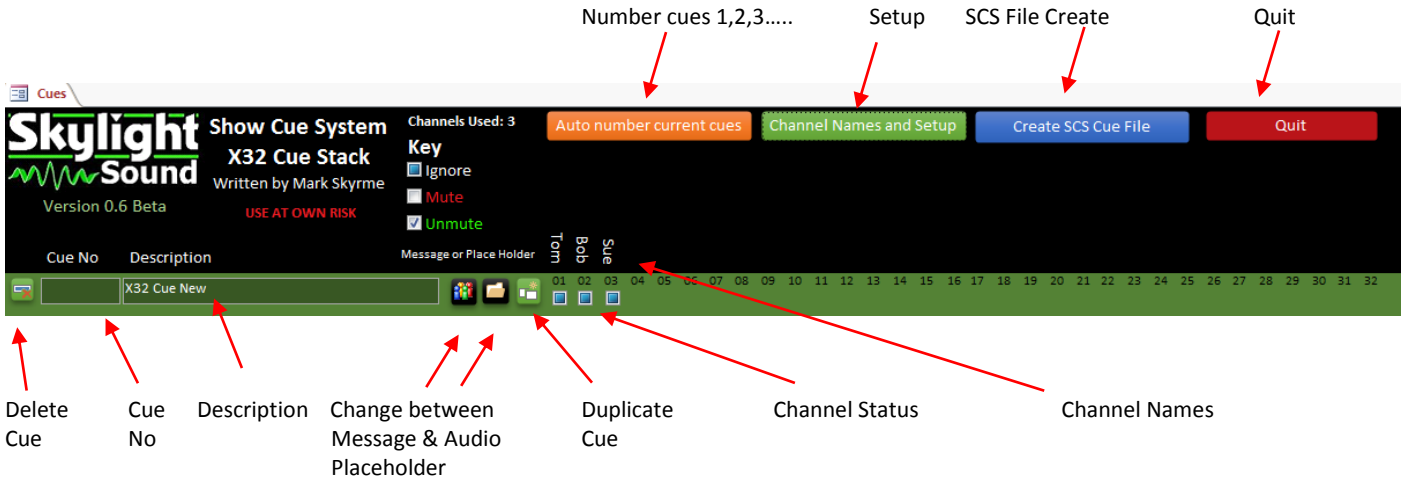


Show Cue System X32 Cue Stack

Written by Mark Skyrme
 Version 0.6 (Beta) – February 2018
Use of this system is at owners risk



