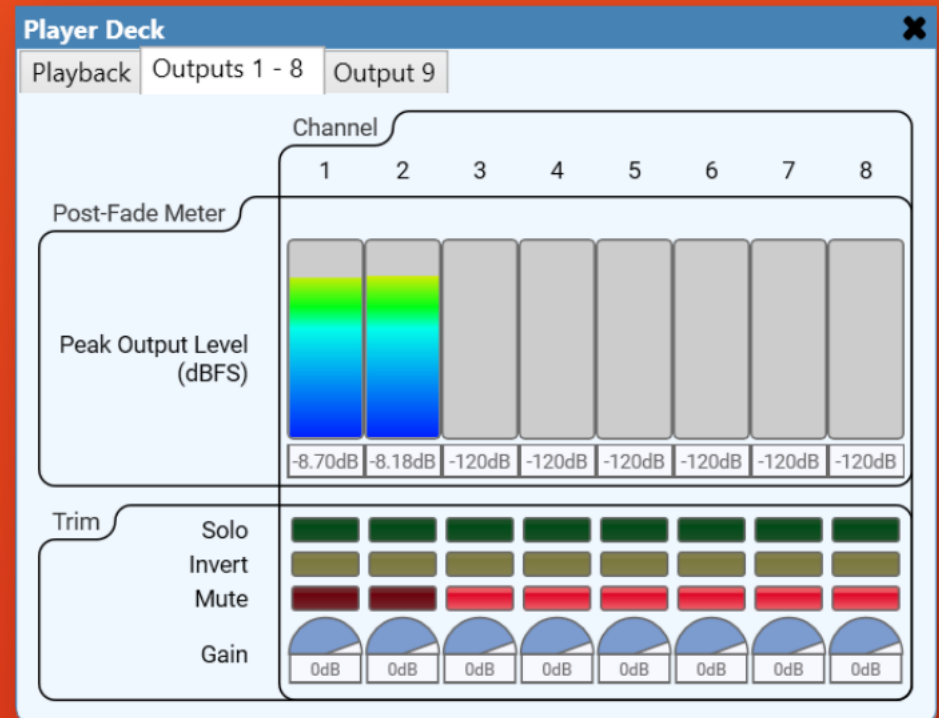






Contents

Introduction.....	3
Properties.....	4
Controls	5
Notes	14
Changelog	18



Introduction

Player Deck is an advanced audio player plugin engineered to provide maximum flexibility and effortless operation across any playback scenario. Built with external control system integration in mind, it pairs robust functionality with a highly intuitive user experience. Users can navigate tracks seamlessly using three distinct methods: an interactive scrub slider, direct entry in the Elapsed Time field, or direct entry in the Remaining Time field. To ensure a polished presentation, playback begins and ends smoothly using customizable fade-in and fade-out times, alongside dedicated Duck and Silence commands that instantly transition audio to a preset level or absolute silence - making it an ideal solution for voice-over-on-demand applications or fading out walk-in music beds.



The plugin's advanced playlist engine offers highly adaptable operational modes tailored to any environment, supporting everything from random one-shot sound effects and party playlists to sequential show automation and ambient background music. It also features a unique Loop Delay capability, which automatically repeats a single track with a definable gap of silence between iterations, allowing for periodic announcements without complex scheduling. Truly setting Player Deck apart is its ability to preselect a new track, playlist, or folder of files on the fly without interrupting active playback. This advanced cueing feature prepares the new selection for seamlessly trigger the moment the current track finishes, transitioning automatically without user intervention - a perfect workflow for live DJ control or dynamically changing a venue's mood throughout the day.

Rounding out its comprehensive feature set, Player Deck provides deep monitoring and direct management of each audio channel through its dedicated Outputs interface. Real-time metering allows operators to visually monitor the precise effects of master gain, fading, and ducking behaviors. Furthermore, every individual channel offers discrete, professional-grade control over gain trim, muting, polarity inversion, and solo-in-place, ensuring absolute authority over the entire audio environment.

Properties

Audio Tracks

An integer between 1 and 128 that determines the number of channels available to the player

Note

This number counts against your audio player quota, which may require additional licensing on your Core.



Controls

Label

a text box for identifying the player with a friendly name

Current Track

displays the file path and filename of the currently loaded track

Current Playlist

displays the name of the current deck of files or playlist and how many songs are left

Scrub

a position fader that advances playback to a desired point in time. It automatically updates its position as the track is playing. When used during playback, audio will skip and stutter, which can be useful for trying to find a particular point of interest in the track

Elapsed Time

textbox that displays the current elapsed timestamp of playback and also allows the direct entry of a desired time marker to jump to. Time should be entered using the HH:MM:SS format. Time may also be entered as a whole number of seconds which will automatically be converted. Time entries are only accepted if they do not exceed the length of the track.

