



USER GUIDE

Version 2.0

10/6/2026

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System Requirements

The application is compatible with Windows 10 or Windows 11 operating systems with Microsoft .Net 8.0 or later installed.

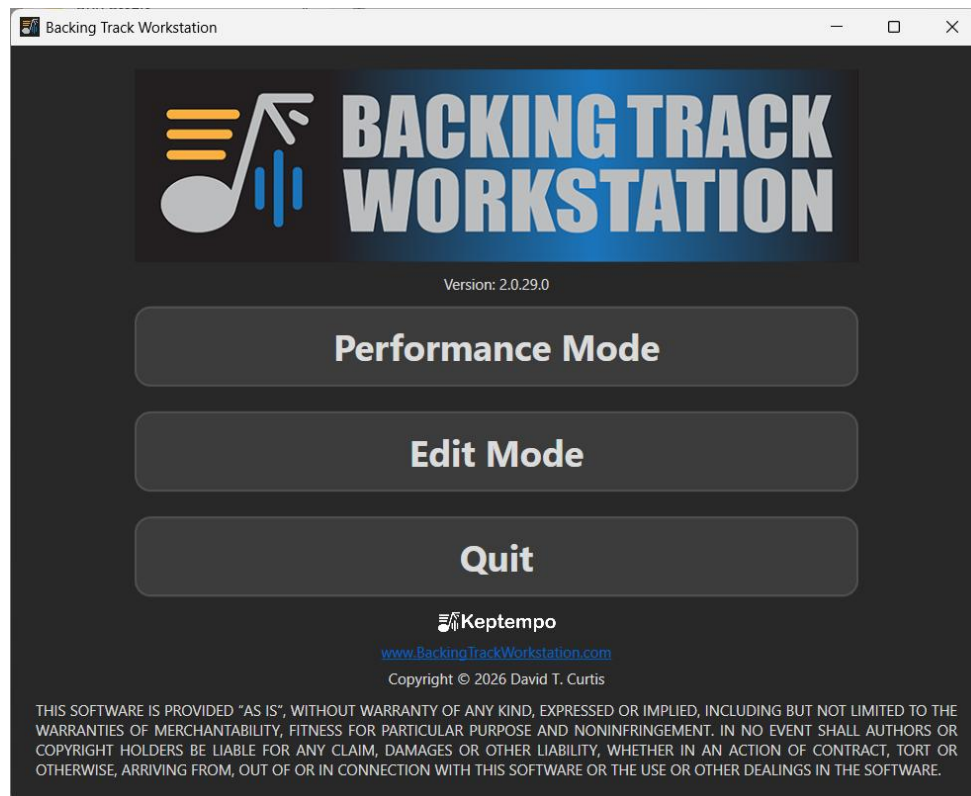
Software Installation

Make sure you check for the latest version and updates of the software from the website:

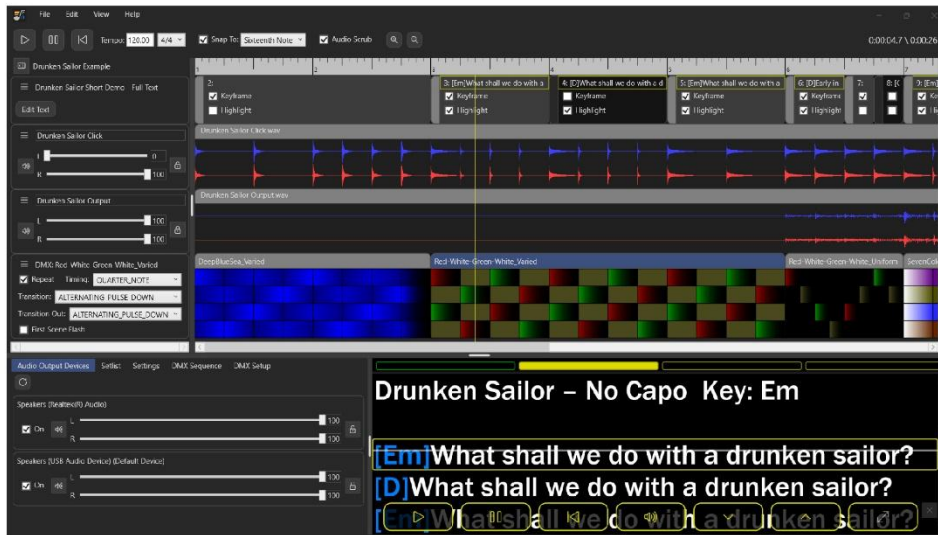
www.BackingTrackWorkstation.com

Launching the Application: Edit Mode vs Performance Mode

There are two modes to choose from when you start the application. **Edit Mode** is where you setup the songs and settings for the equipment you are using. Edit Mode is formatted as a desktop application for detailed audio, text and DMX sequence editing. **Performance Mode** is where you load a setlist containing songs that can be quickly selected and performed. Performance Mode is formatted for quick and easy control of playback and song selection using a touching screen.



