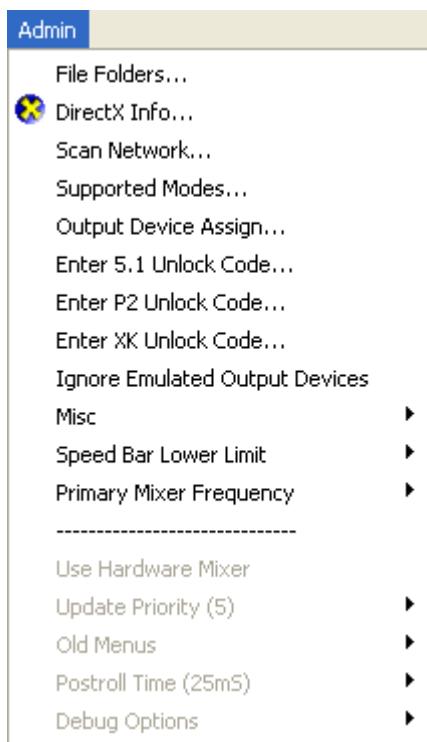


Admin Menu



[File Folders](#)

[DirectX Info](#)

[Scan Network](#)

[Supported Modes](#)

[Output Device Assign](#)

[Enter 5.1 Unlock Code](#)

[Enter P2 Unlock Code](#)

[Enter XK Unlock Code](#)

[Ignore Emulated Output Devices](#)

[Misc](#)

[Speed Bar Lower Limit](#)

[Primary Mixer Frequency](#)

Sets folder locations for application data

Opens Microsoft DirectX diagnostic tool

Scan network for other SpotOn systems

Analyse modes supported by audio output devices

Configures audio output patching

Enable SpotOn for 5.1 surround sound operation

Enter unlock code to enable SpotOn_P2

Enter unlock code to enable SpotOn_Xk

Prevent SpotOn from opening Emulated Output Devices

Miscellaneous settings

Define the lower limit of the speed change slider bar

Sets the Windows sound mixer sampling frequency

File Folders

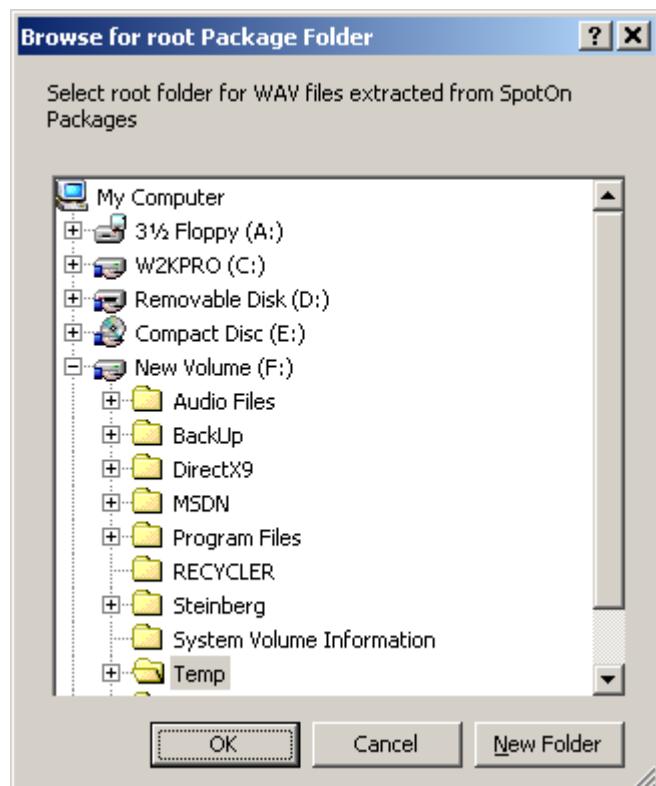
File Folders option displays a selection dialog box to define the locations of the folders used for:-

- a, temporary storage when tracks are copied prior to being edited by an external WAV file editor
- b, storage for tracks loaded from a network connection or a CD
- c, root folder in which new folders are created for files extracted from packages
- d, folder for playout logs containing a timestamped listing tracks played
- e, location of session backup files which can be used to recover from a computer failure
- f, default location for User session files
- g, default folder for loading audio files

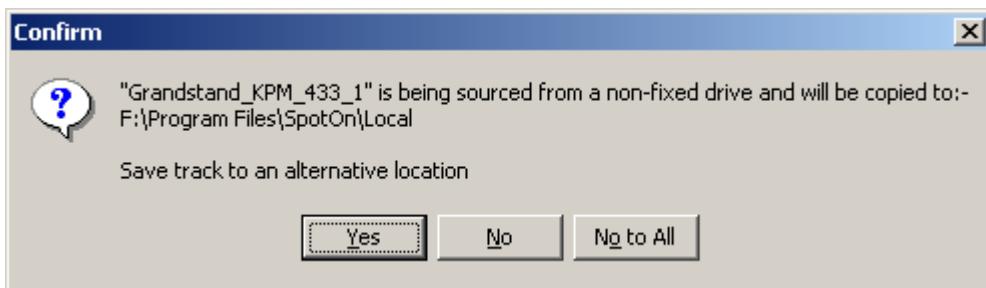
These settings are also displayed in the [Info|Status](#) listing



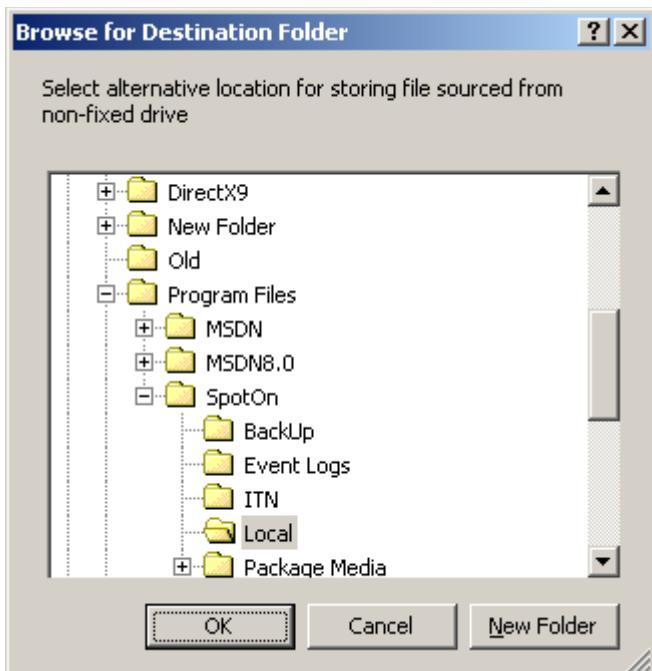
Clicking on the Change button will show a Folder Selection dialog.



By default any files sourced from a network connection or a CD will be stored in the location defined in Folder Locations, however a dialog box will appear each time a remote file is loaded.



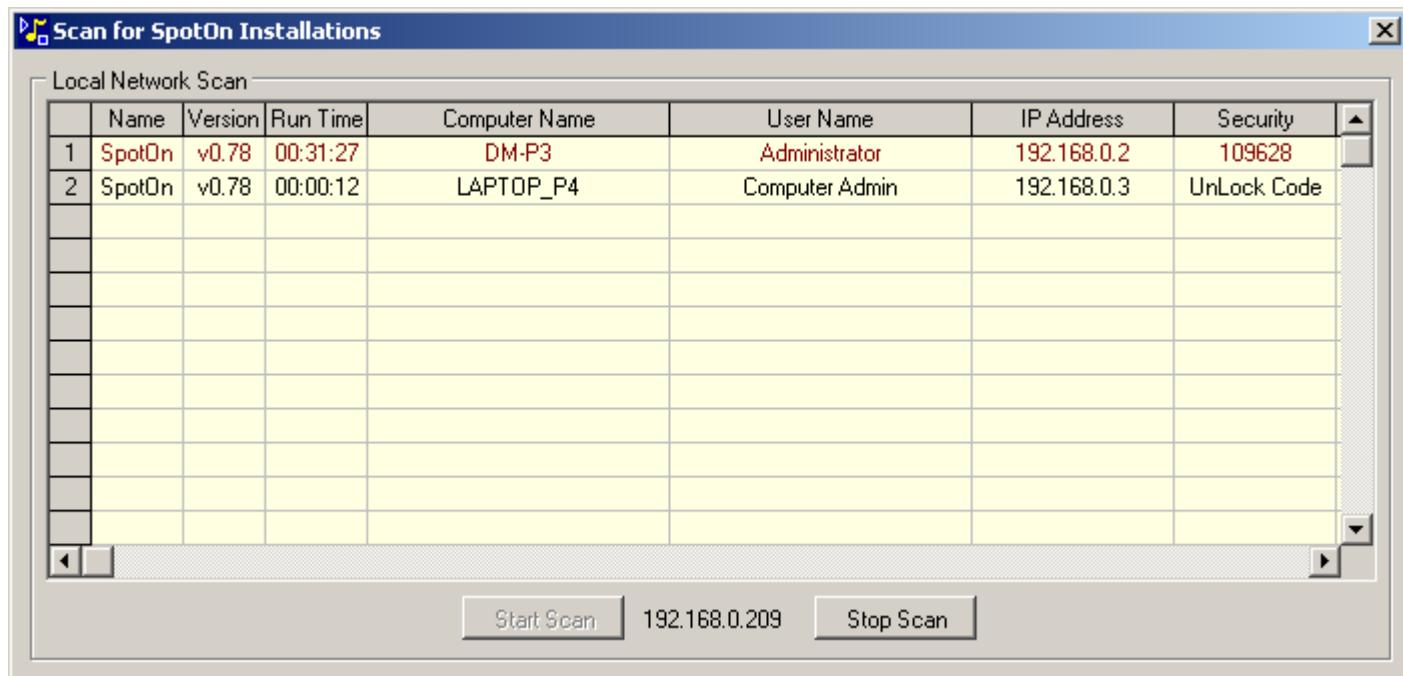
This gives the opportunity to save the file to a more appropriate - programme related - folder. If "Yes" is selected then a further folder selection dialog is shown.



