



Naming Cues

Naming is really important, to ensure you know what a cue will do when output. You could name the cue with a brief description of what the cue does, or more commonly in theatrical shows, you could name the cue with a description of when the cue should be triggered. For example, a line in the script, or when a performer does something on stage.

To name a cue, double touch/click the “Name” cell in the Cues Window. An onscreen keyboard will be displayed to name the cue. An external keyboard can also be used.

FLX users can also navigate the Cues window like a spreadsheet, meaning you can use the arrows keys to navigate to the name field you require, and then press **Enter** .

Naming cues with syntax

FLX users can use the following commands to name a cue:

Name **5** **Enter**

Name 5

This will name cue 5 within the playback you are currently viewing.

Name **5** Playback button 3

Name 5

This will name cue 5 within Playback 3.

Once again, an onscreen keyboard will then be displayed to type the cue’s name. Press Enter or OK to confirm.

Rather than recording the cue, and then naming them afterwards, you can name the cue at the point of recording it. This is done by using the normal Record syntax, however by pressing **Name** instead of **Enter** :

Record **Name**

This will record the next available cue, within the playback you are currently viewing, and allow you to name it.

Record **5** **.** **5** **Name**

This will record cue 5.5, within the playback you are currently viewing, and allow you to name it.



Naming Playbacks

Playbacks can be named, by opening the playback's settings, tapping Advanced, and then giving the playback a name. The playback settings can be opened by pressing and holding Setup, and tapping the playback's button. This name is then displayed in the Faders window, allowing you to very quickly see which playback fader does what.

On FLX, playbacks can be named by tapping Name, and then tapping the button of the playback you wish to name.