



EIGHTY32

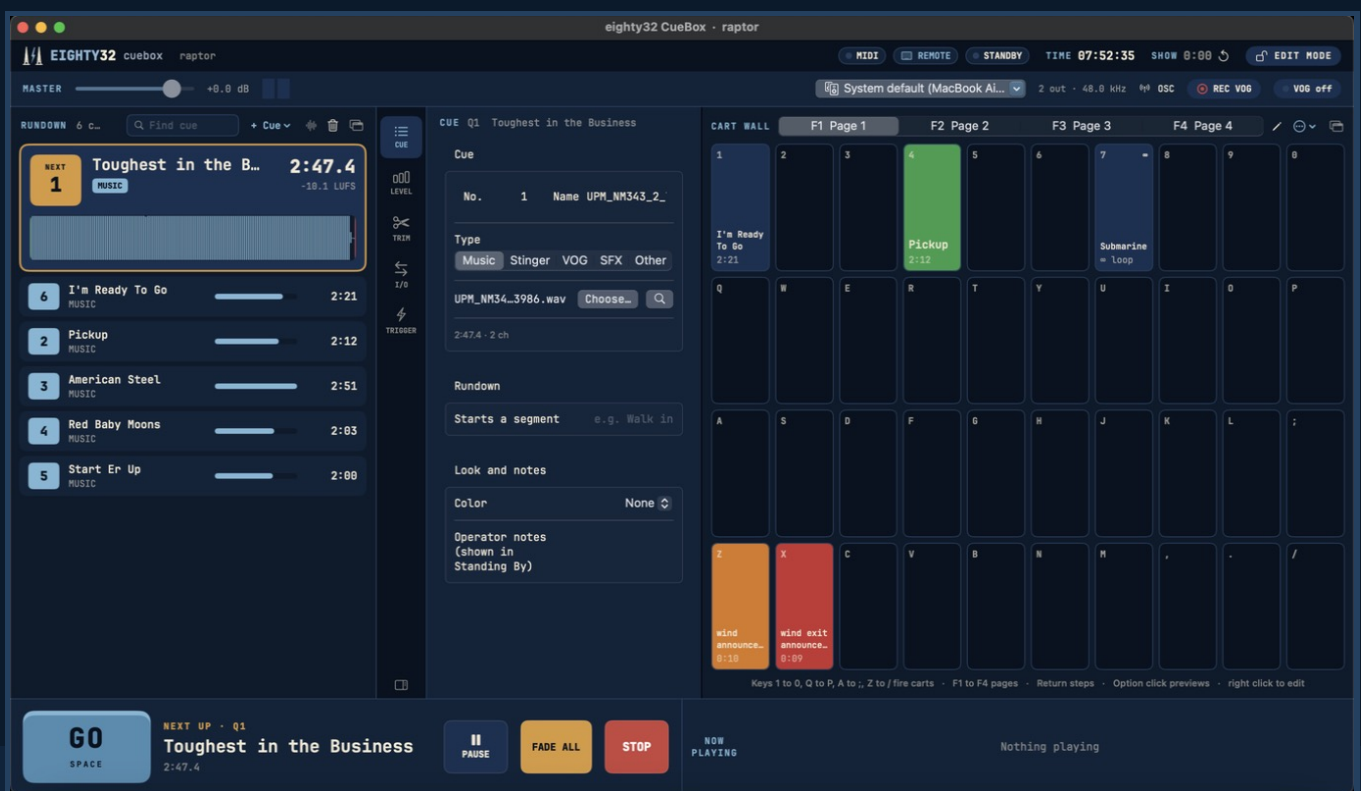
cuebox



CUEBOX

User Guide

Show audio playback for macOS. A running order, a wall of hot buttons, one engine.



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IDEA CueBox puts your running order with a big GO button and a wall of 160 hot buttons on one audio engine. Whatever you fire, from either side, plays through the same mixer, the same ducking and the same outputs, so you can run a scripted show and still answer the unexpected.

01

Getting started

Install, launch and get sound out.

What you need

- A Mac on macOS 14 Sonoma or newer.
- Any CoreAudio output: built in speakers, an interface, or Dante Virtual Soundcard.
- Xcode or the Command Line Tools if you build from source.

Building and launching

Double click **rebuild.command** in the CueBox folder. It compiles the app, wraps it as **CueBox.app**, signs it for this Mac and launches it. Results go to **build.log**. After that just open CueBox.app like any other app. CueBox reopens the last show and sound card every launch.

