

**Volume**

**6**

SFX REFERENCE GUIDE

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Stage Research, Inc.

# Reference Guide

STAGE RESEARCH, INC.

# SFX Reference Guide

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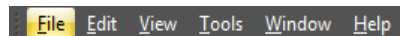
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## Introduction

This manual is a quick reference guide to features and options in SFX 6. The intent of this Reference Guide is to provide a brief description of the menu, property forms, windows, Effect Library and cue list. Refer to the [SFX 6 Users Guide](#) for operation and best practices including additional details of these items.

## SFX 6 Menu Structure – Overview

SFX has a dynamic menu system displaying different options whether a production is loaded or not or whether that feature is available or not. For example, SFX will not enable the **Save Production** menu item if the production has not been modified. The following is a review of the Main Menu system of SFX.



### Main Menu

**F**ile | **E**dit | **V**iew | **T**ools | **W**indow | **H**elp

Each main menu item when selected will display a submenu of related items. The main menu can be accessed by clicking on the menu item or by pressing and holding the ALT key while selecting the underlined menu item. For example, holding ALT and pressing F will open the **F**ile menu.

### File Menu

Title	Hot Key	Description
New Production	CTRL+SHIFT+N	Create a blank new production
Open Production...		Prompts user for a name of a production to open
Save Production	CTRL+S	Save the current production
Save Production As...		Save the current production as a new name and begin using the newly saved production as the current production
Close Production		Stops all playback and closes the production
Add Cue List	CTRL+N	Adds a new cue list to the production
Delete Cue List		Deletes the currently selected cue list permanently from the production
Import Cue List		Imports a cue list from a previously exported cue list
Export Cue List		Exports the currently selected cue list
Print...	CTRL+P	Prints the entire production to a selected printer
Print Preview...		Displays the entire production in a print preview window with options to print, export to PDF
Production Properties...		Displays properties that are production specific and move with the production from computer to computer
System Properties...		Displays the properties of the physical computer system
Recent Productions		A sub menu displaying the most recently used productions
Exit		Shut down any playing production, close the production, exit SFX

**Edit Menu**

Title	Hot Key	Description
Undo	CTRL+Z	Undo the previous operation in the active cue list
Redo	CTRL+Y	Redo the previous undo operation
Cut	CTRL+X	Copy the selected item, place it in the clipboard, and remove from the selected list
Copy	CTRL+C	Copy the selected item and place it in the clipboard
Paste	CTRL+V	Paste the contents of the clipboard into the selected list
Delete		Delete the selected item from the list

**View Menu**

The view menu will display a list of the dock-able windows in SFX. They can be quickly hidden or shown by toggling the check mark on the menu item.

Dock-able windows are: Status, Active Matrix, Transport, Toolbox, GO!, Command Interface, Effect Library and Help.

**Tools Menu**

User definable tools will be displayed in this menu as the first group and are created in the System Properties – Tools form.

Title	Hot Key	Description
External Tools...		Displays the System Properties – Tools form to create/edit/delete user defined tools
Integrity Check...		Displays the Integrity Check form used to test integrity of the opened production
Archive Production...		Display the Archive Production form used to archive the opened production

## Window Menu

This menu will display all the cue lists in the current production and any list can be activated by selecting them in this menu item or by click on the tab in a MDI Tabbed UI.

Title	Hot Key	Description
Use Tabbed MDI		Toggle use MDI or use Tabbed MDI interface

The Tabbed MDI interface will group all cue lists together with a tab strip to select the active list. The standard MDI interface will display each cue list in a separate window that can be cascaded, or sized as needed.

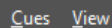
## Help Menu

Title	Hot Key	Description
How Do I...		Display the help system in a dock-able window
Users Guide		Display the Users' Guide in a PDF reader
Ordering Information		Display the webpage with information on SFX
Software Registration		Display the registration form
Upgrade Edition		Display the upgrade edition form
Home Page		Display the webpage of Stage Research
Technical Support		Display the technical webpage of Stage Research
Users Forum		Display the SFX_Users group on Yahoo!
Check for Updates		Checks for a new version of SFX on the download server



## Cues Menu

When a production is loaded the cue list will have a menu unless it is merged with the main menu.



