



CueBase

USER MANUAL

Version 1.0.1

Audio • Video • Show Control

KGM Studios

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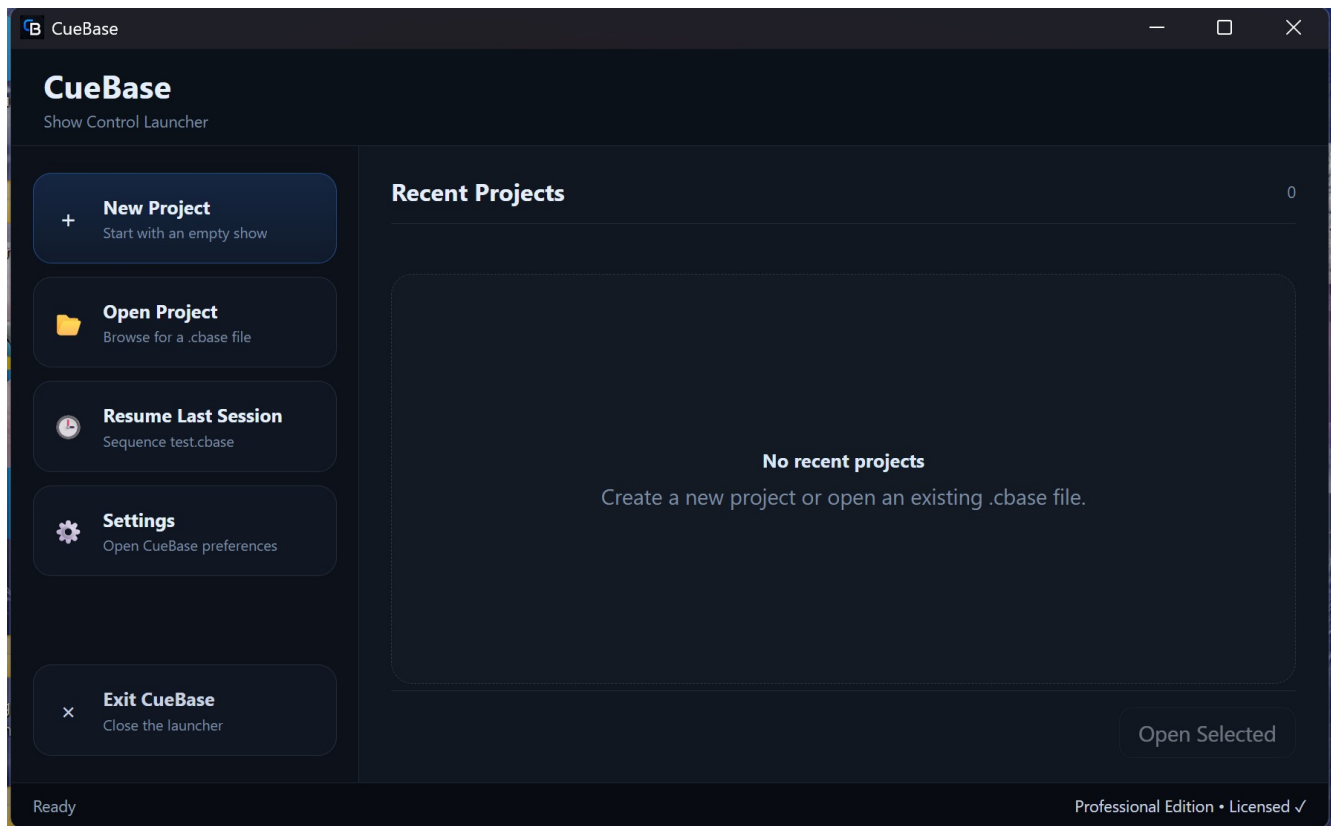
- 1. About CueBase
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- 4. Running a Show
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This manual documents the CueBase v1.0.1 public release interface. Items visibly marked Future, Coming Soon, or otherwise unavailable are not presented as active v1.0.1 features.

1. About CueBase

CueBase is a Windows show-control application for organizing and running audio, video, grouped sequences and external-control cues from a single operator workspace.

- Public manual version: CueBase v1.0.1
- Primary workflow: build a cue list in Edit mode, then operate it in Show mode.
- Supported control cue families in v1.0.1: OSC, MIDI, Timecode, Play, Pause, Stop, Fade and Release.

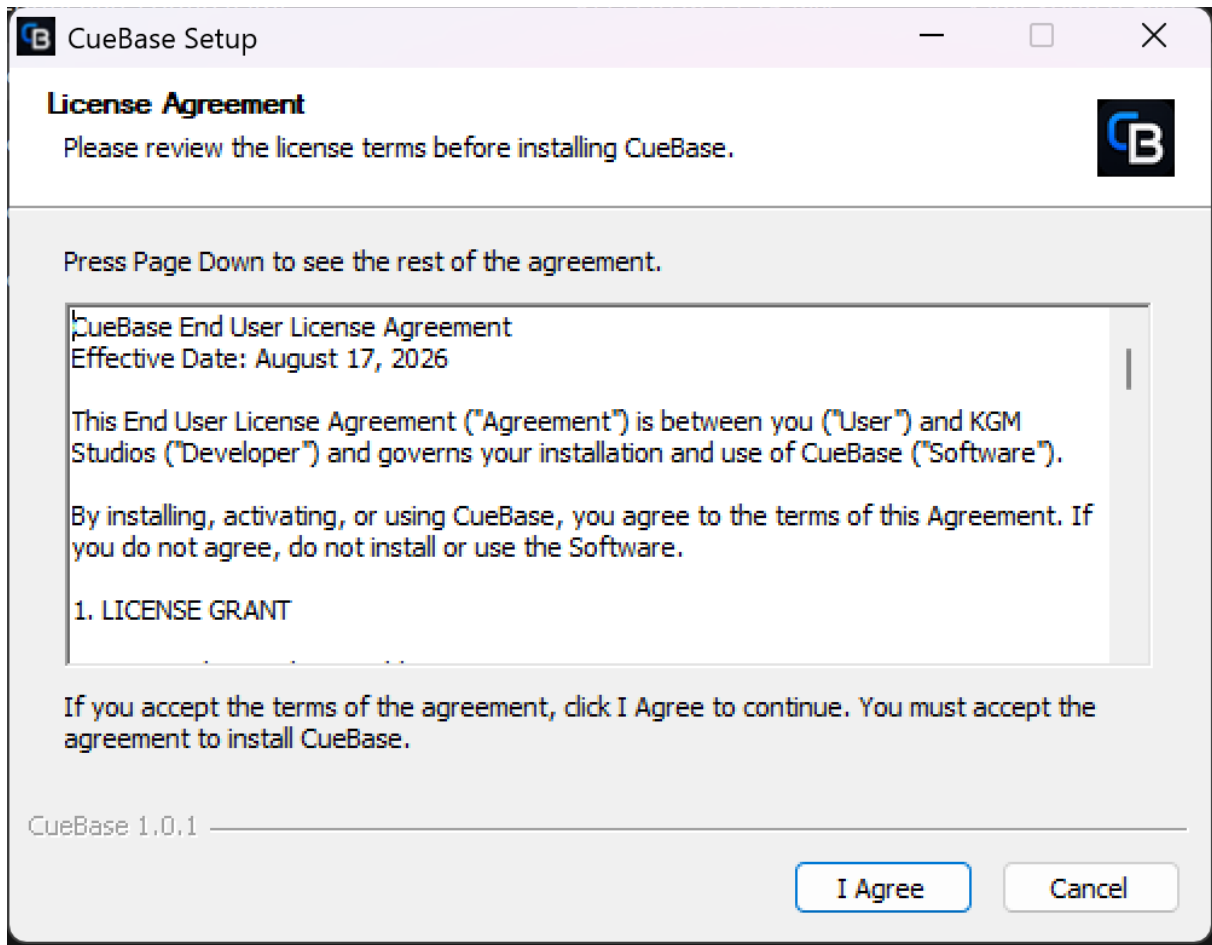


CueBase Show Control Launcher.

2. Installation and First Launch

Run the CueBase v1.0.1 installer and follow the setup pages. The public v1.0.1 installer is unsigned, so Windows may show an Unknown Publisher / SmartScreen warning before setup starts.

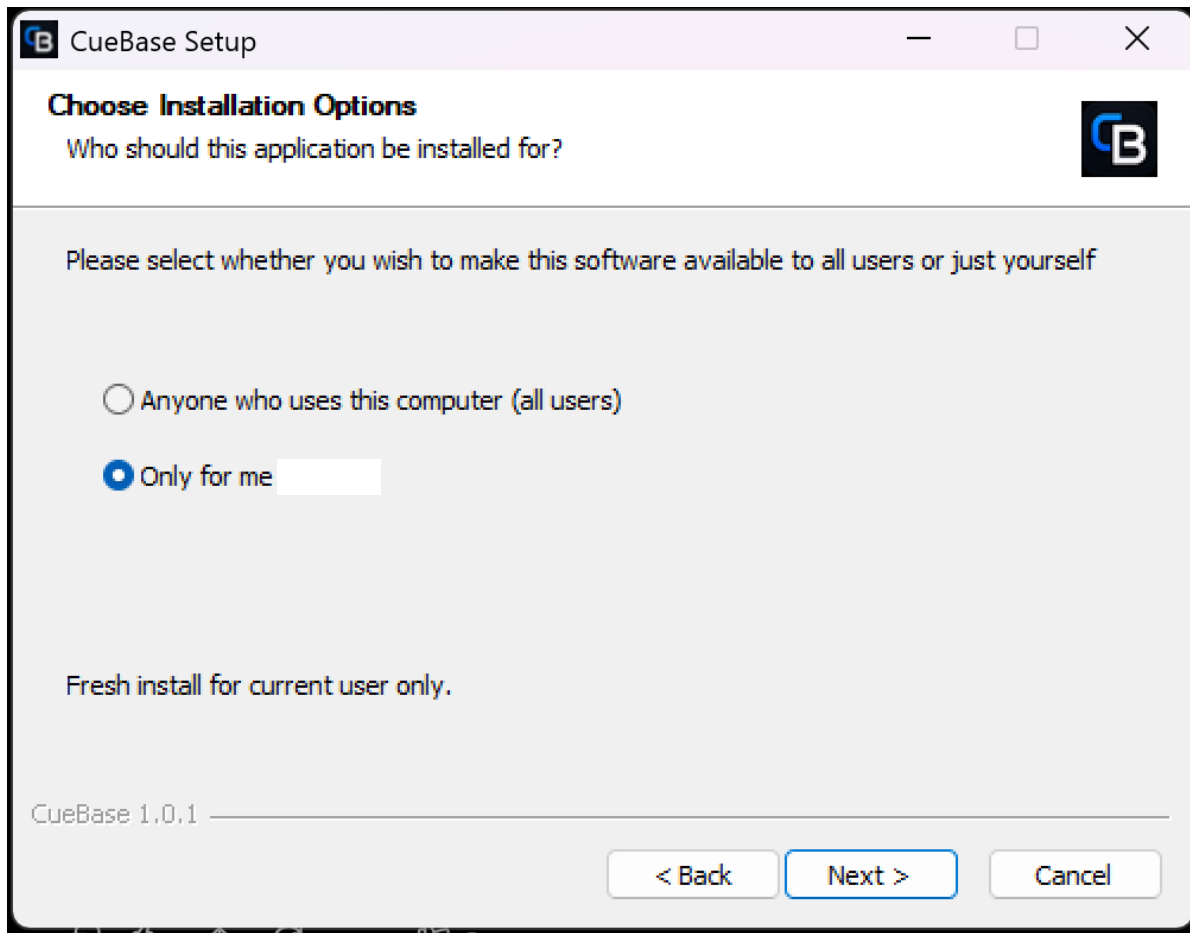
2.1 License Agreement



CueBase Setup - License Agreement.

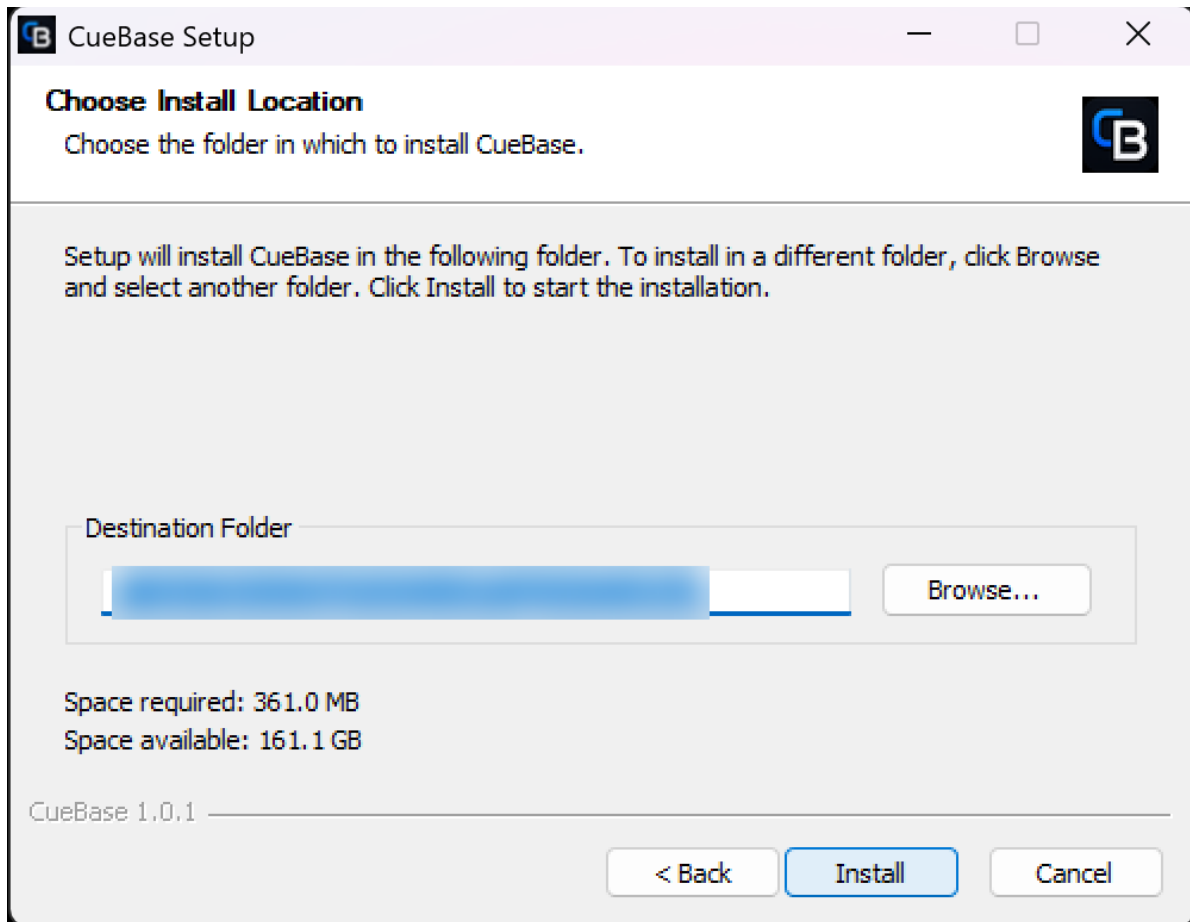
Review the End User License Agreement and select I Agree to continue.

