modular cue-based
sound performance
environment

CRICKET
V2

for live theater

cricketsound.com

© 2007 jake rodriguez

Instruction Manual

V1.2 October 17, 2007

Table of Contents

Introduction

Welcome to Cricket v2!

Cricket v2 has been designed from the ground up to offer a great flexibility and intuitiveness to designing and performing your sound for a show-- whether it be live theater or any other environment where you are called upon to perform your sound with precision.

Sound Design for theater has come a long way in the past ten years, with computer-based systems becoming more prevalent and digital sound in general making leaps and bounds in sophistication of design and presentation. The new generation of audiences and artists of theater have grown up with film sound and more recently home surround sound for video games, DVDs and television. People expect more of sound in theater than they used to (even if the respect for sound in theater is still somewhat shortcoming). I hope that Cricket v2 will help make sophisticated theater sound design easier to achieve.

Use Cricket in rehearsals to help make design choices and to more fully integrate sound into the rehearsal process. Then, if you use Cricket in the theater, much of the groundwork will have already been laid. Even if you transfer the show to a different or bigger system in the theater, using Cricket in rehearsals will make that transition as smooth as possible— giving you a starting place for levels, timings, and Q structure.

Whether you are brand new to computer-based audio, or you are a veteran of Cricket v1, I suggest you read through the manual, or at the very least— take a look at the **Cricket 2 System Flowchart** and the **Timeline of a Q Parts One & Two**. These three pages are a good place to start learning the structure and concepts of Cricket v2, and it won't be long before you will be building Qs, looping Tracks, and mapping Matrices.

Have fun!

Installing Cricket

Run the package installer to install the application, documentation, and all necessary support files. The latest version of the installer can always be found at cricketsound.com. It is recommended that you install the Cricket application directly inside the Applications folder, although you can choose to select a different location if you prefer. All documentation is installed into the Documents folder. The installer includes a fresh set of Q Templates and Default Files, so if you are updating to a new version of Cricket 2 and wish to maintain your old Q Templates and Default Files, be sure to choose Custom Install and deselect these from the installation.

Authorization

If you are running Cricket for the first time, you will see an Authorization request screen. You can choose to ignore this screen and run Cricket in demo mode. In demo mode, all save and load functions are disabled, but the application is fully functional apart from that, so you can test out all of Cricket's audio and Q-building capabilities. If you want to purchase a license, go to cricketsound.com and follow the links. After purchasing, you will receive a confirmation email with a registration number that you can use whenever making authorization requests or any registration inquiries. In the Authorization request screen, you will see a series of numbers and letters in a gray field that serves as your authorization code. Copy these letters/numbers down exactly as they appear and send an authorization request along with your registration number to unlock@cricketsound.com.

For each license purchased, you receive 2 'roaming' authorization slots. That means you can install and authorize Cricket on 2 separate machines concurrently, with the ability to de-authorize and re-authorize at any time. In the file menu, you will find a De-Authorization function that you can use to De-Authorize a particular install of Cricket. Once you run De-Authorize and confirm the request, a text file will be generated with a De-Authorization code that you can send to unlock@cricketsound.com to free up a particular authorization slot. This way you can authorize Cricket 2 on a machine for the run of a show and de-authorize it when the show is done.

Please allow 24 hours response time for any authorization request.

Cricket Sound: The System

Audio Setup

The first place to start in Cricket is the Preferences window where you will find the Audio Setup and System Setup panels. You will find the Preferences window in the Options menu and can also call it to the front by clicking in the Show Panel display fields for # of Ins/Outs/Decks.

Click on the Audio Tab to choose your Audio Driver settings.

The Audio Driver menu will auto-populate with any coreaudio drivers installed on your system or you can choose the built-in audio.

You can select a different Input Device than the default set with your chosen Audio Driver in the Input Device menu. It is generally recommended for stability to use the same Input device as Output device, or if you are using OS 10.4 or later, to build an Aggregate Device in OS X's Audio/Midi Setup utility if you want to virtually gang several different audio devices together.

Choose an audio Sampling Rate to work in based on those available to your chosen Audio Driver. Note: The higher the sampling rate you work in,

the more CPU will be consumed by the audio engine. In general, working in 96k sample rate is approximately 2X the CPU consumption of working in 48k, etc.

The I/O Vector Size and Signal Vector Size are the application's audio buffer settings. The I/O Vector Size is directly responsible for buffering audio in Cricket before it reaches your audio hardware. The smaller the setting here, the less latency the Cricket application will introduce into your audio stream. However, a smaller buffer will take higher CPU to manage. Generally, you will want to set this to as low a setting as your CPU will handle. If you start to hear unexpected clicks and pops in your audio, this is usually caused by CPU strain and setting the I/O Vector Size to a higher value will help to relieve that. Many audio devices will default to a setting of 512K and that may be sufficient for most uses. The Signal Vector Size reflects a secondary application-internal (and less critical) audio buffer. This can be set much lower than the I/O Vector Size (usually a setting of 64K is sufficient). Again, however, if you are having trouble with CPU strain, and are raising the I/O Vector Size, you may want to experiment with higher Signal Vector Size settings as well.

Altivec Optimization should be turned on if you are using a G4 or later model Macintosh and turned off if you are using a G3 model.

You must build a system before you can make any sound in Cricket!

System Setup/Building the System

After you have chosen and set up your Audio Driver, click on the System tab of the Preferences Window to set up your Cricket system.

Here you can choose the number of Outputs, Inputs, and Decks you wish your system to be comprised of.

Outputs and Inputs are downward-scalable from the maximum allowed by your audio hardware. In other words, although your audio hardware has 24 analog ins and 24 analog outs, you can choose to build a system with only 2 Outputs and no Inputs in order to conserve CPU. The more Outputs and Inputs in your system the higher your DSP CPU Usage will be. Cricket will allow a maximum of 128 Inputs and Outputs (although its highly unlikely current CPUs would handle that load!)

You can build a system with up to 64 stereo Decks to handle playback of tracks. Again, the more Decks you have built in a system, the higher the CPU load will be (although the strain is less evident than adding more Inputs and Outputs).
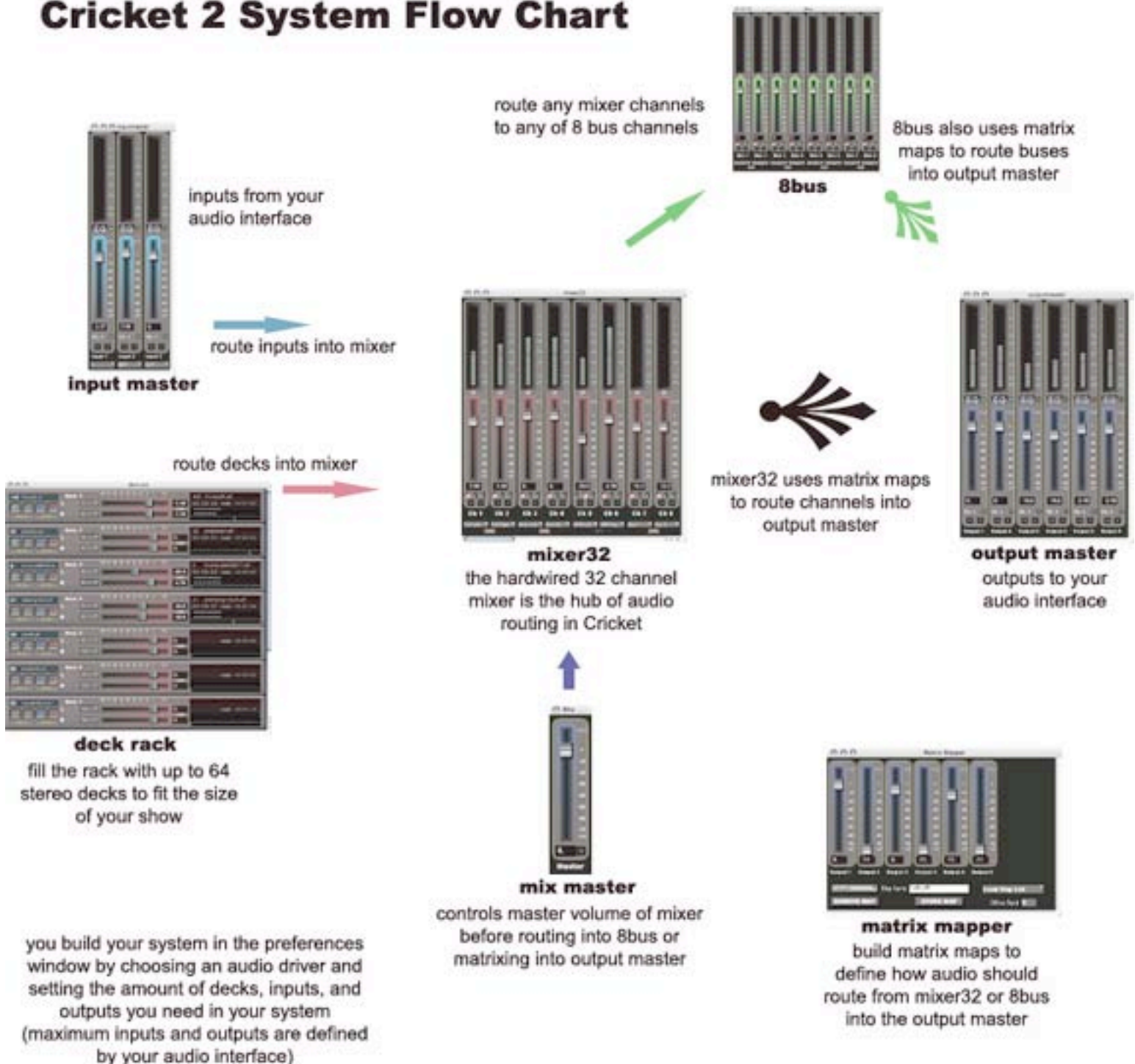
When you have chosen the amount of Outputs, Inputs, and Decks, click on BUILD SYSTEM to allow Cricket to virtually wire up your new system. This will take a few seconds, and when finished, you will find your requested Outputs in the Output Master window with a virtual set of Outputs in the Matrix Mapper, your Inputs in the Input Master window, and your Decks in the Deck Rack. The System Setup panel should read 'System is currently ONLINE' and you should see some reflection of the DSP CPU load your system is generating. Note: This is only a reflection of the DSP CPU load, GUI and other calculations outside of the audio realm are not reflected here.

Once you have built a system, you can always change the amount of Inputs, Outputs, and Decks and re-build the system again. Note, however that any Qs you have built that rely on Inputs, Outputs, or Decks that are no longer available will need to be revised.

System settings are saved into a Show File. When you load a Show, the System will build as saved immediately after all Tracks are loaded.

Cricket 2 System Flow Chart

inputs from your audio interface

input master

route inputs into mixer

route decks into mixer

deck rack
fill the rack with up to 64 stereo decks to fit the size of your show

you build your system in the preferences window by choosing an audio driver and setting the amount of decks, inputs, and outputs you need in your system (maximum inputs and outputs are defined by your audio interface)

route any mixer channels to any of 8 bus channels

8bus

8bus also uses matrix maps to route buses into output master

mixer32
the hardwired 32 channel mixer is the hub of audio routing in Cricket

mixer32 uses matrix maps to route channels into output master

output master
outputs to your audio interface

mix master
controls master volume of mixer before routing into 8bus or matrixing into output master

matrix mapper
build matrix maps to define how audio should route from mixer32 or 8bus into the output master

Input Master (Tools Menu/CMD-6)

The Input Master is where you will find the Inputs built in your system. These Inputs correspond directly with the physical inputs on your audio hardware. If this window is empty—it is either because you have built a system with no Inputs or because you have not built a system at all yet. Go to Options>Preferences>System to build your system.
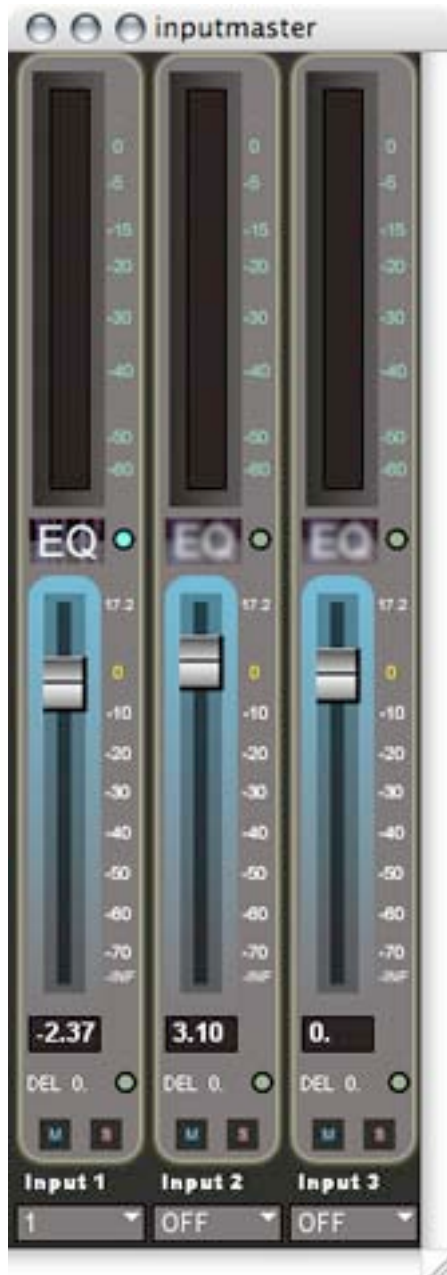
Each of the Input Channels is equipped with a level meter that is post-fader displaying relative db levels.

Below the meter is a button to turn on/off and display the channel's 5-band EQ. The Input EQ is turned off by default and should display a blurry EQ next to a pale toggle button. Click on the toggle to turn on the EQ (which should now sharpen focus) and click on the EQ button to edit the Input EQ for that Channel. Input EQ settings are saved with a show file. See the next section for more on Cricket's 5-band EQ. Turning off all unnecessary EQs will help conserve CPU.

The fader is a high-resolution logarithmic fader with levels in relative db extending from –77 (full out) to +17.2 spread across 600 values for maximum control of volume. Manually grab a fader like a hardware mixer or click anywhere in the fader range to instantly jump the fader to that position. Db values are displayed in the number box below the fader. Additionally, you can set levels by clicking and dragging in the db display box or by typing a new level value in the box. Next to the fader are level markers that can also be clicked on to set the fader to that level.

