



## FAST START USER MANUAL

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## 1. INTRODUCTION

*LiveTraker* is an application for playing multitracks media files developed specifically for live performance on stage.

*Livetraker* manage also Lyrics, Midi Ctrls, Clicks and more...

The ease of use and clear operation structure make it a perfect tool for any musician.

LiveTraker supports audio interfaces with up to 32 outputs and offers a fully equipped mixer containing eq, compressor, reverb, delay for each of its 24 tracks.

Due to the high number of 16 Subgroup channels (stereo), it is possible to route each track to a separate output of the audio interface.

*LiveTraker* helps on one hand to replace musicians but also serves as a supplement, for example, to sound a bit fuller to choirs and modern keyboard sounds that are live not possible to play.

*LiveTraker* not only has the ability to play audio and midi tracks but also offers a full-featured text editor with the ability to display time-programmable text passages.

Even the connection of a second Screen for the front musician is quickly realized.

Thus, one of the musicians, who operates *LiveTraker* in the background during the performance, can even change the order of the songs and make this change visible to the front monitor.

Setlists can be quickly created and saved during the performance.

*LiveTraker* has a keyboard search mode, ie , it is possible during playback to enter the first letter of the next song, so that it is loaded next.

To load a song takes only a moment (depending on number of used tracks 1-2 seconds)

The Control of external soft- and hardware is also possible via midi:

*LiveTraker* supports **MTC** (midi time clock), midi clock and even individual **MIDI events** (such as program changes / controller changes) can be fired at a specific playback

position, for example to control external Effects or a lighting system. Alternatively, a midi file can be used to control the lighting system.

## 2. APPLICATION - MAIN WINDOW

The *LiveTraker* main window consists mainly of the set list (bank), which in turn consists of different songs.

- Each **BANK** has an identification ( A / B / C )
- Each **SONG** has it's own program number ( 001 / 002 / 003 )

**BANKS** and **SONGS** can be selected and controlled with external midi commands, i.e. from a master keyboard

see -> [Preferences / Midi / Input Control](#)

In order to change order of songs, click the mouse pointer in the numbering and drag the corresponding title to the appropriate position.

### 2.1. SOURCE

This is the location of all songs.

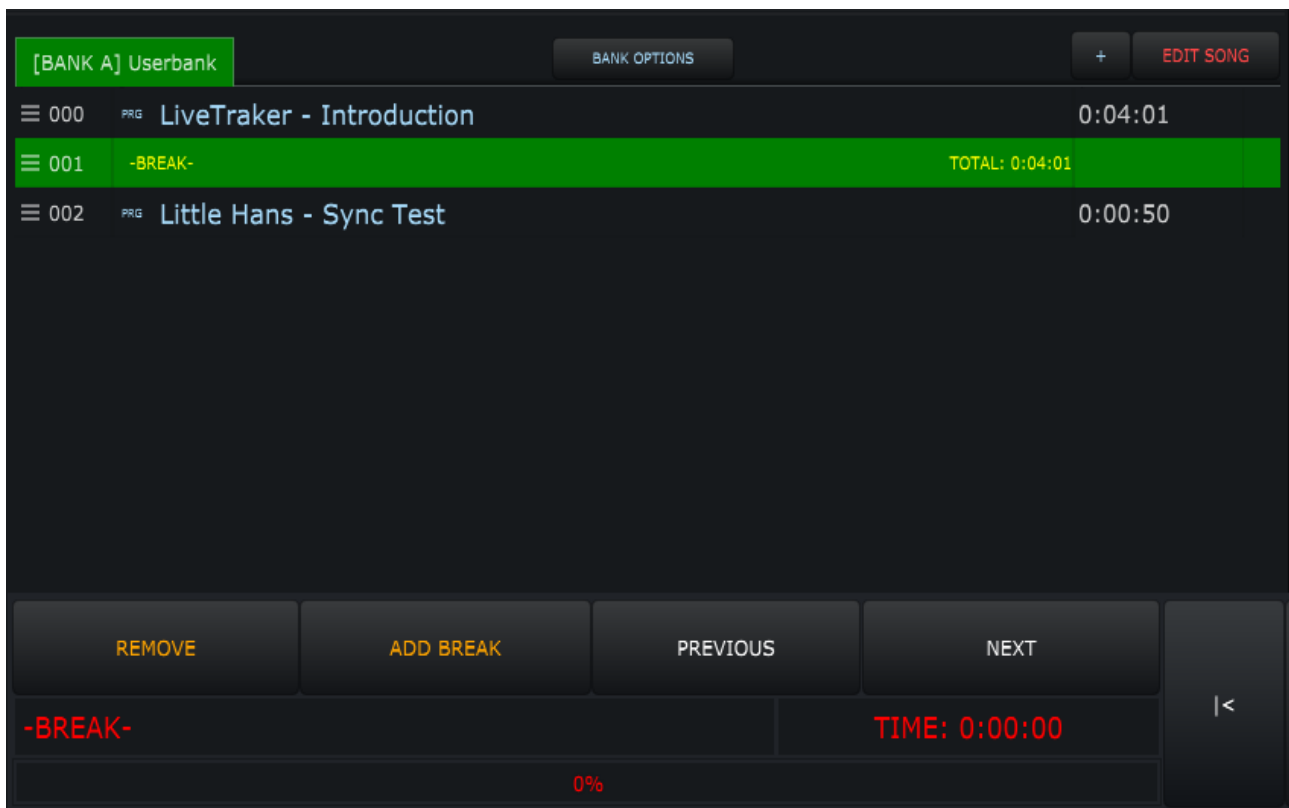
Pressing the **SOURCE** button will display it's contents, while **OPTIONS** button will allow you to edit the source.

