

Cue Player Pro

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Introduction

Cue Player Pro is the next step up from the free version. It has more features than the free, but pales in comparison to the Premium version. If your sound control needs are simple, then Pro may be an inexpensive alternative.

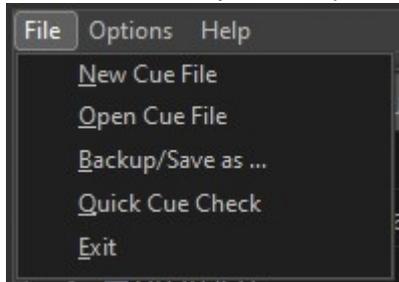
The Pro version has the following features, beyond the free version:

- A 5 band graphic equalizer can be set for each cue.
- Sounds can be either in wav, mp3, wma (requires WMF installed), or ogg format.
- A reverb setting is also available for each cue.
- The fade out duration is settable by cue Auto Advance is settable by cue.
- Setting Auto Advance on a CD player based cue will move to the next track on the CD.
- An Auto Play button, settable by cue, that sets the cue to immediately start playing when the cue is selected, such as after an Auto Advance or a Fade timeout of the previous cue.
- A cue can be one of two classes: normal or background. A background cue will continue to play after a normal cue has been selected. This allows two sounds to play at once (think rainstorm with occasional thunder) Since a fade-in time and a fade-out time for both cues can be set, cross-fading is possible.
- The Master (Windows) volume control can be controlled independently of the cues.
- A Pan control has been added to make it easier to slide cues from side to side.
- The sound card or output device can be selected when the user has more than one installed.

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File

File is the first entry of the top line menu and drops down to this:



New and **Open** will open file directory windows where you may choose your working directory and enter a new cue file name or select an existing one to work with.

Backup/Save will bring up a window asking if you would like to copy the accompanying sound files as well as the cue file to a new location. If yes, then the saved cue file will be adjusted so it works from the new location.

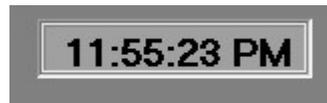
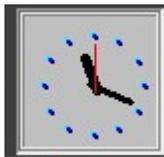
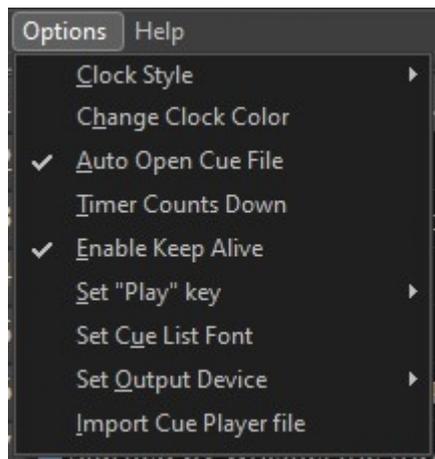
A **Quick Cue Check** will automatically step through all the cues to ensure they are still all playable.

Exit will close the program.

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Options

Options drop down to this:



Clock Style is either analog or digital.

Change Clock Color will allow you to set the color of the digital clock.

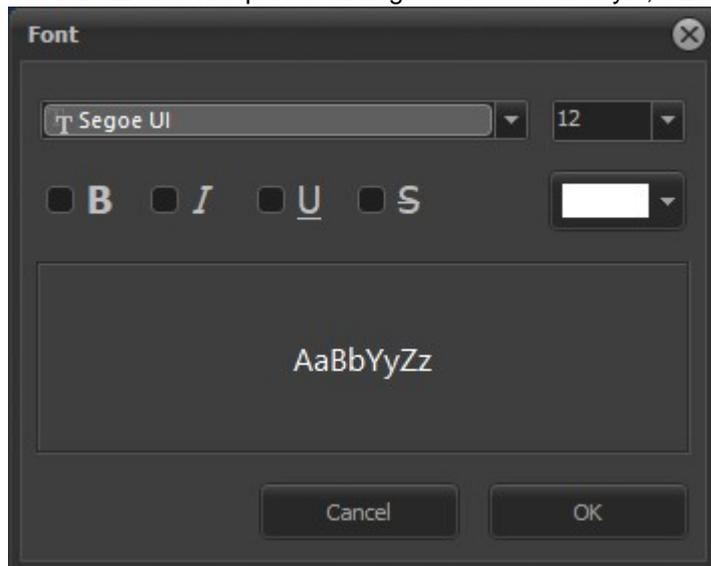
Auto Open Cue File simply opens and loads the cue file that was active when the program was last closed.

