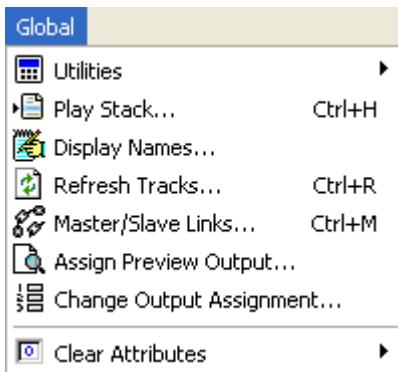


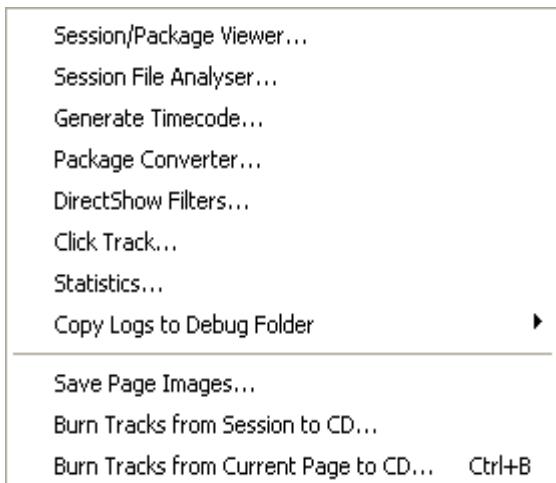
Global Menu



Utilities

- [Play Stack \(Ctrl+H\)](#) Assorted utilities giving information about current session
- [Display Names](#) Simple track player utility
- [Refresh Tracks](#) Edit display names and change track/button allocation
- [Master/Slave Links](#) Update tracks that have been modified since being loaded
- [Assign Preview Output](#) Setup links between Master buttons and Slave buttons
- [Change Output](#) Sets output to be used when previewing tracks
- [Clear Attributes](#) Change audio output device for some or all buttons
- [Clear Attributes](#) Clear selected attributes

Utilities



Session/Package Viewer

Extract Tracks from CD

Session File Analyser

Generate Timecode

Package Converter

DirectShow Filters

Click Track

Statistics

Copy Logs to Debug Folder

View contents of SpotOn Session and Package data files

Extract tracks from CD and save to disc as WAV files

Analyse usage of audio files in sessions

Generate a timecode WAV file

Convert Packages to be compatible with previous versions

Setup parameters for third party audio decoders

Generates a click/count in track

View audio file size and source folders

Save a set of SpotOn files for debugging

Save Page Images

Burn Tracks from Session to CD

Burn Tracks from Current Page to CD

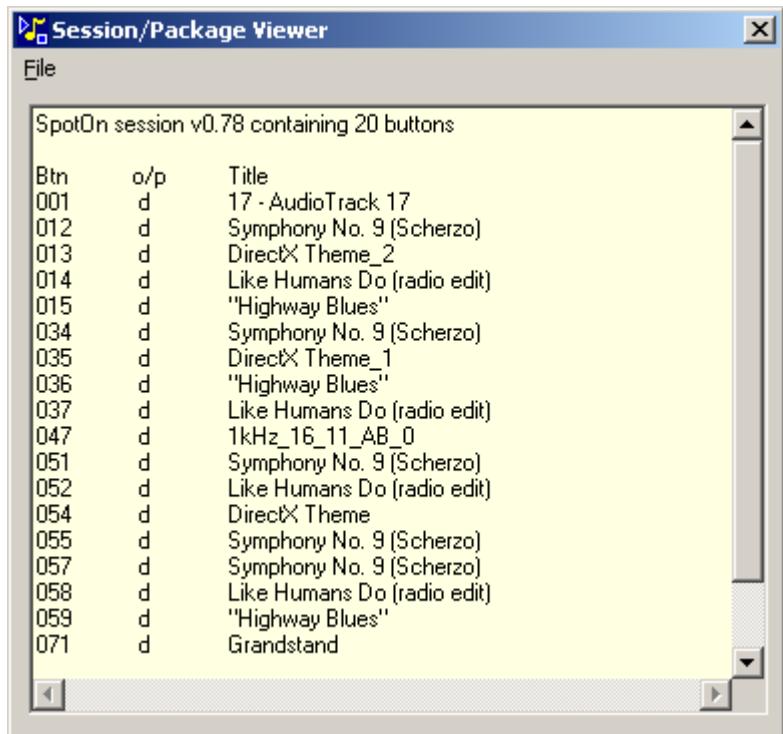
Save images of the active pages to disc

Burn tracks from the whole session to CD using

Burn a selection of tracks to CD using CDBurnerXP

Utilities-Session/Package Viewer

Session/Package viewer allows the contents of either a SpotOn session or package to be examined, it will list the button number output device and track title. The information can be selected and pasted to the clipboard for use outside of SpotOn



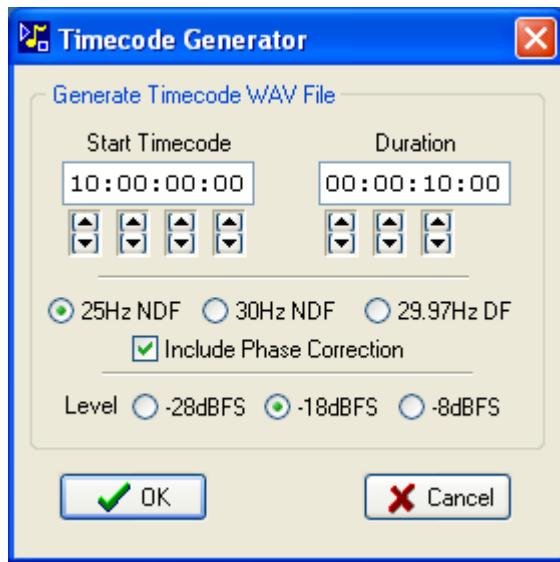
Utilities - Session File Analyser

Session File Analyser is an application that runs external to SpotOn and is described on the [Session Analyser](#) page.

Utilities - Generate Timecode

Occasionally it may be necessary to link the audio on a button with SMPTE timecode, this utility can create a WAV version of SMPTE timecode which when loaded onto a button can be played alongside the main audio with a Master/Slave link.

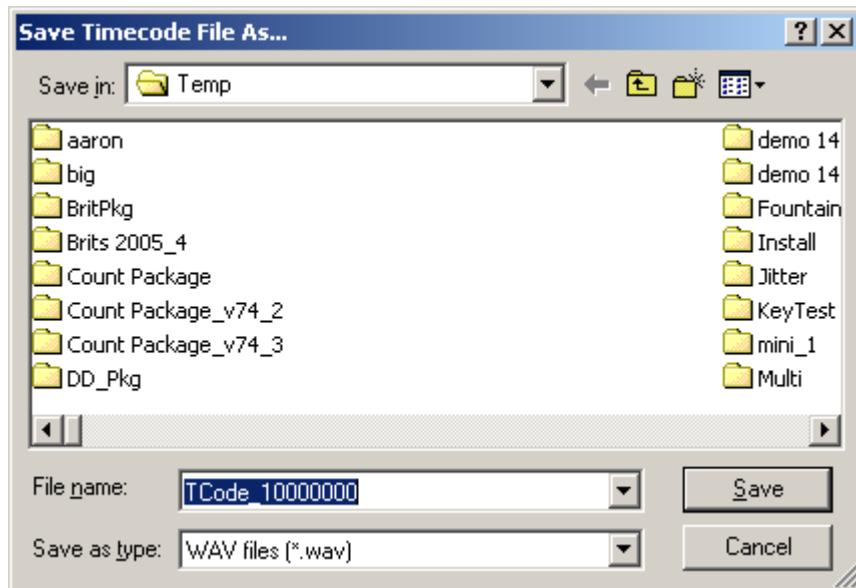
The first dialog box allows entry of the start timecode and the duration of the timecode track, in the example below timecode in the range 10:00:00:0 to 10:10:00:00 will be generated.



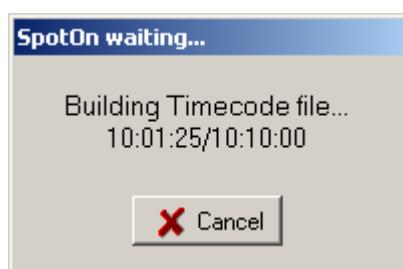
Options are available to set the timecode frame rate and signal level, -28dBFS equates to -10dBm.

The Include Phase Correction option allows a flag to be set in the timecode waveform to ensure the absolute phase of the sync word is maintained, most decoders can accommodate either setting.

Next the filename and location of the resultant timecode file is set.



Finally a Wait window is displayed showing the timecode generation process, the cancel button will abort the operation.



Utilities - Package Converter

[Package Converter](#) is an external standalone application that will convert SpotOn Packages from one version to another, this is used to convert packages built with more recent versions of SpotOn to run on older installations.

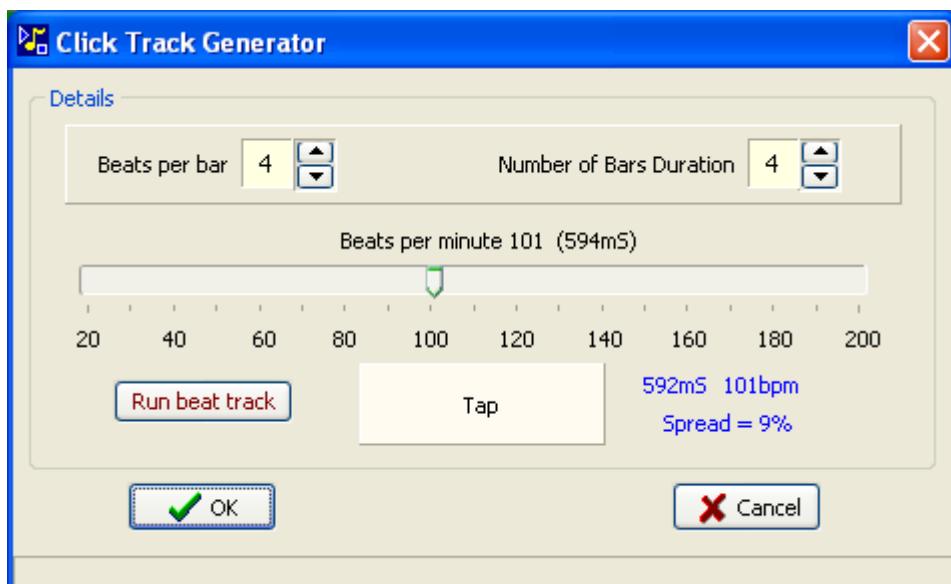
Utilities - DirectShow Filters

Compressed audio files have to be decoded into uncompressed PCM WAV format before SpotOn can play the file, some of the DirectShow filters that perform the decompression have parameters that affect their output, the default settings are shown on the [Decoders](#) page

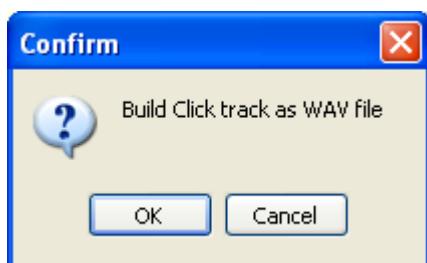
Utilities - Click Track

A click track can be used as a timing reference or count in for musicians, SpotOn can generate a wide range of click track formats.

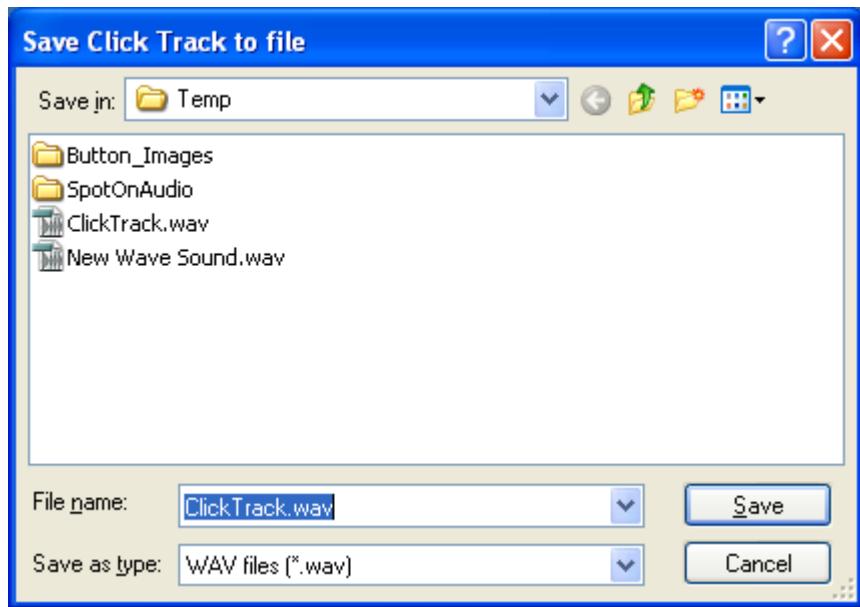
The parameters are set in the dialog shown below, the taps and beats can be previewed via the [Preview output](#)



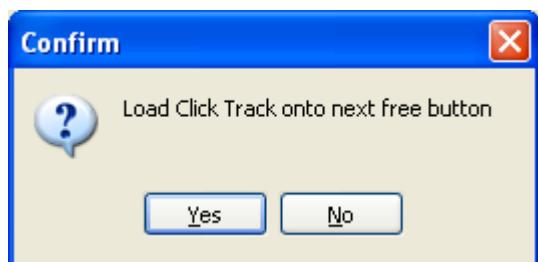
Clicking on OK will start building the file.



The file will be saved as a single channel 16 bit 48kHz wav file.

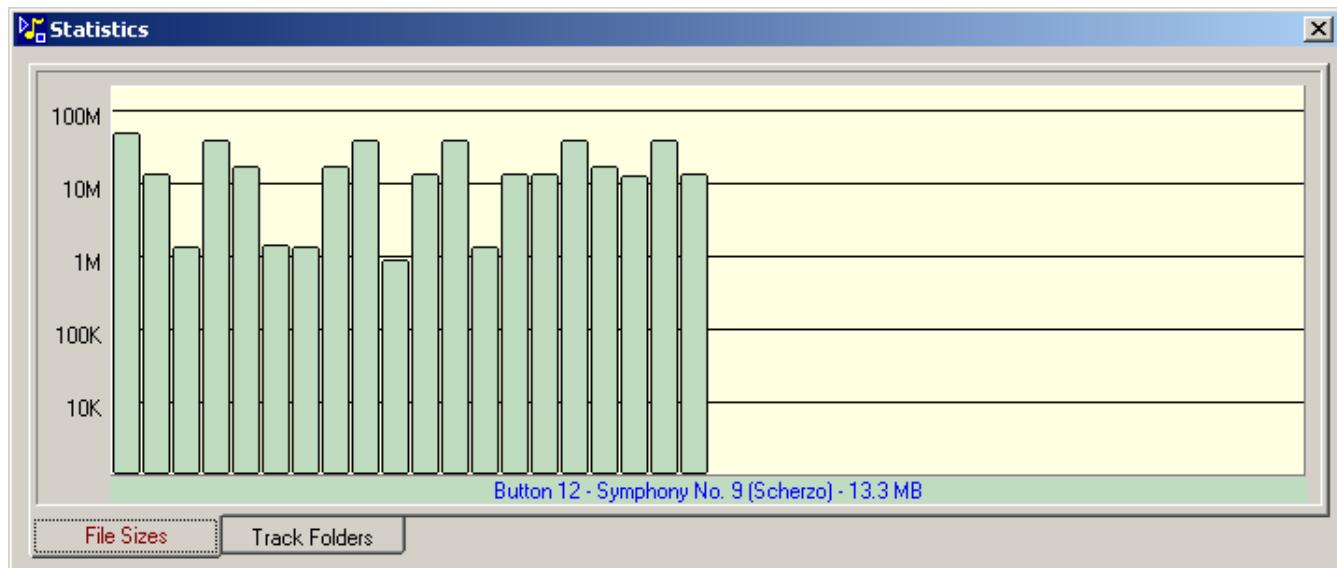


If the track is to be used immediately it can be loaded onto the next free button on SpotOn

