

# Show Setup – Plugin Summary

## **Feature Highlights (videos 1+2)**

- Per-song pool management of:
  - Sequences
  - Executors (page, cuestack names, appearance, and button/fader functions)
  - Macros
  - Effects
  - Effect Views
  - Timecode Items
- Ensures all items are using the exact same name (no worries of troubleshooting macros from mis-spellings)
- Macros can be moved around freely and without creating any problems for the plugin.
- Creates a chase executor with data reflecting divisions/multiples of the beat in seconds, for references purposes when setting fades or delay times.
- Ability to re-name, re-BPM, replace, or delete all elements related to a song within seconds
- Easy viewing of all current songs

## **Song modifications (video 2)**

- Re-name: re-names all elements associated with the song, including executor names, page name, macro name, *macro commands*, timecode, effects view, and effects labels
- Re-BPM: adjusts the BPM label on the effects page, as well as the name, playback speed, and timing numbers (cue names) in the chase.
- Overwrite: same as deleting a song and then adding a new one
- Delete: deletes all elements that were installed for a song
- Delete ALL: deletes all elements for all songs that have been added

## Altering the plugin (video 3)

- Note: ALWAYS RELOAD PLUGINS AFTER MAKING ANY CHANGES TO THE USER CONFIG SETTINGS
- User config settings have been set up to alter the following:
  - Maximum number of songs the plugin will handle
  - Pool items: Starting Points
    - Sequences
    - Page
    - Macro
    - Timecode
    - Effects
    - Effect View
  - Pool items: Spacing
    - Sequences
    - Macros
    - Timecode
    - Effects (by number of columns)
    - **NOT PAGE**
    - **NOT EFFECTS VIEW**
    - **NOT TIMECODE**
  - Pool items: Other
    - Default Timecode Slot to assign new Timecode items to
  - Executor Settings
    - Chaser: Beat multiples
    - Executors: Button and Fader Functions
    - Executors: Positioning
    - Executor Functions:
      - Storing setup cue
      - Appearance
      - Executor naming