



Sequence Sheet

The different sequences are best seen in the [Sequence Pool](#).

The best way to see the cues inside a sequence is the **Sequence Sheet**:

Lock	No	Part	Name	Trig	Type	Time	Sound	Duration	Cue	Fade	Delay	Snap Delay	Release	Break	Assert	Allow Duplicates	Tracking Distance	Sync	Morph	Transition	Command Delay	Command	Note
	0		CueZero					0	0	0	0									Linear	0		
	1	0	Intro	Go	0			1	1	0	0		<Yes>							Linear	0		
	2	0	Limo Pickup	Go	0			3	3	0	0			Only Dimm		Yes				Linear	0		
	2		[Straight Front					3	0	3	0									Linear	0		
	2.5	0	Limo Ride	Follow	+2			2	2	0	0									Linear	0		
	4	0	Nakatomi Plaza	Go	0			5	5	0	0		Yes							Linear	0		
	4.5	0	Christmas Party	Go	0			1	1	0	0				Yes					Slow	0		
	1		G1 Indiv Dim					4	0	0	0									Linear	0		
	5	0	Hollys Office	Go	0			3	3	0	0									Linear	0		
	6	0	End of First Part	Go	0			2	2	0	0		Yes							Linear	0		
			OffCue					0	0	0	0		Yes		Yes					Linear	0		

Sequence sheet for a sequence called "Main" - Cue 2 is active

The sheet shows the cues and cue parts in rows. The different cue settings are in columns. Read below for a description of the different columns.

The purpose of this sheet is to see the cues in a sequence. It also shows the active cue with a green frame. Cue fades and delays are visualized with moving bars while the fades are running.

The sheet can be created as a window in a view using the [Add Window pop-up](#), or displayed as a temporary pop-up by editing a sequence pool object.

The sheet can show a lot of different markers and colors - read more about all these in the [Markers topic](#).

The sheet can display a value tracking section. In this section, all the stored attribute values are displayed. This can be a very handy tool to see the flow of an attribute through the cues. These values can also be edited directly in the sheet.

Most other fields in the sheet can be edited directly. This can affect the look of the show. For instance, the cue fade and delay times are stored when the cue is created. The default timing is used if nothing else is defined. The cue timing can be edited in this sheet.

Tapping this sheet to give it focus changes the encoder toolbar to make it easy to edit the cue timings. Read more about the toolbar [below](#).

When a trigger type is set for the OffCue of a sequence, Wrap Around will be disabled. Enabling Wrap Around for a sequence removes the trigger type for the OffCue.

Title Bar

The left side of the title bar has the MA logo. Tap this to open the settings for the sheet. Read about them [below](#).



Next to the logo are the sequence number and name. Information about the active world (if different than world 1) is displayed below the Sequence number and name. Next to the world information is the number and name of the currently active cue.

Some buttons can be on the right side of the title bar. This can be defined by editing the title bar in the window settings. Learn more in the [Title Bar Configuration topic](#).

Main Part of the Sheet

The main part of the sheet is below the title bar. Here is the sheet with rows and columns.

There is a sequence sheet setting that defines how the cue timing is displayed in the sheet. The option is called **Condensed Timing**. The cue fade and delay are actually four different times because there are both fade and delay for values fading in (or up) and for dimmer values fading down. The condensed view shows this in two columns where the time can be separated by a slash (/). The value on the left is the InFade, the value on the right is the OutFade. The list below shows the uncondensed timing columns. Read more in the [Cue Timing topic](#).

