



CUEVITY

USER MANUAL

Version 1

Audio • Video • Show Control

KGM Studios

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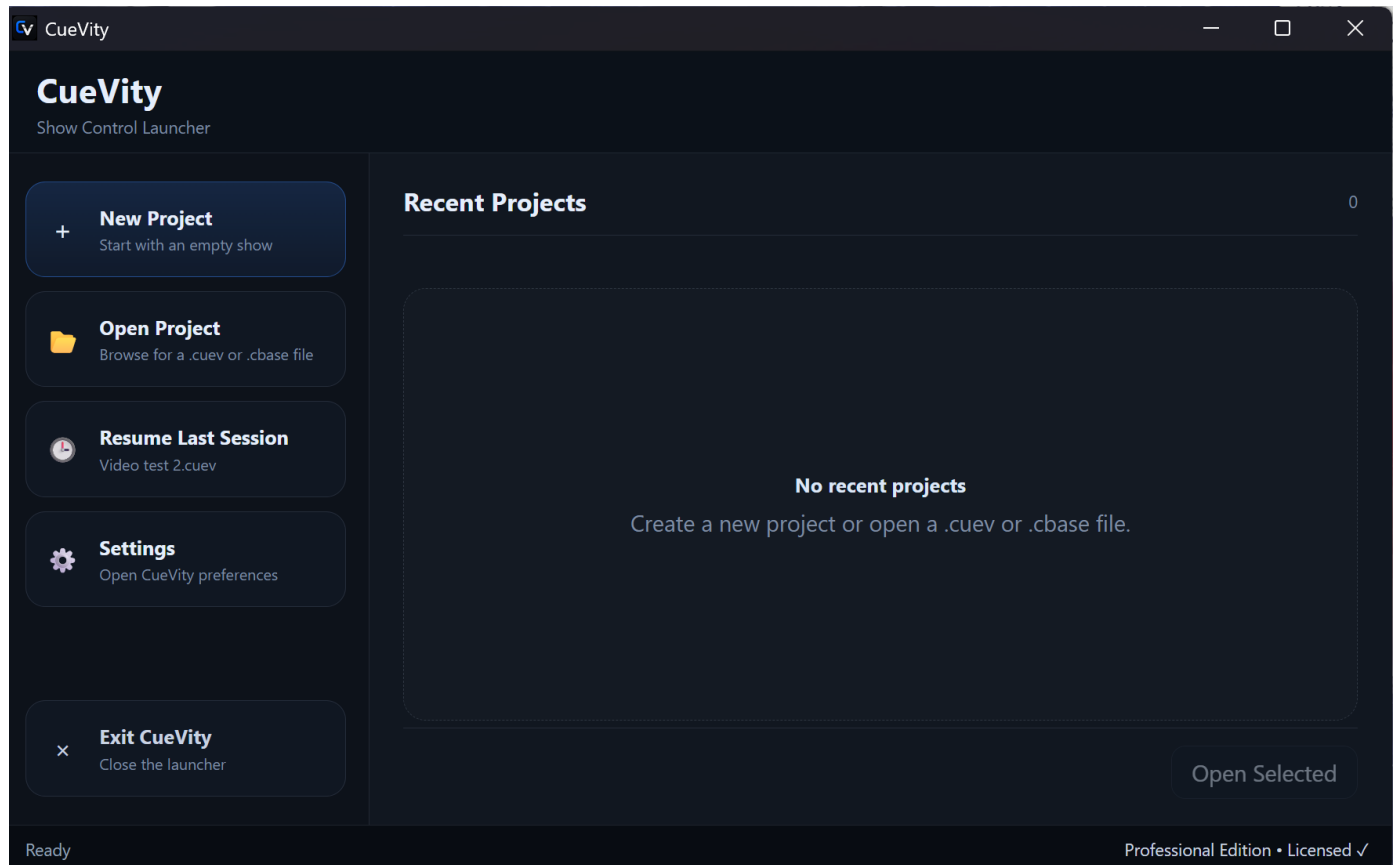
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This manual documents the CueVity v1 public release interface. Items visibly marked Future, Coming soon, or otherwise unavailable are not presented as active **CueVity v1** features.

1. About CueVity

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

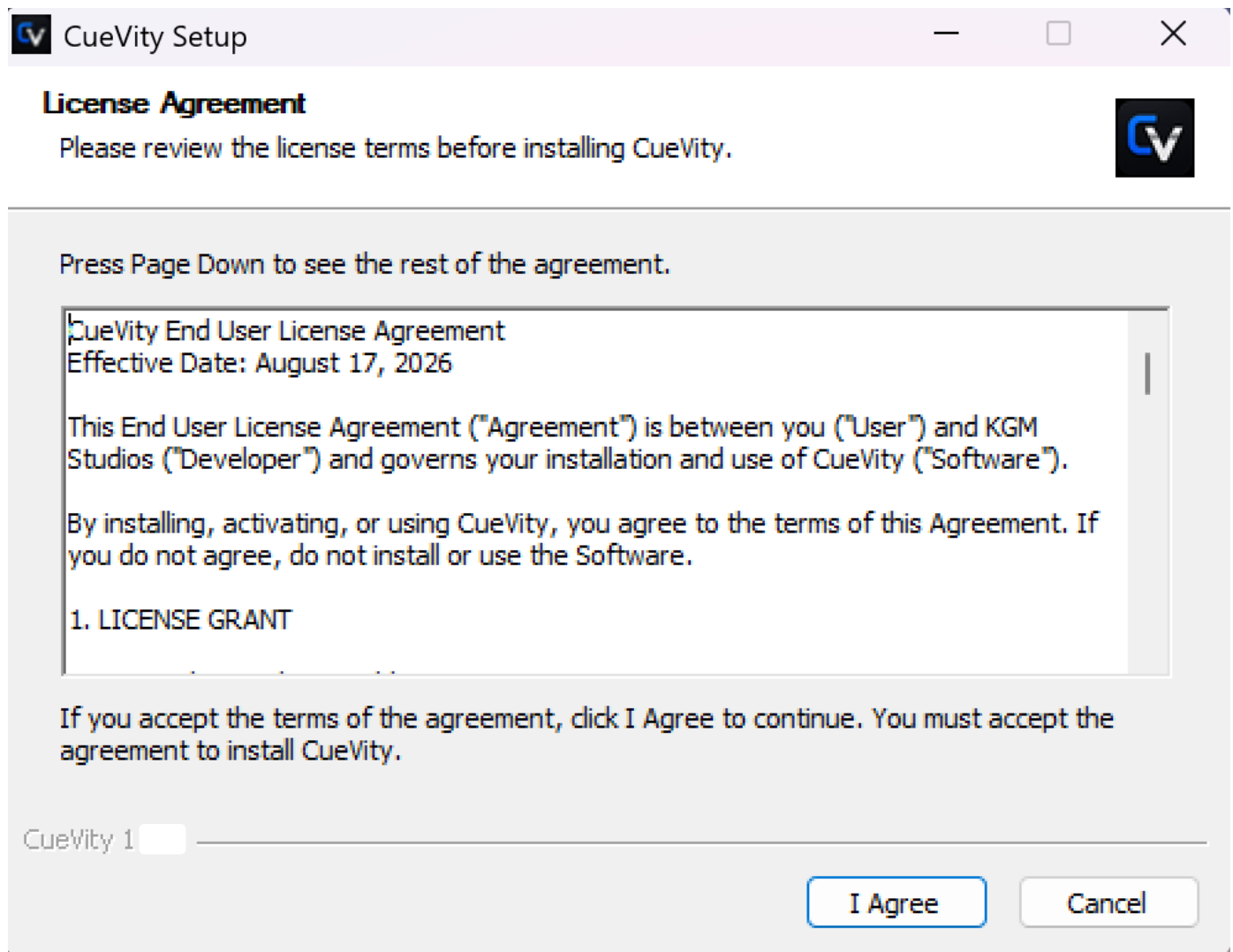


CueVity Show Control Launcher.

2. Installation and First Launch

Run the CueVity v1 installer and follow the setup pages. The public v1 installer is unsigned, so Windows may show an Unknown Publisher / SmartScreen warning before setup starts. Click more info and proceed.

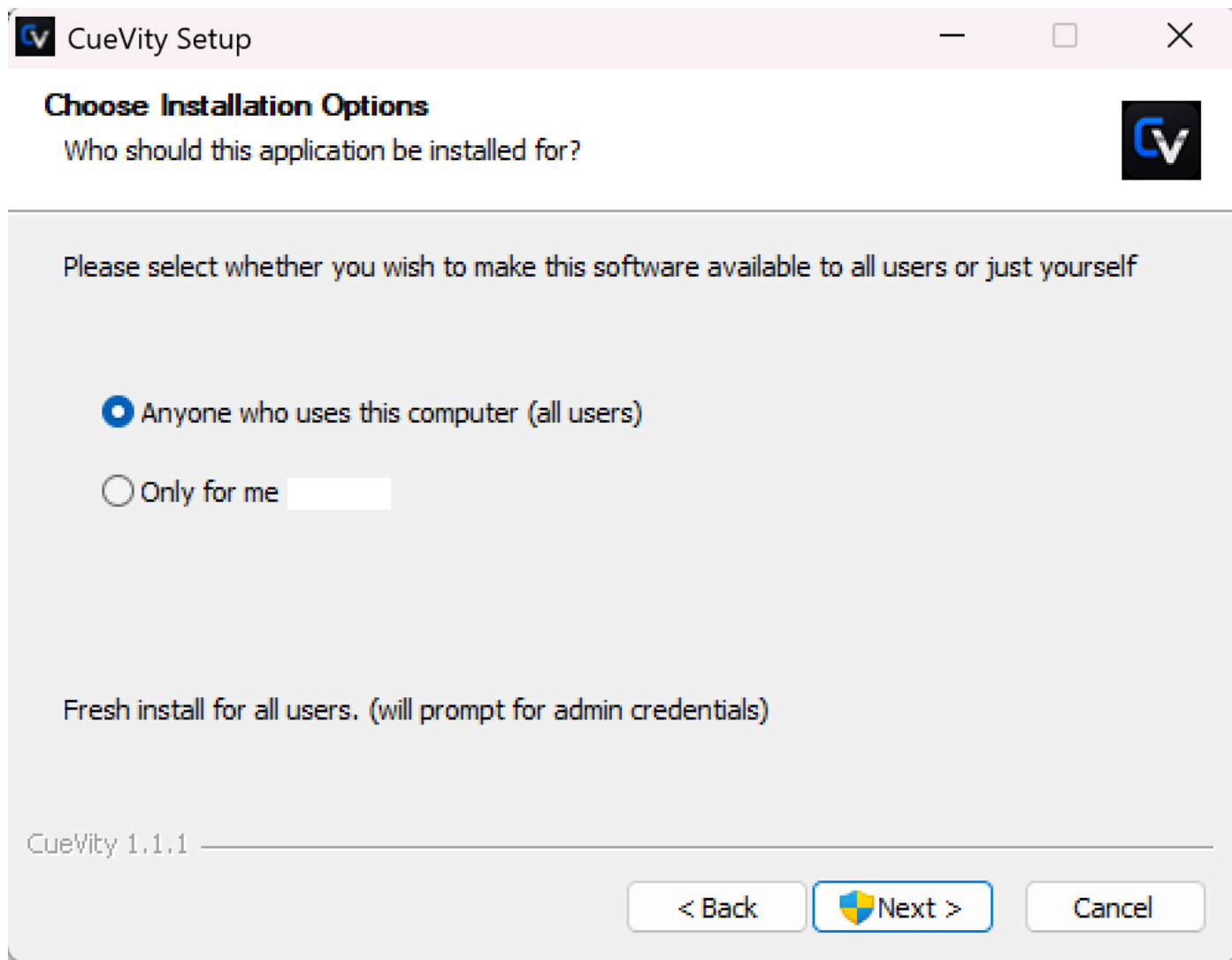
2.1 License Agreement



CueVity Setup - License Agreement.

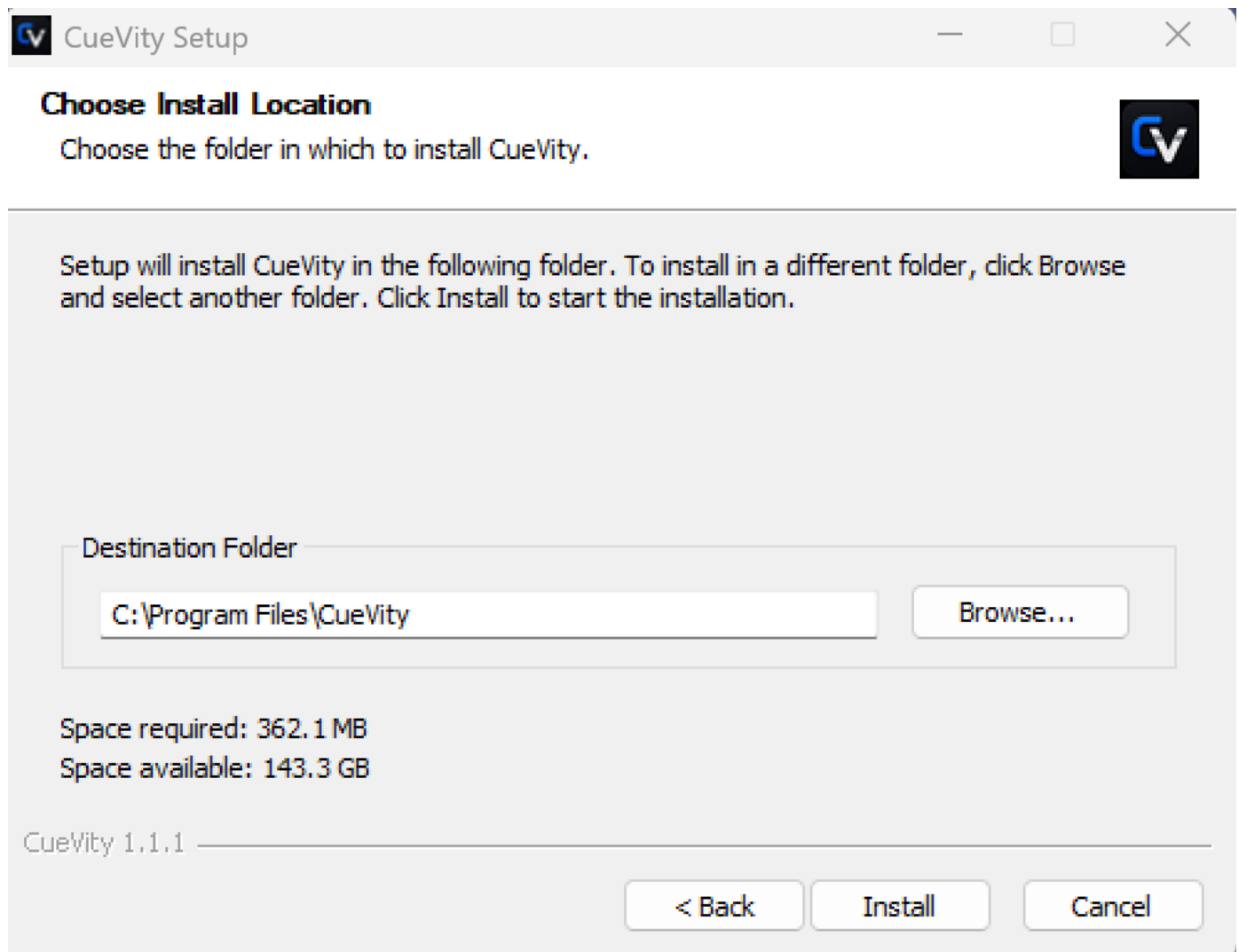
Review the End User License Agreement and select I Agree to continue.

