TRUE>STAGE>AUDIO

Timeline Calculator²

Professional Scoring Workflow - User Manual

Plan. Calculate. Organise. Compose.

Understanding Timeline Calculator²

Timeline Calculator² is a professional scoring workflow application that helps composers plan projects, calculate and develop Musical Structure, collaborate with others by preserving calculation decisions and transfer those decisions directly into a DAW.

Timeline Calculator² consists of two complementary but independent workspaces: Project and Calculator.

Both can be used independently, depending on the requirements of the production.

This separation allows project planning and musical composition to develop independently, reflecting the way many professional scoring projects evolve from spotting sessions through to final delivery.

Project

Project provides tools for organising and planning a scoring project.

It allows the creation of Cue Shells, scheduling, workload management, reporting and project tracking before detailed musical decisions have been made.

Project can be used independently without creating any Musical Structure.

Calculator

Calculator provides tools for creating Musical Structure.

Using one or more Segments (Hitpoints), Calculator determines the musical characteristics of a Cue, including meter, tempo, bars and duration.

Calculator may also be used independently without creating a Project.

Working Together

When a Cue Shell from Project is opened in Calculator, one or more Segments may be created to define its Musical Structure.

Once complete, selecting Send to Project replaces the original Cue Shell with the completed Cue, making Musical Structure available throughout the Project, including features such as Drag to DAW and complete project exports.

Using both workspaces together provides the complete Timeline Calculator² workflow, combining project planning with detailed musical composition.

Cue

A Cue represents one individual piece of music within a scoring project.

In Timeline Calculator², Cues are made up of one or more Segments (Hitpoints). This allows for both simple and complex musical structures to be managed while remaining a single Cue.

While Segments contain embedded Musical Structure, each Cue stores its own project information, including scheduling, status and difficulty.

PURPOSE

Cues form the primary building blocks of a Timeline Calculator² project, allowing every piece of music within a production to be organised, scheduled and tracked independently.

Cue Shell

DEFINITION

A Cue Shell is a Cue created within the Project that contains project planning information but has not yet been assigned Musical Structure.

Cue Shells allow composers to begin organising a scoring project before detailed musical decisions have been made.

Each Cue Shell stores its own:

- Approximate Duration
- Schedule

Status

Difficulty

Cue Shells can later be opened in the Calculator by right-clicking on a Cue Shell and selecting “Open in Calculator”. There, one or more Segments may be created and embedded to complete the Cue.

When opened in the Calculator, a Cue Shell is automatically initialised with a default Segment and Musical Structure, providing a starting point for composition.

PURPOSE

Cue Shells support project planning immediately after a spotting session, allowing work to be scheduled and tracked long before composition begins.

Opening a Cue Shell in Calculator

When a Cue Shell is opened in the Calculator, Timeline Calculator² automatically creates an initial Segment and assigns it a default Musical Structure.

By default, this Musical Structure consists of:

