



## ShowMan II

### LICENSED SHOW CONTROL SYSTEM SOFTWARE *THE USER MANUAL*

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## 1. INTRODUCTION

Please read and study this guide thoroughly - it is the key to satisfaction in the use of your ShowMan system. We highly recommend that the Windows Reference Guide, supplied with the operating system, be read and studied thoroughly as well. Although this guide provides complete information about the use of the ShowMan system, it is not a substitute for the information provided by other manuals supplied with the system.

- For first time use of the ShowMan system or on change of any system hardware, follow this guide carefully beginning with section 2.
- The first time anyone attempts to do show programming with ShowMan, they must read this guide carefully beginning with section 3.
- Allow adequate time to work with the software without interruption. Please become completely familiar with ShowMan before programming your show.

Even highly knowledgeable designers, programmers and operators will reduce wasted time and confusion if they follow Section 4. completely to learn the most efficient way to program and operate the ShowMan system.

Throughout this guide, we attempt to consistently use words with specific meanings as defined in the glossary. Please consult the glossary to clarify the meaning of any word.

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## 1.1. SOFTWARE VERSIONS

ShowMan software has a minimum computer hardware and Operating System requirement which is subject to change from time to time. Please see our web site for the most current information:

<http://www.richmondsounddesign.com/faq.html>

The current version of ShowMan is always available for downloading at RSD's web site:

<http://www.richmondsounddesign.com/downloads.html>

Optional standard and custom device editors are available at extra cost. All standard device editors currently available when the program runs in demo mode, when there is no dongle or temporary dongle file present. We are continuously creating new editors and all standard editors are available at a uniform nominal charge for any licensed production version. Custom device editors for all controlled devices are available by quotation from RSD.

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## 1.2. QUICK START

ShowMan is a program that controls other devices. It can control a single device at once, such as a CD player, or it can control hundreds of devices simultaneously, possibly running on different timelines. The ability to handle so many different devices results in an interface that can be a little confusing until you spend a few minutes getting used to it. Once you have mastered the basics, you can create both simple and very complex shows quickly and easily.

### Starting Your First Show

You need to follow these steps to create a show in ShowMan:

- Create a new Show
  - Give the show a name
  - Pick the show Default MIDI ports (usually the sound card MIDI ports)
  - Choose the number of Cuelists you want
  - Name each of the cuelists
- Select and Configure the Devices you will control in this Show
- Create one or more Cues in each Cuelist
  - Add one or more Messages to each Cue
- Test your show and adjust it until you are satisfied with the result

Each of those steps is described a little more in the following paragraphs, and is described in detail in the Reference section of this manual

## Creating a Show

The first thing you want to create is a Show. The Show is a container to hold all of the information about the devices used in the show, the cuelists and cues in the show, and the messages that control the devices.

You create a new Show by using the Show-> New Show menu item and following the steps in the wizard. Other than giving the Show a name you can ignore most of the remaining options in the wizard for your first show. (You can change all of these later if you need to.)

One of the choices you will have is how many Cuelists you want in your show. A simple show may only need a single Cuelist. Normally all of the Cues in a Cuelist will "go" in order, just as a stage manager will "call" the cues during the production of a play. Even with a simple show you might want several cuelists. For instance, you could have a cuelist for Lighting cues and another cuelist for Sound cues. As you step through the New Show wizard you will have the chance to say how many Cuelists you want in the show. Then you will have a chance to give each cuelist a descriptive name like "Lighting" or "Fog Machines".

The final step in the New Show wizard is a review panel that will show you the structure of your show and cuelists. This gives you a chance to go back and correct any mistakes before the show is created. You can also change everything later using Configuration menu options.

## Creating Devices

Once you have a Show, you MUST define the Devices you will be using. A "Device" is something that you will send command messages to. Examples of devices are slide projectors, Expression lighting consoles, MIDI Samplers, and Serial Ports controlling various other devices. ShowMan has a large selection of common devices that it "knows about". If you pick one of these devices ShowMan will make it very easy to make messages to control the device; you won't have to know anything about the actual data bits in the message, ShowMan has done that for you. If you have some device in your show that ShowMan doesn't know about, you will have to enter each command "the hard way" in hex or Ascii at least once. Once you have entered commands for this device the first time you can reuse them later.

To create a Device, use Configuration-> Device Configuration. You need to select:

- The type of device
- The MIDI Port the device is connected to
- The Device Address (often 0 or 1 for many devices)

You will have to give this device a name. This name is what you will see when you are creating messages to control this device. Possible device names are "DSL Fog Machine", "AKAI S-6000 #1", or "Obsession". The only requirement is that all device names have to be unique, and it should be a name that will be meaningful to you.

You will also have to know how this device is connected to the computer and what its device address is. You (or the electrician) will chose how the device is connected to the computer. Many devices will simply connect to the main PC MIDI port, so this is always a good choice if you aren't sure. You can always change it later.

The device address is determined by the device itself. Many devices have either a setup screen where you can set this, or possibly dip switches or something similar. ShowMan

cannot control which address a device uses, that must be set in the device itself. When you set up the device in ShowMan you have to tell ShowMan the same device number that is actually set in the device, or any messages to the device will be lost.

## Creating Cues

Once you have created a Show and some Devices, you are ready to create the Cues that will bring your show to life. Before you create your first cue, stop a moment and think about what happens in your show, and the order that it happens. If you are working on a play you have a script with some notes in it that will tell you much of what you have to do. If you are working on something like the effects in a room of a haunted house, you might want to start by writing down a script of the order the actions happen as the audience moves through the room. Knowing what happens, and in what order, will make writing the actual cues much easier! (Of course, you can add, change, move, and delete cues later as you need to refine your show. But it helps to start with an idea of where you are going.)

## Opening the Cue Editor

Click on the Cuelist window where you want to create your cue. There are now four ways you can start creating a cue; which you use will be which seems easiest for you. You can use the menus: Edit-> Make New MIDI Cue. Or, if you already have cues in your list, you can right-click in the cuelist window and select Make New MIDI Cue. Or you can just type Alt-M. Finally, you can double-click in the upper left corner of the window body. All of these will bring up the MIDI Editor.

## Quick Tour of the Cue Editor

The cue editor is divided into three sections from left to right.

The left panel contains overall information about the cue. This includes the cuelist containing this cue, the cue number, and the cue description. There is also a Cue Start Time, and a list of all messages (the "message sequence") in the order they will fire in the cue.

The rightmost panel shows a list of all of the Devices you have created. When creating a message to control a device, you can select the device from this panel by clicking on it.

The middle panel is the heart of the editor. Here you can create and modify the messages that will control your devices.

At the top is a Message Description. This will be filled in automatically when you create a message. The automatic description will describe what the message does ("Note 60 On Velocity 127" for example), but not what it is used for in the show. You may want to replace the automatically generated description with something meaningful ("Start USL Fog Machine"). Many people don't bother to do this.

Next is a time entry field. You may need to do several things in a cue, separated by amounts of time. This field lets you give the time from the previous message. You will see these times, along with the descriptions, in the message list on the left as you create messages.

In the middle is the device editor panel. There are many device editors, and each editor is specific to a type of device. At the top it has a Device or Channel selection window. This will be filled in automatically when you select a device from the list on the right, but you can also change it to select another device.

The rest of the editor panel will contain controls specific to the device. Usually there will be a Command list, and assorted windows to enter parameters to the commands.

Finally at the bottom are the main editor control buttons. The ones you will use most often are Add Message, Replace Message, Save, and Done.

After you create a new message, click Add Message to add it to the message list for the cue. The message will be added at the current cursor location in the list. If this isn't right, you can drag the message up or down to where you want it.

If you need to change a message (change the time, or a parameter, or even the complete message), you can click on the message in the list on the left. It will be loaded automatically into the correct editor. You can now adjust the message and click the Replace Message button to replace the current message with the new version.

Once you have created all the messages you want, click Save to save the cue. If you have no more cues to edit in the current list, click Done to close the cue editor.

## Creating the First Cue

Each Cue has three absolutely required pieces of information:

- Cue Number
- Description
- One or more Messages

A cue number can be a number like 1 or 256. Or it can be a "point cue" like 1.1 or 405.37.16.8. It can only contain numbers and periods, can't start with 0, and has to be 16 characters or less. You can start numbering your cues with 1, but this makes it hard to insert another cue in front of this cue unless you renumber the first cue. It is better to start numbering cues with 10 or 100. In any case, cues will be executed in numeric order, so cue 1.2 goes after cue 1 and before cue 2. So if you are creating cues in order, you want to give each cue a higher number than the last cue.

The cue description tells you (and the show operator) what this cue does. Pick something descriptive.

## Creating Messages in the Cue

Once you have filled in the cue number and description, it is time to start creating messages. From the far right panel in the editor, click on the device that you want to create a message for. This will bring up an editor panel tailored to this device, with the device already selected. Select the command to send to the device, adjust any other fields required in the message, and click Add Message. If you need another message for the same device you can select the new command and parameters in the editor and click Add Message for the new message. If you need a message for another device, select that device, and then edit and add the message.

Once you have created a message and added it, you might want to test it to make sure it does what you want. You can do this by clicking on the message to test in the window on the left (which will load it into the editor) and then clicking the Test Msg button. This will send the individual message to the device.

If the message doesn't do quite what you want, you can modify the message in the editor and click the Replace Msg button, then test the new message. When you are happy with this message you can go on to build or test other messages.

When you have assembled all of the necessary messages in your cue and have them in the right order, you should save your cue, just in case someone trips over the power plug on the computer. ("Save early and often.") The first time you save the cue the save will be quiet. The next time you save this cue, ShowMan will ask you to confirm that you want to save this cue with the same number. ShowMan does this because many people create a cue, modify it a little, and save it as a new cue with a new number. ShowMan asks if you want to save the cue with the current cue number so that you won't accidentally overwrite the original cue if you forget to change the cue number.

Once you have a complete cue, you can test the whole cue using the Test Cue button. This will fire all the messages in the sequence and with the specified times between each message. Of course, you can test a partial cue at any time before you have finished it; but generally you won't test an entire cue until you have it mostly or completely built.

## Creating the Rest of the Cues

Once you have created your first cue, there are several ways to create another cue. You can close the cue editor and then reopen it, and then make another new cue from scratch. Or you can Save the first cue, and start making another cue by changing the cue number and description and modifying the messages in the current cue.

Duplicating a cue by changing the number of an existing cue and saving can be very useful. The duplicated cues don't have to be in sequence. For instance, the cue for houselights down before Act I and before Act II may be almost the same. If the Act I cue is cue 12, you can edit it and save it as cue 205, which might be the start of Act II. All of the cues will be sorted in cue number order, no matter what order you create the cues.

## Running the Show

Once you have created your show you probably want to run it. ShowMan works much like a traditional stage manager calling cues. As each cue is called in sequence, you can press the Go button in the toolbar, or use the F12 key, to fire that cue. But first, you probably want to do a Standby-> Top Of Show. This will set all of the cue lists to the top of the show, at the first cue in each list.

If you didn't set times on any of the cues when they were created, they will all be "Manual GO" or "F12" cues. Each cue list has a current Standby cue. This cue is highlighted in the list, and the current standby is often the second cue visible in the list (the lists scroll to keep the standby cue visible). If you have a particular cuelist selected and hit the F12 key (or click the GO icon) the current standby cue in that list will fire, and the next cue will become the standby cue. The selected cuelist window has a blue background. Any



cue list that isn't the selected list has a white background.

If you have multiple cue lists, there will be a Show Control window displayed. This window has a purple background to make it obvious. If you select the Show Control window before pressing F12 or clicking the GO icon, all of the cues in all lists that have the same lowest cue number will fire.

Suppose you have three cue lists. Two of them are currently on cue 12, and the third list is on cue 14. If you hit GO in the Show Control window, the two cue 12s will fire. The list with cue 14 will not fire, because it wasn't the lowest cue number. If, after firing cue 12, the lists are now standing at 12.2, 15, and 14, the next GO will only fire cue 12.2.

If you use common cue numbering in all of your lists, you can easily control the entire show from the Show Control window.

## More Features

This is a very basic tour of a simple show. You can also do more advanced things, such as:

- Timed cues that will automatically fire in a sequence.
- You can loop a cue or group of cues to make a chase effect.
- You can use MIDI Show Control (MSC) commands in one cue list to control other cue lists. By doing this you can make a "master list" that controls the other lists, so you don't have to use the same cue numbers in all of the lists.
- You can lock one or more cue lists to Midi Time Code (or SMPTE timecode) and fire a show synchronized to a video projector or other external source.
- You can generate MTC and send it to other devices to lock them to Showman.
- You can open and close cue lists to control what will happen in various parts of the show, or to make variations on shows. For instance, an outdoor production at a theme park might only use the Lighting cue list at night, and leave it closed during daytime productions.
- You can have Calendar cue lists that will fire cues at particular times of day and on particular days. This is very useful for background attractions at theme parks and malls.
- And many more features.

All of these techniques are explained elsewhere in the manual, and many of them are shown in the Tutorial in the manual.

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## 2. SYSTEM HARDWARE

Required ShowMan system hardware falls into two basic categories:

- Computing equipment
- Standard MIDI Interface (Sound Blaster or compatible sound card with MIDI Interface Cable Adapter in a typical installation) and any other external interface equipment for which your system is licensed such as ethernet adapter, serial port hubs, PLCs, etc.

Interface all components correctly for total system control. If desired, run ShowMan without restriction on the computing equipment alone, but of course no MIDI messages are received or transmitted.

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### 2.1. COMPUTING EQUIPMENT

The current recommendations for computer equipment, properly connected and installed, to run ShowMan is always available here:

<http://www.richmondsounddesign.com/faq.html>

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## 2.2. INTERFACING

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### 2.2.1. COMPUTING EQUIPMENT

**WARNING:****DO NOT CONNECT OR DISCONNECT ANYTHING WHILE POWER IS APPLIED!**

Please consult the Computer and Windows Reference Manuals for all mouse, keyboard, printer and monitor interconnection and power-up procedures.

If a standard sound card is being used, attach MIDI interface Adapter Cable (DB15) to the Game port. The MIDI OUT and IN (DIN-5) connectors to all equipment being controlled (see Section [2.2.2.](#) ).

Attach a compatible joystick or other game control device to the separate Game Port (if there is one) or to the Game Port connector of the MIDI interface adapter cable. Movement of the joystick produces a hardware emulation of various 'F Key' functions. For example, pressing the 'Fire' button will emulate the 'F12,' or 'GO CUE' function. All functions provided by this facility are as follows:

F KEY	FUNCTION	ACTION
F12	GO CUE	FIRE
F9	STANDBY -1	LEFT
F10	STANDBY +1	RIGHT
Alt+F9	LOAD FIRST CUE	BACK
Shft+F10	NEXT SEQUENCE	FORWARD

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### 2.2.2. MIDI CONNECTIONS

Use the following third party devices (available from RSD) to interface more than one MIDI device with the ShowMan system:

QTY	ITEM
1	"MIDI Merge Box" or "MIDI Merger" with sufficient number of MIDI IN ports.
1	"MIDI Splitter" with sufficient number of MIDI OUT ports.

Connect each MIDI OUT port of every device to a MIDI IN port on a standard MIDI Merge Box. Connect each MIDI OUT port uniquely via a standard MIDI cable to a single MIDI IN port.

If interfacing only one device, connect the MIDI OUT from that device directly to the MIDI IN port of the MIDI interface Adapter cable. The MIDI Merge Box is not necessary.

Connect the MIDI OUT port of the MIDI interface Adapter cable to the MIDI IN port of the nearest MIDI device. Connect the MIDI THRU port of that device to the MIDI IN port of the next device interfaced.

Connect MIDI THRU ports to MIDI IN ports in a "daisy chain" fashion provided all devices receive MIDI messages reliably. We do not recommend this method of MIDI signal distribution because it may result in erroneous data transmission.

The recommended and superior method of sending a single MIDI OUT signal to multiple MIDI IN ports is as follows:

- Connect the MIDI OUT of the MIDI interface Adapter cable to the MIDI IN of the MIDI Splitter.
- Connect each MIDI OUT of the MIDI Splitter one-to-one to each MIDI IN of each MIDI unit in the system.
- If there are more controlled units than OUTS on the Splitter, connect one of the Splitter's MIDI OUT ports to the MIDI IN of another Splitter.
- Connect the MIDI IN of each additional device to a MIDI OUT of the splitter.
- Connect each MIDI IN uniquely via a standard MIDI cable to a single MIDI OUT.

Do not merge MIDI OUT from the ShowMan system with other MIDI OUTs and return it to the MIDI IN of the interface. This can cause a condition in which MIDI messages pass continuously around in a closed loop and will very quickly cause the system to freeze. ShowMan has a function called 'Loopback' that easily allows the show to send messages to itself. This allows, for example, one cue list to tell another cue list to execute a GO CUE, turn MIDI Time Code Chase on, etc. This is a very powerful feature that easily allows extremely complex shows.

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## 2.3. OPERATING PRECAUTIONS

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### 2.3.1. DISK HANDLING

**IMPORTANT: NEVER REMOVE A FLOPPY DISK UNTIL TWO SECONDS AFTER THE RED DISK DRIVE LIGHT GOES OUT!**

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### 2.3.2. CUE DISK BACKUP

Make at least two backup copies of every show folder at frequent intervals. This adequately protects valuable work from loss due to equipment or personnel errors or power failure.

To make a backup copy of a floppy diskette using the Desktop tools, please consult the Windows Reference Manual for instructions particular to your computer equipment configuration.

Back up all show data including cue folders and cues using the Desktop tools by following this procedure:

1. Format and rename a new floppy diskette following the procedure outlined in the Windows Reference Manual.

2. Use two or more diskettes continuously for backup show storage.
3. In the Desktop, open the floppy diskette's window, and the window that contains the show folder.
4. Select the desired show folder and drag it into the floppy disk window.

All system files and cue folders contained within the show folder copy automatically to the floppy disk.

