

User Manual

Markers to CueList



Version 2.6

Markers to CueList – User Manual

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1 Welcome to Markers to CueList

The first choice of professional lighting designers and operators worldwide, *Markers to CueList* gives you the availability to generate Cue Lists based on Content from a lot of applications.

It has never been easier to create timecode based Cue Lists before.

With *Markers to CueList* you can convert data from

- Adobe Audition
- Adobe Premiere Pro
- Apple Final Cut X Pro
- Cockos Reaper
- Inquirium InqScribe
- Microsoft Excel

into GrandMA2, Hog 4 or Chamsys Magic Q Cue Lists and Timecode Tracks.

These Cue Lists can be easily sent to the console via Network Upload or be imported from a thumb drive.

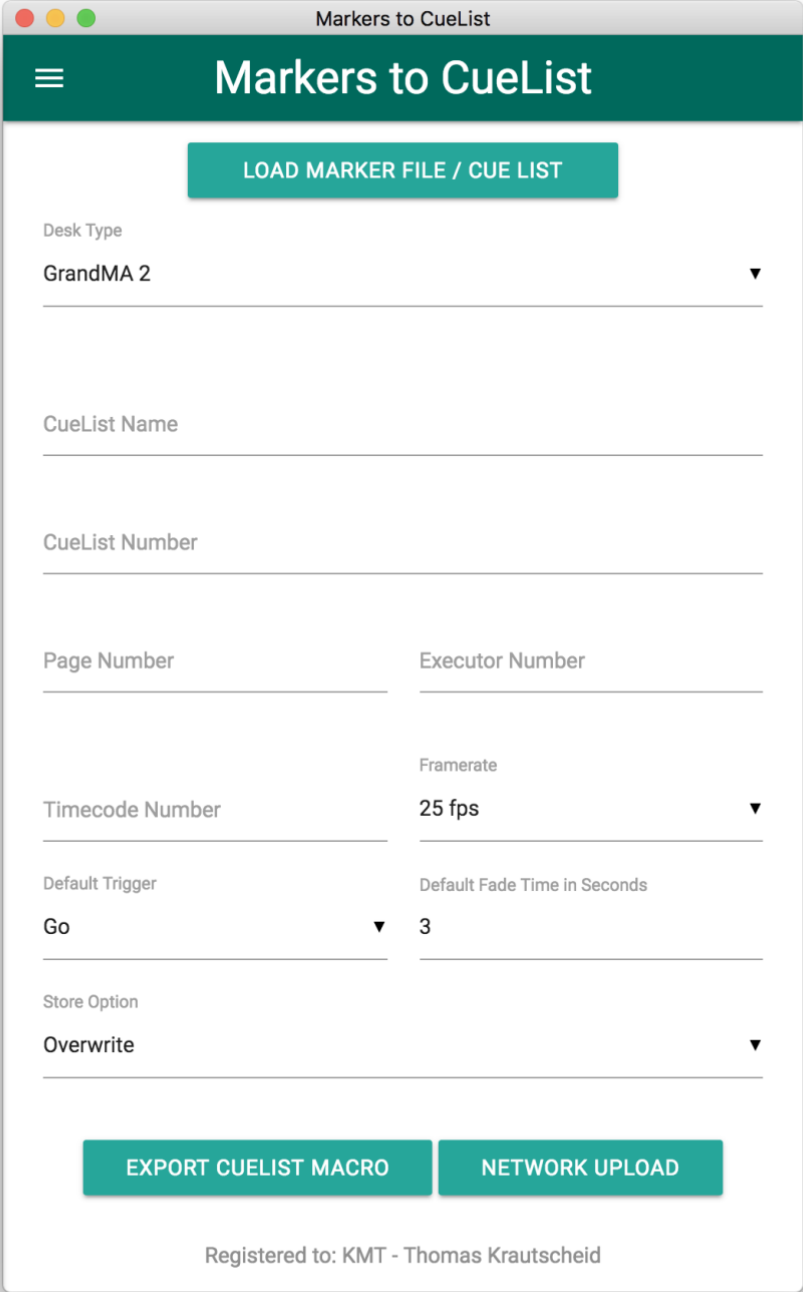
An inbuilt Macro Language, gives you full control of the GrandMA2 Cue List system, as well as the GrandMA2 Command Line.