2.2 Installation Options



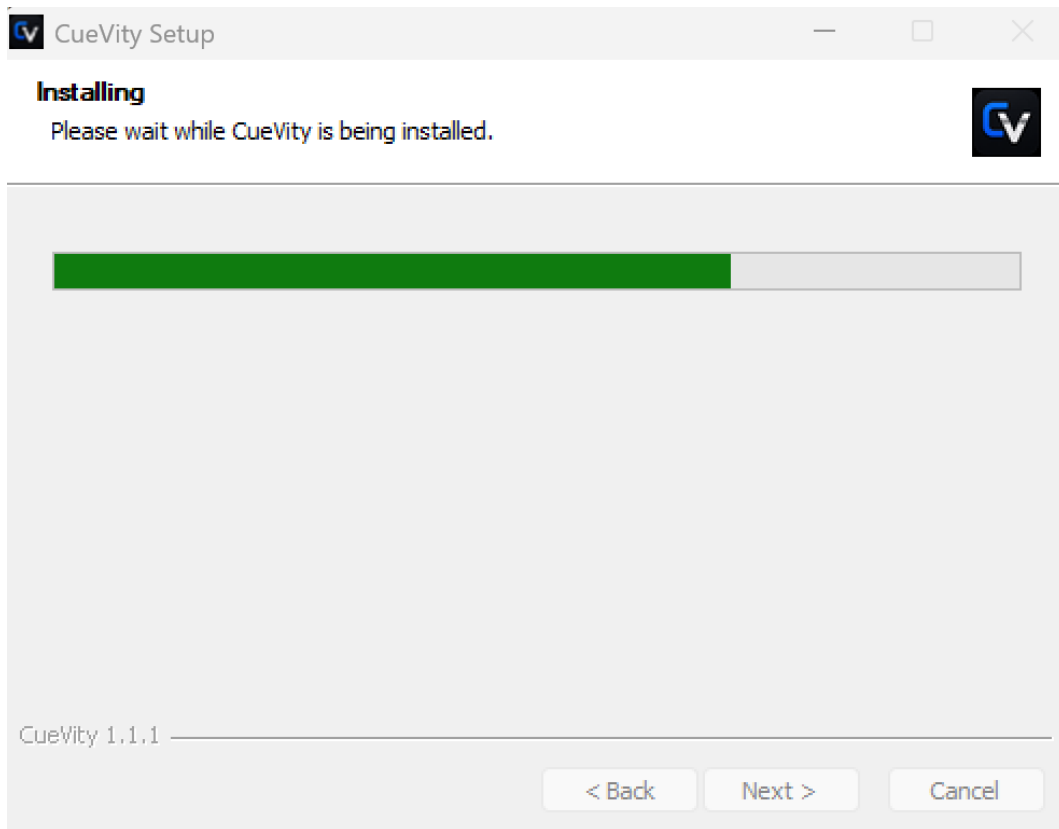
Choose whether CueVity is installed for all users or only the current Windows user.

2.3 Install Location

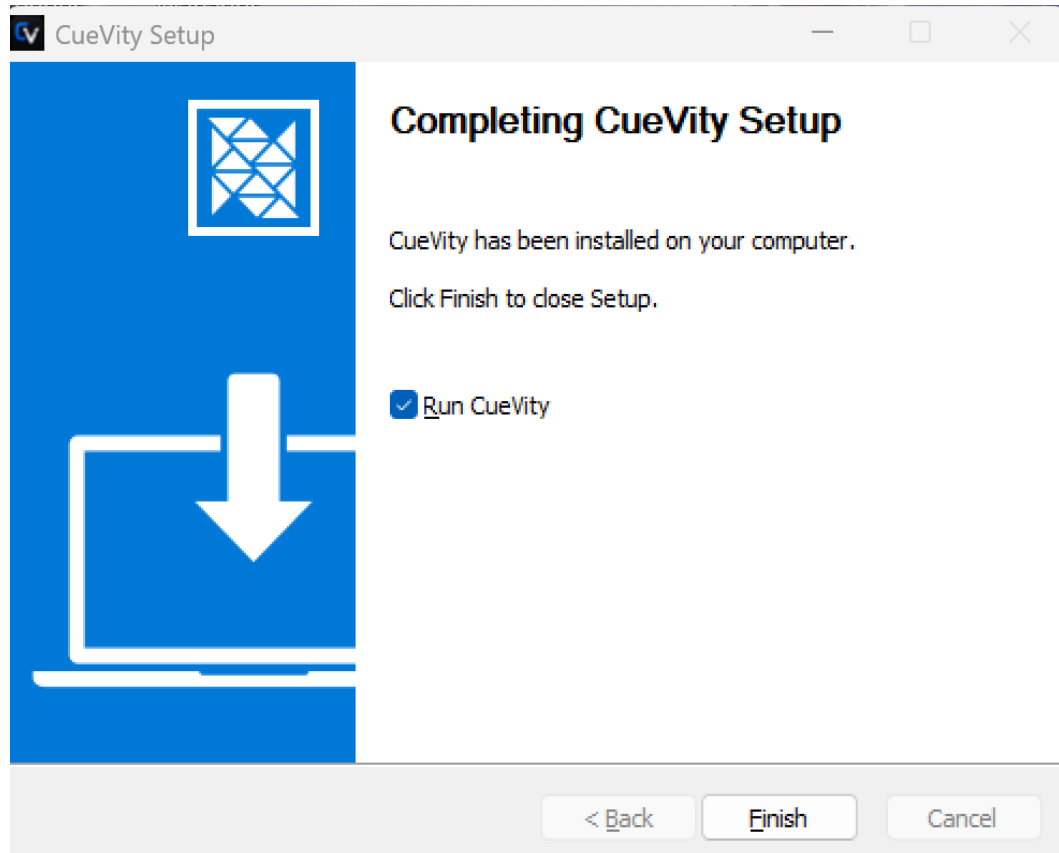


Choose the CueVity installation folder, then select Install.

2.4 Installation Progress and Finish

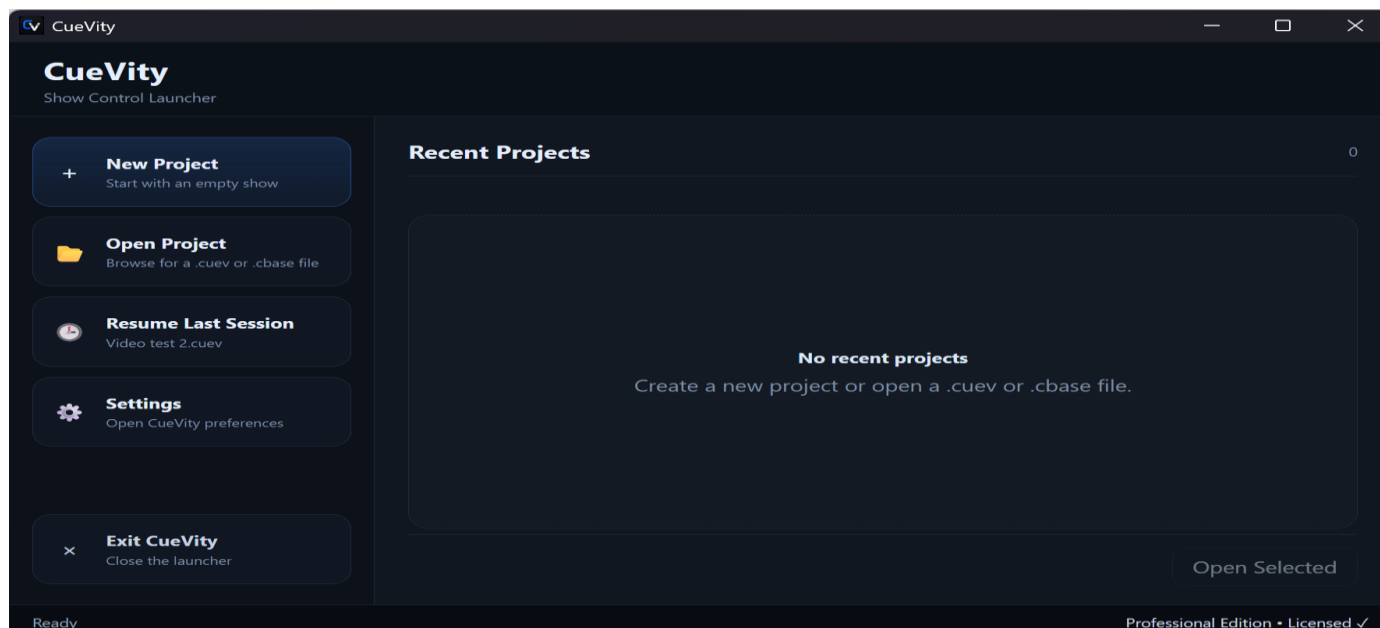


CueVity installation progress.



Setup complete. Leave Run CueVity selected to launch immediately.