Shows may contain too much data for a single floppy diskette. In this case, Windows will prompt you to place another floppy disk into the drive. Follow the instructions provided. Continue in this manner until finished copying.

To restore a complete show folder including all cues and files from a floppy disk to a hard disk using the Desktop:

1. In the Desktop, open the floppy diskette's window, and the window containing the show folder on the hard disk.
2. If you wish to keep a copy of the show on the hard disk, right click on the show folder on the hard disk, select Rename and change the name to indicate its new status.
3. Select the desired show folder in the floppy disk window and drag it into the window with the renamed show folder in it.

All system files and cue folders contained within the show folder automatically copy to the floppy disk.

Shows may contain too much data for a single floppy diskette. In this case, Windows will prompt you to place the next floppy disk into the drive. Follow the instructions provided. Continue in this manner until finished copying.

To replace specific sub folders (list and path) only:

1. Open the show folder (and list folder if necessary) on the hard disk and select the desired sub folder.
2. Right click and choose "Delete" to remove the old sub folder.
3. Open the show (and list if necessary) folder on the floppy diskette and select the sub folder to copy.
4. Drag it into the appropriate window on the hard disk.

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### 2.3.3. SOFTWARE INSTALLATION

RSD supplies the ShowMan program via the Internet only.

#### Internet distribution

After returning the fully executed license to RSD, we will ship a USB dongle to the designated recipient. Plug this dongle into a USB port connected to the computer.

With an Internet browser, go to RSD's software web page <http://www.richmondsounddesign.com/downloads.html>, download and install the licensed Version of ShowMan.

For the duration of the ShowMan license, obtain updated versions of ShowMan immediately at any time from the web site via this process:

1. Download and save the licensed version of ShowMan from our web site.
2. Use an unzip or similar utility to unpack ShowMan.zip to the ShowMan folder on the computer's hard disk.
3. If an update is being installed, place the updated version in that same folder, replacing all files of the same name.
4. Double click ShowMan II.exe to run ShowMan.

Installation should proceed without incident. In case of difficulty, please copy all errors reported and advise us immediately so that we may assist.

To evaluate all currently available standard ShowMan device editors simply unplug the USB license dongle. ShowMan will now become the demonstration version and allow the evaluation of all available new features. Reverse this process to go back to the licensed production version of the program.

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## 2.4. TRACKING BACKUP COMPUTERS

Although ShowMan is extremely reliable software, the computers and hardware it runs on can be less so. Because of this some users want to have a second, or backup computer running simultaneously so that the show can change over to it almost automatically in case of problems. The simplest way to do this is to use a MIDI control panel to send identical show control messages to each computer and simply use a switch box to select from which computer the show's MIDI output will be derived.

There is also a fairly elegant way to do this, depending on your hardware configuration. This is based on the following assumption:

All control of ShowMan (after initialization) is by the joystick box, or external MIDI control coming in the MIDI port. In particular, you are NOT firing occasional cues from the keyboard, or opening/closing lists, etc.

The joystick interface works by converting button presses into MSC messages, and then sending those messages both to the ShowMan MIDI frontend processor, and to the default show MIDI output port. So when the operator presses the GO button on the joystick, in addition to whatever messages ShowMan may send out, the GO from the joystick will also be sent out.

Simplistically, if you route the output from the main ShowMan to the MIDI input on the backup ShowMan, both systems will see the joystick activity, and both will fire the same cues.

In a real show situation it will take just a little more than this. When ShowMan fires cues that control internal state (such as a cue that fires a cue in another list, or opens another list), those messages not only loop back into the ShowMan input, but are also sent out the MIDI output. If the backup computer saw these messages as well as the ones it would generate from the same cues firing internally, it might do things twice and get confused.

The solution to this problem is to remove the internal loopback in both ShowMan installations, and externally loop the MIDI output of the active ShowMan back to the inputs of both systems. If you have external MTC input or something like that, you would want to merge this in and split it to both systems so they both saw the same timecode.

This all sounds pretty confusing, but it is really pretty easy. The only hardware you need is a MIDI Thru box, or if you have MTC or other MIDI from external sources, a merger/splitter instead, such as the MidiMan Merge 2X2, or some boxes from MIDI Solutions.

Do the following:

- 1) In both ShowMan systems, go to System Configuration and make sure that BOTH 'Loopback' and 'Passthru' are NOT ticked. By default Loopback is ticked when you create a show. This creates an internal loopback path so that commands in cuelists that control ShowMan will reach the input and be seen.
- 2) Install a MIDI Thru box on the MIDI output from the KVM switch, if you don't have one already. Route two outputs of the Thru box to the MIDI inputs on the two ShowMan systems
- 3) If you have MIDI input going to ShowMan, do it a little differently: merge the MIDI to ShowMan plus the ShowMan output from the switch box, and then split that to both ShowMan systems.

At this point both systems should work normally and should track, assuming they started in the same state. You should be able to switch between systems with no problems.

The operator should check both systems at the start of the show and see that they are both powered up, the same show loaded on both systems, and that they are both in the same state (the top of the show, presumably). With only that much manual intervention things should track fine.

4) You can modify the show slightly to try to insure that both systems are at the same state at the start of the show, and possibly also after intermission. Have the very first cue fired do something like the following:

a. Assume the first cue is cue 100 in list 1, path 1.

b. Have this cue do the following:

- stop clock cue [no list specified] (the whole show)
- open cuelist 1
- stop clock list 1
- open cuepath 1, list 1
- load cue 200 list 1
- start clock [no list specified] (the whole show)
- go cue 200 list 1 (cue 200 being your original 'first cue')

This assumes that you normally have clocks running on the lists at the start of the show, and it also assumes that the Sequence Clock for cuelist 1 is 'Internal', not 'List Clock'. If you normally have the lists clocks stopped then you don't need the command to start them; or you might only start specific list clocks as needed.

This cue will open the first cuelist (which is already open on this machine or the cue wouldn't fire, but might not be open on the backup machine). The stop clock keeps anything new from running in this list, in case the backup machine is on some other cue. The open cue path makes sure the first path is open. (Not needed if you aren't using multiple cue paths, and you probably aren't.) Finally it loads the second cue in the list (so that we know where it is in the list), starts the clock for the list, and does a manual GO to the second cue. This will cause both the main and backup machines to execute the second cue, which should do your normal show setup stuff.

Assume that both cue 100 and cue 200 are F12 manual fire cues, not timed cues. If the main control list only has manual fire cues (not unreasonable), then you don't need to have the list clock running for this list.

If you wanted to get fancy, it would be possible to actually make the backup system monitor the main system and do an automatic switchover (assuming an electrically operated KVM switch). You could also make the main system talk to the backup system at the front of the show and be sure they are both in the same show and the same cue state. However, that is probably more than is called for here.

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## 3. USING THE PROGRAM

NOTE: IT IS HIGHLY ADVISABLE TO FREQUENTLY MAKE AT LEAST TWO BACKUP COPIES OF EVERY SHOW FOLDER.

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### 3.1. SETTING UP

This guide assumes ShowMan is already installed on the computer's internal hard disk.

If not, follow the software installation instructions in Section [2.3.3.](#), above.

After connecting all equipment according to Section [2.](#), connect the computer to the AC mains supply and switch on the power.

Log in to the computer and the standard Desktop appears.

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### 3.1.1. PREFERENCES

To put ShowMan on the desktop:

1. Find the folder that ShowMan is in
  2. Right click the ShowMan II.exe icon
  3. Drag it to the desired location on the desktop
  4. Release the mouse button and select 'Create Shortcut(s) Here'
  5. Install any number of copies of ShowMan on a single computer only in completely independent folders in the root of the hard disk. Use only Shortcuts on the desktop. Rename each shortcut to reflect the default show that loads.
- Run ShowMan only once on a single computer.
  - For information on further installation customizing, please contact RSD.

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### 3.1.2. CREATING SHOW FOLDERS

There is no need to manually create show and cue folders using the Desktop since ShowMan performs this task automatically during configuration.

All system files and show, list, path and cue folders copy automatically during the show copy process from one computer to another. ShowMan will automatically find them in the show setup process.

To copy shows between computers, follow the show copying and backup procedures outlined in Section [2.3.2](#).

ShowMan imports and exports Stage Manager@3000 shows without having to edit any cues. There are special procedures for transferring shows which are detailed in Section [3.3.7](#).

Please contact RSD if you need assistance. Make sure you have easy access to both Stage Manager and ShowMan computers with the show you want to import or export before talking with us.

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### 3.1.3. LOADING THE PROGRAM(S)

Double click the desired ShowMan shortcut icon on the desktop to load the program. First the title window appears, containing version and license information. After a moment, the main program window appears.

To get access to the Desktop while ShowMan is running, simply click the window's 'minimize' gadget, in the upper right corner. An alternative is to drag the lower right sizing gadget of the Show Control window up and to the left. When finished with the Desktop, resize the window in the same manner or click the ShowMan task bar button.

Resize the Show Control window to use a text editor or other program along with ShowMan. To move the top and left borders of the window, use the drag bar in the title bar to move the entire window.

Running additional programs with ShowMan requires more memory. Determine the exact amount of memory required in advance of critical show operation and with adequate time for thorough testing.

On the first use of the system, there is no default show path. ShowMan creates a show folder for each separate show and the show path assigned to it. Within each show folder, it creates an individual list folder for each of the up to eight cue lists per show. ShowMan will also create cue path(s) within each list. Each cue path provides storage space for up to 500 cues.

ShowMan performs these functions automatically via the Configuration menus when a new show is created. See section [3.1.4](#).

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### 3.1.4. CHOOSING SHOW AND CUE PATHS

After first running the program, make the main window of ShowMan as large as possible. To choose a new show path, choose "New Show" in the Show menu. (See [3.3.2](#), below.)

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## 3.2. OPERATING WINDOWS

The title bar of the main window displays the current show's name. Use the Configuration menu to change, enlarge and build shows with multiple cue list windows of different sizes. The Clock Control, Standby, F8 and F12 menus are alternatives to the 'F Keys' on the computer keyboard. These menus, along with the Edit menu, provide tools with which to run the show, edit the show cues and print cues and cue lists.

Each list window displays the cues in it. Right clicking on the cue line provides a menu of options:

- Standby This Cue
- Update Cue Times Alt+U
- Edit This Cue Alt+E
- Delete This Cue
- CueList Settings Alt+L
- Make New MIDI Cue Alt+M
- Capture SMF Data
- Capture MIDI Data Alt+C

Double left clicking (or Alt+E) on the cue line loads the cue into the MIDI Cue editor.

As cues GO, the highlighting moves down the list to show which cue is in standby.

The Show Control window will appear if more than one cue list is in the show:

- The Show Control window can control all lists simultaneously and has its own set of control functions to do this.
- The Show Control window contains a line for each list in the show that is open.
- Each list's line displays the list's name and the number, status and description of the cue in standby.
- Pressing F12 with the Show Control window highlighted will make any cue GO whose status is 'Ready'.
- With the Show Control window highlighted, pressing F12 (GO) will make all cues of the same number displayed in the Show Control window GO simultaneously unless



they are not 'Ready'.

- The status field indicates which cues will go next.
- In a 'Live Show' if the standby cue is not an F12 cue, to make that cue go manually select the appropriate list with the mouse and send a GO.

Right clicking on the cue list line in the Show Control window provides a menu of options:

- Show CueList Window
  - Minimize CueList Window
  - Hide CueList Window
  - Close CueList
  - CueList Settings
- 

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### 3.2.1. WINDOW LAYOUT

The top line of the main window is the title bar. This includes the drag bar, the close gadget and the size gadgets. Move the entire window with the drag bar, exit the program with the close gadget, and minimize or maximize the window with the size gadgets.

The title bar displays the current show folder name, as specified by the chosen show path. The Help menu, when selected, provides copyright and version information.

Below the title bar is the Menu Bar and below that is the Tool Bar; at the bottom of the window is the Status Bar. Show or hide the tool and status bars with the appropriate Configuration menu items.

The title bar in each cue list window contains the list number and name and show name. Each list window displays a list of as many cues as possible. This includes their numbers, descriptions and loop number if the loop value is greater than 0. This list automatically scrolls as cues GO or are loaded into Standby and their cue numbers are highlighted to indicate this status.

In the Show Control window:

- Status and control of all cue lists are provided simultaneously.
  - Each open list in the show is on its own line.
  - Each list's line displays the list's name and the number, status and description of the cue in standby.
  - Pressing F12 with the Show Control window highlighted will make any cue GO whose status is 'Ready'.
  - With the Show Control window highlighted, pressing F12 (GO) will make all cues of the same number displayed in the Show Control window GO simultaneously unless they are not 'Ready'.
  - The status field indicates which cues will go next.
  - In a 'Live Show' if the standby cue is not an F12 cue, to make that cue go manually select the appropriate list with the mouse and send a GO.
  - Only PRESS F12 cues (manually executed or triggered from an external MIDI Show Control message or contact closure) can GO via the Show Control window if 'Live Show' is set in the Show Configuration window.
  - Cues with automatic clock follow times assigned to them and which normally go as part of an automatically timed sequence are displayed in the Show Control window but cannot be enabled so will not GO unless 'MTC Show' is set in the Show Configuration window.
  - As F12 standby cues with the same number appear in the list lines, they are all automatically made 'Ready'. This indicates they will all 'go' simultaneously with an F12 command (or on external contact or MIDI Show Control GO).
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### 3.2.2. MENUS

The top line of the main window is its title bar; below that is its menu bar.

The top line of the Show Control window is its own title bar; right clicking on each list line displays a unique menu. The menu choices in the Show Control window reflect a reduced set of commands appropriate for controlling the cue lists.

To get access to the appropriate menus with which to manipulate or edit a particular cue list simply select with the left mouse button the individual cue list window. The cue list window selected defines the list and path on which the menus and all F Key commands operate. The main menus also apply to the Show Control window if that is selected.

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### 3.2.3. SIZING & MOVING

When the program first loads, the main window assumes a nominal size and position. Reduce the size of this window by dragging the sizing gadget up and/or to the left. After reducing the window size, relocate the window by dragging the drag bar (in the title bar) to the desired location. Resize and relocate the window to display ShowMan concurrently with other programs such as text editors or word processors. This allows the operator to, for example, simultaneously follow a script while running a show.

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### 3.2.4. SHOW CONTROL WINDOW OPERATION

Resize and locate individual cue list windows to view each cue list as necessary for independent or concurrent control as needed. Cue lists are normally displayed when they are open and not visible when closed but cue list windows may be open and not displayed if desired. Cues in each list always appear in numerical order. Cues of the same number may exist in different cue lists.

When PRESS F12 (manually executed) cues of the same number are in the standby position in separate open cue lists, they will also appear in the list lines of the Show Control window. The lowest value, identically numbered cues in standby in the Show Control window automatically become 'Ready' to indicate that they will all 'go' on an F12 or GO command.

Make individual cues in standby 'go' by simply highlighting the appropriate cue list window and pressing F12. Bypass cues in standby by pressing F10 or selecting "Next Cue" in the Standby menu.

To select which cue list one wishes to manipulate or edit, simply select with the left mouse button the appropriate cue list window. All individual cue list program operations apply to the highlighted cue list window. Functions executed with the Show Control window selected operate similarly but apply concurrently to all open cue lists.

Cue lists can be closed from the Show Control window. Right click a cue list line, and select "Close Cue List" from the popup menu. Closing a cue list this way will NOT be saved in the show state unless the show is later saved. Alternately, select "Close Cue List" in the List Control menu. To open a cue list, select "Open Cue List" in the List Control menu.

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### 3.2.5. CUE LIST WINDOW

To open a cue list window, select "Open Cue List" in the List Control menu.

When a cue list window is selected (highlighted), all appropriate menu and "F" Key functions will apply to that cue list and the current cue path only.

The title bar of the Cue List window displays the current value of the individual cue list's operating clock timer.

In Internal mode, this clock controls the execution of preprogrammed timed cue sequences and may be stopped, started, reset, or jammed to preset times in various ways including the "Auto Clock Start" selection in the Show Configuration window (accessed by choosing "Show Configuration" in the Configuration menu), the F Keys menus, the "F" keys on the keyboard, and by the Zero Clock item in the cue Edit window.

The Cue List windows may be resized and relocated to any location in the working area of the main window and the main window can be resized with the size gadget. It may be placed behind or in front of other windows by clicking the appropriate windows, minimized with the minimize gadget and maximized with the maximize gadget.

ShowMan including all Cue Lists and the main window can be exited with the close gadget. The appropriate cue list window automatically disappears when its cue list is closed when "Close Cue List" is selected in the List Control menu.

If the cue list window or the main window seems to have disappeared, it may have been covered by another window. If a list is closed inadvertently, choose "Open Cue List" in the List Control menu.

Other windows will cover the cue list window(s) if they are clicked on and the two windows overlap

When a cue list window is selected, it is displayed in a different colour (highlighted) and the individual frame count is visible. Clocks in unselected windows continue to operate with quarter frame accuracy, even though the frame count is not displayed.

Double clicking a cue line in the cue list window with the left mouse button makes another window (the cue Edit window) appear, with the cue number selected displayed in the Cue Number field. Double clicking with the right mouse button brings up a sub menu allowing you to perform a number of operations on that cue.

The cue list window displays a scrollable list of all cue numbers, descriptions, loops, times and clock zeroing in any cue list's current cue path.

Clock status of the cue list selected is shown in the status bar at the bottom of the main window if it is configured to be displayed.

Double click any cue number to edit it or right click any cue number to perform a number of specific cue functions.

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### 3.3. SHOW MENU

The following Show menu items are available:

- Load Default Show
- New Show Ctrl+N
- Load Show Ctrl+O
- Reload Current Show
- Save Show Ctrl+S
- Save Show As...
- Save As Default Show
- Print... Ctrl+P
- Print Preview
- Print Setup...
- Send...

