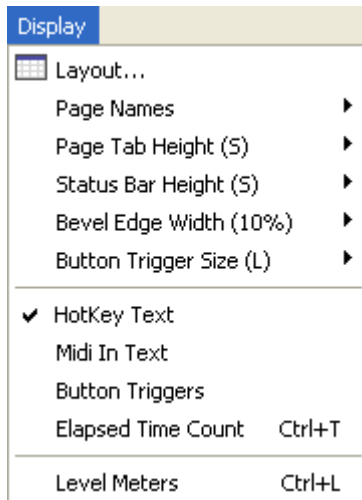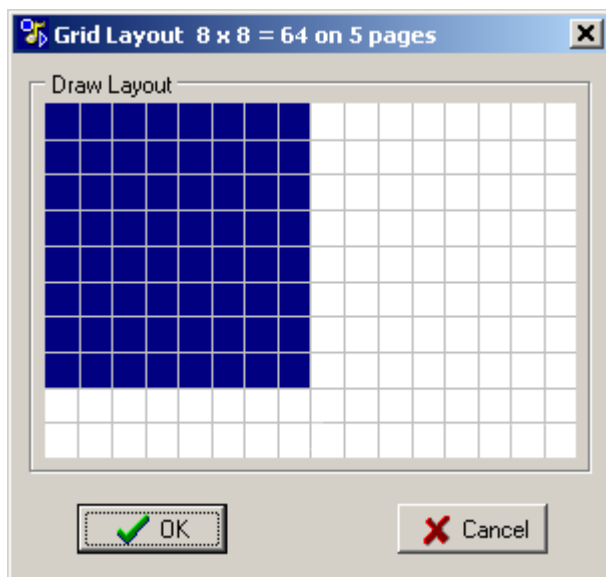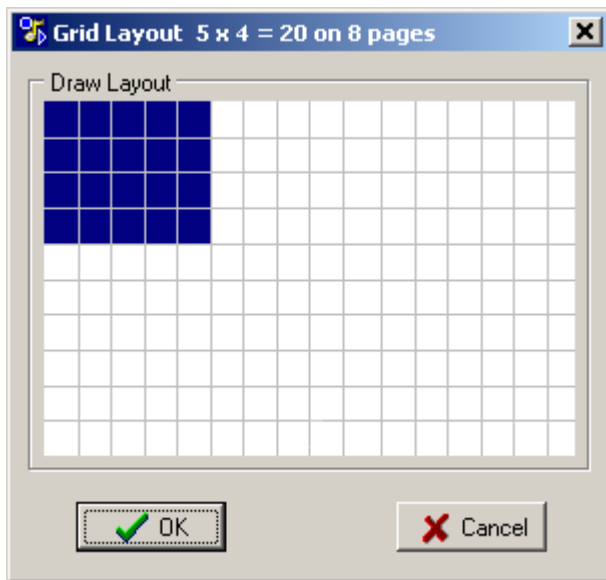# Display Menu

Layout

SpotOn can display the buttons in a number of different configurations ranging from 8 pages with 1 button per page to 160 buttons per page across 2 pages.


Use mouse to drag the layout to the desired configuration

SpotOn has access to maximum of 8 pages of buttons, the number of pages actually available depends on how many buttons per page are displayed.

In the case below there were were 48 buttons per page over 6 pages giving 288 buttons, pages 7 and 8 are therefore unavailable, buttons in the range 289 to 320 are hidden as they do not form a complete page.
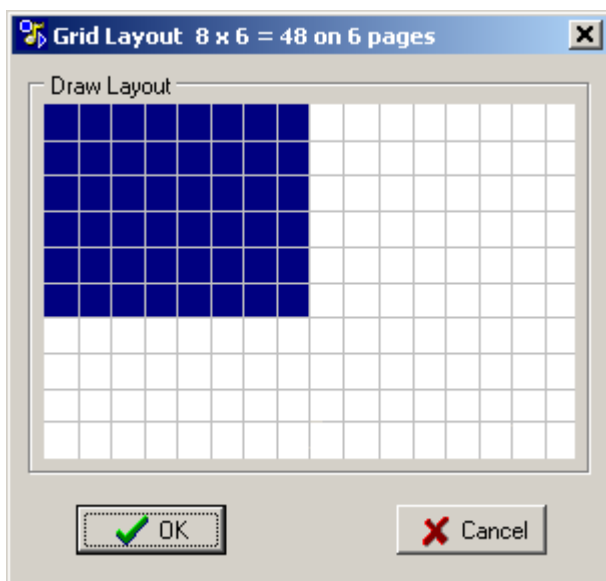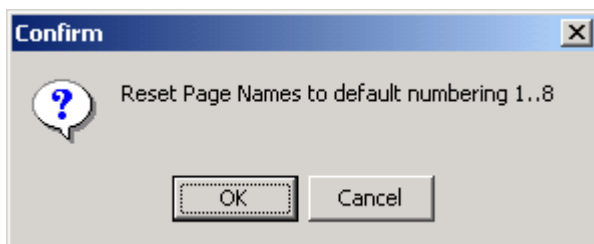