Scan Network

In order to administer a network containing several SpotOn installations, it is useful to be able to scan through all of the installations currently running and list the version number along with other system parameters.

The window below shows the result of running the scan on a small network with two installations



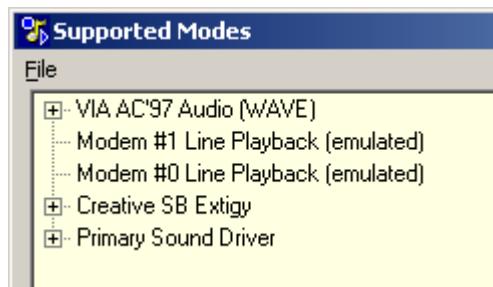
The addresses scanned are limited to the host's class C IP address space, which in the above example is 192.168.0.1 > 192.168.0.254

Some Anti-Virus Firewall programs may prevent this from scan from working, ask your system administrator to grant SpotOn the appropriate access rights

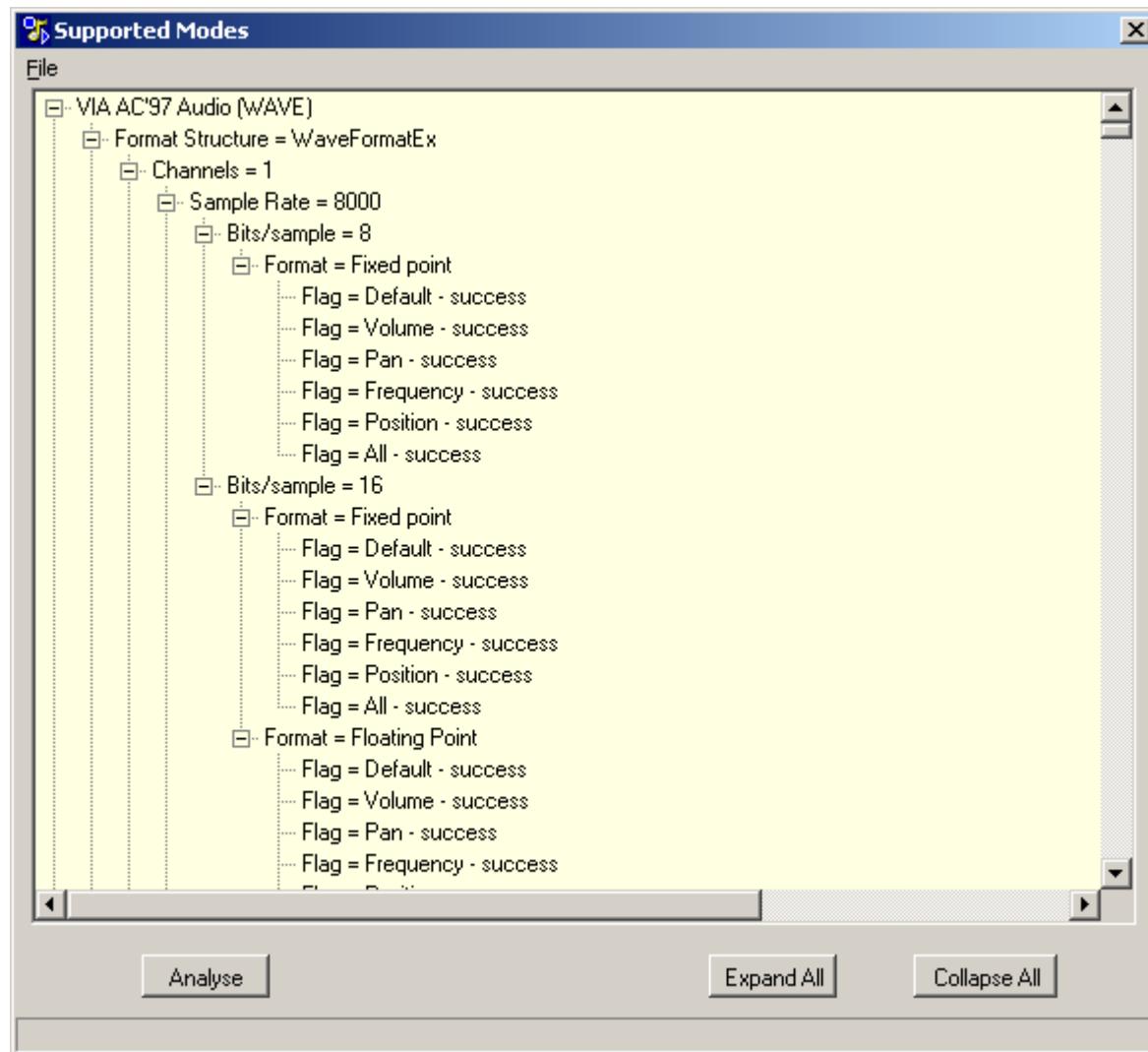
Supported Modes

As an aid to problem diagnosis the Supported Modes option scans all the available audio output devices and tries to set up a wide range of a WAV file formats (1680) on each output.

The results are displayed in a tree view

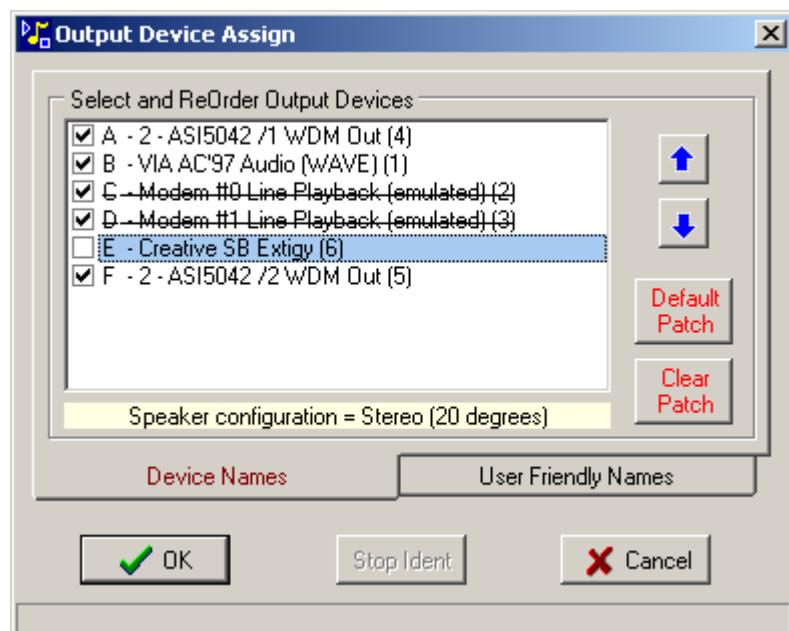


With the tree view fully expanded the individual format results can be seen.



The results can be saved to a text file via the File|Save As menu option.

Output Device Assign



[See Output Device Assign page](#)

Enter 5.1 Unlock Code



Before SpotOn can be used in 5.1 surround sound mode, an unlock code must be entered, the unlock code will be supplied when SpotOn upgrade is purchased.

If the unlock code supplied is of the form "/multi6 /MCA1CF316F76107CE" then the code should be entered without prefix "/multi6 /MC"



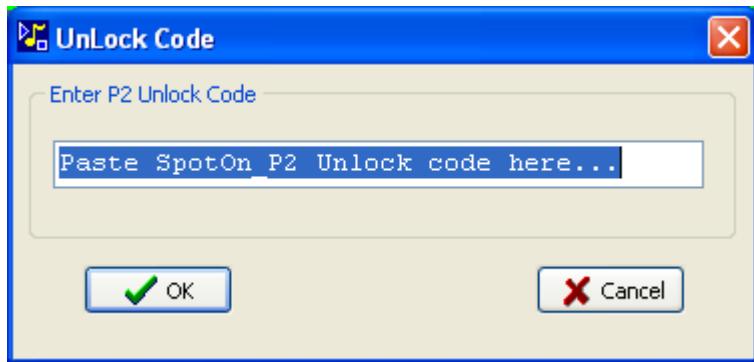
If the code entered was found to be invalid a warning dialog box is shown