Timer Counts Down when selected will have the cue timer count down from the cue's length. Otherwise, the timer shows the elapsed time the cue has played.

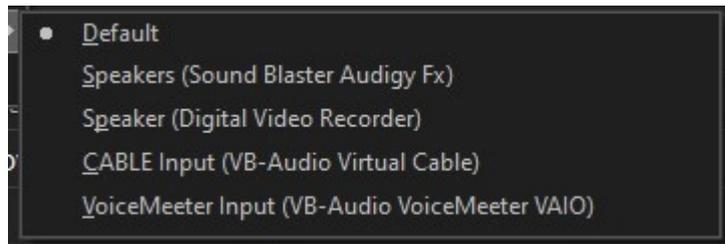
Enable Keep Alive sets a timer to "tickle" the hard drive every so often to keep it spinning. The intent is to reduce any latency caused by the drive spinning up after a long wait. If you have an SSD, then this is not needed.

Set "Play" key allows selection of the cue play trigger to either the Space bar or the Enter key.

Set Cue List Font opens a dialog to select a font style, size and color.



Set Output Device will open a selection dropdown:

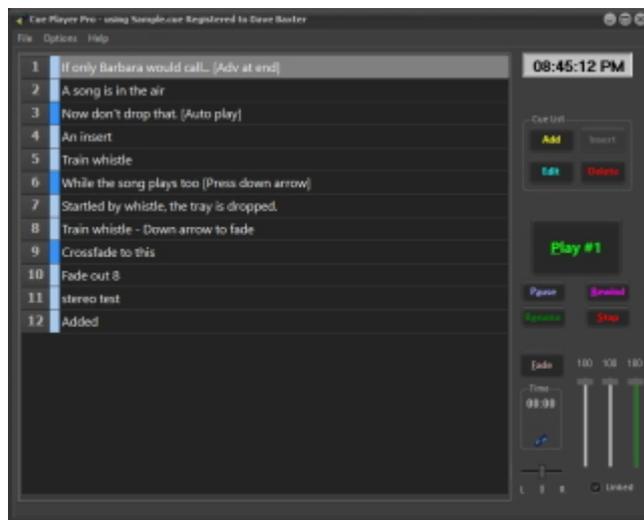


You may then select which of the sound output devices your computer has as the one Cue Player will use.

Import Cue Player file will import and convert a cue file from the free version of Cue Player.