Page Names
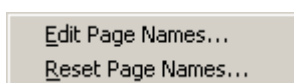
By default the page names are numbers 1..8 these can be changed to something more meaningful, as the size of the page tabs are restricted only short names are suitable
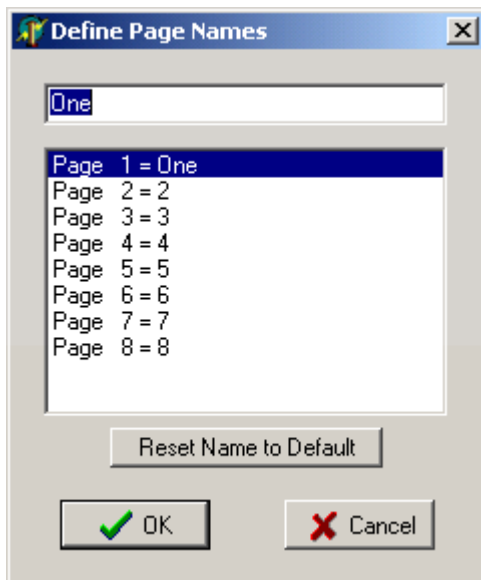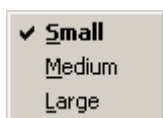
All the page names can be returned to the defaults of 1..8 using the Reset option, a confirmation dialog is shown before the names are changed

Another method of accessing the page name editor is to right-click the tabs
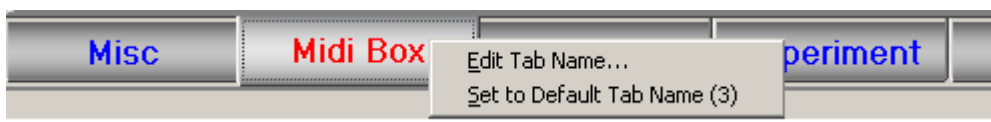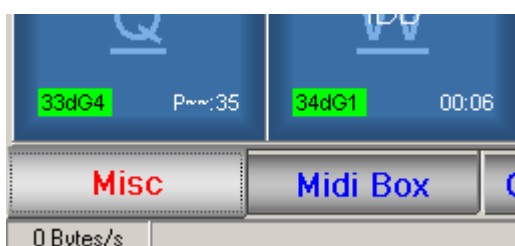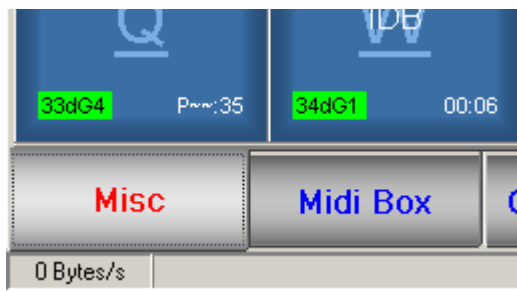

Page Tab Height

The height of the page tabs at the bottom of the screen can be set to any of three levels
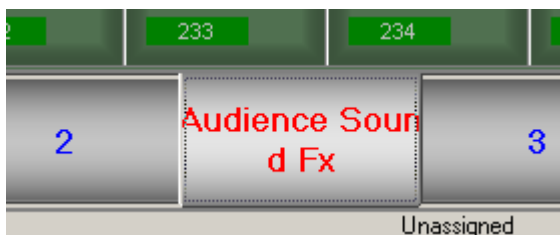
Small:-

Medium:-

Large:-

The larger sizes are more suited to operation via a touchscreen, on the Medium and Large settings the tab text will be word wrapped onto two lines

Depending on the width of the tab and the text the word wrapping may or may not be acceptable, however there is a feature that can force text onto the second line.

This is achieved by inserting a caret character '^' into the text at the point where the line break should appear.

(On most UK language keyboards the caret character is usually found as Shift+6)
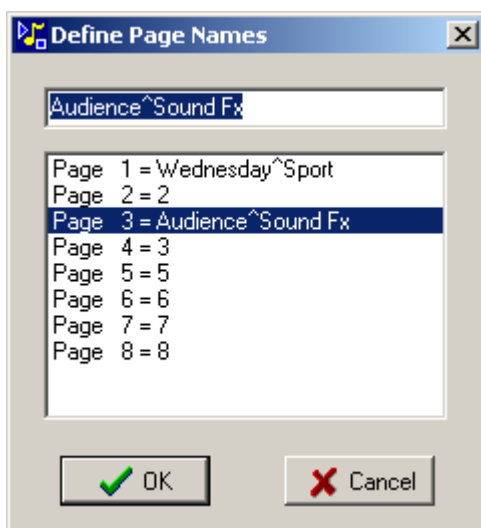
The resultant text is then correctly split over two lines
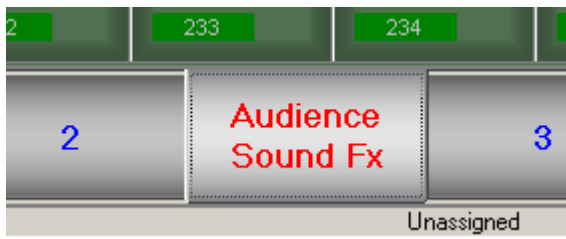
Status Bar Height

The height of the status bar at the bottom of the screen can be set to any of three levels