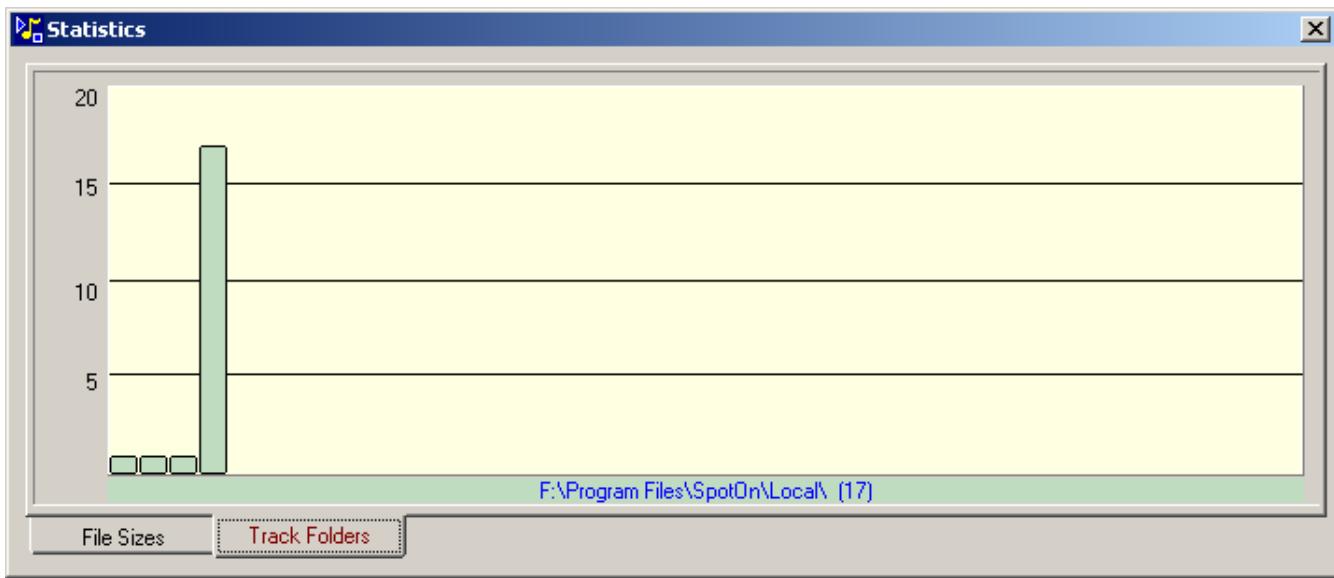


Utilities - Statistics

Statistics show results of analysing the current session data, and is presented in two graphs

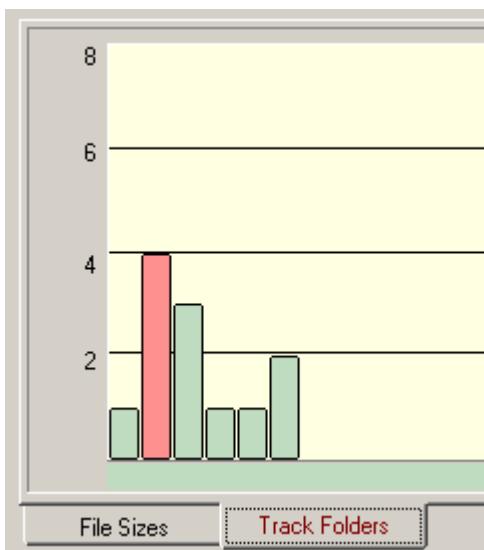


File Sizes displays a plot of file size for each button loaded, so that very large files can be identified.

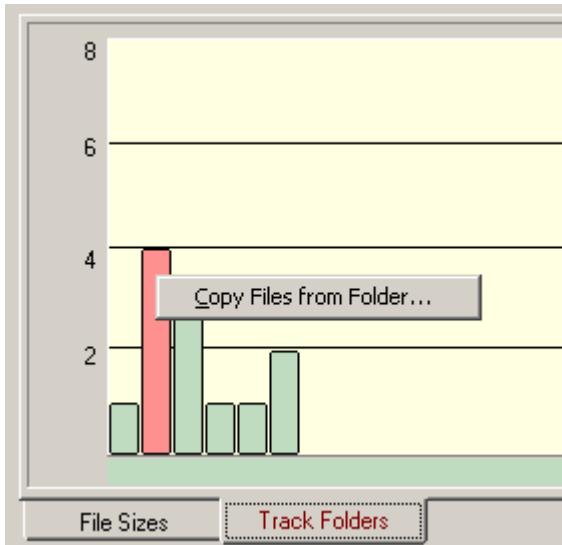


Track Folders displays the 'fragmentation' of the session, meaning how many different folders are used to store the audio files. In the above example the 20 files are spread across 4 folders, with 3 folders each containing one file and another holding the remaining 17.

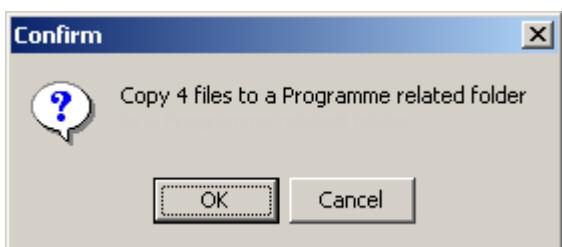
When files are loaded from a networked or removable disc they are copied to the local disc into a 'Local Files' folder, as defined in the [File Folders](#) menu. This folder is highlighted in red in the Track Folders display to indicate that some files are held in the general 'Local Files' folder and not in a more relevant folder associated with a show/programme.



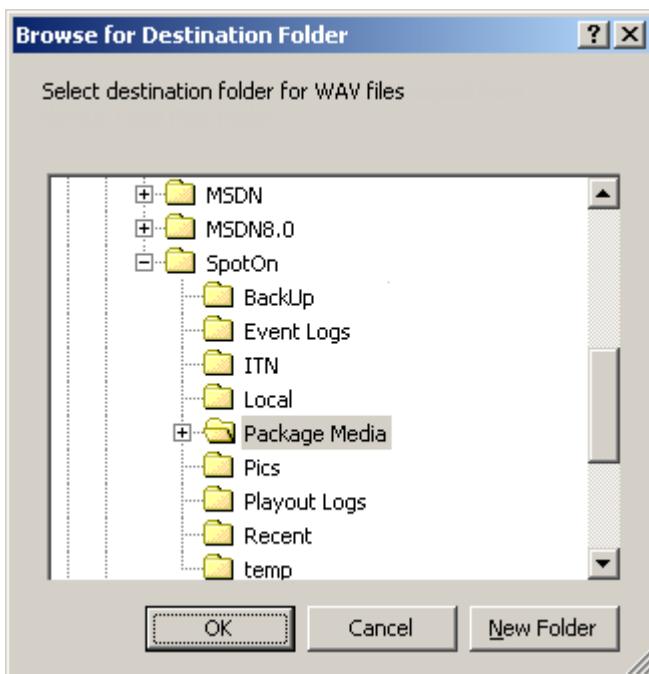
Right-clicking on any will show a popup menu



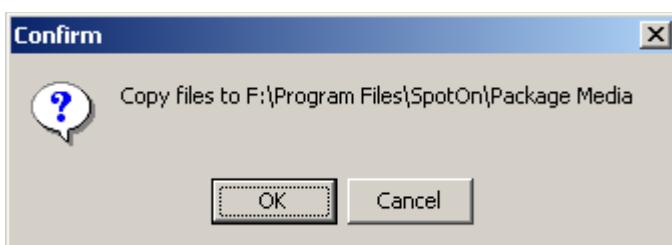
Clicking on the Copy Files menu item displays a dialog box confirming the files are to be copied



Next the new destination folder is selected



Finally a further confirmation before the files are copied.



If a file of the same name already exists in the new folder then it will not be overwritten

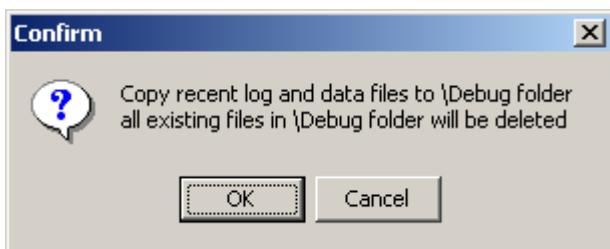


Utilities - Copy Logs to Debug Folder

A sub menu on this item allows the date range of log files to be specified, Playout, Event and Error logs are all included.



Selecting one of the above options will display a confirmation dialog warning that the contents of the \Debug folder will be deleted, this folder is only used by SpotOn for debug log files and no other files should be present.

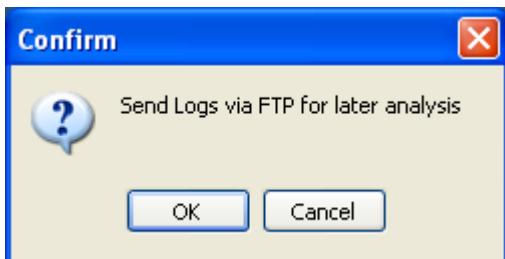


After the files have been copied a Debug.cab file is created and whilst this is being built a command line window will appear showing the compression progress

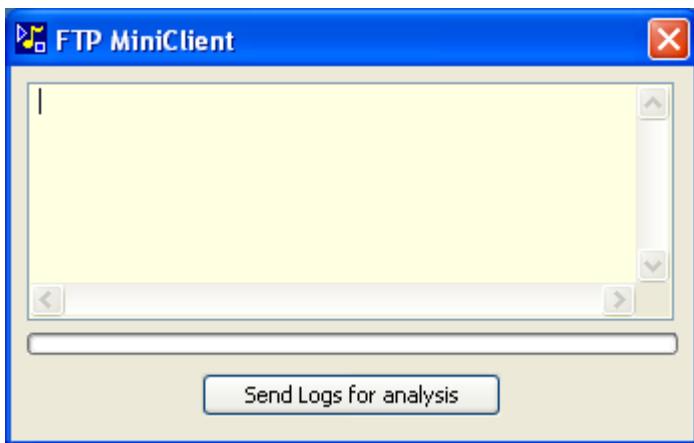
A screenshot of a command-line window titled "cmd". The window displays a long list of log files being added to a archive, starting with "EventLog_030308.txt" and ending with "EventLog_100408.txt". The text is as follows:

```
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_030308.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_030408.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_040208.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_040308.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_050208.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_050308.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_050408.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_060208.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_060308.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_060408.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_070208.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_070308.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_070408.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_080108.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_080208.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_080408.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_090108.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_090208.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_090308.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_090408.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_100108.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_100208.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_100308.txt
-- adding c:\temp\Serialtech\SpotOn\Debug\Logs\EventLog_100408.txt
```

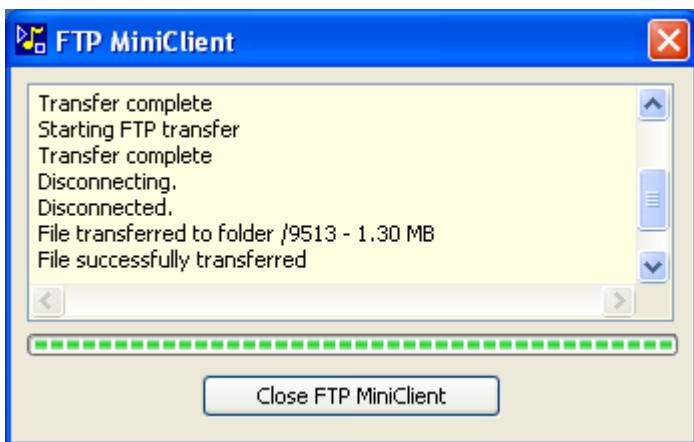
Next an option to transfer the debug files to a FTP server is offered, this uploads the files directly to a server so they can be analysed



Selecting OK will open a FTP MiniClient window



Clicking on Send Logs for analysis will start the file transfer



When completed close the window to continue

On completion of the copy/compression/FTP process there is a final option to display the contents of the \Debug folder

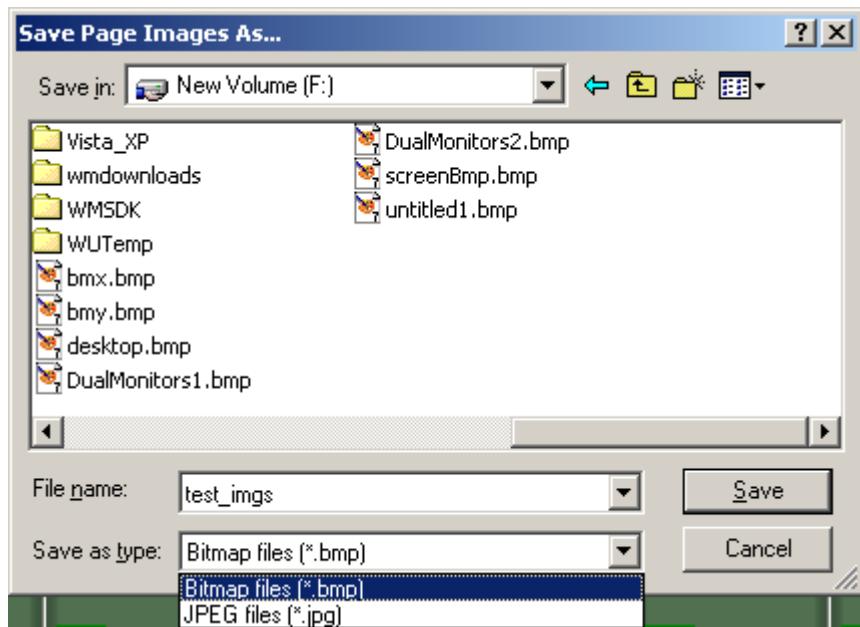


The "Debug_Logs.cab" file can then be sent for analysis if required.

Utilities - Save Page Images

To assist in passing information between SpotOn operators this menu option allows the SpotOn pages to be saved to file as either Windows bitmap or JPEG images.

The dialog box below allows the location of the image files to be set.



As the images are saved SpotOn will cycle through all available pages and then return to the originally displayed page.



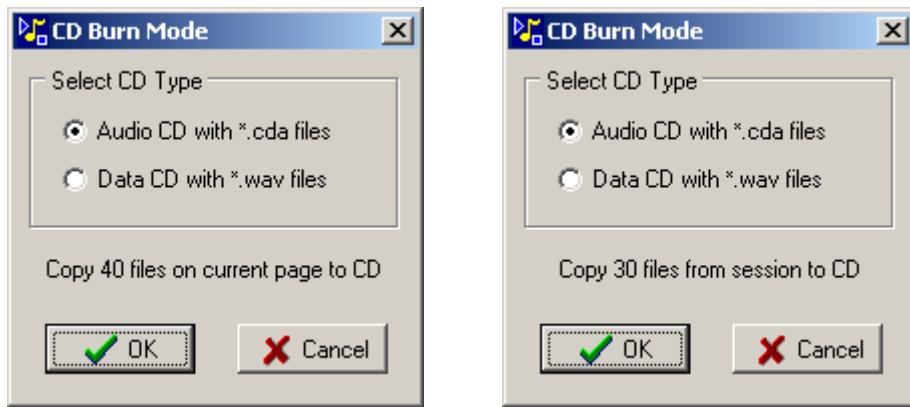
Utilities - Burn Tracks to CD (Ctrl+B)

SpotOn is configured to use a third party CD burner utility "CDBurnerXP", the latest version of CDBurnerXP can be found at <http://www.cdburnerxp.se>

In order for SpotOn to access the utility the location of CDBurnerXP has to be assigned in the [SetUp menu](#).

By default all the tracks on the current page or session are selected for burning, alternatively a [source region](#) can be used with non-contiguous selections on a single page.