There are two top level menu items in the Cue List: Cues and View

### Cues Menu

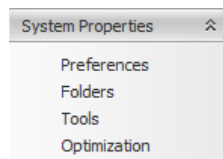
Title	Hot Key	Description
Play		Play the current selected cue in the list or if the list is in paused mode, start up playback of all paused cues
Pause		Pause any cue that is playing in the list
Stop		Stop any cue that is playing in the list
Standby	F11	Load selected cue into memory and select as the cue in standby (Green Bar)
Release	CTRL+F11	Release selected cue from memory
Goto Cue...	CTRL+G	Displays a dialog box asking for the cue to jump to and put into standby
Goto First Cue		Selects and places the first cue in the list into standby
Goto Last Cue		Places the last cue in the list into standby
Goto Previous Cue		Selects the cue prior and places it into standby
Goto Next cue		Selects the next cue and places it into standby
Seek Cue to Time...	CTRL+T	Display a dialog box prompting for the time to seek the current standby cue to in time
Renumber Cues		Displays a dialog box prompting for renumbering of cues. Cues can be renumbered from the first cue or from a specific cue
Learn Timecode	CTRL+L	Place list in learn timecode mode so when the timecode clock is running, each GO on a cue will stamp the time it was started for later playback using the timecode clock
Cue Properties...	F5	Toggle the properties window of the selected cue
Cue List Properties...		Display the Production Properties – Cue List form to access properties for this cue list

### View Menu

Title	Hot Key	Description
Transport Bar		Toggle the transport bar for this cue list
Notes		Toggle the dock-able notes window for this cue list

## SFX 6 System Properties

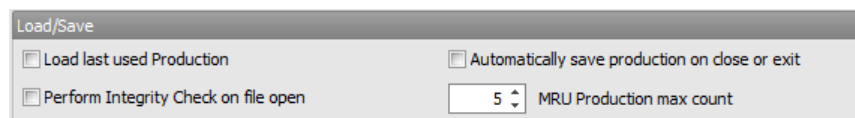
SFX System Properties are settings that are unique for the computer that SFX is running on. They are specific to the computer, saved in the registry, and thus do not move from computer to computer when a Production is transferred.



System Properties are accessible from the File | System Properties... menu item. The form contains a selection menu with Preferences, Folders, Tools and Optimization. Each item loads a specific page with numerous settings when clicked.

### System Properties – Preferences

#### LOAD/SAVE



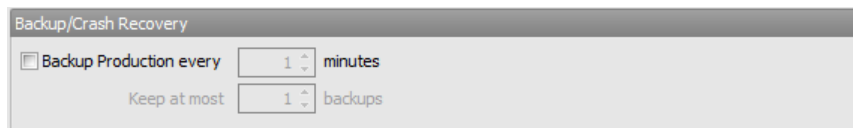
Load last used Production – if checked, on Startup of SFX, the most recently used production will load automatically.

Perform Integrity Check on file open – if checked, on startup of SFX, the entire show will be tested for Integrity. Each cue type will perform a different test looking for missing audio files, MIDI files, COM Ports, Telnet Ports, etc. On integrity failure, a report will be displayed to the user with options for automatic repair options. Manual integrity check can be run from the menu Tools | Integrity Check.

Automatically save production on close or exit –if checked, SFX will automatically save the Production on close of the production or exit of SFX.

MRU Production max count – the number of Most Recently Used files to be displayed in the File | Recent Productions menu.

## BACKUP/CRASH RECOVERY



**Backup Production every X minutes** – if checked, SFX will automatically backup the currently opened production to the backup folder. Backup will happen every X minutes as defined.

**Keep at most X backups** – each backup is uniquely named \_01, \_02, etc for the max number of X backups. For example, if 3 backups are to be kept, SFX will save the production as Production01, Production02, Production03, and then start over with Production01. The date/time can be used to determine the backup order and can be opened directly from the menu File | Open Production. However the best practice of using backup files should be to copy them out of the backup folder into the primary folder or if opened directly in the backup folder, perform a File | Save As... function into the primary folder.

**Crash Recovery** – for SFX to perform Crash Recovery Backup Production every X minutes must be selected with Keep at most 1 backup. If SFX or the computer crashes, on the next startup, SFX will determine that there was a crash and present the user with an option to load the last saved backup.