2.2 Installation Options



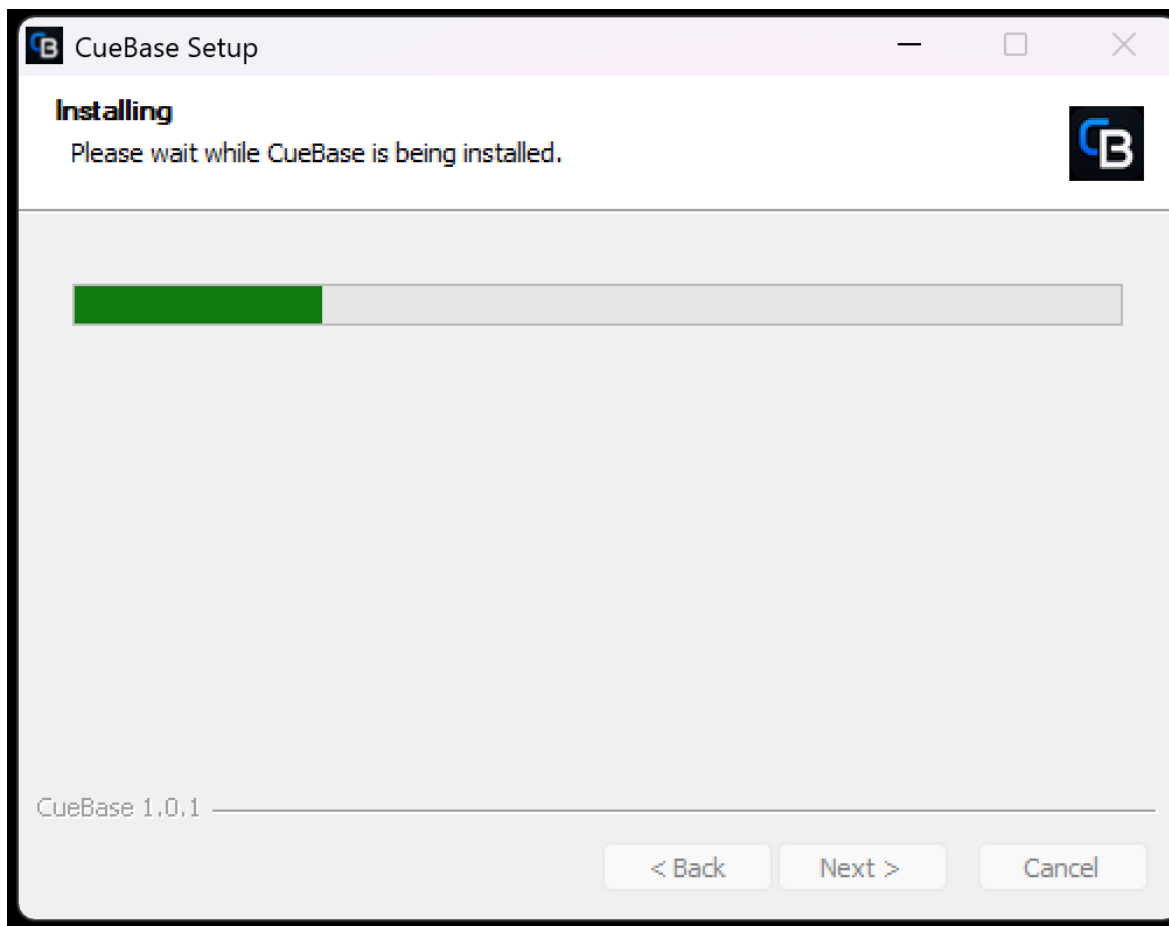
Choose whether CueBase is installed for all users or only the current Windows user.

2.3 Install Location

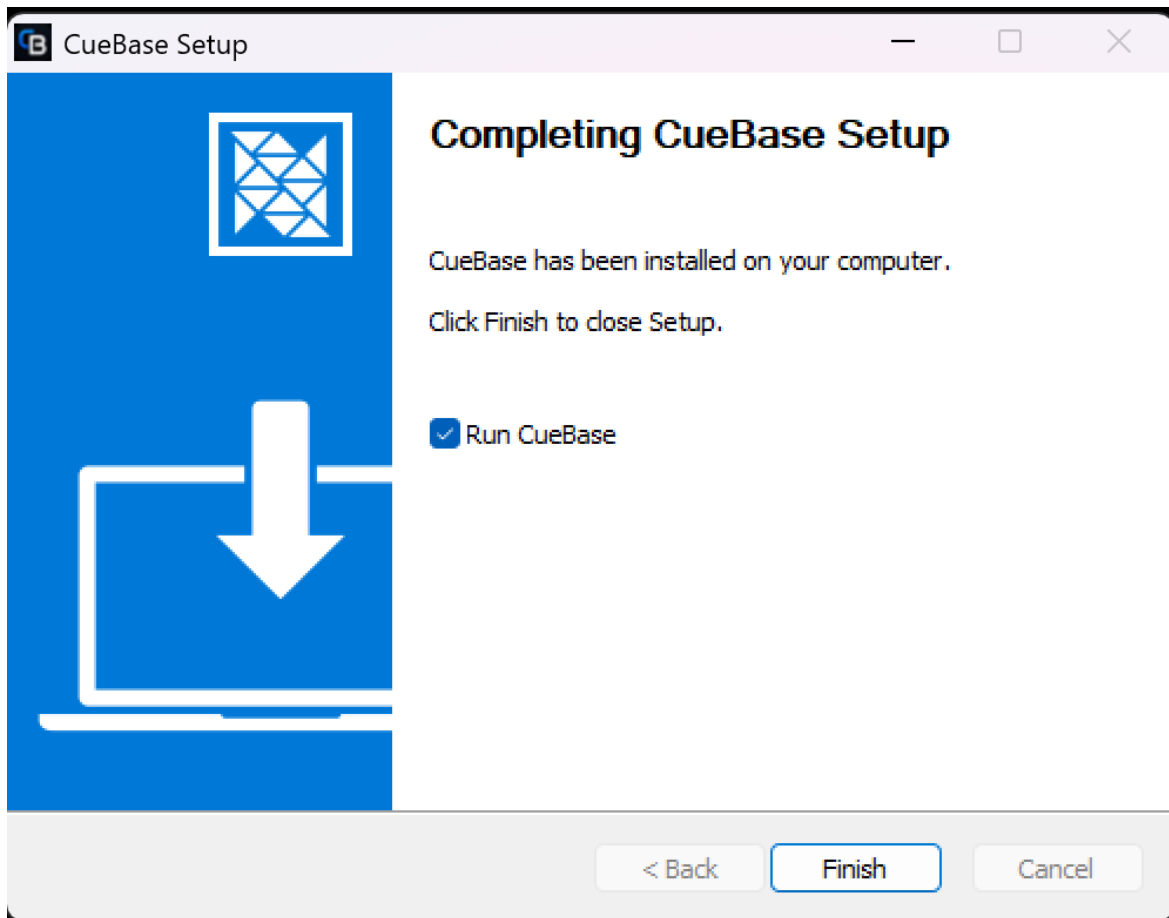


Choose the CueBase installation folder, then select Install.

2.4 Installation Progress and Finish

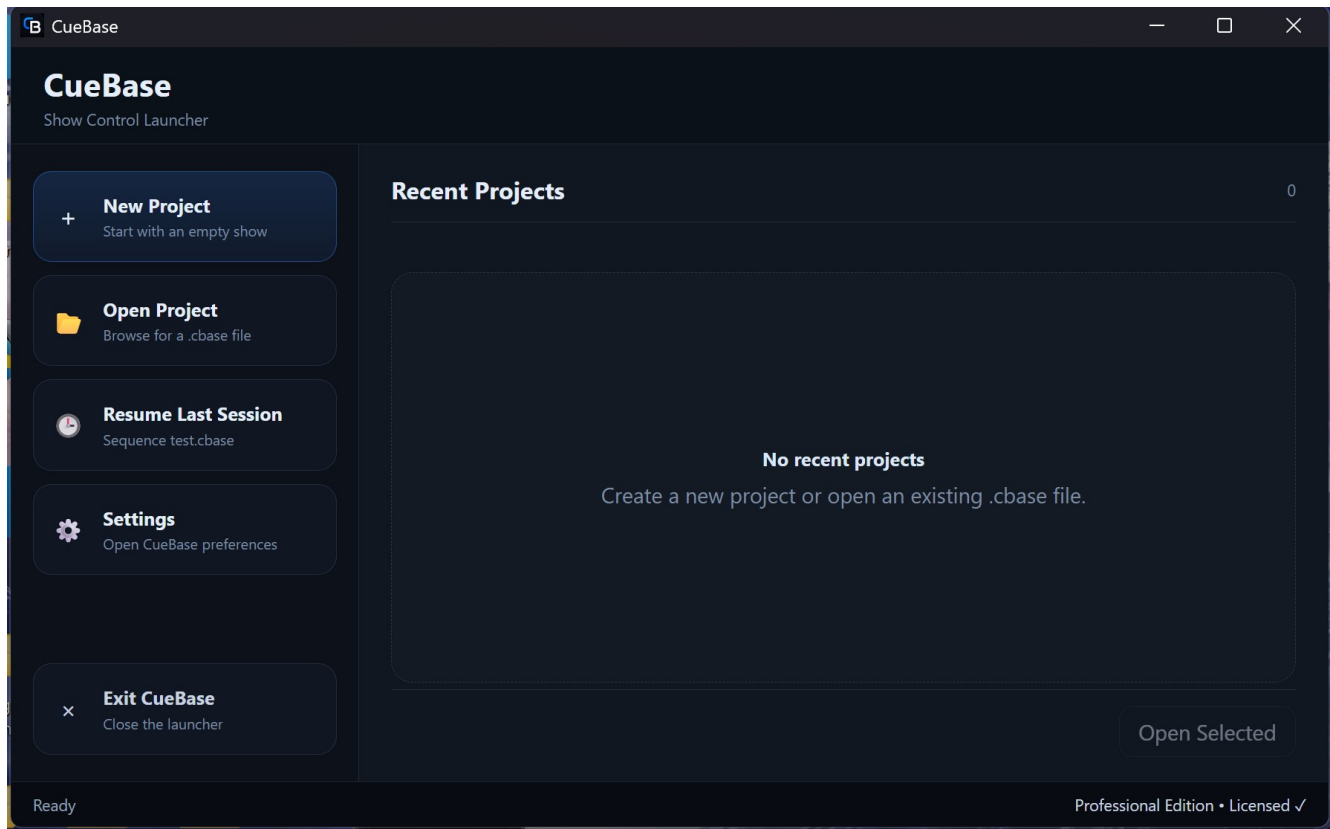


CueBase installation progress.



Setup complete. Leave Run CueBase selected to launch immediately.

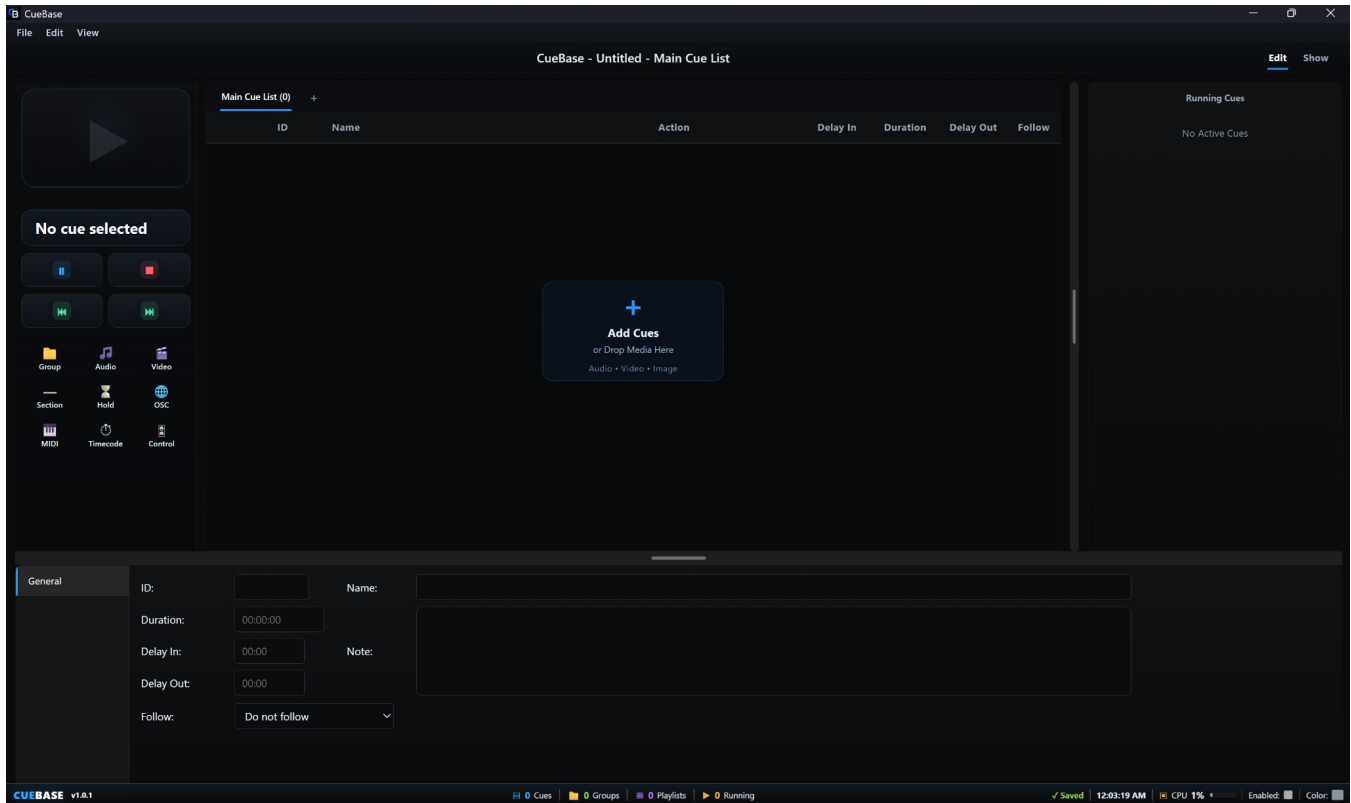
2.5 Show Control Launcher



Launcher with New Project, Open Project, Resume Last Session, Settings and Exit CueBase.

