



# Go Button 3

## Reference Manual

Last updated on October 28, 2025 for Go Button 3.3.9

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# Chapter 1: Introduction

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## What Is Go Button?

Go Button is a mobile audio app designed to provide professional playback of music and sound effects for live shows. It provides a creative, self-contained show control system that runs on your iPad, iPhone, or iPod touch.

Live shows often require music and sound cues which need to be carefully timed and consistent at every performance. In the past, this task was often handled with CD players, iPods, or iTunes and other apps that were designed for casual listening. Most of these methods fall short when it comes to the demands of live theatrical shows.

Go Button eliminates a number of common technical problems such as:

- Playing the wrong track at the wrong time.
- Accidentally allowing the next track to start too soon.
- Unwanted volume differences between tracks.
- Abrupt track endings when graceful fade outs are needed.

Go Button lets you build an intelligent playlist of sound cues for your show using your own audio tracks. You determine in advance exactly how each cue should play back. That way, when it gets to show time, all you need to do is press **"GO"**.

Go Button can also do things that other music players cannot do, like play more than one sound at the same time, auto-stop at the end of a track, fade sounds in and out, loop, duck the volume of other cues, and more. You can edit the settings of each cue individually to get every moment just right, like trimming out dead air or raising the volume level of a single cue so it matches all the others.

Instead of memorizing CD track numbers, you can give your cues descriptive titles that display right on screen. On iPad, a large information panel also displays optional notes you can save in your cues. You can store and communicate so much information about your show that you (and your sound tech) can be sure of a flawless performance every time.

Whether you are graduating from a CD player or cutting the cord to go mobile, Go Button gives you simple yet powerful control over your sound cues.

## System Requirements

Go Button 3.3 requires an iPad, iPhone, or iPod touch running iOS 15 or newer:

- iPad Pro (any model)
- iPad Air 2 or newer
- iPad (5th gen) or newer
- iPad mini 4 or newer
- iPhone 6s or newer
- iPhone SE (any model)
- iPod touch (7th gen)

## What's New?

### Try Before You Buy

Go Button is now free to use for one show. You can buy a Pro license at any time with an in-app purchase to unlock having unlimited shows. For organizations who cannot make use of in-app purchases, we also offer "Go Button Pro" in the App Store which is an up-front purchase. The standalone app "Go Button Pro" is identical to "Go Button" with the Pro License in-app purchase installed.

### Export Entire Shows

You can now export a show including its associated audio files in a single .gobundle document. (**Note:** Music Library tracks must be synced separately.)

### AirDrop

Send shows wirelessly to another device or Mac via AirDrop, Mail, and Messages.

### Cloudy with a chance of Go Button

Import audio files into your Go Button Documents folder from cloud services like Dropbox, iCloud Drive, and Google Drive. Share copies of your complete shows across the same services. (**Note:** Bundled shows can include audio only from your Go Button Documents folder. Music Library tracks must be synced separately.)

### Dynamic Type

Go Button now supports the system-wide font size setting in iOS **Settings > General > Accessibility > Larger Text** and scales the size of display text according to your device preferences. (Requires iOS 11+)

### Elapsed Timer "Countdown" Mode

The show timer can now count down from a duration set in **Show Settings > Elapsed Timer Start Time**. Set the value to "00:00" to count up total elapsed time from zero.

### Full Screen Mode

A new full screen mode for iPad gives you easy-to-read, large text view. Great for keeping track of your show on a device located offstage or far away.

### Main Volume Control

Change the output volume of your show on-screen independently from your device volume.

### MIDI Input

Use MIDI for remote control or to trigger specific cues. Go Button responds to MIDI Note On, Note Off, Controller, and Program Change messages as well as MIDI Show Control (MSC) messages GO, STOP, RESUME, LOAD, ALL\_OFF, RESET, and STANDBY\_+/-.

## OSC

Go Button has a full-fledged OSC control API for remote triggering from QLab and other apps capable of sending OSC messages.

## Remote Control Profiles

Profiles are the new way to assign which Go Button actions are triggered by your incoming remote control, Bluetooth, MIDI, and MSC commands. Create a separate profile for each of your remote controls and easily change which profile is active. Export copies of your favorite profiles to import on your other devices or to share with friends. Included are several predefined profiles for common remote control models which can be installed with just a tap.

## Oops!

The new *oops* remote control action stops and re-selects the most recently played cue.

## Cue Triggers

Assign External Keyboard and MIDI command inputs to trigger a Start, Panic, or Stop on individual cues and hits. Add a Wall Clock trigger to automatically run at a specific time of day.

## "Custom" Go Actions

The new "Custom" Go Action can target any cue in the cue list and adds 3 powerful options for advanced show programming: "Load to time", "Select", and "Start".

## Contact Support

Send us an email at any time from the *Contact Support* tool to ask questions, get help, provide feedback, and report bugs.

## Cues and Hits

- You can now increase the volume of a cue or hit by up to +12 dB.
- You can adjust audio playback speed from 1/4x to 4x, with or without changing the pitch.
- You can now set a pre-wait time to delay the start of any cue or hit.
- All Go Actions that fade out can now have their own custom fade duration, independent from the cue's Fade Out Time value.
- Hits now support looping, multiple selection, and batch edit.
- Hits are now available on all iOS devices, not just on iPad.

## Show Settings

- Double-GO protection: you can set an optional minimum time that must pass before allowing another GO.
- Cue List Double-Tap Protection: you can optionally set Go Button to ignore double-taps on the cue list.
- Continuous Show: you can optionally return to the first cue of a show after the last cue starts playing.
- Shows keep track of their Created and Last Modified dates.

## General Improvements

- The **GO** button is now resizable and is easier to use when performing visual cues: press & hold to standby, release to GO.

- You can swipe left and right on the show timer to switch between elapsed time and wall clock time. In Full Screen Mode on iPad, you can swipe to optionally hide either or both of the clocks.
- You can now long-press on the Elapsed Show Timer to reset the timer.
- Go Button now has the option to send "Now Playing" information to display on compatible remote devices and apps.
- The waveform view adds a draggable auto-follow indicator to visualize and set the post-wait time.
- You can now use "Shake Device" as a remote control trigger.
- You can now use Go Button on iPad in split-screen mode.

## Go Button 3 Change Log

### 3.3.9 - October 28, 2025

★ **ADDED:** Go Button now attempts to maintain playback if an external audio output gets disconnected. This fixes many cases where a show would become unresponsive or where cues would appear to be playing but no audio could be heard. Momentary disconnections (like a loose cable) may be unnoticed, while longer disconnections may switch playback to the device speaker until the output device reconnects. A new preference in the Sidebar > Preferences > Audio lets you disable this to restore the previous behavior, if needed. This preference is enabled by default, and we recommend most users leave it on.

**ADDED:** Audio playback is now less likely to be interrupted by certain system alert sounds.

**ADDED:** Support for more lenient entry of time durations. For example, entering "61:23" will format to "1:01:23.0" and entering "123" will format to "02:03.0".

**ADDED:** The Elapsed Show Timer now supports counting down from a duration greater than 1 hour.

**CHANGED:** The "Exit Loop" go action is now automatically skipped in a running cue that has already exited its loop, whether from previously triggering the "Exit Loop" action or after a fixed-count loop begins its final pass.

**CHANGED:** In the cue list, the "Exit Loop" go action text below the progress bar now displays a checkmark after the cue has exited its loop.

**CHANGED:** Empty cues now present an alert when saving if Duck Others is enabled but the cue has no duration, since Duck Others only works if it has a duration.

**CHANGED:** You can now reset the Sidebar > OSC Control Settings > TCP/UDP Listening Port and UDP Reply Port to their defaults just by clearing the current value.

**FIXED:** A bug that could prevent go actions from working correctly in a cue that was restarted.

**FIXED:** A bug that caused pasted cues and hits to not work correctly immediately after a cut & paste.

**FIXED:** A crash that could happen when adding or reordering hits.

**FIXED:** A bug that caused the selection checkmark to sometimes disappear on selected hits after changing pages in Edit Mode.

**FIXED:** Refines the background color of broken hits for better contrast in light and dark modes.

**FIXED:** Selecting "Duplicate Hits" from the gear menu in Edit Mode no longer allows adding more than the maximum number of hits allowed in a show.

**FIXED:** The background colors in the OSC Control Settings screen now restore correctly after glowing yellow when receiving incoming OSC data.

**FIXED:** The enabled state of several navigation bar buttons is now correct when running on iOS 26.

### 3.3.8 - October 21, 2024

**CHANGED:** The audio waveform view is now hidden when editing a cue or hit that does not have a media file assigned to it, aka an "empty" cue or hit.

**FIXED:** A bug that prevented re-opening the media picker after clearing the media file on the Edit screen.

**FIXED:** A bug that caused the on-screen keyboard to immediately dismiss when editing a text field on iOS 18.

**FIXED:** A bug that could cause audio waveform images to fail to render on iOS 18.

### 3.3.7 - September 9, 2024

**CHANGED:** Cues and hits that have lost their link to a Music library track now display the error "missing music library item" to distinguish from "missing media file" errors for files expected to be in the app Documents folder.

**CHANGED:** Improves logging to help troubleshoot missing Music library tracks.

**FIXED:** A bug that prevented the "missing media file" error from clearing after re-establishing a link to a Music library track.

**FIXED:** A crash that could occur when using the Tab key to navigate between Edit screen text fields.

**FIXED:** A crash that could occur when viewing the Documents tab in the media picker.

**FIXED:** Alert message text is no longer truncated on certain device sizes.

### 3.3.6 - October 5, 2023

**FIXED:** A crash that could occur when tapping on the cue list when "Cue List Double-Tap Protection" is enabled.

### 3.3.5 - September 12, 2023

**FIXED:** A display bug with hit buttons after resuming the app from the background.

**FIXED:** A licensing issue that could occur when launching while the device is offline.

### 3.3.4 - August 2, 2023

**ADDED:** Required permission checks to grant local network access for OSC remote control.

**ADDED:** Compatibility for upcoming App Store certificate changes.

**CHANGED:** Improves the accuracy of cue volumes when set to above 0 dB.

**CHANGED:** Device auto-lock is now disabled while creating a show bundle for sharing.

**CHANGED:** OSC commands `/version` and `/shows` no longer require an OSC passcode.

**FIXED:** A bug introduced in 3.3.3 that could prevent being able to save changes to cue Notes on iPad.

**FIXED:** The height of the Notes cell in the Edit screen on iPad.

**FIXED:** A bug that could cause an audible click when fading the volume of a cue louder than 0 dB.

**FIXED:** A bug that could cause the on-screen keyboard to remain visible after exiting the cue edit screen.

**FIXED:** Cues that are being ducked by another cue now remain at the same volume when resuming a paused show.

### 3.3.3 - April 25, 2023

**ADDED:** OSC commands `/udpKeepAlive` and synonym `/forgetMeNot` which allow a UDP client to request that Go Button persist its connection details regardless of any inactivity.

**CHANGED:** Several optimizations related to deleting cues.

**FIXED:** Fixes "Too many files open" errors in large shows on certain devices.

**FIXED:** A crash that could occur when using the Tab key to move focus out of a text field.

### 3.3.2 - April 13, 2023

**FIXED:** A display issue when resuming active after being in the background for a period of time.

**FIXED:** A bug that could prevent being able to paste cues on devices running iOS 16.1 and earlier.

### 3.3.1 - April 7, 2023

**FIXED:** Improves performance and loading time for shows that use a large number of hits.

**FIXED:** A bug that broke being able to paste cues on devices running iOS 16.1 and earlier.

**FIXED:** The Wall Clock timer now reflects Daylight Saving Time correctly.

### 3.3.0 - April 5, 2023

★ **ADDED:** Cue settings to stop, resume, and reset the elapsed show timer.

★ **ADDED:** An app preference to choose whether hits play on touch down, touch up, or the current "mixed" behavior.

★ **ADDED:** Light mode color theme, perfect for use outdoors or in bright conditions.

★ **ADDED:** Swipe to hide the elapsed show timer and/or wall clock in Full Screen Mode on iPad.

**ADDED:** Support for setting a larger or smaller UI text size.

**ADDED:** Support for batch editing cue start & end times.

**ADDED:** Support for playing audio from certain video file formats.

**ADDED:** Certain custom go actions can now target "All Cues" and "All Hits".

**ADDED:** Remote control actions to dim, undim, mute, and unmute the main volume.

**ADDED:** OSC commands `/timer/elapsed {number}` and `/timer/duration {number}`. (OSC command `/timer {number}` is removed in favor of these new commands.)

**ADDED:** OSC commands `/timer/reset/elapsed` and `/timer/reset/duration`.

**ADDED:** OSC `/uniqueIDs` and `/shallow` variants to return less data from `/cueLists` and `/runningCues` commands.

**ADDED:** Support for receiving OSC 1.1 data types "True" and "False" for OSC methods that accept boolean values.

**ADDED:** Remote control profiles for "Audio Ape Pro" and "Media Monkey" by Audio Ape Remote.

**CHANGED:** Faster response time for hits.

**CHANGED:** Attempting to load a malformed audio file is now successful in more cases.

**CHANGED:** Better performance when exporting and importing show bundles.

**CHANGED:** The "Fade Out / Pause" go action no longer requires resuming the cue. Instead, the "Fade to %" and "Fade to dB" go actions now resume a paused cue and can be inserted where needed.

**CHANGED:** Preferences can now be reset to the factory default settings.

**FIXED:** A bug that prevented importing a show if a .gobutton file with the same name already existed in the "Autosaves" folder.

**FIXED:** A bug that could cause Full Screen Mode on iPad to jitter between font sizes.

**FIXED:** A bug that could cause the GO button to display the incorrect text after triggering an "Exit Loop" go action.

**FIXED:** A bug that allowed an invalid OSC Passcode to be set in the Sidebar > OSC Control Settings.

**FIXED:** A bug on iPad that could cause the screen to remain dimmed and unresponsive after sharing a show.

**FIXED:** Restores the search bar that had gone missing from the Music tab of the Media Picker.

**FIXED:** Several fixes to the OSC command `/replyFormat`.

**FIXED:** Timestamps in Show Settings are now displayed in the correct time zone.

Requires iOS 15 or later.

## Elements of Go Button

Go Button lets you create audio playlists called *Shows* which play back your audio files in specific ways using *Cues*. Additionally, you can assign individual audio files to *Hits*, which are on-screen buttons intended for quick access to specific sounds at any time during your performance. On iPad, Go Button also displays information about the selected cue in a dedicated, resizable information panel.

### Shows

- Only one show can be open at a time in the player.
- Shows can play multiple cues and hits at the same time.
- The free version of Go Button is limited to having one show saved at a time. With the Pro license in-app purchase, you can create and save a virtually unlimited number of shows. You are only limited by the amount of available storage space on your device.
- Shows can be duplicated and deleted, and you can import or export shows using AirDrop, iCloud Drive, email, or saving to other cloud services such as Dropbox.

### Cues

- Each show can have an unlimited number of cues.
- A cue is triggered (i.e. starts playing) by selecting it in the cue list and tapping **GO**.
- Cues can also be independently started, stopped, or panicked by assigning an external keyboard, MIDI, or wall clock trigger.
- You can assign an audio file that has been imported into Go Button to a cue, or you can assign a track already synced to your device's Music library. You can create multiple cues that all reference the same audio file or track.
- You can play the entire audio file or you can trim the Start/End times to play just a portion.
- You can also create an "empty cue", which is a cue that does not have an audio file assigned to it. Empty cues are useful for performing just certain control actions, such as "Stop Others" or "Duck Others", or for sketching out a new show order that you will assign audio files to later.
- The settings for each cue are independent from all other cues.
- New cues default to the settings of the New Cue Template, which is found in the **Sidebar > New Cue Template**.
- All editing is non-destructive, which makes it easy to tweak everything in your show (and change your mind endlessly) without having to manually edit your audio files.
- Each cue has its own volume level and pan setting. Fade ins and fade outs are self-contained and happen independently of the volumes of other cues and hits.
- A cue can auto-stop, or it can *auto-follow* which starts the next cue exactly when the current cue stops. Setting the optional **Post Wait Time -/+** allows the next cue to begin a specified amount of time earlier or later, relative to the end of the current cue. A negative wait time causes the next cue to overlap with the current cue. A positive time delays playback of the next cue.
- A cue can use "Stop Others" to stop all other cues when it starts playing, with the option to fade out those cues before they stop and the option to include all hits as well.

- A cue can use "Duck Others" to lower the volumes of all other cues, and optionally all hits as well, by a user-defined percentage when the cue starts playing. When the ducking cue finishes, the volumes of the other cues return to their normal levels.
- A cue can prevent another GO from being triggered for a set amount of time while the cue is running. You can specify a positive duration, which prevents another GO for that amount of time after the cue begins playing. Or, you can specify a negative duration which prevents another GO until that many seconds *back* from the end of the cue. For example, entering "10" prevents another GO for the first 10 seconds after the cue starts, while entering "-30" prevents another GO for the entire duration of the cue until playback reaches 30 seconds before the end of the cue.
- Cues can be disabled, which keeps the cue in your cue list and retains all of its settings, but the cue is ignored and skipped over during playback. This is useful for trying out multiple versions of a cue to see how it works in your show.

## Go Actions

- Each cue can have one or more additional actions assigned to it called "Go Actions". These actions give you the option to perform extra actions while the cue is playing, like fading out and starting the next cue ("Fade Out / Go Next") or lowering the volume of the cue during a live voiceover ("Fade to %").
- Go Actions are triggered by tapping GO after the cue starts playing. After all Go Actions have been triggered, the next cue will become selected.
- The next cue also becomes selected when the current cue finishes playing, even if you did not trigger all of the enabled actions.
- You can add Go Actions to your cues in cue Edit at the bottom of the screen.
- Certain Go Actions are also added to your cue automatically when you configure your cue by tapping on one of the preset buttons. You can manually remove these actions in the edit screen if you do not need them.

## Hits

- Hits are buttons designed for ad-libbed or repeated sounds that do not need to play back in sequence. Their exact appearance varies depending upon what device you're using; on iPad, they appear below the cue list and on iPhone & iPod touch they appear in a separate view behind the cue list.
- Each show can have up to 96 hits.
- Hits are organized in a grid spanning one or more pages. Each show's page size is individually resizable. The size and layout of the grid depends on the size and orientation of the device that you're using.
- Hits are like simpler versions of cues. Like cues, each hit can play back all or a portion of one audio file. Hits can fade in, fade out, stop others, duck others, and have their own volume & pan settings. Hits cannot auto-follow and do not have Go Actions.
- Hits also have the option to include cues when stopping and ducking other hits.
- You can tap a hit to play it and long-press on a playing hit to stop.
- Alternately, you can long-press on a hit to play it, and release to stop.

## Keyboard Shortcuts

Go Button supports the following keyboard shortcuts when an external keyboard is connected to your iOS device.

### Key Symbols

Symbol	Meaning
⌘	command
⇧	shift
↑ ↓	Arrow Up / Down
⌫	Esc
⌫	Backspace
↵	Return or Enter

### General

Unless indicated otherwise below, the following shortcuts are available on most Go Button screens:

Command	Key
⌫	<b>Cancel</b> , dismiss screen, or close without saving.
⌘S or ↵	<b>Done</b> , or save and close.

On iPad, when an action sheet appears, type the first letter of an option to select it. For example, **D** selects "Duplicate Cue", **R** selects "Renumber Cues", etc.

### Shows and Cue List

Command	Key
⌘E	Toggle in or out of Edit Mode.
⌘A	Select all.
⌘⇧A	Deselect all.
⌫	If one or more items are selected, deselect all. If no items are selected, exit Edit Mode.
↑ or ↓	Move selection.
⇧↑ or ⇧↓	Expand/contract selection.
↵	Edit selected show or cue(s).
⌘↵	Action button for selected show or cue(s).
⌘⌫	Delete selected show or cue(s).
⌘N	New show / Add cue.

## Cue Edit / Hit Edit

Command	Key
⌘	If editing a text field, accept the input and dismiss the keyboard. If not editing, exit Cue Edit without saving and dismiss screen.
⌘S	Save changes and dismiss edit screen.

## Media Picker

Command	Key
⌘	Clear the active search, or dismiss the media picker.
⌘⇧	Add the selected files (in multiple selection mode.)

## Renumber Cue

Command	Key
⌘	Dismiss.
⌘S or ⌘⇧	Save and renumber.

# Chapter 2: Getting Started

2.1 Importing Audio Files

2.2 The Home Screen

2.3 The Sidebar

## Importing Audio Files

Go Button supports playback of these audio formats:

- WAV, AIFF, AIFC, M4A, AAC, MP3, MOV, CAF, 3GP, MPEG4 audio, and FLAC.

All audio files must be DRM-free, since Apple does not allow third-party audio apps to play DRM-protected music. This means that tracks downloaded from Apple Music and "protected" iTunes .m4p files cannot be played by Go Button.

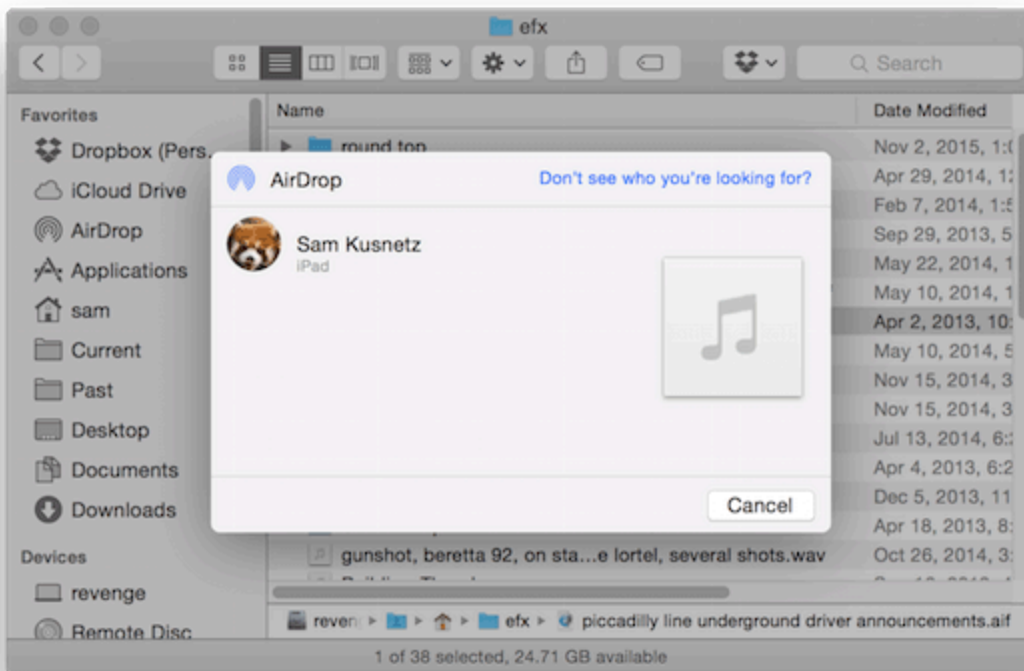
Go Button should never be connected to the Internet when running a show, and thus does not support streaming music from iCloud Music Library. Only songs that have been downloaded to your device will appear in the Media Picker.

### AirDrop

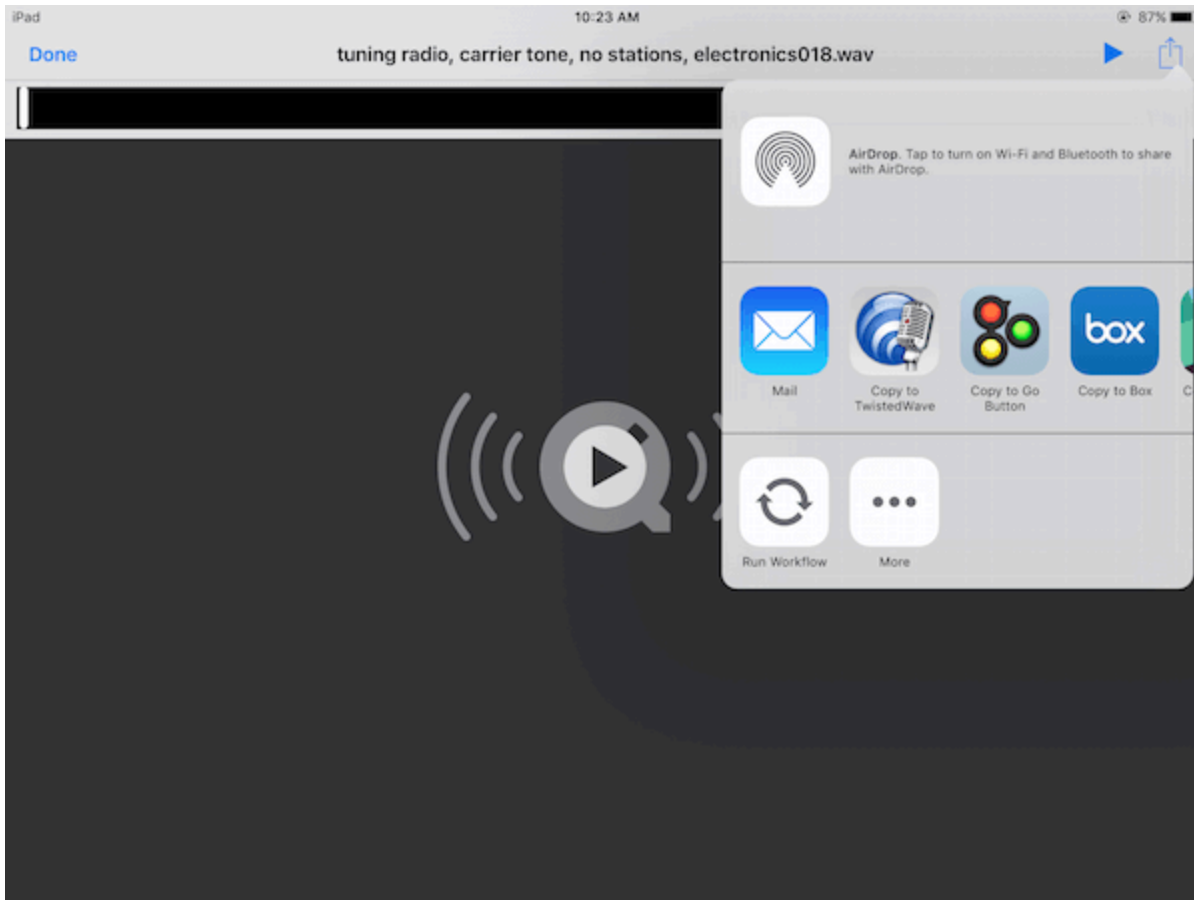
The easiest way to import audio files is by using AirDrop. To enable AirDrop, first turn on Wi-Fi and Bluetooth on both the sending and the receiving devices. You may also need to enable AirDrop in your iOS **Settings > General > AirDrop** screen.