Below the db level display box is the Input Delay setting. Input Delays are turned off by default and can be turned on by clicking on the Toggle button to the right of the Delay display. Set an input Delay (calculated in seconds) here. Turning off all unnecessary Delays will help conserve CPU.

Mute and Solo buttons are marked with M and S respectively. Mute will mute an individual channel. Solo will mute all other channels while allowing audio from just the one channel.

Below the Input Channel label (Input 1, Input 2, etc.) is the Input Assign menu where you can select what Mixer channel an Input will route to. You can choose any of the 32 Mixer Channels available or select OFF to turn off audio routing of an Input. Upon first building a system—all Input Channels are set to OFF in order to prevent any accidental feedback.

Input Fader level, Mute, Solo, EQ settings, and Delay settings all save into a Show File.   When you load a previously saved show—these settings will load in immediately after the system is built. If you rebuild the system at any point, Cricket will attempt to retain any Input Master settings that are still applicable.

Input Assigns do not save with a show, but rather are assigned in a Q with the Input Assign Q Module. (see **Cricket Qs**)

Master EQ (Input/Output Master)

Cricket master EQs can be found on each Input and each Output built in your system. The EQs can be turned on or off in order to manage CPU expense with each EQ switched off initially by default. Turn an EQ ON by clicking the toggle button next to the blurred EQ switch on a master channel strip. Then click on the (now focused) EQ switch to bring the EQ to the front.

The EQ is a 5-band graphic EQ with control of Frequency, Gain, and Q, and a selection of nine different types of EQ for each band.

You can set values by typing/clicking in the number boxes for each parameter, or by editing the EQ graphically. Select a band by clicking on one of the 5 shaded areas in the display. Click and drag left and right on a band to adjust Frequency. Click and drag up and down on a band to adjust Gain. Click on a band's border and drag left and right to adjust the Q or bandwidth of the EQ. Changing the EQ type will affect how these parameters apply to a band.
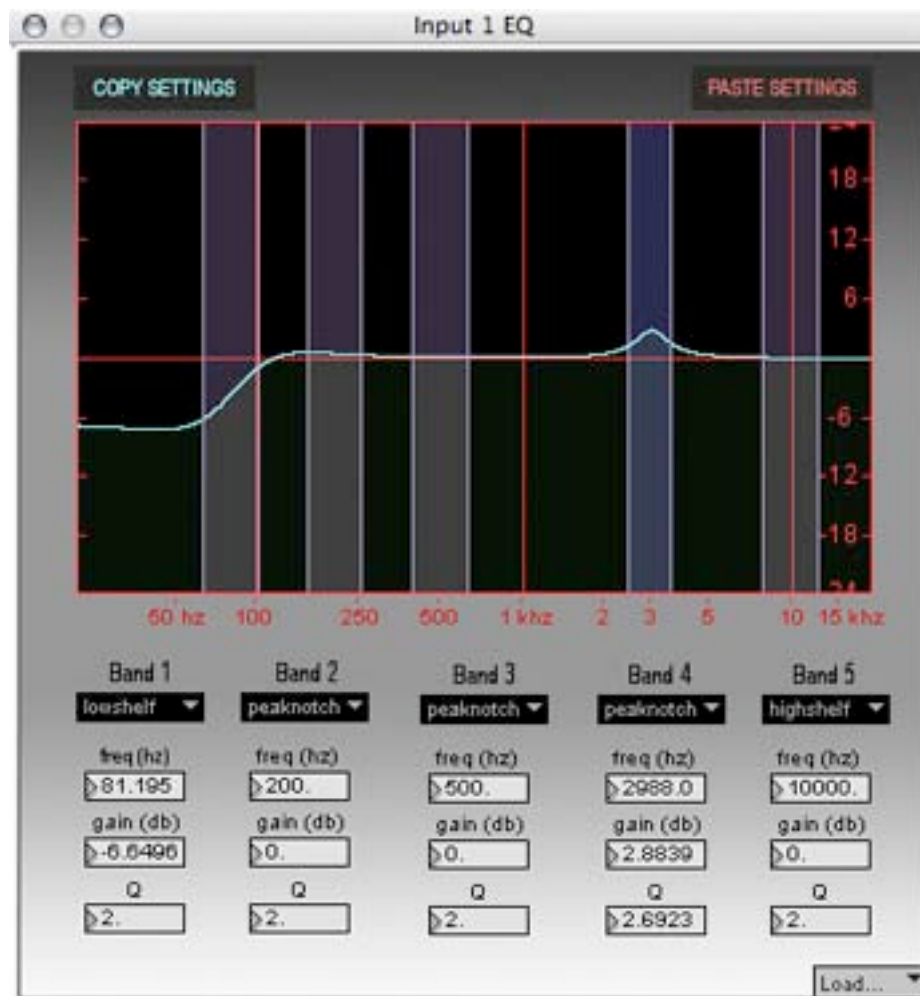
You can copy EQ settings and paste into any other Master EQ for convenience. Additionally, you can save and load EQ settings as a separate preset file in order to store favorite settings to load into future shows.

All EQ settings are saved into a Show file and are loaded in immediately after the show's system is built.

Deck Rack (Tools Menu/CMD-1)

The Deck Rack is where you will find all the Decks you have built in your system, and thus is the heart of the playback engine in Cricket.
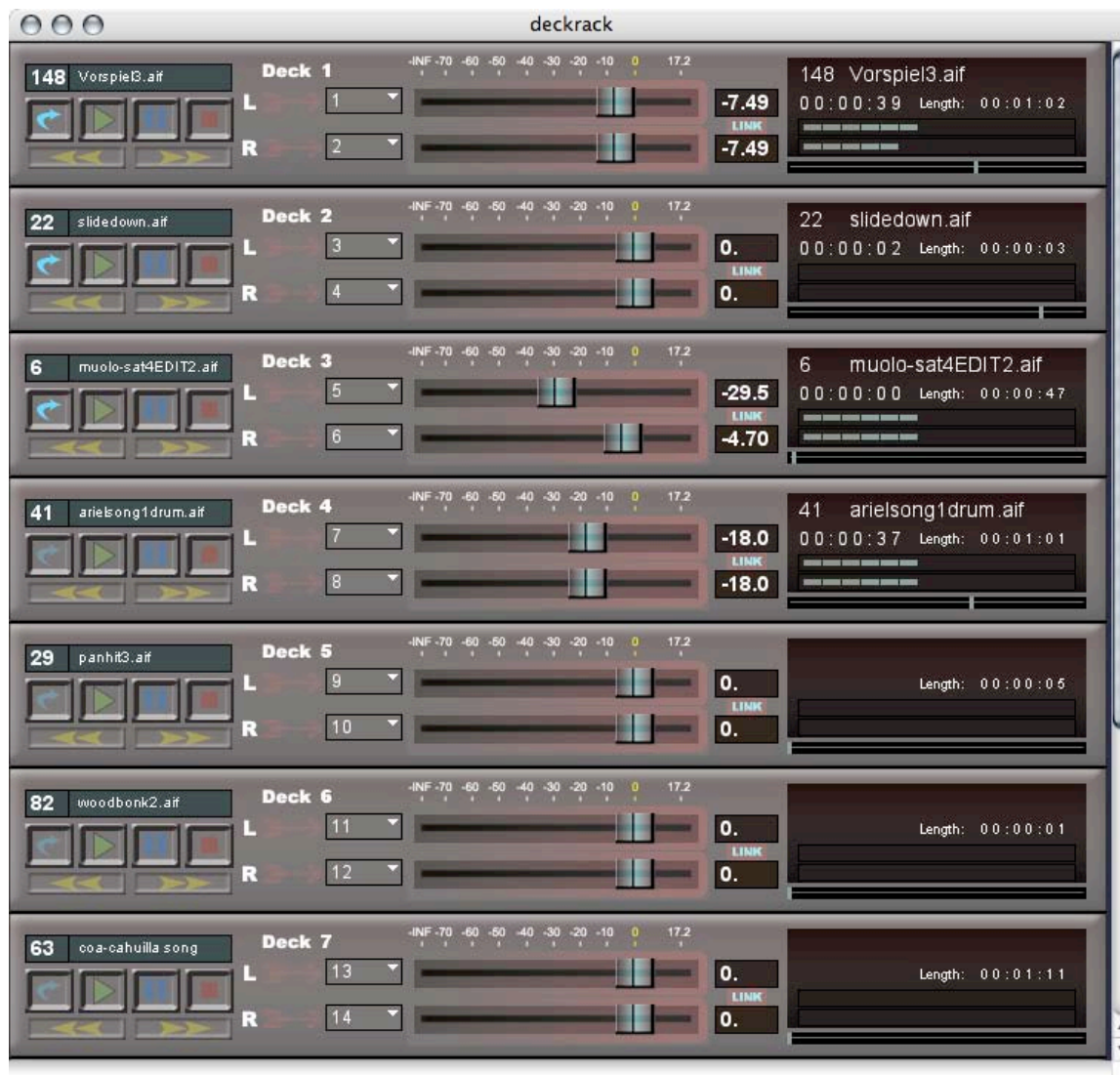
The Deck Rack will contain as many stereo playback decks as built in your system (from 0-64). For more on Decks and playback, see the section on Audio Tracks.

Mixer32 (Tools Menu/CMD-5)

Mixer32 is the hardwired central hub of Cricket 2's audio engine. All sound is routed through Mixer32 before being matrixed out to the Output Master.
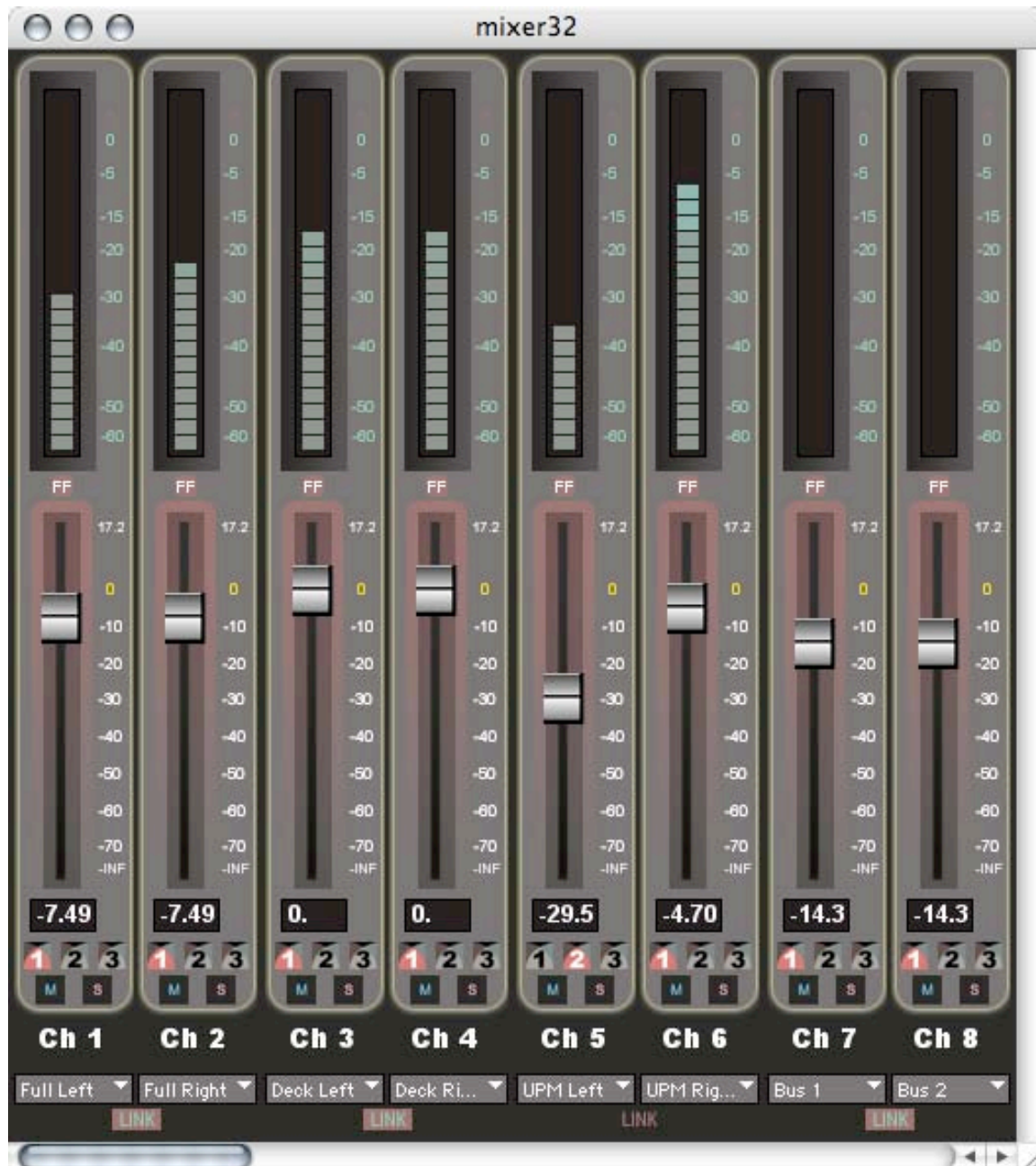
Each of the 32 Channels is equipped with a level meter that is post-fader displaying relative db levels.

Below the meter is the channel's Fast Fade button (marked FF). Hit the channel's Fast Fade button to instantly advance the fader to its final destination when it is in mid-fade called from a Q. For instance, if you have called a Q to fade ch 1 from –77 to 0 in 40 seconds, hitting Fast Fade will instantly advance the fader to 0. CMD-F will Fast Fade all Mixer Channels.

The fader itself is a high-resolution logarithmic fader with levels in relative db extending from –77 (full out) to +17.2 spread across 600 values for maximum control of volume. Manually grab a fader like a hardware mixer or click anywhere in the fader range to instantly jump the fader to that position. Db values are displayed in the number box below the fader. Additionally, you can set levels by clicking and dragging in the db display box or by typing a new level value in the box. Next to the fader are level markers that can also be clicked on to set the fader to that level.

Below the db level display box are 3 buttons displaying what fade type the channel is set to.

Mute and Solo buttons are marked with M and S respectively. Mute will mute an individual channel. Solo will mute all other channels while allowing audio from just the one channel.