- New Project starts an empty show.
- Open Project browses for an existing .cbase project.
- Resume Last Session returns to the last project/session when available.
- Settings opens CueBase preferences before loading a project.
- The lower-right launcher status shows the active edition/license state.

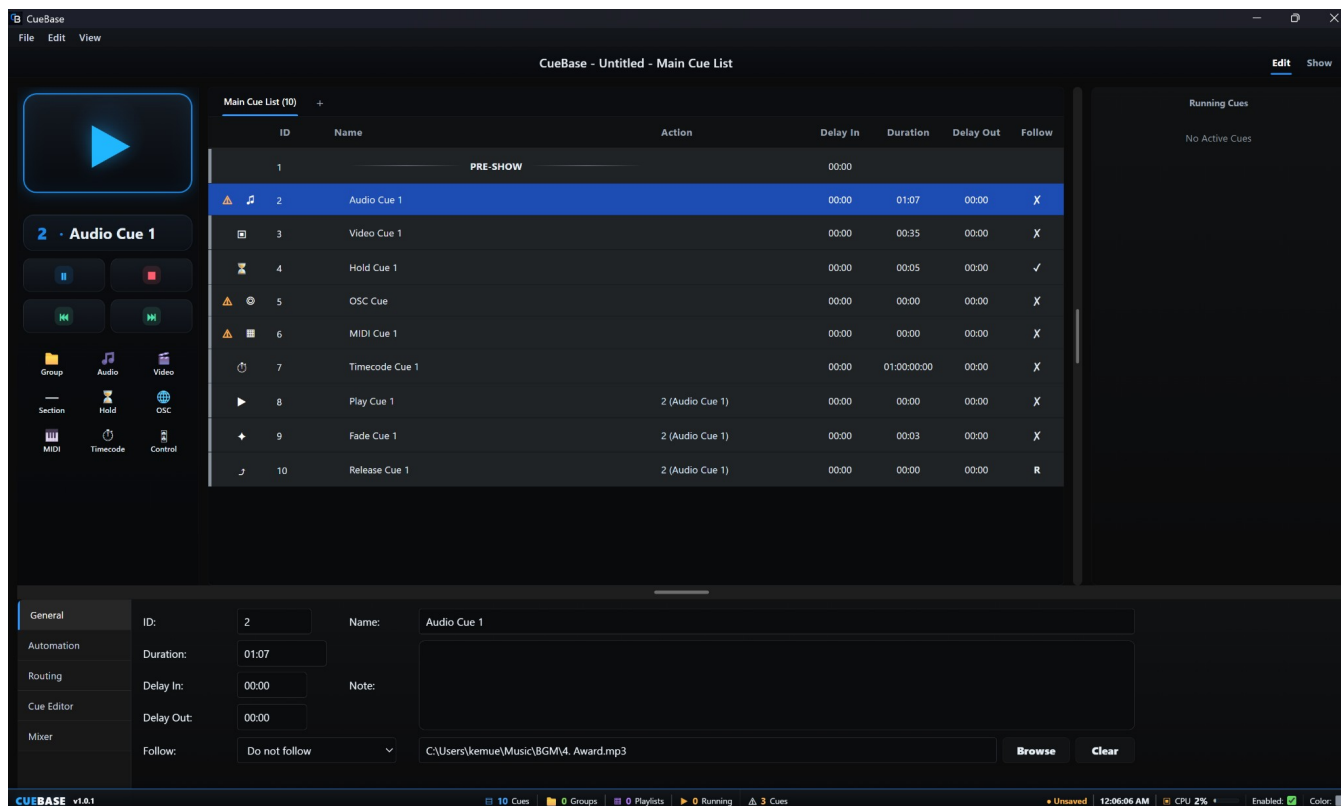
3. Main Workspace and Project Management



Empty CueBase workspace in Edit mode.

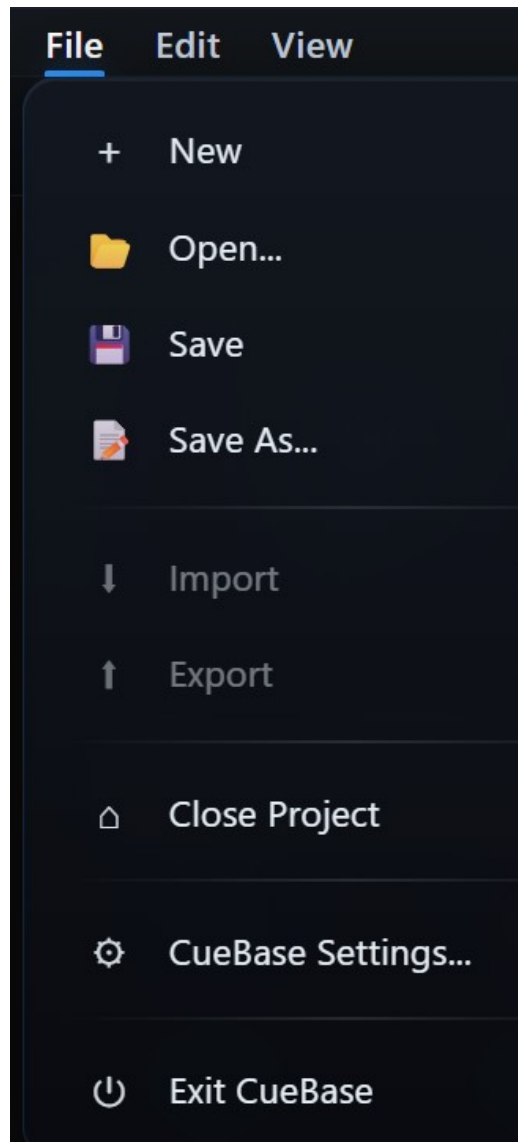
3.1 Workspace areas

- Left: GO/transport controls, selected cue display, cue creation palette and Cue Notes.
- Center: active cue list and cue rows.
- Right: Running Cues and show monitoring.
- Bottom: cue properties in Edit mode; status bar across the bottom edge.
- Top-right: Edit and Show modes.

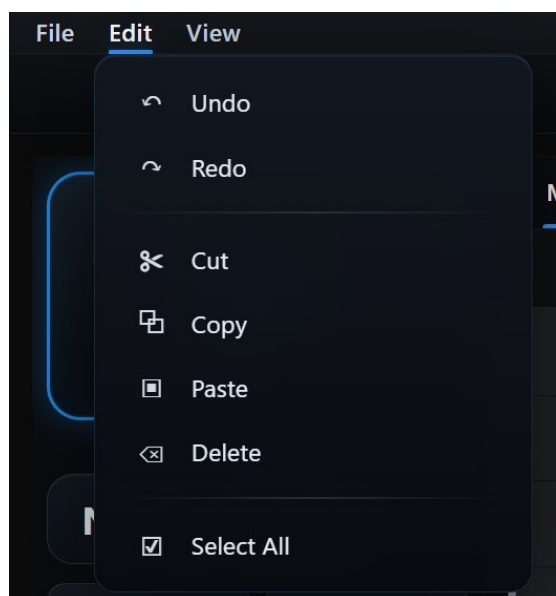


Populated cue list with multiple cue types and the selected Audio cue properties.

3.2 File, Edit and View menus



File menu.



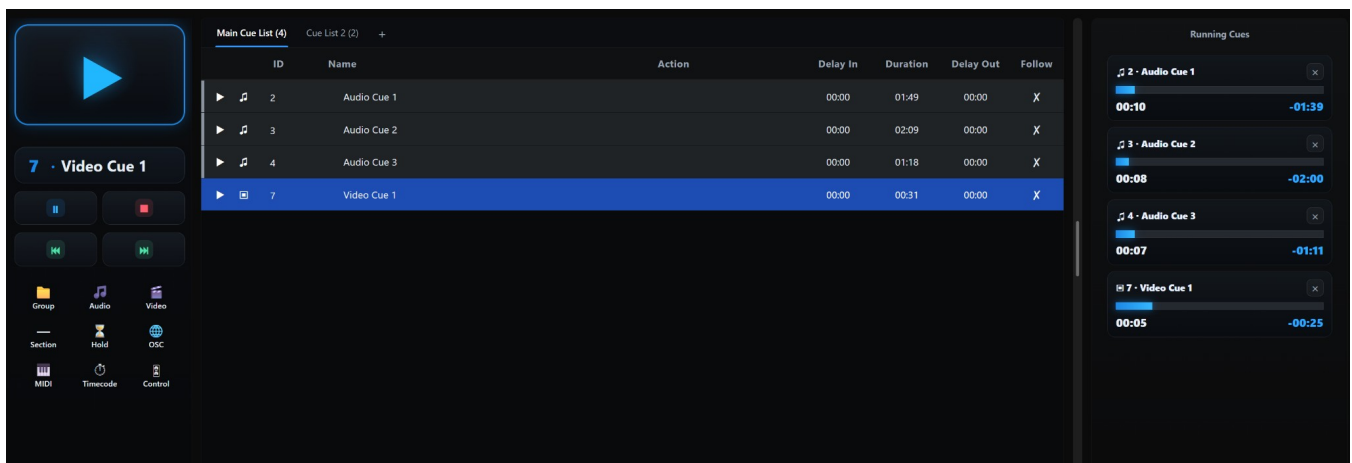
Edit menu.



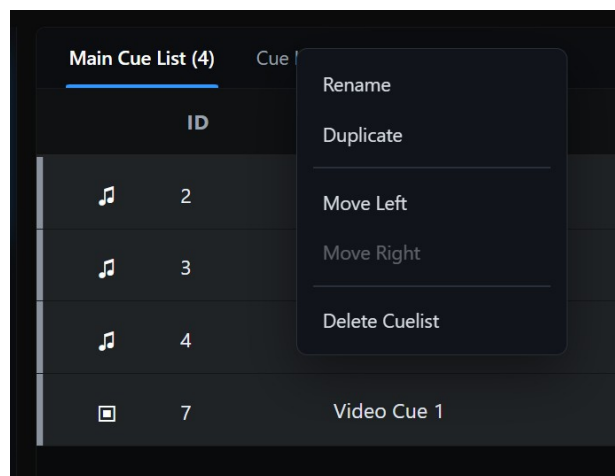
View menu.

Import and Export are disabled in the captured v1.0.1 File menu and are not documented as active features.

3.3 Multiple Cue Lists



Multiple cue-list tabs while cues continue running.

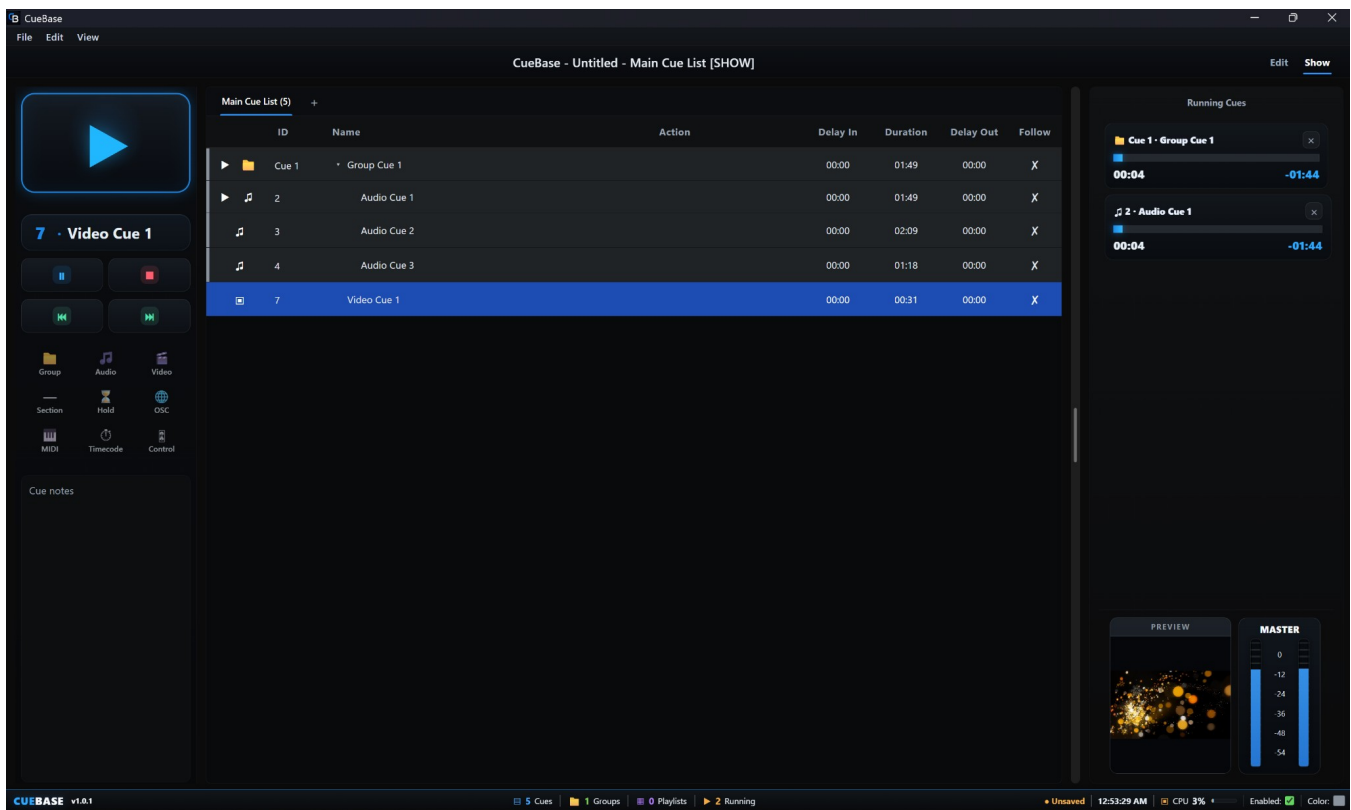


Cue-list tab management: Rename, Duplicate, Move Left/Right and Delete Cuelist.

Main Cue List (4)		Cue List 2 (2)				
ID	Name	Action	Delay In	Duration	Delay Out	Follow
 2	Audio Cue 1		00:00	01:49	00:00	X
 3	Audio Cue 2		00:00	02:09	00:00	X
 4	Audio Cue 3		00:00	01:18	00:00	X
 7	Video Cue 1		00:00	00:31	00:00	X
 9	Video Cue 1		00:00	00:31	00:00	X

Drag-and-drop cue reordering with insertion highlight.

