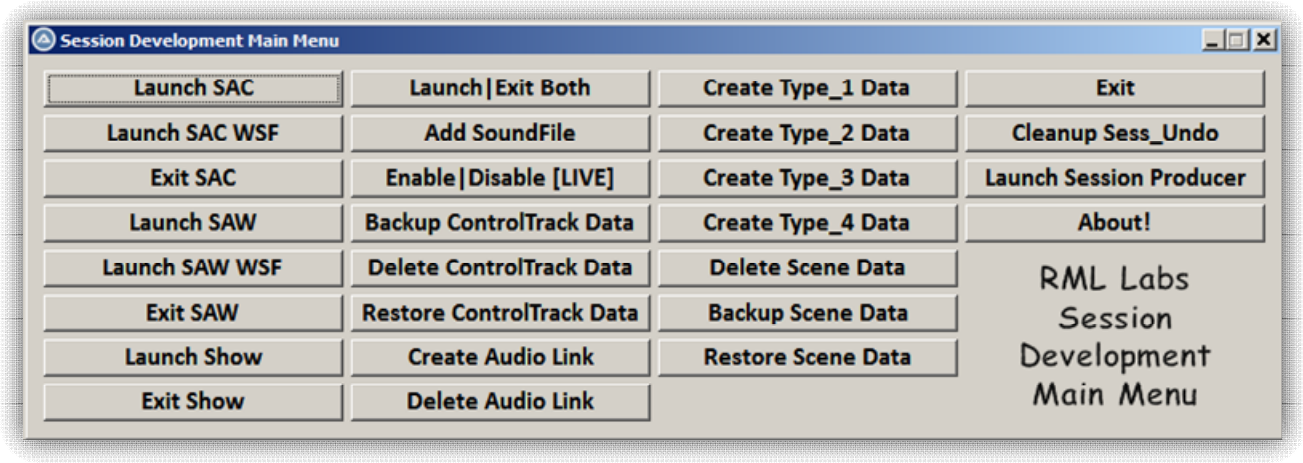
RML Labs Session Development Main Menu



Preliminary Information

1. The launch of an application [SAC or SAW] is preceded by the launch of an application entitled, "toggletaskbarautohide.exe."
- As can be deduced by the title, this application simply hides the task bar if the task bar is not yet hidden.
- The application with then simply restore the task bar if the taskbar has been previously hidden.
2. SAC or SAW may be launched with or without a SoundFile
- Launch Application: Without a SoundFile
- Launch Application WSF: With a SoundFile
3. Exit application: The application is exited followed by toggletaskbarautohide.exe.
4. Launch|Exit Both: SAC is always preceded by SAW, due to the enabling of the [SAC – Link] option.
- There is a four second pause – which permit the application to launch with a SoundFile containing Scene data.
- [Live] is also enabled
- SAW then launches with a SoundFIle and with a one second pause, with a centering of the mouse pointer.
5. Launch Show
- SAC is launched with [LIVE] enabled with a SoundFile, with a four second pause
- SAW is launched with a SoundFile, F4 view is selected [For Show Control] and a dialog is displayed permitting the selection of a .shw data file.
6. Exit Show: SAW is exited followed immediately by SAC.
7. Create Type_# Data: I currently employ four Types of data for employment in Show Control:
- Type_1: Backing track data for either Pre|Post audio playback, or for the Electric Guitar sets.
- Type_2: For Electric Guitar sets with Backing Tracks
- Type_3: For Emcee, Nylon Strung guitar, and Steel Strung guitar.
- Type_4: For what I refer to as EndOfShow
8. What specifically these scripts do is quite interesting indeed!
- I first select a number of audio files based on specific criteria, [Artist, Genre, and so on]
- I copy this data to a specific folder location.
- Based on the Type_# data, the contents of the audio folder are read, creating Session .edl files based on the name of the audio data.
- I then launch SAW and update those Session .edl files accordingly.

- These Session .edl files will be later employed in the creation of Show data.

The Column 1 Buttons

1. Launch SAC: See above
2. Launch SAC WSF: See above
3. Exit SAC: See above
4. Launch SAW: See above
5. Launch SAW WSF: See above
6. Exit SAW: See above
7. Launch Show: See above
8. Exit Show: See above

The Column 2 Buttons

1. Launch|Exit Both: See above
2. Add SoundFile: Selects the SAW, File menu option navigating to Add SoundFile to MT option.
3. Enable|Disable [LIVE]: For SAC
4. Backup ControlTrack Data: As I employ various "SAWStudio64CustomCtrl.dat" scenarios, having the ability to select various data files has proved to be extremely helpful.
5. Delete ControlTrack Data: Permits the deletion of a "SAWStudio64CustomCtrl.dat" data file.
6. Restore ControlTrack Data: Permits the deletion restoration of a "SAWStudio64CustomCtrl.dat" data file.
7. Create Audio Link: For creating Show Control data.
   - I keep all of my Session data on the F:\ partition.
   - This link simply provides quick access to the F:\ data partition.
8. Delete Audio Link: Deletes the above link when that link is no longer required.

The Column 3 Buttons

1. Create Type_1 Data: See above
2. Create Type_2 Data: See above
3. Create Type_3 Data: See above
4. Create Type_4 Data: See above
5. Backup Scene Data: Identical to "Backup ControlTrack Data" – with a subsequent focus on ".scn data"
6. Delete Scene Data: See above
7. Restore Scene Data: See above

The Column 4 Buttons

1. Exit: Simply exits the menu
2. Cleanup Sess_Undo: For cleaning up of any-and-all Session Undo data.
3. Launch Session Producer: Launches the Session Producer application.
   - This application is employed for the creation of Show data.
   - Employs the data previously developed with the Create Type_# Data scripts.
4. About!: Displays some information about the application.