

The Programming Schedule

A Show That Runs Itself On Clock Time

The Programming Schedule runs actions at set days and times: change the style, switch artist, step a playlist, recall a DMX scene, show or hide a layer, or set any configuration value. Each row is "days of the week + hh:mm:ss + one action". A simulated clock lets you rehearse...

DjMirror Pulse User Manual Series

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Related guides: the same actions are available from controllers ([MIDI & HID](#), [OSC](#)) and from timecode cues. For automation tied to a playback position instead of the wall clock, use [Timecode Shows](#).

Chapter 1: The Example: A Venue Evening On Autopilot

Time	Days	Action	Why
19:00:00	Mon–Fri	<code>style</code> → <i>Welcome Warm</i>	Doors: calm look, no operator needed
20:30:00	Fri–Sat	<code>artist</code> → headliner, then <code>videoPlaylist</code> → the headliner's reels	Support ends, card and reels switch
22:00:00	Fri–Sat	<code>dmxScene</code> → <i>Dance floor</i>	Lights to full show
23:45:00	Fri–Sat	<code>layerVisibility</code> → marquee, Visible <code>true</code>	Last-drinks banner
00:30:00	Sat–Sun	<code>style</code> → <i>Chill</i> and <code>dmxScene</code> → <i>Chill</i>	Wind-down, room settles

Each line is one row; two actions at the same time are two rows.

Chapter 2: Concepts In Two Minutes

- **Rows, not timelines.** Each row has days of the week, an hour, a minute, a second and one action (type, target and value). The scheduler checks the clock **once per second** and fires every row that matches the time and weekday. A row is skipped when the master switch is off, its own switch is off, or no day is selected.
- **Two switches.** **Scheduler active** is the master switch; every row also has its own switch on the right. Both must be on.
- **Rows use the computer's local time.** Check the operating-system clock and time zone against the venue.
- **Everything saves automatically.** You never have to press Save. **Import**, **Export** and **Export As** only move the schedule to or from a file (default `programming_schedule/programming_schedule.json`).
- **The simulated clock is temporary.** It is never saved and **Reset** appears only while an offset is active.

Chapter 3: Step By Step

Step 1 – Add rows (5 min)

1. Open **Settings** → **Programming Schedule** and turn **Scheduler active** on.
2. Press **Add row**. A new row appears for Monday–Friday at **12:00:00** with a **style** action.
3. Set the **Days** (Su Mo Tu We Th Fr Sa), then **Hour** (0–23), **Minute** and **Second** (0–59).
4. Press **Edit** to choose the action (see §4), then **Save**.
5. Reorder rows with ▲/▼ (they are evaluated in that order), turn a row off with its switch to keep it for later, or remove it with **Delete**.