Edit Mode:



DRAG-N-DROP
TELEPROMPTER
KEYFRAMES

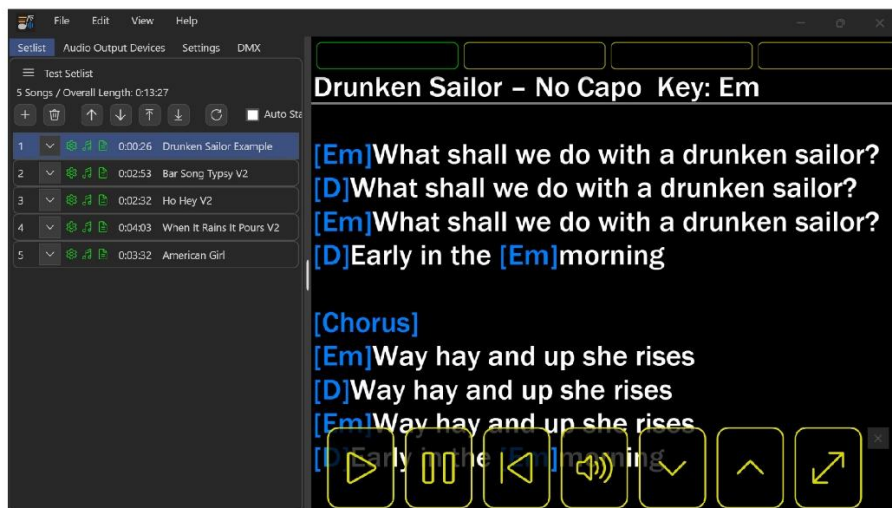
MULTIPLE AUDIO
TRACKS

DRAG-N-DROP
DMX SEQUENCES

MULTIPLE AUDIO OUTPUTS

TELEPROMPTER WITH METRONOME

Performance Mode:



SETLIST

TELEPROMPTER

Edit Mode: General

Controlling Playback



At the top left of the audio panel, there are three buttons for controlling playback start, pause and stop/rewind. You can also start and pause the audio playback using the spacebar on the keyboard. Press the left arrow on the keyboard to rewind and place the audio cursor at the beginning of the timeline.

Tempo / Time Signature



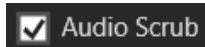
The tempo (beats per minute) and time signature control the metronome and the “Snap To” values.

Snap To



The mouse will “snap to” the nearest note type indicated in the drop-down selection

Audio Scrubbing



Clicking and dragging over the audio waveform will cause the audio to play at the speed of the cursor movement. Use a “scrubbing” motion will help to pinpoint key areas of the audio track.

Timeline Zoom In/Out



Allows the user to zoom in/out on the timeline.

Playback Position and Length



In the top right corner of the application window is the playback position and song length indicator. The first set of numbers indicates the current position of the audio cursor in *Hours: Minutes: Seconds.Ticks*. The second set of numbers indicates the length of the audio track in similar format. There are 100 ticks per second. ***Double-click to manually set the song time length.***

Edit Mode: Audio Tracks

Loading Audio Files (Backing Tracks)

The application will load audio files in .mp3 or .wav formats. There are two methods for importing audio files:

- 1) *File Menu->Import Audio File*
- 2) *Drag-n-drop the audio file into the timeline window*

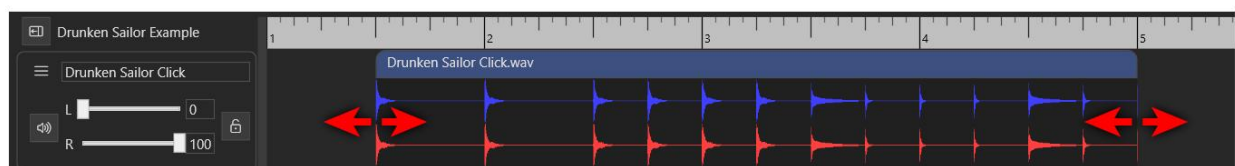
Audio Files Are Stored as Links

Audio data is not saved within the song(.bts) file. The song will contain a link to the original location of the audio file. Therefore, if you modify the audio file, the changes will be applied when you re-load the song file. The application will try to locate the audio files if it has been moved or deleted, and will notify you if the link cannot be found. The setlist tab has a tool that allows you to “package” all of the linked files in a setlist to a centralized location. The Package tool will copy the setlist and all the links to an external drive making it easy to setup songs on a computer and perform on a separate tablet. (See the “Setlist” section.)

Audio Output Device(s)

By default, the audio track will be setup (“mapped”) to output to the default audio device in the operating system. Selecting “*Always Connect To Default Audio Output Device*” in the audio track drop-down menu will assure that the audio track will always output to the default audio device. The user can connect the audio track to multiple output devices by selecting “*Connected Audio Output Devices...*” in the audio track drop-down menu.

Audio Waveform



When an audio file is successfully loaded, the waveform will appear in the audio panel. The left channel audio will appear in blue and the right channel will appear in red. ***Audio tracks can be moved and clipped within the timeline.***

Audio Track Volume Control

Audio tracks have separate sliders to control the left/right volume. The speaker icon to the left of the volume sliders will mute the track. The lock icon to the right of the volume sliders will lock/unlock the ability to set the left/right volumes separately.

Edit Mode: Teleprompter

Press the “Edit Text” button or select File->Edit Text to import and edit text in the teleprompter.