First sound in 30 seconds

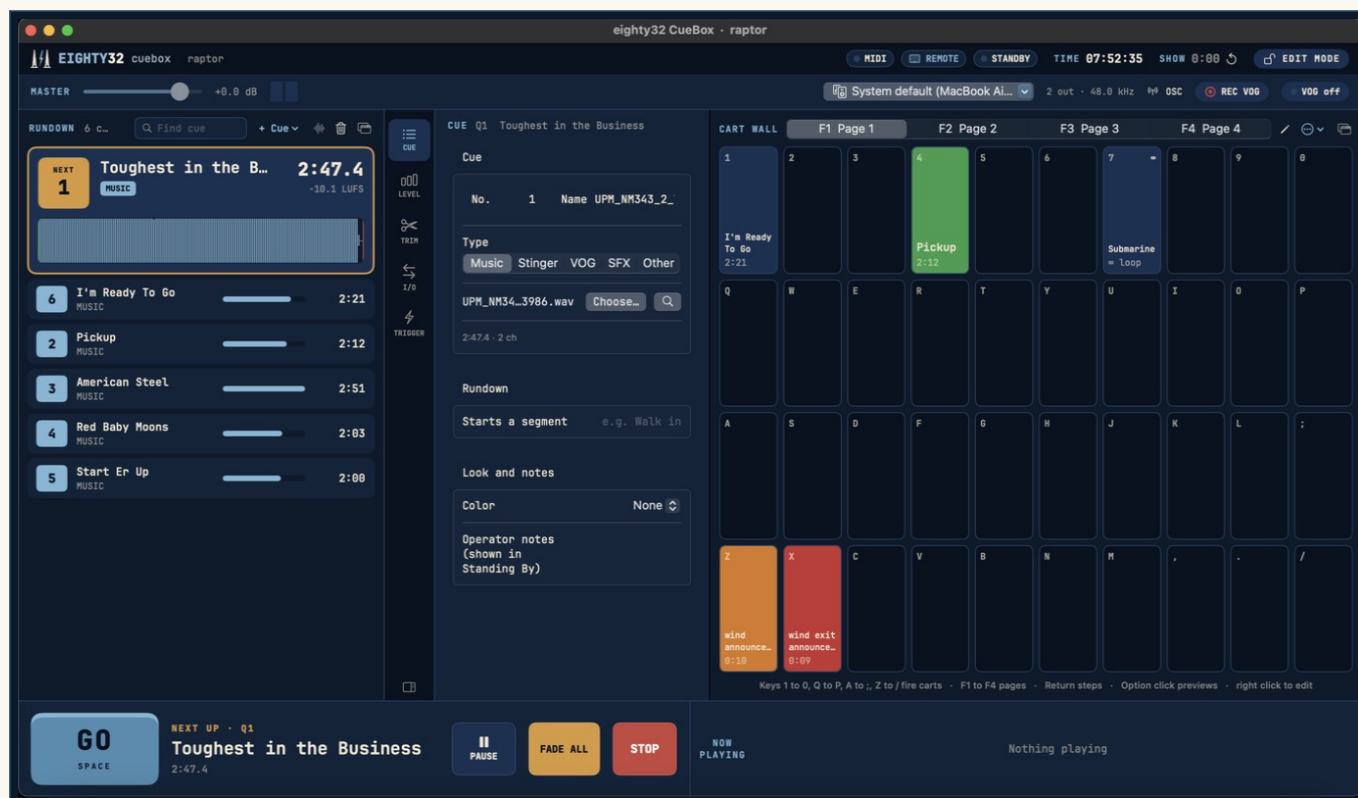
- Pick your output in the device menu in the top strip.
- Drag a few audio files from Finder onto the rundown.
- Press **Space**. That's GO. The next cue plays and the next one steps up.
- Press **Esc** to fade everything out over a second.

TIP The first time you use the VOG mic, LTC input or the recorder, macOS asks for microphone access. Say yes, or those inputs stay silent.

02

The main window

Everything you need during a show is on one screen.



The main window: rundown on the left, inspector drawer, cart wall on the right, GO deck and Now Playing along the bottom.

Area	What it does
Brand bar	Show name, status chips (MIDI, REMOTE, STANDBY, DESK, MEDIA, LOCKOUT), time of day, show timer, and the edit lock.
System strip	Master level and meters, sound card menu, output count and rate, OSC log, REC VOG, the VOG duck button, and a STACK chip while walk in music plays.
Rundown	Your running order. The big card at the top is what fires next. Played cues fade back, the playing cue glows, upcoming cues wait below.
Inspector drawer	The icon rail opens Cue, Level, Trim, I/O and Trigger settings for the selected cue. Click the active icon again to tuck it away.
Cart wall	Four pages of 40 hot buttons mapped to your keyboard.
GO deck	The GO button, what's next, PAUSE, FADE ALL and STOP.
Now Playing	One tile per sound with a big countdown (red in the last 10 seconds), badges, live controls, devamp and stop.

03

Building a show

Get your cues in, in order, with the right names.

Drag audio files onto the rundown. Drop between rows to insert, drag rows to reorder. Most formats work: WAV, AIFF, MP3, M4A/AAC, CAF. Files are loaded into memory at the sound card's rate ahead of time so cues fire instantly.

The **+ Cue** menu adds audio, fade, devamp and console cues. The **Find** box filters the rundown by name or number.

Segments

Give a cue a segment name (Cue tab, Rundown section, or right click) and a header appears above it, like Walk in, Awards, Walk out. Great for long shows.

Tidy names

Library files often have names like UPM_SLAM75_10_52_Pickup. With View > Tidy Library Names on, the rundown and carts show just **Pickup**. The file itself is untouched.

Cue types

Every cue is Music, Stinger, VOG, SFX or Other. Types drive ducking and fade cues. Set it on the Cue tab.

Undo

Cmd Z and **Cmd Shift Z** undo and redo show edits. While typing in a field they undo your typing first.

TIP Name cues the way you'll call them on headset. The next up name is big on purpose.

04

Running a show

GO, stop, pause and lock.

Key / button	Action
Space or GO	Fires the next cue and the one after it moves up.
Up / Down	Changes what's next up without firing.
Esc or FADE ALL	Fades everything over 1 second.
Esc Esc, Cmd . or STOP	Hard stop, everything, right now.
Cmd Return or PAUSE	Pauses every sound with a tiny declick. Again to resume exactly where it was.
Cmd L	Lock or unlock editing.

Chaining cues

On the Trigger tab, **Then** decides what happens next. **Start next with it** fires the next cue after the post wait. **Start next when done** fires it when this one ends. A **pre wait** delays the cue itself after GO.

Locking the show

Locks editing so nobody bumps a level mid show. GO, carts, Esc, pause and stop all still work.

Ride it live

Every Now Playing tile has a sliders button. Trim the level up or down, change the speed, scrub, jump back a few seconds, or slow it to a stop like a record. TRIM and SPEED badges show on the tile while you've moved them.

05

The cart wall

Hot buttons for the stuff you can't script.

Four pages of 40 carts. Your keyboard maps onto the grid: **1** to **0** is the top row, **Q** to **P** the second, **A** to **;** the third and **Z** to **/** the bottom. **F1** to **F4** switch pages. Click the pencil to rename a page.

Drop an audio file on a cart to load it. Drop an image on it to give it a photo, perfect for presenter walk ups.

