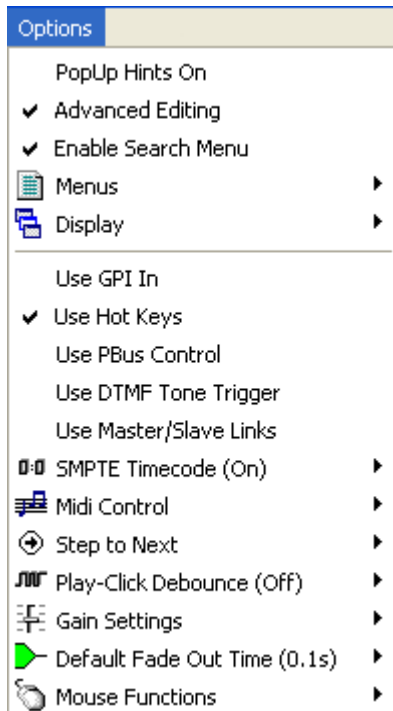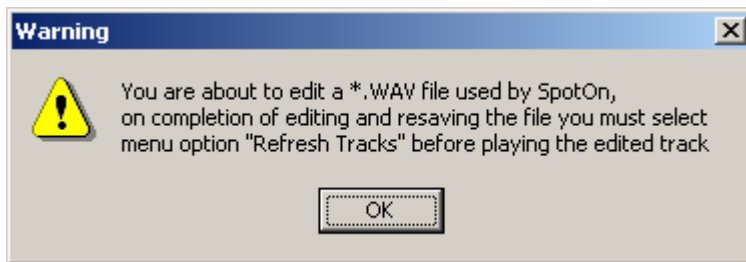# Options Menu

|	
PopUp Hints On	toggle popup hint on/off
Advanced Editing	allow editing of loaded WAV files
Enable Search Menu	enables Search menu item on main menu bar
Menus	set main and popup menu options
Display	general display options
Use GPI In	enable GPIs from game port
Use Hot Keys	show button hot keys
Use PBus Control	enable remote control of SpotOn via a PBus serial link
Use DTMF Tone Trigger	enable triggering from external DTMF tones
Use Master/Slave Links	enable master/slave links
SMPTE Timecode	enable int/ext SMPTE LTC timecode to trigger buttons directly and via
Midi Control	Midi enabling options
Step to Next	enable juke box mode
Play-Click Debounce	use hold off time between touchscreen presses
Gain Settings	set overall gain offset and fade in/out depth
Default Fade Out Time	set fade on all subsequently loaded tracks
Mouse Functions	change function of mouse buttons

Advanced Editing

When this item is checked it allows the user to edit the audio data file being used by SpotOn, a warning message box is shown prior to any editing operation reminding the user that this mode is active.
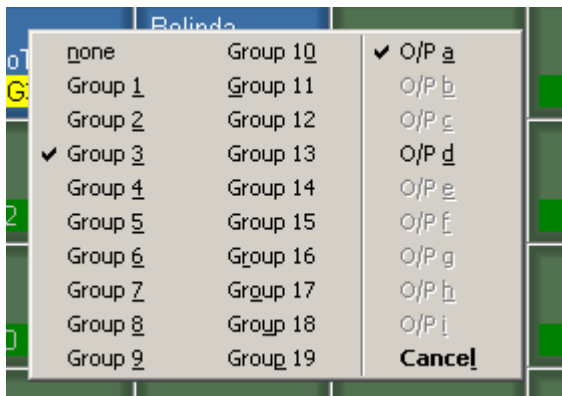

Menus
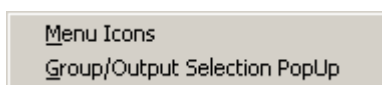
Menu Icons will toggle menu graphical icons on/off
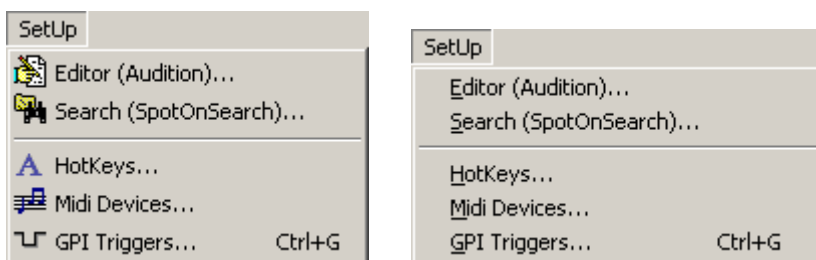
The Group/Output selection option changes the format of the button popup menu when a button is shift+ctrl right-clicked, with the option unchecked the full range of Group assignment is available.

