



AudioCue One 1.2

USER MANUAL

The professional live audio cue & playlist player for shows, theatre, conferences and radio. Fire jingles and sound effects instantly, run background playlists, and drive it all from a clean control-room interface or remotely over OSC and HTTP.



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1 Introduction

AudioCue One is a desktop application that turns your computer into a reliable, fast sound-cue station. It is built for operators who need to play the right sound at the right moment — sound effects and stingers for a theatre or game show, jingles and beds for a radio broadcast, walk-on music for a conference, or ambience for a museum or installation.

The interface is split into two halves: a grid of colourful **cue buttons** on the left for instant one-tap playback, and a **playlist panel** on the right for longer background music that plays track after track. Everything is designed to be legible on a dark, glare-free “control-room” screen and operable without hunting through menus during a live show.

Key features

- ♪ **Instant cue grid** — large, colour-coded buttons with custom icons; click to fire.
- ♪ **Loop, one-shot & jump** playback modes per cue, with per-cue fades and volume.
- ♪ **Playlists** with full transport (play / pause / stop / next / previous), looping or stop-at-end.
- ♪ **Multi-output audio** — send the show to your main output while pre-listening on headphones.
- ♪ **Headphone preview** on any cue or track without interrupting the live output.
- ♪ **Remote control** over OSC and an HTTP API for show controllers, stream decks and automation.
- ♪ **Themes & accent colours**, fullscreen lock-down for live operation, and per-project settings.
- ♪ **Self-contained projects** (`.acueone`) with autosave, backup and a bundled demo show.

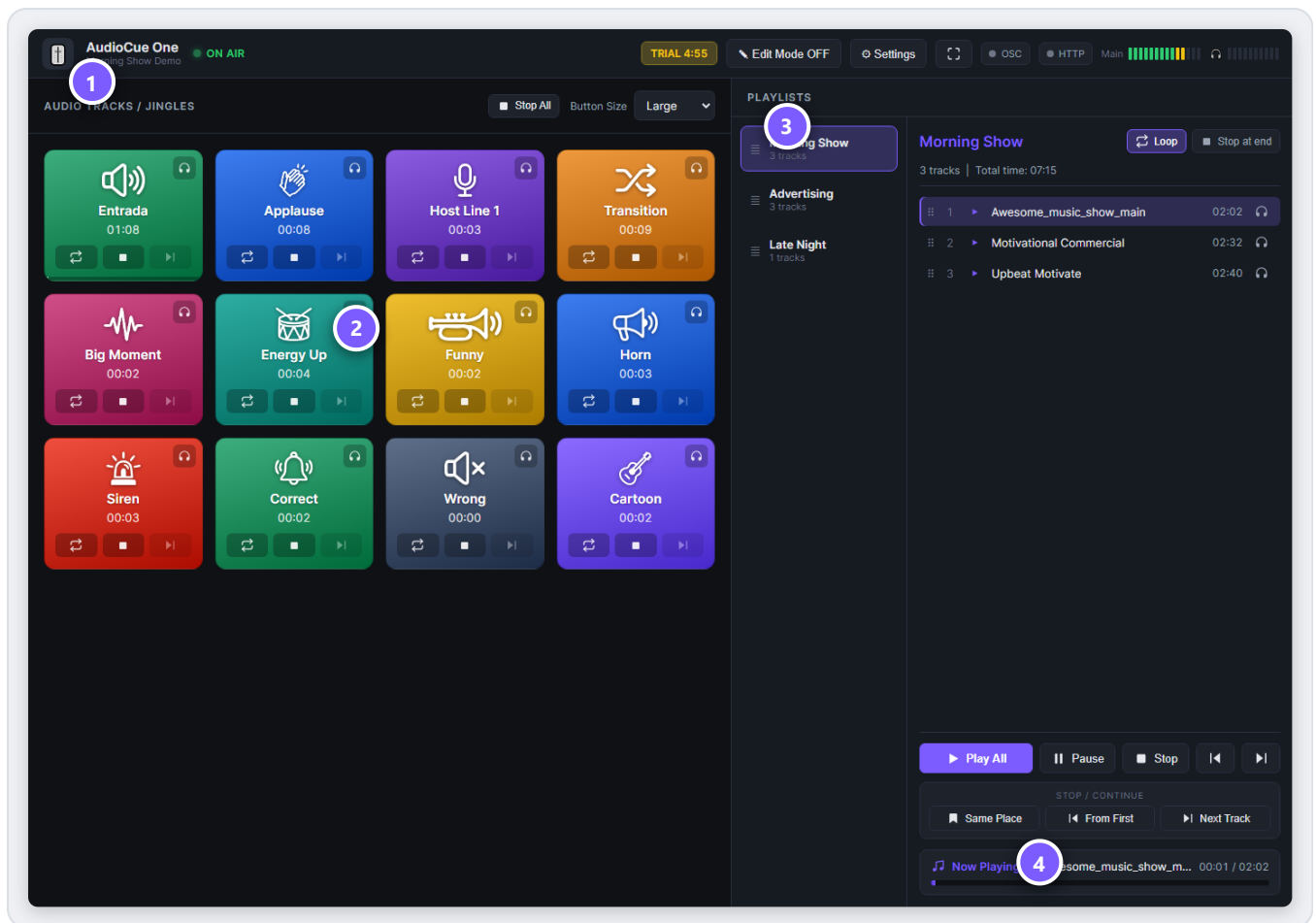


Figure 1.1 — The AudioCue One main window, mid-show (the bundled “Morning Show Demo”).

- 1 **Top bar** — branding, ON AIR status, Edit Mode, Settings, fullscreen, remote-control chips and output meters.
- 2 **Cue grid** — your instant-playback sound buttons.
- 3 **Playlist panel** — background-music playlists and their tracks.
- 4 **Transport & Now Playing** — play / pause / stop and the live progress of the current track.

2 Installation & First Run

AudioCue One ships as a standard Windows installer. Everything it needs is bundled — you do not have to download anything else.

System requirements

- **Operating system:** Windows 10 or Windows 11, 64-bit.
- **Audio:** one or more output devices (built-in, USB, or an audio interface). A second device — e.g. USB headphones — is recommended so you can pre-listen.
- **Disk:** a few hundred MB, including the bundled demo media.

Installing

1. Run `AudioCueOne-1.2.0-Setup.exe`.
2. If Windows shows a SmartScreen prompt, choose *More info* → *Run anyway* (the app is published by Three Sixty).
3. Choose the installation folder if you wish, then continue. Installation is per-machine, so administrator approval may be requested.
4. The required **Microsoft Visual C++ runtime** is installed automatically and silently if it is missing.
5. When finished, a **Desktop shortcut** and a **Start-menu** entry named *AudioCue One* are created. The app can launch immediately.

GOOD TO KNOW

The audio engine is fully self-contained. The bundled Visual C++ redistributable is only a safety net for clean machines and is skipped if already present.

First launch

The first time you open AudioCue One it asks for a **license key** (see Chapter 3). Once activated, the app loads the bundled “**Morning Show Demo**” so you have a working show to explore immediately — a grid of sound cues plus three example playlists. Your work autosaves continuously, and the read-only demo is never overwritten.

PROJECT FILES

Shows are stored as `.acueone` files. You can keep several shows side by side and load whichever you need — see Chapter 11.

3 Activating Your License

AudioCue One is licensed per computer. On first launch — and briefly on every start afterwards — it confirms your license. Activation is quick and only needs to be done once per machine.