On the sending device, select the file you wish to import into Go Button, and share it via AirDrop. On the receiving device, a message will appear once the AirDrop transfer begins asking you to accept the file and offering you a choice of apps with which to open the file. Select "Go Button", and the file will be imported into your "Documents" folder.

To send a file from a Mac, control-click on the file, and choose **Share > AirDrop**.

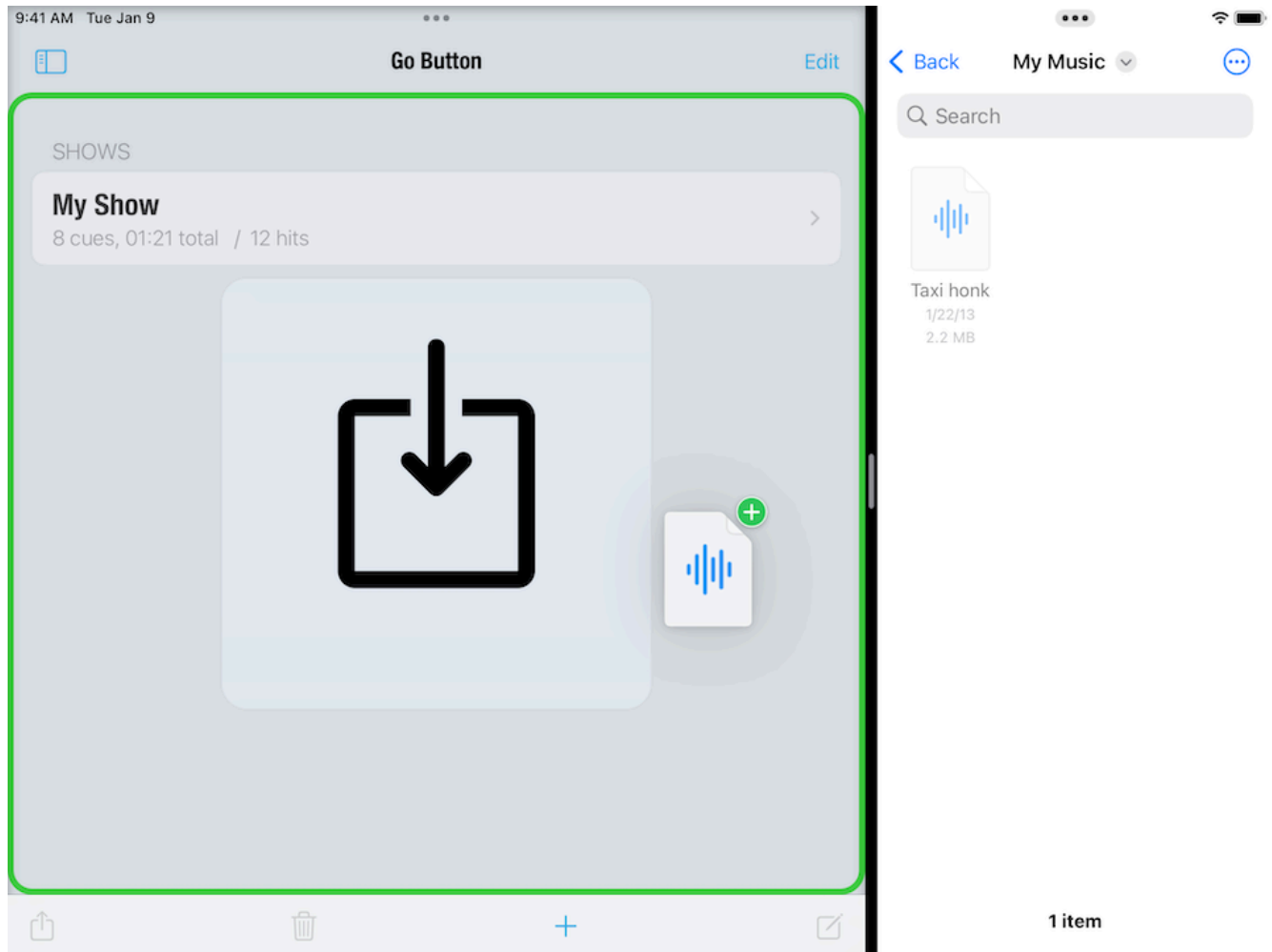


To send a file from another iOS device, tap the Share button which usually appears in the navigation bar or toolbar of most file storage apps.



For more information, see the Apple Support article [How to use AirDrop on your iPhone or iPad](#).

## Drag and Drop

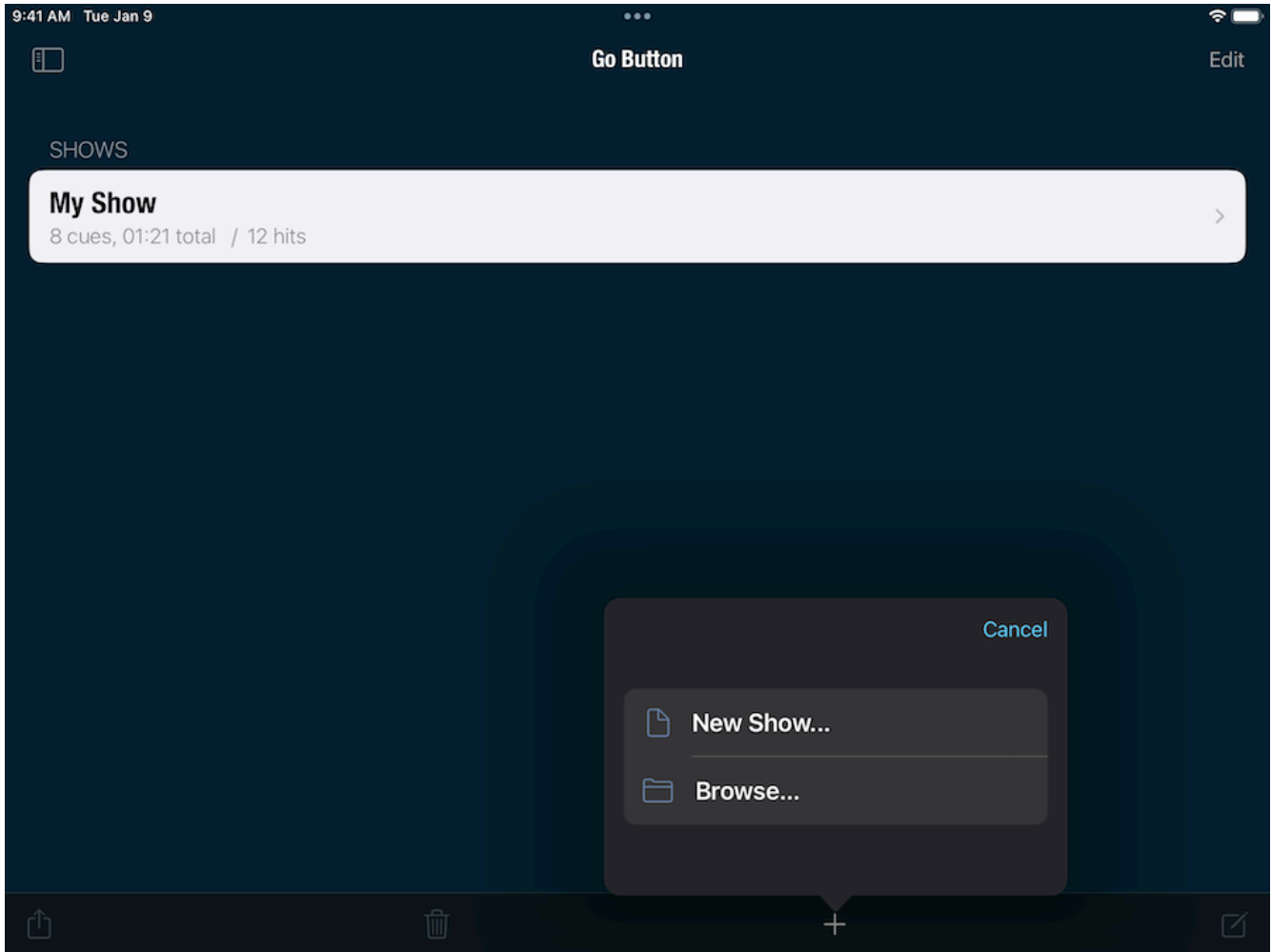


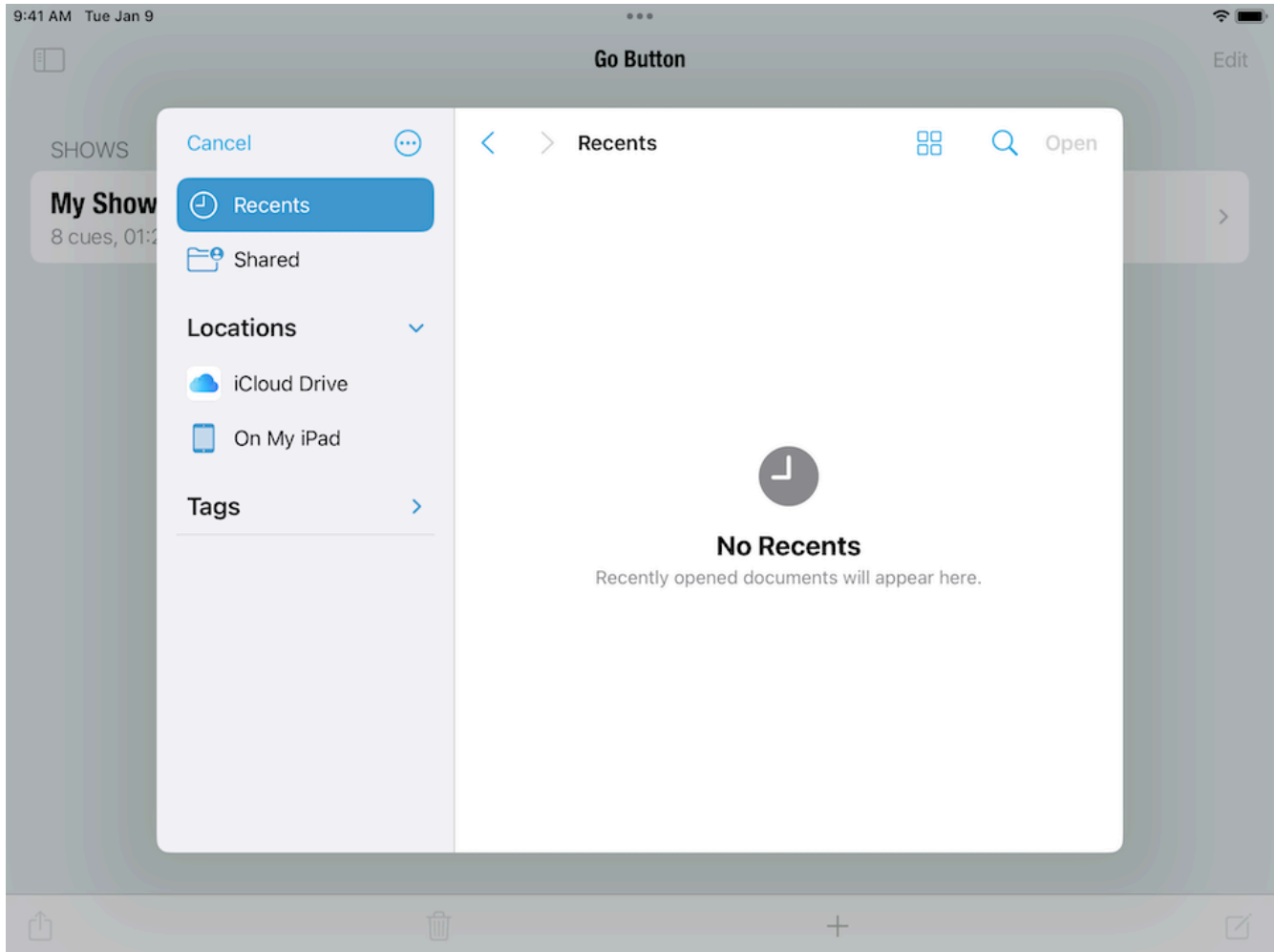
Go Button supports drag and drop between apps in iPad Split View. For more information, see the Apple Support article [Use multitasking on your iPad](#).

## Files app

To import audio from a service such as iCloud Drive or Dropbox, tap the "+" button in the toolbar of the Shows screen.

Select **Browse...** from the menu to display the "Files" interface. Tap **Edit** to enable, disable, or change the order of the Locations available to browse on your device. You can also directly browse the "Documents" folders of Go Button and any other apps on your device by tapping on "On My iPad" (or "On My iPhone").





## Use the Finder to share files

On macOS Catalina 10.15 and newer, the Finder is a fast and convenient way to share audio files to Go Button from your Mac.

1. Connect your iOS device to your computer.
2. Open a Finder window and select your device.
3. Click the *Files* tab.
4. Click the triangle next to "Go Button" to see the contents of the Documents folder.
5. You can drag files from the Finder directly into that panel.
6. To delete a file, select it and press *delete* on your keyboard.

For more information, see the Apple Support article [Use the Finder to share files between your Mac and your iPhone, iPad, iPod touch.](#)

## iOS Sharing

Go Button will appear as a *Copy to...* destination when you share a supported filetype from another app. This is mainly useful for copying one audio file at a time into Go Button from a different app on the same device.

For example, in Mail, you can press and hold on the icon of an audio file attachment to open the Sharing panel. If the file is a supported format, **Copy to Go Button** will appear among the options. Tap **Copy to Go Button** to copy the file into Go Button's Documents folder. That file will then immediately be available in the Media Picker under the "Documents" tab to assign to a cue or hit.

## Deleting Files From the Documents Tab

You can delete unused audio files from your Documents folder in the Media Picker using swipe-to-delete.

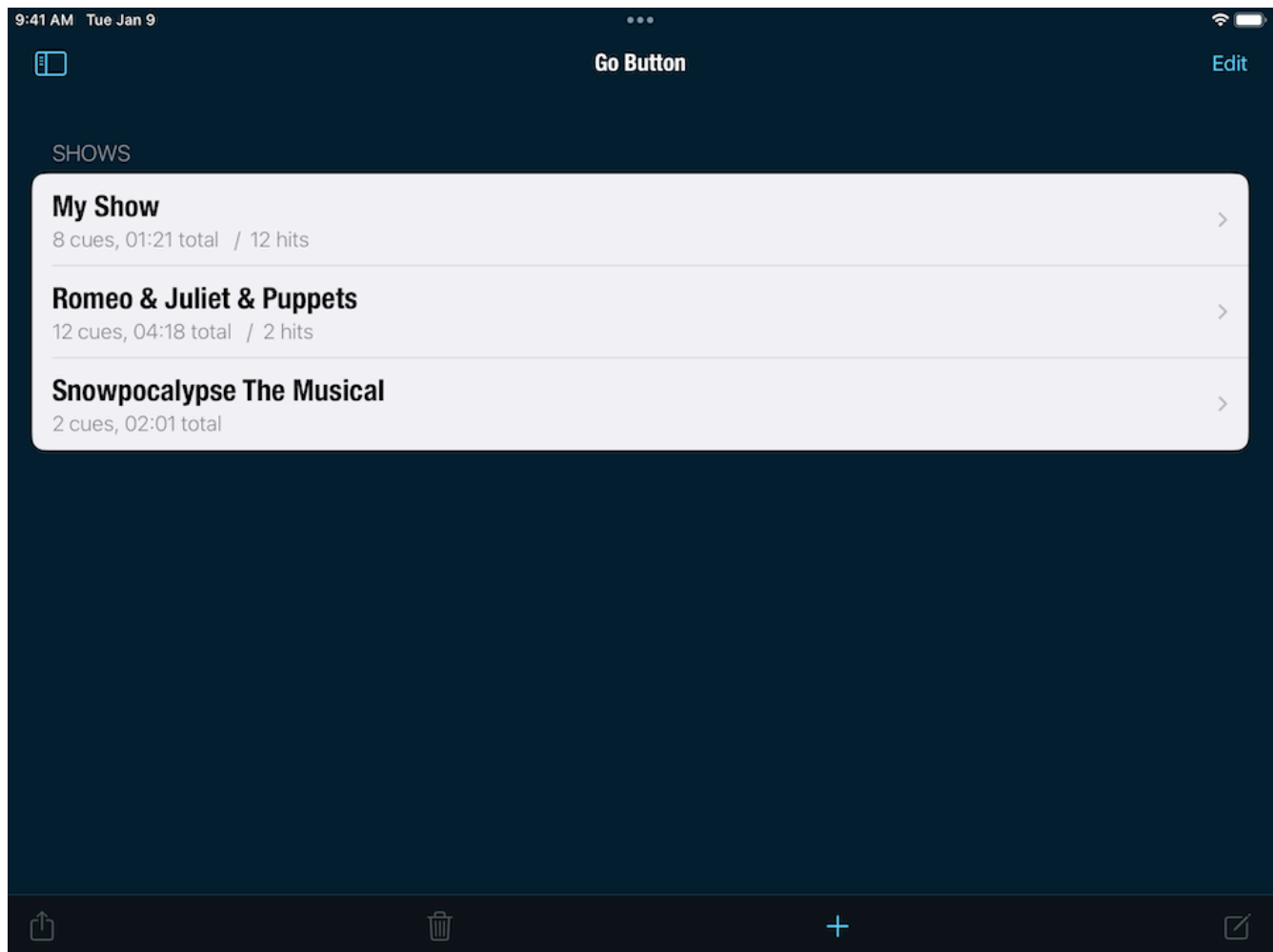
1. In the Documents tab of the Media Picker, swipe to the left to reveal the **Delete** button for any file.
2. Tap the **Delete** button.
3. If that audio file is not currently used in any of your shows, Go Button will prompt you to confirm the delete.
4. Select **Delete** from the prompt, and your audio file will be immediately deleted. This cannot be undone.
5. If the file is still in use in any of your shows, Go Button will instead alert you that the file cannot be deleted.

**IMPORTANT:** Go Button can only prevent files from being deleted in the Go Button Media Picker. It cannot prevent files from being deleted by Finder or the iOS "Files" app.

## The Home Screen

When you first launch Go Button, the Home screen appears. This is where you manage your list of shows. From here, you can create a new show, as well as duplicate, share, and delete existing shows.

Below each show name is the approximate runtime of that show and the total number of cues and hits it contains.



In the Home screen, you can...

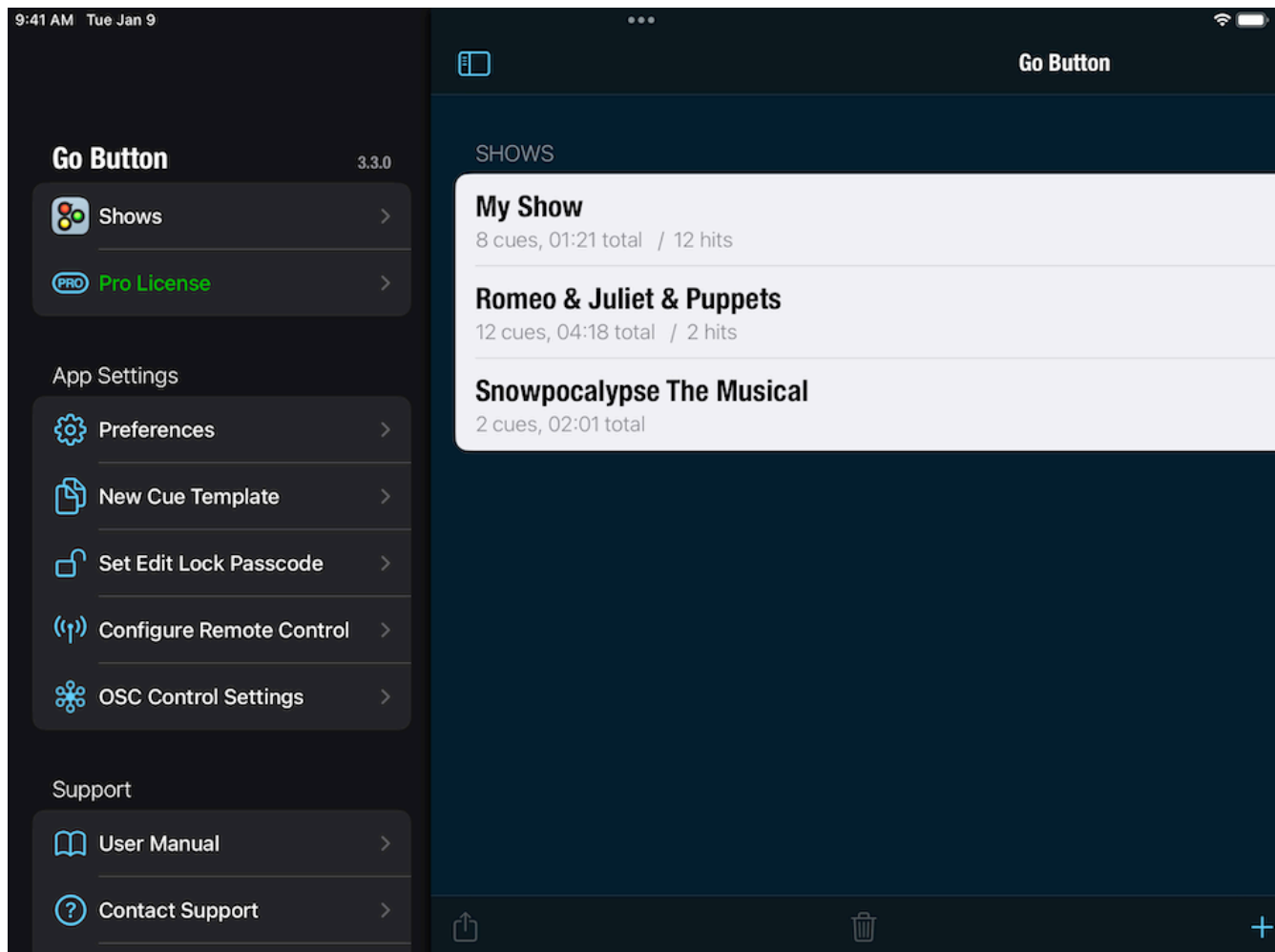
- Tap on a show to open it for playback.
- Tap the menu icon in the upper left corner of the Home screen to reveal the Sidebar panel.
- Tap **Edit** to enter Edit Mode. Tap **Done** to exit Edit Mode.
- While in Edit Mode, you can drag a show's reorder handle to change the display order of your shows. The reorder handle is on the right side of each show and looks like three horizontal lines.
- Also in Edit Mode, you can select one or more shows and then tap one of the toolbar buttons; **Action**, **Delete**, **Add**, **Edit**.

- Using a Bluetooth keyboard, you can also press **⌘E** to toggle in and out of Edit Mode, and use the arrow keys to navigate while in Edit Mode.

## The Sidebar

The Sidebar gives you access to Go Button's settings and provides links to more information, support, and help using Go Button.

Tap the menu icon in the upper left corner of the Home screen or the Show Player while in Edit Mode to reveal the Sidebar panel.



### Shows and License

Tap **Shows** to return to the list of shows. If the Sidebar is revealed while a show is open, tap the name of the show to dismiss the Sidebar.

Tap **Unlock Go Button Pro** to learn about the Pro License and, if you like, purchase it through an in-app purchase. Once you've made the purchase, or if you've upgraded from a previous purchase of Go Button 2 or earlier, this item will read "Pro License". This item does not appear in the standalone app "Go Button Pro", naturally.

## App Settings

### Preferences

Customize the app-wide settings for your installation of Go Button.

- **Appearance.** Choose whether to use a custom font size and/or color theme in Go Button, or to use the system defined settings.
- **GO Button Position.** Choose the button position that best suits your workflow: left or right, top or bottom.
- **GO Trigger Mode.** Choose whether the on-screen GO button responds when you first press the button or when you release it. "Touch Down" triggers a GO immediately when the button is pressed, which provides the quickest response time between touch and GO. "Touch Up" lets you standby by pressing-and-holding the button, and then releasing to trigger a GO.
- **Second Player Button.** Choose whether the button next to GO is the "Pause" or "Stop" button. **Stop** performs a panic, which fades out and stops all cues and hits out over the time specified in **Show Settings > Panic Duration**. Long-press on the **Pause** button panics your show, and long-press on the **Stop** button pauses your show.
- **Hits Trigger Mode.** Choose whether hit buttons play when tapped, when pressed, or a mix. "Touch Up" lets you standby by pressing-and-holding the button, and then releasing to play the hit; long-press to fade-out and stop. "Touch Down" plays immediately when the button is pressed, then fades-out and stops when released. "Mixed" makes both trigger modes available at the same time.
- **Media Waveform Images.** Go Button renders a waveform image for each audio file viewed in Cue and Hit Edit. To save processing time, each image is cached so it can be reused without having to render it every time. You can check how much storage space is being used to store these images, and clear the image cache if you wish to reclaim that space.
- **Debug Log Level.** If you're experiencing trouble with Go Button and [Contact Support](#), we may ask you to adjust the log level to help gather debugging information. In general, though, the log level should be set to "- 0 - No debug logging" while using Go Button during a performance.
- **Reset Preferences to Defaults.** Tap to reset the Go Button Preferences to the factory default settings. This reset does not affect shows or remote control profiles.