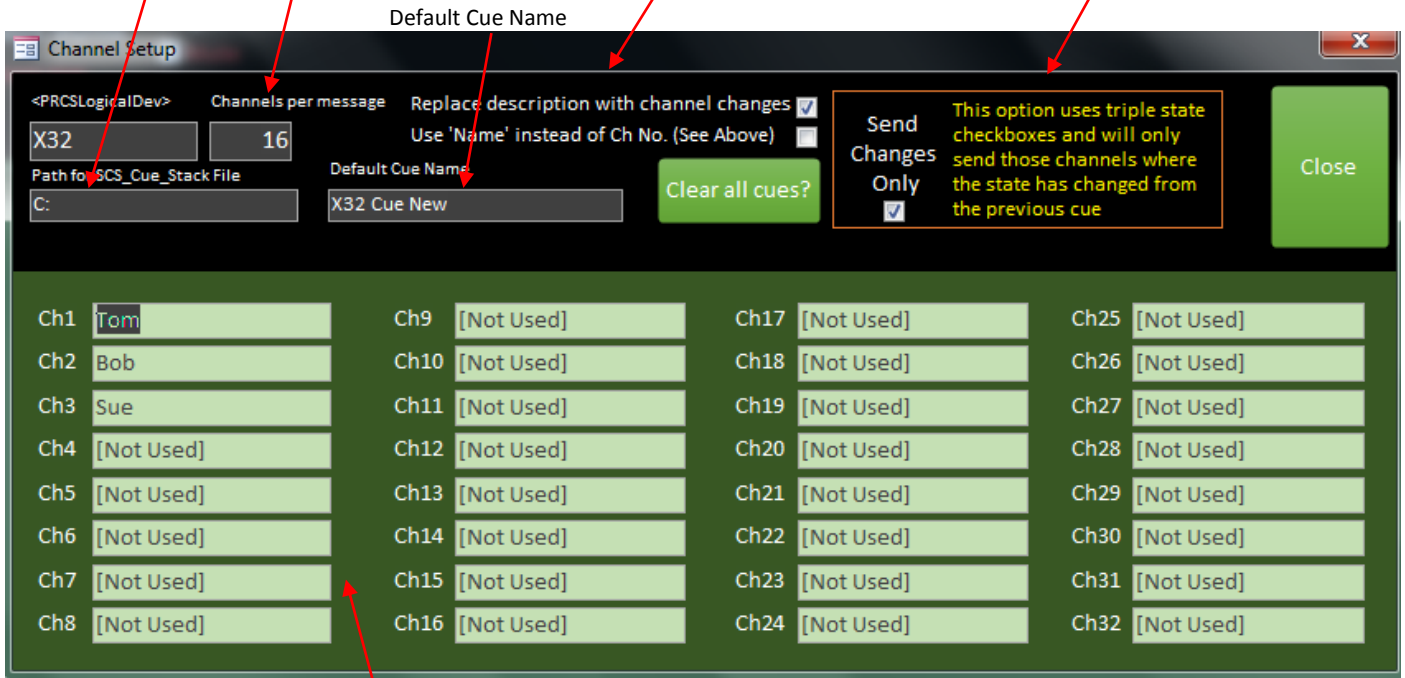
Channel Names and Setup - Screen

Location for the saving of the SCS Cue Stack File (Do not include '\ ' at end of the filename)

SCS has limit of 16 per sub cue You can decide the maximum messages per sub cue (1-16)

Use the description field to automatically be populated with the channel changes (ie: Mute 1 2 / Unmute 3 5) You can also choose channel no or name

As described



Channel Names: *Blank fields will be replaced with [Not Used]*

Creating Cues

Use of the system is simple once set up. Simply click the appropriate check boxes to alter the state of the channel.

Once you have created your cue stack, create the SCS_Cue_Stack file. The file will be called SCS_Cue_Stack_ddmmyy-hhmmss.SCS11 (where ddmmyy-hhmmss is a timestamp for reference)

NEXT: Importing into SCS

Importing into SCS

Load SCS and the file you are wanting to import the cue into. It is assumed you have already configured the master SCS file with the appropriate settings for controlling your X32.

Select Editor, then from the Cues menu "Import Cues from another SCS file...". Browse to the saved SCS_Cue_Stack file saved earlier and click 'open'.

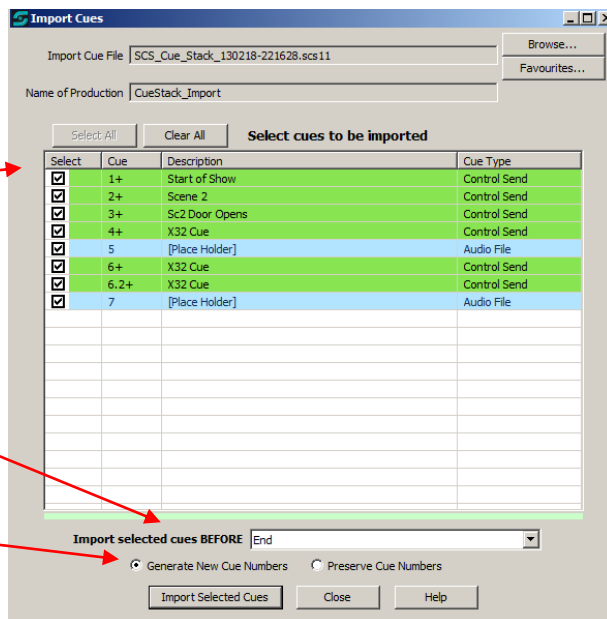
You will receive a message warning you "no device map found", just click ok for that and the cues created in the Cue Stack system will show.

You can now import all the cues or select certain files.

Remember to choose the location for the files be imported within the cue list

Also choose if you want to generate new cue numbers of preserve the ones you created.

Finally click **Import Selected Cues**



Job Done! You can now make any further adjustments direct in SCS11 or make other another SCS_Cue_Stack file and only import specific cues into the system.