



BEYOND Cue Export

How to Export a Workspace Cue within BEYOND

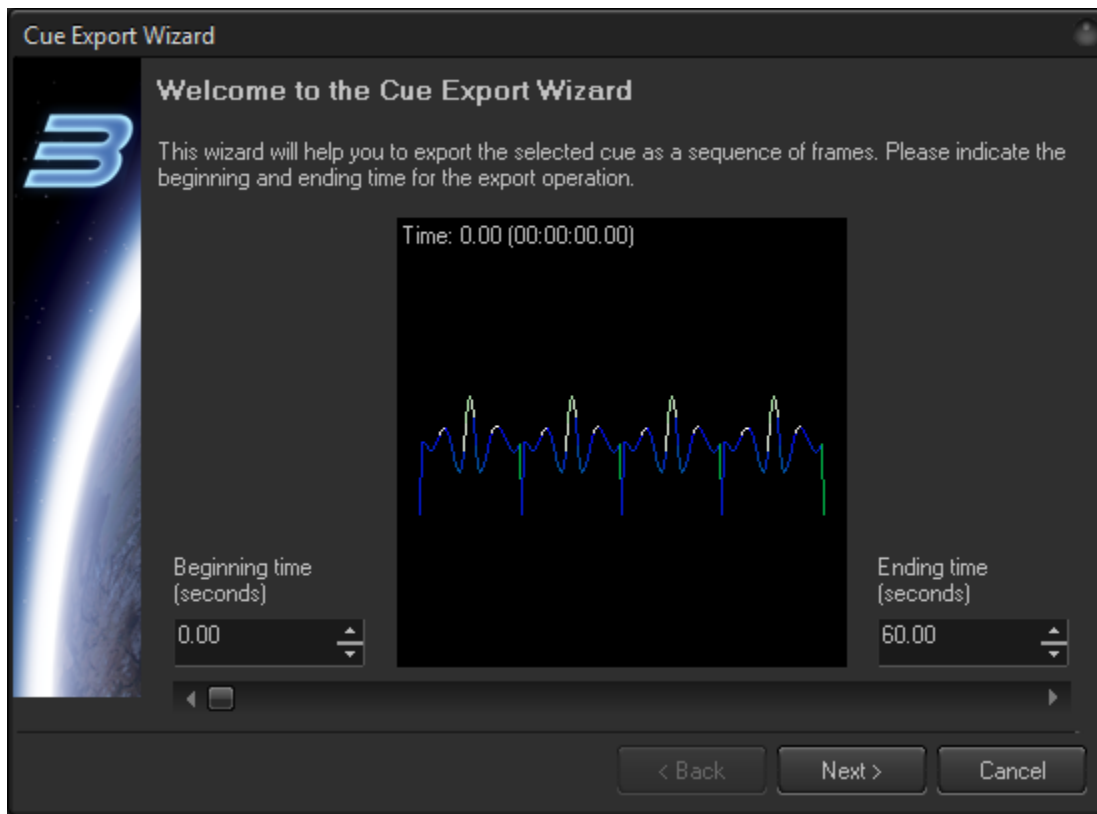
| | |
|-----------------------|---------------------------|
| BEYOND Version | 2.0, build 620 and higher |
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Cue Export

The Cue Export wizard allows you to export various laser content Images such as Synths, Text, Shapes, etc., to a sequence of frames that can be imported into other various Pangolin laser controller systems.