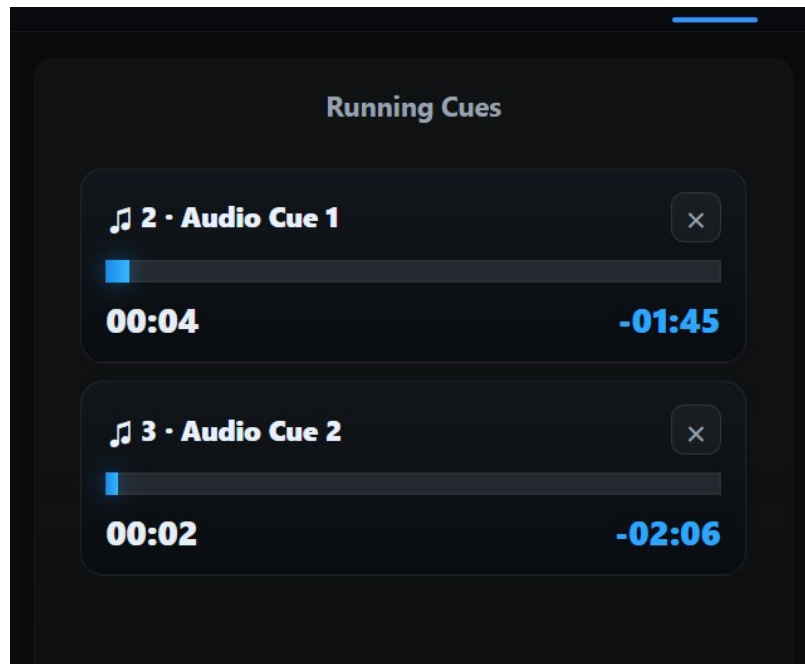
4. Running a Show



Show mode during active playback.

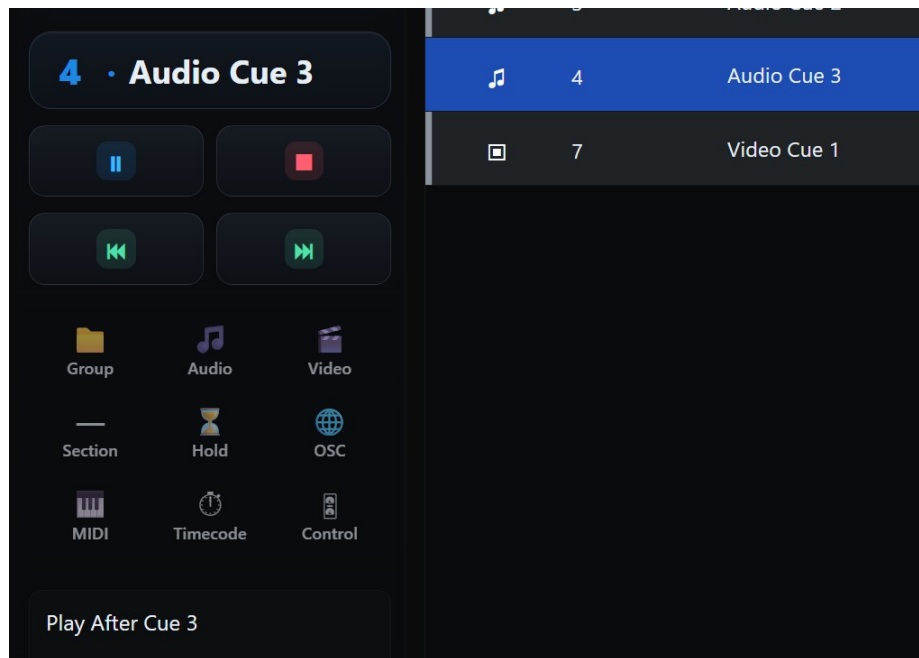
In Show mode, the operator can select the next cue, use GO, monitor active cues, view video preview and monitor master levels without opening cue editors.

4.1 Running Cues



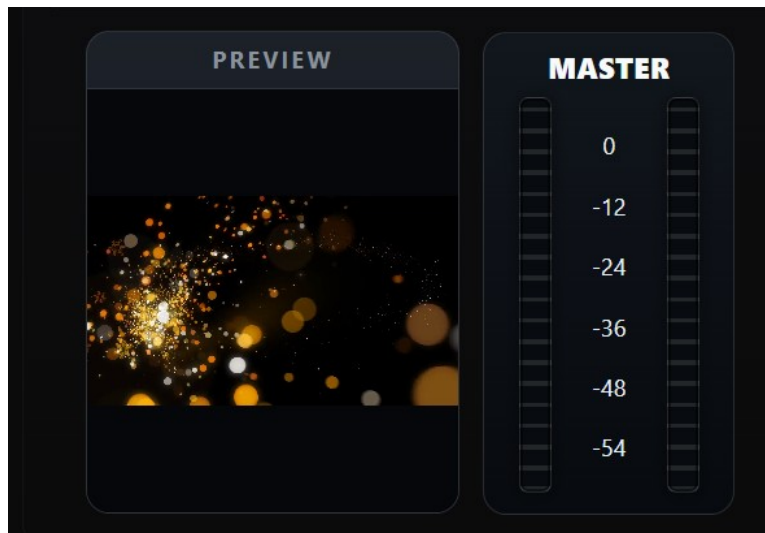
Running Cues cards showing progress, elapsed time, remaining time and the individual stop control.

4.2 Cue Notes



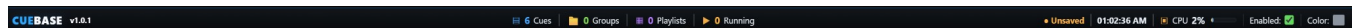
Cue Notes displayed for the selected cue during Show mode.

4.3 Preview and Master Meter

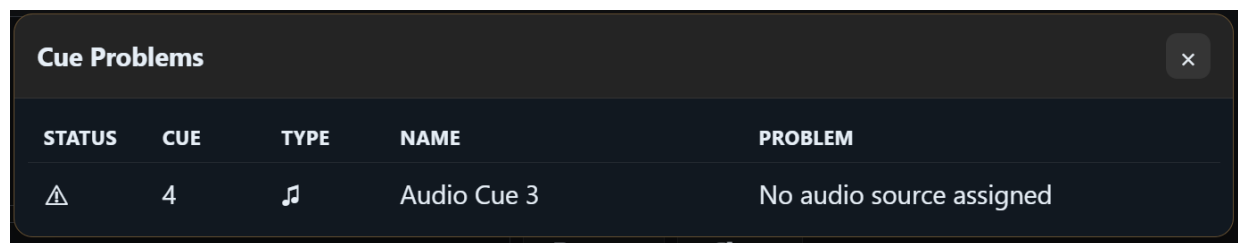


Video Preview and stereo Master meter.

4.4 Status Bar and Cue Problems



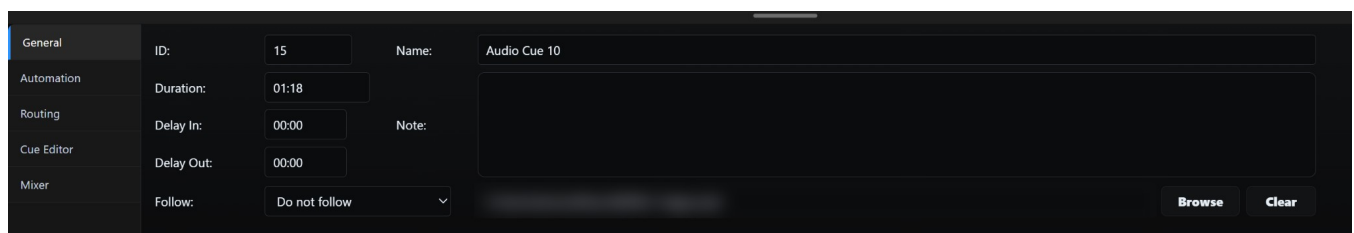
Status bar with cue/group/playlist/running counts, save state, clock and CPU.



Cue Problems panel identifying a cue that has no audio source assigned.

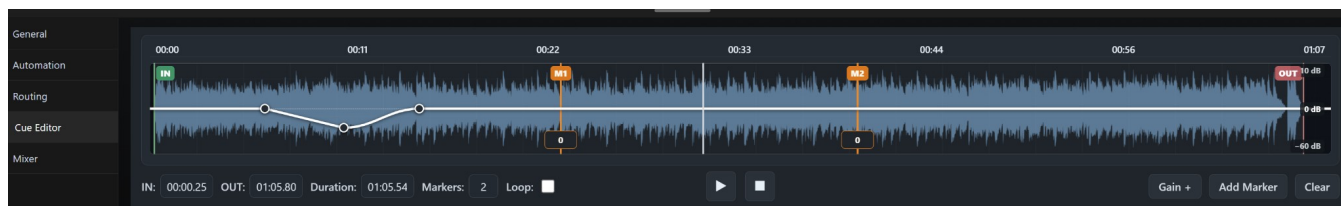
Use the warning count in the status bar to open Cue Problems and resolve incomplete cue configuration before show operation.

5. Audio Cues



Audio Cue - General tab with a media source loaded.

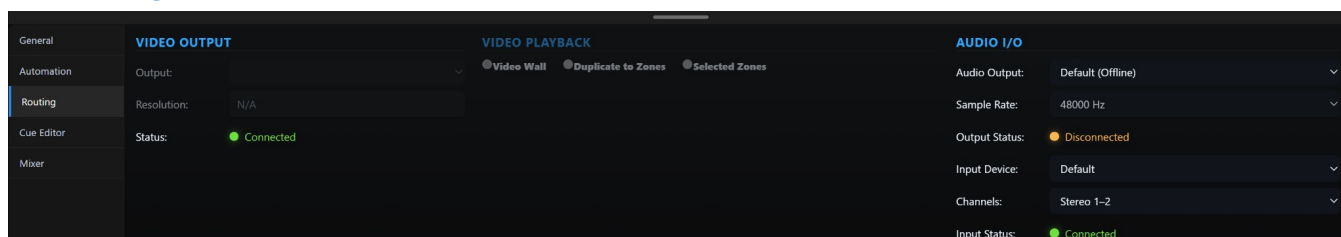
5.1 Cue Editor



Audio Cue Editor with waveform, IN/OUT, gain envelope and markers.

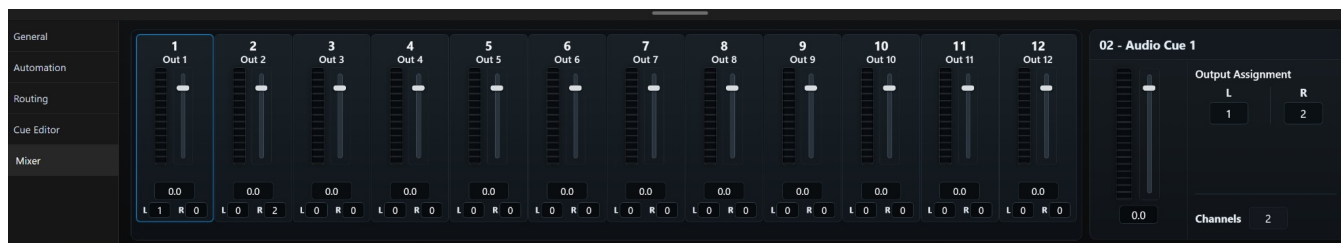
- IN and OUT define the usable playback range.
- Markers can be added and moved on the timeline.
- Loop repeats the selected playback range.
- Gain envelope points change level over time.
- Preview controls allow cue-editor auditioning.

5.2 Routing



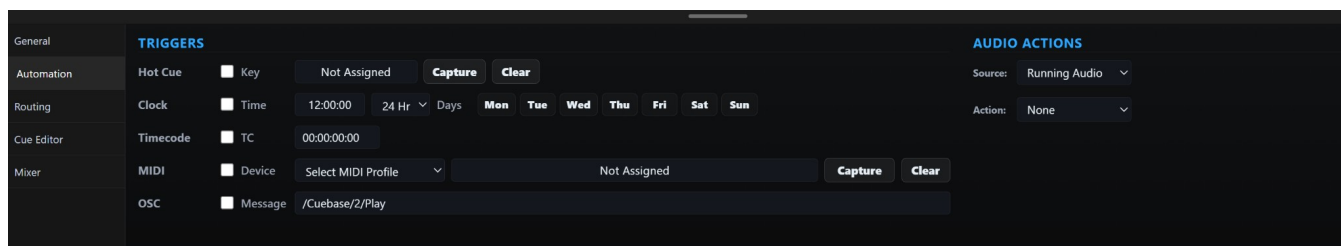
Cue Routing panel showing Video Output, Video Playback and Audio I/O areas.

5.3 Mixer



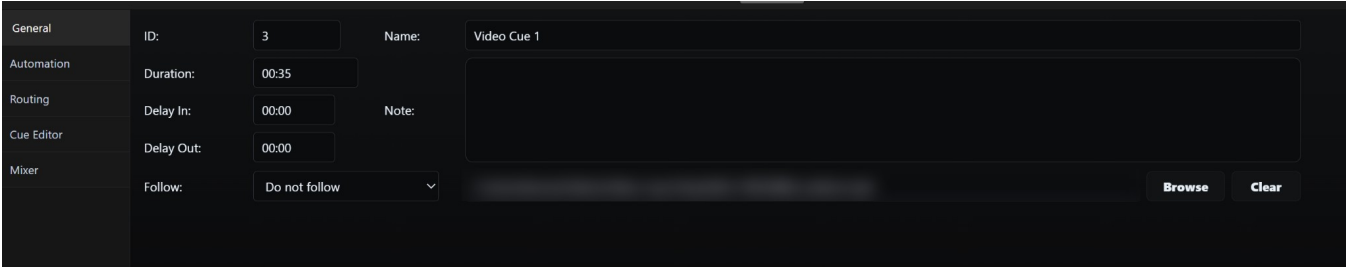
Audio Cue Mixer with output channels and output assignment.

5.4 Automation



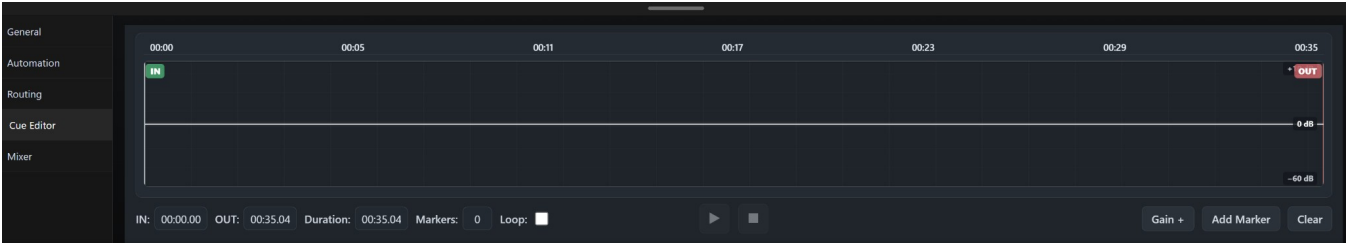
Audio Cue Automation triggers and Audio Actions.