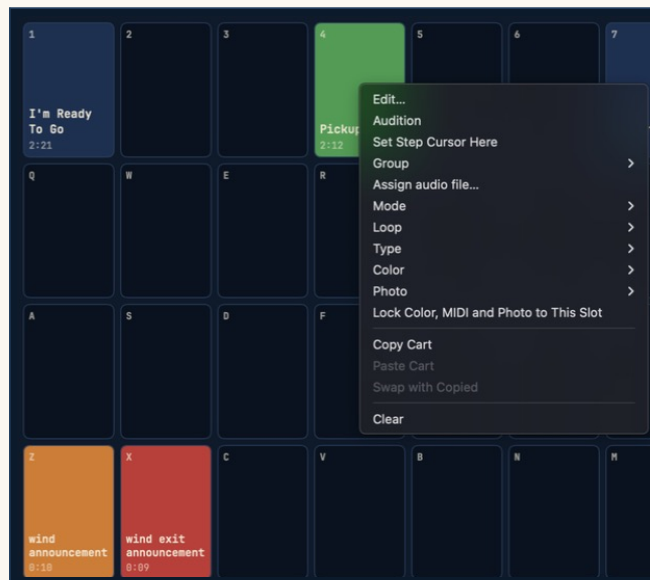
Modes

- **Toggle**: press to play, press again to stop.
- **Retrigger**: every press restarts from the top.
- **Overlap**: every press starts another copy.

Option click previews a cart on the preview output (headphones) without it hitting the PA.

Helpers

- **Copy, Paste, Swap**: copy a cart, then paste it somewhere or swap the two.
- **Lock Color, MIDI and Photo to This Slot**: load a new file into a locked cart and it keeps its look and trigger. Great when the walk ups change every night but the layout doesn't.
- **Played carts dim** (View menu or the page menu): once a cart has fired it goes dark with a check. **Cmd Shift U** resets them.
- **Timers count up** (**Cmd Opt T**) shows elapsed instead of remaining.



Right click a cart for everything it can do.

06

Cart rules, groups and the step cursor

Rules (Edit... > Cart rules)

- **Linked carts:** also start or stop other carts when this one starts.
- **When it starts:** stop the rest of the page, or everything else.
- **Hold to play:** plays only while the key or button is held.
- **Play next:** when it ends on its own, the next cart starts.

Exclusive groups and buzzer lockout

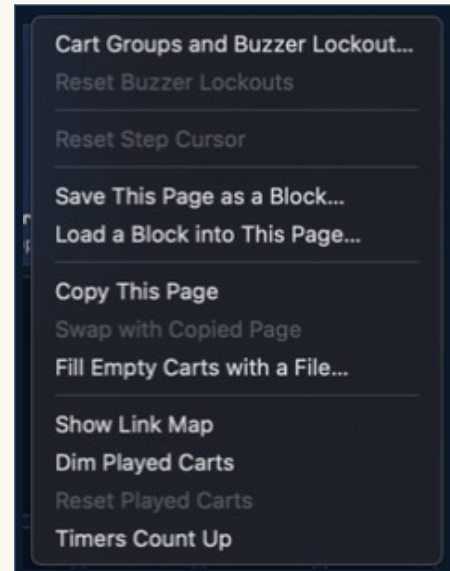
Put carts in group 1 to 8 and only one plays at a time. Give the group a lockout time and after one fires the others ignore presses until it runs out: game show buzzers. A lock shows on locked carts; **Cmd Opt R** clears them.

Page tools

Copy a page and swap it with another, fill every empty cart with one file, save or load a page as a block, and turn on the **Link Map** to see arrows between linked carts.

Step cursor

Return plays the cart under the dashed NEXT cursor and moves the cursor to the next loaded cart, even onto the next page. Right click > Set Step Cursor Here to start somewhere else, **Home** to clear it. Load a page in order and you've got a jukebox.

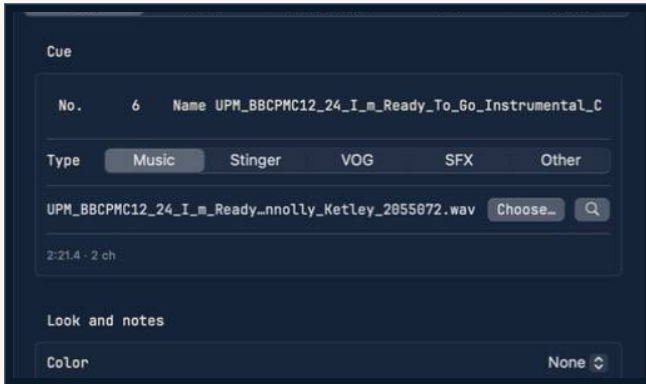


The page menu, top right of the wall.

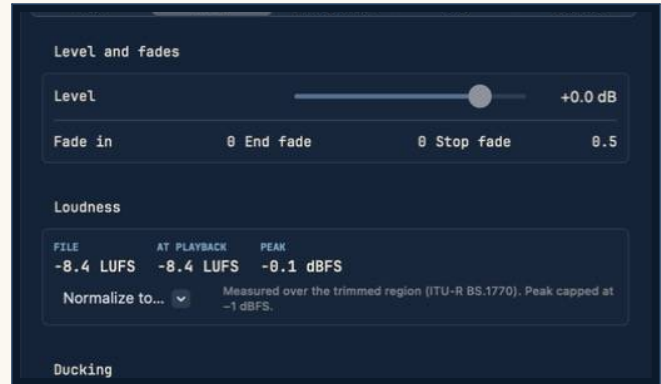
07

The inspector

Five tabs for the selected cue.



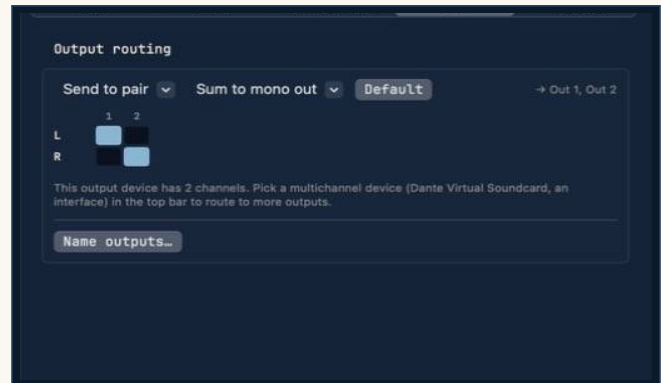
CUE: number, name, type, file (Choose... to relink), segment, color and operator notes.



LEVEL: level, fades, loudness readout and normalize, ducking, MIDI out.



TRIM: in and out points and loop settings, with the waveform editor a click away.



I/O: the routing matrix, Send to pair, Sum to mono, spatial placement.