Below the channel label (Ch 1, Ch 2, etc.) is the Map List. The Map List in Mixer32 is always populated with Bus 1-8 and any Maps that are currently built/loaded in the Matrix Mapper. Here you can choose and display the Map assigned to the channel which corresponds to the channel's routing out to the Output Master and in turn your audio hardware's physical outputs.

The Link buttons at the bottom of the mixer panel links together channels in stereo pairs (1+2, 3+4, etc.). When Link is on, the odd channel will control the even channel, so you can grab and set levels on channel 1, and channel 2 will follow in suit. Stereo Link is on by default.

Mix Master (Tools Menu/CMD-8)

The Mix Master controls the master volume of Mixer32 before it is matrixed out to the Output Master or to the 8Bus master. It functions identically to other faders in Cricket including mute control and settings are saved in a show file akin to the Input and Output Masters. You can use the Control Builder to have midi control over the fader and mute button.

Matrix Mapper (Tools Menu)

The Matrix Mapper is a panel of virtual Output Master faders that you can use to design Matrix Maps to route audio from Mixer32 or 8Bus channels to the Output Master.

If the Matrix Mapper is empty, you need to build a system with Outputs.

A Matrix Map is designed for single channel use, meaning that any Mixer32 channel or 8Bus channel can be assigned to one Matrix Map at a time, with the ability to pan between Maps in a Q using a Map Assign Q Module.

A mixer channel assigned to the above map would send audio to the 6 outputs at levels designated by the map, *__however, you should think of the Matrix Mapper not as a tool to set volume levels, but as a tool to design templates for spatial placement of audio__*.

If you are working with stereo audio tracks routed into a pair of Mixer32 channels, you will probably want to create stereo pairs of Matrix Maps. Above is an example of a map called 'Full Left' making use of outputs 1, 3, and 5 of a 6-output system. Let's assume that outputs 1, 3, 5 are

connected to speakers on the left side of a house, and outputs 2, 4, 6 are connected to speakers on the right side of a house. We would then want to create a mirror image of this Matrix Map by setting outputs 1, 3, and 5 to – 77, and setting output 2 to 0., output 4 to –6., and output 6 to –12. We would then type the name Full Right into the Map Name field and hit Store Map. You can then assign Full Left to the left side of a stereo pair of Mixer32 channels, and Full Right to the right side.
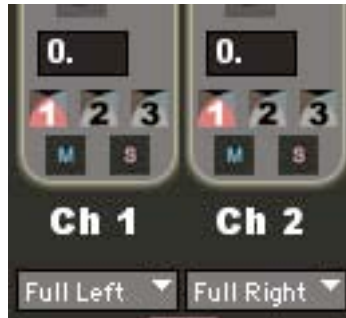
Mixer Ch 1 & 2 are assigned to the two Matrix Maps 'Full Left' & 'Full Right'. Any audio routed through Ch 1&2 will be matrixed to the Output Master to as designated in the maps we built.

Any maps you build and store in the Matrix Mapper will appear in Map Lists throughout Cricket and will be available for assignment. To view a map, select it from the Map List drop-down selector and the virtual faders will populate with the stored levels from the map. If you make any changes to the map, hit Store Map again to capture the changes. If you wish to remove a map from the list, select the map from the map list and hit Remove Map.

The Map List is actually one of four specially-formatted files that Cricket saves Show information into. When you save a show for the first time, the Map List file is created with the name 'yourshowMAPS' and placed inside a newly created folder called 'yourshow.crick'. Each subsequent time you save the Show file (File>Save or CMD-S), the Map List file is also saved (as well as the Track List and any open Q Lists). When you open the Show file, the associated Map List is opened and loaded into RAM.

Additionally, you can save and load Map Lists individually, separate from the saving and loading of a Show file. The drop-down menu on the Matrix Mapper has options to Load Map List, Save Map List, Save Map List as…, and Clear Map List. Clear Map List will erase all maps from the Map List, and you will be prompted for confirmation before Cricket executes the clear.

Output Master (Tools Menu/CMD-7)

The Output Master is where you will find the Outputs built in your system. These Outputs correspond directly with the physical outputs on your audio hardware. If this window is empty—it is either because you have built a system with no Outputs or because you have not built a system at all yet. Go to Options>Preferences>System to build your system.

Each of the Output Channels is equipped with a level meter that is post-fader displaying relative db levels.

Below the meter is a button to turn on/off and display the channel's 5-band EQ. The Output EQ is turned off by default and should display a blurry EQ next to a pale toggle button. Click on the toggle to turn on the EQ (which should now sharpen focus) and click on the EQ button to edit the Output EQ for that Channel. Output EQ settings are saved with a show file. See Section G for more on Cricket's 5-band EQ. Turning off all unnecessary EQs will help conserve CPU.

The fader is a high-resolution logarithmic fader with levels in relative db extending from –77 (full out) to +17.2 spread across 600 values for maximum control of volume. Manually grab a fader like a hardware mixer or click anywhere in the fader range to instantly jump the fader to that position. Db values are displayed in the number box below the fader. Additionally, you can set levels by clicking and dragging in the db display box or by typing a new level value in the box. Next to the fader are level markers that can also be clicked on to set the fader to that level.

Below the db level display box is the Output Delay setting. Output Delays are turned off by default and can be turned on by clicking on the Toggle button to the right of the Delay display. Set an Output Delay (calculated in seconds) here. Turning off all unnecessary Delays will help conserve CPU.

Mute and Solo buttons are marked with M and S respectively. Mute will mute an individual channel. Solo will mute all other channels while allowing audio from just the one channel.

Output Fader level, Mute, Solo, EQ settings, and Delay settings all save into a Show File. When you load a previously saved show—these settings will load in immediately after the system is built. If you rebuild the system at any point, Cricket will attempt to retain any Output Master settings that are still applicable.

Cricket Sound: Audio Tracks

Track Loader **(Tools Menu/Track Menu/CMD-2)**

The Track Loader is where you manage your Track List in Cricket.

When you load a Track (any audio file) into Cricket, a Track Number is assigned and the Track is added to the Track List. This is a list of currently loaded audio files, all of which are sitting queued in the computer's RAM ready to fire off at any time. Only the first 400k of the track is loaded into RAM, enough of a buffer to give your hard drive a chance to locate the file and begin to stream it. The RAM buffer allows a very quick response time from hitting play on a deck or hitting Go! on a Q and hearing sound—much faster than if you were purely streaming from the drive. Make sure you have enough RAM for all the Tracks you load—they don't take up a huge amount of space, but 400k per track adds up (~40mb for 100 tracks).

You can load a Track by hitting Load Track or CMD-T. You will be taken to a standard open dialog and asked to select a Track to load. Choose your Track and you will be prompted with a 2nd dialog asking you to confirm the Track #. Cricket will always guess at a Track # one more than the last Track # in the current list.

If you want to change the Track # Cricket will assign, do so in this dialog, and hit OK. The Track is now loaded and you will be able to enter the Track # into a Deck and play it or call the Track # up in a Q.

Bulk Load is a method of loading multiple tracks all contained within a single folder. Hit Bulk Load or CMD-B and you will be taken to an open dialog where you can navigate to a folder where the Tracks you want to load are located. Once you have selected the folder, you will be brought to a 2nd dialog asking you to confirm the starting Track # for the group of Tracks to load.

If you wish to change the starting Track number for the bulk load, do so in this dialog and hit OK. The Tracks will load in starting with the first Track # and ascending from there.

You can also Load and Bulk Load Tracks by dragging files directly from the finder onto the Track List. This method is the fastest, as Cricket will automatically assign the next available Track # without prompting you with any dialogs. You can drop single Tracks, multiple Tracks (by shift-selecting in the finder), or folders of Tracks using this method.

Cricket will load in mono or stereo Tracks of these file types: AIFF, AIFC, SD2, WAVE, ULAW, RAW in bit depths up to 64 bit double-precision and at sample rates as supported by your audio hardware.

If you have audio files not in these formats such as compressed formats like MP3 or AAC, please use another application to convert these to one of the above formats (AIFF is generally the most Mac-friendly audio file format).

Track List

You can open the Track List by clicking on the Track List button on the Track Loader. The Track Loader will expand downward to reveal the Track List. This is a list of all your currently loaded Tracks and their associated Track #s.

Cricket uses this list and the assigned Track #s to refer to these Tracks globally throughout the application. When you play a Track in a Deck, it is the Track # that is the reference point internally for Cricket. Similarly, when you create a playback Q in the Q Builder, it is the Track # that is stored in the Q data, no other reference point. If you have a Q that plays Track #2, and you decide to change the audio file that the Q plays, you can just load in a new Track and change the Track # to 2. This will remove the old Track 2 from the list and replace it with your new audio file. No other changes need to be made to the Q as it is already set to play Track #2 in the list, regardless of what that file may be.

If you want to remove a track from the list permanently, click on the track in the list to highlight it and then click Remove Track. You will be prompted with a confirmation dialog and upon hitting OK—the Track will be removed.

There is actually more data stored in the Track List than meets the eye at first. If you scroll to the right, you will find more details about the audio file. Track length, number of channels, bit depth, sample rate, sample type, and full file path/location is also stored here.

○ ○ ○ Track Loader		
LOAD TRACK	Load Track List ▼	
	BULK LOAD	
REMOVE TRACK	**TRACK LIST**	

1	chirperloop1.aif
2	CICADALOOP1.aif
3	Danse Norvegienne-edit2.aif
4	hawkshriek1.aif
5	muolo-sat4-edit1.aif
6	muolo-sat4EDIT2.aif
7	ping1.aif
8	ping2.aif
9	SIEGFRIED-EDIT1.aif
10	SIEGFRIED-EDIT2.aif
11	tempest-2.aif
12	thundera.aif
13	thunderb.aif
14	thunderc.aif
15	thunderd.aif
16	thundere.aif
17	thunderf.aif
18	BSWHISTLE1.aif
19	vivaldi-concerto for violinst7
20	WINDLOOP1.aif
21	slideup.aif
22	slidedown.aif
23	crash1.aif
24	crash2.aif

Track #	Fileame	Length	Ch	Bit Depth	Sample Rate	Sample Type	File Path/Location
6	muolo-sat4EDIT2.aif	00:00:47	2	24	44100	int24	Pietra:/testershow/tracks/muolo-
7	ping1.aif	00:00:08	2	16	44100	int16	Pietra:/testershow/tracks/ping1.aif
8	ping2.aif	00:00:10	2	16	44100	int16	Pietra:/testershow/tracks/ping2.aif

The Track List is actually one of four specially-formatted files that Cricket saves Show information into. When you save a show for the first time, the Track List file is created with the name 'yourshowTRACKS' and placed inside a newly created folder called 'yourshow.crick'. Each subsequent time you save the Show file (File>Save or CMD-S), the Track List file is also saved (as well as the Map List and any open Q Lists). When you open the Show file, the associated Track List is opened and loaded into RAM.

Additionally, you can save and load Track Lists individually, separate from the saving and loading of a Show file. The drop-down menu on the Track Loader has options to Load Track List, Save Track List, Save Track List as…, and Clear Track List. You can find these options in the Track menu as well. Clear Track List will erase from memory all contents of the Track List, and you will be prompted for confirmation before Cricket executes the clear.

As you can see, Cricket keeps filename and filepath information in the Track List in order to locate your audio files on your hard drive. If you change the name of the file, change the name of a directory or folder in the path, or move the track to another location, Cricket will be unable to locate the file upon loading the Track List and you will receive an error message informing you that "There were problems loading 1 or more tracks. Please check Status Window (cmd-m) for more information." The Status Window will give further details including which track or tracks were problematic and make some attempt at explaining why.

You can export the Track List as a standard text file by choosing the option in the Track Menu. Choose the tab-delimited option if you wish to import the file into a spreadsheet software.

Decks

Working with a Deck is similar to working with any transport-controlled audio player. There are standard buttons for Play, Pause, Stop, Rewind & Fast Forward, and a toggle to indicate loop status on or off (the blue curved arrow button at far left). Playing a track is as simple as entering


the Track # in the upper left corner (either by typing the number and hitting enter or by clicking and scrolling—you'll notice the Track Names will display when you change the number) and then hitting play. If you want to loop the track, make sure the loop toggle is latched on and lit in blue.

To the right of the transport controls, you'll find the displayed Deck # and a pair of routing choices for the Deck's stereo output channels. The drop-down selectors for the L & R sides each contain all 32 mixer channels. By default, Decks are routed in ascending order in stereo pairs with Deck 1 patched to Ch 1&2, Deck 2 patched to Ch 3&4, etc. You can automate the Deck to Mixer assignments in a Q with the Deck Assign Q Module.

The pair of faders in a Deck are representative of the Mixer32 channels the Deck is assigned to. In the above example, grabbing and sliding the two faders would be equivalent to grabbing and sliding channels 1 & 2 in Mixer32. If you have both the Deck Rack and Mixer32 open at the same time, you will see the faders mirror each other's movements.
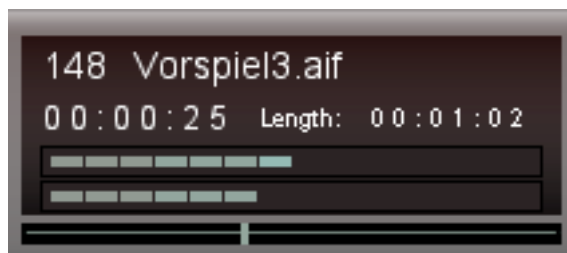
On the far right of a Deck, you will find information about the track being played, including the track # and name, time elapsed in the track, and total track length. Additionally, there is a set of pre-fader meters (as opposed to the post-fader meters elsewhere in Cricket). Below the meters is a small playback progress bar. You can grab and slide this progress bar any time during playback or while a track is stopped or paused. If playback is stopped or paused, you can slide the progress bar to any location in the track and start or resume playback from that location.

Cricket Qs

Q Builder (Tools Menu/Q Menu/CMD-3)

A Q in Cricket is a time-linear series of events stored under the banner of a Q # and Q Name. The Q Builder is where you designate the series of events to be triggered when activating a Q.

The Q Builder is attached to a window called the Q-Rack, which is initially empty. In the Q-Rack, you stack Q Modules that activate certain parts of Cricket's audio and midi system. In the top right corner of the empty Q Rack, you will find a small drop-down selector box. Click and hold this box to see a list of available modules. Currently, there are 10 module types to choose from: **Mixer, Deck, Map Assign, Input Assign, Deck Assign, Midi Program Change, Midi Note On/Off, Midi CC, SubQList, Autostep**. While still holding the mouse button down, scroll through the list of modules and release the mouse button on your module of choice. This will be the first event in your Q.