6. Video Cues and Video Outputs



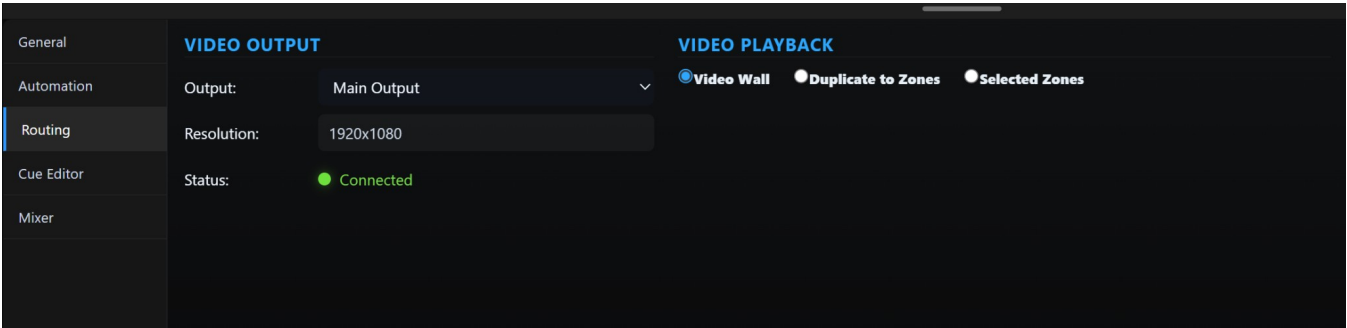
Video Cue - General tab with a media source loaded.

6.1 Video Cue Editor



Video Cue Editor. This example video contains no audio track, so no audio waveform is shown.

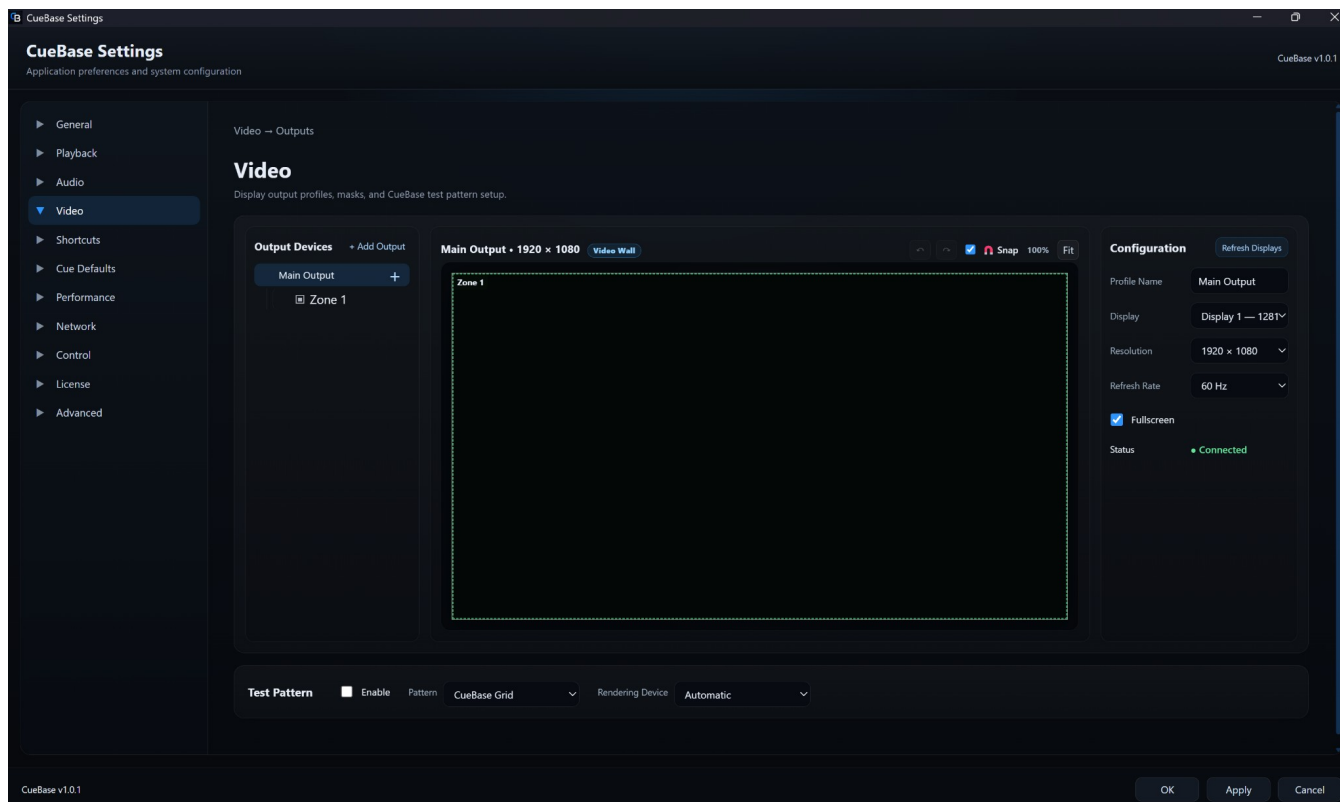
6.2 Video Cue Routing



Video routing to Main Output at 1920 x 1080 with Video Wall selected.

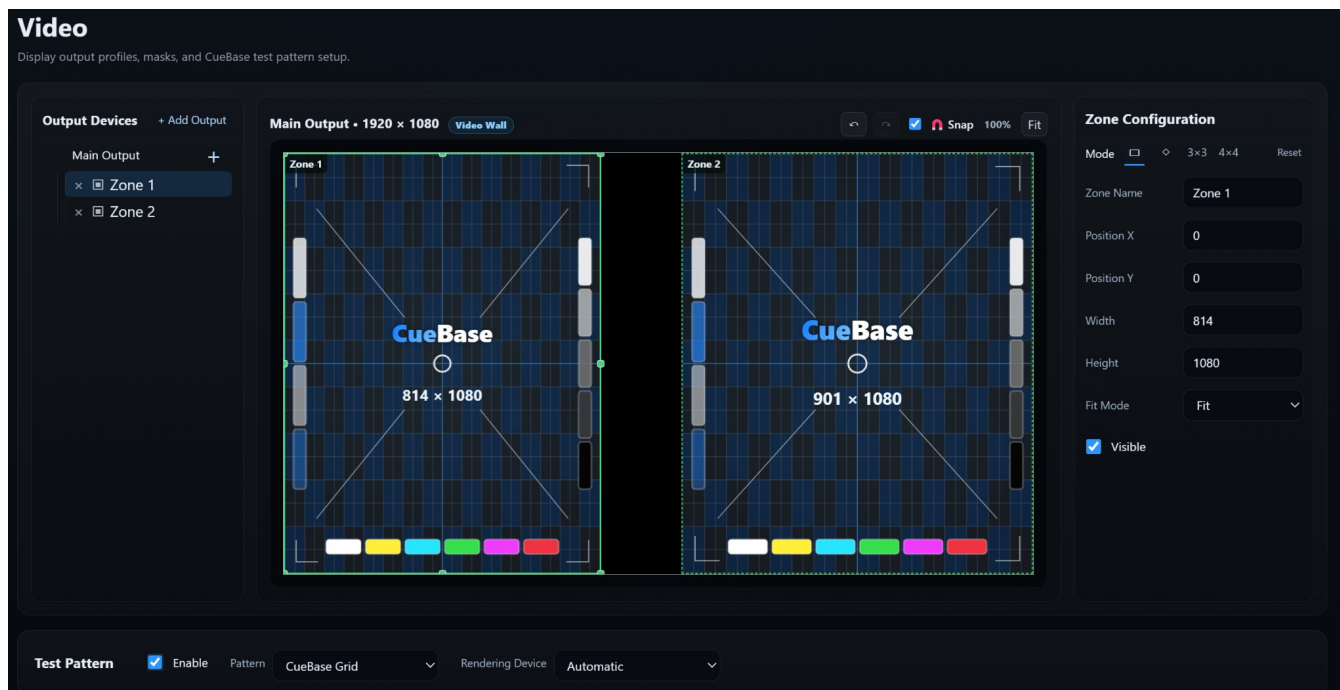
Video playback modes include Video Wall, Duplicate to Zones and Selected Zones.

6.3 Output Configuration



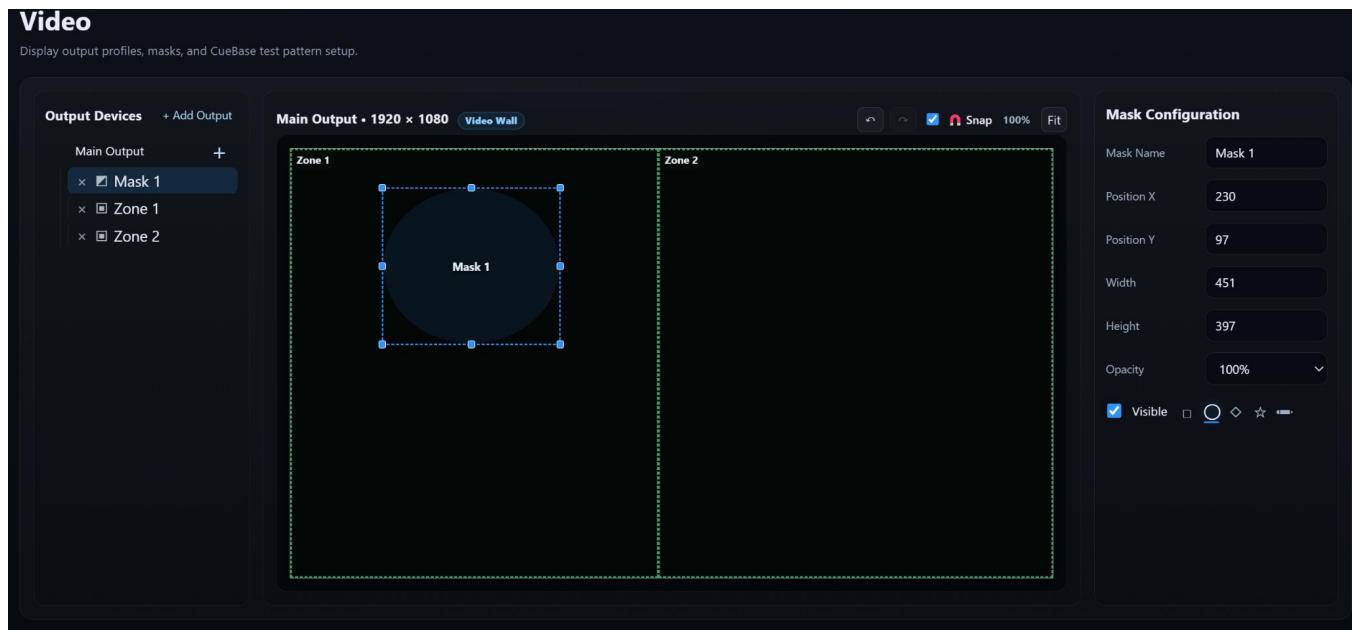
Video Settings - output device configuration, display, resolution, refresh rate and test pattern.

6.4 Zones



Video Wall with two zones and Zone Configuration.

6.5 Masks



Mask Configuration with position, size, opacity, visibility and shape controls.

7. Groups, Sections and Hold Cues

7.1 Group Cue

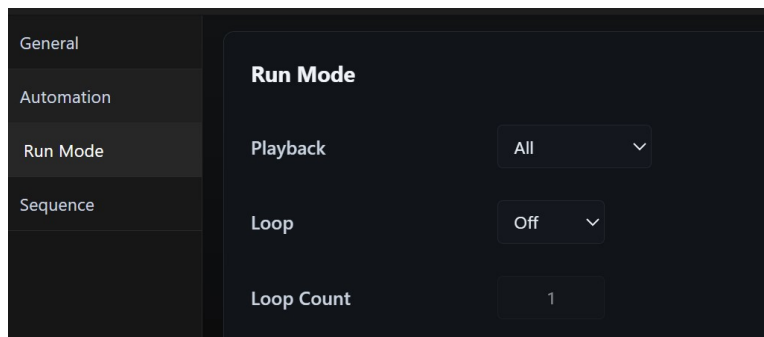
Main Cue List (4)							
	ID	Name	Action	Delay In	Duration	Delay Out	Follow
	1	Group Cue 1		00:00	02:09	00:00	X
	2	Audio Cue 1		00:00	01:49	00:00	X
	3	Audio Cue 2		00:00	02:09	00:00	X
	4	Audio Cue 3		00:00	01:18	00:00	X

Expanded Group Cue containing three Audio cues.

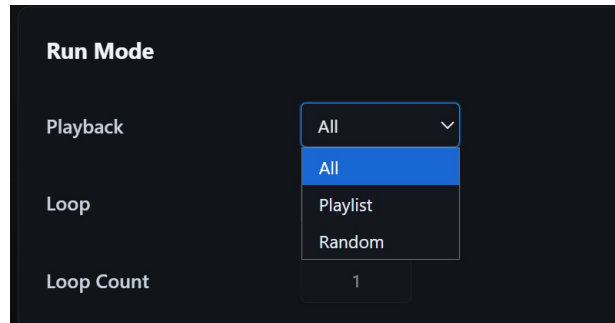
	15	Group Cue 2	00:00	00:00	00:00	X	
General	ID:	15	Name:	Group Cue 2			
Automation	Duration:	00:00					
Run Mode	Delay In:	00:00	Note:				
Sequence	Delay Out:	00:00					
	Follow:	Do not follow					

Group Cue - General tab.

Group Run Mode



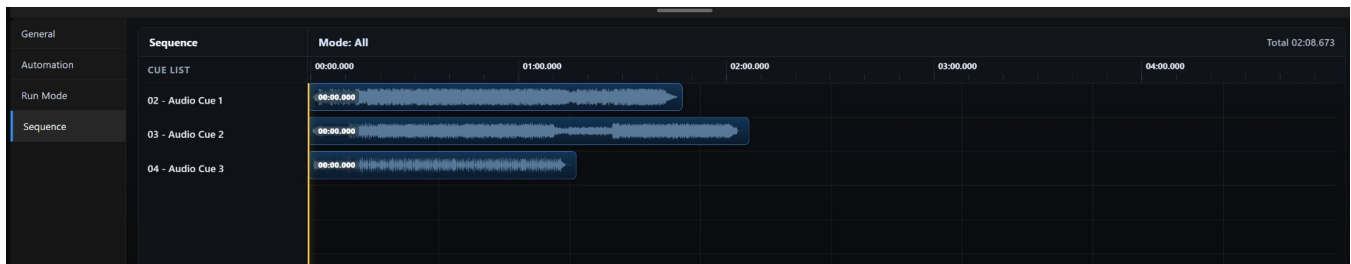
Group Run Mode.