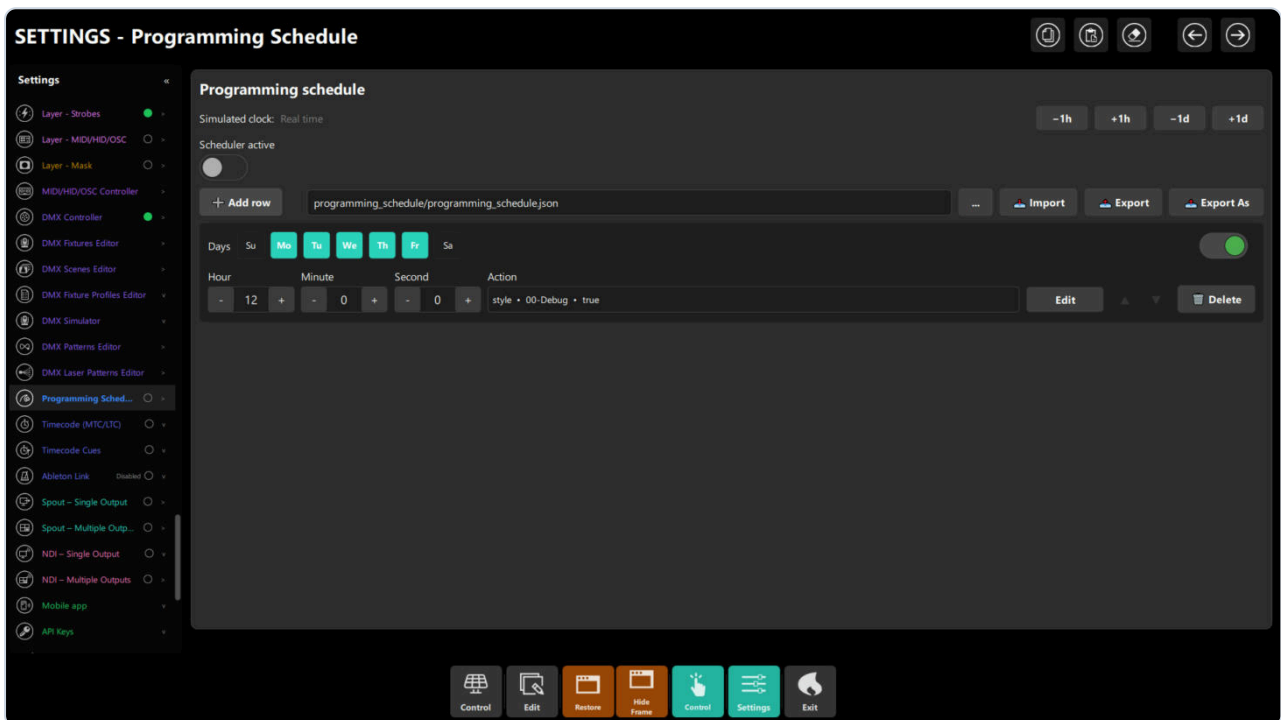


Figure 1: a new row — days, hour/minute/second, the action summary `style • 00-Debug • true` and the Edit and Delete buttons.

Step 2 – Rehearse with the simulated clock (3 min)