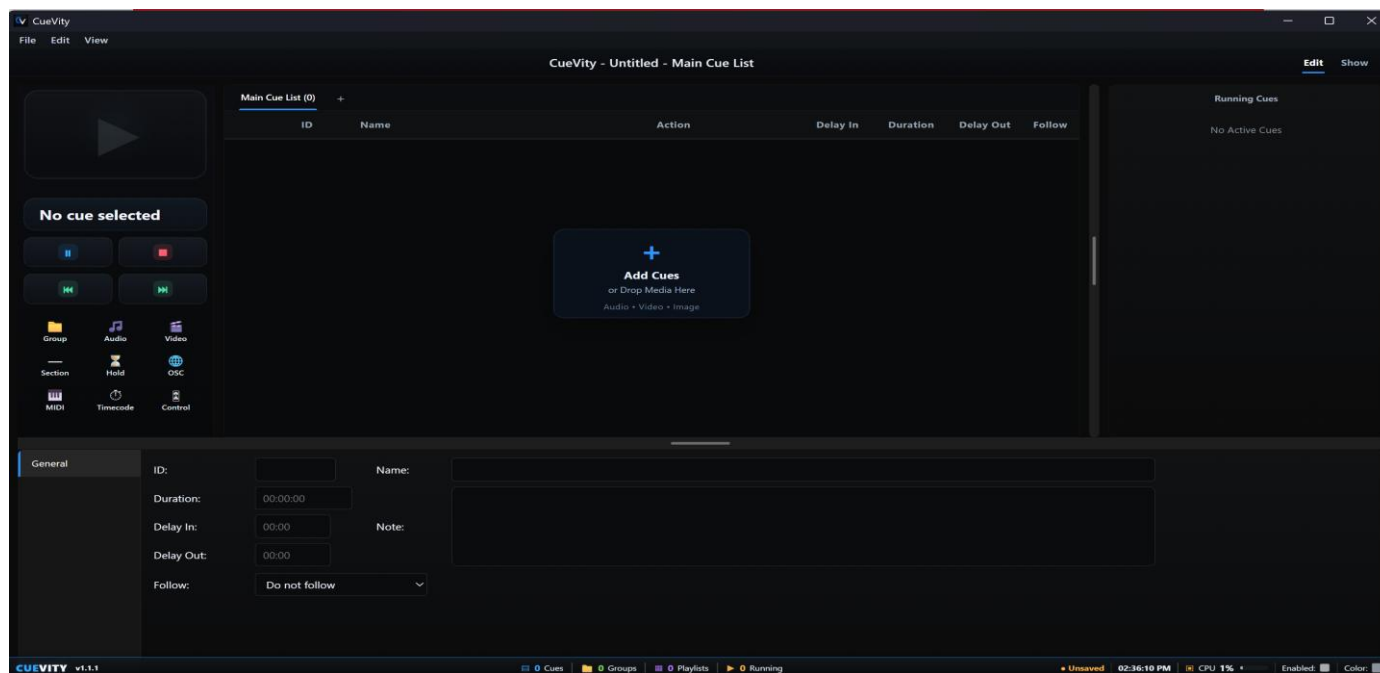
2.5 Show Control Launcher



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

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

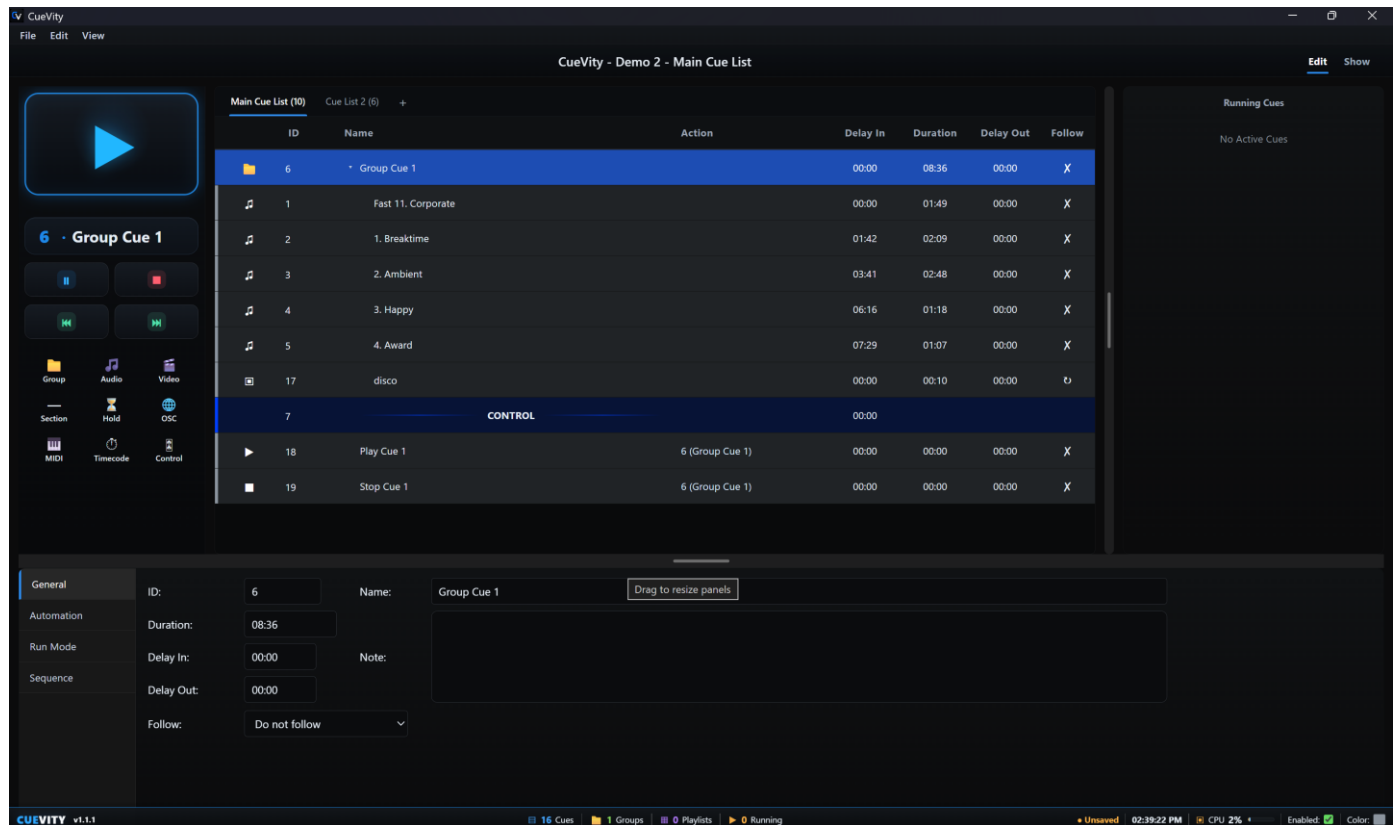
3. Main Workspace and Project Management



Empty CueVity workspace in Edit mode.

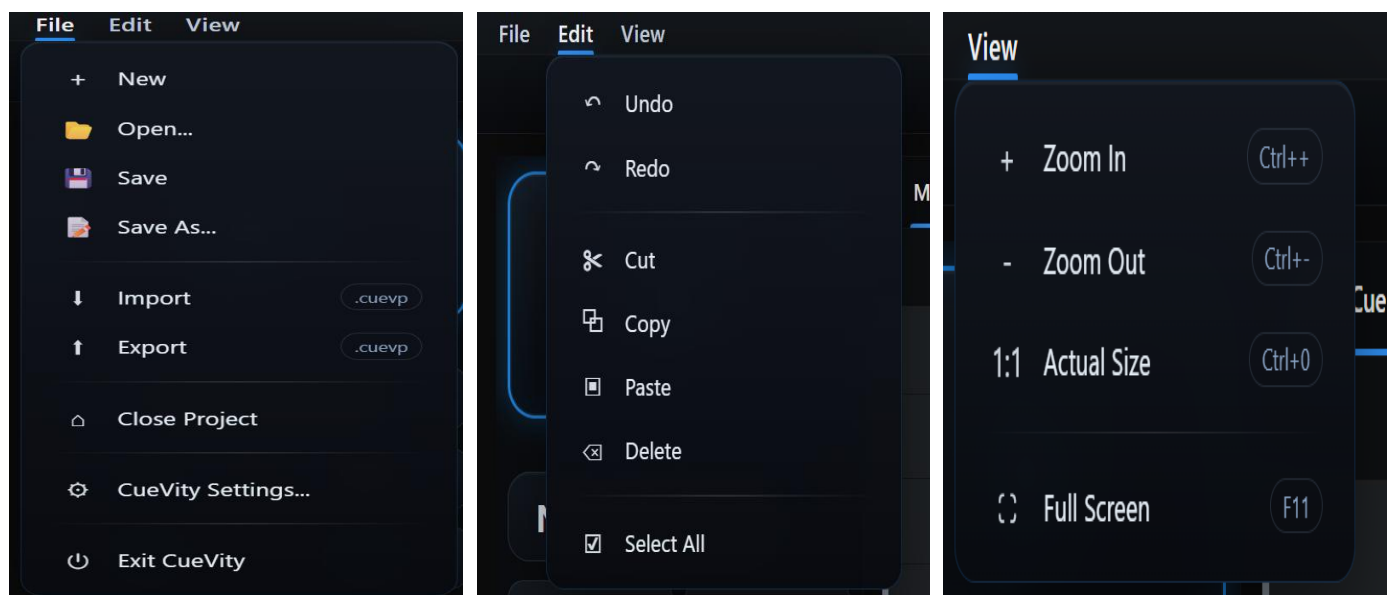
3.1 Workspace areas

- Left: Play/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.

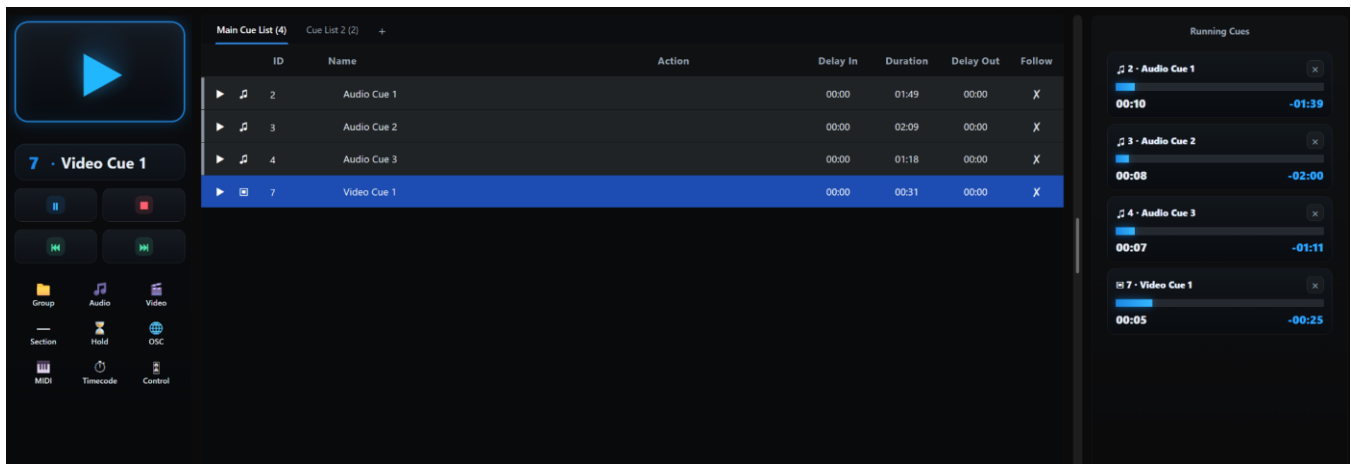


Populated cue list with multiple cue types and the selected Audio cue properties.

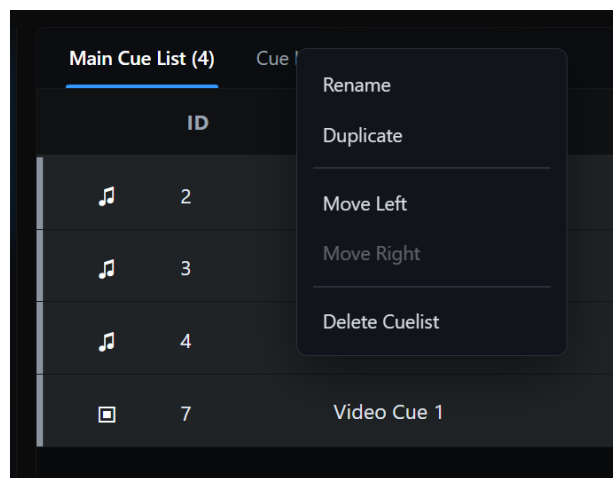
3.2 File, Edit and View menus



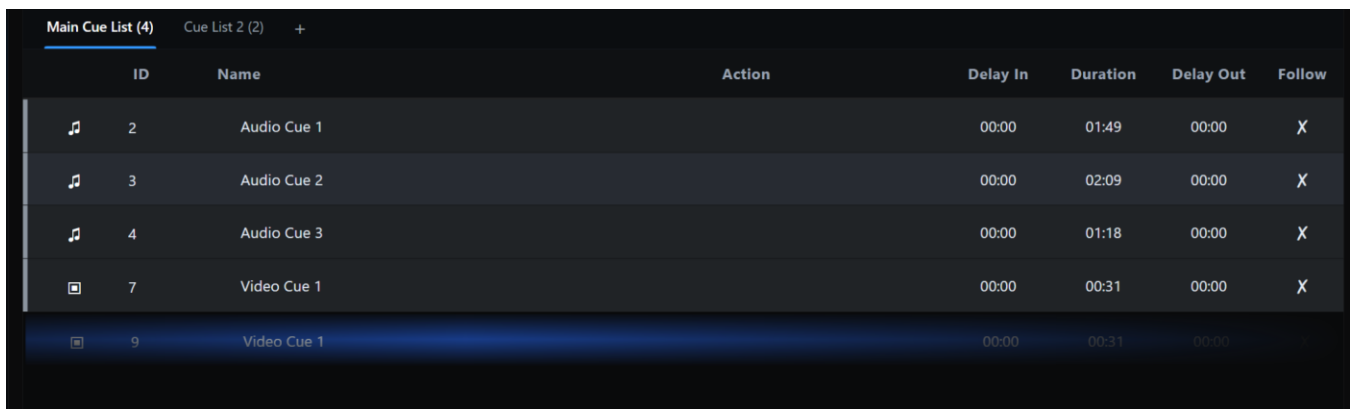
3.3 Multiple Cue Lists



Multiple cue-list tabs while cues continue running.

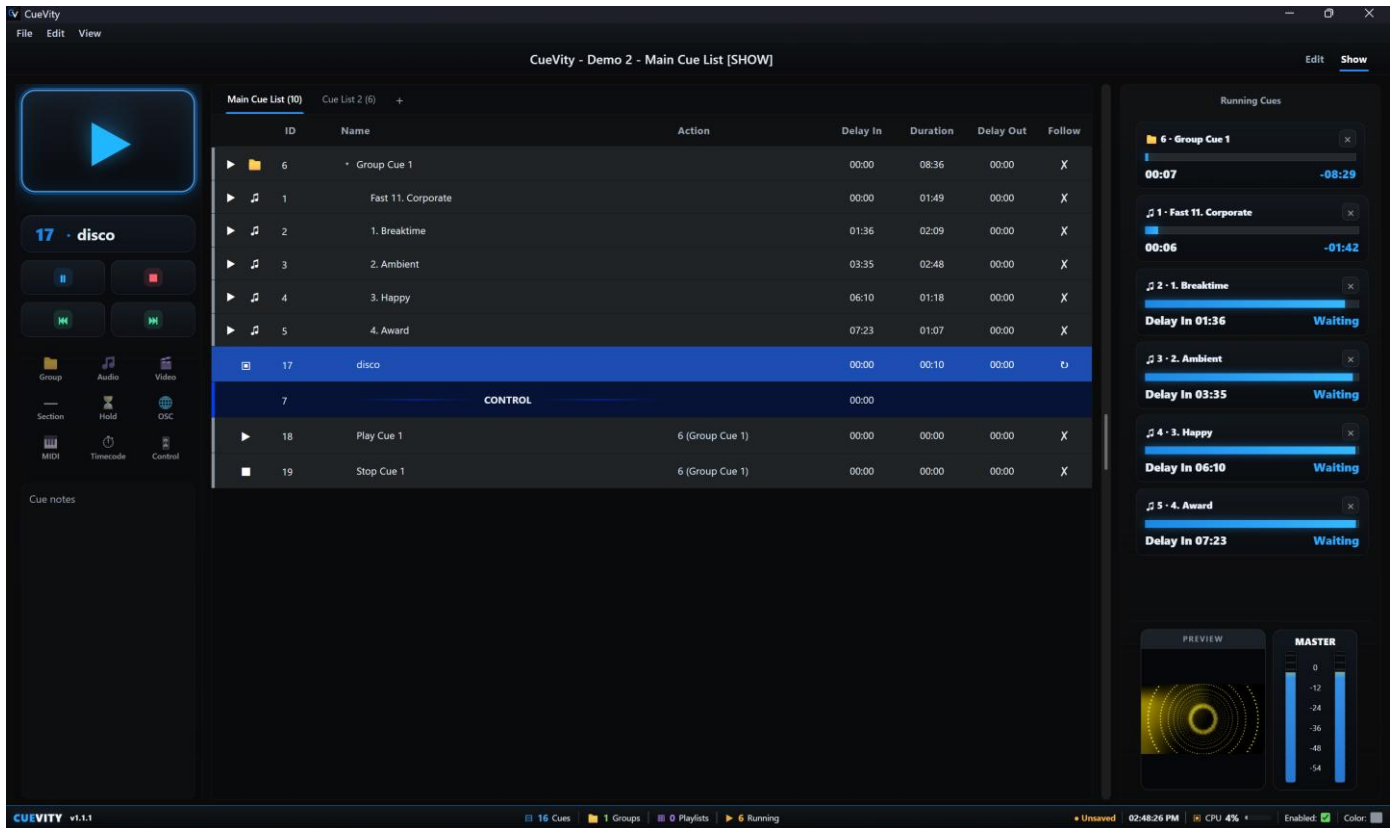


Cue-list tab management: Rename, Duplicate, Move Left/Right and Delete Cuelist.