Text Editor:



Importing Text Files (Lyrics and Chords)

The application will load text files in .rtf or .txt formats. There are four methods for importing text:

- 1) File Menu
- 2) Copy and Paste
- 3) Drag-n-drop the text file into the text editor window
- 4) Manually typing directly into the text editor

Text Files Are Stored as Links

Text data is not saved within the song(.bts) file. The song will contain a link to the location of the text file. Therefore, if you modify the text file outside of the application, the changes will be applied when you re-load the song file. The application will try to locate the text files if it has been moved or deleted, and will notify you if the link cannot be found. If the text is changed, the application will try to automatically realign the text keyframes. The setlist tab has a tool that allows you to “package” all of the linked files in a setlist to a centralized location. The Package tool will copy the setlist and all the links to an external drive making it easy to setup songs on a computer and perform on a separate tablet. (See the “Setlist” section.)

Text Editor Tool Bar

Above the text editor window is a tool bar containing many of the typical controls you might find in any text editing application including: Copy/Past, Undo/Redo, Font Selection, Font Size, Bold/Italic/Underline and text alignment.

Text Color

The application enables setting variable colors for the text and the background. You can highlight different sections of text like chords and lyrics using any color scheme.

Hard and Soft Returns

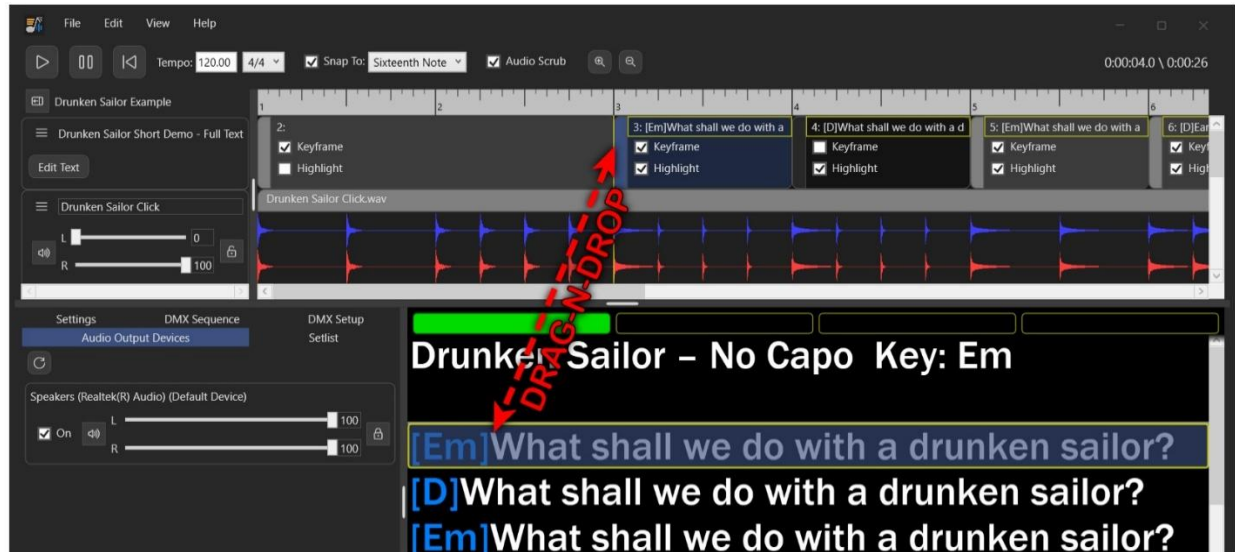
A hard return indicates a new line of text or paragraph and is created when the user presses the “Enter” or “Return” keys on the keyboard. Sometimes text is formatted with extra space after a hard return (paragraph), and the extra space can be removed by pressing the “Remove Space Below Paragraph” button. A soft return occurs when a single long of line text flows onto the next line. The soft return text is still treated as a single line even though it flows across multiple lines. Users can force a soft return by pressing <Shift> and <Return> together.

The application will maintain the same line breaks in the teleprompter as shown in the text editor. It is recommended that you apply the “Auto Fit Text To Width” function before closing the text editor.

Edit Mode: Text Keyframes

Text Keyframes

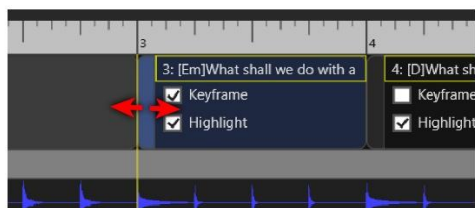
A text keyframe is a link between a specific time position and a specific line of text. The application will scroll the text during playback to highlight the specified line of text during the time specified in the keyframe.



Adding Text Keyframes

To add a text keyframe, select the line of text in the teleprompter window then click and drag the text into the text timeline while positioning the keyframe at the proper start time. Another way to create a text keyframe is to place the timeline cursor at the time position where you want to highlight the specific line of text, and then double click the line of text in the teleprompter window.

Manipulating Text Keyframes



You can change the time position of a text keyframe by clicking on the text keyframe “grab-bar” in the timeline and dragging to the new time position. The line of text associated with a text keyframe can be changed by selecting the keyframe, selecting the new line of text in the teleprompter window and then selecting “*Set Keyframe to Selected Line of Text*” in the text keyframes drop-down menu. Use the shift key to select more than one text keyframe.

Note: The application will attempt to automatically realign the text keyframes when lines of text are added or deleted from the text file.