This is a short description of each of the possible columns in the sheet:

- **Lock:**
Changing the value to **Yes** in this cell locks the cue from being edited.
- **No:**
This is the cue number.
- **Part:**
This shows the cue part number.
- **Name:**
This is the cue (part) name. If the cue contains part cues, an arrow allows them to fold and unfold the parts. In the example above, there are cue parts in cues 2 and 4.5. It is unfolded so the parts can be seen.
- **Release:**
Changing the value to **Yes** in this cell makes the cue release tracked values. Learn more in the [What is Tracking topic](#).
- **Break:**
A break blocks new values of attributes being tracked. Editing the cell opens an **Assignment Editor** pop-up where a filter or world can be selected. The selected filter or world defines what is blocked by the break. Learn more in the [Break topic](#).
- **Assert:**
Changing the value to **Yes** in this cell makes the cue assert tracked values.
- **Allow Duplicates:**
If several parts of the same cue are to contain values for the same attributes, use **Allow Duplicates** to enable this function. Absolute and relative values in multiple parts will use the value with the highest cue part number.



- **Trig Type:**

There are five different trigger types. Editing this cell opens a small select pop-up with the five different options:

 - **Go:**

The cue needs a Go command to be triggered.
 - **Time:**

The cue is triggered a set time after the previous cue is triggered. The time is set in the **Trig Time** column.
 - **Follow:**

A follow cue is triggered when the previous is completely done with the cue **Duration** (which includes all individual timing).
 - **Sound:**

This will trigger the cue using a sound as the trigger. Choosing one of 22 different frequency areas in the Trig Sound column is possible. Learn more about sound input in the [Sound Window topic](#).
 - **BPM:**

This will trigger the cue using the beats in the sound input. This can become useful with several cues triggered by the BPM (beats per minute).
- **Trig Time:**

The values stored here are only used if the trigger is **Time**.
If the trigger is **Time**, then the time in the cell will be used. The time starts counting down when the previous cue is triggered.
- **Trig Sound:**

This setting defines the sound used to trigger the cue when the **Trig Type** is sound.
- **Tracking Distance:**

The tracking distance sets how many cues a value should track. If the cell is empty, it tracks until changed. Read more about tracking distance in the [What is Tracking topic](#).
- **Duration:**

This is the overall cue time transition time. It is a combination of the longest fade time and any delays. This is the time used with the Follow trigger. The cell cannot be edited. It always shows the complete transition time.
- **Sync:**

Synchronizes the fixtures of the phaser. For example, if fixtures join the already running phaser, they will be synchronized with the fixtures already running. Learn more about sync in the [Phaser topic](#).
- **Morph:**

If the property is enabled and the phase of the fixtures changes from one cue to the next, they will stay on track and morph into their new phase value. If the option is disabled, the fixtures will take the direct way to their new position in the phase.
- **CueIn Fade:**

This is the fade time for all non-snap attributes and dimmer values that increase in value.
- **CueIn Delay:**

This is the delay or wait time between the trigger, and the actual cue in fade begins.
- **CueOut Fade:**

This is the fade time for dimmer values that goes down in value. The default values for this are the same as the CueIn Fade time - it is linked to the cue in fade with the **None** value.