### New Cue Template

Newly created cues will use the settings of the New Cue Template as their default.

- **Volume (dB) and Pan (%)**
- **Playback Rate (%)** and optional *Rate changes pitch* toggle
- **Pre Wait Time**
- **Stop Others** and optional *With Fade Out Time* value
- **Duck Others** and optional *Reduce Volumes By %* value
- **Fade In Time**
- **Loop type** and *Number Of Loops* value for fixed loops
- **Fade Out Time**
- **Auto-follow** toggle and optional *Post Wait Time +/-* value
- **Prevent GO Duration**
- **Go Actions**

- **Triggers**

## Set Edit Lock Passcode

You can prevent unauthorized users from editing your shows by setting a passcode. Note that this passcode only applies to your copy of Go Button and is unrelated to the passcode used for your device's security settings.

When Edit Lock is activated, you will be prompted to enter the passcode whenever you attempt to enter Edit Mode. Enter the passcode to temporarily bypass the lock. This will give authorized users the ability to make changes until you exit to the Home screen or relaunch Go Button. You can continue to bypass the lock as many times as needed, or you can permanently disable the lock in the Sidebar.

**Important:** Edit Lock is not a bulletproof security scheme. It is simply meant to deter someone from casually or accidentally making changes to your show. Anyone who reads this documentation can learn how to retrieve the passcode. Ultimately, this passcode cannot replace trust in the person operating your show.

## Setting the Lock Passcode

1. Tap the icon in the upper left corner of the Home screen to reveal the Sidebar.
2. Tap **Set Edit Lock Passcode**.
3. Enter a 4-digit passcode.
4. Re-enter your passcode to confirm.

When the passcode is set, the navigation bar **Edit** button will also display a lock icon.

## Temporarily Bypassing the Lock

1. When a lock icon is showing on the **Edit** button, tapping **Edit** will prompt you for the passcode.
2. Enter your 4-digit passcode to bypass the lock, or tap **Cancel** to dismiss the prompt and leave the lock enabled.

Edit Lock remains bypassed until the next time you launch Go Button. To immediately re-enable Edit Lock, exit to your device's Home screen and then re-launch Go Button.

## Disabling the Lock

1. Tap the icon in the upper left corner of the Home screen to reveal the Sidebar.
2. Tap **Turn off Edit Lock**.
3. Enter your 4-digit passcode to permanently disable the lock.

## Recovering a Forgotten Passcode

When you enable Edit Lock, Go Button writes your 4-digit passcode to a file named *\_PasscodeReminder.txt*. This file is saved inside your Go Button "Documents" folder. If you forget your passcode, you can use the "Files" app or Finder to recover this file and open it in any text editor to view your passcode.

Note that deleting *\_PasscodeReminder.txt* does not bypass or disable the lock. Edit Lock can only be disabled by tapping **Turn off Edit Lock** in the Sidebar and entering the correct passcode.

**Important:** The iOS Files app allows you to browse the contents of the Go Button "Documents" folder on the device. As a result, you may wish to use Screen Time to limit access to the Files app so that unauthorized users cannot view the passcode

reminder text file.

## Configure Remote Control

Go Button is compatible with a number of third-party remote controls, which can be configured here. Go Button responds to native iOS remote control commands (e.g. "Toggle Play/Pause", "Next Track"), External Keyboard, MIDI, and MSC commands.

Go Button's default remote control settings are defined in the read-only profile "Go Button Defaults". You can also create your own profiles to assign exactly which Go Button actions are performed when your device receives remote control messages.

You can read more about remote controls in the section [Working With Remote Controls](#).

## OSC Control Settings

Go Button can also be remote controlled using OSC messages sent by QLab Network cues or other OSC-capable apps. You can set an optional passcode that clients must use in order to send OSC commands to Go Button. By default, Go Button listens for OSC messages on TCP/UDP port 53100. UDP replies are sent on port 53101. These port numbers can be customized if needed.

You can read more about OSC in the documentation section [OSC Dictionary](#).

## Support

### User Manual

View this User Manual on your device. (Online access required.)

### Contact Support

Ask questions, send us your thoughts, or [report an issue](#) with Go Button.

### Online User Forum

Visit the Go Button users' [Google Group](#).

### Please Rate Go Button

App ratings and reviews are very helpful to us!

## About and Special Thanks

Learn more about us at [figure53.com](#) and the open source projects and supporters who are important to the development of Go Button.

# Chapter 3: Your Show

- 3.1 Editing Cues
- 3.2 Editing Hits
- 3.3 Editing Show Settings
- 3.4 Performing Your Show
- 3.5 Working With Remote Controls
- 3.6 OSC Dictionary
- 3.7 Importing and Exporting Shows

## Editing Cues

Tapping on a show in the home screen opens that show in the player. From there, tapping GO will start your first cue. To edit your show, that is to say, to add or remove cues and hits, or to change their names, target audio files, or other properties, you can tap **Edit** in the upper right corner of the screen to enter Edit Mode.

In Edit Mode, you can:

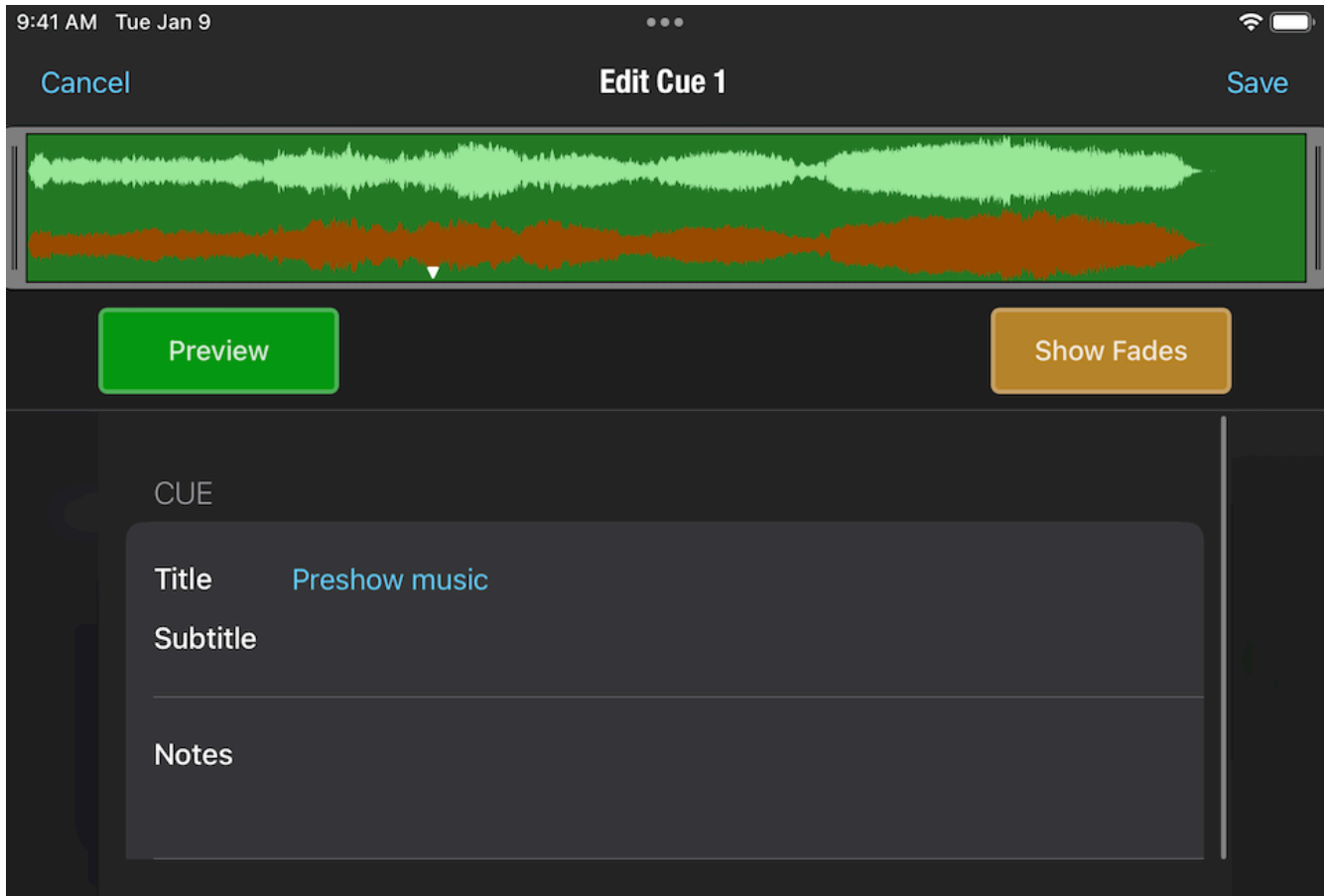
- **Reorder** by dragging the handle on the right side of each cue up or down.
- **Duplicate** by selecting one or more cues, tapping the "**gear**" menu button, and then selecting "Duplicate Cues".
- **Delete** by selecting one or more cues and then tapping the "**trash can**" menu button.
- **Add** by scrolling to the end of the cue List and tapping "**+ Add Cue**". Alternately, you can select an existing cue and tap the "**+**" menu button (in the navigation bar or toolbar) to insert a new cue at that position in the cue list. On iOS 11 and newer, you can drag and drop audio files from the "Files" app in iPad Split View directly into your cue list. This both imports the audio files (if needed) and creates a new cue for each file in a single drop action.
- **Edit** by selecting one or more cues and then tapping the "**edit**" menu button (a rectangle with a pencil). Note that if you select multiple cues to edit simultaneously, batch edit will only update the settings enabled with a blue checkmark. The values of any settings that are not enabled will remain unchanged.

When the player is in Edit Mode, selecting a cue and tapping the "**edit**" button opens the Cue Edit screen. This screen contains all the settings that tell Go Button exactly how you want that cue to behave when it plays. When you're done editing a cue, tapping the **Save** button in the upper right corner of the screen will save your changes and return you to the cue list still in Edit Mode. Tapping **Cancel** also dismisses the Cue Edit screen but any changes you made to your cue are not saved.

When you're all done editing your show, tapping the **Done** button in the upper right corner of the screen will return you to Show Mode.

### Cue Edit

#### Title and Subtitle



Title and Subtitle text help you visually identify a cue during playback. Titles can also be used to communicate basic instructions to the show operator.

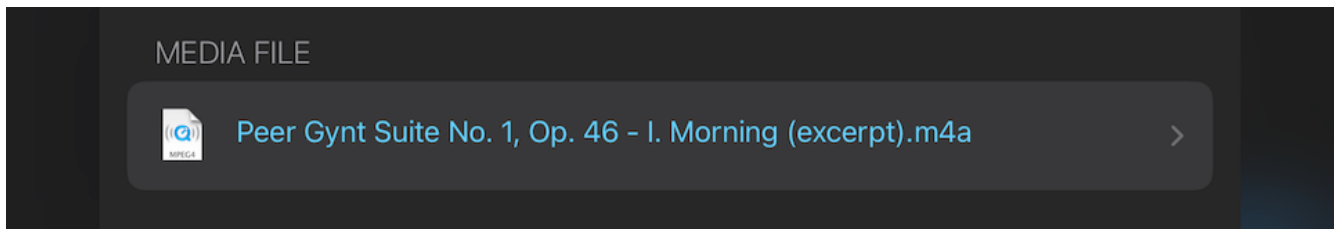
If the title field is left blank, Go Button will construct a default title using the media file name or Music library track. If you enter a title but leave the subtitle blank, then the subtitle will display the media file name or track title.

### Notes (iPad only)

When a cue is selected, its notes are displayed in the cue Info panel. You can use notes to communicate detailed instructions to your show operator.

## Media File

### Choose Media



Tap to open the Media Picker to select or change the media file. Long-press on a cue's current media file to *Clear Media File*. Empty cues -- cues without media files -- can be used to perform actions like *Stop Others* or *Duck Others*, and at any time you can assign a new media file to an empty cue.

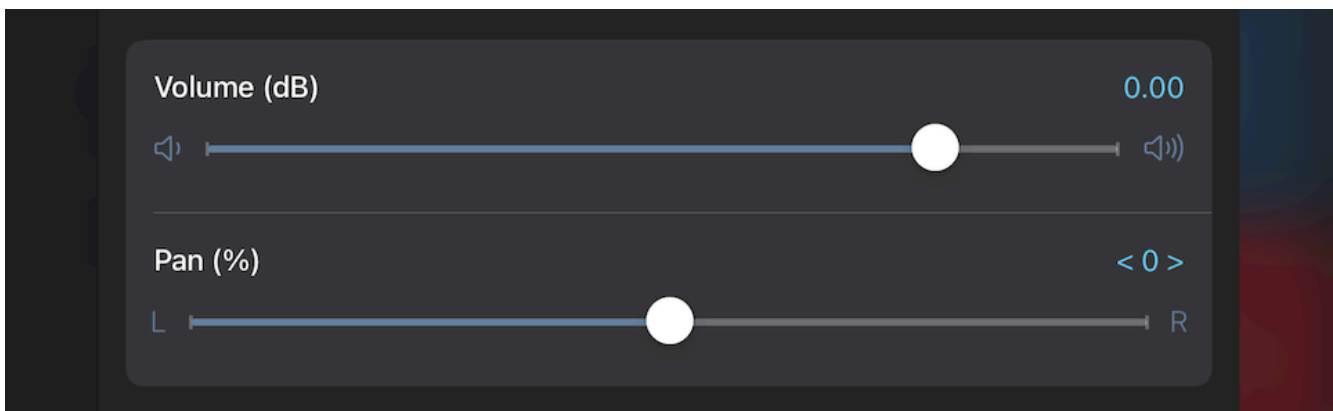
The media file name is displayed when a file is selected. Music library tracks also display their album name and artwork. If Go Button cannot locate a media file, the title will also say *(missing)*.

Go Button renders a waveform image for each media file the first time it is displayed in Cue Edit. This is a background process that happens only once per file. You can continue to work while the image renders. Once the process is complete, Go Button caches the image so that it can be displayed instantly the next time you open any cue which uses that same audio file.

Tapping the **Preview** button below the waveform image will play your cue using its current settings.

Tapping the **Fades** button will enable or disable the optional integrated fade in and fade out editing handles. Dragging the fade handles left and right will set the fade in and fade out times. Fade times can also be edited numerically below.

## Volume (dB)



Drag the volume slider to adjust the cue volume from  $-\infty$  dB up to +12 dB. Cue volumes are relative to your media file's original volume.

You can tap on the numeric value to manually enter a volume in decibels.

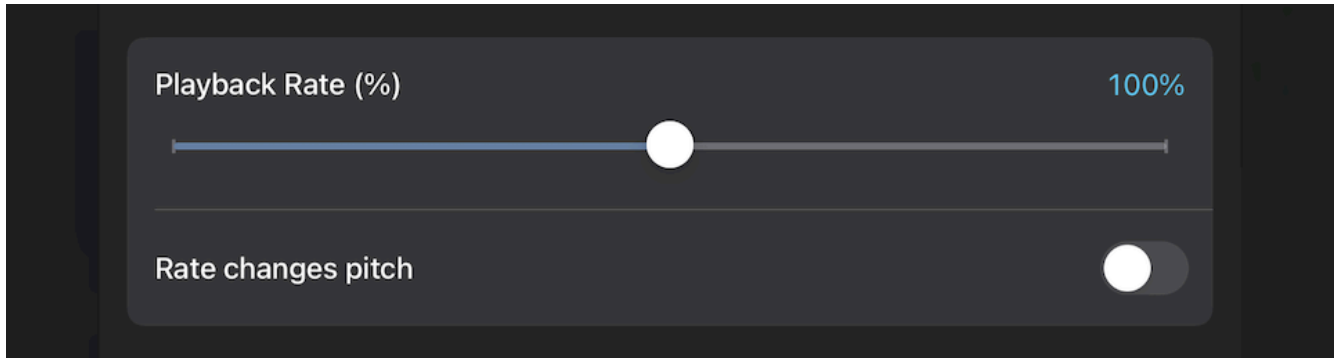
Entering a volume of -96 dB or lower is constrained to silent ( $-\infty$  dB). Entering a volume greater than 12 dB is constrained to 12 dB.

## Pan

Drag the pan slider to adjust the left-to-right audio output.

You can tap on the numeric value to manually enter a pan value from -100 (full left) to 100 (full right). A value of 0 outputs equally on the left and right channels.

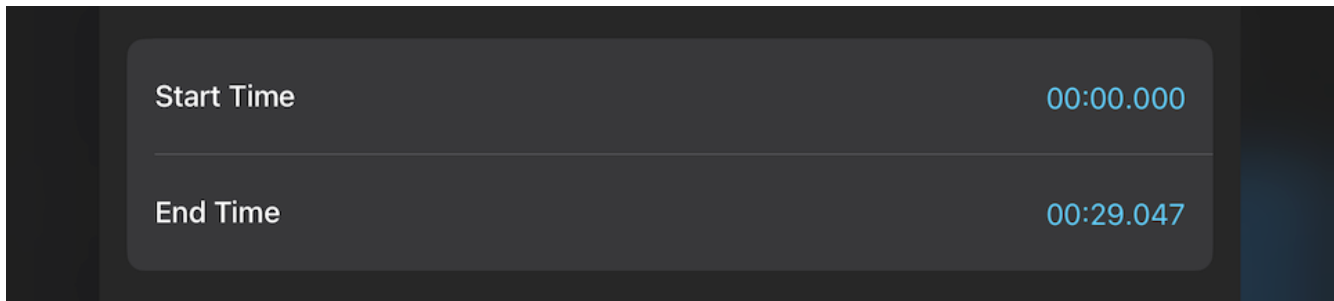
## Playback Rate (%)



You can adjust the playback rate from 25% (1/4x) to 400% (4x).

The *Rate changes pitch* toggle lets you choose between shifting the pitch along with the speed or not.

### Start Time / End Time

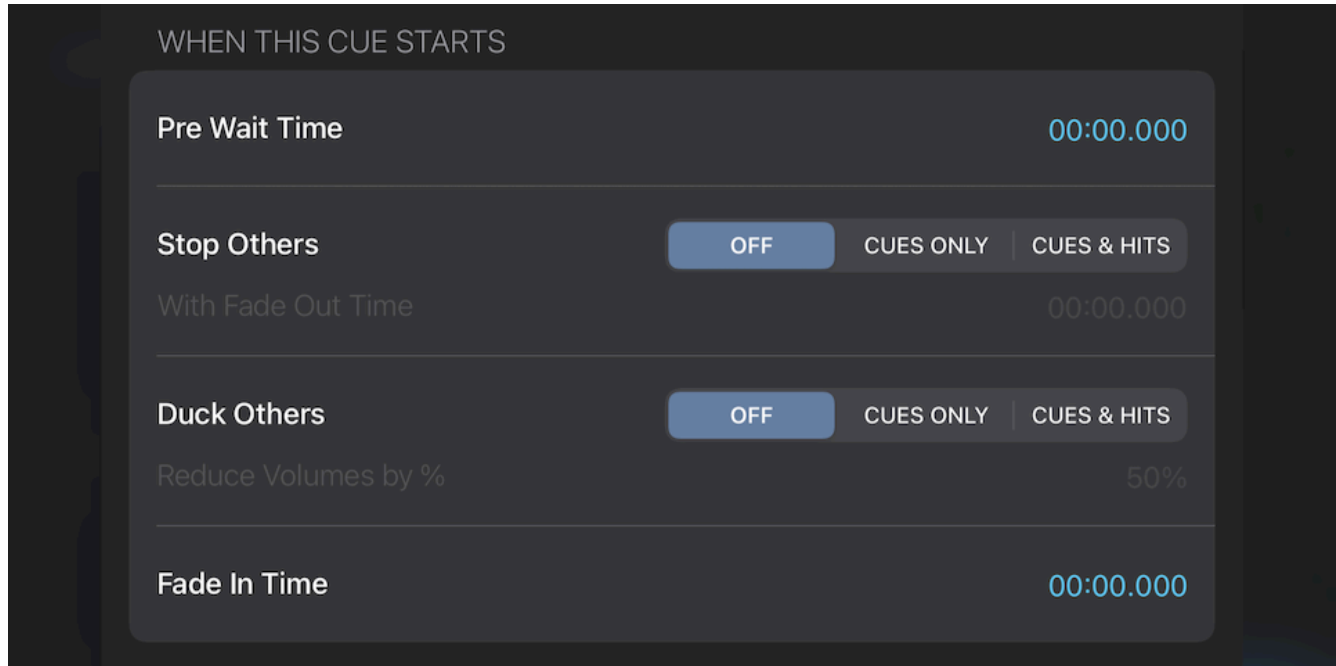


Set these values to determine the region of the media file that you want to play.

The End Time defaults to the current media file's total duration. The End Time cannot be earlier than the Start Time.

Dragging the trim handles in the Visual Editor also updates the numeric Start Time/End Time values.

### When This Cue Starts



Settings in this section pertain to the moment the cue starts playing.

### Pre Wait Time

Entering a time here will delay the start of a cue by that amount of time, every time it is started. So, for example, if you entered `00:03` here, three seconds will elapse between pressing GO and the actual start of the cue.

### Stop Others

Use *Stop Others* to indiscriminately interrupt all other cues when this cue is started. For example, you can have a cymbal crash perfectly interrupt a drum roll at just the right moment or ensure that you never have more than one cue playing at a time.

You can select the option to either stop other cues only or to stop all other cues and hits.

Optionally, you can set a time in the *With Fade Out Time* field to gracefully fade out and stop all other cues (or cues and hits).

### Duck Others

Use *Duck Others* to ensure a cue can be heard clearly when playing over the top of another cue. For example, use it to lower the volume of a preshow music cue when you play a voiceover cue.

You can select the option to either duck other cues only or to duck all other cues and hits.

You must also set the percentage by which you wish to reduce the volume of the other cues. The percentage is relative to each cue's current volume. For example, setting the value to "1%" would be a very small reduction and result in almost no change in volume. Setting to "99%" would reduce the volume of the other cues to almost silent. Anywhere between "50%" to "75%" is usually a good starting point depending upon how loud your other cues are.

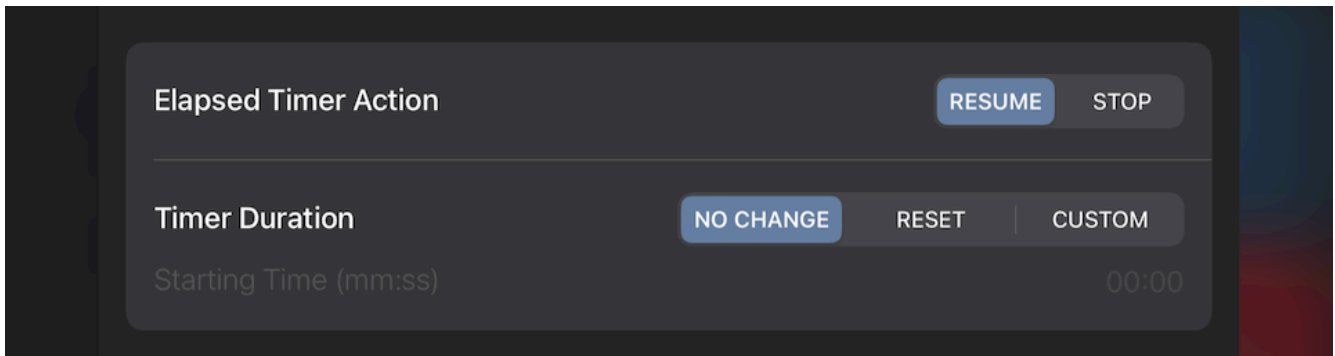
The most recent cue that begins playing with *Duck Others* enabled will play at full volume. When that cue finishes playing, the volumes of all other cues that are currently playing will restore back to their original volumes.

## Fade In Time

You can set a time over which Go Button will fade in this cue every time it is started. Editing the time here will change the fade in envelope shown on the waveform, and vice versa.

The "Fade In Time" can be longer than the total cue duration. The player intelligently constrains all fade times as needed during playback.