Time Position Line

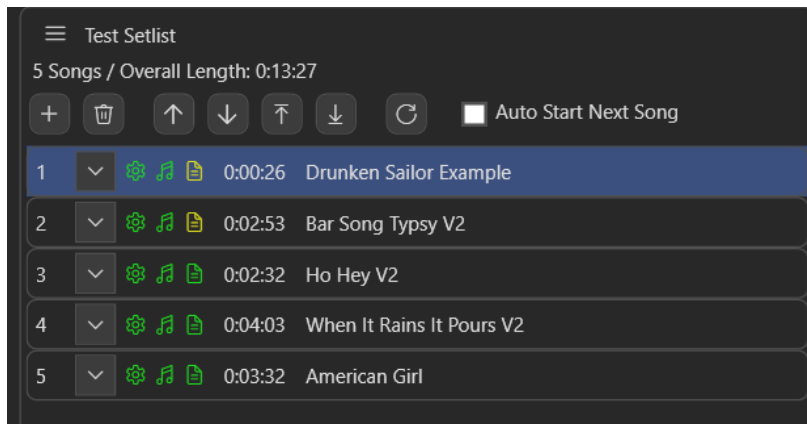
A horizontal line will appear in the text editor window showing the relative position of the text alignment with the current playback position.

Text Highlighting During Playback

The checkbox on the left side of the text keyframe timeline control indicates whether to highlight (draw a box around) the target line of text in the keyframe. If the box is checked, the line of text in the keyframe will be highlighted. Each subsequent line of text will continue to be highlighted until another text keyframe is set with the box unchecked.

Setlist:

A setlist is a list of songs files that can be used to quickly load and start playback.



Adding Songs to the Setlist

There are three methods for adding songs to the setlist:

- 1) Select “Add Song...” from the setlist drop-down menu.
- 2) Click on the “+” button above the setlist.
- 3) Drag-n-drop the song file(s) into the setlist window

Manipulating the Setlist

Use the buttons at the top of the setlist window to move songs up or down within the list.

Refresh the Setlist



Use the “refresh” button to reload the setlist songs and re-check the song links.

Auto Start Next Song

When enabled, the next song will automatically load and start playing after the end of the previous song.

Setlist File Links and Audio Output

When a setlist is loaded, the application will verify that the audio and text file links can be found. If the application cannot find a linked file, the link icon will appear in red in the setlist window. If the application can only find linked files that are old or have been modified, the link icon will appear yellow in the setlist window. The settings icon will indicate if the song file has tracks mapped to a specific output device that is not present. Click the drop-down arrow to view the linked files and audio output devices.

Packaging a Setlist

Packaging a setlist is a convenient way to make a copy of a setlist and all of the linked audio and text files to transfer to a different computer or tablet. Select “*Package Setlist...*” from the setlist drop-down menu in the setlist panel. Find the drive or folder where you want to copy the files and press “OK” in the “Select Folder” dialogue window.

Settings:

Metronome Settings:

Turns the metronome display on/off and allows timing adjustments to align with audio track latency. *(Metronome audio can be adjust by selecting View->Show Metronome Track in the top menu)*

Text Settings:

Enable Time Position Line

When turned on, a horizontal line will appear in the text editor window showing the relative position of the text alignment with the current audio playback position.

Enable Text Highlighting

Turns text highlighting on/off.

Enable On-Screen Playback Controls

Turns on/off playback controls in the teleprompter window.

Flip Display (Mirror)

Flips (mirrors) the teleprompter display horizontally or vertical for use with teleprompter mirrors.