Meter: 4/4

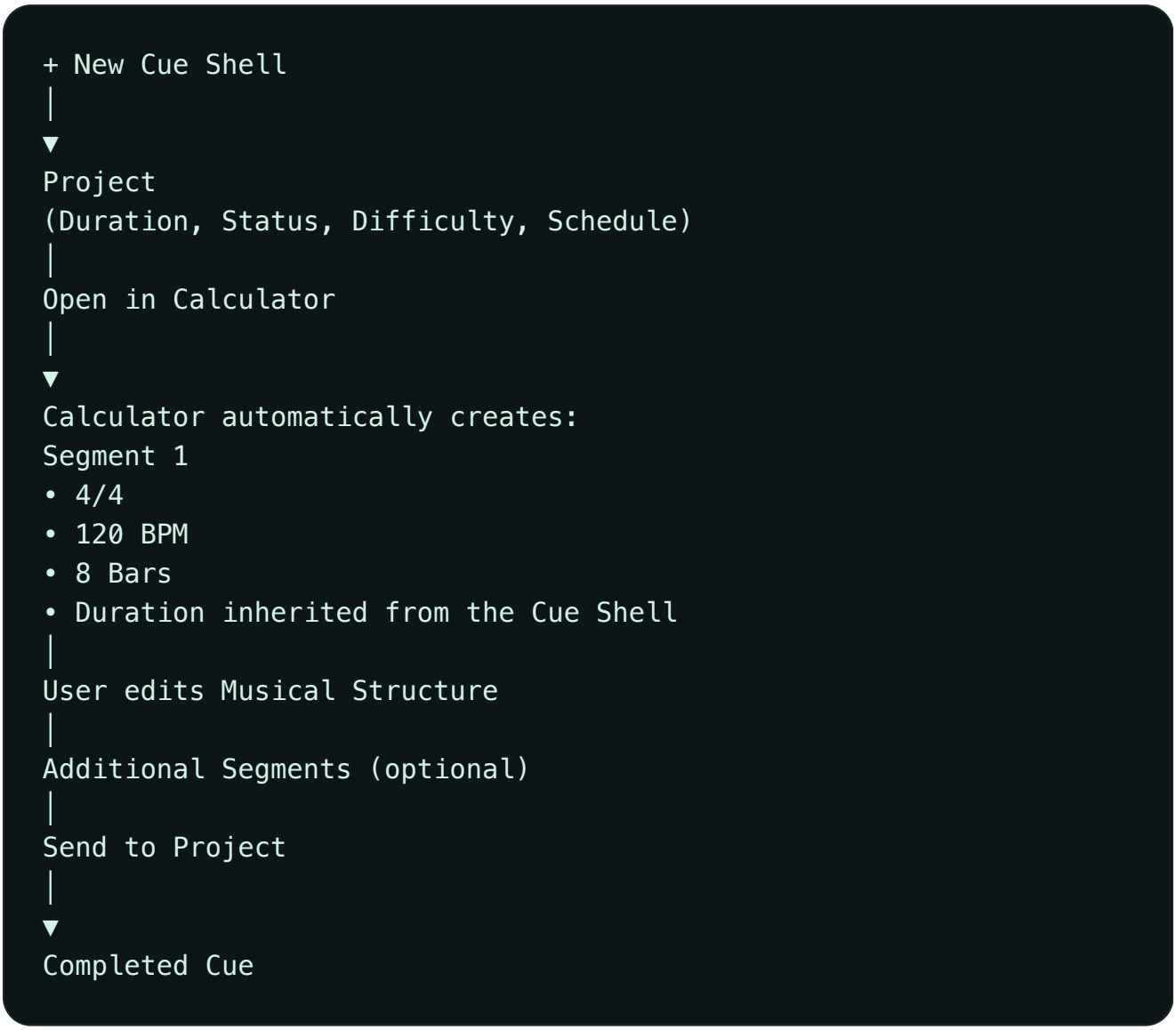
Tempo: 120 BPM

Bars: 8

The Segment inherits the Cue duration defined in the Project, allowing composition to begin immediately.

The Musical Structure can then be edited as required, and additional Segments may be added to create more complex Cues.

DIAGRAM



Musical Structure

DEFINITION

Musical Structure is the musical timing information created and managed within the Calculator.

Each Segment (Hitpoint) contains its own Musical Structure, including:

Timeline Position

- Meter

Tempo

- Bars
- Duration

Musical Structure can be created using Timecode Mode, Duration Mode or Tempo Tap Mode. Regardless of the calculation mode used, each Segment stores a complete Musical Structure, including its corresponding timeline position.

Multiple Segments may exist within a single Cue, allowing complex Cues to contain multiple musical sections while remaining part of the same Cue.

When a Cue is returned to the Project using Send to Project, its Musical Structure is preserved, making it available for editing, Drag to DAW and project exports.

PURPOSE

Musical Structure defines the musical characteristics of a Cue independently of project planning information such as scheduling, status and difficulty.

Timeline Position

DEFINITION

Timeline Position defines where a Segment begins and ends within its musical timeline.

Timeline Positions are expressed using SMPTE timecode, providing a precise representation of a Segment's Start and End positions regardless of the Input Mode used to create it.

Timeline Position forms part of every Segment's Musical Structure.

PURPOSE

Timeline Position provides a consistent timing reference for Musical Structure, allowing Segments to be organised, chained and transferred between Timeline Calculator² and supported DAWs.

NOTE

Within Timeline Calculator², Timeline Position represents the timing of a Segment's Musical Structure. Although expressed using SMPTE timecode, it should not be confused with the placement of a Cue within a DAW or film timeline.

Segment (Hitpoint)

DEFINITION

A Segment, also referred to as a Hitpoint, represents one individual musical section within a Cue.

Each Segment contains its own Musical Structure, including:

Timeline Position

- Meter

Tempo

- Bars
- Duration

When a Cue Shell is opened in the Calculator, Timeline Calculator² automatically creates the first Segment using the current default Calculator settings.

Additional Segments may be added wherever required to describe the Cue's Musical Structure.

PURPOSE

Segments allow complex Cues to be divided into individual musical sections, each with its own Musical Structure, while remaining organised as a single Cue.

Chaining Segments

DEFINITION

Multiple Segments can be combined to form a single Cue by using the Chain function located beside each Segment in the Segment List.

When a Segment is chained, the following Segment automatically begins where the previous Segment ends, creating one continuous Musical Structure.

Chained Segments are displayed in green, indicating that they belong to the same Cue.

Only one multi-segment Cue can be created at a time within the Calculator.

PURPOSE

Chaining allows complex Cues containing multiple musical sections or hitpoints to be created while maintaining one continuous Musical Structure.

Input Modes

DEFINITION

Timeline Calculator² provides three independent calculation modes for creating Musical Structure.

Each Input Mode is designed for a different starting point, allowing composers to begin with either timeline information, musical duration or a performed tempo.

Regardless of the Input Mode used, the resulting Musical Structure can be developed, refined and embedded into a Cue.

PURPOSE

Input Modes allow Musical Structure to be created using the information available at the time, whether working from picture, an estimated duration or a live musical performance.

Timecode Mode

DEFINITION

Timecode Mode creates Musical Structure using a defined timeline position and duration.

It is primarily intended for scoring to picture or any project where timeline positions are already known.

Duration Mode

DEFINITION

Duration Mode creates Musical Structure using a target duration rather than predefined timeline positions.

It is particularly useful during the early stages of composition, when the required musical length is known but timeline positions have not yet been established.

Tempo Tap Mode

DEFINITION

Tempo Tap Mode creates Musical Structure by measuring a performed tempo.

It allows the Calculator to generate Musical Structure from live tapping, making it possible to translate a performed musical idea directly into one or more Segments.

PURPOSE

Tempo Tap Mode provides a fast and intuitive way to create Musical Structure from a musical performance rather than predefined timing information.