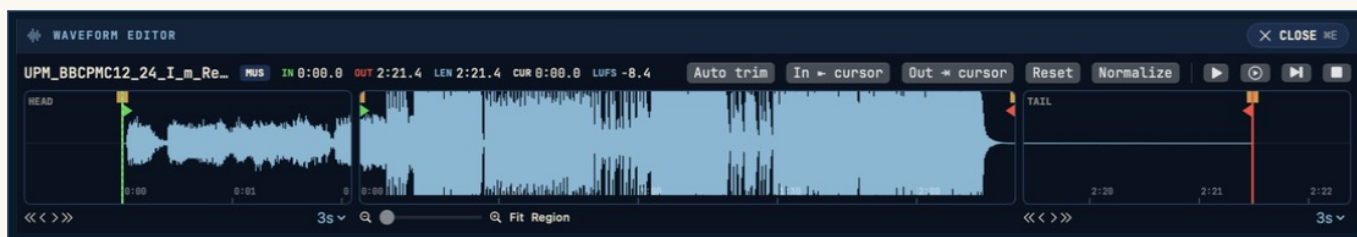
TRIGGER: pre wait, Then and post wait, MIDI learn, time of day, timecode.

The drawer follows the selection and remembers which tab you were on, so you can walk down the rundown setting the same thing on every cue.

08

The waveform editor

Fast heads and tails.



The waveform editor: HEAD on the left, the whole file in the middle, TAIL on the right.

Open it with **Cmd E** or by double clicking a cue.

- Drag the green in point, red out point and yellow fade handles.
- **Auto trim** removes leading and trailing silence.
- **In / Out to cursor** and fine nudges for exact trims.
- **Normalize** to peak.
- Preview from the in point, the cursor, or the last 5 seconds to check a tail.

09

Loops, fade cues and devamp

Loops

Choose Off, Infinite or a number of passes. **Simple** loops one region. **Sections** lets you build a cue out of several loops: intro, verse that vamps, chorus that plays twice, then the ending. Each section has its own pass count; 0 means until devamp.

Devamp

Devamp finishes the current pass and moves on to the next section or the tail. Use the DEVAMP button on the tile, a Devamp cue (**Cmd Shift D**) or Devamp All Loops (**Cmd D**).

Fade cues

A fade cue (**Cmd Shift F**) takes a cue, a type, or everything to a level, or fades it out and stops. Chain them with Start next with it to build crossfades.

Loudness

The Level tab shows integrated loudness (LUFS) and peak. Normalize one cue or the whole show to EBU R128 minus 23, ATSC minus 24, minus 16 or minus 14 LUFS.

TIP Walk in music on Infinite with a vamp section, then a Devamp cue on 60 when it's time. It always lands on the ending.

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Ducking, live VOG and recording a VOG

Keep the voice on top.

Cue ducking

On the Level tab turn on **Duck other cues while this plays**. Pick which types or which specific cues and carts duck, how far, and how fast. A VOG cue ducks Music and Stingers by default.

Live VOG mic

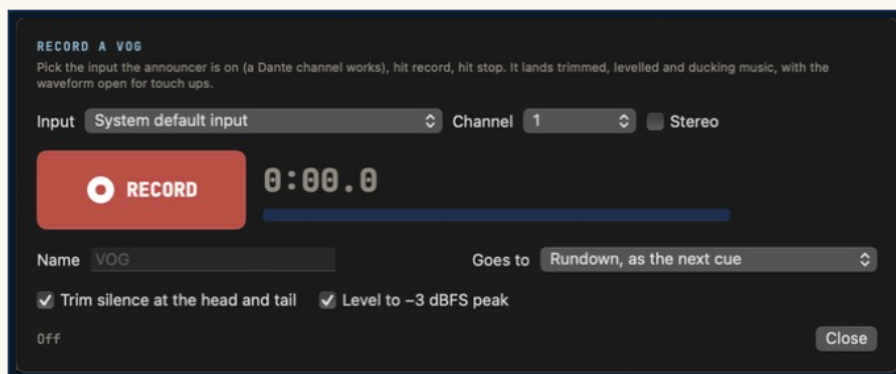
Point the VOG button at a real mic input (Dante works). Set the threshold against the live meter, the depth, and attack, hold and release. Music dips whenever the announcer talks.

A Yamaha desk can drive this too: see the console chapter.



Live VOG ducking from the VOG button.

Record a VOG on the fly



REC VOG in the system strip, or Cmd Shift R.

- Pick the input and channel (any Dante channel works) or a stereo pair.
- Hit record, then stop. **Space** toggles it.
- It lands trimmed, leveled to minus 3 dBFS peak, set to VOG so it ducks music, and with the waveform open for touch ups.
- Choose whether it goes into the rundown as the next cue or into the first empty cart.

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Sound cards, Dante and outputs

Up to 128 outputs, routed per cue.

The device menu lists every CoreAudio output with its channel count, including Dante Virtual Soundcard and aggregate devices. CueBox opens the device at its full channel count.

Per cue routing

Each cue has a matrix of file channels to outputs. Click crosspoints or use **Send to pair** and **Sum to mono**.

Preview output

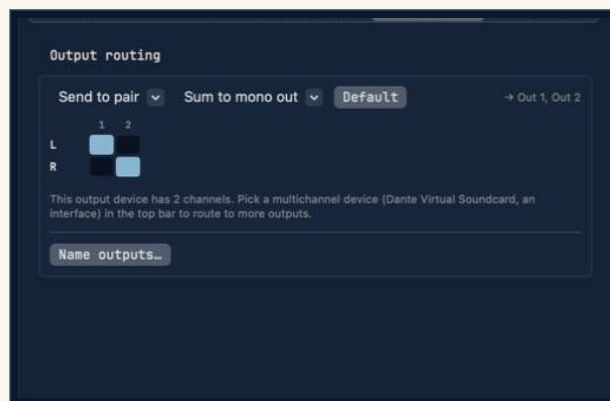
Pick a second device (or a pair on the same one) under Preview in the device menu. Previews, option click and the Library play there, never on the PA.

Name, trim and delay

Show > Name Outputs... names every output (Mains L, Fill, Delay, Broadcast) and gives each one a **trim** in dB and a **delay** in milliseconds, up to a full second. Use trims to balance zones and delays to time align delay speakers. They apply to everything on that output.

Output meters

Control > Output Meters (Cmd Opt U) shows a meter for every output and which sounds are feeding it right now, green for one, amber for two, red for three or more. Handy for finding what's on the broadcast feed.