Small:-

Medium:-
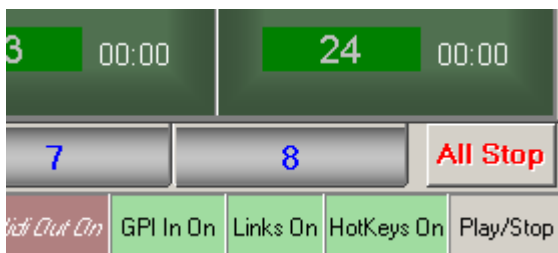
Large:-

The larger sizes are more suited to operation via a touchscreen.
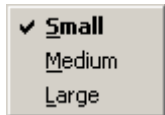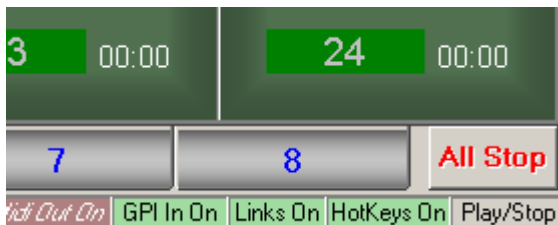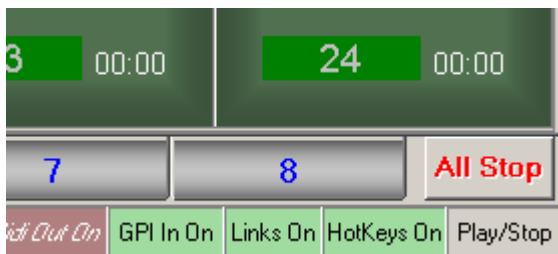
Bevel Edge Width

The width of the shaded edge of the buttons can be adjusted with this option

Button Trigger Size

The size of the graphic appearing on the button can be set to one of three sizes Small, Medium or Large.
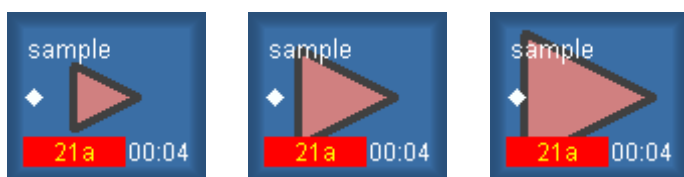
Hotkey Text

If a button has a Hotkey assigned it will normally be shown in dimmed text in the centre of the button, to aid visibility of the track name the hotkey indication can be disabled with this option.
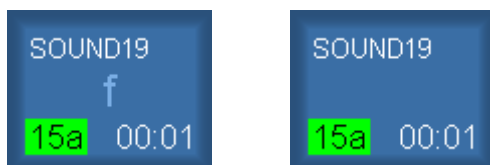
Midi In Text

As an alternative to the hotkey text display the buttons can show the Midi In Channel/Note assignment.

The button text display can be either HotKey, Midi In or none

Button Triggers

SpotOn buttons can be triggered in a variety of ways, essentially these can be split into two groups:-

Local   button click, PlayNext, Master/Slave...
Remote   GPI, Timecode, Midi...

To aid the operator identifying if particular button was triggered by some type of remote control, a Button Trigger graphic can be displayed on the button.
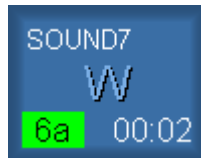

This graphic is shown when the button is triggered by Midi, GPI, UDP, TCP, PBus or Timecode

Edged Midi/HotKey Text

In order to improve visibility of the button Midi and HotKey text this option will add a drop shadow effect to the text
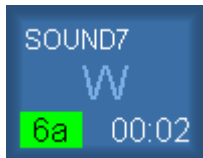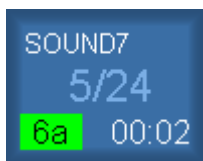
Elapsed Time Count

By default the display at the lower right of the button shows the time remaining - counting down to zero.

As an alternative the display can be changed to show the Elapsed time - counting up from zero

This option applies globally and has a keyboard shortcut of Ctrl+T

Level Meters

A window showing the signal level on the first 4 outputs can be displayed with this menu item or via the Ctrl+L keyboard shortcut.

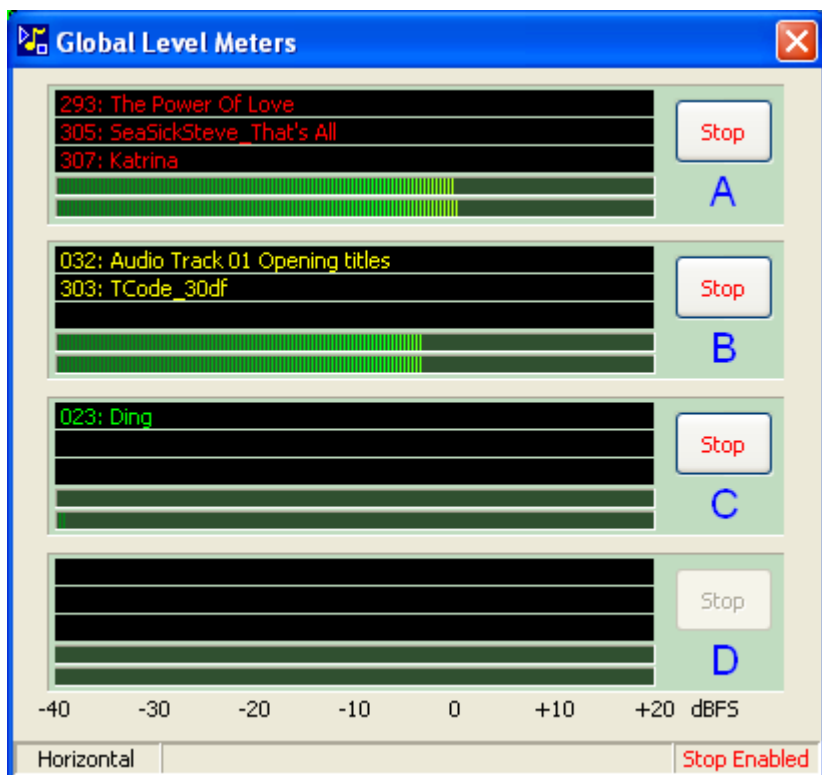The buttons playing on specific outputs are listed in numerical order up to a maximum of 3, the text is coloured according to the number of buttons contributing to the output.

