



USER MANUAL

Professional audio & video show control for Windows

CueList • Groups • MIDI • NDI • GO / STOP • CrossFade

DOCUMENTATION

StageCUE User Manual

A practical guide to preparing and running shows with audio, video, groups, service commands, MIDI control and network video output.

EDITION NOTE Premium English edition. The official English-language website is stageq.my.

What's New & Improved

- Safer CueList editing: double-click edits names and PreRoll instead of starting playback.
- Automatic media type detection: StageCUE identifies audio and video from the file format.
- Mix Tracks: multiple tracks and groups can remain active together.
- Targeted GO / STOP: launch or stop a specific track or group from anywhere in the CueList.
- FadeOut & CrossFade: smoother stops and scene transitions.
- NDI output: send video over the local network to compatible receivers.
- MIDI control: assign GO, PAUSE, STOP TRACK and STOP ALL.
- GO double-trigger protection: adjustable protection against accidental repeated starts.
- Portable projects: transfer the .stagecue project together with its MEDIA folder.

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Purpose of StageCUE

StageCUE is software for controlling live shows, theater productions, concerts, presentations, installations and other events where audio and video must be triggered accurately and predictably.

The core of a project is the CueList - a sequence of commands. Each row can contain an audio track, video track, pause, note, group, targeted GO command or targeted STOP command.

Core capabilities

- Play audio and video files in a defined sequence.
- Output video to a separate monitor, projector or NDI stream.
- Route audio to selected devices and output channels.
- Display a timer and playback position.
- Combine tracks into groups for simultaneous start.
- Mix multiple active tracks and groups.
- Execute targeted GO and STOP commands.
- Control playback from keyboard and incoming MIDI commands.
- Automatically start the next CueList row.
- Save a project together with its media for transfer to another computer.

TIP

StageCUE does not require a permanent internet connection for normal playback. Media files are stored locally.

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Installation and First Launch

2.1 System Requirements

- Windows 10 or Windows 11.
- At least 8 GB RAM.
- Free disk space for the application and media files.
- A sound card or built-in audio device.
- For video: a second display/projector, or compatible NDI components for network output.

2.2 Launch

- 1 Run StageCue.exe.
- 2 Allow access to audio devices if Windows requests permission.
- 3 A new empty project opens. Give the show a clear name.
- 4 Open Settings and choose Russian or English.

2.3 About

The About section shows the current version and release build date. Official resources include the StageCUE Telegram community and stageq.my.

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Interface

Top toolbar	Add audio, video, pauses, notes, groups, GO and STOP commands; open settings and video output.
CueList	Main list of rows executed during the show.
Properties	Settings for the selected track, group or command.
Timer	Remaining time, playback progress and seeking.
Control panel	GO, PAUSE, STOP TRACK, STOP ALL and double-trigger protection status.

Main button logic

- GO - starts the current row.
- PAUSE - pauses/resumes playback.
- STOP TRACK - stops only the track under the cursor.
- STOP ALL - emergency stop for all active playback.
- A red outline around GO indicates repeated-start protection is active.

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Creating and Saving a Project

4.1 New Project

Create a new project from the menu or press Ctrl + N. Use a clear project name.

4.2 Saving

- Ctrl + S - save the current project.
- Ctrl + Shift + S - save a copy under a new name or location.
- Ctrl + O - open an existing project.

Projects are saved with the .stagecue extension. A MEDIA folder is created alongside the project. To move a show, copy both the project file and its MEDIA folder.

IMPORTANT

Do not close StageCUE while large media files are still being copied.

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Adding Audio and Video

5.1 Toolbar

The Audio and Video buttons open the standard file selection dialog. The selected file is immediately added to the CueList.

5.2 Drag and Drop

Drag one or more files from Windows File Explorer into the CueList. StageCUE detects the media type automatically. Files can also be dropped directly into a group.

5.3 Supported Formats

Audio	mp3, wav, ogg, m4a, flac, aac, wma
Video	mp4, mov, webm, mkv, avi, m4v

06 Track and Group Settings

6.1 Main Track Properties

- Name - displayed CueList name.
- Volume - playback level.
- Audio device and channels - sound card and outputs.
- Display - monitor, projector or NDI output.
- PreRoll - delay before execution.
- Mix Tracks - allows simultaneous playback.
- After End - stop or automatically continue.

6.2 Mix Tracks

With Mix Tracks disabled, starting a new track or group stops currently playing material. When enabled, the selected track or group starts while existing playback continues.

IMPORTANT

Check the combined output level when several tracks play simultaneously.

6.3 Groups

A group combines several CueList rows. Starting a group launches its contents simultaneously. Groups also have a Mix Tracks setting.

07 Working with the CueList

7.1 Row Order

Drag rows up or down. Tracks can be moved into groups, out of groups, or between groups. Numbering updates automatically.

7.2 Multiple Selection

- Select several rows with the mouse.
- Use Shift + click to select a range.
- Drag selected rows to another position or into a group.

If GO is pressed while several rows are selected, only the first selected row or group is launched.

7.3 Inline Editing

- Double-click a track or group name to rename it.
- Double-click PreRoll to edit the delay.
- Double-click the after-end icon to switch behavior.

SAFETY

Double-clicking a row no longer starts playback.

7.4 After-End Behavior

Stop (-)	The item finishes, playback stops, and the cursor selects the next row.
Continue (->)	The next CueList row starts automatically.

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Playback Control

8.1 GO

Select a row and press GO or Space. The current track, group, pause, note or service command is executed.

8.2 PAUSE

Press PAUSE or P to pause. Press PAUSE again, or GO, to resume.

