options

Show reconnection message When ticked a message box will be displayed if connection to the console is lost and re-established.

Timeout [ms] Set the maximum time for connection to be re-established.

Click on **OK** to save the configuration and close the dialog or **Cancel** to close the dialog without saving.

RAP (Ross Audio Protocol)



RAP - Ross Audio Protocol configuration dialog

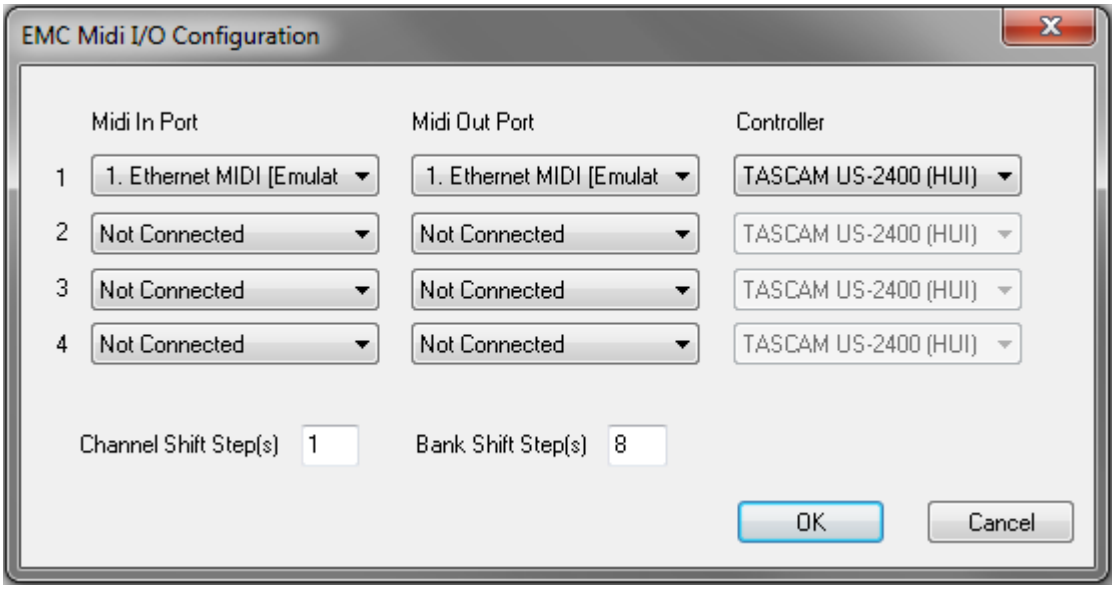
Ovation can be controlled by the Ross Overdrive and Vision products.

Set the **Server IP address** and **Server port** in this dialog.

Click on **OK** to save the configuration and close the dialog or **Cancel** to close the dialog without saving.

> **Note:** RAP support requires the optional **OASIS first class** security key. (Included with Ovation Platinum)

EMC



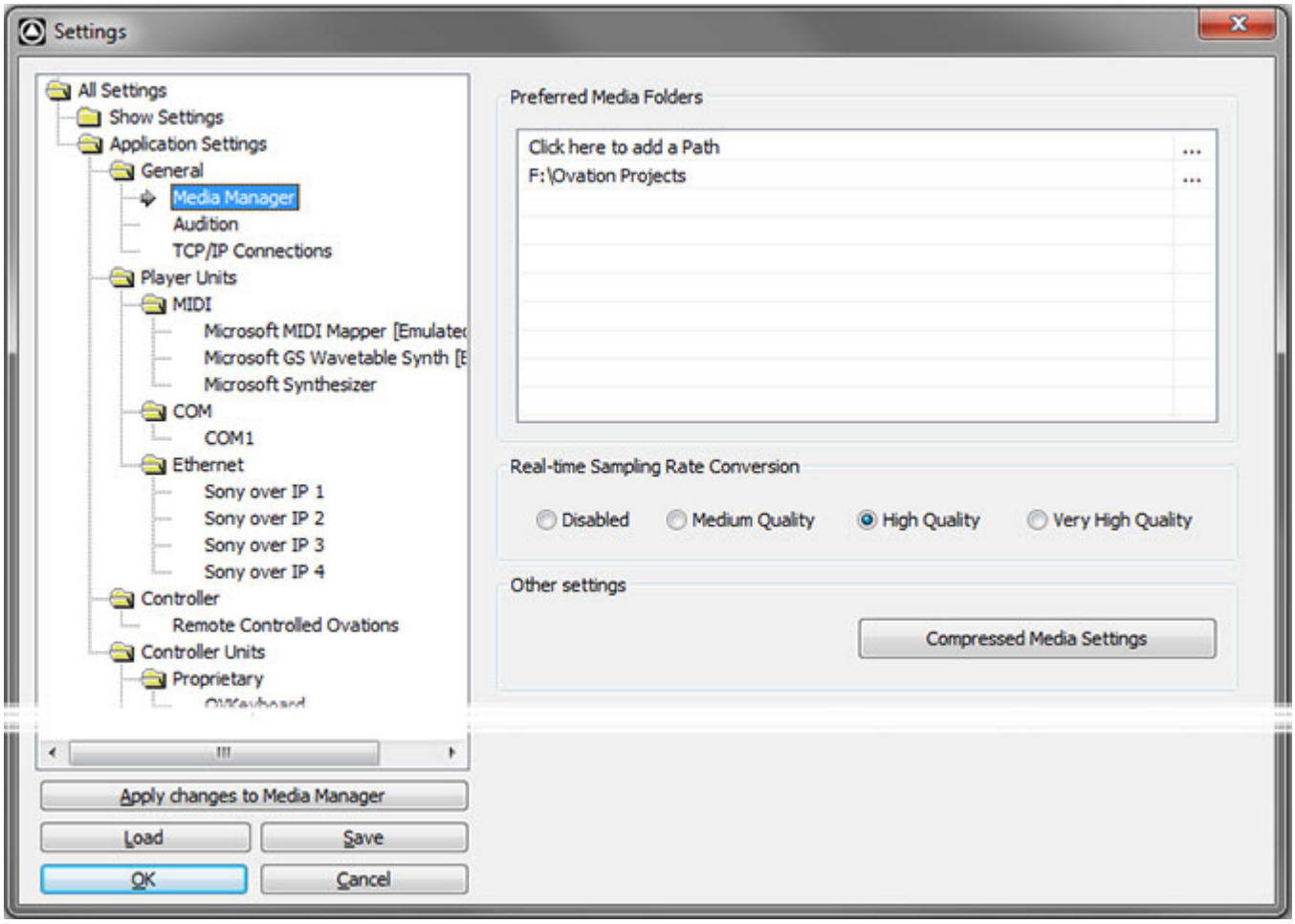
EMC MIDI I/O Configuration dialog

Click on **OK** to save the configuration and close the dialog or **Cancel** to close the dialog without saving.

Application Settings

General

Media Manager

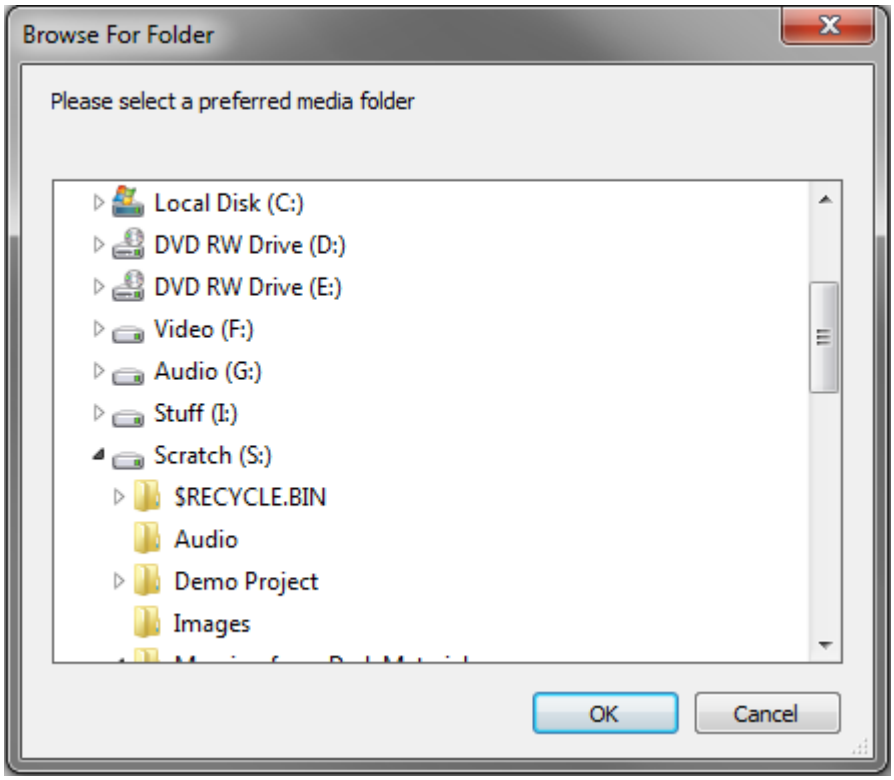


Application Settings > General > Media Manager

Preferred Media Folders

Click here to add a path

Click on the **...** field to open the **Browse For Folder** dialog:



Preferred Media Folders Browser

This enables new Media Paths to be added to search for Media required to Run by an Ovation Show. For example, it may be desirable to use locally stored Cues rather than run them across a network connection.

Real-time Sampling Rate Conversion

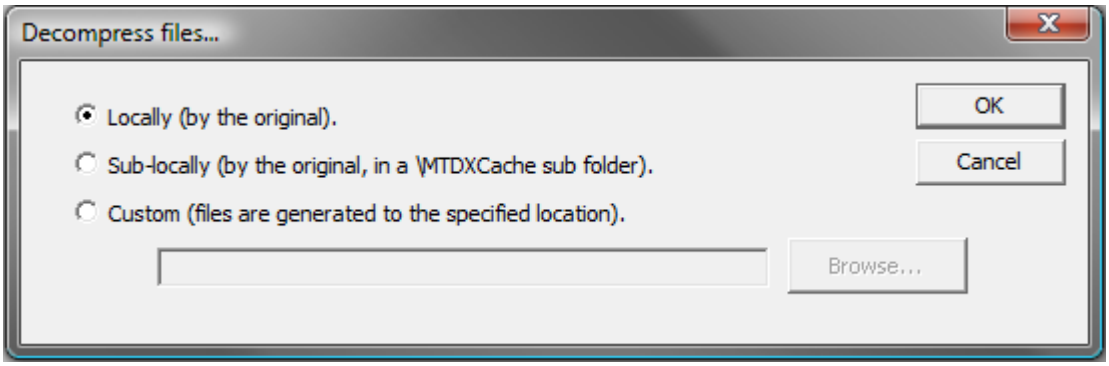
Toggles between three options:

Disabled	No Real-time SRC will take place. Clips will be played back at the original sampling rate. I.e. if sampling rate does not match Project sampling rate then the Clips will be played back at incorrect speed.
Medium Quality	Clips will be played back at the correct speed. Conversion, if necessary, will be carried out at a compromise quality between speed and quality.
High Quality	Clips will be played back at the correct speed. Conversion, if necessary, will be carried out at a the highest quality. This obviously requires more resources.
Very High Quality	Clips will be played back at the correct speed. Conversion, if necessary, will be carried out by the Merging Technologies **HeptaCon** Sample Rate Converter at a the very highest quality.

Other Settings

Compressed Media Settings

Here you specify where the media should be decompressed to :



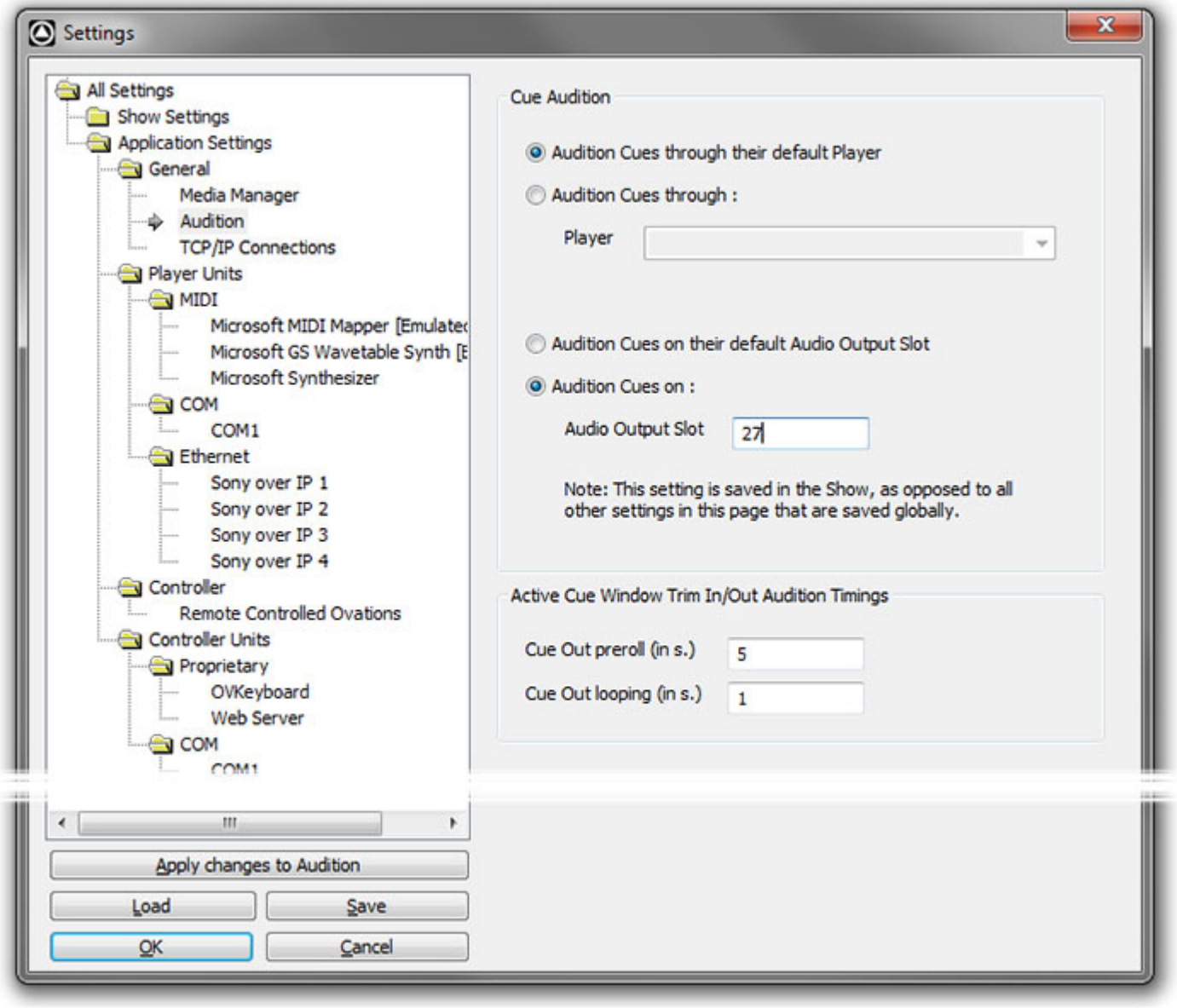
Decompress files... dialog

Locally (by the original). When active, File(s) will be created in the same location as the original file.

Sub-locally (by the original, in a \MTDXCache sub folder). When active, File(s) will be created in a sub-folder created by Pyramix in the same location as the original file.

Custom (files are generated to the specified location). File(s) will be created in a user specified location. When this option is selected the **Browse...** button is available to open a file browser window to set the user defined path.

Audition



Application Settings > General > Audition

Cue Audition

The radio buttons offer a choice of which **Player** and **Audio Output Slot** will be used to audition Audio Cues. Default is the machine Ovation is running on. Alternative Player choices are only valid in very advanced configurations with Players on networked machines.

> **Note:** For multi-channel Cues, the number set in the **Audition Cues on : Audio Output Slot** box defines the FIRST slot to be used for audition monitoring. So, if the Cue is six channel surround and the number in the box is **9** then the signals will be routed to Output Slots **9** though **14**

Audition Cues through their default Player

Audition Cues through : Any Player, on the network can be selected from the Player drop-down list.

Audition Cues on their default Audio Output Slot

Audition Cues on :

Audio Output Slot Any available Audio Output Slot can be typed in the field.

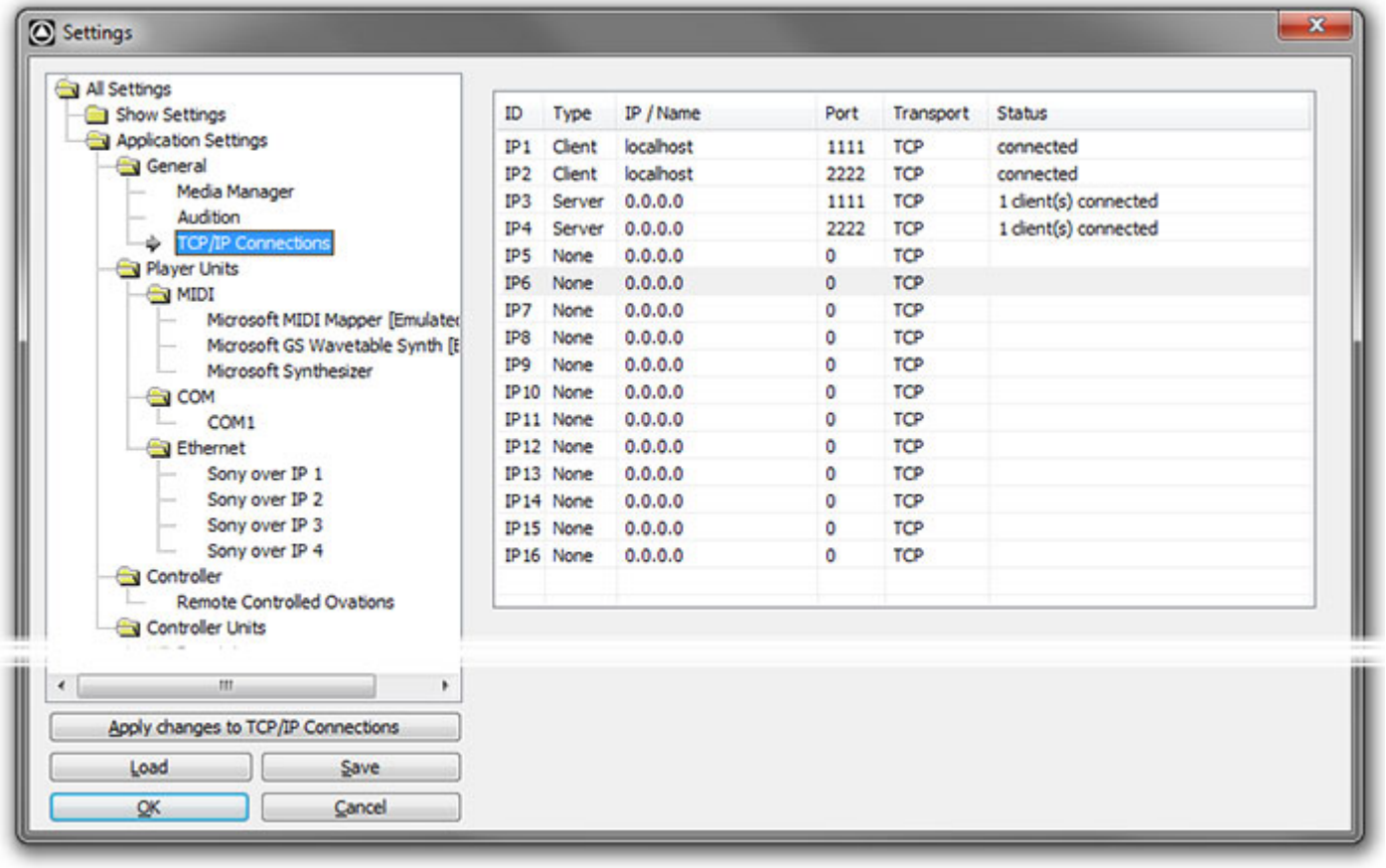
> **Note:** This setting is saved in the Show, as opposed to all other settings in this page that are saved globally.

Active Cue Window Trim In/Out Audition Timings

Cue Out preroll (in s.) Click in the field to enter an alternative to the default value (**5 secs)**

Cue Out Looping (in s.) Click in the field to enter an alternative to the default value (**1 sec**)

TCP/IP Connections



Application Settings > General > TC/IP Connections

The TC/IP Connections page enables Ovation TCP/IP connections to be set with the following options:

Type **Server** or **Client**

IP address / Server name Enter the target Server IP address or name here. (Not relevant if **Type** is set to **Server**)

Port number / name Enter the target Port number or name here.

Transport Default is **TCP**.

Status This field shows the current status of the connection.

Note:

- Once an IP Client or Server is created, the IP object appears in both the **Player Units** and **Controller Units** sections.
- **Player Units** deal with Control Protocol Outputs
- **Controller Units** deal with Control Protocol Inputs
- Both **Servers** and **Clients** can send AND receive data. The only practical distinction between them is that a Server can be connected to multiple clients whereas a Client can only be connected to one Server.
- Servers accept multiple Clients' connections.
- When data is sent through a Server, it is sent to all connected Clients.
- When a Server is no longer available, Clients attempt to reconnect to the Server automatically.

- When a new connection is created/destroyed, the **Apply changes to IP connection** button adds/removes the corresponding Player/Controller units.

IP Address / Server Name Considerations

In general, it is usually preferable to use fixed IP addresses to avoid surprises. A DHCP server *should* assign the same address to a given device every time until the device is offline for the amount of time set in the DHCP servers "lease time". If you use machine names instead of IP addresses then there is no real disadvantage with a DHCP server on the network. However, some devices cannot be resolved as a name and an IP address is the only way to connect them. So, unless there is a very good reason not to use them, fixed IP addresses are the preferred option.

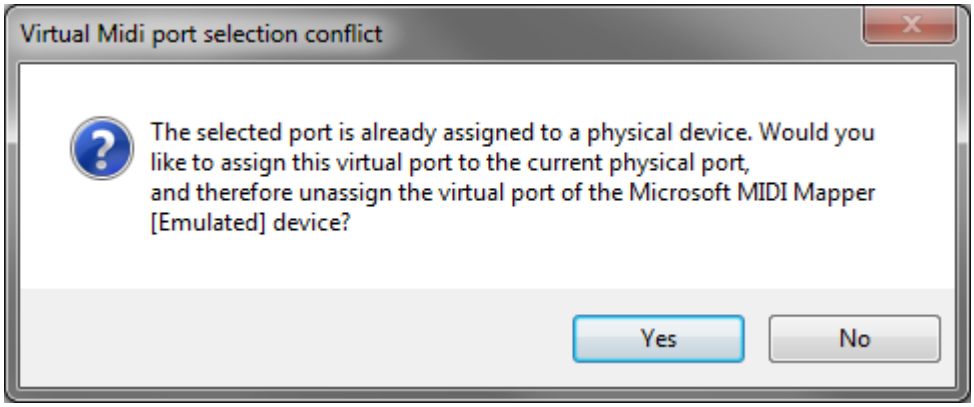
Note: It is best to avoid using the most common port numbers (under 1024). For maximum safety we would recommend the use of ports in the range 49152–65535.

Player Units

Player Units are the virtual devices which enable Ovation to control other targets .