### 2.2. SOURCE - GENRE FILTER

Press **SHOW ALL** to display the filter functions. Each song can be assigned to a genre that can be freely named. Afterwards you can simply select the song to be assigned to a genre then choose -> Assign **SELECTION TO:** < your genre name >.

**TIP:** as a selection guide, hold down the button *Shift* or *Command* (CMD) on your keyboard and click on the titles.

## 2.3. TRANSPORT AREA



### REMOVE

*Removes the selected song.*

### ADD BREAK

*Insert a pause after the selected song.*

### PREVIOUS

*In the bank a song jump up.*

### NEXT

*In the bank a song jump down.*

### |<

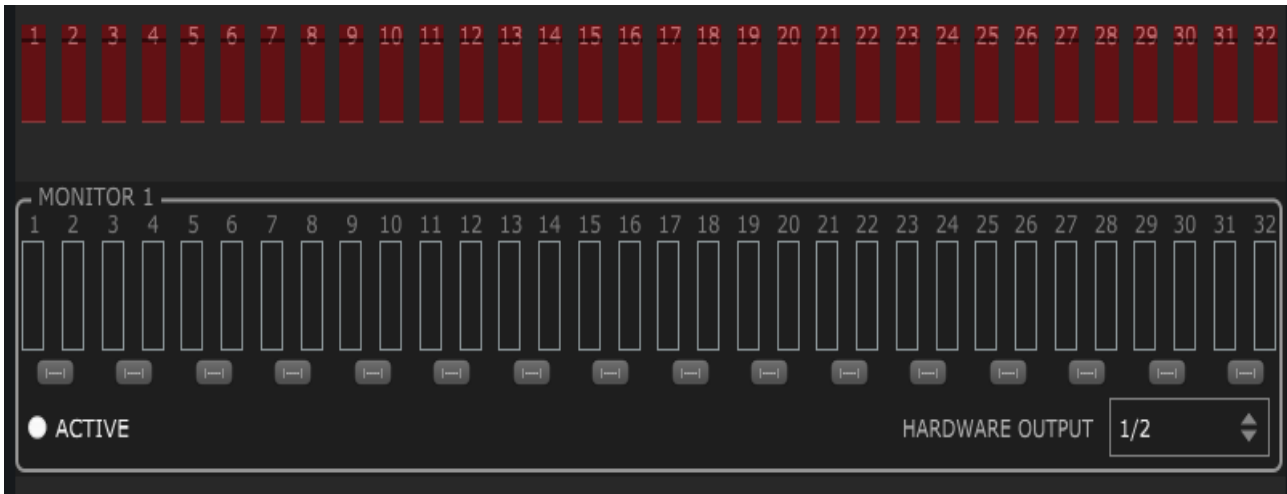
*Jumps back to the starting position 00:00.*

## 2.4. PAGE LIST

Introduces drag-in and collect feature to drag-&-drop titles from the source.

