

WESC User Manual

Whiteley Events Service Cue (WESC)

Version 1.7.212 — June 2026

Whiteley Events Ltd · Decibel House, 32 Thyme Avenue, Whiteley, PO15 7NA

1. Introduction

Whiteley Events Service Cue (WESC) is a desktop show-control application for live events. It runs the cues you would otherwise drive from a stack of separate apps — audio playback, lyric and image display, camera feeds, NDI sources, lighting console triggers, ProPresenter, vMix, ATEM tally, Hollyland tally lights and more — from a single ordered runsheet.

WESC is built for operators of:

- Churches and worship venues running services with songs, sermons, baptism videos and live cameras.
- Theatre and corporate technical operators calling cues from a single seat at the back of the house.
- Conference and broadcast teams who need lyrics or autocue on stage while a separate camera feed flows to the streaming PC.
- Multi-language services where a translator microphone, the floor mic and a remote camera all need to live alongside the FOH music.

It solves three problems that come up over and over again in those environments. First, **cue automation**: pressing one **GO** button advances the show through pre-built actions instead of stabbing several apps in sequence. Second, **multi-output media**: a single cue can simultaneously start a video on the projector, fire a lighting cue on the desk, change a vMix scene and put the corresponding lyric verse on the in-ear-monitor display. Third, **NDI integration**: WESC both publishes its media output as an NDI source and receives remote NDI sources as first-class cue sources — so the streaming PC, a translator booth and an iPhone NDI camera can all participate in the show without extra glue.

This manual is for the operator. It assumes you have used at least one show-calling tool before and that you are comfortable with terms like **runsheet**, **cue** and **bus**. For the deeper integration topics — NDI network configuration, audio-over-IP wiring, lighting console protocol details — see the separate **WESC Integration Guide v1.7.212**.

2. System requirements

WESC v1.7.212 is **macOS only**. Windows support was retired at v1.7 because the cross-platform packaging tax for native modules (NDI, canvas, ffmpeg) was disproportionate to the user base.

Minimum:

- **macOS 11 Big Sur** or later, on **Apple Silicon (M1/M2/M3/M4)** or **Intel Macs**.
- **8 GB RAM** for shows with up to a dozen video cues; **16 GB** recommended for multi-camera or multi-NDI rigs.
- A **secondary display** (HDMI, Thunderbolt, NDI-fed) for the stage / lyrics / autocue output. WESC will run with a single display but you will be running blind for any visual cue.
- Network **mDNS / Bonjour** reachability between WESC and any NDI senders or receivers on your show LAN.

For multi-channel audio routing (per-cue Output to specific channels) you will additionally want a virtual or physical multi-channel device — Dante Virtual Soundcard, Loopback, an aggregate device, or a USB / Thunderbolt audio interface with the channel count you need (typically 8, 16, 32 or 64).

NDI Output uses bundled `ffmpeg` (no brew `install` required) and the grandiose Node binding wrapping the NDI 5 SDK.

3. Installation and licensing

Download

Download the latest signed .dmg from the **Downloads** page at <<https://whiteleyevents.co.uk>>. There are two builds: WESC-1.7.212-arm64.dmg for Apple Silicon and WESC-1.7.212-x64.dmg for Intel. The download page detects your architecture and recommends the right one.

Install

- Open the .dmg.
- Drag **Whiteley Events Service Cue.app** into the **Applications** folder shortcut.
- Eject the .dmg.
- Launch WESC from Applications. macOS may take a moment on first launch to verify the signature.

First-run EULA

On first launch WESC presents the **End User Licence Agreement**. You must accept it to continue. The acceptance is recorded in eu-la-acceptance.json under your user-data directory and pinned to the EULA version date; if a future EULA version makes a material change you will be asked to re-accept.

The full legal pack — EULA, Privacy Notice and Third-party Licences — is also reachable from **About** → **View legal documents**, opened in your OS PDF viewer.

Licence activation

WESC is provided free of charge; activation simply binds your install to one machine. On first launch, the **Licence** screen prompts for the licence key emailed to you when you registered. Paste the key, click **Activate**, and WESC will contact the licence server over HTTPS, validate the key, and bind it to a machine identifier derived from your hardware and OS.

If you replace, reformat or decommission the activated machine, email hello@whiteleyevents.co.uk and we will reset the activation so you can reactivate on the new machine. Each licence key is for one machine; additional licences are available on request.

4. Quick start: your first cue

This walkthrough takes about ten minutes and gives you a working runsheet that fires a piece of audio.

- **Launch WESC.** It opens to the **Live** page with an empty runsheet titled **Untitled**.
- **Create a new runsheet.** Click **File** → **New** (or Cmd+N). Save it: **File** → **Save As...** (Cmd+Shift+S), name it My First Show, click **Save**.
- **Switch to the Editor.** Click the **Editor** tab at the top.
- **Add a cue.** Click **+ Add Cue**. A blank cue appears. In the right-hand inspector set **Name** to Walk-on music, leave **Type** at Normal and **Trigger** at Manual.
- **Add a play-audio action.** In the cue's **Actions** list click **+ Action**, pick **Audio** → **Play file**, then click **Choose...** and pick a music file from your Mac. Set **Volume** to 80, leave **Loop** off.
- **Save.** Cmd+S.
- **Go live.** Click the **Live** tab. Your cue is highlighted as **NOW** (or **NEXT** if you haven't fired anything yet).
- **Fire it.** Press the green **GO** button (or hit Space). The audio starts playing through the system default output. The cue moves to **NOW**, and the **Mixer** tab will show the active level.
- **Stop it.** Press **STOP ALL** in the panic strip, or wait for the file to play out.

