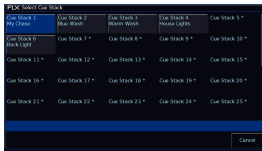


In the Cue Settings window, pressing the Macros... button gives you the option to Trigger a playback, Release a playback, or run a Macro, when the cue is executed.



Triggering/Releasing Playbacks

To Trigger or Release a playback, click "Add" next to either "Trigger Cue Stacks" or "Release Cue Stacks". You will then see all of your programmed playbacks, displayed as tiles on screen, with their playback names shown.

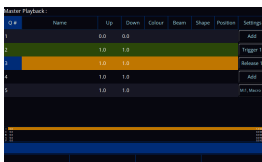
Programmed playback buttons will also be flashing, and so you can tap the playback you need onscreen, or tap the button of the playback you require. Unprogrammed playbacks will be indicated with an asterisk (*). Tap Cancel to go back to the Cue Macros window.

Chases will be highlighted blue, as chases are the most common playback to be triggered from a cue. For example, if you want a chase on cue 20, you could create that chase on a separate playback, and then trigger it from Cue 20 in your Master Playback. You could then release it in cue 21, so that it only runs over the top of cue 20 if required.

[Click here to find out more about Chases](#)

When a playback is triggered from a cue, the triggered playback's intensity will fade up over the fade time of the cue that triggered it, once the cue's Up Delay time has completed. The triggered playback's attributes will fade in over its own cue time. The attribute transition will not be governed by the Master Playback.

When a playback is released from a cue, the released playback's intensity will fade down over the fade time of the cue that released it, once the cue's Down Delay time has completed. The released playback's attributes will release as soon as the fixtures have faded out.



When a playback is chosen to be triggered or released by a cue, the Settings button for the cue in the Cues window will then display "Trigger x" or "Release x", where x is the playback number to be triggered/released.



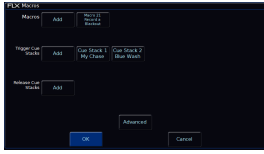
Triggering Macros

To run a macro, click "Add" next to "Macros". You will then be shown all of your macros as tiles on screen, for you to click the one you require.

Fixture macros will be shown in [square brackets], and cannot be

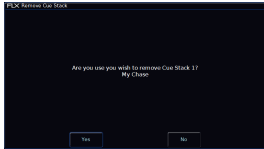
chosen. Unprogrammed macros will be indicated with an asterisk (*).

When a macro is configured to be run by a cue, the Settings button for the cue in the Cues window will then display "M:x, Macro x", where x is the macro number.



Cue Macros Window

After choosing the playback or macro, you will be taken back to the Cue Macros window. If you wish to add another playback or macro, simply click Add again.



To remove a macro or playback from the Cue Macros window, simply tap the macro or playback you wish to remove, and then confirm the action.

Advanced



The final option in the Cue Macros window is Advanced. This allows for macros to be typed in using the on-screen keyboard or external keyboard. As you start to type into the text field, the console will suggest commands, or warn you of invalid commands.

The following commands can be used:

- Gx Trigger Playback x
- Sx Pause Playback x
- Rx Release Playback x
- Tx/y Trigger Playback/Cue
- Nx/y Make Playback/Cue Next
- Mx Macro x
- DMx Don't Move - follow with required attribute letters

If more than one of these is needed for a cue, use a colon : as a delimiter between each command.

Sometimes it is useful to record completely blank cues, that control no lights themselves, but trigger other playbacks or macros. This means that all methods of triggering cues, such as MIDI, can be used to trigger macros.