Remaining Time

textbox that displays the current remaining timestamp of playback and also allows the direct entry of a desired time marker relative to the end of the track. The same formatting rules as the Elapsed Time control apply.



Controls

Status

displays the current status of the player deck, information about the currently loaded audio file, and whether any tracks are cued. The string format of this control is as follows:

state [tab] file information [carriage return]

Cued: filename (number of tracks cued)

state will be one of the following:

Stopped

Starting

Cued

Playing

Paused

Loop Delay

Loop Hold

Stopping

file information will contain the sample rate, bit depth, and multichannel information



Controls

Play

trigger button that begins or resumes playback. Its effect varies depending on the current state:

When state is...	Play will...
Stopped	Load the selected track and begin playback normally. Sound will fade up to the Transport Gain value over the Transport Attack time value.
Starting	Starting Seek to the beginning of the track, only if Allow Re-Play is enabled
Cued	Begin playback immediately with no fade up time. See "notes" below for further explanation
Playing	Seek to the beginning of the track, only if Allow Re-Play is enabled
Paused	Resume playback
Loop Delay	Resume playback immediately
Loop Hold	Resume playback immediately
Stopping	Cancel the fade out and fade back up to the previous gain level and continue playback

Playing

LED indicator that is true when the player is in the process of "Starting", "Playing", or "Stopping". See notes section below for further explanation.

Pause

trigger button that pauses or cues playback. Its effect varies depending on the current state:

When state is...	Pause will...
Stopped	Load the selected track and cue playback. There will be no fade-up. See "notes" below for further explanation.
Starting	Playback is paused as expected. Any fade-in will also pause. The fade-in will resume with playback.
Cued	No action
Playing	Playback is paused as expected
Paused	Resume playback. This is the same as pressing Play in this state.
Loop Delay	The loop delay countdown is frozen and the state changes to Loop Hold
Loop Hold	The loop delay countdown resumes
Stopping	No action



Controls

Paused

LED indicator that is true when the player is "Paused", "Cued", or is in a "Loop Delay" or a "Loop Hold" state. See the notes section below for further explanation.

Stop

trigger button that stops playback. When the player is playing, it will fade out playback following the Transport Release time value before stopping. Otherwise, playback is terminated immediately. Pressing Stop again while in the "Stopping" state, playback will terminate immediately and the player will reset.

Stopped

LED indicator that is true when the player is "Stopped" or is "Stopping".

Master Gain

displays the current playback level of the player, affecting all individual channels. This level will change following the actions of the Transport Gain, Duck, and Fade controls as well as rapidly increase or decrease while "Starting" or "Stopping".

Duck

toggle button that causes the Master Gain level to ramp to the Duck Gain level over the Duck Attack time when set. Turning it off will ramp the Master Gain level back to the previous level over the Duck Release time value. Duck can be used at any time for any state. Upon "Starting", the player will ramp to the Duck Gain level rather than the Transport Gain level.



Controls

Fade

toggle button that causes the Master Gain level to ramp to silence over the Duck Attack time value. The behavior is otherwise similar to the Duck function.

Mute

toggle button that causes a hard mute for all channels immediately without affecting playback. This mute is separate from the individual channel mutes. This mute will not clear automatically, so it may serve as an emergency mute.

Auto-Play

toggle button that causes the player to attempt playback autonomously when the design starts (when the Core boots or when the Design is committed). Normal playback rules apply.

Allow Re-Play

toggle button that causes a track to restart if the Play button is triggered during playback. When this option is disabled, pressing Play during normal playback operation will have no effect.

Loop

toggle button that causes a track to loop seamlessly. The loop feature overrides any playlist rules and will indefinitely loop the same track. Cued items, however, will be advanced automatically at the end of the current loop cycle from when the item is cued or when the Loop button is engaged. Due to system limitations, the transition between tracks is not seamless. Once the cued item is moved to current playback, it will be seamlessly looped while the Loop button is engaged. Loop may be toggled at any time and playback will follow its direction accordingly at the end of the current track.



Controls

Loop Delay

decimal number of seconds from 0 to 999 seconds inclusive to wait between loop iterations. The state will change to "Loop Delay" and the Status will show the countdown time between iterations. Setting the delay time to a value of less than 0.1 will engage a seamless loop. Due to system limitations, the countdown timer resolution is set to 0.1 seconds. Any non-conforming numbers will be rounded up to the nearest tenth of a second.

Shuffle

toggle button that allows for randomized playback of a playlist or a deck. See the notes section below for further details.