Green   One button playing
Yellow   Two buttons playing
Red   Three or more buttons playing


The Stop buttons on the right of the window allow all buttons on those specific outputs to be stopped, the Stop buttons are enabled by clicking the bottom right status bar panel
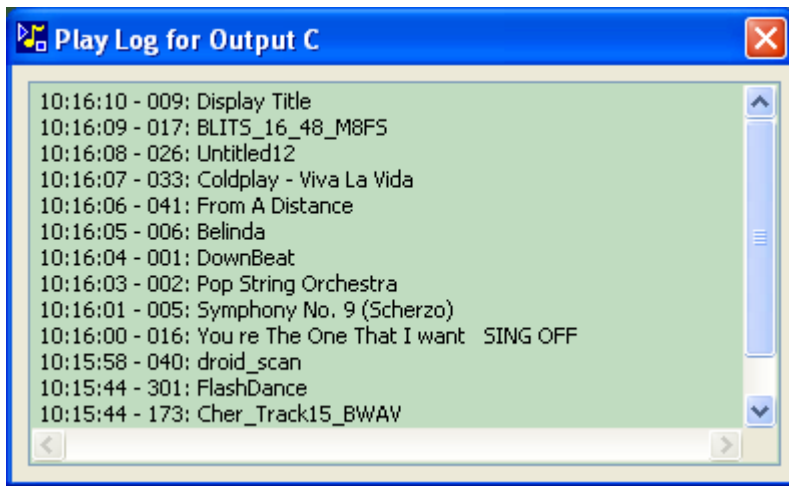

Individual buttons can be stopped by right-clicking on the appropriate entry
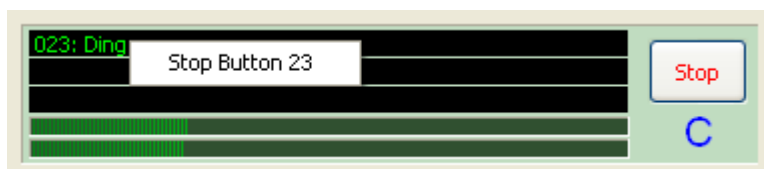
Right-clicking on the output letter "C" offers a timestamped listing of the last 100 tracks played on that output
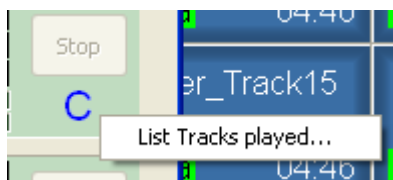
An alternative vertical Level Meter display is available by left clicking the lower left status bar panel on the Level Meter window.
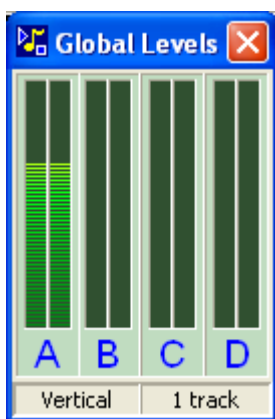
This simple display mode does not list the track names, but the number of tracks contributing to an output can be found by moving the mouse pointer over the output bargraphs.

The right-click option to show the list of recent tracks played on a specific output is still available in this mode.

Timecode Display

A floating window showing currently selected timecode reference

Edit Menu

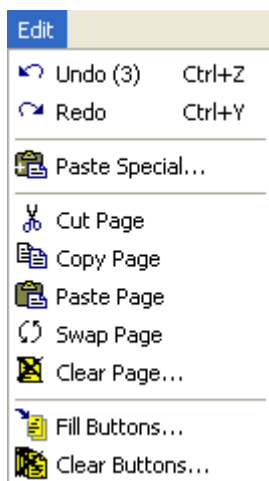|	
Undo	Undo last change
Redo	Redo last Undo
Paste Special	Selectively paste button parameters
Cut Page	Copy current page to clipboard and then clear current page
Copy Page	Copy current page to clipboard
Paste Page	Paste clipboard contents onto current page
Swap Page	Exchange page contents of current page with those last copied to clipboard
Clear Page	Clear contents of current page
Fill Buttons	Load a sequence of buttons with the same audio file
Clear Buttons	Clear all buttons

Paste Special

The Paste Special option available at both button and page level can be used to copy/paste certain parameters from one button to one or more other buttons.