## Elapsed Show Timer



### Elapsed Timer Action

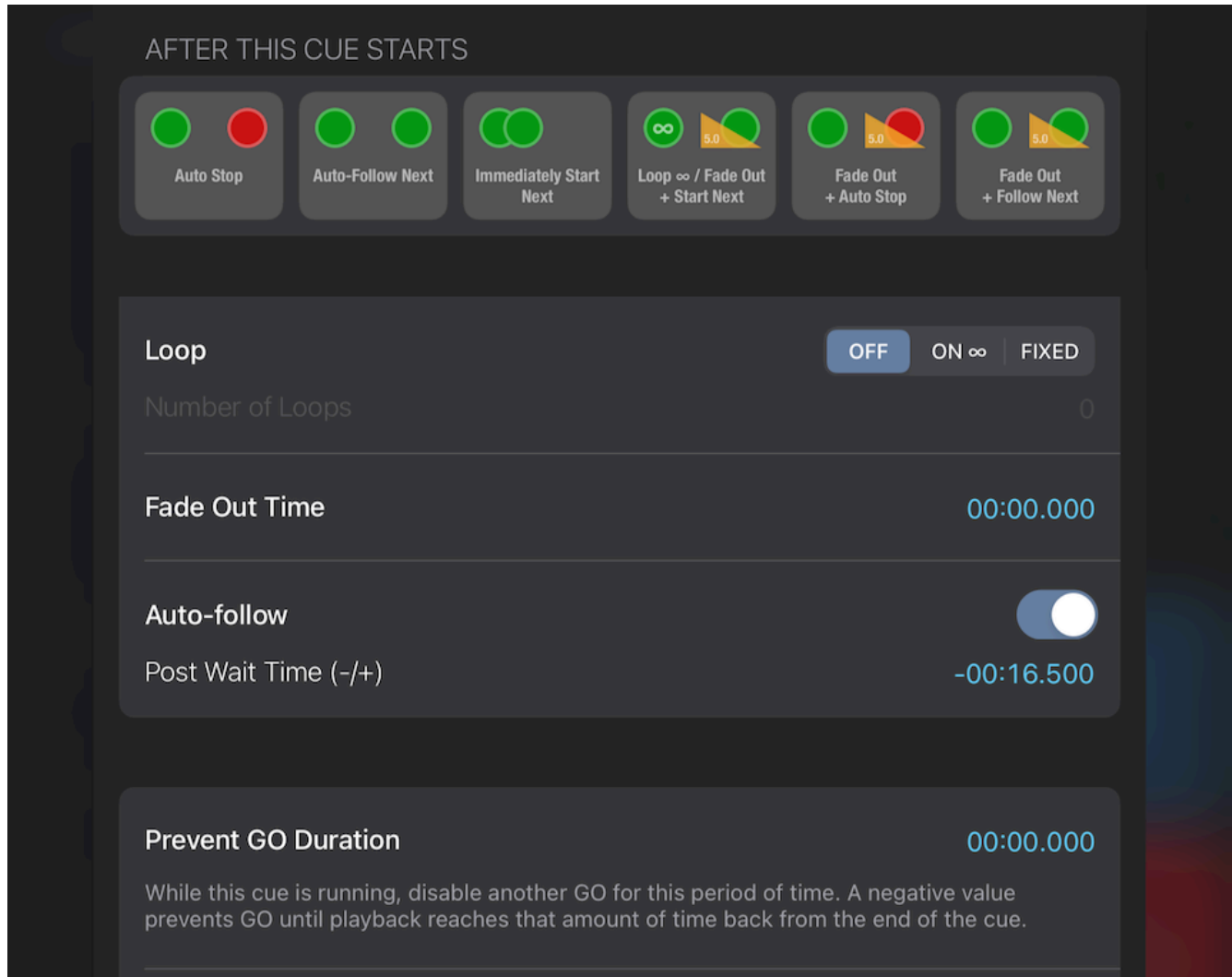
You can optionally stop or resume the Elapsed Show Timer each time a cue begins playing. If the show timer is already running, the "Resume" action has no effect.

### Timer Duration

You can also optionally change the duration of the Elapsed Show Timer. For example, if you have an earlier cue that is your Preshow music, you may wish to reset the timer back to "00:00" when your "Top of Show" cue begins playing.

- **No Change.** Leave the timer duration and elapsed time unchanged.
- **Reset.** Reset the timer to the default starting time specified in **Show Settings > Elapsed Timer Starting Time**.
- **Custom.** Set the timer to the time specified. A value of "00:00" causes the timer to count up from zero. A value greater than "00:00" causes the timer to count down from that time.

## After This Cue Starts



Settings in this section pertain to various moments *after* the cue starts playing.

## Cue Presets

Go Button gives you six buttons which let you quickly apply common settings to your cue. After you tap a preset, you can still manually fine-tune all of the settings.

### Auto Stop

This preset resets a cue to its default behavior. When the cue completes, Go Button will wait for you to press GO again before starting the next cue.

### Auto-Follow Next

This preset enables the *Auto-follow* switch, which causes Go Button to automatically start playing the following cue when this cue completes. A series of cues configured using this preset will behave much like a playlist in the Music app.

### Immediately Start Next

This preset also enables the *Auto-follow* switch, but in addition sets the "Post Wait Time (-/+)" value to a really large negative time value ("-1 hour"). This causes Go Button to immediately trigger Auto-follow when this cue starts, which in turn starts

playing the following cue at the same time. (When a cue begins playing, a negative Post Wait Time causes the following cue to begin playing *before* the end of the current cue. If a negative Wait Time is longer than the duration of the cue itself, the Auto-follow is triggered immediately when the cue begins playing.)

### Loop ∞ / Fade Out + Start Next

This preset enables the *Loop* option set to "Infinite" and adds a "Fade Out / Go Next" Go Action with a fade duration of 5 seconds. This causes the cue to loop infinitely once started, until the next GO. At that moment, the Go Action will begin to fade out the current cue and at the same time start playing the next cue.

The preset button defaults the length of the fade out to 5 seconds, which can be adjusted in the Go Actions screen.

### Fade Out + Auto Stop

This preset sets the *Fade Out Time* to 5 seconds and adds a "Fade Out / Stop Cue" Go Action also with a 5 second duration. These settings cause the cue to behave in one of two ways:

- If you start the cue and then do nothing, the cue will complete by fading out at its end.
- If you press GO while the cue is still playing, then the Go Action will fade out and stop the cue at that moment.

In either case, Go Button will wait for you to press GO again before starting the next cue.

Note that the *Fade Out Time* duration can be edited separately from the fade duration of the Go Action. This is useful for cases where you might want a cue to fade out slowly if there is enough time for it to play to completion, but also want the option to fade out very quickly on-demand by pressing GO.

### Fade Out + Follow Next

This preset also sets the default *Fade Out Time* to 5 seconds, but adds a "Fade Out / Go Next" Go Action also with a duration of 5 seconds. In addition, this preset enables "Auto-follow" to fire 5 seconds before the end of the cue. These settings cause the cue to behave in one of two ways:

- If you start the cue and then do nothing, the cue will complete by fading out at its end. At the same time the fade out begins, Go Button automatically will start the next cue.
- If you press GO while the cue is still playing, then the Go Action will fade out and stop the cue at that moment and at the same time will start playing the next cue.

## Loop

You can set cues to not loop, to loop a fixed number of times, or to loop infinitely until stopped.

Cues loop their entire duration, from their *Start Time* to their *End Time*.

Infinite loops play until a GO triggers either the *Exit Loop* Go Action or a different action which causes the cue to stop. Fixed loops automatically exit after the loop count specified in *Number of Loops* is reached. The *Exit Loop* Go Action will also exit a fixed loop.

If you have a media file with multiple regions you wish to loop, simply create a separate cue for each region. Use the same file for each cue, and trim the start and stop times to play just one loop region each. Then turn on Auto-follow in each cue to make them play seamlessly from one loop region to the next.

## Fade Out Time

Setting a Fade Out Time will add a fade out of that duration to the end of the cue. Editing the time here will change the fade out envelope shown on the waveform, and vice versa.

The "Fade Out Time" can be longer than the total cue duration. The player intelligently constrains all fade times as needed during playback.

## Auto-follow

You can have the next cue start automatically when this cue ends by turning on Auto-follow.

Optionally, you can also enter a *Post Wait Time* to offset the start of the following cue.

- Set a negative value to play the next cue early, causing the two cues to overlap.
- Set a positive value to delay the start of the next cue, resulting in silence between the two cues.

Auto-follow will not trigger while a cue is looping or if the next cue is already playing.

## Prevent GO Duration

A cue can prevent another GO from being triggered for a set amount of time while the cue is running.

If you specify a positive duration, another GO is prevented from being triggered for that amount of time after the cue begins playing. If you specify a negative duration, this prevents another GO until that many seconds *back* from the end of the cue.

For example, a value of `00:10.000` prevents another GO for only the first 10 seconds after the cue starts, while entering `-00:30.000` prevents another GO until the final 30 seconds of the cue, at which point the cue will allow the GO window to reopen once again.

If this cue stops playing at any time, its effect on the "Double-GO Window" is removed, regardless of whether or not the amount of time had elapsed or not.

This setting works in conjunction with the show setting *Min. Seconds Between Each GO* and lets you further customize on a cue-by-cue basis the window of time in which another GO is allowed. Note that the longer of the two durations "wins". That is to say, if your show already has a value set for *Min. Seconds Between Each GO*, the *Prevent GO Duration* setting will only have an effect if it is set to a longer duration.

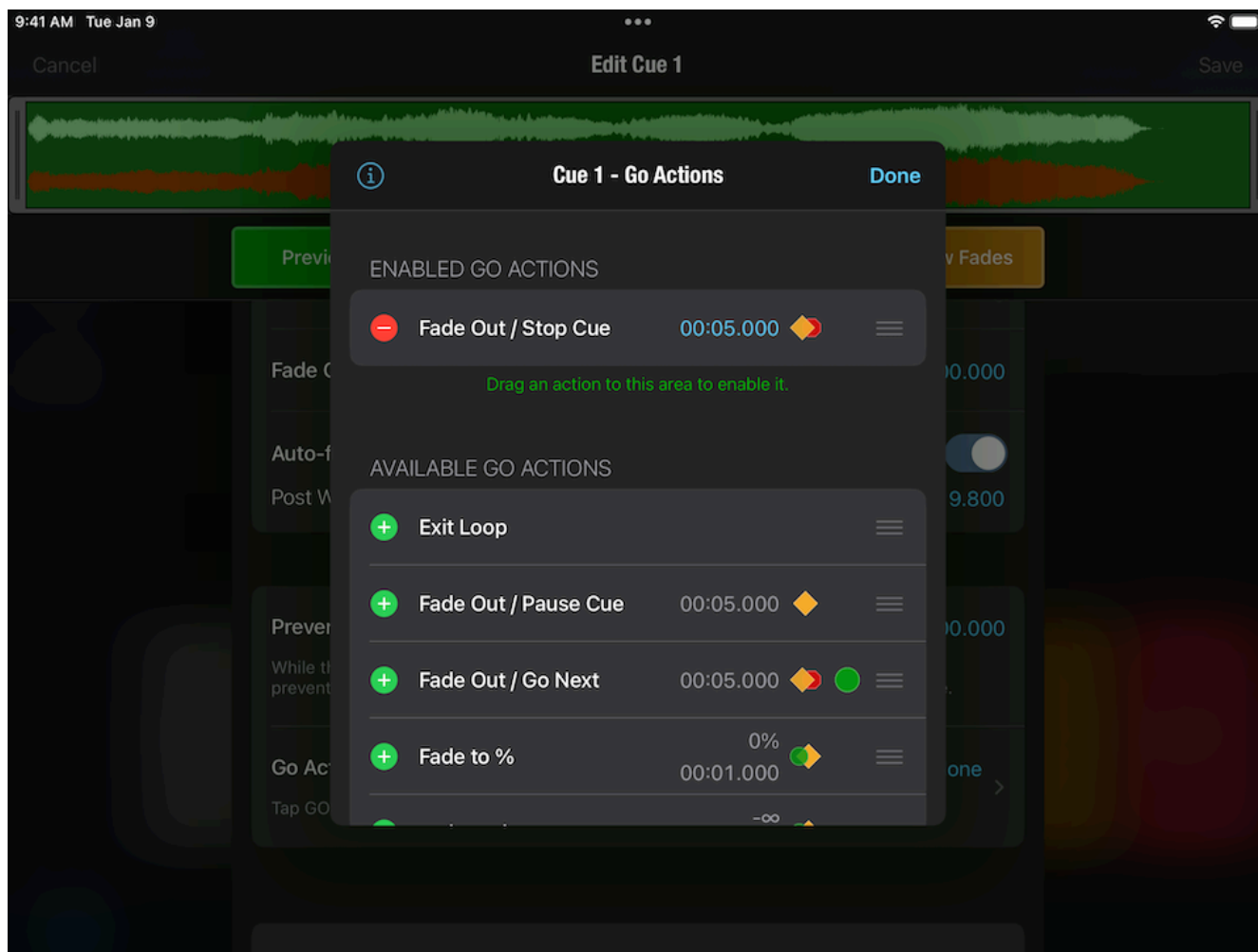
## Go Actions

After a cue starts playing, you can trigger additional actions with that cue before moving on to the next cue in your show. These actions include the following:

	Value	Subvalue
Exit Loop	--	--
Fade Out / Stop Cue	Fade Out duration	--
Fade Out / Pause Cue	Fade Out duration	--
Fade Out / Go Next	Fade Out duration	--
Fade to %	Final volume as % of cue volume	Fade duration
Fade to dB	Final volume in absolute decibels	Fade duration
Fade & Stop Others	Duration of fade out before stopping others	---

	Value	Subvalue
Stop Cue	--	--
Stop Cue / Go Next	--	--
Stop Others	--	--
Custom	(see below)	(see below)

To add one or more Go Actions to a cue, tap **Go Actions** to open the selection screen.



You can tap the green "+" button or drag the reorder handle of a Go Action to move it from the *Available Go Actions* section to the *Enabled Go Actions* section. If any of the Go Actions have editable parameters, such as level or time, those can be edited when the Go Action is enabled. To remove an action, drag the reorder handle to remove it from the "Enabled" section, or tap the red "-" button and then tap **Remove** to confirm.

When you're done, tap **Done** in the top left corner of the screen to return to editing the cue. Changes made to Go Actions will only save when you save the changes to the cue as a whole. Tapping **Cancel** in Cue Edit discards all changes you may have made to your cue, including which Go Actions are enabled or their order.

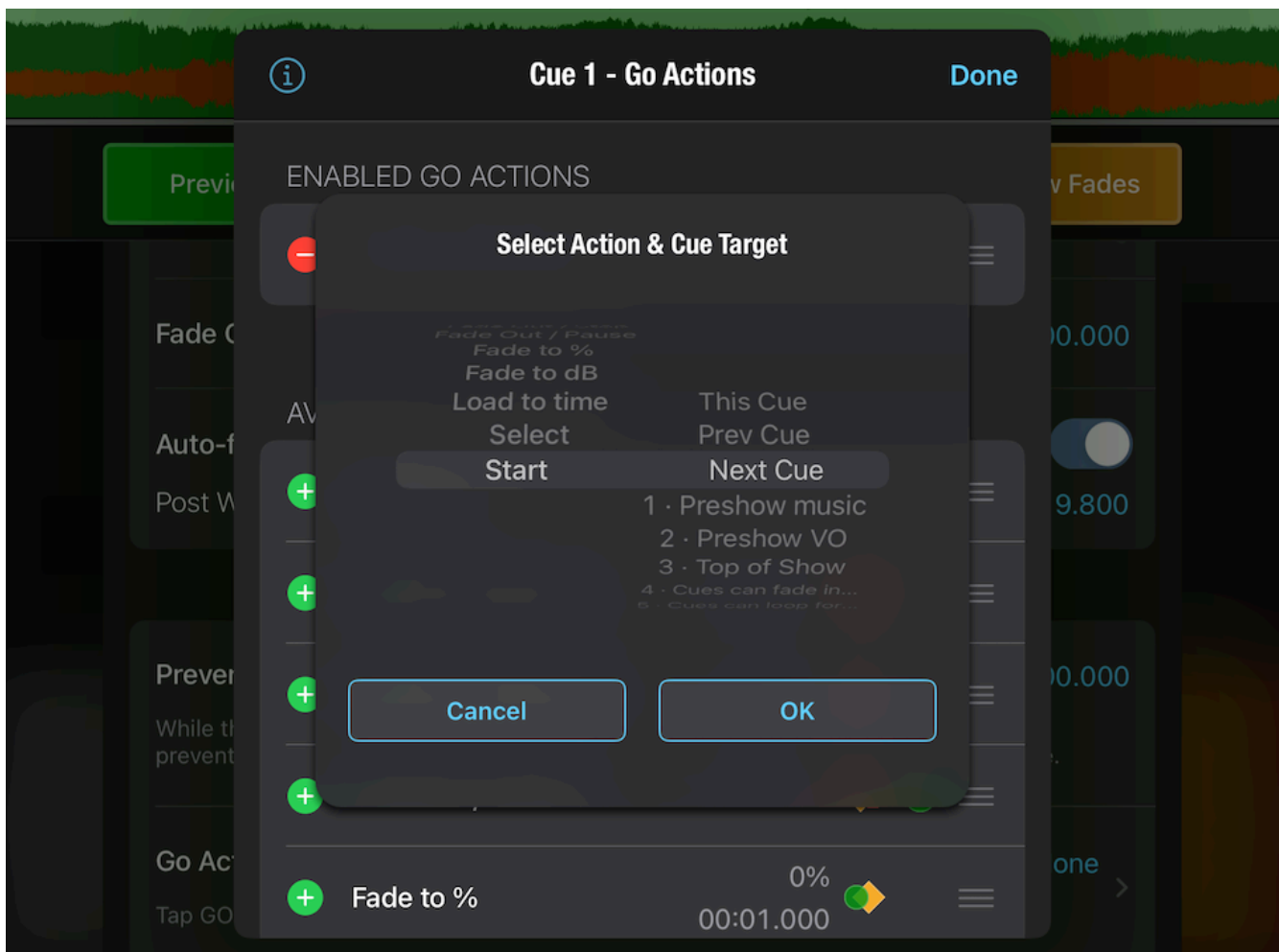
Certain actions may be enabled but end up not being relevant to the current cue settings or playback state. For example, an *Exit Loop* Go Action will be ignored and skipped over during playback if *Loop* is turned off for that cue. These ignored actions will appear dimmed in the *Go Actions* section.

The actions "Fade to %" and "Fade to dB" also resume a show that is paused. To fade without an implicit "resume" behavior, use the custom versions of these actions which do not implicitly resume the target cue.

You can tap the "i" button in the upper left corner of the selection screen for a brief explanation of Go Actions.

### "Custom" Go Actions

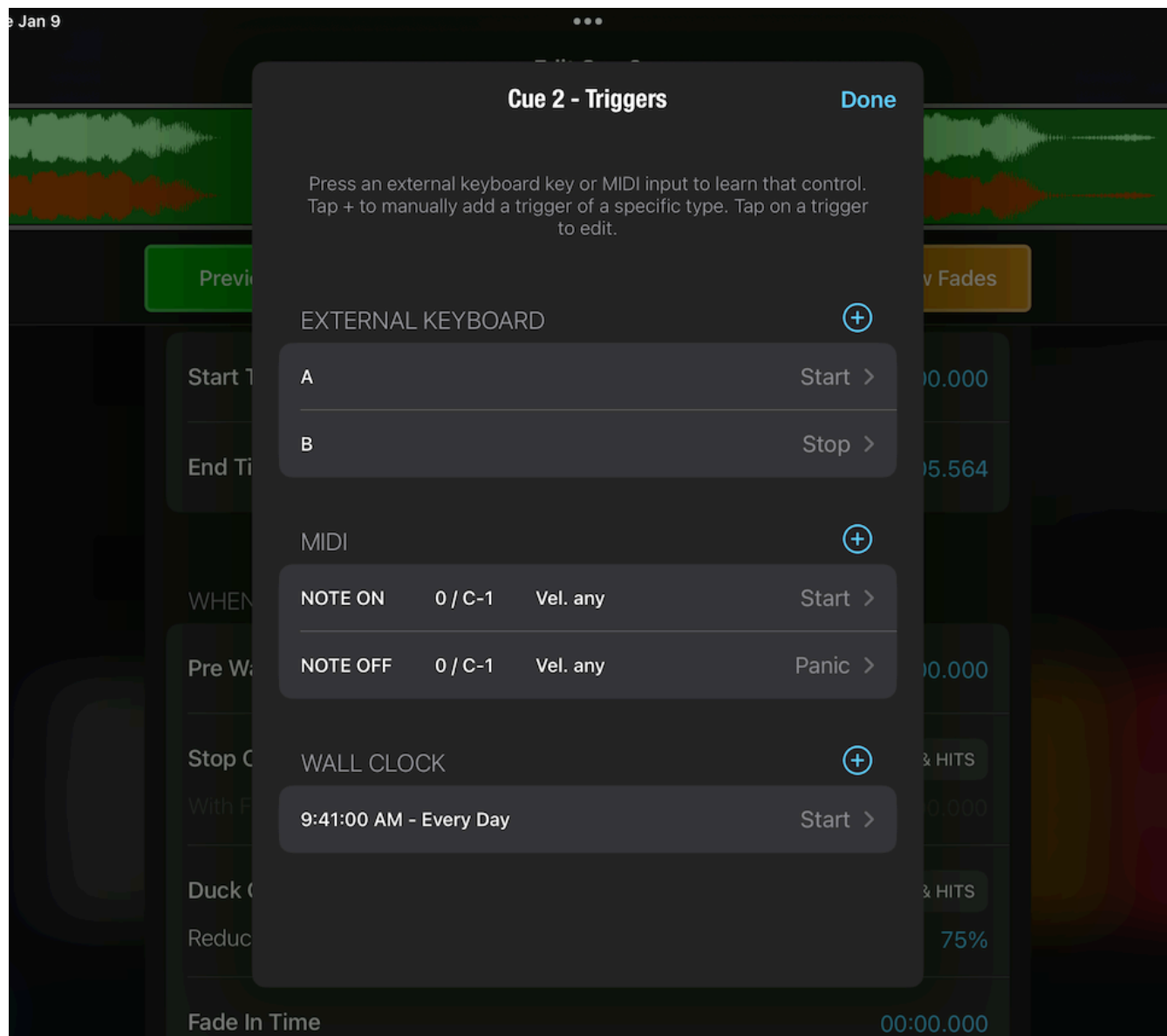
The "Custom" Go Action provides more options useful for advanced programming. In addition to the actions that can be performed by regular Go Actions, Custom Go Actions also offer "Load to Time", "Select", and "Start" actions. You can also specify which cue the action should target: "This Cue", "Previous Cue", "Next Cue", "All Cues", "All Hits", or any specific cue in the cue list.



- **Load to time.** Set the cue targeted by this action to a particular time before starting the cue. Then when that cue is started, it will begin playing from that time. If the target cue is already playing, this action has no effect.
- **Select.** The cue targeted by this action will become selected, changing the current playback position of your cue list, i.e. the cue that will be triggered by the next GO.
- **Start.** The cue targeted by this action will begin playing, regardless of whether or not that cue is the current playback position. If the target cue is already playing, this action has no effect.

## Triggers

Cues can be assigned certain actions that can be triggered by External Keyboard hotkeys or MIDI commands, or actions that can be scheduled to run automatically at a specific time of day ("Wall Clock"). Triggers are active any time a show is open and in Show Mode.



You can have multiple triggers in the same cue. Each trigger can perform one of three actions:

- **Start.** Starts the cue playing. If the cue is already playing, the cue will restart.
- **Panic.** Stops the cue, fading out over the duration specified in **Show Settings > Panic Duration.**
- **Stop.** Stops the cue immediately without fading out.

While the Triggers screen is open, you can press a key on an external keyboard or send a MIDI message to Go Button to "learn" that input, i.e. capture it as a new trigger. You can also tap on the blue "+" button to add a trigger of a specific type.

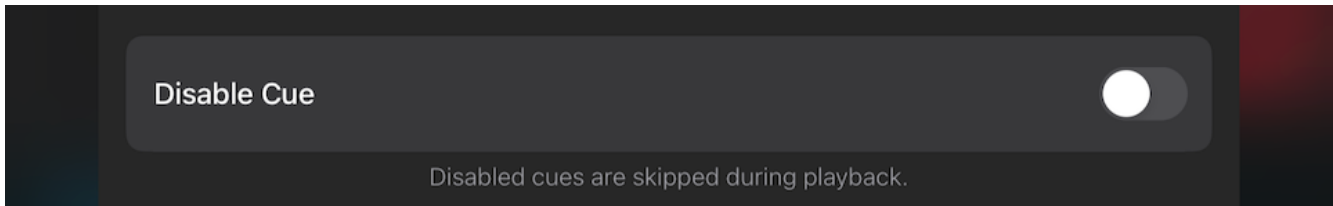
New triggers default to the **Start** action, with the exception of a new MIDI trigger using "Note Off", which defaults to **Panic**. You can tap on a trigger to edit its settings, including changing which action that trigger will perform when activated. In MIDI

triggers, you can also further refine the range of values accepted for MIDI Note On, Note Off, and Control messages. In Wall Clock triggers, you can select which days of the week the trigger should run.

To disable a trigger, you can set its action to “- no action / disabled -”. To completely remove a trigger, you can swipe-to-delete on the Triggers screen, or you can tap the **Delete Trigger** button at the bottom of the Trigger Edit screen.

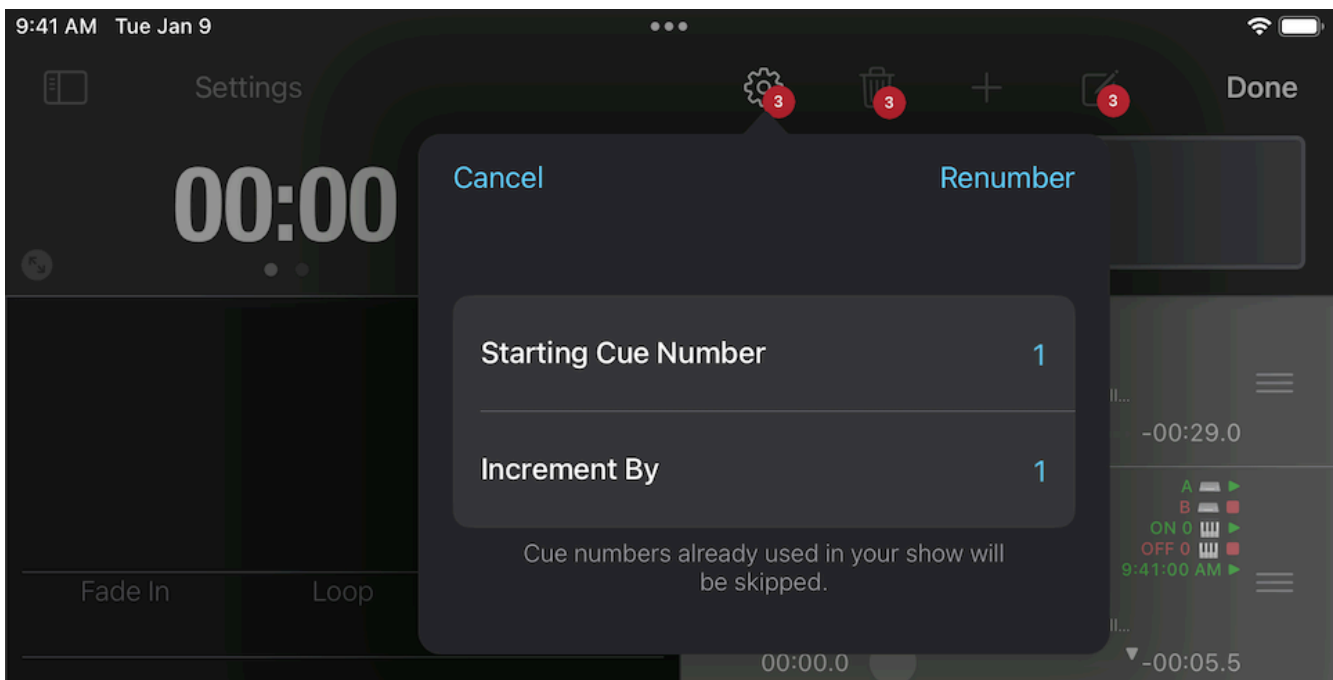
**Important:** It is possible to create triggers that use the same keystrokes or MIDI commands as one of your Remote Control profiles. Take care when designing your triggers to ensure that you avoid conflicts with your active remote profile.