Repeat

toggle button that sets whether the player will continue playback after a playlist or deck has been exhausted. See the notes section below for further details..

Advance

toggle button that controls whether playback automatically advances to the next track when the current track finishes. See the notes section below for further details.

Top

trigger button that immediately jumps to the top of a playlist or a deck. Playback is interrupted when in the "Playing" state. Otherwise, the first track is cued.

Previous

trigger button that immediately jumps to the previously played track of a playlist or a deck. Similar behavior to the Top button.



Controls

Next

trigger button that immediately jumps to the next track in a playlist or a deck. Similar to Previous or Top

Transport Attack

decimal number between 0 and 600 seconds that specifies the fade up time when beginning playback.

Transport Gain

decibel level between -100dB and +10dB that specifies the overall playback level. This level is separate from the individual channel trim gains. Changing this during playback will fade to the new target over one second to provide a smoother transition.

Transport Release

decimal number between 0 and 600 seconds that specifies the fade down time when stopping playback. If the number is longer than the time remaining in the current track, then playback will naturally end at the end of the track. A new track will not be automatically loaded, even if one is cued.

Duck Attack

decimal number between 0 and 600 seconds that specifies the ramp down time of both the Duck and Fade buttons

Duck Gain

decibel level between -100dB and +10dB that sets the target for the Duck feature. This is an absolute target level and not a relative trim value. Changing this value while Duck is engaged will have a real time effect to aid in the setting of this level during testing or commissioning. The Master Gain will ramp over one second to the new target level.



Controls

Duck Release

decimal number between 0 and 600 seconds that specifies the ramp up time of both the Duck and Fade buttons

Playlist

combo box that allows selection of a playlist as configured by Administrator or Core Manager. To play individual files, set Playlist to "<None>"

Root

combo box that allows selection of the top most folder of the media directory of the core.

Directory

combo box that allows selection of any sub folders of the root folder. The first choice is "<Root>" which will cause the Filename control to only present files that are within the specified Root path (hiding all files in any subdirectories).

Filename

combo box that allows selection of any file within the specified Playlist or combination of Root and Directory. This control will show all available audio files found in the specified directory and below (recursively). Items from subfolders will be listed with their folder names prepended. All items are list alphabetically.

If a Playlist is selected, then this control will list the contents of the playlist in the order as defined in Administrator or Core Manager. If Filename is set to "<All>" then all the files shown in the list will be played as a "deck" (an ad-hoc playlist).

Refresh

trigger button that rescans the media drive for file changes and updates the available filename options.



Controls

Cue

trigger button that takes the current selections from the Playlist, Root, Directory, and Filename controls and prepares it for playback immediately following the current track. Only one command can be cued at a time. The last command will overwrite any previous commands. Cue can only be triggered if the file selection controls change. Triggering Cue while "Stopped" will enter the "Cued" state.

Take

trigger button that takes the current selections from the Playlist, Root, Directory, and Filename controls and immediately loads and commences playback. Take will always interrupt audio and immediately begin playback regardless of any state. Using Take from a "Stopped" state will bypass the fade-in feature.

Output Meter

"post-fade" decibel level meter that shows the real-time output level of the given channel of the player. The meters reflect all processing and effects as it pertains to the given channel, including Solo, Mute, and Output Gain

Output Solo

toggle button that activates a solo-in-place for any enabled channels

Output Invert

toggle button that activates polarity inversion of the given channel

Output Mute

toggle button that mutes the given channel

Output Gain

decibel knob from -100dB to +10dB that controls the trim of the given channel. This gain is downstream of the Master Gain and is additive.



The Two Concepts of "Cue"

In Player Deck, the term Cue applies to two distinct but deeply intertwined workflows: Static Cueing (a performance-optimized pre-loading state) and Active Cueing (an upcoming track assignment).

1. Static Cueing (Performance & Pre-loading)

When the player is in a Stopped state, pressing either Pause or Cue places the deck into a Cued state. This pre-loads the selected audio file into the buffer and bypasses the initial fade-up, ensuring playback triggers instantly when commanded.

Using this feature provides a significant performance advantage over simply triggering a standard Play command with an Attack Time of 0:

- The Buffer Issue: When the player is completely stopped, the internal audio file and memory buffers are cleared.
- The Play Command Sequence: Issuing a standard Play command forces the system to check current settings, select the correct file from the active deck or playlist, load it into the engine, and then initialize playback.
- Control Engine Lag: Even with an Attack Time of 0, the Master Gain is briefly set to silence before instantly jumping to the designated Transport Gain value. Because the control engine introduces a one-frame lag while filling the audio player buffer, a standard play command must be slightly delayed to prevent the transient at the very beginning of the file from being clipped off.

