

# OTTOMATER

## USER MANUAL



Version 2.2.4

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# OVERVIEW

**Ottomater** is a cue-based show control plugin for QSC Q-SYS Systems. **Ottomater** quickly and easily gives user's control of any named component within their Q-SYS design allowing for ease of programming and flexibility in show design. This is ideal for both operator-controlled live performances and timecode based automated shows. With a simple, logical approach to building cues and firing commands, **Ottomater** is the smartest show control plugin out there for the QSC Q-SYS ecosystem.

## Basic Terminology

- **Cue** – A container for user defined commands. Cues can contain as many commands as desired.
- **Command** – An action that performs a single function. Controls any named component in Q-SYS, including 3<sup>rd</sup>-party plugins.
- **Trigger** – The initiation of a cue. Manual triggers are performed by clicking the “GO” button to initiate the next cue in the sequence. Triggers can be automatically performed by external or internal time codes.
- **Direct Cue** – A cue that is triggered out of sequence during a show – such as for performer improvisation. These Cues are user Defined and have associated trigger buttons with them to easily place on a contingency User Control interface.

## Features

- Cue-based show controller plugin for QSC Q-SYS
- Supports time codes for fully automated shows, out-of-sequence triggers for live performances, or anything in between.
- Support for external and internal time codes
- Daily scheduled event support
- Comprehensive program logging

## Interface

**Ottomater's** interface is designed to be intuitive and easy to follow for someone who has used show control software previously.

# CONFIGURATION

The Forward Thinking Designs **Ottomater** plugin must be Configured properly to accurately create and measure the data that is being logged. The Q-SYS Properties panel is used during initial configuration, as well as settings determined in the plugin.

## Properties

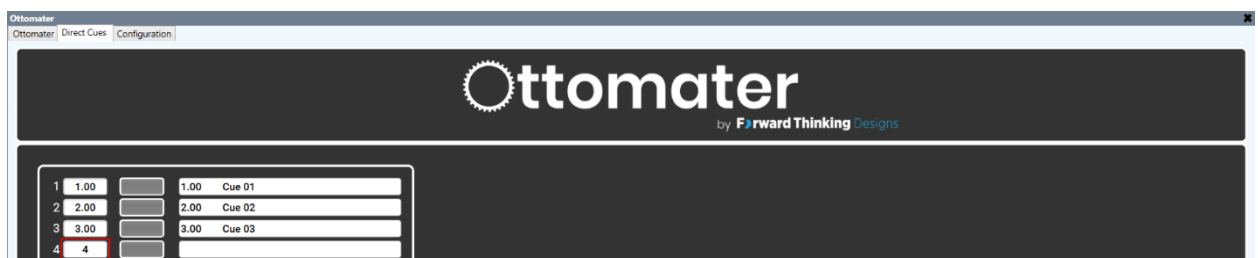
Property	Function	Choices
License Key	Enter the license key here to activate the plugin.	Key Code
Prefix	Allows users to Filter Named Components show in each instance of Ottomater running in the active Q-SYS design.	Manual Text Entry
Timecode	Allows users to determine the format of timecode to use as it enters Ottomater	None Seconds Timecode Time of Day
Direct Cues	Specifies the amount of Direct Cue Triggers populated in Ottomater	0 - 90
Log Cues	Determines if Ottomater Logs when each cue was triggered	Yes No
Log Commands	Determines if Ottomater Logs when each command was triggered	Yes No
Log Length	Determines how many entries the log shows	10 - 500
Selected Color	Determines color of text in plugin while selected	Hex Color Value or HTML Color Name i.e. #0CFF00 or Red
Deselected Color	Determines color of text in plugin while deselected	Hex Color Value or HTML Color Name i.e. #0CFF00 or Red

Properties	
Ottomater Properties	
License Key	
Prefix	
Timecode	None ▼
Direct Cues	30
Log Cues	Yes ▼
Log Commands	No ▼
Log Length	100
Selected Color	White
Deselected Color	Black
Show Debug	No ▼

