

# Example Timeline Notecard

@group Girls|1,2,3  
@group Guys|4,5,6  
@group Both|1,2,3,4,5,6  
@group Ghosts|7,8  
@group Everybody|1,2,3,4,5,6,7,8  
@group Emotes

Girls=  
0|Walk\_Pretty  
15|Girly\_DanceA  
32|Girly\_DanceB  
135|Girly\_End\_Pose

Guys=  
0|Walk\_Tough  
15|Manly\_DanceA  
32|Manly\_DanceB  
135|Manly\_End\_Pose

Both=  
45|Couples\_DanceA  
63|Couples\_DanceB  
72|Scared\_Animation

Ghosts=  
70|Sneaky\_Fly\_Animation  
75|Hover\_Animation  
135|Sneaky\_Fly\_Out

Everybody=  
80|Another\_DanceA  
101|Another\_DanceB  
120|Another\_DanceC

Emotes=  
0|RS:28:dim lights  
0|RS:52:curtain  
70|RS:34:spooky\_particles\_on  
133|RS:34:spooky\_particles\_off  
135|S:0:We hope you enjoyed the show!  
137|RS:52:curtain

Dancer numbers correspond to their assigned Movers (either Choreography System or Group Formation System). Dancers can be in more than one group as long as they are getting a command from one group at a specific time. A group can be one dancer.

Group names must match exactly above and below.

Any animation can be used, including AO poses, sits, etc. It's best if the animation has a priority of 3 or 4. Lower priority animations may not play because they will not override the previous animation. Animation names must be EXACT.

Performance Director reads the entire timeline when you load it, not as it goes along.

Look at the timeline carefully and notice that in this case, the dancers start and end in their smaller groups (Girls, Guys and Ghosts). They dance in the other groups in the middle of the timeline. It is not necessary to duplicate the same animations inside the groups. Just create a joint one!

Times can be written in seconds or minute formats:  
Example: 60 seconds is 1:00 minute  
You can also use fractions of a second such as 60.52 or 1:00:52

To send commands to objects on specific channels, it's best to use Region Say (RS). Region Say cannot be used on Channel 0 (local chat) and will not be seen by anyone.

For local chat, use Shout (S).

# PERFORMANCE DIRECTOR

## SUGGESTED TIMELINE STRUCTURE

<u>DEFINE GROUPS AND ASSIGN DANCER NUMBERS</u>	@group Girls 1,2,3 @group Guys 4,5,6 @group Both 1,2,3,4,5,6 @group Emotes
<u>OPTIONAL FEATURE COMMANDS</u>	@anklelock Onload=RS:51:dimlights RS:42:curtainopen
<u>OPTIONAL HOTKEY BUTTON ASSIGNMENTS</u>	@button1=RS:42:curtainclose @button2=RS:44:show @button3=RS:44:hide
<u>ANIMATION TIMELINES FOR GROUPS</u>	Girls= 0 walk_pretty 23 dance1 40 dance2  Guys= 0 walk_tough 23 dance3 40 dance4  Both= 50.5 dance6 75 STOP
<u>TIMELINE FOR EMOTES AND OBJECT COMMANDS</u>	Emotes= 0 S:0:Ladies and gentlemen, welcome to the show! 40 RS:35:moveprop

# PERFORMANCE DIRECTOR

## COMMAND FORMAT

### Commands / Emotes

You can send multiple commands at the same time. Commands can be sent to objects such as the Glow Fader, particles, curtains, lights, etc. Objects must be on a channel and the object script must allow it to be controlled from an object you are wearing.

### THE FORMAT

**Time | Command Method : Channel : Command OR Emote Text**

No spaces before or after pipes and colons! They are used here only for clarity.