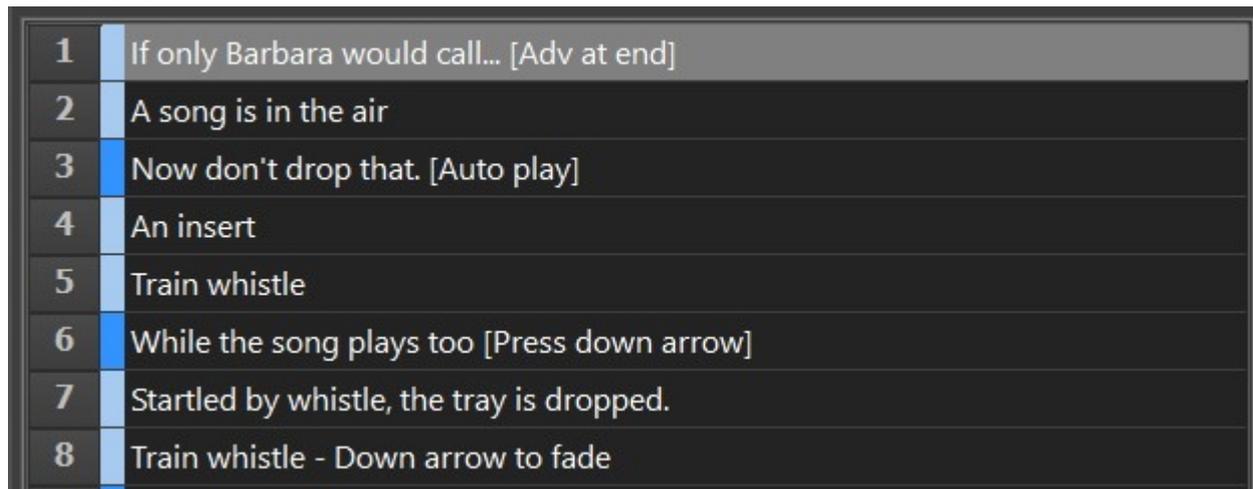
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Main screen

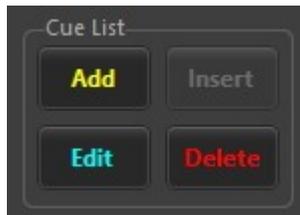


The main screen is what you will be working from during a performance.

The cue list:



shows the cues in order with a description of your choice. It could be the name of the sound, the action on stage when it should be triggered, or some reminder about what's next. The blue boxes indicate whether the cue is a Normal or Background cue. The difference is explained in the Edit screen section of this file.



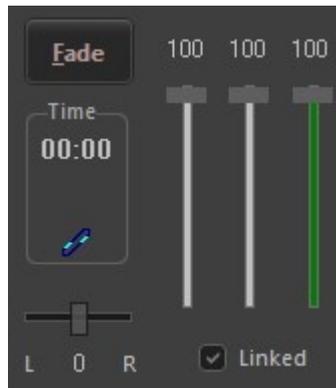
Cue building:

Add, Insert, and Edit will each open the edit window for further actions. Add and Insert will create new cues when completed. Add will place the new cue at the end of the list, Insert will put the cue above the currently selected cue in the list. Delete will prompt for confirmation and then remove the selected cue from the list.



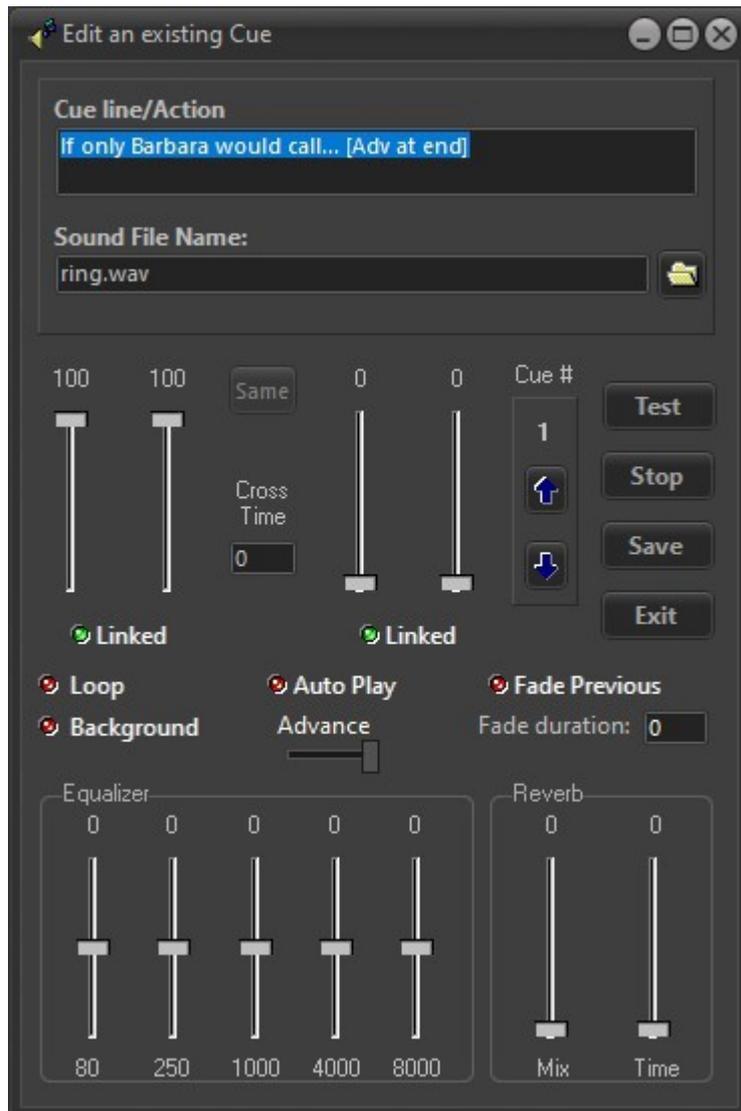
Runtime actions:

