CUE SCHEDULER MODULE GUIDE

Schedule the triggering of a selection of scenes and cues with the Cue Scheduler Module.

A wide range of possibilities to trigger and automate your MadMapper installations.

1. Overview

The **Cue Scheduler** module offers an easy way to schedule and automate the triggering of a selection of Scenes and Cues.

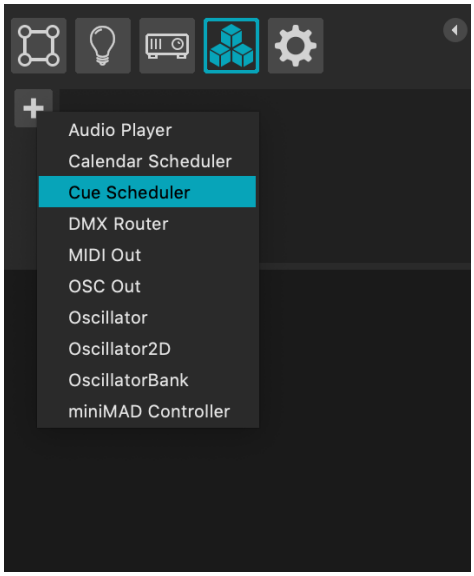
Once your project is set, add a **Cue Scheduler** module in the Modules tab.

Define in the **Schedule** tab the date / time at which you want to trigger them.

In the **Automate** tab, you can create an automation, i.e. trigger the selected scenes and cues at specific intervals, or when a movie is finished playing.

Use the **Cue** tab to define your target scenes and cues, by specifying either a column number, scene / cue cell, or range.

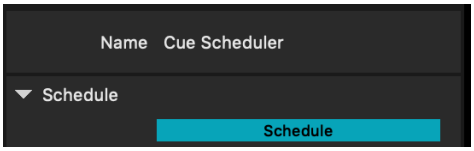
2. Add a Cue Scheduler Module to your project



- Select the **Modules** tab, next to **Outputs** tab in the upper left corner. Click on the **+ button** and create a Cue Scheduler module.

  You can create multiple instances (rename the module by clicking on its title).

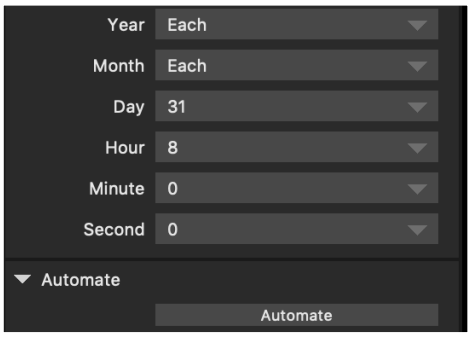
3. Schedule Tab



- Use the **Schedule button** to activate your schedule.

  The next options will be slightly different depending on whether the Automate button is turned off or on.

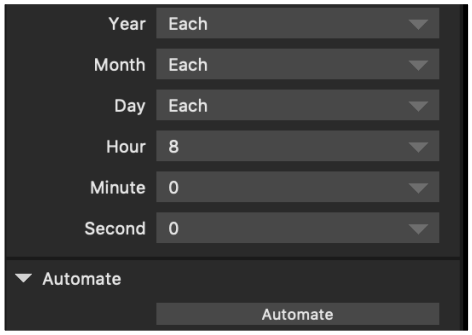
Automate button off



- Use the settings to specify a when a cue or column will be started. You can define a specific date/time, up to the second.

  For example, use these paraleters to start a new year eve count down:

  Year=2020, Month=12, Day=31, Hour=23, Minute=59, Second=50

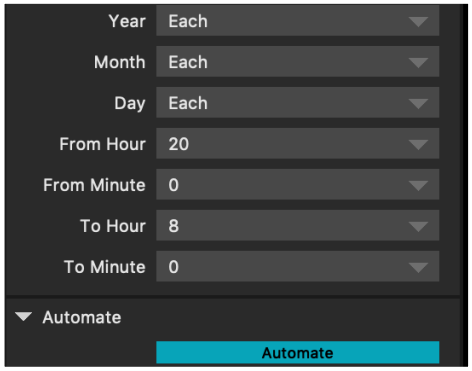


- You can also choose to start a cue or column every year / day / hour or minute.

