

MT128

Event & Rules File Format.

This document describes the file format used in Event & Rules pages of the MT128

MT128 Event & Rules:

The MT128 project include one XML file to store all Event & Rules of the project. See EventRules_Base_{XXXX_GUID_XXXX}.xml in MT128 project folder:

This document will describe file format used to store and possibly import and export table of rules and event.

General XML structure of the EventRules_Base_{XXXX_GUID_XXXX}.xml file:

```
<?xml version="1.0" encoding="utf-8"?>
<VBAudioEventAndRules>

</VBAudioEventAndRules>
```

Event & Rules can contain different kind of event & rules (like Date Event, MIDI Rules etc...). able to execute a script to perform different things.

Date Event.

The Date Event is made to generate an action on a given date range at a specific time or periodic time. All Date Event are stored in a section **VBAudioDateEventsList**.

```
<VBAudioDateEventsList>
  <VBAudioDateEvent id='0' enable='1'>
    ...
  </VBAudioDateEvent>
  <VBAudioDateEvent id='1' enable='1'>
    ...
  </VBAudioDateEvent>
  <VBAudioDateEvent id='2' enable='1'>
    ...
  </VBAudioDateEvent>
  <VBAudioDateEvent id='3' enable='1'>
    ...
  </VBAudioDateEvent>
  <VBAudioDateEvent id='4' enable='1'>
    ...
  </VBAudioDateEvent>
</VBAudioDateEventsList>
```

Each Date Event is stored in an xml section, with a unique id (INT32) and an Enable status as is.

```
<VBAudioDateEvent id='0' enable='1'>
...
</VBAudioDateEvent>
```

A complete Date Event item is stored in this XML format:

```
<VBAudioDateEvent id='0' enable='1'>
  <DateOriginationUTC year='2018' month='9' day='26' week='39' dayofweek='2' hour='7'
minute='50' second='14' />
  <DateEventDate1 year='0' month='0' day='0' week='0' dayofweek='0' hour='9' minute='20'
second='0' dateon='1' datestart='1' />
  <DateEventDate2 year='0' month='0' day='0' week='0' dayofweek='0' hour='19' minute='0'
second='0' dateend='1' />
  <DateEventTime hour='0' minute='15' second='0' modeevery='1' />
  <DateEventName>Music</DateEventName>
  <DateEventSubName>Room 4</DateEventSubName>
  <DateEventGroup>GROUP1</DateEventGroup>
  <DateEventScript>SoundPad.Button(9).PLAY=1</DateEventScript>
</VBAudioDateEvent>
```

All data not set, are set to ZERO by default (or set to empty string for string field).

Minimal Date Event.

The minimal date event is given by a time in hour, minute and second and a mode:

- AT TIME
- EVERY PERIOD OF TIME (based on 00:00:00)

```
<VBAudioDateEvent id='0' enable='1'>
  <DateEventTime hour='0' minute='15' second='0' modeevery='1' />
  <DateEventScript>SoundPad.Button(9).PLAY=1</DateEventScript>
</VBAudioDateEvent>
```

But it's recommended to define a Name at least (to sort out event and identify it more quickly). Label can be define for Name, SubName and Group.

```
<DateEventName>Music</DateEventName>
<DateEventSubName>Room 4</DateEventSubName>
<DateEventGroup>GROUPl</DateEventGroup>
```

Date Range.

Event can be valid in a specific period, or after a start date, or until an end date, or on specific day only (e.g. on Monday only). These conditions are given by the two lines below defining a possible start date and a possible end date:

```
<DateEventDate1 year='0' month='0' day='0' week='0' dayofweek='0' hour='9' minute='20'
second='0' dateon='1' datestart='1' />
<DateEventDate2 year='0' month='0' day='0' week='0' dayofweek='0' hour='19' minute='0'
second='0' dateend='1' />
```

dateon='1' says if we use date range condition
datestart='1' says if we use date1 as start date
dateend='1' says if we use date2 as end date

value range to define a date:

Date field	Default / off	min	max
Year	0	2000	9999
Month	0	1	12
day	0	1	31
week	0	1	53
dayofweek	0	1 (Monday)	7 (Sunday)
hour	0	0	23
minute	0	0	59
second	0	0	59

Marker List CSV file.

The EXPORT page allows exporting Marker List as CSV File (separator is TAB):

UID	Cue	Position	Name	Type
1	1	00:00:00.000		LP
11		00:01:55.134		L
10		00:01:56.025	SoundPad	L
12		00:02:00.947		LS
2	2	00:03:21.556		LP
17		00:04:10.134		I
18		00:04:45.759		O
13	3	00:05:30.759		LP
16		00:06:27.946		L

Markers are listed in timeline order (sorted by position time code) and identified by a unique identifier (UID).

CUE number gives the CUE index as it is displayed in the MT128 CUE Panel.

The Time code is in the time format **Hour : Minute : Second . millisecond**

The type gives the Marker properties:

- L: Locator.
- P: Cue Play.
- S: Cue STOP.
- B: Loop Beginning.
- E: Loop End.
- I: Punch In.
- O: Punch Out.

Event Script

In the **DateEventScript** section any text can be used to create requests for the MT128 or for other system functions. Each instruction line must be separated by a ';' (all indexes are '1' based).

SOUND PAD Instruction set

Play the Sound number 6

```
SoundPad.Button(6).Play =1;
```

Stop the Sound number 6

```
SoundPad.Button(6).Play =0;
```

Stop All SoundPad Sounds

```
SoundPad.StopAll =1;
```

PLAYLIST Instruction set

Start first playlist

```
Playlist(1).Play =1;
```

Stop first playlist

```
Playlist(1).Play =0;
```

Stop All Playlist

```
Playlist.StopAll =1;
```

To Select the Sound item 5 in PPlaylist 2

```
Playlist(2).Select =5;
```

To Play the Playlist 2 by the Sound item 7

```
Playlist(2).Sound(7).Play =1;
```

TIMELINE Instruction set

Play TimeLine

```
Timeline.Play =1;
```

Play TimeLine Cue index 2 (cue index – as displayed in the CUE Panel).

```
Timeline.Cue(2).Play =1;
```

Play TimeLine Marker ident 2 (marker ident).

```
Timeline.Marker(2).Play =1;
```

Goto TimeLine Cue index 2 (cue index).

```
Timeline.Cue(2).Goto =1;
```

Goto TimeLine Marker ident 2 (marker ident).

```
Timeline.Marker(2).Goto =1;
```

Stop TimeLine

```
Timeline.Stop =1;
```

Pause TimeLine

```
Timeline.Pause =1;
```

Rec TimeLine

```
Timeline.Rec =1;
```

TimeLine REW

```
Timeline.Rew =1;
```

TimeLine FF

```
Timeline.Ff =1;
```

To be implemented

Goto TimeLine (hour, minute, second. millisecond).

```
Timeline.Goto =00:00:00.000;
```