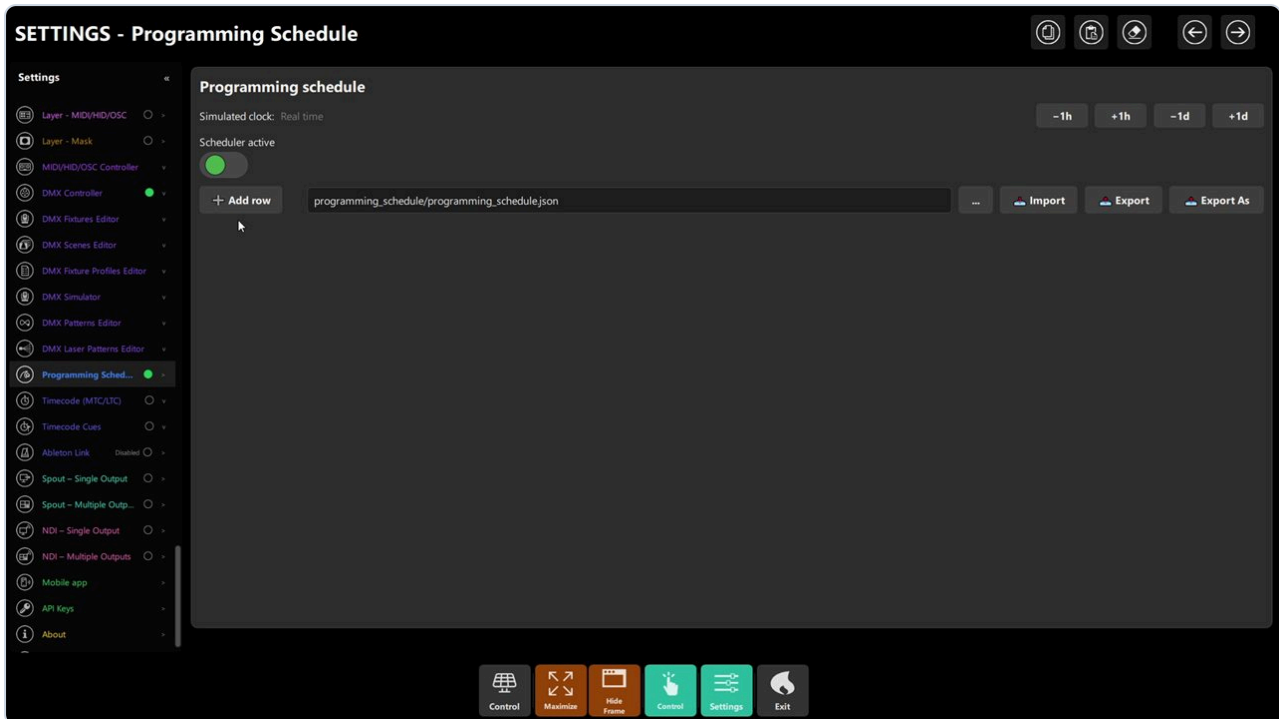


Figure 2: the simulated-clock buttons, the master switch, Add row and the JSON Import/Export row.

1. **Simulated clock** shows **Real time** or the simulated date and time with its offset.
2. Jump with **-1h**, **+1h**, **-1d** and **+1d** to a moment just before a row (for example 21:59:55 for a 22:00:00 row) and watch it fire.
3. **Reset** returns to real time. The offset is never saved, so it is safe to leave in the middle of a jump — but remember to reset it before the show.

Step 3 – Version it (2 min)

Export writes `programming_schedule/programming_schedule.json`; keep it in your show folder or in git next to your DMX profiles. **Import** restores it on any machine. The status line reports **Exported:** or **Imported:**. A file that is not a schedule is rejected with **Could not read:** or **Invalid JSON**.

Chapter 4: Action Reference

The **Edit action** dialog adapts to the action you choose: it shows only the fields that action uses.