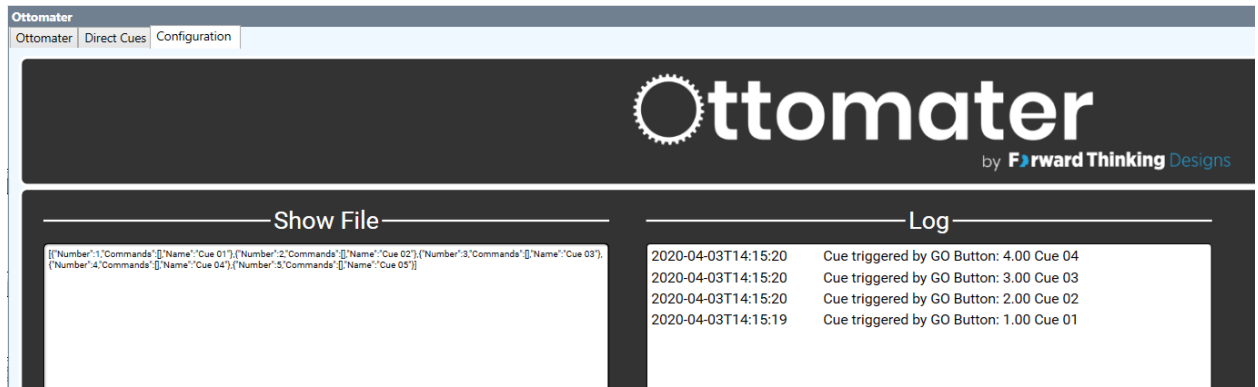
## Configuration

To configure **Ottomater**, follow these steps:

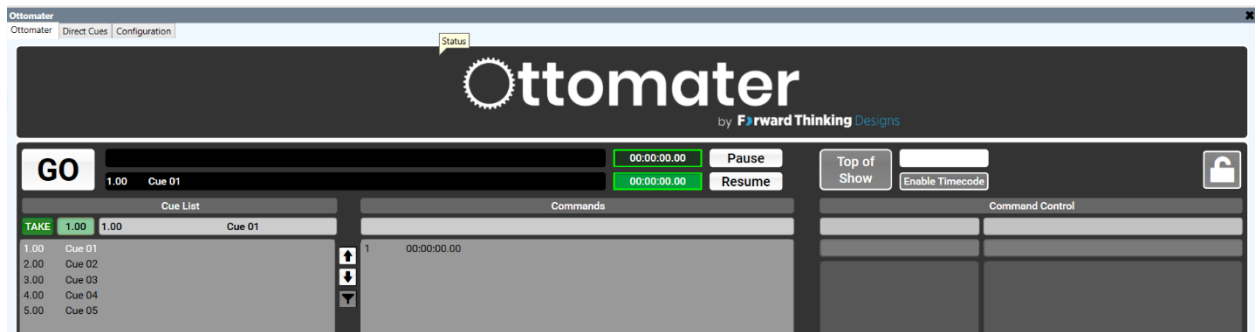
1. Enter your License Key given to you with the purchase of the plugin in the Properties window. Without a license the plugin will only function for 10 minutes.
2. Enter a prefix if necessary.
  - a. This setting allows you to have multiple instances of Ottomater running in a single Q-SYS design. For Example If your Show has Stage A and Stage B, if you enter "Stage A-" into prefix that instance will only populate named controls that start with "Stage A-". This helps make workflow and programming much less cumbersome when dealing with larger files.
3. Determine if your show is using Time Based Cues and select which version of Time is necessary in the Properties section.
  - a. **None** – This option indicates that Timecode is not being used.
  - b. **Seconds** – This Option indicates that hh:mm:ss is being used.
  - c. **Timecode** – This indicates that SMPTE is being used and makes a new property available allowing you to choose a framerate of 23.98/24, 25, 29.97/30, or milliseconds.
4. Determine the number of Direct Cues necessary for your design. A Direct Cue is a user assignable trigger button that triggers a specific cue in the Cue List directly. There is a separate tab in Ottomater that has the amount of trigger buttons decided in this step for easy copy / paste on a user control interface. The purpose of this is to have the ability to write contingency cues and quickly and easily be able to trigger them if necessary.