That's the end-to-end loop. Everything else in this manual is variations on those seven steps — different action types, different routing, different triggering.

5. The Live page

The Live page is the operator's main view during a show. It is intentionally button-heavy and information-dense.

Top row

- **GO** — fires the cue currently in **NEXT**. Promotes it to **NOW** and advances the cursor.
- **STOP ALL** — stops every running cue: audio, video, NDI input, slideshows. Clears the media canvas. Does not touch lighting integrations.
- **FADE OUT** — fades audio cues to silence over the configured fade time (default 2 s) then stops them. Visual cues are unaffected.

Runsheet cue list

Centre column. Each row shows the cue's number, name, trigger type, and a small preview of its actions. Memo cues are folded into collapsible groups; the collapsed state persists across reloads. Click a row to make it **NEXT**; double-click to fire it immediately.

NOW / NEXT panel

Right-hand panel. Shows the current and upcoming cue with full action detail, pre-wait countdown, and any per-cue notes. Use this as your operator script.

Preview thumbnail

Above the NOW/NEXT panel. Live mirror of the stage / media output — video, image, lyrics, camera, NDI input, autocue. Click it to swap which display WESC is sending to.

Lyrics Position cycle

A small button beside the preview. Cycles the lyrics anchor through bottom / centre / top of the stage display. Useful when a venue's screen has a banner blocking the bottom third.

Panic strip

Bottom of the Live page. Six buttons, all instant:

- **Stop Audio** — stops every audio cue and every running NDI input.
- **Clear Media** — clears the media canvas (image / video / camera / NDI video).
- **Clear Lyrics** — removes lyric overlay; leaves any background in place.
- **Clear Tally** — sends c lea rAll to Hollyland, ATEM tally and any other tally consumer.
- **Reset Timers** — stops and resets every per-runsheet timer.
- **ALL OFF** — every panic action above, in sequence.

6. Cue editor

The **Editor** tab is where cues are built. Each cue has a header (name, type, trigger, colour, notes) and a list of actions.

Cue header

- **Name** — free text. Shown in the runsheet, NOW/NEXT panel and on Stream Deck buttons.
- **Type** — Normal (fires actions when triggered), Memo (no actions; visible note for the operator; collapsible), Fired (fires automatically when a parent cue completes; chained workflows).

- **Trigger** — Manual (waits for GO), Time (fires at a wall-clock minute entered as HH:MM), Follow (fires when the previous cue completes).
- **Pre-wait** — seconds to wait between trigger and first action. Useful for syncing a slow-fading audio bed against a manual GO press.
- **Notes** — operator-visible text shown in NOW/NEXT.
- **Colour** — accent stripe for the runsheet row. Use it to visually group act-1 vs act-2 cues, or songs vs spoken content.

Actions

Click **+ Action** to add. Each action is one integration command. The full reference:

Integration	Command	Purpose
Audio	play	Play a single audio file. Params: file, volume, loop, fade, trimStart, trimEnd, output, audioOutput.
Audio	playPlaylist	Play through an audio playlist (see chapter 7). Supports per-track volume/trim and the same audio output routing as play.
Audio	stop / fadeOut	Stop or fade out audio cues.
Media	showImage	Show an image on the stage canvas. Params: file, fit (contain/cover), duration (auto-clear).
Media	playVideo	Play a video file. Params: file, volume, audioOutput, muted, loop, fit.
Media	showCamera	Show a connected webcam / capture device. Params: deviceId, label, audio, fit.
Media	showSlideshow	Image playlist with dwell time. Params: playlist, duration, loop, fit.
Media	playVideoPlaylist	Video playlist; advances per file. Supports the same video audio routing options as playVideo.
Media	showLyrics	Lyric text overlay. Overlays on top of any current background.
Media	clear	Clear the media canvas.
NDI	ndiStart / ndiStop	Start / stop NDI Output broadcast.
NDI	ndiTestPattern	Timed SMPTE bars + 1 kHz tone (default 5 s).
NDI	ndiTestPatternOn / ndiTestPatternOff	Indefinite test pattern toggle (pre-show line-up).
NDI Input	ndiInput.start	Receive a remote NDI source. Params: sourceName, sourceUrlAddress, outputDevice, outputChannels, videoOutput (none/media), fit, instanceId.
NDI Input	ndiInput.stop	Stop one instance (by instanceId) or all.
Operator	showMessage	Show a title/message on the dedicated /operator screen. Params: title, text, tone (info/warning/urgent).
Operator	showCue	Send a cue card to the dedicated /operator screen using the target cue's stable Cue ID.
Operator	showImage	Show an image on the dedicated /operator screen. Params: file, title, text, fit (contain/cover).
Operator	clear	Clear the dedicated /operator screen back to standby.