- Import Show...
  - Export Show...
  - [A list of most recently used shows is itemized]
  - Exit
- 

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### 3.3.1. LOAD DEFAULT SHOW

Choose "Load Default Show" to reload the default show and all of its show and cue list defaults from the hard disk at any time.

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### 3.3.2. NEW SHOW

To set up a new show, choose "New Show" in the Show menu (or simultaneously press the CTRL and N keys on the keyboard).

The 'New Show Setup' window will appear. The path automatically defaults to the folder with the program in it.

Click in the 'Show Name' field and type in the name of the show you want to create. Notice that some elements of the name automatically display in the 'Show Directory' field.

Select the type of Show desired with the 'Show Type' drop down menu. 'MTC Show' is specifically designed for shows that follow time code.

Select the number of cue lists in the show with the 'Number of Lists' drop down menu.

Select the list number to be assigned as the Time Code Generator in the 'Timecode Gen List' field, if this option has been purchased. Sending MSC clock commands (START CLOCK, STOP CLOCK, ZERO CLOCK, SET CLOCK) to the cue list designated will control the SMPTE and/or MTC Time Code Generator.

Three fields which define initial global show clock settings appear in the 'Show Clock Defaults' box.

Click the 'Next' button and the 'System Configuration' window appears. The 'MIDI Configuration' box contains seven definable items.

Default values are appropriate for most shows. It is important that MIDI Input and Output ports be assigned. ShowMan automatically assigns Port 0 of all available such ports as the default ports. If no port appears or if you want to use a different port, use the associated drop down menus. If the desired MIDI port does not appear in the menu, reinstall it. Refer to the Windows, sound card or MIDI card documentation for assistance. RSD can not assist in the installation of computer hardware that we did not provide.

Click the 'Next' button and the 'List [1] Configuration' window appears. Seven parameters appear and the defaults are typical for many shows. If you need more than one cue path for List 1, set this value (maximum 100) in the 'Number of Paths' field. The 'All-Notes-Off MIDI Channels' box defines on which MIDI channels ShowMan sends the 'All-Notes-Off' message when sequences stop for a large number of reasons. The default is to send this message on all channels.

Click the 'Next' button and each additional list configuration window will appear in sequence. Set up each list as desired.

After all lists are configured:

Click the 'Next' button and the 'Show Setup Summary' window appears. This provides a summary of all user-defined show parameters. A directory tree displays the paths used by the show.

Click 'Finish' to save all defaults and create the show, cue list and cue path directories chosen.

The cues in all cue paths in all 'open' lists will automatically be part of the show. All windows may be resized as necessary to allow viewing cue lists.

To make ShowMan automatically use the new show, choose "Save As Default Show" in the Show menu. To set other configuration defaults select the appropriate configuration items under the Configuration menu and click the 'OK,' 'Done,' 'Finish' or 'Save' button at the bottom of each window as appropriate. Window sizes and positions are saved by choosing "Save Show" in the Show menu. For more information, see Section 3.4. , below.

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### 3.3.3. LOAD SHOW

Choose "Load Show" in the Show menu (or simultaneously press the CTRL and O keys on the keyboard) to view and access folders and to specify the current show folder via the Select A Show Control window.

First, a window appears which advises that the currently loaded show will be closed and replaced by the one loaded. Click OK.

A window titled Select A Show appears with the file name "ShowDefs" already entered in the 'File name' field. Do not change this name since it is the required file to validate a show folder.

In the normal fashion, select any folder to find the desired show folder. When the desired show folder is selected, all cue folders contained within that show will be displayed. The file "ShowDefs" must appear in the folder's file list window or the folder is not a valid show path.

To view the contents of the parent folder of the show being viewed, click the small folder with the up arrow in it. The folder being viewed is identified in the field at the top of the Select A Show window.

When the desired folder has been found ("ShowDefs" must be in the folder), click the Open, and all show attributes will be loaded. All defined show characteristics previously saved in this show folder during setup and configuration procedures using the Show and Configuration menus will automatically be reassumed.

The appropriate cue lists will be opened and displayed, their windows sized and placed, and their cues will be loaded with the first cue in the standby position of that list.

To exit the Select A Show window without changing the show path, click the close window gadget in the top right corner of the window or click Cancel.

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### 3.3.4. RELOAD CURRENT SHOW

Choose "Reload Current Show" in the Show menu to quickly reset the current show back to saved parameters. The show actually closes briefly and then loads in the same way it would if the "Load Show" process were followed and the current show chosen.

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### 3.3.5. SAVE SHOW/SAVE SHOW AS...

Choose "Save Show" in the Show menu (or simultaneously press the CTRL and S keys on the keyboard) to save all current show parameters in the ShowDefs and ShowPaths files in the current show folder. Choose "Save Show As..." to save the show under a different name.

This allows ShowMan to automatically assume all these default parameters whenever:

- "Reload Current Show" is chosen in the Show menu
- that folder is chosen in the Select A Show window
- the Show menu item "Load Default Show" is chosen.

In addition to all List, Show, Device and System Configuration settings, the following parameters are saved in show default files:

- Show Control window size and window position
- Window size and position of each cue list

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### 3.3.6. SAVE AS DEFAULT SHOW

Choose "Save As Default Show" in the Show menu to save the path of the currently selected show to the file ShowPath in the hard disk folder from which the program was run. This makes the ShowMan program in that folder to automatically choose the currently specified show and its show and cue list defaults whenever it is run.

There is one default show defined for each folder which contains the ShowMan II.exe program. The "Load Default Show" menu item in the Show menu also makes ShowMan load the default show.

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### 3.3.7. IMPORT SHOW

Click 'Next' in the Import Existing Show window and a window titled 'Open' appears in which "ShowDefs" is already in the File name field. Select the temporary folder into which an exported show has been exported and confirm that the ShowDefs file is in the chosen folder.

Click Open and the 'Imported Show Setup' window appears in which the temporary folder appears as both the Show Name and the Show Directory. Both names may be changed as desired and the directory should be changed to avoid confusion.

Click Next and the Show Import Summary window appears with the configuration and directory tree of the ShowMan show which will be created. Confirm that this information is as desired then click Finish and the show will be created and opened.

You can also choose "Import Show" in the Show menu to import a Stage Manager@3000 show. This is a special procedure and may require some preparation of the Stage Manager show before transferring to disk or network.

An instruction window titled 'Import Existing Show' appears with detailed instructions for importing a show. If an Amiga computer is not networked with the ShowMan computer, the transfer will be more easily accomplished via floppy disk.

To put the Stage Manager show on a disk, it must be prepared as a single show drawer and zipped into a single transfer file with an MSDOS-compatible name. The Amiga utility 'Zip' can be obtained from RSD or any [www.Aminet.web](http://www.Aminet.web) site. Put both the Zip utility and the show drawer in a temporary location, open the Shell and make that temporary directory the current one by typing its full path name after the prompt.

Type the following Shell (CLI) command (suitably altered) to pack the entire show drawer into a .zip file:

```
zip -r show.zip "directory"
```

where:

- zip is the utility in the current directory
- -r recurses into directories
- show.zip is the name of the transfer file
- directory is the name of the show directory contained in the current directory - this must be in quotes but the quotes cannot be part of the directory's name

Mount the PC0: or PC1: device by opening the Storage/DOS Drivers drawer in the Workbench and double clicking PC0 or PC1. If these devices are in the Workbench:Devs/DOS Drivers drawer, then they are already mounted.

Place an unformatted 720K floppy diskette into the appropriate floppy drive and click once on the disk icon for PC0 or PC1 when it appears. In the icons menu of the Workbench, select 'Format Disk' and confirm that it is a 720K PC disk that will be created.

After the disk is formatted, drag the show.zip file onto the disk icon. After the file has copied, place the disk in the ShowMan computer and open the floppy disk drive. Unzip the file into a temporary Windows folder on the hard disk. The entire contents of the Stage Manager show drawer will be created and recursed fully into the temporary folder.

Click Next in the Import Existing Show window and a window titled 'Open' appears in which "ShowDefs" is already in the File name field. Select the temporary folder into which the show has been unzipped and confirm that the ShowDefs file is in the chosen folder.

Click Open and the 'Imported Show Setup' window appears in which the temporary folder appears as both the Show Name and the Show Directory. Both names may be changed as desired and the directory should be changed to avoid confusion.

Click Next and the Show Import Summary window appears with the configuration and directory tree of the ShowMan show which will be created. Confirm that this information is as desired then click Finish and the show will be created and opened.

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### 3.3.8. EXPORT SHOW

Click 'Next' in the Export Existing Show window and a window titled 'Open' appears in which "ShowDefs" is already in the File name field. Select the temporary folder into which the show has been unzipped and confirm that the ShowDefs file is in the chosen folder.

Click 'Open' and the Exported Show Setup window appears in which the temporary folder appears as both the Show Name and the Show Directory. Both names may be changed as desired and the directory should be changed to avoid confusion.

Click 'Next' and the Show Export Summary window appears with the configuration and directory tree of the ShowMan show which will be created. Confirm that this information is as desired then click Finish and the show will be created.

To put the show on a disk or email it, it must be prepared as a single show folder and zipped into a single transfer file.

Place an unformatted floppy diskette into the ShowMan computer's floppy drive and select 'Format Disk'. Format the disk.

Drag the zipped file into the floppy disk window or email the show.zip file to complete the transfer.

You can also choose "Export Show" in the Show menu to create a Stage Manager®3000 show. This is a special procedure and may require some preparation of the Stage Manager show before transferring to disk or network.

An instruction window titled 'Export Existing Show' appears with detailed instructions for exporting a show. If an Amiga computer is not networked with the ShowMan computer, the transfer will be more easily accomplished via floppy disk.

Click Next in the Export Existing Show window and a window titled 'Open' appears in which "ShowDefs" is already in the File name field. Select the temporary folder into which the show has been unzipped and confirm that the ShowDefs file is in the chosen folder.

Click Open and the 'Exported Show Setup' window appears in which the temporary folder appears as both the Show Name and the Show Directory. Both names may be changed as desired and the directory should be changed to avoid confusion.

Click Next and the Show Export Summary window appears with the configuration and directory tree of the ShowMan show which will be created. Confirm that this information is as desired then click Finish and the show will be created.

To put the Stage Manager show on a disk, it must be prepared as a single show drawer and zipped into a single transfer file with an MSDOS-compatible name.

Place an unformatted 720K floppy diskette into the ShowMan computer's floppy drive and select 'Format Disk' and confirm that it is a 720K PC disk that will be created.

Mount the PC0: or PC1: device on the Stage Manager Amiga computer by opening the Storage/DOS Drivers drawer in the Workbench and double clicking PC0 or PC1. If these devices are in the Workbench:Devs/DOS Drivers drawer, then they are already mounted.

After the disk is formatted, drag the show.zip file onto the disk. After the file has copied, place the disk in the Stage Manager computer and double click the floppy disk's icon. Drag the show.zip file into a convenient temporary drawer.

The Amiga utility 'UnZip' can be obtained from RSD or any [www.Aminet.web](http://www.Aminet.web) site.

Put the UnZip utility in the temporary drawer with the show.zip file, location, open the Shell and make that temporary directory the current one by typing its full path name after the prompt.

Type the following Shell (CLI) command (suitably altered) to unpack the entire show into the temporary drawer:

```
unzip show.zip
```

where:

- unzip is the utility in the current directory
- show.zip is the name of the transfer file

The entire contents of the Stage Manager show drawer will be created and recursed fully into the temporary drawer.

---

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### 3.3.9. MOST RECENTLY USED SHOWS

This is a variable size list of the most recently used shows in the order of most recent to least recent. The full path to each show is displayed. Click any show to open it.

---

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### 3.3.10. EXIT



This closes all cue lists and quits the ShowMan program. It is the same as clicking the close gadget in the upper right hand corner of the main window or double clicking in the upper left hand corner of the main window. A dialogue window requests confirmation of intent.

---

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## 3.4. CONFIGURATION MENU

The Configuration menu defines variable show parameters, unique to each show and saved in default files in the show folder.

The following Configuration menu items are available:

- Disk Configuration
  - System Configuration
  - Joystick Configuration
  - Show Configuration
  - Device Configuration
  - PLC Configuration
  - List Configuration Alt+L
  - View Toolbar
  - View Statusbar
- 

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### 3.4.1. LIST CONFIGURATION

Choose "List Configuration" in the Configuration menu or press the Alt and L keys simultaneously to set any list specific configuration attribute at any time.

The window titled 'Cue List Configuration' appears when this menu item is chosen.

The configuration parameters which can be set in this window based on Cue List Number are:

- List Name
- Initial List State
- Window State at Open
- Clock State at Open
- Clock Type
- Clock Speed
- Sequence Clock
- All-Notes-Off MIDI Channels
- Paths

The following buttons are at the bottom of the List Configuration window:

- OK
- Cancel

When the desired configuration has been selected, click OK and the defaults are saved, the window closes and the system conforms to the defaults selected.

To exit the List configuration window without changing the selections, click the close window gadget in the top right corner of the window or the Cancel button.

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### 3.4.1.1. LIST NUMBER

In the Cue List Configuration window, click the cue list number button, 0 through 128 (depending on version of ShowMan license), to see the configuration including Cue List Name, if any, of any cue list.

The cue list number as well as the name will be displayed in the Cue List window's title bar.

---

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### 3.4.1.2. LIST NAME

In the List Configuration window, select the desired cue list number. The list's name displays in the List Name field. Click this field and enter any changes with the keyboard. Click OK, and the individual Cue List window displays the name in its title bar.

To exit the List Configuration window without changing any cue list names or changing any other selections, click Cancel.

---

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### 3.4.1.3. INITIAL LIST STATE

In the List Configuration window, select the desired cue list number. The list's state upon opening the show is displayed in the Initial List State field. This field has an associated drop-down menu with two choices: Open and Closed.

Set the List State to 'Open' to make the list open when the show opens. Set the List State to 'Closed' to exclude the list from the show when it opens.

Click OK to confirm the settings.

To exit the List Configuration window without changing any settings, click Cancel.

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### 3.4.1.4. WINDOW STATE AT OPEN

In the List Configuration window, select the desired cue list number. The cue list window's state upon opening the list is displayed in the Window State at Open field. This field has an associated drop-down menu with two choices: Minimized and Visible.

Set the Window State to 'Visible' to make the window normal size when the list opens. Set the Window State to 'Minimized' to minimize the window when the list opens.

Click OK to confirm the settings.

To exit the List Configuration window without changing any settings, click Cancel.

---

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### 3.4.1.5. CLOCK TYPE/CLOCK SPEED

In the List Configuration window, select the desired cue list number. The default source of timing for the list's clock when the list opens is displayed in the Clock Type field. This field has an associated drop-down menu with three choices: Internal, MTC and Calendar. Set the Clock Type to Internal to make the clock in the selected cue list act like an accurate stopwatch which can be stopped, started and zeroed at any time.

Set the Clock Type to MTC to turn on MIDI Time Code Chase in the selected cue list. This causes the clock to lock to MIDI Time Code (MTC) if it is being received at the MIDI Configuration Input Port as set in the System Configuration window or the SMPTE Timecode Configuration Input Port in the System Configuration window if that is set to receive LTC.

If MTC is not present when this mode is initially selected, there will be no change to the list or the list's apparent Clock status. Until MTC is received, the clock will continue to operate the same way as it was when this menu item was selected and a '?' displays next to the clock.

When MTC is received the clock will lock to it and an 'M' displays next to the clock; if MTC stops, the clock stops, displaying the last valid MTC time value received.

When MIDI Time Code Chase is turned off after being locked to MTC the clock will unlock and resume in the same way (stopped or running) as before locking but with the time value as of the point of unlocking.

Select Calendar to make the clock in the selected cue list display and follow the actual calendar date and time of the computer system. This provides an entirely different method of timing and creating 'Real Time' cues.

The default list clock speed when the list opens is displayed in the Clock Speed field. This field has an associated drop down menu with the following choices: 30, 30 drop frame, 25 and 24. Set the speed to correspond with the type of time code your system uses.

To exit the List Configuration window without changing any settings, click Cancel.

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### 3.4.1.6. CLOCK STATE AT OPEN

In the List Configuration window, select the desired cue list number. The default state of the clock when the list opens is displayed in the Clock State at Open field. This field has an associated drop-down menu with two choices: Running and Stopped.

Set the Clock State at Open to the desired initial running status of the clock in the selected cue list regardless of its Clock Type. If Clock Type is MTC, the clock begins as Internal until MTC is received.

Set Clock State to Running to make the clock automatically start when the selected cue list is opened and when the show is loaded.

Set Clock State to Stopped to stop the clock when the selected cue list is opened and when the show is loaded.

To exit the List Configuration window without changing any settings, click Cancel.

This item does not affect Clocks in REAL TIME mode.

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### 3.4.1.7. SEQUENCE CLOCK

In the List Configuration window, select the desired cue list number. The default source of timing for the MIDI sequence clock when the list opens is displayed in the Sequence Clock field. This field has an associated drop-down menu with four choices: Internal, MTC, List Clock and Show Default.

This setting determines the playback speed of the Sequences in the MIDI cues of the selected list.

Setting the Sequence Clock to Internal causes the Sequences to always be timed by the computer's stopwatch, with F1 and F2 key functions (Start/Stop Clock) controlling start/stop operation of the Sequences.

Setting the Sequence Clock to MTC causes the Sequences to synchronize with incoming MIDI Time Code whenever MTC is received by ShowMan via the System Configuration Input Port setting.

Setting the Sequence Clock to List Clock causes the Sequence Clock to be the same as the list's Clock Type (Internal or MTC) and will change any time the Clock Type changes due to manual commands or MIDI Show Control messages received via ShowMan's System Configuration Input port, Loopback or LTC SMPTE if configured.

When the Sequence Clock is set to MTC (or when it follows the list clock when it is following MTC) both will free-run and allow manual firing, or even automatic progression through the list, until MTC appears. Then the cues in the list will only fire as the right MTC time rolls around, AND the messages in the sequences will be timed by incoming MTC.