These buttons do as labeled. They all take action on the currently selected cue line.



The Fade duration is determined by the value in the "Fade duration" box on the Edit screen. As a cue is playing, the run time is displayed. It can be either the either the time the cue has been playing or the remaining time to play. This is set by the Timer counts down/up on the Options menu. If the file is set to loop, the icon will activate and show a looping action. The final output level for all cues from Cue Player can be set and adjusted left to right similarly as a cue. As well, the Windows main volume can be adjusted with the green slider.

Edit screen

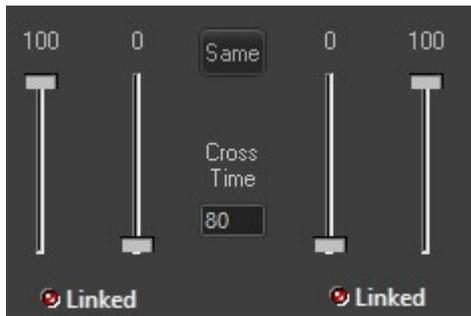


A right click on a cue or a left click on the 'Edit' button will bring up the above screen.



Cue line/Action - This is what will be displayed on the main screen cue list to identify the cue.

Sound File Name - the file name with it's complete address (C:/dir1/dir2/...) if not in the same directory as the cue file. It is good practice and makes multiple computer use easier if the sound files are copied into the cue file's directory.



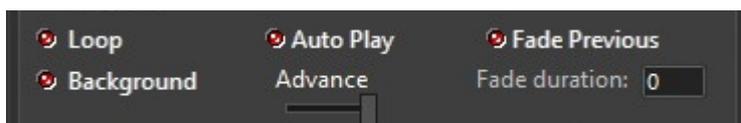
The starting stereo volume and the ending volume after the Cross Time has elapsed are set here. The left and right channels can be linked to travel together with the mouse movement or unlinked to move separately. This would allow a sound to be swept from left to right, for example. The Cross Time is in tenths of seconds such that an entry of "20" is a 2 second cross. The Same button copies the settings for Equalization and Reverb from the previous cue, just to make it easier.



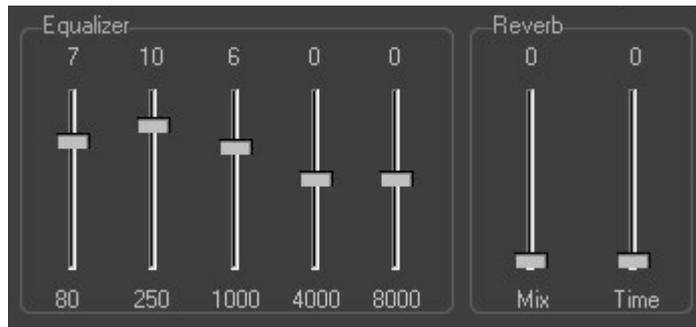
The arrows can be used to move a cue line up or down in the cue list.