These titles can be pulled from it into the bank.

## 2.5. SUBGROUP MIXER



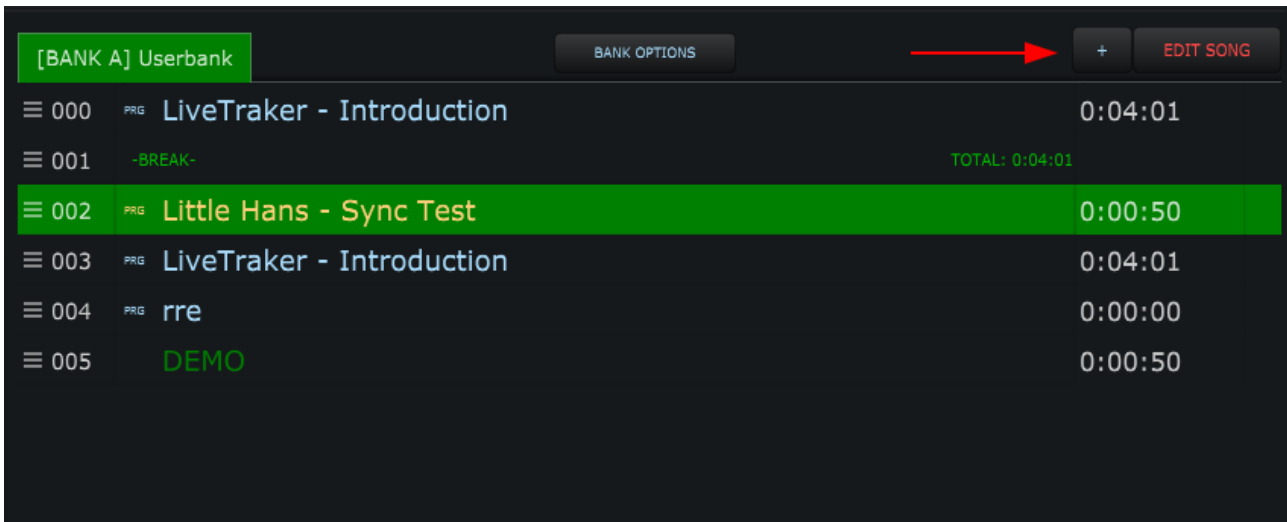
Upper display ( also called **Meter Bridge** ) shows the current volume of the respective subgroup. In the monitor area 1-8, can be assigned your own subgroup mix to an audio and hardware output. The volume controls can be paired or individually adjusted.

This can be used for example to give the drummer his own mix on the headphones.