The I/O tab: the routing matrix.

TIP If the device disappears (Dante restarting, an interface unplugged), CueBox falls back and rebuilds when it comes back. Check the device menu after any network hiccup.

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Line check

Control > Line Check (Cmd Opt 0).



Pick a signal, pick outputs, Play or Walk the rig.

- **Voice ident:** a voice says the output number and its name, on a loop. Walk the room and you know exactly what's patched where.
- **GLITS stereo ident:** 1 kHz with one break on the left and two on the right, so left and right are never in doubt.
- **Pink noise** and **sine** at 1 kHz or 100 Hz for level and polarity checks.
- **Walk the rig** steps the signal through outputs one at a time every few seconds. Pick a few, or the speakers on your spatial map.
- The level starts at minus 18 dBFS and follows master, output trims and delays.

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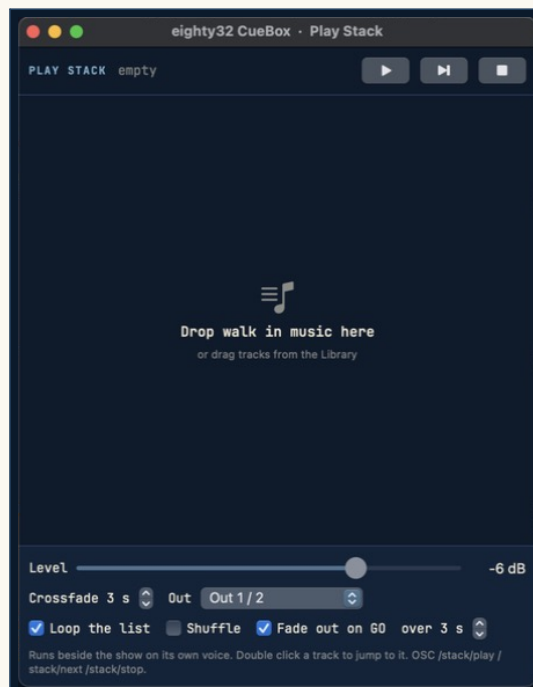
Play Stack and the Library

Play Stack

A walk in and walk out player that runs beside the show. Drop tracks in, set a level, a crossfade and an output pair, and hit play. Loop the list or shuffle it.

With **Fade out on GO** on, the first audio cue you GO takes the music out over the time you set, so the show starts clean. A STACK chip in the system strip tells you it's running.

Double click a track to jump to it. **Next** crossfades to the next one.

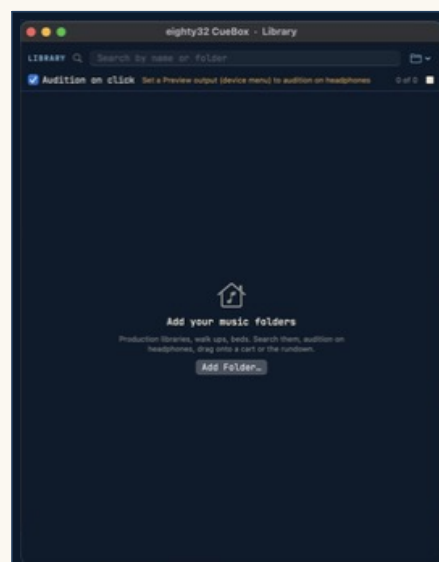


Play Stack (Cmd Opt P).

Library

Add your music folders (production libraries, walk ups, beds) and search them by name or folder. Click a track and it plays on the preview output so only you hear it. Drag it onto a cart, the rundown or the Play Stack, or right click for quick add options.

No preview output set? Clicking stays silent so you never blast the room by accident. The play button still works and tells you it's going to the main outputs.

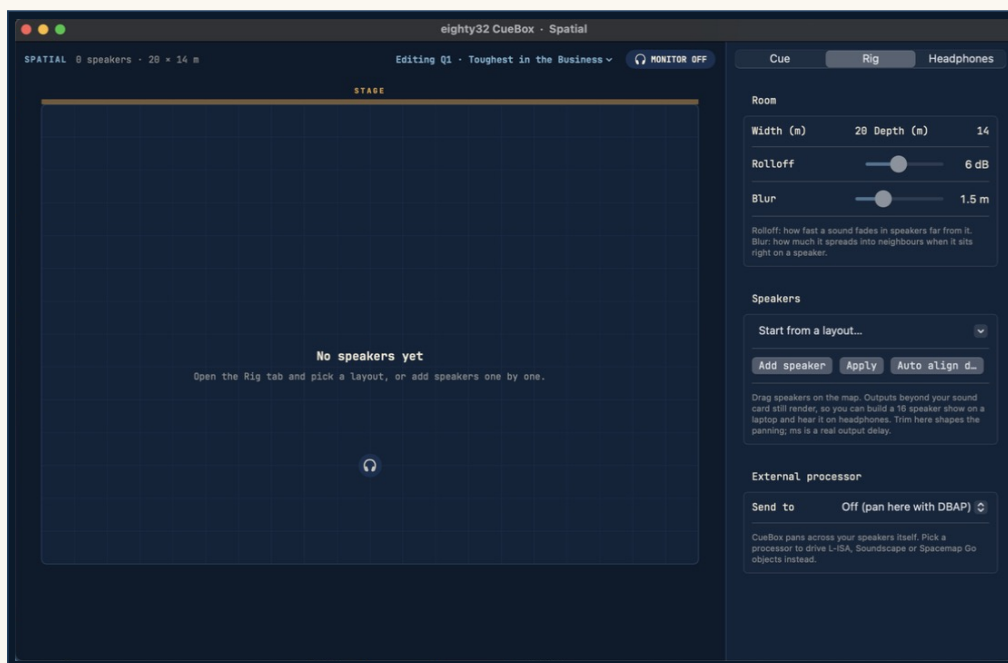


Library (Cmd Opt L).

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Spatial audio

Control > Spatial Map (Cmd Opt S).



The spatial window. Room map on the left, Cue, Rig and Headphones tabs on the right.

Rig

Set the room size, pick a starting layout (stereo, LCR, quad, 5 speaker, 8 speaker ring, corporate mains, delays and rears) or add speakers one by one, then drag them where they really hang. Each speaker has an output, a trim and a delay. **Auto align delays** works out delays from how far each speaker sits behind the front ones.