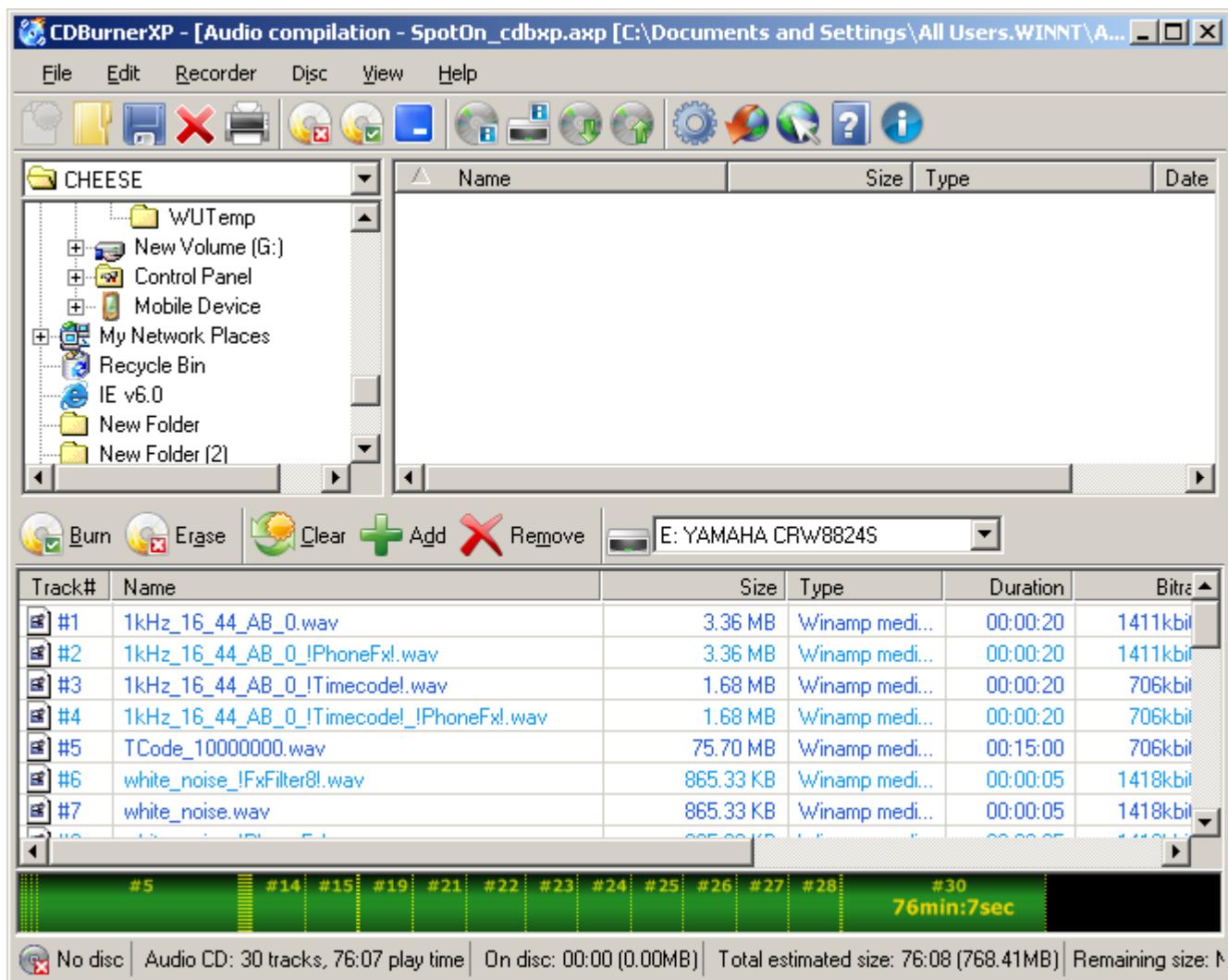
Next the type of file to burn onto the CD is selected to be either an Audio CD compatible with CD players or a Data CD containing the original *.wav files for use with a computer.



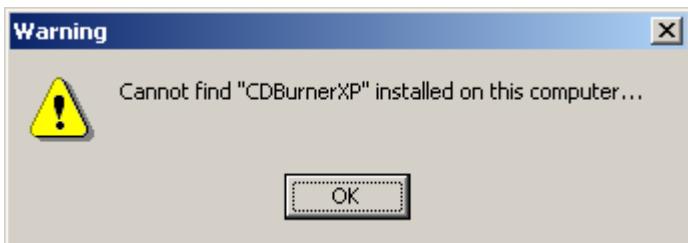
Note the files burned to CD are the original files without any modifications applied by SpotOn, i.e. gain, pan and trims adjustments are not copied across. However, in the case of MultiChannel files being saved to *.cda tracks then the file will be mixed down to stereo.

The adjustments made by SpotOn to a track can be [rendered](#) to a copy of the track from the Trim window.

Clicking OK will open up the CDBurnerXP utility where the tracks to be burned can be edited or previewed



If no utility has been assigned or the file cannot be found the following message will be displayed.

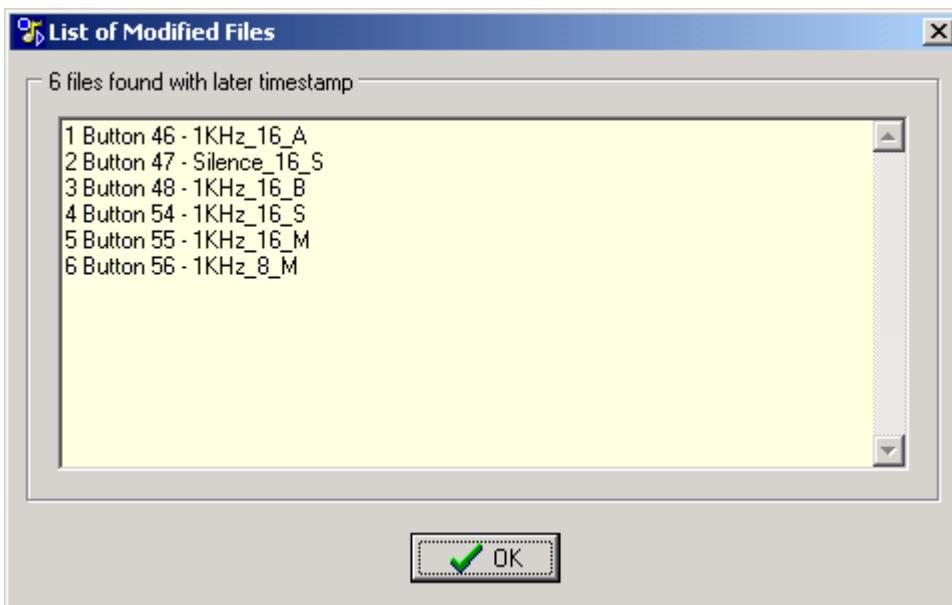


Refresh Tracks (Ctrl+R)

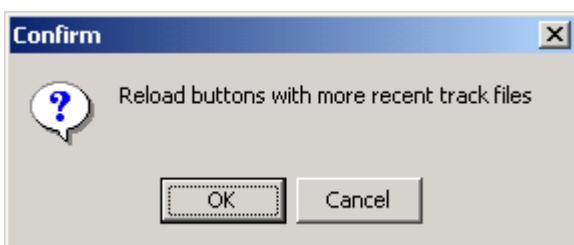
If any tracks have been edited with an external WAV file edit application and then resaved, SpotOn will not know about the change until restarted or the button tracks are refreshed.

SpotOn could well be confused if audio files currently in use are modified externally, due to the information extracted from the audio file when originally loaded into SpotOn now being incorrect.

To avoid this situation clicking Refresh Tracks (Ctrl+R) will scan the disk files and compare the timestamps with those of the tracks currently loaded, files with more recent timestamps will be listed as shown below.



Following this dialog box is another to confirm that the updated tracks are to be loaded.



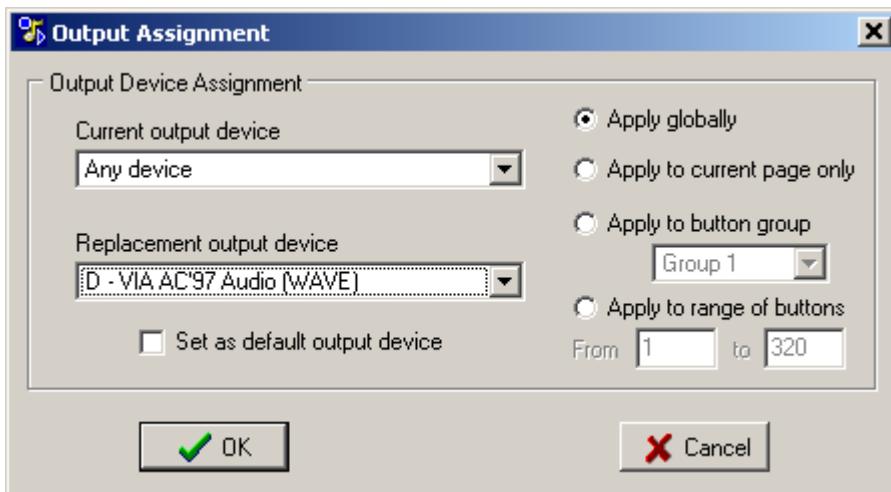
Playlist item selection and fade out times may be reset by this process, so the parameters of the buttons using these files listed must be checked and rehearsed before use.

When using the [Advanced Editing](#) option the tracks must be refreshed on completion of any editing operation

Change Output Assignment

This option can globally change all buttons to use a specific audio output or only change those buttons already using a certain port.

The upper drop down box selects to audio output to be changed, and the lower box the output port that will be used instead.

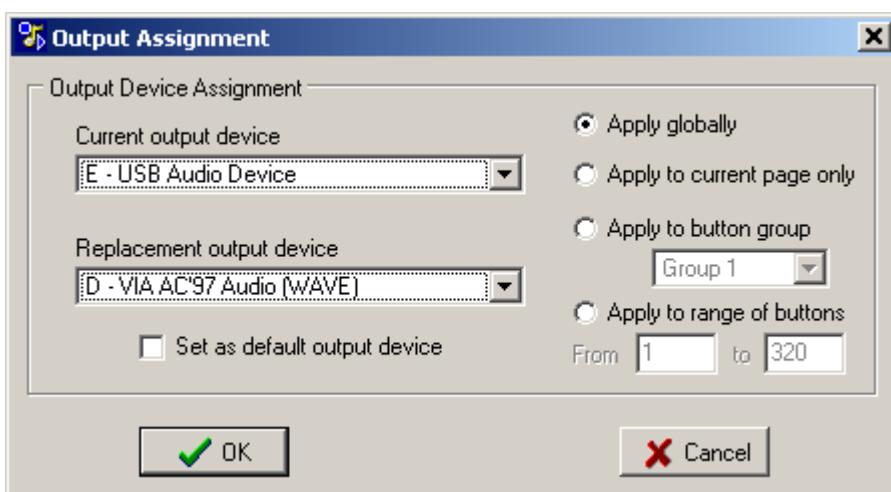


In the example above "Any device" is selected in the upper box and output "D" in the lower box, this will change all button to use output D. On the right hand side of the window the scope of the changes to output assignment can be set to either global, the current page, buttons on a specific group or a range of sequential buttons.

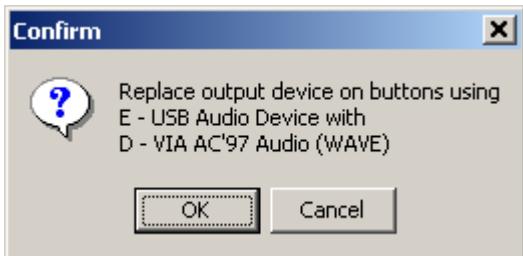
Clicking OK will show the confirmation dialog box.



The second example below defines output device "E" in the upper box, in this case only those buttons that are currently using output E will be changed to output D.

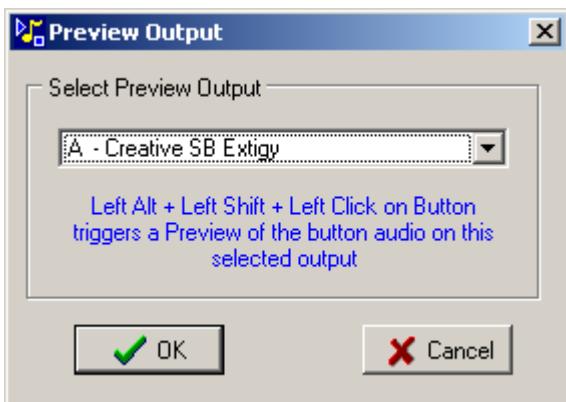


Checking the Set as Default option will cause any subsequently loaded track to be assigned to the output selected in the lower box.



Preview Output Assignment

When tracks are played they use their assigned output, however tracks can be previewed via an alternative output, this dialog box sets the Preview output.



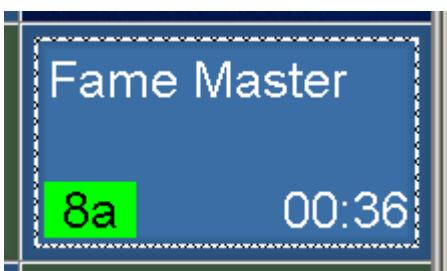
To enter the Preview mode from the main window press and hold left Shift and left Alt keyboard buttons, at this stage the DataRate panel will change colour to yellow and show "Pvw Mode".

Pvw Mode

Left-clicking on a button will now play that button on the Preview o/p only. The button preview can be stopped by holding down the left Shift and left Alt keyboard buttons and left or right clicking the button (depending on the mouse options selected).

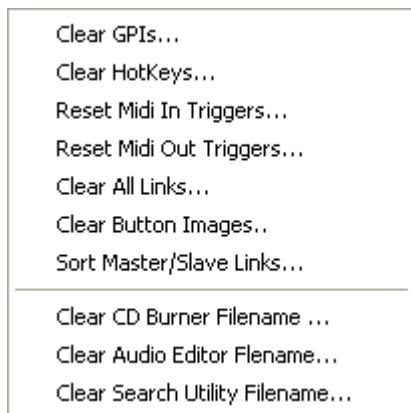
The Preview playout is completely independent of the usual playout mode, so buttons can be played out of the normal outputs whilst being previewed, only one button can be previewed at any one time.

The button being previewed is shown with a crosshatch rectangle



The time display will not count down during preview.

Clear Attributes



Clear GPIs
Clear Hotkeys
[Reset Midi In Triggers](#)
[Reset Midi Out Triggers](#)
Clear All Links
Clear Button Images
Sort Master/Slave Links
Clear CD Burner filename
Clear Audio editor filename
Clear Search Utility filename

Clear all GPI/button assignments
Clear all HotKeys assigned to buttons
Remove all Midi In triggers assigned to buttons
Remove all Midi Out triggers assigned to buttons
Clear all Master/Slave links
Deletes images images from all buttons
Sort Master/Slave links into "master button" order
Disable CD burner utility
Disable audio editor utility
Disable file search utility

Reset All Midi In Triggers

Remove all the Midi In Note settings from all buttons



Reset All Midi Out Triggers

Remove all the Midi Out Note settings from all buttons

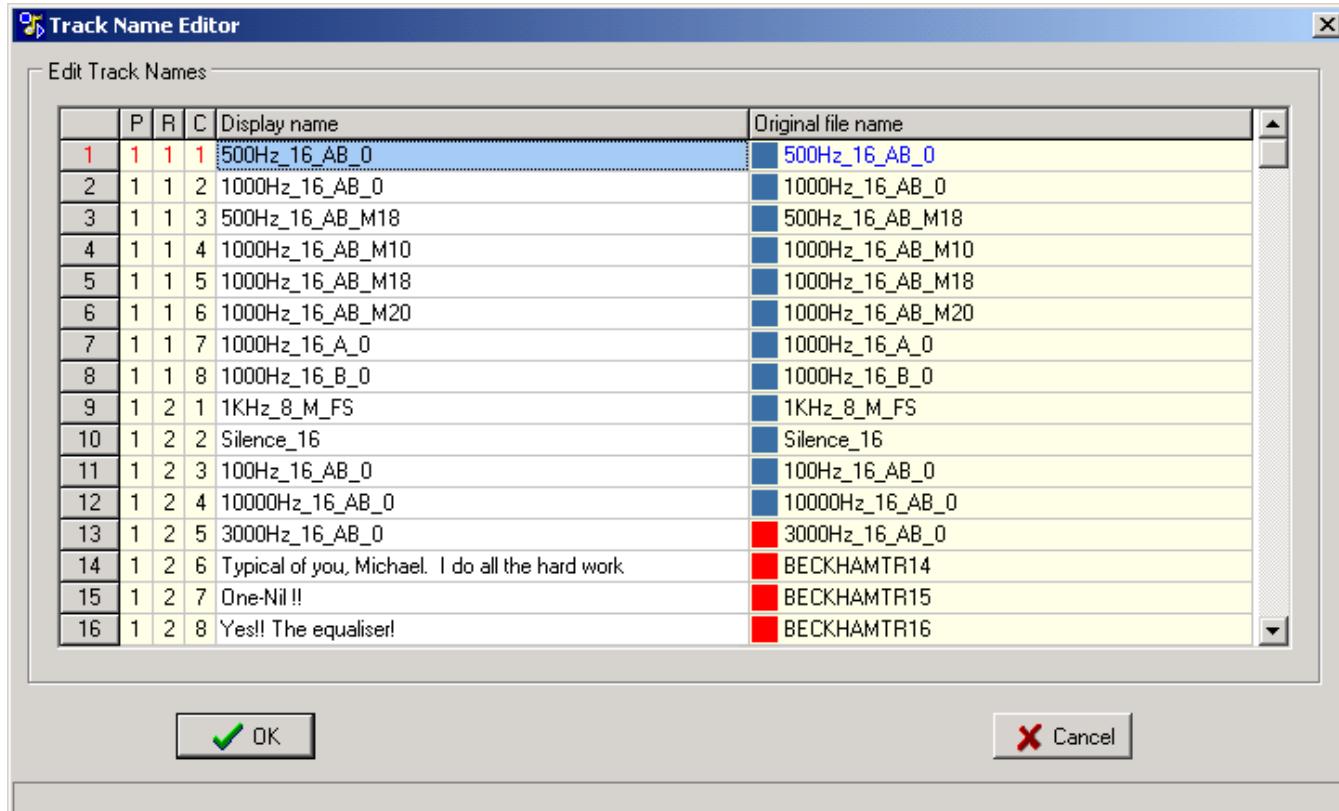


Display Names

Single button display names can be edited using the button menu [Display](#) option, if a large number need to be changed then the window below is more appropriate.