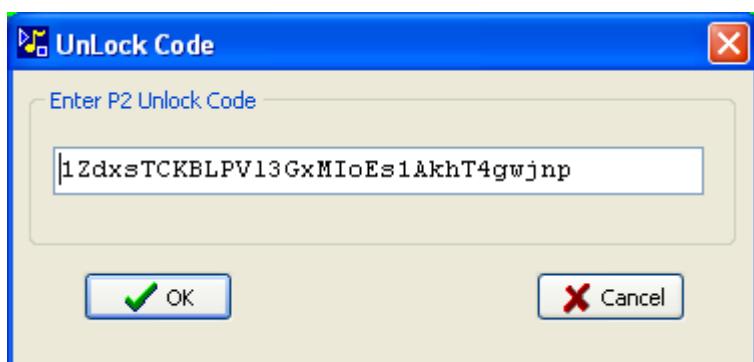
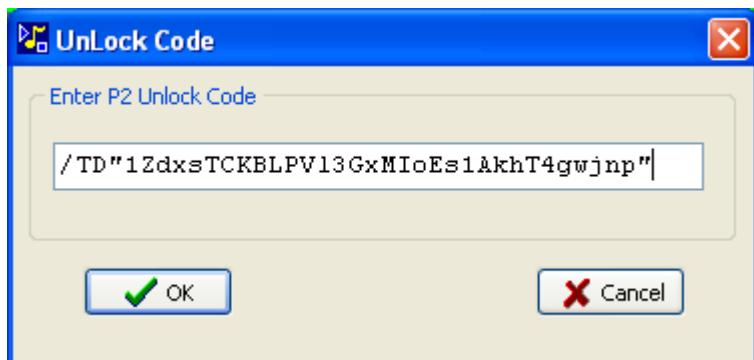
If the code was valid then a shortcut placed on the Windows desktop.



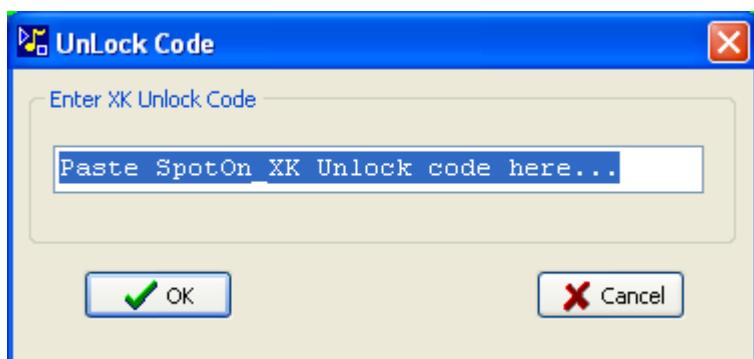
Enter P2 Unlock Code



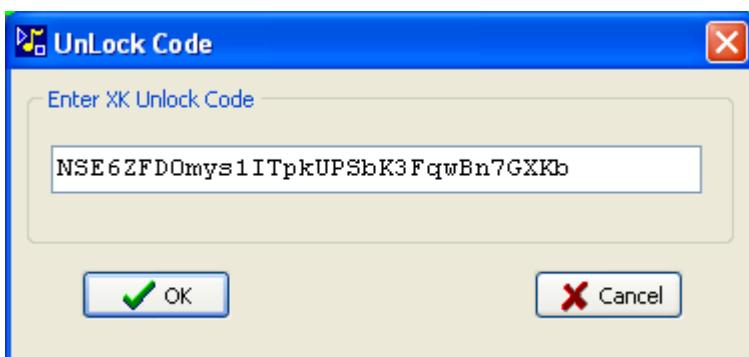
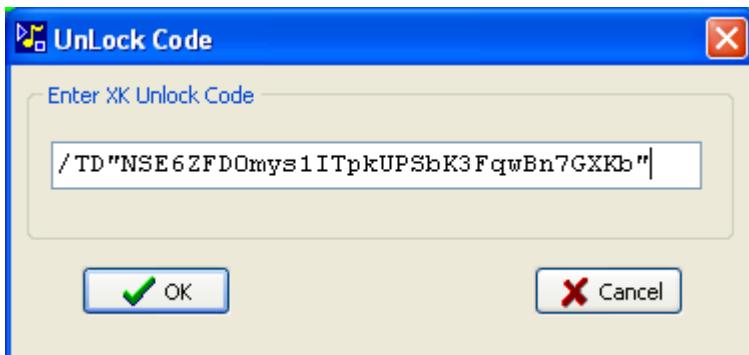
The SpotOn_P2 utility is installed with SpotOn but not enabled, to enable it enter the unlock code in one of the two formats shown below.



Enter XK Unlock Code



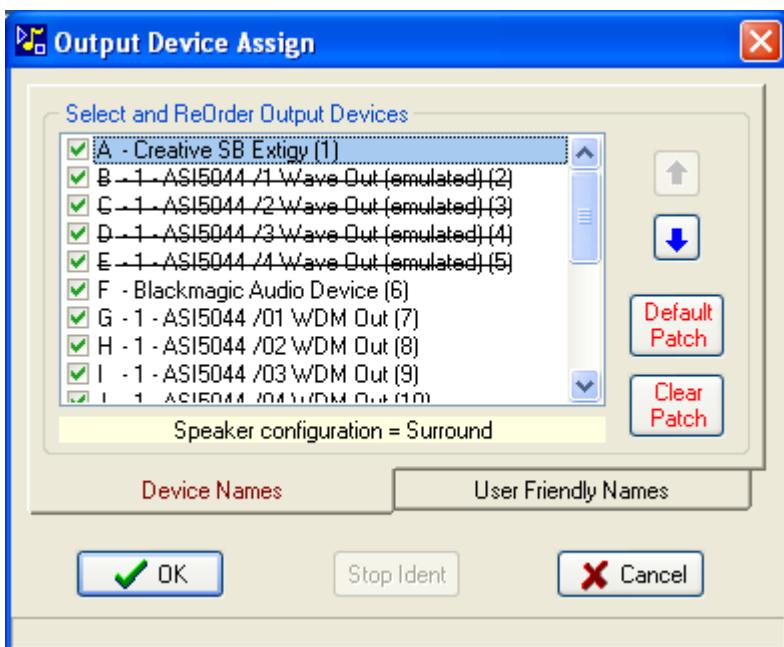
The SpotOn_Xk utility is installed with SpotOn but not enabled, to enable it enter the unlock code in one of the two formats shown below.



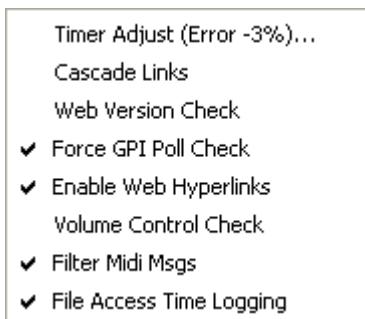
Ignore Emulated Output Devices

With some sound card drivers a single output may be presented with more than one implementation, below an AudioScience ASI5044 card shows two entries "/1 Wave Out (Emulated)" and "/01 WDM Out" that refer to the same output device.

The WDM version is the one preferred for use with SpotOn, so to allow this to be used the "Emulated" version must be ignored by checking the Ignore Emulated Devices option.



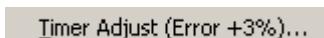
Misc



Misc - Timer Adjust

Due to the variation in performance of the Windows timing routines it may be necessary to adjust the base timer period in SpotOn this can either be 20mS or 31mS.

The menu item text shows the error, in the example below timer is 3% too long a +/- 15% error is acceptable



If the option is chosen to change the timer period then the following confirmation dialog box will be shown



Misc - Cascade Links

In normal operation of Master/Slave links, the Play Slave link is only effective if the Master button has been triggered by a mouse click or external trigger.

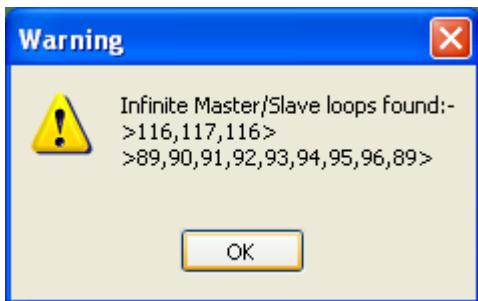
The Play Slave link is not effective if the Master button has been played as a result of itself being a Play Slave.

For example if Btn 2 is a play slave of Btn 1 and Btn 3 is a play slave of Btn 2, playing Btn 1 will play Btn1 and the slave Btn 2, the play slave on Btn 3 will not automatically be triggered.

When the Cascade Links option is checked the play slave action can itself be triggered from another play slave, so in the case above, playing button 1 will cause buttons 1, 2 & 3 to play.

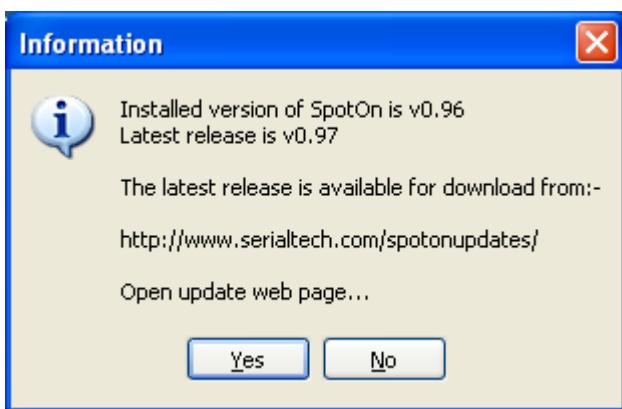
There is a trap to fall into with Cascaded Links, it is now possible to set up an infinite loop where a Master button ends up being triggered by itself via various Master/Play Slave links. Playing such a link could lock up SpotOn and require Task Manager to close it down, so to avoid this a limit of 32 cascaded links has been set.