## Disable Cue



Disabling a cue will cause Go Button to skip over it entirely in the cue list, effectively behaving as though the cue is not there. This can be desirable for experimenting with alternate versions of cue in your show or for quickly removing a cue that you may wish to reinstate later.

## Renumbering Cues



By default, new shows have the *Automatically Number Cues* setting enabled in [Show Settings](#), and Go Button updates your cue numbers for you as needed when adding, inserting, deleting, or reordering cues in your show.

When *Automatically Number Cues* is disabled, you can manually change cue numbers when the player is in Edit Mode. Select one or more cues, tap the **Gear** button, and then select the *Renumber Cues...* option. Enter a *Starting Cue Number* and an *Increment By* value, then press **Renumber**.

Note that you can enter fractional numbers in both fields, such as a starting cue number of 1.5 and an increment value of 0.1.

## Entering Time Formats

Time values in Go Button are displayed using the format (H:M)M:SS.000. Go Button also respects your device's region format and will display time values using the date and decimal separators of your current locale.

You can type time values in many different ways, and Go Button will try to make sense of what you enter and format it accordingly.

- Whole numbers are interpreted as seconds.
- Decimal values are interpreted as milliseconds.
- Values of 60 seconds or greater are formatted as minutes & seconds.
- Values of 60 minutes or greater are formatted as hours & minutes.

Here are some examples:

Entering...	becomes...
5	00:05.000 <i>5 seconds.</i>
12.345	00:12.345 <i>12.345 seconds</i>
61.2	01:01.200 <i>1 minute, 1.2 seconds</i>
4:07	04:07.000 <i>4 minutes, 7 seconds</i>
1:02:00.3	1:02:00.300 <i>1 hour, 2 minutes, 0.3 seconds</i>

## Editing Hits

Hits have almost all of the same characteristics as cues, and so most of the section on [Editing Cues](#) is relevant to editing hits as well. There are, however, a few differences:

- Hits do not have subtitles.
- Hits can be one of six colors: grey, red, yellow, green, blue, or purple.
- Hits cannot auto-follow or auto play next. As such, the *After This Hit Starts* section of Hit Edit is somewhat simpler than that of Cue Edit.
- Hits do not have Go Actions.

In Edit Mode, you can:

- **Reorder** by pressing and holding on a hit and dragging it to a new position. Hits are automatically renumbered when you drop it in a new location.
- **Duplicate** by selecting one or more hits, tapping the "**gear**" menu button, and then selecting "Duplicate Hits".
- **Delete** by selecting one or more hits and then tapping the "**trash can**" menu button.
- **Add** by scrolling to the last page of hits and tapping on the empty hit marked with a "+". Alternately, you can select an existing hit and tap the "+" menu button (in the navigation bar or toolbar) to insert a new hit at that position in the hits panel. On iOS 11 and newer, you can drag and drop audio files from the "Files" app in iPad Split View directly into your hits panel. This both imports the audio files (if needed) and creates a new hit for each file in a single drop action.
- **Edit** by selecting one or more hits and then tapping the "**edit**" menu button (a rectangle with a pencil). Note that if you select multiple hits to edit simultaneously, batch edit will only update the settings enabled with a blue checkmark. The values of any settings that are not enabled will remain unchanged.

## Editing Show Settings

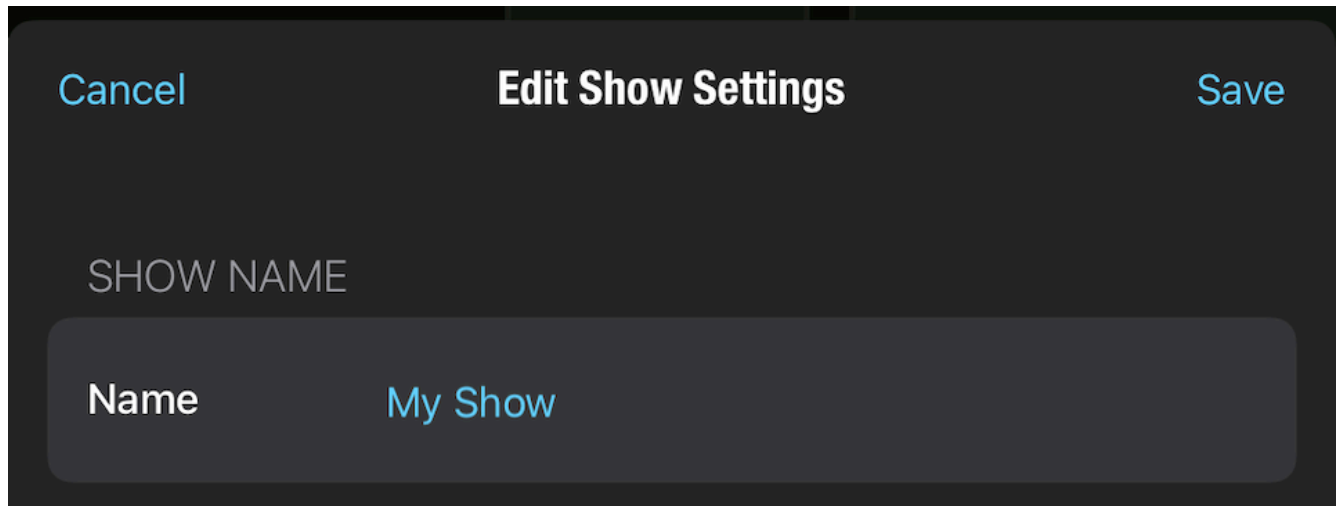
Each show in Go Button has its own individual set of options that let you specify how it behaves in the player. The settings for each show can be changed independently from the settings of all other shows. And when you export a show to another device, these settings get copied along with the rest of your data so that your show always behaves the same way.

You can access the Show Settings screen in two ways:

1. On the Home screen, tap **Edit** and select a single show. Then tap the "**edit**" button (a rectangle with a pencil) in the lower right corner of the screen.
2. When your show is open in the player, tap **Edit** to enable Edit Mode. Then tap **Settings** in the upper left corner of the screen.

When you're done editing, tap **Save** in the upper right corner of the screen to save your changes and return you to the previous screen, either to the Home screen or to Edit Mode in the player.

### Show Name

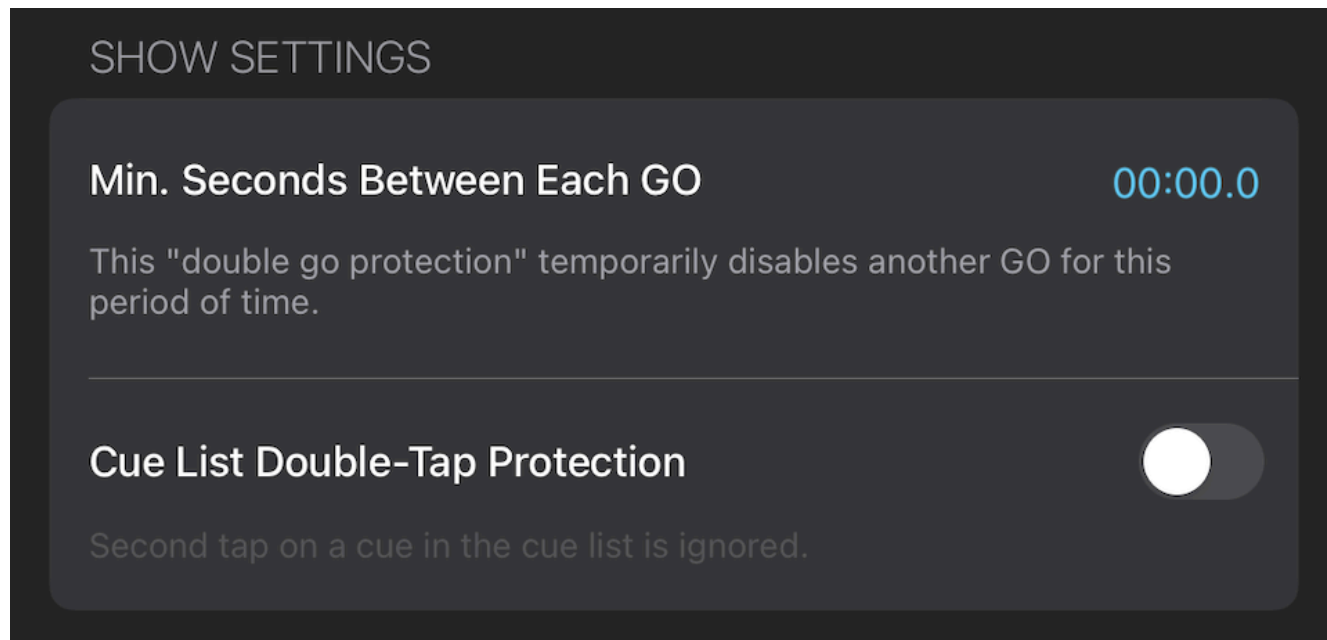


This name identifies your show on the Home screen as well as in the title bar of the player.

The name of your show cannot be blank, and it must be unique among the other shows currently saved in Go Button.

### Show Settings

#### Min. Seconds Between Each GO



This can be set to any positive number in order to help prevent accidental double-trigger of the GO button. This protection also applies to any remote control action that you have assigned to "GO" as well as incoming OSC controls which directly trigger a GO.

If another GO is attempted too soon, the GO button color will flash red until the specified amount of time since the previous GO has passed.

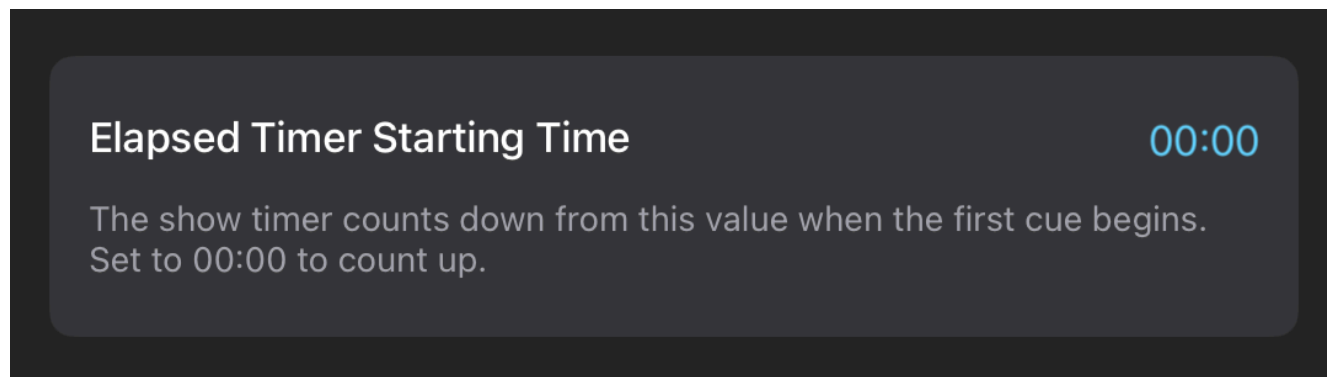
The default value of this setting in a new show is 00:00.0 seconds.

### Cue List Double-Tap Protection

When this setting is enabled, the cue list waits for a short delay before it will recognize a second tap (a little less than 1 second). This applies not only to taps that would trigger a GO, but to all taps on the cue list. This setting can be useful to avoid accidental double-taps when your device is in an unsteady environment, for example when mounted to the side of a microphone stand.

This setting is **OFF** by default in a new show.

### Elapsed Timer Starting Time



A value of "00:00" causes the timer to begin counting up from zero. A value greater than "00:00" causes the timer to count down from that time. When a timer that is counting down passes zero, the timer continues counting into negative time.

Individual cues and hits can stop or resume the timer and can optionally reset or set a custom duration for the timer during a show.

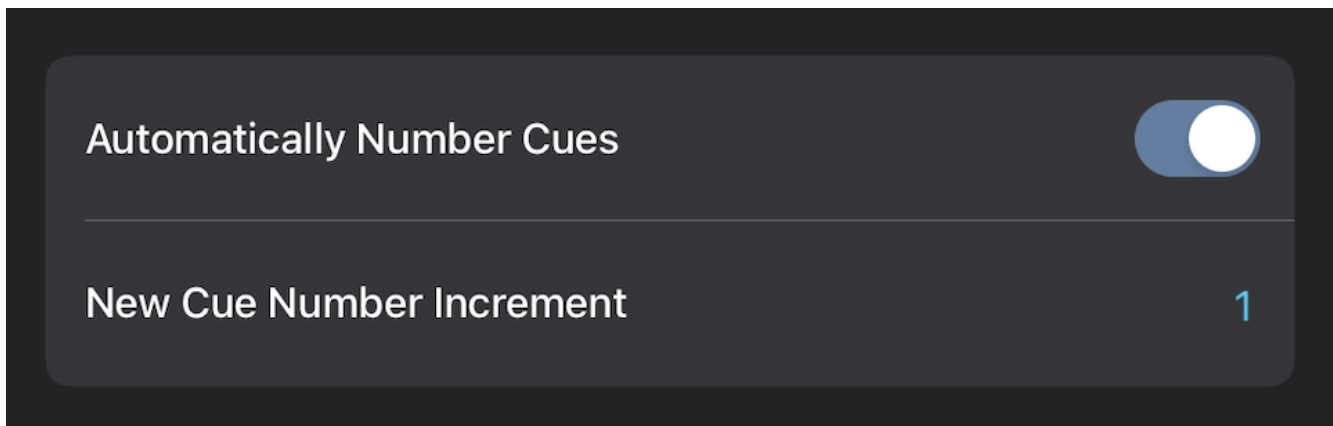
### Elapsed Timer Start Time

This setting determines whether the Elapsed Show Timer counts up from zero, or whether it counts down from a pre-determined duration.

Set the value to `00:00` to count up from zero. Set a positive number to begin with that amount of time on the counter and have the timer count down toward zero. The default value of this setting in a new show is `00:00`.

Cues and hits each have options that control the timer when they begin playing. Cues and hits can optionally stop the timer and/or change the timer duration. By default, cues and hits start the timer running with no change to the duration.

### Automatically Number Cues



When this setting is enabled, Go Button will manage your cue numbers for you. Changing the order of your cues or adding/inserting a new cue in your show will immediately update the numbers of all other cues in your show as needed.

You can disable this setting if you wish to manually control the cue numbers yourself. New cues will still be automatically assigned a cue number that is unique within your show, but inserting or deleting a cue from your show will leave all other existing cue numbers unchanged.

When this setting is disabled, you can manually change cue number when the player is in Edit Mode by selecting one or more cues, tapping the *Gear* button, and then selecting the *Renumber Cues...* option.

Note that if you enable this setting for a show that previously was not using automatic cue numbering, Go Button will use the current *New Cue Number Increment Value* to assign sequential cue numbers to all of your cues when you save your Show Settings. Because this overwrites all of your existing cue numbers, you will be asked to confirm this action before the renumbering takes place.

This setting is **ON** by default in a new show.

### New Cue Number Increment

Go Button uses this value to assign the next new cue number when you add or insert a new cue to your show. Note that this increment value can also be a fractional value such as `0.1` or `2.5`.

If you change the increment value while *Automatically Number Cues* is enabled, Go Button will use the new value to renumber all of the cues in your show when you save your Show Settings. You will be asked to confirm this action before the renumbering takes place.

This setting does not apply to hits, which are automatically numbered for you.

The default value of this setting in a new show is 1 .

## Panic Duration

The screenshot shows the 'Panic Duration' settings screen. It features three main sections: 1. A top section with the label 'Panic Duration' and a value of '00:01.0'. 2. A middle section for 'Main Volume Dim (dB)' with a value of '-20.08', accompanied by a horizontal volume slider with a white knob and speaker icons at both ends. 3. A bottom section with the label 'Main Volume Dim Duration' and a value of '00:01.0'. Below this is a 'Continuous Show' toggle switch, which is currently turned off, with a descriptive text below it: 'First cue becomes selected after final cue of show begins.'

This is the time over which all running cues will fade out and stop when the **Stop** button is tapped. This duration also is used when a remote control or incoming OSC command triggers a "Panic" action.

Note that a double-tap on the **Stop** button performs a "hard stop" instead of a panic and immediately stops all running cues without a fade out.

The default value of this setting in a new show is 00 : 01 . 0 seconds.

## Main Volume Dim (dB)

This setting determines by how many decibels the main volume will be reduced when the "Dim" function is engaged. All methods of dimming the main volume use this setting, including the **DIM** button above the Main Volume Fader in the player, a remote control command which activates the "Toggle Main Volume Dimmed", and incoming OSC commands `/dim` and `/toggleDim`.

The Dim value can range between "0.00" (no volume reduction) and "-∞" (muted).

Note that the Dim amount is *relative* to the current main volume level. For example, if a show with a main volume level at -3.0 dB is dimmed by -20.0 dB, the new main volume level will be -23.0 dB.

The default value of this setting in a new show is `-20.00` dB.

### Main Volume Dim Duration

This setting determines the duration of the fade when engaging or releasing the main volume "Dim" function. The duration must be a positive number.

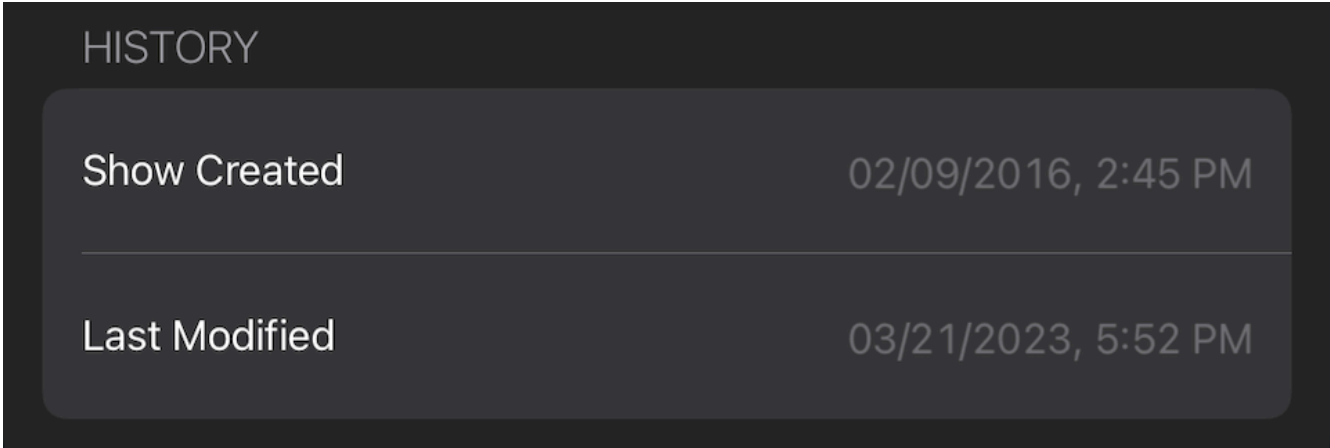
The default value of this setting in a new show is `00:01.0`.

### Continuous Show

When this setting is enabled, the first cue in your cue list will become the selected cue after the last cue in your show begins playing. This lets you design a show that can be performed continuously in a loop.

This setting is **OFF** by default in a new show.

## History



HISTORY	
Show Created	02/09/2016, 2:45 PM
Last Modified	03/21/2023, 5:52 PM

These values are automatically set by Go Button.

### Show Created

This value is set only when a show is first created.

(NOTE: Shows originally created prior to Go Button 3 did not track this value and therefore will not be able to display a "Show Created" date.)

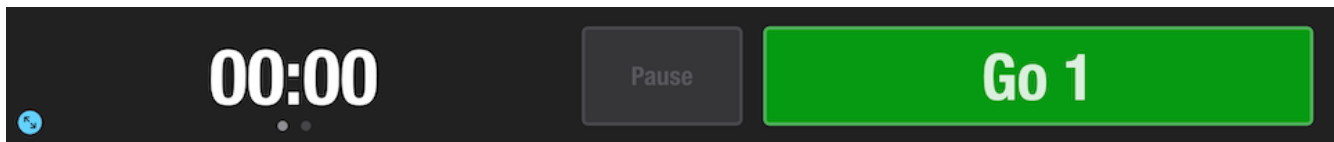
### Last Modified

This value is updated any time Go Button saves any changes to your show. This includes and changes made in Show Settings, Cue Edit, or Hit Edit; adding/deleting/reordering cues and/or hits; showing/hiding the Volume fader; and any layout adjustments made in the player.

## Performing Your Show

Tapping on a show in the home screen opens that show in the player. From there, your show can be played from start to finish just by tapping the **GO** button. When you first open a show, the first cue is selected, and tapping **GO** will start that cue. If you tap a different cue, that cue will become selected and **GO** will start *that* cue.

### The GO Button



Tapping **GO** triggers an action on the selected cue. By default, a cue only has one action, which is to start playing. Once a cue begins playing, if any additional Go Actions are enabled, the cue remains selected until all of its Go Actions have been triggered or are no longer valid. These can include actions like *Exit Loop*, *Fade Out/Stop Cue*, and *Stop/Go Next*. After all Go Actions have been triggered (or if none were ever enabled), the next cue is automatically selected.

**Important:** You can configure the trigger mode of the **GO** button in the **Sidebar > Preferences**. The default setting is "Touch Up" which means the GO will happen when you *release* your finger from the button. Using this setting, you can place your finger on the button and hold it there to standby, then release the button at the right moment to start the cue. To get a faster response time for the **GO** button, you can change the trigger mode setting in Preferences to "Touch Down". Please note that this setting is only relevant to the on-screen **GO** button; remote controls and Bluetooth keyboards respond to button presses, not releases. Also it's important to know that the trigger mode for the Pause/Stop button is always "Touch Down".

The text of the **GO** button changes to reflect the cue number and the action that will be performed on the next tap. When the selected cue changes, the **GO** button text updates to show the action it will perform and the new target cue number.

By default, the **GO** button is positioned in the top-right corner of the show player screen. In the **Sidebar > Preferences**, you can choose one of four positions for the button that best suits your workspace: left or right, and top or bottom.

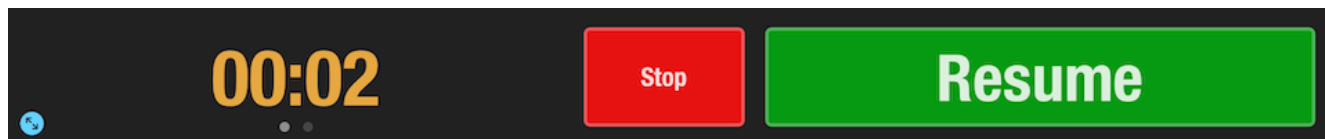
When the "Go Button Defaults" profile is the active remote control profile, the iOS remote commands *Play* and *Toggle Play/Pause* will trigger a GO. When a Bluetooth keyboard is attached, GO can also be triggered by spacebar, return, enter, and right arrow keys. These default mappings can be customized by creating and editing your own remote control profile in the **Sidebar > Configure Remote Control**.

GO also resumes a show that is paused.

### The Pause / Stop Button

By default, the **Pause** button displays next to the **GO** button. Tapping this button pauses all cues and hits that are currently playing. This button is active only when at least one cue or hit is playing.

When a show is paused, **Pause** changes to the **Stop** button and **GO** becomes **Resume**. You can also press and hold (long press) on the **Pause** button to stop your show. When a show is paused, all active cues glow yellow. You can resume your show by tapping **Resume**, or playing a cue or hit.



In the **Sidebar > Preferences**, you can choose to instead display the **Stop** button in this position. If you've chosen to display **Stop**, a long press will pause your show.

After stopping a show, the show timer will restart again from the value set in **Show Settings > Elapsed Timer Start Time** when the next cue or hit that has its **Elapsed Timer Action** set to "RESUME" starts playing.

## Elapsed Show Timer

The Elapsed Show Timer starts running whenever a cue or hit with its **Elapsed Timer Action** set to "RESUME" starts playing. The timer continues until the last cue of the show finishes playing, until a cue or hit with its **Elapsed Timer Action** set to "STOP" begins playing, or until you tap the **Stop** button.

Tapping **Pause** also pauses the Elapsed Show Timer. When paused, the show timer glows yellow. The Elapsed Show Timer resumes when the show resumes.

Long-press to manually start the timer. Long-press on a running show timer to stop the timer and reset the elapsed time. Swipe left and right on the show timer to toggle between Elapsed Show Time and Wall Clock Time. On iPad in Full Screen Mode, you can optionally show or hide the Elapsed Show Time and Wall Clock Time individually.