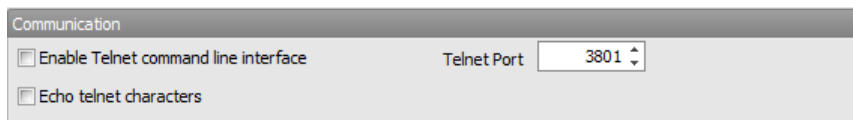
## DEFAULTS



Automatically number cues by X – when adding cues to the END of a cue list, SFX will automatically number cues by this amount. Automatic numbering will only work if you add cues AFTER all cues that exist already in the show either by placing them before the END OF SHOW or in the space after the END OF SHOW in the cue list. If the list is set to use Letters they will be incremented by the same value.

Show Startup Prompt – if checked, on startup, SFX will display the startup form with options to create a new production, select a previously opened production or continue without opening a production.

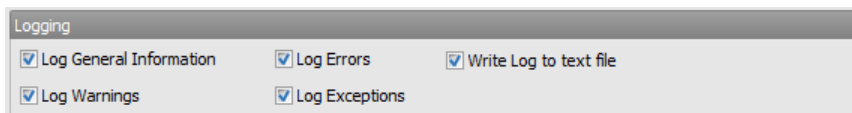
## COMMUNICATION



Enable Telnet command line interface – if checked, SFX will listen on the primary IP address for this computer. The Telnet command line interface connects directly with the scripting engine in SFX and all functions/commands are available to external programs using TCP/IP. The default port that SFX listens on is 3801.

Echo telnet characters – if checked, SFX will echo back each keystroke typed when received.

## LOGGING



SFX has an advanced logging engine capable of monitoring numerous different log messages. Some messages are informative and provide information on the sound card, telnet ports, serial ports, and other basic settings. Some messages are warnings or errors regarding missing files or failed communications. In the rare case that SFX throws an exception, it traps the message and creates a log report. This report can be emailed to [support@stageresearch.com](mailto:support@stageresearch.com) and contains enough information to quickly determine the problem.

**Write Log to text file** – if checked, SFX will generate a log file in the same folder that that SFX.EXE file is located and will be named SFXv6\_Log.txt.

Exceptions Logs will always be generated whether the Write Log to text file option is checked or not. It is also stored in the same folder that SFX.EXE is located in and will be called SFX6.exe.UnhandledExceptionLog.txt and SFX6.exe.UnhandledExceptionLog.png. These files contain the exact exception and a screen shot.

## System Properties – Folders

Production folder -- the default folder location of SFX productions

Backup files folder -- the location of backup files for the SFX Auto Backup feature

## System Properties – Tools

SFX can link to a variety of user defined tools and will display these items in the menu Tools. A tool can be any program or URL link. Create a tool by pressing the Add button, remove tools by pressing the remove button, or change the order of tools by pressing the Move Up or Move Down buttons.

How to create a tool to launch Windows Explorer and navigate to the appropriate folder?

- 1) Click on the Add button
- 2) Change the Menu text to something appropriate, i.e. My Music
- 3) Browse or type in the location of Windows Explorer in the Command text box, typically  
C:\Windows\Explorer.exe
- 4) Leave Arguments blank
- 5) Browse or type in the Initial Directory, i.e. C:\Users\MyName\Documents\SFX6\Media

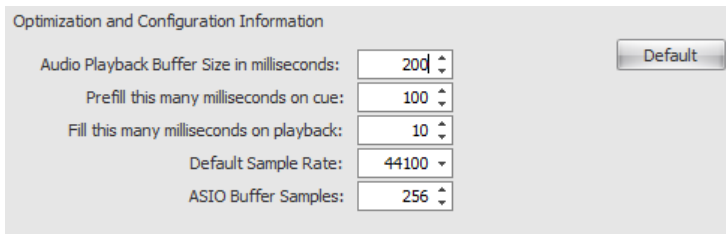
This command will now be accessible from the Tools menu and will be called My Music.

How to create a tool to launch Internet Explorer and navigate to a URL?

- 1) Click on the Add button
- 2) Change the Menu text to something appropriate, i.e. My Website
- 3) Browse or type in the location of Windows Explorer in the Command text box, typically  
C:\Program Files\Internet Explorer\iexplore.exe
- 4) Type in the URL in Arguments, i.e. <http://www.stageresearch.com>
- 5) Leave Initial Directory blank

Prompt for Arguments – if checked, on executing the user defined tool, SFX will display a form asking for the arguments to pass to the tool.