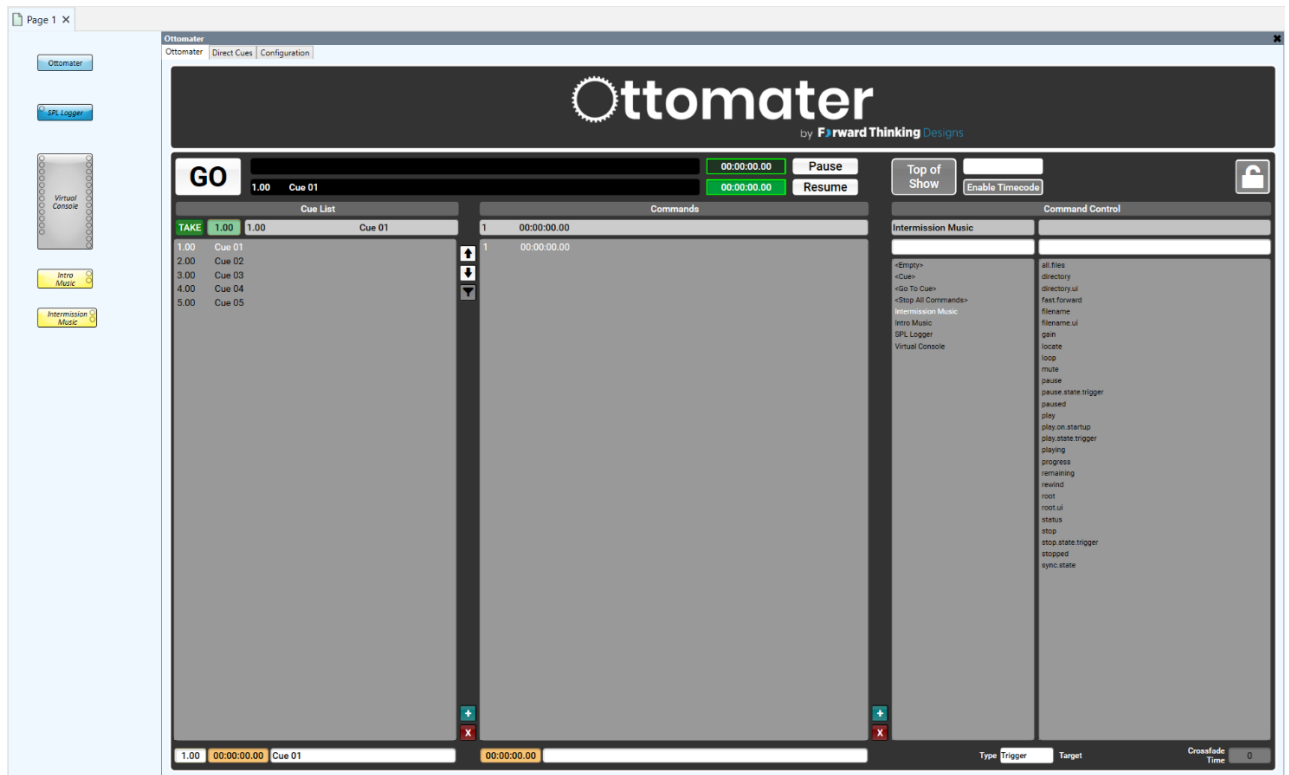
- Determine if the design needs the log to track when cues or commands are triggered. This log is located on the Configuration tab of the Ottomater plugin. The log tracks every time a cue or command is triggered. This is an extremely useful troubleshooting tool. If the user determines the log will be used the next step is to decide how many lines the log will store in the Log Length property. The options are 10 – 500.



- Determine what color the text of Ottomater will be. As shown below next active cue is white and all other text is black. This is determined with the Selected and Deselected color Properties.