With the item checked only Groups 1..19 are available for selection but in addition the output device can now be assigned to any of the first nine output devices.

none	Group 10	✔ O/P a
Group 1	Group 11	O/P b
Group 2	Group 12	O/P c
✔ Group 3	Group 13	O/P d
Group 4	Group 14	O/P e
Group 5	Group 15	O/P f
Group 6	Group 16	O/P g
Group 7	Group 17	O/P h
Group 8	Group 18	O/P i
Group 9	Group 19	Cancel

Display

Start Maximized
✔ Start with Blank Session
Start with "New" Session
AutoShow Session Notes
Bring to Front with Scroll Lock

Individual Button Fonts
Friendly Output Names
Button Images
Disable Button Text
Highlight Buttons Playing
AutoLoad Button Images
Show Tracks Already Played
Reset Tracks Played   Ctrl+U

Start Maximised	on start up display is maximised to full screen, only when loading Blank
Start with Blank Session	SpotOn starts without loading previous session
Start with 'New' Session	SpotOn loads a default template session
Auto Show Session Notes	show notes window on opening sessions
Bring to Front with Scroll	bring main window into focus whenever Scroll Lock is pressed
Individual Button Fonts	allows Trackname font to be set separately for each button
Use Friendly Output Names	use names defined in Output Device Assign
Button Images	allows bitmap images to be shown on buttons
Disable Button Text	removes all text from all buttons allowing button images to be seen in
Highlight Buttons Playing	draws flashing corners on the buttons that are playing
AutoLoad Button Images	automatically loads button images associated with audio files
Show Tracks Already Played	indicate tracks that have been played in this session
Reset Tracks Played	clear Tracks Played indications (Ctrl+U)

Display - Start with Blank Session

Instead of loading a temporary file on start up to restore the state of the program to be the same as when it was last shut down, this option when checked loads a blank session file.

Display - Bring to Front with Scroll Lock

Hotkeys will only trigger SpotOn buttons when SpotOn is the active application, for instance if Adobe Audition is being used and the SpotOn hotkey "F1" is pressed the key press will be handled by Audition and not SpotOn.

In order to ensure that SpotOn is the active application before using hotkeys the Scroll Lock key can be used to make SpotOn active.

It is recommended that a double press of Scroll Lock is used so that the Scroll Lock state is left unchanged, very few applications make use of the Scroll Lock state but some unusual behaviour may be noticed when navigating spreadsheets if Scroll Lock is on.
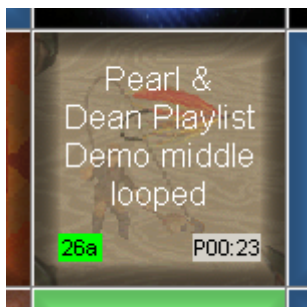
Display - Individual Button Fonts

With the Individual Button Fonts option checked the font used to display the Trackname on each button can changed independently.

Display - Button Images

Normally a button consists of a flat or shaded edge plain colour background with text and symbols drawn ontop
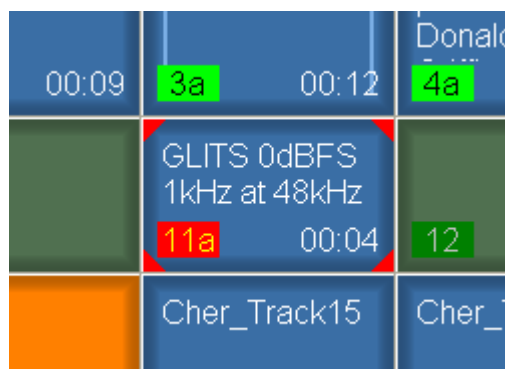

Images can also be used as the button background

The images are enabled by this menu option and the specific image is allocated to the button via the button right-click Display properties dialog.

Highlight Buttons Playing

In addition to the flashing button number the corners of the button can flash in sync with the button number.

Show Tracks Already Played

With this option checked the colours of the buttons played will be set to black, so indicating those tracks already used. The button colours can be restored by using the Reset Tracks Played option or the Ctrl+U keyboard shortcut.

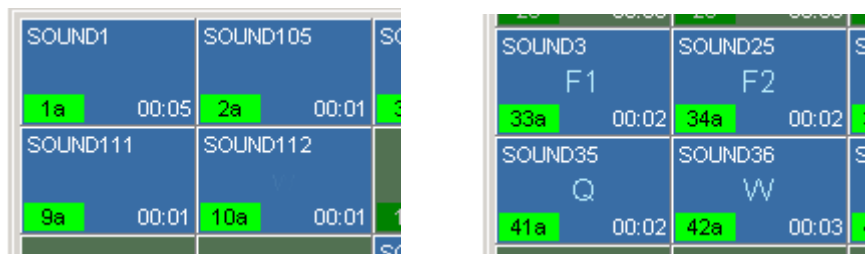Segment of screen before any track is played

Same segment after playing buttons 2,4,15,18,25 and 28

Hot Keys

Each button can be assigned a hot key so that individual tracks can be played out directly from the keyboard, this option enables the assigned HotKeys.