When the MTC stops, cues can still be "fired" manually. But since the sequence clock is set to MTC, and MTC isn't running, none of the messages in the sequences actually get fired, because ShowMan never gets a time tick with which to fire them.

By setting the sequence clock for a list to Internal Clock, the messages in the cues will fire off of the internal system clock, even if MTC has stopped. (As long as the list clock is Running, which it normally would be unless the list were sent a Stop Clock message, or someone stopped the clock with the keyboard.)

There usually isn't much percentage to setting the sequence clock for a list to MTC. It causes the problem described above, and unless a sequence is going to run for a LONG time (like an entire song, for instance) or the MTC clock varies in speed wildly, or jumps around, the internal clock and a running MTC clock will be nearly identical.

Setting the Sequence Clock to Show Default causes the Sequence Clock to be the same as the Show's Clock Defaults setting.

To exit the List Configuration window without changing any settings, click Cancel.

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### 3.4.1.8. ALL-NOTES-OFF MIDI CHANNELS

In the List Configuration window, select the desired cue list number. Displayed are the default MIDI channels on which an "All-Notes-Off" MIDI message will be automatically sent when the list's Sequence clock stops for any reason.

Set any button 'in' to send this message on the corresponding MIDI channel. Whenever the list's clock stops for any reason, this message will be sent to all selected channels so that all MIDI notes stop playing.

To exit the List Configuration window without changing any settings, click Cancel.

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### 3.4.1.9. PATHS

In the List Configuration window, select the desired cue list number. All cue paths defined for the selected cue list are displayed in the scrolling Paths window.

The current cue path is highlighted in the Paths window. To use a different cue path, click the path desired and click the 'Current' button.

To exit the List Configuration window without changing the current cue Path, click Cancel.

This item is not available in Calendar Clock mode.

To increase the number of paths, click the 'Add' button. To decrease the number of paths, click the 'Remove' button.

---

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### 3.4.2. SHOW CONFIGURATION

Choose "Show Configuration" in the Configuration menu to set any show specific configuration attribute at any time.

The window titled 'Show Configuration' appears when this menu item is chosen.

The configuration parameters which can be set in this window are:

- Show Name
- Show Type
- Number of Lists
- Timecode Gen List
- Clock Defaults (Speed/Sequence Clock/Auto Clock Start)

The following buttons are at the bottom of the Show Configuration window:

- OK
- Cancel

When the desired configuration has been selected, click OK.

To exit the Show Configuration window without changing the selections, click the close window gadget in the top right corner of the window or on the Cancel button.

When MTC SHOW is selected, this signifies that all cues in the entire show will probably be timed cues, intended to be executed by MIDI time code alone. This is the normal choice for 'canned' or stand-alone shows.

The main purpose of this choice is to allow easier editing of the show. Normally, when this is not selected, only PRESS F12 cues are controlled when the Show Control window is selected (highlighted). When "MTC Show" is selected, the Show Control window controls all cues and automatically selects for loading any cue, timed or not, of the chosen number - or higher, if there is no cue number equal to the one chosen in an open cue list.

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### 3.4.2.1. SHOW NAME

In the Show Configuration window, the show's name is displayed in the Show Name field. Click this field and enter any changes with the keyboard. Click OK, and the main program window will display the name in its title bar and each cue list window also includes the show name.

To exit the Show Configuration window without changing any settings, click Cancel.

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### 3.4.2.2. NUMBER OF LISTS

In the Show Configuration window, the show's current number of lists is displayed in the Number of Lists field. This field has an associated drop-down menu with choices 1 through 128 (depending on version of ShowMan license). Select the required number of lists. If no more lists are chosen than had been previously defined in this show, click OK and the new number of list windows will be displayed.

If more lists are chosen than had been previously defined in this show, the OK button makes the 'List Configuration' window appear. Refer to Section [3.4.1.](#) above to configure this window.

Click the 'Next' button and each additional new list configuration window will appear in sequence. Set up each list as desired. After all lists are configured,

Click the 'Next' button and the 'Show Setup Summary' window appears. This provides a summary of all user-defined show parameters. A directory tree displays the paths used by the show.

Click 'Finish' to save all defaults and the new number of cue list windows will be displayed.

To exit at any point without changing any settings, click Cancel in any window.

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### 3.4.2.3. CLOCK DEFAULTS

In the Show Configuration window, the three default settings for the global clock is displayed in the Clock Defaults area: Speed, Sequence Clock and Auto Clock Start. These defaults are displayed in fields with associated drop-down menus.

The Speed field drop-down menu has the following choices: 24, 25, 30 and 30 Drop Frame. Select the correct number of frames per second for proper operation of the show based on the type of MTC time code to be followed. This item does not affect Clocks in Calendar mode.

**CAUTION:** When touring, please check local power characteristics carefully and change all voltage selectors and fuses according to manufacturers' instructions (see Equipment Reference Manuals) before attempting to operate system. This menu item will not change any aspect of the computer's or system's power requirements other than controlling the clock speed. The Sequence Clock field drop-down menu has the following choices: Internal, MTC and List Clock. Choose Internal if MTC will not be used at all during the show. Choose MTC if only MTC will be used during the show. Choose List Clock if lists will need to be switched in and out of MTC Chase Lock during the show.

The Auto Clock Start field drop-down menu has the following choices: Off, All, Press F12, Zero Clock and Zero or F12.

This item determines under what conditions the clock will automatically restart if it has been stopped manually via the 'F2' key or other Stop Clock command. All clocks in all lists are affected simultaneously by this selection.

Choosing "Off" causes the clock to remain stopped until the 'F1' key is pressed or a Start Clock command is received.

Choosing "All" causes the clock to restart as soon as any cue 'goes'.

Choosing "Press F12" causes the clock to restart as soon as any 'PRESS F12' cue 'goes'.

Choosing "Zero Clock" causes the clock to restart as soon as any cue which normally zeroes the clock 'goes'.

Choosing "Zero or F12" causes the clock to restart as soon as any cue which normally zeroes the clock or as soon as any 'PRESS F12' cue 'goes'.

This item does not affect Clocks in Calendar mode.

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### 3.4.2.4. SHOW TYPE

In the Show Configuration window, the Show Type is displayed in the Show Type field. The drop down menu has two choices: Live Show and MTC Show.

Live Show configures the Show Control Window so that only PRESS F12 cues are displayed as 'Ready' to Go with F12 or null (where no list is specified) MSC GO commands.

MTC Show configures the Show Control Window so that all types of cues are displayed as 'Ready' to Go with F12 or null (where no list is specified) MSC GO commands and is normally used when the entire show is locked to time code.

To exit the Show Configuration window without changing any settings, click Cancel.

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### 3.4.2.5. TIMECODE GEN LIST

Select the list number to be assigned as the Time Code Generator in the 'Timecode Gen List' field, if this option has been purchased. Sending MSC clock commands (START CLOCK, STOP CLOCK, ZERO CLOCK, SET CLOCK) to the cue list designated will control the SMPTE and/or MTC Time Code Generator. The output of the generator is in the form of MIDI Time Code which is merged with the output of the MIDI Cues and sent out the System Configuration Output Port and in the form of SMPTE LTC time code which is transmitted out the System Configuration SMPTE Timecode Configuration Output Port if configured.

---

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### 3.4.3. DEVICE CONFIGURATION

**IMPORTANT: DEVICES MUST BE CONFIGURED BEFORE CUES CAN BE MADE!**

- 'ADD' PUTS NEW DEVICES IN THE SHOW
- 'DELETE' REMOVES DEVICES FROM THE SHOW

- 'CHANGE' ALTERS EXISTING DEVICE CONFIGURATIONS WITHOUT NECESSARILY HAVING TO EDIT ANY CUES

IF A DEVICE JUST CHANGES ITS CONFIGURATION, USE 'CHANGE'

---DON'T CHANGE ITS DESCRIPTION---

AND ITS CUES WILL STILL CONTROL IT

- ShowMan may preconfigure devices automatically when:
  - A new show is created
  - An Imported show is loaded
  - An existing show is loaded with new Device Editor(s) added
  - A show is loaded after cues have been copied from another show
- Any device may be Added, Changed or Deleted manually at any time via Device Configuration in the Configuration menu.

When "Device Configuration" is chosen in the Configuration menu, the 'Device Mapping' window appears.

The configuration parameters which can be viewed and/or set in this window are:

- Device Type
- Cmd Format
- Manufacturer
- Description
- Input Port
- Output Port
- Channel/Device ID
- Secondary Device ID

**Add, Delete, Change** and **Done** buttons are in the middle of the Device Mapping window.

The lower half of the Device Mapping window contains the Device Map. Every MIDI Device Type is in the Device Map. Click any + to see configured devices below Device Types. Devices with multiple attributes may appear under multiple Device Types.

Each optional ShowMan Device Editor in the licensed installation automatically adds its Device Type(s) to the Device Map. ShowMan preconfigures all devices possible in each Device Type and places them below the appropriate Device Type(s) in the Device Map.

#### BUTTON OPERATION

- Add
  - Set all parameters in reverse order (Channel/ID to Device Type)
  - Make Description unique to avoid confusion
  - Click 'Add'
  - The Device Map refreshes and adds the new device under all appropriate Device Types
- Delete
  - Highlight the specific device **BELOW** the Device Type
  - Click 'Delete'
  - The Device Map refreshes and deletes the device everywhere it was mapped
- Change
  - Highlight the specific device **BELOW** the Device Type
  - Change parameters in reverse order (Channel/ID to Device Type)
  - **DO NOT CHANGE DESCRIPTION**
  - Click 'Change'



- The Device Map refreshes and remaps the device to all appropriate device types
  - Done
    - Recheck all additions, changes and deletions by clicking all Specific Devices in the Device Map
    - Click 'Done'
    - Device Mapping window closes
    - Device Configuration is saved in the Show folder file: DevList
- 

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### 3.4.3.1. DEVICE TYPE

In the Device Mapping window, the Device Type field has a drop-down menu with the following choices:

- Generic Device Types:
  - Standard MIDI Channels
  - MSC - MIDI Show Control
  - MTC - MIDI Time Code
  - MMC - MIDI Machine Control
  - General MIDI (GM)
  - Manufacturer Specific System Exclusive
- Specific Device Types with their Generic Device Types in parentheses:
  - ShowMan (MSC Sound)
  - Richmond AudioBox (MSC Sound)

Specific Device Types are added automatically by optional Device Editors included in the licensed installation or added to ShowMan at any time.

---

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### 3.4.3.2. CMD FORMAT/MANUFACTURER

In the Device Mapping window, the field below Device Type is the 'Cmd Format' (Command Format) field when the Device Type is:

- A Generic MSC Device, or
- A Specific Device using MSC commands

This field has a drop-down menu with all MSC Command\_Formats unless the Specific Device only uses one Cmd Format. A Cmd Format MUST be selected.

In the Device Mapping window, the field below Device Type is the 'Manufacturer' field when the Device Type is:

- A Manufacturer Specific System Exclusive Device, or
- A Specific Device using Mfr Specific SysEx commands

This field has a drop-down menu with all registered MIDI Manufacturers. A Manufacturer MUST be selected. This field is either shaded and blank or shaded with the correct setting for all other Device Types and cannot be changed.

---

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### 3.4.3.3. DESCRIPTION

In the Device Mapping window, each Specific Device must have a unique Description.

ShowMan preconfigures Specific Devices wherever it can and creates unique Descriptions for them. Any description can be changed manually but should remain unique since its purpose is to allow the user to identify individual show devices while editing cues.

When a Specific Device is added manually it must have a unique Description.

When a Device is changed using the 'Change' button, do not change the Description if the changed Device is to continue using cues made prior to the change.

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### 3.4.3.4. INPUT PORT/OUTPUT PORT

In the Device Mapping window, each Specific Device must be assigned a MIDI Input and Output Port.

The Output Port is initially set as the Show Default MIDI Output Port. The drop-down menu displays all available MIDI Output Ports in the entire networked E-Show(TM) domain and any Output Port may be assigned to each device so that the commands for that device will go to the correct port and similar commands will not cause responses in any other device.

The Input Port is initially set as the Show Default MIDI Input Port. The drop-down menu displays all available MIDI Input Ports in the entire networked E-Show(TM) domain and any Input Port may be assigned to each device so that the commands for that device will come from the correct port and similar commands from other devices will not cause false responses.

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### 3.4.3.5. CHANNEL/DEVICE ID

In the Device Mapping window, the first of the four fields below Description is the 'Channel' field when the Device Type is:

- A Generic Standard MIDI Channels Device, or
- A Specific Device using Channel Messages

This field can be set to any MIDI Channel, 1 through 16. None of the other three fields can be changed. When a Channel Message Device is added or changed, a dialogue box appears which sets the numbering for the device's octaves. Numbering begins at -2, -1, 0 or 1.

In the Device Mapping window, the first field below Description is the 'Device ID' field when the Device Type is:

- A Generic MSC Device, or
- A Specific Device using MSC commands
- A Generic MTC Device, or
- A Specific Device using MTC commands
- A Generic MMC Device, or
- A Specific Device using MMC commands
- A Generic System Exclusive Device, or

- A Specific Device using SysEx commands
- A Generic Manufacturer Specific System Exclusive Device, or
- A Specific Device using Mfr Specific SysEx commands

This field can be set to any Device ID, 0 through 127. None of the other three fields can be changed except in the last two cases. Manufacturer Specific System Exclusive Devices can be configured with one or two Device ID's and they can be placed in any byte position (starting at 0) in the message:

- The Device ID field in the top line sets the primary Device ID
  - The 'at' field in the first line sets the primary ID's byte position
  - Tick the 2nd ID box on the second line to set a secondary ID
  - The Device ID field in the second line sets the secondary Device ID
  - The 'at' field in the second line sets the secondary Device ID's byte position
- 

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### 3.4.3.6. DEVICE MAP

The Device Map is a tree with Generic Device Types attached to the right side of the root.

Below all Generic Device Types, all Specific Device Types are attached to the right side of the root.

When any + is clicked on and - is displayed, all Specific Devices appear below their Device Types. Click any Specific Device to Change or Delete it.

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### 3.4.4. SYSTEM CONFIGURATION

Choose "System Configuration" in the Configuration menu to set any system specific configuration attribute at any time.

The 'System Configuration' window appears when this menu item is chosen.

The configuration parameters which can be set in this window are:

- Primary MIDI Show Control (MSC) ID
- Secondary MSC ID
- Group MSC ID
- MIDI Input and Output port assigns
- MIDI Passthru status
- MIDI Loopback status
- SMPTE Timecode Input and Output port assigns
- Joystick Configuration

**OK** and **Cancel** buttons are at the bottom of the System Configuration window.

When the desired System Configuration has been selected, click OK, and the system will reconfigure itself and the configuration will be saved as the default in a file (ShowMan.INI) in the Windows system folder (usually C:\WinNT).

To exit the System Configuration window without changing the selections, click Cancel.

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### 3.4.4.1. MIDI CONFIGURATION

In the System Configuration window, the field 'Primary ID' sets the first 'Device Number' to which this ShowMan system will respond when a MSC message is received via the MIDI IN port or via MSC commands received via the internal Loopback port. The drop down menu provides a choice of individual ID's 0-111 or None.

In the System Configuration window, the field 'Secondary ID' sets the second MSC 'Device Number' to which ShowMan responds. This item allows a second individual 'Device Number' to be selected.

In the System Configuration window, the field 'Group ID' sets the first 'Group Number' to which this ShowMan system will respond when a MSC message is received via the MIDI IN port or via MSC commands received via the internal Loopback port. The drop down menu provides a choice of group ID's 112-126 or None.

The 'Device Number' is the identifying number within each 'Command Format' to which an individual 'Controlled Device' may respond. There are 112 individual 'Device Numbers' and 15 groups; 'All Call' is always responded to, hence ShowMan always responds to All Call.

ShowMan responds to the SOUND 'Command Format' only.

In the System Configuration window, the field 'Input Port' selects which Windows MIDI input port ShowMan uses to receive MIDI messages. This port may be any standard MIDI IN port that is correctly installed in the Windows System and is usually the MIDI IN of the Sound Card or MIDI Card.

In the System Configuration window, the field 'Output Port' selects which Windows MIDI output port ShowMan uses to send MIDI messages. This port may be any standard MIDI OUT port that is correctly installed in the Windows System and is usually the MIDI OUT of the Sound Card or MIDI Card.

In the System Configuration window, ticking the box labeled 'Loopback' causes the system to internally pass all messages sent by running ShowMan cue sequences directly to the internal Loopback port. All cue messages are always sent out the Output port and the Passthru function is unchanged by Loopback status.

This function is essentially the same as connecting the MIDI OUT of the Sound Card MIDI adapter cable to its MIDI IN port through a MIDI merge box, combining normal MIDI messages from other equipment with those generated by ShowMan cues.

This allows MSC ShowMan cues to control the ShowMan program which is running those cues. For example, a MIDI Show Control 'All Call Reset' message can be put in the last cue of the cue list. When this cue goes, the ShowMan system (as well as other MSC devices controlled by ShowMan) will automatically reset to the top of the show, ready to start it over again.

In the System Configuration window, ticking the box labeled 'Passthru' causes the system to pass all messages received by the Input port directly through to the Output port. The program will correctly and instantly merge all MIDI messages generated by cues with all MIDI messages being passed through to the Output port.

With Passthru On, all messages received by the Input port are immediately passed through at all times and sent out the Output port.

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### 3.4.4.2. JOYSTICK CONFIGURATION

In the System Configuration window, Joystick configuration provides the exclusive choices of 'No Joystick,' '1st Joystick' and '2nd Joystick.'

The Joystick configuration selects which installed joystick controls F Key functions remotely. See Section [2.2.1](#). for details on which F Key functions are controlled.