With *Markers to CueList* you can also remote control Cockos Reaper from any lighting console which supports ArtNet or sACN (e1.31) or Elgato Stream Deck.

Markers to CueList is available for Apple MacOS and Microsoft Windows.

2 Basic Operation

2.1 Main User Interface



Creating Cue Lists in *Markers to CueList* requires only a very few steps:

1. Load a supported file by clicking **Load Marker File / Cue List**
2. Depending on your file type a Dialog Window will open, and asks you to enter some more details, like selecting a Region when working with Reaper Files or which Worksheet you would like to import when importing Excel Spreadsheets.
3. As soon you have made your selection and pressed the **OK** Button, *Markers to CueList* opens a Pop Up Dialog and informs you about the amount of Markers which have been found in your file.
4. Select the **Desk Type** you want *Markers to CueList* to generate a Cue List for. *(Depending on the selected Desk Type, the amount of required next steps may vary)*
5. Now you can setup a name for your Cue List in the **CueList Name** text field.
6. **CueList Number** is the number of your Cue List in the Sequence Pool.
7. **Page Number** and **Executor Number** indicates, where your Cue List should be assigned to.
8. **Timecode Number** is the number of the Timecode Track in the Timecode Pool.

If you do not want to create a Timecode Track, just leave this Input Box empty.

9. **Framerate** will set the Timecode Track Framerate to either 25 or 30fps.
10. **Default Trigger** gives you the availability to choose either *Go* or *Goto* as Trigger Option for the Timecode Events in your Timecode Track.
11. **Default Fade Time in Seconds** helps you to setup a Default Fade Time for all Cues.

2.2 Creating a GrandMA 2 Cue List Macro

There are two ways of getting your Cue List Data into the GrandMA 2.

For working offline, exporting a Cue List Macro will be the best way. This option creates a macro, which will be copied to a flash drive and can be used for importing into the GrandMA2 later.

All you need for this operation is a GrandMA2 compatible flash drive.

If you have not used this thumb drive with GrandMA2 before, you need to format this as **FAT32** and create a folder called **gma2** on the root level.

To create this Macro, load a file with cue information, select *GrandMA2* as **Desk Type** and fill all desired fields.

1. Click on **Export CueList Macro**
2. In the File Dialog Window navigate to your flash drive and select the **gma2** folder.
3. Click on **Open** to export the macro to your thumb drive.
4. Now move over to your GrandMA2 Console or onPC and attach this flash drive.
5. Navigate to **Setup -> Import Export -> Import -> Macros**
6. Select your thumb drive from the drives tab.
7. Select the Macro file and choose the macro in the right column. (The File- and Macro name will be the same as the Cue List name)
8. Import this Macro and execute it.
9. Now your Cue List and Timecode Track has been created and assigned to the dedicated page.

2.3 Uploading a Cue List to GrandMA 2

The other way to get your Cue List Data into the GrandMA 2 is to do a network upload. This can be done on a proper console as well as on onPC.

To use this feature *Remotes* needs to be enabled in the GrandMA2 Software. To do this, navigate to **Setup** -> **Global Settings** and set **Remotes** to *Login Enabled*

If you are using GrandMA2 onPC Software, a FTP Server needs to be installed on this computer. Please have a look at **Preparing GrandMA onPC for Network** Upload in Chapter **6.2**

To upload your Cue List, load a file with cue information, select *GrandMA2* as **Desk Type** and fill all desired fields.

1. Click on **Upload CueList**.
2. In the File Dialog Window enter your GrandMA2 User Name and Password.

Due to the regularities of MA Lighting, you cannot use Administrator or Guest as user name.