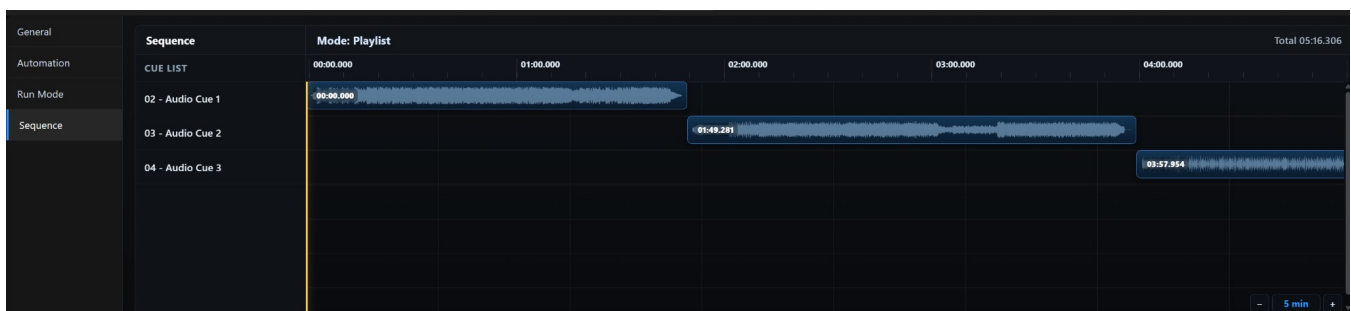
Available Group playback modes: All, Playlist and Random.

All starts the child cues together according to their configured delays. Playlist arranges child cues sequentially. Random selects child cues at runtime; because the order is not predetermined, the Sequence view does not show a fixed Random arrangement.

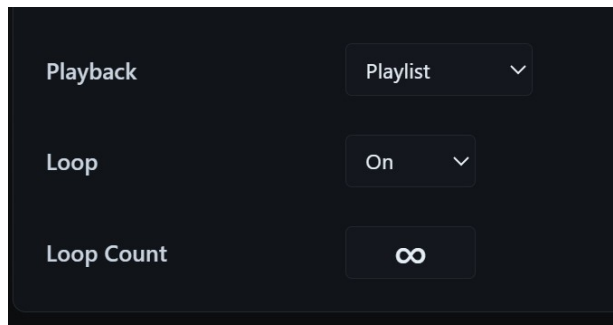
Group Sequence



Group Sequence - All mode.

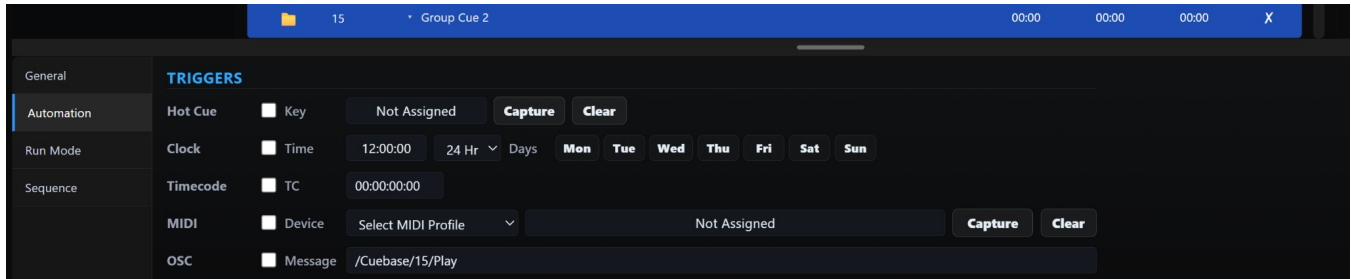


Group Sequence - Playlist mode.



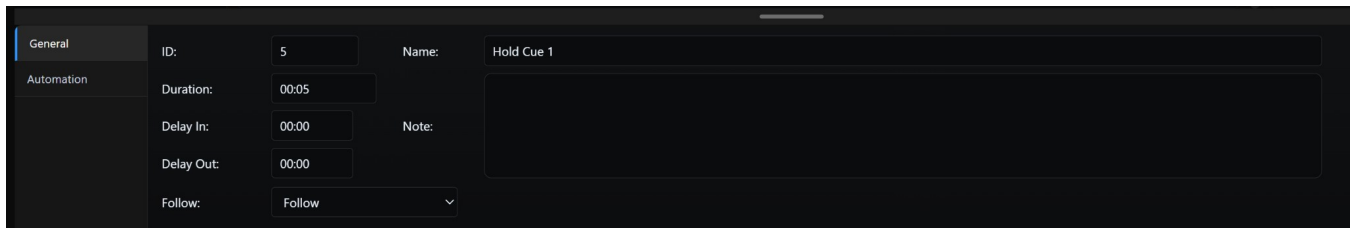
Playlist mode with Loop On and continuous/infinite loop indication.

Group Automation



Group Automation triggers.

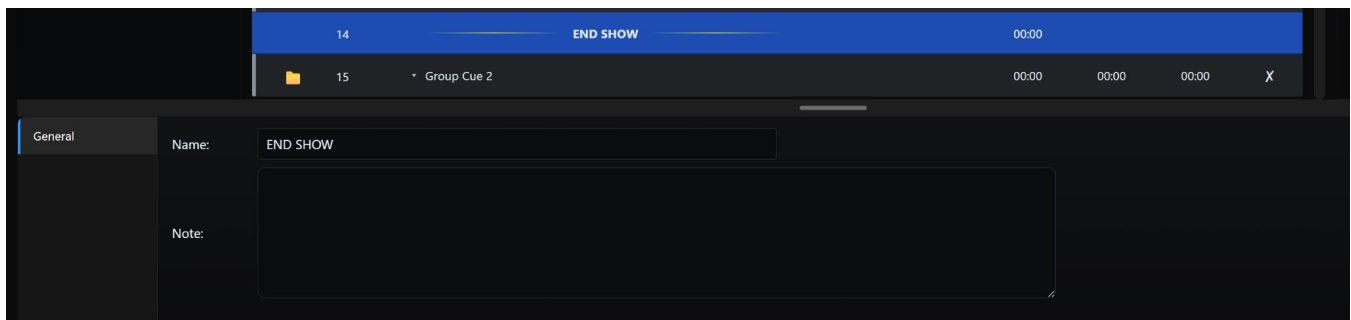
7.2 Hold Cue



Hold Cue - General tab with a 5-second duration and Follow enabled.

Use a Hold cue for a timed wait. Follow can continue the sequence after the hold duration.

7.3 Section Cue

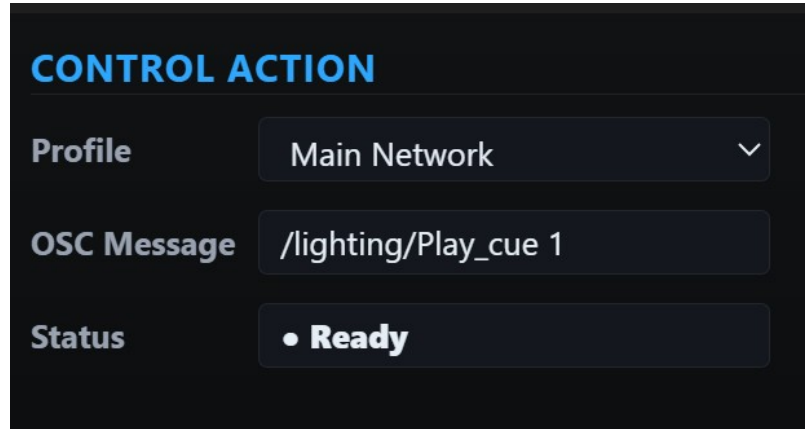


Section Cue used as an END SHOW divider.

Section cues organize a show visually and can carry notes. They are not media playback cues.

8. OSC, MIDI, Timecode and Control Cues

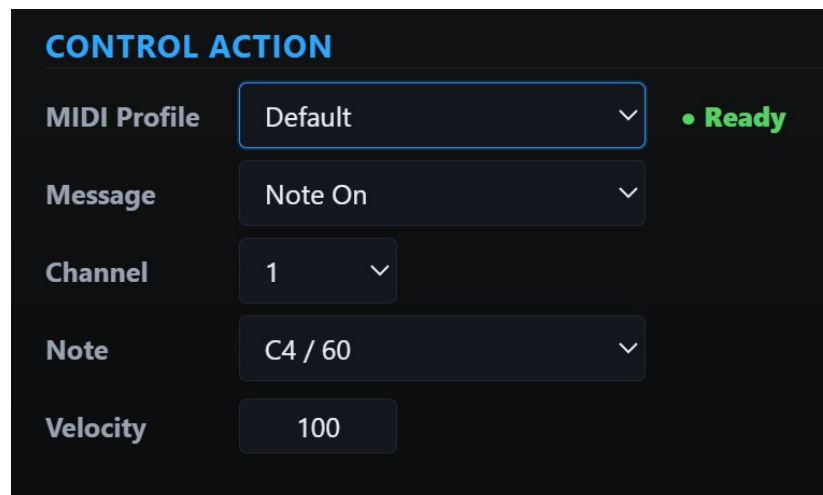
8.1 OSC Cue



The screenshot shows a dark-themed interface titled "CONTROL ACTION" in blue. It contains three rows of controls: "Profile" with a dropdown menu set to "Main Network", "OSC Message" with a text input field containing "/lighting/Play_cue 1", and "Status" with a button labeled "• Ready".

OSC Cue Control Action with profile, message and Ready status.

8.2 MIDI Cue

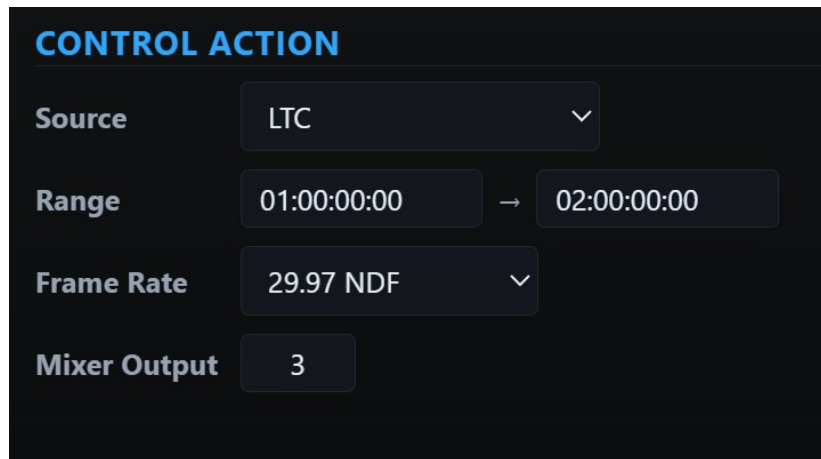


The screenshot shows a dark-themed interface titled "CONTROL ACTION" in blue. It contains five rows of controls: "MIDI Profile" with a dropdown menu set to "Default", "Message" with a dropdown menu set to "Note On", "Channel" with a dropdown menu set to "1", "Note" with a dropdown menu set to "C4 / 60", and "Velocity" with a text input field set to "100". To the right of these controls is a green status indicator "• Ready".

MIDI Cue Control Action.

The example sends Note On, Channel 1, Note C4/60 at Velocity 100.

8.3 Timecode Cue



CONTROL ACTION

Source: LTC

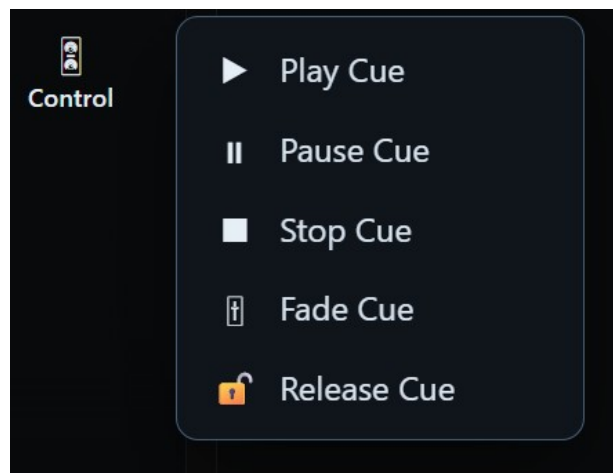
Range: 01:00:00:00 → 02:00:00:00

Frame Rate: 29.97 NDF

Mixer Output: 3

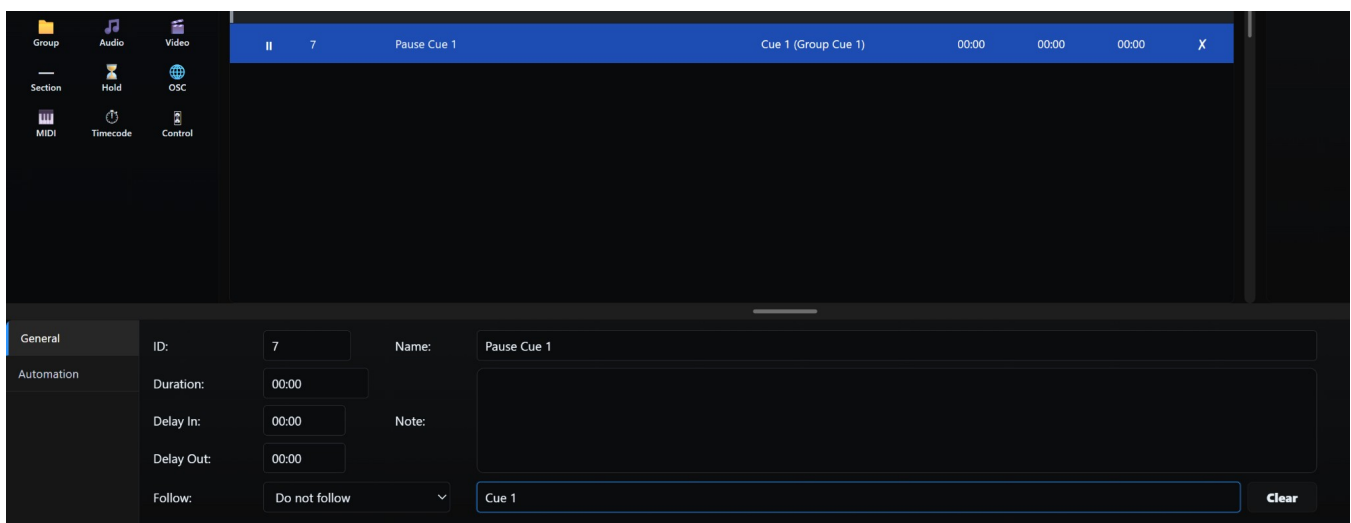
Timecode Cue Control Action using LTC, 29.97 NDF and a configured timecode range.