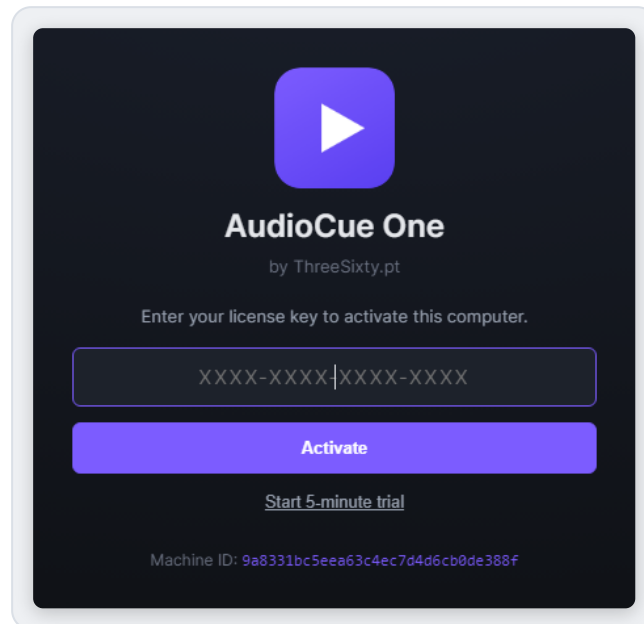


Figure 3.1 — The activation screen shown before the app opens.

Activating with a key

1. Type or paste your key into the field (format `XXXX-XXXX-XXXX-XXXX`).
2. Press **Activate** (or **Enter**). The app validates the key online and binds it to this computer's **Machine ID**.
3. On success the show opens. If the key is for a named customer, a short personalised welcome ("Thank you, ...") appears for a couple of seconds first.

Try it first — the 5-minute trial

Click **Start 5-minute trial** to run the full application without a key. A countdown appears in the top bar; when it reaches zero the app closes automatically. Activate a key at any time to remove the limit.

How validation works

- **Every start** the app re-checks your license online — this lets licenses be managed centrally.
- **Offline?** No problem. After a successful activation the app keeps working for a **30-day offline grace period**, so a venue with no internet still runs. Reconnect within that window to reset the grace.
- The **Machine ID** is a privacy-preserving fingerprint of this computer; you may be asked for it by support when issuing or moving a key.

Managing the license later

Open **Settings** → **License** to review status, expiry, the last online check and your Machine ID. The **Remove License & Quit** button releases the activation from this computer and closes the app immediately — useful

before moving the license to another machine.

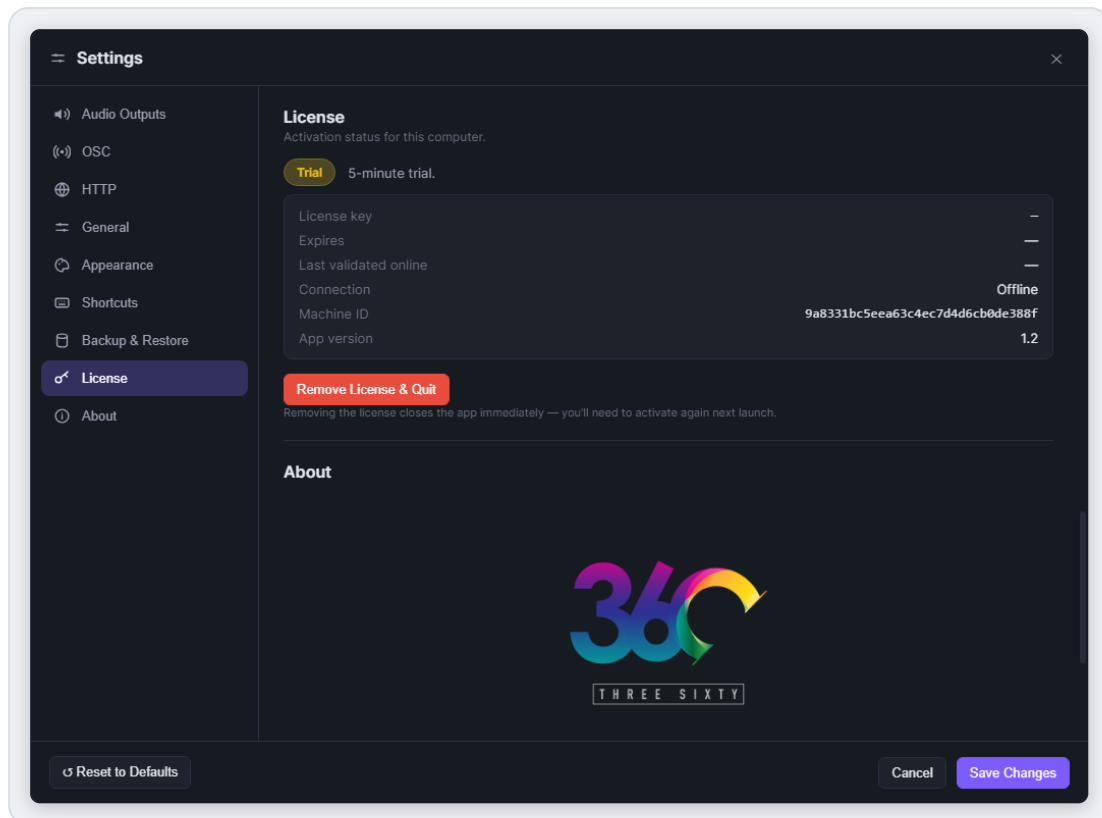


Figure 3.2 — Settings → License (shown here running the trial).

BEFORE YOU REMOVE A LICENSE

Removing the license closes AudioCue One at once and you'll need to activate again on next launch. Only do this when you intend to move the key to a different computer.

4 The Interface

The window has three working areas: the **top bar** across the top, the **cue grid** on the left and the **playlist panel** on the right.

The top bar

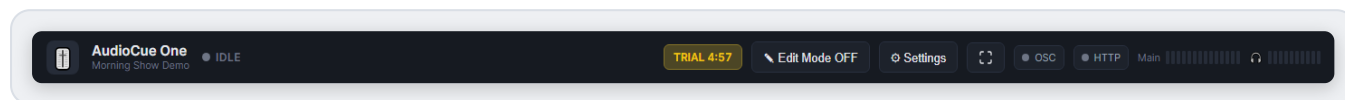


Figure 4.1 — The top bar (left: identity & status; right: controls, remote chips and meters).

- 1 **Brand & project** — the app name with the current project name beneath it.
- 2 **ON AIR / IDLE** — turns green and pulses whenever anything is playing.
- 3 **Edit Mode** — toggles show-building tools on or off (locks the UI for live use when OFF).
- 4 **Settings & Fullscreen** — open settings, or expand to a borderless fullscreen.
- 5 **OSC / HTTP chips** — remote-control status: grey = off, green = listening, amber = enabled but not bound.
- 6 **Output meters** — activity for the *Main* output and the *headphone* preview.

LOCK IT DOWN FOR THE SHOW

Turn **Edit Mode OFF** before going live. Buttons can still be triggered, but they can't be moved, edited or deleted by accident. Add **Fullscreen** for a clean, distraction-free operator view.

Layout at a glance

Left — Cue grid

"AUDIO TRACKS / JINGLES". One-tap sound buttons. *Stop All* and a *Button Size* selector sit in its header. Covered in Chapters 5–6.

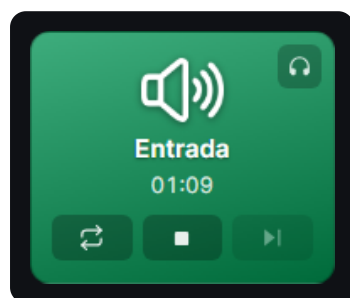
Right — Playlist panel

"PLAYLISTS". A list of playlists plus the selected playlist's tracks, transport and Now Playing. Covered in Chapter 7.

5 Cue Buttons

Cue buttons are the heart of AudioCue One. Each one points at an audio file and fires it the instant you click. Buttons are colour-coded, carry an icon and a name, and show the clip's length — counting down while it plays.

