

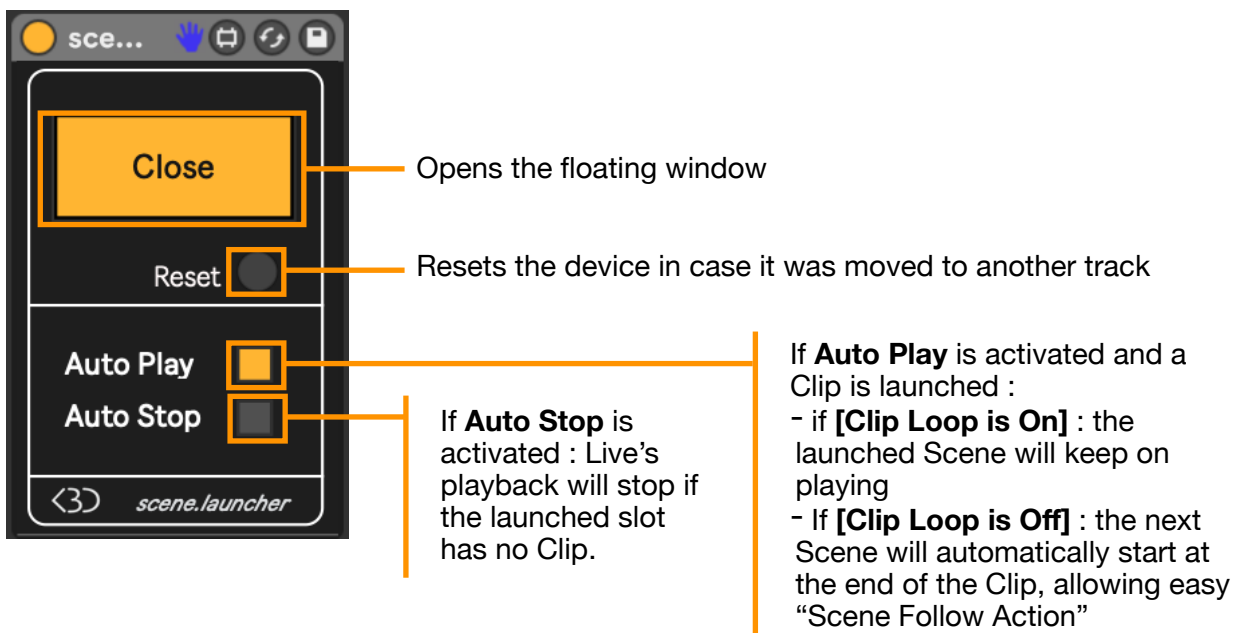
Thank you for downloading scene.launcher.

scene.launcher is a device to let you easily perform “Scene Follow Actions” and provides a clear and useful display in a floating window.

You have to place it on a Track that will act as a “Structure Track” :

- The color and names of the Clips are supposed to reflect the Scenes structure.
- The length and looping state of the Clips will trigger the following Scenes.

Main device :



Floating window :

Shows the name and color of the currently playing Clip

Remaining time until next Scene

The diagram shows a floating window with a dark grey background and orange borders. It is divided into several sections:

- Playing Clip:** A red rectangular area with the text "Playing Clip" in white. A label "Shows the name and color of the currently playing Clip" points to this section.
- Next Scene In:** A blue rectangular area with the text "Next Scene In" in white and "2.4" in black. A label "Remaining time until next Scene" points to this section.
- Selected Clip:** A green rectangular area with the text "Selected Clip" in white. A label "Shows the name and color of the currently selected Clip" points to this section.
- Tempo :** A white rectangular area with the text "Tempo : 132.00". A label "Song tempo" points to this section.
- Clock :** A white rectangular area with the text "Clock : 0:0:0". A label "Clock will start if the launched Clip contains the work Clock" points to this section.
- Time :** A white rectangular area with the text "Time : 16:39". A label "Current time" points to this section.
- Navigation:** A white rectangular area with a left arrow and a right arrow. A label "Closes the floating window" points to the right arrow.
- Close:** A yellow rectangular button with the text "Close". A label "Closes the floating window" points to this button.