8.4 Control Cue family



Control menu: Play Cue, Pause Cue, Stop Cue, Fade Cue and Release Cue.

Control cues target other cues. The target is entered in the cue's General tab. Fade also uses its Duration value as the fade time.



General

ID: 7 Name: Pause Cue 1

Duration: 00:00

Delay In: 00:00

Delay Out: 00:00

Follow: Do not follow

Note:

Target: Cue 1

Clear

Pause Cue targeting Group Cue 1.

14 Stop Cue 1 Cue 1 (Group Cue 1) 00:00 00:00 00:00 X

General ID: 14 Name: Stop Cue 1

Automation Duration: 00:00

Delay In: 00:00 Note:

Delay Out: 00:00

Follow: Do not follow Cue 1 Clear

Stop Cue targeting Group Cue 1.

14 Fade Cue 1 2 (Audio Cue 1) 00:00 00:03 00:00 X

General ID: 14 Name: Fade Cue 1

Automation Duration: 00:03

Delay In: 00:00 Note:

Delay Out: 00:00

Follow: Do not follow 2 Clear

Fade Cue targeting Audio Cue 1 with a 3-second duration.

14 Release Cue 1 2 (Audio Cue 1) 00:00 00:00 00:00 R

General ID: 14 Name: Release Cue 1

Automation Duration: 00:00

Delay In: 00:00 Note:

Delay Out: 00:00

Follow: Do not follow 2 Clear

Release Cue targeting Audio Cue 1.

9. Automation and Shortcuts

Automation can trigger a cue through Hot Cue, Clock, Timecode, MIDI or OSC. The Automation tab is available on supported cue types.

General TRIGGERS AUDIO ACTIONS

Automation Hot Cue ☐ Key Not Assigned Capture Clear Source: Running Audio

Routing Clock ☐ Time 12:00:00 24 Hr Days Mon Tue Wed Thu Fri Sat Sun Action: None

Cue Editor Timecode ☐ TC 00:00:00:00

Mixer MIDI ☐ Device Select MIDI Profile Not Assigned Capture Clear

OSC ☐ Message /Cuebase/2/Play

Automation trigger configuration.

9.1 Keyboard and MIDI shortcuts

Shortcuts

Keyboard and MIDI control mappings for core CueBase actions.

Keyboard

Key capture

GO	Space	Capture	Clear
Pause	P	Capture	Clear
Stop	Shift+Escape	Capture	Clear
Stop All	Escape	Capture	Clear
Next Cue	ArrowDown	Capture	Clear
Previous Cue	ArrowUp	Capture	Clear
Undo	Ctrl+Z	Capture	Clear
Redo	Ctrl+Y	Capture	Clear

MIDI

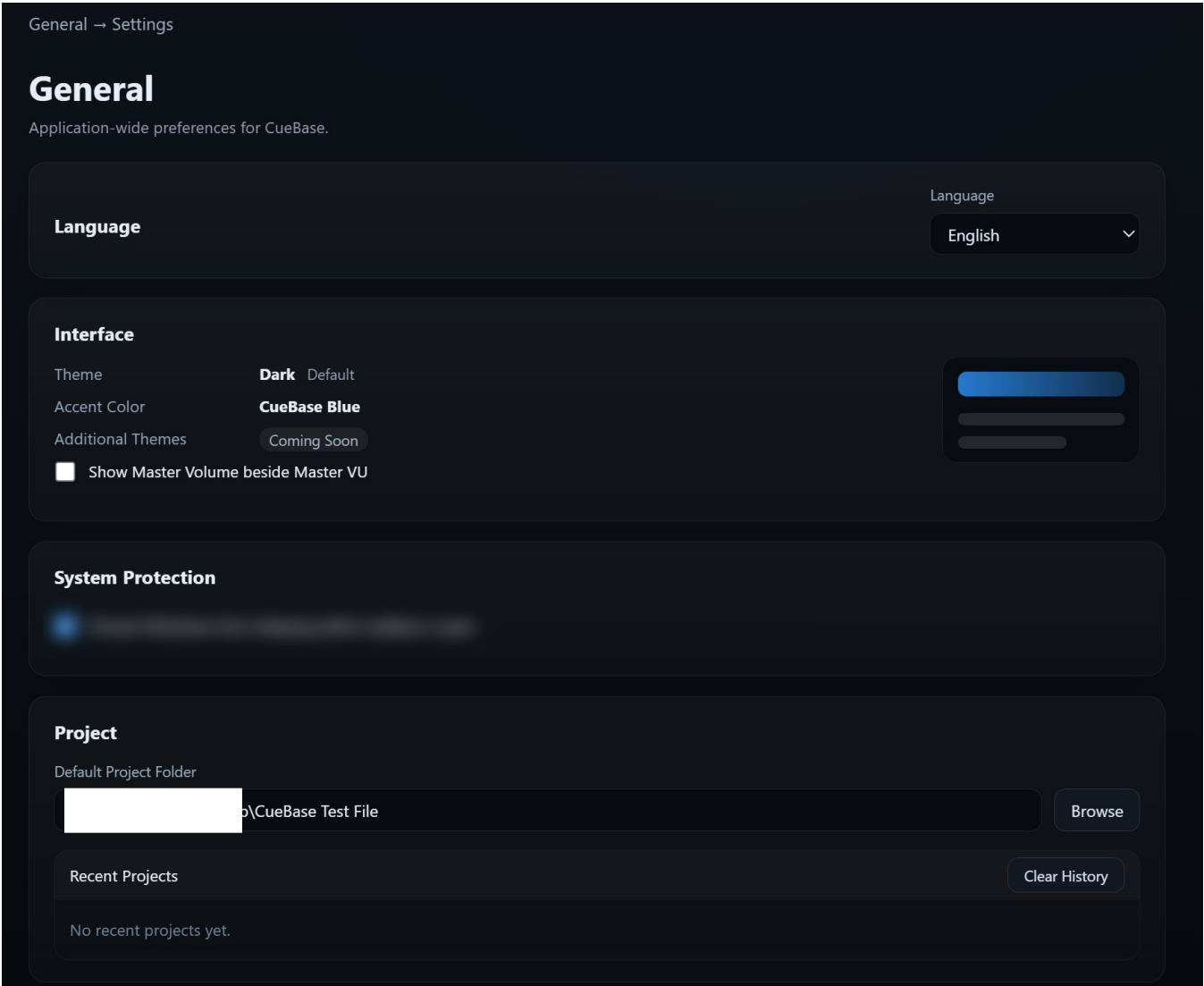
Device: None MIDI capture

GO	Not assigned	Capture	Clear
Pause	Not assigned	Capture	Clear
Stop	Not assigned	Capture	Clear
Stop All	Not assigned	Capture	Clear
Next Cue	Not assigned	Capture	Clear
Previous Cue	Not assigned	Capture	Clear
Undo	Not assigned	Capture	Clear
Redo	Not assigned	Capture	Clear

Shortcuts Settings.

10. Settings

10.1 General



General Settings - language, interface, system protection and project preferences.

Confirmations

☐

Confirm before deleting cues

☒

Confirm before closing unsaved projects

☐

Confirm before stopping all running cues

Project Recovery

☒ Auto-save recovery data

Recovery Interval

5 Minutes

File Associations Future

☐ Open .cuebase files with CueBase

Restore File Associations

About CueBase

Version

CueBase v1.0.1

Application

Audio, Video & Show Control Software

Engine

CueBase Engine v1

License

Free

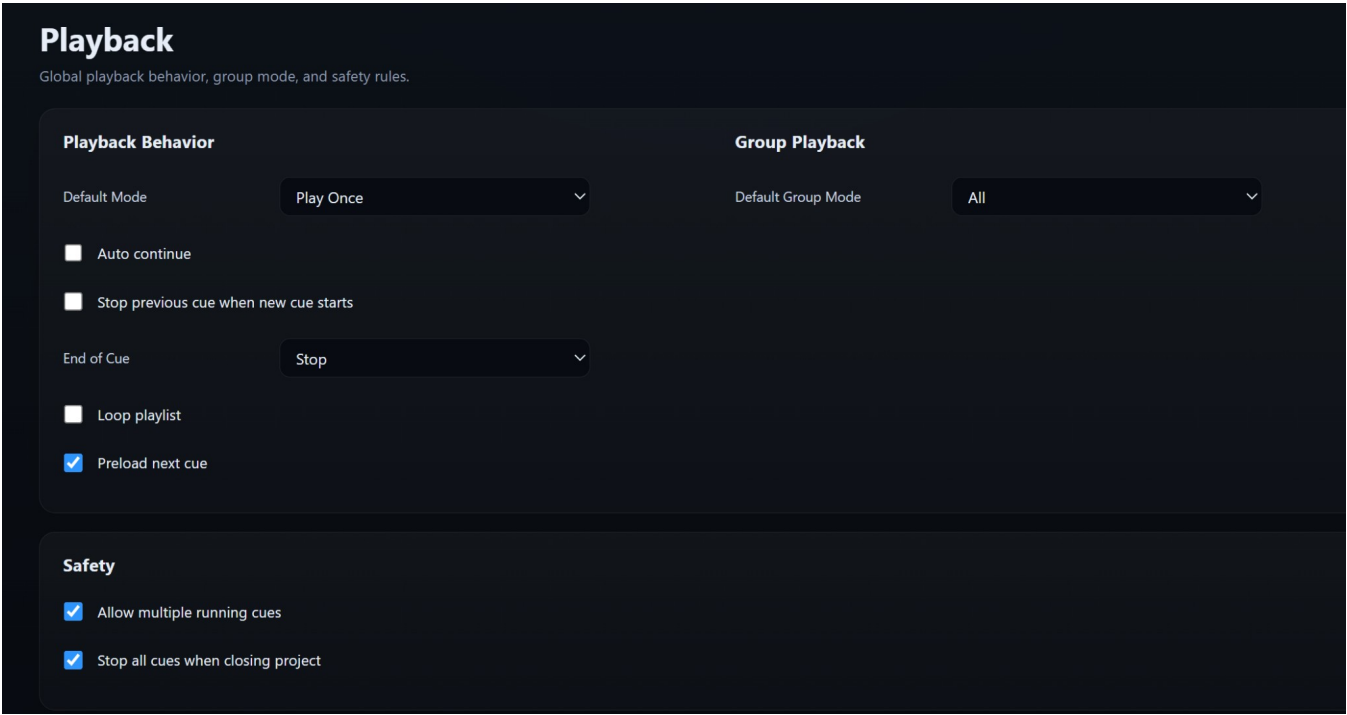
Website

<https://cuebase-3fb72.web.app>

Open Update Installer

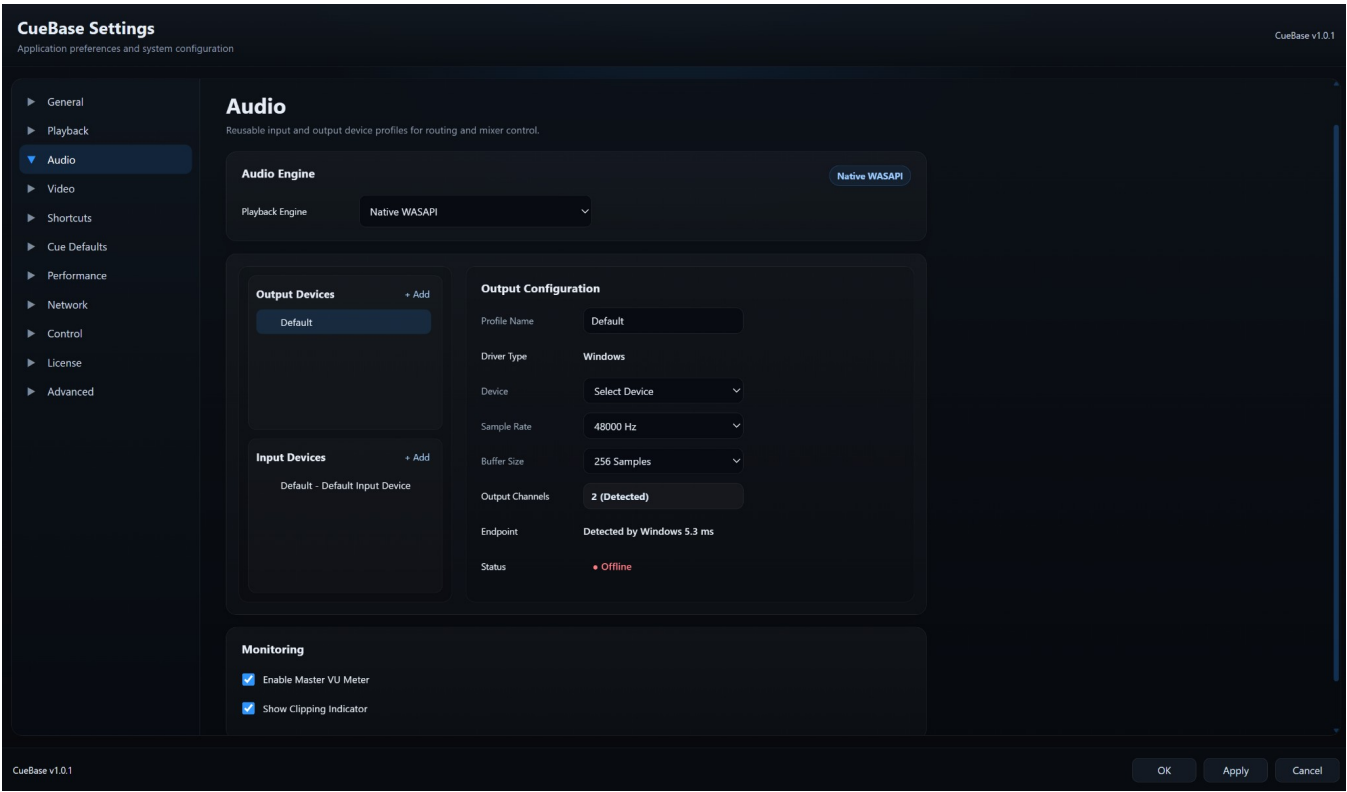
General Settings - confirmations, project recovery, File Associations (Future) and About CueBase.

10.2 Playback



Playback Settings.

10.3 Audio



Audio Settings - Native WASAPI.

Audio

Reusable input and output device profiles for routing and mixer control.

Audio Engine

Native ASIO

Playback Engine

Native ASIO



Output Devices

+ Add

Default - ASIO DirectX Full Dup...

Input Devices

+ Add

Default

Output Configuration

Profile Name

Default

Driver Type

ASIO

ASIO Driver

ASIO DirectX Full Duplex Driver✓

ASIO Setup

ASIO Configuration...