Drag-and-drop cue reordering with insertion highlight.

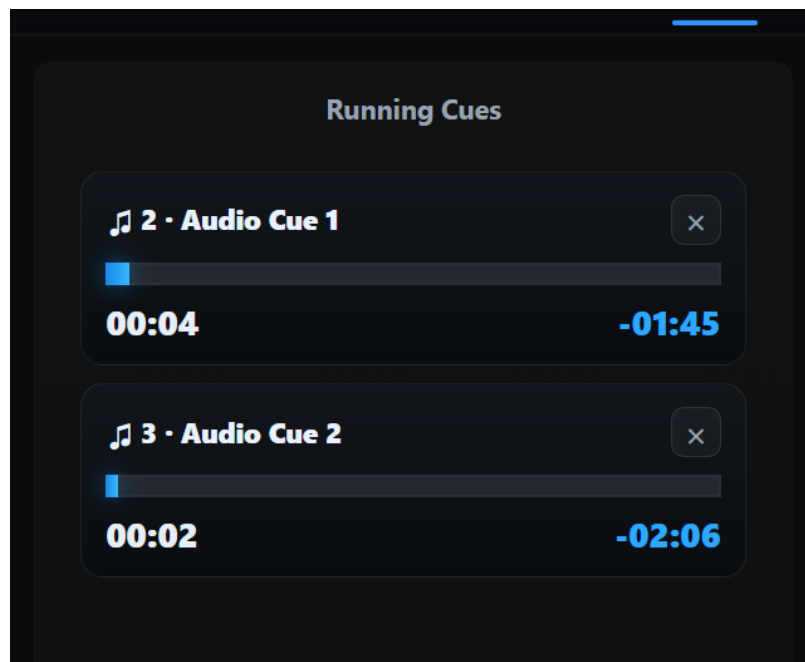
4. Running a Show



Show mode during active playback.

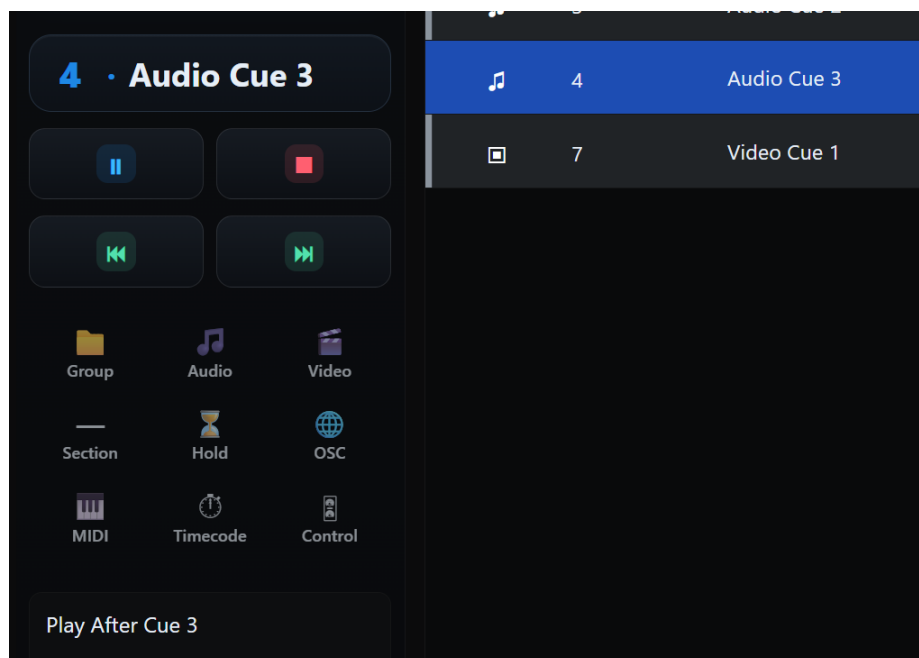
In Show mode, the operator can select the next cue, use the **Play button**, monitor active cues, view the video preview, and monitor master levels without opening cue editors.

4.1 Running Cues



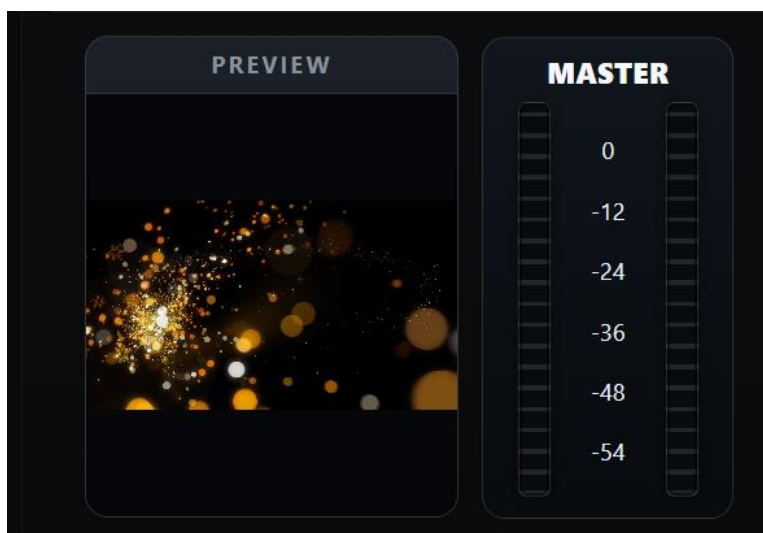
Running Cues cards showing progress, elapsed time, remaining time and the individual stop control.

4.2 Cue Notes



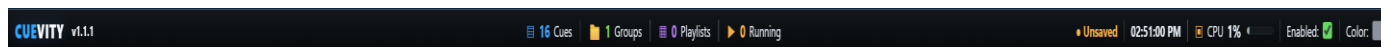
Cue Notes displayed for the selected cue during Show mode.

4.3 Preview and Master Meter

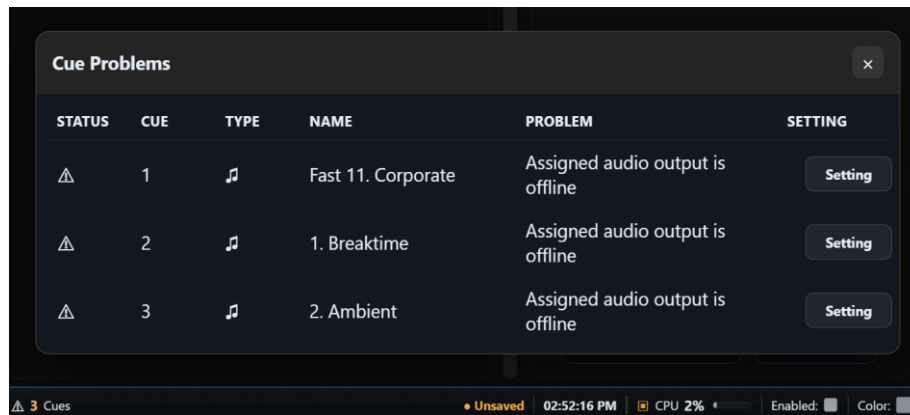


Video Preview and stereo Master meter.

4.4 Status Bar and Cue Problems



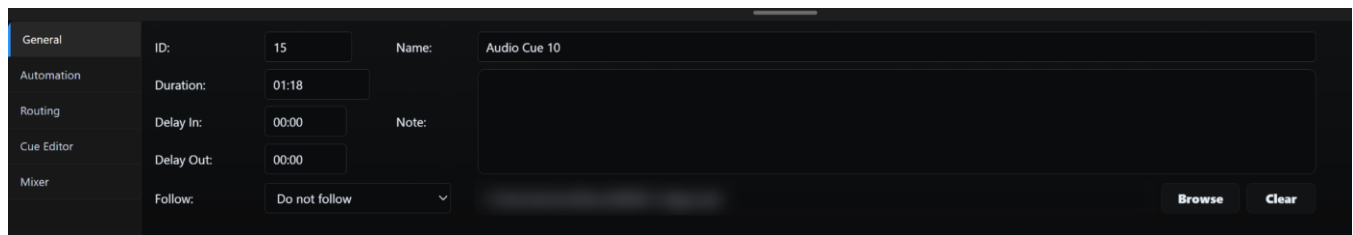
Status bar with cue/group/playlist/running counts, save state, clock and CPU.



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.

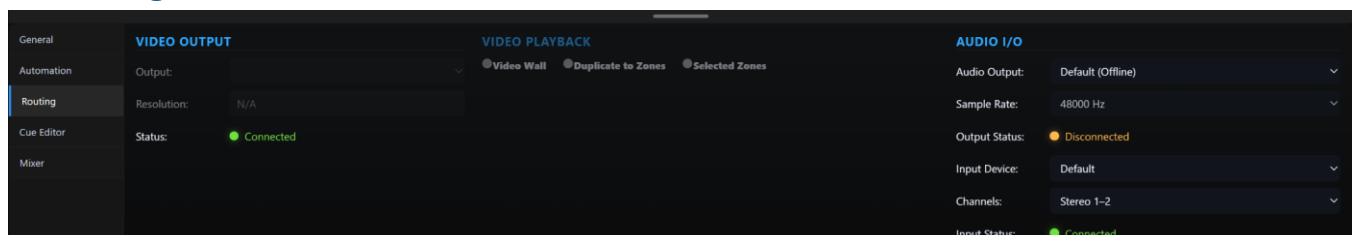
5.1 Cue Editor



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



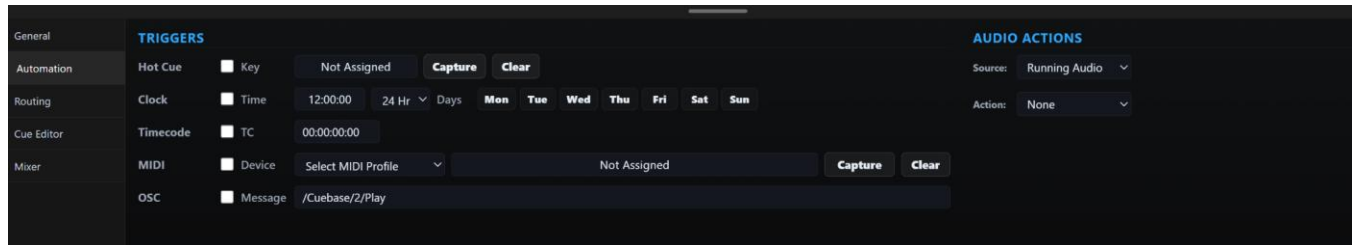
Cue Routing panel showing Video Output, Video Playback and Audio I/O areas.

5.3 Mixer



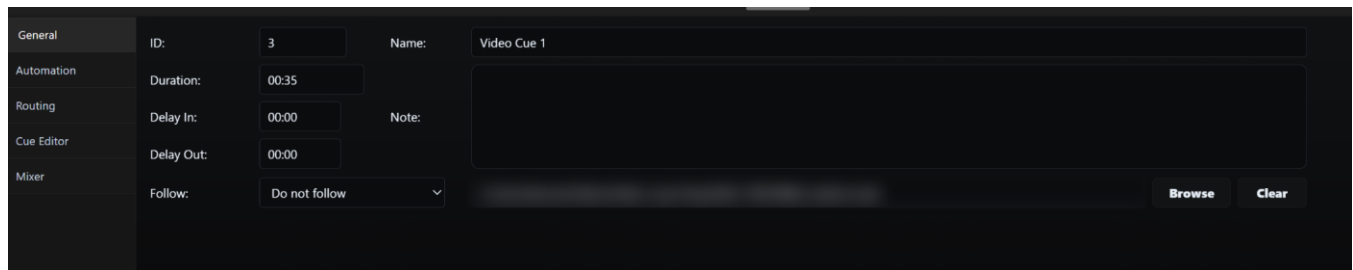
Audio Cue Mixer with output channels and output assignment.

5.4 Automation



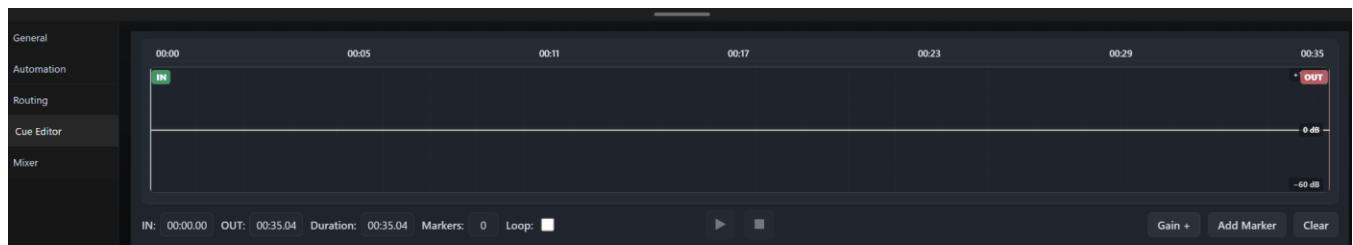
Audio Cue Automation triggers and Audio Actions.