The drop-down selector in the bottom-right of every module contains the same module list you found in the empty Q-Rack. Selecting a module here will insert that module directly below the current module.

In the upper-left of every Q Module is another drop-down selector. Click and hold this selector to choose from the list of module functions available. Currently, there is only one available function: Delete. Select Delete to remove that module from the Q.

When activating a Q, Cricket parses through the Q Modules in the order in which you have them stacked, from the top and descending down the Q-Rack. Cricket will initiate processes in each module as fast as your CPU will handle and then move on. Depending on the complexity of a Q and the amount of modules to parse, a reasonably-sized stack of modules in a Q should have the appearance of all having executed at the same moment—although the actual order will be very specific. The Q-Rack can theoretically hold up to 254 modules in one Q, although a stack this large would be difficult to navigate and would certainly introduce latency between the initiation of the first module and the last module.

You can use the stacking order to intelligently plot out events in your Q as you wish them to occur. For instance, you can stack 2 Mixer Q Modules in a Q: The first will set ch 1&2 to –77 in 0 seconds, the second will fade ch 1&2 to –10 in 15 seconds. Upon hitting Go!, ch 1&2 will fade from –77 to –10 in 15 seconds. Building the Q in this way, you can be assured that no matter what level ch 1&2 are currently at, when you activate this Q, the channels will always start the fade from –77 because the first module in the stack places ch 1&2 at –77 before the fade activates.

Another example would be a simple playback Q. Because Cricket has a very quick audio trigger finger, it is a good idea to build a playback Q that sets all routing and levels first, and then initiates the actual playback as the final step. By stacking your Mixer Q Module at the top, setting the level, and stacking the Deck Q Module underneath, activating the playback, you can be assured that playback will always initiate AFTER the proper level has been set on the mixer. In playback Qs, you may also want to stack a Map Assign Q Module to set mixer output routing and/or a Deck Assign Q Module to set deck-to-mixer routing prior to the Deck Q Module, as well.

TIMELINE OF A Q, PART ONE

Q Builder

Q List Master

0.10   Q # 1.00   Q Name The Island

CLEAR   SAVE TEMPLATE   STORE Q

Map Assign Q

Mixer Ch 19 → Full Left   Time 0.   Delay 0.
Mixer Ch 20 → Full Right   Time 0.   Delay 0.

Mixer Q

Mixer Ch 19   -INF -70 -60 -50 -40 -30 -20 -10 0 17.2   1 2 3
Time 0. Delay 0.   -77.
LINK
Time 0. Delay 0.   -77.
Mixer Ch 20   -INF -70 -60 -50 -40 -30 -20 -10 0 17.2   1 2 3

Deck Q

Deck # 10   loop   171 seaisland2.aif   Delay 0.

Mixer Q

Mixer Ch 19   -INF -70 -60 -50 -40 -30 -20 -10 0 17.2   1 2 3
Time 16. Delay 0.   -25.1
LINK
Time 16. Delay 0.   -25.1
Mixer Ch 20   -INF -70 -60 -50 -40 -30 -20 -10 0 17.2   1 2 3

If you have built a Q 1.00 that looks like this, upon hitting GO!, these events will initiate from the top-down:
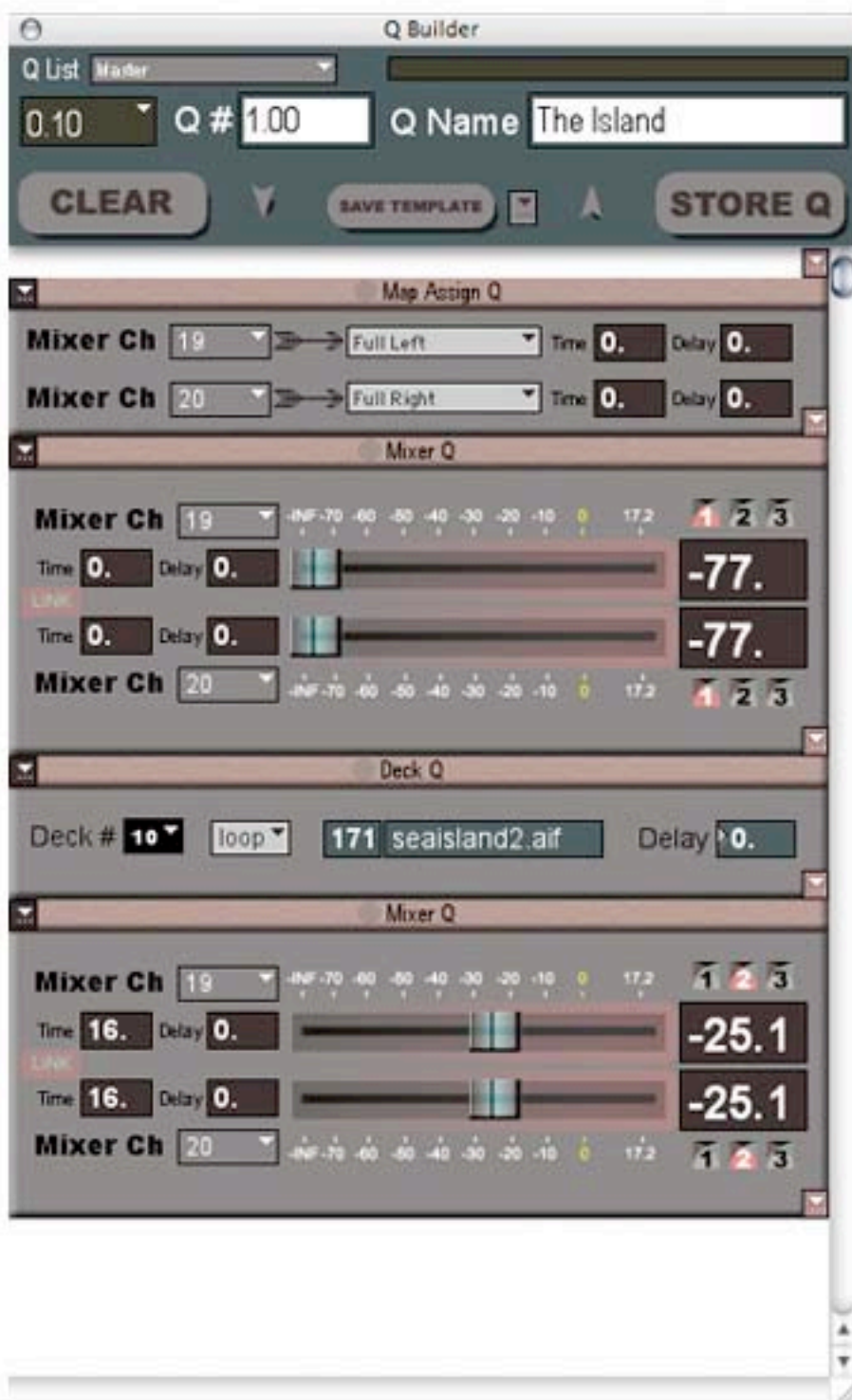
1> Mixer Ch 19 & 20 will be immediately assigned to the maps Full Left & Full Right.

2> Mixer Ch 19 & 20 will be immediately set at level -77.

3> Deck 10 will immediately begin to loop Track 171.

4> Mixer Ch 19 & 20 will immediately start a 16-second fade to -25.1 using curve type 2.

You will hear a 16 second fade from silence of a looping track called seaisland2.aif played through your Full Left and Full Right Matrix Maps.

The Q engine initiates each module in a Q from the top and moves downward, processing each event as fast as your CPU will handle (fast!). These 4 modules will appear as if they all initiate at the same time, but they are being processed in the order in which they are stacked.

TIMELINE OF A Q, PART TWO

Q Builder

Q List Master

11.05   Q # 11.05   Q Name Pillow Talk

CLEAR   SAVE TEMPLATE   STORE Q

Deck Assign Q

Deck # 3   L → Mixer Ch 17   R → Mixer Ch 18

Mixer Q

Mixer Ch 17   -INF -70 -60 -50 -40 -30 -20 -10 0 17.2   1 2 3
Time 0. Delay 0.   -10.
LINK
Time 0. Delay 0.   -10.
Mixer Ch 18   -INF -70 -60 -50 -40 -30 -20 -10 0 17.2   1 2 3

Mixer Q

Mixer Ch 17   -INF -70 -60 -50 -40 -30 -20 -10 0 17.2   1 2 3
Time 15. Delay 10.   -30.
LINK
Time 15. Delay 10.   -30.
Mixer Ch 18   -INF -70 -60 -50 -40 -30 -20 -10 0 17.2   1 2 3

Deck Q

Deck # 3   play   49 dirge1.aif   Delay 2.

1> Deck 3 will be immediately assigned to Mixer Ch 17 & 18.

2> Mixer Ch 17 & 18 will be immediately set at level -10.

3> Mixer Ch 17 & 18 will start a 10-second wait. After 10 seconds, Ch 17 & 18 will begin a 15-second fade to -30.

4> Deck 3 will start a 2-second wait. After 2 seconds, Deck 3 will play Track 49.

Note how delay times can offset the apparent order in which events occur in a Q. The Q engine initiates each event from the top-down, but it does not wait for timed events to complete before moving on. Therefore, the 10-second delay is initiated before the 2-second delay, but Deck 3 will play Track 49 eight seconds before Ch 17 & 18 start their 15-second fade to -30.

2 seconds after hitting GO!, you will hear Deck 3 play dirge1.aif through Ch 17 & 18 at level -10. 8 seconds later, Ch 17 & 18 will fade to -30 over 15 seconds using the 3rd curve type.

The 2 navigation arrows on the Q Builder will scroll to the last module in the rack and the first module in the rack, respectively.

If you wish to empty the Q-Rack and start fresh, hit the Clear button on the Q Builder. This will empty the rack and scroll back to the top position. Clearing the rack does not affect any stored Q information.

Storing a Q

You must store your Q in order to capture the current Q-Rack into the Q List as a Q. Store your newly built Q by hitting Store Q in the Q Builder or by hitting CMD-J. However, you must first give your Q a Q# and a Q Name.

Qs are labeled with a Q # and Q Name. The Q Name can be any text or numbers you wish, you can use it is a descriptor field or as an alternate numbering display (for instance, if you choose to letter your Qs). The Q# serves as both an identifier as well as a numerical index marker in your Q List. Enter any numerical value with up to 2 decimal places as a Q #. Cricket will always convert the Q# into a float with 2 decimal places. You can enter a Q# of 1 and upon hitting Store Q, Cricket will convert and store this as Q# 1.00.

Cricket always keeps the Q List sorted in ascending numerical order based on the Q#s. If you wish to add a Q before Q 1.00, you would store this new Q as Q .50 (or any value < 1.00). If you wish to add a Q after Q 1.00, you would store this new Q as Q 2.00 (or any value > 1.00).

You can reload the Q-Rack with any stored Q by grabbing the Q # in the drop-down selector on the Q Builder, or by clicking on the Q in the Q List and hitting Load Q-Rack or CMD-R.

If you make any changes to a Q, a red CHANGED banner will appear on the Q Builder until you have either re-stored the Q or re-loaded the Q-Rack.

The Master Q List (Q Menu/CMD-0)

The Master Q List is a linear playlist sorted numerically by Q # in ascending order displaying the Q# and Q Name of all stored Qs available for triggering. Q Lists can be used either to view progress as you are stepping linearly through the list, or to navigate to a specific Q either for editing purposes or to trigger from a specific place in the Q List. Only Qs stored in the Master Q List are available for triggering directly (see more on Sub Q Lists).

The highlight bar in a Q List displays the list's current position. A Q that is highlighted is sitting in the queue ready to fire. As you progress through a show, the list will scroll forward with the highlight bar always showing the next Q in the list ready to be triggered.

You can also click on a Q and hit To Q Rack (or CMD-R) to load the Q-Rack with that Q. If you wish to permanently remove a Q from the list, click on the Q and hit Remove Q.

The Master Q List is actually one of four specially-formatted files that Cricket saves Show information into. When you save a show for the first time, the Master Q List file is created with the name 'yourshowQS' and placed inside a newly created folder called 'yourshow.crick'. Each subsequent time you save the Show file (File>Save or CMD-S), the Q List file is also saved (as well as the Track List, the Map List and any Sub Q Lists). When you open the Show file, the associated Master Q List is loaded and displayed.

Master Q List	
REMOVE Q	Load Q List
TO R RACK	Total 331 Qs
0.10	God Mic
1.00	The Island
1.20	Island Down
1.50	Thunder Drum
2.00	Ariel SHRIIEEEK!
3.00	Thunder
3.10	Vivaldi!
3.50	Storm Down
4.00	Storm UP
6.00	Thunder
7.00	Thunder
7.10	Cat Fight
7.50	Storm Stops!
7.60	Storm Starts!
8.00	Thunder
8.50	We Split!
9.00	Thunder
9.50	Storm Swell
10.00	Tidal Wave and Out
10.70	wind + island
11.00	Ping!
11.05	Pillow Talk
11.10	Music

Additionally, you can save and load Q Lists individually, separate from the saving and loading of a Show file. The drop-down menu on the Q List has options to Load Q List, Save Q List, Save Q List as…, and Clear Q List. You can find these options in the Q menu as well. Clear Q List will erase from memory all contents of the Q List, and you will be prompted for confirmation before Cricket executes the clear.

You can export the Q List as a standard or tab-delimited text file by choosing this option in the Q Menu. The text file will be formatted in a fashion similar to the data structure as seen in the Q Editor.

Sub Q Lists (Q Menu)

Sub Q Lists are specialized Q Lists that can be loaded or built into a show giving the option of alternate linealities apart from/concurrent with the Master Q List. Qs in Sub Q Lists are not available for triggering directly, but can be called upon in the Master Q List with the Sub Q List Q Module.

Consider the Sub Q List called 'Panner' as shown on the right. It will perform a five-part pan between 5 speakers on a timeline designated by a series of autosteps. If you call Q 1.00 in Panner from a Sub Q List Q in the Master Q List, you will start this sequence of pans. You can then still advance manually through the Master Q List, taking any number of Qs without disrupting the timeline set forth in Panner.