The left hand column show the button number, columns P, R, C show the page, row and column respectively.

The final two columns contain the display name and the original file name



The display name can be edited by first selecting the cell and then double clicking to invoke the text editor

P	R	C	Display name
1	1	1	500Hz_16_AB_0
1	1	2	1000Hz_16_AB_0
1	1	3	500Hz_16_AB_M18
1	1	4	1000Hz_16_AB_M10

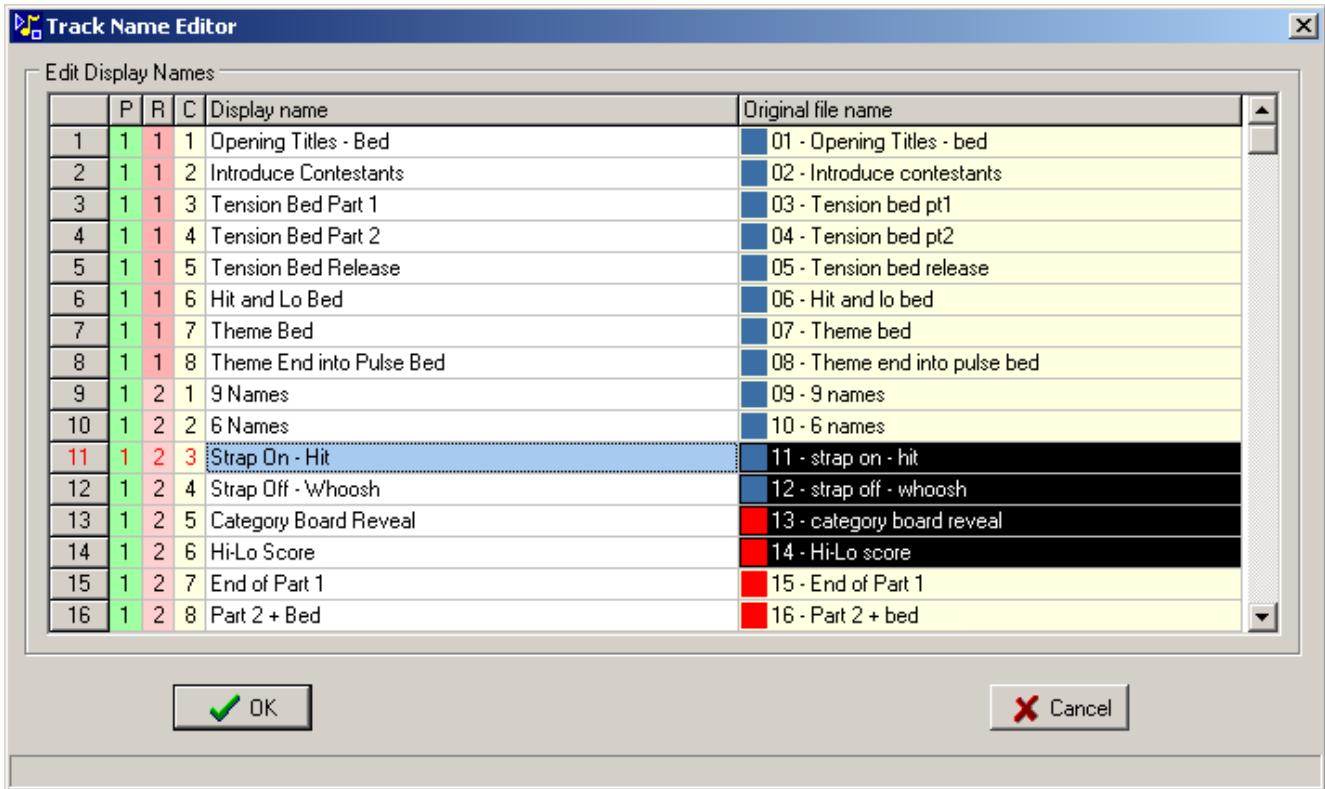
Another use of this window is the ability to reorder the tracks on the buttons

The entries in the right hand column can be dragged and dropped into new positions either singly or in blocks, button entries cannot be copied or cleared from this window.

To move a single track, simply click and hold down the left mouse button on the track in the filename column and drag the mouse within the column to the new location, the track will be inserted above the drop point.

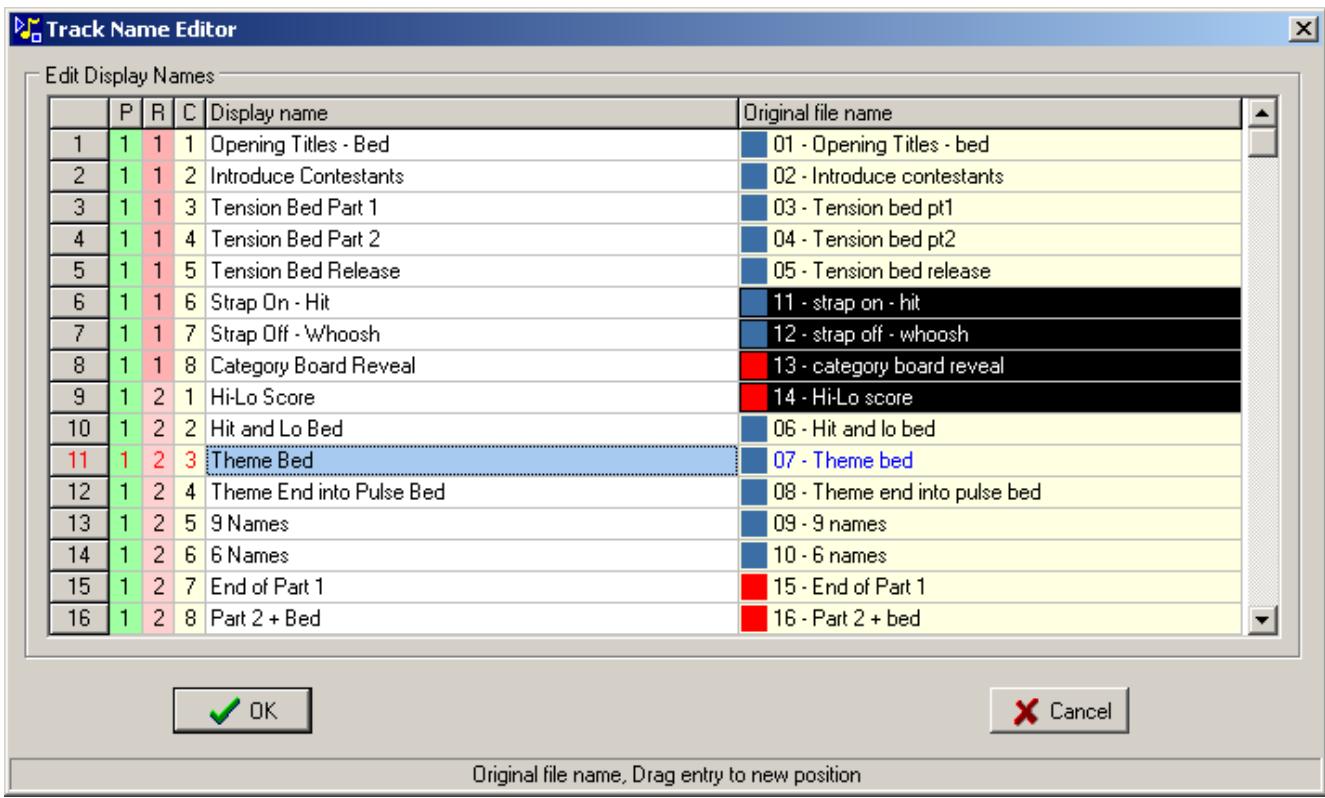
To move multiple track the Windows shift+click selection method is used.

If in the example below the tracks 11..14 are to be cut and pasted between tracks 5 and 6, first select the tracks to be moved by clicking on track 11 in the filename column then shift+clicking on track 14 in the same column. The selected tracks will be shown in white on black text.



Now click and hold down the left mouse button anywhere in the selected area, then drag the mouse to the entry for track 6 in the same column.

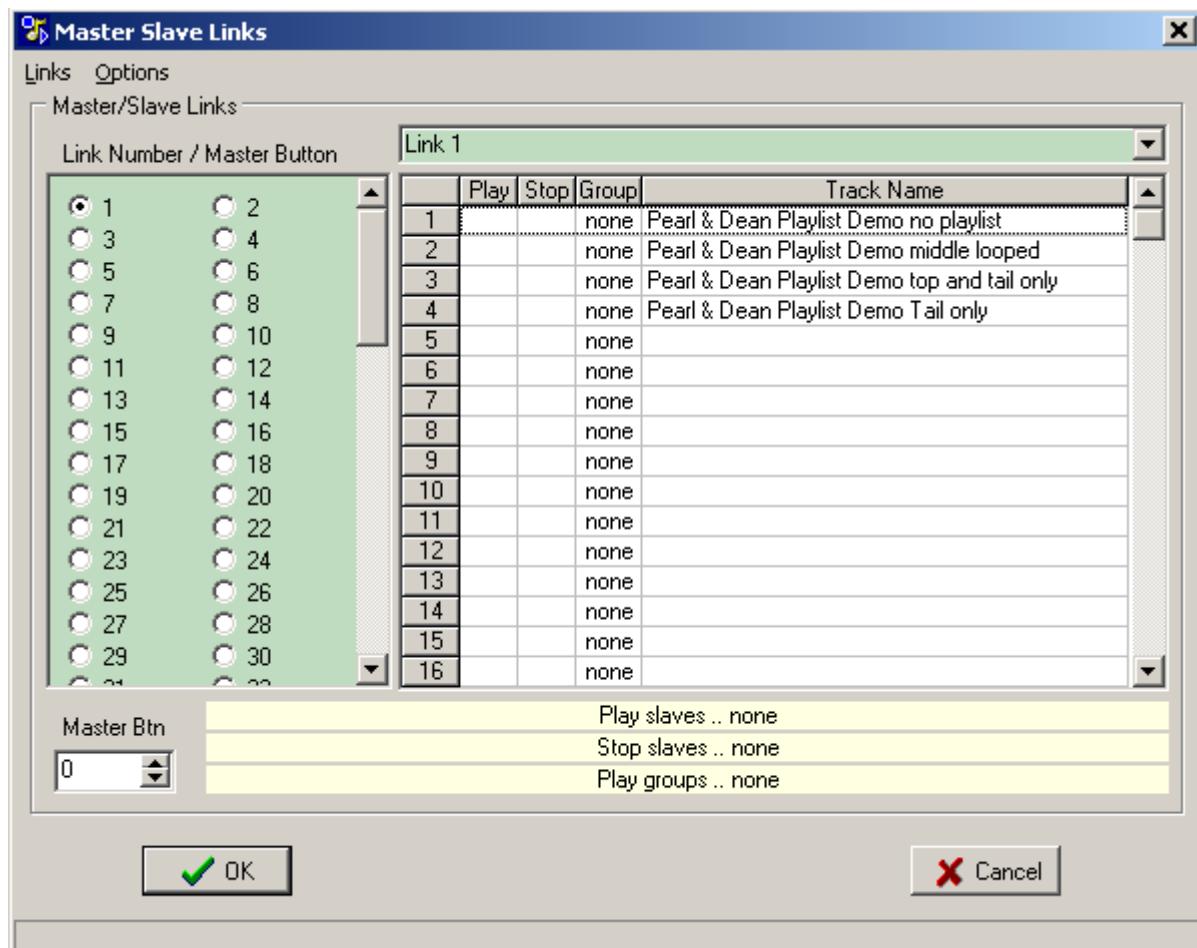
Release the left mouse button and the selected tracks will be inserted above track 6 as shown below



Master/Slave Links

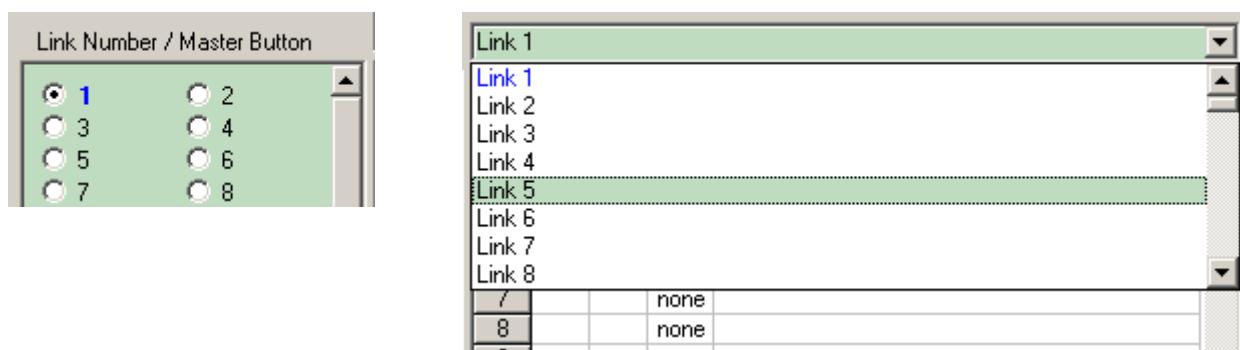
Buttons can be linked together so that one button (Master) can Play or Stop any number of other buttons (Slaves), alternatively buttons may be grouped so that playing any button in the group will stop all others in that group.

Special features such as Voice Over, Pause/UnPause and AutoPan can also be controlled via Master/Slave operation.

