Cue Recipes

Recipes can be used in cue and presets. See the **Recipe Preset** topic to learn about using recipes in presets. This topic is about recipes in cues.

A recipe can contain multiple lines describing what should happen based on a set of information. The recipe can be used to "cook" values into the cue.

A recipe line can contain information about a group, preset, MAtricks, individual fade, delay, speed, and phase values.

Values from recipes can be combined with conventionally stored values.

Adding Cue Recipes

Recipes are added to each cue part in a sequence. There are two ways to access the recipes. The **EditOptions** command can be used on a cue part to open an edit pop-up:
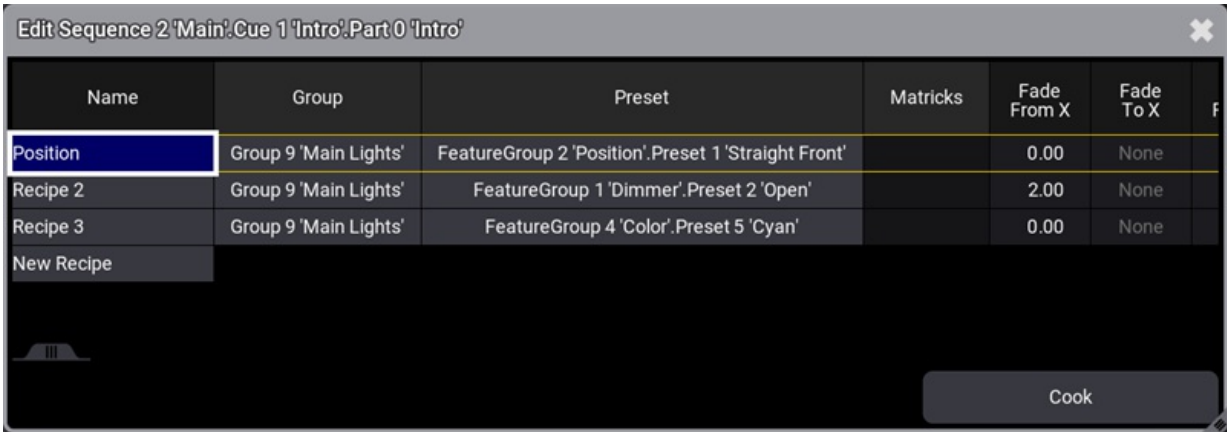
EditOption pop-up for cue part with some recipes

This pop-up gives access to adding, editing, and deleting recipe lines. It also has a `Cook` button, than can be used to cook the cue part.

The other option to access the recipes is by turning On the `Show Recipes` mask in a **Sequence Sheet**:

Sequence sheet with cue recipes showing

Both ways show the same recipe lines and the same columns. Showing the recipe lines in the sequence sheet adds a filter line that allows filtering of the different elements in the recipe. This line can be moved up or down by tap and hold the line and slide it up and down. Release the screen at the desired location.

Learn more about this line and the different columns in the **Recipe Presets** topic.

The cells in the lines can be edited and more lines can be added by tapping and holding the New Recipe .

Each line can contain a set of information.

The MAtricks column and the individual MAtricks columns only take effect when there is ranged data from, for instance, a **MAgic preset**.

To store the recipe values into the cues, they need to be "cooked" using the **Cook keyword**. An entire sequence can be cooked in one command.

The general syntax for cook is: **Cook [object] (/option)**

There are three options:

- **Merge** - Default if nothing else is specified. Replace cooked data and add new cooked data based on the recipe ingredients, but do not replace non-cooked data.
- **Overwrite** - Removes previously cooked data and adds cooked data based on the recipe ingredients and replaces non-cooked data.
- **Remove** - Removes all cooked data from the cue part.

Making changes to the recipe line automatically cooks the line using the merge option. Recipe lines without a group do not auto-cook.

A cue with recipe information gets the small pot icon in the name column. It does not indicate whether there are cooked values or not.