3. Now enter the consoles IPv4 Address.
4. Choose the **Upload Mode**. You can send Cue Lists and Timecode or just one of them to the console.
5. **Upload Command Delay in ms** is an option which helps you to adjust the sending rate of commands when working in slower environments. (This might be caused by a poor Wi-Fi connection or a system with a massive load) Usually a Delay of *50ms* should be absolutely fine.
6. Finally click on **Upload** to send all data to the console.
7. Now your Cue List and Timecode Track has been created and assigned to the dedicated page.

2.4 Creating a Hog 4 Cue List

To export a Hog 4 Cue List, load a file with cue information, select *Hog 4* as **Desk Type** and setup a Name and the number in the *Cuelist Directory*, your Cue List should be assigned to.

1. Now click on **Export Hog 4 Cue List**.
2. In the File Dialog Window navigate to your flash drive and click **Open** to save your Cue List.
3. Now move over to your Hog 4 Console or Hog 4 PC and attach this flash drive.
4. Open the **Cuelist Directory**.
5. In the header bar, click on **Import Cue Lists**.
6. Choose the file from your thumb drive, you have exported in Step 1.
7. Click **Ok**, to import and generate the new Cue List.
8. Now the Cue List will be loaded to the given List Number, you have set up earlier in *Markers to CueList*.

2.5 Creating a Magic Q Cue Stack

To export a Chamsys Magic Q Cue Stack, load a file with cue information, select *MagicQ* as **Desk Type** and setup a Name for your Cue List.

9. Now click on **Export Magic Q Cue Stack**.
10. In the File Dialog Window navigate to your flash drive and click **Open** to save your Cue List.
11. Now move over to your Magic Q Console or Magic Q PC / Mac and attach this flash drive.
12. Open an existing **Cue Stack**.
13. In the header bar, click on **View TC**.
14. Click on **Import TC Timings**.
15. Choose the file Source by clicking **USB Drive** in the top left corner.
16. Select your exported Cue List File.
17. Click on **Make Cues**.
18. Now all Cue List data are loaded and the view will change back to your Cue Stack View.

It is absolutely necessary to have a Cue Stack with at least one existing Cue, before importing TC Timings. Otherwise the Import will fail and Magic Q Software might crash!

3 Creating Cue Lists

3.1 Creating Cue Lists in Reaper

Markers to CueList will create Cue Lists based on Markers and Regions in Reaper.

You can see a **Marker** as a Cue, which can have a Name, a Color and a Timecode Start Position.

A **Region** will be like a Cue List. You can use Regions to define the beginning and ending of a song. Working with Regions helps you to place multiple files on your Reaper timeline and create different Cue Lists for each of them.

To use a Reaper Project in *Markers to CueList* a few things need to be set first.

- Make sure, that your Timeline Display Format matches the frame rate you are going to use in the GrandMA2 later.
 - This can be done by opening the **Project Settings** from the **Reaper File Menu**.
 - In this window navigate to **Video** and set the **Frame Rate** to either *25fps* or *30fps*.
- As a second step, we need to set up the Timeline Format
 - To do this, simply do a right-click onto the **Timeline Ruler** on the top of the Tracks Window and set the Format to:
Hours:Minutes:Seconds:Frames

That's all. Now you are ready to use Reaper with *Markers to CueList*.

Adding Markers

To add Markers, place the Play-Head somewhere in the Timeline and press **Shift + M**. A new window will open, where you can enter a name and select a color for this Marker. (Marker colors will be transferred into Cue appearance values, so that your Cues will have the same color like the Markers in Reaper)

Now it's up to you to create all of your Markers.

You can also use Macro Commands directly in Marker Names. To learn more about this, have a look at Chapter 4 : Macro Commands (*Macro Commands are currently only available for GrandMA2*)

When you are done, it's time to create a Region. (This is not necessary when you are going to create only one Cue List from your Reaper File)

Adding Regions

To do this simply, click and drag across the background area of the Track View to make a Time Selection.

Then do a right-click and choose **Create region from selection** or press **Shift + R**

To label a region, right-click onto the Region, choose **Edit Region** and enter a name.