Integration	Command	Purpose
Operator	speakViewOnly	Speak an AI voice message in View Only remote browsers, through the local speaker on this Mac, or, when destination is audioOutput, to the configured audio output route. The editor includes a Test Voice button and English-labelled voice presets. Audio-output mode requires a non-default device/channel route and will not fall back to the host computer's default audio.
Timer	start / pause / reset / stop / stopAll	Drive per-runsheet timers.
Hollyland	setProgram / setPreview / setOff / set / clearAll	Control Hollyland tally lights via the bundled tally server.
ProPresenter	triggerNext / triggerPrevious / triggerSlide / triggerPlaylistItemByName / triggerFocusedPlaylistItem / triggerPlaylistItem / triggerFocusedPresentationGroup / triggerActivePresentationGroup / triggerPresentationGroup / clearAll / clearSlide / triggerPlaylist / triggerMedia / startTimer / stopTimer / resetTimer	ProPresenter 7 over its HTTP API, including playlist section/header targeting such as worship Set.
ChamSys	fireCue / goPlayback / stopPlayback / releasePlayback / activatePlayback / setLevel / setIntensity	MagicQ over Remote (UDP) or OSC.
vMix	cut / fade / transitionToInput / setInputPreview / overlayOn / overlayOff / startRecording / stopRecording / startStreaming / stopStreaming / playInput / pauseInput / setVolume	vMix Web Controller HTTP API.
ATEM	connect / disconnect / synchHollyland	Blackmagic ATEM switcher; tally is mirrored to Hollyland.
Stream Deck	switchPage / flashButton / reconnect	Drive a connected Elgato Stream Deck.
WESC	(panic actions, see chapter 25)	Internal operations triggerable from cues.

A cue's actions run in order. If one is blocking (an audio file with no loop, a video without loop, a slideshow, an `ndiInput.start` with a duration) the cue stays in running state until that action resolves; subsequent cues queued via Follow triggers wait.

The **Show Readiness** panel checks the runsheet before showtime. It catches cue loops, missing WESC Control targets, blank ProPresenter section/header names, missing media/audio files, empty or badly-trimmed audio playlists, invalid timers, duplicate MIDI Cue IDs, NDI-only output routes when NDI Output is unavailable, and enabled integrations whose startup/reconnect watchdog is currently failing.

Show Readiness also includes an **Audio cue audit** section. This lists each audio/video cue that can make sound, where it is routed, and useful flags such as NDI only, loop, shuffle, muted, track trims and track fades. Use it as a final “what will be heard where?” check before the service starts.

Use **Export Diagnostics** in the Show Readiness panel when something looks wrong during setup or a live event. WESC writes a compact JSON bundle with the app version, runsheet path, integration states, watchdog timestamps, recent command history, recent show log, trigger status and the latest readiness result.

Operator screen

Remote Access now includes an **Operator Screen** URL, normally `http://<wesc-ip>:3030/operator`. This is a private stage-manager/operator display, separate from the public output, View Only and Stage screens. Use Operator actions to send messages, cue cards and images to that screen without changing the main media output.

Operator AI voice cues can also be routed to **Local speaker (this Mac)** or to a production audio output instead of the View Only browser. Use **Local speaker** when the host Mac should play the announcement through its normal output. Use **Audio output route (Dante/channel)** and pick the required output channel when the voice must go to a production route. WESC refuses to play the Dante/channel mode unless **Settings** → **Audio** has a real non-default device and channel selection, so talkback/announcement audio cannot accidentally spill through the Mac speakers.

Audio Player routing to NDI

For **Audio Player** → **Play** and **Audio Player** → **Play Playlist**, the **Audio Output** dropdown can now be set to **NDI only**.

- **Use default (Settings** → **Audio)** or a channel pair — normal behaviour. The cue plays through the configured local audio path and is also tapped into NDI Output when NDI audio is enabled.
- **NDI only** — WESC routes the audio cue into the NDI audio feed without sending it to the Mac/default speaker output. Use this when WESC is feeding a downstream vision mixer or stream and the operator machine must stay silent.

If the NDI audio tap is unavailable, an NDI-only audio cue will not fall back to the local speaker.

Video audio routing to NDI

For **Media** → **Play Video** and **Media** → **Play Video Playlist**, the **Audio Output** dropdown controls where the video's sound goes:

- **Default speaker + NDI** — normal behaviour. The video plays through the local/default audio path and, if NDI Output is running with audio enabled, WESC also sends the video's audio to NDI.
- **NDI only** — the media window is locally muted, but WESC still decodes the video's audio track and sends it into NDI Output. Use this when WESC is feeding a downstream vision mixer or streaming system and you do not want the Mac's default audio output to play the same sound.

The separate **Muted** toggle means **no video audio anywhere**. Do not use **Muted** if you want NDI to receive the audio.

7. Playlists

A **playlist** is a named, ordered list of files. WESC supports two kinds:

- **Audio playlists** — used by `audio.playPlaylist`. Each entry can override its own volume and can have its own trim in/out and fade in/out points.
- **Media playlists** — used by `media.showSlideshow` (images) and `media.playVideoPlaylist` (videos).

Building a playlist

Open **Editor** → **Playlists** in the side panel. Click **+ New Playlist**, give it a name, drag files in. Reorder by dragging; remove with the small X. The same file can appear multiple times — useful for a worship medley that re-visits the chorus.

For audio playlists, each track row has **Volume**, **Trim In**, **Trim Out**, **Fade In** and **Fade Out** controls. Leave **Trim In** blank/zero to start at the beginning. Leave **Trim Out** blank to play to the end. Leave fades blank for no per-track fade. Trim/fade values are stored per playlist item, so the same audio file can appear twice with different edits.

Use the track preview button to audition a track; while previewing, **Set In** and **Set Out** stamp the current preview time into that row. If files have moved, **Relink Folder...** lets you pick the new containing folder and WESC will relink matching filenames while preserving per-track volume, trim and fade settings.

If WESC finds a stale audio path where the saved filename includes a track number or cue identifier but the original media file is still in the same folder, it will auto-relink the cue or playlist item and save the corrected path. Cue playback also performs the same check at run time so an otherwise valid show does not fail because of this filename drift.