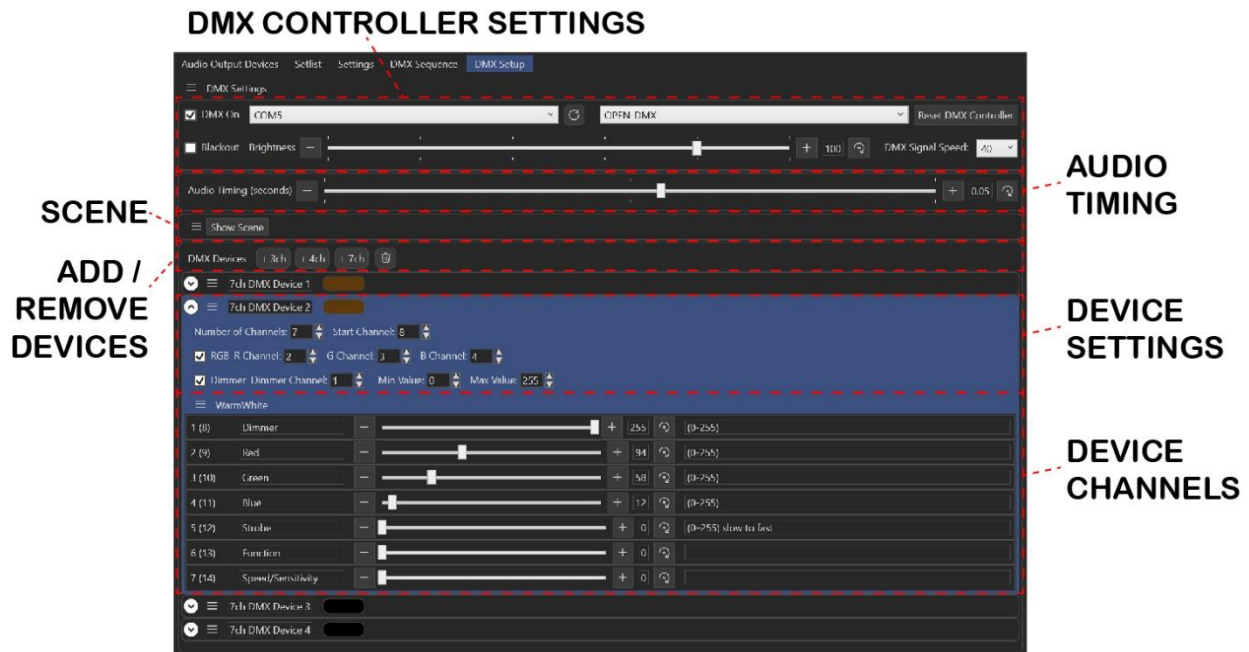
Audio Timing

Adjusts the timing of the text keyframes to align with audio track latency.

Footswitch Settings:

Compatible footswitches and game controllers can be selected in the footswitch drop-down menu. Footswitches can be used to control playback, song selection and muting of audio tracks.

Edit Mode: DMX Setup



DMX Overview

DMX light control uses the DMX512 protocol to digitally send commands to stage, architectural, and commercial lighting fixtures via specialized cables. A DMX system consists of a controller, a power supply/decoder, fixtures (lights), and DMX cables. The system works by assigning a DMX address to each fixture, which corresponds to a specific DMX channel. The controller sends 512 channels of data, and each fixture is programmed with a starting address to receive only its designated channels to control its functions, such as brightness and color.

How DMX Works

The Controller: The DMX controller is the "brain" of the operation, sending out data signals to manage the lighting fixtures.

The DMX Universe: A DMX universe contains 512 channels, which are digital "mailboxes" for instructions.

Fixtures & Addresses: Each lighting fixture is a DMX-compatible device with one or more DMX channels. A fixture is assigned a unique starting address, which tells it which channels in the DMX universe it should "listen" to.

Daisy-Chaining: Fixtures are "daisy-chained" together in a line using DMX cables, starting from the controller and ending with the last DMX device or a terminator.

Data Transmission: The controller sends a stream of data for the entire 512 channels. Each fixture reads the data from its specific starting address and uses the assigned channels to control its functions, like dimming, color mixing (for RGB lights), or movement.

Compatible DMX Controllers

The application is compatible with most generic USB-to-DMX controllers. These can be found on Amazon.com by searching for "USB DMX Controller". The adapter must be mapped to a virtual COM port on the computer or tablet. This is usually automatically handled by the Windows Operating System when you plug-in the USB-to-DMX controller. It is very unlikely you will need to install any drivers for a USB-to-DMX Controller. Selected the COM port number in the DMX Setup panel. (Note: the USB-to-DMX controller COM Port number is usually 4 or 5)

To check the COM ports in Windows Settings:

1. Press the **Windows Key + X** on your keyboard.
2. Select **Device Manager** from the pop-up menu.
3. Look for the category named **Ports (COM & LPT)** and click the arrow next to it to expand the list.

DMX Protocol

To the right of the DMX controller drop-down menu is the DMX Protocol Drop-down menu. For generic DMX controllers select "Open DMX". If you are using the DMXKing UltraDMX Max, select "Enttec DMX Pro".

DMX Blackout

Blackout is used to set all channels to zero. Use this to instantly turn off all the DMX devices at once.

DMX Overall Brightness

The overall brightness of all the DMX lights setup in RGB mode can be adjusted using the overall brightness slider. This will reduce the light intensity of all the RGB lights during playback.

DMX Signal Speed

DMX Signal Speed is the number of times per second data signals are sent to the DMX devices. This is similar to frames-per-second on a display device. Signal speeds less than 24 cycles per second will appear "choppy".

DMX Settings File

A DMX Settings File is a file containing all the settings for you DMX Controller and DMX Devices. It is basically a list of the DMX devices within the DMX “Universe” connected to the DMX controller. The application only supports the use of a single DMX universe.

Adding a DMX Device

To add a DMX device, click one of the buttons labeled “+ 3ch”, “+ 4ch” or “+ 7ch”. A DMX device with three channels, four channels or seven channels will be added to the device list. The application supports DMX devices with any number of channels, just change the settings to match your device.

Click the drop-down arrow to the left of the DMX Device Name to access the device settings and channels. Change the name and set the device channels to match the actual device setup. Once you have the DMX Device Settings complete you can save the settings and load/apply them to other DMX devices.

DMX Device Number of Channels

Sets the number of channels for the DMX device. DMX lights setup in RGB mode will usually have 3 channels. *Note: This value must match the number of channels the DMX device is setup for. Check the DMX device documentation for DMX mode and channel settings.*

DMX Device Start Channel

A DMX device's start channel, or DMX start address, is the first of the 512 channels in a DMX universe that the device occupies, which determines which controls from the DMX controller affect that specific fixture. For example, if a 3-channel fixture starts at channel 1, the next fixture would start at channel 4. *Note: This value must match the start channel of the DMX device. You set this address using DIP switches or the device's digital display, ensuring each fixture's start channel is the next available channel in the universe, after accounting for the number of channels the previous fixtures occupy. Check the DMX device documentation for channel settings.*

DMX RGB Mode

Setting up your DMX lights in RGB mode is recommended to simplify your setup. Set the number of channels (3 for RGB Mode) and the start channel. The start channel should be 1 if this is the only light. Click the RGB checkbox to automatically set the RGB channels. Test the channels by moving the sliders in Device Channel List.