Exporting Markers for Markers to CueList

To get your Markers into *Markers to CueList*, open the Region / Marker Manger by clicking **View -> Region/Marker Manager** in Reaper.

Make sure, that both **Regions** and **Markers** checkboxes at the top right corner are checked.

Right-click somewhere in this window and choose **Export regions / markers...**

Save your Markers File and make sure, that File Type is set to *Comma-separated value files (*.csv)*.

You can now open this File in *Markers to CueList* by clicking the **Load Marker File / Cue List** Button followed by the **Reaper Marker List** Button.

Select your Markers File and click on **Open**. A new Dialog will pop up, where you can select the Region you want to import. If no Region is defined, just leave the Region selection at its default value: **Ignore Regions (Import all Markers)**

In the second selection, you can choose how Cues should be numbered. This can be either done by the Marker ID, which is the same number as displayed in Reaper, or by creating a continuous number which starts at 1 and is based on the timecode starting time.

By clicking the **Import** Button *Markers to CueList* will import the Markers from your Reaper Project and you can follow up by assigning all needed Values like CueList Number, etc.

3.2 Creating Cue Lists in Excel

Creating Cue Lists in Excel is very easy. Simply create a new Workbook, add some labels to the first-row columns as header and start creating your Cue List.

Markers to CueList tries to match column names automatically.

Cue Lists can be created based on the following types of columns:

- Cue Number
- Cue Name
- Start Time
 In SMPTE Timecode Format: hh:mm:ss:ff
- Info

To give you a little example here is a sample table showing a few Cues:

Cue	Name	Info	Timecode
1	Song Start		01:00:00:00
2	Bang	Massive Strobes	01:00:00:13
3	Verse		01:00:10:07
4	Chorus		01:00:43:03
5	Verse		01:01:15:00
6	Chorus		01:01:48:21
7	C-Part	Reduce Lights	01:02:07:05
8	Chorus		01:02:21:11
99	Song End		01:03:09:05

To convert this table into a Cue List, click on the **Load Marker File / Cue List** Button followed by the **Excel Datasheet Button** in *Markers to CueList*.

Select your Excel Workbook and click on **Open**. A new Dialog will pop-up, where you can select the Workbook.

In the next step, *Markers to CueList* tries to match the right columns automatically. You can also manually select a column, by clicking the select box below the dedicated value-field.

If you want to leave a value-field empty, just select the first row from its corresponding select box.

By clicking the **Import** Button *Markers to CueList* will import the Cues from your Excel Workbook and you can follow up by assigning all needed Values like CueList Number, etc.

3.3 Importing a Final Cut Pro X Project

Markers to CueList can natively handle Final Cut Pro X Projects.

Cue Lists and Timecode Tracks can be generated by using Markers in Final Cut Events or by using Clip Start Times. In this case, *Markers to CueList* will create a Cue List and Timecode Track including all Clips and Generators based on their position in the timeline.

To import a Final Cut Pro X Project, you need to export your Final Cut Project as XML File first. To do this choose **File** -> **Export XML** in Final Cut Pro X and navigate to a folder on your Mac or storage device where you want to store the XML file. Enter a name and click **Save**.

In Markers to CueList load this XML File by clicking **Load Marker File / Cue List** -> **Final Cut Pro XML**.

After choosing your exported XML File a new dialog will pop up, where you can select the **Event** and **Project** from Final Cut.

Before clicking **import**, you can decide if you want to create your Cue List by using *Markers only*, *All Clips based on their start time in the Final Cut Event Timeline* or *both*.

Now you can follow up by assigning all needed Values like CueList Number, etc.

4 Macro Commands

Currently only available for GrandMA 2!

Markers could be extended by parameters to do some remote action in the console.

The Syntax is very easy. Just add a pipe character (|) at the end of a marker name and enter the command. These commands are very similar to the GrandMA2 syntax.

For example, a marker labeled:

```
Video Start|f=3.2|mib=latest|mode=release|info=This  
is a 30 Seconds Video
```

will create a Cue named "*Video Start*", which has a fade in time of *3.2 seconds*, uses move in black mode *latest*, release all fixtures which are not used after this cue and finally set the text in the info field to "*This is a 30 Seconds Video*".

