



Application Note 3

Cue Point Automation

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| Product: | System 5 Software | Software Version: | eMix 2.5 and higher |
| Audience: | Live Theatre | Document Revision: | 1.1 |
| Subassembly: | eMix automation | Date: | January, 2002 |

Cue automation is a powerful tool for live theatre applications that require static and/or dynamic parameter alterations to coincide with changing scenes during the performance. Before reading further, refer to page 166 in the *System 5 Operation Manual* to learn about Cue points.

1. Create Cue points for two scenes:

Cue 1 can be named *Scene 1*.

Cue 2 can be named *Fade out of Scene 1*.

Cue 3 can be named *Fade into Scene 2*.

Cue 4 can be named *Scene 2*.

2. Select the Cue point to work with.
3. Select the parameters for specific channels to assign (i.e., faders, Pan, EQ, etc.) to this Cue point, and set their automation modes to **Write Abs**.
4. Set the desired values for the parameters and press play on the System 5 console to record their automation. To make dynamic changes, alter the parameter's controls while recording automation. Be careful not to record into the next Cue point.
5. Repeat steps 1–4 for each Cue point.

When a Cue point is selected, the parameter values for the channels associated with that point are automatically recalled. Dynamic changes are played back when the timecode advances. Make sure **Update on Locate** is active in the Automation Panel.

All Cue points can be named and are saved with the Title.

A GP132 relay device can be used to trigger events. For example, if a Cue point causes a fader to move to a particular level, that could trigger a relay in the GP132 to start a tape machine.