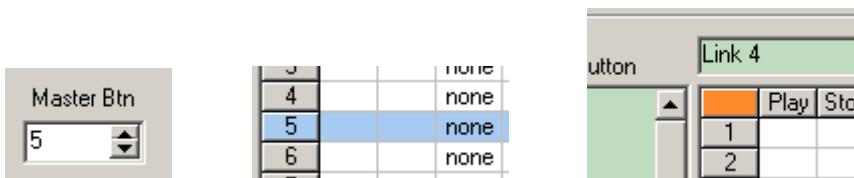


Links

There are 100 Links that can be used, clicking on the left hand panel will select the appropriate link for editing, or alternatively selecting the link from the drop down list, the currently selected link is highlighted in blue text

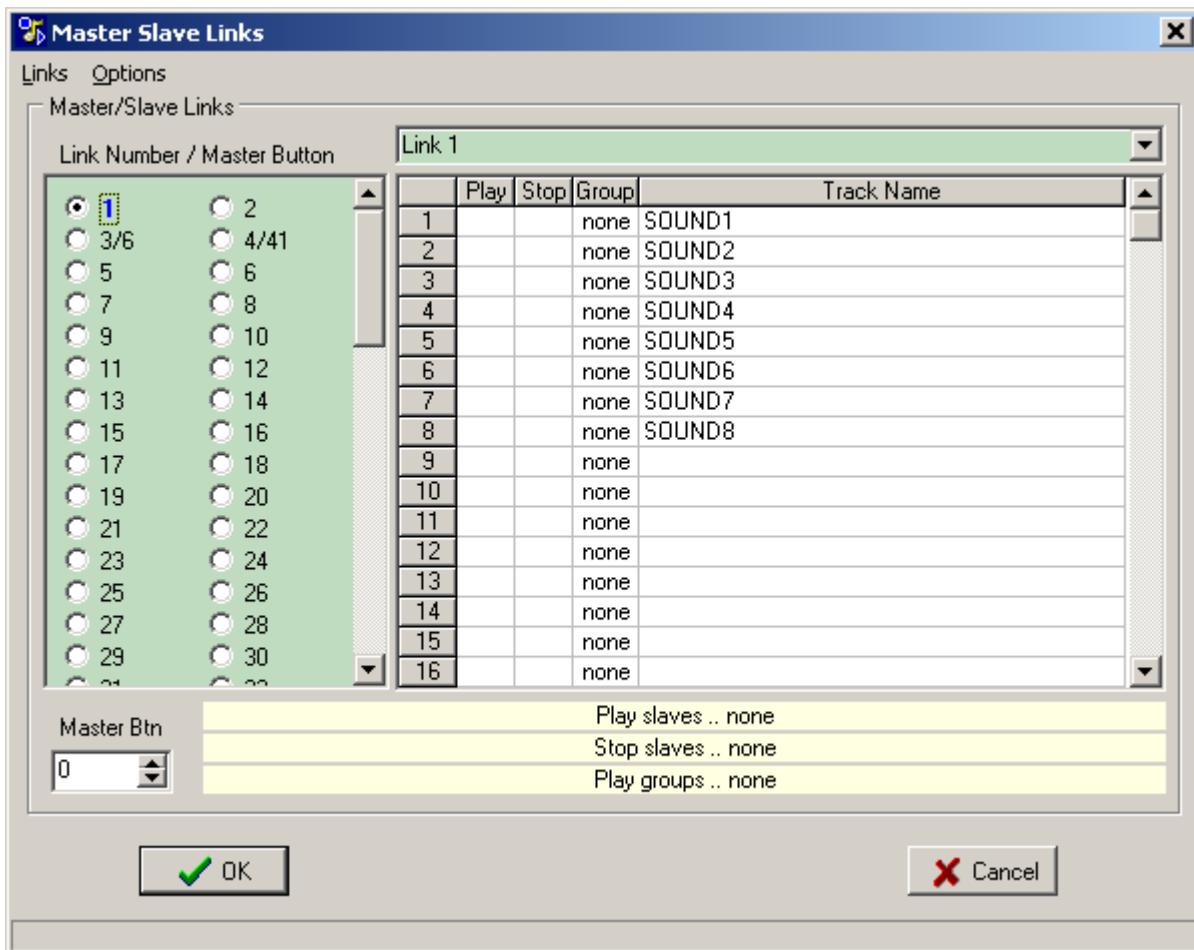


The Master button for a link can be typed in to the spin edit box or allocated by clicking the button number on the left hand side of the list, the selected Master button is highlighted in blue



A link can be deleted by entering 0 as the Master Button or clicking the top left cell in the display grid - shown in orange above.

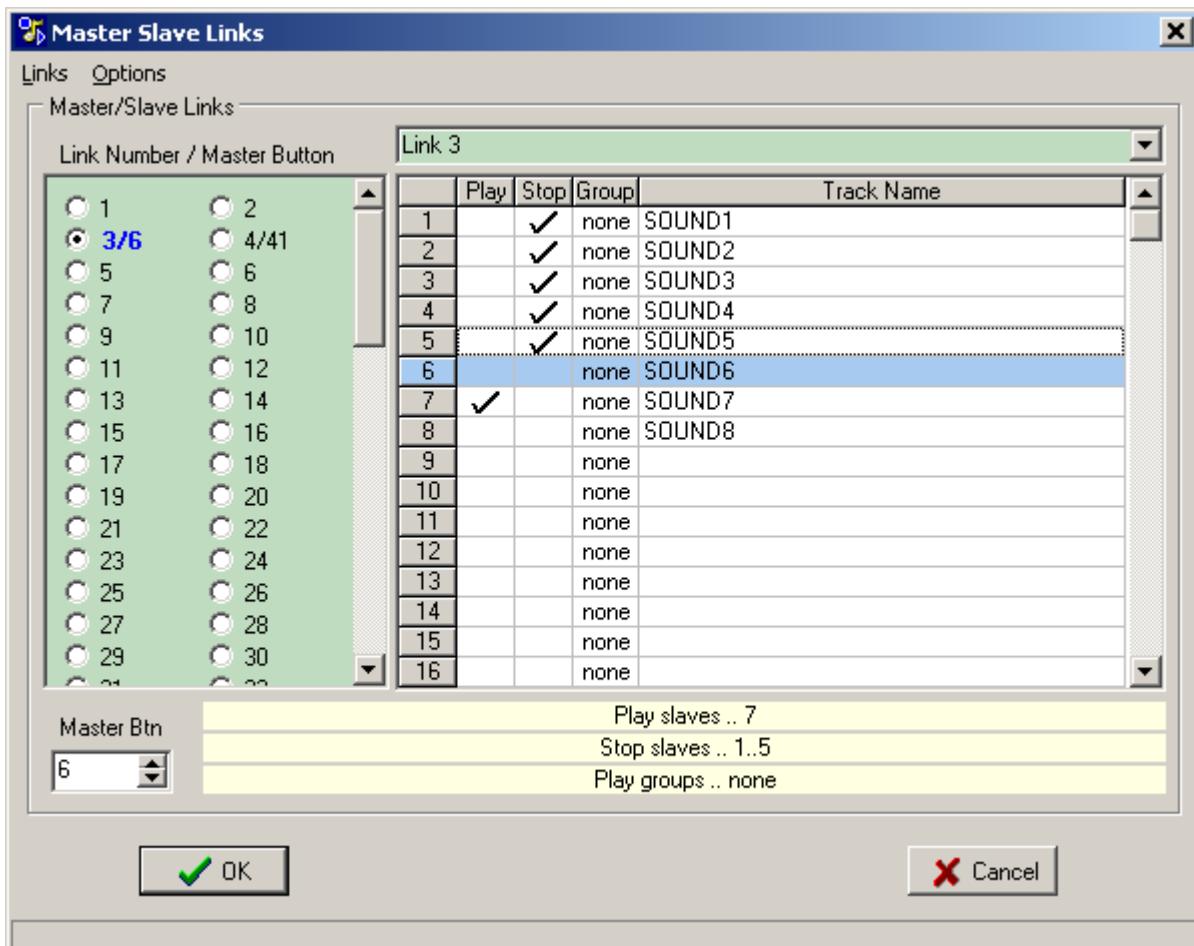
Play Slaves (those that will Play when the Master button is played) and Stop Slaves (those that will Stop when the Master is played) are allocated by clicking the appropriate cell in the list



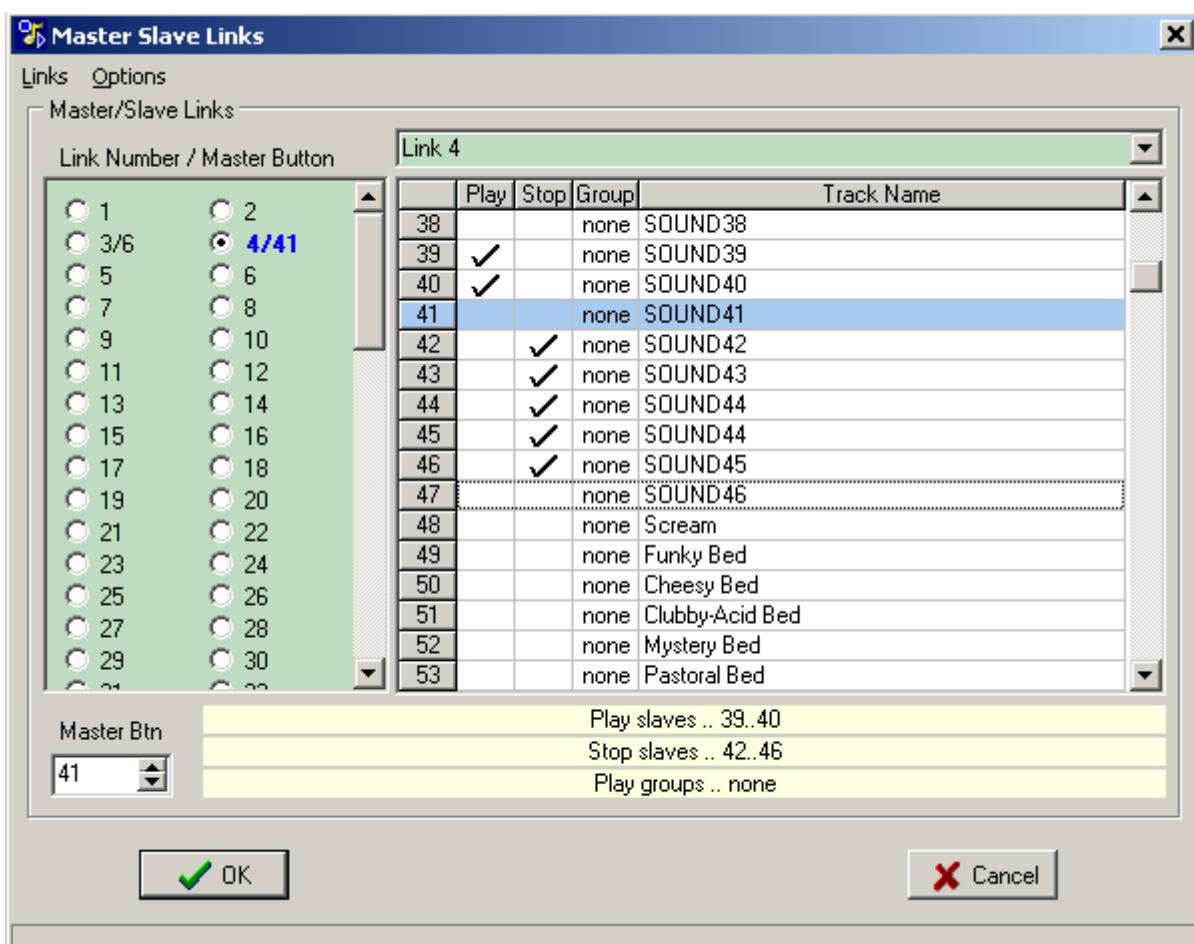
In the image above Link 1 is selected and is highlighted blue in the left hand panel, it has no master or slave buttons allocated.

Links 3 and 4 do have allocations and the master button is shown to the right of the link number i.e. 3/6 and 4/41

Selecting Link 3 shows the button allocations, buttons 1,2,3,4,5 will stop and button 7 will play when the master button 6 is played.

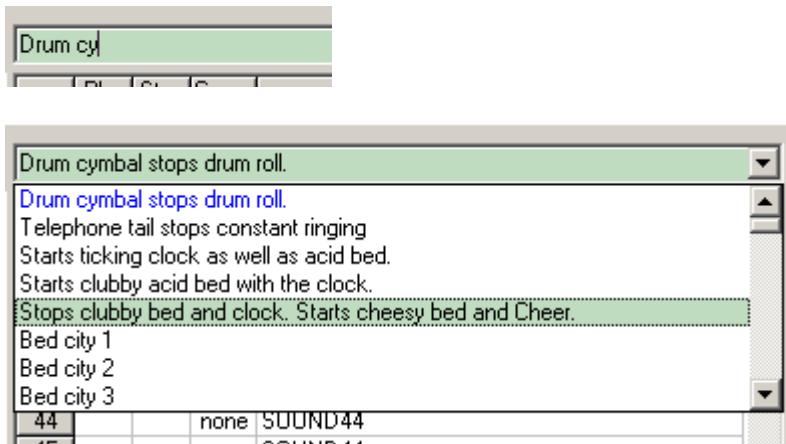


Similarly for link 4 buttons 39,40 will play and buttons 42,43,44,45,46 will stop when the master button 41 is played



A summary of the allocated buttons is shown at the bottom of the button allocation list

The individual links can be named by typing into the drop down list selection



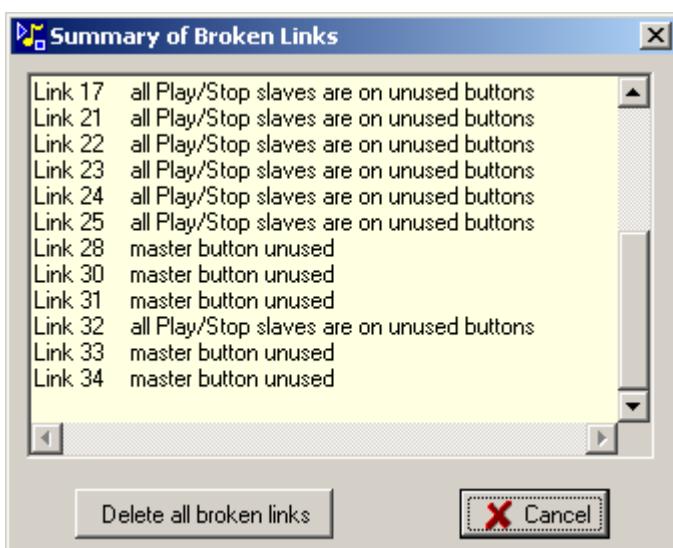
The links can be sorted into Master Button order using the Global|Sort Master/Slave Links option

If the Master/Slave links are currently disabled the message below appears at the bottom of the dialog box



The Links menu allows for the link names to be reset to their default of Link 1.. Link 99, and all Groups and Links to be cleared.

In addition the Links can be analysed and broken links displayed, a broken link is defined as one where the Master button is unused or all the Play and Stop slaves are pointing to unused buttons.



An option to delete all broken links is available

An additional menu is available by right-clicking the Play or Stop columns.

	Play	Stop	Group	Track Name
1			none	Dinner 16 MR AR
2				Clear All Groups
3				Clear All Play Slaves
4				Clear All Stop Slaves
5				Clear All Play and Stop Slaves
6				None
7			none	
8				

Play Groups

As an alternative to using Links for collections of exclusive buttons Groups may be more appropriate.

There are 25 separate button groups and only one button assigned to a particular group can be playing at any one time, so playing a button will stop all other buttons in the group.

By default the buttons will not be assigned to any group and will show as "none" in the Group column

	Play	Stop	Group	Track Name
1			none	Pearl & Dean Playlist Demo no playlist
2			none	Pearl & Dean Playlist Demo middle looped
3			none	Pearl & Dean Playlist Demo top and tail only
4			none	Pearl & Dean Playlist Demo Tail only
5			none	
6			none	

Left clicking on the appropriate group cell will increment the group number and then roll back to none.

Right clicking the group cells displays a popup menu

✓ none	Group 10	Group 20
Group 1	Group 11	Group 21
Group 2	Group 12	Group 22
Group 3	Group 13	Group 23
Group 4	Group 14	Group 24+
Group 5	Group 15	Group 25!
Group 6	Group 16	Group A*
Group 7	Group 17	Group B*
Group 8	Group 18	Group C*
Group 9	Group 19	Cancel

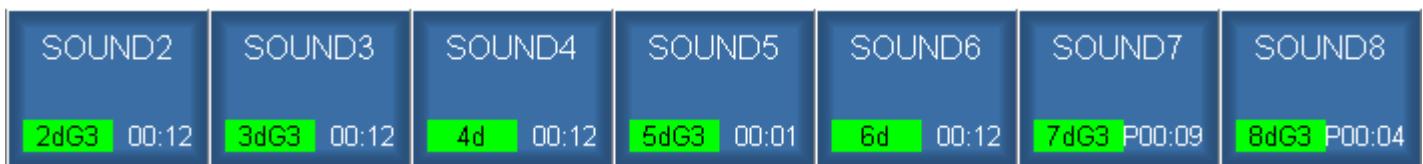
Selecting an item will set the group value for that button, the screen shot below shows 5 buttons assigned to group 3.