Warning dialogs will appear when an infinite loop is detected.

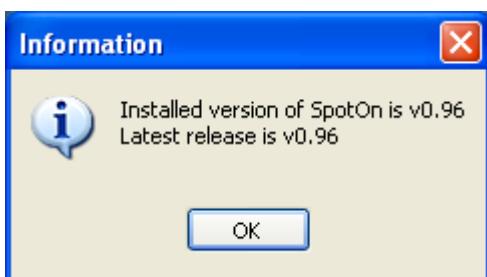


Misc - Web Version Check

If [Web Hyperlinks](#) are enabled SpotOn will attempt to check each week for new updates, if a new version is ready for download then a message dialog similar to the one shown below will appear.



If Admin mode is enabled and an update is not available then a message will be shown indicating the current and latest versions



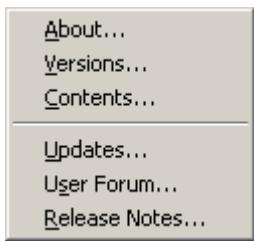
Force GPI Poll Check

Only present as a debug aid, SpotOn continuously poll GPI devices and if a device is disconnected whilst SpotOn is running it can cause problems by modulating the audio output with a 50Hz square wave.

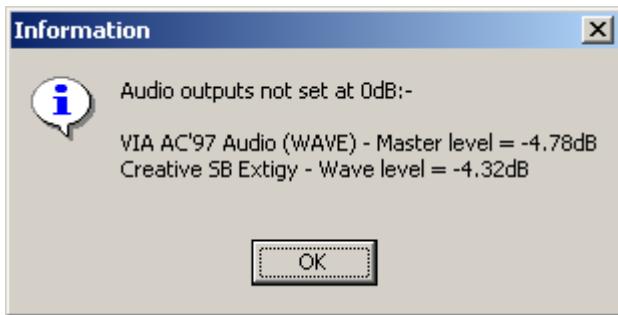
With this option unchecked, as soon as the device is detected as being disconnected it is removed from the polling list and so the disturbance is minimised. However, this is then sensitive to a poor connection to the GPI device which may be briefly unplugged in which case the GPI would be disabled until reassigned.

Misc - Enable Web Hyperlinks

In the situation where a WWW internet connection is not provided the help menu options that access the internet can be disabled



Misc - Volume Control Check



At startup SpotOn checks the settings of the Windows audio output levels, if any are not set to maximum (0dB) then a warning message is displayed, unchecking this option suppresses this warning dialog box.

Misc - Filter Midi Msgs

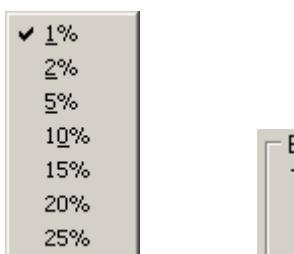
When Midi messages are being received very quickly SpotOn may not have time to implement all the actions, Filter Midi Msgs option was added to only act on the last messages for each channel/Note - intended for Debug use only.

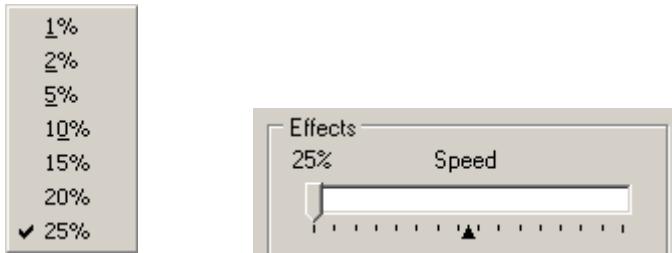
Misc - File Access Time Logging

Indicates whether the Operating System keeps a record of when files were last accessed, when enabled this can slightly slow down file access speeds.

Speed Bar Lower Limit

The speed bar shown in the [Audio SetUp](#) dialog window has an upper limit of 400% (4x normal speed) and a lower limit set by the following menu option in the range 1%..25%





This setting also applies to the floating SpeedBars

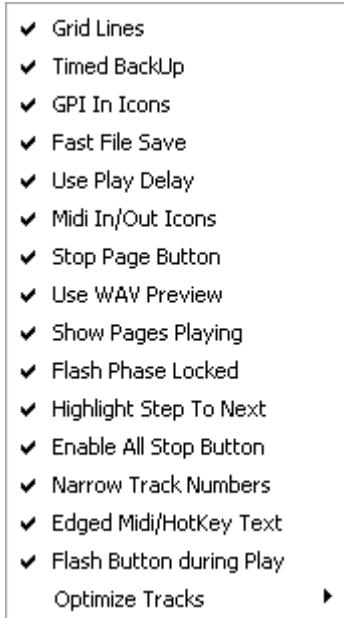
Primary Mixer Frequency



The audio tracks are mixed together to form the main output of SpotOn, as the tracks could have different sample rates they all have to be converted to a common rate before mixing, this rate can be either of the two standards 44100Hz or 48000Hz.

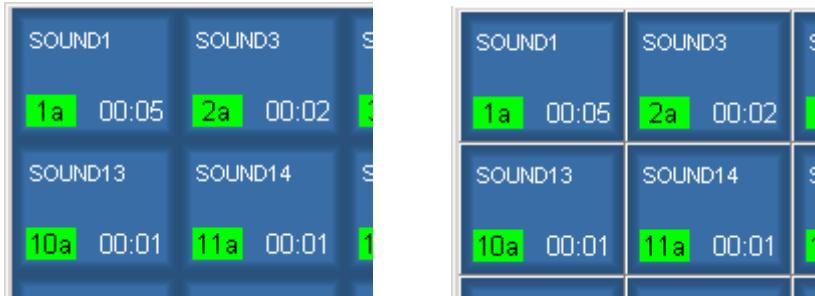
SpotOn will have to be restarted for this change to take effect.

Old Menus



Old Menus - Grid Lines

Under some circumstances it may be necessary to highlight the gaps between the buttons, this option adds a grid of white lines between the buttons



Old Menus- Timed BackUp

Backups of the current session are automatically made every 5 minutes and the last 16 files are retained - which equates to 80 minutes usage

Old Menus - GPI In Icons

By checking this option buttons that have GPIs assigned can be indicated by an extra button icon, a diamond on the left hand edge



Old Menus - Fast File Save

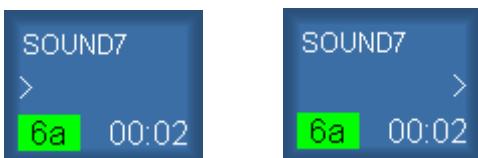
There are two methods of regularly saving system files in the background task routines, checking this item will cause SpotOn to use the "Fast" method instead of the "Threaded" method - intended for Debug use only.

Old Menus - Play Delay

Allow delayed play on Play Next and linked Slave buttons

Old Menus - Midi In/Out Icons

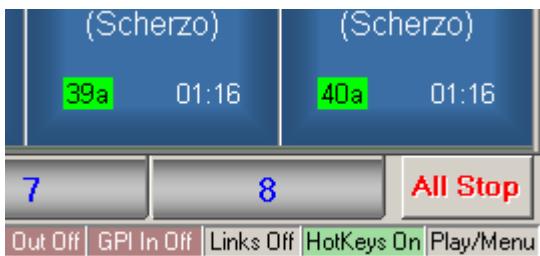
In order to easily see which buttons have Midi In or Out assignments this option adds the button icons shown below designating Midi In and Midi Out respectively



Old Menus - Stop Page Button

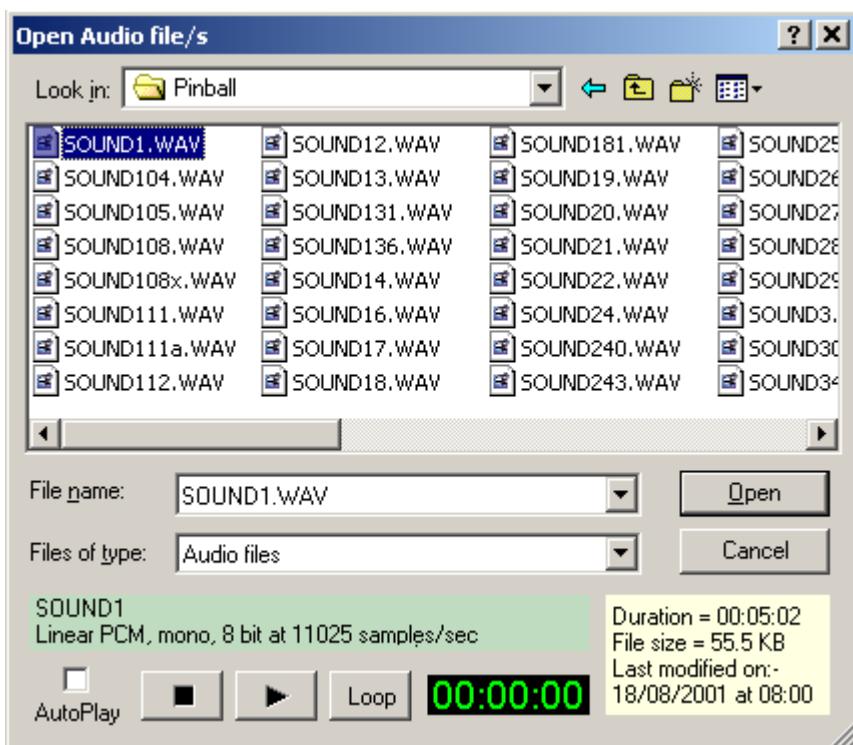
In addition to the All Stop button which stops all tracks on all pages, there is a Page Stop button which will stop all tracks on the current page, by default the page Stop button is hidden.