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### 3.4.5. VIEW TOOLBAR

In the Configuration menu, click 'View Toolbar' to hide or show the Toolbar. The Toolbar is the third line of the main window and contains these shortcut buttons, when applicable:

- New Show
  - Load a Show
  - Save Show
  - Cut
  - Copy
  - Paste
  - Print
  - About
  - Help
  - Jam Clock - GO [F8 equivalent]
  - Fire Cue [F12/GO equivalent]
  - AudioBox Levels
  - AudioBox Monitor
- 

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### 3.4.6. VIEW STATUSBAR

In the Configuration menu, click 'View Status Bar' to hide or show the Status Bar. The Status Bar is the bottom line of the main window and displays the following statistics:

- TC Generator status
  - Highlighted list number, name, clock and status
  - Calendar Date
  - Real time clock
- 

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## 3.5. LIST CONTROL MENU

The List menu provides facilities to set the current status of all lists and paths in the show. Settings made with this menu do not affect the default list and path settings, which are set in the Configuration menu. See Section [3.4](#).

The following List Control menu items may be chosen:

- Open Cue List

- Close Cue List
- Cuelist Settings

'Open Cue List' opens the Enter List Number window to select the cue list to be opened.

'Close Cue List' opens the Enter List Number window to select the cue list to be closed.

'Cuelist Settings' opens the Cue List Settings window to set all current cue list and path parameters.

The cue which was in Standby position when the List was closed will again be in that position. If the list has not been open previously during the current session, the first cue in the first path will be in Standby.

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### 3.5.1. OPEN CUE LIST

This function only affects the current state of the show, not the show defaults.

In the Enter List Number window, use the List number field to select the list to open.

Click OK to open the list selected or Cancel for no action.

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### 3.5.2. CLOSE CUE LIST

This function only affects the current state of the show, not the show defaults.

In the Enter Cue List window, use the List number field to select the list to close.

Click OK to close the list selected or Cancel for no action.

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### 3.5.3. CUELIST SETTINGS

This only affects the current state of the show, not the show defaults.

In the Cue List Settings window, use the Select Cue List field's drop down menu to select the cue list to set.

In the List State area, tick List Open and List Displayed as desired.

In the List Clock area, tick Clock Running and MTC Lock as desired.

In the Sequence Clock area, select Internal, MTC, List Clock or Show Default as desired.

In the path list at the bottom of the window, double click the desired path to make it the current open cue path.

Click OK to enable all choices or Cancel to exit without changes.

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## 3.6. EDIT MENU

The Edit menu provides comprehensive cue editing facilities. Virtually any kind of cue can be created, viewed and manipulated with these facilities. The MIDI cues in the show are stored in any of up to 100 cue paths per cue list.

The following Edit menu items may be chosen:

- Edit Selected Cue Alt+E
- Update Cue Times Alt+U
- Delete Selected Cue
- Make New MIDI Cue Alt+M
- Capture SMF Data
- Capture MIDI Data Alt+C

'Edit Selected Cue' inserts the selected cue in the highlighted cue list window into the MIDI Cue Editor to edit, delete or append MIDI messages, test cues and messages, and save cues to the selected cue list.

'Update Cue Times' opens the Update Cue Times window to set new cue times when the space bar is pressed. While the Update Cue Times window is open, cues in the selected list will only go if the space bar, F12 or N key is pressed. Press Space Bar to fire Standby Cue and set cue time to current time. Press F12 to fire Standby Cue, leaving cue time unchanged. Press "N" Key to let cues run normally.

'Delete Selected Cue' deletes the selected cues from the highlighted cue list; this function is irreversible since it permanently deletes the cue from both the cue list and its currently assigned cue path.

'Make New MIDI Cue Alt+M' opens the 'Edit: "LIST NAME"' window which contains the MIDI Cue Editor. MIDI sequences can be created, edited, tested and saved as cues in the highlighted cue list using the Cue Editor.

'Capture SMF Data' opens the 'Standard MIDI File Import' window which contains the tools for selecting and converting Standard MIDI Files. Click the 'Browse' button to find the SMF desired, which will be displayed in the File: field and can be selected amongst all SM Files in the folder chosen using the drop down menu button. Use the drop down menu button in the Cuelist: field to choose the list in which the cue created is to be placed. Click the 'Create Cue' button to complete the conversion process.

'Capture MIDI Data Alt+C' opens the 'MIDI Message Capture' window which contains the tools for Capturing MIDI Messages. MIDI sequences can be captured, edited, tested and saved as cues using the MIDI Message Capture window.

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### 3.6.1. EDIT SELECTED CUE

This function is only available when an individual cue list window is highlighted.

Use the cue list window scroll bar to find the desired cue.

Click the cue's line to highlight and select it.

Choose 'Edit Selected Cue' in the Edit menu.

Keyboard command equivalent: Press the Alt and E keys simultaneously.

Alternately, double click the cue line.

Alternately, right click the cue line, then click the 'Edit this Cue' menu item.

The MIDI Cue Editor opens and the cue loads into it. See Section 3.10. for details on the MIDI Cue Editor.

Click the Cancel button to exit the editor without changing the cue.

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## 3.6.2. UPDATE CUE TIMES

This function is only available when an individual cue list window is highlighted.

Use the cue list window scroll bar to see to find the beginning of the cue range to be updated.

Click the beginning cue's line to highlight it.

Choose 'Selected Cue' in the Standby menu.

Choose 'Update Cue Times' in the Edit menu.

Keyboard command equivalent: Press the Alt and U keys simultaneously.

Alternately, right click the cue line, then click the 'Update Cue Times' menu item. The Update Cue Times window opens.

Close the window to exit the function without changing anything.

While the Update Cue Times window is open, cues in the selected list will only go if the space bar, F12 or "N" key is pressed.

Press the Space Bar (or the Space Bar button in the Update Cue Times window) to fire the Standby Cue and set the cue's time to the current clock time.

Press the F12 key (or the F12 button in the Update Cue Times window) to fire the Standby Cue and leave the cue time unchanged.

Press the "N" Key (or the "N" Key button in the Update Cue Times window) to let timed cues run normally.

When the desired range of cues has been fired, click the 'Save Modified Cues' button in the Update Cue Times window to make all new cue times permanent.

Click the 'Discard Changes' button to revert back to previous cue times and close the window.

To adjust a range of cues, open the Update Cue Times window, select the first and last cue numbers, then choose whether you want:



- A specific start time for the first cue, or
- To add or subtract an offset from the cue time.

If you specify a start time for the first cue, the cue times will be offset by the difference between the original time and the new time. You can also set the time for the first cue by tapping the space bar while the show is running. Then select an end cue for the range (the first cue and new time are already set) and all cues in the range will be adjusted to the new start time.

If you specify an offset, all the cues in the range (except the F12 manually fired cues) will be offset by the specified amount.

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### 3.6.3. DELETE SELECTED CUE

This function is only available when an individual cue list window is highlighted.

Use the cue list window scroll bar to find the cue to be deleted.

Click the cue's line to highlight it.

Choose 'Delete Selected Cue' in the Edit menu.

Alternately, right click the cue line, then click the 'Delete this Cue' menu item.

A dialogue box asks for confirmation.

Click the Cancel button to exit the function without deleting the cue.

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### 3.6.4. MAKE NEW MIDI CUE

Choose 'Make New MIDI Cue Alt+M' in the Edit menu.

Keyboard command equivalent: Press the Alt and M keys simultaneously.

Alternately, right click the cue line, then click the 'Make New MIDI Cue Alt+M' menu item.

The MIDI Cue Editor opens with no cue in it. See Section [3.10](#). for details on the MIDI Cue Editor.

Click the Cancel button in the MIDI Cue Editor to exit without making a cue.

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### 3.6.5. CAPTURE MIDI DATA

Choose 'Capture MIDI Data Alt+C' in the Edit menu.

Keyboard command equivalent: Press the Alt and C keys simultaneously.

Alternately, right click the cue line, then click the 'Capture MIDI Data Alt+C' menu item.

The MIDI Message Capture window opens. See Section 3.11. for details on the MIDI Message Capture window.

Click the Done button in the MIDI Message Capture window to exit without making a cue.

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## 3.7. CLOCK CONTROL MENU

The Following Clock Control menu items are available:

- Start Clock F1
- Stop Clock F2
- Zero Clock F3
- All Off F4
- Reset Shift+F4
- Restore Shift+F1
- Global MTC Lock Shift+L
- Global MTC Unlock Ctrl+L
- Global MTC Chase
- Freeze All Clocks

The function of each item is usually different depending on whether the Show or individual cue list windows are highlighted.

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### 3.7.1. START/STOP/ZERO CLOCK

Choose 'Start Clock' in the Clock Control menu.

- Keyboard command equivalent: Press the F1 Key.
- If the a cue list window is highlighted the clock starts running in the selected list.
- MSC equivalent: Sound 'Start Clock' List specified
- If the Show Control window is highlighted the clock starts in all open lists.
- MSC equivalent: Sound 'Start Clock' no List specified

Choose 'Stop Clock' in the Clock Control menu.

- Keyboard command equivalent: Press the F2 Key.
- If the a cue list window is highlighted the clock stops running in the selected list.
- MSC equivalent: Sound 'Stop Clock' List specified

- If the Show Control window is highlighted the clock stops in all open lists.
- MSC equivalent: Sound 'Stop Clock' no List specified

Choose 'Zero Clock' in the Clock menu.

- Keyboard command equivalent: Press the F3 Key.
- If the a cue list window is highlighted the clock resets to zero in the selected list. This does not stop the clock if it is running.
- MSC equivalent: Sound 'Zero Clock' List specified
- If the Show Control window is highlighted the clock resets to zero in all open lists.
- MSC equivalent: Sound 'Zero Clock' no List specified

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### 3.7.2. ALL OFF/RESET/RESTORE

Choose 'All Off' in the Clock Control menu.

- Keyboard command equivalent: Press the F4 Key.
- In the highlighted cue list:
  - The clock zeros and stops
  - MTC Chase turns off
  - MSC equivalent: Sound 'All Off' List specified
- If the Show Control window is highlighted, in all open lists:
  - The clock zeros and stops
  - MTC Chase turns off
  - MSC equivalent: Sound 'All Off' no List specified
- ShowMan sends an MTC All Off and MIDI All Notes Off

Choose 'Reset' in the Clock Control menu.

- Keyboard command equivalent: Press Shift and F4 simultaneously.
- In the highlighted cue list:
  - The clock zeros and stops
  - MTC Chase turns off
  - The first cue loads to standby
  - MSC equivalent: Sound 'Reset' List specified
- If the Show Control window is highlighted, in all open lists:
  - The clock zeros and stops
  - MTC Chase turns off
  - The first cue loads to standby
  - MSC equivalent: Sound 'Reset' no List specified
- ShowMan sends an MTC All Off and MIDI All Notes Off

Choose 'Restore' in the Clock Control menu.

- Keyboard command equivalent: Press Shift and F1 simultaneously.
- In the highlighted cue list:
  - Clock restores to pre-All Off (F4) status

- MTC Chase restores to pre-All Off status
  - MSC equivalent: Sound 'Restore' List specified
  - If the Show Control window is highlighted, in all open lists:
    - Clock restores to pre-All Off (F4) status
    - MTC Chase restores to pre-All Off status
    - MSC equivalent: Sound 'Restore' no List specified
- 

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### 3.7.3. GLOBAL MTC LOCK/UNLOCK/CHASE

Choose 'Global MTC Lock' in the Clock Control menu.

- Keyboard command equivalent: Press Alt and the L keys simultaneously.
- MSC equivalent: Sound 'MTC Chase ON' no List specified
- MTC Lock turns on in all open cue lists

Turning MTC Lock ON causes the clock to lock to MIDI Time Code (MTC) if it is being received at the Input port or the internal MIDI Loopback port.

If MTC is not present when this item is chosen, '?' displays next to the clock in all appropriate windows to indicate that the clock will lock when MTC is received. Until such time, the clock(s) will continue to operate the same way as was when this menu item was selected.

When MTC is received the clock(s) will lock to it and an 'M' displays next to the clock; if MTC stops the clock(s) will stop, displaying the last valid MTC time value received.

To turn Global MTC Lock off, either:

- Choose 'Global MTC Unlock' in the Clock Control menu
- Keyboard command equivalent: press the 'Ctrl' and 'M' keys simultaneously
- Send an 'MTC Chase OFF' MSC message.

If MTC Chase is Unlocked after being locked to MTC the clock(s) will unlock and resume in the same way (stopped or running) as before locking but with the time value at the point of unlocking.

Choose 'Global MTC Chase' in the Clock Control menu.

Turning MTC Chase ON causes all lists to automatically load the appropriate cues into standby in every list based on MTC clock time.

This allows your show to automatically chase MTC, put cues into standby and make them GO at the correct time even if Time Code is stopped, started, reset or randomly set and run as is frequently done during technical rehearsals and/or randomly performed show scenes using Time Code. This setting is frequently used when 'MTC Show' is set in the Show Configuration window.

These items do not affect Clocks in Calendar mode.

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## 3.8. STANDBY MENU

The following Standby menu items are available:

- Top of Show Alt+F9
- Top of Loop Ctrl+F9
- Previous Sequence Shift+F9
- Previous Cue F9
- Next Cue F10
- Next Sequence Shift+F10
- End of Loop Ctrl+F10
- Selected Cue

The function of each item is different depending on whether the Show or individual cue list windows are highlighted.

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### 3.8.1. TOP OF SHOW

Choose 'Top of Show' in the Standby menu.

- Keyboard command equivalent: Press the Alt and F9 Keys simultaneously.
  - In the highlighted cue list:
    - The first cue of the selected cue list loads into standby
  - If the Show Control window is highlighted, in all open lists:
    - The first cues of all open lists load into standby
- 

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### 3.8.2. TOP OF LOOP/PREVIOUS SEQUENCE/PREVIOUS CUE

Choose 'Top of Loop' in the Standby menu.

- Keyboard command equivalent: Press the Ctrl and F9 Keys simultaneously.
- In the highlighted cue list:
  - The first iteration of the current series of looped cues loads into standby

Choose 'Previous Sequence' in the Standby menu.

- Keyboard command equivalent: Press the Shift and F9 Keys simultaneously.
- In the highlighted cue list:
  - The previous cue with a different parent number (integer before the first decimal point) loads into standby
- If the Show Control window is highlighted, in all open lists:
  - The previous PRESS F12 standby cues with a different parent number (integer before the first decimal point) load into standby

Choose 'Previous Cue' in the Standby menu.

- Keyboard command equivalent: Press the F9 Key.

- In the highlighted cue list:
    - The previous standby cue loads into standby
  - If the Show Control window is highlighted, in all open lists:
    - The previous PRESS F12 standby cues load into standby
- 

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### 3.8.3. NEXT CUE/NEXT SEQUENCE/END OF LOOP

Choose 'Next Cue' in the Standby menu.

- Keyboard command equivalent: Press the F10 Key.
- In the highlighted cue list:
  - The next standby cue loads into standby
- If the Show Control window is highlighted, in all open lists:
  - The next PRESS F12 standby cues load into standby

Choose 'Next Sequence' in the Standby menu.

- Keyboard command equivalent: Press the Shift and F10 Keys simultaneously.
- In the highlighted cue list:
  - The next cue with a different parent number (integer before the first decimal point) loads into standby
- If the Show Control window is highlighted, in all open lists:
  - The next PRESS F12 standby cues with a different parent number (integer before the first decimal point) load into standby

Choose 'End of Loop' in the Standby menu.

- Keyboard command equivalent: Press the Ctrl and F10 Keys simultaneously.
  - In the highlighted cue list:
    - The next cue after the current series of looped cues loads into standby
- 

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### 3.8.4. SELECTED CUE

Choose 'Selected Cue' in the Standby menu.

- In the highlighted cue list:
  - The selected cue loads into standby
  - If the cue is a PRESS F12 cue, it will also appear in its cue list's standby line of the Show Control window

If the Show Control window is selected and "MTC Show" is not ticked in the Show Configuration window, this function normally loads selected, out-of-sequence PRESS F12 cues of the same number into standby in all open cue lists and also in the standby lines of the Show Control window.

If the Show Control window is selected and "MTC Show" is ticked in the Show Configuration window, this function automatically loads all cues, PRESS F12 or timed, with the same number or the next greater one in all open lists.

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## 3.9. CUE OPERATION

In an individual highlighted cue list window, to make a cue GO:

- Press the F12 key
- Click the 'F12 GO' menu bar item
- Click the 'GO' icon in the Toolbar if it is visible

With the Show Control window highlighted, to make the PRESS F12 standby cues in all open cue lists GO:

- Press the F12 key
- Click the 'F12 GO' menu bar item
- Click the 'GO' icon in the Toolbar if it is visible

In an individual highlighted cue list window, to make a timed cue GO and simultaneously set the list's clock to a non-zeroing cue's time:

- Press the F8 key
- Click the 'F8 GO Cue/Jam Clock' menu bar item
- Click the 'GO/Jam' icon in the Toolbar if it is visible

When GO is executed, the standby cue's MIDI message sequence is sent to the Output port and the standby cue becomes the current cue with all subsequent cues moving up the standby list in numerical order. This procedure occurs individually in each individual cue list at the appropriate time.

If multiple cue lists receive a 'GO' command simultaneously, the MIDI messages in the standby cue of the list with the lowest number get sent first, then the next higher numbered list's standby cue goes, and so on.

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### 3.9.1. GO

A standby cue in a highlighted cue list will GO when any one of the following conditions are met:

- The 'F12' key is pressed
- "Go Cue F12" is clicked in the menu bar
- The 'GO' icon is click in the toolbar
- An external 'fire' command is received via the joystick input
- The clock's time exceeds the standby cue's time
- The 'F8' key is pressed when a timed cue is in standby
- "Go Cue/Jam Clk F5" is clicked in the menu bar when a timed cue is in standby
- An appropriate MIDI Show Control message is received.