First the source button is selected that has the parameters to be pasted and the button is copied to the clipboard using the button popup menu Copy item
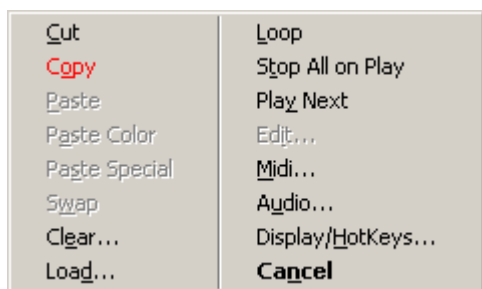

The main menu Edit|Paste Special dialog allows the selection of the parameters to be pasted, below Pan, Midi Out, Fade Out and Colour have been chosen, the Fade law checkbox is automatically checked when a fade time is selected.
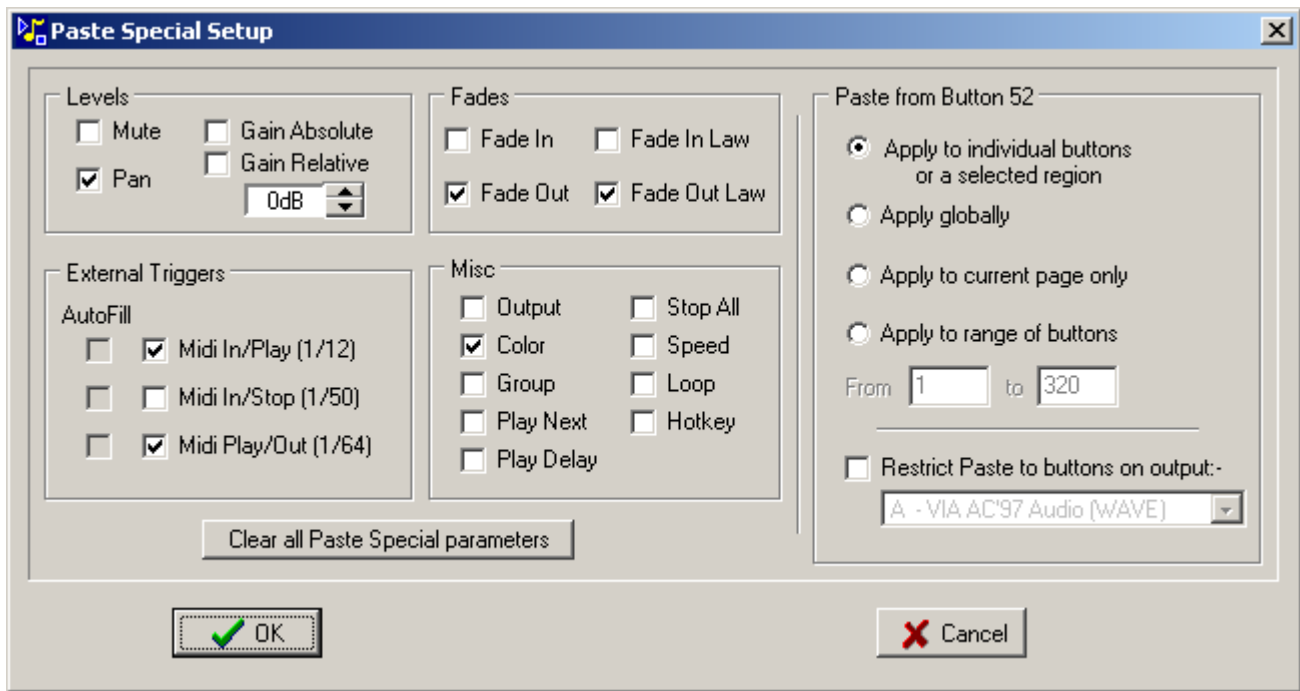
On the right hand side of the dialog is the section where the range of target buttons are defined, the default is single individual buttons.

The parameters can now be pasted onto existing buttons using the button popup menu Paste Special option
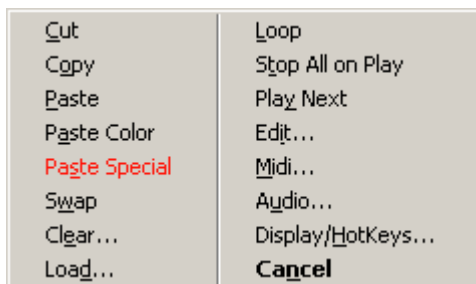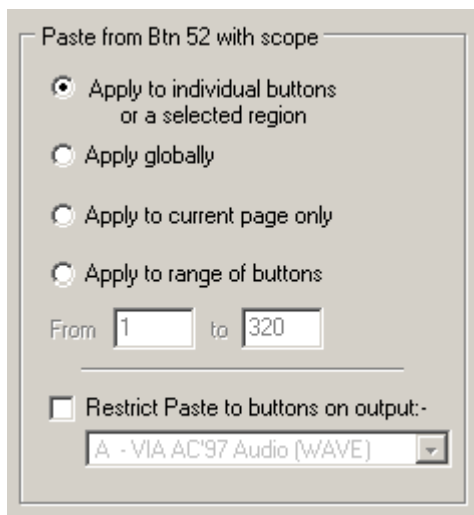

The status bar hint will indicate which parameters will be pasted, in this case Pan, Fade Out duration, Midi In to play and Color have been selected.