## 3. HOW TO CREATE A SONG

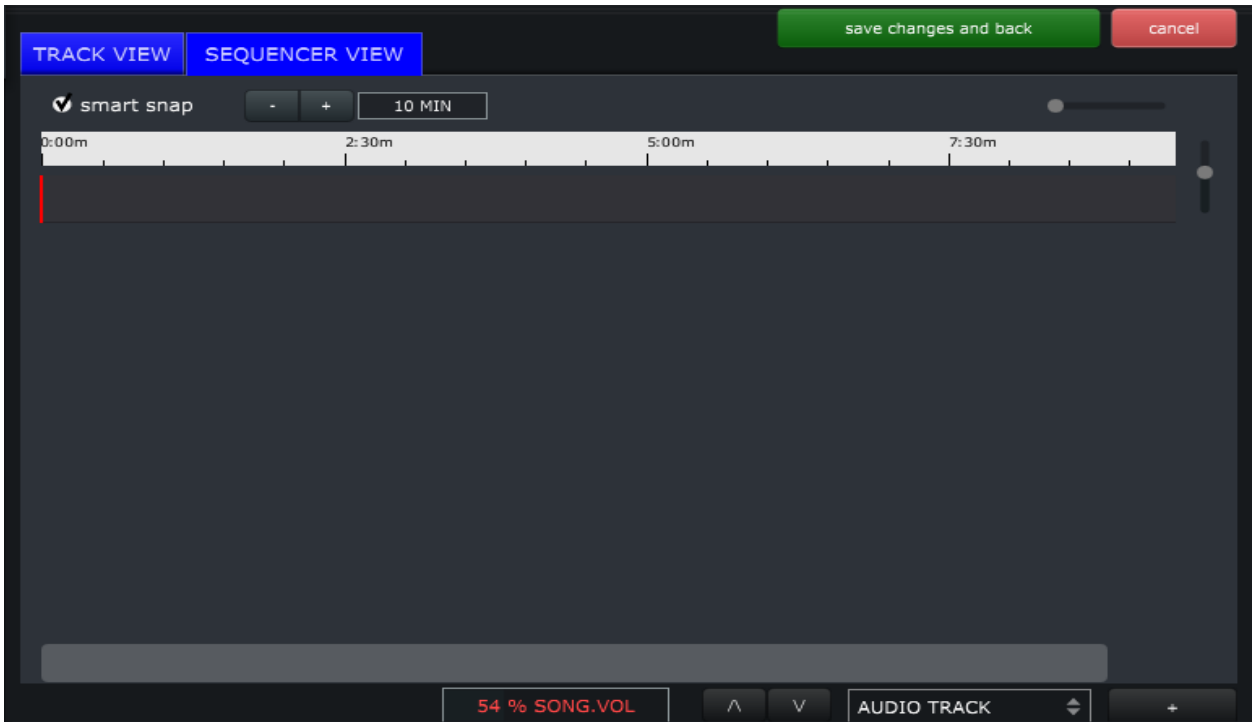
In main view press the button ' + ' to create a new song



Usually each song is stored in a separate folder. When importing audio / midi or video files, they are automatically copied to the song folder.

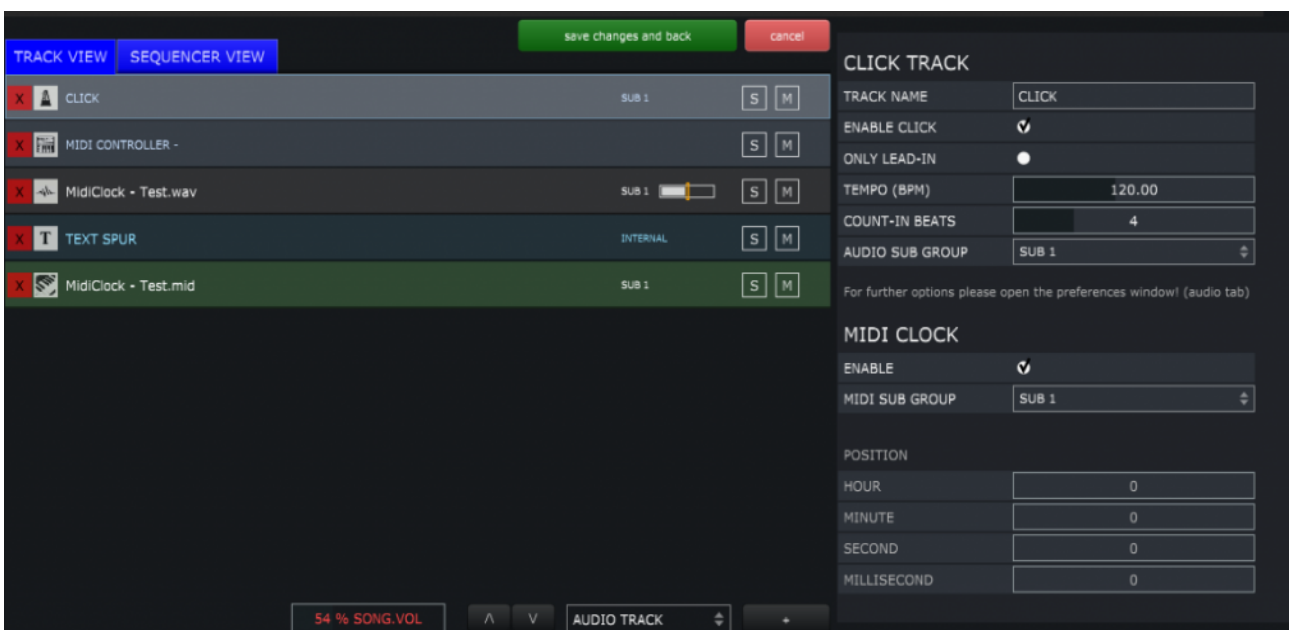
### 3.1. SEQUENCER VIEW / TRACK VIEW

The 'Sequencer view' is intended to display a visual overview of all tracks. But it is also possible to move individual tracks on the timeline, as known from conventional sequencer apps ago. To get tracks to the same starting position, it is recommended to leave the function 'smart snap' activated.