The All Stop button can be enabled/disabled via [this menu](#)



Old Menus - Use WAV Preview

Checking this option adds a track preview area to the "Load" file selector dialog



The track will be played out on the output assigned to the button about to be loaded at the [default output level](#)

Old Menus - Show Pages Playing

As an aid to know on which page tracks are being played, this option marks the page tabs in the upper left corner with a red triangle, this will flash if the Options|Flash Button During Play option is set.



Old Menus - Flash Phase Locked

Synchronize flashing of all button numbers

Old Menus - Highlight Step to Next

Step to Next mode shows the selected button with a white background to the track number

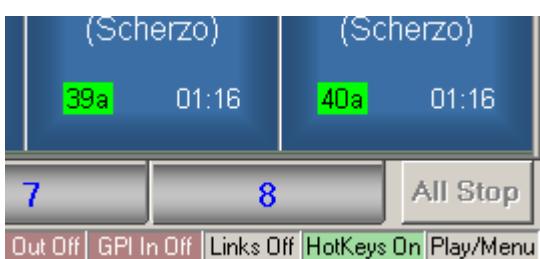
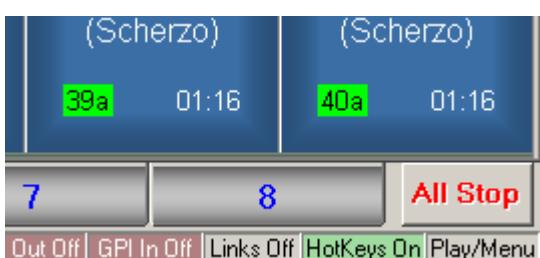


In some circumstances this may not be obvious on the screen so the Highlight Step to Next option adds extra highlighting in the corners of the button



Old Menus - Enable All Stop Button

This will disable/enable the All Stop button in the status bar



Old Menus - Narrow Track Numbers

The coloured background on the track numbers sometimes extends over the duration numbers, so hiding some or all of the modifier symbols.



Links Off

Links On

In the situation above the switching on of the Master/Slave links causes the green text background to extend towards the right hand side of the button, this is to allow for indication of all the possible combinations of links. All buttons on a page have the text background set to the same width.

To reduce the instances of the track number hiding the duration modifiers the Narrow Track Numbers option can be checked, this will set the width of the background to be as wide as possible whilst avoiding overlapping the duration text except when absolutely necessary.



Links On

Links On

Old Menus - Edged Midi/HotKey Text

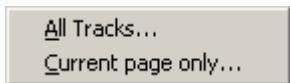
In order to improve visibility of the button Midi and HotKey text this option will add a drop shadow effect to the text



Old Menus - Flash Button During Play

Flash button number bright/dark red when playing

Old Menus - Optimize Tracks



Tracks can be optimized either globally covering all tracks on all pages, or just on the current page, so assigning the most frequently played tracks to hardware mixers.

Use Win XP Themes - enabled by default

Check the Use Win XP Themes_menu item to enable the Windows "XP theme" look when running under Windows XP or above, SpotOn will have to be restarted for this to take effect.

XP themes disabled:-



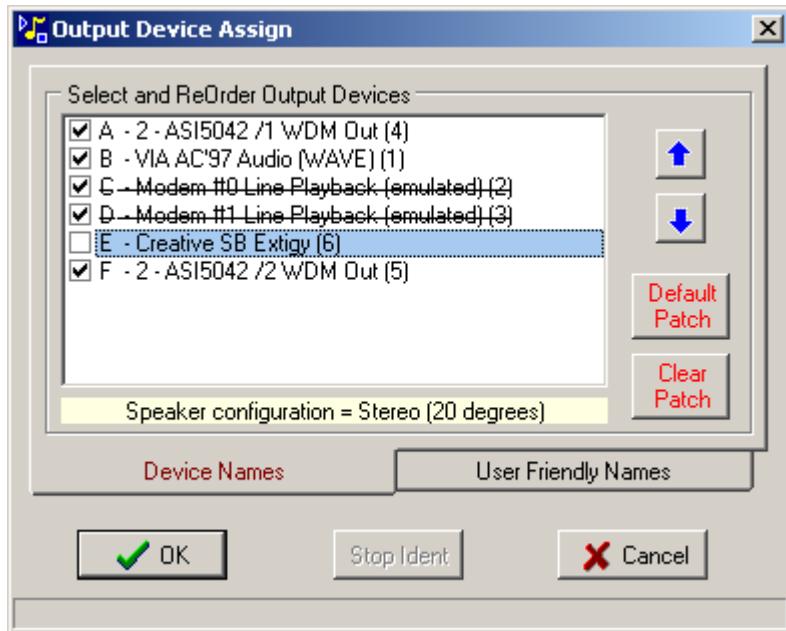
XP Themes enabled:-



Note: the actual representation will depend on the particular color scheme selected under WinXP themes, and consequentially the readability of some sections of the program may be reduced.

Output Device Assign

Output Device Assign - Clear Patch



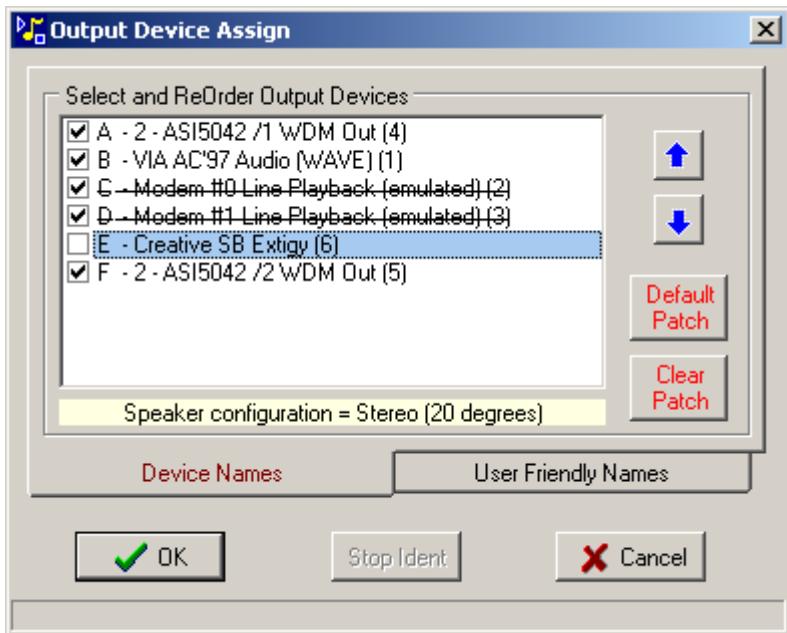
When assigning outputs for the first time or after a change of output devices eg Multi-channel/Stereo, it is recommended that the Clear Patch button is used to clear any ambiguous settings in the SpotOn configuration file.

Clicking on Clear Patch will display the dialog box below



Choosing OK will close the Output Device Assign dialog and return to the main SpotOn screen.

Output Device Assign - Default Patch

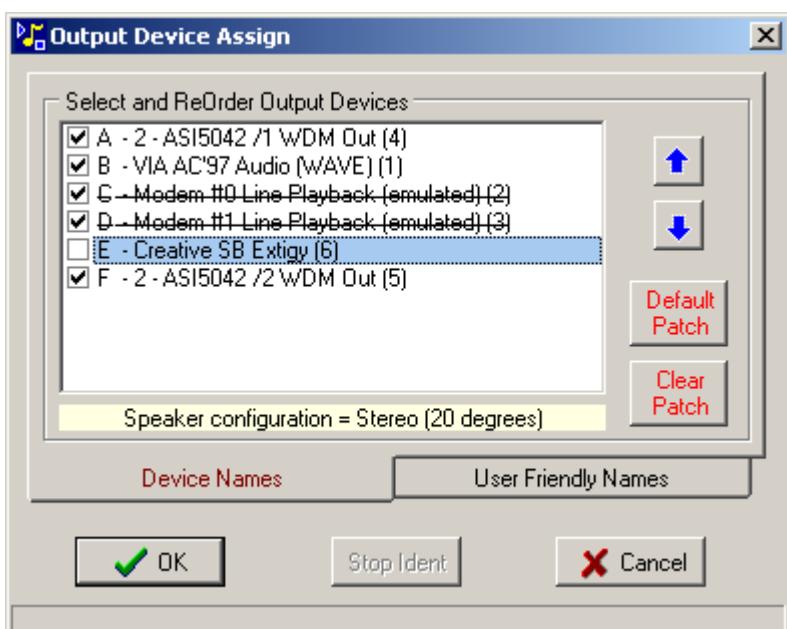


The Default Patch is saved on installation when the outputs have been initially configured. If necessary the Default Patch button will return the output device patch and masking to the installation settings.