Click on New Sub Q List to create a new Sub Q List for your show. You will be prompted for a name and save-location for the new Q List. Upon hitting OK, this Sub Q List will be available in the Sub Q List and Q List drop-down selectors throughout Cricket. You can also Load Sub Q Lists (any standard Q List file) or Save Sub Q Lists the same way you would save a Master Q List.
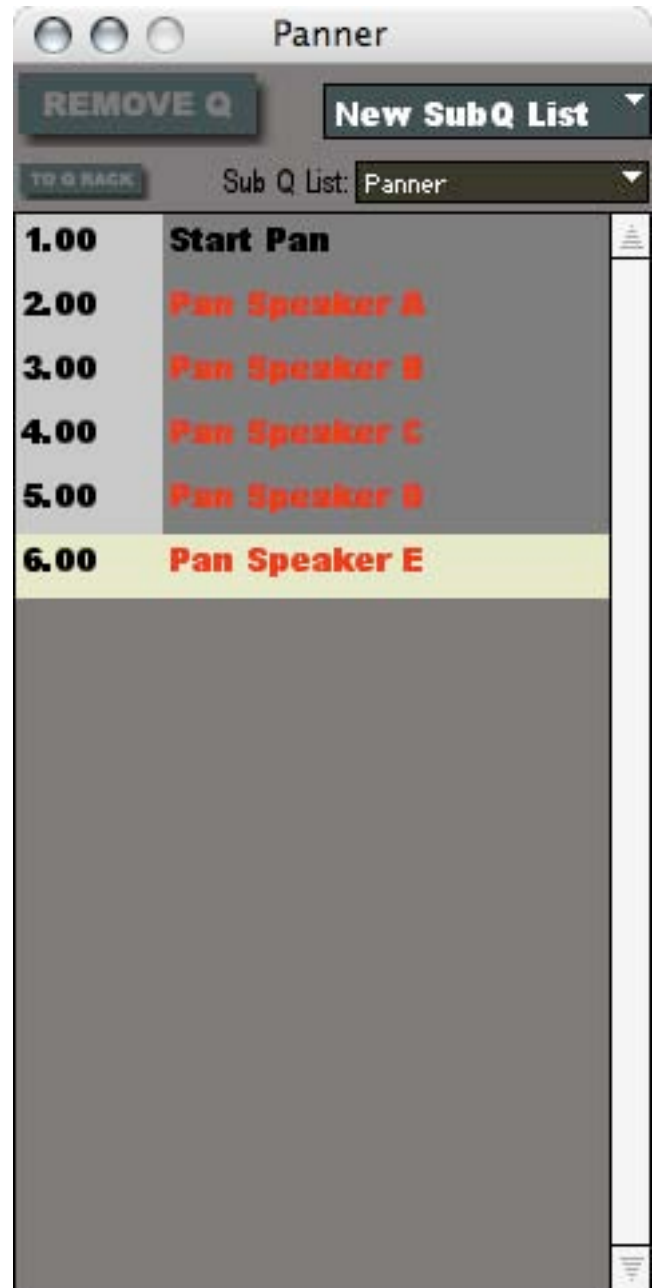
Qs to be AUTOSTEPPED are displayed in RED in all Q Lists.

Cricket saves information about the location and name of all Sub Q Lists created/loaded into a Show file and will re-queue those Sub Q Lists upon re-loading the show. Cricket will also save any changes to Sub Q Lists upon saving the Show. You can permanently remove a Sub Q List from the queue by scrolling to Remove Sub Q List in the Sub Q List function selector.

The Q Builder has a Q List selector drop-down designating which Q List to store a built Q into (Master, by default). You can store a Q into a Sub Q List by changing the Q List name here before storing. Additionally, clicking on a Q in a Sub Q List will latch the Q Builder to that Sub Q List, and hitting To Q Rack or CMD-R will load the Q into the Rack.

Q Modules

Mixer Q Module

The Mixer Q Module allows you to set levels and timed fades on any two Mixer32 or 8Bus Channels.

Use the Ch select drop-box to choose which Channel to affect in the module. If you only want to affect one channel instead of two, select the channel to affect in the first drop-box (in the top row, for Ch A), deselect the LINK button, and select OFF in the second drop-box (in the bottom row, for Ch B).

The LINK button on the module serves two purposes when turned ON (by default): First, it serves to link Ch A to Ch B in the module itself, so that for stereo purposes, you only need to enter levels and times for Ch A, and Ch B will automatically set to the same values. Second, when the Q is called, it will send the Link setting to that pair of channels, so that you can link or unlink channels on cue.

Enter a time (in seconds) for a timed fade in the TIME field. Enter a time of 0 seconds to set an immediate level.

Enter a time (in seconds) for the module to wait before activating (once it is called in a Q) in the DELAY field. Enter a time of 0 seconds to have the module activate immediately upon being called.

Use the Fader or Level Display box to set a level for the channel assigned in the Ch select drop-box. The channel(s) will fade to the level assigned on a time as set by the TIME field, with the start offset by the DELAY time.

Select Fade Type 1, 2, or 3 for the fade. The Fade Types are set globally in the Preferences window under the General tab.   You can choose a value from –.99 (logarithmic) to +.99 (exponential) for each fade with a value of 0 being a 'straight' curve.

0.=Linear   .5=Exponential   -.5=Logarithmic
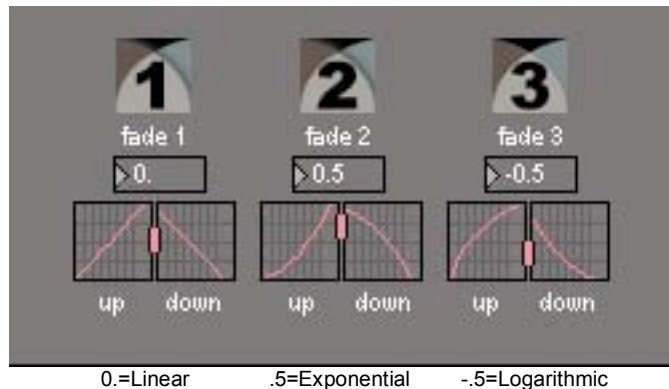
The curve editor in the Preferences window will show a visual representation of what the curve 'looks' like for a fade up or down, and you can grab the small handle to pull the curve either direction.

Another View of Curve Types
Consider a 10-second trajectory that passes through points A-G. In all three curve types, point A will be at 0 seconds and point G will be at 10 seconds, but the time at which points B-F are reached depend on the curve of the trajectory.
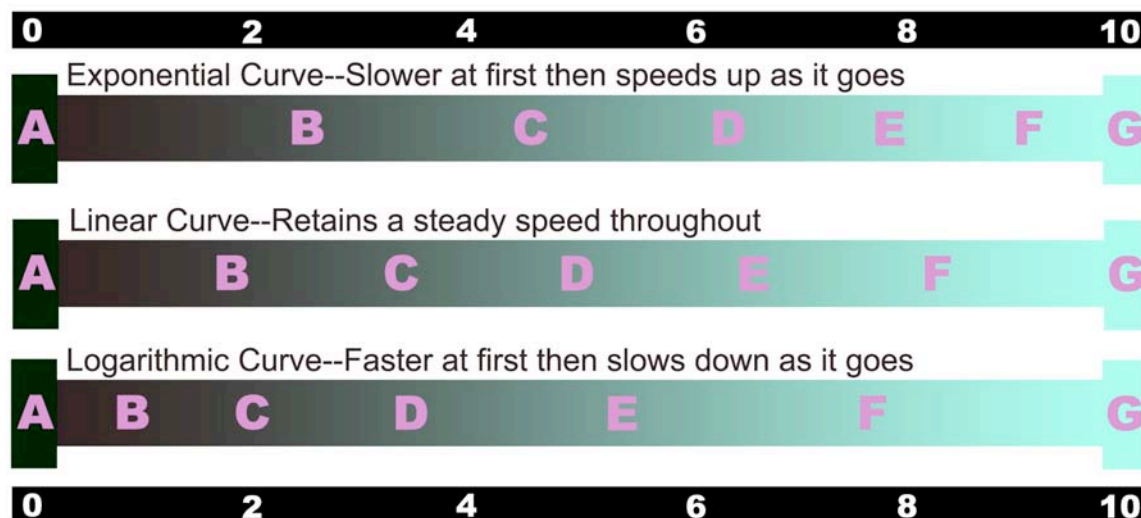
Clicking on the small target in the title bar of the Mixer Q Module (right next to the text 'Mixer Q') will turn on live updating of the assigned channels from Mixer32 or 8Bus to the module.

Deck Q Module

The Deck Q Module gives you basic control over track playback in a Deck.

Choose a Deck to control in the Deck selection drop-down box.

Choose an action (play, loop, stop) in the action drop-down box.

Select a Track to play or loop from the number box which is populated with Tracks loaded in your Track List. You do not need to select a track to stop if you want to stop playback on a Deck. Choosing the Deck # and the Stop action is sufficient.

Enter a time (in seconds) for the module to wait before activating in the Delay field.

Clicking on the small target in the title bar of the Deck Q Module (right next to the text 'Deck Q') will turn on live updating of the chosen Track from the assigned Deck to the module.

Map Assign Q
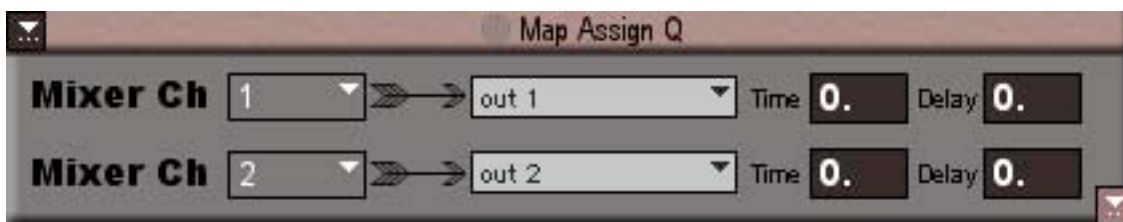
The Map Assign Q Module allows you to assign any two Mixer32 or 8Bus Channels to any Matrix Maps you have built in the Matrix Mapper.

Choose a Mixer32 or 8Bus channel to assign in the Ch select drop-down box.

Choose a Matrix Map assignment from the Map List drop-down box.

You can also assign any Mixer32 Channel to any 8Bus Channel in this module.

Enter a time (in seconds) to create a timed pan from one Map to another in the Time field. Enter a time of 0 seconds to set an immediate map assignment.

Enter a time (in seconds) for the module to wait before activating (once it is called in a Q) in the DELAY field. Enter a time of 0 seconds to have the module activate immediately upon being called.

Clicking on the small target in the title bar of the Map Assign Q Module (right next to the text 'Map Assign Q') will turn on live updating of the chosen Map from the assigned Mixer Channel to the module.

Input Assign Q Module

The Input Assign Q Module allows you to assign any Input built in your system to any Mixer32 Channel.

Choose an Input # from the drop-down selector. Only Inputs you have built in the system will be available here.

Select a Mixer32 Channel from the Mixer Ch drop-down selector. This is the Channel you want to route your selected Input to.

Deck Assign Q Module

The Deck Assign Q Module allows you to assign any stereo Deck built in your system to any pair of Mixer32 Channels.

Choose a Deck # from the drop-down selector. Only Decks you have built in the system will be available here.

Select Mixer32 Channels from the Mixer Ch drop-down selectors for each side of the stereo Deck's outputs.

Note: By Default, Decks are pre-assigned to channel pairs in ascending order. (i.e., Deck 1>Ch1&2, Deck 2>Ch3&4, Deck 3>Ch5&6, etc.) If you have more than 16 Decks, the default channel assignments will wrap around to the first pair of mixer channels and continue from there.

Midi Program Change Q Module
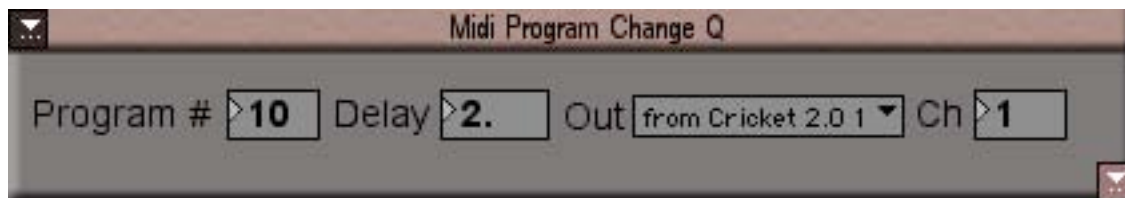
The Midi Program Change Q Module allows you to send Midi Program Changes from Cricket to midi equipped hardware or another midi application.

Enter a Program # to send in the Program # box (0-127). Note: some hardware does not use the program # '0', and thus may interpret program numbers off by 1.
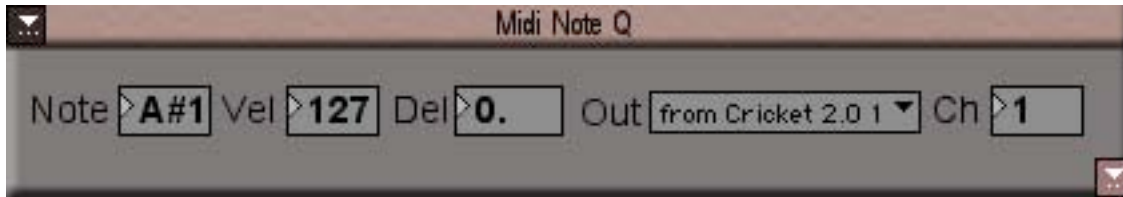
Enter a time (in seconds) for the module to wait before sending the program change in the Delay field.

Enter a Midi Out Port in the Out drop-down selector. Only the hardware midi interfaces you have currently attached and configured will appear here. Additionally, there are 2 virtual ports labeled 'from Cricket 2.0 1' and 'from Cricket 2.0 2' that you can use to send to any application. Any midi-enabled application running will also have 2 virtual ports available

Enter a Midi Channel (1-16) to send on in the Ch number box.

Midi Note Q Module

The Midi Note Q Module allows you to send midi notes from Cricket to midi equipped hardware or another midi application.

Enter a note value to send in the Note selector box.

Enter a note velocity (0-127) to send in the Vel number box. A velocity of 0 will act as a Note Off.

Enter a time (in seconds) for the module to wait before sending the note in the Delay field.

Enter a Midi Out Port in the Out drop-down selector. Only the hardware midi interfaces you have currently attached and configured will appear here. Additionally, there are 2 virtual ports labeled 'from Cricket 2.0 1' and 'from Cricket 2.0 2' that you can use to send to any application. Any midi-enabled application running will also have 2 virtual ports available

Enter a Midi Channel (1-16) to send on in the Ch number box.