Input Methods

Tempo Tap Mode supports multiple input methods:

- Mouse

- Computer Keyboard
- MIDI In

This allows composers to choose the most comfortable method for measuring a performed tempo.

Multi-Segment Recording

While recording in Tempo Tap Mode, pressing the default M key (while tapping), creates a new Segment, allowing the recording to continue as a multi-segment Cue without interrupting the tapping process.

The default M key assignment can be changed at any time in Settings to suit individual workflows.

Target Duration

DEFINITION

Target Duration displays the duration that the current calculation is attempting to achieve.

It represents the musical length that Timeline Calculator² uses as the objective for all calculations within the Calculator.

Depending on the selected Input Mode, the Target Duration may be entered directly or calculated automatically from the Cue's Timecode In and Timecode Out values.

PURPOSE

Target Duration provides a single timing reference for the Calculator, allowing all Calculation Modes to produce Musical Structures that satisfy the same musical objective.

Notes

All Calculation Modes use the current Target Duration as the basis for their calculations.

When Timecode or Duration Input Modes are used, Target Duration is derived automatically from the Cue timing information.

When Time Length is selected, Target Duration may instead be calculated from the entered Musical Structure.

Changing the Target Duration immediately updates the available calculation results.

Calculation Mode

DEFINITION

Calculation Mode determines which musical parameter Timeline Calculator² will calculate.

Depending on the information already available, Calculator can determine:

Bars / Beats

Tempo

Time Length

For more complex calculations, Perfect Fit and Cue Optimiser provide alternative whole-bar solutions while preserving the intended musical duration.

PURPOSE

Calculation Modes allow composers to solve for different musical parameters depending on the information available during composition.

Bars / Beats

DEFINITION

Calculates the number of bars and beats required to satisfy a specified tempo, meter and duration.

PURPOSE

Used when the desired tempo is already known and the required musical length must be determined.

Tempo

DEFINITION

Calculates the tempo required to satisfy a specified meter, bar count and duration.

PURPOSE

Used when the desired musical structure is already known and the appropriate tempo must be determined.

Time Length

DEFINITION

Calculates the resulting duration from a specified meter, tempo and bar count.

PURPOSE

Used when the complete Musical Structure has already been defined and its total duration must be determined.

Perfect Fit

DEFINITION

Perfect Fit generates complete-bar solutions for calculations that would otherwise result in incomplete or broken bars.

Depending on the calculation, Perfect Fit may vary tempo, bar count or both while preserving the required musical duration.

PURPOSE

Perfect Fit allows composers to maintain complete musical bars without sacrificing timing accuracy.

Cue Optimiser

DEFINITION

Cue Optimiser generates multiple whole-bar musical solutions for calculations that cannot be resolved cleanly using the original musical parameters.

Rather than producing a single result, Cue Optimiser analyses the relationship between tempo, meter, bars and duration, presenting alternative solutions that preserve the required duration while prioritising different musical objectives.

Depending on the selected optimisation strategy, Cue Optimiser may:

Preserve a single tempo throughout the Cue.

Create a clean final tail bar with minimal tempo deviation.

Divide the Cue into two tempo regions using an adjustable Transition Point.

Each solution is presented independently, allowing the composer to select the approach that best serves the music.

PURPOSE

Cue Optimiser assists composers in resolving complex musical timing problems while preserving musical integrity and providing practical solutions for composition, orchestration and DAW tempo map export.

Notes

Solutions presented within Cue Optimiser include:

One Tempo for Entire Cue

Maintains a single tempo throughout the Cue by making the smallest possible tempo adjustment required to produce complete bars.

Clean Tail Bar

Preserves the original writing tempo for as much of the Cue as possible, resolving the remaining duration using a final tail bar with minimal tempo deviation.

Transition Point

Divides the Cue into two tempo regions.

The Transition Point slider allows the composer to determine where the tempo change occurs, producing multiple musically valid combinations while preserving the required duration.

> **Cue Optimiser does not replace the composer's judgement. Instead, it presents multiple musically valid solutions from which the composer may choose.**

Tempo Tolerance

DEFINITION

Tempo Tolerance defines the maximum deviation from the original tempo that Cue Optimiser may use when generating alternative solutions.

Lower values prioritise preserving the original tempo.

Higher values allow Cue Optimiser greater freedom to produce complete-bar solutions.

PURPOSE

Tempo Tolerance gives composers direct control over the balance between maintaining the original tempo and achieving musically practical whole-bar solutions.

Segment List

DEFINITION

The Segment List is the Calculator workspace where Segments are created, organised and managed.

It may contain individual standalone Segments or multiple chained Segments forming a single Cue.

The currently selected Segment determines which Musical Structure is loaded into the Calculator for editing.

Segment Status

The Segment List uses colour to indicate the current state of each Segment:

🟢 Green – Chained Segment

The Segment forms part of a multi-segment Cue. All chained Segments together represent a single Cue.

🟣 Purple – Standalone Segment

The Segment represents a complete single-segment Cue. Standalone Segments may later be chained to create a multi-segment Cue if required.

🟡 Yellow – Timeline Warning

The Segment's Start Timecode is later than its End Timecode, resulting in an invalid Timeline Position.

Yellow Segments cannot be Sent to Project, and Drag to DAW is unavailable until the timing has been corrected.

PURPOSE

The Segment List provides a flexible workspace for organising and developing Musical Structure before a Cue is committed to the Project.

Cue Management

The controls located beneath the Segment List provide quick access to creating, editing and transferring Cues while working in the Calculator.