Clicking on Default Patch will display the dialog box below



Output Device Assign - Masking



Some sound cards do not allow more than one application to access an output port simultaneously, in this case it is useful to force SpotOn to not use a specific output port so making it available for other applications.

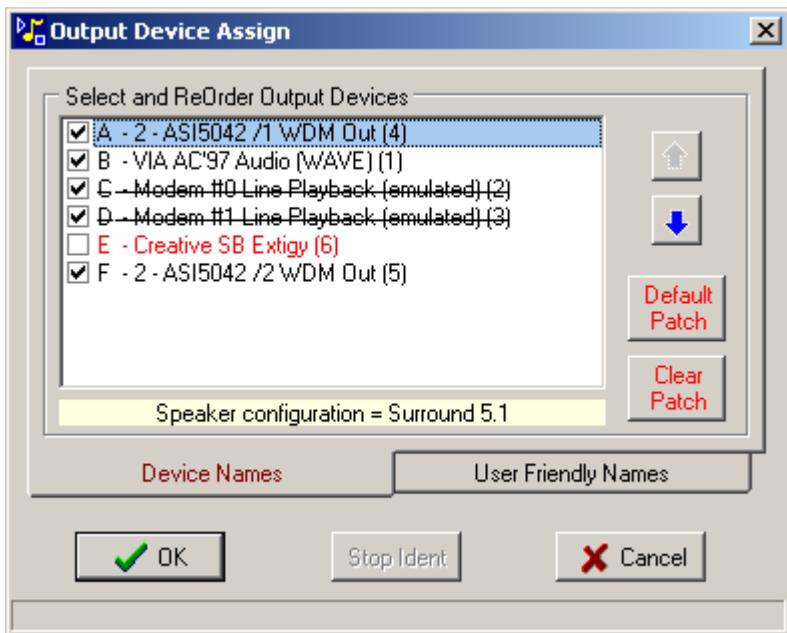
In the example above there are seven output ports listed A..F.

Items A, B and F are sound card outputs being used by SpotOn

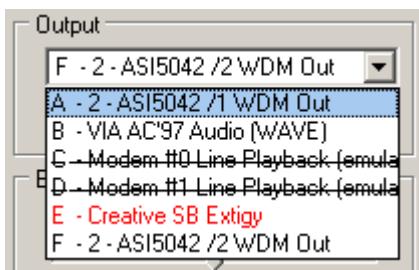
Items C and D are not available because they are virtual outputs provided by two modems and not in fact real sound card ports.

The remaining item E has been unchecked and therefore will be masked out of ports used by SpotOn, the masking of ports will only take effect the next time SpotOn is restarted. If there are buttons using any port/s that are masked on restart then those buttons will be assigned to device designated as the Windows Preferred audio output device, designated by the subscript '(1)' in the device list. If the Windows preferred audio output device is also masked then the buttons concerned will not be loaded.

After a restart output E is shown in red text



The example below shows the effect of masking outputs in the [Audio SetUp](#) dialog, where output E cannot be selected.

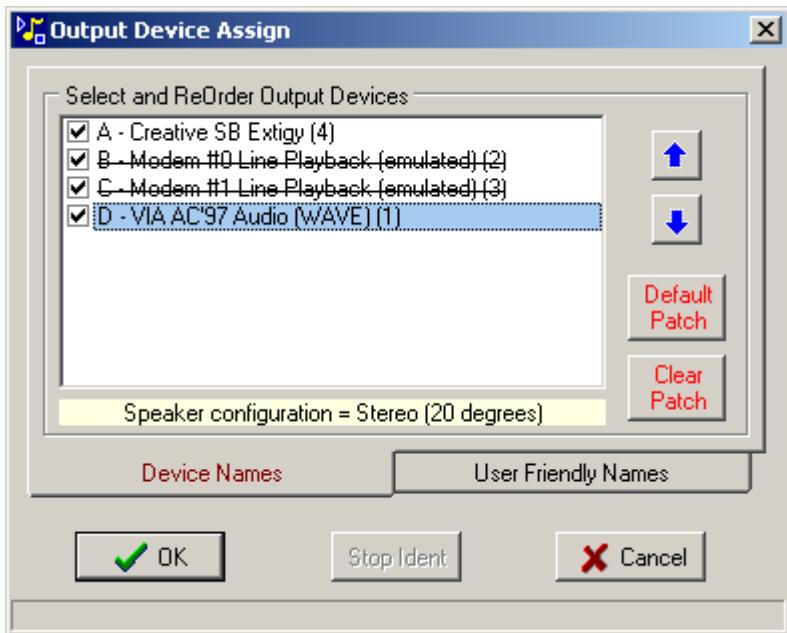


Output Device Assign - Order

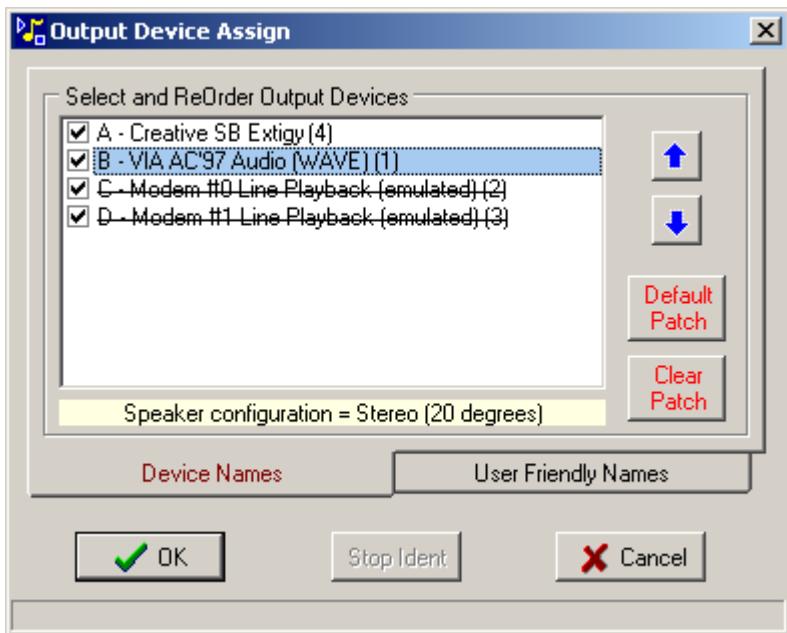
The up, down and reset buttons on the right hand side of the window allows the ordering of the output devices.

If outputs currently known as A and D were to be the main options it would be useful to move them to the first two positions in the list so appearing as A and B

To do this first highlight the line describing output D



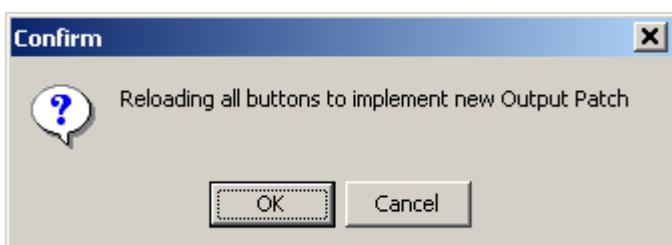
By clicking the up arrow twice the order now appears as



Reset Order button will restore the output device order to that which was found by the Windows OS.

Identically loaded computers may not always report the output devices in the same order, so this option is useful in making the computers 'look' the same to the user.

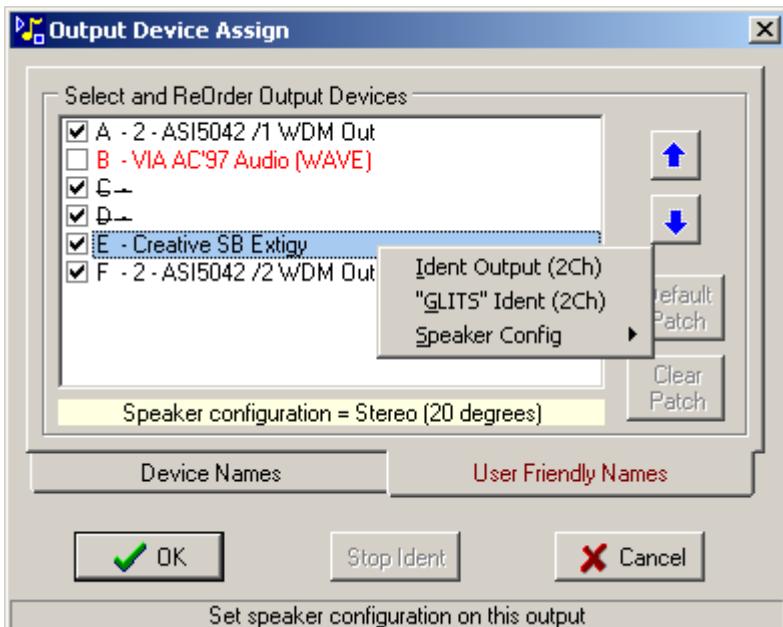
Exiting with OK produces a confirmation dialog box to warn that all buttons will be reloaded to in order to implement the change



Output Device Assign - Names

The names that appear alongside the output ports are those obtained from Windows, often more informative names are required, selecting the User Friendly Names tab show the alternative names defined - these initially default to the Windows name.

The new names are enabled via the Options|Display|Use Friendly Output Names menu item.