Cues

Select a cue, turn on **Place on the speaker map** and click where the sound should be. Give it width so stereo files spread, or draw a path that plays once, loops or goes back and forth. Drag the sound while it plays and it moves live.

Headphones

The binaural monitor puts every speaker around you on headphones, heard from the headphone icon on the map. Turn on **Mute the sound card** and only your headphones play, so you can build moves in a hotel room. Outputs beyond your interface still render, so a 16 speaker show works on a laptop.

External processor

Already running an object based system? On the Rig tab, send positions to **L-Acoustics L-ISA** (port 8880), **d&b Soundscape** (50010) or **Meyer Spacemap Go** (38033) instead of panning in CueBox. Give each cue an object number, route it to that processor input on the I/O tab, and use Flip X / Flip Y to match how the system was set up.

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Yamaha console link

Control > Yamaha Console (Cmd Shift K).

Type the desk's IP, pick the model and connect. CueBox talks to the desk over its remote control port.

- **Scene link:** a cue can recall a desk scene, and recalling a scene on the desk can fire a cue. Match numbers automatically if you like.
- **Console cues (Cmd Opt K):** set faders, mutes and mute groups, with fades.
- **GO from the desk:** learn user defined keys for GO, fade and stop.
- **Desk VOG duck:** when the announcer's channel is open on the desk, music ducks.
- **Scribble strips:** playback channels show what's playing.
- **Pull names:** output names come straight from the desk.



Connect to a CL, QL, Rivage PM or DM7 over the network.

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MIDI and MIDI Show Control

Control > MIDI.

CueBox listens to every MIDI input: USB gear, network sessions and the IAC bus. The panel shows the last message so you can see things arrive.

Learn

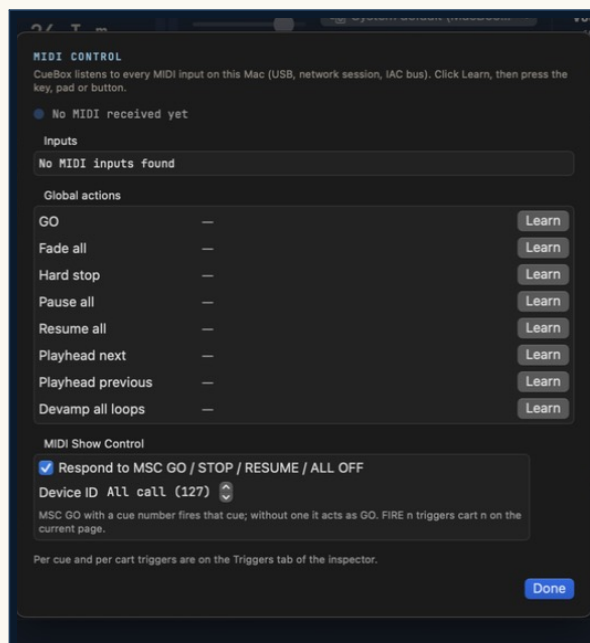
Click Learn, then press the key, pad or fader. Global actions cover GO, fade all, stop, pause, resume, next, previous, devamp and cart step. Per cue and per cart triggers live on the Trigger tab.

MIDI Show Control

GO, STOP, RESUME and ALL OFF. GO with a number fires that cue. FIRE n fires cart n.

MIDI out

Any cue can send a note, CC or program change when it starts and when it stops, out a chosen port or the eighty32 CueBox virtual port. Great for lighting and video.

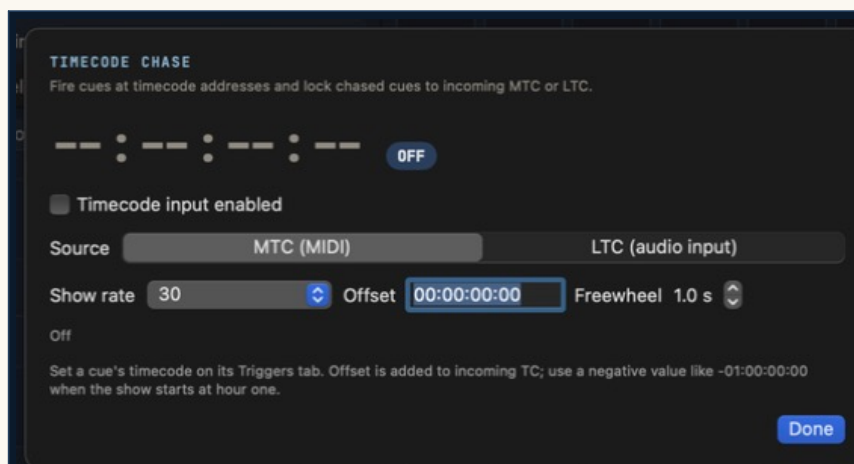


The MIDI panel.

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Timecode

Chase it, fire from it, make it.

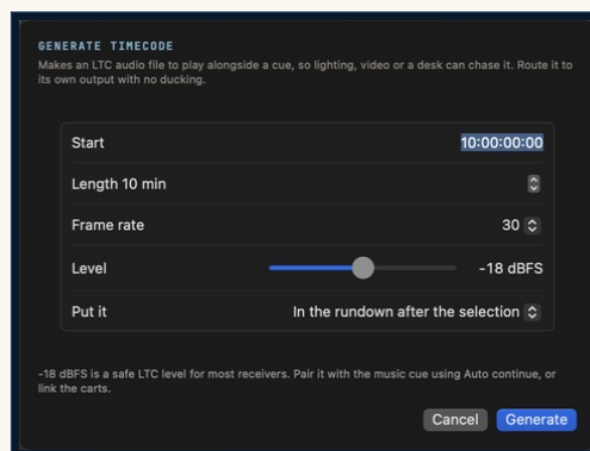


Control > Timecode (Cmd Shift T).

Pick **MTC** over MIDI or **LTC** on any audio input. The rate is detected (24, 25, 29.97 drop and 30) or forced. Offset shifts incoming code, freewheel rides through dropouts.