Number Format needs to be x.y (e.g. 1.5 for one and a half second.)

Or if you want [Markers to CueList](#) to create Follow Cues (Cue Number.1) so that you can store content "*Cue Only*", just type in:

```
Video Start|++
```

This creates a Cue "Video Start" and a Follow Cue "++ Video Start".

The following tables list all supported Commands, which of course can be all combined

Follow Cues

Syntax	Example / Description
Simple Follow Cue: cueName ++	Snare Hit ++ Creates a Follow Cue with 0 Seconds Trigger Time
Delayed Follow: cueName ++d=(float Value)	Snare Hit ++d=0.3 Creates a Follow Cue with 0.3 Seconds Trigger Time
Follow Cue with Fade: cueName ++f=(float Value)	Snare Hit ++f=1.5 Creates a Follow Cue with a 1.5 Second Fade Time

Cue Timing

Syntax	Example / Description
Cue Fade In Time: cueName f=(float Value) cueName fi=(float Value)	Start f=1.5 Produces a 1.5 second in fade

Cue Timing

Syntax	Example / Description
Cue Delay Time: cueName d=(float Value) cueName di=(float Value)	Start d=1.5 Produces a 1.5 second delay
Cue Fade Out Time: cueName do=(float Value)	Start do=1.5 Produces a 1.5 second out delay

Cue Info

Syntax	Example / Description
Move in Black None: <code>cueName info=(string)</code>	<code>Start info=hello world</code> will add <i>hello word</i> to the cue info

Move in Black

Syntax	Example / Description
Move in Black None: <code>cueName mib=none</code>	Sets Move in Black to None (Default mode, when mib is not specified)
Move in Black Early: <code>cueName mib=early</code>	Sets Move in Black to Early
Move in Black Latest: <code>cueName mib=latest</code>	Sets Move in Black to Latest

Cue Mode

Syntax	Example / Description
Cue Mode Normal: <code>cueName mode=normal</code>	Sets Mode to Normal (Default mode, when not specified)
Cue Mode Assert: <code>cueName mode=assert</code>	Sets Mode to Assert
Cue Mode X-Assert: <code>cueName mode=x-assert</code>	Sets Mode to X-Assert
Cue Mode Release: <code>cueName mode=release</code>	Sets Mode to Release

Syntax	Example / Description
Cue Mode Break: cueName mode=break	Sets Mode to Break
Cue Mode X-Break: cueName mode=x-break	Sets Mode to X-Break

Commands

Syntax	Example / Description
Commands in a Cue: cueName cmd=(string)	Start cmd=fader 5 at 100 fade 2 To bring up Fader 2 up to 100% in 2 seconds
Command Delay: cueName cmdd=(float Value) cueName cmddelay=(float Value)	Start cmdd=1.5 Produces a 1.5 second command delay

5 Reaper Remote

Markers to CueList can remote control Reaper by ArtNet and sACN (e1.31) or Elgato Stream Deck.

5.1 DMX Remote

The Fixture Type for ArtNet and sACN (e1.31) gives you the following controlling options:

- Control Playback (Start, Pause, Stop, Forward, Rewind)
- Control Master Volume
- Set Playback Speed
- Jump to a Time
- Select a Marker by its ID Number
- Jump to Next / Previous Marker
- Add a Marker

Enabling DMX Remote

1. In *Markers to CueList* click on the **Menu Icon** in the top left corner and open **Reaper DMX Remote**.
2. Select your Network Interface.
3. Choose either *ArtNet* or *sACN* from the **Receive Mode** selection box.
4. Set **Universe** and **Channel**.

Receiving DMX will start immediately.

You can monitor the incoming values by clicking on **Fixture Values** to see only the fixture channels values or on **Universe Values** to watch the whole universe.