8.3 STOP TRACK

STOP TRACK, S, or its MIDI command stops only the track under the cursor.

8.4 STOP ALL

STOP ALL or Esc stops all active tracks, groups, video and timers.

8.5 Smooth Stop

A normal STOP applies a fixed 1.5-second FadeOut instead of cutting audio instantly.

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GO and STOP Commands

Service GO and STOP rows allow a specific project item to be launched or stopped regardless of its physical location in the CueList.

9.1 Targeted GO

- 1 Add a GO service row.
- 2 Drag an existing track or group onto it.
- 3 The row becomes GO - Track/Group Name.
- 4 Triggering the row launches the target.
- 5 PreRoll can delay execution.

The GO command can also use Stop all previous.

9.2 Targeted STOP

Add a STOP service row and drag a track or group onto it. PreRoll is available.

FadeOut	0-20 s	Smoothly reduces the target volume.
CrossFade	0-20 s	Fades the current target while the following track/group fades in.

Behavior	Stop / Continue	Stop ends the command; Continue starts the next row.

IMPORTANT

Test CrossFade on the actual audio device before the event.

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Video, Displays and NDI

10.1 Display Selection

Select the required screen, projector or available video output in video-track properties. Connect displays before launching StageCUE.

10.2 Video Output

- 1 Open Video Output from the top toolbar.
- 2 Move the window to the required display or select it in track properties.
- 3 Check fullscreen mode, black background and cursor visibility.
- 4 Close the output using the normal controls or a stop command.

10.3 NDI

When compatible NDI components are installed, an NDI output becomes available for sending video over the local network.

- 1 Install compatible NDI Runtime/components and restart StageCUE.
- 2 Make sure sender and receiver are on the same network.
- 3 Allow StageCUE and NDI components through Windows Firewall.
- 4 On the receiver, open an NDI-compatible application and select the StageCUE stream.

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MIDI and Keyboard Shortcuts

Space	GO - start current row
P	PAUSE - pause/resume
S	STOP TRACK
Esc	STOP ALL
Up / Down	Previous / next row
Left / Right	Collapse / expand group
Ctrl + N	New project
Ctrl + O	Open project

Ctrl + S	Save
Ctrl + Shift + S	Save As
Ctrl + Shift + V	Open / close video output

11.2 MIDI Control

Incoming MIDI commands can be assigned to GO, PAUSE, STOP TRACK and STOP ALL.

- 1 Choose the function.
- 2 Put the assignment into MIDI learn/wait mode.
- 3 Press the required button or pedal.
- 4 Save and test the assignment several times.

IMPORTANT

For critical show functions, use clearly separated physical controls.

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Settings

12.1 Language

Russian and English interfaces are available. The official English-language website is stageq.my.

12.2 GO Double-Trigger Protection

This setting defines how long repeated GO presses are ignored. The default is 0 seconds and the maximum is 60 seconds.

- Protection applies only to playback start.
- PAUSE, STOP TRACK and STOP ALL remain available.
- While protection is active, GO is outlined in red.
- When the interval expires, GO becomes available again.

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Practical Scenarios

13.1 Sequential Concert Playback

- 1 Add tracks in the required order.
- 2 Leave Mix Tracks disabled.
- 3 Choose Stop or Continue behavior.
- 4 Place the cursor on the first row.
- 5 Run the show with GO or Space.

13.2 Background Plus Effects

Enable Mix Tracks on the background track and effects that must play over it. Use STOP TRACK or a targeted STOP command for individual effects.

13.3 Simultaneous Layers

Create a group, place the required audio/video tracks inside it, configure devices and levels, then start the group.

13.4 Re-triggering an Earlier Track

Add a targeted GO command, assign an existing track, configure PreRoll/Stop all previous if required, and trigger it like a normal cue.

13.5 CrossFade Between Scenes

Create a STOP command, choose Continue, set CrossFade from 0 to 20 seconds, and place the next playable row immediately after it.

14 Troubleshooting

Track plays but timer is empty	Install the latest build; restart and report exact steps if it repeats.
No sound	Check file, volume, device, channels, Windows master volume and connections.
Audio device names missing	Allow access, reconnect the interface and restart StageCUE.
Video not visible	Check Windows extended desktop, selected display, video output and file format.
NDI missing	Check NDI components, firewall and network.
GO will not trigger again	Check whether GO protection is active.
S does not stop intended track	Make sure the cursor is on the playing track.
New track stops old one	Enable Mix Tracks.

15 Operator Quick Checklist

Before Rehearsal

- Connect audio device, MIDI controller, projector and NDI network.
- Launch StageCUE and open the project.
- Check media paths.
- Test first, middle and final cues.
- Test PAUSE, STOP TRACK and STOP ALL.
- Save the project.

Before the Show

- Disable Windows notifications and power saving.
- Place the cursor on the first row.
- Check GO protection settings.

- Confirm video output is on the correct display.
- Check audio levels and backup plan.

During the Show

- Space - GO
- P - PAUSE
- S - STOP TRACK
- Esc - STOP ALL
- Watch the cursor, timer and active tracks.

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Legal Information and Support

Use of StageCUE is governed by the terms published on the official website. Before using the software in a commercial project, review the current licensing terms.

All rights to the software and documentation belong to the developer.

OFFICIAL RESOURCES

English website: stageq.my
Telegram: t.me/stagecue

When contacting support, include the StageCUE version, build date, Windows version, audio device and the exact sequence of steps that produces the issue.

Have a great show.

StageCUE - reliable audio and video show control from a single CueList.