Anatomy of a cue



- 1 **Headphone preview** (top-right) — pre-listen on your headphones without touching the live output.
- 2 **Icon & colour** — chosen per cue to find it fast on stage.
- 3 **Name** — your label for the cue.
- 4 **Time** — the clip length; counts down while playing.
- 5 **Loop / Stop / Jump** — quick controls along the bottom.

Figure 5.1 — A single cue button. While playing, a progress bar fills along the bottom and the button glows.

Playing & stopping

- **Click the button** to play. It lights up, glows, and the progress bar and countdown begin.
- **Stop** (the ■ control) stops just that cue. **Stop All** in the grid header stops every cue at once.
- By default re-triggering a playing cue restarts it. You can allow *overlapping* re-triggers in General settings.

The three bottom controls

Control	Effect
Loop ↺	Toggles continuous looping for this cue. Highlighted when active.
Stop ■	Stops this cue immediately.
Jump ▶	Plays the cue's linked “jump-to” target (set in the editor). Greyed out when no target is set.

Headphone preview

The small 🎧 button in a cue's top-right corner pre-listens the sound on your preview output. It is a **toggle**: press once to start previewing, press again (or it ends naturally) to stop. A dashed outline marks the cue you're auditioning. Preview never disturbs what your audience hears.

MISSING FILE

If a cue's audio file can't be found, the button dims and shows a ⚠ warning. Open it in Edit Mode and re-select the file to fix the path.

The cue grid

The **Button Size** selector in the grid header (Large / Medium / Small) sets how many buttons fit per row. Individual cues can also be made *Large* (2×2) in the editor to stand out. **Stop All** silences every cue at once.

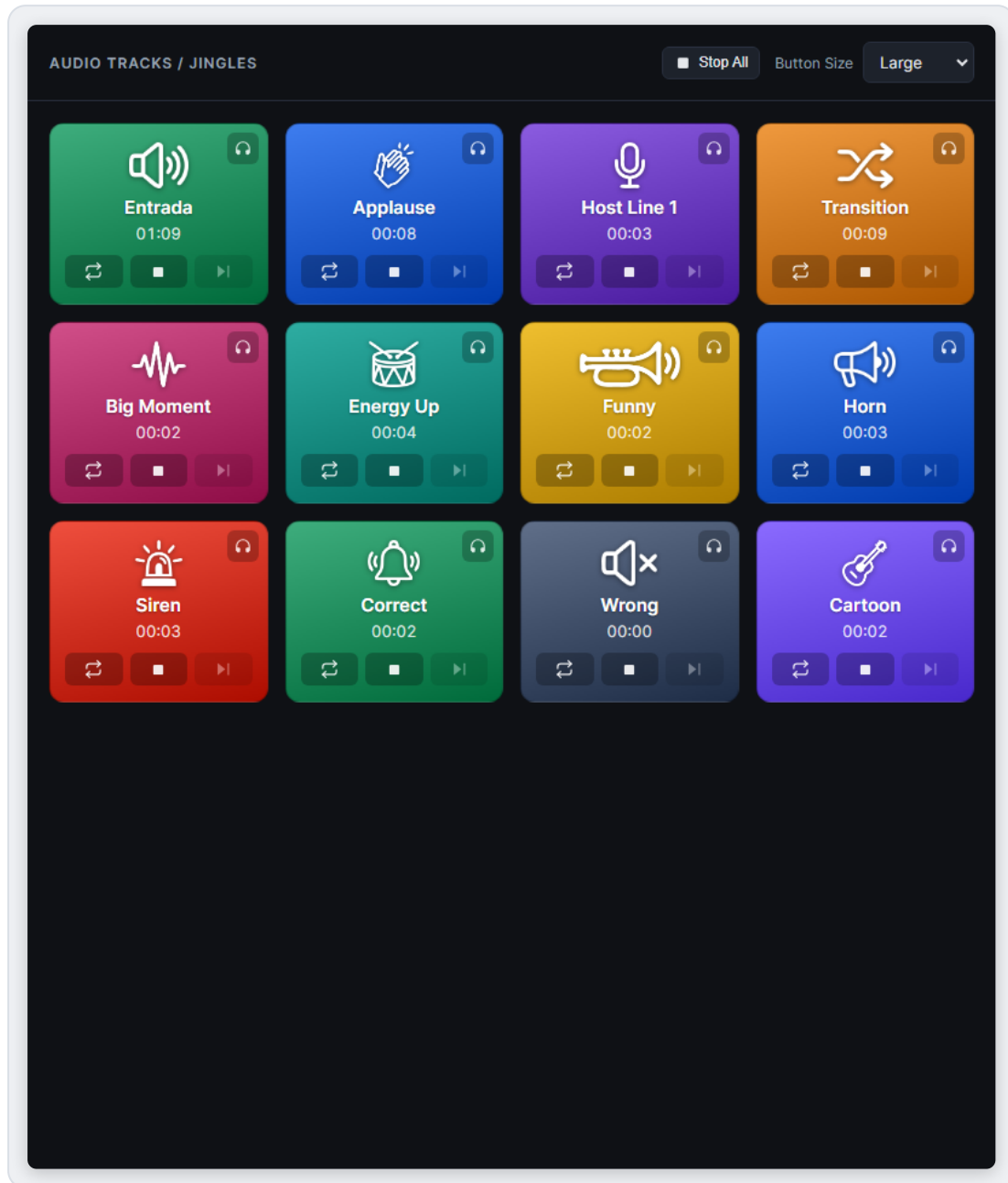


Figure 5.2 — The cue grid (the demo's twelve cues).

6 Building Your Show

Turn on **Edit Mode** (top bar) to build and rearrange your show. Edit tools appear on every cue, empty “Add Button” tiles fill the grid, and playlists gain rename/delete and file-adding controls.