## System Properties – Optimization



The holy grail of audio playback – Optimization. SFX’s audio engine is an extremely low latency, highly optimized, multi-track, sync accurate custom developed audio capture and render engine. It is capable of playing wave files, MP3 files, WMA files regardless of sample and bit rate. (Must be 16 bits or greater.) Internal processing is all done in 32 bit so volume change and effects maintain the best data quality. All this processing requires a fast CPU and professional ASIO compatible sound cards. The best practice is to use audio files that match sample and bit rate. WAV files are uncompressed and require less CPU than MP3 or WMA files but can be mixed and matched when necessary. SFX performance depends on the number of tracks playing and on a high performance system can handle 200 or more mono tracks of simultaneous playback. Since Sound Cues can contain one or more tracks, this may be 200 Sound Cues each containing one mono track, or 20 sound cues containing 10 tracks. Many factors go into the optimization of a digital audio workstation including disabling power management, external programs that poll the system or worse, the internet for updates. Using a Dual or Quad core processor, fast video card with its’ own GPU and RAM, and a fast hard drive. For more system optimization tips, visit our website at <http://www.stageresearch.com> and search the Knowledge Base under support for “Optimization”.

A system that stutters consistently or has higher than usual latency when playing effects may be adjusted using the optimization settings in SFX.

**Audio Playback Buffer Size in milliseconds** -- SFX maintains a buffer of X milliseconds to hold audio before it delivers it to the ASIO sound card. Latency can be increased or decreased by changing this number with the max of 500ms and the minimum of 0. On fast systems the value can be set to 0 to have SFX bypass this buffer and send sound directly to the ASIO driver effectively achieving 0ms latency (sound card latency not included). This number is not 1 to 1 with the amount of latency, that is, if you the buffer to 500ms you will increase latency from when the GO button is pressed, however it will be less than 1/2 second.

**Prefill this many milliseconds on cue** -- When an effect is loaded into memory, this setting will determine the amount of milliseconds of each track to load into memory and prepare for playback. The minimum value is 100ms and the max is 2500ms.

**Fill this many milliseconds on playback** -- When the effect is playing, SFX needs to continue to read data from the hard drive and this setting tells SFX how many milliseconds to read on each request. If the number is too low the prefill buffer will run dry and you will get consistent drop outs. The minimum value is 1ms and the max is 100ms.

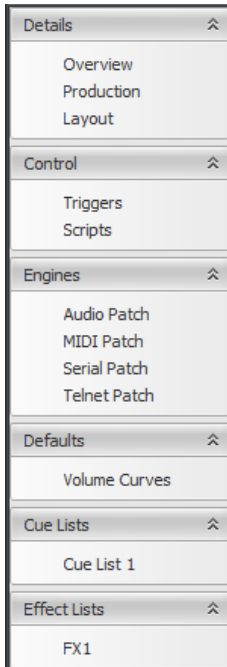
## **SFX REFERENCE GUIDE**

**Default Sample Rate** -- The sample rate to set the ASIO sound card to. A number larger than what the ASIO sound card can support will significantly increase the amount of CPU usage. Set this value to what the sound card expects or lower. If the sound card supports only 48000, setting SFX to 96000 will not increase the quality of your audio.

**ASIO Buffer Samples** -- The number of samples that ASIO will maintain in its' internal buffer. Different ASIO sound card manufactures handle this number differently so best to check with their recommendations on what to set this to.



## SFX 6 Production Properties



SFX Production Properties are properties that are specific to the production and are transportable from system to system. All data is stored in one .SFX file including the properties, notes and cue lists. SFX also has the ability to monitor what computer a show is running on so the correct audio patch, MIDI patch, COM patch and TCP/IP patch are correctly loaded. The first time a show is created the patch is assigned a computer ID, if this show moves to another computer a new patch will be created with this new computers ID. After all patches are created, moving the show from one system to another is an automatic process w/ SFX loading the patch appropriate for the computer by ID.

When a production is loaded, Production Properties are accessible from the File | Production Properties... menu item. The form contains a selection menu with groups Details, Control (Deluxe only), Engines, Defaults, Cue Lists. Each group has selectable items which load property pages specific to that item.