- **CueOut Delay:**
This is the delay for the **Out Fade** (only dimmer values). Its default value is the same as the CueIn Delay value.
- **Snap Delay:**
This can be used to control when "snap" attributes change values.
- **Transition:**
This can be used to select a transition path for the fade. The different options are described in the [Cue Timing topic](#).
- **"Preset type" Fade:**
Each preset type has columns called the name of the preset type followed by "Fade". This uses the cue in fade as a default. It can be changed to give all values in the preset type a different fade time. All fixtures with new values in this preset type will use this timing for the attributes in the preset type.
- **"Preset type" Delay:**
Each preset type has columns called the name of the preset type followed by "Delay". This uses the cue in delay as a default. It can be changed to give all values in the preset type a different delay time. All fixtures with new values in this preset type will use this timing.
- **Command Delay:**
This will add a delay between the triggering of the cue and the execution of the command. See **Command** just below.
- **Command:**
Commands (like the ones written in the command line input) can be written in the cues. When the cue is triggered, they are executed on the GlobalMaster, IdleMaster, or Standalone station.
- **Note:**
This is a multiline text field where a note can be added to the cue. Learn more in the [Notes topic](#).
- **MIB Preference:**
This defines whether the cue is good for the MIB function. Read more in the [Move In Black topic](#).
- **MIB Mode:**
This sets the MIB mode. This can only be edited if MIB is possible. Read more in the [Move In Black topic](#).
- **MIB Target:**
Defines a cue where the MIB should be performed if possible. This can only be edited if MIB is possible. Read more in the [Move In Black topic](#).
- **MIB MultiStep:**
Defines what should happen with phasers in the MIB. This can only be edited if MIB is possible. Read more in the [Move In Black topic](#).
- **MIB Fade:**
Sets the MIB fade time. This can only be edited if MIB is possible. Read more in the [Move In Black topic](#).
- **MIB Delay:**
Sets the MIB delay time. This can only be edited if MIB is possible. Read more in the [Move In Black topic](#).
- **Indiv Fade:**
This is "Individual Fade". It displays the time for attributes that have individual stored fade times. This cell cannot be edited.
- **Indiv Delay:**
This is "Individual Delay". It displays the time for attributes that have individual stored delay times. This cell cannot be edited.



- **Indiv Duration:**

This is "Individual Duration". It displays the overall time for attributes that have individual stored fade and delay times. This cell cannot be edited.

- **Speed Master:**

A Speed Master can be assigned to the cue or cue part by editing this cell. The speed of the cue or cue part is only controlled by the assigned speed master. A speed master assigned to the sequence has a lower priority and does not influence a cue or cue part with a different assigned speed master.

- **Speed Scale:**

This can be used to scale the speed of the cue or cue part. A speed scale assigned to a cue or cue part has a higher priority than a speed scale assigned to the sequence.

- **Appearance:**

An Appearance can be assigned to the cue or cue part. It is connected with a sequence sheet setting called **CuePart Appearance**, which defines how the appearance is displayed. Read more [below](#).

All cells with a light or dark gray background color can be edited, and the field's value can be changed. Fields with a black background cannot be edited.

Track Sheet Mode

The sequence sheet can be in **Track Sheet** mode. This can be changed in the window settings - and the setting can be a button in the title bar.

Lock	No	Part	Name	Release	Break	Tracking Distance	Cue Only	Show Steps	Track Sheet	Settings	Auto Scroll	Link Type Selected
	0		CueZero				3	3		R	3	B
	1	0	Intro	<Yes>		20	Dim	P	T		G	
	2	0	Limo Pickup		'Only Dimm	50						
		2	[Straight Front			50			2.1 Stra2.1 Straight			
	2.5	0	Limo Ride			0			2.1 Stra2.1 Straight			
	4	0	Nakatomi Plaza	Yes					2.2 Fan2.2 Fan Out			
	4.5	0	Christmas Party						2.2 Fan2.2 Fan Out	4.4 Blue	4.4 Blue	4.4 Blue
		1	G1 Indiv Dim			50			2.2 Fan2.2 Fan Out	4.4 Blue	4.4 Blue	4.4 Blue
	5	0	Hollys Office			0			2.2 Fan2.2 Fan Out	4.4 Blue	4.4 Blue	4.4 Blue
	6	0	End of First Part	Yes								
			OffCue	Yes								

Sequence Sheet in Track Sheet mode

The default for this mode is to hide most of the normal columns and show attribute data in columns instead.

The attribute values and markers have different colors indicating different statuses like the tracking status. Read about the colors and markers in the [Colors topics](#). Read about tracking in the [What is Tracking topic](#).

The values can be edited in the sheet. The **Cue Only** setting can be activated in the settings, and it can be a button in



the title bar that appears when **Track Sheet** is On. This makes edited values follow the **cue only rules**.

When cues with multiple parts are expanded to show all the parts, it is easy to see exactly what parts have stored which values. When the cues are collapsed only to show one row, the values from the parts are shown in this row with a small text in the lower right corner telling what part the values come from.