Remote control, OSC, and MSC commands that panic, stop, pause, or start cues also interact with the timer accordingly. In addition, you can manually control the timer using OSC commands. You can read more about these OSC commands in the documentation section [OSC Dictionary](#).

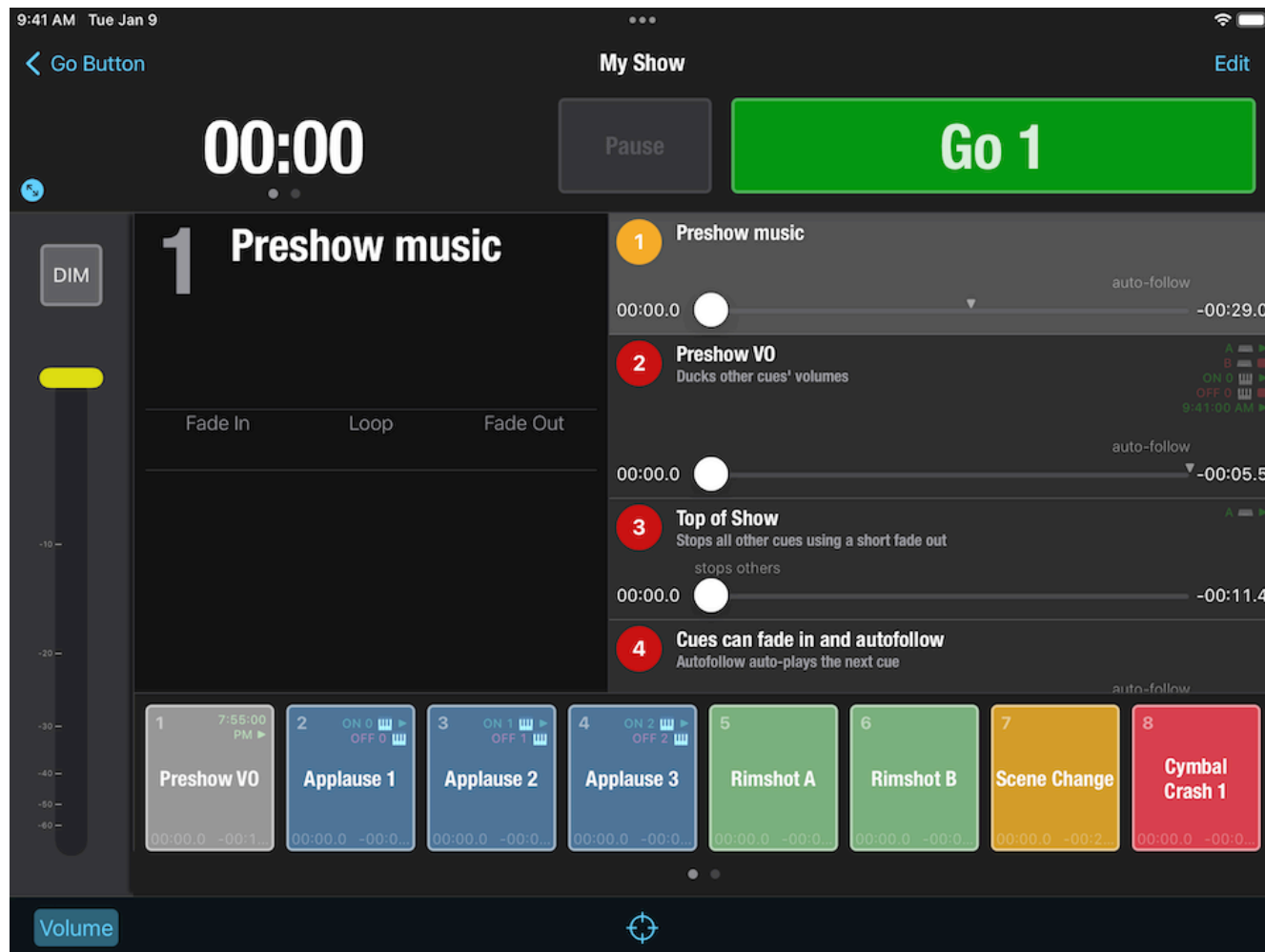
## The Selected Cue

In Show Mode, the selected cue appears highlighted, and the **GO** button text updates with the action it will perform on the selected cue when it is tapped. Each GO triggers the next action on the currently selected cue.

Tapping any cue will select it. Only one cue at a time can be selected. Cues can be re-selected after they start playing. Cue 1 is automatically selected when you open your show.

Tapping on the selected cue will trigger a GO, just as if you had tapped the **GO** button.

## The Main Volume Control



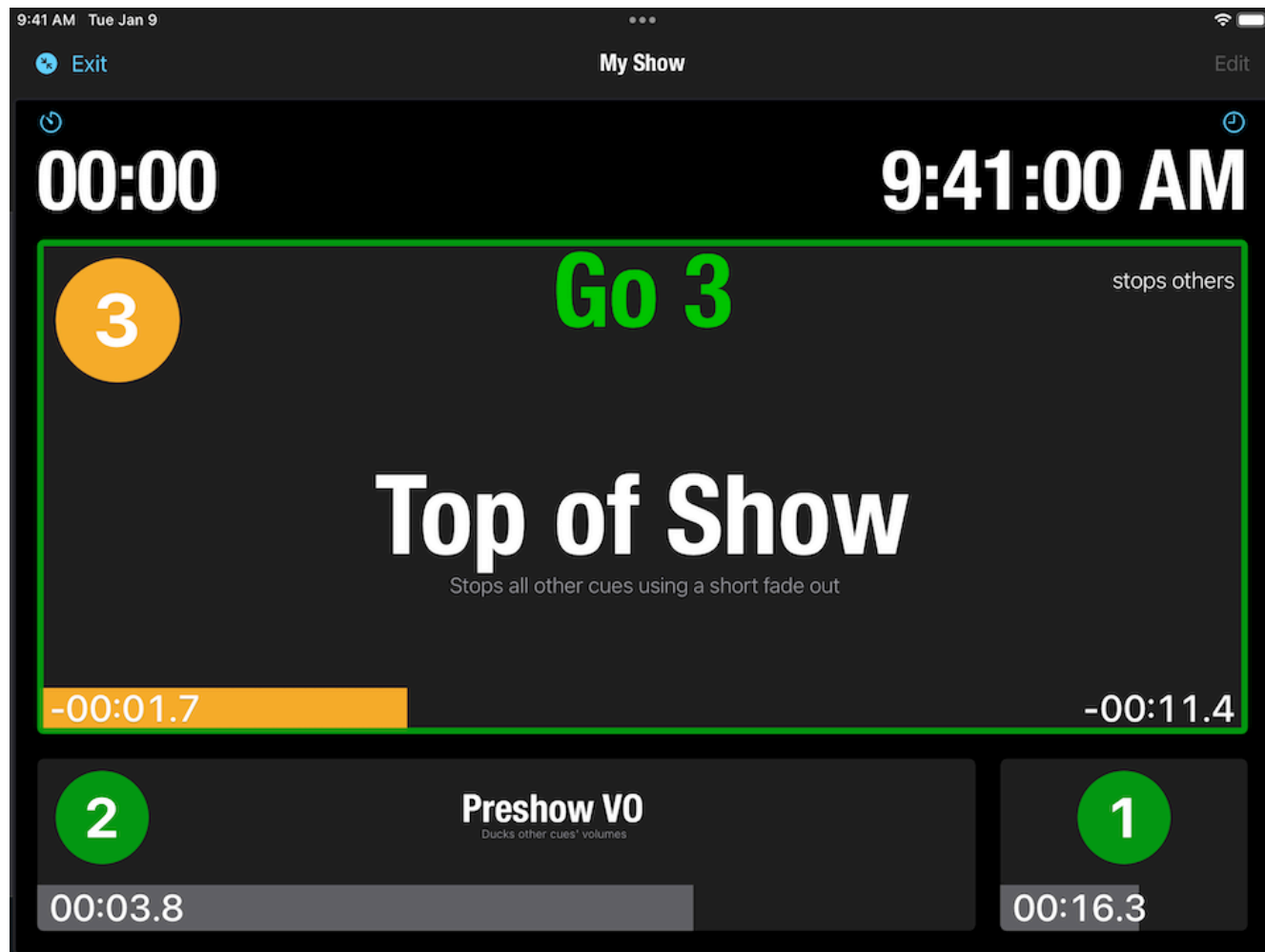
Tapping **Volume** in the lower left corner of the screen will open the main volume control for Go Button. You can also two-finger swipe anywhere outside of the hits panel to toggle the visibility of volume control.

In most cases, you'll see a slider which ranges from 0 dB (full volume) to -96 dB (silent), with a **Dim** button above it. In layouts with limited vertical space (i.e. an iPhone or iPod touch in landscape orientation), a **Mute** button will appear in place of the volume slider.

The main volume level for your show resets to 0 dB every time you open your show. Adjustments to the main volume made here apply to all sound coming from Go Button, and remain in effect even if you hide the main volume control. It's important to note, however, that the main volume control does not actually adjust the saved volume of your cues or hits. Those levels are safely stored, and only change when you change them in Cue or Hit Edit.

Tapping **DIM** automatically and gracefully reduces the volume by the value set in **Show Settings > Main Volume Dim (dB)**. A second tap will restore the slider to its previous position. If you manually move the volume slider while "Dim" is engaged, it automatically disengages. You can customize the duration of the fade in **Show Settings > Main Volume Dim Duration**. In a new show, the default *Main Volume Dim* reduction value is -20 dB, and the default *Main Volume Dim Duration* is 00:01.0.

## Full Screen Mode



On iPad, you can open Full Screen Mode by tapping on the blue **"expand"** button located near the Elapsed Show Timer. Full Screen mode prominently displays the Elapsed Show Timer, a Wall Clock, and the currently selected cue. In addition, up to three of the most-recently played cues are displayed across the bottom of the screen.

Everything in this mode is designed to make it easy to see your show when your device is far away. For example, this mode is useful when you are using a remote control and your device is off-stage connected to the sound system.

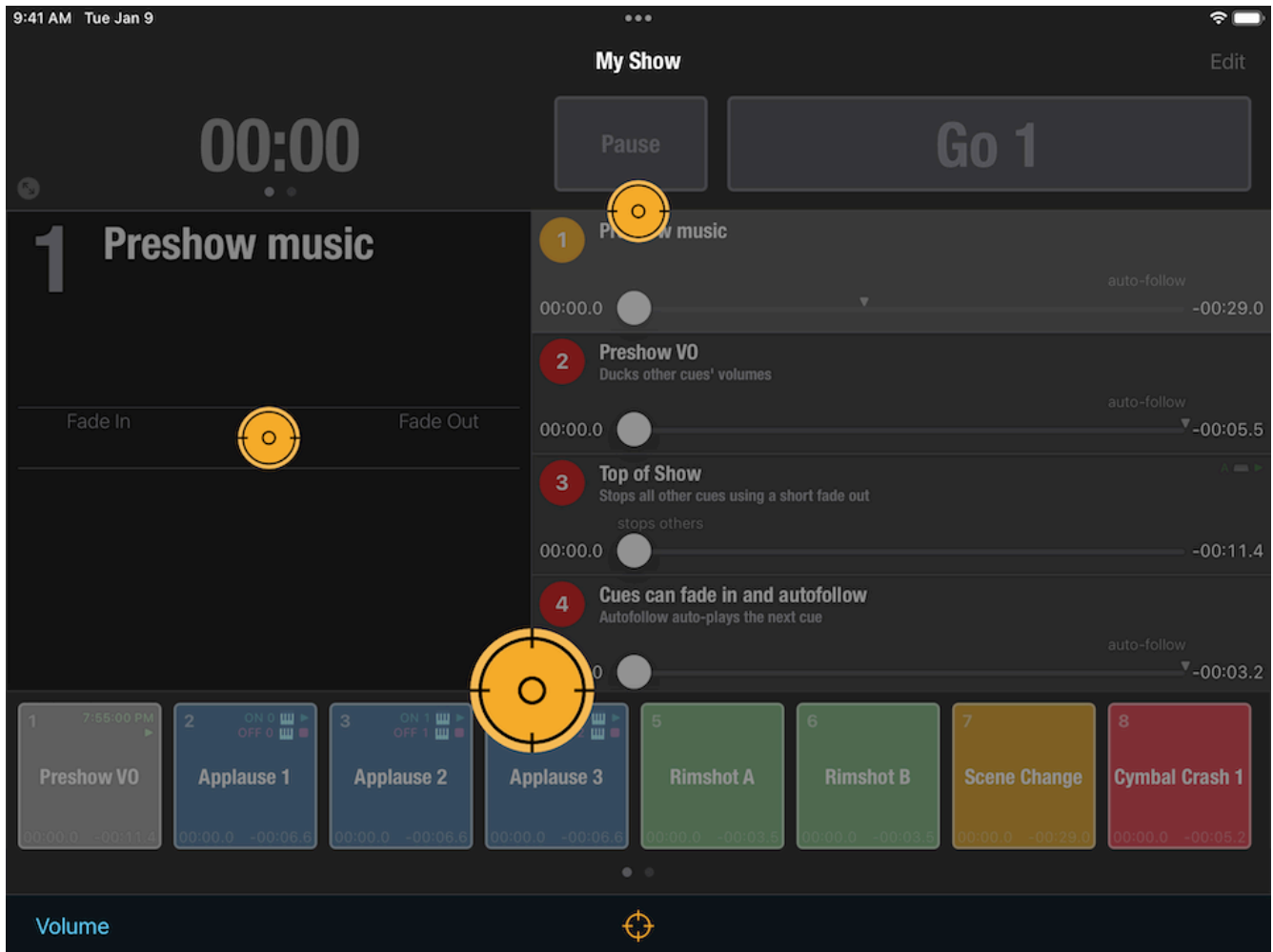
While primarily designed for when using remote controls, Full Screen Mode also supports a few touch gestures:

- Tap on the selected cue to trigger a GO.
- Swipe left or up on the selected cue to select the next cue.
- Swipe right or down on the selected cue to select the previous cue.
- Tap on any of the other cues to select that cue.

You can also swipe to hide the Elapsed Show Time and/or Wall Clock Time individually. Swipe again to show one or both clocks, or tap the corresponding blue button.

To dismiss Full Screen Mode, tap the **Exit** button in the upper left corner of the screen or anywhere outside of an active cue.

## Resize Mode



Tapping the **"target"** button at the bottom center of the screen will display yellow circular controls called Resize Handles. On iPhone, there is one Resize Handle. On iPad, there are three resize handles, and they all behave in much the same way.

Resize Handles can be used to set the relative size of the various segments of the interface to suit your taste and your needs. On iPhone and iPod touch, you can change the relative size of the cue list and the **GO** and **Pause** or **Stop** buttons. On iPad, you can also adjust the relative size of the Notes area and the hits panel.

When you're finished with your adjustments, tap the **"target"** button at the bottom center screen again to hide the Resize Handle(s).

Adjustments made in Resize Mode are automatically saved in your show. If you share your show to another device, it will open on that device with the same layout proportions as on your current device.

## Hits

On iPhone and iPod touch, hits can be accessed by tapping **Hits** in the lower right corner of the screen. On iPad, hits are always visible below the cue list and the Notes area, unless of course you've elected to hide them with the Resize Handle.

Each show can have up to 96 hits. The number of hits visible on a single page is determined by the size of the hits panel. Resizing the hits panel flows the layout of hits accordingly.

Tap a hit to start it. Long press on a hit to stop it immediately.

Alternately, you can long-press on a hit to start it and release to stop. If your hit has a *Fade Out Time* configured, releasing will fade out for that duration before stopping.

## Working With Remote Controls

Go Button can be remote controlled using a variety of methods. Remote control gives you the freedom to run the sound for your own show right from on stage.

When Go Button is the front-most app running on your device and a show is open in Show Mode, iOS will forward all remote control messages to Go Button. These are the supported types of remote control commands:

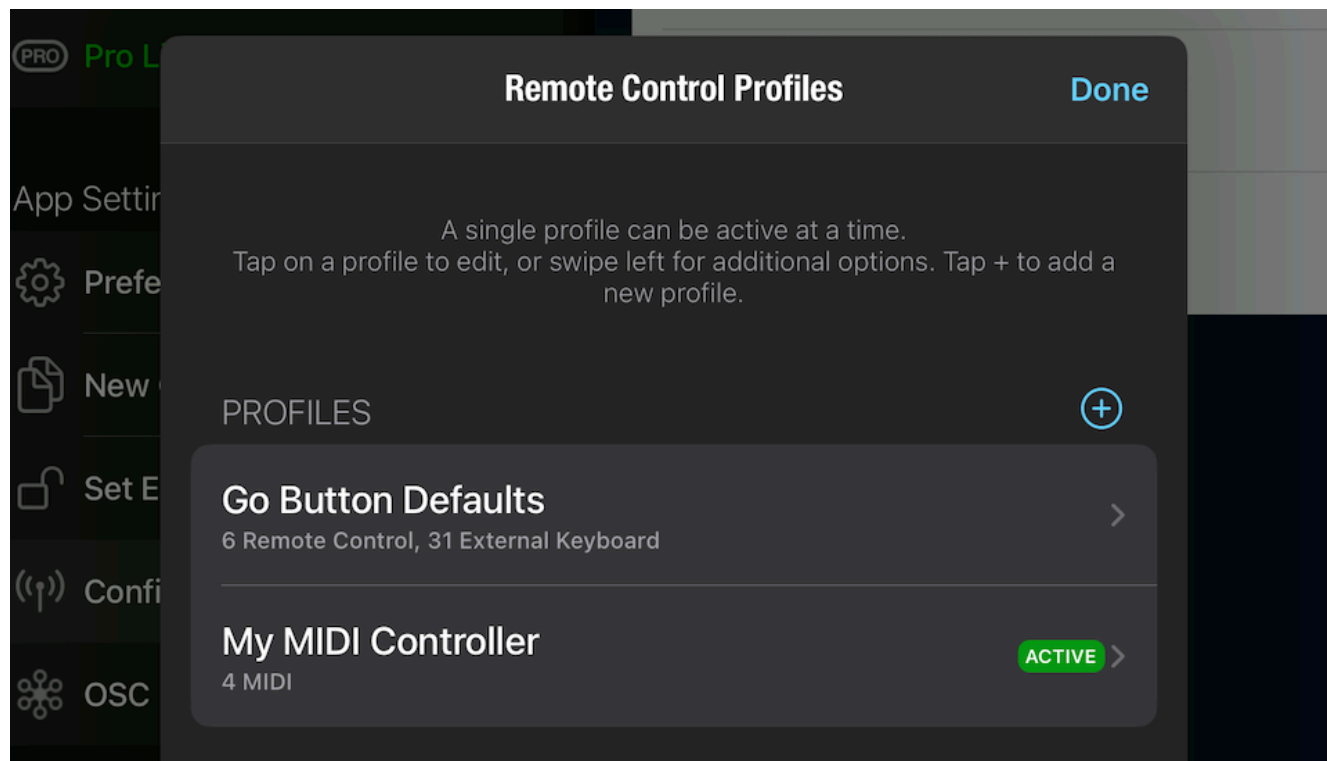
- **Remote Control.** iOS multimedia commands like "Toggle Play/Pause" and "Next Track".
- **External Keyboard.** Keystrokes from a Bluetooth or wired external keyboard, including remotes that present themselves to your device as keyboards.
- **MIDI.** Note On, Note Off, Controller, and Program Change messages.
- **MIDI Show Control (MSC).**

**Important:** Do not launch another audio or multimedia app while your show is open for playback. iOS follows the "last in wins" rule when deciding which app should receive remote commands. If you open another app, you risk having that app "steal" remote control from Go Button, causing your remote to trigger that app instead of your show.

### Remote Control Profiles

You can configure exactly how Go Button responds to the buttons or keys on your remote by creating a profile in the **Sidebar > Configure Remote Control** screen. In a profile, you can specify the commands your remote can send and then you can assign the action you want performed for each of those commands. You can create a different profile for each of your remotes and easily switch between which one is active at any given time. You can also export your profiles to share with friends or to copy your favorite settings to another device.

#### Profiles



The "Profiles" section lists all of your currently installed profiles. Only one profile can be active at a time, and the active profile is indicated by a green "active" badge. If no profile is currently active, remote control in Go Button is effectively disabled.

Tap the blue "+" button to add a new remote control profile. Tap on an existing profile to open it for editing. Swipe left on a profile to reveal several buttons with additional options: **Activate / Deactivate**, **Duplicate**, **Share...**, and **Delete...**

Sharing a profile generates a ".gobuttonremote" document that is extremely small (~7 KB), making it easy to send via AirDrop or Messages. You can also make backups of your profiles by saving copies to iCloud Drive or Dropbox.

### Editing a profile

Tapping on a profile opens it for editing. You can modify the name of your profile, and you can use the "gear" menu to **Activate/Deactivate**, **Duplicate**, or **Share...** this profile.

Note that if a "lock" icon appears to the right of the profile title, that indicates the profile is "Read-Only" and cannot be edited. If you attempt to make a change, Go Button will prompt you to duplicate of the profile first, after which it can then be modified.

While the Profile Edit screen is open, you can press a button on your remote or a keyboard key, or send a MIDI message to Go Button to "learn" that input, i.e. capture it as a new remote trigger. You can also tap on the blue "+" button to add a trigger of a specific type.

Tap on a trigger to select which action you want performed when Go Button receives that remote control command. (See below for the complete list of available actions.) In addition, MIDI commands can be customized further, including setting the range of note velocities or controller values accepted for that MIDI command.

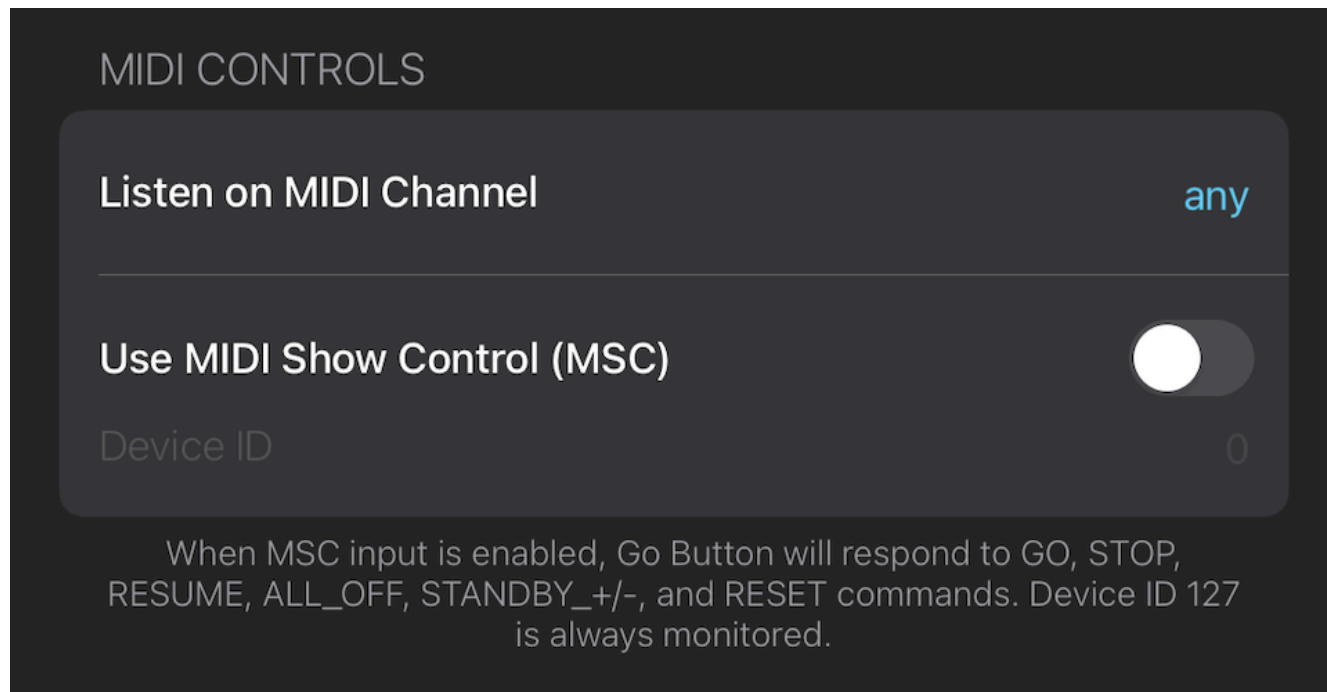
To disable a trigger, you can set its action to *"- no action / disabled -"*. To completely remove a trigger, you can swipe-to-delete on the Profile Edit, or you can tap the **Delete Trigger** button at the bottom of the Trigger Edit screen.

## Available Actions

GO	
Select Next Cue	
Select Previous Cue	
Pause/Resume Show	<i>Toggles between 'paused' and 'unpaused'</i>
Pause Show	
Resume Show	
Panic Show	<i>Stops all cues &amp; hits, stops the show timer</i>
Panic All Cues	<i>Stops all cues only</i>
Play/Pause Selected Cue	<i>Toggles between 'paused' and 'unpaused'</i>
Pause Selected Cue	
Unpause Selected Cue	
'Oops' - Reset to Last Cue Played	
Toggle Main Volume Dimmed	
Toggle Main Volume Muted	
Step Up/Down Main Volume	<i>Fades the main volume level up/down by 6 dB</i>
Panic All Hits	<i>Stops all hits only</i>
Play/Stop Hit (1 through 8)	
Previous/Next Hits Page	<i>Scroll to display the prev/next page of hits</i>

If no cue is selected, "GO", "Select Next Cue", and "Select Previous Cue" all select cue 1.

## MIDI Controls



Each profile can define the MIDI channel on which Go Button listens for MIDI commands. You can select an individual channel number, or you can select `any` to listen across channels 1-16. The default value in a new profile is `any`.