Using a playlist in a cue

In an audio or media action, the file picker has a **Playlist** tab next to **File**. Pick the playlist, set loop on or off. The cue records the playlist name; if you edit the playlist later, the cue automatically uses the new contents — you don't need to re-link it.

Audio playlists also expose **Next Track** and **Fade & Next Track** commands. Use **Fade & Next Track** when the operator or a cue needs to move to the next song without an abrupt cut; the duration parameter controls the fade time before the next track starts.

Playlist preview

Each playlist has a small in-pane preview showing the file list with metadata. Audio playlist preview honours the track's trim in/out settings, so you can test an edit before show time.

8. Songs library

The **Songs** tab is a standalone library of songs you can drop into any runsheet. Each song stores **title**, **artist**, **lyrics**, **tags** and optional metadata (key, BPM, CCLI number).

Song Editor

Click a song to open it, or click **+ New Song**. The Song Editor has three panes: metadata at the top, lyrics in the middle, and notes / tags on the right.

Importing lyrics from LRCLIB

LRCLIB is a free, open lyrics database. Click **Search LRCLIB** in the song header, type the song title, pick the right match. Lyrics paste straight into the editor — including timestamps if you want them.

AI lyric tools (new in v1.7)

If you have configured a Claude API key in **Settings** → **AI**, two new buttons appear next to the **Lyrics** label in the Song Editor:

- **Tidy** — strips timestamps, normalises curly quotes, fixes ALL-CAPS lines, removes section labels like [Verse 1]. Designed to clean up lyrics pasted from a Word doc or a streaming-service transcript.
- **Auto-stanza** — splits a wall of running text into verse / chorus / bridge stanzas separated by blank lines.

Both buttons show a **side-by-side diff** before applying so you can confirm the AI hasn't invented anything. Click **Apply** to accept or **Cancel** to discard. Lyrics are sent to Anthropic only when you press one of these buttons; the API key lives on your Mac and is never transmitted to Whiteley Events.

If you don't see the buttons, check **Settings** → **AI** has a key entered and that **Test connection** succeeds.

Inserting a song into a runsheet

In the Editor, click **+ Add Cue** → **From Song**. Pick the song, choose:

- **Lines per cue** — typical values are 2 (one couplet per cue, easy IEM reading) or 4 (a full quatrain).
- **Group by stanza** — if the song's stanzas are blank-line-separated, this puts each stanza into its own cue group; the operator sees clearly when a chorus is starting.
- **Verse handling** — repeat verses as separate cues, or share one cue across repeats.

WESC creates a contiguous block of lyric cues with the song's display style (background, font, alignment) baked in. They behave like any other cue — you can re-trigger, fade, follow.

9. Autocue

The **Autocue** feature is full-screen scrolling text on the stage display, designed for presenters reading a script. Lyrics cues use a different paradigm (verse-at-a-time blocks); autocue is for continuous prose.

In the Editor, add a **Media** → **Show autocue** action and paste your text. At cue time, the stage display switches to autocue mode and starts scrolling at the configured speed.

Operator controls (on the Live page when an autocue is active):

- **Show / Hide** — slide the script on or off without losing position.
- **Reset** — jump back to the top.
- **Speed +/-** — increase or decrease scroll speed live.
- **Font size +/-** — for presenters at the back of the stage.

10. Timers

Each runsheet can define one or more named timers — countdowns or count-ups that show on the stage display and the Live page. Common uses: countdown to service start, presenter time-remaining, intermission countdown.

Defining a timer

Editor → **Timers** panel → + **Add Timer**. Set **Name**, **Direction** (up / down), **Initial value** (for countdowns), and **Threshold actions**.

Threshold actions

A threshold fires a cue (or any other action) when the timer crosses a value. Examples:

- "When **Presenter** hits **5:00 remaining**, fire the **5-min warning** cue."
- "When **Pre-show** hits **0:00**, jump to cue **Walk-on music** and fire `propresenter.triggerNext`."

The live timer panel

On the Live page, **Timers** appears as a strip of large digital readouts. Click one to start / pause; right-click for reset / stop. The same readouts mirror to the stage display.

11. Mixer (new in v1.7)

The **Mixer** tab is a top-level page between **Timers** and **Settings**. It is a live audio mixing console for every active cue.

Bus strips

One vertical fader strip per **named bus**. A bus is a channel pair (or single channel) on your default audio device, given a friendly name in **Settings** → **Audio**. Examples: F0H (Ch 1-2), Translation EN (Ch 3-4), Talkback (Ch 5).

Plus a master **Defaults** strip on the left that catches everything routed to "Use default" — i.e. cues without an explicit per-cue Output.

Faders

Drag a fader to ride the level on every cue currently routed to that bus. The fader is **post-cue-volume**, meaning it sits on top of whatever you set per-cue in the Editor. So a fader at 0 dB plays cues at their authored level; pull it to -6 dB and every active cue on that bus drops 6 dB in real time. Drags are smoothed with a 30 ms ramp (no zipper noise).

dB scale

Beside each fader: $-\infty$, -20, -10, 0, +6. Use 0 dB as your "mixed-in-rehearsal" level and ride from there.

Mute

The **Mute** button hard-cuts the bus to silence — useful as a hot kill on a translator feed when the translator's mic gets clobbered.

Peak meters with peak-hold

Each strip has a vertical peak meter:

- Green up to about –15 dB.
- Amber from about –10 dB.
- Red above 0 dB.
- A white **peak-hold** dot lingers about 1.5 s after the last peak, then decays.

Use the meters to confirm signal is reaching the bus and to spot clipping before the audience does.