- **Fire at a timecode:** the cue starts when TC passes it.
- **Chase:** the cue follows the timeline, locates and stops with it.
- **Timecode Trigger List** (Control menu): every timecode trigger in one list. Mark cues on the fly, or import an EDL or a simple list of numbers and times.
- **Generate Timecode** (Control menu): makes an LTC file from any start time, length and rate, and drops it into the rundown, a cart or a folder. Play it beside the music so lighting or video can chase.

Minus 18 dBFS suits most receivers. Route the LTC cue to its own output; it's set to Other so nothing ducks it.



Generate Timecode.

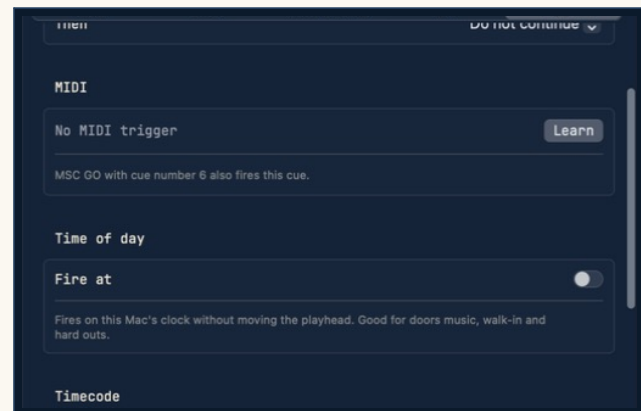
18

Time of day cues

Doors music that starts itself.

Turn on **Fire at** and type a time as HH:MM:SS. The cue fires at that time on this Mac's clock without changing what's next up.

The next one shows in the brand bar. Good for doors, a hard out, or a countdown that has to start on the dot.



Time of day lives on the Trigger tab.

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Remote GO, Stream Deck and control systems

Control > Remote GO.

Phone or iPad

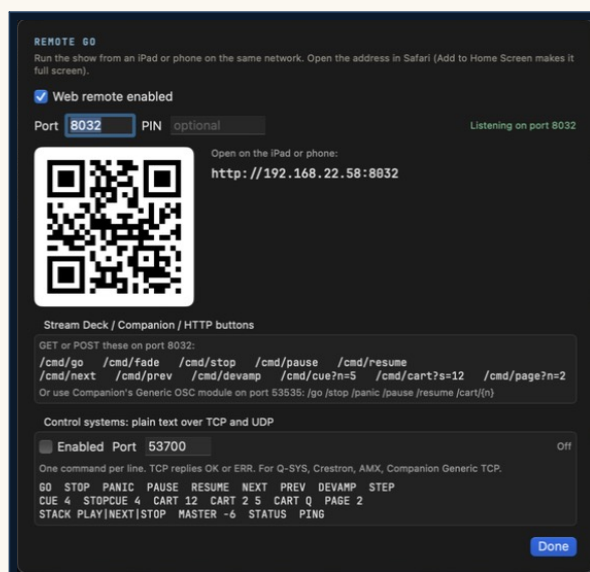
Turn on the web remote and scan the code. You get GO, next up, fade, stop, pause and the carts. Set a PIN on shared networks.

Stream Deck and Companion

HTTP buttons on port 8032, or OSC on UDP 53535. Commands are in the reference.

Control systems

Turn on plain text control for Q-SYS, Crestron, AMX or Companion Generic TCP. Send one command per line on TCP or UDP 53700: GO, CART 12, CUE 4, STACK NEXT, STATUS. TCP replies OK or ERR.

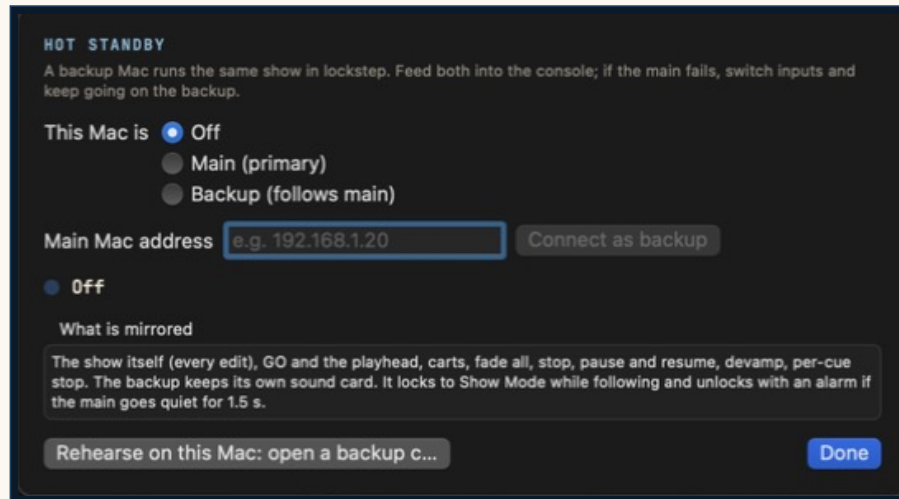


Phone remote, HTTP buttons and plain text control in one panel.

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Hot standby

Control > Hot Standby.



Set one Mac as Main and the other as Backup.

On the main choose **Main**. On the backup choose **Backup**, type the main's address and connect.

The backup mirrors the show, every edit, GO, carts, fades, stops, pause and devamp, on its own sound card, locked with editing locked. If the main goes quiet for 1.5 seconds it shows a red **MAIN LOST** banner. Switch console inputs and carry on.