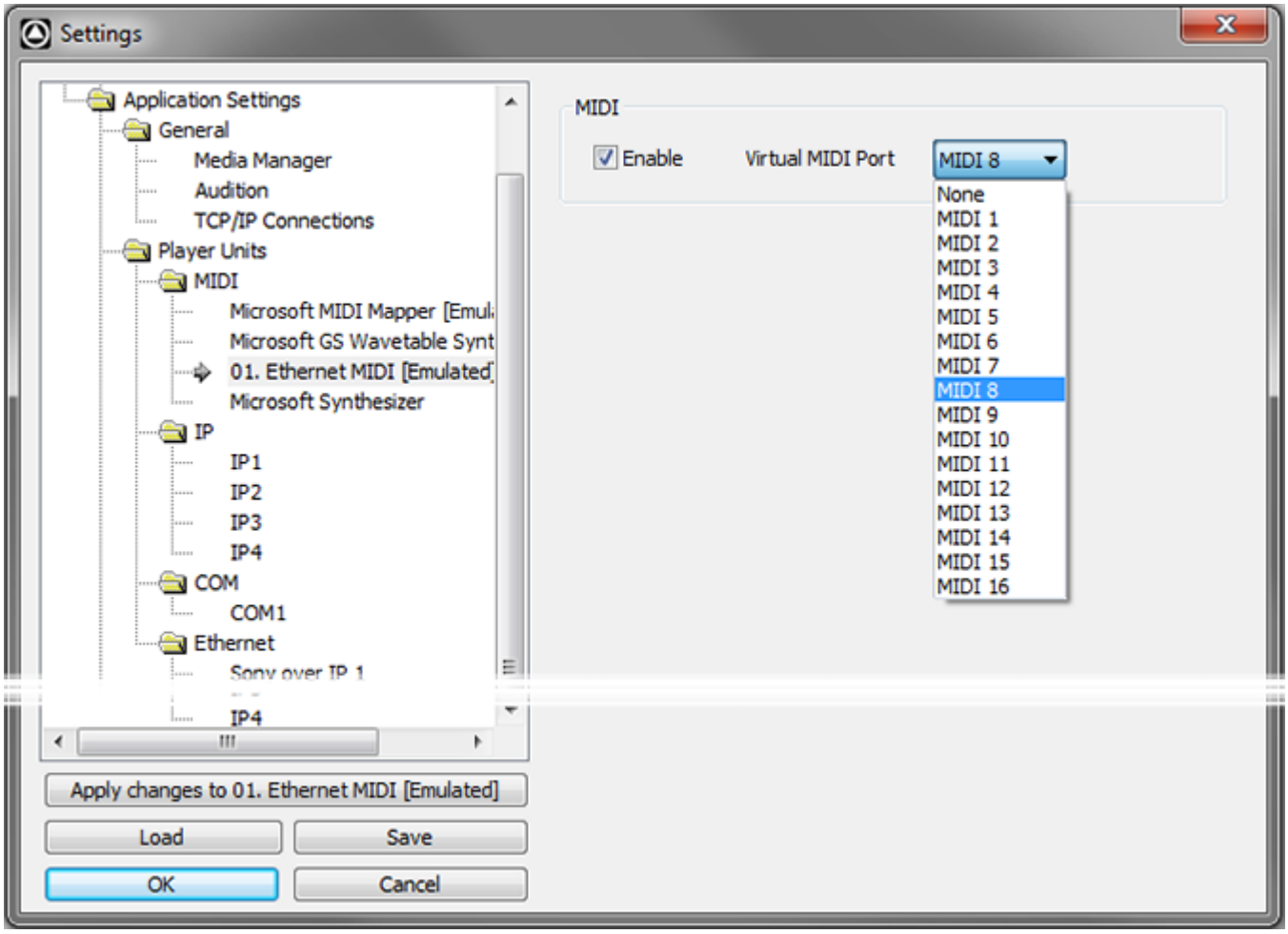
Lists available MIDI interface IP ports and COM ports for playing **MIDI**, **IP Commands** and **Sony P2 / RS422** Cues

Note: If you attempt to assign an output to a Virtual Com Port that is already in use this dialog appears:



Virtual COM Port selection conflict

MIDI



Application Settings > Player Units > MIDI

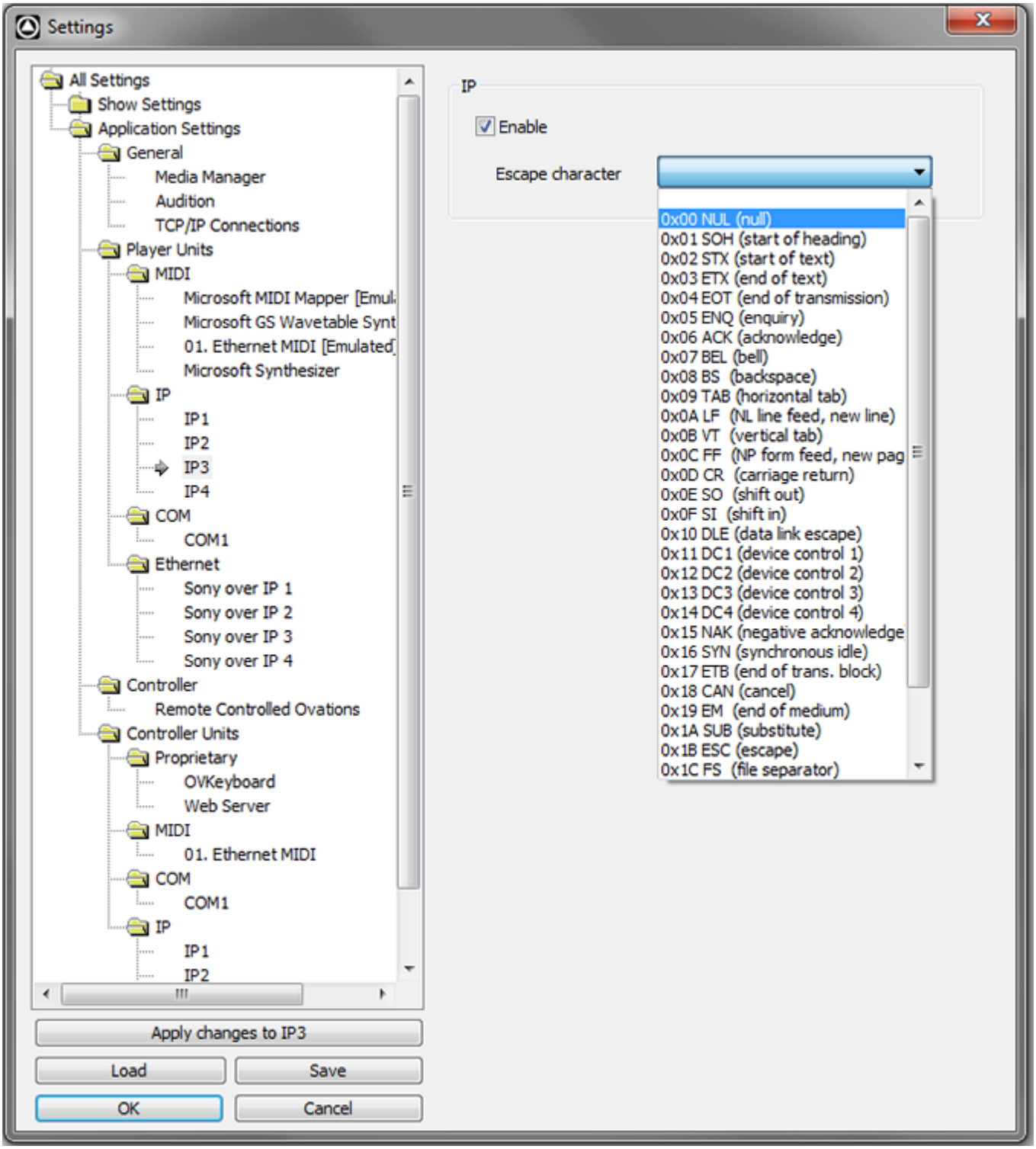
Clicking on an entry in the MIDI list under Player Units brings up the associated options in the right-hand pane.

Midi

Enable — Click to enable

Virtual MIDI Port — When enabled the drop-down list becomes active to enable a **Virtual Midi Port** to be selected from the list.

IP

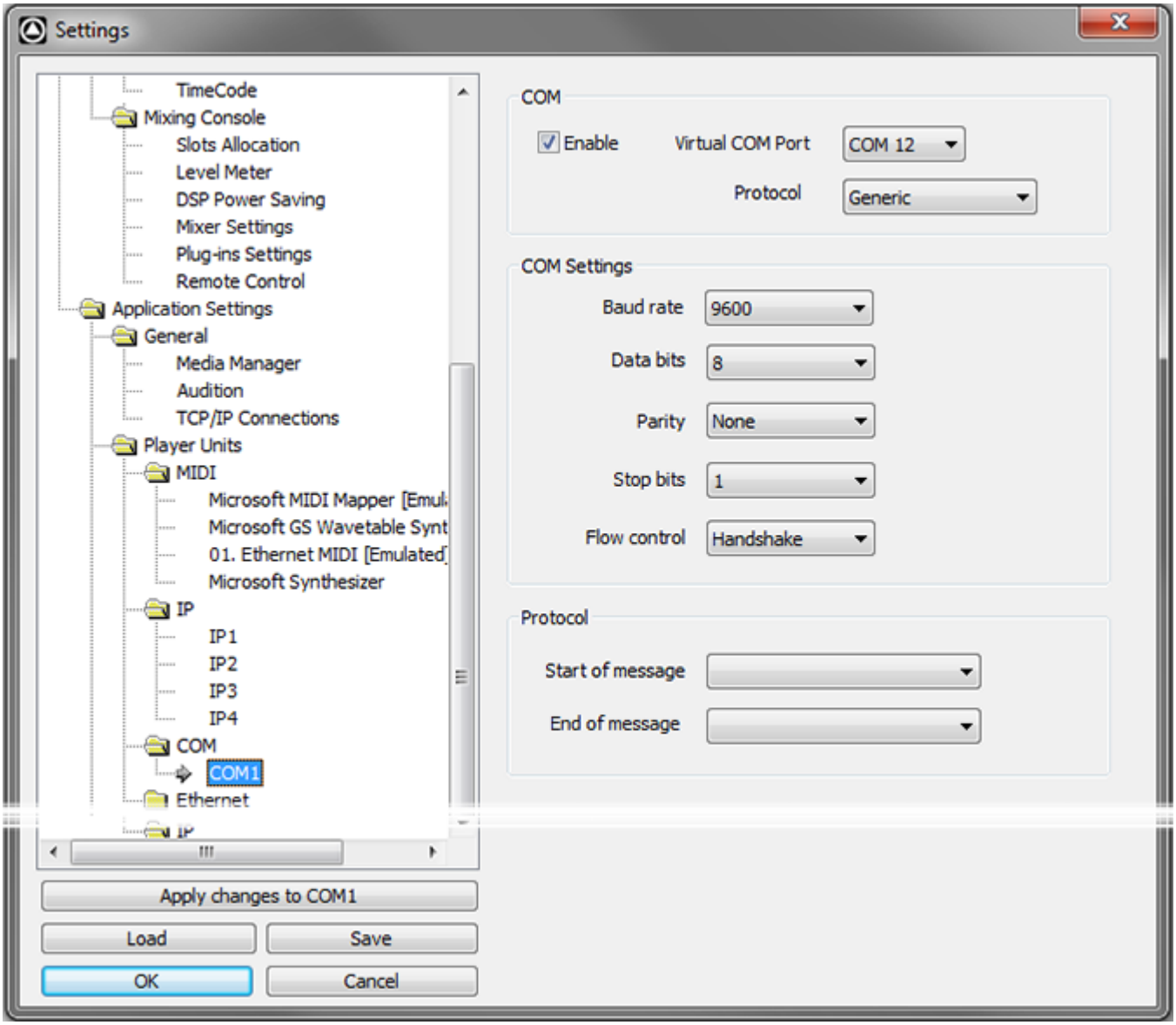


Application Settings > Player Units > IP

IP

Enable	When checked the Player will output IP commands as defined in Cue Properties.
Escape character	When checked an Escape character is used to define the end of a command string. Choose a suitable Escape character from the drop-down list.

Com



Application Settings > Player Units > COM

COM

Enable Click to enable the COM Player

Virtual COM Port When enabled the drop-down list becomes active to enable a **Virtual COM Port** to be selected from the list.

Protocol The drop-down offers the choice of **Generic** or **Sony P2**

COM Settings

Note: COM Settings and Protocol below are only available when **Generic** is selected in **Protocol** above.

When **Generic** is active the following serial port options are available. Use the drop-down lists to select the appropriate settings for your application:

Baud rate

Data bits

Parity

Stop bits

Flow Control

Protocol

Start of message — The drop-down list offers a choice of hex character strings which will be added to the start of each outgoing message.

End of message — The drop-down list offers a choice of hex character strings which will be added to the end of each outgoing message.

Ethernet

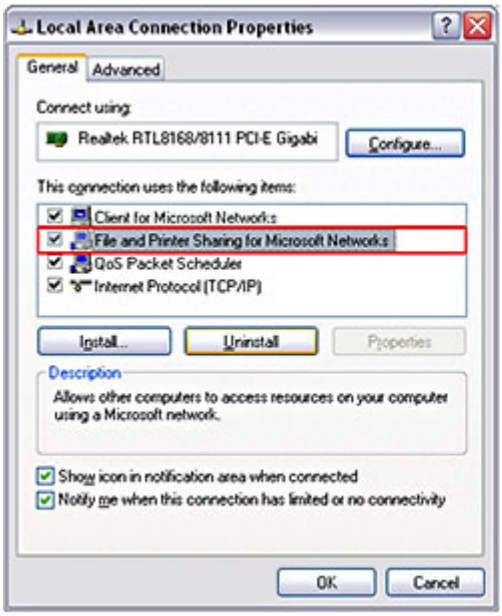
Sony P2 over IP

Pre-requisites

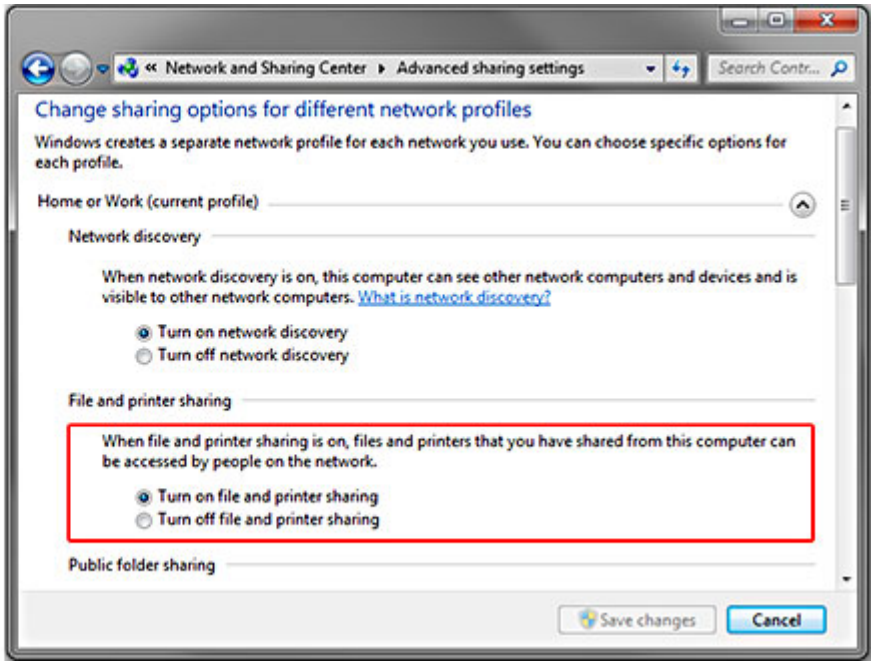
1. Check that **File and Printer Sharing is activated:**

WIn XP — **Windows Control Panel > Network Connections ~select your LAN card/adaptor~** Right-click and choose **Properties**

Win 7 — **Windows Control Panel > Network and Sharing Center > Change advanced sharing settings**



Local Area Connection Properties



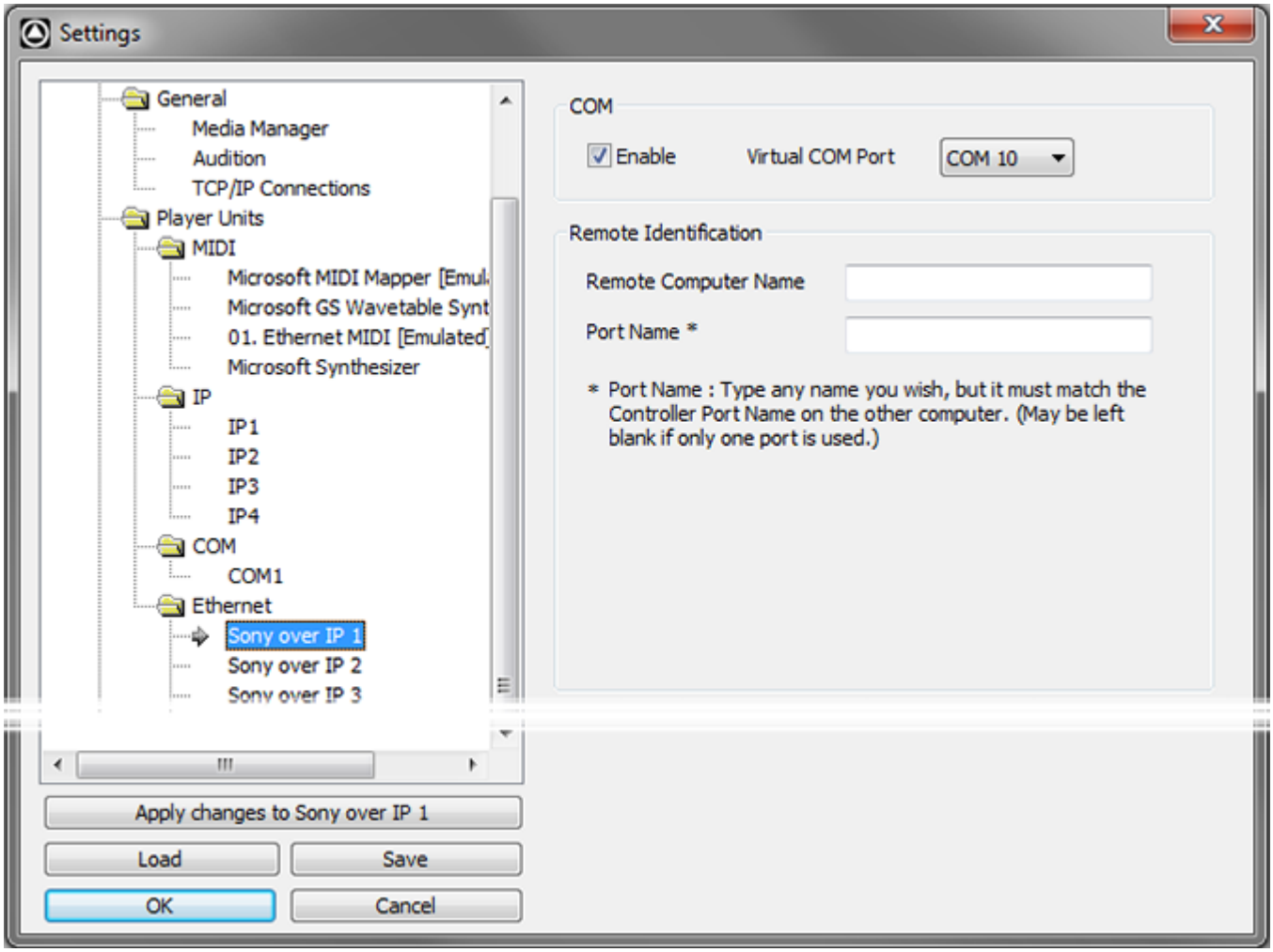
Network and Sharing Center > Advanced Sharing Settings

2. **a) Computers on a domain**
   If your Computers are connected under the same domain jump directly to section 3, since the security access is managed by your domain server. Please talk to your IT Manager for further details.
   b) Computers in a WorkGroup
   Working under workgroups requires some extra steps:

   - Make sure each machine is a member of the same workgroup.
   - You can change your workgroup in **Windows Control Panel > System >**
   - [XP]***Computer Name tab*** **> Change** [Win7]**Change Settings**
   - You must restart the computer for changes to take effect !
   - On each machine, make sure that you can access the other machine(s):
   - **My computer > Network > Workgroup**
   - Remember that you have to enter a user name and its password for a user account on the machine that you require access to.
   - Check the box **Remember my credentials** [Win7] **Remember my password** [XP] Otherwise you will have to enter the user name and password each time you restart the computers.

- You do not need to share any folders.

Sony over IP



Application Settings > Player Units > SONY P2 > Device\Serial

Sony P2 over IP enables Ovation to control a remote VCube or Pyramix workstation by using the Sony P2 protocol over an Ethernet connection. Enable COM port.

Choose a Virtual **COM** Port (**COM1** to **COM 16**). This behaves in the same way as a real COM port. Virtual COM ports are used in the **Cue Properties** pane under **Sony P2 / RS422** and **COM Command** sections.

Remote Computer Name Insert an IP address or a computer name or leave blank when the target local is local. (E.g. VCube running on the same machine as the Ovation Sequencer.

Port Name Use if the target machine has multiples ports set. This could be the case for a Pyramix but not for a VCube.

In the rare case that the remote machine is a Pyramix, you must add a controller in Pyramix with the **Sony over IP** settings.

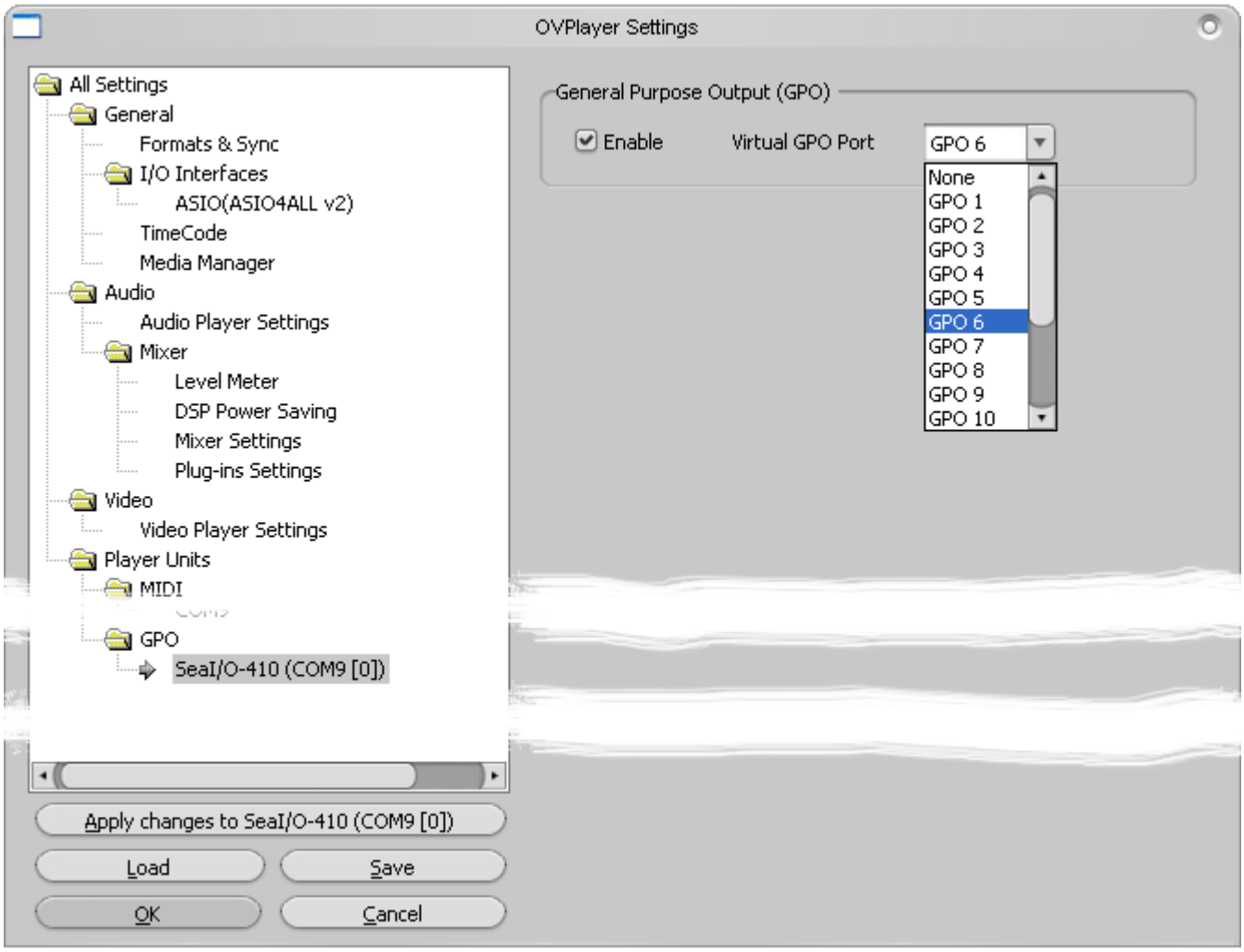
If the remote machine is a VCube, there is nothing to configure on the VCube side. But only **one** connection is permitted.

Com

Enable	When the box is ticked Sony P2 over IP is active.
Virtual COM Port	Shows the virtual COM port selected currently. The down arrow drops-down the list of ports available.
Remote Identification	
Remote Computer name	The entry here must match the remote computer

Port Name* The entry here must match the Controller Port Name on the other Computer.

GPO



Application Settings > Player Units > GPO > SeaI/O-410

Note: For the present the only supported GPI/O interfaces are the following models manufactured by **Sealevel**:

- SeaPORT PLC-16** 8 in 8 out
- SeaI/O-410U 16 in 16 out
- SeaI/O-420U* 16 in 8 out
- SeaI/O-430U* 32 in 0 out
- SeaI/O-440U* 0 in 32 out
- SeaI/O-450U* 0 in 16 out
- SeaI/O-8012e 8 in 8 out
- SeaI/O-8012es 8 in 8 out
- SeaDAC P/N 8221* 16 in 16 out
- SeaDAC P/N 8222 16 in 8 out
- SeaDAC P/N 8223* 32 in 0 out
- SeaDAC P/N 8224* 0 in 32 out
- SeaDAC P/N 8225* 0 in 16 out

* Obtainable on special order.

** No longer available.

Note: Note: USB drivers are included in the Pyramix Installer. There is no need to download the driver from the supplier's website. For more information about the specification of the GPIO hardware device please see:

http://www.sealevel.com

A maximum of 32 units may be connected. Physically installed GPO devices will appear here. capabilities will depend on the model.

General Purpose Output

Enable

When ticked General Purpose Outputs are enabled

Virtual GPO Port

The drop down list offers a choice of all available Virtual GPO Ports or **None**.