- Name all Q-SYS Design components that will be used in the show design unique names that are easily distinguishable. These names are what will populate in the Command Control window when programming the plugin. As shown below all design components that have a unique name are now populated in Command Control, and all available controls for those components are also shown. Note that Ottomater is not uniquely named so it is not shown in the Command Control window.



# CONTROLS

The Ottomater User Interface is broken up in to three main sections - Cue List, Commands, and Command Control. Each of these are located on the main Ottomater tab in the plugin, and all work together to help the user program shows quickly & easily.

When the plugin is initially opened no cues or commands will be populated as shown below.



## Creating Cues

The first step in setting up a show is to create a Cue. To do so, click on the green plus located on the bottom right of the Cue List Window to create the first cue. Once the cue is created the cue should be given a unique name which can be filled out in the white text field located at the bottom of the Cue List window.

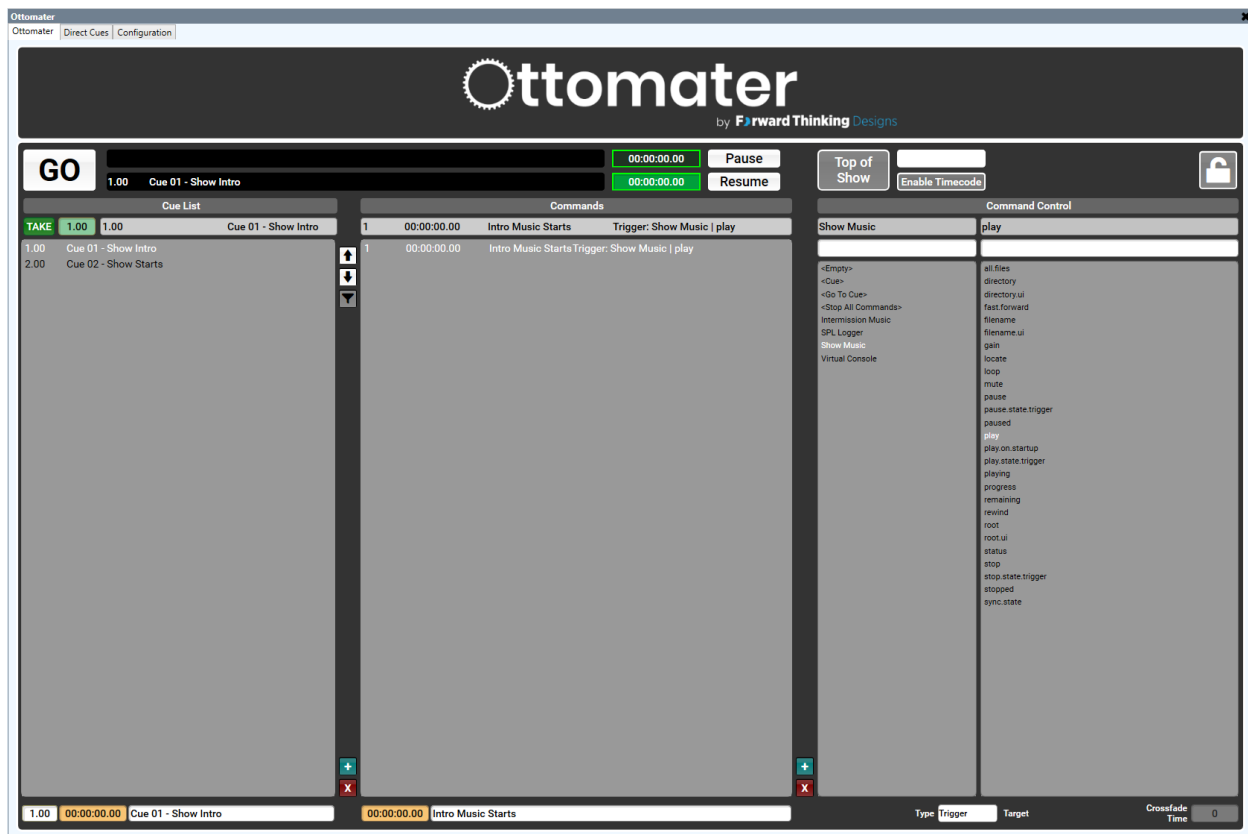
The cue number is the field on the bottom left of the Cue List window. This is the order that the Cues will show up in the Cue List Window.