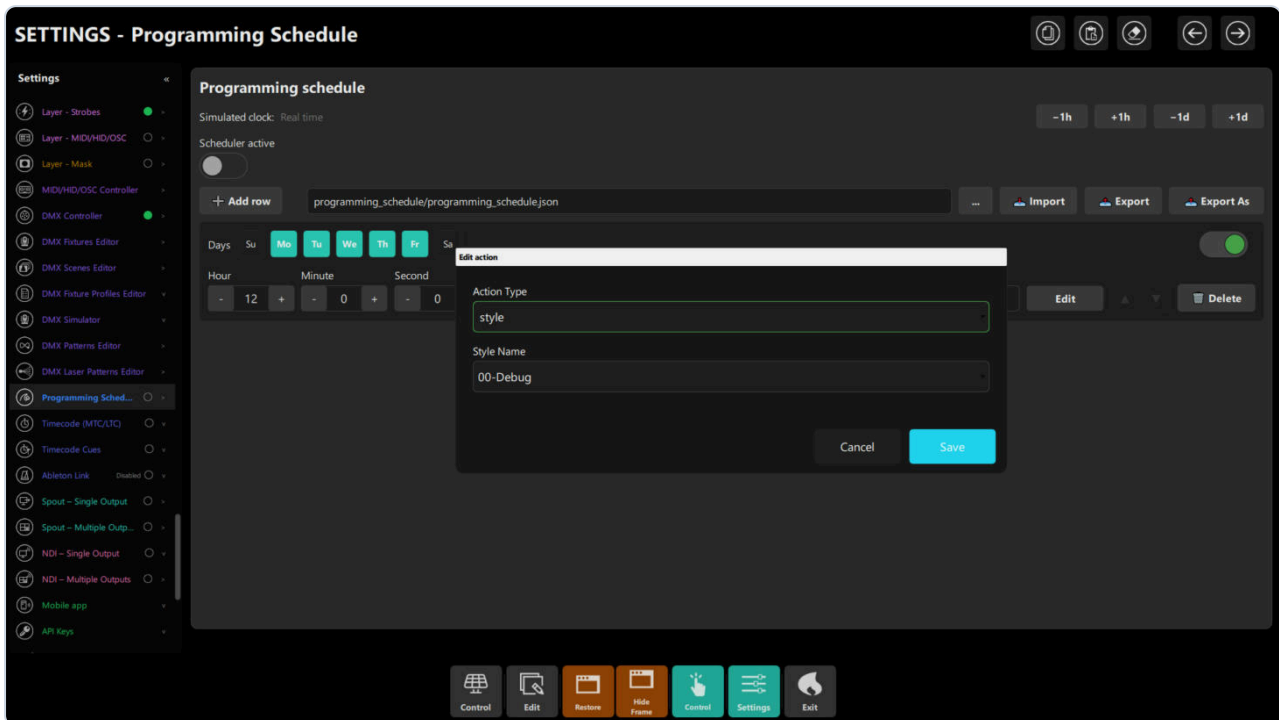


Figure 3: the Edit action dialog for a **style** action — Action Type and Style Name. Actions that need no value field.

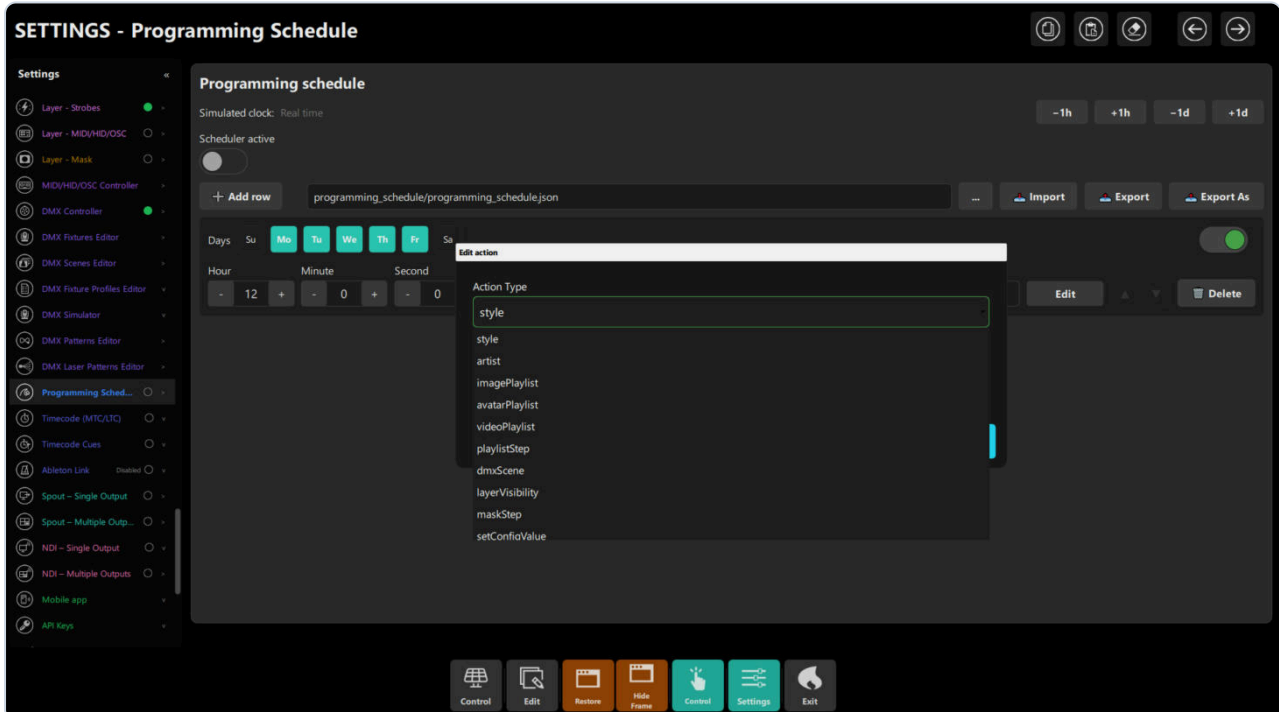


Figure 4: the Action Type list. It scrolls; there are 14 actions in total.