The Play selection on button 7 is coloured red as it belongs to a Master/Slave link and is now invalid - Groups and Play Links cannot act on the same button and will be automatically deleted on exiting from the Links dialog.

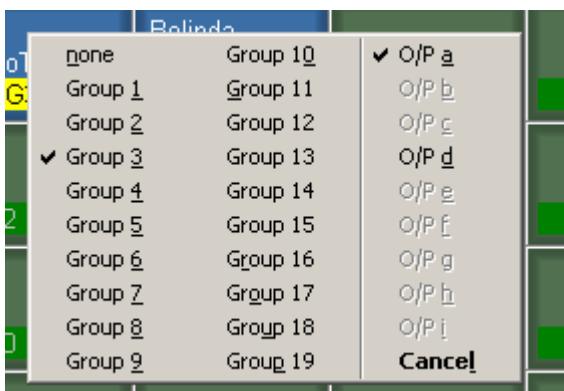
	Play	Stop	Group	Track Name
1			none	SOUND1
2			3	SOUND2
3			3	SOUND3
4			none	SOUND4
5			3	SOUND5
6			none	SOUND6
7	X		3	SOUND7
8	✓		3	SOUND8
9			none	
10			none	
11			none	
12			none	

The summary text in the lower part of the window shows the number of buttons assigned to each group.

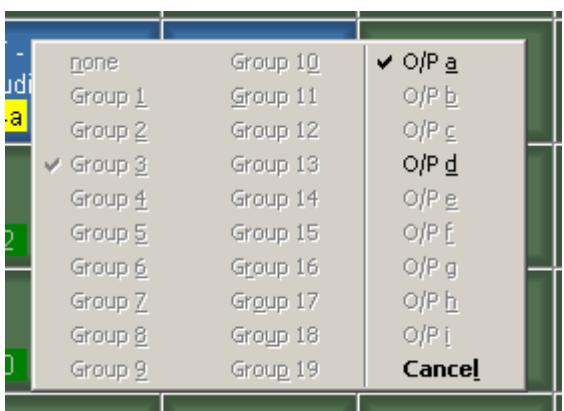
Play groups .. G3:5



As an alternative to setting up the Play Groups in this dialog box the groups can be assigned from the main screen by shift+ctrl right-clicking on a button



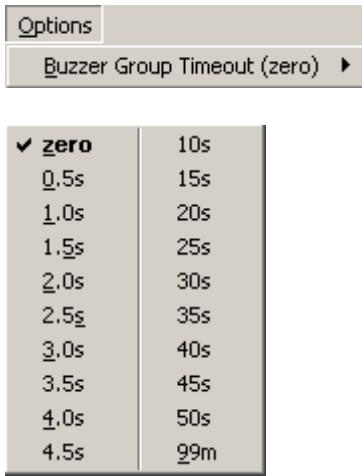
If the Groups and Master/Slave links are disabled then the group selections will be greyed out



Buzzer Groups

In the above description of Play Groups there were 25 exclusive groups numbered 1..25, and 4 buzzer groups with legends A..D

Buttons assigned to Buzzer Groups act slightly differently to Play Groups, in that if any button that belongs to a buzzer group is played all other members of that buzzer group are prevented from being played for the duration of a timeout period.



The intended use of this is in "Bell and Buzzer" rounds in quiz shows where only the first person in a team to press the 'bell' or 'buzzer' actually triggers the sound effect, other presses are locked out.

This Buzzer Group mode of operation is only available when the Play command is received from an external source ie GPI or Midi, HotKey and mouse click operation is not affected by the presence of Buzzer Groups.

The Buzzer Group timeout can be set between zero and 99 minutes, with the longer timeouts it will often be necessary to reset the timeout period, say for the start of the next quiz round. The timeouts can be reset either by toggling the GPIs off/on or by use of the special play group 25.

Play group 25 is shown in the group selection windows as 25! meaning that it acts differently from groups 1..24.

When any button in group 25 is played directly (not with a Play Next) it will play and also clear the Buzzer Group timeouts. In practice this could be a button loaded with silence and operated by an external GPI triggered by someone supervising the quiz game.

Play Stack

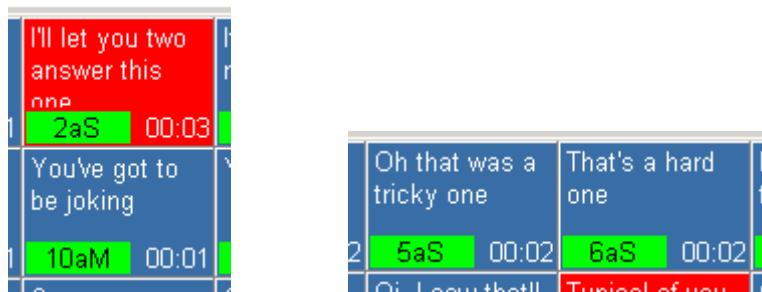
Play group 24 has a secondary function in that it will fade out any tracks playing in the [Play Stack](#) window.

Display

The Groups and Master/Slave Links can be enabled via the [Options](#) menu or by clicking the status panel below



The button displays change to indicate any links, here button 10 has an M suffix to the button number indicating it is a Master and buttons 2, 5 and 6 have an S (Slave) suffix.



The status bar gives more information showing which Link the Master or Slave buttons are acting on.



Voice Over

Voice Over mode is a special case of Master/Slave links where the gain of the Play Slave/s is reduced under control of the Master track - Stop slaves have no meaning in this mode and will be deleted.

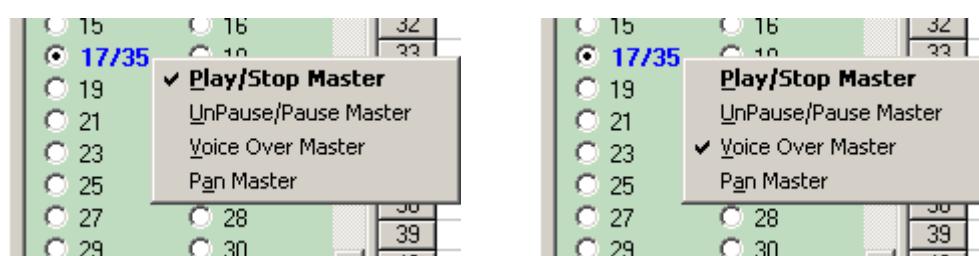
The Slave track/s would be already playing and when the master 'voice over' track is played the gain of the slave/s will be reduced using the fade time and law of the master track - this means the Fade In and Fade Out of the master track must be non-zero.

To convert a Master/Slave link to be a VoiceOver link:-

First select an existing link - in this case #17 that has a master button 35 and one play slave button 34

<input type="radio"/> 15	<input type="radio"/> 16	<input checked="" type="radio"/> 17/35	<input type="radio"/> 18	32	none
<input type="radio"/> 19	<input type="radio"/> 20		<input type="radio"/> 21	33	none
<input type="radio"/> 21	<input type="radio"/> 22		<input type="radio"/> 23	34	<input checked="" type="checkbox"/> none darkside
			<input type="radio"/> 25	35	none Pop_String_Orchestra_KOS145_1_21

Right-click the link number - the link must be assigned a Master button for the popup options to be displayed



Check the Voice Over master option, at which point the link number will be underlined and the 'tick' in the play column will change to a fade down/up image.

<input type="radio"/> 15	<input type="radio"/> 16	<input checked="" type="radio"/> 17/35	<input type="radio"/> 18	32	none
<input type="radio"/> 19	<input type="radio"/> 20		<input type="radio"/> 21	33	none
<input type="radio"/> 21	<input type="radio"/> 22		<input type="radio"/> 23	34	<input checked="" type="checkbox"/> none darkside
			<input type="radio"/> 25	35	none Pop_String_Orchestra_KOS145_1_21

This means that track 34 will be faded down for the duration of the master track 35

The amount of gain reduction is set on each individual slave via the [Audio](#) button menu

When the Master/Slave setup window is closed a check is made of the buttons acting as Voice Over masters, if any have zero Fade In or Fade Out times a warning prompt box will appear indicating which buttons have to be modified.



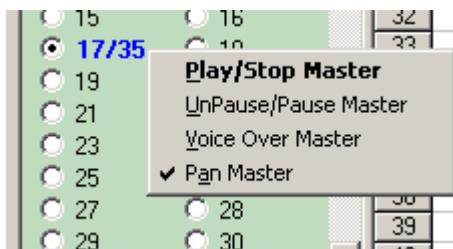
AutoPan

The AutoPan feature allows one or more slave buttons to have their Pan setting modified under the control of a Master button.

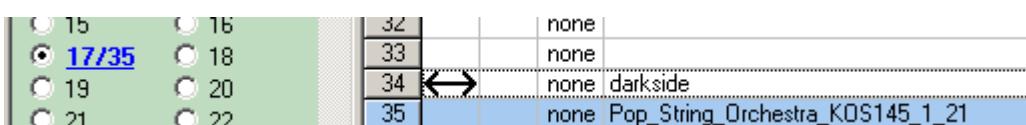
In a similar way to the Voice Over mode described above the pan transition is triggered by the Fade In and Fade Out of the Master track.

For AutoPan the starting point is the normal Pan value defined in the Audio Setup dialog, the end value is an alternative value defined in the [Audio SetUp](#) dialog by right-clicking the pan bar.

The AutoPan mode is selected by right-clicking the appropriate Link number and checking Pan Master

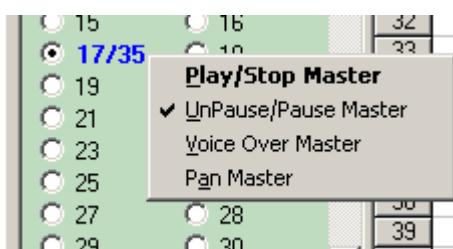


The selected play slave entries will have a double headed arrow displayed indicating that button is now an AutoPan slave.



UnPause/Pause

The UnPause/Pause mode is selected by right-clicking the appropriate Link number and checking UnPause/Pause Master

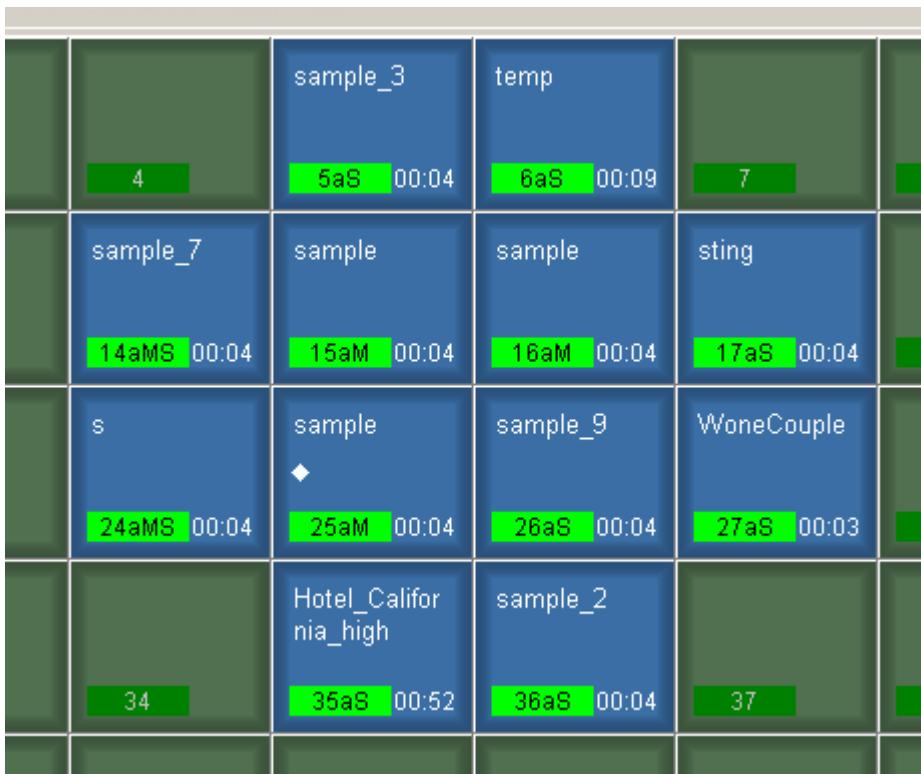


The selected stop slave entries will have a double line displayed indicating that button is now an Pause slave and similarly the selected Play slaves will have a double line with diagonal cross indicating the button is an UnPause slave

<input type="radio"/> 15	<input type="radio"/> 16	<input type="radio"/> 17/35	<input type="radio"/> 18	<input type="radio"/> 19	<input type="radio"/> 20	<input type="radio"/> 21	<input type="radio"/> 22	32	none
								33	none
								34	none darkside
								35	none Pop_String_Ochestra_KOS145_1_21

Link Diagrams

With a complex set of Master/Slave links it is often difficult to establish which buttons are linked, an example is shown below. The Master Slave setup dialog window can provide the information but not in a readily useful format.



A keyboard shortcut Ctrl+Shift+left mouse press can be used to show the master/slave links graphically, using the key combination on button 15 shows button 14 is a play slave (line is green).

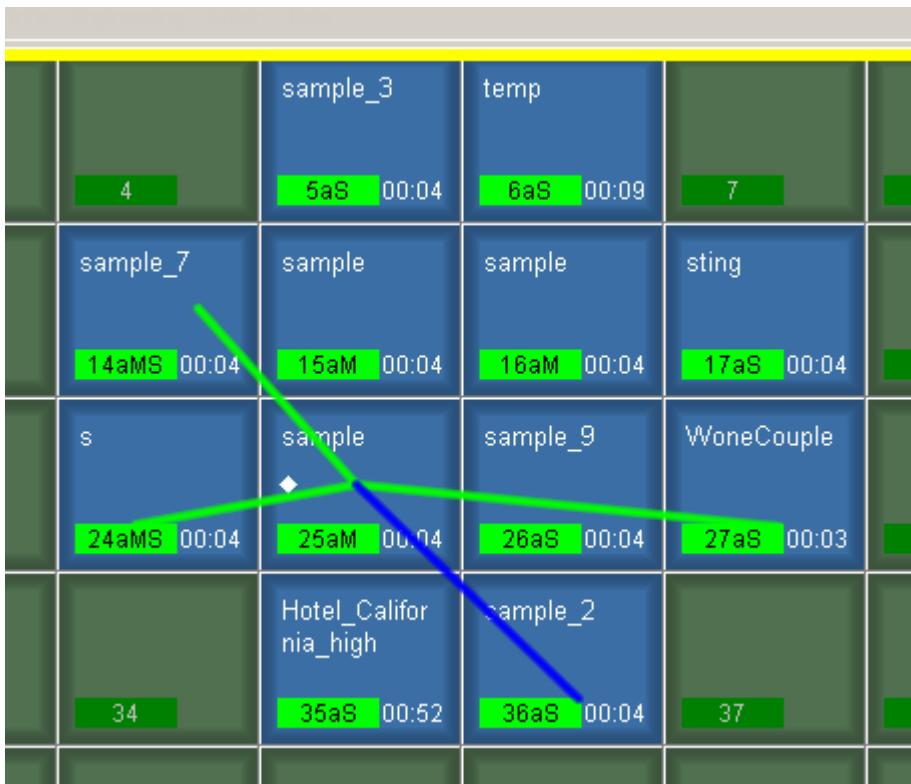
	sample_3	temp		
4	5aS 00:04	6aS 00:09	7	
sample_7	sample	sample	sting	
14aMS 00:04	15aM 00:04	16aM 00:04	17aS 00:04	
s	sample ◆	sample_9	WoneCouple	
24aMS 00:04	25aM 00:04	26aS 00:04	27aS 00:03	
	Hotel_California_high	sample_2		
34	35aS 00:52	36aS 00:04	37	

Testing the reverse link by clicking on button 14 shows a white line indicating it is a play slave from buttons 15 and 25, also button 14 is a play master to a button off the screen on another page (near horizontal green line).