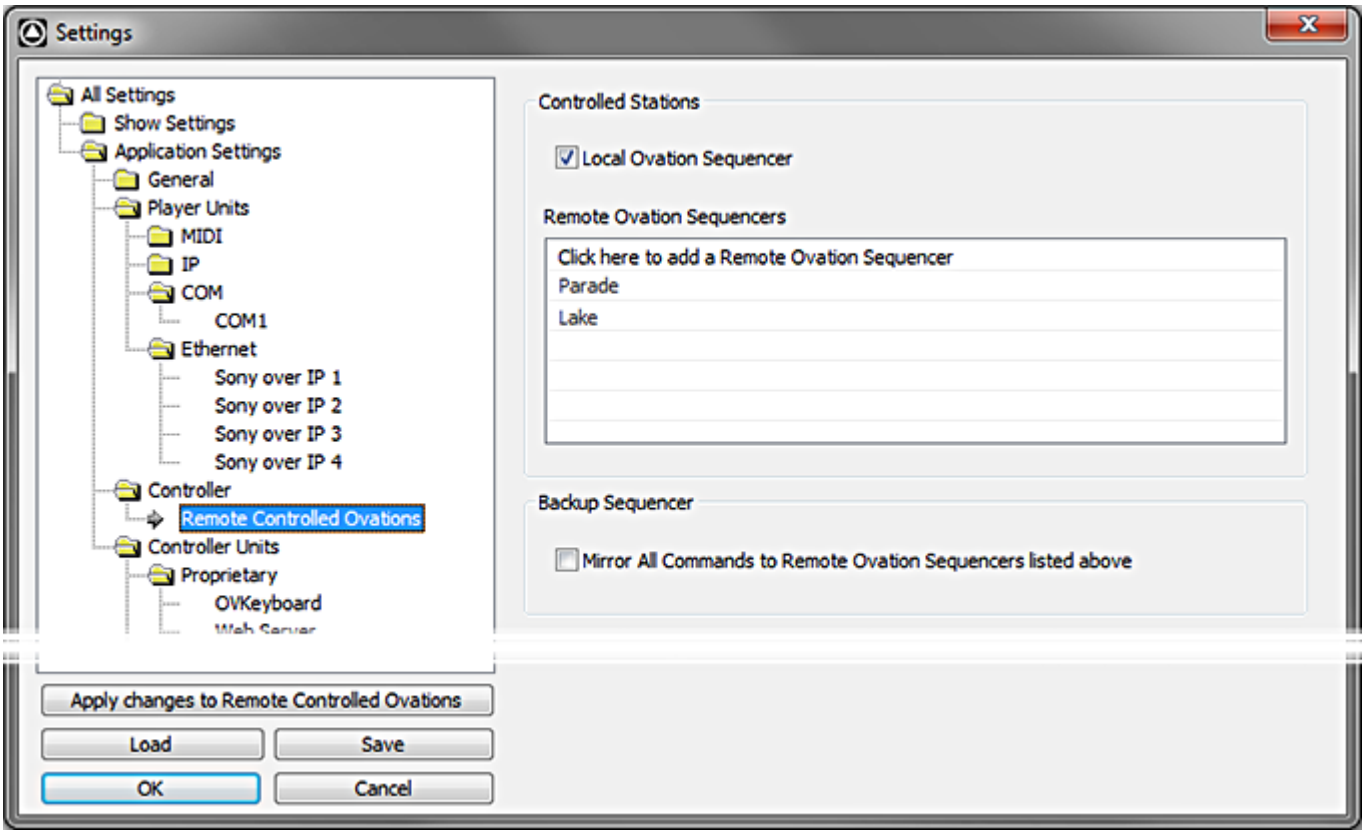
Note: When the Show is running or a Cue is Auditioning if the Settings Window is opened the Player pages will not be present.

Note: Whether the Player is the default local machine or stand alone on a Networked machine, when the Show is running or a Cue is Auditioning all Player related pages are absent from the **Settings** window.

Controller

Remote Controlled Ovations

This page enables you to define which **Stations** I.e. PCs running Ovation, will be controlled by an OV Controller Session.



Application Settings > Controller > Remote Controlled Ovation Stations

Controlled Stations

Local Ovation Sequencer

When checked the Ovation Sequencer running in the same machine (Embedded or Local) receives the commands from this Controller.

Remote Ovation Sequencers

This table enables a list of remote machines to be added on which a running Ovation Sequencer will receive commands from the selected Controller. This allows for remote control via the network and/or controlling multiple Ovation Sequencers at the same time for redundancy.

New Remote Ovation Sequencers are added by clicking on **Click here to add a Remote Ovation Sequencer** and typing the PC's network name.

In the above screenshot two Remote Ovation Sequencers, **Parade** and **Lake** have been added.

Backup Sequencer

Mirror All Commands to Remote Ovation Sequencers listed above

When checked all commands on the local Ovation are mirrored to the selected remote sequencer(s) for redundancy.

Controller Units

Controller Units enable the Ovation Sequencer/Show controller to be remote controlled.

In this folder all supported Remote Control Units available in the system are listed in sub-folders. They can be:

- The Proprietary Ovation Keyboard
- The Proprietary Ovation Webserver
- IP Controller
- MIDI ports - Midi Show Control (MCS), Midi TimeCode (MTC), Midi Machine Control (MMC) and General Midi (GM).
- DMX ports (Art Net protocol available in later beta)
- GPI ports
- Sony 9-pin (P2 Protocol) remote control

Note: Appendix I and following details how the various Controller Units protocols are implemented and how they map the available Ovation Media Sequencer and Media Server Commands.

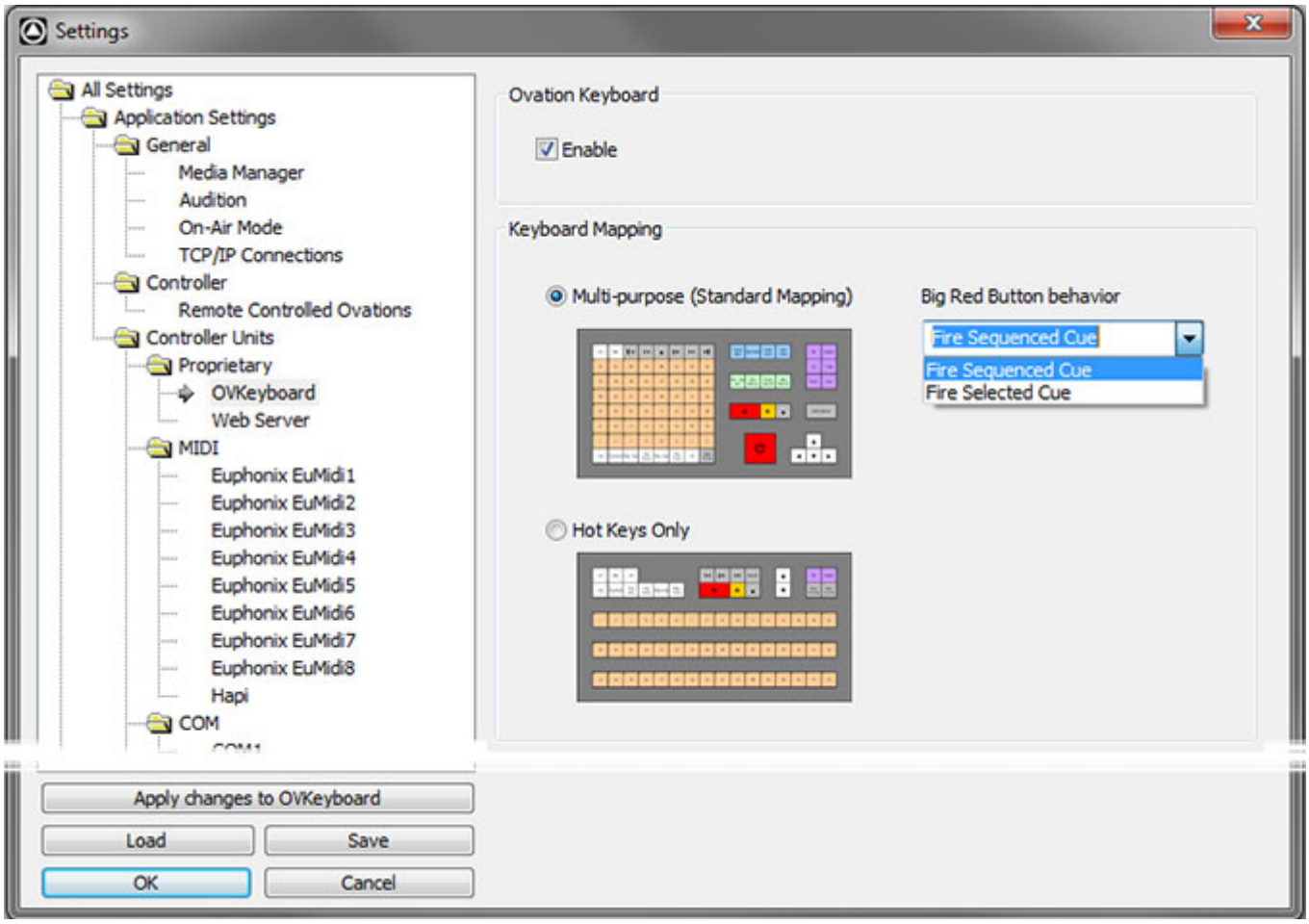
Note: For a full list of controllers supported by Ovation and Pyramix currently please visit:

https://confluence.merging.com/display/PUBLICDOC/Pyramix+Supported+Controllers

When a Controller Unit is clicked to select it in the list, a related page displays appropriate options.Please see subsequent pages in this document.

Proprietary

OVKeyboard



Application Settings > OV Controller Units > Proprietary > OVKeyboard

Ovation Keyboard

Enable

When checked the **Ovation Keyboard** is active

Keyboard Mapping

Multi-purpose (Standard Mapping)

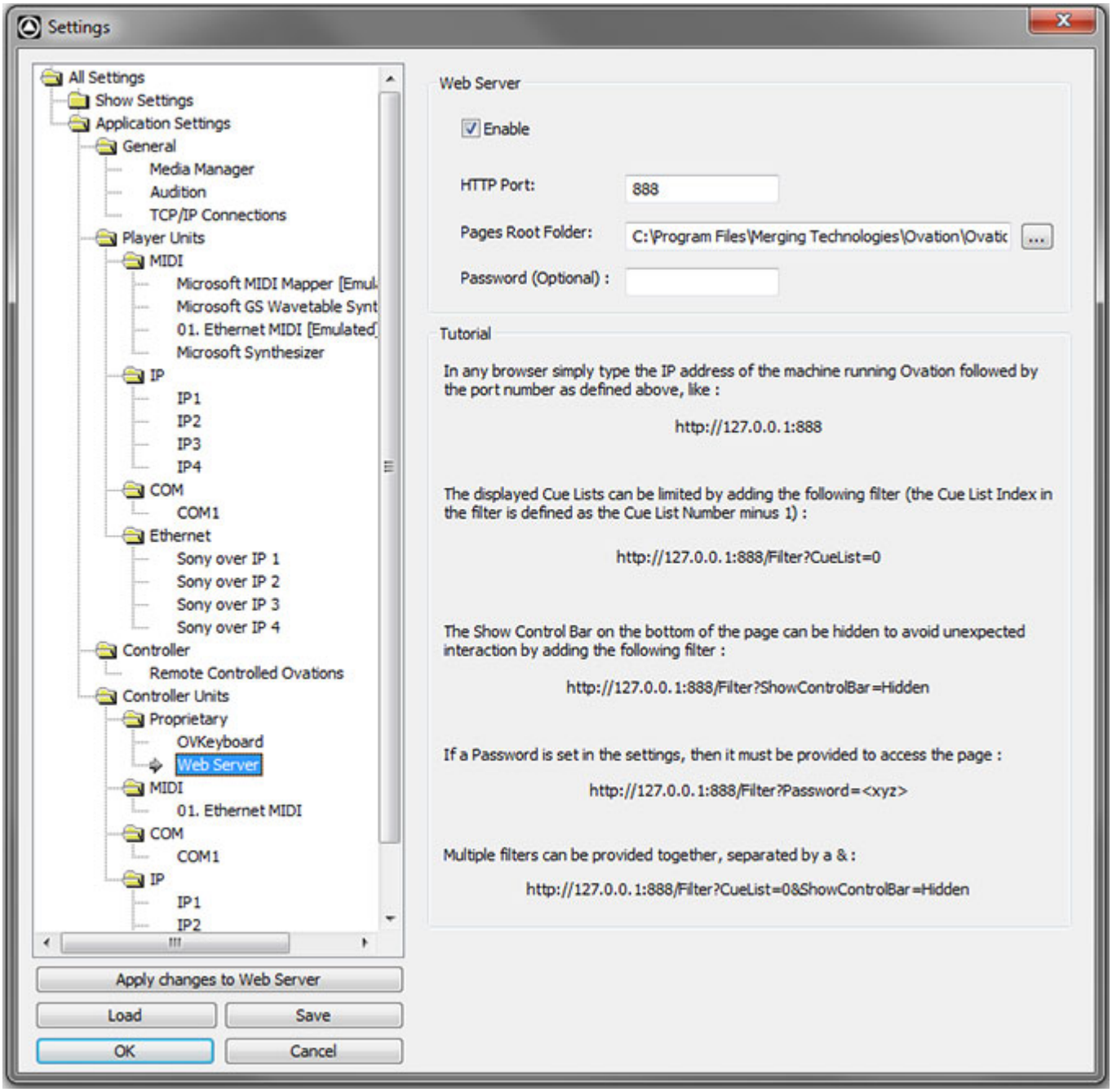
Big Red Button Behavior — Drop-down offers the choice of **Fire Sequenced Cue** or **Fire Selected Cue**. Note that this setting applies ONLY to the controller in Multi Purpose (Standard Mapping) mode. It does not affect the UI.

Hot Keys Only

The radio buttons are mutually exclusive. Select the Mapping corresponding to your physical keyboard layout.

> **Note:** For those people using Pyramix and Ovation at the same time and who have the **ADR** authorization key and an Ovation Keyboard then Pyramix may conflict with the Keyboard. In this case you should add a DWORD Registry Key in:
> HKEY_CURRENT_USER\Software\Merging Technologies\Pyramix\ADR,
> name it "**Disable ADR Keyboard**" and set it to **1**.
> If you are not confident with Registry editing then please ask your Merging Sales Partner to make this change for you.

Web Server



Application Settings > OV Controller Units > Proprietary > Web Server

Web Server

Enable When ticked, Web Server control is active.

HTTP Port: The default value is 888. Type in the field to change this if necessary.

Pages Root Folder The default path to the Pages Root Folder is shown in the field. Clicking on the **...** button opens a browser where an alternative path can be set.

Password (optional) : Type a Password in the field to password protect the pages.

Tutorial

In any browser simply type the IP address of the machine running Ovation followed by the port number as defined above, like :

http://128.0.0.1:888

The displayed Cue Lists can be limited by adding the following filter (the Cue List Index in the filter is defined as the Cue List number minus 1) :

http://128.0.0.1:888/Filter?Cuelist=0

The Show Control Bar on the bottom of the page can be hidden to avoid unexpected interaction by adding the following filter :

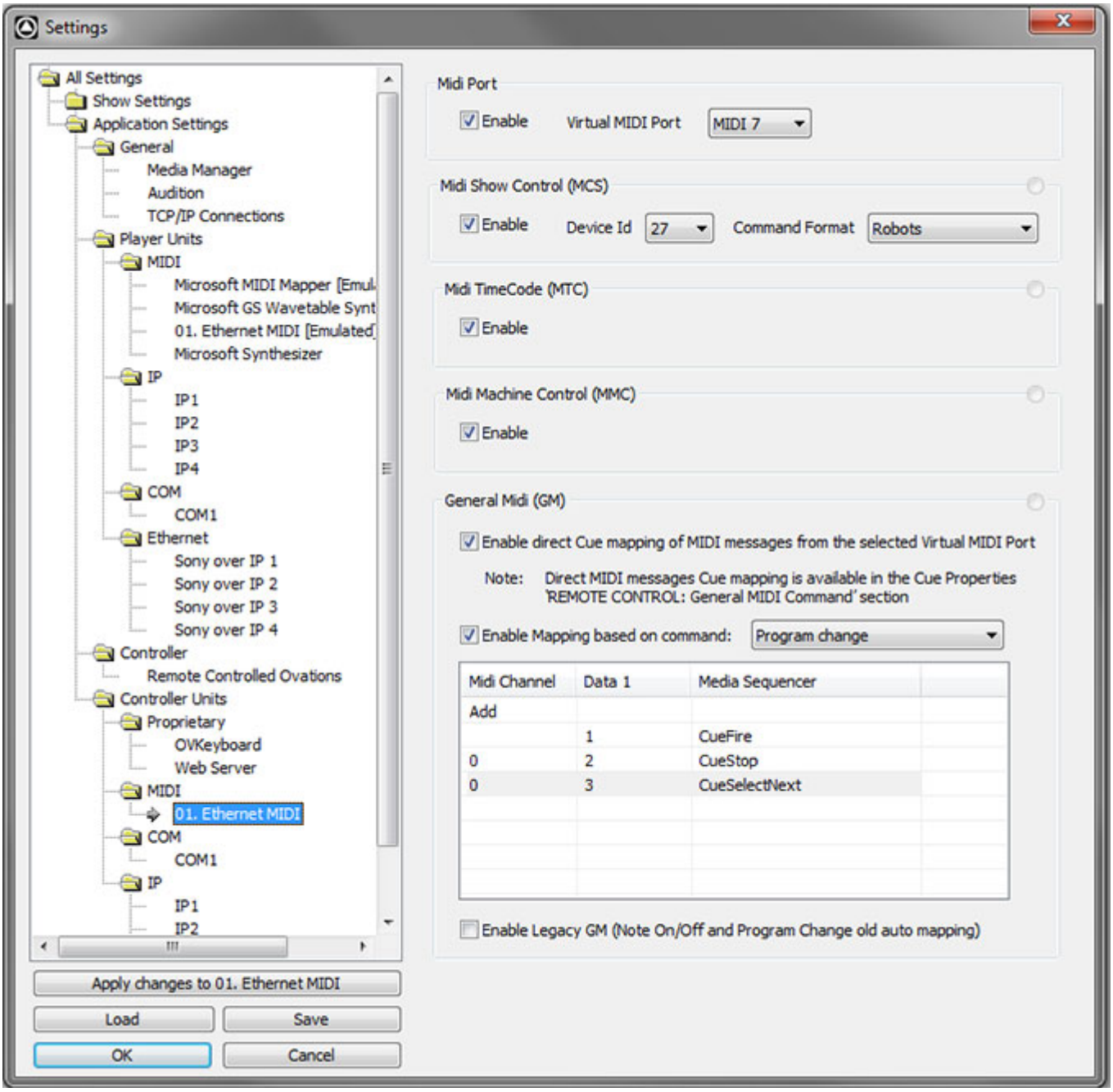
http://128.0.0.1:888/Filter?ShowControlBar=Hidden

Or both together, separated by an & :

http://128.0.0.1:888/Filter?Cuelist=0&ShowControlBar=Hidden

MIDI

E.g. Ethernet MIDI



Application Settings > Controller Units > MIDI > Ethernet MIDI

MIDI INPUTs

Note: Red flashing 'LEDs' to the right of each MIDI section indicate that MIDI data is being received.

Midi Port

Enable

Check the button to enable **MIDI remote control**

> **Note:** The rest of the options on this page will be grayed out (unavailable) until this option is selected.

Virtual MIDI Port

The drop down list offers the choice of any of the first 16 MIDI ports available on the machine.

Midi Show Control (MSC)

Enable

Check the button to enable **MIDI Show Control** (**MSC**)

Device Id

The drop-down list offers the choice of **Any** or Device Ids from **0** to **7E**

Command Format

The drop-down list offers many MSC choices for filtering **Command Format** types.

Midi TimeCode (MTC)

Enable

Check the button to enable **MIDI TimeCode**

The Midi Port used is the one set in the first section above: **Midi Port**.

Midi Machine Control (MMC)

Enable

Check the button to enable **MIDI Machine Control**.

General Midi (GM)

Enable direct Cue mapping of MIDI messages from the selected Virtual MIDI Port

Check the button to enable **General MIDI** (**GM**) control of individual Cues.

> **Note: Direct MIDI messages Cue mapping is available in the Cue Properties 'REMOTE CONTROL: General MIDI Command section**

Please see REMOTE CONTROL: General MIDI Command on page 108

Enable Mapping based on command:

Enables MIDI commands to be mapped to events not related to Cue events, such as **Show Start**, **Select Next Cue List**, etc… or contextually related Cue commands such as **Select Next Cue**, etc…

The drop-down list offers a choice of which type of Midi command is to be mapped from:

Note off
Note on
Polyphonic key pressure
Control change
Program change
Overall keypressure aftertouch
Pitch bender change

Control Change commands are General Midi commands such as **Note On**.

Clicking on **Add** in the **Midi Channel** column adds an entry to the list.

Clicking on the **0** entry in the **Midi Channel** column drops down the list of available Midi Channels (1-16)

Clicking on the entry in the **Data 1** column drops down a list with the choice of **0** to **127**.

Clicking in the **Media Sequencer** column drops down the list of mappable Ovation commands.

Delete on the PC keyboard removes a mapping entry.

Enable Legacy GM (Note On/Off and Program Change old auto mapping)

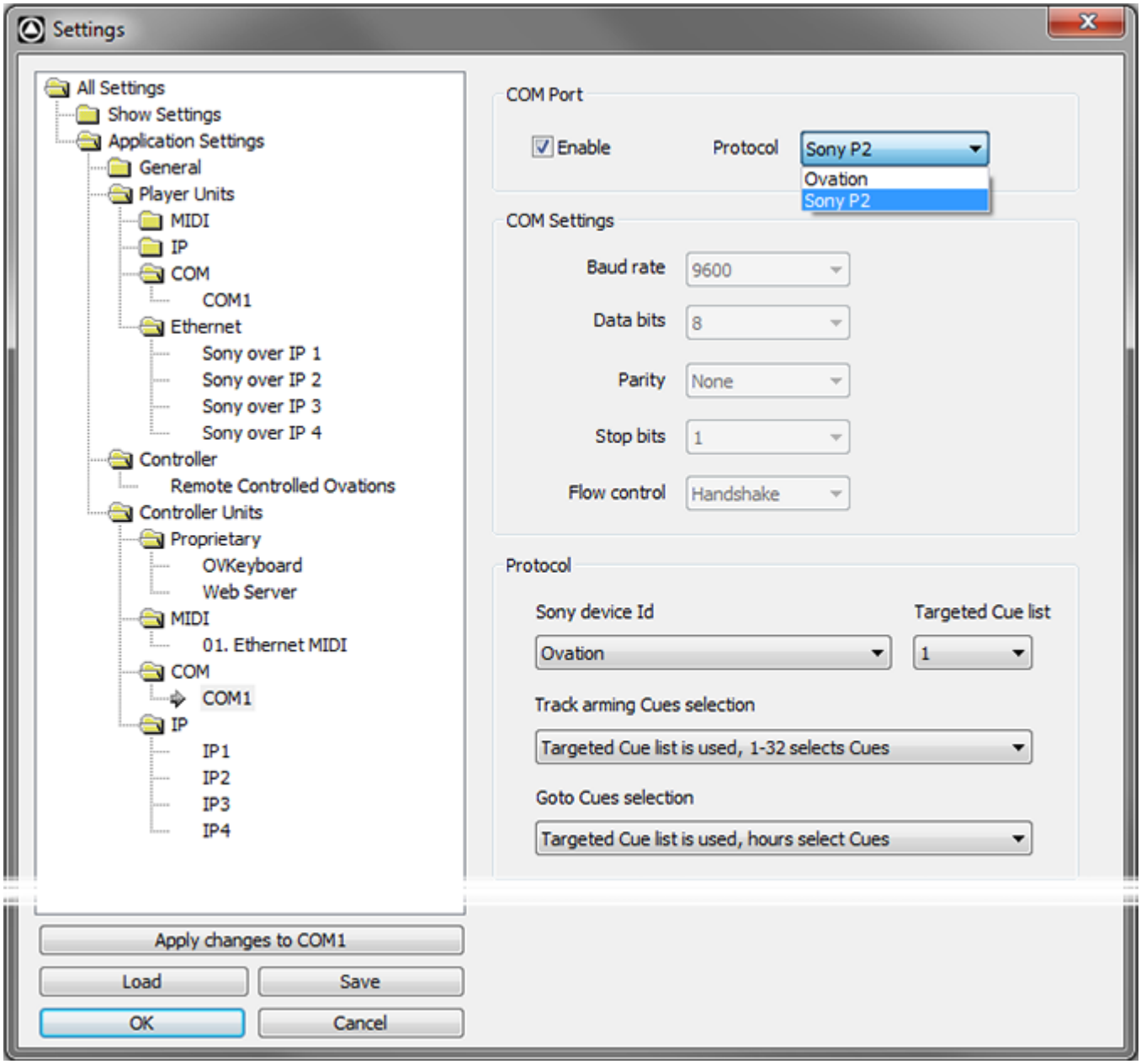
Reactivates the old 'fixed' style GM mapping.

Please see also: General Midi (GM) on page 169 for a complete list of mappable commands.

COM

Ovation Cues can be Started - Stopped or Paused from any Sony P2 Protocol controller. An Ovation station can also control another Ovation linked via a serial connection using the native Ovation protocol.

Sony P2



Application Settings > Controller Units > COM > COM1: P2 mode)

Com Port

Enable — When ticked the Com Port and associated remote controller are able to control Ovation.

Protocol — The drop-down offers the choice of **Sony P2** and **Ovation**. The settings page is modal and this setting determines what other appropriate settings are shown. Choose **Sony P2** for control by a machine using this protocol.

Com Settings

Protocol

Sony Device Id

The drop-down list offers the choice of Ovation and all P2 device emulations supported by Ovation

Targeted Cue List

The drop-down list enables any Cue List in the current Ovation Show to be selected as the target.

Track Arming Cues Selection

Note: Only Digital presets (Track Arming) from 1-32 are allowed.

The drop down list offers the following choices:

No selection track arming has no effect.

1-8 Selects Cue lists, 9-32 selects Cues

Targeted Cue List is used, 1-32 selects Cues targeted Cue list is determined by the choice made in the **Targeted Cue List** drop-down list.