Per-device persistence

Faders **persist per output device**. If you change the default device in **Settings** → **Audio** — say, switching from Built-in Output to Dante Virtual Soundcard — the saved fader values for that device come back. Each device gets its own mix.

Worked example

You have a service with FOH music on Ch 1-2 (bus name "FOH"), a translator feed on Ch 3 (mono, bus name "Translation EN") and an IEM mix on Ch 5-6 ("IEM"). During the sermon, pull "FOH" to $-\infty$ but leave "IEM" at 0 dB so the mute pad music keeps in-ears warm. Hot-kill "Translation EN" between sentences with the mute button when the translator coughs.

12. Stage display

The **Stage display** is the second-monitor view: lyrics, autocue, timers, current cue thumbnail, song strip. It is what your stage / band / presenters see.

Configuring the display

Settings → **Display** → **Display assignment**. WESC enumerates connected displays; pick which one is the stage display. The remaining display(s) host the operator window.

Stage display swap

If you plug into a venue rig and the displays come up the wrong way round, click the preview thumbnail on the Live page (or use the **Swap** button in **Settings** → **Display**) to flip them. WESC remembers the swap.

What it shows

- **Lyrics** — current cue's lyric block, sized to the widest line in the song so all verses match.
- **Autocue** — full-screen scrolling text when active.
- **Timers** — large digital readouts.
- **Camera / video / image / NDI input** — whatever the current media cue is.
- **Song strip** — current verse with adjacent context (previous + next verse), useful for the band.
- **Standby screen** — the configured idle screen between cues (logo, plain colour, custom image).

13. Settings — General

The **General** tab has three blocks:

- **Licence info** — your activated key, machine identifier, expiry (if applicable). A **Re-validate** button forces a heartbeat to the licence server.
- **Connection status integration bar** — live status badges for every integration: green when connected, amber when configured-but-unreachable, grey when disabled. Click a badge to jump to that integration's settings.
- **About** — version number, bundled changelog, EULA / Privacy / Third-party Licences buttons.

14. Settings — Integrations

The **Integrations** tab hosts cards for every outbound integration. Each card has:

- **Enabled** toggle.
- **Host / Port** (or device-specific config).
- **Test** button that actually contacts the device and reports success / error.
- Status display.

Cards present: ProPresenter, ChamSys, vMix, ATEM, Hollyland (with its tally row count visible), Stream Deck, NDI Output, Audio (renderer link), Timer (runtime status), ■ Audio Player.

Cards lay out in a 2-column newspaper-style flow so short cards (vMix, ChamSys) pack into whichever column is shortest, instead of leaving big gaps next to a tall card like Hollyland.

When an external integration is enabled but disconnected, WESC retries it automatically in the background. This covers ProPresenter, ChamSys, vMix, ATEM, Hollyland and Stream Deck. NDI Output is only auto-started when **Auto-start on boot** is enabled.

For protocol-level details, host / port defaults, firewall holes, and worked examples, see the **WESC Integration Guide v1.7.212**.

15. Settings — Stream Deck

Visual button assigner for a connected Elgato Stream Deck. Drag actions from a palette onto the on-screen Stream Deck grid; assign labels, colours and icons. The grid supports multiple **pages** — switch between them with `streamdeck.switchPage` actions or with reserved navigation buttons.

Buttons can fire any cue, any panic action, any integration command. Cue buttons flash in time with the cue's running state.

If your Stream Deck disconnects (USB unplug, sleep), use the **Reconnect** button or the `streamdeck.reconnect` action.

16. Settings — Triggers

Inbound triggers — events from the outside world that cause WESC to do something. Three kinds:

- **MIDI** — an incoming MIDI Note On (e.g. from a keyboard's pad) fires a cue. Pick the input device, the channel and the note.
- **OSC** — an incoming OSC message (e.g. `/wesc/cue/12/go` from QLab or a MagicQ desk) fires a cue.
- **HTTP** — an incoming HTTP GET / POST to a configured path fires a cue. Useful for browser-based bookmarks on a phone.

Each trigger row maps an inbound event to an action: typically **Fire cue X**, but also **Fire panic action**, **Switch Stream Deck page**, etc.

17. Settings — Network

Bind WESC's listening servers to a specific NIC on multi-homed Macs:

- **OSC server** — port and bind address for inbound OSC triggers.
- **HTTP server** — port and bind address for inbound HTTP triggers.
- **Hollyland tally server** — bind address for the on-LAN tally light protocol; this is the address the tally beltpacks connect to.

Set bind to 0.0.0.0 to listen on all interfaces, or to a specific NIC IP to keep show traffic off the office network.

18. Settings — Display

Three panels:

Lyrics Display styling

Font family, base size, line-height, alignment, foreground and background colour, drop-shadow. Per-song overrides take precedence; this is the default look.

Standby Screen

What appears on the stage display when no media cue is active. Options: solid colour, plain logo image, custom JPEG / PNG, blank black. A **Live preview** shows the result.

Display assignment

- **Operator display** — which monitor hosts the WESC operator window.
- **Stage display** — which monitor receives lyrics / media / timers.
- **Swap** — flip them.

WESC remembers your choice across reloads.

19. Settings — Audio (new in v1.7)

The **Audio** tab is where multi-channel routing is configured.

Default device

Dropdown of every audio output device macOS exposes — Built-in Output, AirPods, USB interfaces, Dante Virtual Soundcard, Loopback, aggregate devices. The detected channel count is shown beside each entry. Pick the device that audio cues should land on by default.