## Working With MSC

Go Button also can respond to MIDI Show Control (MSC) commands. MSC was created to help simplify the process of using MIDI for show control purposes. Rather than arbitrarily assigning Note On or Program Change messages to show control commands like "go" and "stop", MSC has a set of commands designed for a show control environment.

Enabling the switch labeled *Use MIDI Show Control (MSC)* will allow Go Button to respond to a selection of incoming MSC messages associated with common tasks, without requiring you to manually set up connections between MIDI voice messages and controls or triggers in Go Button. The MSC specification includes a wide variety of categories for devices that can be addressed by MSC; Go Button will respond to messages sent as **Audio (General)**, **Lighting (General)**, and **Video (General)**.

With that switch enabled, you need to set Go Button's MSC Device ID, which is a number between 0 and 126. Every device on an MSC network must have a Device ID number, and must respond to incoming messages within their own categories if the messages are addressed to that Device ID. Also, all devices must respond to messages sent to Device ID 127.

Once you've set the Device ID, there's nothing else to configure. Go Button will respond to the following MSC commands:

- **ALL\_OFF**. Stop all currently playing cues and hits.
- **STANDBY\_+/-**. Move the selected cue (playback position) to the next or previous cue.
- **RESET**. Reset the show to the state it would be in when it is first opened: stop all currently playing cues and hits, reset the Elapsed Show Timer, and select the first cue in the cue list.
- **GO**. If GO is sent without a cue number, start the standing-by cue and select the next cue, just as though the on-screen GO button was tapped. If GO is sent with a cue number, start that cue.
- **STOP**. If STOP is sent without a cue number, pause the currently selected cue(s). If STOP is sent with a cue number, pause that cue. We do not know why the MSC spec uses the word "STOP" to mean "pause", but it does, so this is

what Go Button does.

- **RESUME.** If RESUME is sent without a cue number, resume all currently paused cues. If RESUME is sent with a cue number, resume that cue.
- **LOAD.** If LOAD is sent without a cue number, load the currently selected cue(s). If LOAD is sent with a cue number, load that cue.

One *extremely* important thing to remember when using MSC is that cue numbers in MSC, and in Go Button, are *strings* not actual numbers. What that means is that you need to be sure to match the cue numbers exactly on both ends. `1` , `01` , `1.0` , `1.00` are all the same *number*, but they're all different cue numbers!

## Now Playing

When the *Send Now Playing Info* option is enabled, Go Button will send information about the selected cue to your lock screen. Certain remote controls and apps also use this information to update their displays during playback.

This option adds a small amount of processing overhead to your playback. So if you are not sure if your remote requires this setting, it is safest to leave it disabled. If your remote is interactive and does not seem to be functioning properly, you can try enabling this option to see if it helps.

## "Go Button Defaults" Profile

Go Button includes the built-in "Go Button Defaults" remote control profile, which by default is the active profile when you first install Go Button. The settings in this profile are designed to work with a wide variety of remotes. You can duplicate this profile and edit the settings, or you can create a new profile from scratch.

Important: Some remote controls provide "Volume Up" and "Volume Down" buttons. The remote commands sent by those buttons directly change the Device Volume itself and are not forwarded to Go Button. Because of this, it is not possible to disable those buttons or assign different actions to those buttons in Go Button.

These are the available commands and actions when the "Go Button Defaults" profile is active:

iOS remote command	Action
Toggle Play/Pause	GO
Play	GO
Pause	Pause/Resume Show
Stop	Panic Show
Next Track	Select Next Cue
Previous Track	Select Previous Cue

Keyboard shortcuts	Action
Spacebar, Return / Enter, Arrow Right	GO
Tab, Arrow Down	Select Next Cue
Delete / Backspace, Arrow Up	Select Previous Cue
Arrow Left	Pause/Resume Show
Esc	Panic Show

Keyboard shortcuts	Action
` (backtick)	Panic All Cues
~ (tilde)	Panic All Hits
Number Keys 1-8	Play Hits 1-8
↑ + Number Keys 1-8	Stop Hits 1-8
- / _ (minus / underscore)	Previous Hits Page
= / + (equals / plus)	Next Hits Page

## Predefined Profiles

For convenience, Go Button includes profiles for some popular models of remote controls. We have worked with the manufacturers listed to make it easy to install profiles for their devices that come preconfigured with our suggested default settings. Tap on a manufacturer's name, then tap on one of the profiles to install a copy of that profile. Once installed, you can customize the default settings as needed.

Please note that this is not intended to be a comprehensive list of compatible remotes. If you don't see the manufacturer or model of your remote control here, you can still create a new profile of your own for that remote.

## About iOS Multimedia Remote Commands

Go Button supports native iOS multimedia remote commands, including Bluetooth remotes that support the Audio/Video Remote Control Profile (AVRCP). We make every effort to support all remotes that adhere to Apple's standards, but it is nearly impossible to guarantee compatibility with every single remote available.

A useful, simple test to determine if a particular remote will work with Go Button is to try using it with the built-in iOS Music app. If "Music" responds to your remote, then Go Button should respond to it as well.

For more information, you can consult Apple's Knowledge Base articles [About iPhone, iPad, and iPod accessories](#) and [Bluetooth profiles that iOS supports](#).

## OSC Dictionary

Go Button has an extensive API (application program interface) for OSC which allows you to control Go Button from any device or software which can broadcast OSC messages. What follows here is a complete dictionary of Go Button's OSC implementation. OSC messages are sorted more or less alphabetically in each section, which is to say they're alphabetically sorted, but messages which are closely related to each other are sometimes grouped together even if they are not alphabetically adjacent if that makes it easier to understand their relationship.

## Getting Started

The Go Button OSC API can be used over both UDP and TCP transport layers. Go Button listens for incoming OSC messages and sends replies on the ports specified in the **Sidebar > OSC Control Settings > Network** section. The default listening port for TCP and UDP is 53100.

When a client talks to Go Button via UDP, each OSC message corresponds to one UDP datagram. Replies to OSC messages received via UDP are sent on the port specified in the **Sidebar > OSC Control Settings > Network > UDP Reply Port**. The default UDP reply port is 53101.

When a client talks to Go Button via TCP, messages are framed using the double end SLIP protocol ([RFC 1055](#)) as required by the [OSC 1.1 specification](#).

Go Button also listens for plain text on UDP port 53535 and attempts to interpret it as OSC. For example, sending the string `/cue/1/start` as text to Go Button on UDP port 53535 will have the same result as sending an actual OSC message `/cue/1/start` to the current TCP/UDP Listening Port (e.g. 53100).

When sending message to Go Button from QLab, set the Go Button **UDP Reply Port** to 53000 to be able to view Go Button reply messages in the QLab **Workspace Status > Logs** window.

The OSC API behaves almost identically when using both UDP and TCP. Exceptions are noted below, such as cases where a reply may be larger than the maximum size of a UDP datagram.

For convenience, the **Sidebar > OSC Control Settings > Network** also lists the IP address(es) for your current device. On iOS devices, the primary network interface is typically the Wi-Fi connection, which is reported to the system as `en1`. Newer versions of macOS can also set up a local TCP connection with an iOS device over a USB-to-Lightning cable. When that or any other connection is active, the IP addresses of those networks are also listed. You can send OSC messages to Go Button using any of these IP addresses.

*Legacy Note:* Starting in v3.2.0, Go Button uses different default port numbers than earlier versions of Go Button 3. When updating from Go Button 3.1.5 and earlier, *OSC Control Settings* will keep the previous port numbers (53000 and 53001) to avoid a breaking change with any controllers that still expect those values. You can manually update the settings to the new default port numbers 53100 and 53101 if desired.

## Two Ways To Use OSC With Go Button

OSC can be used in essentially two ways with Go Button: as a relatively simple "remote control" protocol, in the spirit of MIDI, or as a robust two-way protocol for tight integration with other systems.

Those readers interested in using OSC for simple remote control can skip ahead to [OSC Booleans in Go Button](#). For those who are interested in using OSC to talk to Go Button and getting answers back, and then doing things with those answers, read on here.

## Getting status updates from Go Button

When a client has requested status updates, that client will receive messages from Go Button whenever the client needs to update its knowledge of a cue, hit, or show.

Clients who have requested status updates might receive the following messages at any time:

- `/update/show/{show_id}` - the client needs to reload the cue lists for the show. This message is also sent whenever various other aspects of a show are updated.
- `/update/show/{show_id}/cue_id/{cue_id}` - the client needs to reload the state for the specified cue or hit. If the cue is a Group cue or cue list, the client should also reload the children of that cue. (Note that despite using the term `cue_id`, this update message is sent for both cues and hits.)
- `/update/show/{show_id}/playbackPosition {cue_id}` - the playback position has changed to `cue_id`. If there is no current playback position, there will be no `cue_id` argument.
- `/update/show/{show_id}/volume {decibels}` - both of these messages are sent initially when a show first opens and subsequently any time the Main Volume level of a show changes. The valid range for `decibels` is -96.0 to 0.0, and the valid range for `percent` is 0.0 to 1.0.
- `/update/show/{show_id}/disconnect` - the client must disconnect from the current show (e.g. because it is closing.)

To receive status updates from Go Button, send the following OSC command:

```
/updates 1
```

To stop receiving updates, send:

```
/updates 0
```

The `/updates` message can be used by clients with any level of access permission.

## Replies from Go Button

Most, but not all, OSC messages sent to Go Button will result in a reply being sent back to the client who sent the message. This is separate from the idea of updates, as discussed above, which are sent proactively by Go Button. Replies are only sent in response to incoming OSC messages.

Messages which perform discrete actions in Go Button, like `/go` and `/panic`, do not generate replies by default, although you can request a reply for every message using the `/alwaysReply` command, discussed below.

Replies from Go Button take the form:

```
/reply/{/invoked/osc/message} json_string
```

`json_string` takes the form:

```
javascript 🔗  
  
{  
  "show_id" : string,  
  "address": "/osc/message/that/was/sent",  
  "status": string,  
  "data": value  
}
```

`show_id` is optional, and only present if the reply is specifically from the current show, rather than from Go Button as a whole.

`status` can be:

- `ok` - the OSC message was received and everything is good.
- `error` - the OSC message was malformed, invalid, or something else has gone wrong.

`data` is the JSON-encoded result of the OSC message that was sent.

### Example

Sending a show the `volumePercent` message:

```
/show/34200B51-835A-4918-A137-B6511784B6CA/volumePercent
```

would cause Go Button to respond with:

```
/reply/show_id/34200B51-835A-4918-A137-B6511784B6CA/volumePercent {json_string}
```

where `{json_string}` would be a payload object with the show's current volume as a percent for the `"data"` key.

---

## OSC Booleans in Go Button

Many OSC messages in Go Button require an argument which sets a value to either true or false. Go Button allows several different data types for these arguments. All of the following are valid:

- **Booleans.** OSC 1.1 has a boolean data type, allowing you to send `True` or `False` as an argument. (Requires Go Button 3.3.0 and later.)
- **Integers** or **Floats.** If Go Button receives any number as an argument where it's expecting a true or false value, `0` will be interpreted as false, and any other number (including, for example, `0.5`) will be interpreted as true.
- **Strings.** If Go Button receives a text string as an argument where it's expecting a true or false value, any string which begins with `N`, `n`, `F`, `f`, or the digit `0` will be interpreted as false. Any string which begins with `Y`, `y`, `T`, `t`, or any digit `1` through `9` will be interpreted as true.

### Examples

The following messages will all show the Main Volume fader:

- `/mainVolumeVisible Yes`
- `/mainVolumeVisible yippee`

- `/mainVolumeVisible "you betcha"`
- `/mainVolumeVisible 1`
- `/mainVolumeVisible 1.0`
- `/mainVolumeVisible true`

The following messages will all hide the Main Volume fader:

- `/mainVolumeVisible No`
- `/mainVolumeVisible never`
- `/mainVolumeVisible "forget it"`
- `/mainVolumeVisible 0`
- `/mainVolumeVisible 00`
- `/mainVolumeVisible false`

## How To Read This Dictionary

Every OSC message that Go Button will respond to is listed in this dictionary. Each definition starts with a horizontal separator followed by the OSC message itself written out like so:

`/cue/{cue_number}/preWait {number}`

The parts that are enclosed in {braces} are the parts which you have to fill in to make the message work, and the dictionary tries to give you clues about what sort of thing you'll need to fill it with. For example, in the message above, you need to replace {cue\_number} with the cue number of the cue you want to talk to, and you need to replace {number} with a number of some kind. This OSC message uses the number you fill in to set the pre-wait of the cue that you specify.

Next comes a table which looks like this:

type	+/-?
read/write	✓

The first column in this table describes the type of message.

- *Read* means that a client can send the message without arguments and get data back from Go Button. For example, `/cue/10/preWait` will return the pre-wait of cue 10.
- *Read/write* means that a client can read data from Go Button, and can also send data to Go Button to make changes. For example, `/cue/10/preWait 5` will set the pre-wait of cue 10 to 5 seconds.
- *Read only* means that this message can only be used to read; there is no "write" form.
- ✓ means that a client can send this message. This is used only for messages which are "actions" such as `/go` and `/panic`, which neither read nor write data.
- ✗ means that a client cannot send this message (well, it can send it, but Go Button will ignore it.)

The second column is only present for OSC messages which are directed at cues and hits, and it shows whether or not the message can be used with Go Button's [increment/decrement syntax](#).

After the table comes a description of the behavior of the OSC message, including separate explanations for *read* and *write* usage if applicable.

Finally, some OSC messages come with examples showing how to use them. Readers are heartily encouraged to request that specific additional examples be added by [emailing the Go Button support team](#).

---

## Application Messages

The following OSC messages pertain to Go Button as a whole, not to a specific show. For security, a client must connect to Go Button with the OSC passcode before any application messages will be accepted.

There are two exceptions to this rule: `/version` and `/shows` will always be accepted, even without a passcode.

---

### `/alwaysReply {boolean}`

type

read/write

By default, Go Button will only reply to an incoming OSC message if that message generates a reply to send. For example, `/go` does not generate a reply.

**Read:** If no argument is given, return `true` if `alwaysReply` is enabled for the sending client, and `false` if it is not.

**Write:** If `boolean` is true, send a reply for every OSC message received from the client. Messages that would not normally generate a reply will generate one with a JSON string argument that contains:

```
javascript
```

```
{
  "show_id" : {string},
  "address": "/osc/message/that/was/sent",
  "status": {"ok" or "error"}
}
```

If `boolean` is false, stop sending replies to messages that do not generate replies.

---

### `/connect {string}`

type



Connect to Go Button with an optional passcode string. If the **Sidebar > OSC Control Settings** has a passcode set, you **MUST** supply this command before any other commands will be accepted. If **OSC Control Settings** does not have a passcode, the `/connect` message is optional.

Returns `ok` if there is no passcode, or the passcode matches.

Returns `badpass` if the passcode does not match.

---

## **/disconnect**

type



Disconnect from Go Button. Clients should send this message when they will no longer be sending messages to Go Button.

If you are communicating with Go Button via UDP, Go Button will automatically disconnect your client if it has not heard any messages from it in the last 61 seconds. Any message (e.g. `/thump`) will serve to keep the client connected. If you are disconnected, you will need to reconnect before further commands will be accepted. If you are using a connection with a passcode, the passcode needs to be sent again, just as though you were connecting for the first time.

If you are communicating with Go Button via TCP, Go Button will not automatically disconnect your client, because TCP is nice like that. Clients will remain connected until they send `/disconnect` or until the TCP connection itself is disconnected.

---

## **/forgetMeNot {boolean}**

## **/udpKeepAlive {boolean}**

type

read/write

Sending `/forgetMeNot` or `/udpKeepAlive` with a `true` argument will cause Go Button to remember the client and all its settings (such as `/alwaysReply`) until Go Button quits or until the client sends `/forgetMeNot` or `/udpKeepAlive` with a `false` argument. This allows a client to send a passcode, ask for specific replies, etc. only once at the beginning of a session, and not worry about being disconnected after 61 seconds of inactivity.

It is best practice to always send `/forgetMeNot` or `/udpKeepAlive` with a `false` argument when you're done, to allow Go Button to clear its record of the now-inactive client.

---

## **/replyFormat {string}**

type

read/write

Set the format of Go Button's reply messages to suit your needs. `format_string` is a string containing your desired reply format. The string can optionally contain the following tokens that will be replaced when sending the reply:

- `#show_id#` - the show ID
- `#address#` - the OSC address of the reply
- `#status#` - ok / error
- `#data#` - the data of the reply

Go Button will do its best to create a reply OSC message using the format you specify.

Sending an empty string will reset Go Button's reply format to its default form.

### Example

Let's say you set Go Button's reply format with the following message:

```
/replyFormat #data#
```

Then, if you sent `/hit/1/colorName`, you would get the reply:

```
/green
```

The `#data#` token resolves to `green`, assuming the color of hit 1 is in fact green.

---

### /shows

type

read only

Return an array of dictionaries for each available show. Each dictionary looks like this:

```
javascript
```

```
[
  {
    "uniqueID": string,
    "displayName": string,
    "port": number,
    "udpReplyPort": number,
    "version": string
  }
]
```

Go Button will always reply to this message, even with clients that have not yet sent a `/connect` message when an OSC passcode is set.

---

### /thump

type

read only

Returns a string `thump`. This is a simple "heartbeat" message (thump-thump, thump-thump) which you can use to verify a connection, keep a session active, etc.

---

### /version

type

read only

Return Go Button's version number.

Go Button will always reply to this message, even with clients that have not yet sent a `/connect` message when an OSC passcode is set.

---

## Show messages

Show OSC messages can be sent to the show that is currently open in Go Button. With the exception of the `/open` command, all other commands can optionally include the prefix `/show/{id}` or `/show/{displayName}`. But, since only one show can be open at a time, using the prefix is a matter of semantics and is not necessary.

---

### `/show/{id}/close`

type



Closes the currently open show.

---

### `/show/{id}/cueLists`

### `/show/{id}/runningCues`

### `/show/{id}/runningOrPausedCues`

type

read only

Return an array of cue dictionaries listing the following information about all cues and hits that fall within the scope of the message:

```
javascript
```

```
[
  {
    "uniqueID": string,
    "number": string
    "name": string
    "listName": string
    "type": string
    "colorName": string
    "armed": true|false
  }
]
```

The scope of each message is as follows:

- `cueLists` are the main cue list and the hits list.

- `runningCues` are all cues and hits which are currently running (and with an elapsing duration.)
- `runningOrPausedCues` are all cues and hits which are currently running, whether or not their duration is elapsing.

If any of the included cues are Group cues, the dictionary will include an array of cue dictionaries for all children in the group:

```
javascript
```

```
[
  {
    "uniqueID": string,
    "number": string
    "name": string
    "listName": string
    "type": string
    "colorName": string
    "armed": true|false
    "cues": [ {a cue dictionary}, {another dictionary}, {and another} ],
  }
]
```

**Note:** These messages may generate large replies, which can easily be larger than the maximum size supported by UDP datagrams. You should communicate with Go Button via a TCP connection if you wish to use these messages.

Starting with Go Button 3.3.0, versions of these commands are available which return smaller amounts of data.

The following messages are identical to the similar messages above, except they do not include any data for the children of Group cues:

**`/cueLists/shallow`**

**`/runningCues/shallow`**

**`/runningOrPausedCues/shallow`**

The following messages return only the cue IDs of the cues in question, and not all the other information about them. Cue IDs of children of Group cues are included.

**`/cueLists/uniqueIDs`**

**`/runningCues/uniqueIDs`**

**`/runningOrPausedCues/uniqueIDs`**

The following messages return only the cue IDs of the cues in question, and do not include children of Group cues.

**`/cueLists/uniqueIDs/shallow`**

**`/runningCues/uniqueIDs/shallow`**

**`/runningOrPausedCues/uniqueIDs/shallow`**

---

## **/show/{id}/dim {boolean}**

### **/show/{id}/dim {boolean} {number}**

type

read/write

**Read:** If no argument is provided, return `true` if the "DIM" setting of the main volume slider is currently engaged, and `false` if it is not.

**Write:** If `boolean` is `true`, engage the "DIM" setting of the main volume slider in the current show. If `boolean` is `false`, disengage DIM. `number` is an optional whole or decimal number. If provided, the main volume will be faded from its current value over that many seconds. If `number` is omitted, the show **Settings > Main Volume Dim Duration** is used.

---

## **/show/{id}/toggleDim**

type



Engage or disengage the "DIM" setting of the main volume slider in the current show.

---

## **/show/{id}/fullScreen {boolean}**

type

read/write

This command only applies when Go Button is running on iPad. When Go Button is running on iPhone or iPod touch, this command has no effect.

**Read:** If no argument is provided, return the current full screen mode status of the show.

**Write:** Set the full screen mode status of the current show. `true` will enter full screen mode; `false` will dismiss full screen mode.

---

## **/show/{id}/toggleFullScreen**

type



Enter or dismiss full screen mode in the current show.

---

## **/show/{id}/go**

type



Tell the cue list of the current show to GO. The cue list in the current show will GO on whatever cue is currently standing by.

---

### **/show/{id}/mainVolumeVisible {boolean}**

type

read/write

**Read:** If no argument is provided, return the current visibility of the main volume slider in the current show.

**Write:** Set the visibility of the main volume slider. `true` will show the fader; `false` will hide the slider.

---

### **/show/{id}/toggleMainVolumeVisible**

type



Reveal or hide the main volume slider in the current show.

---

### **/show/{id}/mute {boolean}**

type

read/write

**Read:** If no argument is provided, return `true` if main volume is currently muted in the current show, or `false` if it is not muted.

**Write:** Set whether the main volume in the current show is muted. `true` will mute the volume; `false` will unmute.

---

### **/show/{id}/toggleMute**

type



Mute or unmute the main volume in the current show.

---

### **/show/{id}/oops**

type



Stop and re-select the most recently-played cue. This command can be sent multiple times to "undo" the playback of currently playing cues in reverse order.

---

### **/show/{id}/open**

type



Opens a Go Button show. This message, obviously, requires the `/show/{id}` or `/show/{displayName}` prefix.

---

### **`/show/{id}/panic`**

type



Tell the show to panic. A panic is a brief gradual fade out leading into a hard stop. Sending a second instruction to panic during that gradual fade out will cause an immediate hard stop. Panic fades out and stops all cues and hits over the duration set in the show **Settings > Panic Duration**.

---

### **`/show/{id}/panicInTime {number}`**

type



Panic over the specified number of seconds, rather than over the panic time defined in the show Settings. `{number}` can be any number 0 or greater, decimals allowed.

---

### **`/show/{id}/pause`**

type



Pause all currently running cues and hits in the show.

---

### **`/show/{id}/playhead/{cue_number}`**

### **`/show/{id}/playbackPosition/{cue_number}`**

type



Set the selected cue of the cue list (also called the playhead or the playback position) to the given cue.

---

### **`/show/{id}/playhead/next`**

### **`/show/{id}/playbackPosition/next`**

type



Move the selected cue to the next cue.

---

**/show/{id}/playhead/previous**

**/show/{id}/playbackPosition/previous**

type



Move the selected cue to the previous cue.

---

**/show/{id}/reset**

type



Reset the show. Resetting stops all cues and hits, returns the playhead to the top of the cue list, and stops & resets the elapsed show timer.

---

**/show/{id}/resume**

type



Un-pause a paused show and all paused cues & hits in the show.

---

**/show/{id}/stop**

**/show/{id}/hardStop**

type



Stop playback. At present, /stop and /hardstop are synonymous. Both stop all cues and hits in a show immediately.

---

**/show/{id}/timer {number}**

type

read/write

**Read:** If no argument is given, return the elapsed time of the Elapsed Show Timer in seconds.

**Write:** If `number` is given, set the elapsed time of the Elapsed Show Timer in seconds.

*Removed in Go Button 3.3.0. Use `/timer/elapsed {number}` instead.*

---

### **`/show/{id}/timer/duration {number}`**

type

read/write

**Read:** If no argument is given, return the current duration ("Starting Time") of the Elapsed Show Timer in seconds.

**Write:** If `number` is given and is a positive number, set the duration of the Elapsed Show Timer in seconds. Negative numbers are not accepted. A timer with a non-zero duration counts down from that number when started. A timer with a duration of `0` counts up from "00:00".

*Available in Go Button 3.3.0 and later.*

---

### **`/show/{id}/timer/elapsed {number}`**

type

read/write

**Read:** If no argument is given, return the current elapsed time of the Elapsed Show Timer in seconds.

**Write:** If `number` is given, set the elapsed time of the Elapsed Show Timer in seconds.

*Available in Go Button 3.3.0 and later.*

---

### **`/show/{id}/timer/start`**

type



Start the Elapsed Show Timer.

---

### **`/show/{id}/timer/stop`**

type



Stop the Elapsed Show Timer.

---

### **`/show/{id}/timer/toggleRunning`**

type



Start or stop the Elapsed Show Timer.

---

### **/show/{id}/timer/reset**



Reset the elapsed time of the Elapsed Show Timer to 0, and reset the current duration of the timer to the show **Settings > Elapsed Timer Starting Time**. The running state of the timer does not change.

---

### **/show/{id}/timer/reset/duration**



Reset the current duration ("Starting Time") of the Elapsed Show Timer to 0. The elapsed time and the running state of the timer do not change.

---

### **/show/{id}/timer/reset/elapsed**



Reset the elapsed time of the Elapsed Show Timer to 0. The current duration ("Starting Time") and the running state of the timer do not change.

---

### **/show/{id}/volume {number}**



**Read:** If no argument is given, return the main volume of the current show in decibels.

**Write:** If `number` is given, set the main volume of the current show in decibels. The valid range is `-96.0` to `0.0`.

---

### **/show/{id}/volumePercent {number}**



**Read:** If no argument is given, return the main volume of the current show on a linear scale as a percentage.

**Write:** If `number` is given, set the main volume of the current show as a percentage. The valid range is `0.0` to `1.0`.