Targeted Cue List is used, hours selects Cues targeted Cue list is determined by the choice made in the **Targeted Cue List** drop-down list.

Goto Cues selection

The drop-down list offers the following choices:

No Selection goto TimeCode has no effect

Hours selects Cue Lists, minutes select Cues

Targeted Cue list is used, hours select Cues targeted Cue list is determined by the choice made in the **Targeted Cue List** drop-down list.

Notes:

Valid Cue and Cue List Numbers

Since **00** is not allowed as either a Cue number or Cue List number the maximum number of Cues and Cue Lists that can be adressed is limited to **23** i.e. **1-23** or **59** i.e. **1-59** in Hours and Minutes respectively.

Limitations

- Goto a specific timecode inside a Cue (not implemented)
- Analog A1, A2, V and TC edit preset bit (track arming) are not used. Only Digital edit preset from 1 up to 32 are used. Above Preset 32 (not implemented)
- Rew, F.Fwd, Jog, Shuttle not possible.

Track arming Cues selection options:

- **A**) "No selection" track arming has no effect.
- **B**) "1-8 selects Cue lists, 9-32 selects Cues"
- **C**) "Targeted Cue list is used, 1-32 selects Cues" : targeted Cue list is chosen by the drop down menu.

Goto Cues selection options :

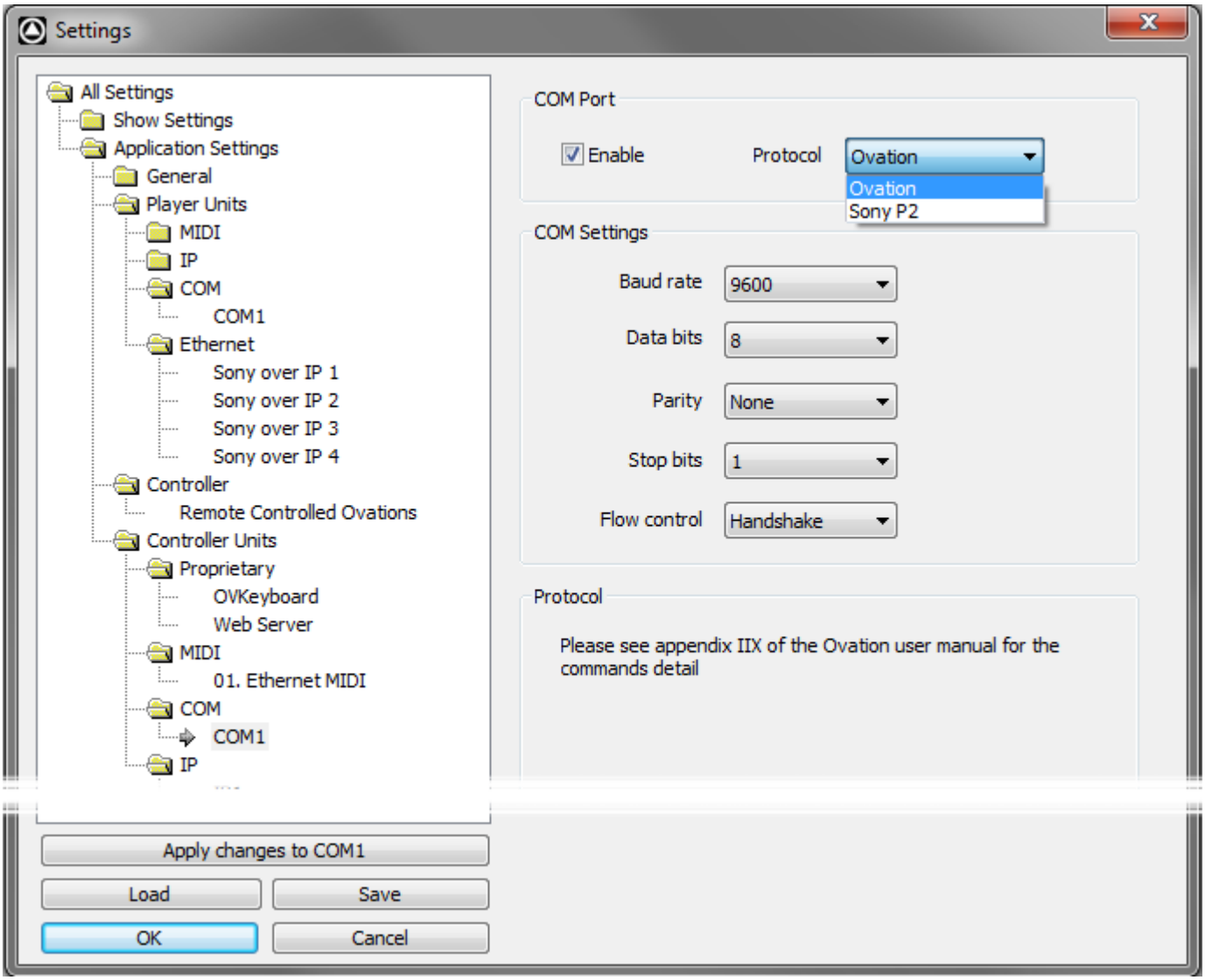
- **1**) "No selection" goto timecode has no effect
- **2**) "Hours select Cue lists, minutes select Cues"
- **3**) "Targeted Cue list is used, hours select Cues" targeted Cue list is chosen by the drop down menu.

Ovation to Controller Reporting

Ovation reports the following information back to the Controller:

- The current timecode of the selected Cue.
- Full timecode for option **1** above;
- Seconds and Frames for option **2** above, Hours and Minutes indicating respectively the Cue list # and Cue # .
- Minutes, Seconds and Frames for option **3** above, Hours indicating the Cue #.
- Play, Stop, Pause (Still) tally, Cue Up (when Cue is ready).
- Track arming status (Edit preset sense) indicating the selected Cue. Inactive for option **A**.
- Default Device Id is **Ovation** which reports: Sony device ID : 0xF0B1 (NTSC), 0xF1B1 (PAL), 0xF2B1 (Film). Any other available device Id can be selected from the **Sony Device Id** drop-down list.

Ovation mode



Application Settings > Controller Units > COM > COM1: Ovation mode)

Com Port

Enable When ticked the Com Port and associated remote controller are able to control Ovation.

Protocol The drop-down offers the choice of **Sony P2** and **Ovation**. The settings page is modal and this setting determines what other appropriate settings are shown. Choose **Ovation** for control by another Ovation station.

COM Settings

The following parameters should be set to match the controlling Ovation.

Baud rate

Data bits

Parity

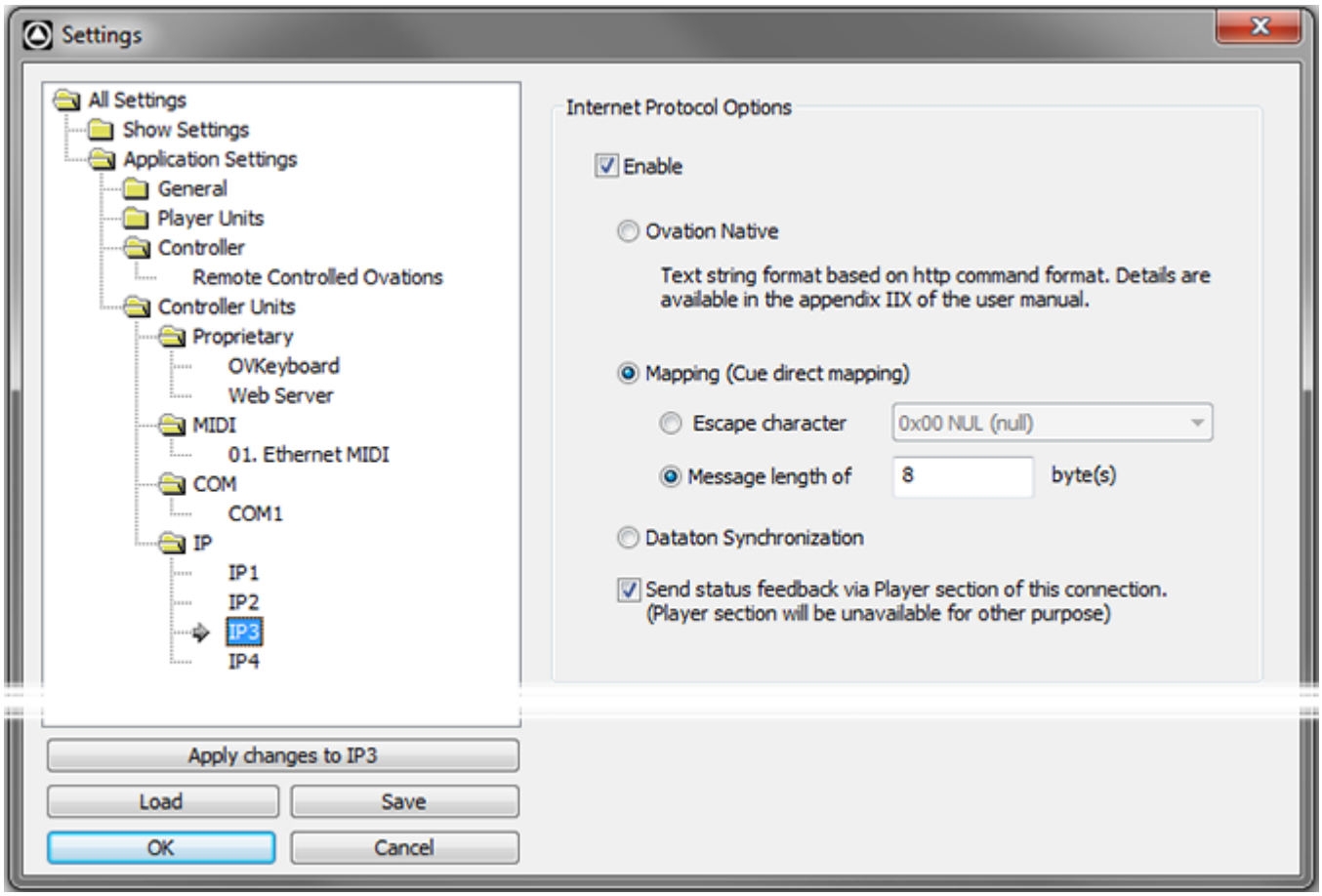
Stop bits

Flow Control

Protocol

Please see: Appendix VII on page 225 of this document for the commands detail.

IP



Application Settings > Controller Units > IP > IP3

Note: An **IP** entry and **IP1** etc. controllers will only be visible if they have been defined in **Settings > Application > General > IP Connection**. Please see: **TCP/IP Connections on page 155**

An **IP Controller Unit** is used to receive data.

Two data formats are accepted:

1. **Ovation Native** (http protocol format)
2. **Mapping**. Mapping data messages are defined either by

a. Message length

b. By a special end of message character (Escape character)

Internet Protocol Options

Enable When checked, the Controller is active and the rest of the settings on this page become available.

Ovation Native Mutually exclusive with **Mapping** and **Dataton Synchronization**. When checked, the native HTML format command strings as used by the Ovation Web Server are accepted. **Please see: Web Server Commands on page 225**

Mapping (Cue direct mapping) Mutually exclusive with **Native** and **Dataton Synchronization**.

Escape Character When checked an Escape character is used to define the end of a command string. Choose a suitable Escape character from the drop-down list.

Message Length of When checked the Message length (in bytes) is used to define the break points between command strings.

Dataton Synchronization Check this when using a remote Dataton player. Mutually exclusive with **Native** and **Mapping**.

Send status feedback via Player section of this connection (Player section will be unavailable for other purpose)

GPI

All Available GPI Units Listed

Click on each entry in the list to configure the GPI Device

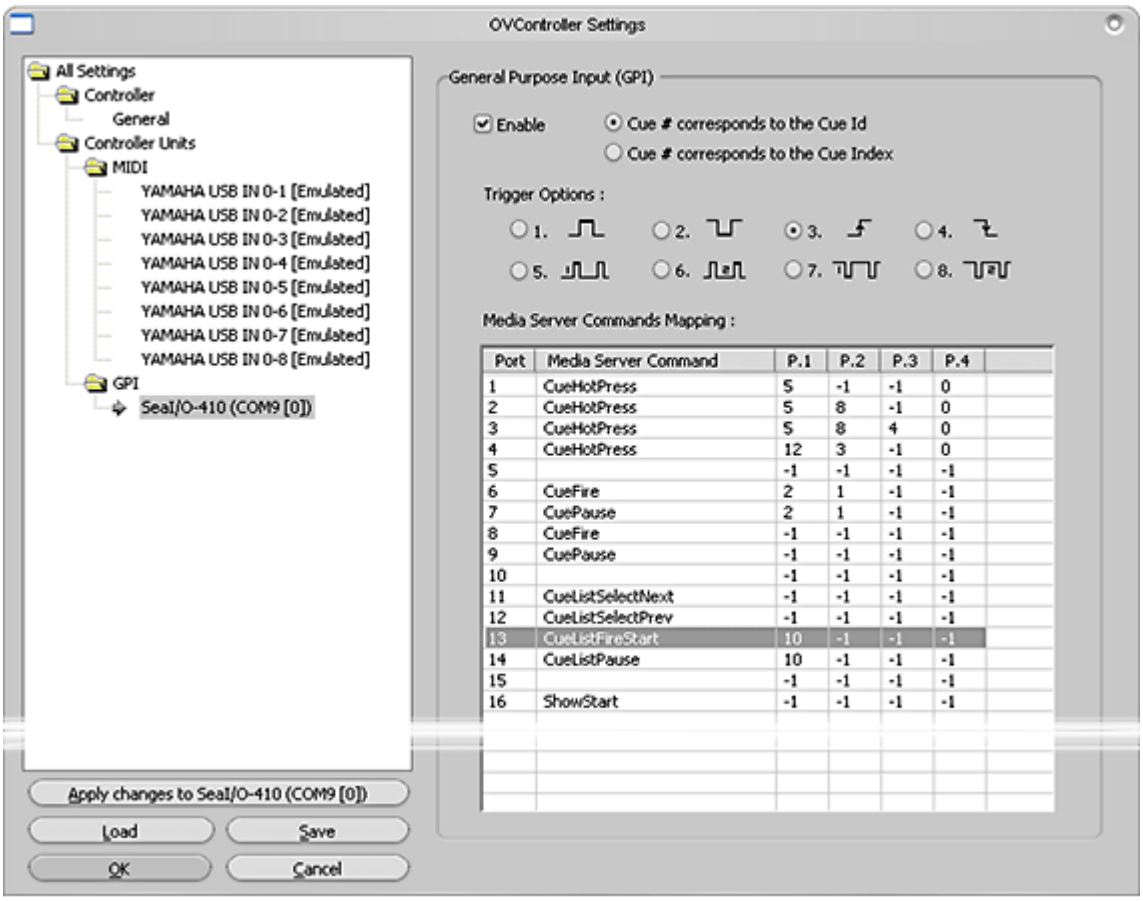
Note: For the present the only supported GPI/O interfaces are the following models manufactured by **Sealevel**:

- SeaPORT PLC-16** 8 in 8 out
- • Seal/O-410U 16 in 16 out
- • Seal/O-420U* 16 in 8 out
- • Seal/O-430U* 32 in 0 out
- • Seal/O-440U* 0 in 32 out
- • Seal/O-450U* 0 in 16 out
- Seal/O-8012e 8 in 8 out
- Seal/O-8012es 8 in 8 out
- • SeaDAC P/N 8221* 16 in 16 out
- • SeaDAC P/N 8222 16 in 8 out
- • SeaDAC P/N 8223* 32 in 0 out
- • SeaDAC P/N 8224* 0 in 32 out
- • SeaDAC P/N 8225* 0 in 16 out

*Obtainable on special order.

**No longer available.

Note: A maximum of 32 units may be connected.



OV Controller Settings > Controller Units > GPI > SeaI/O-410 (COM9 [0])

General Purpose Input (GPI)

Enable

Check the button to enable **General Purpose Input** (**GPI**) control.

Cue # corresponds to the Cue ID

When the button is checked the The Cue is identified with up to 3 nested levels using Cue#, Child#1, Child#2 and Child#3. This is the greyed number present in the Cue property page or the Number next to the Cue name in a Cue button. The number represents the separation between the Cue# of Child#1 etc.

This mode is useful when a Cue needs to be added anywhere in the Cue List using the nesting mechanism without changing the # of the Cue below the inserted Cue.

Cue # corresponds to the Cue Index

The Cue # is the Cue index in its Cue List. This is the greyed number present in the **Cue Properties** page or the Number next to the Cue name in a Cue button **IF** any of the Cues are nested. Useful when the nested mechanism is not useful for the mapping.

Example :

Cue Number	Cue Id	Sub1 Cue Id	Sub2 Cue Id	Cue Index
1	1	0	0	1
2	2	0	0	2
3	3	0	0	3
3.1	3	1	0	4
3.2	3	2	0	5
4	4	0	0	6
4.1	4	1	0	7
4.1.1	4	1	1	8
4.2	4	2	0	9
4.2.1	4	2	1	10
4.2.2	4	2	2	11
5	5	0	0	12

Trigger Options

The 8 radio buttons set the trigger parameters:


1 Trigger when **High** level signal is detected


2 Trigger when **Low** level signal is detected


3 Trigger when **Rising** level is detected


4 Trigger when **Falling** level is detected


5 Trigger when the first **High** level pulse is detected


6 Trigger when the second **High** level pulse is detected


7 Trigger when the first **Low** level pulse is detected


8 Trigger when the second **Low** level pulse is detected

Note: 3-4, 5-6 and 7-8 will often be used in pairs:

Example 1: You wish to Fire a Cue when a button is pressed and released and to Stop the Cue when the button is pressed and released for the second time. In this case use 5-6 or 7-8.

Example 2: You wish to Fire a Cue when a button is pressed and Stop the Cue when the button is released. In this case use 3-4.

Note: High/**Low** and **Rising**/**Falling** inputs trigger the mapped command in the same circumstances. The only difference is that **Rising** is executed **before High** and **Falling** is executed **before Low**. This can be useful if two commands need to be executed consecutively.

Media Server Commands Mapping

In the commands Table the **P** columns correspond to **Parameters**. For the majority of Media Server commands. P.1 = Cue List #, P.2 = Cue #, P.3 Cue Child1 #, P.4 = Cue Child2 #. **Please see also Appendix V on page 222** and especially the notes.

Ovation Webserver

Overview

Ovation delivers an amazing amount of control over any system. However, until now, accessing that control has been, like most other sequencer and control software, limited to proprietary interfaces on local machines.

Now, with the WebServer option for Ovation, the entire picture has changed. Through standard HTTP interfaces on any web enabled platform (desktops, laptops, Smart Phones, iPad etc) it is now possible to have complete control over your Ovation show from multiple locations.

Use Merging's own interface design, or, if you know basic web page design, you can do it yourself and create bespoke custom interfaces. Whatever your choice, and whatever the project, using WebServer for your next Ovation show or installation will unlock unprecedented control possibilities.

Applications

- Multiple zone access for non-technical users (Museum exhibits with multiple rooms etc.)
- Stage side access for firing manual Cues and sequences
- Multiple control stations, for example, for game shows. The gallery, the sound supervisor and presenter can all have appropriate controls for theor needs.
- Show information and timing views for Conductors in "the Pit"
- Bespoke, branded interfaces for hotel lobbies and bar installs
- And many, many more……

Using Ovation Webserver

Activating

To enable the Ovation WebServer go to **Settings >Application > Controller Units > Proprietary > Web Server** and check the **Enable** button.

If necessary, the HTTP Port number can be changed in this page. The default Port is 888.

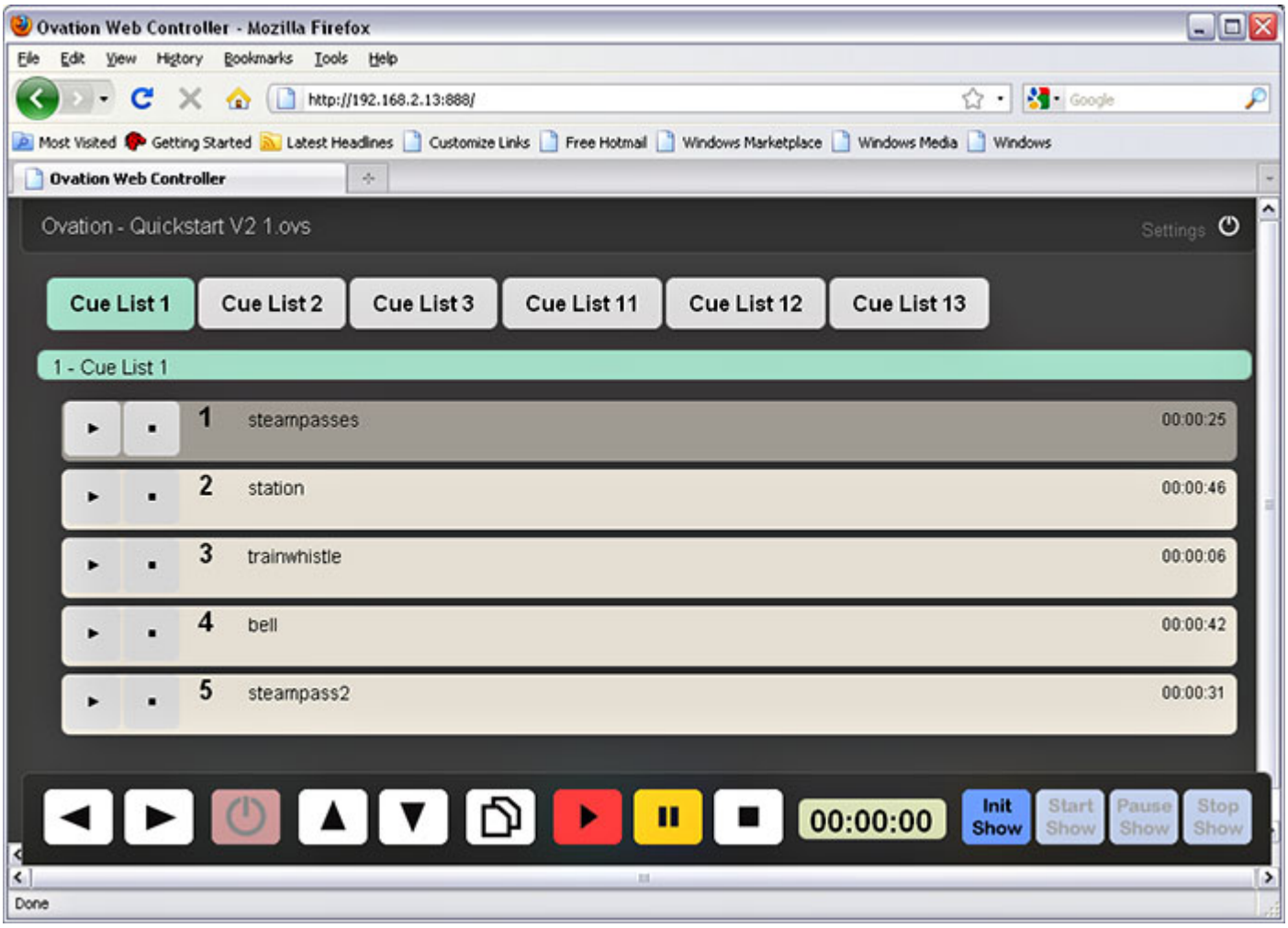
The Pages Root Folder can be changed to provide custom pages different to those provided by Merging as standard. The default implements an interface similar to the Ovation User Interface.

> **Note:** The files **OvationShow.html** and **js/OvationProcess.js** are the property of Merging Technologies, but can be used freely as a reference to aid in the creation of custom pages.

