



Cue Recipes

Recipes can be used in cues and presets. See the [Recipe](#) topic to learn the basics of recipes and the [Recipe Preset](#) topic to learn about using recipes in presets. It is a good idea to read the recipe topic before this one.

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 "cooks" values into the cue.

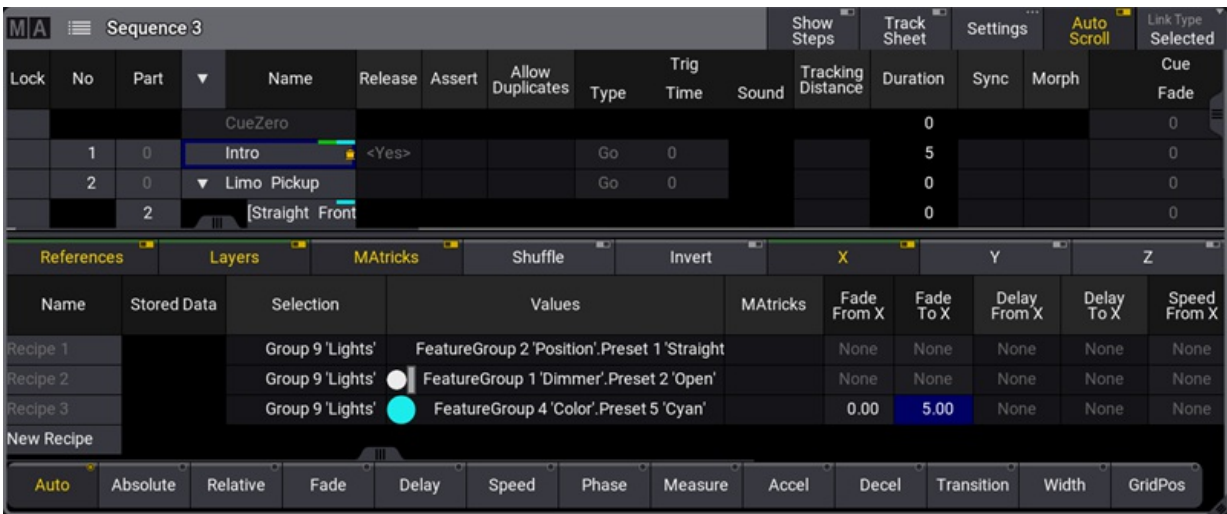
A recipe line can contain information about a selection, values, MATricks reference, individual fade, delay, speed, phase values, and MATricks values.

Values from recipes can be combined with conventionally stored values.

Adding Cue Recipes

Recipes are added to each cue part in a sequence.

The best way to access the recipes is by turning On the [Show Recipes](#) mask in a [Sequence Sheet](#):



Sequence sheet with cue recipes showing

This gives access to adding, editing, and deleting recipe lines.

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 [Recipes](#) 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 reference column and the individual MATricks columns only take effect when there is ranged data from, for instance, a **MAGic preset** or a timing range.

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

In that case, the updated values might need to be recooked. This can be done 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 existing cooked data and add new data based on the recipe ingredients, but do not change non-cooked data.
- **Overwrite** - Delete all contents of target object and cook new data based on the recipe ingredients.
- **Remove** - Delete any data from the target object that has been cooked but never updated.

Executing a cook command without an option keyword opens a pop-up prompting for which option to use. It also includes a cancel option that cancels the cook command.

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.