If a gain adjustment is required to be applied to several buttons and their relative gain settings must be maintained, then the Gain Relative option should be used, in the example below the gain of each button on which Paste Special is used will be increased by 3dB.
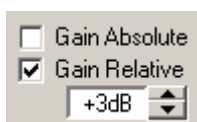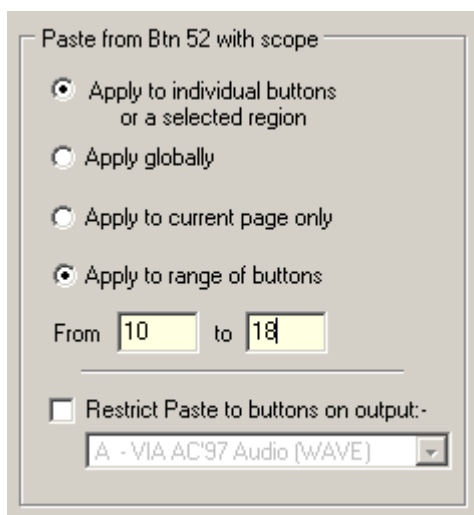
If more than one consecutive button is to be modified then other Paste Scope options can be used

Paste from Btn 52 with scope

○ Apply to individual buttons
   or a selected region
○ Apply globally
○ Apply to current page only
○ Apply to range of buttons
From 1   to 320

☐ Restrict Paste to buttons on output:-
A - VIA AC'97 Audio (WAVE)

1, One individual button at a time

2, All buttons across all pages

3, All buttons on current page only

4, A defined range of buttons

5, Further restrict above selection to only act on buttons assigned to a specific output

If a range of buttons 10..18 is required then the entry will look as below

Paste from Btn 52 with scope

○ Apply to individual buttons
   or a selected region
○ Apply globally
○ Apply to current page only
● Apply to range of buttons
From 10   to 18

☐ Restrict Paste to buttons on output:-
A - VIA AC'97 Audio (WAVE)

When the Paste Special dialog is exited a further confirmation dialog will be shown with a summary of the changes about to be applied

Confirm

? Paste parameter/s:-
Pan,FadeOut,MidiIn Play,Color
from Btn52 to buttons 10..18

Yes   No
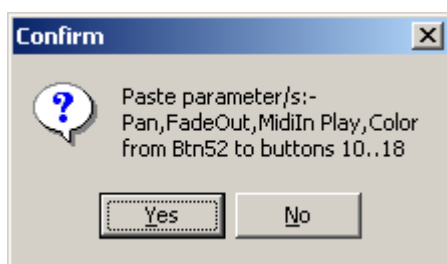
Midi In/Play, Midi In/Stop and Midi Play/Out paste options have 'AutoFill' modifiers, when checked these will fill the selected range of buttons with a Midi note based on that of the copied button.
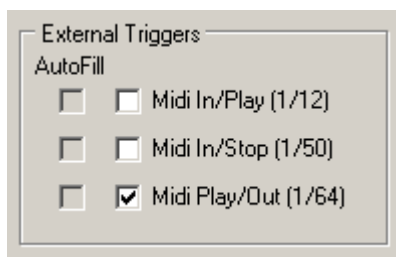
The Auto Fill modifier is only enabled when Paste Midi In/Play, Midi In/Stop or Midi Play/Out are checked and the Paste Scope is set to be a range of buttons

Pasting a range of buttons with Auto Fill checked will set the Midi notes of the pasted buttons to:-

Midi Note of copied Btn+1, Midi note of copied Btn+2, Midi note of copied Btn+3....