A standby cue in an unhighlighted cue list will GO if any one of the following conditions are met:

- It is the lowest numbered PRESS F12 cue in standby in all open lists, the Show Control window is selected, and either:
  - The 'F12' key is pressed, or

- "Go Cue F12" is clicked in the menu bar, or
- The GO icon is clicked in the Toolbar if it is visible, or
- An external joystick 'fire' command is received, or
- An appropriate MIDI Show Control message is received
- It is a timed cue and the clock's time equals (or exceeds, if the clock is set to Internal mode) the standby cue's time
- An appropriate MIDI Show Control message is received

When a standby cue goes, all cues then move up and the disk is accessed for more data.

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### 3.9.2. 'PRESS F12' CUE

Any cue saved with a time of 0:0:0:0.00 displays "PRESS F12" in its time field in the cue list window and will go when it is the standby cue in the highlighted list and any one of the following conditions are met:

- The 'F12' key is pressed
- "Go Cue F12" is clicked in the menu bar
- The GO icon is clicked in the Toolbar if it is visible
- An external joystick 'fire' command is received
- An appropriate MIDI Show Control message is received

A PRESS F12 standby cue in an unhighlighted cue list will go if it is the lowest numbered PRESS F12 cue in standby in all open lists and any one of the following conditions are met:

- The Show Control window is selected, and either:
  - The 'F12' key is pressed, or
  - "Go Cue F12" is clicked in the menu bar, or
  - The GO icon is clicked in the Toolbar if it is visible, or
  - An external joystick 'fire' command is received, or
  - An appropriate MIDI Show Control message is received
- An appropriate MIDI Show Control message is received

When a standby cue goes, all cues then move up and the disk is accessed for more data.

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### 3.9.3. CHANGING STANDBY CUE

All cues in each individual list automatically follow the current cue in numerical sequence unless a new cue has been manually loaded into standby via any of the following functions:

- "Selected Cue" is chosen in the Standby menu
- Pressing the 'F9' key
- "Previous Cue F9" is chosen in the Standby menu
- An external 'F9' joystick command is received



- Pressing simultaneously the 'Shift' and the 'F9' key
- "Previous Sequence Shft+F9" is chosen in the Standby menu
- Pressing simultaneously the 'Alt' and the 'F9' key
- "Top of Show Alt+F9" is chosen in the standby menu
- An external 'Alt+F9' joystick command is received
- Pressing the 'F10' key (Shifted or unshifted).
- "Next Cue F10" is chosen in the Standby menu
- An external 'F10' joystick command is received
- "Next Sequence Shft+F10" is chosen in the Standby menu
- An external 'Shft+F10' joystick command is received
- Pressing simultaneously the 'Shift' and the 'F4' key
- "Reset Shift+F4" is chosen in the Clock menu
- An appropriate MIDI Show Control message is received

If the standby cue is changed in this manner, all subsequent cues in the selected list automatically follow the standby cue in numerical sequence.

These functions are also applicable when the Show Control window is selected, and will change the standby cues in all applicable lists simultaneously.

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### 3.9.4. ZERO CLOCK

All cues may be programmed to set the clock to zero when it GOes if the clock is in Internal mode.

A cue which has been saved with a tick in the 'Zero Clock' box of the Cue editor will display a 'z' to the right of its time in all cue list windows.

A Zero Clock cue will make the clock automatically reset to zero whenever the cue GOes whether the clock is running or not.

If the clock is running when a Zero Clock cue GOes, it will reset to zero and continue without pause.

An appropriate MIDI Show Control message will also zero the clock.

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### 3.9.5. SHOW CONTROL WINDOW

The standby cue in each open cue list is displayed in the appropriate cue list line of the Show Control window.

The lowest numbered PRESS F12 cues in standby will automatically display 'Ready' in the Status column of the Show window.

The lowest value, identically numbered cues in standby in the Show Control window will display 'Ready' in the Status column to indicate that they will all 'GO' when F12 is pressed or an external GO is received.

All 'Ready' cues will go when the Show Control window is selected and any one of the following conditions are met:

- The 'F12' key is pressed
- "Go Cue F12" is clicked in the menu bar

- The GO icon is clicked in the Toolbar if it is visible
- An external joystick 'fire' command is received
- An appropriate MIDI Show Control message is received

The techniques used to change the standby cue, described in section 3.9.3. , also apply when the Show window is selected. When these are applied, the applicable standby cues in all appropriate open lists will change.

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### 3.10. MIDI CUE EDITOR

The MIDI Cue Editor is opened when:

- The following Edit menu items are chosen:
  - "Edit Selected Cue Alt+E"
  - "Make New MIDI Cue Alt+M"
- A cue line is double clicked in a cue list window
- A cue line is right clicked in a cue list window and 'Edit This Cue' is chosen

The MIDI Cue Editor is the workhorse of ShowMan. It is here that all cue sequences and the messages in them are created, edited and saved. Every cue and every type of cue must be made using the MIDI Cue Editor.

**IMPORTANT: DEVICES MUST BE CONFIGURED BEFORE CUES CAN BE MADE!**  
USE 'DEVICE CONFIGURATION' IN THE CONFIGURATION MENU

The window titled 'Edit: "LIST NAME"' contains all MIDI cue Editor functions. This window is divided into two halves:

- Left half: The Cue Editor
- Right half: The MIDI Message Editor

Set all individual cue parameters using the Cue Editor fields:

- Cue List
- Cue Number
- Loops
- Zero Clock
- Description
- Press F12/Cue Start Time
- Message List

Set all individual message parameters using the Message Editor fields and tabs:

- Fields
  - Message Description
  - Message Details (shaded)
  - Time from Start of Previous Message
- Tabs
  - Channel Voice

- Show Control
- System Exclusive
- More...

#### CUE EDITOR BUTTON OPERATION

The bottom row of Buttons at the bottom of the Message Editor coordinate and manipulate the cue being edited:

- Test Cue
- Save
- Done
- Next Cue
- Back Cue
  
- Test Cue
  - Sends the sequence of messages in the Cue Editor's Message List to the Output port
- Save
  - Enter Cue Number
  - Enter Description
  - Insert at least one message from the Message Editor
  - The cue is added to the highlighted cue list
- Done
  - Closes the 'Edit: "LIST NAME"' window after cue editing is finished
- Next Cue
  - Loads the cue with the next higher number into the Cue Editor
- Back Cue
  - Loads the cue with the next lower number into the Cue Editor

#### MESSAGE EDITOR BUTTON OPERATION

The top row of Buttons at the bottom of the Message Editor coordinate and manipulate all the messages being edited:

- Test Msg
- Add Msg
- Replace Msg
- Next Msg
- Back Msg
- Test Msg
  - Sends the message in the Message Editor to the Output port
- Add Msg
  - Inserts the message in the Message Editor (displayed in the Description and Details fields) into the Cue Editor's Message List
- Replace Msg
  - Replaces the highlighted message in the Cue Editor's Message List with the one in the Message Editor
- Next Msg
  - Loads the previous message into the Message Editor
- Back Msg
  - Loads the next message into the Message Editor

When all cues have been edited and saved, click Done and the window will close and all cues added or changed are in the highlighted cue list window.

Of course, MIDI messages do nothing until they are received by a MIDI instrument or MIDI-controlled device. MIDI messages may be sent at any time while editing by clicking the Test Msg button.

To fully and accurately edit MIDI messages, the detailed MIDI programming guides for all controlled devices must be consulted. If adequate and detailed documentation about all devices connected to the ShowMan show controller, messages and cues cannot be correctly created.

Click the Test Cue button to replay the sequence of messages in the Message List using the internal clock as the sequence timer. The Message List displays in order all messages in the sequence along with the time between each message.

Click the Save button to save the entire sequence as a cue to the cue list indicated in the title bar.

During the show, when the cue goes, the MIDI messages will be automatically transmitted out the Output port (and/or the internal MIDI Loopback port) as a sequence using the chosen sequence clock as the sequence timer.

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### 3.10.1. CUE NUMBER

In the Cue Editor, the Cue Number field contains the number of the cue being created or edited. A Cue Number is required before a cue can be saved.

Cues are automatically sequenced in numerical order according to decimal point priorities (i.e. 11. before 12. before 12.10. before 12.10.5. before 12.10.16. before 12.40. before 13. etc.)

This system allows the insertion of a new cue between virtually any two existing cues without renumbering.

We do, however, recommend beginning the numbering before each decimal point at 10 to allow prior cue insertion.

Leading zeroes in cue numbers are not allowed.

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### 3.10.2. LOOPS

In the Cue Editor, the Loops field contains the number of times the cue or the cue sequence will GO. The default and minimum value is '1,' which means the cue will only GO once.

A Loops value can be added to a parent cue (one which has fewer decimal points in its number) to define the number of times its subordinate cues will GO.

For example, Loops '10' in cue 40.10. (the parent cue) cause the cue sequence 40.10.1. through 40.10.22. (the subordinate cue sequence) and back to 40.10. again, to execute a total of 10 times before the sequence proceeds to 40.20.

Cues with Loops can be nested within looped cue sequences

If no repeats are desired, '1' is entered.

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### 3.10.3. ZERO CLOCK

In the Cue Editor, the Zero Clock box indicates whether the cue automatically zeros its list's clock when it goes during cue operation if the clock is in Internal mode.

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### 3.10.4. DESCRIPTION

In the Cue Editor, any alphanumeric description may be entered in the Description field for convenience. A Description is required before the Cue can be saved.

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### 3.10.5. CUE START TIME

In the Cue Editor, a time value is entered in the Cue Start Time field which tells the cue to automatically GO when the cue list clock reaches a specific time, if the cue is in standby.

Times are defined in hours, minutes, seconds, frames and fractional frames in hundredths of a frame. If '24' is in the Clock Defaults field of the Show Configuration window, the highest frame value allowed is 23. Likewise, Clock Defaults of 25, and 30 set frame value limits.

If the cue is given a time of 0:0:0:0.00, the Press F12 box will be ticked automatically and PRESS F12 will display in the Time field of the Cue list window. A Press F12 cue will wait for a 'GO' command before it goes - no clock value will ever make a Press F12 cue GO automatically.

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### 3.10.6. MESSAGE LIST

In the Cue Editor, each MIDI message in the cue is displayed on a single line of the Message List. Each message number and Time From Start of Previous Message or Time From Start of Cue (based on the setting of the Button just above the Message List) is at the left of each line. Scroll the list with the scroll arrows to view all messages.

Any message may be dragged and dropped with the mouse to a different position in the Message List.

Right click a message to bring up the Delete Message button. Clicking this button will delete the highlighted message in the message list.

Clicking the Add Msg button in the Message Editor will insert the message in the Message Editor into the Message List right after the highlighted message in the list.

Clicking the Replace button will replace the highlighted message in the Message List with the current message in the Message Editor. Double clicking any message in the Message List will load the message into the Message Editor.

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### 3.10.7. MESSAGE DESCRIPTION/DETAILS

In the Message Editor, the top, unshaded field is the Description field. Any alphanumeric description may be entered in the Description field for convenience. A Description is required before the message can be used. The message editor always inserts a default description which can be used or changed in any way.

Below the Description in the Message Editor is the shaded Details field. This field displays the default description and hex MIDI message data of the message in the Message Editor.

To enter a message in the Message Editor:

- Double click a message in the Cue Editor's Message List, or
- Create a message using the Message Editor's tabs, or
- Double click a message in the More... tab's Existing Messages list

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### 3.10.8. TIME FROM START OF PREVIOUS MESSAGE

In the Message Editor, a time value is entered in the Time From Start of Previous Message field. This tells the cue, when it is sending its sequence, to send the message a specific time after the previous message, based on the list's sequence clock timing.

Times are defined in hours, minutes, seconds, frames and fractional frames in hundredths of a frame. If '24' is in the Clock Defaults field of the Show Configuration window, the highest frame value allowed is 23. Likewise, Clock Defaults of 25, and 30 set frame value limits.

If the message is given a time of 0:0:0:0.00, the message will be sent immediately after the previous message. A 'Zero' button sets this time with a single click.

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### 3.10.9. TABS

In the Message Editor, the following Tabs are used to create and edit messages:

- Channel Voice
- Show Control
- System Exclusive
- More...
- More Message Types button

The 'More Message Types' button, visible when the More... tab is selected, displays a drop-down menu with more Generic MIDI and Specific Device editors. The 'More Message Types' menu can also be obtained by right clicking anywhere in the Message Editor.

Any message in the Message Editor can be viewed in all applicable tabs. Choosing other messages types in the 'More Message Types' menu selects a fifth tab which then provides an editor for that type of message.

If a Specific Device editor is installed in the licensed ShowMan installation, choosing that device in the 'More Message Types' menu selects a fifth tab which then provides the Device Editor. Also, when any message for that Specific device is in the Message Editor, a the fifth tab selects with the Editor in it..

Left and right arrow buttons appear as more tabs appear so all tabs can be viewed.

An 'Existing Messages' list is available when the More... tab is selected. This list contains a list of all messages edited in the current session. Click any Existing Message to enter it into the Message Editor.

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### 3.10.9.1. CHANNEL VOICE

Click this tab, select 'Note On/Off/Etc' in the More Message Types menu or enter an appropriate message in the Message Editor to select it. A Channel Voice device must be mapped in the Device Configuration window before a Channel Voice message can be made. The tab contains the Channel Voice Editor in which any kind of MIDI Channel Voice message can be made for a Channel Voice device. When a complete channel voice message is created, a Description can be added and the message added to the cue.

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### 3.10.9.2. SHOW CONTROL

Click this tab, select 'MSC - MIDI Show Control' in the More Message Types menu or enter an appropriate message in the Message Editor to select it. A Show Control device must be mapped in the Device Configuration window before an MSC message can be made. The tab contains the MSC Editor in which any kind of MSC message can be made for an MSC device. When a complete MSC message is created, a Description can be added and the message added to the cue.

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### 3.10.9.3. SYSTEM EXCLUSIVE

Click this tab, select 'System Exclusive' in the More Message Types menu or enter an appropriate message in the Message Editor to select it. A System Exclusive device must be mapped in the Device Configuration window before a Sysex message can be made. The tab contains the System Exclusive Editor in which any kind of System Exclusive message can be made for a sysex device. When a complete sysex message is created, a Description can be added and the message added to the cue.

The MIDI programming sections of third party equipment manuals must be consulted to create a message which will be understood by the equipment.

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### 3.10.9.4. MORE...

Click this tab or select 'Existing Messages' in the 'More Message Types' menu to select it.

The 'More Message Types' button, visible when the More... tab is selected, displays a drop-down menu with more Generic MIDI and Specific Device editors. The More Message Types menu can be obtained by right clicking anywhere in the Message Editor.

An 'Existing Messages' list is available when the More... tab is selected. This list contains a list of all messages edited in the current session. Click any Existing Message to enter it into the Message Editor.

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### 3.10.9.5. MORE MESSAGE TYPES

Select any of the following items in the 'More Message Types' menu to select the appropriate 'More Message Types' tab:

- Other Standard MIDI...
    - Channel Mode
    - Control Change
    - General MIDI
    - System Common
    - System Realtime
  - MMC - Machine Control
  - MTC - MIDI Cuing
  - MTC - MIDI Time Code
  - Additional Specific Device Categories
    - Any Specific Device Editor
- 

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### 3.11. MIDI MESSAGE CAPTURE WINDOW

The MIDI Message Capture window is opened when:

- The following Edit menu item is chosen:
  - "Capture MIDI Data Alt+C"
- The Alt and C keys are pressed simultaneously
- A cue line is right clicked in a cue list window and 'Capture MIDI Data Alt+C' is chosen

The MIDI Message Capture window can capture all MIDI sequences and the messages in them can be manipulated, timed, edited and saved via the MIDI Cue Editor.

This window is divided into two halves:

- Top: The Control buttons and Cuelist menu
- Bottom: The Captured MIDI Messages List

Set up capture parameters using the buttons and menu in the Setup area of the top half of the window:

- Buttons
  - Capture Filter
  - Clear Capture Buffer
  - Zero Time of First Selected
  - Capture Timing - System Clock or Time Code
- Cuelist menu

Use the buttons in the MIDI Capture and Cue Creation area of the top half of the window to control capturing and cue making:



- Capture/Stop
- Create Cue
- Done

#### SETUP BUTTON/MENU OPERATION

- Capture Filter - has these tickable nonexclusive options:
  - Capture Everything
  - Capture MTC
  - Capture MIDI Timing
  - Capture AudioBox Responses
- Clear Capture Buffer
  - All messages in the Captured MIDI Messages List are deleted
- Capture Timing
  - System Clock
    - Time stamps the captured messages according to the internal real time clock, starting at 00:00:00:00
  - Timecode
    - Time stamps the captured messages according to MIDI Time Code messages received during the capture process - if no MTC is received, no messages will be time stamped
- Cuelist menu
  - Selects in which cue list the captured message will be saved

#### MIDI CAPTURE AND CUE CREATION BUTTON OPERATION

- Capture/Stop
  - Capture
    - Starts the message capture process without clearing the list or stopping the System Clock - all messages received will be time stamped and added to the Captured MIDI Messages List in order of receipt
  - Stop
    - Stops the capture process without clearing the list or stopping the System Clock
- Set Zero Time
  - Makes the highlighted message in the Captured MIDI Messages List the Zero reference message and changes the time stamps of all other messages in the list appropriately, with a time clock wraparound of 100 hours
- Create Cue
  - Opens the MIDI Cue Editor with the highlighted messages from the Captured MIDI Messages List in the Editor's Message List. The Cue Time is preloaded with the time of the first highlighted message and all subsequent messages are given an appropriate offset time
- Done
  - Closes the MIDI Message Capture window

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## 4. TUTORIAL

This section describes some typical ShowMan programming procedures but is not intended to provide examples of every show situation. RSD can provide suggestions on how to do more complex programming or we can provide a consultant programmer at extra cost. Please be aware, however, that we cannot solve every show programming puzzle over the phone or by email.

Since each individual show setup is different, it will be difficult to describe precisely how to program your particular system but we will provide some typical examples.

We'll begin with simple procedures using a single list show and work our way to more advanced exercises in show control.