These functions support the complete workflow from initial Musical Structure through to Project integration and DAW testing.

Timeline Total

DEFINITION

Timeline Total displays the total timeline represented by the current Calculator workspace.

The information is displayed simultaneously as:

Timeline Position (SMPTE)

Duration (Seconds)

For standalone Segments, Timeline Total displays the total for the selected Segment.

For chained Segments, Timeline Total displays the combined Timeline Position and Duration of the complete Cue.

PURPOSE

Timeline Total provides an immediate overview of the total timing currently represented within the Calculator, allowing composers to verify the overall duration of individual Segments or complete Cues while developing Musical Structure.

Add Segment

DEFINITION

Add Segment creates a new standalone Segment below the currently selected Segment in the Segment List.

The new Segment automatically inherits the End Timecode of the previous Segment as its Start Timecode, maintaining timeline continuity while allowing a new Musical Structure to be created.

The Segment may later be chained with other Segments to form a multi-segment Cue.

PURPOSE

Add Segment allows additional musical sections to be created while maintaining a continuous timeline within the Calculator.

Remove

DEFINITION

Remove deletes the currently selected Segment from the Segment List.

If the Segment forms part of a chained Cue, the remaining Segments remain available for further editing.

PURPOSE

Remove allows unwanted Segments to be deleted while developing Musical Structure.

Edit Cue

DEFINITION

Edit Cue opens the Cue Information window for the currently selected Cue.

Here, composers can define or modify the Cue's identifying information, including:

- Cue Name
- Cue Number
- Reel Number

For multi-segment Cues, these properties are shared by all chained Segments. Editing any Segment within the Cue automatically updates the Cue Name, Cue Number and Reel Number for every Segment belonging to that Cue.

Editing Cue Information does not modify the Cue's Musical Structure.

PURPOSE

Edit Cue provides the identifying information required for Project integration while keeping administrative Cue information independent from Musical Structure.

REQUIREMENTS

Before a Cue can be Sent to Project, the following information must be defined:

- Cue Name
- Cue Number
- Reel Number

The Reel Number must correspond to a valid Reel defined in Project Information. If the assigned Reel Number exceeds the number of Reels configured for the Project, the Cue cannot be sent to the Project until the discrepancy has been corrected.

Send to Project

DEFINITION

Send to Project transfers the current Cue from the Calculator into the Project.

If the Cue does not already exist in the Project, it is created as a new Cue.

If a corresponding Cue already exists, it is updated with the current Musical Structure and Cue Information.

For multi-segment Cues, all chained Segments are transferred together as a single Cue.

PURPOSE

Send to Project synchronises completed Cues between the Calculator and the Project, making them available for scheduling, workload planning, reporting and export.

REQUIREMENTS

Before a Cue can be sent to the Project, it must contain:

- Cue Name
- Cue Number
- Reel Number
- A valid Musical Structure

Additionally:

The assigned Reel Number must exist within the current Project.

The Cue must not contain any invalid (yellow) Segments.

If these requirements are not met, the Cue cannot be sent to the Project until the issues have been corrected.

Drag to DAW

DEFINITION

Drag to DAW exports the current Cue's Musical Structure as a standard MIDI file containing tempo, meter and marker information.

The exported MIDI file is intended for import into supported DAWs, where it recreates the Cue's Musical Structure without containing any MIDI notes or audio.

The generated MIDI file may be dragged directly into a supported DAW, or to any folder or the desktop for later use.

PURPOSE

Drag to DAW provides a fast way to audition and refine Musical Structure directly within a DAW during the composition process.

By placing Drag to DAW within the Calculator, Timeline Calculator² allows composers to test different musical solutions immediately without first returning to the Project, supporting rapid creative iteration.

MIDI EXPORT OPTIONS

The information included in the exported MIDI file can be customised in Settings, allowing composers to select which Musical Structure elements are included during export.

Notes

A Cue intended for Drag to DAW should first be resolved using Perfect Fit or Cue Optimiser. This ensures a complete Musical Structure and maximises compatibility with supported DAW MIDI import functions.

Musical Mode

DEFINITION

Musical Mode controls how Timeline Calculator² presents calculation results.

When enabled, results are expressed using conventional musical terminology, such as bars, beats and note values, making calculations easier to interpret during composition.

When disabled, results are presented using their underlying numerical values, providing a more analytical representation of the same Musical Structure.

Musical Mode affects only the presentation of results and does not modify the calculated Musical Structure.

PURPOSE

Musical Mode allows composers to choose whether calculation results are displayed using traditional musical notation or numerical values, depending on the requirements of the current workflow.

Clear All

DEFINITION

Clear All removes all calculation results and Segments from the current Calculator workspace, leaving a single blank Segment ready for a new calculation.

This action resets the Calculator workspace without affecting existing Project data.

PURPOSE

Clear All provides a fast way to begin a new calculation while maintaining a ready-to-use Calculator workspace.

Export CSV

DEFINITION

Export CSV exports the current calculation results as a Comma-Separated Values (CSV) file.

The exported file contains the current calculation information in a format suitable for spreadsheet applications, documentation and external analysis.

PURPOSE

Export CSV provides a convenient way to archive calculations or integrate Timeline Calculator² results into external workflows.

Copy Result

DEFINITION

Copy Result copies the calculation results for every Segment currently contained in the Segment List to the clipboard.