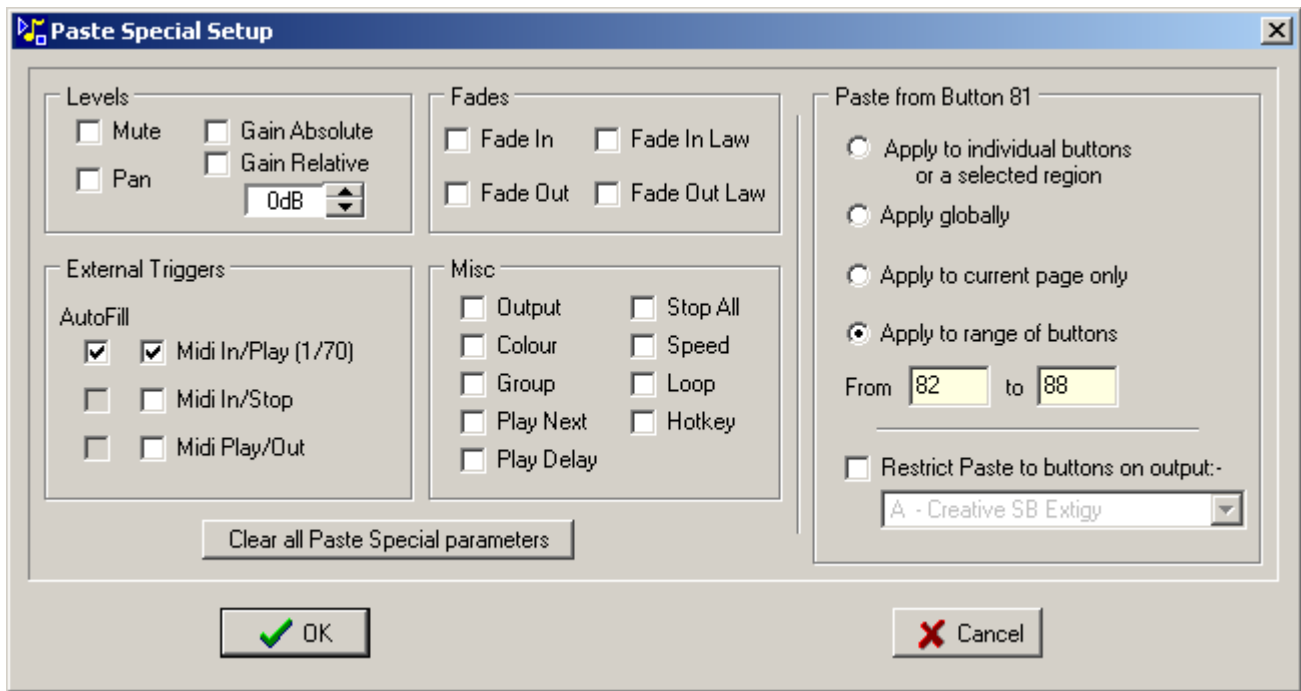In the example above this would be in Channel/Note format:-

First button pasted >1/13, second button pasted >1/14, third button pasted >1/15...

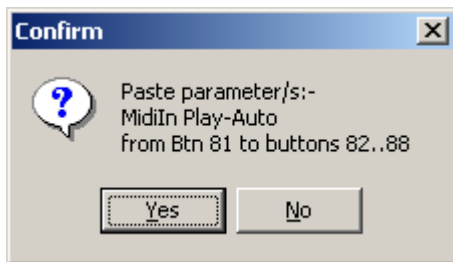The pasted Midi Channel number is always the same as the copied button.

As an example, button 81 has Midi In/Play allocated to note 1/70

If the Midi notes on buttons 82..88 are to be assigned notes 1/71..1/77, then the procedure is to copy button 81 to the clipboard, and to use Paste Special SetUp to Auto Fill the buttons 82..88 as shown below
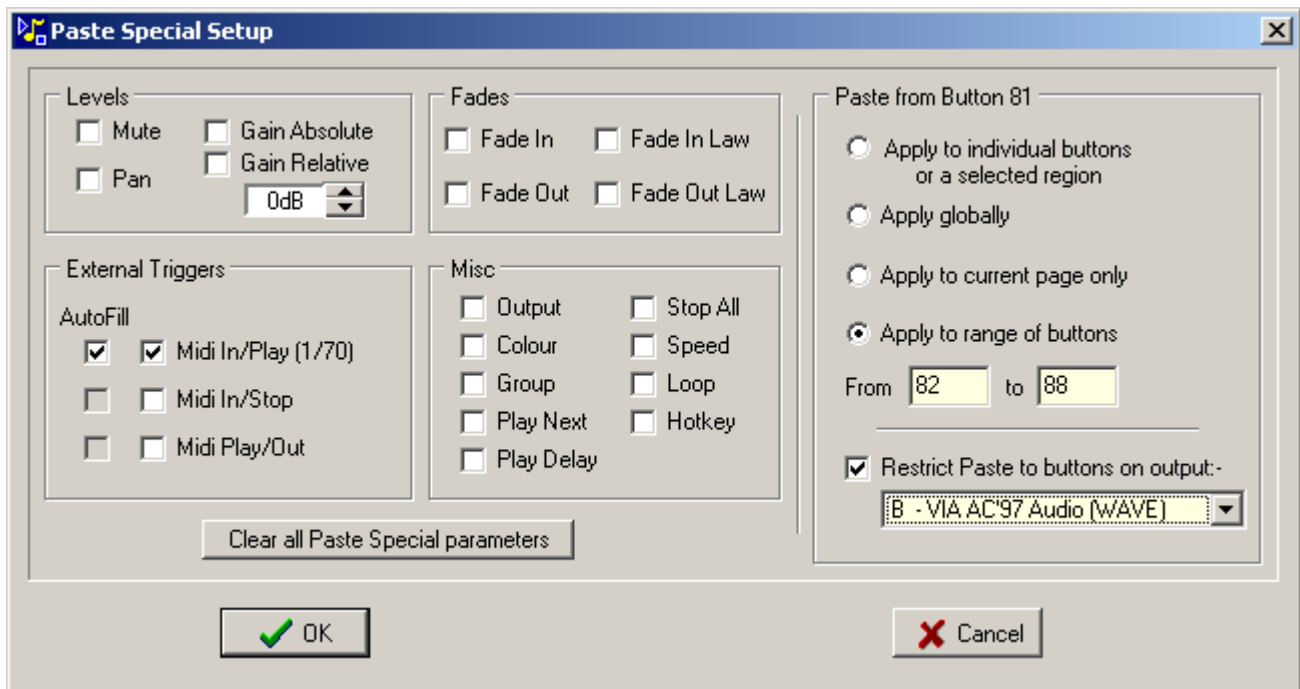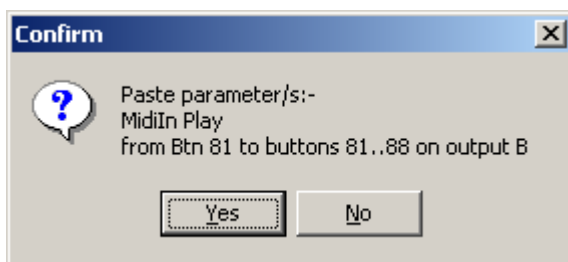
A prompt dialog appears confirming the changes