Quickstart

In any browser simply type the IP address of the machine running Ovation followed by the port number, for example :

http://192.168.2.13:888



The Cue Lists displayed can be limited by adding the following filter (the Cue List Index in the filter is defined as the Cue List number minus 1) :

http://192.168.2.13:888/Filter?Cuelist=0

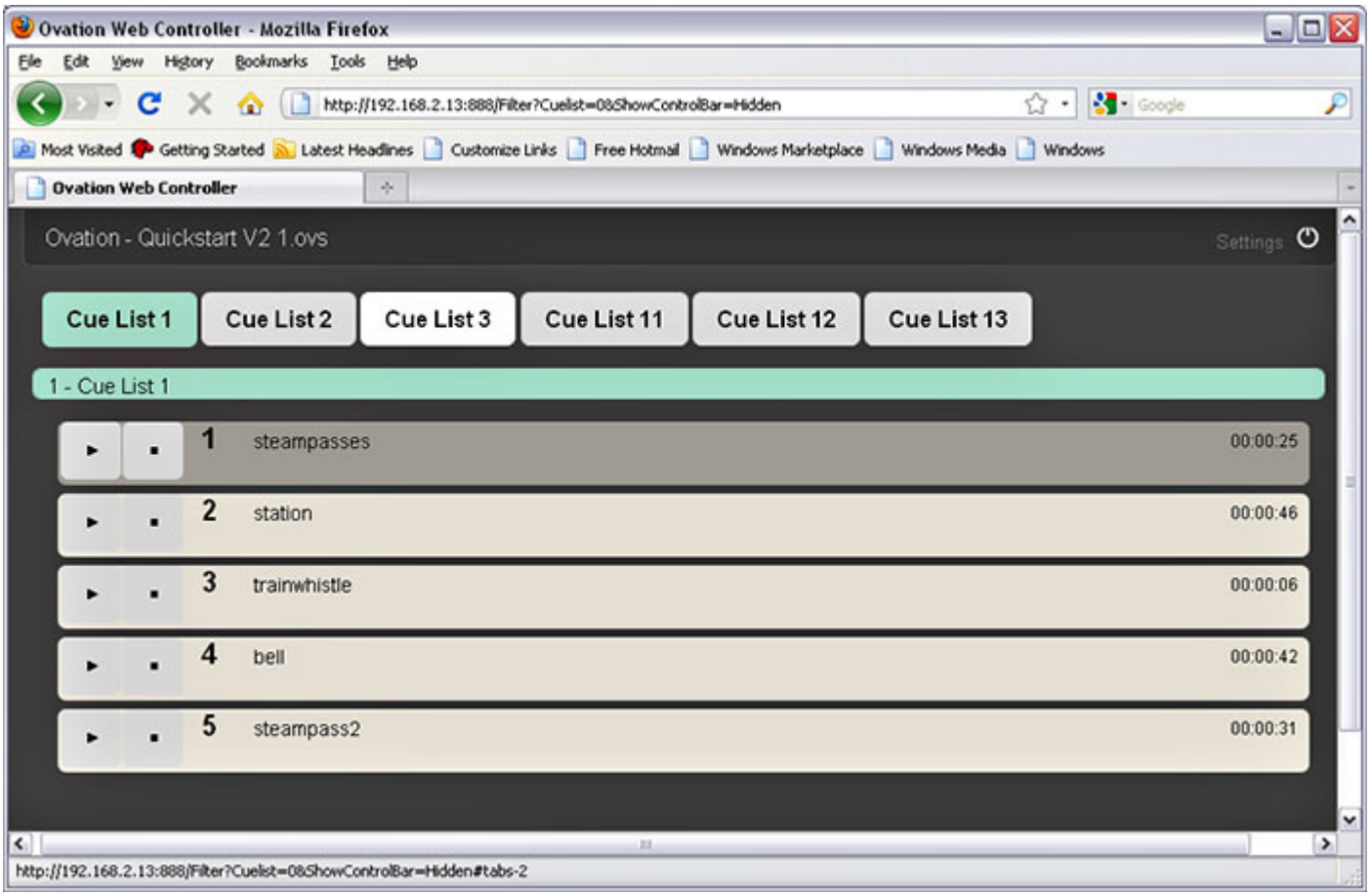
The Show Control Bar on the bottom of the page can be hidden to avoid unexpected interaction by adding the following filter :

http://192.168.2.13:888/Filter?ShowControlBar=Hidden

Or both together, separated by an & :

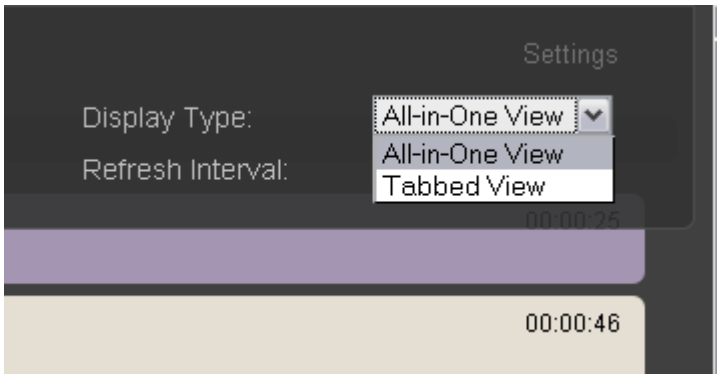
http://192.168.2.13:888/Filter?Cuelist=0&ShowControlBar=Hidden

Which looks like this :

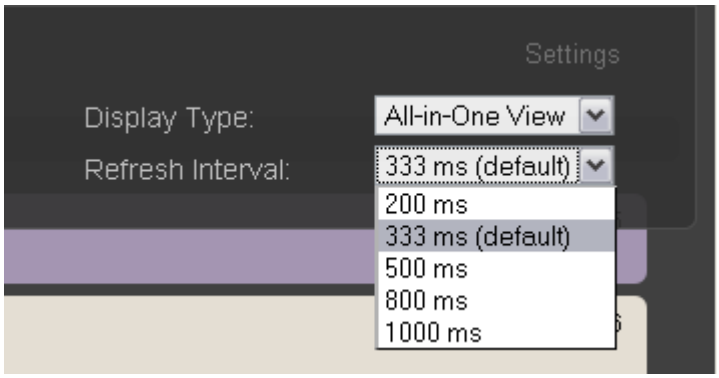


Settings

Clicking on the Ovation logo on the top right-hand corner of the page displays a menu with a choice of viewing style, Tabbed or All-In-One-View and the page Refresh Interval :



In **All-in-One View** Cue Lists are shown one after another down the page. In **Tabbed View** a single Cue List is shown with the rest available on tabs at the top of the page.



If the network is slow or artefacts are noticed the refresh rate can be reduced to advantage.

HTTP Control

HTTP Commands can be sent directly to the Ovation WebServer by any client application (or simply by typing commands in a web browser URL field).

These commands are described in the Ovation Controller Commands documents which can be found here:
Appendix VII on page 225 Web Server Commands.

Typically, commands such as these will be sent:

- 192.168.1.33:888/Action?Command=Show_Init
- 192.168.1.33:888/Action?Command=Show_Start
- 192.168.1.33:888/Action?Command=Cue_Fire&CueList=0&Cue=4.-2
- 192.168.1.33:888/Action?Command=CueList_Select&CueList=0
- 192.168.1.33:888/Action?Command=Cue_Select&CueList=-1&Cue=1.-2
- 192.168.1.33:888/Action?Command=Cue_Fire&CueList=-1&Cue=-1
- 192.168.1.33:888/Action?Command=Cue_Pause&CueList=-1&Cue=-1
- 192.168.1.33:888/Action?Command=Cue_Fire
- 192.168.1.33:888/Action?Command=Cue_Stop
- 192.168.1.33:888/Request?Show
- 192.168.1.33:888/Request?Cues_Status

Connection Feedback

If the client network connection is lost (wifi) or if for whatever reason the Ovation server goes offline, the Time-Code counter background turns red. The Web UI reconnects automatically when the connection is restored.

GPI Command Mapping

Media Server Commands Mapping

In the **Commands** table the **P** columns correspond to **Parameters** for the majority of Media Server Commands.

P.1 = Cue List #

P.2 = Cue #

P.3 = Cue Child1 #

P.4 = Cue Child2 #

Note: Unused Parameters MUST be set to **-1** (minusone)

For example:

To fire **Cue#2** of **Cuelist#5**:
Cuefire P.1=5, **P.2 = 2**, **P.3 = -1**, **P.4 = -1**

Please see also: Appendix V on page 222

Rules

It is important to appreciate the differences between specifying **Ending** and **Stopping**.

Ending is when a Cue finishes playing normally.

Stopping is when a Cue is terminated prematurely either manually or by a rule.

It is equally important to appreciate the difference between **When** and **After**. This setting affects the point at which the rule is applied. If **When** is selected then the rule is applied at the point the fade out or the fade in begins. If **After** is selected then the rule's action is applied after the Cue Starts or after the Cue Ends or Stops with a delay set in the **ms** box.

> **Note:** A rule's action always occurs at either the start of a Cue or at the beginning of the Fade Out unless a delay is applied using **After**.

If **When** is chosen this is an easy method of producing cross-fades.

If a crossfade is **NOT** required then you can use the **Offset** parameter to compensate.

Fade Modifier

Pressing the **Shift** key invokes the User defined fade duration. (**Fade Modifier** key on the dedicated keyboard or the **Shift** key of the standard keyboard.)

<Default>

Where **<default>** is an option in Ovation the hierarchy works like this:

Cue settings override **Cue List** settings override **Show** settings.

Player

If no specific network **OVPlayer** is assigned in **Cue Properties** I.e. the field is set to blank or **<default>** then Ovation looks at the assignment in the **Cue List Properties Default Output Player** field. If this is also set to blank or **<Default>** then Ovation looks at the **Default Output Player** field in **Show Properties**. If this too is set to blank or **<Default>** then the local Ovation player is used.

Stop Fade Out

Similarly if **Stop Fade Out** is set to **<Default>** in **Cue Properties** then Ovation looks at the setting in the **Cue List Properties Default Stop Fade Out** field. If this is also set to **<Default>** then Ovation looks at the **Default Stop Fade Out** field in **Show Properties**. If this too is set to **<Default>** then the value in the **Fade Out** field in **Cue Properties** is used.

Drag & Drop

Media Files can be "Dragged & Dropped" into Cue Lists from outside Ovation. E.g. Explorer browser or iTunes. A new Cue is created automatically when Media Files are added in this way unless the **Alt** key is held down while Drag & Dropping onto an existing Cue, in which case, for Audio only Cues, the underlying Media File is replaced.

Cues can be dragged and dropped between Cue Lists using the **Shift** modifier. If the **Alt** modifier is used the underlying audio Media File is replaced with the source. Simple drag and drop is used to reorder Cue Lists.

Changing Properties for Multiple Cues

When multiple Cues are selected, parameters changed in **Cue Properties** are updated for all selected Cues. The only exception being **Cue Number**. This applies even when the Cues are selected in several different lists.

(Selecting Multiple Cues follows the Windows browser conventions. I.e. With one Cue selected, **Shift + Click** selects a contiguous range of Cues to the second Cue clicked and **Ctrl+Click** toggles Cues selected/unselected.)

Starting a Show With Sysex

In Ovation 7.x, MIDI SysEx inputs are not mappable to a specific Ovation command. The only MIDI inputs mappable are : General Midi (GM) - Control Change commands (2-3 byte length message). I.e. hexa = B0 00 00 or B1 10 00 or ...

However, if the controlling device is capable of sending any SysEx message, the two Midi Show Control specific SysEx messages below can be used.

Show Init:

Hexa = F0 7F <Device id> 02 <Sound (General) = 10> 07 01 F7 Show Start:

Hexa = F0 7F <Device id> 02 <Sound (General) = 10> 07 02 F7

<Device id> : specified in Settings > Controller Units > MIDI > Midi port (Midi Show Control section).

<Sound (General)> : as well.

For details of MIDI Show Control macro commands available in Ovation Please see MIDI and Midi Show Control on page 213 onwards.

System Requirements For Ovation

Computer

Wintel platforms tend to increase in number of cores, speed and performance at a tremendous rate. New and faster processors are released almost on a monthly basis. Therefore we have not included suggested Motherboard or Processor specifications here.

We maintain a list of up to date PC configurations in the Support Section of our website at:

http://www.merging.com/pages/pcconfig

Other Components

- **Graphics Card**: As of Pyramix 11, Ovation 7 and VCube 7, Merging strongly recommends using a dedicated graphic card rather than onboard graphics. Most particularly whenthe following are required
  - Multiple display outputs,
  - OpenGL UI plugins (Flux, Izotope, ...)
  - Working with video, or when your workflow places high demands on graphics.

Please refer to the Pyramix v11 PC Specifications for all details:

http://www.merging.com/pages/pcconfig

- Sufficient HD space and speed for your audio media files. The speed and amount of disk space required depends on sample rate, wordlength, number of tracks and length of program material.
- A typical 7200 RPM SATA drive is sufficient for 48 tracks at 48 kHz. Higher track-counts and/or higher sampling rates will require an SSD drive and/or multiple drives configured in Raid 0, 1, 10 or 5
- We recommend disks should be formatted as **NTFS** volumes with 64kB block sectors.
- **BD/DVD/CD-ROM** combo drive or better
- SXGA 17" monitor or better. Multiple 19" monitors highly recommended.
  Minimum resolution 1280x1024
- 3 button mouse

Ovation MassCore Systems

Certified Operating Systems

- **OS**: We recommend and certify **Ovation Version 7.x and later** under **Windows 7 Professional 64-bit** and **Windows 10 Professional 64-bit**..

Note: MassCore - RAVENNA is certified under Windows 7 Professional 64-bit and Windows 10 Professional 64-bit.

Windows 10

The **Windows 10 Creator Update**, is supported by Ovation v7 MassCore. (based on the **RTX64 -3.2** version). The **Windows 10 Anniversary (1607)** is also supported.

If you wish to use **Windows 10 Creator Update** please refer to the **Ovation 7 Installation Guide** for details.

Ovation Native

Certified Operating Systems

- **OS**: We recommend and certify **Ovation Version 7.x and later** under **Windows 7 Professional 64-bit** and **Windows 10 Professional 64-bit**. (Windows 10 Anniversary or Windows 10 Creator Update.)

Hard Disk Space Requirements

A complete software installation will require around 100MB of disk space for the **Ovation** software.

In addition, you will need hard disk storage for media files. For audio media as a rule of thumb, one Gigabyte of disk storage equals:

- 185 track minutes at 44.1 kHz 16 bits
- 125 track minutes at 44.1 kHz 24 bits
- 170 track minutes at 48 kHz 16 bits
- 115 track minutes at 48 kHz 24 bits
- 55 track minutes at 96 kHz 24 bits

For multi-track applications, divide total available mono track time by the number of tracks you will be using.

Please note that these are very rough estimates, and should be used only as a general indication of storage requirements.

Power Management

N.B. As with all real-time applications, we recommend setting the **PC** to an **Always On** Power management scheme. (**Start > Control Panel** double-click **Power Options.** Choose **Always On** from the **Power Schemes** combo box.) This allows the monitor to be turned off by the system but disables hard-disk turn off and Standby.

Other Applications

Like all real-time applications, Ovation works best when there are no other unnecessary applications or services running.

MIDI Connections

To use Ovation MIDI functionality with external equipment, you will require a MIDI interface. Many current motherboards include an on-board MIDI interface. If yours does not, it is a simple matter to add one. This can be either an internal PCI card or an external unit connected via a USB port or an RS232 serial COM port.

Video Hardware

Merging supports Blackmagic design Video Cards thru the DeckLink SDK. This covers: **DeckLink**, **UltraStudio** and **Intensity** product lines. Decklink Studio 4K, Decklink 4K Extreme and Decklink 4K Pro have been validated. The **DeckLink Studio monitor** is known to be working but has no Video reference to ensure genlock. The recommended Blackmagic Design installer version is 10.3.7 and above, the latest version certified is 10.8. Please download and install from:

https://www.blackmagicdesign.com/support

Installation Overview:

Note: If you have purchased hardware options such as the NET-MSC-GBEX1 PCIe Ethernet card, the Sync Board and or a Black Magic or AJA video card, please install these following the instructions in the accompanying documentation. The drivers for all of these except BlackMagic cards are installed automatically with the Ovation software.

Note: Where applicable BlackMagic video card drivers have to be downloaded from the BlackMagic website and installed separately.

https://www.blackmagicdesign.com/support

Installer

The Ovation software uses an automated installer wizard which will install all necessary prerequisites. We use a unified installer package containing the current versions of Pyramix, VCube and Ovation. The initial installer screen offers the choice of Pyramix, VCube and Ovation. Choosing Ovation will also install Pyramix.

You may exclude the installation of any of the individual components in the wizard, if the device in question is not present on your machine or if you do not intend to use an item, by un-ticking the tick boxes next to the items listed in the wizard.

Note: The security dongle must be in place and the security keys entered before attempting to launch the software

Driver Signing

There is no **Driver Signing Options** dialog in Windows 7 or Windows 10.

Windows throws up a warning dialog when drivers are installed. To avoid the necessity of clicking on **OK** several times you may wish to check the **Always Trust Software from Merging Technologies** box.

Flux VS3/V3 plug-ins

Download the Flux Center application in order to install the Flux VS3 plugins:

https://www.fluxhome.com/download

More details here:

https://confluence.merging.com/display/PUBLICDOC/Flux+Download+Center

Ensure you have valid Merging Flux v3 Keys in order to run these Flux VS3 plug-ins.

VB VS3 plug-ins

VB VS3 plug-ins are installed by default with a complete Pyramix install. If you do onot wish to have them installed, e.g. in evaluation mode or if you do not have valid keys then select **Custom** during the Pyramix install and remove them from the install by right-clicking on them.

Running the Installer

> **Note:** Note: You must have full Administrator Access to install Ovation. If you have a **SafeNet** dongle please remove this before installing Pyramix and replace it after installation is complete.

> **Note:** The **HASP** dongle is not supported on 64-bit systems. If you have a **HASP** dongle please contact your Merging Technologies Sales Partner to purchase a **SafeNet** dongle and transfer your keys.

Once the NET-MSC-GBEX1 Ethernet card has been properly installed, you can now install the Ovation 6.x software.

To install the Ovation 6.x software insert the USB memory stick. The installation program will auto-start on a PC where auto-start is configured **on**. Otherwise, double-click on the USB memory stick icon.

Please follow the automatic installation procedure accepting the option to install unsigned drivers and re-boot your PC once setup is complete.

> **Note:** If the installation appears to freeze for a long period please check that the **Driver Signing** warning dialogue is not hidden behind another Window. Installation will not continue until you click **OK** in this dialog.

WARNING: Certain computers do not properly shut down despite the reboot command issued by the installer but only perform a log off. In this case, please activate a full shut down manually.

Enabling Ovation with your Software Key

The **Ovation** software and its various software options are protected by an authorization key mechanism which uses a unique registration key number generated by Merging Technologies. Based on purchased software components, this key is unique to your Sentinel or HASP USB dongle serial number, your Company Name and your User name. Once you have registered your software you will be provided with this Key or Keys (depending on the options chosen).

When you receive your Ovation Package you should also receive either an email from your Merging technologies Sales Partner or a printed copy of the email containing your security setting details. If you did not receive this key, have lost it or would like to change the user and/or company name, please contact your Merging Sales Partner with your Sentinel or HASP USB dongle, your User Name, your Company Name and the list of purchased software components. Usually, a key can be issued within one business day, after the verification of your personal data has been completed.

Entering your Key(s)

After the installation process you will be prompted to enter your **Authorization Key**. If you click **Yes** the **MT Security Settings** dialog will be launched automatically, allowing the Key or Keys to be entered immediately. If you choose not to enter your Key at this point you can do so later by choosing one of the following procedures:

1. Double-click the file **YourPersonalKeyXXXXX.mtk**. This is attached to the email containing your Key(s).
2. Open the **MT Security Settings Control Panel**
   (Windows Task Bar **Start > Control Panel > MT Security Settings**),
   click the **Import Key** button and browse for your Key file called

   YourPersonalKeyXXXXX.mtk
3. Open the **MT Security Settings Control Panel** (as above), in the **Registration** section select the board number corresponding to the serial number for your Keys or HASP Key for a dongle, click the **Enter Key** button and type your **User Name**, **Company Name** and **Key** then click **OK.** Repeat this step for each Keys listed in the email.

Changing or re-entering a Key

Should you need to subsequently change or re-enter a **Key**, follow the appropriate option above.

Starting Ovation

By default the Installer will put **Ovation** into the **Programs** folder. It also places a shortcut icon on the Windows desktop.



Double-click on the **Ovation** desktop icon to launch Ovation.

Alternately, choose **Start > All Programs > Ovation > Ovation**.

This **Ovation Guide** is available from within Ovation and may be accessed via the **Help** menu or by pressing F1, or online at merging.com

Security Keys

The first time Ovation is launched, you will need to enter in your special **Key** to enable the program properly (Please see: **Enabling Ovation with your Software Key on page 188**).

The **Pyramix Settings** dialog window brings together all Pyramix settings. You will find detailed information about individual pages in the **Pyramix User Manual**.

The left-hand side of the window shows all available settings grouped in folders. Folders can be collapsed or expanded by clicking on the folder icons. By default, all folders are open, displaying the Settings pages they contain by name. Clicking on a settings page opens it in the right-hand side of the window for viewing and editing.

Quicktime Support

In order to enable the Quicktime handler you will need to purchase and install Quicktime Pro from Apple.

http://www.apple.com/quicktime/pro/

Compressed Audio File Formats

Ovation supports many compressed file formats, including MP3 and AAC, directly. Other compressed formats are supported via Windows DirectShow technology.

Codecs

MP3 and AAC

Ovation supports MP3 and AAC directly. (Requires the optional **Advanced Audio Codec Support** key.) No separate codec installation is required and no decompressed file is generated.

FLAC

FLAC encoding and decoding is supported directly. No separate codec installation or key is required and no decompressed file is generated.

Ogg-Vorbis

Ogg-Vorbis encoding and decoding is supported natively. No separate codec installation or key is required and no decompressed file is generated.

How Compressed Audio Support Works

Technology

The decompression is handled via Microsoft DirectShow technology. So the formats supported will depend on which DirectShow codecs are installed. Default Windows installation should handle most of the common compressed file formats (wma, mp3 and more), but a wide variety of codecs exist to support all the major compressed formats (such as ogg-vorbis, flac, etc.).

If you experience problems with the default Widows Installation or if you are in need of specific Codec, Merging has a list of recommended third-party codecs available.

For more details please refer to the **Merging Forum Pyramix Troubleshooting & Tips** section

http://forum.merging.com/viewforum.php?f=16

To enable sample accurate editing, the compressed files are first decompressed into a cache file. The file is formatted as follows:

originalFileName__DXC(tag)DCX_.wav

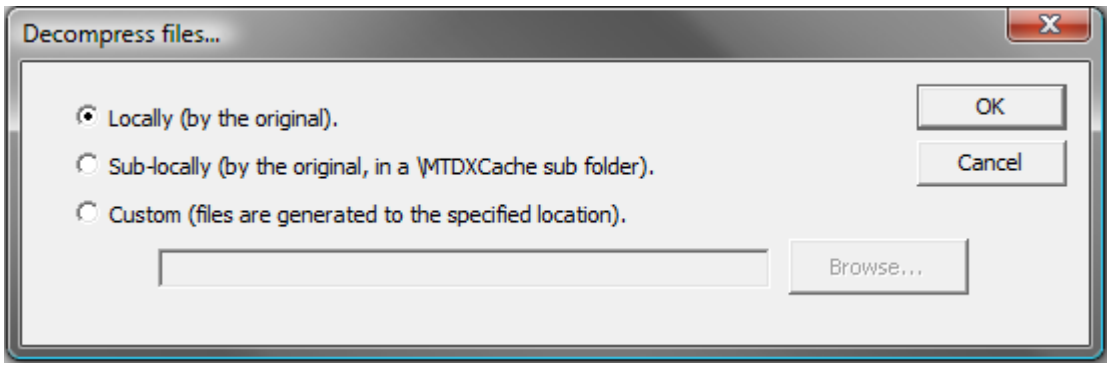
This file is a plain **wav** file.

Ovation Setup

First, set up the **Default decompression cache** options in :

Settings > Application > General > Media Manager > Other settings and click on **Decompression Settings** to open the **Decompress files...** dialog.

Here you specify where the media should be decompressed to when no **Mounting Rules** are specified :



Decompress files... dialog

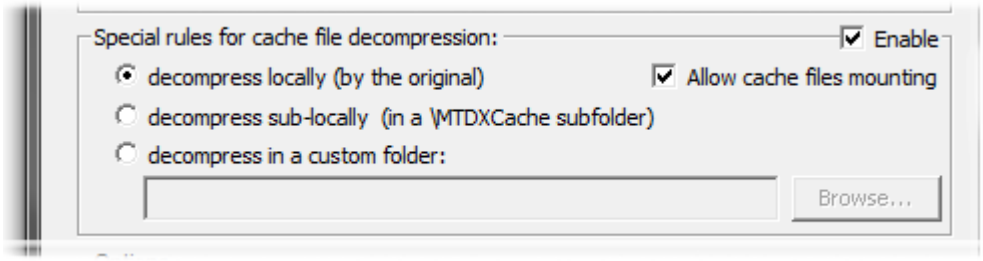
Locally (by the original) File(s) will be created in the same location as the original file.

Sub-locally (by the original, in a \MTDXCache sub folder). File(s) will be created in a sub folder created by Pyramix in the same location as the original file.

Custom (files are generated to the specified location). File(s) will be created in a user specified location. When this option is selected the **Browse...** button is available to open a file browser window to set the user defined path.

Mounting Rules

In addition to the general settings, Mounting Rules can be created to override the **Default decompression cache settings** for a specific Mounting location:



Mounting Rules dialog decompression rules section

Special rules for cache file decompression

Locally (by the original) File(s) will be created in the same location as the original file.

Sub-locally (by the original, in a \MTDXCache sub folder). File(s) will be created in a sub folder created by Pyramix in the same location as the original file.

Custom (files are generated to the specified location). File(s) will be created in a user specified location. When this option is selected the **Browse...** button is available to open a file browser window to set the user defined path.

Enable enables the rule.

Allow cache files mounting when ticked cache files can be mounted directly, otherwise they remain invisible.

Note: The Fire Command now acts like Double-Click when in Show Edit Mode and is mapped by default to the Space key. So:

- § In Edit Mode, Space toggles Audition / Stop.
- § In Show Mode, Space always Fires the Cue.
- § In Show Mode, Enter calls Fire Sequenced Cue ! (Fire and select Next).