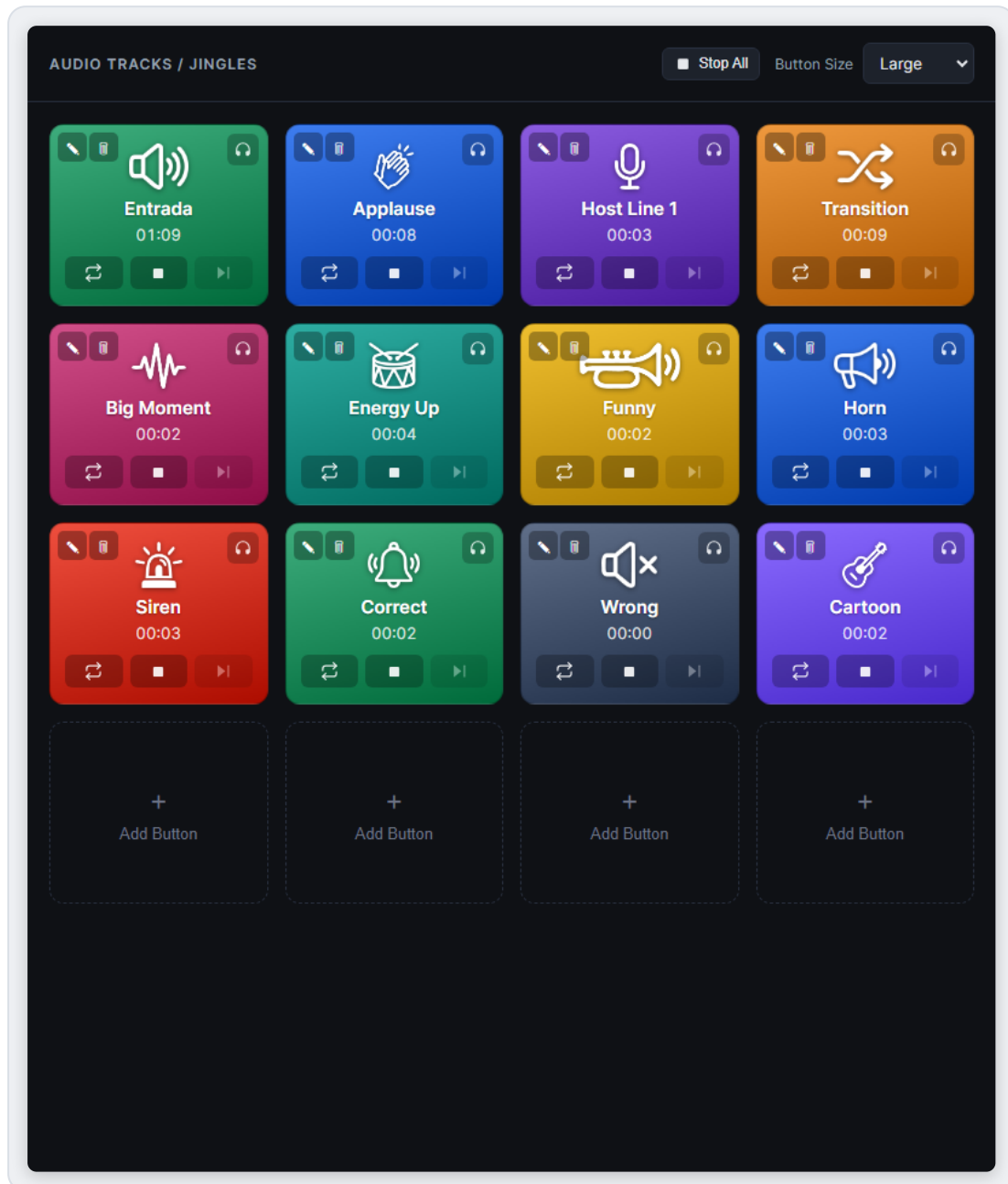


Figure 6.1 — The cue grid in Edit Mode: each cue shows edit and delete; dashed tiles add new buttons.

Adding, editing, reordering

- **Add** — click any dashed *Add Button* tile. The cue editor opens.
- **Edit** — click a cue (or its). In Edit Mode a single click opens the editor instead of playing.
- **Reorder** — drag a cue onto another to swap positions.
- **Delete** — click . If “confirm deletes” is on (default) you’ll be asked first.

The Cue editor

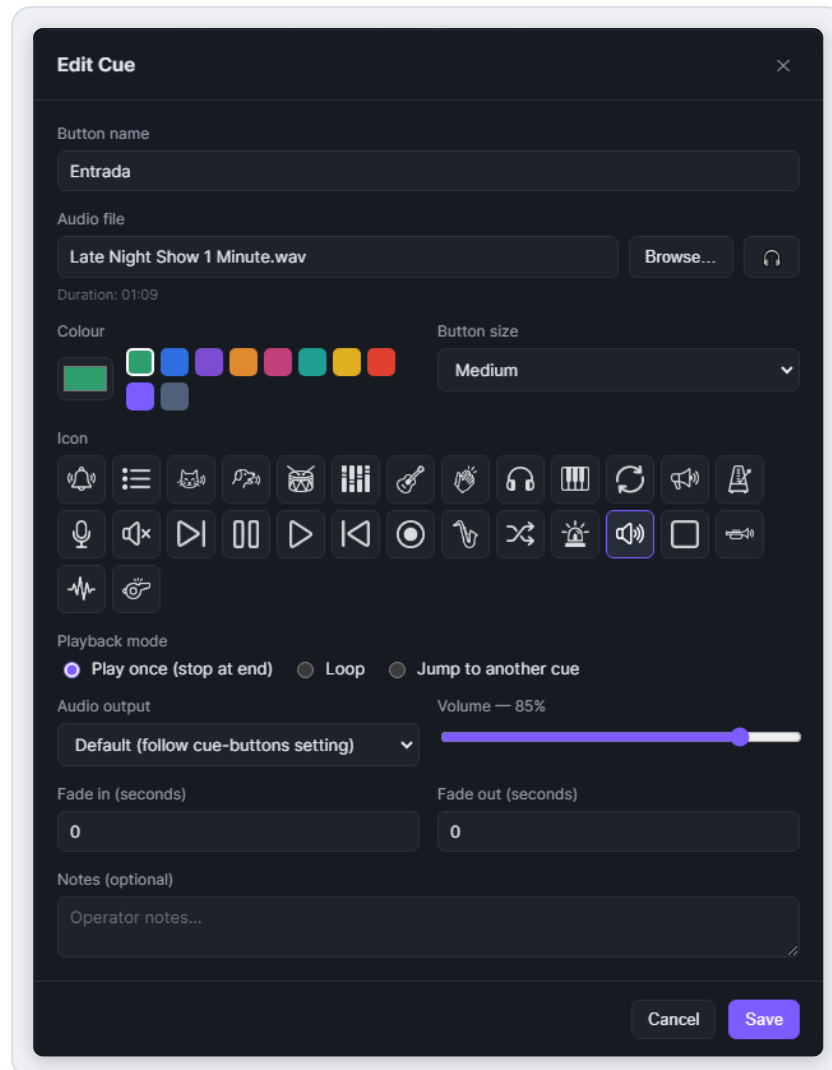


Figure 6.2 — The Add / Edit Cue dialog.

Field	Purpose
Button name	The label shown on the cue.
Audio file	<i>Browse...</i> to pick a file; 🎧 pre-listens it. The clip's duration is shown below.
Colour	Pick from the palette or choose any custom colour.
Button size	Small, Medium or Large (2×2).
Icon	Choose from the built-in icon library (instruments, FX, transport and more).
Playback mode	<i>Play once</i> , <i>Loop</i> , or <i>Jump to another cue</i> (reveals a target selector).
Audio output	<i>Default</i> follows the cue-buttons routing default, or pick a specific output channel.
Volume	Per-cue level from 0–100%.
Fade in / out	Per-cue fades in seconds.
Notes	Free-text operator notes (shown as the button's tooltip).

The icon library

Cues can use any of the built-in monochrome icons, rendered crisp and white on the button colour:

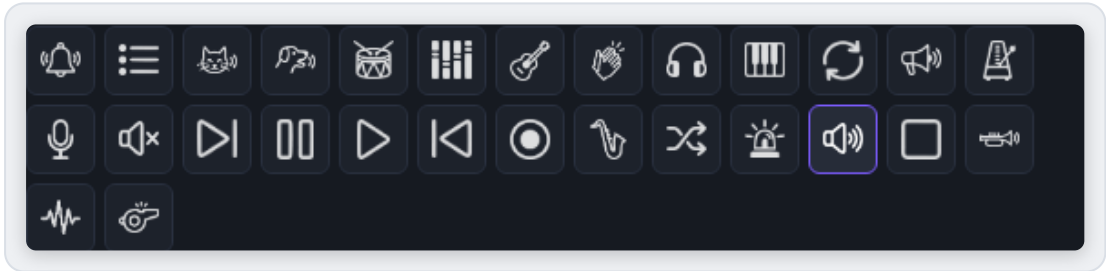
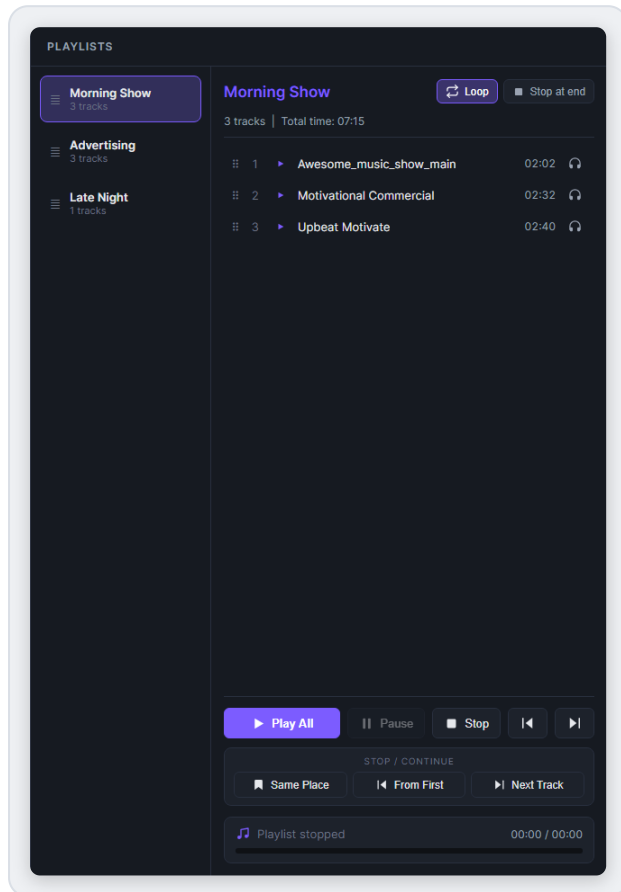