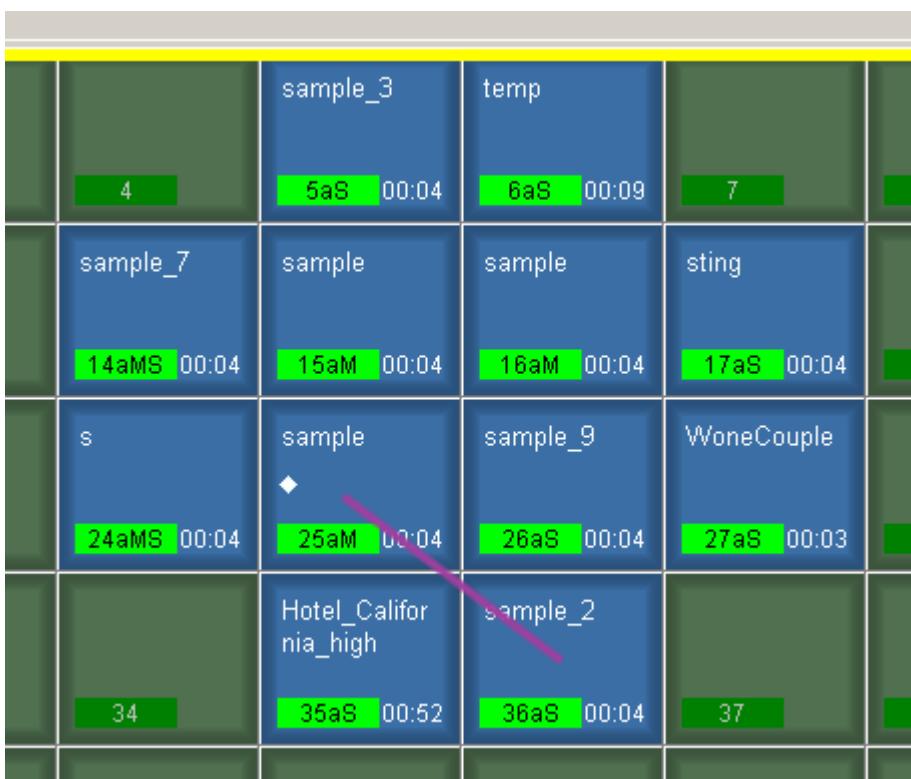
Note the yellow border at the top of the page, this is drawn around the SpotOn screen to indicate the image is temporarily frozen whilst the graphics are displayed.



Clicking on button 25 confirms some of the previous links and in addition displays button 36 as a Stop slave to button 25 (line is blue).

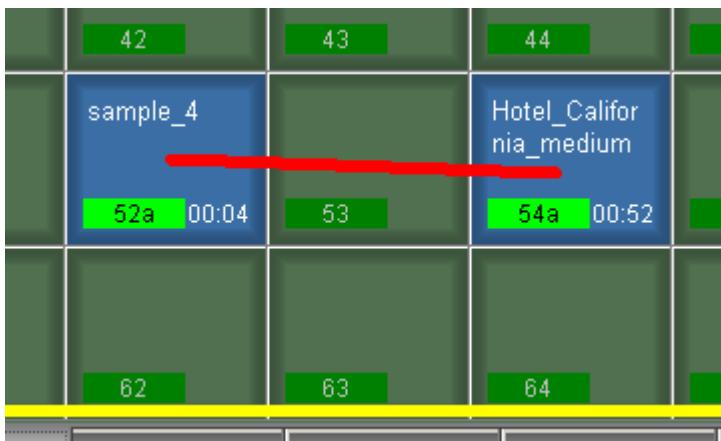


A reverse interrogation of button 36 shows it is a stop slave to master button 25 (line is magenta)



If instead of just using Shift+Ctrl+Left mouse press to display the existing links Shift+Ctrl+left mouse drag can create new links.

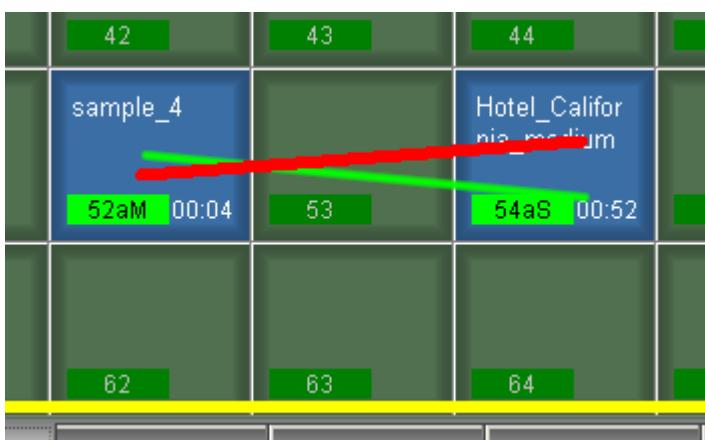
Below the Shift+Ctrl+Left mouse button has been dragged from button 52 to 54 drawing a thick red line, releasing the left mouse button as in 'drag and drop' will show a confirmation dialog.



The next unused Master/Slave link will be selected for this new link - in this example link 13



Play and Stop links can also be deleted using the same drag/drop method, for example if the mouse is Shift+Ctrl drag and dropped between buttons 52 and 54 as below



then a prompt dialog will ask if the link is to be deleted.



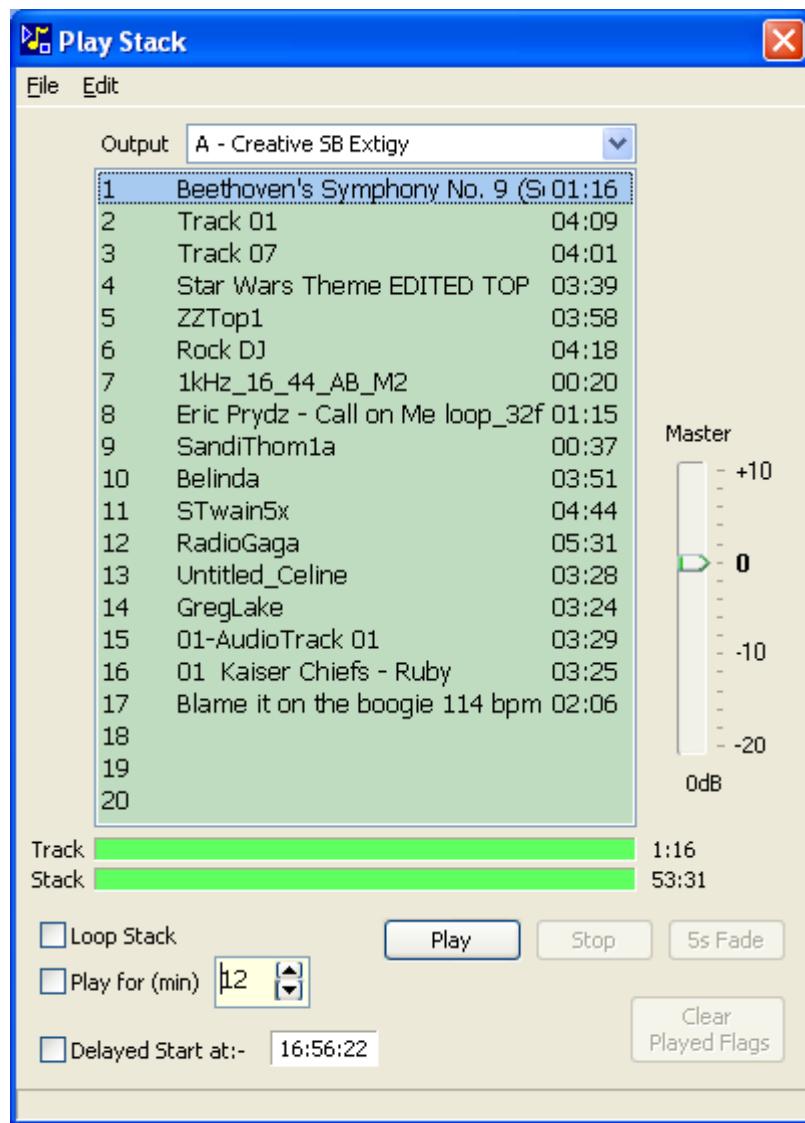
Play Stack

A Play Stack is built into SpotOn and runs independently of the main SpotOn operation, the intended use is for playing out audience 'warm up' or interval music.

The stack can be set to play a set of tracks and fade out after a predetermined time or loop until stopped manually.

A fade out of the Play Stack can be triggered from the main SpotOn window by playing any button in [Group 24](#).

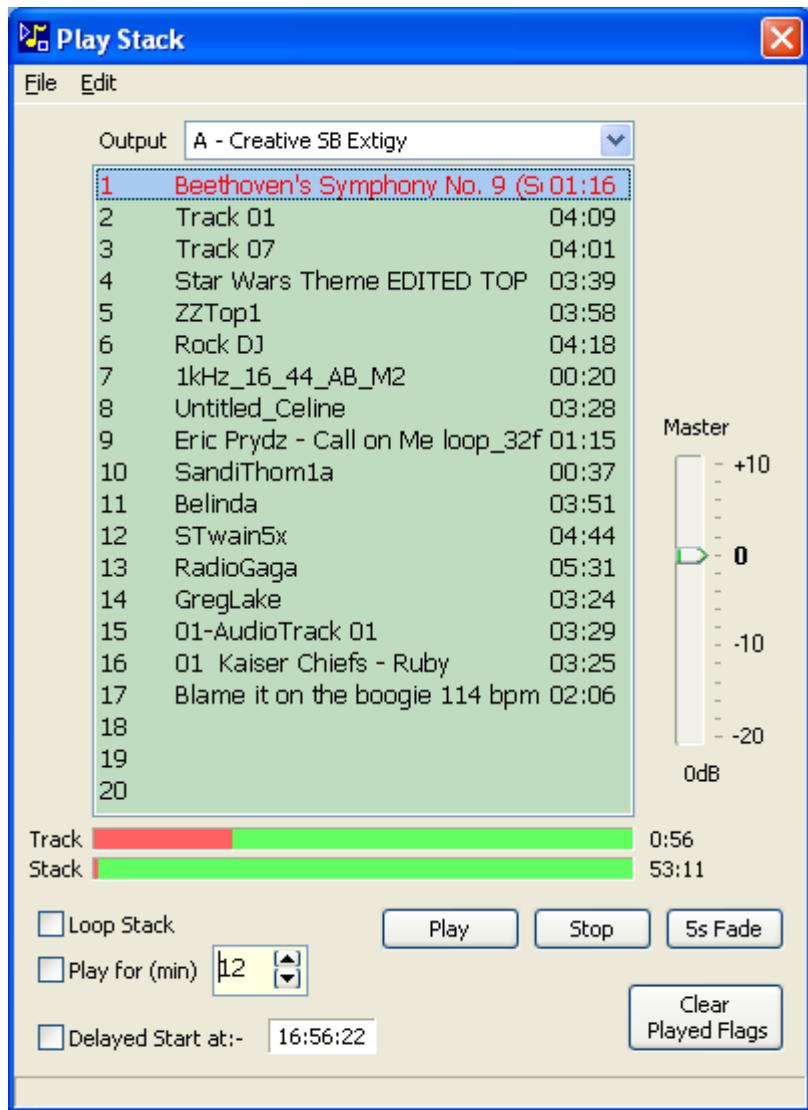
Tracks can be loaded by Ctrl+Left click drag (copy button mode) from the SpotOn buttons or by right-clicking an entry in the Play Stack and selecting Load/Insert.



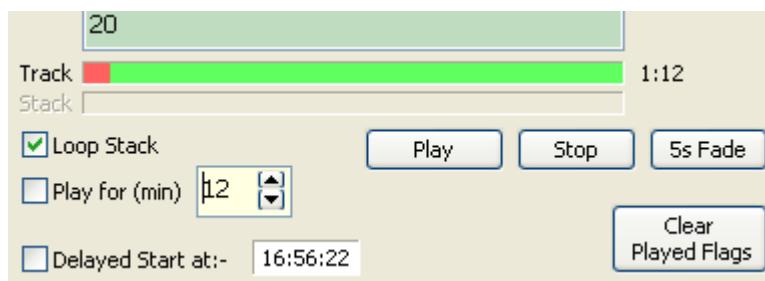
The image above shows 17 tracks loaded and track 1 highlighted, the track names are taken from the audio filenames and truncated to fit the screen, there is no option to change the displayed track name.

Clicking on Play will start playing the stack in sequence from the highlighted button, the two bargraphs below the track list show the time remaining for the track on the upper bargraph and the time remaining in the whole stack on the lower bargraph.

The track entry will be shown in red text when it is playing.



When the 'Loop Stack' checkbox is checked as shown below, the lower bargraph is disabled as the duration of a looped stack is infinite.



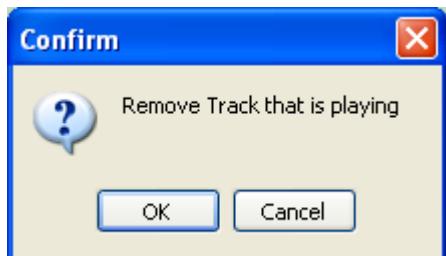
Tracks can be drag and dropped within the stack to change the playout order, in the example below, track 13 is being dragged and when dropped will be inserted above the track shown with yellow text and become track 8. Tracks currently numbered 8..12 will be moved down the stack one position and be renumbered.

1	Beethoven's Symphony No. 9 (S)	01:16
2	Track 01	04:09
3	Track 07	04:01
4	Star Wars Theme EDITED TOP	03:39
5	ZZTop1	03:58
6	Rock DJ	04:18
7	1kHz_16_44_AB_M2	00:20
8	Eric Prydz - Call on Me loop_32f	01:15
9	SandiThom1a	00:37
10	Belinda	03:51
11	STwain5x	04:44
12	RadioGaga	05:31
13	Untitled_Celine	03:28
14	GregLake	03:24
15	01-AudioTrack 01	03:29

Stack after drag/drop of track 13

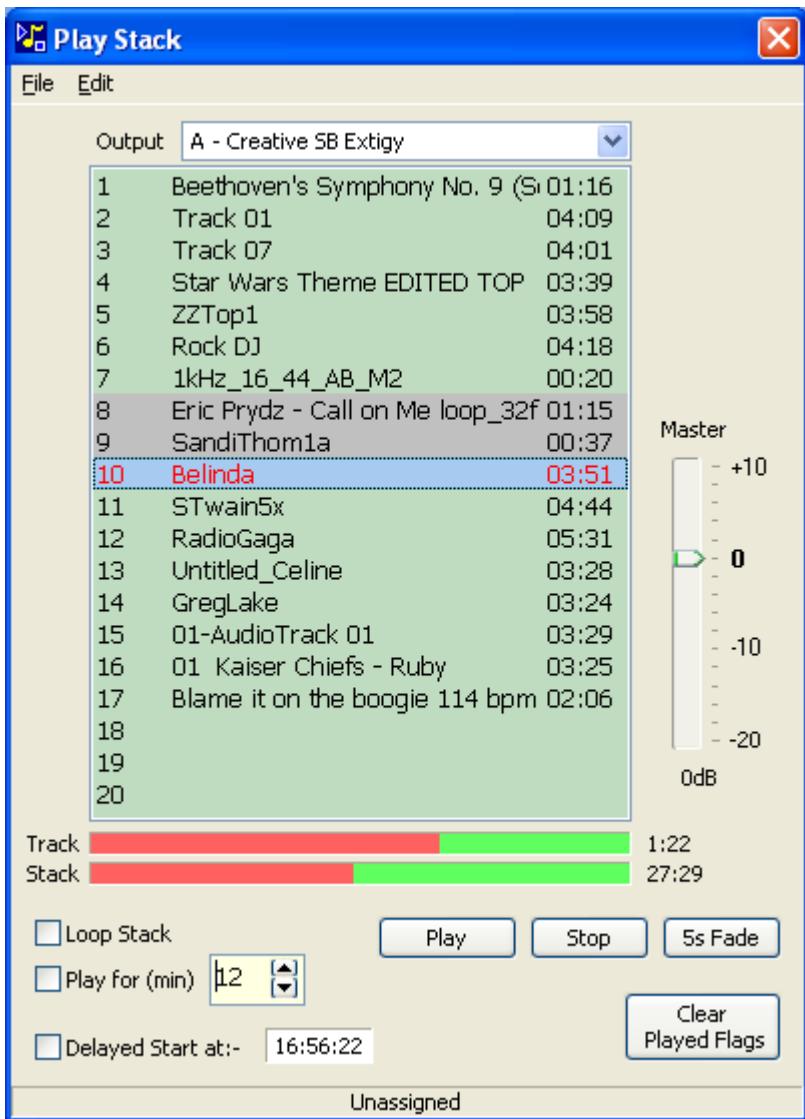
1	Beethoven's Symphony No. 9 (S)	01:16
2	Track 01	04:09
3	Track 07	04:01
4	Star Wars Theme EDITED TOP	03:39
5	ZZTop1	03:58
6	Rock DJ	04:18
7	1kHz_16_44_AB_M2	00:20
8	Untitled_Celine	03:28
9	Eric Prydz - Call on Me loop_32f	01:15
10	SandiThom1a	00:37
11	Belinda	03:51
12	STwain5x	04:44
13	RadioGaga	05:31
14	GregLake	03:24
15	01-AudioTrack 01	03:29

Tracks in the stack can be freely rearranged whilst the stack is playing, the only restriction is not to remove the track currently playing.