The TRACK VIEW is the actual overview and it also brings some features with it:

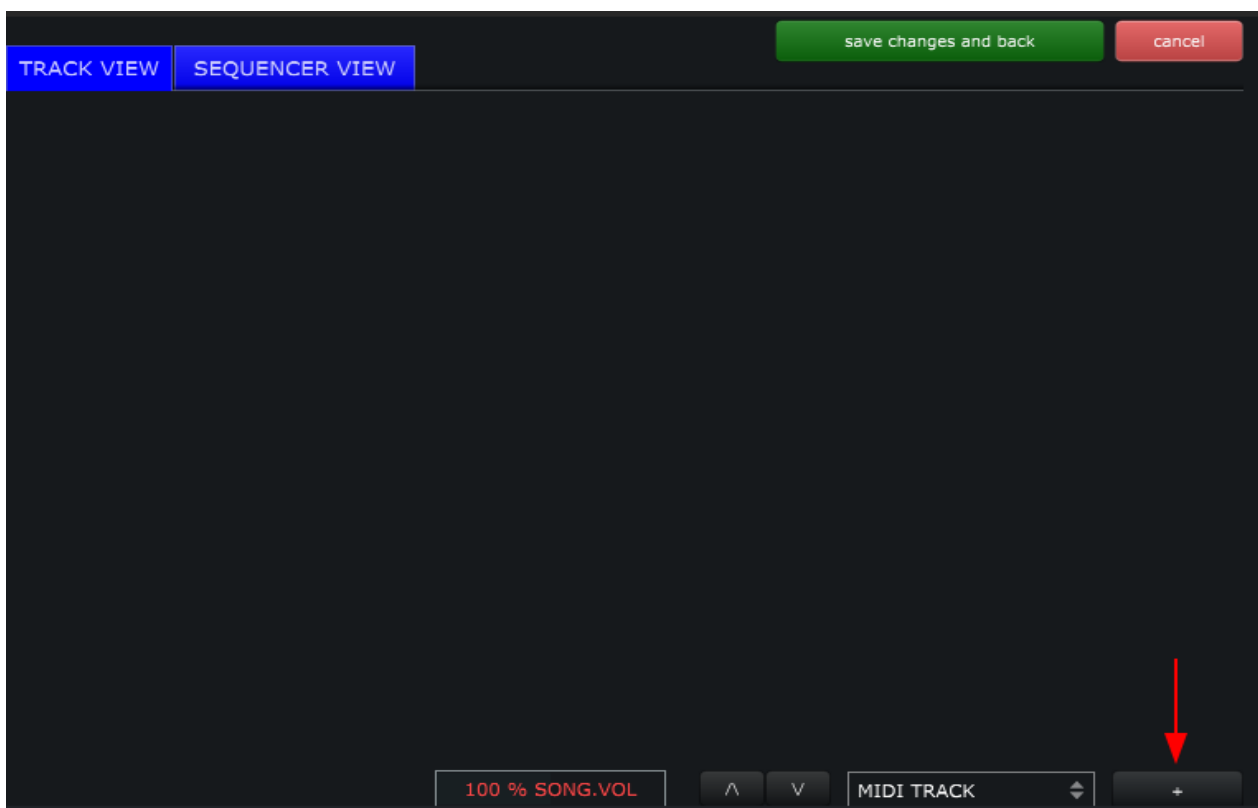
- Solo S button - allows you to hear the track one at the time while hiding all other tracks.
- Mute button M - this mutes the respective tracks.



With the help of the arrow buttons **^** and **v** you can move selected track into desired position on the panel. Playback will not be affected. Pressing the **OK** button will return to main view.