DMX RGB Settings

If the DMX device has channels for Red, Green and Blue (RGB), set the color channels to the corresponding DMX device channels. This will allow you to quickly set colors using the color picker and the built-in DMX Sequences will apply the colors to the device. *Note: The channel number is relative to the DMX device not the DMX universe. Set the color channel value to the channel number as if the DMX device has a start channel 1. The application will automatically add the start channel value to the color channel value.*

DMX Dimmer Settings

If the DMX device has a channel for Dimmer, Shutter, Brightness or Intensity set the Dimmer channel to the corresponding DMX device shutter channel. *Note: The channel number is relative to the DMX device not the DMX universe. Set the shutter channel as if the DMX device has a start channel 1. The application will automatically add the start channel number to the shutter channel number.*

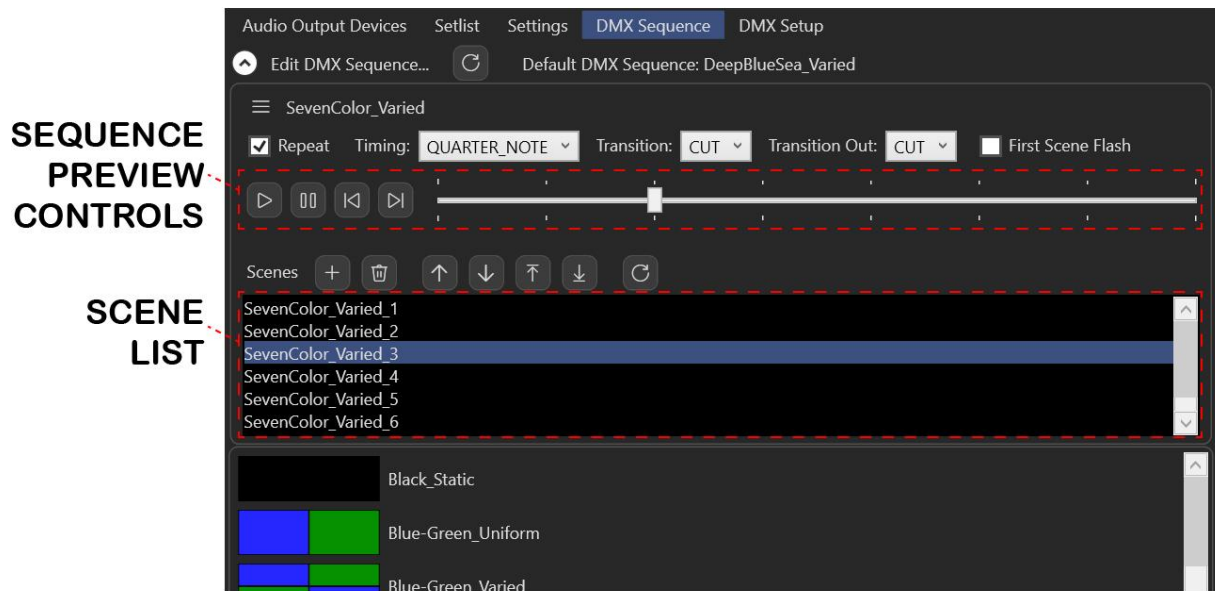
DMX Device Preset

A DMX Device Preset is a group of channel settings for a single DMX device that can be saved to a file. The channel values can be adjusted using the sliders or typing into the value text box. Presets can be saved and loaded for all DMX device that have the same channel settings. The application will automatically adjust for different start channels when the DMX device preset is loaded.

DMX Scene

A DMX Scene is a saved “snapshot” of all the DMX Devices with their current settings (DMX Presets). To setup and save a DMX scene, select each device in the DMX device list, set the channel settings and then select “Save Scene” in the scene drop-down menu.

Edit Mode: DMX Sequence Editor



To access the DMX Sequence Editor, click the drop-down arrow to the left of the “*Edit DMX Sequence...*” label in the DMX Sequence Tab.

DMX Sequence

A DMX Sequence is a series of DMX Scenes also known as a “Chase”. The application will show the sequence of scenes at a speed based on the tempo of the song. A DMX Sequence can be setup to play once and stop or the sequence can repeat. There are also options for transitions between scenes.

Default DMX Sequence

The Default DMX Sequence will be shown in Performance Mode while songs are not playing. To set the Default DMX Sequence, select a DMX sequence in the list and drag it onto the “Default DMX Sequence:” label.

DMX Sequence Timing

The DMX Sequence Timing is the time measurement between scenes based on the song tempo and time signature.

DMX Sequence Transition

The DMX Sequence Transition indicates how the DMX channel values change from one scene to the next in a DMX sequence. The transition applies to all of the DMX devices.

DMX Sequence Transitions:

Cut: Channel values stay the same until the next scene shown.

Fade: Channels values “crossfade” and blend from one scene to the next.

Pulse Down: RGB Channel values start at 100% of the scene channel values and fade down to 0.

Pulse Up: RGB Channel values start at 0 and fade up to 100% of the scene channel values.

Flash Down: RGB Channel values start at 255 and fade down to the scene channel values.

Flash Up: RGB Channel values start at scene channel value and fade up to 255.