Figure 6.3 — The built-in cue icon set (from the editor's icon picker).

7 Playlists & Transport

Playlists play longer audio back-to-back — beds, walk-in music, interval music or a set of adverts. The right-hand panel lists your playlists; selecting one shows its tracks, transport controls and a live “Now Playing” read-out.



- 1 **Playlist list** — every playlist with its track count; click to select.
- 2 **Loop / Stop at end** — how the playlist behaves when it reaches the last track.
- 3 **Track list** — drag to reorder, 🎧 to preview, ▶ to start from a track.
- 4 **Transport** — Play All, Pause, Stop, Previous, Next, plus Stop/Continue options.
- 5 **Now Playing** — the current track with elapsed / total time and a progress bar.

Figure 7.1 — The playlist panel.

Working with playlists

- **Create** (Edit Mode) — + Add Playlist in the panel header.
- **Add tracks** (Edit Mode) — + Add Files lets you pick one or many audio files.
- **Reorder** — drag tracks by the :: grip. **Remove** — 🗑️ (with optional confirm).
- **Play** — double-click a track, or use ▶ on the row, to start from there.
- **Preview** — 🎧 on a track auditions it on headphones; it is a toggle, like cue preview.

Loop vs. Stop at end

These two toggles are mutually exclusive — turning one on turns the other off:

Toggle	Behaviour at the end of the last track
Loop ↺	Returns to the first track and keeps playing — ideal for continuous background music.
Stop at end ■	Stops after the last track — ideal for a fixed set of adverts or a one-time sequence.

Transport controls

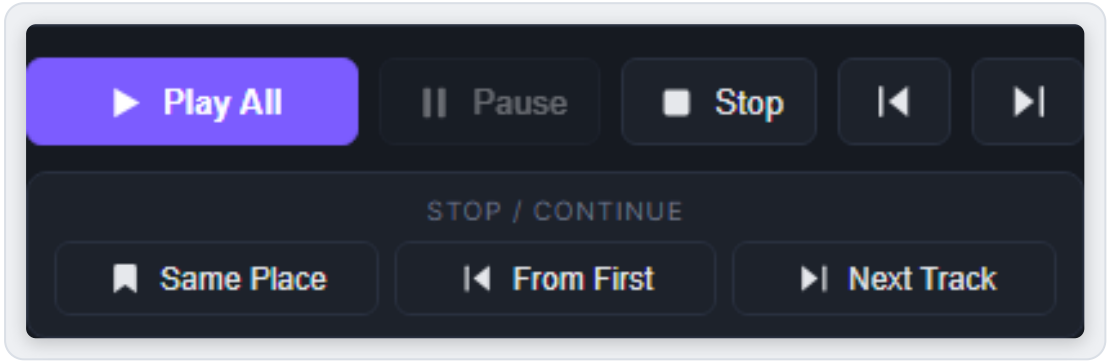


Figure 7.2 — Playlist transport and the Stop / Continue options.

Button	Action
► Play All	Play the whole playlist from the first track.
Pause	Pause the current track (resume keeps the position).
Stop	Stop playback.
◀ / ▶	Jump to the previous or next track.
Same Place	Continue from the exact position where you stopped.
From First	Restart the playlist from track one.
Next Track	Continue from the following track.

8 Audio Outputs & Routing

AudioCue One can drive several audio devices at once. The classic setup is a **Main** output for the audience and a **Preview (Headphones)** output for the operator — so you can audition the next sound privately while the show continues. Open **Settings** → **Audio Outputs** to manage these channels.

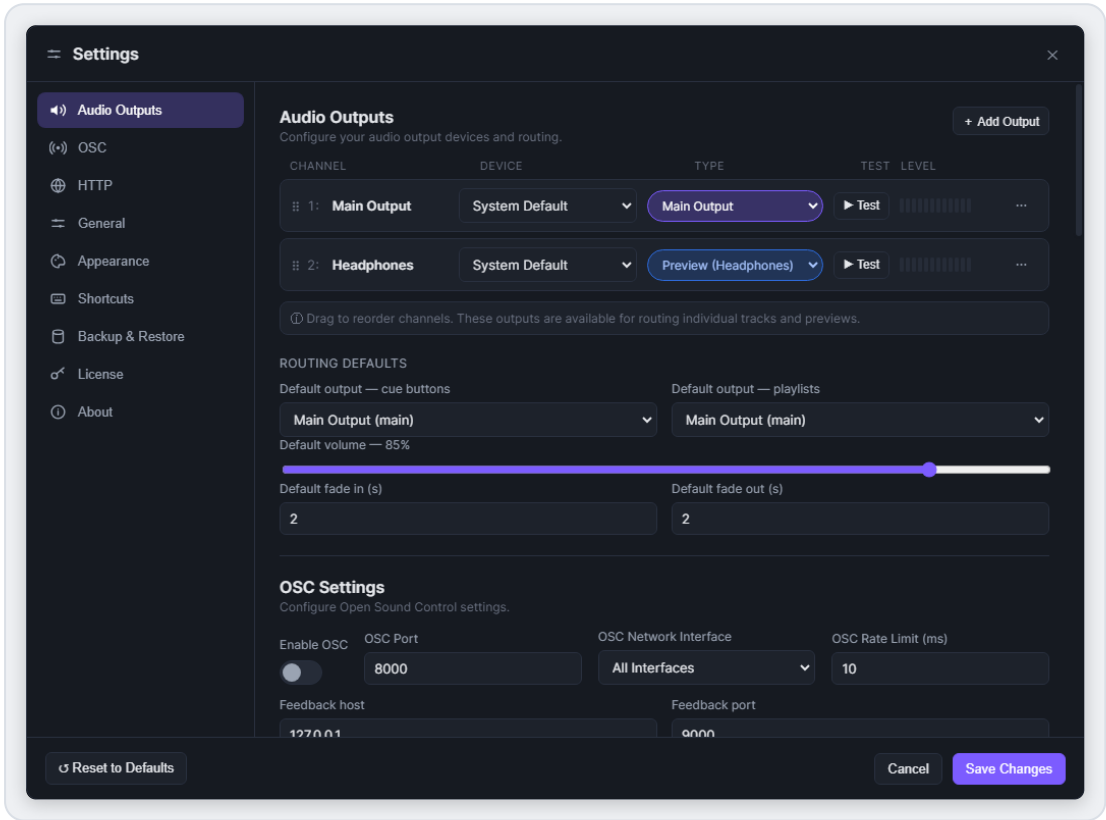


Figure 8.1 — Settings → Audio Outputs, with a Main channel and a Headphones preview channel.