### 3.2. AUDIO TRACK - import and playback of audio files

From the edit view pressing the '+' at the very bottom of the that view will allow you to add an audio file to the project. Note that dropdown menu next to it will specify which audio type you are trying to import.



After the file has been imported open the **SEQUENCER VIEW** to show an overview of the tracks and their start and ending position, which can be modified by sliding it along the track or by setting the start / end position using the sliders on the side.

Pressing the **PLAY** button at the bottom right will **PLAY / STOP** the song.

### 3.3. SUBGROUP ROUTING / Audio

To route a track to a specific output of the audio interface, it is necessary to specify the correct subgroup channel. By default the subgroup channels are equated with the audio interface outputs i.e. Sub 1/2 = Audio interface 1/2.

It is also possible in the main window under **PREFERENCES / AUDIO** to redirect the output of each subgroup, such as:

Sub 1/2 = Audio interface 1/2

Sub 3/4 = Audio interface 1/2

Sub 5/6 = Audio interface 1/2

TIP: Here, the group channels ( subgroups ) of certain instrument groups can also be deactivated globally, depending on the performance situation ( see tick box ).

### 3.4. VOLUME ADJUSTMENT

The **meter bridge** ( top ) shows the output signal of the subgroups. If you direct several audio tracks in one subgroup, it can lead to distortions. It is recommended to control the respective tracks individually. Red level indicates the exceeded maximum value of 0 db.

In order to reduce the volume of all tracks evenly ( in percentage ), recommended approach is to use the

**OVERALL VOLUME CONTROL** which can be found in **PREFERENCES / AUDIO**.

### 3.5. MIDI TRACK - Import and play midi files

From the combobox select from dropdown menu MIDI TRACK, then press ' + ' button next to it. Using the file browser, one or more files can be selected and imported. After the file import the **SEQUENCER VIEW** opens automatically to show an overview of all tracks.

#### **SUBGROUP ROUTING / MIDI**

Here, the **MIDI OUT** groups are used, which ( same principle as the subgroups of the audio tracks ) can be routed to a respective Midi-interface.

In the main window under **PREFERENCES / MIDI** you can connect the subgroup to the respective **MIDI** interface output.

#### **MIDI CONTROL - SPUR / EVENT**

From the combobox select **MIDI CONTROL SPUR**, then press the ' + ' button. The **SEQUENCER VIEW** will open automatically to show an overview of all tracks. The track parameters now open on the right side. Here you can program midi events at a specific time. This can e.g. a program change to switch a keyboard, a guitar processor or a light program. It is also possible to send note on / off events or just the usual controller events in the value 0-127.

### 3.6. CLICK TRACK / METRONOME

From the combobox select **CLICK TRACK**, then press ' + ' button. The **SEQUENCER VIEW** will open automatically to show an overview of all tracks. The parameters now open on the right side. Here you can generate an audio click ( metronome ). In the main window under **REFERENCES / AUDIO** you can replace the metronome samples with your own and route them to a specific output of your audio interface.

Tip: when changing the tempo during the song just add another click track.

### 3.7. LYRIC TRACK

From the combobox select LYRIC TRACK, then press ' + ' button. The SEQUENCER VIEW will open automatically to show an overview of all tracks. Pressing the EDIT TEXT in the upper right corner of the text window will allow you to enter the text editor mode.

Pressing the right mouse button will allow you to get more function :

- SELECT EVERYTHING (CTRL + A)
- COPY / INSERT (CTRL + C) / (CTRL + V)
- UNDO RESTORE (CTRL + Z) / (CTRL + y)
- COPY EVERYTHING TO THE CLIPBOARD ( including timestamp )
- INSERT FROM THE CLIPBOARD ( including timestamp )
- INSERT IMAGE ( all common image formats apply here )
- DELETE ALL TIMESTAMPS

### 3.8. TEXT FORMATS - N / F

To change the font size and color, you must first select a text. Hold down the left mouse button at the beginning of the text and drag the mouse in the corresponding direction.

Then just release the mouse button and press one of the colorful N ( normal ) / F ( bold ) buttons. The color profile is not editable, because the LiveTraker has the possibility to convert the colors for the day and night mode (see **PREFERENCES / GLOBAL** )

## **3.9. ADDITIONAL OPTIONS**

### **ZOOM**

Use the Zoom slider to drag the text to the desired size. It is important to exhaust the entire width of the window. Only then can the *LiveTraker* optimally adapt to all screen sizes.