Step 1

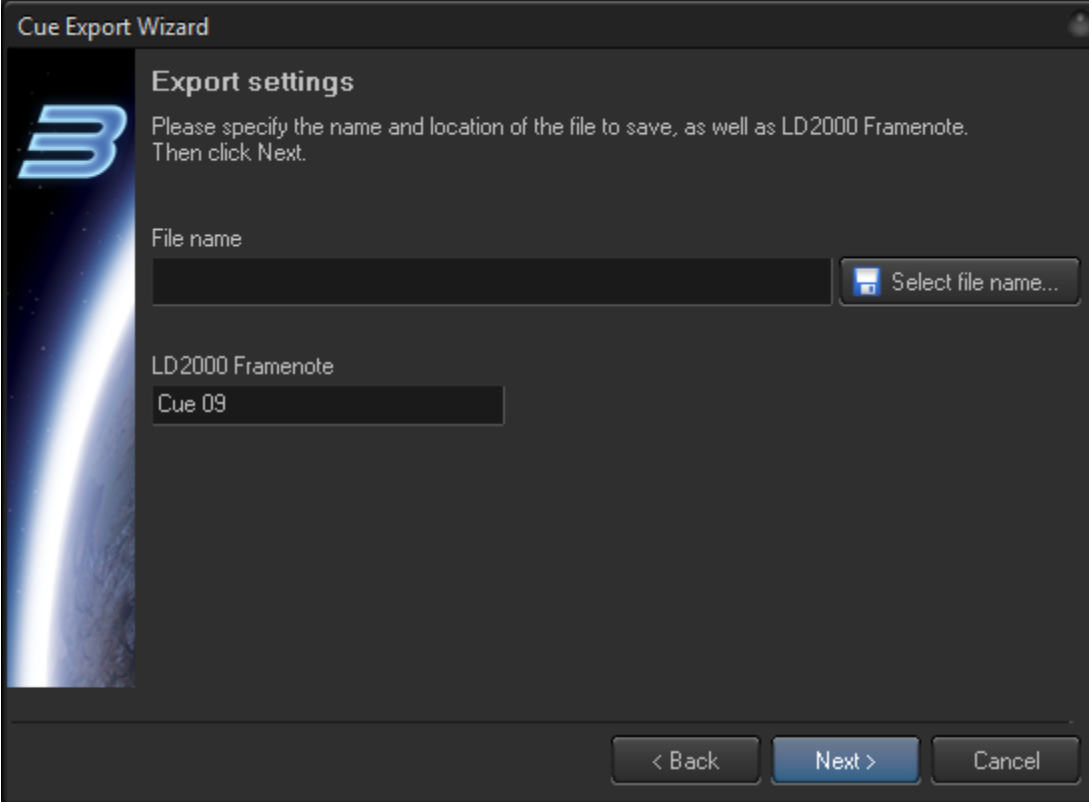


Once the Export Wizard is open, you will select the Beginning and Ending times to define the amount of the laser content image you want to export. BEYOND will calculate the number of frames to export bases on the specified time range. The slider at bottom of the interface allows you to preview how the animation looks within the defined time range. Once the time range is set, click Next.



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Step 2



The screenshot shows a dark-themed window titled "Cue Export Wizard". On the left is a vertical sidebar with a blue stylized "B" logo and a background image of a planet's horizon. The main area is titled "Export settings" and contains the following elements:

- Instructional text: "Please specify the name and location of the file to save, as well as LD2000 Framenote. Then click Next."
- "File name" label above a text input field.
- "Select file name..." button with a folder icon.
- "LD2000 Framenote" label above a text input field containing "Cue 09".
- Navigation buttons at the bottom: "< Back", "Next >" (highlighted in blue), and "Cancel".

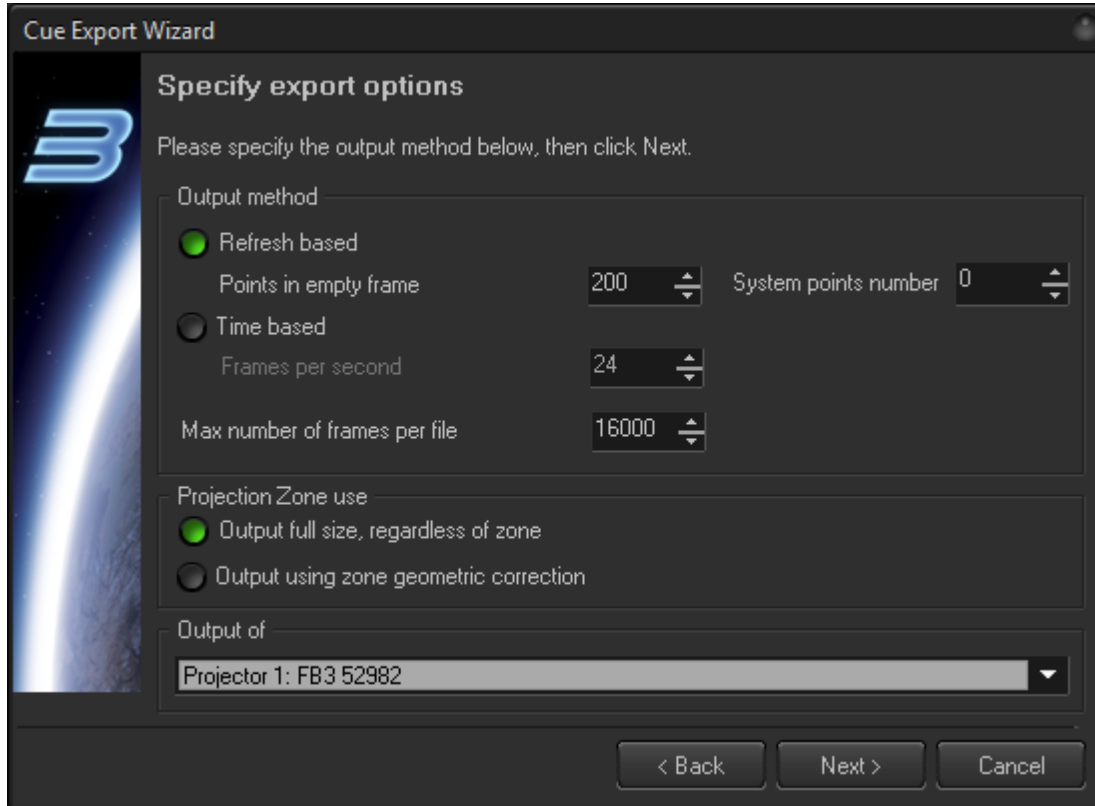
Click on the **Select file name** button to enter an output file name in the File Save dialog box that opens.