6. Video Cues and Video Outputs



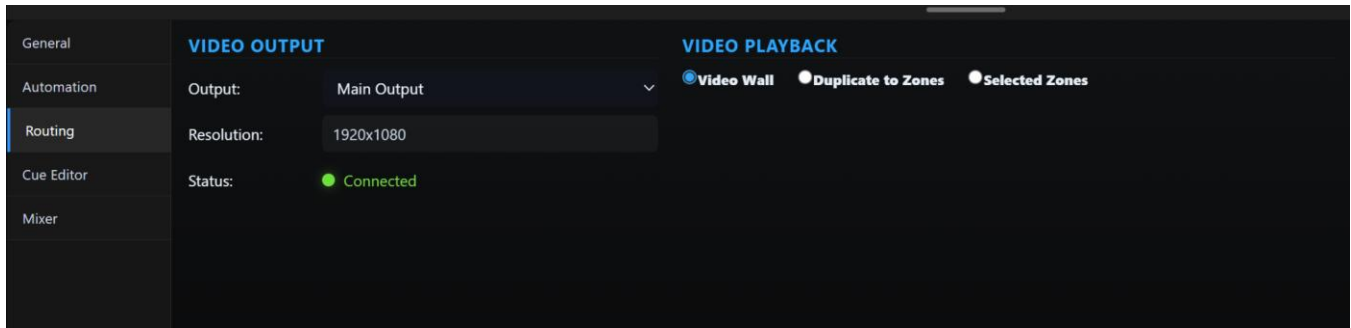
Video Cue - General tab with a media source loaded.

6.1 Video Cue Editor



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

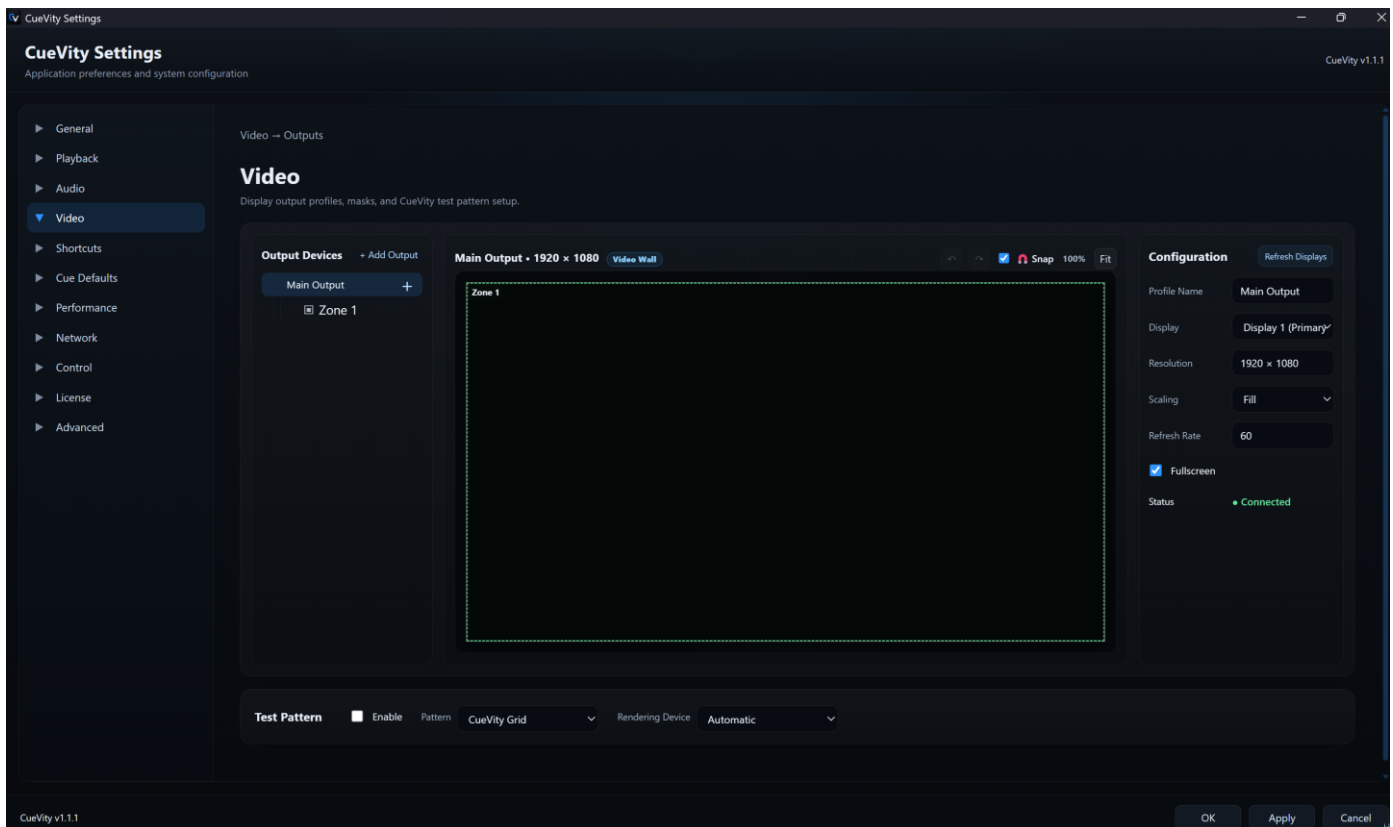
6.2 Video Cue Routing



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

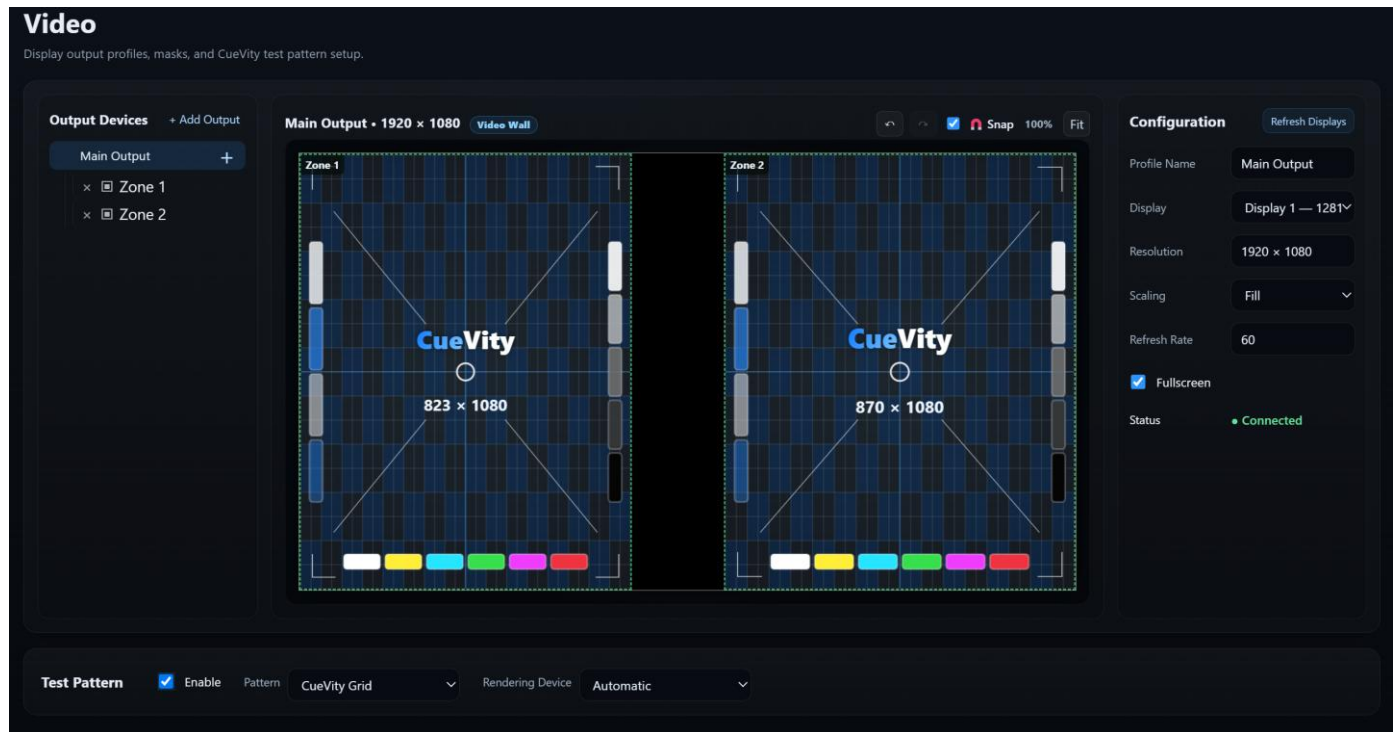
Video playback modes include Video Wall, Duplicate to Zones and Selected Zones.

6.3 Output Configuration



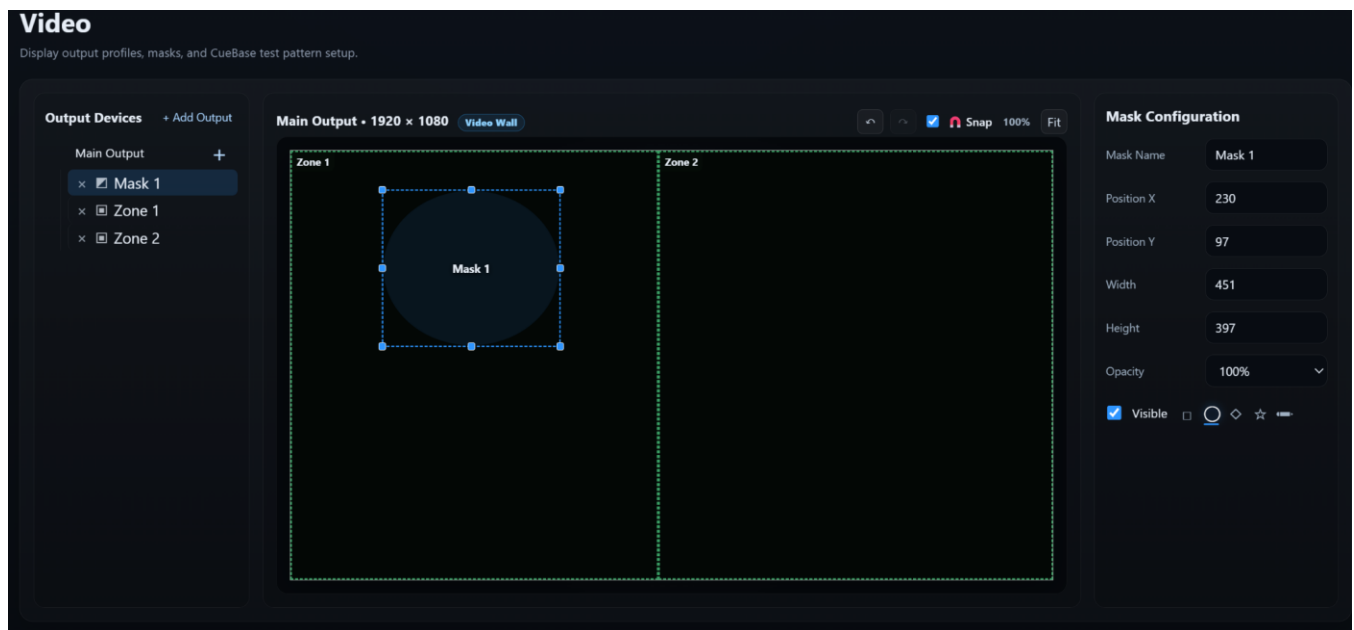
Video Settings - output device configuration, display, resolution, refresh rate and test pattern.

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

Automation

Run Mode

Sequence

ID:

15

Name:

Group Cue 2

Duration:

00:00

Note:

Delay In:

00:00

Delay Out:

00:00

Follow:

Do not follow

Group Cue - General tab.

Group Run Mode

General

Automation

Run Mode

Sequence

Run Mode

Playback

All

Loop

Off

Loop Count

1

Run Mode

Playback

All

Loop

Playlist

Random

Loop Count

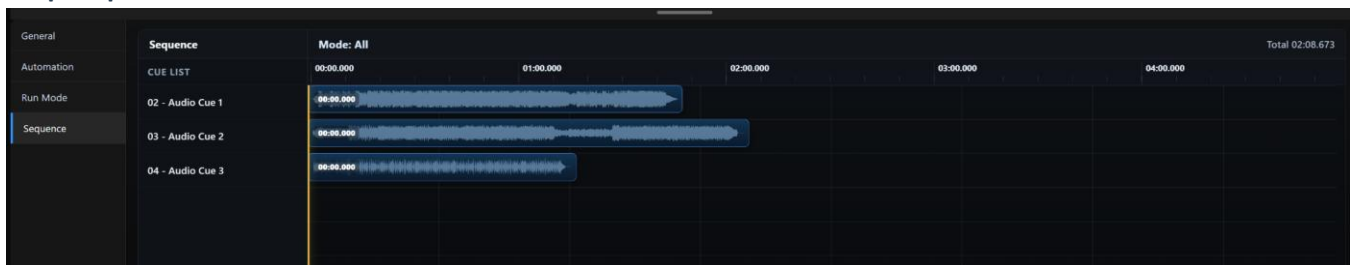
1

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.

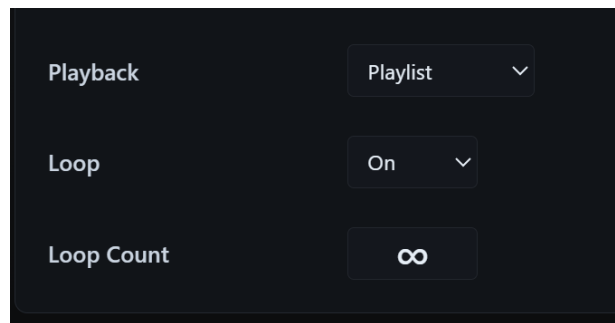
Group Sequence



Group Sequence - All mode.