Default Keyboard Shortcuts

Show

New Show	**CTRL + N**
Open Show	**CTRL + O**
Save Show	**CTRL + S**
Save Show As	**CTRL + A**
Init Show	**F1**
Start Show	**F2**
Pause Show	**F3**
Stop Show	**F4**
Consolidate Show	
View Show Properties	**SHIFT + P**
View Show Validator	
View Show Log	
View Show Control Toolbar	
View Audition Toolbar	
View Active Cue Window	
View Audio Control	
Exit	**CTRL + Q**

Cue List

New Standard Cue List	**CTRL + SHIFT + N**
New Timed Cue List	
New Hot Keys	
New Custom Keys	
New Browser	**CTRL + SHIFT + B**
New Hot Browser	
Open Cue List	**CTRL + SHIFT + O**
Save Cue List As	**CTRL + SHIFT + A**

Close Cue List	**CTRL + SHIFT + C**
Fire & Start	**F5**
Start	**F6**
Pause	**Shift + F7, F7**
Stop	**Shift + F8, F8**
Chase	
Toggle/Select Cue List	**TAB**
Toggle/Select Hot Key list	
Select Specific Cue List	**CTRL + Corresponding Hot Key** (**01 - 48**) (Either on PC keyboard or Hardware Remote)
View Cue List Properties	**CTRL + SHIFT + P**
View Fire Toolbar	
View Edit Toolbar	
Custom Keys Design Mode	**Ctrl + Shift + E**
Snap all Keys on Grid	
Reset all Keys Position	
Reset all Keys Size and Position	

Cue

Undo	**Ctrl + Z**
Cut	**CTRL + X**
Copy	**CTRL + C**
Paste	**CTRL + V**
Add Empty Cue	**Insert**
Load MTInterChange XML	
Load Audio File	
Remove	**Delete**
Edit	**Ctrl + E**
Replace Audio Media	
Audition	**Ctrl + Space, Ctrl + D**
Audition Start	
Audition Rewind	
Audition Stop	**Ctrl + Shift + F11, Ctrl + F11**
Audition Play/Pause	**Ctrl + F9, Ctrl + Shift + F9**
Audition Fast-Forward	
Audition End	
Audition Review Start	

Audition Review End	
Audition Jump Forward 1	**Ctrl + Right**
Audition Jump Forward 2	**Ctrl + Shift + Right**
Audition Jump Forward 3	**Ctrl + Shift + Alt + Right**
Audition Jump Back 1	**Ctrl + Left**
Audition Jump Back 2	**Ctrl + Shift + Left**
Audition Jump Back 3	**Ctrl + Shift + Alt + Left**
Move Down	**Ctrl + Down**
Move Up	**Ctrl + Up**
Nest	**Ctrl + Alt + Right**
Unnest	**Ctrl + Alt + Left**
Edit Cue Rules	**Ctrl + R**
Edit Audio Gain	**Ctrl + G**
View Cue Properties	**Ctrl + P**

Fire

Fire Sequenced Cue !	**Enter**
Previous Scene	**Left**
Next Scene	**Right**
Previous Cue	**Up**
Next Cue	**Down**
Fire Cue	**Space, Shift + F9, F9**
Pause Cue	**Shift + F10, F10**
Stop Cue	**Shift + F11, F11**
Stop All Cues	

Hot Key 01	**(Down)**	**1**
Hot Key 02	**(Down)**	**2**
Hot Key 03	**(Down)**	**3**
Hot Key 04	**(Down)**	**4**
Hot Key 05	**(Down)**	**5**
Hot Key 06	**(Down)**	**6**
Hot Key 07	**(Down)**	**7**
Hot Key 08	**(Down)**	**8**
Hot Key 09	**(Down)**	**9**
Hot Key 10	**(Down)**	**0**
Hot Key 11	**(Down)**	
Continues to:-		
Hot Key 48 (Down)		

Hot Key 01	**(Up)**	**1**
Hot Key 02	**(Up)**	**2**
Hot Key 03	**(Up)**	**3**
Hot Key 04	**(Up)**	**4**
Hot Key 05	**(Up)**	**5**
Hot Key 06	**(Up)**	**6**
Hot Key 07	**(Up)**	**7**
Hot Key 08	**(Up)**	**8**
Hot Key 09	**(Up)**	**9**
Hot Key 10	**(Up)**	**0**
Hot Key 11	**(Up)**	
Continues to:		
Hot Key 48	**(Up)**	

Trimmer

Nudge Cue In Less	
Nudge Cue In More	
Nudge Cue Out Less	
Nudge Cue Out More	
Nudge Fade In Less	
Nudge Fade In More	
Nudge Fade Out Less	
Nudge Fade Out More	
Nudge Cursor Less	
Nudge Cursor More	
Snap In To Cursor	
Nudge Out To Cursor	
Audition Review Start	
Audition Review End	

View

View Show Properties	**Shift + P**
View Show Validator	
View Show Log	
View Show Control Toolbar	
View Cue List Properties	**Ctrl + Shift + P**
View Cue List Fire Toolbar	
View Cue List Edit Toolbar	
View Cue Properties	**Ctrl + P**

View Audition Toolbar	
View Active Cue Window	
View Mixer	**Alt + M**
View Touch Controller	**Alt + C**

Settings

Settings	**Alt + G**
Keyboard Shortcuts	**Ctrl + K**

Help

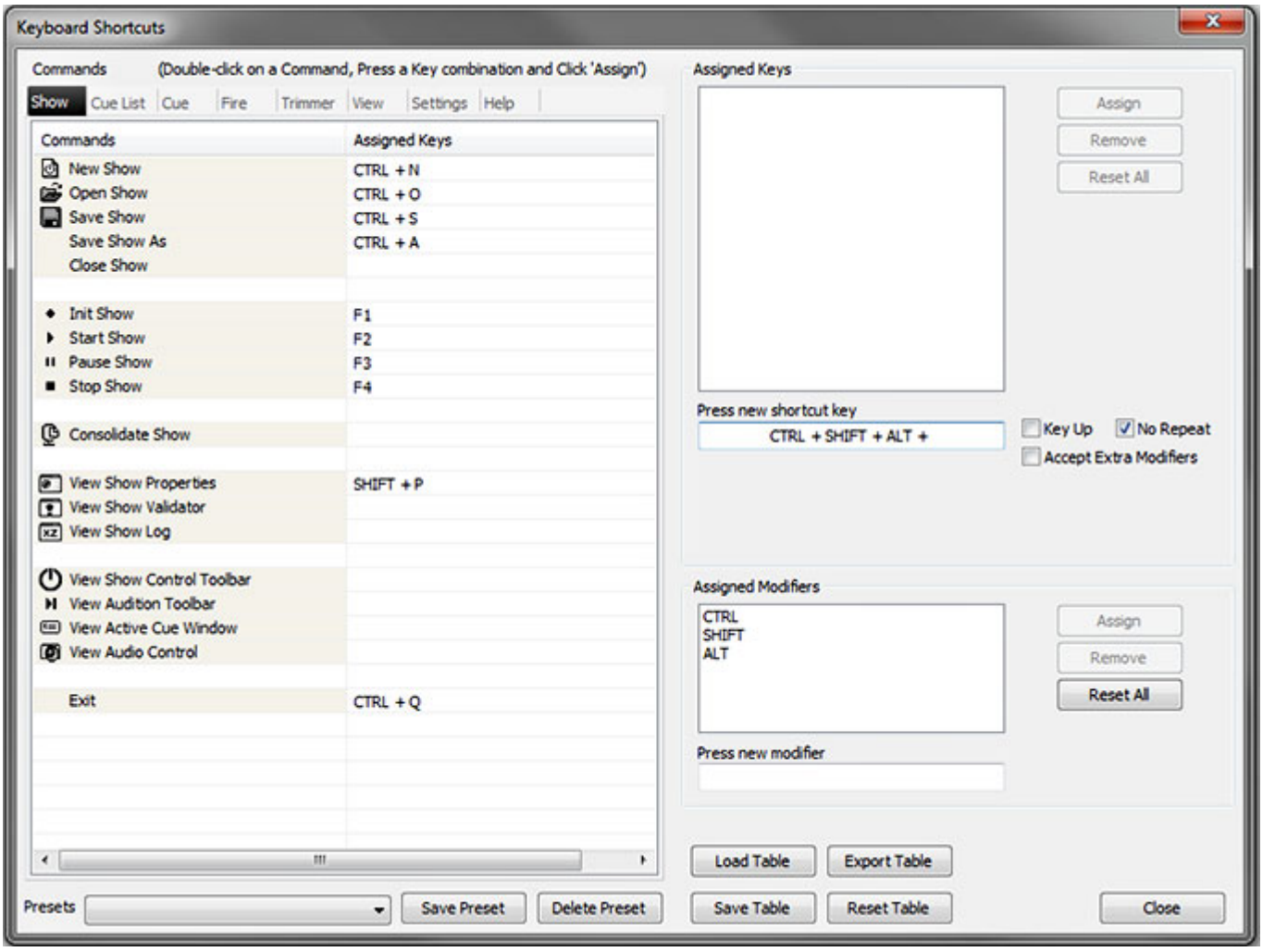
User Manual	**Ctrl + H**

Custom Keyboard Shortcuts

We strongly encourage you to learn the default Ovation keyboard shortcuts. However, if you wish to create your own **Keyboard Shortcuts** for Ovation functions this is how to do it.

To define your own **Keyboard Shortcuts**:

1. Choose **Settings > Keyboard Shortcuts**. This opens the **Keyboard Shortcuts** window.



Ovation Keyboard Shortcuts dialog

2. All menu **Commands** are grouped together into **Tabs** within this window. Select the **Tab** with whichever group of **Command** Functions you wish to add or change key assignments for.
3. Click on the appropriate **Command** so that it is highlighted.
4. Click in the **Press new shortcut key** box. The cursor will become a blinking bar.
5. Now press the desired **Key** or combination of **Key** and modifier (e.g. the **Ctrl**, **Shift**, **Alt**, etc.). These will appear in the **Press new shortcut key** box. Note that Pyramix will warn you if the chosen **Key** or combination is already assigned to another function.
6. Click the **Assign** button.
7. Continue assigning **Keys** to **Commands** until you are satisfied.
8. Any set of user defined **Keyboard Shortcuts** can be saved as a **Preset**. To do so, click the **Save Preset** button, then name the **Preset**. Similarly, to recall a previously saved **Preset**, click in the **Presets** box and select it from the pop-up list. Note that several common **Presets** are shipped with **Ovation**.The Table will be saved in the system for the user currently logged in and will not affect any other user.
9. A table can be Saved or Loaded to a file so it can be taken to an other system. Just Click on the Save Table or Load Table button.
10. A table can be exported as a Text File along with some comments about commands. This is very useful since it enables you to print it as a command reference guide with your own keyboard shortcuts.

Multiple Ovation Sequencers for Redundancy

Mirror All Commands to Remote Ovation Sequencers

he **Mirror All Commands to Remote Ovation Sequencers** setting can be found in **Settings > Application Settings** > **Controller > Remote Controlled Ovations**. When enabled (ticked) this option ensures that all commands issued by the local Ovation Sequencer with the mouse, keyboard shortcuts or touch screen (I.e. **NOT** with a hardware controller) are also sent to all the Remote Ovation Sequencers defined in the Controller Settings. This enables total redundancy to be achieved with another Ovation Sequencer running the same show on another machine on the network. If two machines on the network enable this option and both define the other one in their own **Controller Settings > Remote Ovation Sequencers** list, then either or both user interfaces can be operated during the Show and each Sequencer will be a mirror of the other. Multiple mirrors can be defined.

Remote Players and Controllers

Ovation Players

Apart from the main Ovation application a smaller application, the **OVPlayer** is also included in the package.

In most circumstances Ovation will either operate stand-alone or networked with other machines running further full iterations of Ovation. However, it is possible to have one master Ovation sequencer with one or more Ovation Players running on remote, networked machines. In this case one Ovation sequencer is the master and controls the others.

Ovation Controllers

Similar to the OVPlayer, OV Controllers can be run on remote machines. OV Controllers enable Ovation to be controlled by commands from external devices.

OV Player

The **OV Player** module is the mechanism for interpreting **Ovation Sequencer** instructions and playing back the correct Media files and outputting control protocols at the right time from local or network storage.

In **Show Mode** an **OV Player** on a networked PC or indeed several PCs running OV Player can be controlled by a single **Ovation** module. This powerful feature enables highly complex scenarios to be developed.

Each **Cue List** and indeed each individual **Cue** can have different **Default Output Players** defined which then override the **Show** defaults.

Only one **OV Player** can be running on any one machine at one time. The OV Player on the machine running the Ovation Show is part of the Ovation Sequencer. The separate **OV Player** application is provided for use on slave Player Machines.

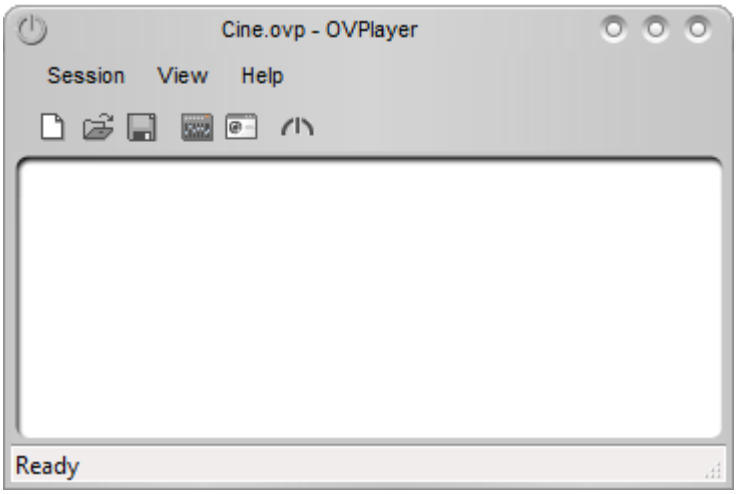
OV Player Files

OV Player files store player set-ups including audio mixer settings and have a **.ovp** file extension.

OV Player User Interface

Main Screen

When an OV Player is launched its Main window opens together with the audio **Mixer** window used most recently.



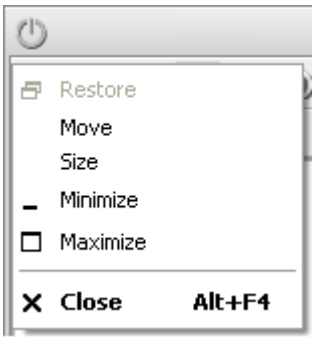
OV Player main Window

Note: The OV Player can be set to start minimized in the **View** menu.

OV Player Buttons and Toolbars



OV Logo button. Clicking on this drops down the Main window control menu:



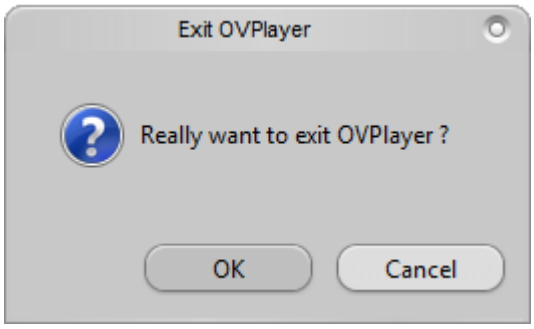
OV Player Window Control Menu

Controls are standard Windows items. At top right the three circular buttons are, from Left to Right:

Minimize Minimizes Main OV Player Window and the Mixer window (If open) to the Taskbar.

Maximize / **Restore** Toggles between Maximizing the Main OV Player Window and Restoring it to the size and position it occupied prior to being minimized / maximized

Close Opens the **Exit OV Player** dialog



Exit OV Player dialog

Click on **OK** to close the **OV Player** or **Cancel** to exit the dialog without closing **OV Player**.

Toolbars

All toolbars including the **Menu** toolbar can be made floating by clicking to the left of the first entry until the cursor changes to **Move** and dragging to a new location. If a floating Toolbar is dragged close to the edge of the Main Window it will snap to a docked configuration.



OV Player Toolbar

Opens a new, Untitled OV Player Session

Opens the **Open** Windows File Browser to enable an existing Session to be loaded

Saves the current Session. If this is Untitled, opens the **Save As** file browser

Toggles the **Mixer** window open / closed

Opens the **OV Player** Settings Window

Opens the **About OV Player** window (Will later also open this Guide)

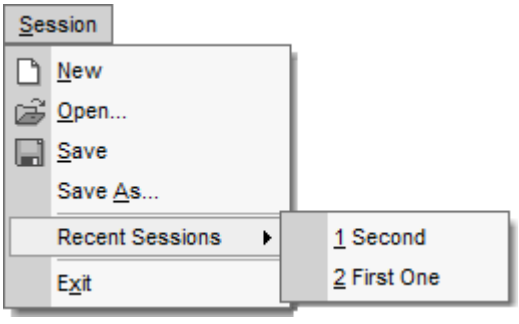
OV Player Menus



OV Player Menus

Clicking on **Session**, **View** or **Help** drops down the respective menu

Session

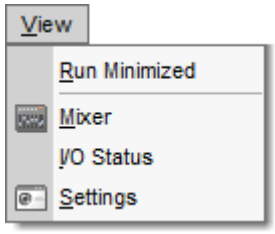


OV Player Session Menu

New **Ctrl+N** Opens a new, Untitled OV Player Session

Open	**Ctrl+O** Opens the **Open** Windows File Browser to enable an existing **Session** to be loaded
Save	**Ctrl+S** Saves the current **Session**. If this is Untitled, opens the **Save As** file browser
Save As...	Opens the **Save As** file browser
Recent Sessions	Drops down a list of recently opened **Sessions**
Exit	Quits the **OV Player** application

View

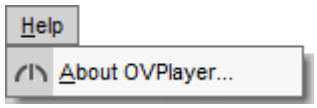


OV Player View Menu

Run Minimized	When ticked OV Player will subsequently open minimized in the Task Bar
Mixer	Toggles the **Mixer** window open / closed
View Player I/O Status	Toggle OV **Player I/O Status** window show/hide
Settings	Opens the **OV Player Settings** Window

Note: This is a restricted version of the **Settings** window accessible from the Ovation Sequencer Settings menu.

Help



OV Player Help Menu

	Opens the **About OV Player** window

OV Controller

This application module handles Ovation MIDI and GPI remote control **inputs**. I.e. control **OF** the Ovation sequencer(s) by external devices.

Exactly like the OVPlayer application it can be run on a remote computer.

Only one **OV Controller** can be running on an any one machine at one time.

Note: OVControllers control **Ovation** Sequencers which in turn can control remote **OVPlayers**.

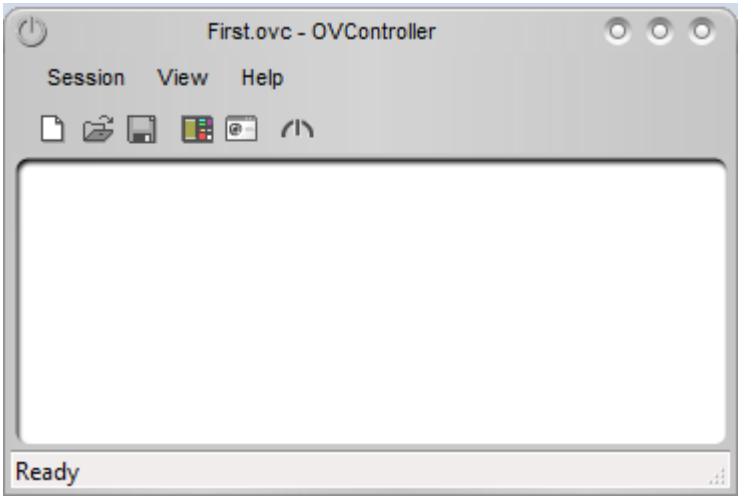
OV Controller Files

OV Controller files store controller set-ups and have a **.ovc** file extension.

OV Controller User Interface

Main Screen

When an OV Controller is launched its Main window opens: .



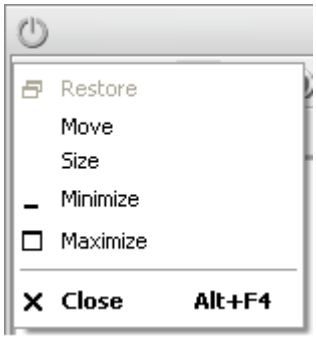
OV Controller main Window

Note: The OV Controller can be set to start minimized in the Controller **View** menu.

OV Controller Buttons and Toolbars



OV Logo button. Clicking on this drops down the Main window control menu:



OV Controller Window Control Menu

Controls are standard Windows items. At top right the three circular buttons are, from Left to Right:

Minimize Minimizes Main OV Controller Window to the Taskbar.

Maximize / **Restore** Toggles between Maximizing the Main OV Controller Window and Restoring it to the size and position it occupied prior to being minimized / maximized

Close Opens the **Exit OV Controller** dialog



Exit OV Controller dialog

Click on **OK** to close the **OV Controller** or **Cancel** to exit the dialog without closing **OV Controller**.

Toolbars

All toolbars including the **Menu** toolbar can be made floating by clicking to the left of the first entry until the cursor changes to **Move** and dragging to a new location. If a floating Toolbar is dragged close to the edge of the Main Window it will snap to a docked configuration.



OV Controller Toolbar

Opens a new, Untitled OV Controller Session

Opens the **Open** Windows File Browser to enable an existing Session to be loaded

Saves the current Session. If this is Untitled, opens the **Save As** file browser

Opens the **Touch Controller window**

Opens the **OV Controller** Settings Window

Opens the **About OV Controller** window

OV Controller Menus



OV Controller Menus

Clicking on **Session**, **View** or **Help** drops down the respective menu

Session

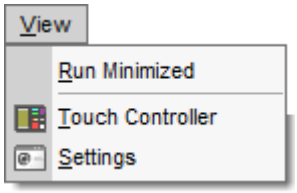


OV Controller Session Menu

New **Ctrl+N** Opens a new, Untitled OV Controller Session

Open	**Ctrl+O** Opens the **Open** Windows File Browser to enable an existing **Session** to be loaded
Save	**Ctrl+S** Saves the current **Session**. If this is Untitled, opens the **Save As** file browser
Save As...	Opens the **Save As** file browser
Recent Sessions	Drops down a list of recently opened **Sessions**
Exit	Quits the **OV Player** application

View

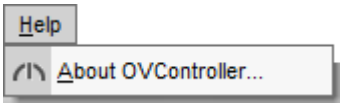


OV Controller View Menu

Run Minimized	When ticked OV Controller will subsequently open minimized in the Task Bar
Touch Controller	Toggles the **Touch Controller** window open / closed
Settings	Opens the **OV Controller Settings** Window

Note: This is a restricted version of the **Settings** window accessible from the Ovation Sequencer Settings menu.

Help



OV Controller Help Menu



Opens the **About OV Controller** window

Appendix I

OVController Commands

- Ovation can be remote controlled in two ways:
  - As a **Media Sequencer**: All features available in the user interface are remote controllable the same manner they are operated manually with the mouse from within the application. It's equivalent as remote controlling each buttons of the user interface.
  - As a **Media Server**: All Cues and Cue Lists can be remote controlled independently given their Cue List Number and/or Cue Number or Index. It's equivalent as remote controlling a pool of media independently of the Ovation user interface.
- - Both modes can be used at the same time. A remote controller can send some Media Sequencer commands and some Media Server commands anytime and transparently.
- - The charts in following pages show all available commands in both modes.
- **Appendix II on page 210** gives details on the Ovation Keyboard Commands mapping
- **Appendix III on page 213** gives details on MIDI / Midi Show Control Commands mapping
- **Appendix IV on page 221** gives details on DMX Commands mapping
- **Appendix V on page 222** gives details on GPI Commands mapping

Media Sequencer Mode available Commands:

Note: If the tables are difficult to read please zoom in.