If you haven't done this before, you need to install Reaper Tools by clicking onto **Install Reaper Tools** from the menu to prepare Reaper for receiving DMX Values and follow the steps below:

5. In Reaper open the **Preferences Window** (MacOS: "CMD + ," / Windows: "Ctrl + P")
6. Navigate to **Control / OSC / Web**

7. Click on **Add** and select **OSC (Open Sound Control)** from Control Surface Mode
8. Select *Markers to CueList* from **Pattern config**
9. Set **Mode** to *Configure device IP+local port*
10. Set **Device port** to *9000* and **Device IP** to *127.0.0.1*
11. Set **Local listen port** to *8000* and keep **Local IP** as it is
12. Click on **OK** and close the **Preferences Window**

Reaper is now successfully prepared to receive Remote Commands from *Markers to CueList*.

5.2 DMX Fixture Channel Layout

Channel	Parameter
01 (8 Bit)	Cursor Position Hours
02 (8 Bit)	Cursor Position Minutes
03 (8 Bit)	Cursor Position Seconds
04 (8 Bit)	Cursor Position Frames
05 (8 Bit)	Timeline Format (FPS)
06 (8 Bit)	Play Mode
07 (8 Bit)	Volume
08 (16 Bit Hi)	Jump to Marker by ID
09 (16 Bit Lo)	Jump to Marker by ID
10 (8 Bit)	Add Marker at Cursor Position
11 (8 Bit)	Playback Speed

5.3 DMX Fixture Channel Values

Channel 1 to 4 (Timeline)

Sets the playback cursor to a position in the timeline, addressed by Hours, Minutes, Seconds and Frames. Changes will only be made once. So, during a DMX Refresh the cursor will not be moved again to this position. To jump to this position again, you need to flash the play mode channel to “Jump to Position”.

Channel 5 (Timeline Format)

Sets the Frames per Seconds. Needs to be set for correct FPS calculation on Channel 1 to 4

- DMX 000: Idle / No Change
- DMX 025: 25 fps
- DMX 030: 30fps

Channel 6 (Play Mode)

Controls the Play Mode in Reaper.

- DMX 000: Idle / No Change
- DMX 011: Stop
- DMX 012: Play
- DMX 013: Pause
- DMX 021: Scrub Forward Slow
- DMX 022: Scrub Forward Medium
- DMX 023: Scrub Forward Fast
- DMX 031: Scrub Reverse Slow
- DMX 032: Scrub Reverse Medium
- DMX 033: Scrub Reverse Fast
- DMX 041: Jump to Position

- DMX 042: Jump to next Marker
- DMX 043: Jump to previous Marker

Due to a bug in Reaper scrubbing will not work properly. It is only triggered once. For continuously scrubbing, create a chase effect, which toggles between slow and fast value.

Channel 7 (Volume)

Controls the Master Volume in Reaper.

- DMX 000: -99dB
- DMX 183: 0dB (Default)
- DMX 255: +12dB

Channel 8 + 9 (Jump to Marker by ID)

Jump to a Marker by its ID Number.

Channel 7 is the High Byte

Channel 8 is the Low Byte

- DMX 000: Idle / No Change
- DMX 001 - 65.535: addresses a Marker by its ID Number

Channel 10 (Add Marker)

Flashing this Channel above DMX 128 will add a Marker at the current cursor position.

Channel 11 (Playback Speed)

Controls the Playback Speed

- DMX 000: 0.25x
- DMX 021: 1.0x (Default)
- DMX 255: 4.0x

5.4 Elgato Stream Deck

The native Elgato Stream Deck implementation helps you to navigate your Reaper Projects in a very fast way.



In the first Button Row, there is a timecode clock showing the current timeline position. It changes its color to green, as soon Reaper starts playing.

The second Button Row gives you keys to perform time jumps. Each Button has a label showing the time you will jump to. By pressing the **Shift Button** in the top right corner you can select even more times to jump to.

In the last Button Row, there are Buttons for jumping to the beginning of a Track, next and previous Marker, enabling and disabling the Timecode Track and of course a Button for toggling the play state.

The **TC Enable Button** will toggle the **Mute State** of the first Track in Reaper. To make this working in the right way, make sure that your Timecode Generator Track is on the top of your arrangement.