See [Timeline](#), [Notecard Structure](#) and [Commands and Hotkeys](#)

<b>TIME</b>	When in your Timeline do you want to send this command or emote? Written in seconds or minutes (Example: 60 seconds = 1:00 minute)
<b>COMMAND METHOD</b>	How do you want to send it? Consider how far away you will be from the object or audience. It is a good idea to use RS on all object commands (don't worry, no one will see it) and S for audiences. See Command Methods above.  S = Shout (local chat – Channel 0) RS = Region Say (seen by no one – use for all object / prop commands)
<b>CHANNEL</b>	0 is the channel for speaking to the audience, OR the channel your object is listening on. Example: You have a curtain listening on Channel 52.
<b>COMMAND</b>	Emote you want to tell the audience, OR commands to make an object or script react at a certain time. Examples are sending commands to <a href="#">Costume Assistant</a> , <a href="#">Glow/Fader Script</a> , particles, and prop movements.
<b>OPTIONAL EMOTE SPOOF TEXT</b>	Used if you want your emotes to the audience to appear to come from a character instead of your avatar name.  <a href="#">Emote Spoofing</a>

# OPTIONAL FEATURE COMMANDS

ANKLELOCK	<p>You can add the option "@anklelock" to a notecard, and when this is present all dancers in the routine will have an anklelock animation automatically applied. This is selected on a per-routine basis, so the option must appear in any notecard you wish to use it in.</p> <p>The "Spot On Ankle Lock 6" animation comes inside the Performance Director HUD. Do not change the name of this animation or the command will not work. Add the following line to your notecard to use this feature:</p> <p><b>@anklelock</b></p>
AUTOPLAY	<p>Add @autoplay to the top of your performance notecard and the routine will immediately play once loaded. This is dangerous, so use it carefully!</p> <p><b>@autoplay</b></p> <p><b>CAUTION:</b> Autoplay will not start until all commands in an Onload event are executed. If you are using Onload Delay, be aware that this will delay the Autostart command as well.</p>
AUTOMATIC PRE-CACHE	<p>Automatically run a pre-cache when a notecard is loaded. A pre-cache quickly cycles through all dances in the routine very quickly. To enable this feature, add the following line in your notecard:</p> <p><b>@precache</b></p>
DEBUG MODE	<p>The Debug command is used to put the Performance Director in a "debug" state. This means it will issue a chat message to you only on each command it performs. This is useful in the design process to see exactly when each command is triggered. This is especially useful when creating the choreography because it will tell you when it's changing dances.</p> <p>To enable Debug Mode, just add the following line to your notecard:</p> <p><b>@debug</b></p>
LOADCARD	<p>From the timeline, load a new notecard in your Performance Director. This is useful for automatically stringing together many acts in a show, when one act ends, the HUD can automatically load the next act, or load a notecard that causes movers to automatically jump backstage.</p> <p><b>Example:</b> In this example, LOADCARD is used to load the notecard called "backstage" after the curtain is closed. NOTE: For Movers to change start positions requires the use of either <a href="#">Stage Manager</a> or <a href="#">Stage Marker</a>. It is IMPORTANT that multiple notecards in the movers match the notecards' names in the Performance Director.</p> <p><b>42.5   LOADCARD:backstage</b></p>
ONLOAD	<p>A command can be created in your timeline called "onload" which will execute when your notecard is loaded (clicking the notecard in the HUD). Use case for this feature could be such things as rezzing your set from <a href="#">Stage Manager</a> or sending a command to the <a href="#">Costume Assistant</a>.</p>

	<p><b>WARNING:</b></p> <p>The commands in the ONLOAD event will execute immediately when you load your performance notecard. Depending on the format of your performance, this may not always be desirable. Think carefully before using this feature! For a delay to an execution, see ONLOAD DELAY below.</p> <p><i>Example:</i></p> <p><b>onload=SAY:42:showgirl set SAY:44:change showgirl outfit</b></p> <p>This example shows two commands given when the notecard is loaded - rez a set and change an outfit.</p> <p>NOTE: Alternately, you could assign such commands to your <a href="#">Hotkeys</a>.</p>
ONLOAD DELAY	<p>Onload commands execute immediately when the notecard is loaded but if you wish a command to be delayed, add the Onload Delay option. Use DELAY &lt;time&gt; immediately before that command (where time is the amount of seconds you wish it to be delayed).</p> <p>Below is an example showing that the lights will dim immediately upon clicking the notecard, then 5 seconds later the curtain will open, then 8 seconds after the notecard is loaded "Welcome to the show!" will appear in chat to the audience.</p> <p><i>Example:</i></p> <p><b>onload=SAY:21:dimlights DELAY 5 SAY:22:curtain DELAY 8 S:0&gt;Welcome to the show!</b></p>

