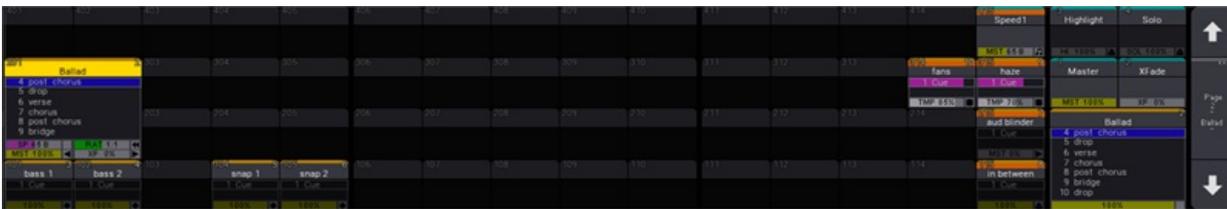


## Playback Bar

The playback bar displays the objects currently assigned to the corresponding executors. The bar includes the playback status of each object as well as the available controls assigned to the executor keys, faders, and knobs.

The playback bar appears permanently on some screens and optionally on other screens. Depending upon where an instance of the playback bar appears, the bar may contain additional information about the assignment and status of the **Master Area** or **Custom Area** as well as page navigation controls.

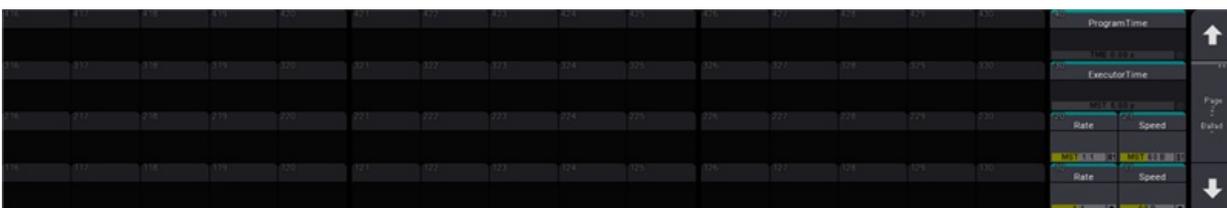


*Playback bar with master area and page navigation.*

Tap the display of any executor in the playback bar to open the **Assign Menu** for that executor. For more information about the **Assign Menu**, see the [Assign Object to an Executor](#) topic.

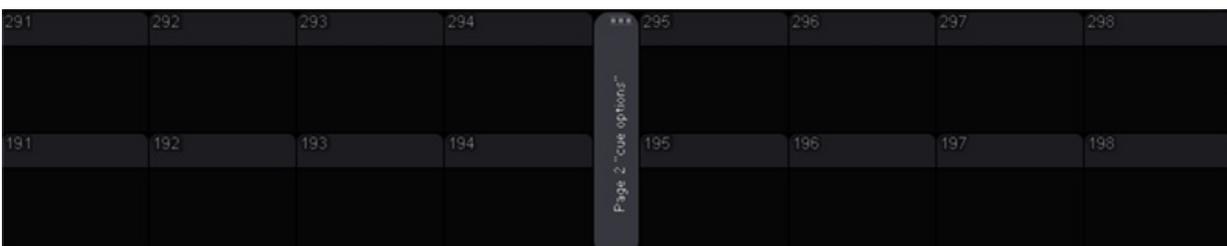
Tap and hold the display of any object assigned to an executor in the playback bar to edit the object. When editing a sequence, a temporary version of the **Sequence Sheet** appears. For more information about the **Sequence Sheet**, see the [Look at Cues and Sequences](#) topic.

The playback bar with the master area and page navigation always appear on screen 9. To show or hide this version of the playback bar on screen 2 on any grandMA3 console or the grandMA3 onPC software, tap **Show Playback Bar** in the **Configure Display** pop-up on screen 2.



*Playback bar with custom area and page navigation.*

The playback bar with the custom area and page navigation always appear on screens 10, 11, and 12. To show or hide this version of the playback bar on screens 3, 4, or 5 on any grandMA3 console or the grandMA3 onPC software, tap **Show Playback Bar** in the **Configure Display** pop-up on the desired screen.





### *Playback bar with Xkeys.*

The playback bar can also appear on screen 7, showing the assignment and status of the Xkeys. To show or hide the playback bar on screen 7 on any grandMA3 console or the grandMA3 onPC software, tap **Show Playback Bar** in the **Configure Display** pop-up on screen 7.

A window showing the assignment and status of the Xkeys is also available under the **Common** and **All** tabs in the **Add Window** pop-up. Likewise, a version of the playback bar is also available as a window under the **Common** and **All** tabs in the **Add Window** pop-up. The **Playback** window does not include the custom area, master area, or the same page navigation controls as the **Playback Bar**. For more information on adding windows, see the [Add Windows](#) topic.

Both the **Playback** window and the **Xkeys** window additionally include on-screen copies of the relevant faders, knobs, and keys. To show or hide these additional controls, tap **Executors** in the **Window Settings** pop-up. To show or hide the labels, tap **Labels** in the **Window Settings** pop-up. To display a specific page in the current instance of the **Playback** or **Xkeys** window, tap the **Page** button in the **Window Settings** pop-up and tap the desired page in the **Select Page** pop-up. Tap **<Link Selected>** at the top of the **Select Page** pop-up to always display the current executor page.

In the **Playback Window Settings** pop-up, tap the **Row400**, **Row300**, **Row200**, or **Row100** button to show or hide labels and executors for the specified executor row. Tap the **WingID** button to open a pop-up to choose which set of executor columns to display. Each **WingID** represents a different set of 15 columns of executors.

For more information about the **Configure Display** pop-up, see the [Configuration of Displays](#) topic.

For more information about screen allocation, see the [Screen Allocation](#) topic.

For more information about executors, page navigation, and the playback window, see the [Executors](#) topic.