Midi CC Q Module

The Midi CC Q Module allows you to send midi cc values and timed midi cc fades from Cricket to midi equipped hardware or another midi application.

Enter a CC number (0-127) to affect in the cc# box.

Enter a starting CC value (0-127) and an ending CC value (0-127) in the Start and End number boxes. If you are sending only a single value, enter the same value in Start and End.

Enter a time (in seconds) for the CC fade to move from its Start value to its End value in the Time field.

Enter a time (in seconds) for the module to wait before sending the CC value(s) in the Delay field.

Enter a Midi Out Port in the Out drop-down selector. Only the hardware midi interfaces you have currently attached and configured will appear here. Additionally, there are 2 virtual ports labeled 'from Cricket 2.0 1' and 'from Cricket 2.0 2' that you can use to send to any application. Any midi-enabled application running will also have 2 virtual ports available

Enter a Midi Channel (1-16) to send on in the Ch number box.

Sub Q List Q Module

The Sub Q List Q Module will call up a Q from any previously built/loaded Sub Q Lists.

Select a Sub Q List from the menu. All Sub Q Lists you have loaded into the show will be available here. If this menu is empty, open the Sub Q List window and load or create a new Sub Q List.

Select a Q # to call from the Sub Q List selected. If this menu is empty, you may need to build and store Qs in the Sub Q List or select a different Sub Q List from the menu.

Autostep Q Module

The Autostep Q Module will create a timed automatic trigger (autofollow) for the next Q in the Q List.

Enter a time (in seconds) to autostep to the next Q.

All Qs to be autostepped (the next Q in sequence after the one containing the Autostep Q Module) will display in the Q List in red.

Note: All timed events triggered in a Q (including those offset by delays) will continue as programmed, even if the next Q is taken before timed events have completed, or in some cases (with delays), before they have even initiated.

Q Templates

You can save any built Q into a Template for easy recall of common Q types. Hit Save Template in the Q Builder and you will be asked for a Template Name.

Templates are saved into your User directory at Library/Application Support/Cricket/Q Templates/. When the app is started, any templates found in this folder will load into the template drop-down selector found in the Q Builder next to the Save Template button.

To load a template, simply select it from the template select drop-down as you would select a module in the Q Rack.

The Cricket 2 installer comes with a set of templates to get you started.

Q Editor (Q Menu)

1	mapassignq	15	ch	19	map	Full	Left	time	0.00	del	0.00	MPQ#	ch	20	map	Full	Right	time
2	mixerq	95	A	ch	19	lev	-77.00	tim	0.00	del	0.00	typ	1	B	ch	20	lev	-77.00
3	deckq	255	deck	10	action	loop	track	171	del	0.00									
4	mixerq	327	A	ch	19	lev	-25.11	tim	16.00	del	0.00	typ	2	B	ch	20	lev	-25.11

The Q Editor is an optional text-entry editor for Qs already built in the Q Builder. Use the Q Editor as a quick alternative to graphically editing Qs in the Q Builder. It is especially useful on complex Qs that may be time-consuming to reload or navigate through in the Q Builder.

NOTE: Use caution editing with the Q Editor. It is entirely possible to enter mistyped data into a field or otherwise corrupt the formatting of a Q by entering the wrong data into the wrong field. The module data is displayed in Cricket's internal Q data parsing format, and Cricket needs the data to maintain this precise format in order to execute a Q properly. Despite this, with caution, you can effectively use the Q Editor as an advanced tool for quickly editing Q data directly.

You cannot build new Qs or add/delete modules in Q Editor—you must use the Q Builder for that purpose. Use Q Editor not to alter the structure of a Q, but rather to make changes to the structure as built.

Rather than graphically building the Q as in the Q Builder/Q Rack, the Q Editor will instantly populate with Q data upon clicking on a Q in the Q List. Alternately, you can call up a Q by grabbing it in the Q# drop-down box in the Q Editor.

In Q Editor, Qs are laid out in a spreadsheet-like format with each row dedicated to an entire Module and columns dedicated to the data in the each Q.

Each module has its own data format due to the modules' differing data structures, so they will all appear slightly different in Q Editor.
The first 3 columns in any module are uneditable and display information about the stacking order of the modules (col 1), the module type (col 2), and Q Rack starting window height in pixels (col 3). The following columns contain the varying data for each module.

| 3 | deckq | 255 | deck | 10 | action | loop | track | 171 | del | 0.00 | |
| 4 | mixerq | 327 | A | ch | 19 | lev | -25.11 | tim | 16.00 | del | 0.00 |

These 2 rows in Q Editor correspond to these 2 modules in Q Builder.
Note: in this example, only a portion of the mixerq data is displayed above. The modules below would be the 3rd and 4th modules in the rack.

Q Data is generally formatted as Field Type>Field Data. So, for instance in the Deck Q Module as displayed in the Q Editor above: deck>10, action>loop, track>171, del>0.00. If you wanted to change the Track played to #24, you would replace the 171 in the deckq row with 24, hit enter, and then Store Q.

To navigate through the Q Editor, you can tab (left) or shift-tab (right) or arrow (up/down) from field to field.

No changes are made to a Q until you have hit Store Q or CMD-J.

You can renumber a Q in Q Editor by typing a new number in the Renumber Q field and hitting Enter.

You can rename a Q by typing a new name in the Q Name field and hitting Store Q.

If you have the Q Builder window open at the same time as the Q Editor:

1) Hit 'Load Q-Rack' in Q Editor to load the current Q into the Rack for graphic editing.
2) Loading the Q Rack from the Q Builder will cause the Q Editor to update to reflect the newly loaded Q.
3) Storing a Q in the Q Builder will cause the Q Editor to update to reflect the newly stored Q data.
4) Storing a Q in the Q Editor will cause the Q Rack to reload the newly stored Q from Q Editor.
5) Hitting CMD-J will store a Q as currently built in the Q Builder. If the Q Builder window is closed, and the Q Editor window is open, hitting CMD-J will store a Q as currently built in the Q Editor.

Cricket Show Operation

***In order to activate a Q in Cricket, you must have Live Mode turned
on.*** You can turn on Live Mode by hitting the DELETE key or by clicking
the Live button on the Show Panel or on the Q Player.

Q Player (Tools Menu/CMD-4)

The Q Player is a show operation panel and navigation tool for the Master
Q List. It is comprised of a large GO! button, a Stop Sequence button, a
Live Mode toggle, Master Q List navigation arrows, a Goto Q button and
entry box, and displays for the current and next Qs.

The GO! button will always display in red the next Q ready to fire in the
Master Q List and so is therefore linked to the highlight bar in the Master Q
List. The Q displayed in white to the left of the button is the last Q
activated. Hitting Go! in the above example would activate Q #1.20. The
Display on the Left would then change to display Q# 1.20 and the Go!
button would update to display the next Q in the list. If the next Q in the list
is programmed to trigger from an autostep, the Go! button will display
AUTO in red above the word GO!.

Hitting spacebar or the enter/return keys will also trigger Go! by default,
however you can turn off either Go! key commands if you wish in the
Preferences Window under the General Tab.

You can also turn on **Double-Go Protection** in the Preferences Window under the General Tab. This allows you to set a time (in seconds) after you Go on a Q in which Cricket will not respond to manual Go commands. Use this to reduce the chances of any accidental double-clicking of the Go button or Go key commands. Autostepping is not affected by Double-Go Protection.

Hit Stop Sequence (escape key) to stop all audio, fades, delays, and autofollows. A Stop Sequence button is also found on the Show Panel.

The navigation arrows will step backwards or forward through the Master Q List. You can also use the L&R/up&down keyboard arrows to navigate. Enter a Q# in the Goto Q field and hit enter or click on Goto Q to navigate directly to that Q. It will then be sitting in the queue ready to fire.

Q Clok (Q Menu)

The Q Clok is a small timer panel which automatically displays timings between instances of Go. The top 2 rows of times will alternate counting each time you hit Go! and will stop if you hit Stop Sequence. Use this to find out timings between Qs for autostepping or any other time-critical purpose. The bottom counter in red is a manual timer that can be started and stopped with the Start and Stop buttons. Each time you hit Start, the counter is automatically reset.

Show Mode (Options Menu/CMD-')

If you save a show with Show Mode on, upon loading the show, Live Mode will already be latched on (saving your operator one extra step) and the Q Builder/Q Editor windows will be locked out. Use this when you are running a show and no longer need to make daily changes. You can always turn off Show Mode and make further changes to the show at any point.

Control Builder (Tools Menu)

Use the Control Builder to allow external midi control over common tools/functions in Cricket.

Control Builder currently gives you midi control of:

    1) GO!
    2) STOP SEQUENCE
    3) MASTER FADER
    4) MASTER MUTE
    5) MIXER CH 1-32
    6) BUS CH 1-8

Choose a Cricket tool or function in the Control column. The Type selector box will update to reflect the types of Midi controls available for that tool or function. All Faders (Master, Mixer, Bus) can be controlled by Midi CC only. All other tools/functions can be controlled by Midi Program Change, Midi Note, or Midi CC.

Choose a midi control type in the Type column. The Parameter field will update to reflect the options available for that control type.

Midi Note gives you the option to select a Note, the Midi Input Port, and a Midi Channel. When Cricket is sent the selected note through the selected midi port and channel, the appropriate function will be triggered.

Midi Program Change gives you the option to select a Program #, the Midi Input Port, and a Midi Channel. When Cricket is sent the selected program # through the selected midi port and channel, the appropriate function will be triggered.

Midi CC gives you the option to select a CC #, the Midi Input Port, and a Midi Channel. When Cricket is sent values for the selected CC # through the selected midi port and channel, the selected tool or function will be sent those values. Cricket expects to see cc values from 0-127 at its inputs. It translates those values differently for each tool/function:

- For all faders, Cricket smoothly scales 0-127 into the full   range of a fader with 0=-77 and 127=+17.2.
- For all triggers (Go!, Stop Seq), Cricket accepts any value 0-127 as triggers for the function.
- For all toggles (Master Mute), Cricket translates any non-zero value as ON and zero as OFF.

Additionally, Cricket can have cc values return to the midi device using the Param Return target button. If this is turned on, any state changes made to the selected tool/function inside the software will return scaled back down to 0-127 to the midi device using the same named midi port and channel as the input. Use this with compatible midi hardware to have motorized faders and/or rotary knobs latch onto the state of their software counterparts.

All controls built in the Control Builder are saved into a Show File in a similar fashion to Master EQ settings. Also similarly to the EQ, you can save and load a Control List as a separate file, if you have, for instance, built a complex midi hardware Control List that you wish to use outside the context of a particular show.

Cricket Files

Show Files

When you save a show for the first time, 4 Files are created on your hard drive. Hit Save or Save As…in the File Menu and you will be prompted to enter a Show name and save location. Upon hitting OK, Cricket will create a Show File called <yourshow> and a folder called <yourshow>.crick. The folder will contain 3 other show files called <yourshow>QS, <yourshow>MAPS, and <yourshow>TRACKS. These are the four main show filetypes in Cricket.

The Show file is the main file created and is the file you use to open the show either by double-clicking the file in the finder or by clicking Open in the File Menu. The Show file contains links to all Q Lists, Track Lists, and Map Lists and holds all Master settings, Control Builder settings, General Preferences, System Settings, and window positions for the show.

| Show File | Q List | Track List | Map List |

Show Panel (Tools Menu)

The Show Panel is a simple toolbar to display information about the loaded show, plus gives quick access to a few common functions in Cricket. On the Show Panel you will find a Live Mode Toggle/Display, an **All-Pause** button which pauses all Decks, and a Stop Sequence button. Additionally, you will find fields that display the name of the current-loaded show, the total number of Qs built in the Master Q List, the total number of tracks loaded in the Track List, and the number of Inputs, Outputs, and Decks built in your current system. If you click on any of the fields for Ins, Outs, or Decks, you will open up the Preferences Window with the System tab displayed.

Clicking on New in the File Menu will create a new blank show based on your Default Show.

Default Show

The Default Show is a set of Show Files kept in your Cricket 2 Preferences Folder. Cricket loads this Default Show each time you start the application, so you can have a pre-built blank show template that works for your system. In order to customize your Default Show, set up the show to your liking, including any system settings, master settings, window positions, or anything else you'd like to have recalled each time the app is started or a new show is created, and click on Save As Default in the File Menu. You will be given a confirmation dialog, and upon hitting OK, your new Default Show will be saved. The next time you start Cricket, your new Default Show will be loaded at startup.

Once you save a show, it is important not to move or rename any associated files or Cricket will not be able to locate the files. This includes any of the 4 main Show files, any Sub Q Lists, and any Tracks loaded in the Show. If you need to transfer a Show to a new location, such as from the laptop to the theater, you need to use the Transport Show function.

Transport Show

In order to use Transport Show, you must first do a little work in the OSX Finder. You will need to copy all the files associated with the Show to your new location. This includes all 4 main Show Files, any Sub Q Lists, and all Tracks from the Track List. In order to properly Transport the Show, all Tracks to be transported will need to be in one main folder with no nested subfolders. For this reason, it is a good idea to always keep your loaded tracks in one tracks folder.

Once you have copied over all the show files to the new location, you can start Cricket and select Transport Show from the File Menu.

You will then be offered a series of dialogs asking you to point to all the newly copied show files. (It is important that you point to the new copies of the files in their new locations, not the old versions). Finally, Cricket will ask you to point to the Tracks folder where all of the newly copied Tracks reside. After it has processed and updated the new filepaths for all the show files, Cricket will inform you that the Show has been transported and will ask you if you want to save the path changes. Click OK and you will then be ready to open the Show in its new location. If you receive error messages when you try to open the new show—check your new Tracks folder and make sure all the Tracks listed in the Track List are sitting in that folder and then try transporting the show again.

If you have good file management skills and keep all your files in their original save-locations and keep all your tracks in one tracks folder, transporting the show from location to location should be a very simple procedure.

Appendix I.

Q Module Data Format

The following is the data format for each Q module in Cricket as seen in the Q Editor and text-exported Q Lists. Cricket expects module data to retain this format. When editing in Q Editor, be sure to only edit the fields as shown in red below, all other fields should be left as-is.