### **Block view - scroll view - flip manually**

Here you can set the different display modes. In block view, the text block associated with the time stamp is always displayed. With scrolling text, this block scrolls across the screen, which gives the whole thing a slightly better overview, but also more to the CPU load. Flip manually is intended for PC's with touch screen, here the entire text content can be moved with the finger.

### **Full Screen**

Click with the mouse on the text window (during the play mode, not when editing!) to switch the internal text in full window width. Another click brings him back. In Preferences, you can associate this function with a keyboard shortcut or midi signal.

### **Timestamp**

One or more lines of text can be displayed at a specific playing position (minute: second: millisecond). The easiest way to do that would be to finish writing the text (or copy it from the WEB) and put it into the correct format, then do the audio playback (top left). While the song is playing, simply click in the left timeline (at the height of the line of

text to be sung). So you can link each line to a game position. You can delete the respective programming with the red "X" button.

To fine-tune the individual game positions, simply change the time value up or down with the mouse button pressed. During playback in edit mode, the position of the respective time stamp is marked in color. To see the overall result, press "OK" to return to play mode.



## 4. PREFERENCES / GLOBAL

### 4.1. TRANSPORT

All of **TRANSPORT** settings are toggled on/off.

- **Return to last start position at Stop**

Resets the playhead to its original position after playback ends.

- **Show time remaining**

The time display in the main window and in the text windows are changed to remaining time.

- **Auto select next song**

If the current song is played through to the end, then LiveTraker automatically selects the next one in the list.

- **Auto start next song**

Automatically starts playback as soon as the previous song has finished playing. Makes the most sense in connection with **auto select next song**.

- **Key quick search**

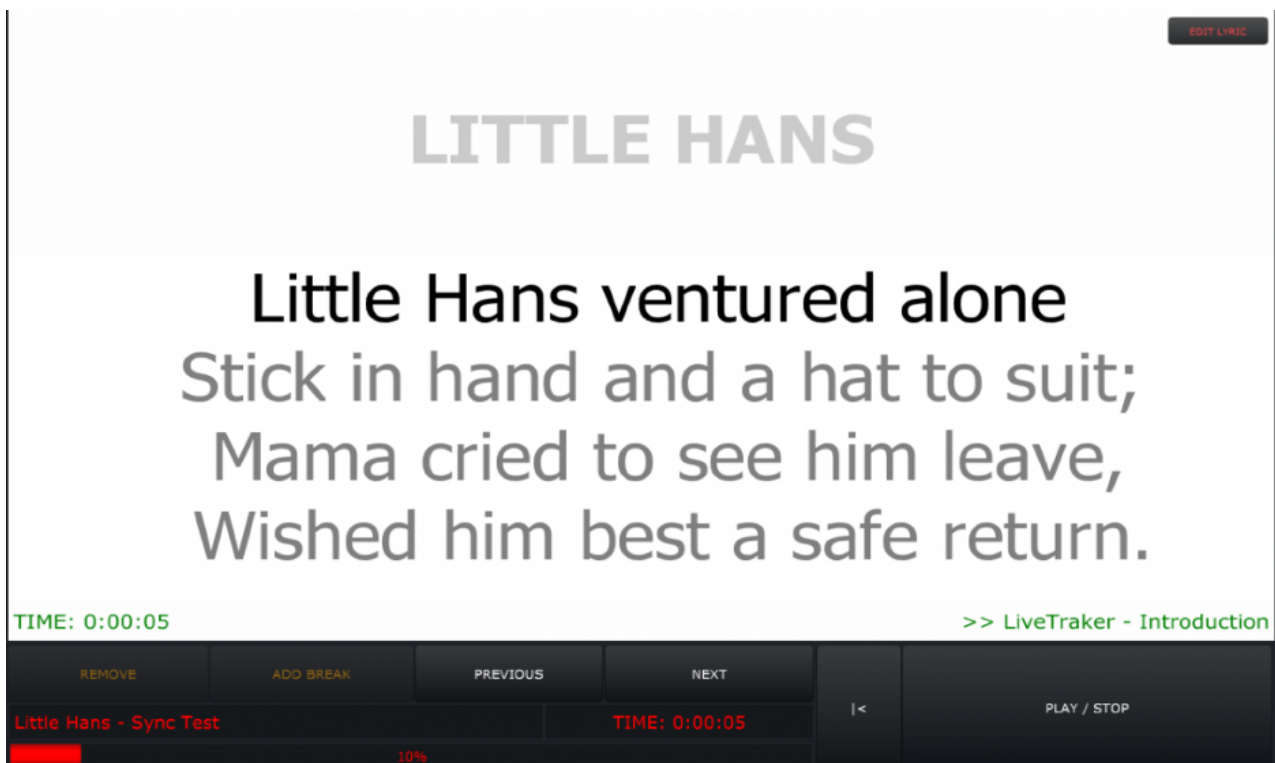
Type the first letter of a title to jump to it in the list.