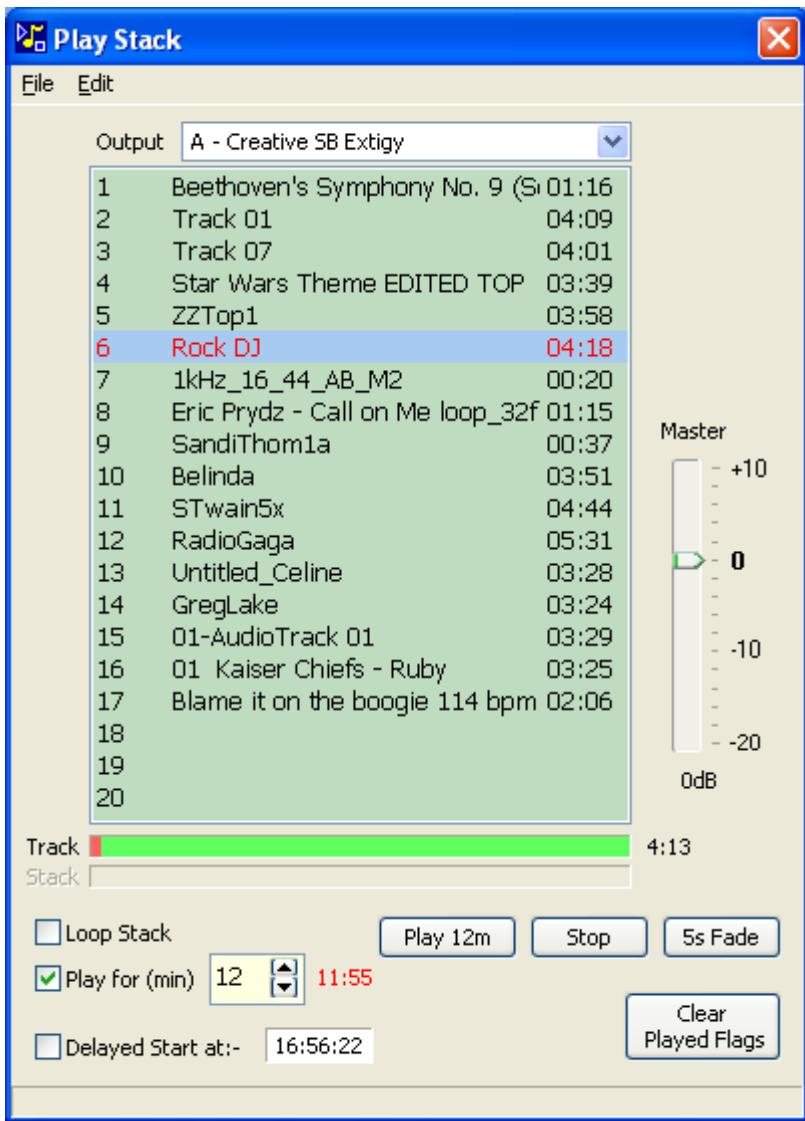
An internal flag is set as tracks are played out and the text background of the played track changes to grey, this is only an indication of the track already played and has no effect on the operation of the Play Stack.

The flags can be cleared by clicking on the 'Clear Played Flags' button



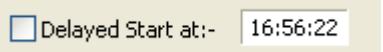
The Play Stack can be set to play for a defined length of time in the range 1..90 minutes, at the end of the time the track will fade out and stop.

This mode is set by checking the 'Play for (min)' checkbox and entering a value in the duration by typing directly or using the up/down buttons.



When the Play button is pressed a time remaining count down is shown in red text to the right of the duration.

The Stack Play button can be triggered from the PC clock.



Right-clicking on the time panel displays an editor dialog

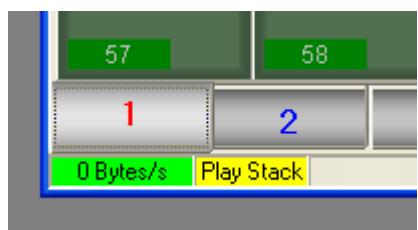
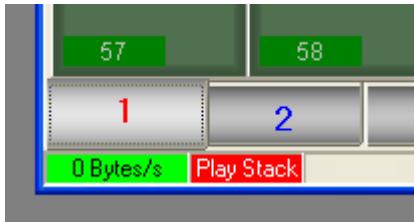


When active the start time text will be shown in red, at the point the start time is reached the stack will begin to play and the text will be shown as invalid and the checkbox cleared.



When the Play Stack window is closed it will remain active and has just been hidden, it can be reopened via the SpotOn Global|Play Stack menu.

If the Play Stack is playing a track and is then closed the track will continue to play and the SpotOn status bar will show a red/yellow flashing panel with the text 'Play Stack'



Clicking on the flashing status bar panel will reopen the Play Stack window

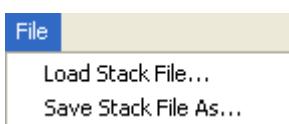
Playing a button in the main SpotOn window that is assigned to Group 24 will trigger a fade out of any Play Stack track currently playing.

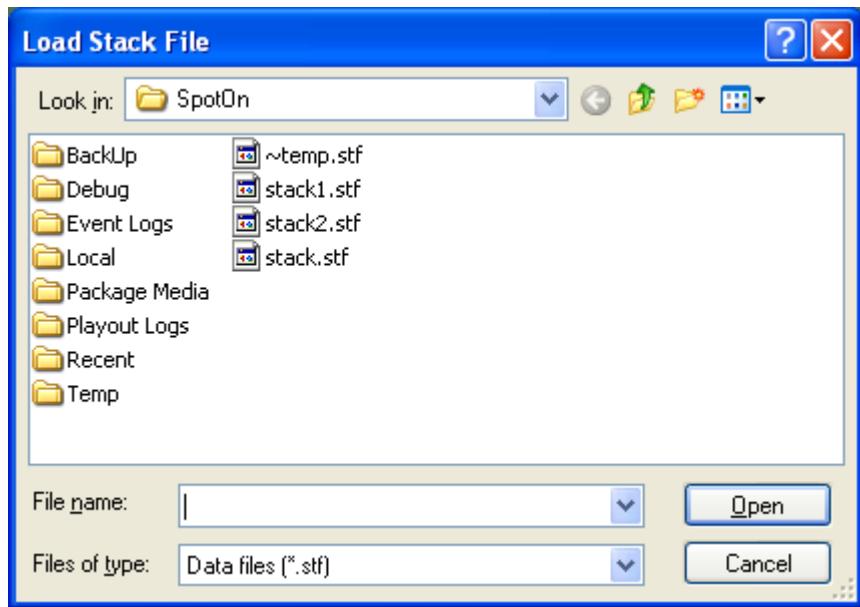
<u>done</u>	Group 10	Group 20
Group 1	Group 11	Group 21
Group 2	Group 12	Group 22
Group 3	Group 13	Group 23
Group 4	Group 14	✓ Group 24+
Group 5	Group 15	Group 25!
Group 6	Group 16	Group A*
Group 7	Group 17	Group B*
Group 8	Group 18	Group C*
Group 9	Group 19	Cancel

Menus

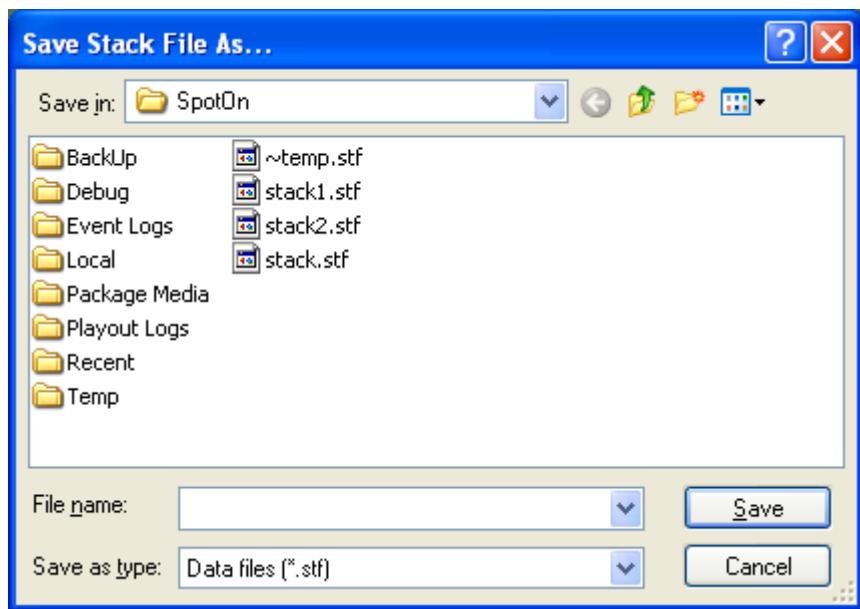
The File menu allows basic loading and saving of the Play Stack tracks and configuration, only the track filenames are saved and the Play Stack relies on the audio files staying in the same location on the local disc drives.

Menus - File



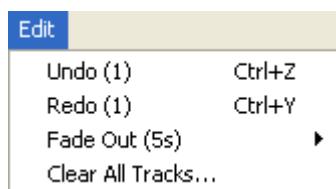


The Play Stack files are saved with the .stf file extension which may be associated with other programs, the only effect of this is that the icons shown along side the files will be different.

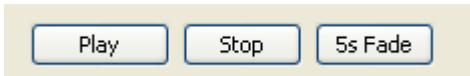
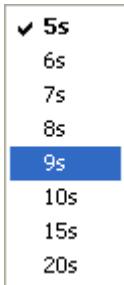


Menus - Edit

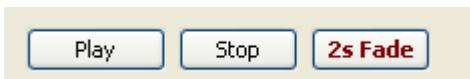
The Edit menu gives 32 levels of Undo/Redo and two options that act on all tracks



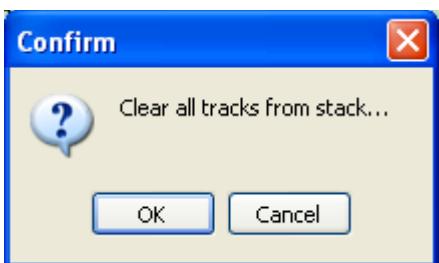
Fade Out will set the fade out time to any of the values shown below, this fade time is used at the end of a 'Play for' time or whenever the 'xs Fade' button is clicked and applies to all tracks.



If the fade out is in progress the Fade Out button text will change colour to red and count down to the end of the fade time.



The 'Clear All Tracks' option will remove all tracks from the stack.



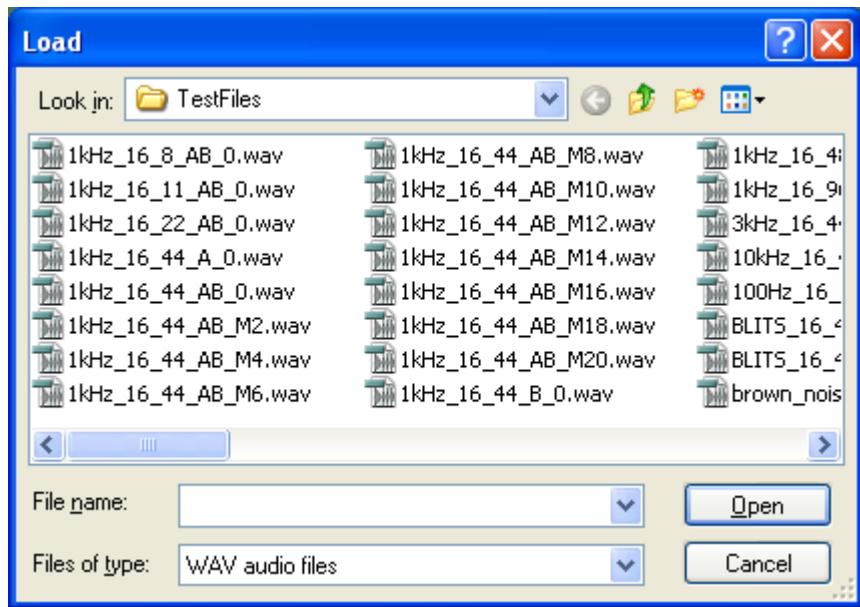
Menus- Track

The right-click menu on the tracks allows changes to be made to the individual entry.

Right-clicking on a blank track offers the load option.



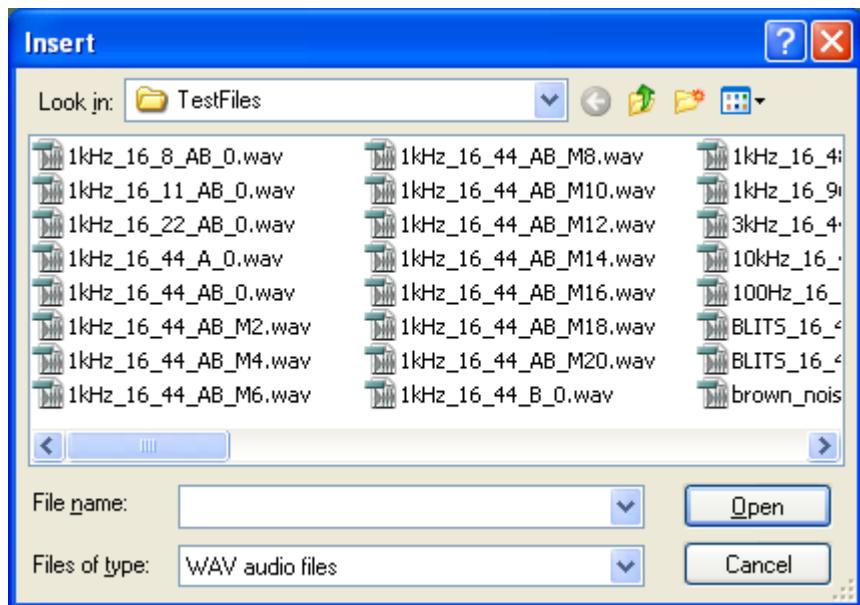
Play Stack uses the same default folder locations as SpotOn, however only *.WAV files can be loaded.



Right-clicking on an existing track will offer more options.



Insert will load a new track immediately above the highlighted track.



Remove Track deletes the track from the list and moves the remaining tracks to fill the gap.

Play Delay sets a pause before the track starts to play, this can be set on an individual track or globally using Play Delay for all Tracks

✓ zero

1s
2s
3s
4s
5s
6s
7s
8s
9s

If track 6 was set to have a Play delay of 7sec the entry in the list would show 'd7'

4	Star Wars Theme EDITED TOP	03:39
5	ZZTop1	03:58
6	d7 Rock DJ	04:18
7	1kHz_16_44_AB_M2	00:20
8	Untitled_Celine	03:28
9	Eric Prydz - Call on Me loop_32f	01:15

The Delay counts down when the track is played.

4	Star Wars Theme EDITED TOP	03:39
5	ZZTop1	03:58
6	d4 Rock DJ	04:18
7	1kHz_16_44_AB_M2	00:20
8	Untitled_Celine	03:28
9	Eric Prydz - Call on Me loop_32f	01:15

4	Star Wars Theme EDITED TOP	03:39
5	ZZTop1	03:58
6	d7 Rock DJ	04:18
7	1kHz_16_44_AB_M2	00:20
8	Untitled_Celine	03:28
9	Eric Prydz - Call on Me loop_32f	01:15