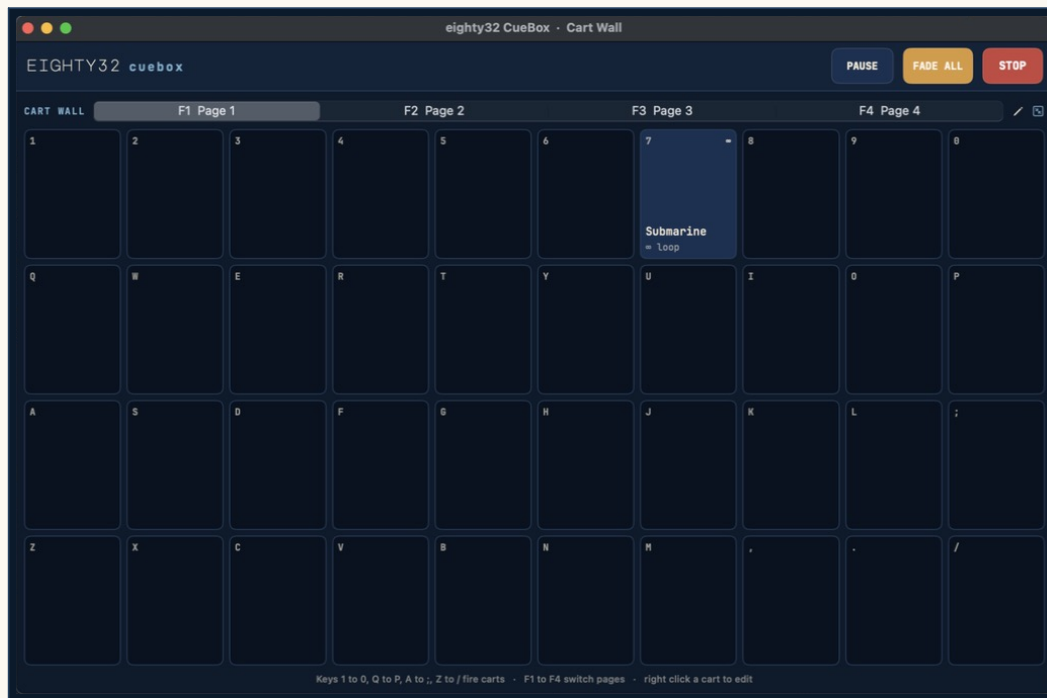
The Play Stack isn't mirrored yet, so start walk in music on the backup by hand if you switch.

TIP Feed both Macs into the console all show. Control > Rehearse Failover opens a backup copy on the same Mac to practice the switch.

21

Two screens

Split the rundown and the cart wall.



The cart wall in its own window, ready for a second display or a touchscreen.

Cmd Shift 2 moves the cart wall to its own window, **Cmd Shift 1** does the same for the rundown and inspector. The small window button in each header does it too. The main window keeps everything else, and the layout is remembered next launch. View > Single Window brings it all home.

22

Saving, packages and paperwork

- **Save** writes a .cuebox show. Audio is referenced, not copied. Autosave runs every 30 seconds.
- **Collect Audio Into Show Folder** copies every file next to the show and relinks. Do this before you travel.
- **Export Show Package** zips the show and all its audio into one .cueboxpkg. Open it on any Mac and it unpacks and relinks.
- **Check Media** (Cmd Opt M) runs on open: missing files, files that changed since you trimmed them, and one click locate. The MEDIA chip warns you in the brand bar.
- **Show Notes** pop up when the show opens: who to call, what changed.
- **Cart blocks:** save a page and load it into any show.
- **Play Log** records every start and stop with what triggered it (GO, key, MIDI, desk, remote, timecode). View it in the app or export CSV for music reporting.
- **Print Cue Sheet** (Cmd P) and **Export Cue Sheet PDF** (Cmd Shift P).

23

Reference

Keys, OSC, HTTP and text.

Key	Action	Key	Action
Space	GO	Cmd L	Lock editing
Esc / Esc Esc, Cmd .	Fade all / hard stop	Cmd Return	Pause / resume
Up / Down	Change next up	Cmd D	Devamp all
Return / Home	Cart step / clear cursor	F1 to F4	Cart pages
1..0 Q..P A..; Z../	Fire carts	Option click	Preview a cart
Cmd E	Waveform editor	Cmd Opt I	Inspector drawer
Cmd Shift 1 / 2	Rundown / carts own window	Cmd Shift A	Add audio cues
Cmd Shift F / D	Fade / devamp cue	Cmd Opt K	Console cue
Cmd Shift K	Yamaha console	Cmd Opt S	Spatial map
Cmd Shift R	Record a VOG	Cmd Shift T	Timecode
Cmd Opt P	Play Stack	Cmd Opt L	Library
Cmd Opt O	Line check	Cmd Opt U	Output meters
Cmd Opt T	Timers count up	Cmd Shift U	Reset played carts
Cmd Opt M	Check media	Cmd Opt R	Reset lockouts
Cmd P / Shift P	Print / PDF cue sheet	Cmd S / O / N	Save / open / new

OSC (UDP 53535)

Address	Action
/go /stop /panic /pause /resume /next /previous /devamp /cartstep	Transport
/cue/{n}/start /cue/{n}/stop /cue/{n}/devamp	One cue by number
/cart/{slot} /cart/{page}/{slot} /page/{n}	Carts and pages
/stack/play /stack/next /stack/stop /stack/pause	Play Stack

HTTP (port 8032)

Path	Action
/cmd/go /cmd/fade /cmd/stop /cmd/pause /cmd/resume /cmd/next /cmd/prev /cmd/devamp	Transport
/cmd/cue?n=5 /cmd/cart?s=12 /cmd/page?n=2	Cue, cart, page (add &pin= if set)

Text (TCP and UDP 53700)

Command	Action
GO STOP PANIC PAUSE RESUME NEXT PREV DEVAMP STEP	Transport
CUE 4 STOPCUE 4 CART 12 CART 2 5 CART Q PAGE 2	Cues, carts, pages

Command	Action
STACK PLAY NEXT STOP PAUSE MASTER -6 STATUS PING	Stack, master, status

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Troubleshooting

Problem	Try this
No sound	Check the device menu, master, output trims and the cue's I/O routing. Run a line check on the output.
Cue shows missing	Check Media (Cmd Opt M) and Locate, or put files in the show's Audio folder and reopen.
Keys don't fire	Click an empty part of the window so no text field has focus. Esc ends editing.
Can't edit anything	Editing is locked (LOCKED in the brand bar). Cmd L.
Library click is silent	No preview output is set. Pick one under Preview in the device menu.
Desk won't connect	Same network, right IP and model, and nothing else holding the desk's remote port.
Processor ignores moves	Check address and port, the object number, that external control is on in the processor, and try Send all positions now.
Timecode won't lock	Check source, input channel and level, try forcing the rate. LTC needs microphone access.
Phone can't reach the remote	Same network? Hotel and venue Wi Fi often isolates devices. Use a show network.
Backup won't connect	Both Macs on the same network, main set to Main, TCP 53600 open.
macOS says the app can't be opened	Right click CueBox.app > Open the first time, or rebuild with rebuild.command.

eighty32 Built by eighty32. Run it, break it, and send notes.