OTHER FEATURES AND LINKS:

[Layering Animations](#)

[Idle Animation / Pose](#)

[Emote Spoofing](#)

[Stage Marker](#) or [Stage Manager](#)

[Use with Choreography Design System](#)

[Use with Group Formation System](#)

[TUTORIALS](#)

[FAQ](#)

[SUGGESTED WORKFLOW](#)

# PERFORMANCE DIRECTOR HUD CONTROLS

The HUD must be rezzed to the ground to drag animations into it.

**LOCK** - Used with RLV, locks the HUD on.

**MINIMIZE** - Minimizes the HUD

**QUESTION MARK - Help** - Opens the Spot On website for the PD HUD.

**CHECK** - Gives a list in local chat of dancers included in the currently loaded routine notecard who have accepted the invitation.

**RE-INVITE** - Sends another invitation to animate a dancer who has refused or who has not yet accepted.

**PRE-CACHE - ROUTINE or ALL** - Plays all animations in either the loaded routine notecard or all in the HUD in very quick succession so that they are pre-loaded.

**PLAY** - Begins play of the currently loaded routine notecard and movers with the same named movement card loaded.


**STOP** - Stops the currently playing routine and sends Movers back to their start positions.

**ROUTINE** - Shows the list of routine notecards in the HUD. Click on one to load and make it active.

**DANCES** - Shows a list of all animations in the HUD. Click on one to play.

**LEFT and RIGHT ARROWS** - Scrolls through the pages of Routine notecards or Dances, depending on which screen is active.

**SPOT ON CHOREOGRAPHY TOOLS  
PERFORMANCE DIRECTOR HUD**



**ROUTINE NOTECARDS** - Lists the Routine notecards. Currently loaded notecard will appear in pink. Choreography System Movers with the same named movement card will automatically load that movement card. Note: Choreography System Movers can hold up to 10 routes / notecards.

**HOT KEY BUTTONS** - Program these hotkey buttons to send commands to such items as set rezzers, stage props, particles, etc. They are specific to each notecard loaded and are only active when the notecard is loaded.

<http://www.spotonsgroup.com/learn-how.html>

Please refer to the image above when translating for the button pictures.

- RLV Lock - With RLV enabled in your viewer, locks the HUD on.
- Minimize / Maximize - Minimizes & maximizes the HUD on your screen.
- CHECK - Ready Check - Displays a list in local chat of all dancers who have accepted the invitation to the HUD after sitting on a Mover. Also shows who has not accepted.
- REINV - Reinvite - Sends another animation invitation to those who have refused or not yet accepted the first one.

- ROUTINE - Pre-Cache Routine - Plays the currently loaded Routine notecard animations in quick succession.
- ALL - Pre-Cache All - Plays all animations in the HUD in quick succession.
- ROUTINE / ROUTE - List Routine / Route - Lists all Routine notecards in the HUD. Click a Routine notecard to load it and its corresponding Route notecard in the Mover.
- HOTKEY BUTTONS - Six user-defined buttons for quick commands to set props, stage equipment, etc. Configurations are specific to each notecard.
- PLAY - Begins currently loaded Routine (all groups) and its corresponding Mover route.
- STOP - Stops the Routine and the Movers will go back to the start position. Stops current dance if playing a single dance.
- PAGE FORWARD / BACK - Pages through the list of either Routines or Dances.
- DANCES - List Dances - Lists all animatinos in the HUD. Click on a dance to play it.

The name of the Routine notecard in the Director HUD must match exactly the name of the corresponding route notecard in the Mover for it to load properly. Spot On Movers can contain up to 10 route notecards. Loading a Routine notecard in the Director HUD automatically loads the corresponding Mover route.