Mixer Q Module

mixerq 15 A ch 1 lev 0.0000 tim 0.0000 del 0.0000 typ 1 B ch 2 lev 0.0000 tim 0.0000 del 0.0000 typ 1 link 1 live 0

1) symbol 'mixerq' identifying the module **2)** q-rack pixel height **3)** symbol 'A' identifying channel **4)** symbol 'ch' **5)** channel number 0-40 (0=off,1-32=mixer32 channels,33-40 8bus channels) **6)** symbol 'lev' **7)** level in db **8)** symbol 'tim' **9)** time in seconds **10)** symbol 'del' **11)** delay time in seconds **12)** symbol 'typ' **13)** fade type (1,2,3) **14)** symbol 'B' identifying channel **15)** symbol 'ch' **16)** channel number 0-40 (0=off,1-32=mixer32 channels,33-40 8bus channels) **17)** symbol 'lev' **18)** level in db **19)** symbol 'tim' **20)** time in seconds **21)** symbol 'del' **22)** delay time in seconds **23)** symbol 'typ' **24)** fade type (1,2,3) **25)** symbol 'link' **26)** link off/on status (0/1) **27)** symbol 'live' **28)** live target off/on status (0/1)

Deck Q Module

deckq 175 deck 1 action play track 1 del 0.0000 live 0

1) symbol 'deckq' identifying the module **2)** q-rack pixel height **3)** symbol 'deck' **4)** deck # **5)** symbol 'action' **6)** deck action (play/loop/stop) **7)** symbol 'track' **8)** track # **9)** symbol 'del' **10)** delay time in seconds **11)** symbol 'live' **12)** live target off/on status (0/1)

Map Assign Q Module

mapassignq 247 ch 1 map out 1 time 0.0000 del 0.0000 MPQ# ch 2 map out 2 time 0.0000 del 0.0000 MPQ# live 0

1) symbol 'mapassignq' identifying the module **2)** q-rack pixel height **3)** symbol 'ch' **4)** channel number 0-40 (0=off,1-32=mixer32 channels,33-40 8bus channels) **5)** symbol 'map' **6)** map name from map list **7)** symbol 'time' **8)** time in seconds **9)** symbol 'del' **10)** delay time in seconds **11)** symbol 'MPQ#' identifying end of Ch A data **12)** symbol 'ch' **13)** channel number 0-40 (0=off,1-32=mixer32 channels,33-40 8bus channels) **14)** symbol 'map' **15)** map name from map list **16)** symbol 'time' **17)** time in seconds **18)** symbol 'del' **19)** delay time in seconds **20)** symbol 'MPQ#' identifying end of Ch B data **21)** symbol 'live' **22)** live target off/on status (0/1)

Input Assign Q Module

inputassignq 327 input 1 ch 0 live 0

1) symbol 'inputassignq' identifying the module **2)** q-rack pixel height **3)** symbol 'input' **4)** input # **5)** symbol 'ch' **6)** channel number 0-32 (0=off,1-32=mixer32 channels) **7)** symbol 'live' **8)** live target off/on status (0/1)

Deck Assign Q Module

deckassignq 399 deck 1 Lch 0 Rch 0 live 0

1) symbol 'deckassignq' identifying the module **2)** q-rack pixel height **3)** symbol 'deck' **4)** deck # **5)** symbol 'Lch' **6)** channel number 0-32 (0=off,1-32=mixer32 channels) **7)** symbol 'Rch' **8)** channel number 0-32 (0=off,1-32=mixer32 channels) **9)** symbol 'live' **10)** live target off/on status (0/1)

Midi Program Change Q Module

midipgmchangeq 471 pgm 0 del 0.0000 ch 1 out from Cricket 2.0 1

1) symbol 'midipgmchangeq' identifying the module **2)** q-rack pixel height **3)** symbol 'pgm' **4) program #** **5)** symbol 'del' **6) delay time in seconds** **7)** symbol 'ch' **8) midi channel** **9)** symbol 'out' **10) name of midi out port**

Midi Note Q Module

midinoteq 543 note 0 vel 0 del 0.0000 ch 1 out from Cricket 2.0 1

1) symbol 'midinoteq' identifying the module **2)** q-rack pixel height **3)** symbol 'note' **4) midi note # (0-127)** **5)** symbol 'vel' **6) note velocity (0-127)** **7)** symbol 'del' **8) delay time in seconds** **9)** symbol 'ch' **10) midi channel** **11)** symbol 'out' **12) name of midi out port**

Midi CC Q Module

midiccq 615 cc 0 start 0 end 0 time 0.0000 del 0.0000 ch 1 out from Cricket 2.0 1

1) symbol 'midiccq' identifying the module **2)** q-rack pixel height **3)** symbol 'cc' **4) midi cc # (0-127)** **5)** symbol 'start' **6) cc start value (0-127)** **7)** symbol 'end' **8) cc end value (0-127)** **9)** symbol 'time' **10) cc fade time in seconds** **11)** symbol 'del' **12) delay time in seconds** **13)** symbol 'ch' **14) midi channel** **15)** symbol 'out' **16) name of midi out port**

Sub Q List Q Module

subqlistq 687 subqlist newsubqlist Q# 2.00

1) symbol 'subqlistq' identifying the module **2)** q-rack pixel height **3)** symbol 'subqlist' **4) name of Sub Q List** **5)** symbol 'Q#' **6) Q # from Sub Q List**

Autostep Q Module

autostepq 759 time 0.0000

1) symbol 'autostepq' identifying the module **2)** q-rack pixel height **3)** symbol 'time' **4) autostep time in seconds**

Appendix II.

Key Commands

cmd-1   Deck Rack
cmd-2   Track Loader
cmd-3   Q Builder
cmd-4   Q Player
cmd-5   Mixer32
cmd-6   Input Master
cmd-7   Output Master
cmd-8   Mix Master
cmd-9   Control Builder
cmd-0   Master Q List
cmd-J   Store Q
cmd-R   Load Q Rack
cmd-T   Load Track
cmd-B   Bulk Load Tracks
cmd-< ' >   Show Mode
cmd-F   Fast Fade
cmd-M   Status Window
opt-Z   Kill autosteps/delays
opt-<0-9>   Play Deck 1-10 (option-0=play deck 10)
shift-<0-9>   Stop Deck 1-10 (option-0=stop deck 10)
ctrl-F   Clear Faders (all mixer channels to -77)
<ESC>   Stop Sequence
<P>   All Decks Pause
<DEL>   Toggle Live Mode
<SPACE> / <ENTER>   optional GO keys
L/UP Arrow   Scroll back in Master Q List
R/Down Arrow   Scroll forward in Master Q List

Appendix III.

Tips/Troubleshooting

- Tracks should all have a unique name, even if they are located in different locations.

- If you are having trouble loading certain tracks, check the filename and/or pathname for any questionable symbols (backlashes and colons, for instance, are used in OSX pathnames). Try simplifying the Track name and then try reloading. Check the Status Window for error messages.

- The Options Menu has the option to **Reset Windows** in case you have lost track of certain windows or have resized windows or repositioned windows in such a way that they are not showing up on the monitor. Windows will be reset to their default positions. This is particularly useful if you transfer shows between systems with different size/amount of monitors.

- The **Status Window (CMD-M)** can be found in the Window Menu. It is a general log-type window where many useful things are reported. Some of which include: Any error messages due to difficulty of loading tracks, all Q Data for each Q taken, a time stamp for every save of the show file, and others. If you ever encounter problems, the Status Window is a good place to check for hints.

- Functions in the standard Apple Edit Menu are of very limited use in Cricket. Undo/Redo do nothing at all. Cut, Copy, Paste, and Clear only have use in Text Fields.

- CMD-Q will quit the application per the Apple standard, and will check your current Show for any changes since it was last saved (if at all). If any changes are found, you will be reminded of such and prompted to save the Show. There is a Quit in the File Menu (ala OS9) as well that operates in exactly the same way. The Quit in the Application Menu (ala current OSX standard) will NOT check for changes and will quit the application immediately.

- If you are ever in doubt about the version of Cricket 2 you are using, check About Cricket… in the Application Menu. There will be an extended version number and build date posted there.

Appendix IV.

Acknowledgements

Thanks goes out to all the people who have made Max/MSP and OS X as friendly an environment as possible. Cricket is built standing on the backs of years of lower level programming in these environments would not be possible without the contributions of thousands of hours of labor on the parts of the programmers and users of Max/MSP at Cycling74. If you wish to learn more about Max/MSP, go to www.cycling74.com.

Additionally, many thanks must go to all the SF/Bay Area theaters, directors, designers, and most importantly operators and engineers who have entrusted in me with alpha and beta versions of Cricket from version .1 up to this release version of 2.0.

Finally, many many thanks to all the current, past, and future Cricket Folk—especially those early adopters of v1 & v2 that have offered generous suggestions, tips, and bug reports throughout its gestation period.

I offer any new or old users or anyone at all interested in the software to meet up online at http://groups.yahoo.com/group/cricketfolk. There are many wise designers and engineers and other theater/sound-type folk to be found there that often speak much more eloquently than I can when discussing Cricket, it's uses, it's benefits, and drawbacks. See you there.

Thanks and **make good theatre**.

Jake Rodriguez
April 2006

Appendix V.

**What's New in Cricket 2.2?**

Input/Output Patching
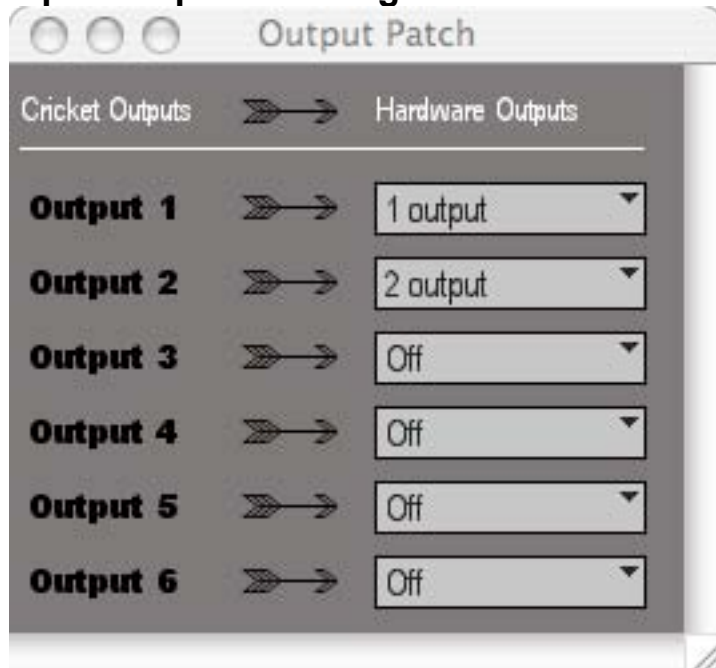
With the new Input and Output Patches, you can now custom-patch Cricket's virtual outputs to your audio hardware's actual outputs. In previous versions, Cricket Output 1 was hard-wired to your interface's Output 1, Out 2>Out 2, etc. Now you can patch any of your built Cricket outputs to any of your interface's available outputs (the same is true for inputs). This also means that Systems are no longer limited in size based on your physical hardware. The maximum number of Inputs and Outputs are each limited to 128, decks limited to 64 (you shouldn't try that out—your computer will groan at you!). Say, for instance you are using a MOTU 828 and only need to make use of analog outputs 1 and 2 and also the digital S/PIDF, which appears as outputs 23&24. In previous versions, you would have to build a system with 24 outputs to have access to the S/PIDF outputs, but with the new Input and Output Patches, you can build a system with only 4 outputs, and then patch your MOTU into the outputs appropriately. You can find the Input and Output Patches on the System Setup tab of the Preferences Panel.

Live Matrix Mapping
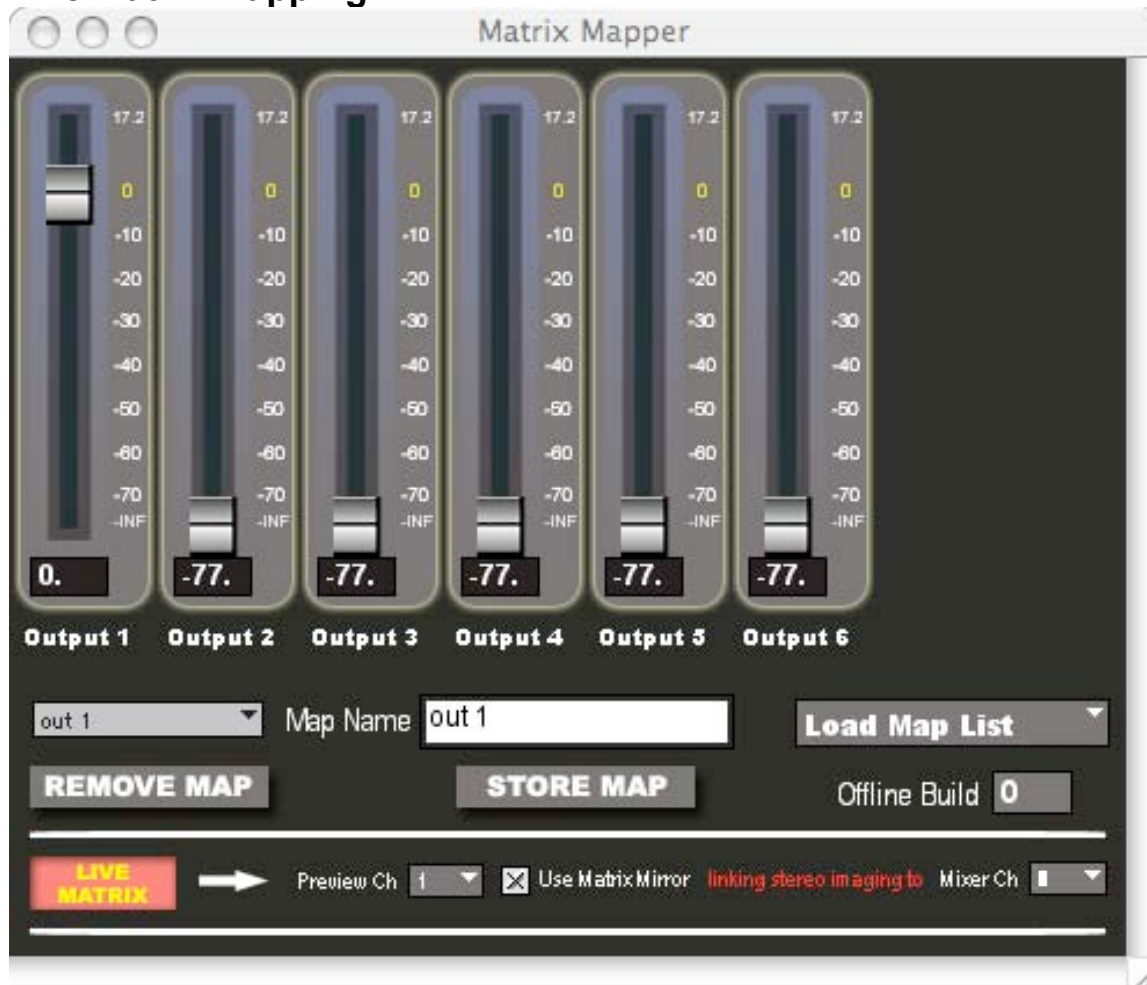
The Cricket Matrix Mapper has gotten an upgrade. At the bottom of the
Mapper panel is a new row of controls allowing you to preview a Map
before you store it. The Live Matrix button toggles the mode on or off.
With Live Matrix on, you can choose a Preview Mixer Channel to route to
the live matrix. Once selected, you can slide the Matrix Mapper virtual
faders around and hear your selected mixer channel mixed into the output
matrix in real time. You can then store the map and turn off Live Matrix
mode if you wish.