Enabling Elgato Stream Deck Remote

If you haven't done this before, you need to install Reaper Tools by clicking onto **Install Reaper Tools** from the menu to prepare Reaper for receiving DMX Values and follow the steps below:

1. In Reaper open the **Preferences Window** (MacOS: "CMD + ," / Windows: "Ctrl + P")
2. Navigate to **Control / OSC / Web**
3. Click on **Add** and select **OSC (Open Sound Control)** from Control Surface Mode
4. Select *Markers to CueList* from **Pattern config**
5. Set **Mode** to *Configure device IP+local port*
6. Set **Device port** to 9000 and **Device IP** to 127.0.0.1
7. Set **Local listen port** to 8000 and keep **Local IP** as it is
8. Click on **OK** and close the **Preferences Window**

Reaper is now successfully prepared to receive Remote Commands from *Markers to CueList*.

It is highly recommended to quit the original Elgato Stream Deck Software before using it with *Markers to CueList* !

If the *Markers to CueList* Surface will not appear on the Stream Deck, quit the original Elgato Stream Deck Software and reconnect the device.

6 Advanced

6.1 Licensing Markers to CueList

Activating Markers to CueList

You can use *Markers to CueList* in Demo Mode. In this Mode, a DEMO hint will add to each Marker Name and you can only export the first five Markers of your Project.

To activate *Markers to CueList*, either click on **Activate License** on the bottom right corner, or choose **Activate License** from the Menu.

A Dialog will pop up and you were asked to enter your **E-Mail Address** (this needs to be the same address as you have used for purchasing Markers to CueList)

Your personal **License Token**. This can be found at: <https://k-mt.net/my-account/license/>

A **Computer Name**, which helps you to identify your Computer, when you want to disable a registered device.

And finally, the **country**, where you have bought *Markers to CueList*.

By clicking **Activate License** your License will be downloaded from our License Server. (You need to be online to complete this procedure.)

Deactivating a License

To disable a License for a device, open **Deactivate License** from the Menu.

A Dialog will pop up, which lets you select the device which should be deactivated. Select the device you want the license to be removed from and click on **Deactivate License**.

6.2 Preparing GrandMA onPC for Network Upload

To use the Network Upload Feature on GrandMA2 onPC, a FTP Server must be installed on this Computer.

In this tutorial, we would like to show you, how to setup the free of charge File Zilla FTP Server on Windows.

1. Download and install File Zilla from <https://filezilla-project.org/>
2. Start **File Zilla Server Interface** from the Windows Start Menu.
3. In File Zilla Server, go to **Edit** -> **Users**.
4. Select **General** from the Page List on the left-hand side.
5. On the ride-hand side, click on the **Add** User Button.
6. Set the User Name to *data*.
7. In Account settings, enable **Password** and set it also to *data*.
8. Now select **Shared folders** from the Page List on the left-hand side.
9. In Shared folders, use the **Add** Button, to add a new Folder to this user account.
10. Navigate to *C:\ProgramData\MA Lighting Technologies\grandma*.
11. If you cannot see this folder, you need to set Windows Explorer to show hidden files. Repeat from **step 9** when you have completed this task.
12. Finally click on **OK**.

File Zilla is now ready for handling Network Upload Data from *Markers to CueList*.

6.3 Common Pitfalls

- *Markers to CueList* creates a Cue List, but the Timecode is empty
 - In this case, it seems, that you are executing an exported Macro from *Markers to CueList*, while an additional Flash Drive is attached to your console. To fix this please remove the Flash Drive which doesn't contain the macro and execute the macro again.
- Chamsys Magic Q Crashes when I click **Make Cues**.
 - Your Cue Stack needs to have at least one Cue, before you can start importing cues from an external file.

Getting Support

If you notice further issues, please send us a Support Request from within the App. This can be done by clicking the **Menu** Button in the top left corner and choosing **Send Support Request**.

You can optionally include a Log File within this request, which helps us to get some more detailed information about your project.

This Log File will include cue list data, as well as some debugging information about your workflow.

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