No	Part	▶	Name	Release	Break	Tracking Distance	3	3	
							Dim	P	T
0			CueZero						
1	0		Intro	<Yes>			20		
2	0	▶	Limo Pickup		'Only Dimm		50	2.1	Straight Front Part 2

Collapsed cue with multiple parts

This example is the same cue 2 as the image above. The only difference is that the cue is collapsed to only show one row. Notice the small text showing that the pan and tilt values are from part 2.

The **Layer Toolbar** can be turned On in the settings. This can be useful when there is a desire to edit or look at values in other layers.

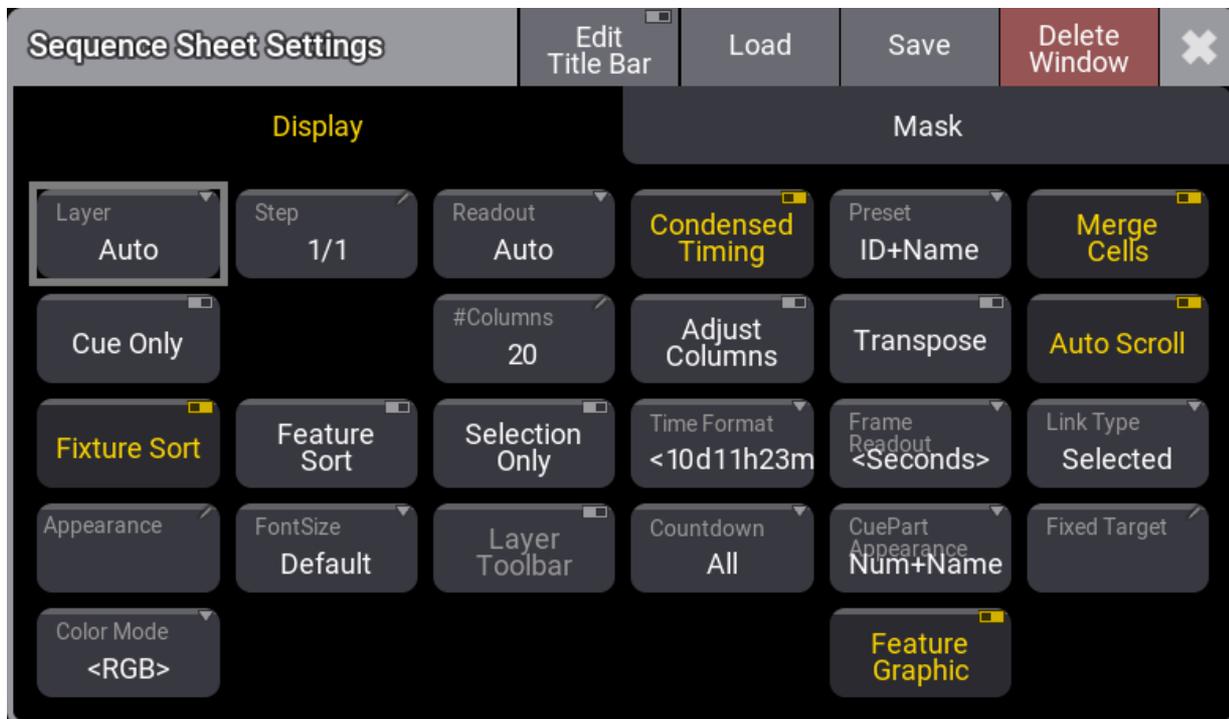
Editing a value opens the Calculator, where a new value can be selected from Presets, Channel Sets, Specials, or simply typed.

The **calculator** has some special functions in the track sheet that defines what is changed, and there are special buttons that give access to block, unblock, and extract presets.

Extract presets will remove the link to a preset and store the current preset values directly in the cue.

Sequence Sheet Settings

The sheets have a lot of settings. They are accessed by tapping the MA logo in the upper left corner of the window.