Matrix Mirror
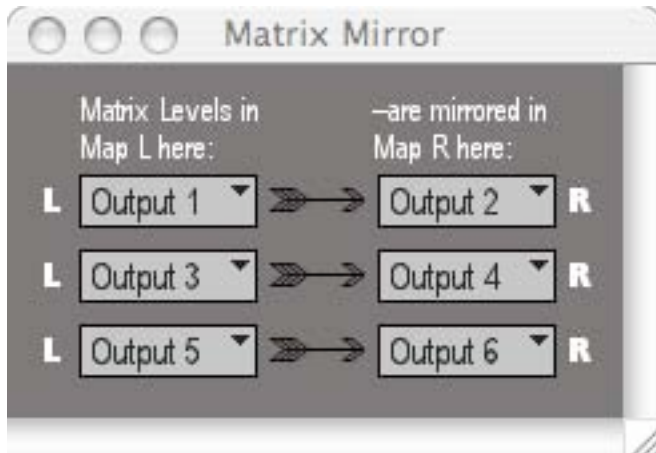
The Matrix Mirror is a new sub-patch for creating Matrix Maps and Live Matrices based around stereo pairs of outputs. In the Matrix Mirror panel is a set of user-defined stereo pairs based on your current system. Here you can set which outputs supporting the left side of a stereo signal should be grouped with which outputs supporting the right side of the stereo signal. Cricket defaults to odd-even concurrent pairs starting with 1-2, 3-4, etc. The Matrix Mirror is a universal, set-once-and-forget panel and the mirror is saved into a show file. With a properly designed mirror (for many cases, the default 1-2, 3-4 pairings will work just fine), you can save time building Live Matrix Maps, and Live Matrix Qs. You can find the Matrix Mirror panel in the new Map menu.

In the Matrix Mapper panel is a checkbox to turn on/off the Matrix Mirror function. If Mirror is on, and Live Matrix is on, any changes you make to the Live Matrix settings in the panel will be reflected through the Matrix Mirror into their stereo right-side counterparts. The stereo-linked Preview Mixer Channel should be set here as well. The drop-down selector will default to +1 the channel number of the main Preview Channel, but you can choose a different stereo link. Once you have mapped out a nice stereo-supported matrix, if you store the map, Cricket will automatically store both the left side map and the right side. For instance, if you store a map called *Full House* with mirror on, Cricket will create 2 maps: Full House.L and Full House.R.

Cricket Link
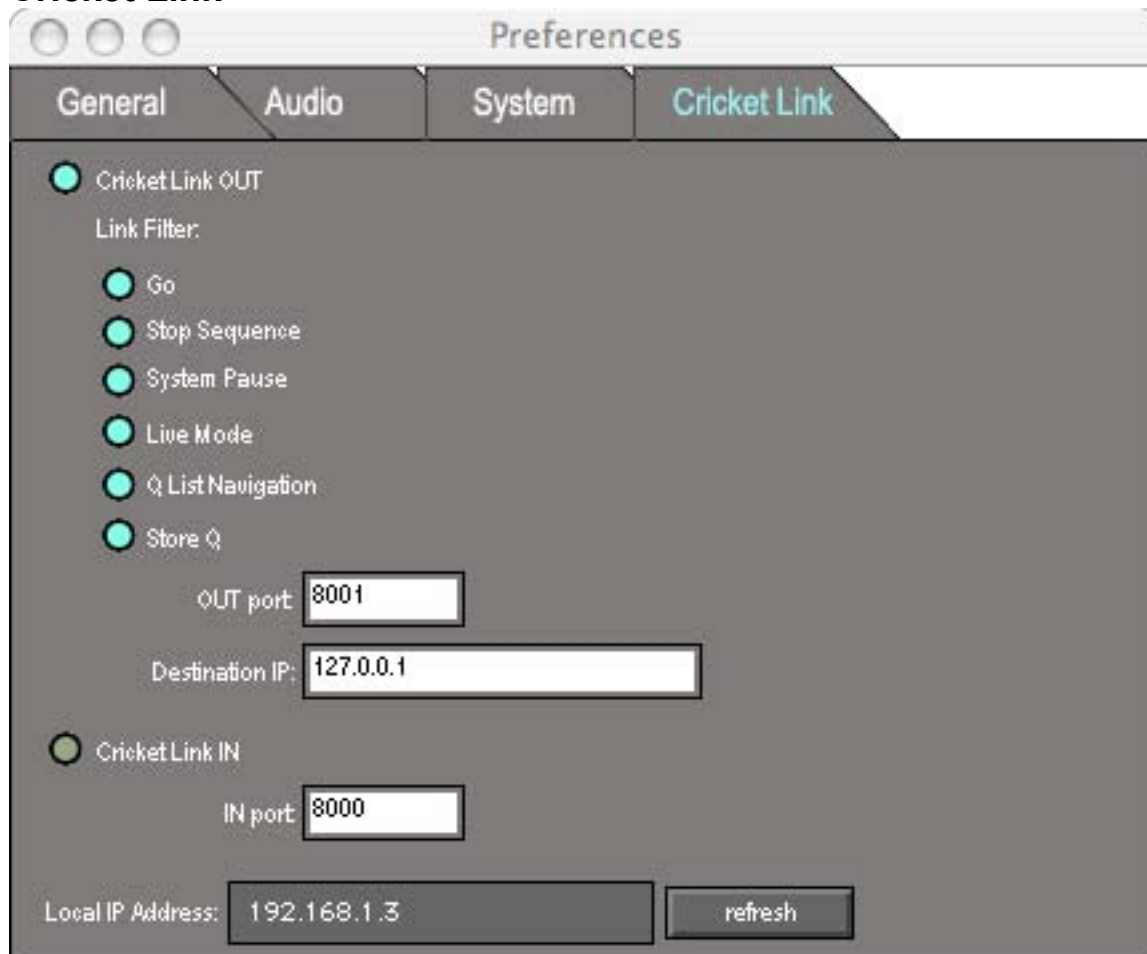
Cricket Link is a native way to remotely control a Cricket machine from a duplicate Cricket setup via a shared Local Area Network (this can be wired ethernet or Wi-Fi). In the Preferences panel is a new tab called Cricket Link. Here you can turn Cricket Link OUT or IN on or off. Turn on Cricket Link OUT on the controlling machine. Turn on Cricket Link IN on the receiving machine. You can filter what commands are sent through the Cricket Link system on the controlling machine. You can send the Go, Stop Sequence, and System Pause commands and you can toggle Live Mode on/off. Additionally, you can sync up the Master Q Lists so that any Q List navigation follows from controlling machine to receiving machines. Finally, you can store Qs as well as create new Qs from scratch through Cricket Link. Any of these functions can be filtered through the Cricket Link OUT on the controlling machine.

Creating the Cricket Link is quite easy. First, make sure both machines have access to the same Local Area Network either through a physical

ethernet connection, or through a WiFi network adapter. You need to know the IP address of the receiving machine and enter it into the Destination IP field. If you look at the receiving machine's Cricket Link panel, you can find the machine's IP address in the Local IP Address display. You also need to enter an available OUT port on the controlling machine. You will enter this same port number into the IN port on the receiving machine. Make sure Cricket Link IN is turned on in the receiving machine's link panel and your link should be constructed.

Cricket Link works best when you work with identical copies of a show on 2 different machines (say, the designer's laptop in the house and the Mac Mini in the booth hooked up to the sound system). With these 2 machines linked, the designer can run through Qs, and make many adjustments remotely from the house on the laptop.

The Link is created using the Open Sound Control protocol to send packets of data through the network between Cricket instances. No audio is sent, just a low-latency set of commands from the controlling machine to the receiving machine.

Cricket Link can also be used to sync up a redundant system. Because the Link is nothing more than data commands, if you were to lose the controlling machine to mechanical or system failure, it would only affect the receiving machine insomuch as it would no longer receive the remote commands and would need to be manually controlled.

Midi Show Control Module

Cricket has a new Midi Show Control Module used for sending MSC commands to other devices/software that can receive incoming MSC. The module follows the MSC 1.0 specifications, allowing you to enter the necessary commands/data in a user-friendly format. Cricket then converts the module data into the proper MSC sysex format. Please refer to your MSC-capable hardware/software's documentation to find out how to program for each device. You can set a module delay time similar to other modules that will wait a specified amount of time before sending the MSC command after hitting Go.

Live Matrix Module

The Live Matrix Module is a new way of programming matrix sends in a Q. Instead of applying Matrix Maps ala the Map Assign Q module, in the Live Matrix Module, you make adjustments directly to a set of virtual output faders similar to the Matrix Mapper window. This allows you the ability to make small adjustments to output matrix sends without the need for making individual matrix maps for each adjustment.

Choose a single Mixer Channel in which to apply the Live Matrix in the drop-down menu on the left. On the right, you can choose a Time (in seconds) in which the Live Matrix adjustment will be made (pan time). Also on the right is a field to enter a Delay time (in seconds) similar to other modules in Cricket.

In the center of the module is a button depicting virtual output faders. Click this to open up the Live Matrix Q Mapper. This is a set of virtual faders much like the Matrix Mapper window in which you can make the desired adjustments you wish to apply in the Q. There is a Map List drop-down here to let you pull up any built maps as a starting place. If you control-click on the name of any virtual faders (Output 1, Output 2, etc.) you can disable any particular virtual fader in the module. This way you can make adjustments only to the part of the output matrix send that needs it. For instance, if you wish to pull an individual speaker out of a matrix send, you can do this by control-clicking all the faders except the one you wish to adjust in the Q. When a fader is disabled, it turns a solid pale pink. You can also control-click the output name to re-activate any disabled faders.

If you have a properly set-up Matrix Mirror, you can check the box marked Use Matrix Mirror and choose a companion Mixer Channel to the main channel set at the top level of the module. Make adjustments for the Left side in the Live Matrix Q Mapper, and when the Q is activated, Cricket will automatically reflect these settings through the Matrix Mirror for the Right side. This way you can use 1 Live Matrix Q Module to apply matrix settings/fades to both sides of a stereo signal.

Custom Fade Type (per Mixer Module)
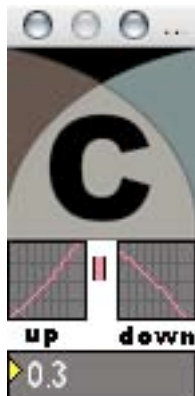
A new 4th Fade Type has been added to the Mixer Q Module: The Custom Fade Type. Marked by a 'C', this new fade type is user-defined per Mixer Q Module (one unique fade per module). Select the custom fade by clicking on the 'C' fade type button. Control-click the 'C' to open up the fade editor. Here you can adjust the fade as you would adjust the fade types 1-3. Note: this fade type will apply to both sides (L+R) of the Mixer Q Module.

Prev and Next to Control Builder

You can now build midi controls for Master Q List navigation in the Control Builder. Prev and Next are built similarly to other midi controls and give you the ability to step forward or backwards through the Master Q List via remote midi control.

Auto Cursor De-Select

A new feature in the General Tab of the Preferences panel is Auto Cursor De-Select. When this is turned on and Live Mode is enabled, Cricket will repeatedly clear all cursor fields at a rate set by you (between .1-60 seconds). Enable this if you are using spacebar or enter keys for Go!-ing to eliminate the chances for the cursor to get stuck in text fields (for instance, the Q Builder or Goto Q fields). This can be especially useful during rehearsals or tech when you are moving back and forth between running Qs and adjusting them in the Q Builder/Editor. The feature is disabled when Live Mode is turned off, so you can use Live Mode as a quick toggle when you need to edit Qs or otherwise linger in a text field. The settings for Auto Cursor De-Select are saved into a show file.

Display of auth/key codes in About... window for authorized apps

You can now view the Auth Code and associated Key Code for an authorized install of Cricket. You will find these in the About Cricket… window found in the Cricket menu.

Cricket will now create fresh Template folder & Default files when none are present

When multiple users use Cricket on the same machine, Cricket will now

create a default set of Q Templates inside the Application Support folder and a fresh set of Default Show files inside the Cricket 2 Preferences Folder for each user. Additionally, if you need to trash your preferences or templates, Cricket will create fresh sets upon the next startup of the app.

Other Additions:
New Map menu in menu bar
Cancel button to quit dialog in demo mode

New in v2.2.2:

New Actions for the Deck Q Module
In addition to Play, Stop, and Loop, the Deck Q Module now has 4 additional actions: **Pause**, **Resume**, **Pitch**, and **Relay**.

Pause and **Resume** are the counterparts to each other and do exactly what you would expect: Pause a deck, or Resume a paused deck.

Pitch and **Relay** are designed to throw at a deck that is currently looping a track. Set the module to the same Deck as the looping one. Pick a new track, and arm it to Pitch. When you take the Q, the deck will play out the remainder of the current loop, and upon its completion will seamlessly trigger the new track. Relay works exactly the same as Pitch, except that it begins looping the new track instead of just playing it.

Use Pitch and Relay to build a series of vamping Qs. For Instance, when you want a piece of music to loop/vamp in one section until an action onstage occurs, before moving on musically to the next section.

New Q Module: Autokill
The Autokill Q Module allows you to kill all Autosteps, Delays, Pitches, and Relays, similar to using the key command Option-Z.