The result then becomes:-

If the option to restrict the Paste Special action to buttons only on a specific output the prompt box will appear as below.
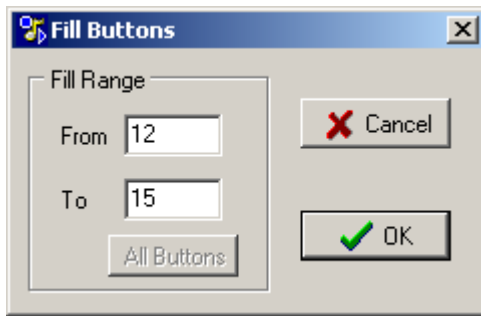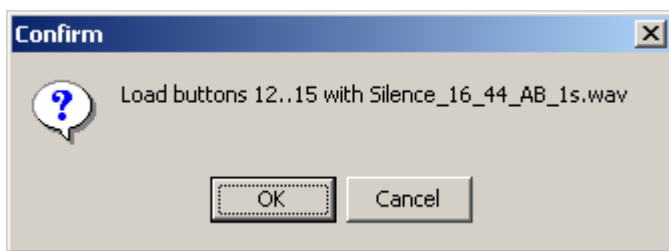

Fill Buttons

This option provides a quick method of loading the same audio file into a range consecutive buttons, this may be required when setting up SpotOn so that all spare buttons are loaded with for example 1 second of silence.
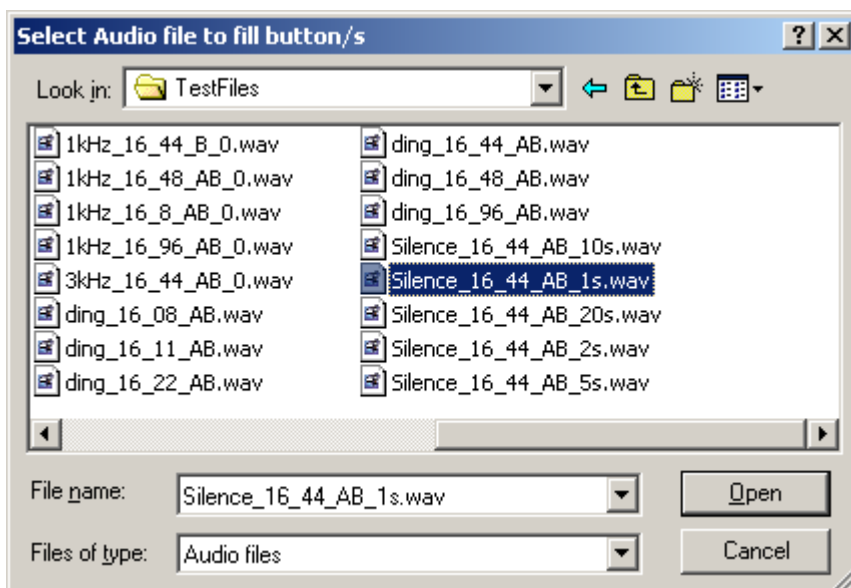
The first dialog box to be presented allows selection of the audio file followed by a further dialog defining of the range of buttons to be loaded
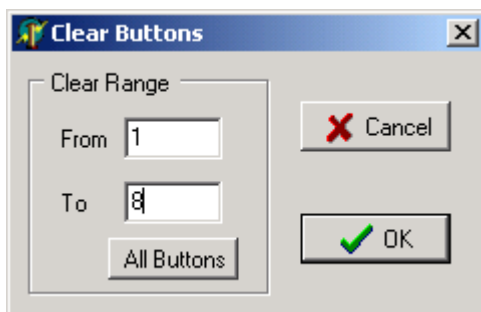

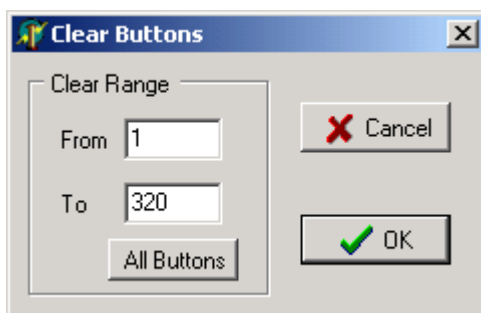Finally a confirmation dialog box before the buttons are loaded.

Clear Buttons

To clear tracks from one or more buttons enter the first and last button numbers then click OK

Click on "All buttons" to enter the full button range

A confirmation dialog is shown before the buttons are cleared.