

The Session Window

The Session Window holds a scrollable list of Session Definitions. The Session Definitions are shown on each line of the list, with six entries per line. The six columns are labeled Cue, Port, Channel, Reaction, Port, Channel (see Figure 4-1).

Cue

Which cue to look for in the incoming MIDI messages

Port

The MIDI Manager port to look for the cue in

Channel

The Channel to look for the MIDI message on.

Reaction

Which reaction cue to initiate if the cue is recognized

Port

Which port to send the reaction cue (for MIDI reactions only)

Channel

Which channel to send the reaction cue on (for MIDI reactions only)

Creating New Session Definitions

To create a new Session Definition, select the "New Definition" menu item from the File menu. An empty Session Definition will appear in your Session Window.

If you cannot use the "New Definition" menu item from the File menu, you must first open an existing Session Document or create a new one with the "New Session" item from the File menu.

Deleting Session Definitions

To delete a Session Definition, select the definition you wish to delete by clicking on any item of the Session Definition that you wish to delete, then select the "Delete Session Definition" menu item from the File menu.

Moving Session Definitions

There may be times that you wish to move a session definition up or down in the list of Session Definitions. For instance, you may want to position an "And Also..." cue below another definition. To move a session definition up or down in the list of Session Definitions, click on a field of the Session Definition you wish to move to select it, then press the arrow keys on your keyboard to slide the Session Definition up or down.

Creating and Modifying Cues

To create a new cue, click on the cue column of any Session Definition and then select "Add Cue" or "Edit Cue" from the Cue menu. If the cue column for a session definition is empty, then you may simply double-click on the cue column to add a new cue. If the cue column for the definition currently contains a cue, then double-clicking on it will cause the "Edit Cue" window to come up for that cue.

Find

To find an occurrence of a cue in the log, highlight the Session Definition cue you wish to locate by clicking once on it and then use the "Find" item from the Search menu. Flypaper will beep if it cannot find an occurrence of the cue in the log.

Find Again

To find another occurrence of a cue in the log, select the "Find Again" item from the Search menu after using the "Find" command. Flypaper will beep if it cannot find any additional occurrences of the cue in the log.

Count Occurances

To count the number of occurrences of a cue in the log, select the "Count Occurances" item from the Search menu after using the "Find" command. Flypaper will beep if it cannot find occurrences of the cue in the log. Otherwise, you will be presented with the number of occurrences Flypaper was able to find in the log.

Invoking Reaction Cues Manually

At times you may wish to test a reaction cue manually from Flypaper. For instance, you may wish to try out an output MIDI cue to make sure it is working properly. In order to do this, hold down the [option] key. The cursor will change from the arrow to a lightning bolt. While holding down the [option] key, click on the Session Definition that you wish to invoke the reaction cue for.