### Details

#### Production Properties – Overview

This page displays basic information about the production including the full name of the production file, the date it was first created, the version of SFX used to create the production, the date it was last modified, the version of SFX used last to modify the production, and the revision (number of times file was saved).

#### Production Properties – Production

Author – the name of the person who created this production.

Description – a brief description of this production.

Notes – more details about this production.

These files are using when printing/exporting data from SFX.

## Production Properties – Layout

Name	Theme	Font	ShortCut
> Layout: Edit 1	Black	Arial 9	... Ctrl+1

SFX layout feature provides the designer and operator numerous window placements. A layout can be created for the designer that is different than a layout for the operator. Multiple layouts can be created with specific windows enlarged for the current design process. For example, creating a show may have a layout where the toolbox and Effect Libraries are prominent where as teching show would have a large Active Matrix window. Layouts may be password protected and can have different theme. The Black theme is a standard theme where black text is displayed over a light background. For dark theatre spaces, there is a SFX Dark theme with white text over dark backgrounds.

Each production must have at least one theme and additional themes can be created by pressing the “Create New Layout...” button. Once a layout is created it can be edited by selecting it in the grid. The Name is the name that will be displayed in the Status Bar menu when there are 2 or more layouts. The Theme can be one of many different “looks” and is selected by the Theme dropdown in the grid. Each theme can be assigned a hot key for quick changing between themes or can be selected by the layout menu item in the status bar.

## ASSIGNABLE ATTRIBUTES

**Show Full Screen** – force SFX to be viewed in full screen

**Hide Titles** – hide all the titles from the dock-able windows and the main title bar

**Hide Main Menu** – hide the main menu. The first layout CAN NOT hide the main menu. If SFX hide the main menu on the first layout you would not be able to access Production Properties.

**Lock Layout** – prevent windows from moving

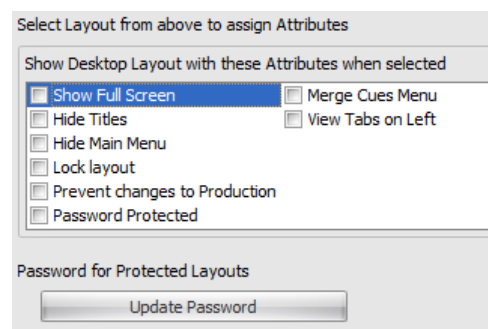
**Prevent changes to Production** – no changes will be permitted to the open production

**Password Protected** – assign a password to this Layout

**Merge Cue Menu** – each cue list has its' own cue menu, with this option checked, the cue list menu will be merged with the main menu

**View Tabs on Left** – cue lists will show tabs across the bottom of the cue list tabbed interface, with this option checked, the tabs are moved to the left side

**Update Password** – if Password Protected is checked, this button will open a form to assign the password to the production. All layouts use the same password and are not accessible unless the password is entered. If the last layout viewed is saved as the current layout and if there is a password assigned to it, SFX will find the first layout that has no password and display it.



## Control (SFX Deluxe)

### Production Properties – Triggers

SFX can process triggers from multiple different sources – Keyboard, MIDI, SFX\_Transport and execute scripts. To create a new trigger, press the “Create New Trigger” button.

The trigger will be displayed in the grid.

Enabled – enable or disable this trigger

Type – type can be Keyboard, MIDI, SFX\_Transport, or SFX\_Menu

Depending on the Type, Trigger will display the appropriate editor for the event to fire this Trigger.

- Keyboard will prompt for the key stroke and if it is on press or release.
- MIDI will prompt for the MIDI value or capture the MIDI data
- SFX\_Transport is currently the GO button
- SFX\_Menu are Script menu commands that will be added to the main Tools menu

Script – the name of the script to execute when this trigger is fired.

### Production Properties – Scripts

The scripting language is a powerful new tool capable of controlling every aspect of SFX and the production. Details on the language are provided in a later chapter.

To create a new script, press the “Create New Script” button. The grid will refresh with a new script with a Title and Script text edit box. The title must be unique and will show up in the Triggers Script column under Production Properties – Triggers and in the Script Effect (SFX Deluxe) for executing scripts directly from a cue list.

When text is entered for the script you can validate the syntax by pressing the “Validate Script” button or execute the script by pressing the “Execute Script” button.