Sequence Sheet Settings - Display tab

Some of them are general settings that are shared with other windows. Read about them in the [Window Settings topic](#).

There are two tabs in the settings: **Display** and **Mask**.

This is a description of the display settings unique to the sequence sheet.

- **Auto Scroll:**
This On/Off button activates the auto-scrolling function. This is the same setting as the button in the title bar. Read more in the description above.
- **Condensed Timing:**
This toggles if the timing columns are displayed condensed or if all four timing columns are visible. Read about the main part of the sheet above.
- **Countdown:**
A cue timing countdown can be displayed while the fade is running. This setting has three options:
 - **Off:**
There is no countdown in any of the timing columns. They always display the set times.
 - **Duration:**
The duration column displays a countdown while the cue transition is running.
 - **All:**
The duration and cue timing columns display a countdown while the cue transition is running.



- **CuePart Appearance:**

This defines how the cue part appearance is displayed in the sheet. The options are:

- **Off:**
Cue part appearance is not displayed.
- **Number:**
The appearance is only shown on the cue number column.
- **Num+Name:**
The appearance is displayed in the number and name columns.
- **All:**
The appearance is displayed on all columns.

- **Selection Only:**

This On/Off button is a mask function that hides fixtures not currently selected in the programmer. This is valid when the **Track Sheet** mode is On.

- **Settings:**

This is only visible when editing the Title Bar. This opens the sequence settings. Here it is possible to change different settings about the sequence. Read more in the [Sequence Settings topic](#).

The mask settings unique for the sequence sheets are:

- **Command:**

This On/Off button shows or hides the group of Command columns.

- **Cue Settings:**

This On/Off button shows or hides the cue settings columns.

- **Cue Timing:**

This On/Off button shows or hides the cue timing columns.

- **Filter:**

An existing filter can be chosen to filter the content of the sheet.

- **Filter Toolbar:**

This setting show or hide a filter toolbar that can be used to filter the content of the sheet.

- **MIB Settings:**

This On/Off button shows or hides the MIB columns.

- **Note:**

This On/Off button shows or hides the Note column.

- **Preset Timing:**

This On/Off button shows or hides the preset timing columns.

- **Show Notes:**

This On/Off button shows or hides the notes for the selected cue at the bottom of the Sequence sheet. Read more about it in the [Notes topic](#).

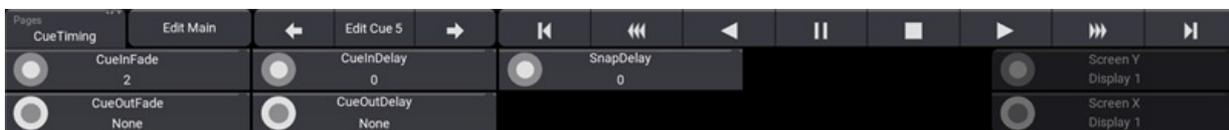
- **Show Recipes:**

This On/Off button shows or hides the cue recipes at the bottom of the Sequence sheet. Read more about it in the [Cue Recipes topic](#).

- **Show Steps:**
This On/Off button shows or hides the cue steps in the Sequence sheet. This is useful with **Track Sheet On**.
- **Track Sheet:**
This On/Off button shows or hides the values and tracking information for each attribute in the sheet.

Sequence Edit Toolbar

The encoder toolbar changes when the sequence sheet has focus. The sheet can get focus by tapping the sheet.



Sequence Edit Toolbar - Basic Timing page

There are several pages with many different settings for the cues. The pages can be changed using the swipe button in the upper left corner of the toolbar (see the image above).

The top row in the toolbar gives access to select a cue. There are also playback controls that can be used to run cues. Read more in the [Play Back Cues topic](#).

Turning the two rings on the encoders changes the respective values for the selected cue in the sheet.

The lower row is the outer ring of the dual encoder. The middle row is the inner ring of the dual encoders.