A **LD2000 Frame note** text box is available to provide a frame note for each exported frame. BEYOND will also add the frame number to the name by default.



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Step 3



The screenshot shows the 'Cue Export Wizard' dialog box, specifically the 'Specify export options' step. The dialog has a dark theme with a blue 'B' logo on the left. The title bar says 'Cue Export Wizard'. Below the logo, the text 'Specify export options' is displayed. A message says 'Please specify the output method below, then click Next.' The 'Output method' section has two radio buttons: 'Refresh based' (selected) and 'Time based'. Under 'Refresh based', there are spinners for 'Points in empty frame' (set to 200) and 'System points number' (set to 0). Under 'Time based', there is a spinner for 'Frames per second' (set to 24). A 'Max number of frames per file' spinner is set to 16000. The 'Projection Zone use' section has two radio buttons: 'Output full size, regardless of zone' (selected) and 'Output using zone geometric correction'. The 'Output of' section has a dropdown menu showing 'Projector 1: FB3 52982'. At the bottom are three buttons: '< Back', 'Next >', and 'Cancel'.

Output Methods

Refresh based method calculates the animation time based on the number of points in the frame and the sample rate. For example, if the laser content frame has 300 points and the sample rate is 30K, then the frame duration is 1/100 of second. The duration of each frame is calculated individually, and BEYOND calculates the animation time by addition of the frame durations.

Time based method is the opposite of refresh based. The frame duration is specified as a constant, and is not dependent on the number of points or the sample rate. It works just like in video files that have a fixed frame rate - 24, 25 or 30 FPS.

System points number is an important parameter for using the refresh based method. BEYOND's Playback system may add a transitional path between the frames and/or add extra points for color-shift purposes (FIFO, first in first out). An animation with a few points is not a problem for frames, but if we have 16000 frames, where each frame gets an additional 5 points, it turns into a full second of time shift within the animation which will cause desynchronization. The **system points** option is a form of compensation within the playback system settings, that occurs at the time calculation point.

Max Number of frames per file - larger animation files may have problems being loaded into other software platforms. The max number parameter defines a max number of frames allowed in one file; after that number is reached, BEYOND will start a new frame file.



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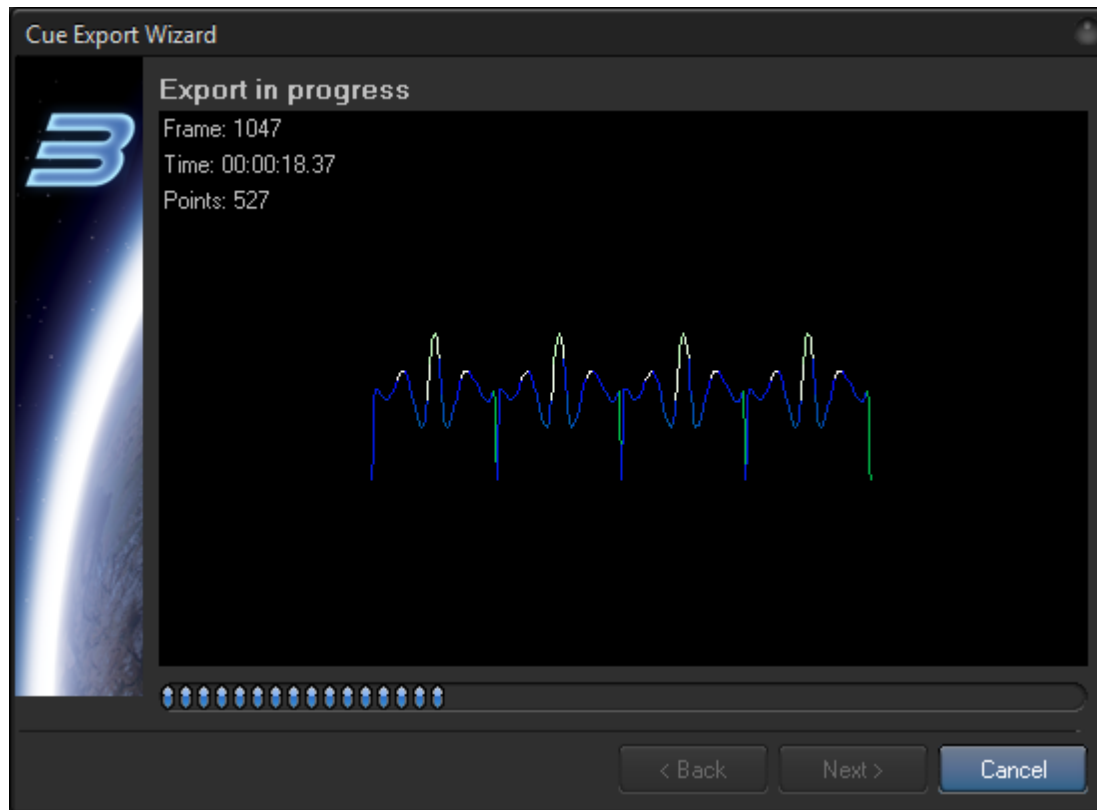
Projection zone use - to use a projection zone or not? To Apply a zone correction or not? for exported content to be opened by QuickShow or LD2000 - no; to be imported into LiveQ - maybe yes...

