

Right Click on Playlist to open Maintain(Edit) Cue dialog box, to add a New Cue or Edit a Cue Name or Number and Trigger details.

0002.20

PlayList shows Cue Trigger types and values separately for each Cue as follows:

TimeLine -- 23.5(seconds)

Timecode -- HH:MM:SS SMPTE

MIDI Program -- P:12(ch): 11(number)

MIDI Note -- N:9(ch):54(number)

RS232 Hex -- 3E4D(0F, ab)

Cue No	Cue Name
0002.00	Cocktail Pa
0002.10	Cocktail Pa
0003.00	Static 1
0004.00	Static 2
0005.00	Dual Static
0005.10	Single mov
0005.20	Dual movin
0005.30	Distant effe
0005.40	
0006.00	Galloping Castonets
0006.10	Galloping hets simpl

Cue No	Current Cue
0005.00	Dual Static

Maintain Cue

Cue No: 0002.10 Name: Cocktail Party 2

Trigger: Time Link Time Code MIDI Prog MIDI Note RS232

TimeLine value (Seconds): 00:06:01:01

MIDI Program and Channel No: P:12:11

Notes: Two voices routed to SEPARATELY to Mid Left and Mid Right speakers only. Shows ease in understanding different

Buttons: Done, Cancel

Enter Cue Number and Name.

Press one of these buttons to select Input Trigger Type, and enter Value immediately below. Options are:

TimeLine value (Seconds)

Timecode value (HH:MM:SS:FF)

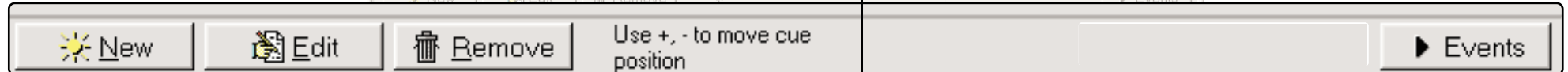
MIDI Program and Channel No,

MIDI Note and Channel No,

RS232 Hex Command String.

IMPORTANT:

Hit Done to confirm new Cue Triggers, which will then appear on the Playlist.



Hit New to add a new Cue or Edit to edit current Cue or Remove to delete current Cue. Same as right-clicking on the PlayList, brings up Maintain Cue dialogue box.

IMPORTANT:

Only current Cue can be edited, and/or New Cue becomes current after hitting DONE in Edit Cue dialogue box.

Disable Triggers and Events (on Toolbar) and go Offline (Toolbar) to Edit Cue without affecting input Triggers, output Events, or audio.

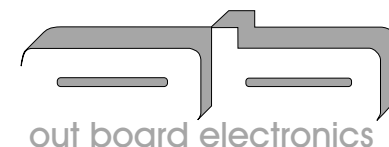
Enter Notes for this Cue, which will preview on PlayList Notes section whenever that Cue is highlighted.




TiMax[®]

Playlist Cue Triggers

Details, Interfacing and Tips:





☒ To enable external MIDI, SMPTE, RS232 etc input Triggers to activate these cues, press the Triggers Enable button on  the toolbar.

NB: Internal TimeLine Triggers are considered as "input" Triggers, so are enabled by the Triggers Enable button also.

TIP:
To practice input Triggers and/or Cue output Events "offline", press the **OFFLINE** button so that input Triggers Cue and/or output Events can happen without playing the TiMax audio part of the Cue.



TIP:
To practice Cue input Triggers or internal TimeLine control without output Events being activated, disable the Events Enable button on the  Toolbar.

TIP:
To practice Cue output Events without any input Triggers or internal TimeLine interfering, disable the Triggers Enable button on  the Toolbar.

☒ Prepare your PlayList in advance of programming by entering and naming a bunch of New Cues, up to 9999.99.


Cue number intervals can be as large as you like to leave gaps for other Cues (e.g. 0010:00, 0020.00 etc).

TIP:
Use the first field of the Cue number (e.g. 0012.00) to enter New Cue numbers).

TIP:
To insert New Cues between these afterwards, use the second field, (e.g. 0012.01, 0012.02, etc)

TIP:
You can move Cues up and down the Playlist by re-numbering them.

☒ For MIDI and SMPTE input Triggers (and output Events) a MIDIMAN WINMAN 4x4 card or other compatible card needs to be installed in an ISA-compatible card slot in the PC.

Go to Tools / Configuration / "MIDI-MTC" to select and Enable the MidiMan WinMan 4x4 for MIDI and SMPTE/MTC input Triggers (also for Cue output Events*). Out Board can supply a MidiMan WinMan 4x4 card, please ask  the local Distributor.

RS232 HEX COMMAND STRING Triggers can be received from up to four RS232 Serial ports installed in the PC.

TIP:
Consult the Device manufacturer's data to find out what Hex strings it sends out to control TiMax.

☒ Entering an internal TimeLine Trigger in seconds sets the time that Cue will be triggered automatically after the previous Cue was triggered.

Cues can be Triggered as an internal Timeline sequence, e.g. 30 seconds after the first cue, then 48 seconds after the next, and so on, and the first Cue can be manually or externally Triggered.

TIP:
A sequence of multiple TimeLine-triggered Cues can be looped by setting (in the Events screen) the last Cue to output a SMPTE Event timecode value that matches a SMPTE value set (in Edit Cue) as an input Trigger for the first Cue.

☒ Each Cue can also send out a number of output Events, in similar trigger formats as above, with every Cue Event being able to output its own unique set of MIDI, SMPTE, RS232, Relay Closure, CD, .WAV etc Events simultaneously. (See TiMax - EVENTS SCREEN - Quick Reference Guide for detail on how to set up Cue output Events).

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