Output channels

Each row is a named channel:

Column	Meaning
Channel	A friendly name you can edit (e.g. “Main Output”, “Headphones”, “Foldback”). Drag the ≡ grip to reorder.
Device	The physical audio device this channel uses, or <i>System Default</i> .
Type	<i>Main Output</i> (audience) or <i>Preview (Headphones)</i> (operator pre-listen).
Test	▶ Test plays a short tone so you can confirm the right device and pulse its meter.
Level	A live activity meter for that channel.
...	Remove the channel (at least one must remain).

Use + **Add Output** to create more channels — for example a separate foldback or a second zone. Any channel is then selectable per cue or per track.

Routing defaults

- **Default output — cue buttons** and **Default output — playlists** decide where items routed to *Default* are heard.
- A cue or track set to *Default* automatically follows these — change the default and every “default” item moves with it.
- **Default volume** and **default fade in / out** seed new cues and the playlist fades.

HEADPHONE PREVIEW, EXPLAINED

The 🎧 preview on cues and tracks always plays on a *Preview*-type channel, while normal playback uses a *Main* channel. That separation is what lets you audition the next sound silently to the room.

9 Remote Control (OSC & HTTP)

AudioCue One can be driven from external controllers — a lighting/show desk, a Stream Deck or Bitfocus Companion, another PC, or a simple script. Two interfaces are provided: **OSC** (UDP) and an **HTTP API**. Both are off by default and are enabled in Settings.

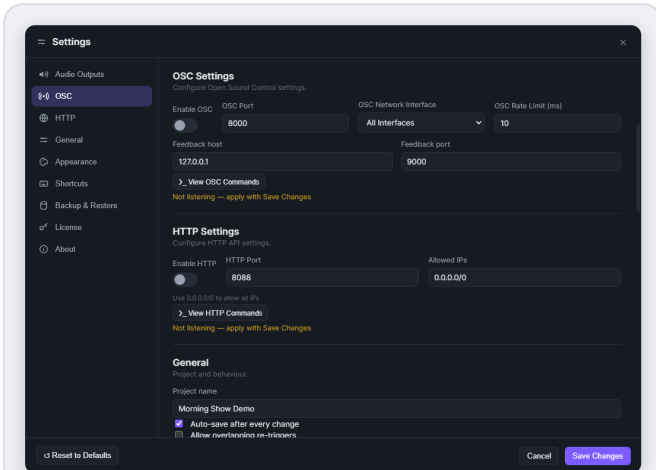


Figure 9.1 — OSC settings.

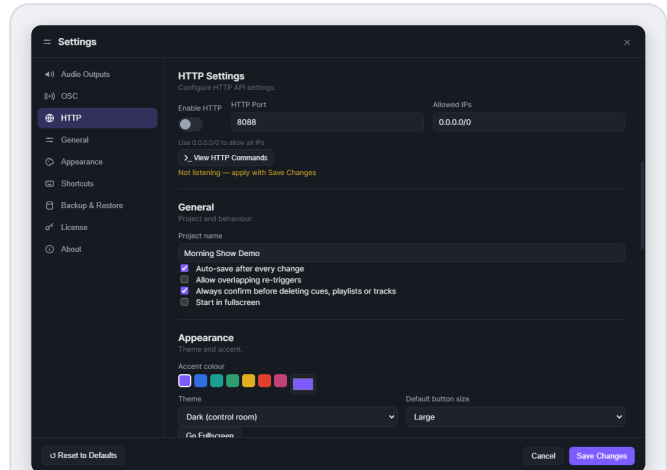


Figure 9.2 — HTTP settings.

Addressing cues & playlists — the `{ref}`

Wherever a command needs a `{ref}`, you may use any of:

- the item's **internal id**,
- its **1-based position** (e.g. `3` = the third cue), or
- its **name** (case-insensitive, e.g. `Applause`).

OSC command reference

Send these OSC addresses to the app's receive port (default UDP `8000`):

OSC address	Action
/cue/play/{ref}	Play a cue
/cue/stop/{ref}	Stop a cue
/cue/preview/{ref}	Toggle headphone preview of a cue
/playlist/play/{ref}	Play a playlist from the start
/playlist/stop/{ref}	Stop the playlist
/playlist/pause/{ref}	Pause the playlist
/playlist/next/{ref}	Skip to the next track
/playlist/previous/{ref}	Go to the previous track
/playlist/loop/{ref}/on	Turn looping on
/playlist/loop/{ref}/off	Turn looping off

Rate limit throttles repeated identical addresses (in ms); **Network Interface** can be limited to *Localhost only* for safety.

HTTP API reference

With HTTP enabled (default port 8088), send simple GET requests. Each returns JSON ({ "ok": true, ... }). Great for Companion buttons or curl.

Request	Action
GET /api/cue/play/{ref}	Play a cue
GET /api/cue/stop/{ref}	Stop a cue
GET /api/cue/preview/{ref}	Toggle headphone preview of a cue
GET /api/playlist/play/{ref}	Play a playlist
GET /api/playlist/stop/{ref}	Stop the playlist
GET /api/playlist/next/{ref}	Next track
GET /api/playlist/previous/{ref}	Previous track
GET /api/status	Return what is currently playing (cues + playlist)

Example http://localhost:8088/api/cue/play/Applause

NETWORK SAFETY

Allowed IPs restricts who may call the HTTP API. `0.0.0.0/0` allows everyone — fine on a trusted, isolated show network, but tighten it (a single address or CIDR range) on shared networks.

The *View OSC / HTTP Commands* buttons in Settings list these live, and HTTP rows include a *Copy URL* helper using your current port.

10 Appearance & Themes

Open **Settings** → **Appearance** to match AudioCue One to your room and taste.

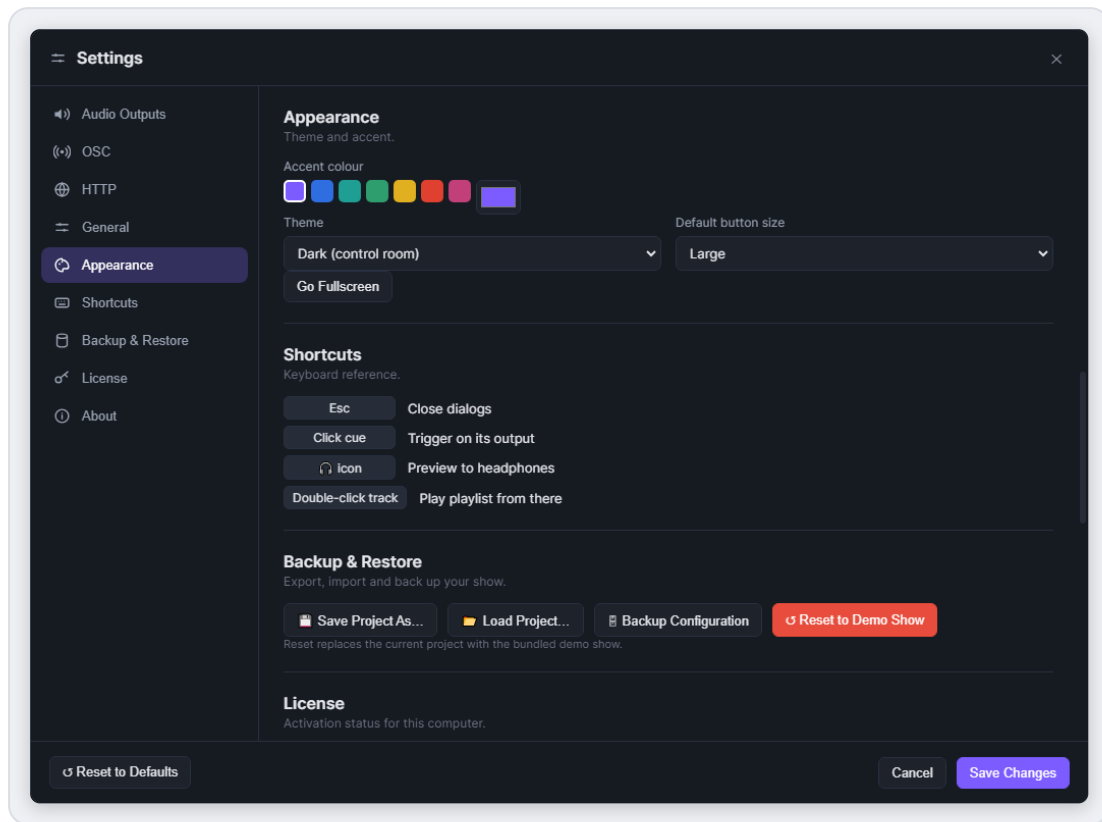


Figure 10.1 — Settings → Appearance.