Scripts are production specific and are stored in the production file. Scripts can be exported either as a complete library or individually. Press the Export Scripts button and select either “Library of Scripts (\*.xfx)” to export all scripts or “Script Files (\*.ssf)” to export only the selected script.

To import scripts, press the Import Scripts button and select either a \*.xfx file to import an entire library or \*.ssf to import an individual script.

For ongoing detailed discussion on Scripts, visit the Knowledge Base on [www.StageResearch.com](http://www.StageResearch.com) or follow discussions at the SFX\_Users list on Yahoo!

## Engines

### Production Properties – Audio Patch

Audio Patch is the mapping of Busses to physical input or outputs and is specific to the sound and computer that the production is running on. To create a new patch, press the “Create New Patch...” button. A form will prompt for the name of this patch, the sound engine to use, and the physical channels to connect this patch to. When the OK button is pressed, the sound card is tested and will report any errors. Once a patch is created it will be displayed in the top grid. The Patch Name is the only column that can be edited in this grid.

Patch Name	Channels	Audio Device
> Audio Patch 1	2	ASIO:{{ASIO AudioFire (1 to 2)}}{{ASIO AudioFire}}{{2}}{{18}}

The ASIO Panel button will display the ASIO settings dialog specific to the sound card that is used. This dialog is specific to the sound card manufacturer so refer to their manual for details.

### AUDIO OUTPUT GRID

Buss	Gain	Out 01	Out 02
> Left	0	0	0
Right	0	0	0

**Buss** – the name of the Buss visible to all cues created in SFX.

**Gain** – the overall gain of this buss. Gain is applied prior to sending to the outputs

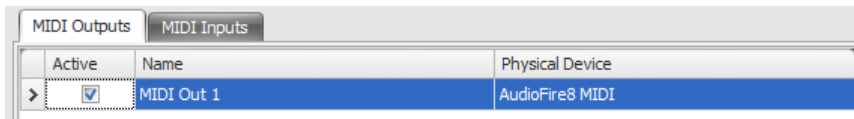
**Out XX** – the physical channel on the sound card

**Add/Delete** – additional virtual busses can be created and is useful when moving a show from one system to another. If you have four physical outputs in your studio and know that your show will be designed on a system with eight physical outputs, create four additional virtual busses and assign their output to one of the existing physical channels. SFX will display all matrixes using Buss structure defined and it will appear that you have 8 outputs. A single buss can route audio to more than one output.

## Production Properties – MIDI Patch

MIDI Patches work similar to the Audio Patch where each computer can have different patches based on what hardware is available. SFX will send commands to the user defined “Name” of the MIDI Device which may be patched differently depending on the physical hardware of your system. Computer A might have an AudioFire4 where Computer B might have an AudioFire12. SFX will load the correct patch based on what system you are loading this show on, however you must create the new patch based on the same “Name” on both systems one time for SFX to track it from then on.

To create a new patch, press the “Create New Patch” button.



### MIDI OUTPUTS

**Active** – if checked this MIDI device will be active

**Friendly Name** – the name that is visible to the various MIDI output points in SFX. Assign a Friendly Name to this port so that if the show moves from computer to computer the MIDI patch will be specific to that machine but the output will remain the user defined “Name”

**Physical Device** – the physical device to use for this MIDI output

### MIDI INPUTS

**Active** – if checked this MIDI device will be active

**Friendly Name** – the name that is visible to the various MIDI input points in SFX. Assign a Friendly Name to this port so that if the show moves from computer to computer the MIDI patch will be specific to that machine but the output will remain the user defined “Name”

**MSC ID (SFX Deluxe)** – the MIDI Show Control Device ID to assign to this MIDI Input device. If this input port is used for MSC, only commands that match this device ID will be accepted. Regardless of MSC ID, 127 (0x7F) will always be monitored.

**Physical Device** – the physical device to use for this MIDI input

### Production Properties – Serial Patch

Active	Name	Physical Device	Baud	Data ...	Parity	Stop Bits	Handsh...
<input checked="" type="checkbox"/>	Nugget1	COM3	9600	8	None	One	None
<input type="checkbox"/>	Nugget2	COM1	9600	8	None	One	None

The Serial Patch works similar to the other patches in SFX where SFX will maintain what patch is specific to the machine that the production is running on. The Serial device is both a read and a write device, so once a Serial Patch is created, SFX will be able to send and receive data on this COM port.