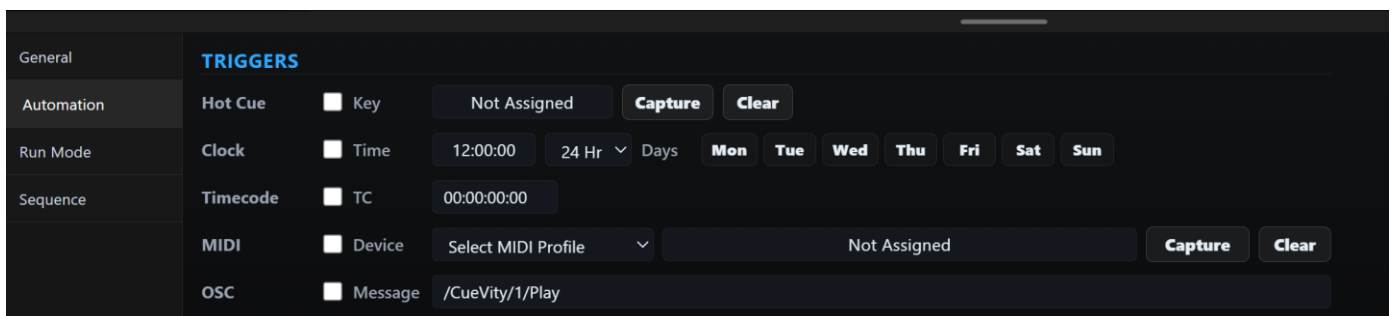


Group Sequence - Playlist mode.



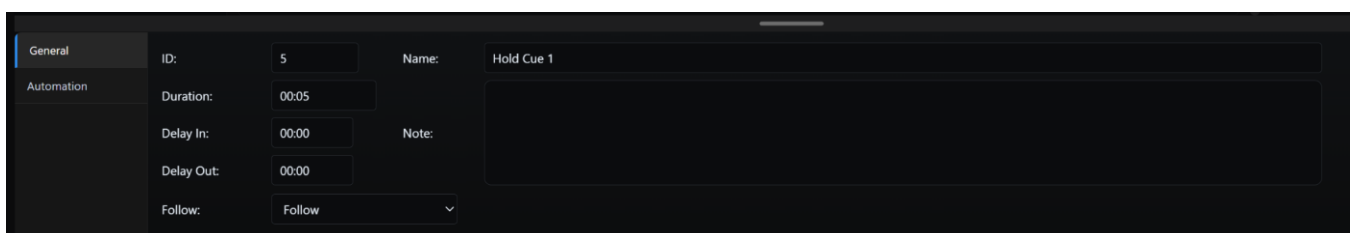
Playlist mode with Loop On and continuous/infinite loop indication.

Group Automation



Group Automation triggers.

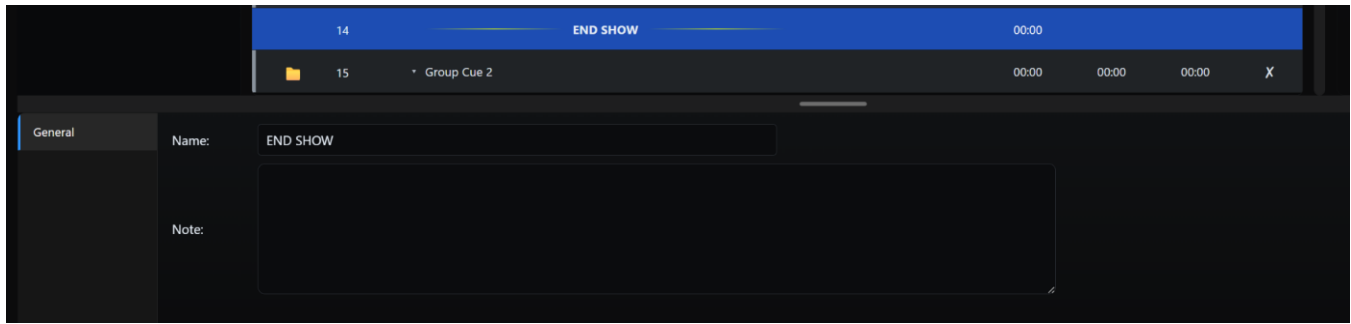
7.2 Hold Cue



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

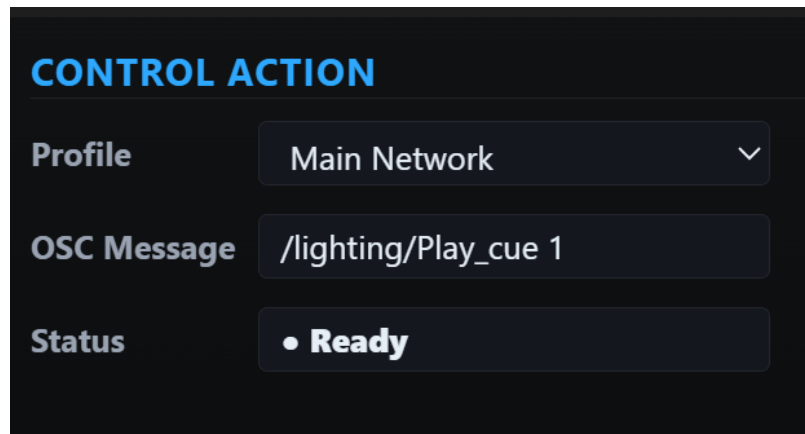


Section Cue used as an END SHOW divider.

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

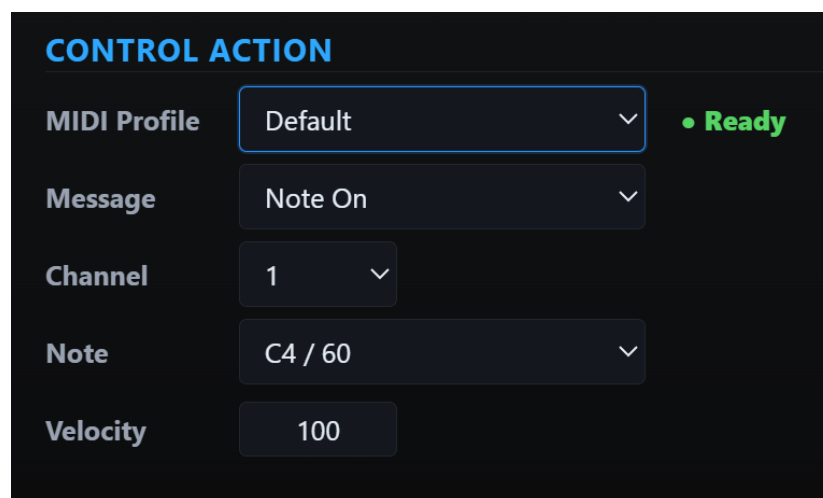
8. OSC, MIDI, Timecode and Control Cues

8.1 OSC Cue



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

8.2 MIDI Cue



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

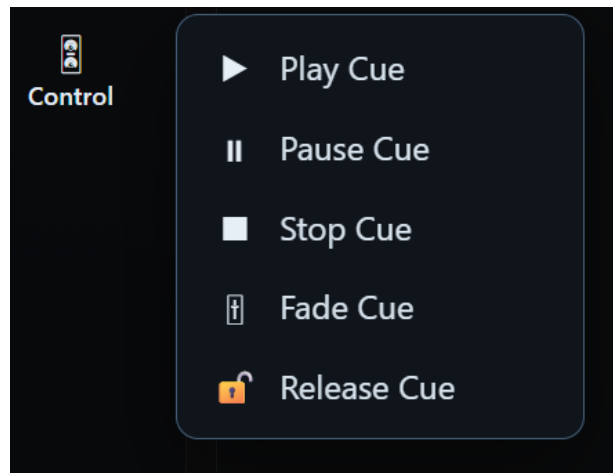
29.97 NDF

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.

Group

Audio

Video

Section

MIDI

Hold

Timecode

OSC

Control

II

7

Pause Cue 1

Cue 1 (Group Cue 1)

00:00

00:00

00:00

X

General

Automation

ID: 7

Duration: 00:00

Delay In: 00:00

Delay Out: 00:00

Follow: Do not follow

Name: Pause Cue 1

Note:

Cue 1

Clear

Pause Cue targeting Group Cue 1.

The screenshot shows the Cue Editor interface for 'Stop Cue 1'. The top bar displays the cue name, ID (14), and target (Cue 1 (Group Cue 1)). The left sidebar has tabs for General, Automation, Routing, Cue Editor, and Mixer. The main panel shows the following settings:

- General:** ID: 14, Name: Stop Cue 1
- Automation:** Duration: 00:00, Delay In: 00:00, Delay Out: 00:00, Follow: Do not follow
- Target:** Cue 1

Stop Cue targeting Group Cue 1.

The screenshot shows the Cue Editor interface for 'Fade Cue 1'. The top bar displays the cue name, ID (14), and target (2 (Audio Cue 1)). The left sidebar has tabs for General, Automation, Routing, Cue Editor, and Mixer. The main panel shows the following settings:

- General:** ID: 14, Name: Fade Cue 1
- Automation:** Duration: 00:03, Delay In: 00:00, Delay Out: 00:00, Follow: Do not follow
- Target:** 2

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

The screenshot shows the Cue Editor interface for 'Release Cue 1'. The top bar displays the cue name, ID (14), and target (2 (Audio Cue 1)). The left sidebar has tabs for General, Automation, Routing, Cue Editor, and Mixer. The main panel shows the following settings:

- General:** ID: 14, Name: Release Cue 1
- Automation:** Duration: 00:00, Delay In: 00:00, Delay Out: 00:00, Follow: Do not follow
- Target:** 2

Release Cue targeting Audio Cue 1.

9. Automation and Shortcuts

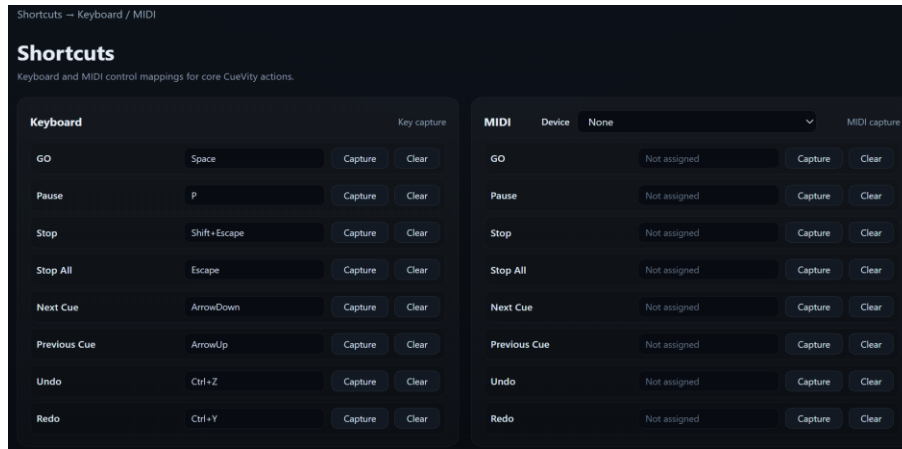
Automation can trigger a cue through Hot Cue, Clock, Timecode, MIDI or OSC. The Automation tab is available on supported cue types.

The screenshot shows the Automation trigger configuration interface. The left sidebar has tabs for General, Automation, Routing, Cue Editor, and Mixer. The main panel is divided into two sections:

- TRIGGERS:**
 - Hot Cue:** Key: Not Assigned, Capture, Clear
 - Clock:** Time: 12:00:00, 24 Hr, Days: Mon, Tue, Wed, Thu, Fri, Sat, Sun
 - Timecode:** TC: 00:00:00:00
 - MIDI:** Device: Select MIDI Profile, Not Assigned, Capture, Clear
 - OSC:** Message: /Cuebase/2/Play
- AUDIO ACTIONS:**
 - Source: Running Audio
 - Action: None

Automation trigger configuration.