The Cue feature eliminates this issue entirely by pre-loading the audio file into the buffer and pre-setting the Master Gain appropriately, allowing you to accurately hit tight show cues without losing the start of your audio.



2. Active Cueing (Auto-Follow Workflow)

During active playback, the Cue button acts as a command to designate a different track to automatically follow the current track once it ends. While this mode offers no specialized hardware performance benefits, it serves as a powerful workflow convenience for the operator.

Cues issued during playback are treated with the second-highest priority in the system architecture (just behind a hard Stop command). An active Cue will completely override any active loop functionality, loop delays, or standard sequential playlist/deck order.

User Interface & "Take" Behavior

Modifying the Playlist, Root, Directory, or Filename controls will immediately prepare the system for a track change, enabling the use of both the Cue and Take buttons.

- Visual Indicators: Any control string that differs from the currently playing audio file will automatically highlight in yellow, indicating that a selection change has been staged but is not yet in effect.
- Clearing the State: Once the staged file is actively played, cued, or confirmed via the Take button, the yellow highlighting will clear, indicating that the control interface now accurately reflects the active track.



Playlist Controls: Shuffle, Repeat, Advance

A collection of files, either from a directory or a playlist, is collectively referred to as a “deck”, synonymous to a “deck of cards”. The Playlist Controls are only considered when a deck is loaded or cued, and not for a single audio file. While the options that each control represents make sense by its own concept, the combination of these settings make for an advanced, complex feature set as each option can influence the behavior of the other options. The table below lists the various setting combinations, the player behavior, and a suggested use case.

Use Case	Shuffle	Repeat	Advance	Behavior
General BGM	TRUE	TRUE	TRUE	The deck is shuffled once before playback and the entire deck is played through once autonomously. When the last file is played, the process repeats with a fresh shuffle.
Randomized list, triggered	TRUE	TRUE		The deck is shuffled once before playback. The player halts and enters the “Cued” state after each track finishes playback. Once the deck is exhausted, triggering Play again will repeat the process with a fresh shuffle.
Party Playlist	TRUE		TRUE	The deck is shuffled once and played autonomously. Once the deck is exhausted, playback will end
Random sound effects	TRUE			The deck is shuffled upon each trigger and one track is selected for playback. The rest of the deck is discarded. See the following note regarding shuffle selection
Canonical album order		TRUE	TRUE	The deck plays in the order shown in the filename list autonomously, indefinitely.
Guided story narration		TRUE		The deck is loaded sequentially but each track is played when triggered. The process repeats after the deck is exhausted.
Atmospheric/Pop-up Show			TRUE	The deck is played sequentially, autonomously. Playback halts after the deck is exhausted.
Classic CD				The deck is loaded sequentially but each track is played when triggered. The player reverts to a "Stopped" state rather than a "Cued" state when the deck is exhausted, signifying the end of the list.



Shuffled Selection

In the event that a new shuffled deck begins with the same track that is currently playing or most recently played, the player will move it to the end of the list to prevent back-to-back songs. In the event that shuffle is enabled but only track is selected at a time, the player will continue attempting to find a different track to prevent back-to-back triggered sounds. Note, however, that a track may appear on the second trigger (i.e. A->B->A but never A->A->B).

Status Indicators

The Playing, Paused, and Stopping LED indicators may seem obvious in their purpose, however the Player Deck uses a combination of them to indicate more advanced situations than a traditional audio player. The following matrix lists the states of the player with the indicator patterns.

Player State	Playing	Paused	Stopped
Stopped			TRUE
Starting	TRUE		
Cued		TRUE	
Playing	TRUE		
Paused		TRUE	
Loop Delay	TRUE	TRUE	
Loop Hold	TRUE	TRUE	
Stopping	TRUE		TRUE



Changelog

v1.1.1 – August 18, 2025

- Updated to ProIO branding

v1.1.0 – May 7, 2022

- Prevent the player from attempting to start if no audio file is specified, fixing an issue where the play and pause states will rapidly alternate. Status control will indicate that no file is loaded.
- Directory names are now sorted alphabetically.
- Added new "Root" directory to filter the filenames list to only show files at the root level, rather than all files in all subdirectories.
- Fixed an issue where playing a track would occasionally cause the player to immediately stop or enter the Cued state if a deck of files was selected for playback.
- Improved time display behavior when beginning playback to immediately refresh.
- Added refresh button to rescan for audio files after changing audio files loaded on the core.
- The Output tab names now correctly reference the number of tracks used by the player.

v1.0.0 – September 24, 2019

Original release