To create a new serial patch, press the “Create New Patch” button.

Active—if checked this COM device will be active

Name – the name that SFX refers to this device on this computer

Physical Device – the physical COM port to use on THIS computer

Baud/Data Bits/Parity/Stop Bits/Handshake – standard COM Port settings

### Production Properties – Telnet Patch

Active	Name	Physical Device	Port
<input checked="" type="checkbox"/>	SFX Rig 2	192.168.1.1	3801
<input checked="" type="checkbox"/>	LightFactory	127.0.0.1	3100

The Telnet Patch works similar to the other patches in SFX. To create a new telnet patch, press the “Create New Patch” button. Telnet (TCP/IP) patches are output patches and can communicate with any device that accepts a TCP/IP connection. (For TCP/IP Input, visit the System Properties options.)

Active – if checked this TCP/IP device will be active

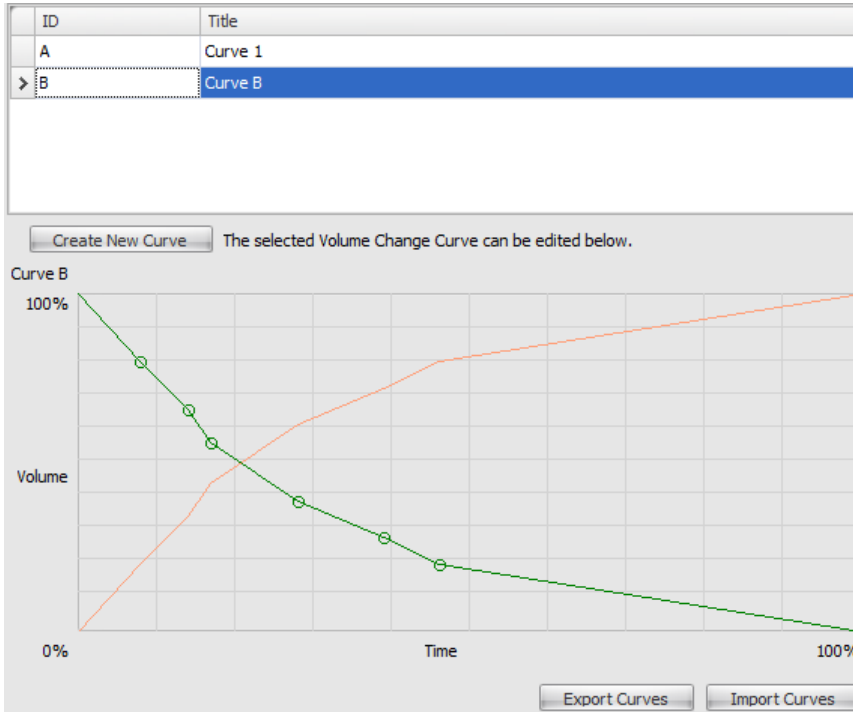
Name – the name that SFX refers to this device on this computer

Physical Device – the physical IP device to use when writing to this device

Port – the port to access when writing to this device

## Defaults

### Production Properties – Volume Curves



Volume curves are a powerful new feature of SFX where a curve can be manually drawn and assigned to any cross point in any cue. Simple linear curves or very complex curves can be created. To create a new curve, press the “Create New Curve” button. A new curve will appear in the grid and can be assigned a unique ID and a longer Title. The ID is displayed in the matrix when editing the Volume Effect in the cue list.

To edit a curve, select the curve in the curve grid and use your mouse to draw points on the green line. Every time you click the mouse a new point will be generated. These points can be dragged to create different relative levels. Use the Right mouse button on a point to delete it.

The curve is relative based on the volume that the cue is at when it starts and the length of the volume change. If the start volume is greater than the end volume, then the Green line is applied. If the start volume is less than the end volume, the Red line is applied.

Curves are saved in the production file and can be Exported or Imported to easily move them from production to production.



## Cue Lists

### Production Properties – Cue List X

This menu will grow depending on the number of cue lists that are in the production.

**Title** – the name of the cue list, will be displayed in the cue list title or tab

**ID** – the ID of the cue list will be displayed in the cue list title or tab. The ID is used in the scripting language and the Command Effect to reference this list

**Author** – the name of the author of this cue list

The cue list will also track the date it was first created, the date it was last modified, the version of SFX used to create it, the version of SFX used that last modified it and the current revision of the list (number of times it was saved).