Timecode is the Orange box located on the bottom left of the Cue List window. If the Ottomater session is chasing timecode this is where the user enters the time the cue should Trigger.



## Adding Commands

Once a Cue has been created the user can then add Commands to the Cue. If more than one Cue is created Commands will be added to Cue that is currently selected when the Command is created. To create a command the user simply clicks the Green plus button on the bottom right of the Commands window. Once the Command is created it should be given a unique name describing exactly what the command is doing. While the command is selected in the Commands Window the Command Control window to the right will populate with all Named Components in the Q-SYS Design file. This is where the user selects what Component to control within the selected Command. For example if the user wanted an audio player to start a file, the specific audio player would be selected in the left column of the Command Control window exposing all of it's available controls in the right window, "Play" would then be selected in the right window of Command Control, and Type "Trigger" would be selected in the bottom of the window to "Trigger" the "Play" button on that player when the Cue Triggers. A basic example of this is shown below.



If the Go button was now pressed the Audio Player named Show Music would now trigger the Play Button, and Ottomater would move to Cue 02 and hold until the Go button was pressed again. Users have the ability to get very detailed with building commands as shown in the next example.



In this example there are several commands in Cue 01. The Commands “Time” in the orange box on the bottom of the Commands window determines when the Command is fired in the selected Cue after the Go button is pressed. Shown above an audio file is loaded and played immediately. That audio file is 18 seconds long but the actual audio is over at 16 seconds so the file is stopped 17 seconds after the Cue is Triggered. At 18 seconds a new audio file is loaded in the same player, and play is Triggered one second later. This allows the user to maximize audio players in the Q-SYS design, and use a single button to trigger multiple events in one Cue.

The duration of the Cue is shown in the Green time box to the left of Pause and Resume on the top of the Ottomater window. This show the user how long a cue is and how much time is left in the actively running cue.

If the user is “Ottomating” a fader move, for example, the Crossfade Time on the bottom right of the Command Control window is used to determine how long it will take that fader move to occur in seconds.

Once all Cues and Commands are created it is possible to “Lock” the plugin from any further changes to be made by clicking the Lock Button on the Top Right side of the Command Control window. To unlock simply click the button again.

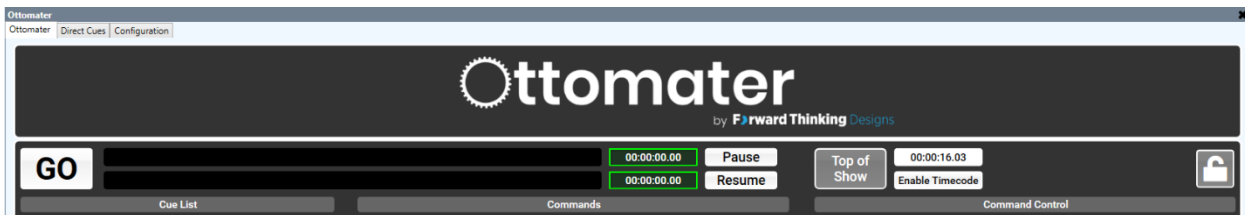
## Running a show

To prepare to start a show Click "Top Of Show" in the upper right side of the Ottomater window. This will take the Ottomater plugin to Cue 1 and hold until the User wants to start the show. When ready the user can click Go in the upper left side of the Ottomater window. Cue 01 will start, and the show will begin. If the show needs to immediately advance to the next cue, the user will click "GO" again. The current active cue will show in the text box to the right of the "GO" button.