  Use these settings to start a cue or column each day at 8am

  Year=Each, Month=Each, Day=Each, Hour=8, Minute=0, Second=0

Automate button on



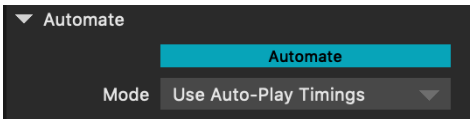
- When **Automate** is switched on, the schedule options look a bit different, new parameters appear :
  From Hour / Minute & To Hour / Minute.

  In this mode the **Schedule tab** parameters are used to set a time frame during which the automation will take place.

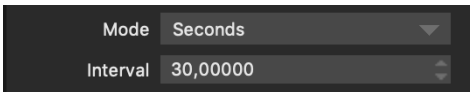
  Use these settings to activate the automation every day fom 8am to 8pm.

4. Automate Tab

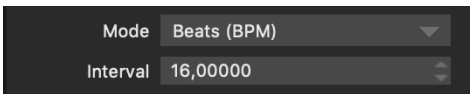
Automation settings let you choose between different modes :



- **Use Auto-Play Timings**
  The desired events will follow the Auto-Play timings defined in the Cue Bank toolbar.



- **Play each N seconds**
  Define the number of seconds between each cue / column.

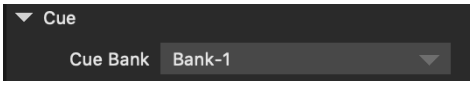


- Define the number of beats between each cue / column. Beats are generated by **Global BPM** in the **Master Setting tab.** and can be driven from audio beat detection, MIDI clock, manual BPM or Ableton Link)

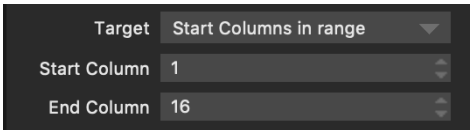
- When the “Switch on movie loop end”, is checked, in case any movie is playing, the automation will ignore the interval and will switch when the first movie reaches end (ignoring movies that are not running on at least one visible surface or fixture).

5. Cue Tab

Use the parameters in this tab to define your target cue / columns



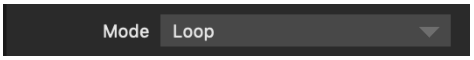
- First select the **Cues bank** that you want to use



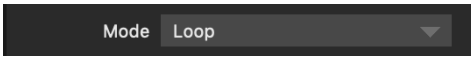
- Use the parameters in this tab to define your target cue / columns

  You can choose between a specific cue / column, or set a range of cues / columns from 1 to 16.

If a range of cues / colums is selected, you can choose to play the selected colums :



- **In Loop mode**
  The selected range will be played in loop

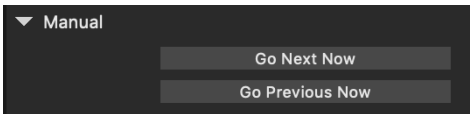


- **In Random mode**
  Cues / colums inside the selected range will be played randomly

- Check **Skip Empty** to skip empty cue slots wothin target range.

The module will check each second if the current clock matches Schedule and Automation settings.
If it matches, it will execute the action or automation defined.

6. Manual Tab



- Press the G**o Next Now** and Go Previous Now buttons to actiate the next / previous cur or column in line.

Last Tips

Multiples iterations of Calendar Scheduler and Cue Scheduler modules can be used at the same time, allowing a wide range of scheduling possibilities. However, please keep in mind that in case of conflict between two triggers (ex : 2 different cues or scenes outputting on the same projector triggered at the same time) the last module on the list (i.e the last one interpreted) will be the one executed.