Ovation Media Sequencer Commands	*Parameter 1*	*Parameter 2*	*Parameter 3*	*Parameter 4*
CueFire				
CueFireSequenced				
CuePause				
CueStop				
CueStopAll				
CueHotPress	Down = 1 / Up = 0			
CueAudition				
CueAuditionStart				
CueAuditionRewind				
CueAuditionStop				
CueAuditionPlayPause				
CueAuditionFastForward				
CueAuditionEnd				
CueAuditionReviewStart				
CueAuditionReviewEnd				
CueBrowse				
CueSelect	Cue # **	Cue Sub#1 **	Cue Sub#2 **	Cue Sub#3 **
CueSelectNext				
CueSelectPrev				
CueSelectNextScene				
CueSelectPrevScene				
CueListSelect	Cue List # *			
CueListSelectNext				
CueListSelectPrev				
CueListSelectToggle				
HotCueListSelect	Cue List # *			
HotCueListSelectNext				
HotCueListSelectPrev				
HotCueListSelectToggle				
CueListFireStart				
CueListStart				
CueListPause				
CueListStop				
CueListChase	On =1 / Off = 0			
CueListChaseToggle				
ShowInit				
ShowStart				
ShowPause				
ShowStop				
ShowReset				
OK				
Cancel				
SendModifierKey	Modifier Key Code ***	Down = 1 / Up = 0		
SendVirtualKey	Virtual Key Code ****	Down = 1 / Up = 0		
Undo				
Cut				
Copy				
Paste				
Save				
SetMasterOutputGain	Gain			
MuteMasterOutput	Mute = 1 / Unmute = 0			

Parameters details:

**** CueList #*** *Cue List Number as displayed in the Ovation Sequencer*

***** Cue #*** *If Cue Sub#1 equals OVCUEINDEX (-2) then Cue # is the Cue index in its Cue List*
Otherwise the Cue is identified with up to 3 nested levels using :
Cue#, Sub#1, Sub#2 and Sub#3.
Example: 1.1.2 or 3.4.2.5
Note: 1.2.0.0 = 1.2.-1.-1 = 1.2

****** Modifier Key:***

OVCCMK_CONTROL	*1*
OVCCMK_SHIFT	*2*
OVCCMK_ALT	*3*
OVCCMK_FADE	*2 (= OVCCMK_SHIFT)*
OVCCMK_RESET_PL	*4*
OVCCMK_PLAY_STC	*5*
OVCCMK_PLAY_PAL	*6*
OVCCMK_PLAY_DEF	*7*
OVCCMK_PLAY_DEF	*8*

******* Virtual Keys:*** *Any valid Windows Virtual Key Code*

Media Server Mode available Commands:

Ovation Media Server Commands	CueList / Cue Identification Parameters					Command Timing Parameters				Generic Parameters			
	CueList #	Cue #	CueSub #1	CueSub #2	CueSub #3	Time	TimeOffset	Fade	Progress Offset	Boolean	Integer	Floating Point	String
CueAddAudio	X	X	X	X	X						Audio Output Slot	Audio Gain	PathName URL
CueAddVideo	X	X	X	X	X								PathName URL
CueLoad	X	X	X	X	X								
CueUnload	X	X	X	X	X								
CueMakeReady	X	X	X	X	X								
CueFire	X	X	X	X	X	X	X	Fade In	X				
CueFireSequenced	X	X	X	X	X								
CuePause	X	X	X	X	X	X	X	Fade Out					
CueStop	X	X	X	X	X	X	X	Fade Out					
CueStopAll													
CueDim	X	X	X	X	X	X	X	Fade Out					
CueUnDim	X	X	X	X	X	X	X	Fade In					
CueHotPress	X	X	X	X	X					Pressed=1/Released=0			
CueAudition	X	X	X	X	X								
CueAuditionStart	X	X	X	X	X								
CueAuditionRewind	X	X	X	X	X								
CueAuditionStop	X	X	X	X	X								
CueAuditionPlayPause	X	X	X	X	X								
CueAuditionFastForward	X	X	X	X	X								
CueAuditionEnd	X	X	X	X	X								
CueAuditionReviewStart	X	X	X	X	X								
CueAuditionReviewEnd	X	X	X	X	X								
CueBrowse	X	X	X	X	X								
CueSelect	X	X	X	X	X								
CueSelectNext	X												
CueSelectPrev	X												
CueSelectNextScene	X												
CueSelectPrevScene	X												
CueListSelect	X												
CueListSelectNext													
CueListSelectPrev													
CueListSelectToggle													
HotCueListSelect	X												
HotCueListSelectNext													
HotCueListSelectPrev													
HotCueListSelectToggle													
CueListFireStart	X	X	X	X	X								
CueListStart	X												
CueListPause	X												
CueListStop	X												
CueListSetTime	X					X	X						
CueListChase	X									Chase Enabled = 1			
CueListChaseToggle	X												
ShowInit													
ShowStart													
ShowPause													
ShowStop													
ShowReset													
OK													
Cancel													
SendModifierKey										Pressed=1/Released=0	Modifier Key Code		
SendVirtualKey										Pressed=1/Released=0	Virtual Key Code		
Undo													
Cut													
Copy													
Paste													
Save													
SetMasterOutputGain												Gain	
MuteMasterOutput										Mute = 1 / Unmute = 0			

Parameters Explanation:

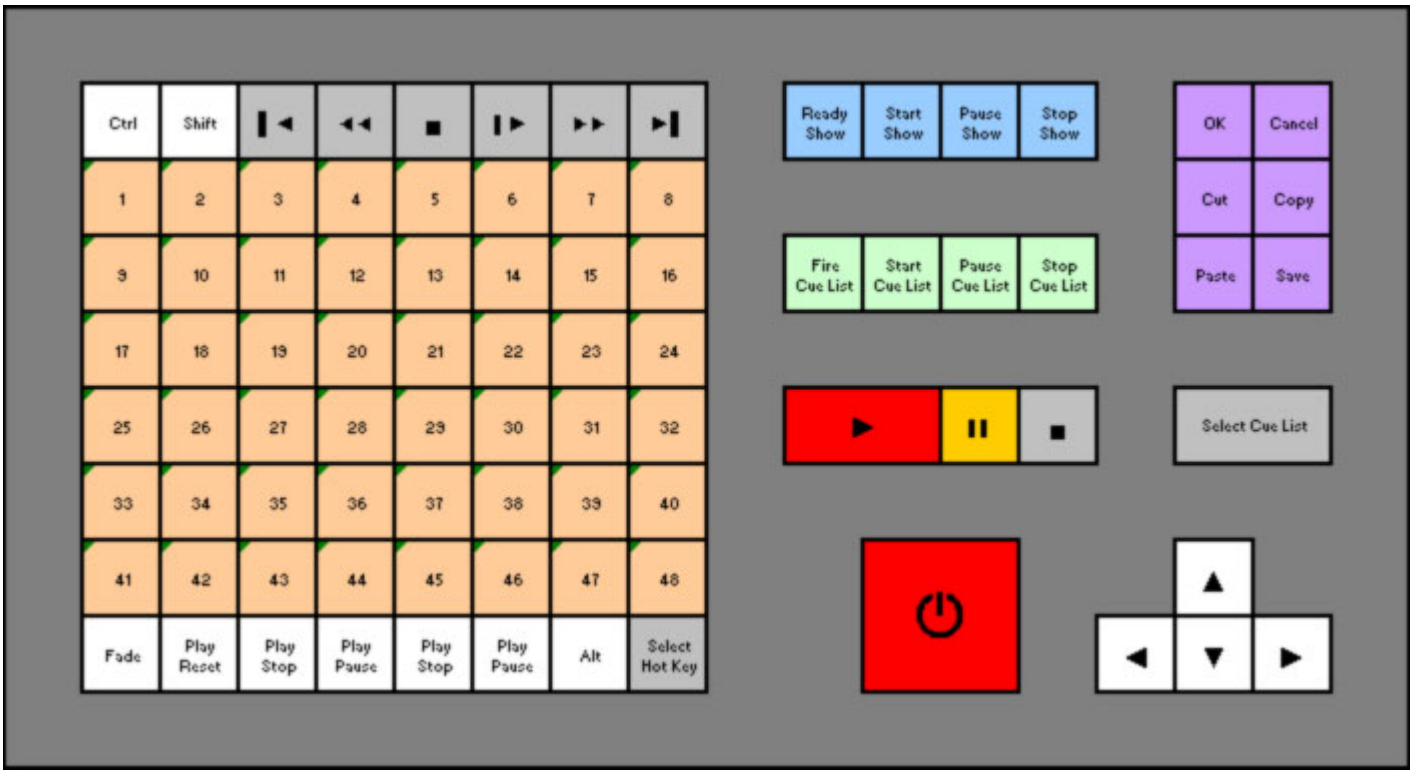
CueList #	*If CueList # equals OVSELECTED (-1) then the currently selected*	
	CueList in the Sequencer is used for the command	
	Otherwise the Cue List Number as displayed in the Ovation Sequencer	
Cue #	*If Cue # equals OVSELECTED (-1) then the currently selected Cue in the Sequencer is used for the command*	
	If Cue Sub#1 equals OVCUEINDEX (-2) then Cue # is the Cue index in its Cue List	
	Otherwise the Cue is identified with up to 3 nested levels using Cue#, Sub#1, Sub#2 and Sub#3.	
	Example: 1.1.2 or 3.4.2.5	
	Note: 1.2.0.0 = 1.2.-1.-1 = 1.2	
Time	*Absolute Time when the Command will be executed.*	
	This Time relates to the Show Time. (OV_INVALID_TIME means as soon as possible)	
TimeOffset	*Relative Time when the Command will be executed counting from when the command is issued*	
	(OV_INVALID_TIME means no offset)	
Fade	*Fade Time (OV_INVALID_TIME means the Fade Time defined in the Sequencer is used)*	
ProgressOffset	*Time from the beginning of the Cue to start playing the Cue when Fired*	
	(OV_INVALID_TIME means the Cue starts from its beginning)	
Modifier Key Code:	*OVCCMK_CONTROL*	*1*
	OVCCMK_SHIFT	*2*
	OVCCMK_ALT	*3*
	OVCCMK_FADE	*2 (= OVCCMK_SHIFT)*
	OVCCMK_RESET_PLAY	*4*
	OVCCMK_PLAY_STOP	*5*
	OVCCMK_PLAY_PAUSE	*6*
	OVCCMK_PLAY_DEPRESS_ST	*7*
	OVCCMK_PLAY_DEPRESS_PA	*8*
Virtual Key Code:	*Any valid Windows Virtual Key Code*	

Appendix II

The Ovation Keyboard Controller Commands Map

Keyboard Layout

Standard - General Purpose Mapping



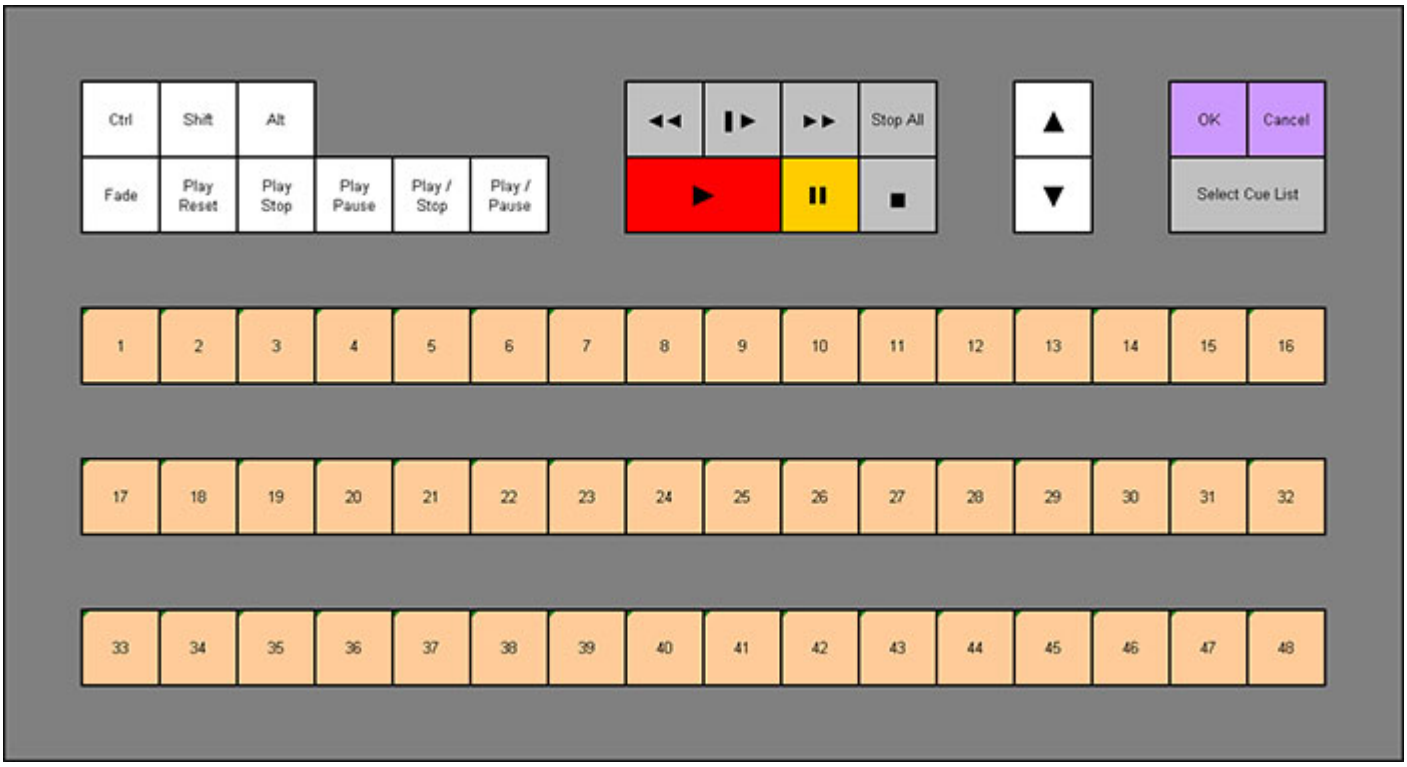
Big Red Button

In **Standard - General Purpose Mapping** mode there are two options for **Big Red Button** behavior. This is set in the **All Settings > Application Settings > Controller Units > Proprietary > OV Keyboard** page.

- **Fire Sequenced Cue** Fire the selected Cue and automatically select next Cue.
- **Fire Selected Cue** Fire the selected Cue only.

Note: This option only applies to the Ovation Keyboard in Multi-purpose (standard) mapping, and not to the Hot Keys mapping or to the Fire Button in Ovation UI.

Hot Keys Only Mapping



Note: The Ovation Keyboard does not map any Media Server Mode specific Commands.

Note: The keyboard keys can be changed easily with the key caps removal tool provided with the keyboard. All the key caps required for both keyboard layouts are supplied with the keyboard.

Changing Keyboard Mapping

To change the keyboard mapping between General Purpose and Hotkeys go to:

Settings > Application > Controller Units > Proprietary > OVKeyboard

Make sure that the **Enable** checkbox is ticked and choose the appropriate mapping with the radio buttons.

Ovation Keyboard Commands mapping

Ovation Media Sequencer Commands	*Mapped on Standard Keyboard*	*Mapped on Hot Keys Keyboard*	*Buttons*
			
CueFire	Yes	Yes	▶
CueFireSequenced	Yes	No	⏻
CuePause	Yes	Yes	❚❚
CueStop	Yes	Yes	■
CueStopAll	No	Yes	Stop All
CueHotPress	1 to 48	1 to 48	1 - 48
CueAudition	No	No	
CueAuditionStart	Yes	No	▌◀
CueAuditionRewind	Yes	Yes	◀◀
CueAuditionStop	Yes	No	■
CueAuditionPlayPause	Yes	Yes	▌▶
CueAuditionFastForward	Yes	Yes	▶▶
CueAuditionEnd	Yes	No	▶▌
CueAuditionReviewStart	Yes	No	▶
CueAuditionReviewEnd	Yes	No	◀
CueBrowse	No	No	
CueSelect	No	No	
CueSelectNext	Yes	Yes	▼
CueSelectPrev	Yes	Yes	▲
CueSelectNextScene	Yes	No	▶
CueSelectPrevScene	Yes	No	◀
CueListSelect	No	No	
CueListSelectNext	No	No	
CueListSelectPrev	No	No	
CueListSelectToggle	Yes	Yes	Select Cue List
HotCueListSelect	No	No	
HotCueListSelectNext	No	No	
HotCueListSelectPrev	No	No	
HotCueListSelectToggle	Yes	Yes	Select Hot Key
CueListFireStart	Yes	No	Fire Cue List
CueListStart	Yes	No	Start Cue List
CueListPause	Yes	No	Pause Cue List
CueListStop	Yes	No	Stop Cue List
CueListChase	No	No	
CueListChaseToggle	No	No	
ShowInit	Yes	No	Ready Show
ShowStart	Yes	No	Start Show
ShowPause	Yes	No	Pause Show
ShowStop	Yes	No	Stop Show
ShowReset	No	No	
OK	Yes	Yes	OK
Cancel	Yes	Yes	Cancel
SendModifierKey	Yes	Yes	Play Reset | Play Stop | Play Pause | Play Stop | Play Pause | Fade
SendVirtualKey	No	No	
Undo	No	No	
Cut	Yes	No	Cut
Copy	Yes	No	Copy
Paste	Yes	No	Paste
Save	Yes	No	Save
SetMasterOutputGain	No	No	
MuteMasterOutput	No	No	

Appendix III

MIDI and Midi Show Control

Midi Show Control Media Sequencer Mode Commands Mapping

Ovation Media Sequencer Commands	MCS Command	Cmd Param (Dec)	Cmd Param (Hex)	Comments
CueFire	**Fire**	8	8	
CueFireSequenced	**Fire**	9	9	
CuePause	**Fire**	10	A	
CueStop	**Fire**	11	B	
CueStopAll	**Fire**	12	C	
CueHotPress	**Fire**	48-95	30-5F	Even : Down - Odd : Up
CueAudition	**Fire**	32	20	
CueAuditionStart	**Fire**	33	21	
CueAuditionRewind	**Fire**	34	22	
CueAuditionStop	**Fire**	35	23	
CueAuditionPlayPause	**Fire**	36	24	
CueAuditionFastForward	**Fire**	37	25	
CueAuditionEnd	**Fire**	38	26	
CueAuditionReviewStart	**Fire**	39	27	
CueAuditionReviewEnd	**Fire**	40	28	
CueBrowse	**Fire**	41	29	
CueSelect				
CueSelectNext	**Fire**	42	2A	
CueSelectPrev	**Fire**	43	2B	
CueSelectNextScene	**Fire**	44	2C	
CueSelectPrevScene	**Fire**	45	2E	
CueListSelect	**Fire**			
CueListSelectNext	**Fire**	17	11	
CueListSelectPrev	**Fire**	18	12	
CueListSelectToggle	**Fire**	19	13	
HotCueListSelect	**Fire**			
HotCueListSelectNext	**Fire**	22	16	
HotCueListSelectPrev	**Fire**	23	17	
HotCueListSelectToggle	**Fire**	24	18	
CueListFireStart	**Fire**	26	1A	
CueListStart	**Fire**	27	1B	
CueListPause	**Fire**	28	1C	
CueListStop	**Fire**	29	1D	
CueListChase				
CueListChaseToggle	**Fire**	30	1E	
ShowInit	**Fire**	1	1	
ShowStart	**Fire**	2	2	
ShowPause	**Fire**	3	3	
ShowStop	**Fire**	4	4	
ShowReset	**Fire**	5	5	
OK	**Fire**	112	70	
Cancel	**Fire**	113	71	
SendModifierKey	**Fire**	96-111	60-6F	Even : Down - Odd : Up
SendVirtualKey				
Undo	**Fire**	114	72	
Cut	**Fire**	115	73	
Copy	**Fire**	116	74	
Paste	**Fire**	117	75	
Save	**Fire**	118	76	
SetMasterOutputGain				
MuteMasterOutput	**Fire**	119-120	7A-7B	Mute - Unmute

Midi Show Control Media Server Mode Commands mapping:

Ovation Media Server Commands	*MSC Command*
CueAddAudio	
CueAddVideo	
CueLoad	
CueUnload	
CueMakeReady	Load
CueFire	Go / Timed Go / Resume
CueFireSequenced	
CuePause	Stop
CueStop	Go Off
CueStopAll	
CueDim	
CueUnDim	
CueHotPress	
CueAudition	
CueAuditionStart	
CueAuditionRewind	
CueAuditionStop	
CueAuditionPlayPause	
CueAuditionFastForward	
CueAuditionEnd	
CueAuditionReviewStart	
CueAuditionReviewEnd	
CueBrowse	
CueSelect	
CueSelectNext	Standby +
CueSelectPrev	Standby -
CueSelectNextScene	Sequence +
CueSelectPrevScene	Sequence -
CueListSelect	Open Cue List
CueListSelectNext	
CueListSelectPrev	
CueListSelectToggle	
HotCueListSelect	
HotCueListSelectNext	
HotCueListSelectPrev	
HotCueListSelectToggle	
CueListFireStart	Go / Jam Clock
CueListStart	Start Clock
CueListPause	
CueListStop	Stop Clock
CueListSetTime	Zero Clock / Set Clock
CueListChase	MTC Chase On / Off
CueListChaseToggle	
ShowInit	
ShowStart	
ShowPause	
ShowStop	
ShowReset	Reset

Continued on next page

Ovation Media Server Commands	*MSC Command*
Cancel	
SendModifierKey	
SendVirtualKey	
Undo	
Cut	
Copy	
Paste	
Save	
SetMasterOutputGain	
MuteMasterOutput	All Off / Restore

Note: Ovation is compatible with the MSC data specification with the following limitation:

Sub-Cue (Child-Cue) level id is limited to 4
I.e. if 10.4.1.2.8.14 cue data is sent, Ovation will use the 10.4.1.2 cue identifier and Sub Cue id 8.14 will be ignored

Sub-Cue list level id is limited to 1 all Sub-Cue list id will be ignored
I.e. If 1.2 cue list data is sent, Ovation will use the first cue list identifier. In that case 1

Cue list 0 is not supported

Cue path data is ignored

General MIDI Media Sequencer Mode Commands Mapping

Note: If the tables are difficult to read please zoom in.

Ovation Media Sequencer Commands	Command	Data 1	Data 2	Comments
CueFire	Control Change	mappable		
CueFireSequenced	Control Change	mappable		
CuePause	Control Change	mappable		
CueStop	Control Change	mappable		
CueStopAll	Control Change	mappable		
CueHotPress	Control Change	mappable	0 = down otherwise up	
CueAudition	Control Change	mappable		
CueAuditionStart	Control Change	mappable		
CueAuditionRewind	Control Change	mappable		
CueAuditionStop	Control Change	mappable		
CueAuditionPlayPause	Control Change	mappable		
CueAuditionFastForward	Control Change	mappable		
CueAuditionEnd	Control Change	mappable		
CueAuditionReviewStart	Control Change	mappable		
CueAuditionReviewEnd	Control Change	mappable		
CueBrowse	Control Change	mappable		
CueSelect	Control Change	mappable	the Cue #	
CueSelectNext	Control Change	mappable		
CueSelectPrev	Control Change	mappable		
CueSelectNextScene	Control Change	mappable		
CueSelectPrevScene	Control Change	mappable		
CueListSelect	Control Change	mappable	the Cue List #	
CueListSelectNext	Control Change	mappable		
CueListSelectPrev	Control Change	mappable		
CueListSelectToggle	Control Change	mappable		
HotCueListSelect	Control Change	mappable	the Cue List #	
HotCueListSelectNext	Control Change	mappable		
HotCueListSelectPrev	Control Change	mappable		
HotCueListSelectToggle	Control Change	mappable		
CueListFireStart	Control Change	mappable		
CueListStart	Control Change	mappable		
CueListPause	Control Change	mappable		
CueListStop	Control Change	mappable		
CueListChase	Control Change	mappable	0 = Chase On otherwise Chase Off	
CueListChaseToggle	Control Change	mappable		
ShowInit	Control Change	mappable		
ShowStart	Control Change	mappable		
ShowPause	Control Change	mappable		
ShowStop	Control Change	mappable		
ShowReset	Control Change	mappable		
OK	Control Change	mappable		
Cancel	Control Change	mappable		
SendModifierKey	Control Change	mappable		
SendVirtualKey	Control Change	mappable		
Undo	Control Change	mappable		
Cut	Control Change	mappable		
Copy	Control Change	mappable		
Paste	Control Change	mappable		
Save	Control Change	mappable		
SetMasterOutputGain	Control Change	mappable	The master gain fader position 0 = Mute	
MuteMasterOutput	Control Change	mappable	0 = Unmute otherwise Mute	

Note: Data 1 is a range of values from 0 to 63

General MIDI Media Server Mode Commands Mapping

Ovation Media Server Commands	*GM Command*	*Data 1*	*Comments*
CueAddAudio			
CueAddVideo			
CueLoad			
CueUnload			
CueMakeReady			
CueFire	**Note On**	the Cue #	depends on the Note On option
CueFireSequenced			
CuePause	**Note Off**	the Cue #	depends on the Note Off and Note On option
CueStop	**Note Off**	the Cue #	depends on the Note Off and Note On option
CueStopAll			
CueDim			
CueUnDim			
CueHotPress	**Note On / Note Off**	the Cue #	depends on the Note On option
CueAudition			
CueAuditionStart			
CueAuditionRewind			
CueAuditionStop			
CueAuditionPlayPause			
CueAuditionFastForward			
CueAuditionEnd			
CueAuditionReviewStart			
CueAuditionReviewEnd			
CueBrowse			
CueSelect			
CueSelectNext			
CueSelectPrev			
CueSelectNextScene			
CueSelectPrevScene			
CueListSelect	**Program Change**	the CueList #	
CueListSelectNext			
CueListSelectPrev			
CueListSelectToggle			
HotCueListSelect			
HotCueListSelectNext			
HotCueListSelectPrev			
HotCueListSelectToggle			
CueListFireStart			
CueListStart			
CueListPause			
CueListStop			
CueListSetTime			
CueListChase			
CueListChaseToggle			
ShowInit			
ShowStart			
ShowPause			
ShowStop			
ShowReset			
OK			
Cancel			
SendModifierKey			
SendVirtualKey			
Undo			
Cut			
Copy			
Paste			
Save			
SetMasterOutputGain			
MuteMasterOutput			

The MIDI channel is the Cue list Id or is ignored and the Selected Cue List is targeted. An option is available.