Default channels

Which channel(s) audio cues use by default if the cue itself doesn't override. Typical: Ch 1-2 for a stereo FOH feed.

Channel names (aliases)

Friendly names for each channel pair and single channel. Set them once and they appear everywhere channels are picked:

- Ch 1-2 → **FOH**
- Ch 3-4 → **Translation EN**
- Ch 5 → **Talkback (mono)**
- Ch 6 → **IEM mono mix**
- Ch 7-8 → **Greenroom feed**

These names appear in the per-cue **Output** dropdown, in **Mixer** strip headers, and in the **NDI Input** routing UI.

Per-cue Output dropdown

In the cue editor, every audio cue (and every NDI input cue) gains an **Output** dropdown. It defaults to **Use default (Settings → Audio)** — meaning the cue follows the global default. Pick a specific channel pair (Ch 1-2 — FOH) or single mono channel (Ch 5 — Talkback (mono)) to route this specific cue elsewhere. For Audio Player cues, **NDI only** sends the cue to the NDI audio feed and not to the local speaker output.

Available channels depend on the default device's reported channel count. If the device is stereo only, you will see only Ch 1-2.

Video cue Audio Output dropdown

Video cues have a separate **Audio Output** dropdown because video audio is decoded by the media output path:

- **Default speaker + NDI** — local/default audio plus NDI, where NDI Output is active.
- **NDI only** — local speaker output is muted; the video's audio track is decoded and sent to NDI Output only.

This is useful for a video that should go to an NDI receiver, vMix, OBS, ATEM via NDI, or a streaming machine without also playing out of the operator Mac.

NDI Input section

Discovery and routing for incoming NDI sources. See the next chapter for the full feature.

Add Input / Active inputs list

Below the NDI Input section, a manual-add control and a list of currently-running input instances (if any). Useful for stand-alone monitoring outside a runsheet — say, parking a translator-booth feed on the Mixer pre-show without a cue having fired.

20. Settings — AI (new in v1.7)

A small tab dedicated to the optional AI lyric tools.

Claude API key

Paste your key from <<https://console.anthropic.com>>. The key is stored locally in WESC's config and is **never transmitted to Whiteley Events**. It is only sent to Anthropic when you press a Tidy or Auto-stanza button in the Song Editor.

Model

Dropdown of available Claude models:

- **Sonnet 4.6** — recommended; balanced quality and speed.
- **Haiku 4.5** — faster and cheaper; fine for Tidy, slightly less reliable on Auto-stanza for unusual song structures.
- **Opus 4.6** — most thorough; useful for very poorly-formatted source lyrics.

Test connection

Sends a tiny ping to the API. Confirms the key works and the model is reachable. If it fails the error is shown — usually "invalid API key" (typo) or "rate limit exceeded" (wait a minute).

What it powers

Tidy and Auto-stanza buttons in the Song Editor (chapter 8). Nothing else uses the key — the rest of WESC functions identically with or without it.

Cost expectation

A typical Tidy or Auto-stanza pass on a song-length lyric is a fraction of a cent on Sonnet 4.6 and roughly a tenth of that on Haiku 4.5. A whole songbook of 100 songs costs well under a pound to clean up.

Privacy

Lyrics are sent to Anthropic only when you press a button. The key never leaves your Mac except as the auth header on those API calls. WESC's Privacy Notice v1.1.0 (in **About** → **View legal documents**) includes section 3.1 covering this in plain English.

21. NDI Input (new in v1.7)

NDI Input lets WESC **receive** a remote NDI source as a first-class cue source. Translator microphones, remote cameras, instrument feeds, software outputs (OBS-NDI, vMix, Wirecast) — anything broadcasting NDI on the LAN can flow into WESC and ride the same fader / meter pipeline as file cues.

Multi-instance

You can have multiple NDI inputs running at once. WESC tracks each one by an **instanceId** — auto-derived from the source name, or set explicitly on the cue. Practical limit is around 3-4 concurrent receivers on a busy Mac (each is a grandiose Receiver, each is a Web Audio sink).

Use cases:

- **Translator booth + remote camera + interview feed** all live concurrently, each routed to its own bus on the Mixer.
- **A software switch + a hardware NDI camera** sharing the same WESC show.

Cue-driven start / stop

Use `ndiInput.start` and `ndiInput.stop` actions in cues. `start` parameters:

- **Source** — picked from live discovery; carries name + URL address.
- **Output device + channels** — same dropdown as audio cues; supports per-cue routing.
- **Video Output** — none (audio only) or `media canvas` (paint frames to the stage display).
- **Fit** — contain or cover for video.
- **Instance name** (optional) — disambiguates multiple instances in logs and in `ndiInput.stop`.

`stop` either targets a specific `instanceId` or stops all instances if blank.

Video output

Set Video Output to **Media output (canvas)** to display the source's video on the media window. Frames decode to RGBA at the sender's frame rate. Only one input at a time can paint to the canvas — the most recent cue with `videoOutput=media` claims ownership; others continue receiving but their video is dropped.

Bandwidth modes

Cues that don't use video open the receiver at NDI's audio-only bandwidth (efficient — no video decode). Cues with video open at highest bandwidth.

Extra IPs / Groups

In **Settings** → **Audio** → **NDI Input**:

- **Extra IPs** — comma-separated IPs of senders that mDNS can't reach (typical when sender is on a different VLAN or Wi-Fi network with AP isolation).
- **Groups** — comma-separated NDI group names. Leave blank for the default `public` group.