**Description** – short description of what this cue list is

**Notes** – longer notes section for this cue list

**Default Cue Numbers to Numbers or Default Cue Numbers to Letters** – when creating new cues this setting will determine if cues are created with Letters or Numbers as the cue identifier. Cue list properties are independent from each other cue list, so each list can have different (or same) triggers assigned to them and run on different timecode clocks.

## TRIGGERS

The Transport in the cue list can be assigned either Keyboard or MIDI triggers. Click on the MIDI/Key button next to each transport item and select the Keyboard and/or MIDI trigger to associate with this transport item.

## TIMECODE

**MIDI Output** – the MIDI device to use to send MIDI Timecode

**Format** – format of the MIDI Timecode to send out the MIDI port or if no MIDI port is assigned the format to use internally for this list.

**MIDI Input**—the MIDI device to use to read MIDI Timecode

**Free run timecode if source timecode is lost** – if checked, SFX will continue to run timecode internally if timecode is lost and re-sync when time code is received again.

When clock is stopped, stop all effects with timecode triggers – if checked, SFX will stop all effects that have a timecode value assigned to them.

## **Effect Library**

### **Production Properties – Effect Library X**

Similar to the Cue Lists, Effect Libraries are a place holder for your library of Effects.

Title – the name of the Effect Library, will be displayed in the Effect Library title or tab

ID – the ID of the Effect Library will be displayed in the cue list title or tab.

Author – the name of the author of this Effect Library

The Effect Library will also track the date it was first created, the date it was last modified, the version of SFX used to create it, the version of SFX used that last modified it and the current revision of the list (number of times it was saved).

Description – short description of what this Effect Library is

Notes – longer notes section for this Effect Library

Default Cue Numbers to Numbers or Default Cue Numbers to Letters – when creating new cues this setting will determine if cues are created with Letters or Numbers as the cue identifier.

## Dock-able Windows

The SFX GUI has a number of windows that can be docked inside the main window, hidden, or standalone either inside or outside the main window. Following is a brief description of each window with more information in the [SFX 6 Users Guide](#).

## Toolbox

By default the toolbox contains basic tools. These tools can be dragged onto a cue list creating complex cue sequences.

## Common Effects

- Autofollow – links two cue parts together where the first part must complete before the next part is fired automatically
- Command – fires commands to control SFX, trigger other effects, control the clocks or shut down SFX and the computer
- Memo – a text note
- MIDI – MIDI data to send to a MIDI port
- MIDI Sequence – a MIDI file to play
- Sound – a WAV, MP3, or WMA file to play
- Stop – a cue that targets other cues to stop them
- Volume – targets a cue and performs a volume change over time
- Wait – links two cue parts together and waits a specified amount of time before the next part is fired automatically

## Extended Effects (SFX Deluxe)

- MIDI Show Control – MSC command to send out a MIDI port
- Script – a SFX Script to execute
- Serial – a data packet to send out a serial port
- Telnet – a data packet to send out a TCP/IP port

Additional user defined tabs can be created to store user effects and is useful when creating libraries to control external equipment.

## **GO!**

The GO window contains one button that fires a GO to the active cue list. This is the default behavior of the GO button, however it can be overridden by creating a script and assigning it to SFX\_Transport | GO.

## **Transport**

The Transport has two grids, the top grid shows effects that are currently in STANDBY, the bottom grid shows effects that are currently playing. If you have more than one cue list, the top can be expanded to show all cues in STANDBY.

## **Active Matrix**

The Active Matrix is a view into the audio engine and will show all currently CUED, or PLAYING effects and what their volumes are. This tool is the quickest way to set and update volumes for the cue list. While the show is running SFX will track what cue the volume settings are coming from and update the proper cue. For example, if you play a wave file, then a volume change on that wave file, SFX will update the last cue that executed, in this case the Volume Change.

## **Command Interface**

The Command Interface displays the log of SFX activity. It also is the tool that can be used to type in script functions to directly control SFX.

## **Effect Library**

A place holder for user defined effects that can be used in the creation of new Productions. Effect Libraries in the Effect Library are very similar to how SFX maintains Cue Lists. Cues in the Effect Library can be collapsed, can store volume changes, imported or exported.

## **Help**

The Help window displays current topics of interest for running SFX.