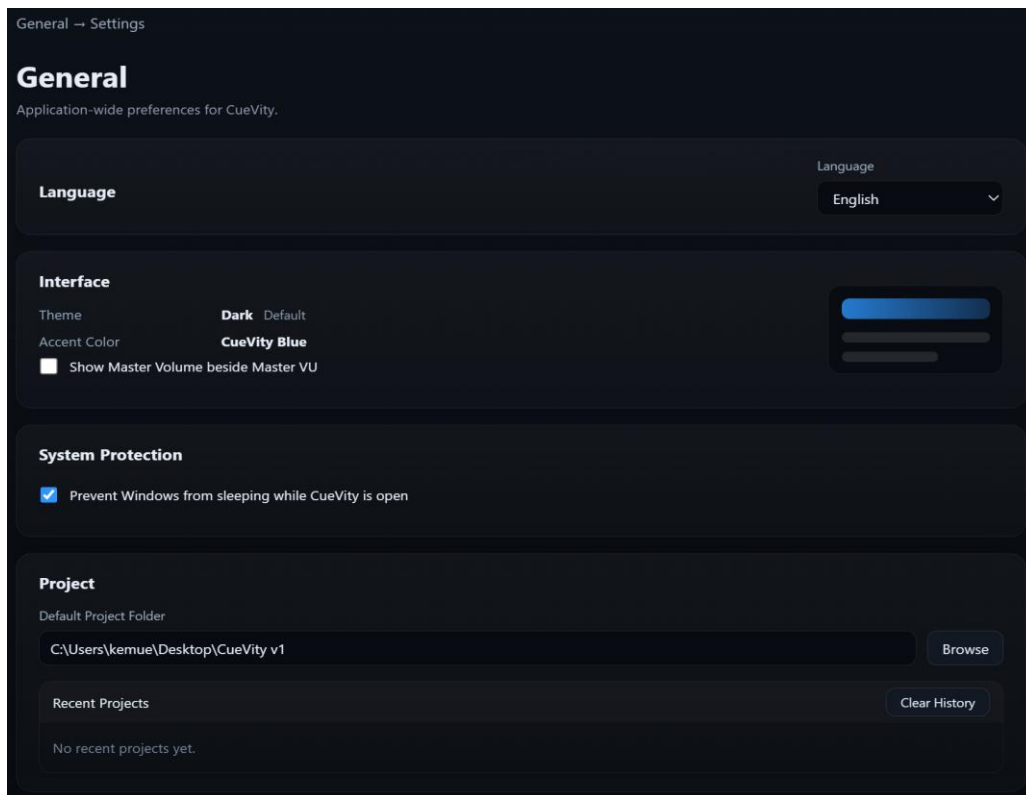
9.1 Keyboard and MIDI shortcuts



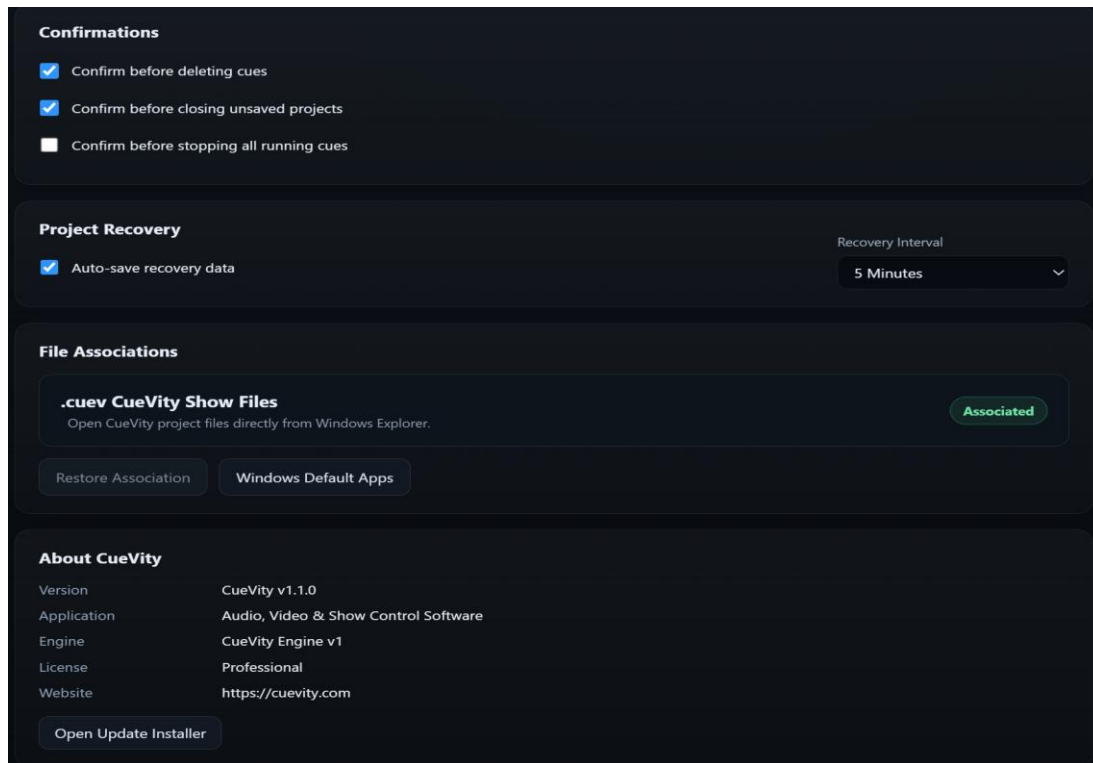
Shortcuts Settings.

10. Settings

10.1 General

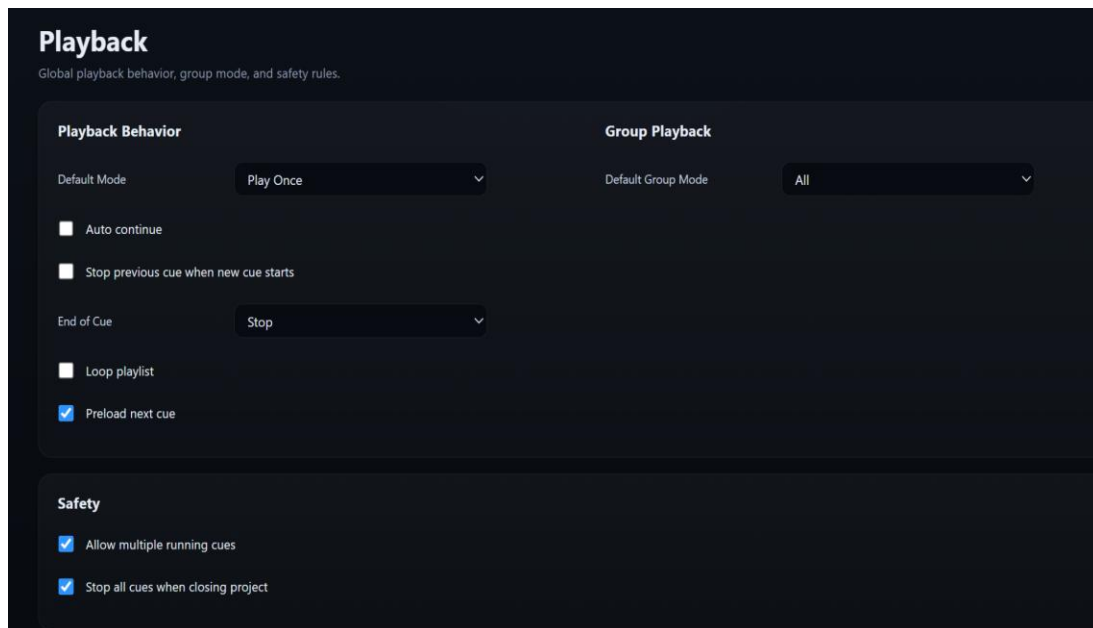


General Settings - language, interface, system protection and project preferences.



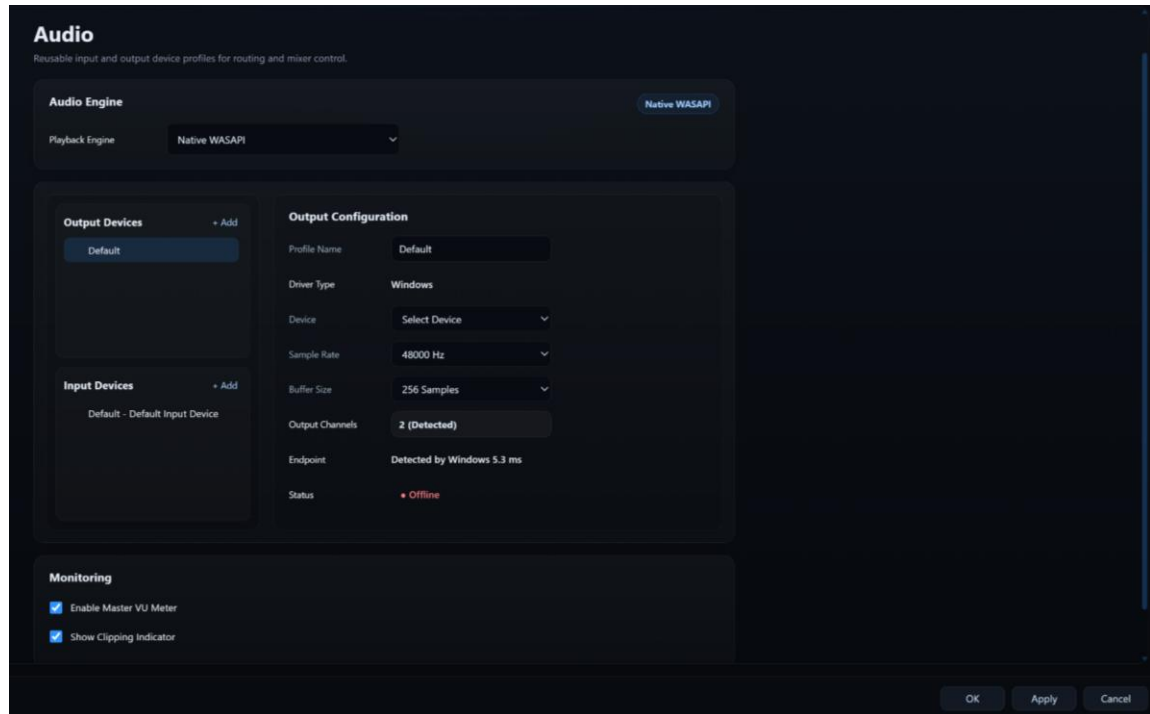
General Settings - confirmations, project recovery, File Associations (Future) and About CueVity.

10.2 Playback

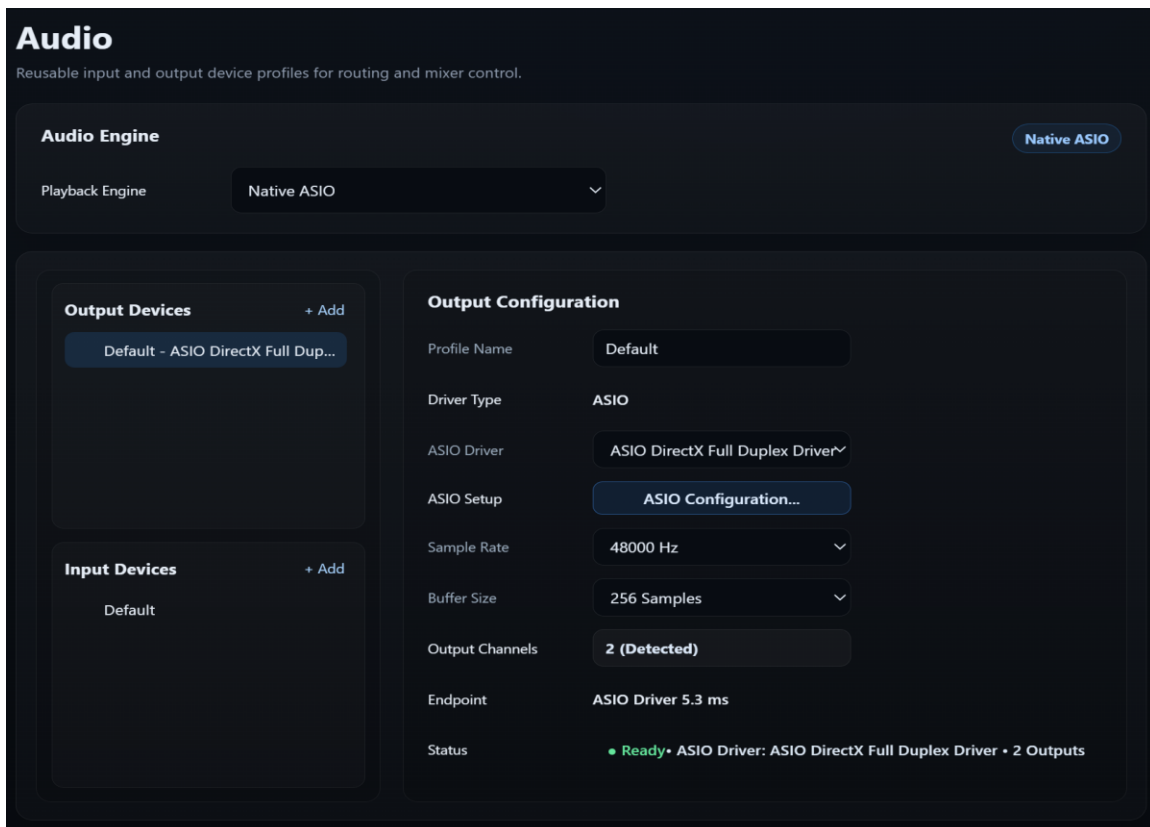


Playback Settings.

10.3 Audio



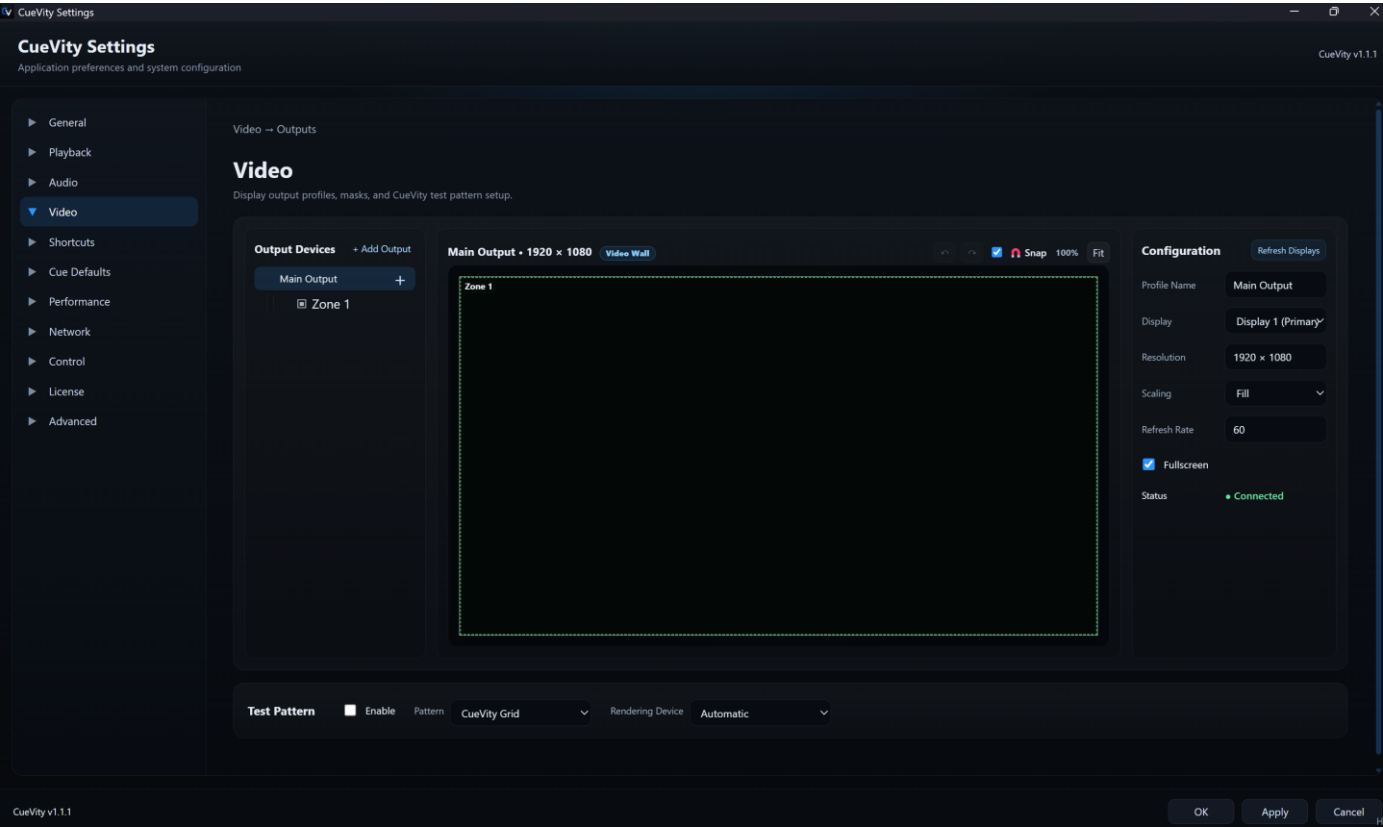
Audio Settings - WASAPI.