Test and Stop are used to play the sound file while still on the Edit screen before the cue is saved. Save will add the cue to the cue list and Exit will close the Edit screen and return to the main window.



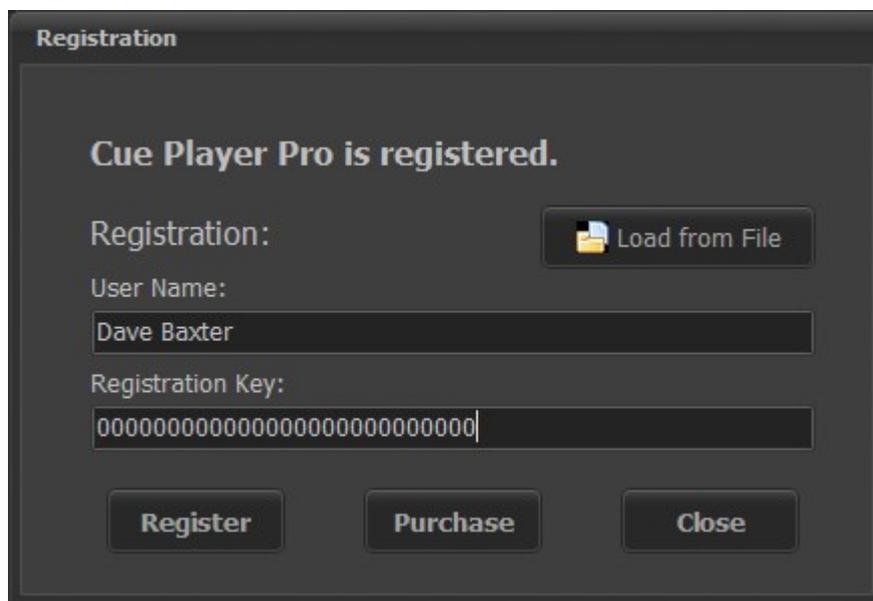
These check circles control the cue characteristics and flow of actions from cue to cue. Loop will cause the sound file to keep repeating over and over until faded or stopped. Background makes the cue different from normal so it can be played at the same time as a normal cue. Only two simultaneous sounds can be playing with Cue Player Pro. [Cue Player Premium](#) allows for as many as you want. Starting another Background cue while a previous Background is playing will stop the first to play the second. The same is true of normal cues - a second normal stops the first. Auto Play starts the cue playing as soon as the cue line is clicked. Advance is a 3 position slider. The left position will cause an advance to the next cue when this cue is started. The middle position will hold the advance totally. You will have to click a cue line for the next play. The rightmost position will advance to the next cue at the end of this cue. The start and end settings can be used in combination to play a whole series of cues without intervention. The Fade duration is the time, in tenths of seconds, that a playing file will be faded out with the Fade button. It is also the time that the previous playing cue will be faded if the Fade Previous circle is checked. In conjunction with a sequence of Normal and Background cues, this allows for a timed cross-fade to happen. Be careful with the Advance settings and Normal and Background such that you don't stop a cue you want to keep playing because the next cue is of the same type.



The 5 band Equalizer can be used to modify the output sound if needed. For example, setting 80, 4000, and 8000 to minimum and 250 to max will make a voice sound like it's a telephone call. The Reverb will add an echo effect to the sound.

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Registration



During the trial period, this screen will appear as you build your own cue file. It will indicate the number of remaining days of your trial. After you purchase, you will be sent a registration key file you will load to register the program and only bring this up when selected from the Help menu.

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