Sample Rate

48000 Hz



Buffer Size

256 Samples



Output Channels

2 (Detected)

Endpoint

ASIO Driver 5.3 ms

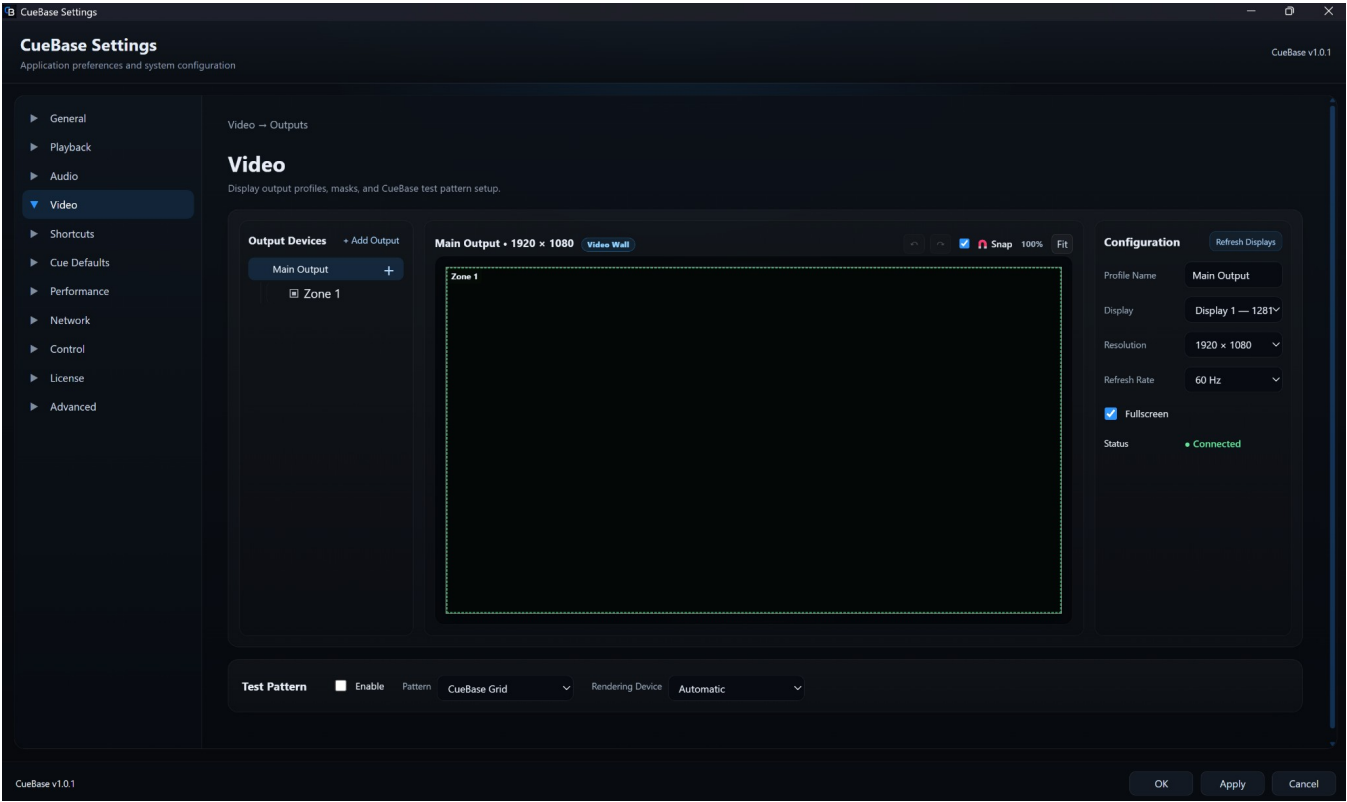
Status

• Ready • ASIO Driver: ASIO DirectX Full Duplex Driver • 2 Outputs

Audio Settings - Native ASIO with driver Ready.

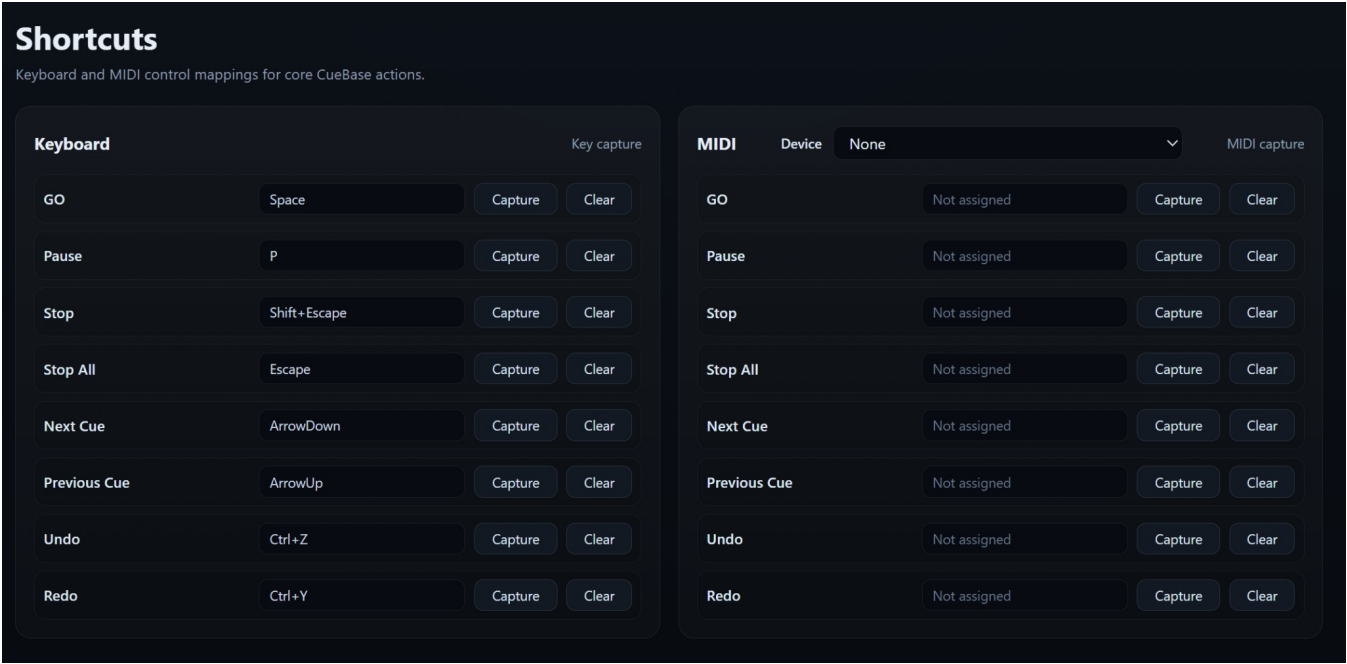
Device names, channel counts, sample rates and buffer sizes depend on the user's hardware and installed drivers.

10.4 Video



Video Settings.

10.5 Shortcuts



Keyboard and MIDI shortcuts.

10.6 Cue Defaults

Cue Defaults

Default fade and routing values applied when new cues are created.

Fade

Default Fade In	0	sec
Default Fade Out	0	sec
Default Stop Fade	0.5	sec

Routing

Audio Output	Default - ASIO DirectX Full Duplex Driver
Video Output	Main Output

Cue Defaults - fade and routing defaults.

10.7 Performance

Performance → Cache / GPU

Performance

Cache, memory, graphics, and processing preferences.

Cache

☒ Waveform Cache

☒ Video Cache

☒ Thumbnail Cache

Max Cache Size

MB

Clear Cache

Graphics / Processing

☒ GPU Acceleration

☒ Hardware Decoding

☒ Background Processing

Performance - Cache / GPU.

10.8 Control

Control → OSC / MIDI / Timecode

Control

Show control protocols, sync, remote operation, and external triggers.

OSC

- ☒ Enable OSC control
- ☒ Receive OSC commands
- ☐ Send OSC feedback

MIDI

Profiles +

- Default

Name: Default

☒ Enabled

MIDI Input: No device

MIDI Output: No device

☒ Receive MIDI ☐ Send MIDI

Status - No device

Timecode

- ☒ Enable timecode system
- ☒ Send Timecode

Source: Internal Generator

Frame Rate: 29.97 NDF

External Triggers — OSC / MIDI / Timecode

- ☒ Enable remote control

Remote Mode: Local Only

- ☒ Enable external triggers

Control Settings - OSC, MIDI, Timecode and external triggers.

10.9 Advanced

Advanced → Support / Diagnostics

Advanced

Logging, diagnostics, and safe settings maintenance.

Logging

- ☒ Enable Logging
- Open Log Folder

Diagnostics

- System & Device Information
- Audio Diagnostics
- Video Diagnostics
- Export Diagnostics

Settings

- Restore Defaults

Advanced - logging, diagnostics, export and Restore Defaults.

11. Licensing and CueBase Shop

CueBase v1.0.1 supports Free, Professional 2 Devices, Professional 4 Devices and Rent.

11.1 License Summary

License Summary

EDITION Professional	
STATUS Licensed	TYPE Permanent
DEVICE MAGENTA	ACTIVATIONS 1 / 4

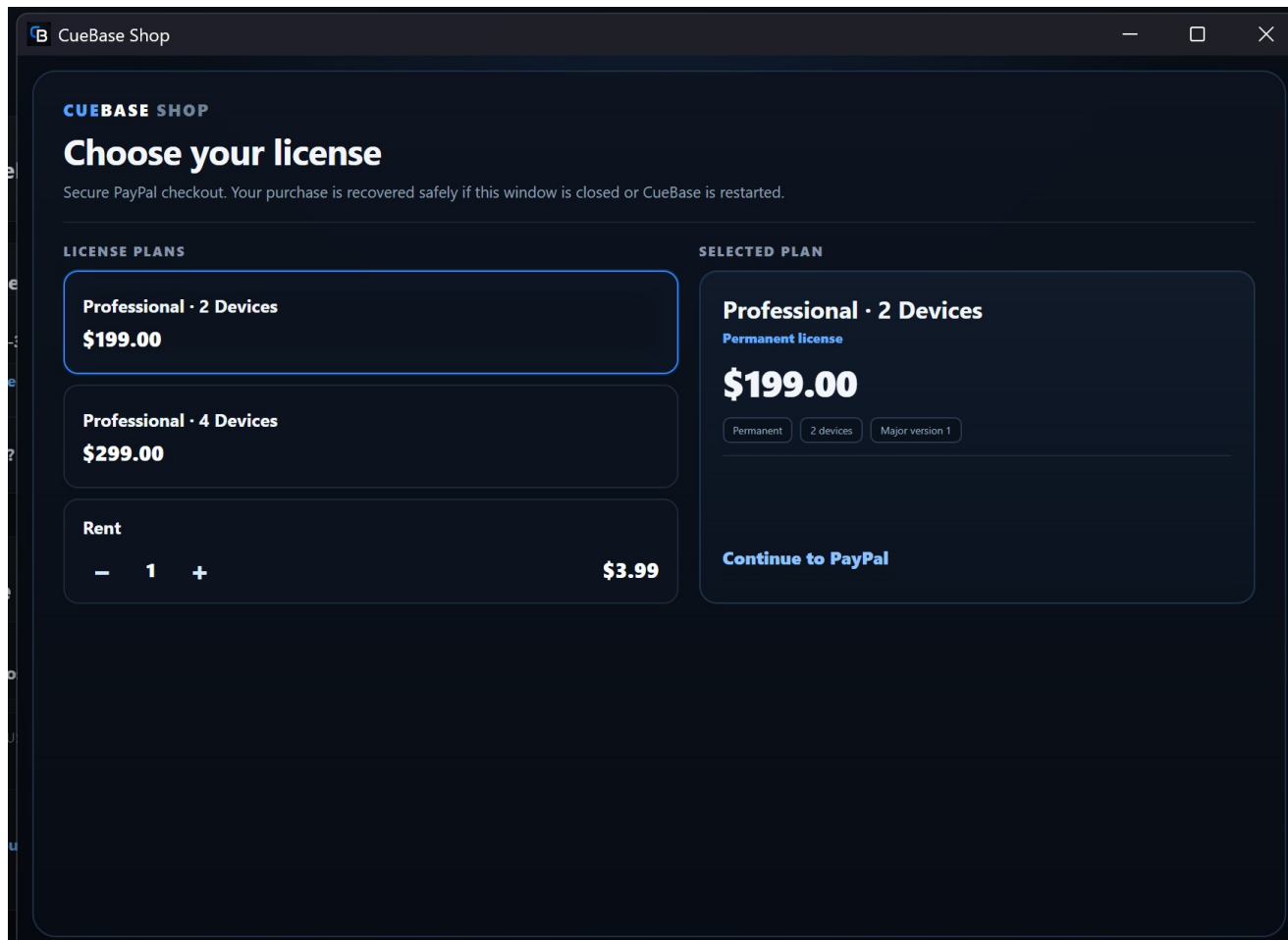
Product Information

CueBase Version	CueBase v1.0.1
Engine Version	CueBase Engine v2
Developer	Kemuel Mangubat
Website	https://cuebase-3fb72.web.app

License Summary and Product Information.

- Professional licenses are permanent for the purchased device allowance.
- Rent is time-limited and is purchased by day.
- Remove License releases the current activation and returns the device to Free while leaving the account signed in.
- Permanent Professional entitlement is designed to continue working offline after successful activation.

11.2 CueBase Shop



CueBase Shop showing Professional 2 Devices, Professional 4 Devices and Rent.

Continue to PayPal opens secure checkout. Prices displayed in CueBase at the time of purchase are authoritative and can change in later releases.

11.3 Free Edition

- 20 cues per project
- 1 MIDI
- 1 OSC
- 1 LTC/MTC
- Groups supported

12. Troubleshooting and Quick Reference

12.1 First checks

- Open Cue Problems and resolve unintended warnings.
- Confirm each media cue has a valid source.
- Check Audio and Video routing and verify the selected output is connected.
- For OSC/MIDI/Timecode, verify the selected profile/device/source and message settings.
- Review Performance and Advanced Diagnostics if playback or device behavior is abnormal.

12.2 Default shortcuts

Action	Default
GO	Space
Pause	P
Stop	Shift+Escape
Stop All	Escape
Next Cue	ArrowDown
Previous Cue	ArrowUp
Undo	Ctrl+Z
Redo	Ctrl+Y
Zoom In	Ctrl++
Zoom Out	Ctrl+-
Actual Size	Ctrl+0
Full Screen	F11

12.3 Pre-show checklist

- Save the project before the show.
- Confirm cue sources, cue order and Group run modes.
- Check Cue Problems.
- Verify audio and video outputs.
- Test OSC, MIDI and Timecode control where used.
- Run a cue-by-cue rehearsal.
- Confirm Running Cues, Preview and Master meters behave as expected.