MMC Media Sequencer Commands Mapping

Ovation Media Sequencer Commands	MMC Command	Cmd (Dec)	Cmd (Hex)	Comments
CueFire	Play / Deferred Play	2, 3	2, 3	
CueFireSequenced				
CuePause	Pause	9	9	
CueStop	Stop	1	1	
CueStopAll				
CueHotPress				
CueAudition				
CueAuditionStart				
CueAuditionRewind				
CueAuditionStop				
CueAuditionPlayPause				
CueAuditionFastForward				
CueAuditionEnd				
CueAuditionReviewStart				
CueAuditionReviewEnd				
CueBrowse				
CueSelect				
CueSelectNext	Fast Forward	4	4	
CueSelectPrev	Rewind	5	5	
CueSelectNextScene				
CueSelectPrevScene				
CueListSelect				
CueListSelectNext	Variable Play	69	45	positive value
CueListSelectPrev	Variable Play	69	45	negative value
CueListSelectToggle	Eject	10	A	
HotCueListSelect				
HotCueListSelectNext				
HotCueListSelectPrev				
HotCueListSelectToggle				
CueListFireStart				
CueListStart				
CueListPause				
CueListStop				
CueListChase				
CueListChaseToggle				
ShowInit				
ShowStart				
ShowPause				
ShowStop				
ShowReset				
OK				
Cancel				
SendModifierKey				
SendVirtualKey				
Undo				
Cut				
Copy				
Paste				
Save				
SetMasterOutputGain				
MuteMasterOutput				

GM Media Sequencer Commands Mapping

Ovation Media Sequencer Commands	*Command*	*Data 1*	*Data 2*	*Comments*
CueFire	**Control Change**	mappable		
CueFireSequenced	**Control Change**	mappable		
CuePause	**Control Change**	mappable		
CueStop	**Control Change**	mappable		
CueStopAll	**Control Change**	mappable		
CueHotPress	**Control Change**	mappable	0 = down otherwise up	
CueAudition	**Control Change**	mappable		
CueAuditionStart	**Control Change**	mappable		
CueAuditionRewind	**Control Change**	mappable		
CueAuditionStop	**Control Change**	mappable		
CueAuditionPlayPause	**Control Change**	mappable		
CueAuditionFastForward	**Control Change**	mappable		
CueAuditionEnd	**Control Change**	mappable		
CueAuditionReviewStart	**Control Change**	mappable		
CueAuditionReviewEnd	**Control Change**	mappable		
CueBrowse	**Control Change**	mappable		
CueSelect	**Control Change**	mappable	the Cue #	
CueSelectNext	**Control Change**	mappable		
CueSelectPrev	**Control Change**	mappable		
CueSelectNextScene	**Control Change**	mappable		
CueSelectPrevScene	**Control Change**	mappable		
CueListSelect	**Control Change**	mappable	the Cue List #	
CueListSelectNext	**Control Change**	mappable		
CueListSelectPrev	**Control Change**	mappable		
CueListSelectToggle	**Control Change**	mappable		
HotCueListSelect	**Control Change**	mappable	the Cue List #	
HotCueListSelectNext	**Control Change**	mappable		
HotCueListSelectPrev	**Control Change**	mappable		
HotCueListSelectToggle	**Control Change**	mappable		
CueListFireStart	**Control Change**	mappable		
CueListStart	**Control Change**	mappable		
CueListPause	**Control Change**	mappable		
CueListStop	**Control Change**	mappable		
CueListChase	**Control Change**	mappable	0 = Chase On otherwise Chase Off	
CueListChaseToggle	**Control Change**	mappable		
ShowInit	**Control Change**	mappable		
ShowStart	**Control Change**	mappable		
ShowPause	**Control Change**	mappable		
ShowStop	**Control Change**	mappable		
ShowReset	**Control Change**	mappable		
OK	**Control Change**	mappable		
Cancel	**Control Change**	mappable		
SendModifierKey	**Control Change**	mappable		
SendVirtualKey	**Control Change**	mappable		
Undo	**Control Change**	mappable		
Cut	**Control Change**	mappable		
Copy	**Control Change**	mappable		
Paste	**Control Change**	mappable		
Save	**Control Change**	mappable		
SetMasterOutputGain	**Control Change**	mappable	The master gain fader position 0 = Mute	
MuteMasterOutput	**Control Change**	mappable	0 = Unmute otherwise Mute	

Note: Data 1 is a range of values from 0 to 63

GM Media Server Commands Mapping

Ovation Media Server Commands	*GM Command*	*Data 1*	*Comments*
CueAddAudio			
CueAddVideo			
CueLoad			
CueUnload			
CueMakeReady			
CueFire	**Note On**	the Cue #	depends on the Note On option
CueFireSequenced			
CuePause	**Note Off**	the Cue #	depends on the Note Off and Note On option
CueStop	**Note Off**	the Cue #	depends on the Note Off and Note On option
CueStopAll			
CueDim			
CueUnDim			
CueHotPress	**Note On / Note Off**	the Cue #	depends on the Note On option
CueAudition			
CueAuditionStart			
CueAuditionRewind			
CueAuditionStop			
CueAuditionPlayPause			
CueAuditionFastForward			
CueAuditionEnd			
CueAuditionReviewStart			
CueAuditionReviewEnd			
CueBrowse			
CueSelect			
CueSelectNext			
CueSelectPrev			
CueSelectNextScene			
CueSelectPrevScene			
CueListSelect	**Program Change**	the CueList #	
CueListSelectNext			
CueListSelectPrev			
CueListSelectToggle			
HotCueListSelect			
HotCueListSelectNext			
HotCueListSelectPrev			
HotCueListSelectToggle			
CueListFireStart			
CueListStart			
CueListPause			
CueListStop			
CueListSetTime			
CueListChase			
CueListChaseToggle			
ShowInit			
ShowStart			
ShowPause			
ShowStop			
ShowReset			
OK			
Cancel			
SendModifierKey			
SendVirtualKey			
Undo			
Cut			
Copy			
Paste			
Save			
SetMasterOutputGain			
MuteMasterOutput			

Note: The MIDI channel is the **Cue list Id** or is ignored and the Selected Cue List is targeted. An option is available.

Appendix IV

DMX Commands

Under Construction

Appendix V

GPI Commands

Ovation Media Server Commands	GPI Media Server Mapping				
	Param 1	Param 2	Param 3	Param 4	Comments
CueAddAudio	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAddVideo	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueLoad	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueUnload	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueMakeReady	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueFire	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueFireSequenced	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CuePause	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueStop	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueStopAll					
CueDim	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueUnDim	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueHotPress	CueList #	Cue #	Cue Sub#1	0 = Down otherwise Up	
CueAudition	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionStart	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionRewind	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionStop	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionPlayPause	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionFastForward	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionEnd	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionReviewStart	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueAuditionReviewEnd	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueBrowse	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueSelect	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueSelectNext	CueList #				
CueSelectPrev	CueList #				
CueSelectNextScene	CueList #				
CueSelectPrevScene	CueList #				
CueListSelect	CueList #				
CueListSelectNext					
CueListSelectPrev					
CueListSelectToggle					
HotCueListSelect	CueList #				
HotCueListSelectNext					
HotCueListSelectPrev					
HotCueListSelectToggle					
CueListFireStart	CueList #	Cue #	Cue Sub#1	Cue Sub#2	
CueListStart	CueList #				
CueListPause	CueList #				
CueListStop	CueList #				
CueListSetTime	CueList #				
CueListChase	CueList #			Chase Off = 0 otherwise Chase On	
CueListChaseToggle	CueList #				
ShowInit					
ShowStart					
ShowPause					
ShowStop					
ShowReset					
OK					
Cancel					
SendModifierKey	Modifier Key Code	Release=0 otherwise Pressed			
SendVirtualKey	Virtual Key Code	Release=0 otherwise Pressed			
Undo					
Cut	CueList #				
Copy	CueList #				
Paste	CueList #				
Save					
SetMasterOutputGain	Gain [dB]				
MuteMasterOutput	Unmute = 0 otherwise Mute				

Parameters Explanation:		
CueList #	*If CueList # equals OVSELECTED (-1) then the currently selected CueList in the Sequencer is used for the command* *Otherwise the Cue List Number as displayed in the Ovation Sequencer*	
Cue #	*If Cue # equals OVSELECTED (-1) then the currently selected Cue in the Sequencer is used for the command*	
Modifier Key Code:	*OVCCMK_CONTROL*	*1*
	OVCCMK_SHIFT	*2*
	OVCCMK_ALT	*3*
	OVCCMK_FADE	*2 (= OVCCMK_SHIFT)*
	OVCCMK_RESET_PLAY	*4*
	OVCCMK_PLAY_STOP	*5*
	OVCCMK_PLAY_PAUSE	*6*
	OVCCMK_PLAY_DEPRESS_STOP	*7*
	OVCCMK_PLAY_DEPRESS_PAUSE	*8*
Virtual Key Code:	*Any valid Windows Virtual Key Code*	

Appendix VI

Mouse Modifier Keys

This table shows the valid modifier keys which can be used in conjunction with some mouse operations

Show Control

Under construction

Hot Key Mode

Click on a Cue Fire Button

Fire Cue following **Cue Properties Hot Key Mode**	None
Fire Cue following inverse of **Cue Properties Hot Key Mode** (for example **Toggle Play / Stop** becomes **Press Play / Release Stop**)	Ctrl
Force Stop	Alt
Add default Fade In and Out	Shift

Appendix VII

Web Server Commands

Please zoom in to view comfortably.

HTTP Media Sequencer Map

Definition of Commands and Parameters for controlling Ovation as a Media Sequencer through HTTP Commands

Ovation Media Sequencer Commands	*Command*	*Parameter 2*	*Parameter 3*	*Parameter 4*	*Parameter 5*
CueFire	<IP>:<Port>/Action?Command=Cue_Fire	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueFireSequenced	<IP>:<Port>/Action?Command=Cue_FireSequenced	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CuePause	<IP>:<Port>/Action?Command=Cue_Pause	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueStop	<IP>:<Port>/Action?Command=Cue_Stop	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueStopAll	<IP>:<Port>/Action?Command=Cue_StopAll				
CueHotPress	<IP>:<Port>/Action?Command=Cue_HotPress	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Pressed=1 or 0	
CueAudition	<IP>:<Port>/Action?Command=Cue_Audition	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CueAuditionStart					
CueAuditionRewind					
CueAuditionStop					
CueAuditionPlayPause					
CueAuditionFastForward					
CueAuditionEnd					
CueAuditionReviewStart					
CueAuditionReviewEnd					
CueBrowse					
CueSelect	<IP>:<Port>/Action?Command=Cue_Select	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CueSelectNext	<IP>:<Port>/Action?Command=Cue_Select_Next	&CueList=<CueList> (*)			
CueSelectPrev	<IP>:<Port>/Action?Command=Cue_Select_Prev	&CueList=<CueList> (*)			
CueSelectNextScene	<IP>:<Port>/Action?Command=Cue_Select_NextScene	&CueList=<CueList> (*)			
CueSelectPrevScene	<IP>:<Port>/Action?Command=Cue_Select_PrevScene	&CueList=<CueList> (*)			
CueListSelect	<IP>:<Port>/Action?Command=CueList_Select	&CueList=<CueList> (*)			
CueListSelectNext	<IP>:<Port>/Action?Command=CueList_Select_Next				
CueListSelectPrev	<IP>:<Port>/Action?Command=CueList_Select_Prev				
CueListSelectToggle	<IP>:<Port>/Action?Command=CueList_Select_Toggle				
HotCueListSelect	<IP>:<Port>/Action?Command=HotCueList_Select	&CueList=<CueList> (*)			
HotCueListSelectNext	<IP>:<Port>/Action?Command=HotCueList_Select_Next				
HotCueListSelectPrev	<IP>:<Port>/Action?Command=HotCueList_Select_Prev				
HotCueListSelectToggle	<IP>:<Port>/Action?Command=HotCueList_Select_Toggle				
CueListFireStart	<IP>:<Port>/Action?Command=CueList_FireStart	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CueListStart	<IP>:<Port>/Action?Command=CueList_Start	&CueList=<CueList> (*)			
CueListPause	<IP>:<Port>/Action?Command=CueList_Pause	&CueList=<CueList> (*)			
CueListStop	<IP>:<Port>/Action?Command=CueList_Stop	&CueList=<CueList> (*)			
CueListChase	<IP>:<Port>/Action?Command=CueList_Chase	&CueList=<CueList> (*)	&ChaseOn=1 or 0		
CueListChaseToggle	<IP>:<Port>/Action?Command=CueList_ChaseToggle	&CueList=<CueList> (*)			
CueListSetTime	<IP>:<Port>/Action?Command=CueList_SetTime	&CueList=<CueList> (*)	&Time=<n [ms]>		
ShowInit	<IP>:<Port>/Action?Command=Show_Init				
ShowStart	<IP>:<Port>/Action?Command=Show_Start				
ShowPause	<IP>:<Port>/Action?Command=Show_Pause				
ShowStop	<IP>:<Port>/Action?Command=Show_Stop				
ShowReset					
OK					
Cancel					
SendModifierKey					
SendVirtualKey					
Undo					
Cut					
Copy					
Paste					
Save					
SetMasterOutputGain	<IP>:<Port>/Action?Command=Master_OutputGain	&Gain=<n [dB]>			
MuteMasterOutput	<IP>:<Port>/Action?Command=Master_Mute	&Mute=1 or 0			

Parameter details:	
(*)	*Optional parameter*
<IP>	*IP Address of the machine running the Ovation Sequencer*
<Port>	*Port number as set in the Ovation All Settings > Controller Units > Proprietary > Web Server Page > HTTP Port*
<CueList>	*The Cue List Index (0 based, i.e. Cue List Number - 1)* *-1 indicates the currently selected Cue List (Default if the <CueList> parameter is not set)*
<Cue>	*The Cue Number, for example Cue=1.1.2 or Cue=3.4.2.5* *-1 indicates the currently selected Cue, for example Cue=-1 (Default if the <Cue> parameter is not set)* *-2 in the second sub digit indicates that the first digit is the Cue Index in the Cue List instead of the Cue Number, for example Cue=5.-2*
Time	*Absolute Time in [ms] when the Command will be executed. This Time relates to the Show Time.*
TimeOffset	*Relative Time in [ms] when the Command will be executed counting from when the command is issued*
Fade	*Fade Time in [ms]*
ProgressOffsetTime	*Time in [ms] from the beginning of the Cue to start playing the Cue when Fired*

HTTP Media Server Map

Definition of Commands and Parameters for controlling Ovation as a Media Server through HTTP Commands

Ovation Media Sequencer Commands	*Command*	*Parameter 2*	*Parameter 3*	*Parameter 4*	*Parameter 5*
CueAddAudio	<IP>:<Port>/Action?Command=Cue_Fire	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueAddVideo					
CueLoad					
CueUnload					
CueFire	<IP>:<Port>/Action?Command=Cue_Fire	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueFireSequenced	<IP>:<Port>/Action?Command=Cue_FireSequenced	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CuePause	<IP>:<Port>/Action?Command=Cue_Pause	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueStop	<IP>:<Port>/Action?Command=Cue_Stop	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueStopAll	<IP>:<Port>/Action?Command=Cue_StopAll				
CueDim	<IP>:<Port>/Action?Command=Cue_Dim	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueUnDim	<IP>:<Port>/Action?Command=Cue_UnDim	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Time=<n [ms]> (*)	&TimeOffset=<n [ms]> (*)
CueHotPress	<IP>:<Port>/Action?Command=Cue_HotPress	&CueList=<CueList> (*)	&Cue=<Cue> (*)	&Pressed=1 or 0	
CueAudition	<IP>:<Port>/Action?Command=Cue_Audition	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CueAuditionStart					
CueAuditionRewind					
CueAuditionStop					
CueAuditionPlayPause					
CueAuditionFastForward					
CueAuditionEnd					
CueAuditionReviewStart					
CueAuditionReviewEnd					
CueBrowse					
CueSelect	<IP>:<Port>/Action?Command=Cue_Select	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CueSelectNext	<IP>:<Port>/Action?Command=Cue_Select_Next	&CueList=<CueList> (*)			
CueSelectPrev	<IP>:<Port>/Action?Command=Cue_Select_Prev	&CueList=<CueList> (*)			
CueSelectNextScene	<IP>:<Port>/Action?Command=Cue_Select_NextScene	&CueList=<CueList> (*)			
CueSelectPrevScene	<IP>:<Port>/Action?Command=Cue_Select_PrevScene	&CueList=<CueList> (*)			
CueListSelect	<IP>:<Port>/Action?Command=CueList_Select	&CueList=<CueList> (*)			
CueListSelectNext	<IP>:<Port>/Action?Command=CueList_Select_Next				
CueListSelectPrev	<IP>:<Port>/Action?Command=CueList_Select_Prev				
CueListSelectToggle	<IP>:<Port>/Action?Command=CueList_Select_Toggle				
HotCueListSelect	<IP>:<Port>/Action?Command=HotCueList_Select	&CueList=<CueList> (*)			
HotCueListSelectNext	<IP>:<Port>/Action?Command=HotCueList_Select_Next				
HotCueListSelectPrev	<IP>:<Port>/Action?Command=HotCueList_Select_Prev				
HotCueListSelectToggle	<IP>:<Port>/Action?Command=HotCueList_Select_Toggle				
CueListFireStart	<IP>:<Port>/Action?Command=CueList_FireStart	&CueList=<CueList> (*)	&Cue=<Cue> (*)		
CueListStart	<IP>:<Port>/Action?Command=CueList_Start	&CueList=<CueList> (*)			
CueListPause	<IP>:<Port>/Action?Command=CueList_Pause	&CueList=<CueList> (*)			
CueListStop	<IP>:<Port>/Action?Command=CueList_Stop	&CueList=<CueList> (*)			
CueListChase	<IP>:<Port>/Action?Command=CueList_Chase	&CueList=<CueList> (*)	&ChaseOn=1 or 0		
CueListChaseToggle	<IP>:<Port>/Action?Command=CueList_ChaseToggle	&CueList=<CueList> (*)			
CueListSetTime	<IP>:<Port>/Action?Command=CueList_SetTime	&CueList=<CueList> (*)	&Time=<n [ms]>		
ShowInit	<IP>:<Port>/Action?Command=Show_Init				
ShowStart	<IP>:<Port>/Action?Command=Show_Start				
ShowPause	<IP>:<Port>/Action?Command=Show_Pause				
ShowStop	<IP>:<Port>/Action?Command=Show_Stop				
ShowReset					
OK					
Cancel					
SendModifierKey					
SendVirtualKey					
Undo					
Cut					
Copy					
Paste					
Save					

Parameters details:

(*)	*Optional parameter*
<IP>	*IP Address of the machine running the Ovation Sequencer*
<Port>	*Port number as set in the Ovation All Settings > Controller Units > Proprietary > Web Server Page > HTTP Port*
<CueList>	*The Cue List Index (0 based, i.e. Cue List Number - 1)* *-1 indicates the currently selected Cue List (Default if the <CueList> parameter is not set)*
<Cue>	*The Cue Number, for example Cue=1.1.2 or Cue=3.4.2.5* *-1 indicates the currently selected Cue, for example Cue=-1 (Default if the <Cue> parameter is not set)* *-2 in the second sub digit indicates that the first digit is the Cue Index in the Cue List instead of the Cue Number, for example Cue=5.-2*
Time	*Absolute Time in [ms] when the Command will be executed. This Time relates to the Show Time.*
TimeOffset	*Relative Time in [ms] when the Command will be executed counting from when the command is issued*
Fade, FadeIn, FadeOut	*Fade Time in [ms]*
ProgressOffsetTime	*Time in [ms] from the beginning of the Cue to start playing the Cue when Fired*
PathName	*URLs or PathNames can optionally be converted with escaped characters (for example White Spaces = %20)*

HTTP Request Response

Show Request Command:

<IP>:<Port>/Request?Show

JSON Response: *Comments*

```
{
        Host : "192.168.1.34:888",
        Show :
                {
                        Title : "Test.ovs",
                        PathName : "D:\Projects\Ovation\Test.ovs",
                        ShowTimeCueFireButtons : 0,
                        State : "Running",
                        ShowTime : "00:00:02",
                        TimeCodes :
                                [
                                        {
                                                Name : "LTC 1",
                                                Type : "Generator",
                                                TimeCode : "00:01:09:00"
                                        }
                                ,
                                        {
                                                Name : "MTC 1",
                                                Type : "Source",
                                                TimeCode : "00:00:00:00"
                                        }

                                ]
                        ,
                        CueLists :
                                [
                                        {
                                                Index : 0,
                                                Name : "Standard Cue List",
                                                Number : "1",
                                                Mode : 0,                                   Standard Cue List
                                                HotKeysColumns : -1,
                                                Selected : 1,
                                                HotSelected : 0,
                                                TitleColor : "60e6b4",
                                                Cues :
                                                        [
                                                                {
                                                                        Index : 0,
                                                                        Name : "11 Don't Kill It Carol",
                                                                        Number : "1",
                                                                        GoTime : "Invalid",
                                                                        Selected : 1,
                                                                        Length : "00:06:14",
                                                                        State : "Ready",
                                                                        StateBackgroundColor : "a495b2",
                                                                        StateBorderColor : "a495b2",
                                                                        Progress : 0,  Percent
                                                                        ProgressCounters : ""
                                                                }

                                                        ]

                                        }
                                ,
                                        {
                                                Index : 1,
                                                Name : "Timed Cue List",
                                                Number : "2",
                                                Mode : 1,                                   Timed Cue List
                                                HotKeysColumns : -1,
                                                Selected : 0,
                                                HotSelected : 0,
                                                CueListTime : "00:00:00",
                                                Chasing : 0,
                                                Running : 0,
                                                Paused : 0,
                                                TitleColor : "000000",
                                                Cues :
                                                        [
                                                                {
                                                                        Index : 0,
                                                                        Name : "Million Miles From Home",
                                                                        Number : "1",
                                                                        GoTime : 00:01:00:000,
                                                                        Selected : 1,
                                                                        Length : "00:03:58",
                                                                        State : "Asleep",
                                                                        StateBackgroundColor : "9f9b93",
                                                                        StateBorderColor : "9f9b93",
                                                                        Progress : 0,  Percent
                                                                        ProgressCounters : ""
                                                                }

                                                        ]

                                        }
                                ,
                                        {
```

Continued on next page:

```
                                                    Index : 2,
                                                    Name : "Hot Keys",
                                                    Number : "3",
                                                    Mode : 2,                                   Hot Keys Cue List
                                                    HotKeysColumns : -1,
                                                    Selected : 0,
                                                    HotSelected : 1,
                                                    TitleColor : "000000",
                                                    Cues :
                                                            [
                                                                    {
                                                                            Index : 0,
                                                                            Name : "Trust_Antisocial",
                                                                            Number : "1",
                                                                            GoTime : "Invalid",
                                                                            HotKeyNumber : 1,
                                                                            HotRectLeft : 8,
                                                                            HotRectRight : 207,
                                                                            HotRectTop : 8,
                                                                            HotRectBottom : 207,
                                                                            Selected : 1,
                                                                            Length : "00:04:32",
                                                                            State : "Ready",
                                                                            StateBackgroundColor : "b26f43",
                                                                            StateBorderColor : "b26f43",
                                                                            Progress : 0,  Percent
                                                                            ProgressCounters : ""
                                                                    }

                                                            ]

                                            }
                                    ,
                                            {
                                                    Index : 3,
                                                    Name : "Custom Cue List",
                                                    Number : "4",
                                                    Mode : 3,                                   Custom Keys Cue List
                                                    HotKeysColumns : -1,
                                                    Selected : 0,
                                                    HotSelected : 0,
                                                    TitleColor : "000000",
                                                    Cues :
                                                            [
                                                                    {
                                                                            Index : 0,
                                                                            Name : "19 Banquet",
                                                                            Number : "3.2",
                                                                            GoTime : "Invalid",
                                                                            CustomRectLeft : 60,
                                                                            CustomRectRight : 360,
                                                                            CustomRectTop : 40,
                                                                            CustomRectBottom : 140,
                                                                            CustomColor : "00cc99",
                                                                            CustomFont : "",
                                                                            CustomFontColor : "000000",
                                                                            Selected : 1,
                                                                            Length : "00:05:15",
                                                                            State : "Ready",
                                                                            StateBackgroundColor : "008e6b",
                                                                            StateBorderColor : "008e6b",
                                                                            Progress : 0,  Percent
                                                                            ProgressCounters : ""
                                                                    }

                                                            ]

                                            }

                                    ]
                            ,
                            ShowDirty : 1                                                       Show has changed
                                                                                                meaning that a Show Request
                                                                                                is required when received in a
                                                                                                Cues_Status response
                    }
}
```

Cues Status Request Command:

<IP>:<Port>/Request?Cues_Status

JSON Response: *Comments*

```
{
        Host : "192.168.1.34:888",
        Show :
                {
                        State : "Running",
                        ShowTime : "00:01:44",
                        TimeCodes :
                                [
                                        {
                                                Name : "LTC 1",
                                                Type : "Generator",
                                                TimeCode : "00:01:09:00"
                                        }
                                        ,
                                        {
                                                Name : "MTC 1",
                                                Type : "Source",
                                                TimeCode : "00:00:00:00"
                                        }

                                ]
                        ,
                        CueLists :
                                [
                                        {
                                                Index : 0,
                                                Name : "Standard Cue List",
                                                Number : "1",
                                                Mode : 0,
                                                Selected : 1,
                                                HotSelected : 0,
                                                TitleColor : "60e6b4",
                                                Cues :
                                                        [
                                                                {
                                                                        Index : 0,
                                                                        Selected : 1,
                                                                        Length : "00:06:14",
                                                                        State : "Playing",
                                                                        StateBackgroundColor : "45b259",
                                                                        StateBorderColor : "45b259",
                                                                        Progress : 6,  Percent
                                                                        ProgressCounters : "00:00:23 - 00:05:50"
                                                                }

                                                        ]

                                        }
                                        ,
                                        {
                                                Index : 1,
                                                Name : "Timed Cue List",
                                                Number : "2",
                                                Mode : 1,
                                                Selected : 0,
                                                HotSelected : 0,
                                                CueListTime : "00:00:00",
                                                Chasing : 0,
                                                Running : 0,
                                                Paused : 0,
                                                TitleColor : "000000",
                                                Cues :
                                                        [
                                                        ]

                                        }
                                        ,
                                        {
                                                Index : 2,
                                                Name : "Hot Keys",
                                                Number : "3",
                                                Mode : 2,
                                                Selected : 0,
                                                HotSelected : 1,
                                                TitleColor : "000000",
                                                Cues :
                                                        [
                                                        ]

                                        }
                                        ,
                                        {
                                                Index : 3,
                                                Name : "Custom Cue List",
                                                Number : "4",
                                                Mode : 3,
                                                Selected : 0,
                                                HotSelected : 0,
                                                TitleColor : "000000",
                                                Cues :
                                                        [
                                                        ]

                                        }
                                ]
                        ,
                        ShowDirty : 0
                }
}
```

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MERGING
AUDIO FOR THE NETWORKING AGE