Output of - defines two important details. The first is the vector settings of projector. The second is - by projector, to define what Projection Zones to export the laser content Image to.



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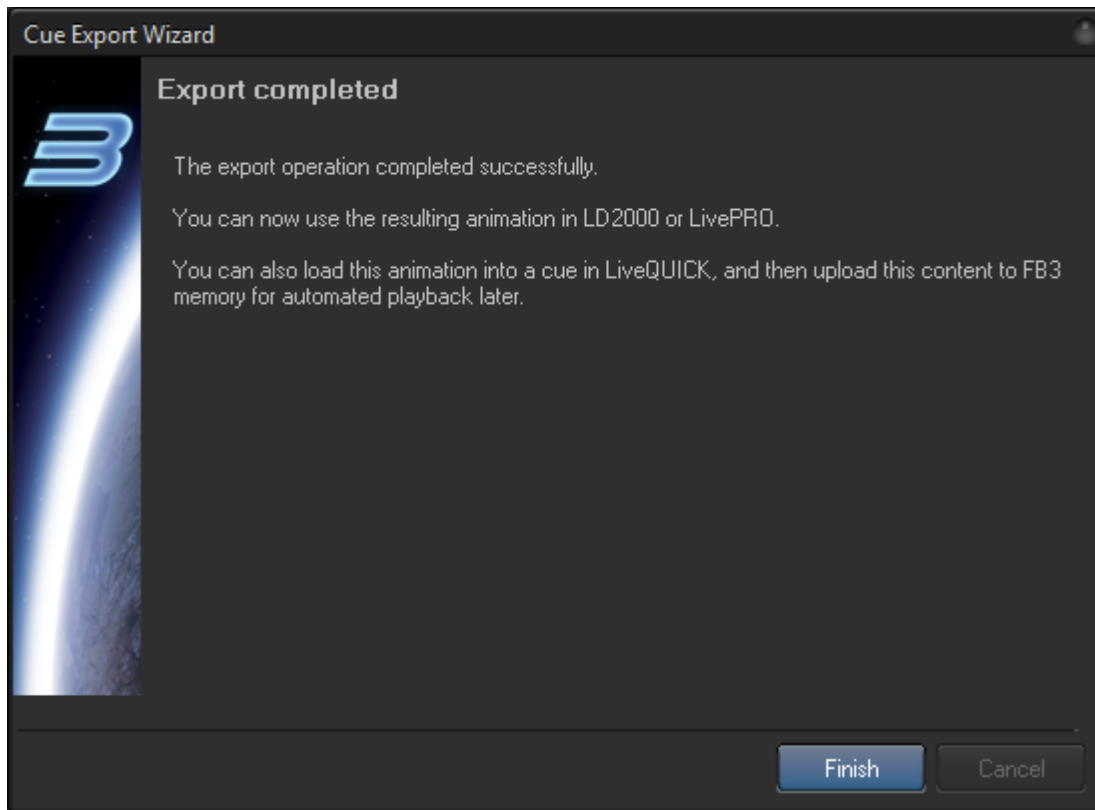
Step 4 and 5



Step 4 is waiting for the completion of the Export process...



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Step 5 is the “export complete” page. Click Finish to close the dialog box. You can now take the exported .LDS frame file and import it into your other Software platform.