Alternating Pulse Down: First device pulses down, second device uses cut. (swap each scene)

Alternating Pulse Up: First device pulses up, second device uses cut. (swap each scene)

Alternating Flash Down: First device flashes down, second device uses cut. (swap each scene)

Alternating Flash Up: First device flashes up, second device uses cut. (swap each scene)

Around The Horn: One device pulses down for each scene (back to first device after last device)

Ping Pong: One device pulses down for each scene (reverse direction after last device)

Note: Fading between channels only applies to the RGB and Dimmer channels.

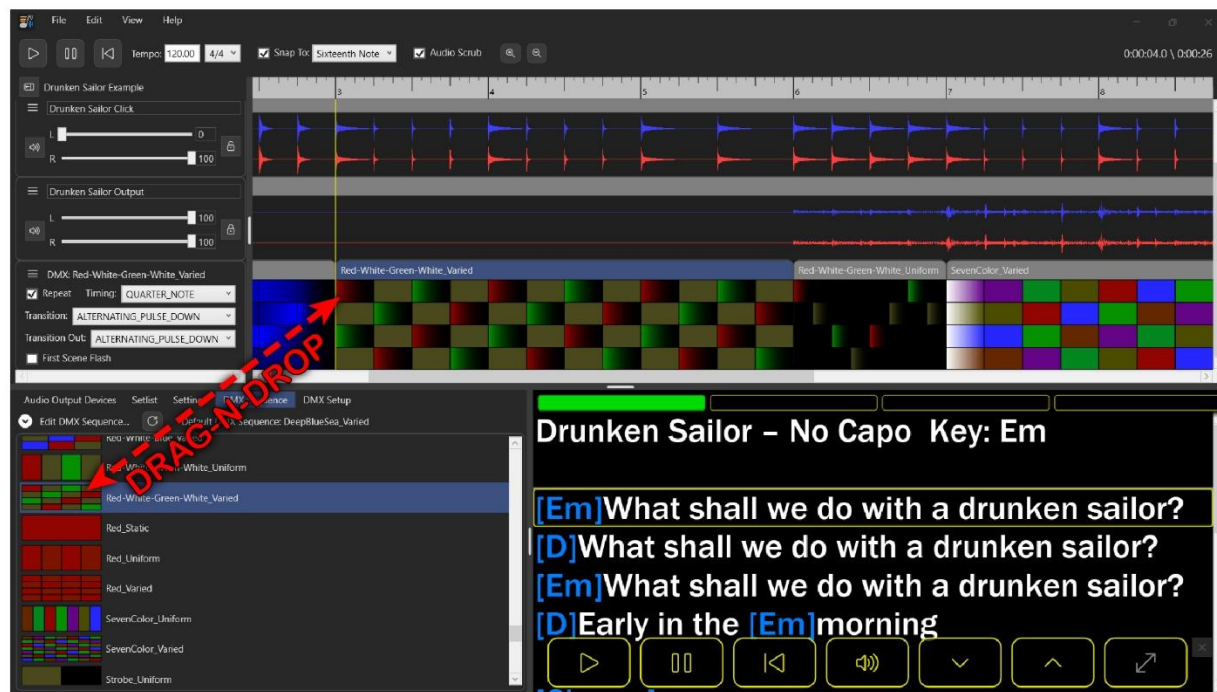
Adding a Scene to the DMX Sequence

To add a DMX Scene, click on the “+” (Add Scene Button) above the scene list. Select the scene file and the scene name will appear in the DMX Scene List.

DMX Sequence Editing

Scenes can be added, deleted and moved up or down in the list by using the controls above the DMX Scene List. You can preview the sequence by pressing the play, pause, rewind and jump to next scene buttons. DMX Sequence files contain all the channel data for the list of scenes. *Note: DMX sequences are not stored as links, so you will need to remake the sequence file if you change any of the device presets.*

Edit Mode: DMX Keyframes



DMX Keyframes

A DMX keyframe is a link between a specific time in the audio file and the starting point of a DMX sequence. During playback, the application will start the DMX sequence at the time position indicated by the keyframe. If the DMX Devices have RGB channels, the color for each device preset will appear as a rectangle in the timeline. If the sequence is set to repeat, the sequence will play until the end of the song or until the next DMX keyframe starts. If the sequence is not set to repeat, the sequence will play once and hold the last scene.

Adding DMX Keyframes

To add a DMX keyframe, select the DMX sequence in the DMX Sequence List then click and drag the sequence into the timeline while positioning the keyframe at the proper start time. Another way to create a DMX keyframe is to place the timeline cursor at the time position where you want the sequence to start, and then double click the DMX sequence in the DMX Sequence List.

DMX Keyframe Timing

The DMX Keyframe Timing is the time measurement between scenes based on the song tempo. The time position for each scene change in the DMX sequence will be shown as a small rectangle in the timeline.

DMX Keyframe Transition

The DMX Sequence Transition indicates how the DMX channel values change from one scene to the next in a DMX sequence. The transition applies to all of the DMX devices. You can select a different transition for the DMX Keyframe in the “Transition” drop down menu.

DMX Keyframe Transition Out

The DMX Sequence Transition Out indicates how the DMX channel values change from the last scene in the current sequence transition to the first scene in the next DMX sequence.

