

There are total **13** cue.

1. Black
2. **Titile**
3. Black
4. **Scene1**
5. Black
6. **Scene2**
7. Black
8. **Scene3**
9. Black
10. **Scene4**
11. Black
12. **Scene5**
13. Black

Screen Shot
(I'll omit black cue)

Title (Cue2)

Property: intensity
 Type: float
 Minimum: 0
 Maximum: 100

Ctl ID Link: 0

Initialize: 0

Scale Min: 0
 Scale Max: 100

Graphic Display

Enter Scene Trigger → Trigger Delay (10 Sec delay) → Envelope Generator (output 5) → Movie Player (video out vid-gpu) → Projector (vid-gpu video)

Music

Picture Player (title.picture) → Macro (output 0) → Projector (vid-gpu video)

Title

Picture Player (2:BG.jpg) → Alpha Mask (vid-gpu foreground, background, mask) → Projector (vid-gpu video)

Background+Mask

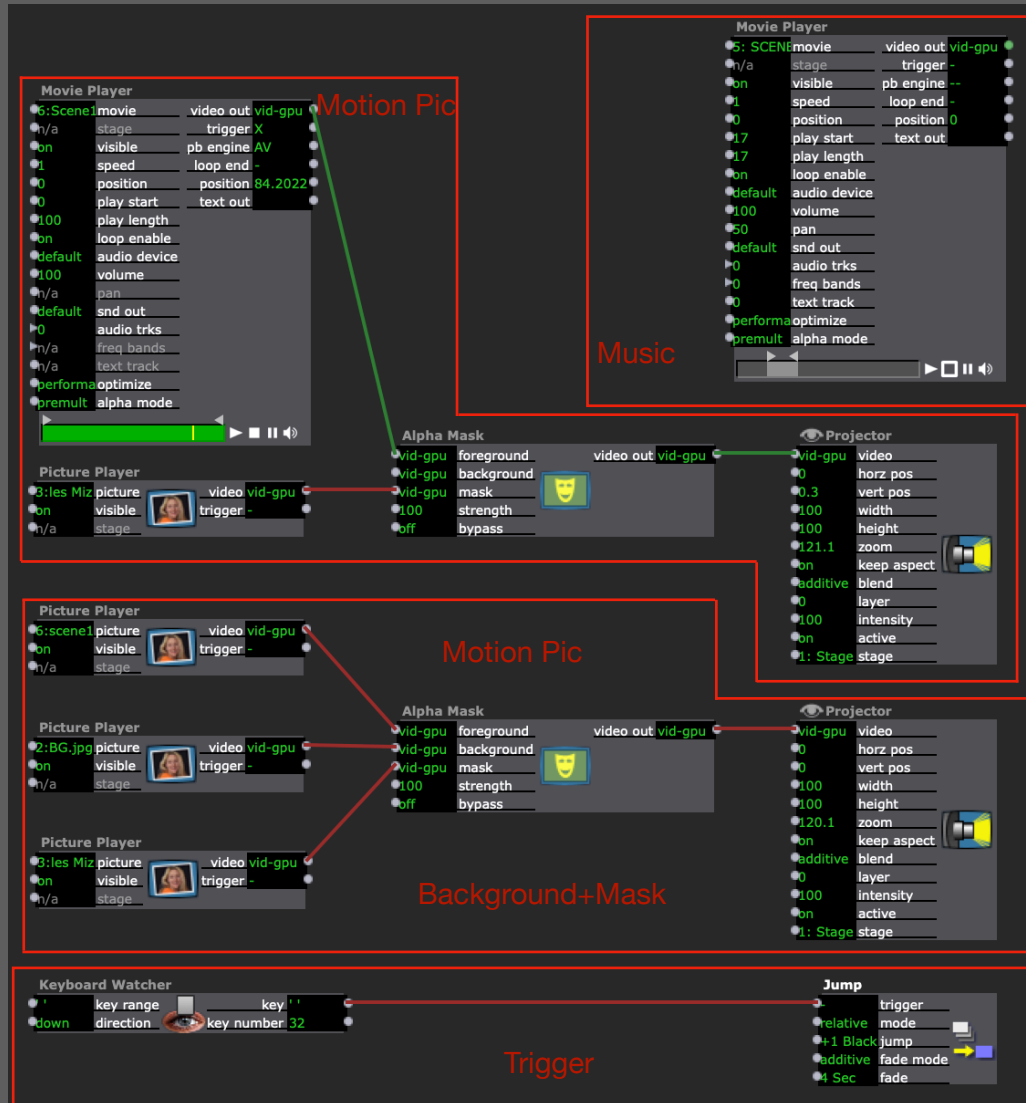
Keyboard Watcher (key: '+', key number: 32) → Jump (trigger) → Projector (vid-gpu video)

Trigger

Enter Scene Trigger → Trigger Delay (6 Sec delay) → Envelope Generator (output 100) → User Output (output)

Envelope Generator (output 0) → Trigger Delay (6 Sec delay) → Envelope Generator (output 0) → User Output (output)

Scene1 (Cue4)



Scene2 (Cue6)