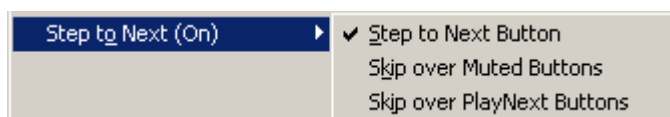The HotKeys as assigned to buttons via the Button right-click menu

SMPTE Timecode

The options are to enable/disable triggering from all SMPTE timecode sources and to use the Timecode Trigger List

Step To Next Track

This allows consecutive tracks to be played out by pressing the spacebar or GPI/Midi signals, when this option is selected the track number of the active button will be shown with a white background or the button will have white diagonal corners. The active button can be changed by navigating around the page with the cursor keys, left, right, up and down arrow keys along with Home and End
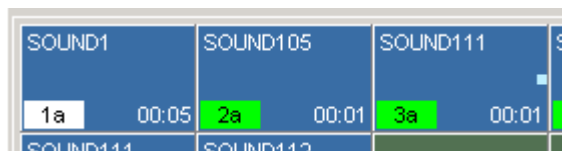
Pressing the spacebar will play the currently active track and make the next button active ready for playout.
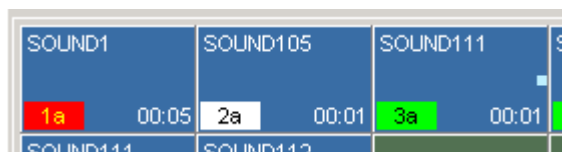
This newly active button can be played at any time by pressing the spacebar, see GPI Assignments for triggering function externally.

if Skip over Muted Buttons is checked then buttons that are muted (have the muted box checked in audio setup dialog box) will be ignored when playing out using the spacebar and the next non-muted button will be selected as the next to play.

Similarly Skip over PlayNext buttons will ignore buttons in a PlayNext sequence as these buttons will be played automatically when the first button in the sequence is played.

The next button to play can be highlighted via the Options|Display|Highlight Step to Next option.

Home and End keys will position the highlighted key to the top left or bottom right buttons respectively.

When a button is assigned the virtual HotKey '=' it can be used as an alternative Home position, pressing Alt+Home will scan backwards through the buttons and move the Step to Next highlight to the previous button assigned '=' as a HotKey.


Play-Click Debounce
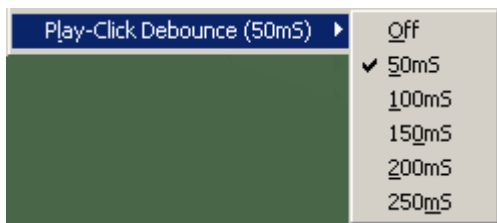
When using a mouse left-click or touchscreen press to play a track, SpotOn will respond to every action. This can present a problem when using a touchscreen in that the "button" may not be pressed cleanly with the possible consequence of a double press being detected.

The debounce options in this menu prevent the button being pressed in the XXmS after the initial press so masking out any secondary/unintentional presses.


Default Fade Out Time
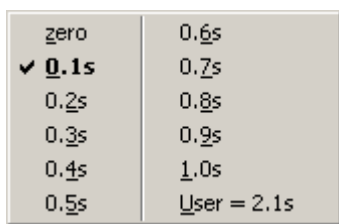
To minimize the abrupt audio transition when tracks are stopped before the end a default fade time can be used, this setting applied to all subsequently loaded tracks.
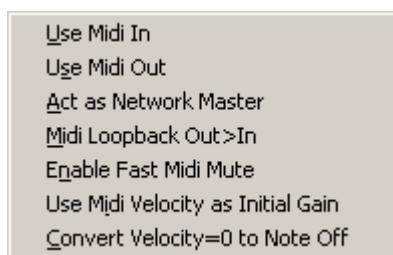
A setting of zero will produce audible clicks if the signal level is significant at the time the track is stopped, a worst case is shown below with full level tone stopped mid cycle.
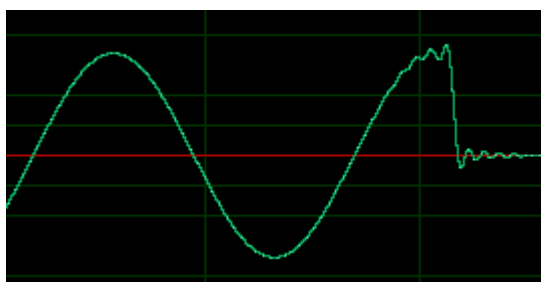
A range of value 0.1s to 1.0s are available along with a user defined value that is saved with the session data.
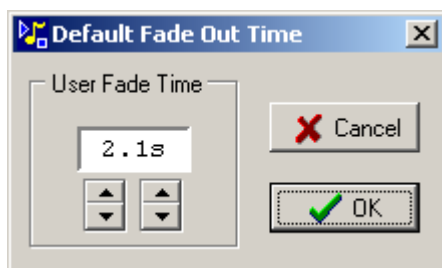
Midi