Each Segment is copied individually, including its principal calculated Musical Structure information, such as:

- Result
- Total Quarter Notes
- Duration
- Time Signature

The copied information preserves the current presentation format, including the selected Musical Mode, and can be pasted into documents, notes, emails or other applications.

PURPOSE

Copy Result provides a fast way to share, archive or reference the calculation results of every Segment currently contained in the Segment List.

Project

DEFINITION

The Project is Timeline Calculator²'s project management environment.

It provides a central location for organising Cue Shells and completed Cues, allowing composers to plan, schedule and monitor the progress of an entire scoring project.

Unlike the Calculator, which focuses on creating Musical Structure, the Project focuses on organising and tracking Cues throughout the scoring process.

PURPOSE

The Project helps composers organise scoring projects by combining cue management, scheduling, workload planning, progress tracking and reporting within a single workspace.

Project Information

DEFINITION

Project Information defines the fundamental properties of a scoring project.

These properties establish the framework used throughout Timeline Calculator² for Cue management, scheduling and reporting.

Project Information consists of:

- Project Name – Identifies the scoring project throughout Timeline Calculator², including reports and exported documents.
- Start Date – The date on which the scoring project begins.
- Deadline – The required completion date for the project.
- Frame Rate (FPS) – Defines the frame rate associated with the visual media being scored. Within Timeline Calculator², it is used to express Timeline Positions as SMPTE timecode for calculations created within the Project.
- Reels – The total number of Reels available within the Project.

PURPOSE

Project Information establishes the organisational framework for the entire scoring project, ensuring that Cue Shells and completed Cues are managed consistently.

Notes

The number of Reels defined in Project Information determines the valid Reel Numbers that may be assigned to Cues.

A Cue cannot be sent to the Project if its assigned Reel Number exceeds the number of Reels defined here.

> **Frame Rate affects timecode, not music.**

Timeline Calculator² performs all musical calculations using musical timing relationships such as tempo, meter, bars and duration.

Frame Rate is used only to express Timeline Positions as SMPTE timecode. Changing the Frame Rate does not alter the calculated Musical Structure.

This means Timeline Calculator² can be used for projects with or without picture. When no visual media is involved, the selected Frame Rate simply determines how Timeline Positions are displayed and does not influence the musical calculations.

Project Cue List

DEFINITION

The Project Cue List contains every Cue Shell and completed Cue belonging to the current Project.

It provides a central overview of the scoring project, allowing composers to organise, schedule and monitor the progress of every Cue from initial planning through to completion.

Each Cue displays its current organisational information, including scheduling, status, difficulty and Musical Structure.

MUSICAL STRUCTURE INDICATOR

A quaver (♪) displayed beside a Cue indicates that the Cue contains embedded Musical Structure.

Cues without the quaver are Cue Shells, containing only organisational project information until Musical Structure has been created in the Calculator.

The presence of the quaver indicates that the Cue contains complete Musical Structure, enabling features such as Drag to DAW and providing complete Musical Structure information for supported exports, including Cue List.txt.

PURPOSE

The Project Cue List provides a complete overview of the scoring project, allowing every Cue to be managed throughout the scoring process.

Project View Modes

DEFINITION

Timeline Calculator² provides two Project View Modes, allowing the Project Cue List to be organised according to different workflows.

Changing the Project View Mode affects only the way Cues are displayed and does not modify the Project itself.

PURPOSE

Project View Modes allow composers to organise their scoring projects according to either the production's Cue numbering or its scheduled writing order.

Cue Order

DEFINITION

Cue Order displays Cues according to their Cue Number.

This view reflects the production's natural Cue sequence and is particularly useful when reviewing the project in narrative order or preparing reports and cue documentation.

PURPOSE

Cue Order provides a structured overview of the scoring project as it exists within the production.

Schedule View

DEFINITION

Schedule View displays Cues according to their assigned writing schedule.

Rather than following Cue Number, Cues are ordered by their scheduled writing date, allowing composers to focus on the work planned for each day.

PURPOSE

Schedule View assists with workload planning by presenting Cues in the order the composer has scheduled them to be written.

Notes

Changing between Cue Order and Schedule View affects only the presentation of the Project Cue List. Cue information, scheduling and Musical Structure remain unchanged.

+ New Cue Shell

DEFINITION

+New Cue (Shell) creates a new Cue within the Project, providing the organisational information required before Musical Structure has been created.

A Cue Shell contains the project's administrative information, including its estimated duration, schedule, status and difficulty, but does not yet contain Musical Structure.

Cue Shells may later be opened in the Calculator, where one or more Segments can be created and embedded to complete the Cue.

PURPOSE

New Cue Shell allows composers to plan and organise an entire scoring project before beginning the detailed musical calculations for each Cue.

NOTE

Cue Shells are fully functional Project items and may be assigned scheduling, status and difficulty information before Musical Structure has been created.

This allows an entire scoring project to be planned and monitored independently of the composition process.

Right-Click Functions

Open in Calculator

DEFINITION

Open in Calculator loads the selected Cue into the Calculator for creating or editing its Musical Structure.

If the Cue is currently a Cue Shell, a default Segment is created automatically using the Cue Shell's duration together with the Calculator's default Musical Structure settings.

If the Cue already contains Musical Structure, all Segments belonging to the Cue are restored into the Calculator for further editing.

PURPOSE

Open in Calculator provides the link between Project planning and Musical Structure creation, allowing Cue Shells and completed Cues to be developed or refined within the Calculator.

Copy Timecodes

DEFINITION

Copy Timecodes copies the selected Cue's Timeline Position information to the clipboard.