Music

Movie Player

- 4:SCENE movie video out vid-gpu
- n/a stage trigger -
- on visible pb engine AV
- 1 speed loop end -
- 0 position position 89.1001
- 87.5 play start text out
- 12.5 play length
- on loop enable
- default audio device
- 100 volume
- n/a pan
- default snd out
- 0 audio trks
- n/a freq bands
- n/a text track
- perform optimize
- premult alpha mode

Picture Player

- 4:scene picture video vid-gpu
- on visible trigger -
- n/a stage

Picture Player

- 2:BG.jpg picture video vid-gpu
- on visible trigger -
- n/a stage

Picture Player

- 3:les Miz picture video vid-gpu
- on visible trigger -
- n/a stage

Alpha Mask

- vid-gpu foreground
- vid-gpu background
- vid-gpu mask
- 100 strength
- off bypass

Projector

- vid-gpu video
- 0 horz pos
- 0 vert pos
- 100 width
- 100 height
- 120.1 zoom
- on keep aspect
- additive blend
- 0 layer
- 100 intensity
- on active
- 1: Stage stage

Foreground

Background+Mask

Keyboard Watcher

- ' ' key range key ' '
- down direction key number 32

Jump

- trigger
- relative mode
- +1 Black jump
- additive fade mode
- 4 Sec fade

Trigger

Scene3 (Cue8)

Music

Movie Player	
3:SCENE	movie
n/a	stage
on	visible
1	speed
0	position
74.5	play start
23.4375	play length
on	loop enable
default	audio device
100	volume
n/a	pan
default	snd out
0	audio trks
n/a	freq bands
n/a	text track
perform	optimize
premult	alpha mode

video out: vid-gpu
trigger: -
pb engine: AV
loop end: -
position: 94.5438
text out: -

Picture Player	Alpha Mask	Projector
<ul style="list-style-type: none"> 7:Scene picture on visible n/a stage 	<ul style="list-style-type: none"> vid-gpu foreground vid-gpu background vid-gpu imask 100 strength off bypass 	<ul style="list-style-type: none"> 0 horz pos 0 vert pos 100 width 100 height 120.1 zoom on keep aspect additive blend 0 layer 100 intensity on active 1: Stage stage

Foreground

Background+Mask

Keyboard Watcher	Jump
<ul style="list-style-type: none"> ' ' key range down direction key ' ' key number 32 	<ul style="list-style-type: none"> - trigger relative mode +1 Black jump additive fade mode 4 Sec fade

Trigger

Scene4 (Cue10)

Music

Movie Player

- 2:SCENE movie video out vid-gpu
- n/a stage trigger -
- on visible pb engine AV
- 1 speed loop end -
- 0 position position 69.4615
- 39.8438 play start text out
- 33.5938 play length
- on loop enable
- default audio device
- 100 volume
- n/a pan
- default snd out
- 0 audio trks
- n/a freq bands
- n/a text track
- perform optimize
- premult alpha mode

Motion Pic

Projector

- vid-gpu video
- 0 horz pos
- 0 vert pos
- 100 width
- 100 height
- 120.1 zoom
- on keep aspect
- additive blend
- 0 layer
- 100 intensity
- on active
- 1: Stage stage

Background+Mask

Alpha Mask

- vid-gpu foreground video out vid-gpu
- vid-gpu background
- vid-gpu mask
- 100 strength
- off bypass

Picture Player

- 3:les Miz picture video vid-gpu
- on visible trigger -
- n/a stage

Picture Player

- 2:BG.jpg picture video vid-gpu
- on visible trigger -
- n/a stage

Trigger

Keyboard Watcher

- key range key '1'
- down direction key number 32

Jump

- relative trigger
- mode
- +1 Black jump
- additive fade mode
- 4 Sec fade

Scene5 (Cue12)

Figures

Picture Player

- 8:les-mi picture video vid-gpu
- on visible trigger -
- n/a stage

Macro

- output 100

Projector

- vid-gpu video
- 1.6 horz pos
- 20.6 vert pos
- 100 width
- 100 height
- 46.6 zoom
- on keep aspect
- transpar blend
- 1 layer
- 100 intensity
- on active
- 1: Stage stage

Music

Movie Player

- 1:SCENE movie video out vid-gpu
- n/a stage trigger -
- on visible pb engine AV
- 1 speed loop end -
- 0 position position 72.967
- 15 play start text out
- 82.8125 play length
- on loop enable
- default audio device
- 100 volume
- n/a pan
- default snd out
- 0 audio trks
- n/a freq bands
- n/a text track
- perform optimize
- premult alpha mode

Picture Player

- 5:scene picture video vid-gpu
- on visible trigger -
- n/a stage

Picture Player

- 2:BG.jpg picture video vid-gpu
- on visible trigger -
- n/a stage

Picture Player

- 3:les Mi picture video vid-gpu
- on visible trigger -
- n/a stage

Alpha Mask

- vid-gpu foreground
- vid-gpu background
- vid-gpu mask
- 100 strength
- off bypass

Projector

- vid-gpu video
- 0 horz pos
- 0 vert pos
- 100 width
- 100 height
- 120.1 zoom
- on keep aspect
- additive blend
- 0 layer
- 100 intensity
- on active
- 1: Stage stage

Foreground

Background+Mask

Keyboard Watcher

- ' ' key range key ' '
- down direction key number 32

Jump

- trigger
- relative mode
- +1 Black jump
- additive fade mode
- 4 Sec fade

Trigger