Refer to section [3.1. SETTING UP](#) prior to beginning.

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## 4.1. MAKING A START CUE

We'll now program a cue that simply triggers a sound sample on the synthesiser built in to your computer's sound card. Let's get ready:

1. Create the one list Show for this tutorial by choosing "New Show" in the Show menu
  2. Click 'OK' to confirm this operation
  3. In the 'New Show Setup' window, type **Tutorial** in the 'Show Name' field and leave all other fields unchanged
  4. Click 'Next'
  5. In the 'System Configuration' window, use the MIDI Output drop down menu to select the wavetable synthesiser in your sound card
  6. Leave all other fields unchanged and click 'Next'
  7. In the 'List Configuration' window, type **MIDI** in the 'List Name' field and leave all fields unchanged and click 'Next'
  8. In the 'Show Setup Summary' window click 'Finish'
  9. Select "Device Configuration" in the Configuration menu
  10. Select 'Standard MIDI Channels' in the 'Device Type' field of the 'Device Configuration' window
  11. Type **Synthesiser** in the 'Description' field
  12. Click the 'Add' button
  13. In the 'Select Channel Properties' window, click 'OK'
  14. Click the 'Done' button in the 'Device Configuration' window
  15. Select Cue List 1 (named 'MIDI') by clicking and highlighting its window
- 

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### 4.1.1. SELECTING A MESSAGE

1. Choose "Make New MIDI Cue" in the Edit menu
  2. The MIDI Cue Editor will appear with the Cue Editor on the left and Message Editor on the right
  3. Click the Channel Voice tab in the Message Editor
  4. Set the 'Channel' field to 'Synthesiser' with the drop down menu if not already there
  5. Click the 'Note' radio button
  6. Leave the default parameters in the other Message editor fields
- 

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### 4.1.2. EDITING THE MESSAGE

Now that we've chosen a complete MIDI message, we'll put it in the cue, listen to it and change it if necessary:

1. Click the 'Add Msg' button to put the message into the cue's Message List in the Cue Editor on the left side of the window. The message will not be added to the window if all parameters have not been selected.
  2. Click the 'Test Cue' button to transmit the message in the Message List window to the sampler
  3. If you are listening to the output of your sound card you should now hear it synthesise the note being sent to it
  4. Select (highlight) the MIDI message where it appears in the Message List
  5. Observe that the Channel Voice editor contains the message again
  6. Select a note one octave higher than the one previously chosen (72 C 6). The old number in the message 'Details' line will be replaced by the new one.
  7. Click the Replace Msg button to replace the highlighted message with the new message in the Message Editor.
  8. Click the 'Test Msg' or 'Test Cue' button to transmit the new message. The sample should now be heard one octave higher than before.
- 

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### 4.1.3. SAVING CUE 10

Now let's save this message as cue 10, which can be invoked and executed in sequence or randomly with other cues:

1. Enter the following information in the left (Cue Editor) side of the MIDI Cue Editor window:
    - Cue Number: **10**
    - Description: **Play Note C 6**
    - leave the other fields at their default values:
      - Cue Start Time: PRESS F12 (0:0:0:0.00)
      - Loops: 1
      - Zero Clock: Ticked
  2. Click the 'Save' button
  3. Click the 'Done' button to close the MIDI Message Editor
- 

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### 4.1.4. MAKING CUE 10 GO

Now we will execute the cue in the manner in which it will be done during the show.

1. Highlight the 'MIDI' cue list window
  2. Press the 'Alt' and 'F9' keys simultaneously to load cue 10 to standby, or
  3. Choose "Load to Standby" in the Standby menu, or
  4. Right click cue 10 in the cue list window then select "Standby this Cue" in the menu that appears.
  
  5. Press the 'F12' key to make cue 10 go. The synthesiser will respond in the same way as it did when SEND was selected while editing Cue 10 in the MIDI Cue Editor.
- 

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## 4.2. MAKING A STOP CUE

We will now program a cue which sends a MIDI message that stops the sound triggered by the previous cue. This may be necessary in an actual show for one of several reasons:

- The synthesiser or sampler may be of the type which requires a 'Note Off' message to make the sound stop playing, or the sample may be 'looped'.
- The effect triggered by the previous cue may have started a series of repetitive events which, by design, will continue until a command to stop is received.

In this example, we will assume that we want to stop the playback of the note or sample with our new cue.

Let's prepare for cue programming in the following manner:

1. Double click cue 10's cue line in the cue list window
2. The MIDI Cue Editor appears with cue 10 in it.

This puts us in the ideal position to create a new cue to stop cue 10 since the new cue must be very similar to the one it stops.

---

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### 4.2.1. EDITING THE MESSAGE

We will now create the new cue by simply making a few specific changes to cue 10. If you need to double check how cue 10 is prepared, please reread section [4.1.](#) above. Now, here are the only changes we need to make:

1. Click the drop down menu button of the second field in the 'Note' line of the 'Channel Voice' tab editor.
  2. Select 'Off - Velocity =' in the second field. The third field defaults to '0' which should be fine.
  3. Click the 'Replace Msg' button and the 'Note Off' message will replace the 'Note On' message in the Message List.
  4. Click 'Test Cue' to check that this message correctly stops the sample. If the sample is playing when you do this you should hear the sound stop at this time.
- 

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### 4.2.2. SAVING CUE 10.10

You may now save this 'Stop Cue' as cue 10.10, which will follow cue 10 when the sequence is operated:

1. Enter in Cue Number: **10.10**
  2. Enter in Description: **Stop Note C 6**
  3. Leave all other fields unchanged
  4. Click Save - a dialogue box will ask you to confirm
  5. Click Done to exit the Cue Editor.
- 

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### 4.2.3. MAKING CUE 10.10 GO

Now we will execute the cue in the manner in which it will be done during the show.

1. Press the 'Alt' and 'F9' keys simultaneously to load cue 10 to standby
  2. Press the 'F12' key to make cue 10 go. The sampler will start the sample.
  3. At the time where you wish to stop the sample, press F12 again and cue 10.10 will go, stopping the sample.
- 

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## 4.3. CLOCK-TIMED INTERVALS

Now we will program a series of cues which uses the clock to automatically make some of them go.

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### 4.3.1. INTERVAL PROGRAMMING

We will use the MIDI Cue Editor to make a series of new cues based on the ones we have already, but with a few small changes.

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#### 4.3.1.1. CUE 30

1. Double click cue 10's line in the cue list window
2. The Cue Editor appears with cue 10 in it (our 'Start' message).

We could edit or add messages to cue 10 but let's just use it as it is to make cue 30:

3. Change the Cue Number from 10 to **30**
  4. Click Save and confirm.
- 

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#### 4.3.1.2. CUE 30.10

1. Click the 'Back Cue' button to load cue 10.10 into the Editor.

Again, we'll not change the message list (Note Off - our 'Stop' message) to make cue 30.10:

2. Change the Cue Number to **30.10**

We now want this cue to automatically go 10 seconds after cue 30, so we must:

3. Change 'Cue Start Time' from 0:0:0:0.00 to **0:0:10:0.00**.

All other fields remain the same.

4. Click Save and confirm
- 

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### 4.3.1.3. CUE 40

1. Click 'Back Cue' in the Cue Editor three times, or
2. Double click cue 10 in the cue list window
3. Change the Cue Number to **40**

We want this cue to remain operator-controlled (PRESS F12) so we will not change the Cue Start Time or any other fields.

4. Click Save and confirm
- 

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### 4.3.1.4. CUE 40.10

1. Load cue 10.10 into the MIDI Cue Editor.
2. Change the Cue Number to **40.10**

We want this cue to automatically go 10 seconds after cue 40.

3. Change the Cue Start Time to **0:0:10:0.00**
  4. Click Save and confirm.
- 

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### 4.3.1.5. CUE START TIME

1. Load cue 10 into the MIDI Cue Editor
  2. Change the Cue Number to **40.20**
  3. Change the Cue Start Time to **0:0:20:0.00**
  4. Click Save and confirm.
-

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### 4.3.1.6. CUE 40.30

1. Load cue 10.10 into the MIDI Cue Editor.
  2. Change the Cue Number to **40.30**
  3. Change the Cue Start Time to **0:0:30:0.00**
  4. Click Save and confirm.
  5. Click Done to exit the Editor
- 

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### 4.3.2. INTERVAL CUE OPERATION

1. Right click cue 30's line in the cue list window
2. Select 'Standby This Cue' in the drop down menu
3. Press F1 to start the clock if not already running
4. Press F12 to make cue 30 go.

After 10 seconds, cue 30.10 will go automatically.

Because cue 40 is a PRESS F12 cue, it waits for a GO regardless of the clock's time.

5. Press F12 to start the cue 40 series:
  - Cue 40.10 will go 10 seconds after cue 40
  - 40.20 goes 20 seconds after cue 40.10, etc.

Any timed cue can be made to go sooner by simply pressing F12.

The clock may be stopped by pressing F2 in order to make a timed cue go later than intended.

F1 restarts the clock and F3 zeros it.

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### 4.3.3. NESTED CUES

Now let's do a slightly creative variation:

1. Load cue 40.20 into the MIDI Cue Editor.
2. Change the Cue Start Time to 0:0:0:0.00 by clicking the Press F12 box.
3. Untick the Zero Clock box so this cue will not zero the clock when it goes.
4. Click Save and confirm replacement of the existing cue
5. Click Done

---

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#### 4.3.4. OPERATING NESTED CUES

1. Right click cue 40. in the cue list window
2. Select "Standby This Cue" in the menu
3. Press F1 to start the clock
4. Press F12 to start the cue 40 series.
5. After cue 40.10 goes, wait about 10 seconds then press F12 to make our new cue 40.20 go.

Because cue 40.20 does not zero the clock, cue 40.30 will now automatically go 30 seconds after cue 40.10 rather than cue 40.20 as happened previously.

In this way, you can make cue 40.20 go at any time between cue 40.10 and cue 40.30 by pressing F12 without affecting the automatic cue timing.

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#### 4.4. CLOCK-TIMED SEQUENCES

Now we will program a sequence of cues which uses the clock in a different way to automatically make some of them go.

We will again use the MIDI Cue Editor to make a sequence of new cues based on the ones we have already, with some more small changes.

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##### 4.4.1. PROGRAMMING CUE 60

We want this cue to remain operator-controlled (PRESS F12) and to zero the clock (to start the clock at zero at the beginning of the cue sequence) so we will not change the Time or any other fields:

1. Load cue 40 into the MIDI Cue Editor
  2. Change the Cue Number to **60**
  3. Click Save and confirm.
- 

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##### 4.4.2. PROGRAMMING CUE 60.10

We will base this cue on cue 40.10 and we want it to automatically go 10 seconds after cue 60, so we will leave the Cue Start Time at 0:0:10:0.00.

However, we do not want this cue to zero the clock because the next cue's time will be referenced to the beginning of the entire cue sequence (cue 60) rather than the cue immediately preceding:

1. Load cue 40.10 into the MIDI Cue Editor.



2. Change the Cue Number to **60.10**
  3. Click the Zero Clock box to untick it
  4. Change no other fields and click SAVE.
- 

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### 4.4.3. PROGRAMMING CUE 60.20

1. Load cue 40.20 into the Cue Editor.
  2. Change the Cue Number to **60.20**.
  3. Change the Cue Start Time to **0:0:20:0.00**.
  4. Confirm that the Zero Clock box is unticked.
  5. Click Save
- 

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### 4.4.4. PROGRAMMING CUE 60.30

1. Load cue 40.30 into the Cue Editor
  2. Change the Cue Number to **60.30**.
  3. Untick the Zero Clock box
  4. Click Save
  5. Click Done.
- 

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### 4.4.5. TIMED SEQUENCE OPERATION

1. Right click cue 60 in the cue list window.
2. Select 'Standby This Cue' in the menu
3. Start the clock by pressing F1 then press F12 to start the cue 60 sequence.

Cue 60.10 goes 10 seconds after cue 60 but now cue 60.20 goes 20 seconds after cue 60 also since cue 60.10 does not zero the clock.

Cue 60.30 goes at 30 seconds.

The GO command may be executed at any time while operating this timed sequence by pressing F12 without changing the time at which any subsequent cue automatically goes, relative to the beginning of the sequence.

Also, any intermediate cue in this sequence may have its time changed and saved during editing, again allowing the operation of the cue sequence without changing the time at which any subsequent cue automatically goes.

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#### 4.4.6. 'PRESS F12' INTERIM CUES

Now let's do another slightly creative variation by changing it from a timed cue to an operator-controlled cue:

1. Load cue 60.20 into the Cue Editor
2. Change the Cue Start Time to **0:0:0:0.00**
3. Click Save and confirm replacement
4. Click Done
5. Standby cue 60
6. Press F1 to start the clock
7. Press F12 to start the cue 60 sequence
8. After cue 60.10 goes, wait about 5 seconds then press F12 to make our new cue 60.20 go.

In this way, you can again make cue 60.20 go at any time between cue 60.10 and cue 60.30 by pressing F12 without affecting the automatic cue timing.

If you wait until after the clock reads 30 seconds before you press F12 to make cue 60.20 go, then cue 60.30 will go virtually instantly after cue 60.20.

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#### 4.5. SHOW CONTROL WINDOW CUES

We'll now program cues that perform similar functions to those which have already been programmed, but do it in a different cue list, allowing separate and distinct events to occur with their own timing and triggering. Let's get ready:

1. Set the show up for a second cue list by choosing "Show Configuration" in the Configuration menu. The 'Show Configuration' window appears.
  - In the 'Show Configuration' window, set the 'Number of Lists' field to **2** using the drop down menu
  - Leave all other settings unchanged and click OK; the 'List Configuration' window for List 2 appears
  - Enter **MIDI TOO** in the 'List Number 2' field
  - Leave all other fields unchanged and click 'Next'
  - Confirm your show configuration and click 'Finish' in the 'Show Summary' window
  - The MIDI TOO Cue List window will appear
  - By dragging and sizing your two cue list windows, size and place them in the main window as convenient and select "Save Show" in the Show menu
  - Select "Reload Current Show" in the Show menu and the Tutorial show will reload with the Show Control window now present
  - By dragging and sizing all windows, size and place them in the main window as convenient and select "Save Show" in the Show menu
2. Select the MIDI Cue List by clicking its window.
3. Click Cue 10 and hold the Shift key while clicking Cue 60.30 so that all cues are selected.
4. Right click the highlighted cues 10 through 60.30 and select "Copy" in the menu.
5. Right click in the MIDI TOO Cue window and select "Paste" in the menu.
6. Double click Cue 10 in the MIDI TOO cue list window to open the Cue Editor.
  - Select (highlight) the Note On MIDI message where it appears in the Message List
  - Select a note one octave lower than the one previously chosen (60 C 5). The old number in the message 'Details' line will be replaced by the new one.
  - Click the 'Replace Msg' button to replace the highlighted message with the new message in the Message Editor.
  - Enter **Play Note C 5** in the Description field of the Cue Editor.
  - Save and confirm the replacement of Cue 10.
7. Click the 'Next Cue' button and change the note value and description in each subsequent cue using the above procedure.
  - With the clock-timed cues, experiment with different clock times than originally specified and notice the automatic sequencing at different intervals of the

different samples.

- When loading to standby, in order to reload both cue lists, click the Show Control window prior to choosing the menu item or pressing the Alt and F9 keys.
  - Notice that PRESS F12 cues of the same number in both lists automatically select and load to standby.
  - Experiment by running the show with different cue list windows selected when various functions are executed. Notice that only the selected list responds to the command unless the Show Control window is selected.
  - Try programming a MIDI Show Control cue in one list which makes another cue in the other list GO. Make sure you choose 'ShowMan' as the MSC Device and specify a specific cue in the specific list.
  - Notice that cues appear in standby in both the Show Control window and the Cue List window(s). Because of this, either window may be selected to make cues GO.
- 

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## 4.6. SOFTWARE SUPPORT

If you have done everything in this tutorial, you will have a very good feel for ShowMan's capabilities.

We have tried to present a very thorough but not totally exhaustive tutorial.

We hope you will have a chance to try all the features of this software.

Our goal is to make all our users proficient in the use of the software in the shortest time possible.

If you feel we have missed some essential point or that something could be explained or exemplified in a better manner, or that certain areas need to be more thoroughly covered, please let us know.

As responsible providers we are always pleased to assist. We prefer to communicate via email for a variety of reasons but are aware of the sometimes urgent nature of show production so we will assist by telephone if necessary.

Email for technical support is: CharlieR 'at' RichmondSoundDesign 'dot' com

Our telephone support hours are 24 hours per day. Call +1-604/715-9441.

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## 5. TROUBLESHOOTING

There are two basic equipment categories into which troubleshooting can be placed: MIDI Hardware and the Computer which runs ShowMan.

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### 5.1. MIDI HARDWARE

If the ShowMan computer does not respond to commands or responds unreliably, the problem will almost certainly be solved by the following procedures.

The most effective way to proceed with troubleshooting is to perform the following tasks one at a time, each time powering down the system before hand, then reassembling all

functioning elements, powering up and testing:

1. Carefully reread Section 2. of this guide and follow all instructions carefully. Do not proceed further until there is no doubt that all aspects of the system in question fully conform to this section.
  2. Carefully reread the appropriate sections of the user guides for all other equipment, especially the troubleshooting sections.
  3. If you have any questions, it would be advisable to consult with an authority on the particular equipment rather than make any assumptions whatsoever.
  4. Try using new or different MIDI cables or a different interconnection procedure. Experience with electronic difficulties teaches that almost all problems are related to connections, connectors and interfaces between equipment. Try a different sound card MIDI interface Adapter cable.
  5. Ensure that MIDI Show Control Device #'s are correctly set for all pieces of equipment and in all MSC cues.
  6. Ensure that MIDI Channel #'s are correctly set for all MIDI equipment and in all Channel Voice MIDI cues.
  7. If all above procedures do not produce results, contact RSD; we will be pleased to assist if possible.
- 

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## 5.2. SOFTWARE/COMPUTER

### SOFTWARE PROBLEMS

If the ShowMan windows seem to be too big to display all cue lists simultaneously, the display may be set incorrectly. We recommend 1280x1024 minimum.