## 4.2. LYRICS

### COLOR MODE

Possible selections are day and night. Selecting either of these features will set the background of lyrics window to white or black and the text itself into opposite color.

### AUTO FULL SCREEN ( WHILE PLAYING )



As the title suggests upon pressing play button the the lyrics window will go into full screen and exit upon pausing the same.

### GLOBAL FONT NAME

Each text track has the option to use the global font. Here you can chose which font family you wish to use.

## 4.3. ADDITIONAL SETTINGS

### **NIGHT / DAY TEXT COLORS!!!**

Contains setting for **RGB** values for font color, background in each respective mode

### **GUI**

Set the font size via the slider provided.

### **DESKTOP**

Provides a feature to show the application on external monitor connected. Supports up to 3 devices.

### **SCREEN SUBGROUP ROUTING**

Displays screens for each external monitor connected and allows control of the same via **MAIN** desktop.

### **LANGUAGE**

Allows to change application language. Currently supported are English and German.

## **PLEASE NOTE:**

**SUB 1 always represents the internal text window!**

**Videos can only be displayed on external windows!**

Currently it is not possible to display several text simultaneously on one window, this is noticeable by a flickering and a tint.

## 5. PREFERENCES / AUDIO

### 5.1. AUDIO DRIVER SETTINGS

Here you can select the **audio type** and **output device** as well as set sample rate and audio buffer. To ensure stable operation, it is recommended to set **audio buffer size** to a higher value e.g. 1024 or higher. Small buffer size may cause dropouts in audio playback. Please note that it is advisable to end other applications that are still running in the background.

### 5.2. VOLUME

Sets the master volume. Changing the value affects each audio track by the same amount.

### 5.3. METRONOME - AUDIO CLICK

Here you can adjust the sound and volume of the metronome. Likewise the samples for the high and the low click.

### 5.4. SUBGROUP ROUTING

Allows you to distribute the audio tracks to multiple subgroups to later mute ( disable ) certain subgroups globally. Each subgroup can be renamed by clicking on **edit** next to the name of the subgroup.

## 6. PREFERENCES / MIDI

### 6.1. MIDI INPUT

Here you can select the midi river and the channel on which *LiveTraker* should receive the midi data for remote access or song switching.

### 6.2. INPUT CONTROL

- **Song selection - via Program Change**

The program change signal can be used to directly select the songs of the active bank.

The value corresponds to the numbering ( left ).

- **Song selection - via Midinote**

Use the midi value of the pressed key to directly select songs of the active bank.

- **Bank selection**

Activates switching the active bank via bank-change command.

- **Master volume controller**

Here you can set the controller for the master volume of *LiveTraker*.

### **6.3. MIDI CLOCK / MTC**

- Midi timecode ( MTC ): Here you activate the MTC signal and the corresponding frame rate, which is sent to midi subgroup 1 by default.
- Frame rate: Allows setting amount of fps ( frames per second ) in video output.
- Midi output group: Allows setting output group.

### **6.4. REMOTE CONTROL**

Here you define the midi signal, which should address one of the fixed functions:

- Start / Stop
- Previous Song
- Next Song
- Show Lyric Fullscreen

### **6.5. MIDI OUTPUT ROUTING**

Here you can connect the output of the midi subgroups with the respective midi interface and enable/disable them.