The copied information includes:

Timeline Position In

Timeline Position Out

- Duration

allowing it to be pasted into spotting notes, emails or production documentation.

PURPOSE

Copy Timecodes provides a fast way to communicate Cue timing information outside Timeline Calculator².

Add Schedule Block

DEFINITION

Add Schedule Block creates an additional scheduling block for the selected Cue.

Additional Schedule Blocks allow the same Cue to be scheduled across multiple continuous periods without duplicating the Cue or modifying its Musical Structure, duration or project information.

For example, a Cue may be scheduled on Thursday and Friday, paused over the weekend, and then continue on Monday and Tuesday as part of the same Cue.

PURPOSE

Add Schedule Block provides greater flexibility when planning a scoring schedule by allowing work on a single Cue to be distributed across multiple writing periods.

Delete Block

DEFINITION

Delete Block removes the currently selected block from the schedule.

Only the selected Schedule Block is removed. The Cue itself and any remaining Schedule Blocks are unaffected.

PURPOSE

Delete Block allows individual portions of a Cue's schedule to be adjusted without affecting the remainder of the Cue's planned writing schedule.

NOTE

Unlike Remove Schedule, which clears all scheduling associated with a Cue, Delete Block removes only the selected Schedule Block.

Copy Musical Structure

DEFINITION

Copy Musical Structure copies the selected Cue's complete Musical Structure to the clipboard as a formatted text report.

The report includes the Cue's identifying information together with the complete Musical Structure for every Segment, including:

- Cue Information
- Timeline Positions
- Duration
- Selected Calculation Interpretation
- Musical Information (Length, Tempo and Meter)
- Technical Information (Total Quarter Notes)

For Cue Optimiser calculations, all optimised Parts are included within the report.

The copied report may be pasted into documents, emails, production notes or other text-based applications.

PURPOSE

Copy Musical Structure provides a comprehensive textual representation of a Cue's Musical Structure, allowing it to be archived, reviewed or shared without creating a MIDI file.

NOTE

> **Timeline Calculator² preserves the selected calculation interpretation for each Segment. When a project is saved, shared and reopened on another system, Cues opened in Calculator retain the originally selected calculation method, including Perfect Fit or Cue Optimiser selections where applicable.**

Export MIDI Tempo Map

DEFINITION

Export MIDI Tempo Map exports the selected Cue's Musical Structure as a standard MIDI file containing tempo, meter and marker information.

Unlike Drag to DAW, which supports rapid creative iteration directly from the Calculator, Export MIDI Tempo Map allows completed Cues to be exported directly from the Project.

The exported MIDI file may be saved to any location and imported into supported Digital Audio Workstations (DAWs).

PURPOSE

Export MIDI Tempo Map provides a convenient way to generate MIDI tempo maps directly from the Project without first opening the Calculator.

Notes

The contents of the exported MIDI file are determined by the MIDI Export options configured in Settings.

Only Cues containing embedded Musical Structure (identified by the ♪ Musical Structure Indicator) can be exported as MIDI Tempo Maps.

For best compatibility with supported DAWs, Musical Structure must be resolved using Perfect Fit or Cue Optimiser before export.

Duplicate Cue

DEFINITION

Duplicate Cue creates an independent copy of the selected Cue.

The duplicated Cue contains associated information such as Musical Structure, status and difficulty, allowing it to be edited independently of the original.

PURPOSE

Duplicate Cue provides a fast way to create alternate versions of an existing Cue while preserving the original.

This is particularly useful when exploring different musical approaches or revisions, allowing each version to be scheduled, developed and managed independently within the Project.

Notes

Once duplicated, the new Cue becomes completely independent of the original. Changes made to one Cue do not affect the other.

Delete Cue

DEFINITION

Delete Cue removes the selected Cue from the current Project.

Both Cue Shells and completed Cues, including any associated Musical Structure, may be removed using this command.

PURPOSE

Delete Cue removes unwanted Cue Shells or completed Cues from the Project, helping maintain an organised scoring project.

Notes

Deleted Cues can be restored using Undo, allowing accidental deletions to be reversed.

Cue Details

DEFINITION

The Cue Details section displays the project and musical summary information for the currently selected Cue.

It contains both editable and read-only information, providing a single location from which composers can review, organise and manage individual Cues throughout a Project.

Cue Details includes:

EDITABLE

- Cue Name
- Cue Number
- Reel Number

Difficulty

Status

Notes

READ-ONLY

- Timecode In
- Timecode Out
- Duration

In addition, Cue Details provides a Drag to DAW button for exporting the Cue's Musical Structure directly to a supported Digital Audio Workstation (DAW).

PURPOSE

Cue Details brings together the essential information associated with a Cue, allowing composers to review its musical timing, organise project information and transfer completed Musical Structure to their DAW from a single location.

Difficulty

DEFINITION

Difficulty is a user-defined estimate of how challenging a Cue is expected to be to compose.

Difficulty is intended solely as a planning aid and does not affect Musical Structure, scheduling calculations or any exported data.

PURPOSE

Difficulty allows composers to estimate the creative effort required for each Cue, making it easier to balance workloads and organise writing schedules.

DIFFICULTY COLOURS

Timeline Calculator² uses colour to provide a quick visual indication of each Cue's estimated complexity:

- Yellow – Standard difficulty.
- Orange – Difficult.
- Red – Complex.