If you experience difficulty with the software itself - if it fails to load or fails during operation - a variety of system message windows may appear when the problem occurs. If this happens, please make a detailed note of the contents of any messages which appear and report this to us immediately, along with a description of what was happening and/or what you were doing at the time.

Apparent software problems may be a result of defective or inadequate hardware. Check with your local authorized computer repair facility to determine if the computer should be repaired or upgraded.

### UPGRADING DIFFICULTIES

If you upgrade or add any equipment to your computer, this may be the cause of problems which did not previously occur.

Email for technical support is: [CharlieR 'at' RichmondSoundDesign 'dot' com](mailto:CharlieR@RichmondSoundDesign.com)

Our telephone support hours are 24 hours per day, 7 days per week. Call +1-604/715-9441.

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## 6. REFERENCE SECTION

This section includes:

- Summary of Commands
  - Keyboard Labels
  - MIDI Implementation
  - Detailed MSC Responses
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## 6.1. KEYBOARD COMMANDS

NOTE: COMMAND NORMALLY APPLIES TO CUE LIST SELECTED OR TO ALL OPEN CUE LISTS IF SHOW CONTROL WINDOW IS SELECTED

### CLOCK CONTROL MENU

- START CLOCK
  - Press 'F1' key
- RESTORE
  - Press 'Shift' plus 'F1' keys
- STOP CLOCK
  - Press 'F2' key
- ZERO CLOCK
  - Press 'F3' key
- ALL OFF
  - Press 'F4' key
- RESET
  - Press 'Shift' plus 'F4' keys
- GLOBAL MTC LOCK
  - Press 'Shift' plus 'L' keys
- GLOBAL MTC UNLOCK
  - Press 'Ctrl' plus 'L' keys

### STANDBY MENU

- LOAD THE FIRST CUE OF THE SHOW TO STANDBY
  - Press 'Alt' plus 'F9' keys (or Joystick 'stick back')
- LOAD THE FIRST CUE OF THE CURRENT LOOP TO STANDBY
  - Press 'Ctrl' plus 'F9' keys
- LOAD PREVIOUS SEQUENCE PARENT CUE TO STANDBY
  - Press 'Shift' plus 'F9' keys
- LOAD PREVIOUS STANDBY CUE
  - Press 'F9' key (or Joystick 'stick left')
- LOAD NEXT STANDBY CUE
  - Press 'F10' key (or Joystick 'stick right')
- LOAD NEXT SEQUENCE PARENT CUE TO STANDBY
  - Press 'Shift' plus 'F10' keys (or Joystick 'stick forward')
- LOAD THE FIRST CUE PAST THE CURRENT LOOP TO STANDBY
  - Press 'Ctrl' plus 'F10' keys

### MENU BAR COMMANDS

- GO TIMED CUE & SET CLOCK TO CUE TIME
  - Press 'F8' key ("Go Cue/Jam Clock")
- GO CUE

- Press 'F12' key (or Joystick 'fire button')

#### EDIT MENU

- EDIT SELECTED CUE
  - Press 'Alt' plus 'E' keys
- UPDATE CUE TIMES
  - Press 'Alt' plus 'U' keys
- MAKE NEW MIDI CUE
  - Press 'Alt' plus 'M' keys
- CAPTURE MIDI DATA
  - Press 'Alt' plus 'C' keys

#### SHOW MENU

- NEW SHOW
  - Press 'Ctrl' plus 'N' keys
- LOAD SHOW
  - Press 'Ctrl' plus 'O' keys
- SAVE SHOW
  - Press 'Ctrl' plus 'S' keys
- PRINT
  - Press 'Ctrl' plus 'P' keys

#### CONFIGURATION MENU

- LIST CONFIGURATION
  - Press 'Alt' plus 'L' keys

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## 6.2. KEYBOARD LABELS

Use the following format to create a keyboard label strip:

+KEY	F1	F2	F3	F4	F8	F9	F10	F12
ALT						TOP OF SHOW		
CTRL						BEGIN LOOP	END LOOP	
SHIFT	RESTORE			RESET		PREVIOUS SEQUENCE	NEXT SEQUENCE	
(NONE)	START CLOCK	STOP CLOCK	ZERO CLOCK	ALL OFF	GO/JAM CLOCK	PREVIOUS CUE	NEXT CUE	GO CUE

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## 6.3. MIDI IMPLEMENTATION

ShowMan responds to MIDI Show Control (MSC) 'Sound' and 'All Types' Command\_Format messages for the Devices and/or Groups as set in the Show Configuration window. Please refer to the MSC 1.0 specification as published by the International MIDI Association for more detailed information on this standard.

Key:

- SYSTEM RESPONSE
  - command/message received in hex (NAME OF COMMAND)
- GO CUE
  - command 01 (GO)
  - See Section 6.4.
- LOAD TO STANDBY
  - command 05 (LOAD)
  - See Section 6.4.
- STOP/ZERO CLOCK/MTC CHASE OFF
  - command 08 (ALL\_OFF)
- RESTART CLOCK/MTC CHASE RESTORE
  - command 09 (RESTORE)
- RESET
  - command 0A (RESET)
- GO CUE - JAM CLOCK
  - command 10 (GO/JAM CLOCK)
- STANDBY +1
  - command 11 (STANDBY\_+)
- STANDBY -1
  - command 12 (STANDBY\_-)
- NEXT SEQUENCE
  - command 13 (SEQUENCE\_+)
- PREVIOUS SEQUENCE
  - command 14 (SEQUENCE\_-)
- START CLOCK
  - command 15 (START\_CLOCK)
- STOP CLOCK
  - command 16 (STOP\_CLOCK)
- ZERO CLOCK
  - command 17 (ZERO\_CLOCK)
- SET CLOCK TO A SPECIFIC TIME
  - command 18 (SET\_CLOCK)
- MIDI TIME CODE ON
  - command 19 (MTC CHASE ON)
- MIDI TIME CODE OFF
  - command 1A (MTC CHASE OFF)
- OPEN CUE LIST
  - command 1B (OPEN\_CUE\_LIST)
  - See Section 6.4.

- CLOSE CUE LIST
  - command 1C (CLOSE\_CUE\_LIST)
- CHOOSE CUE PATH
  - command 1D (OPEN\_CUE\_PATH)
  - See Section 6.4.
- CLOCK DISPLAYS MIDI TIME CODE
  - midi time code quarter frame messages or full message
- CAPTURE
  - any valid message data

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## 6.4. DETAILED MSC RESPONSES

MSC MESSAGE	CUE SPECIFIED	LIST SPECIFIED	PATH SPECIFIED	ShowMan PRECONDITION	RESULTING ACTION
GO and GO/JAM CLOCK	none	none	none	no lists open	nothing
GO and GO/JAM CLOCK	none	none	none	lists open	same as pressing F12 with a single cue list selected (the 'current list' - which gets set from the last MSC command that specified a cue list)
GO and GO/JAM CLOCK	o	none	none	no lists open	nothing
GO and GO/JAM CLOCK	o	none	none	lists open	same as F12 with Show Control window selected
GO and GO/JAM CLOCK	A	none	none	no lists open	nothing
GO and GO/JAM CLOCK	A	none	none	lists open	all cues A go, all open lists
GO and GO/JAM CLOCK	o	B	none	list B closed	nothing
GO and GO/JAM CLOCK	o	B	none	list B open	next cue goes in list B
GO and GO/JAM CLOCK	A	B	none	list B closed	nothing
GO and GO/JAM CLOCK	A	B	none	list B open	cue A goes in list B



GO and GO/JAM CLOCK	o	B	C	list B closed	nothing
GO and GO/JAM CLOCK	o	B	C	list B path C open	next cue goes in list B
GO and GO/JAM CLOCK	o	B	C	list B path D open	nothing
GO and GO/JAM CLOCK	A	B	C	list B closed	nothing
GO and GO/JAM CLOCK	none	B	C	list B path C open	cue A goes in list B
GO and GO/JAM CLOCK	A	B	C	list B path D open	go cue A path C
LOAD	o	none	none	no lists open	nothing
LOAD	o	none	none	lists open	same as Alt+F9 with Show Control window selected (loads first cue)
LOAD	A	none	none	no lists open	nothing
LOAD	A	none	none	lists open	load all cues A, all open lists
LOAD	o	B	none	list B closed	nothing
LOAD	o	B	none	list B open	load first cue, current path
LOAD	A	B	none	list B closed	nothing
LOAD	A	B	none	list B open	load cue A in list B
LOAD	o	B	C	list B path C open	nothing
LOAD	o	B	C	list B path D open	open path C, load first cue
LOAD	A	B	C	list B closed	nothing
LOAD	A	B	C	list B path C open	load cue A in list B
LOAD	A	B	C	list B path D open	open path C, load cue A
OPEN	not applicable	B	none	list B open	set 'last list opened' to 'B'
OPEN	not applicable	B	none	list B closed	open list B, former path & cue; set 'last list opened' to 'B'
OPEN OPEN	not applicable	B	C	list B closed	open list B path C, standby first cue
OPEN OPEN	not applicable	B	C	list B open	open path C list B, standby first cue
OPEN	not applicable	C.B	none	list B closed	open list B path C, standby first cue

OPEN	not applicable	none	C.B	list B open	open path C list B, standby first cue
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## 6.5. MIDIShowCD

To control the playback of audio CDs in your computer's CDROM drive using the MIDIShowCD option do the following:

1. In the Device Configuration window, configure a CD Player device of the type "MSC - Sound - CD Players"
2. Give the CD Player device the same MSC ID as ShowMan itself. By default this is 0.
3. The only defined CD player is unit 1, which is cue list number 1. It is best to explicitly put the cue list number in all commands to the CD Player.
4. Send the message 'OPEN Cue List 1' to the CD Player to enable the CDROM to respond to other commands. All other commands will be ignored when the list is closed.

5. Valid CD Player commands are:

```
OPEN CUE LIST 1
CLOSE CUE LIST 1
GO
STOP
RESUME
LOAD
```

6. Explicit GO, STOP, RESUME and LOAD commands use this Cue number format (inserted into the cue number field in the message editor):

```
CC.MM.SS.FF
```

Where:

CC is the desired cut number on the CD in standard ASCII numerals from 1 ... 99

MM is the desired number of minutes after the beginning of the cut in numerals from 0 ... 99

SS is the desired number of seconds after the CC.MM value in numerals from 0 ... 59

FF is the desired number of frames after the CC.MM.SS value in numerals from 0 ... 74

The separator character is the standard ASCII decimal point

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## 7. GLOSSARY

- automatic
  - When a cue goes because its 'Time' is equal to (or less than if clock is in Internal mode) the clock's.
- backup
  - The process of making an accurate copy of a floppy cue disk, hard disk cue folder or floppy ShowMan system disk for use in case of difficulty with the original or to create unique versions of the ShowMan disk with special default or configuration files.
- blank field
  - To erase previous information from the selected field.
- blind edit
  - Process of altering data in cues without affecting current show operation. Also called 'Deaf Edit.'

- **box**
  - A gadget which, when selected by the mouse, changes its state by indicate the presence or lack of a tick mark.
- **buffer**
  - A block of computer memory containing complete data for a particular cue (i.e. edit cue, current cue, standby cue, etc.)
- **choose**
  - The process of selecting a menu, then moving the cursor until the desired menu item is highlighted and then clicking the left mouse button on it.
- **clock**
  - The computer controlled stopwatch whose time is visible in each individual Cue List window. Displays Internal, MIDI Time Code or Real Time value in the appropriate modes.
- **configuration**
  - The aggregate of all choices and selections which can be made in the Configuration menu of the main operating window. These can be saved and loaded in the Configuration windows and ShowMan automatically defaults to these whenever it is or a show is loaded.
- **cue**
  - Numbered and described data file, contained in a cue path folder, capable of containing any combination of valid MIDI messages.
- **cue disk**
  - 720KB or 1.44MB, 3.5" micro floppy diskette used to permanently store backups of show lists, paths, data and configurations by dragging show folders into the disk window in the Desktop.
- **current cue**
  - The most recent cue to have gone. This cue is displayed just above the standby cue in the appropriate individual Cue List window except when cues are being loaded to standby in random order.
- **data**
  - The numerical information saved on the floppy cue disk or in the hard disk cue folder and used by the computer to generate MIDI messages when each cue goes.
- **default**
  - A variable functional system characteristic which may be selected and saved when desired for semi-permanent storage and automatic retrieval by the system when loading any show at any time.
- **dialogue**
  - A question which must be answered by the operator before continuing.
- **disk management**
  - The system, as transparent to the operator as possible, by which multiple cue paths may be used for greatest operating flexibility with minimal chance of error.
- **folder**
  - In the Windows Desktop environment, the graphic representation of a directory in which additional folders (sub-directories) and other files such as cues and system files are stored. When a folder is dragged with the mouse to another window (such as during the show backup procedure) the entire contents of the folder are copied to the window.
- **edit**
  - Use of the MIDI Cue Editor, allowing viewing, altering and saving of a cue's message data independent from the current cue or the simultaneous running of a series of cues in the same cue folder.
- **F key**
  - One of the 12 'function' keys at the top of the keyboard, labeled F1 through F12.
- **field**
  - An area of the window in which alphanumeric text or prescribed values may be user inserted for a wide range of purposes.
- **file**
  - A complete set of data saved in a folder containing, in the case of configuration files, user entered system configurations.
- **format**
  - Process of preparing a new floppy disk to be used as a backup floppy show or cue disk.
- **function**
  - The system's specific reaction to pressing one of the 'function keys' (F1-F12) or choosing one of the system process items from the Clock or Standby menu or menu bar. Most functions interact with the system very comprehensively and must be chosen carefully.
- **gadget**

- Any object in the window which generates a system response when pointed at and clicked with the mouse.
- GO
  - The process of replacing the current cue with the one waiting in standby and therewith sending the standby cue's MIDI message data out the MIDI OUT port or to the Windows operating system via the MIDI Loopback port.
- hardware
  - All physical system entities (not the program or data contained on disks) including the computer and all system modules, frames, cables, etc.
- highlight
  - Altering the background/foreground/border colours of (a) specific area(s) of the window from normal in order to draw attention to (it) them.
- information
  - The alphanumeric field data presented along with the cue number in Load, Delete, Print and Save processes and in the Show and Cue List windows.
- interface
  - A module connected to or installed in the computer which allows the computer to communicate with the rest of the system hardware.
- load
  - Process of fetching cue data or configuration files from a folder for use by the system or of putting cue information and data into standby or cue editor.
- loop
  - Process of multiple repeating cue sequences according to cue number decimal point hierarchies.
- menu
  - A series of choices listed under a specific heading, seen and available when the menu bar is pointed at and the left mouse button clicked.
- menu bar
  - The second line of the main operating window, containing menu headings which expand into drop down menus when the left mouse button is clicked.
- merge
  - Process of combining data from two cues to create a third, composite cue or of combining data coming from two or more MIDI devices into a single stream of MIDI data.
- MTC sequence
  - MIDI messages captured while MTC is being received while in the MIDI Message Capture Window with the Capture Timing button set to 'Timecode' and saved as cues according to the time stamp as displayed in the Capture window.
- MTC Show
  - A show in which all cues will probably be timed cues, intended to be executed by MIDI time code alone. This is the normal choice for 'canned' or stand-alone shows.
- non-active
  - Area of window which does not contain gadgets that perform specific responses to the mouse.
- operate
  - Process of running the show using the Show and Cue List windows, displaying the clock, loops remaining, current cue information, and standby plus upcoming cues' information.
- point
  - Process of moving mouse on flat surface to make the window pointer/cursor coincide with desired gadget, menu or list item.
- power-up/down
  - Process of switching on system power/shutting down the computer then switching off system power.
- priority
  - Ordering of importance of multitasking system tasks, with operation of show cues being most important.
- reset
  - Process of automatically stopping and zeroing the clock (if in Internal mode) while loading the first cues of all open cue lists to standby.
- run
  - The process within ShowMan of loading the first cue of a specific show to standby and then proceeding to make all cues go in a normal manner at the appropriate times until the cue sequence is finished.
- save
  - Process of assigning a cue number and adding information to a specific set of cue message data and permanently writing all data to a cue file in a cue folder for future retrieval.

- scroll
  - Moving of the contents of a window or field up/down or right/left in response to mouse control of the scroll bars.
- scroll bar
  - Gadget with arrows which allows moving of the contents of a window or field up/down or left/right.
- select
  - Process of pointing the cursor/pointer with the mouse then pressing and clicking the left mouse button.
- selected
  - Condition attributable to any window currently displayed on the video monitor which has a highlighted appearance. This indicates that all functions executed will apply to the selected window.
- standby
  - The cue that has its Description highlighted in the cue list window, waiting to become the current cue and have its message data sent when a go is given.
- system
  - The sum total of the ShowMan show control concept as exemplified in a particular licensed installation; including all hardware and software working together.
- System Disk
  - The 720KB, 3.5" micro floppy double density medium containing the licensed software.
- time
  - The value given to all saved cues indicating at which clock time the cue will automatically go if it is in standby.
- timed cue
  - The type of cue which is given a time of other than 0:0:0:0.00 (which makes a cue go on a PRESS F12 or GO command only)
- title page
  - A window providing copyright, date, licensing and authorship information; presented during program loading.
- unselected
  - Condition attributable to any window or field currently displayed on the video monitor which has an unhighlighted appearance. This indicates that the user executed functions do not necessarily apply to the unselected window(s), but the displayed program is still fully operational since the Windows is multitasking.
- window
  - A graphic display of a size as large as necessary presented as an overlay on the Desktop, providing important information and containing dialogues requiring operator responses.
- write protect
  - The small sliding tab on the floppy disk which prevents accidental erasure of disk data when open.

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