Accent colour

The accent drives highlights, active states and progress bars throughout the app. Pick one of the presets or choose any custom colour.



Themes

Three themes are available; the accent colour applies on top of any of them. **Dark (control room)** is the default deep blue-grey shown throughout this manual. The two alternatives:

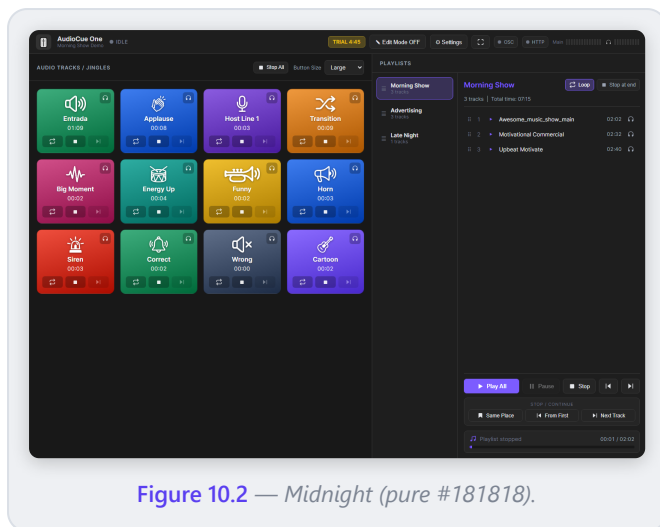


Figure 10.2 — Midnight (pure #181818).

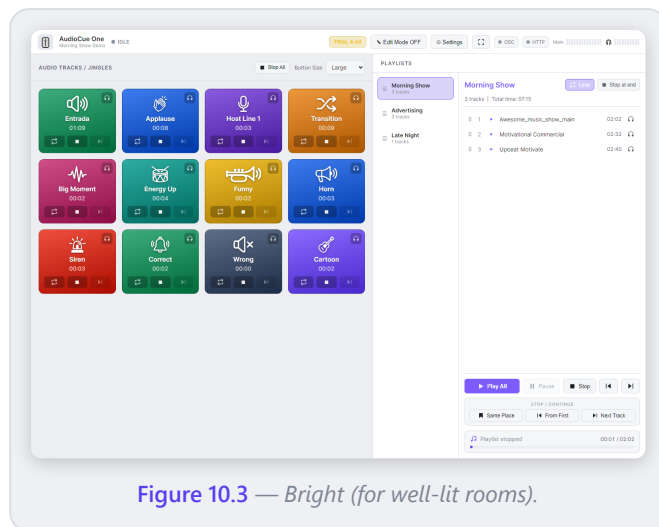


Figure 10.3 — Bright (for well-lit rooms).

Appearance also offers a **Default button size** and a **Go Fullscreen** button. You can have the app *Start in fullscreen* from the General tab — handy for kiosk and installation use.

11 Projects, Saving & Backup

A “show” in AudioCue One — its cues, playlists, outputs and settings — is a **project**. Projects are saved as `.acueone` files.

General options

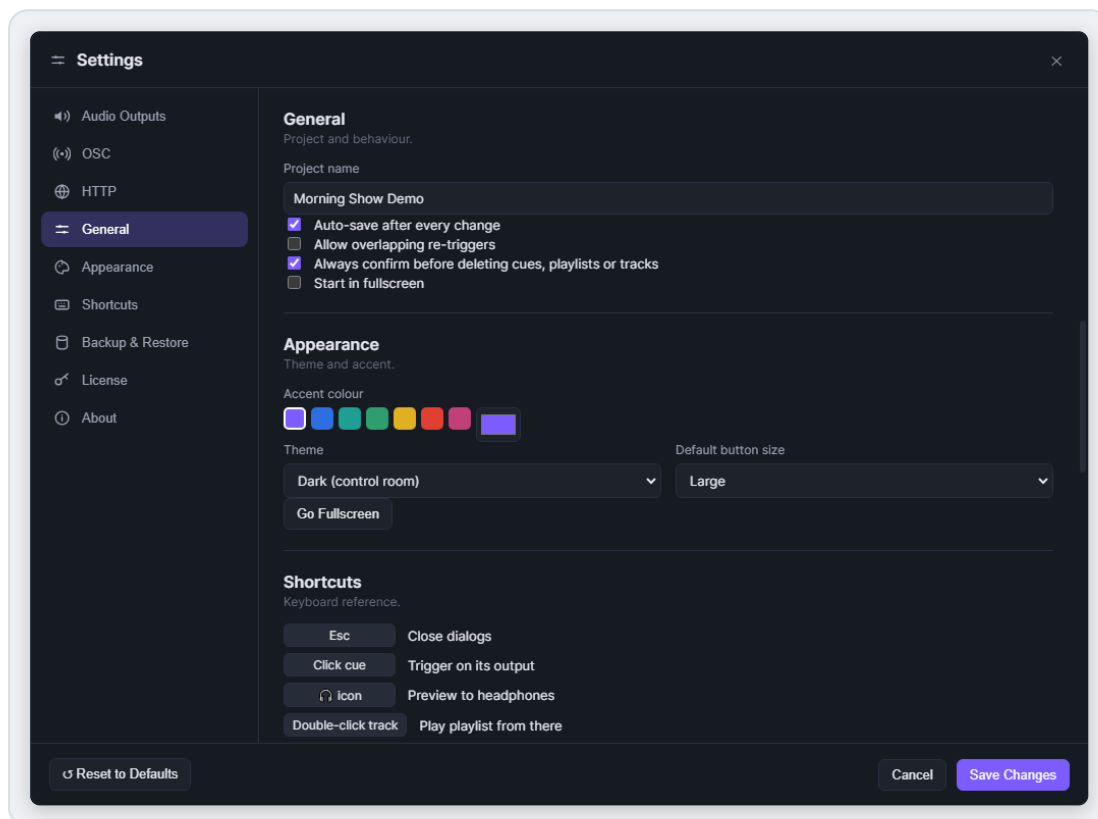


Figure 11.1 — Settings → General.

Option	Effect
Project name	The name shown under the app title in the top bar.
Auto-save after every change	Continuously persist your working show — close and reopen and it's exactly as you left it.
Allow overlapping re-triggers	Let a cue stack on itself instead of restarting (great for rapid-fire FX).
Always confirm before deleting	Ask before removing cues, playlists or tracks.
Start in fullscreen	Open directly in fullscreen on launch.