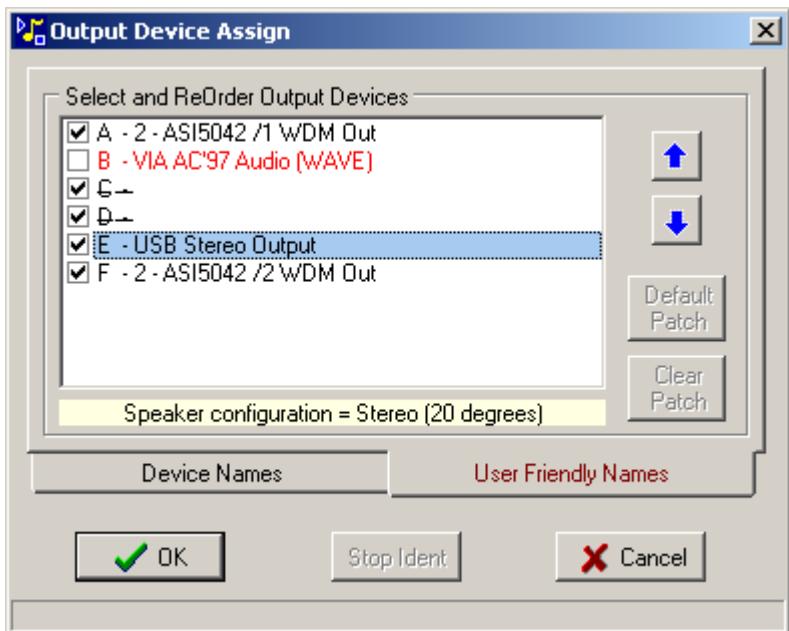
Right-click an entry and select Edit User Name, which displays the edit box below



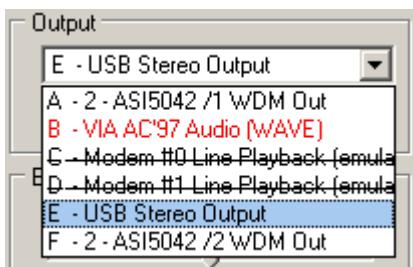
Enter the new name



On closing the editor the name is up dated



The User Friendly Names are only used in the button menu - option Audio|Output as below:-

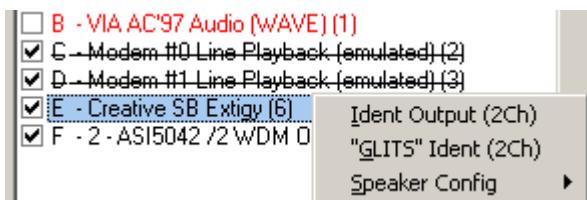


Output Device Assign - Mode

Under the list of output devices there is a panel showing the 'Speaker Configuration' of that output

Speaker configuration = Stereo (20 degrees)

To change the 'Speaker Configuration' right-click an entry and select the Speaker Config option.



The full list of modes is shown with the three most common modes enabled.

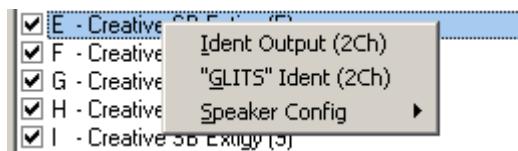


Check the appropriate option to change the mode of that output, in some cases it will also be necessary to use the manufacturers setup utility to change the hardware mode.

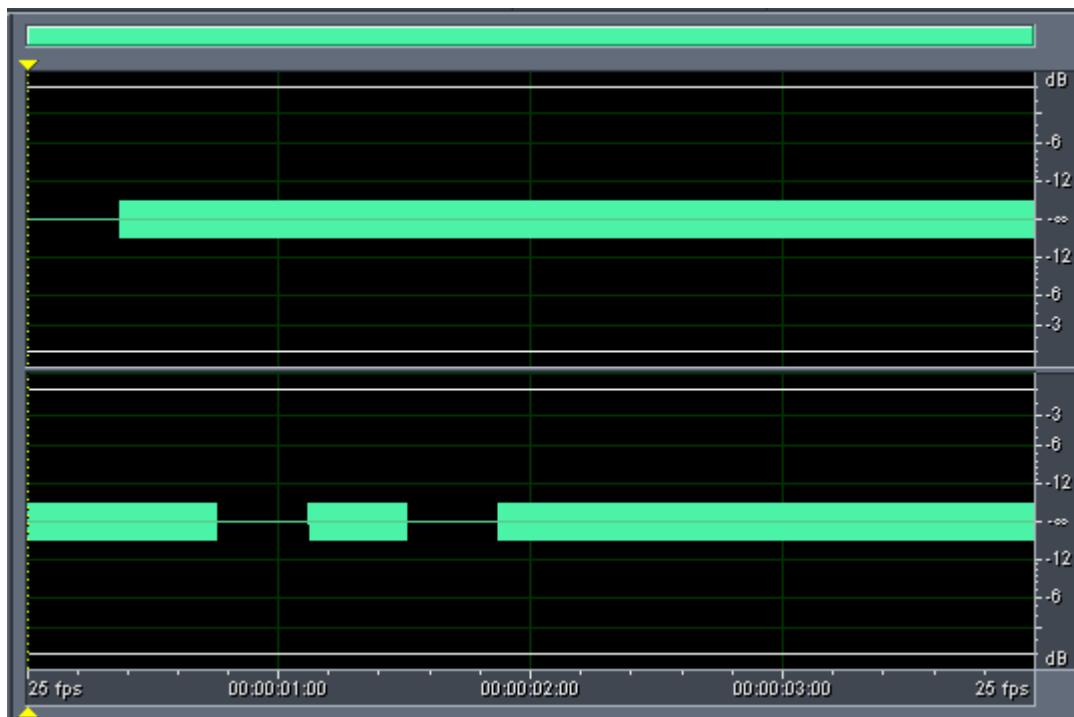
Output Device Assign - Idents

As SpotOn can operate in conventional 2 channel stereo and multi-channel modes, it may be useful to identify the individual output ports.

To identify output right-click the entry and select Ident option, this will start a voice ident loop spanning all output channels.

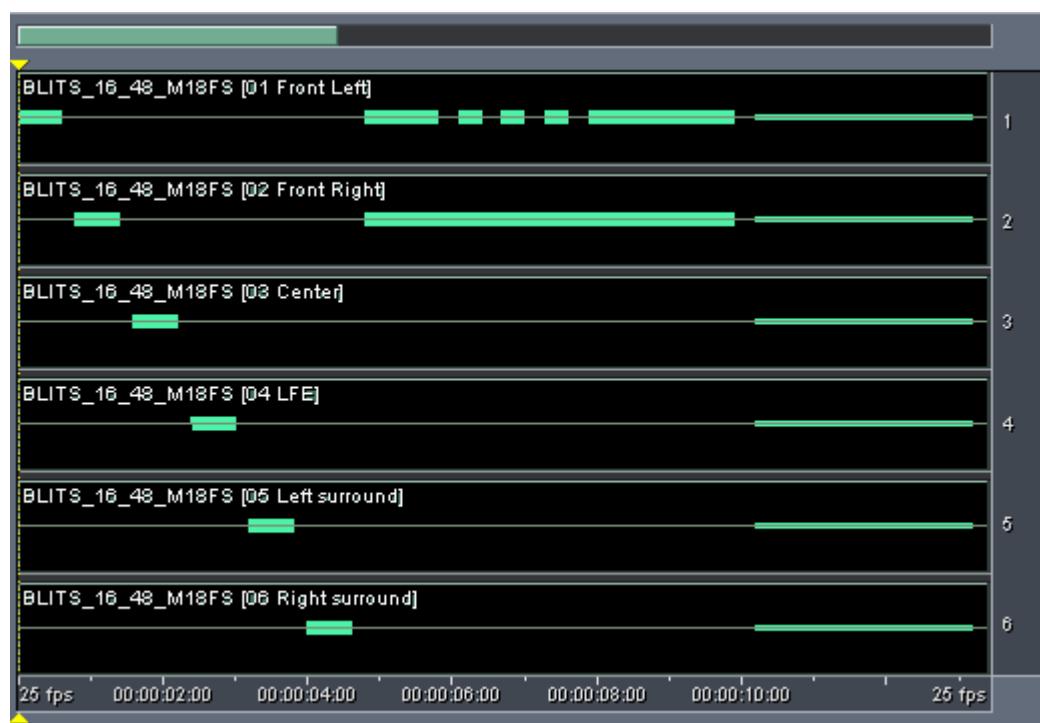


The "GLITS" test tone sequence is available for stereo sound configurations and is formed by interrupted 1kHz tone with one break on the left channel followed by two breaks on the right channel.

