

PlayList showing Cues BEFORE current Cue

Cue Number and Name. Right Click to add a New Cue or Edit a Cue Name or Number and input Trigger details.

Current Cue is shown in BLUE

PlayList Showing Cues AFTER current Cue

Hit the numeric keypad Enter to manually trigger current Cue, or highlight any Cue and double-click

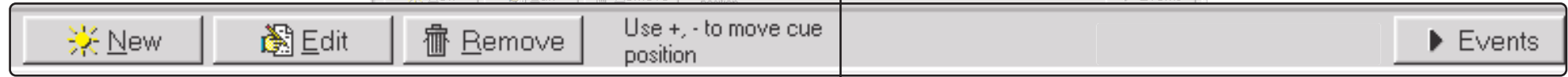
Cue No	Cue Name	Trigger
0002.10	Cocktail Party 2	
0002.20		
0003.00	Static 1	
0004.00	Static 2	
0005.00	Dual Static	N:1:61
0005.10	Single moving effect	
0005.20	Dual moving effect	03:19:04
0005.30	Distant effect	04:05:18
0005.40		
0006.00	Galloping Castonets	
0006.10	Galloping 'nets simple	

SMPTE/MTC Timecode Input Reader Display

CD Tracks for this Cue, programmed in Events

Status of audio Fades and pan Effects for this Cue, programmed in Effects Screen

Text Notes for this Cue, entered in Edit Cue



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 Edit 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,


Input Trigger Type and Value, entered in Edit Cue. Shows MIDI Channel and Program or Note Number, SMPTE Timecode value, internal TimeLine value or Hex Command String. Entered in Edit Cue

Flips you to the Events Screen



Playlist Screen

Details, Interfacing and Tips:

☒ To enable these Cues to trigger output Events, press the Event Enable button  on the toolbar.


Each Playlist Cue can simultaneously output all of these Event formats at the same time with different times, values, durations etc as programmed on the Events screen. 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 Cue output Events and/or input Triggers "offline", press the OFFLINE button



so that Cue output Events and/or input Triggers can happen without playing the TiMax audio part of the Cue.

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

TIP: To practice Cue input Triggers or internal TimeLine control without output Events being activated, disable the Events 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 (or other) 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.

TIP: MIDI Device names can be entered in the Show Setup screen (See TiMax - SHOW SETUP SCREEN - Quick Reference Guide for how to enter MIDI Device Names).

☒ 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.

(See TiMax - PLAYLIST SCREEN: CUE TRIGGERS - Quick Reference Guide for more detail on how to set up input and TimeLineTriggers.)

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.

☒ RS232 HEX COMMAND STRING Events can be output 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.

☒ Each Cue can send out a number of output Events, Using any combination of MIDI, SMPTE, RS232, Relay Closure, CD, WAV. etc formats simultaneously.

(See TiMax Quick Reference Guide - EVENTS SCREEN for detail on how to set up Cue output Events).



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