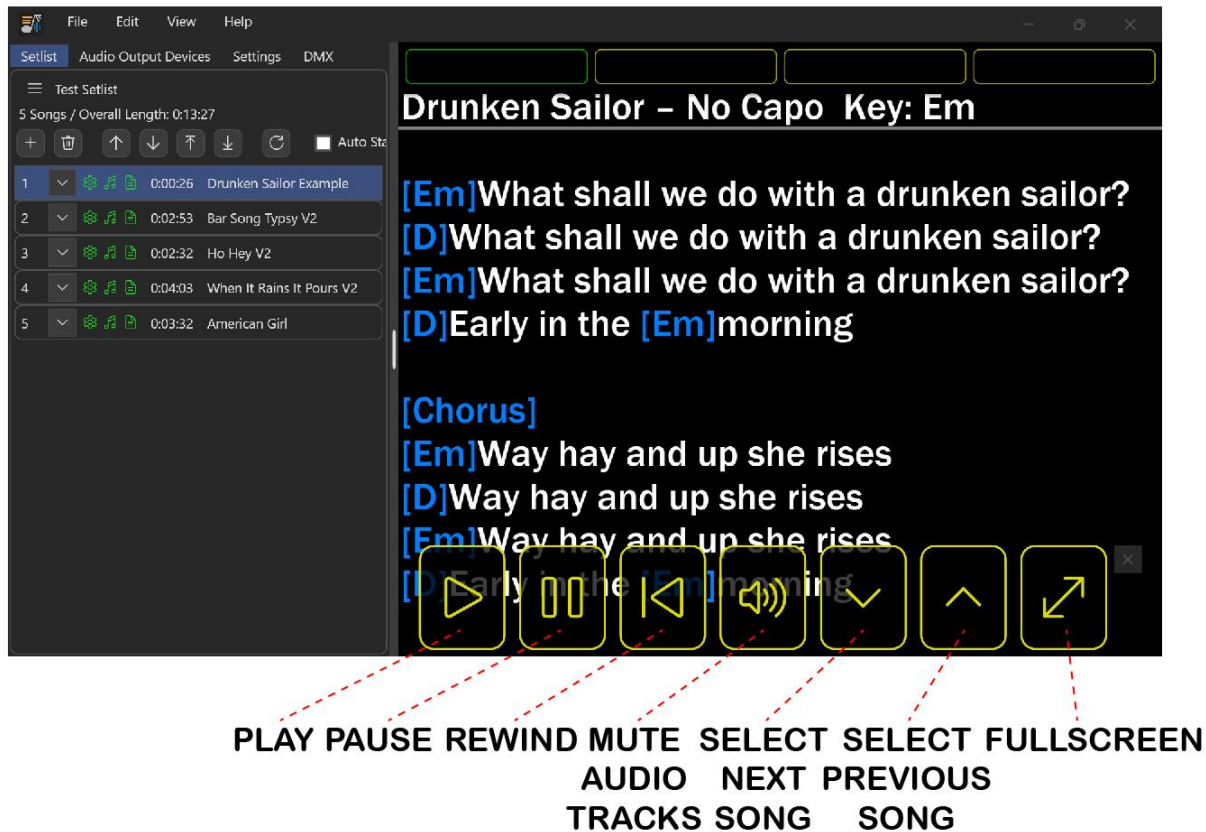
First Scene Flash

Turning on the First Scene Flash option will set the sequence to flash white (r255, g255, b255) on all the devices at the start of the first scene and pulse down to the next scene. The sequence will resume normal playback for the remainder of the sequence length.

Manipulating DMX Keyframes

You can change the time position of a DMX keyframe by clicking on the top bar of the DMX keyframe cursor in the timeline window and dragging the sequence to the new time position. The DMX sequence associated with a DMX keyframe can be changed by selected and dragging the sequence from the DMX Sequence List onto the top bar of the DMX keyframe. You can select multiple DMX keyframes and copy/paste or delete them as a group.

Performance Mode:



Loading a Setlist

There are two methods for loading a setlist in Performance Mode:

- 1) File Menu
- 2) Double-click the Setlist File Icon in Windows Explorer

Controlling Playback

At the bottom of the teleprompter window, there are three buttons: start, pause and stop/rewind. You can also start and pause the audio playback using the spacebar on the keyboard. Press the left arrow on the keyboard to rewind and place the audio position at the beginning of the audio track. When you start playback, the playback control panel will disappear. Tap on the lower section of the teleprompter window once to make the playback control panel reappear.

Audio Mute Button

To the right of the start, pause and stop/rewind buttons is the audio mute button. This button will toggle muting the audio tracks during playback. This button can be used as a “panic button” to mute the tracks if you get out of sync with the click track.

Song Selection

The two arrow buttons to the right of the audio mute button allow you to select the next or previous song in the setlist. You can also use the up or down arrow keys on the keyboard.

Fullscreen Playback

In performance mode you can expand the teleprompter panel to cover the entire window. The button to the right of the song selection arrow buttons will toggle Fullscreen on and off. You can also toggle Fullscreen mode by double-clicking the teleprompter panel.

Manual Text Scrolling

Click and drag in the text panel to manually scroll the text. This can be done during playback to “scroll-ahead” of the current playback position.

Set Audio Position by Clicking Text

Clicking on a line of text when playback is stopped will set the audio to the position associated with the text keyframe. This is useful if you want to start the playback at specific position midway in the song.