|	
Use Midi In	respond to incoming Midi messages
Use Midi Out	generate Midi outgoing messages
Act as Network Master	send Midi out via Network link to a slave SpotOn computer
Midi Loopback Out>In	internally loop outgoing messages back to the input, without
Enable Fast Midi Mute	specialist option for handling very fast Midi In messages
Use Midi Velocity as Initial Gain	use the Velocity data in Midi messages to set the initial gain
Convert Velocity=0 to Note Off	test midi message for zero velocity and translate into a Note

Gain Settings
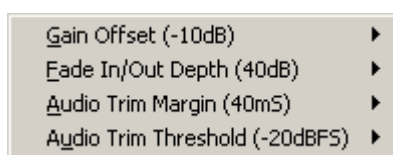
The overall gain offset of the audio played out by SpotOn can be set to 0dB or -10dB, when -10dB is selected the level of individual tracks can be increased by up to 10dB.
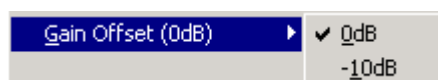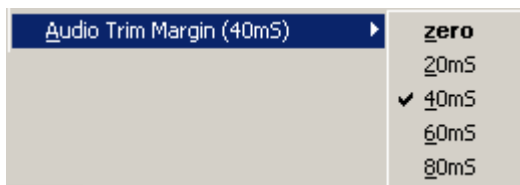

The depths of the Fade In and Out applied to tracks is globally set by this option
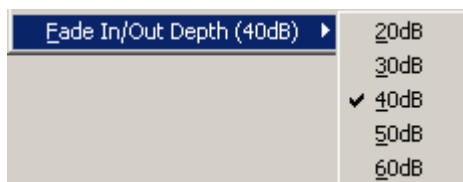
When using the AutoTrim feature the threshold for detecting audio can be set globally over the range -20dBFS..-50dBFS
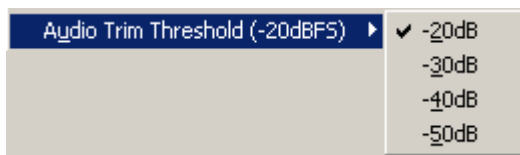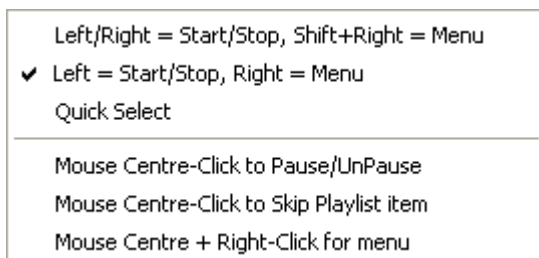

A modifier can be applied to the AutoTrim feature where the calculated In and Out points are expanded by a short time to include any leading or trailing transients.

Mouse Functions

The functions of the left, right and centre mouse buttons can be changed with this option

Play/Stop:-

The default setting is alternate clicks of left mouse button to start and stop the track with the right mouse button used to bring up the popup menus.

If required this action can be changed to have the left and right mouse buttons start and stop the track respectively with Shift + right-click accessing the popup menus.

With the Quick Select option checked the mouse left/right button action can be changed by clicking on the lower right hand panel in the main window status bar.

Pause/Skip/Menu:-

When using pointing devices with a centre button this can be assigned to a Pause/UnPause function, this only operates on tracks that do not contain a PlayList.

If the track does contain a PlayList the centre click can be set to cause the current PlayList section to move onto the next section on completion of the next loop, see Advanced Operation

As an alternative to using the keyboard Shift key the centre mouse button can be used to display the button menu.

Note that in some installations using a Keyboard, Video and Mouse (KVM) switch the mouse centre+right key combination is a shortcut to change the KVM selection.