Once a Cue's Status is set to Completed, its Difficulty indicator automatically changes to Green, providing an immediate visual indication that the Cue has been finished.

Notes

Difficulty is entirely subjective and may be adjusted at any time as the Project develops.

Status

DEFINITION

Status indicates the current stage of progress for a Cue within the Project.

Status provides a simple way to monitor which Cues remain to be written or have been completed.

PURPOSE

Status helps composers organise and track the progress of a scoring project independently of the Cue's Musical Structure.

Notes

Status may be updated at any time as work progresses and does not affect Musical Structure, scheduling or exported MIDI data.

When a Cue is marked as Completed, Timeline Calculator² automatically updates the Project Summary statistics and recalculates the Project's overall Completion Percentage, providing an up-to-date overview of scoring progress.

Notes

DEFINITION

The Notes field allows composers to record free-form information associated with the selected Cue.

Notes may be used for spotting observations, creative ideas, production reminders or any other project-specific information.

PURPOSE

Notes provide a convenient place to capture information that does not form part of the Cue's Musical Structure but may be useful during the composition process.

Notes

Notes are saved with the Project and remain associated with the Cue.

Schedule Block

DEFINITION

A Schedule Block represents one continuous period of time allocated to composing a Cue.

Each Cue may contain one or more Schedule Blocks, allowing work to be planned across multiple periods without affecting the Cue's Musical Structure.

Schedule Blocks are used exclusively for project planning and do not influence any musical calculations.

PURPOSE

Schedule Blocks provide flexibility when planning a scoring schedule, allowing work on the same Cue to be divided across multiple periods where required.

Notes

Multiple Schedule Blocks may be assigned to a single Cue.

For example, a Cue may be scheduled for:

- Thursday–Friday
- Monday–Tuesday

while remaining a single Cue with a single Musical Structure.

Adding or removing Schedule Blocks does not duplicate the Cue or modify its Musical Structure.

Additional Schedule Blocks are created by right-clicking an existing Schedule Block and selecting Add Schedule Block from the context menu.

Schedule Start / Schedule End

DEFINITION

Schedule Start and Schedule End define the beginning and end dates of a Schedule Block.

Together they determine the period during which work is planned for that portion of the Cue.

Schedule dates affect only project planning and have no influence on Musical Structure or musical calculations.

PURPOSE

Schedule Start and Schedule End allow composers to organise their writing schedule by assigning planned working periods to individual Cues.

Notes

After selecting the desired Schedule Start and Schedule End dates, click Assign Schedule to create the Schedule Block and associate it with the selected Cue.

After a Schedule Block has been created, Schedule Blocks may be edited directly within the Project Calendar:

Entire Schedule Blocks may be repositioned by dragging them to a new location.

The beginning or end of a Schedule Block may be adjusted by dragging either end of the block.

Schedule Blocks cannot be moved onto Non-Working Days.

When two Schedule Blocks become contiguous, Timeline Calculator² offers the option to Merge Blocks into a single continuous Schedule Block.

Dragging one Schedule Block directly onto another displays a Replace Block option, allowing the destination block to be replaced.

Working Days

DEFINITION

Working Days allows composers to define which days of the week are considered available for composing within the Project.

Days designated as Non-Working Days are excluded from scheduling, helping Timeline Calculator² generate practical writing schedules.

PURPOSE

Working Days enables Project schedules to reflect individual working patterns, whether composing seven days a week, weekdays only or any custom combination of working and non-working days.

OPTIONS

The Working Days menu provides the following commands:

- Toggle Selected Day(s) – Marks the currently selected day or days as Working or Non-Working.
- Toggle Weekends – Quickly marks Saturdays and Sundays as Working or Non-Working Days.
- Clear Non-Working Days – Restores all days as Working Days.

Notes

Schedule Blocks cannot be created or moved onto Non-Working Days.

Changing the Working Day configuration immediately updates the Project Calendar and all future scheduling operations.

Calendar Focus

DEFINITION

Focus determines the time scale displayed by the Project Calendar.

Changing the Focus does not alter any Project information or scheduling data; it simply changes how the Project is viewed.

PURPOSE

Focus allows composers to examine their Project at different levels of detail depending on the planning task being performed.

Notes

Changing the Focus affects only the Calendar display and does not modify Schedule Blocks or any other Project information.

Project Summary

DEFINITION

The Project Summary provides a live overview of the progress of the current Project.

As Cues are added, scheduled and completed, Timeline Calculator² automatically updates the displayed statistics, allowing composers to monitor both musical output and overall project progress at a glance.

PURPOSE

Project Summary provides an immediate overview of the current scoring workload, helping composers understand how much music has been completed, how much remains and the average pace required to complete the Project.

INFORMATION DISPLAYED

Total Music

Displays the total duration of music represented by all Cues within the Project.

Completed Music

Displays the combined duration of all Cues whose Status is set to Completed.

Remaining Music

Displays the total duration of music still remaining to be completed.

Completion

Displays the overall percentage of completed music within the Project.

The Completion bar updates automatically whenever Cue Status changes, providing an immediate visual indication of overall Project progress.

Total Cues

Displays the total number of Cue Shells and completed Cues contained within the Project.

Completed Cues

Displays the number of Cues whose Status is set to Completed.

Remaining Cues

Displays the number of Cues that have not yet been marked as Completed.

Average Output / Day

Displays the average amount of music that needs to be completed each Working Day to finish the Project by its scheduled Deadline.