Stop All Audio behaviour

The **Stop Audio** panic action and the Live page **STOP ALL** button both stop every running NDI input instance and clear the media canvas if NDI was painting it. Same as for file audio cues — one button kills everything.

Worked example: translator audio feed

- **Sender side:** the translator's laptop runs OBS with the OBS-NDI plugin enabled, publishing its mic-in as an NDI source named `Translator -EN`.
- **WESC side, Settings** → **Audio**: pick Dante Virtual Soundcard as default device. Alias Ch 3-4 as **Translation EN**.

- **Editor:** add an `ndiInput.start` cue named **Translator ON**. Pick source **Translator - EN**. Output: **Ch 3-4 — Translation EN**. Video Output: **none**. Instance name: `translator`.
- **Add a follow cue** `ndiInput.stop` named **Translator OFF**, instance `translator`.
- **Mixer:** a new bus strip **Translation EN** appears as soon as **Translator ON** fires. Ride it from there.

22. File management

Save / Save As / New / Open

- **Save** (Cmd+S) — saves the current runsheet to its existing file. If the runsheet is **Untitled** (newly created and never saved), Save behaves as Save As and prompts for a filename.
- **Save As...** (Cmd+Shift+S, new in v1.7) — prompts for a new name; original file on disk is preserved; active session switches to the new file. Available from the toolbar, the File menu, and the keyboard shortcut.
- **New** (Cmd+N) — empty runsheet.
- **Open** (Cmd+O) — pick an existing `.wesc.json` runsheet.

Confirm-before-discard guards apply to **New** and **Open** when you have unsaved changes. The dialog offers **Save**, **Discard**, **Cancel**.

Backup All / Restore from Backup

- **Backup All** — zips every runsheet plus settings into a single archive in a chosen folder. Use this before a venue swap or before a major WESC upgrade.
- **Restore from Backup** — picks a backup archive and restores. Existing files are preserved (not overwritten).

Export / Import

- **Export** — saves a single runsheet as a portable `.wesc.json`, useful for emailing to another operator.
- **Import** — drops an external `.wesc.json` into your runsheets directory.

Runsheets directory

WESC stores runsheets under your user-data directory. **File** → **Reveal Runsheets Folder** opens it in Finder. You can drop `.wesc.json` files in directly; they appear in **Open** on next launch.

Delete Runsheet

File → **Delete Runsheet...** — moves the active runsheet to the macOS trash. Always asks for confirmation. Disabled when **Show Mode Lock** is engaged.

23. Show Mode Lock

Show Mode Lock is a soft lock that prevents accidental destructive actions during a live show. When engaged:

- Cmd+Q (quit) is blocked.
- Cmd+W (close window) is blocked.
- File operations (New, Open, Save As, Delete Runsheet, Import / Export) are blocked.
- **Delete** key on selected cues is blocked.
- The top navigation hides **Editor**, **Playlists**, **Songs**, **Autocue**, **Timers** and **Settings**. If Show Mode is engaged from one of those pages, WESC returns to **Live**.

GO, STOP ALL, panic actions, fader rides, mute and all show-running operations remain unaffected.

Engaging / disengaging

In the toolbar, click and **hold** the **Show Mode** badge for **0.5 s**. The hold-to-toggle behaviour stops a stray click engaging or disengaging the lock by accident. The badge flips colour to indicate state.

Engage it as soon as the doors open; disengage when the show is over and you need to save the cue list as a different name for next week.

24. Keyboard shortcuts

Show-running shortcuts work on the Live page only; editing shortcuts work on the Editor.

Shortcut	Action
Space	GO
S	STOP ALL
F	FADE OUT
↑ / ↓	Move NEXT cursor up / down
Enter	Fire highlighted cue immediately
L	Cycle Lyrics Position
Cmd+N	New runsheet
Cmd+O	Open runsheet
Cmd+S	Save
Cmd+Shift+S	Save As...
Cmd+Z / Cmd+Shift+Z	Undo / Redo (Editor)
Cmd+D	Duplicate selected cue
Delete	Delete selected cue (Editor; blocked in Show Mode)
Cmd+,	Open Settings (blocked in Show Mode)
Cmd+1 ... Cmd+5	Switch to Live / Editor / Songs / Timers / Mixer; edit-only pages are blocked in Show Mode
Cmd+Q	Quit (blocked in Show Mode)
Cmd+W	Close window (blocked in Show Mode)

25. Panic actions

Panic actions are reachable from three places: the Live panic strip, the Stream Deck (if assigned), and the wesc . * cue commands.

Action	What it does
Stop Audio	Stops every audio cue and every running NDI input instance.
Clear Media	Clears the media canvas (image, video, camera, NDI video).
Clear Lyrics	Removes lyric overlay; leaves any background in place.
Clear Tally	Sends c <code>learAll</code> to Hollyland and any tally consumer.
Reset Timers	Stops and resets every per-runsheet timer.
STOP ALL	Stops audio + clears media + clears lyrics. The big red button.
FADE OUT	Fades audio cues to silence over the configured fade time, then stops them.
ALL OFF	Every action above, in sequence.

Panic actions are non-destructive — they do not modify your runsheet — and they are always available, even mid-cue.

26. Troubleshooting

An integration shows disconnected

In **Settings** → **Integrations**, click the integration's **Test** button. Common causes:

- Wrong host / port. ProPresenter defaults to :1025; vMix to :8088; ChamSys Remote to :6553 (UDP).
- Firewall blocking the outbound connection. macOS's built-in firewall is usually fine; corporate guest networks often are not.
- The other end isn't running, or has its API disabled (vMix's Web Controller is off by default in some installs).