**Be careful! Clicking "GO" during the show will automatically advance to the next cue. If you click "GO" before your cue arrives, every timecode event after that could trigger ahead of schedule.**

To pause the active cues during runtime, click "Pause" and the time clock will be suspended. To resume the cues, click "Resume" and the clock will continue where it left off.

If Ottomater is chasing timecode the user must ensure enable timecode is selected and highlighted white for the plugin to be actively listening for code. The box above the Enable Timecode button shows the active Timecode value being received by Ottomater.



To continue running the show the user will click go as needed and advance the cue stack.

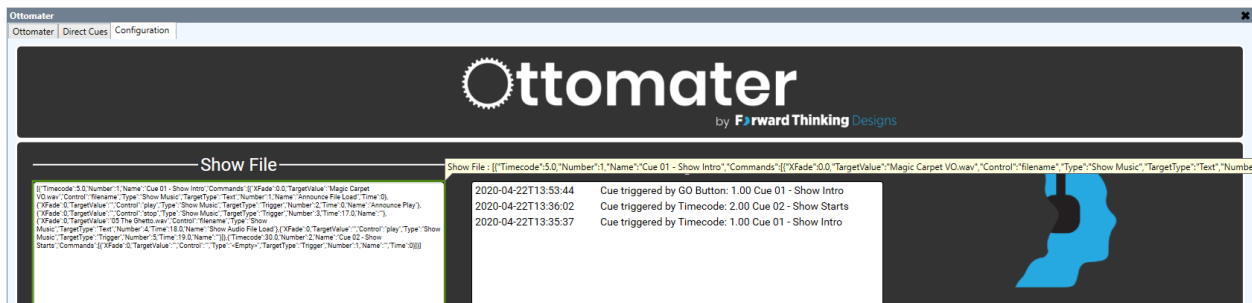
It is possible for Ottomater to reference itself for Commands. As a quick trick if a show will run multiple times the user can trigger the "Top Of Show" button as the very last cue to jump the plugin back to Cue 0,1 and be ready for the next show.

## Event scheduling

Daily events can be configured to run based on the daily time clock. Addison needs to write up that thing here.

## Program logs

Who's been eating your porridge, sitting in your chair, and sleeping in your bed? Find out with comprehensive program logs. Program logs are viewable in the Configuration tab. What the Log shows was determined in the Properties section of this manual. The Log will also tell the user if a go button was pressed or if a Cue was Triggered by Timecode, as shown below.



## Show File

As the user builds out a show file by creating Cues and Commands Ottomater is automatically tracking in the background and coding exactly what is happening. This can be seen in the Show File window in the Configuration tab. This allows users to save progress or even full shows that can copied and saved as a .txt file. This gives users the ability to revert back to or jump to a starting point if this code is pasted back into an Ottomater plugin.

# APPENDIX A: CONTROL PINS

## Direct Cue (each)

Pin Name	Control Type	Value Range	Pin Direction
Name	Text Indicator	String	Output
Number	Knob	0.0 – 9999.0	Input / Output
Take	Button	NA	Input / Output

## General

Pin Name	Control Type	Value Range	Pin Direction
Cue Limit Bottom	Knob	0 - 100	Input / Output
Cue Limit Top	Knob	0 - 100	Input / Output
Current Cue	Text Indicator	String	Output
Enable Cue limit	Button	NA	Input / Output
Go	Button	NA	Input / Output
Go To Next Cue	Button	NA	Input / Output
Go To Previous Cue	Button	NA	Input / Output
Lock	Button	NA	Input / Output
Next Cue	Text Indicator	String	Output
Pause	Button	NA	Input / Output
Recall Cue	Knob	0.0 – 9999.0	Input / Output
Resume	Button	NA	Input / Output
Selected Cue	Text Indicator	String	Output
Show File	Text	String	Input / Output
Take Cue	Button	NA	Input / Output
Time Elapsed	Text Indicator	String	Output
Time Remaining	Text Indicator	String	Input / Output
Top of Show	Button	NA	Input / Output