This value is updated automatically as Cues are completed, the Project Deadline changes or the Working Day configuration is modified, allowing composers to monitor the daily writing pace required to remain on schedule.

Notes

Project Summary updates automatically as Cue information, scheduling and Status are modified.

All displayed values are informational and do not affect Musical Structure or Project calculations.

Project File Management

DEFINITION

The Project Management section contains the controls used to create, open, save and export Timeline Calculator² Projects.

It also displays information about the Project's remaining schedule, allowing composers to monitor upcoming deadlines while managing Project files.

Export

DEFINITION

The Export menu provides access to the Project's available export formats.

Depending on the selected output, Timeline Calculator² can generate documentation and project information for use outside the application.

PURPOSE

Export allows Project information to be shared, archived or incorporated into external workflows.

Notes

The list of available export formats may expand as additional export options are introduced in future versions of Timeline Calculator².

Export Formats

Project Report (PDF)

DEFINITION

Project Report generates a comprehensive PDF summary of the current Project.

The report combines Project information, Cue statistics, scheduling data and overall progress into a professionally formatted document suitable for review, planning or archival purposes.

Timeline Calculator² provides both Light and Dark report themes, allowing the exported document to suit different viewing and printing preferences.

PURPOSE

Project Report provides composers with a clear overview of the entire scoring Project, making it easy to review progress, communicate schedules or maintain Project documentation.

Cue Map

The Cue Map provides a graphical overview of the Project's Cues.

Each coloured bar represents an individual Cue:

- Bar Height represents the Cue's duration.
- Bar Colour represents its assigned Difficulty or Completed status.
- Bar Position reflects the Cue's order within the Project.

The Cue Map provides an immediate visual impression of the Project's overall workload and distribution of musical material.

Notes

The Project Report reflects the current state of the Project at the time of export.

Both Light and Dark report themes contain identical information and differ only in visual presentation.

Project Cue List (.txt)

DEFINITION

Project Cue List exports a comprehensive plain text summary of every Cue contained within the current Project.

The report includes Project information followed by a complete listing of both Scheduled and Unscheduled Cues, together with their associated project and musical information where available.

PURPOSE

Project Cue List provides a lightweight, universally compatible document for reviewing, sharing and archiving Project information.

The report is particularly useful when communicating Cue information with collaborators or maintaining production records.

INFORMATION INCLUDED

Each Cue includes:

- Cue Name
- Cue Number and Reel

Status

Difficulty

- Number of Segments / Hitpoints

Timecode In / Out

- Duration
- Schedule information
- Musical Structure (where embedded)

Projects containing multiple Schedule Blocks display each scheduled period individually.

Cues without embedded Musical Structure are clearly identified.

Notes

The report separates Scheduled Cues from Unscheduled Cues, allowing composers to identify outstanding scheduling work at a glance.

Project Cue List is exported as a standard plain text (.txt) document for maximum compatibility across operating systems and applications.

Cue Sheet (.xlsx)

DEFINITION

Cue Sheet exports the current Project as a professionally formatted Microsoft Excel workbook designed to organise cue information for production and music administration workflows.

The workbook consists of two worksheets:

Cue Sheet – Contains Project information together with detailed information for every Cue.

Cue Sheet Guide – Explains common cue sheet terminology and music usage classifications, making the document suitable for both experienced professionals and first-time users.

PURPOSE

Cue Sheet provides a structured document that can be used throughout production to organise cue information, prepare documentation and serve as the basis for formal cue sheet preparation.

INFORMATION INCLUDED

The Cue Sheet contains:

Project Information

- Production Title
- Series / Episode information
- Production Company
- Year
- Country / Territory
- Frame Rate (FPS)
- Project Start Date

Deadline

- Generated Date
- Composer
- Director
- Producer

Cue Information

For each Cue, the worksheet includes:

- Cue Identifier
- Cue Name
- Reel

Timecode In / Out

- Duration
- Music Usage
- Music Source
- Composer / Writer
- Publisher
- Performer
- Performing Rights Organisation (PRO)
- IPI / CAE Number

- ISWC
- ISRC

Notes

Where Musical Structure has been embedded, the Notes field also includes a summary of the Cue's Musical Structure together with any scheduled writing periods.

Cue Sheet Guide

The second worksheet provides an introduction to cue sheets together with explanations of common music usage classifications, allowing less experienced users to understand the terminology used throughout the document.

Notes

Cue Sheets are exported in Microsoft Excel (.xlsx) format, allowing the document to be further edited, filtered or expanded within spreadsheet applications as required.

Working Days Left

DEFINITION

Working Days Left displays the number of remaining Working Days between the current date and the Project Deadline.

Only days designated as Working Days are included in this calculation.

PURPOSE

Working Days Left provides composers with an immediate understanding of the amount of available writing time remaining before the Project Deadline.

This value is used together with the Project's remaining music to calculate the required Average Output / Day, helping composers maintain a realistic writing schedule.

Notes

Working Days Left updates automatically as:

The current date advances.

The Project Deadline changes.

The Working Day configuration is modified.

Deadline

DEFINITION

Deadline displays the scheduled completion date for the current Project.

The Deadline is established within Project Information and represents the target date by which the Project should be completed.

PURPOSE

The Deadline acts as the reference point for Timeline Calculator²′s scheduling system, allowing the application to calculate writing targets and monitor Project progress.

Notes

The Project Deadline is used when calculating:

Working Days Left

Average Output / Day

- Project scheduling statistics

Changing the Deadline immediately updates these values throughout the Project.

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