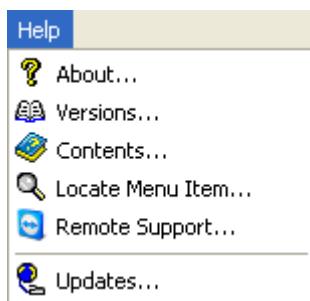


Similarly the "BLITS" test tone sequence is available for 5.1 surround sound configurations - see [BLITS](#) page for further details

- A - 2 - ASI5042 /1 WDM Out (4)
 - B - VIA AC'97 Audio (WAVE) (1)
 - C - Modem #0 Line Playback (em)
 - D - Modem #1 Line Playback (em)
- [Ident Output \(6Ch\)](#)
["BLITS" Ident \(6Ch\)](#)
[Speaker Config](#) >



Help Menu



About Just displays an 'About Box'

Versions Shows Versions page from help file

Contents Opens this help file

[Locate Menu Item](#) Search dialog for finding menu items

[Remote Support](#) Utility to provide remote support of the SpotOn system

*Updates Accesses SpotOn updates web page

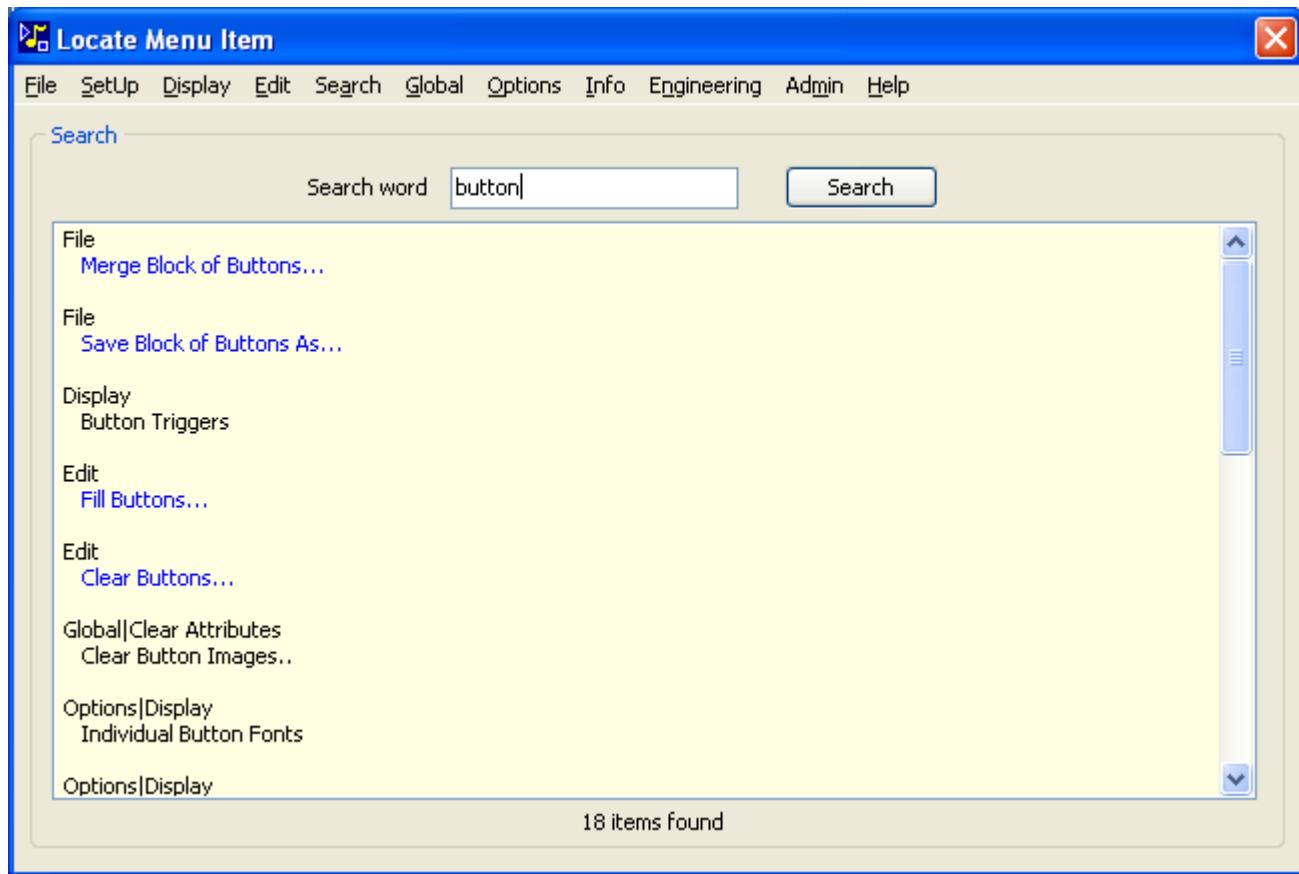
*Enabled via [Admin menu](#)

Locate Menu Item

The dialog below allows the menus to be searched for a keyword, the search term 'button' lists 18 items.

The results shown in blue text are hyperlinks to menu dialogs and can be clicked to open up the appropriate dialog box.

The format of the results includes the main menu item followed by a number of menu subitems eg Options | Display.

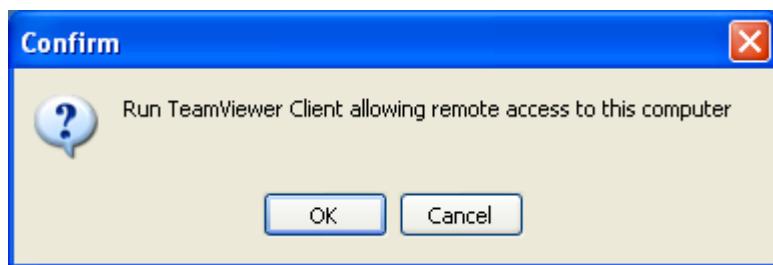


The menu bar shown at the top of the dialog is a copy of the main SpotOn menu and is live.

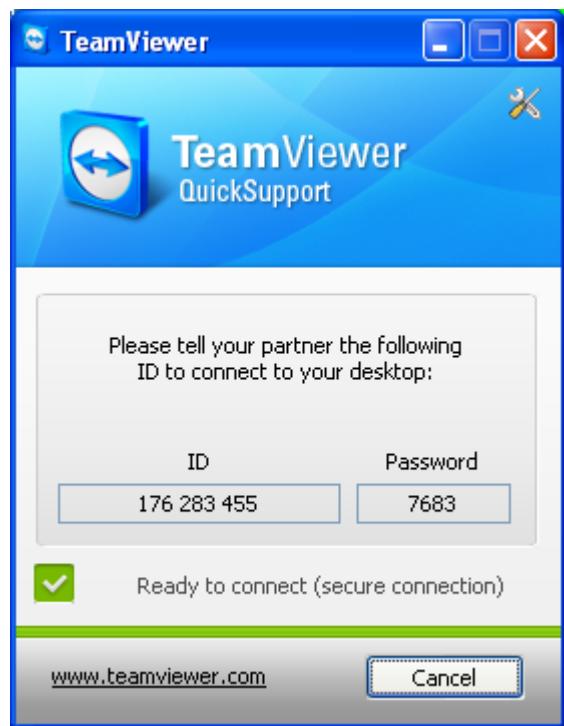
Remote Support

Remote support is available for SpotOn, prior arrangement with the supplier is required for this facility. The [TeamViewer](#) utility is used to provide remote access to the SpotOn computer.

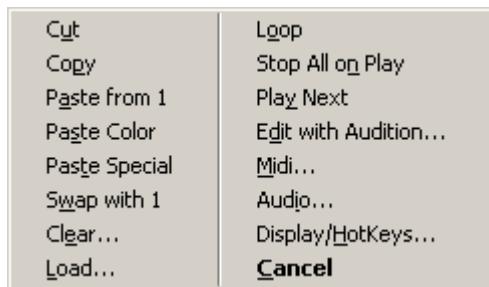
A client application needs to be run on the local computer to allow access.



The ID and password displayed on the SpotOn computer should be passed on to the SpotOn supplier so that remote access can be initiated.



Button PopUp Menu



The items in the left hand column deal with the button as a whole, the items on the right cover the parameters of the track loaded into the button.

The **Cut**-to clipboard, **Copy**-to clipboard and **Paste**-from clipboard options allow tracks to be moved between buttons, Paste Colour will take the colour of the "Copied" button and paste it to a destination button enabling say, a set of buttons with similar sounds to have the same colour.

Swap will exchange the button "Copied" to the clipboard with the destination button.

Clear will remove all references to a track from a single button

Load and **Browse** display file selection dialogs for loading of tracks to buttons.

The first three items in the right hand column as options that can be checked or unchecked.

Loop when checked will cause the track play command to start playing the

Stop All on Play if this option is checked when the track begins to play all other tracks being played will fade out using their individual fade times, this is indicated by a small square halfway up the right hand edge of the button.

Alternatively tracks can be set to stop immediately without fades by muting the audio on this button (see [Audio SetUp](#)), in this case the square box icon is replaced by a square outline

An advanced operation of Stop on Mouse Up is available by ctrl+clicking this option. When selected the track will play whilst the left mouse button is held down and stop when it is released, the mode is indicated by a white outlined red square on the right hand side of the button

Play Next checking this option will cause the track contained in the next highest button to play when this track reaches the end, this is indicated by a small right facing arrow halfway up the right hand edge of the button



When the track on button 1 reaches the end, Button 2 will begin to play

When button 2 plays any other tracks that may be playing will be stopped

When button 3 plays it will also stop any other tracks that are currently playing and will then play button 4 when the track on button 3 reaches the end.

Button 4 is set to loop continuously

Edit opens up the user defined WAV file editor, this editor is selected via SetUp|Editor menu

Midi see [Midi Assignment](#)

Audio see [Audio Setup](#)

Display see [Display Options](#)

For a full description of the popup menu options see [Button Menus](#) page