---

## **/show/{id}/volumeStepUp**

## **/show/{id}/volumeStepDown**



Fade the main volume level of a show up or down by 6 dB. Equivalent to the remote control actions "Step Up Main Volume" and "Step Down Main Volume".

# Cue and Hit messages

All of the messages below can be sent to cues and hits interchangeably, unless noted otherwise.

## **Addressing Cues**

Cues can be addressed either by their cue number or their unique ID.

For all cue OSC messages, any instance of the address pattern `/cue/{cue_number}` can be replaced by the equivalent unique ID address pattern `/cue_id/{id}`.

Additionally, Go Button supports a few special addresses for cues:

- `/cue/selected` addresses the currently selected cue or cues.
- `/cue/playhead` addresses the cue that's currently standing by at the playhead.
- `/cue/playbackPosition` is the same as `/cue/playhead`.

## **Addressing Hits**

Hits can be addressed either by their number or their unique ID. Hits are numbered in their display order, starting from the top left of the hits panel and going left to right, then top to bottom.

For all hit OSC messages, any instance of the address pattern `/hit/{hit_number}` can be replaced by the equivalent unique ID address pattern `/hit_id/{id}`.

## **Wildcards**

Finally, because Go Button supports OSC address patterns, you may use an asterisk `*` and a question mark as wildcards within `{cue_number}` or `{id}`.

**Important:** Spaces are not permitted inside OSC addresses, so cue numbers with spaces in them will not work properly with OSC. If you are using OSC to control your show, avoid using spaces in cue numbers.

## **Increment/Decrement Syntax**

Simple numerical properties of cues and hits can be incremented or decremented with the following syntax:

- `/cue/1/property/+ {delta}` adds `{delta}` to the current value.
- `/cue/1/property/- {delta}` subtracts `{delta}` from the current value.

**Example**

- `/cue/10/preWait/+ 1` would increase the `preWait` of cue `10` by one second.

Messages which support the increment/decrement syntax are noted with a ✓ under the `+/-?` heading.

---

**`/cue/{cue_number}/actionElapsed`**

type	+/-?
read only	✗

Return the elapsed action (in seconds) of the specified cue.

---

**`/cue/{cue_number}/percentActionElapsed`**

type	+/-?
read only	✗

Return the elapsed action (as a percentage of the total action) of the specified cue.

---

**`/cue/{cue_number}/colorName {string}`**

type	+/-?
read/write	✗

This command only applies to hits. When sent to a cue list cue, this command has no effect.

**Read:** If no argument is given, return the color of the specified cue.

**Write:** If `string` is given, set the color of the specified cue to `string`. Valid colors are `none`, `red`, `orange`, `green`, `blue`, and `purple`.

---

**`/cue/{cue_number}/defaultName`**

type	+/-?
read only	✗

Return the default name of the specified cue.

---

**`/cue/{cue_number}/displayName`**

type	+/-?
read only	✗

Return the display name of the specified cue.

---

### **/cue/{cue\_number}/duration**

type	+/-?
read only	✕

Return the duration of the specified cue.

---

### **/cue/{number}/goButtonText**

type	+/-?
read only	✕

This command only applies to cue list cues. When sent to a hit, this command has no effect.

Return the string that will be displayed on the GO button when this cue becomes selected in the cue list. Use this message with the special `/cue/playhead/*` prefix to fetch the current GO button text.

---

### **/cue/{cue\_number}/isBroken**

type	+/-?
read only	✕

Return `true` if the specified cue is broken.

---

### **/cue/{cue\_number}/isLoading**

type	+/-?
read only	✕

Return `true` if the specified cue is loaded.

---

### **/cue/{cue\_number}/isPaused**

type	+/-?
read only	✕

Return `true` if the specified cue is paused.

---

### **/cue/{cue\_number}/isRunning**

type	+/-?
read only	✕

Return `true` if the specified cue is running.

---

## **/cue/{cue\_number}/load**

type.	+/-?
✓	✗

Load the specified cue.

---

## **/cue/{cue\_number}/loadAt {number}**

type	+/-?
✓	✗

If argument `number` is given and is a positive number, load the specified cue to `number` seconds. If the cue has a pre-wait, that time is counted as part of the load time.

If no argument is given, this command is equivalent to `load`.

---

## **/cue/{cue\_number}/name {string}**

type	+/-?
read/write	✗

**Read:** If no argument is given, return the name of the specified cue.

**Write:** If `string` is given, set the name of the specified cue to `string`.

---

## **/cue/{cue\_number}/number {string}**

type	+/-?
read/write	✗

**Read:** If no argument is given, return the cue number of the specified cue.

**Write:** If `string` is given, set the cue number of the specified cue to `string`.

---

## **/cue/{cue\_number}/panic**

type	+/-?
✓	✗

Panic the specified cue. Panicked cues fade out and stop over the panic duration specified in the show Settings.

---

## **/cue/{cue\_number}/panicInTime {number}**

type	+/-?
✓	✗

Panic the specified cue, using `number` for the panic duration instead of the panic duration specified in show Settings.

---

### **/cue/{cue\_number}/pause**

type	+/-?
✓	✗

Pause the specified cue. If the specified cue is not playing, this message has no effect.

---

### **/cue/{cue\_number}/togglePause**

type	+/-?
✓	✗

If the specified cue is playing, pause it. If the specified cue is paused, resume it. If the specified cue is not playing and not paused, this message has no effect.

---

### **/cue/{cue\_number}/preWait {number}**

type	+/-?
read/write	✓

**Read:** If no argument is given, return the pre-wait of the specified cue.

**Write:** If `number` is given, set the pre-wait of the specified cue to `number`.

---

### **/cue/{cue\_number}/preWaitElapsed**

type	+/-?
read only	✗

Return the elapsed pre-wait time (in seconds) of the specified cue.

---

### **/cue/{cue\_number}/percentPreWaitElapsed**

type	+/-?
read only	✗

Return the elapsed pre-wait time (as a percentage of the total pre-wait time) of the specified cue.

---

### **/cue/{cue\_number}/reset**

type	+/-?
✓	✗

Reset the specified cue. Resetting a cue or hit returns any temporary changes to be reverted.

---

### **/cue/{cue\_number}/resume**

type	+/-?
✓	✗

Resume the specified cue. If the specified cue is not paused, this message has no effect.

---

### **/cue/{cue\_number}/start**

type	+/-?
✓	✗

Start the specified cue. This does not move the playhead.

---

### **/cue/{number}/stop**

### **/cue/{number}/hardStop**

type	+/-?
✓	✗

Stop the specified cue. If the specified cue is not playing, this message has no effect. At present, /stop and /hardstop are synonymous.

---

### **/cue/{cue\_number}/uniqueID**

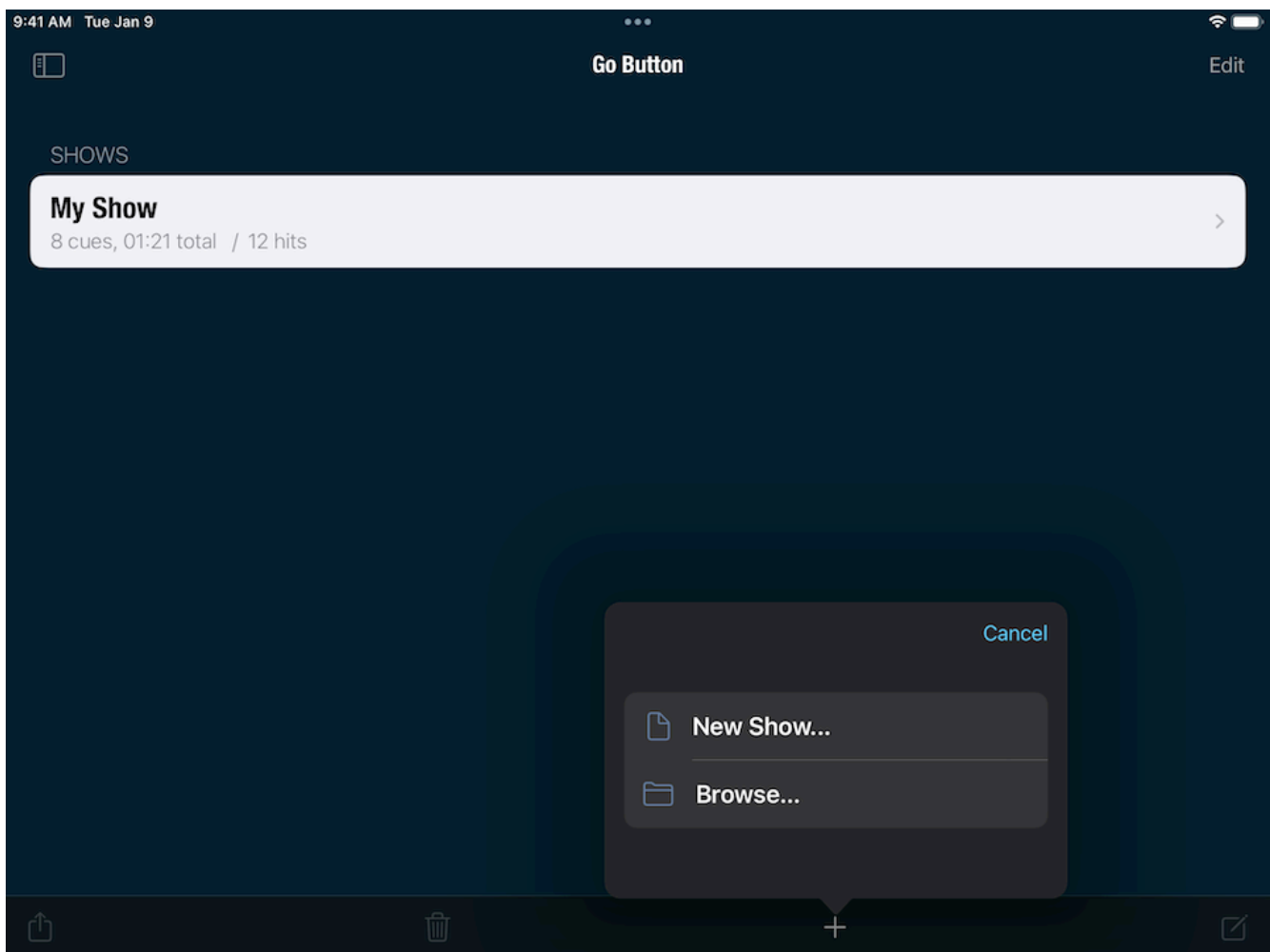
type	+/-?
read only	✗

Return the uniqueID of the specified cue.

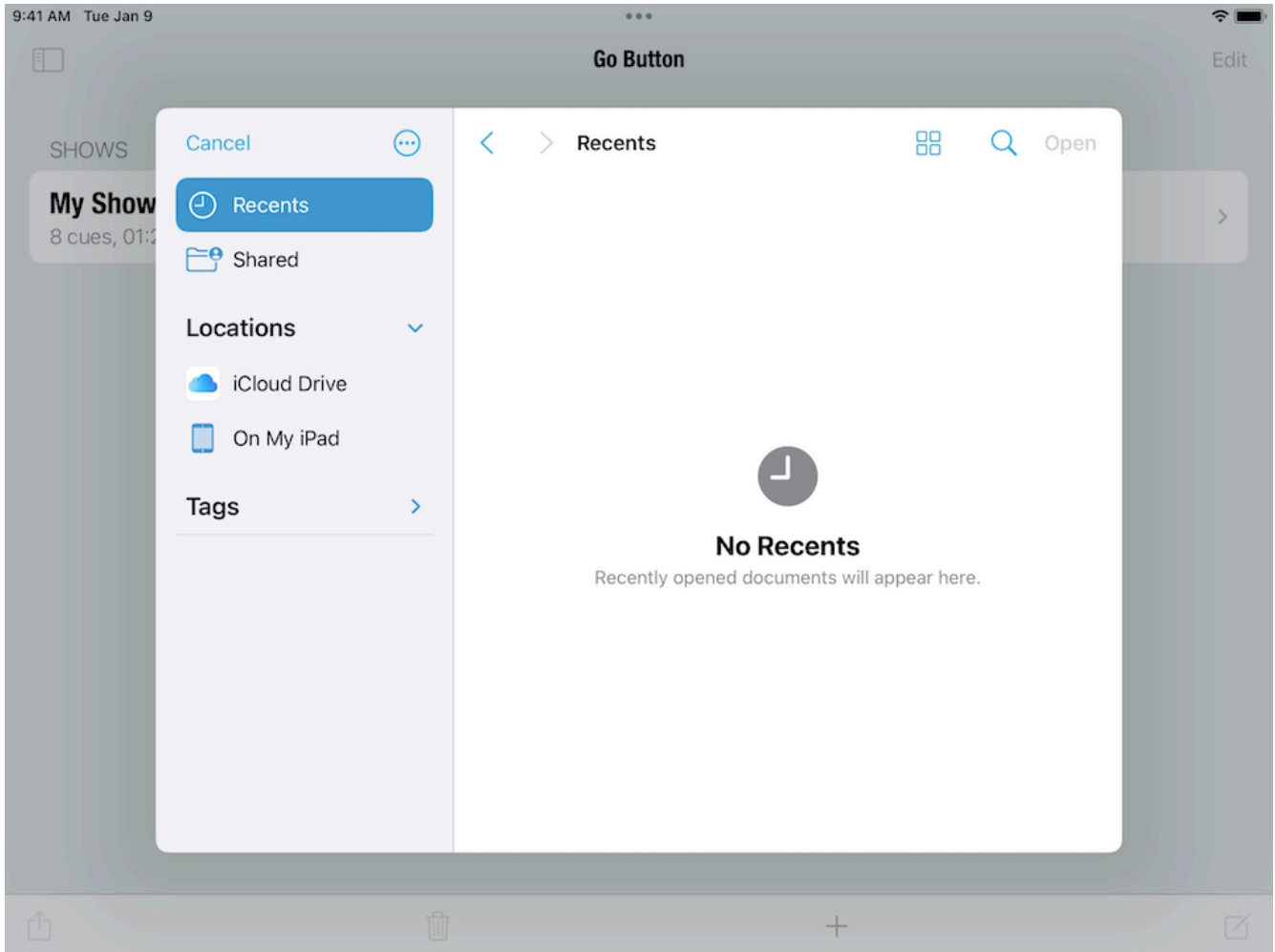
# Importing and Exporting Shows

## Importing Shows

Tapping on the "+" button at the bottom of the Home screen in Go Button will bring up a menu allowing you to create a new show or to select a show to import from an external source. Note that without a Pro license, you can only have one show in Go Button at a time. Therefore, if you have show in Go Button, and don't have Pro license, and you want to import a show, you'll need to first delete the show you already have.

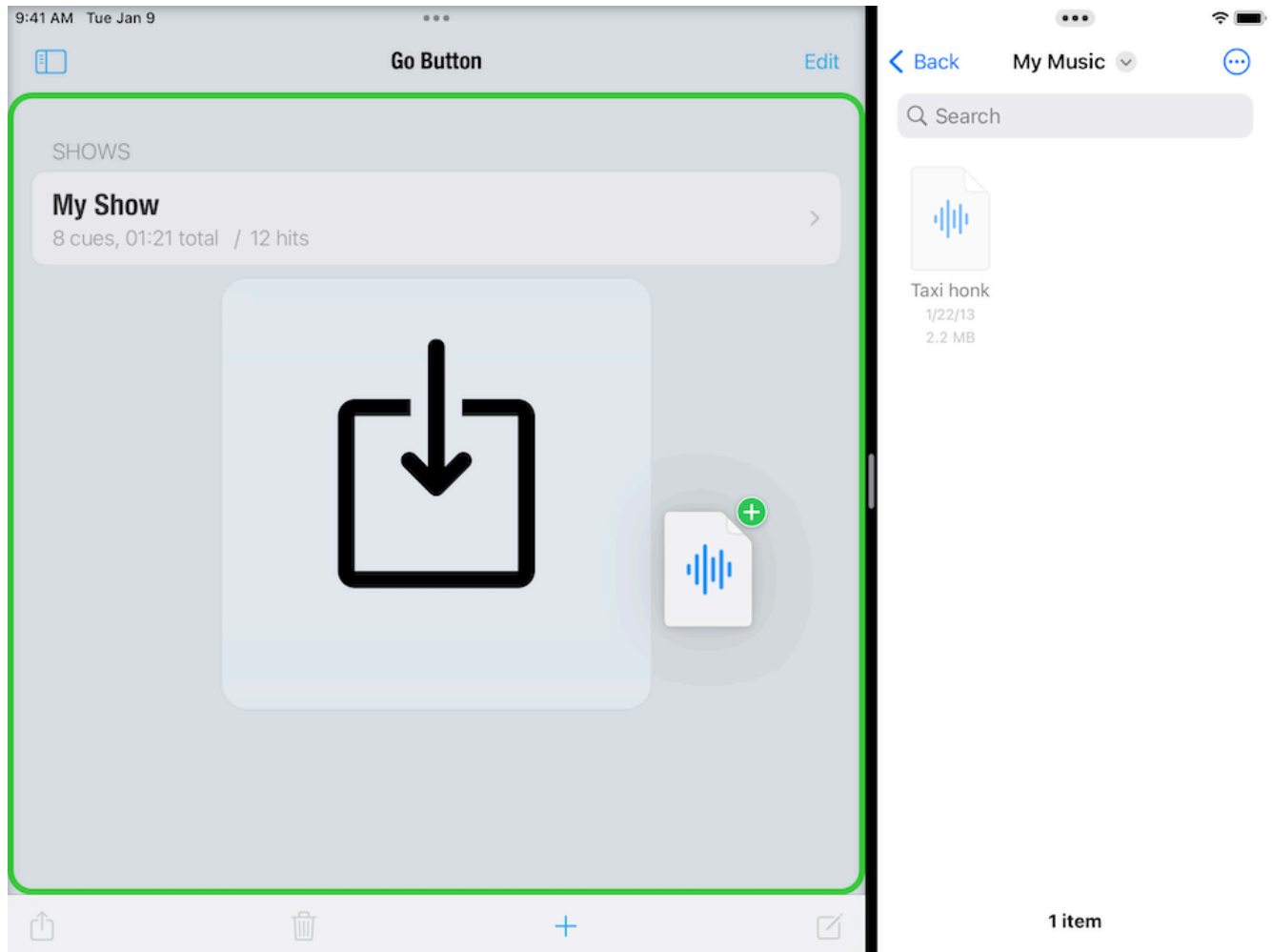


The first item in the document menu is always *New Show*. On iOS 11 and newer, the second option will be *Browse...*, which opens the in-app "Files" interface.



Go Button is compatible with many of the major cloud services such as iCloud Drive, Dropbox, and any other app on your device which has enabled document sharing.

In addition to .gobutton and .gobundle files, you can also import supported audio files from the document menu. Files imported in this way are saved to your Go Button Documents folder.

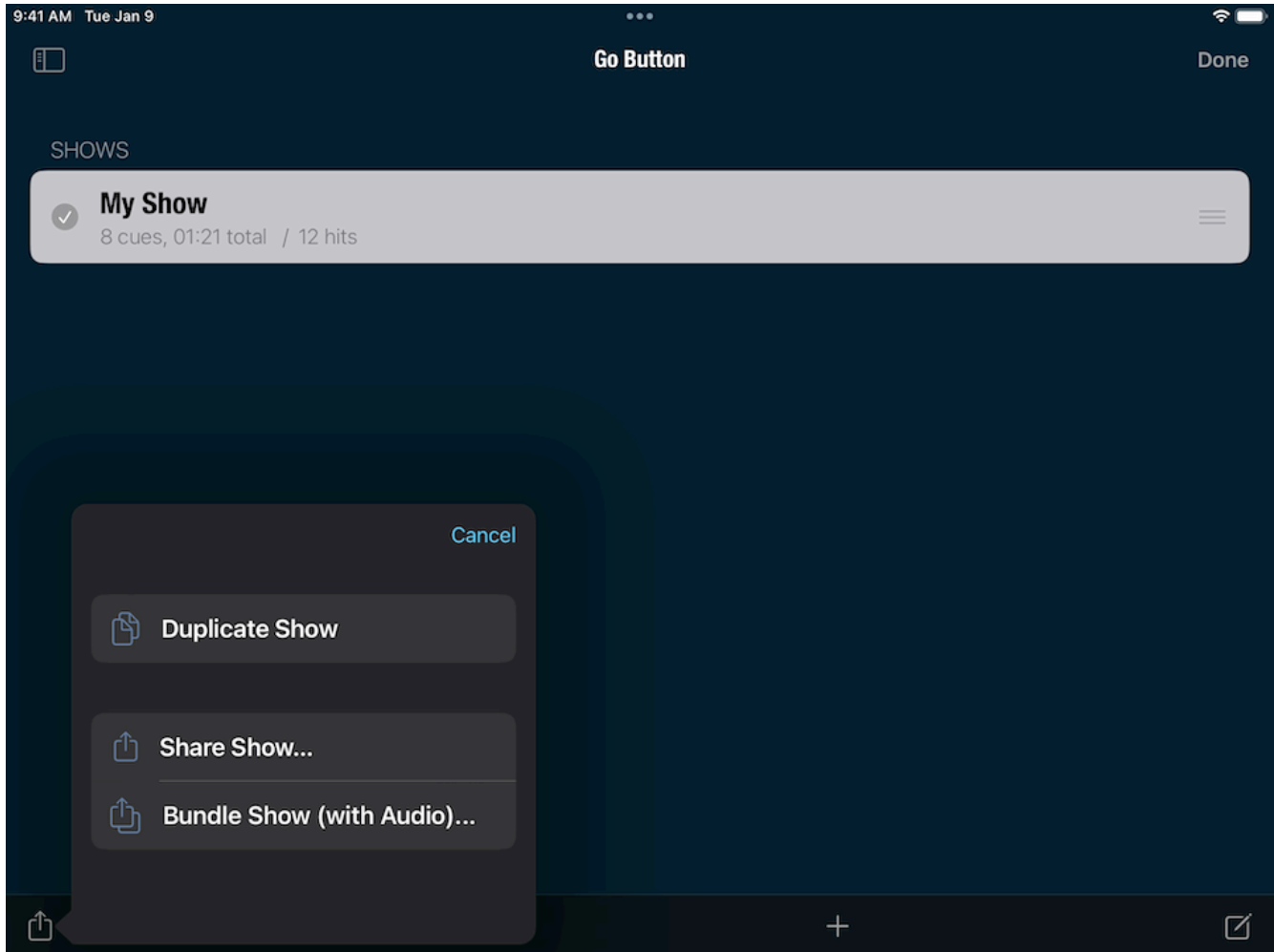


Go Button also supports Drag and Drop to import audio files and .gobutton files from the "Files" app when running in iPad Split View. You can import entire folders of content from any source available in Files, including iCloud Drive and other services like Dropbox and Google Drive, or from other apps on your device.

## Exporting Shows

You can export your shows from Go Button through a variety of services. This is useful for backup and archival of your shows or to copy them to another device.

To export a show, navigate to Go Button's Home Screen, and tap **Edit** in the upper right corner. Then, select the show you want to export and tap the **Action** button.



- Tap *Share Show...* to export your show without including the media files which it uses.
- Tap *Bundle Show Bundle (with Audio)...* to include the media files. **Note:** Apple prevents Music Library tracks from being exported by Go Button. Only media files which are in the Documents folder can be exported.

Once you've chosen to export a show file or a show bundle, the standard iOS share sheet will appear, allowing you to choose your preferred service. You can export via AirDrop, Messages, Mail, iCloud Drive, or any other service that's installed on your device, such as Dropbox or Google Drive.

You can also copy the .gobutton file for any show to your Desktop by using [the Finder to share files](#):

1. Connect your device to your computer running macOS Catalina (10.15) or newer. (You can skip this step if you sync over Wi-Fi.)
2. Open a Finder window, and select your device
3. Select the "Files" tab.
4. Click the triangle next to *Go Button* to show the contents of the Documents folder.
5. Drag the "Autosaves" folder from the *Go Button Documents* window to a convenient temporary location on your Mac, such as your Desktop, or click *Save To...* and choose a location.
6. Open the folder and find your show's .gobutton file.

Note that show bundles are created on-demand, thus they do not appear when using the Finder to share files between your Mac and your device. And of course, if your show includes Music library tracks, you'll need to manually copy those files from your Music library yourself.

## Restoring a Deleted Show

Deleting a show removes it from Go Button's internal database, and a copy of the show's .gobutton file is archived in Go Button's Documents folder inside a folder named "Deleted Shows".

To recover a deleted show using the iOS "Files" app:

1. Open "Files" and make sure the "Browse" tab is selected at the bottom of the screen.
2. Select "On My iPad" (or "On My iPhone") from the list of Locations.
3. Tap on "Go Button" to view the contents of the app's Documents folder.
4. Tap on "Deleted Shows" to view the contents of that folder.
5. Tap on a document to open it in Go Button. Your show will automatically be imported.
6. Once the import is complete, you can edit the show settings and delete the timestamp from the show name, if you like.

To recover a deleted show using a Mac:

1. Connect your device to your computer running macOS Catalina (10.15) or newer. (You can skip this step if you sync over Wi-Fi.)
2. Open a Finder window, and select your device
3. Select the "Files" tab.
4. Click the triangle next to *Go Button* to show the contents of the Documents folder.
5. Drag the "Deleted Shows" folder to a convenient temporary location on your Mac, such as your Desktop.
6. Open the folder and find the archived .gobutton file for your show. You can delete the timestamp from the file name, if you like.
7. Copy the ".gobutton" file back into Go Button Documents using iTunes File Sharing.
8. Relaunch Go Button. Your show will automatically be imported.
9. You can safely delete the "Deleted Shows" folder from your Mac once you have successfully restored your show.