If a card shows red after a Test, the error message is the failure WESC saw on the wire — verbatim. Use it to triangulate.

NDI source doesn't appear in the picker

- **Sender on a different VLAN / Wi-Fi network:** mDNS doesn't traverse. Add the sender's IP to **Settings** → **Audio** → **NDI Input** → **Extra IPs**.
- **NDI Group mismatch:** if the sender is in a non-default group, type the group name into the **Groups** field.
- **Sender not running NDI 5+:** WESC requires NDI 5 SDK. Most modern senders are fine; very old hardware NDI cameras may need a firmware update.
- **AP isolation on guest Wi-Fi:** blocks NDI discovery entirely. Use Ethernet or a dedicated show LAN.
- Click **Refresh** in the source picker — discovery is async, sometimes a fresh scan finds it.

Lyric tools button missing in Song Editor

The **Tidy** and **Auto-stanza** buttons appear only when **Settings** → **AI** → **Claude API key** is set and **Test connection** has succeeded. If you've entered a key but the button is still missing, click Test — the test result is what gates the buttons being shown.

Audio cue plays silent

- **Default device wrong:** check **Settings** → **Audio** → **Default device** — the device dropdown shows the active selection. macOS defaulting to AirPods after they auto-connected is a classic.
- **Per-cue Output points to a channel the device doesn't have:** if you picked Ch 5-6 then later swapped the device for a stereo-only one, channels 5-6 don't exist. The cue silently routes nowhere. Check the per-cue Output dropdown.
- **Mixer fader at $-\infty$ / Mute on:** open the Mixer and confirm the bus the cue is routed to isn't pulled down or muted.
- **System volume / hardware mute:** the obvious one. Check the menu-bar volume slider.

Video audio plays locally when it should only go to NDI

Open the video cue and set **Audio Output** to **NDI only**. Leave **Muted** off. **Muted** suppresses the audio everywhere, including the NDI audio feed.

Also check **Settings** → **NDI Output** → **Include audio** is enabled and the NDI sender is running.

Mixer fader doesn't move the level

Faders are post-cue-volume. If the cue itself authored at volume 0, the fader has nothing to ride. Open the cue in the Editor and check **Volume** — set it to 80 or 100 and re-trigger.

Also: if the bus is currently empty (no cue routed there is active) the fader has no input signal to scale; the meter sits flat. Fire a cue routed to that bus and the fader becomes effective.

Save dialog appears when I expected Save

This means the runsheet is **Untitled** — it has never been saved before, so WESC has no filename to write to. The dialog is acting as Save As. Pick a filename and from then on Cmd+S will write directly without prompting.

NDI Input video is black / frozen

- **videoOutput=media** isn't set on the cue — NDI is receiving but not painting. Open the cue, set **Video Output** to **Media output (canvas)**.
- **Another NDI cue currently owns the canvas**: only one input at a time paints. Stop the other instance with `ndiInput.stop` or fire a fresh `ndiInput.start` on the source you want — the most recent one with `videoOutput=media` claims ownership.
- **grandiose native module didn't load**: check the NDI integration card in Settings — it will show a load error. WESC degrades gracefully (everything else still works) but NDI is unavailable until you reinstall.

Show Mode Lock won't disengage

You need to **hold** the badge for half a second, not click. A click does nothing — that's the whole point.

27. Appendix A — runsheet JSON schema (at a glance)

A runsheet is a JSON file with the extension `.wesc.json`. Top-level keys:

```
{
  "version": "1.7.212",
  "name": "My First Show",
  "createdAt": "...",
  "updatedAt": "...",
  "cues": [ ... ],
  "playlists": { "audio": [...], "media": [...] },
  "songs": [ ... ],
  "timers": [ ... ],
  "settings": {
    "audioRouting": { "defaultDevice": "...", "faders": { ... } },
    "display": { ... },
    "ai": { ... }
  }
}
```

Each cue has:

```
{
  "id": "uuid",
  "name": "Walk-on music",
  "type": "normal" | "memo" | "fired",
  "trigger": "manual" | "time" | "follow",
  "prewait": 0,
  "notes": "",
  "colour": "#...",
  "actions": [
    { "integration": "audio", "command": "play", "params": { "file": "...", "volume": 80,
  "loop": false, "output": "default" } },
    ...
  ]
}
```

Mixer fader state lives under `settings.audioRouting.faders[deviceId][busKey] = { gain, mute }`. Legacy flat shape (pre-v1.7) auto-migrates under `deviceId=' '` on first read.

The schema is forward-compatible — older runsheets open in newer WESC versions and gain default values for new fields. There is no separate migration step.

28. Appendix B — version history

The full changelog is shipped with WESC at `docs/CHANGELOG.md` and on the website Downloads page. Major milestones:

- **v1.7.x (May 2026)** — AI lyric tools, per-cue audio routing, Mixer page, NDI Input integration, stable Cue IDs, MIDI Cue IDs, remote screens, Live Translation improvements, NDI-only video audio routing, Save As, Mac-only.
- **v1.6.1 (May 2026)** — NDI test pattern: SMPTE bars + 1 kHz tone, Bars ON/OFF toggles.
- **v1.6.0 (May 2026)** — NDI Output (built-in NDI sender, no third-party tools).
- **v1.4.0 (April 2026)** — First-run EULA, legal pack, About dialog.

- **v1.3.0 (April 2026)** — Camera cues, lyrics overlay on backgrounds, Songs library, Autocue, per-cue countdown timers.

For the per-fix detail, consult `CHANGELOG.md`.

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