Backup & restore

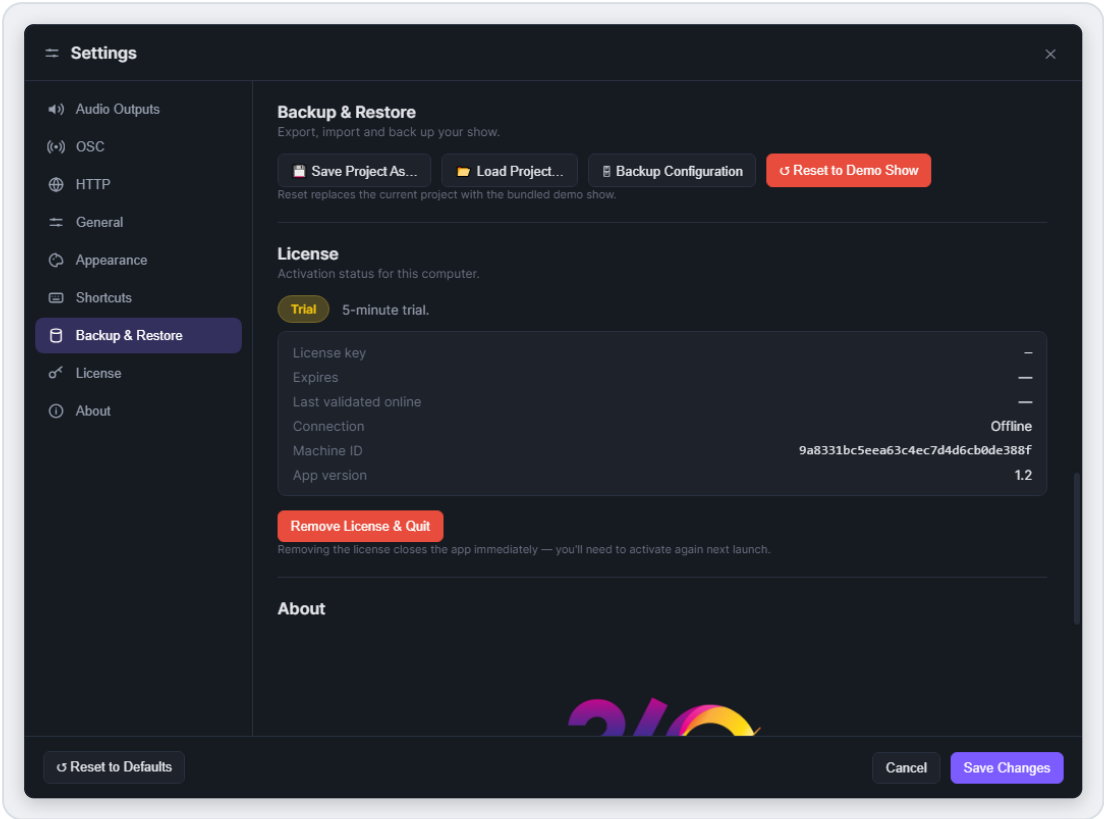


Figure 11.2 — Settings → Backup & Restore.

Action	What it does
Save Project As...	Export the current show to a <code>.acueone</code> file you choose.
Load Project...	Open a previously saved show.
Backup Configuration	Write a timestamped backup copy.
Reset to Demo Show	Replace the current project with the bundled demo (asks first).

THE DEMO IS SAFE

The bundled “Morning Show Demo” is read-only — *Reset to Demo Show* always restores a clean copy. Export your own show first if you want to keep it before resetting.

MOVING A SHOW TO ANOTHER PC

Use **Save Project As...** to export, copy the `.acueone` file (and its audio) to the other machine, and **Load Project...** there.

12 Shortcuts, Troubleshooting & Support

Quick reference

Gesture	Result
 Esc	Close dialogs
Click a cue	Trigger it on its output (opens the editor when Edit Mode is on)
 icon	Preview to headphones (toggle)
Double-click a track	Play the playlist from that track
Drag a cue / track	Reorder it

Troubleshooting & FAQ

A cue shows and is greyed out

Its audio file moved or was renamed. Turn on Edit Mode, open the cue, and *Browse...* to the file again.

I hear the preview on the main speakers

Check **Settings** → **Audio Outputs**: you need at least one channel of type *Preview (Headphones)* assigned to your headphone device. The  preview always uses a Preview-type channel.

No sound at all

Confirm the *Main* channel points at the correct device and press ► **Test**. Check the cue's volume isn't at 0%, and that the system volume / device isn't muted.

A track's time shows 00:00

The duration is read when the file is added and on load. If a file was unavailable at that moment, re-add it or reload the project so its length can be measured.

My remote controller can't reach the app

Make sure OSC/HTTP is enabled and the status text is green. Verify the port, that your controller targets this PC's IP, and that *Allowed IPs* (HTTP) and any firewall permit the connection.

The trial closed the app

The 5-minute trial stops the app when the timer ends — that's expected. Activate a license key to remove the limit (Chapter 3).

About & support

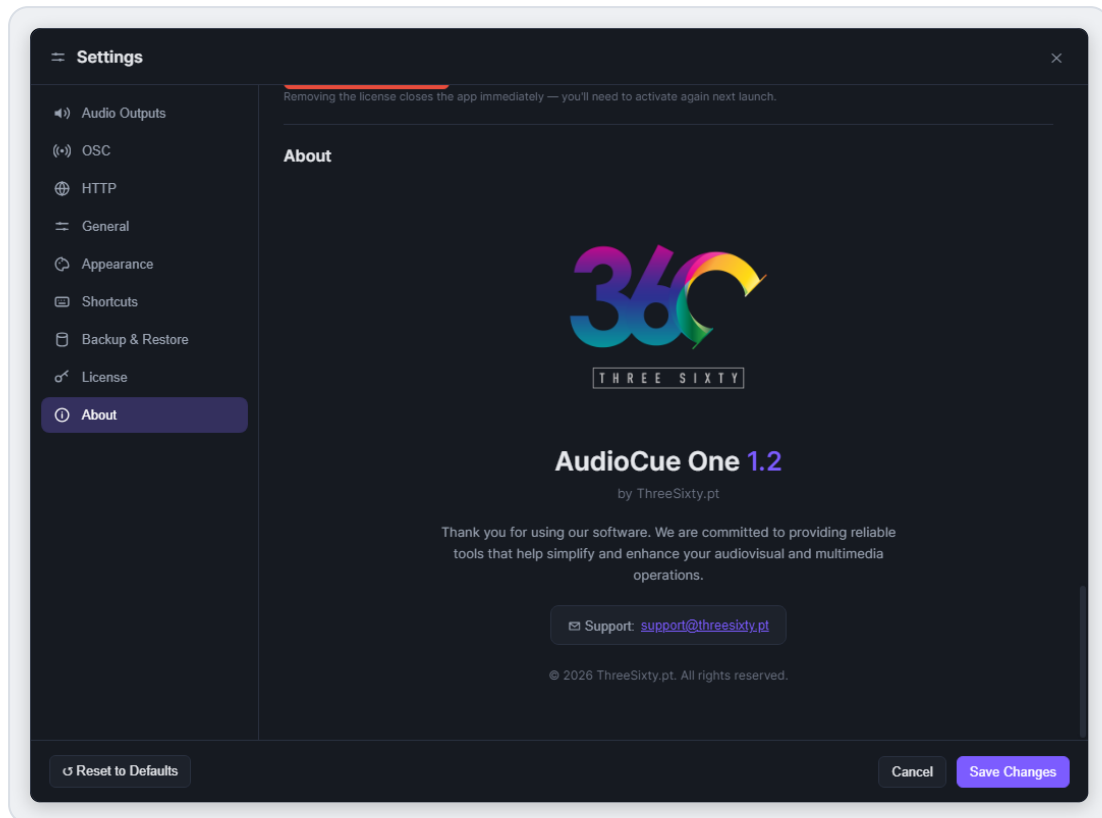


Figure 12.1 — Settings → About.

Find the **About** tab in Settings for the version and a one-click support link. For help, licensing or feedback, contact support@threesixty.pt.