Audio Settings - Native ASIO with driver Ready.

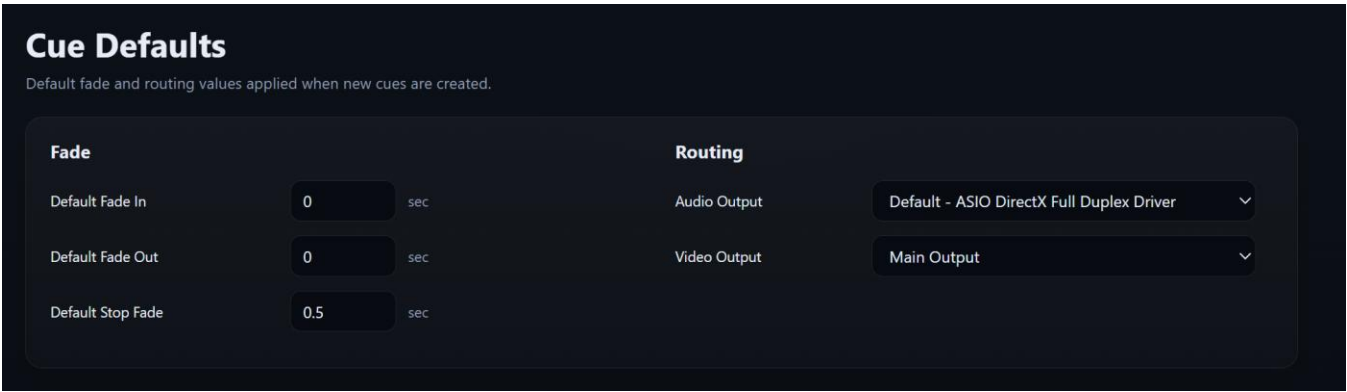
Device names, channel counts, sample rates and buffer sizes depend on the user's hardware and installed drivers.

10.4 Video



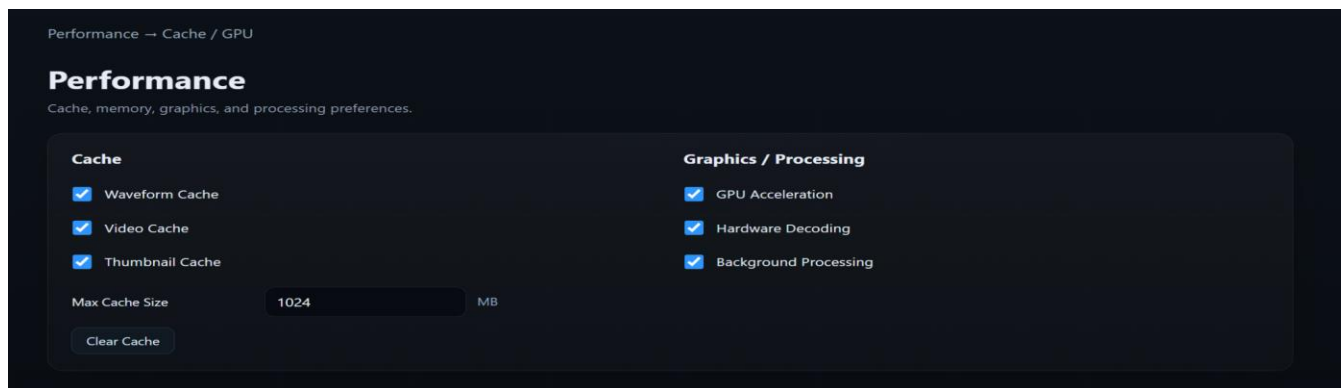
Video Settings.

10.5 Cue Defaults



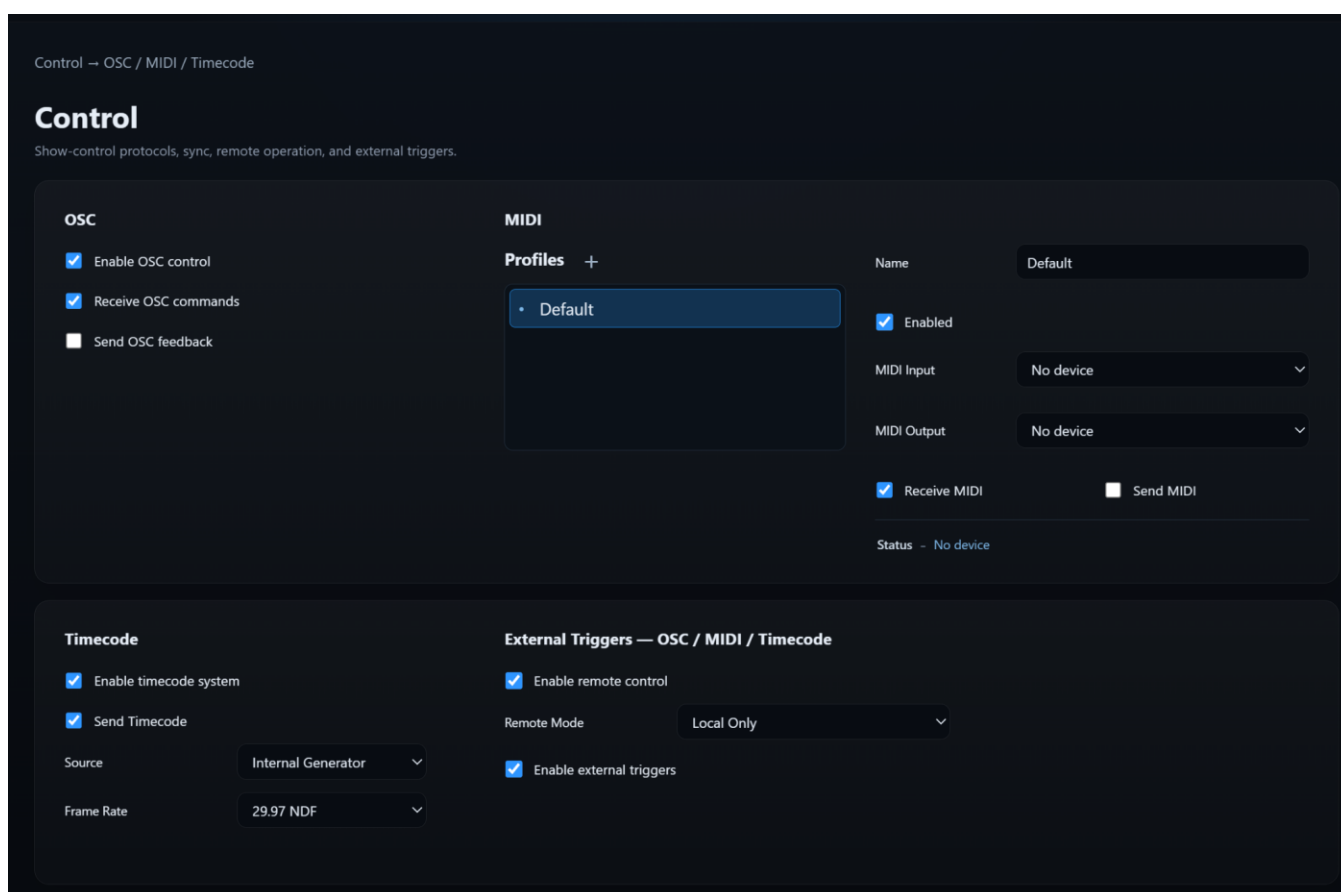
Cue Defaults - fade and routing defaults.

10.6 Performance



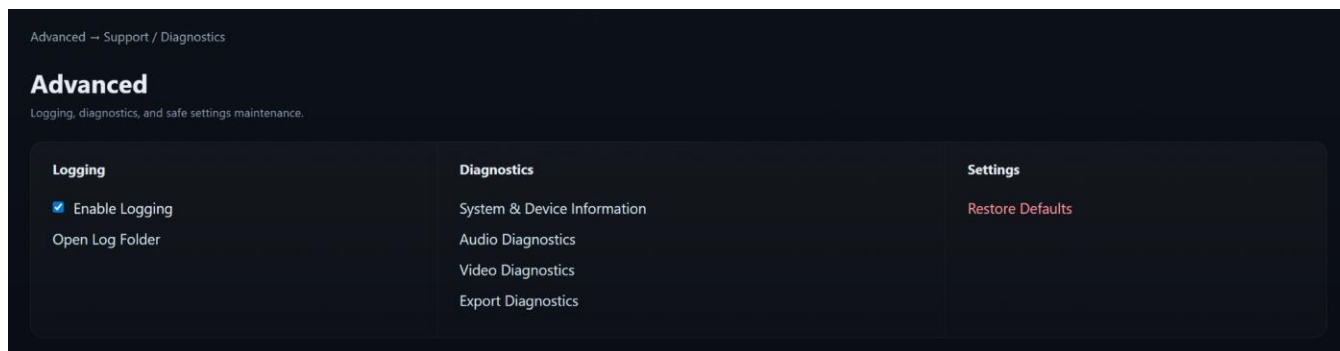
Performance - Cache / GPU.

10.7 Control



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

10.8 Advanced

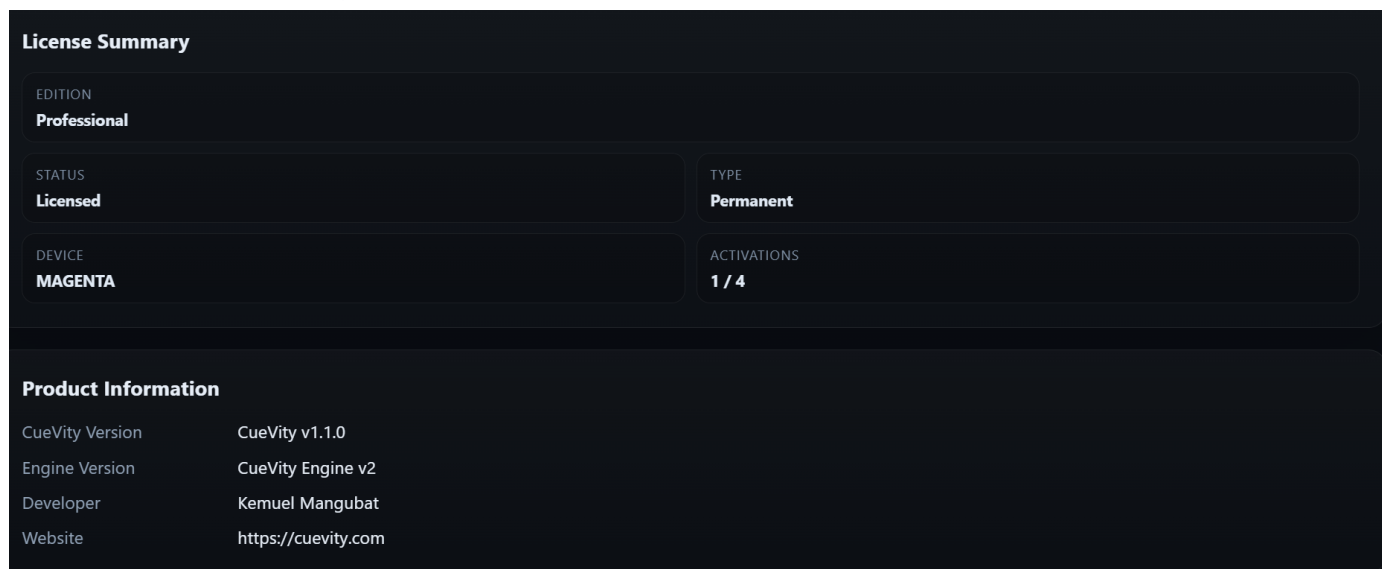


Advanced - logging, diagnostics, export and Restore Defaults.

11. Licensing and CueVity Shop

CueVity v1 supports Free, Professional 2 Devices, Professional 4 Devices and Rent.

11.1 License Summary



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 Free Edition

- 20 cues per project
- 1 MIDI
- 1 OSC
- 1 LTC/MTS
- 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.

Support

Need help with CueVity, have a question, or want to report an issue? We're here to help.

Email: kgmstudios.dev@gmail.com

Website: <https://cuevity.com>

For bug reports, please include your CueVity version, a brief description of the issue, and any relevant screenshots or details that may help us investigate.

Thank you for using CueVity.

Audio • Video • Show Control