Action	Target (what you choose)	Value	What it does
<code>style</code>	Style Name	—	Switches to that visual style
<code>artist</code>	Artist Name	—	Selects that artist
<code>imagePlaylist</code>	Image Playlist Name	—	Selects an image playlist
<code>avatarPlaylist</code>	Avatar Playlist Name	—	Selects an avatar playlist
<code>videoPlaylist</code>	Video Playlist Name	—	Selects a video playlist
<code>playlistStep</code>	Playlist Kind: <code>current</code> , <code>imagePlaylist</code> , <code>avatarPlaylist</code> or <code>videoPlaylist</code>	Direction: <code>next</code> or <code>previous</code>	Moves one item in that playlist
<code>dmxScene</code>	DMX Scene Id	—	Recalls a DMX scene
<code>layerVisibility</code>	Layer (list below)	<code>true</code> , <code>false</code> or empty	Shows or hides a layer; empty toggles
<code>maskStep</code>	—	Direction: <code>next</code> or <code>previous</code>	Steps to the next or previous mask
<code>setConfigValue</code>	Config Path	Value to Set	Sets any configuration value by path
<code>setFromInput</code>	Elements Path	Value (used only when fired from a schedule row or cue, with no live control)	Sets a value in the <code>elements</code> tree
<code>spawnShape</code>	Shape Type	—	Spawns that shape on screen
<code>beatAnchor</code>	—	<code>mark</code> or <code>clear</code>	Marks or clears the beat anchor (needs a beat clock, see below)
<code>markDownbeat</code>	—	—	Marks the current beat as the downbeat on the Link clock

Note

`beatAnchor` and `markDownbeat` act on the Ableton Link beat clock. If no clock is available they report an error instead of doing nothing; see [Audio Setup & Beat Sync](#).

The target lists come from live data (styles, artists, `.txt` playlists, DMX scene ids) and refresh each time you open the dialog. If you rename or delete something a row points to, re-open the row and pick again.

Layers you can show or hide

layerVisibility offers these layers: Image, Avatar, Video, Artist Card, Vinyl Disc, Marquee Text, Waveforms (the whole layer), each of the five visualizers (Digital, Particle, Analog, Spectrum, XY), Lighting, Spotlights, Particles, Strobes, MIDI/HID/OSC and Mask.

Chapter 5: Pre-Show Checklist

1. **Scheduler active** is on — the classic miss is perfect rows with the master switch off.
2. Every row's switch is on and every row has at least one day.
3. The simulated clock has been **Reset** to real time.
4. The operating-system clock and time zone match the venue.
5. One full row fired in rehearsal with the simulated clock, and any DMX scene rows verified on the rig.

Chapter 6: Troubleshooting

Symptom	Likely cause	Fix
Nothing fires	Master switch off, row switch off, or no day selected	Turn on both switches; select at least one day
Fires at the wrong hour	PC clock or time zone differs from the venue	Check the OS clock; rows use local time
Action does nothing	The style, playlist or scene it points to was renamed or deleted	Re-open the row with Edit and pick again from the list
A layer ends up in the wrong state	<code>layerVisibility</code> with an empty value toggles	Use explicit <code>true</code> or <code>false</code> for predictable cues
<code>beatAnchor</code> or <code>markDownbeat</code> reports an error	No beat clock — Link is not connected to another app	Start Ableton Link with a peer, or remove the row
Import fails	The file is not a schedule	It must be JSON with an <code>entries</code> list; read the status message
Offset still active next day	The simulated clock was not reset	Press Reset

More: [Troubleshooting](#).

Chapter 7: Quick Recipe Card

- A row is days + `hh:mm:ss` + one of 14 actions with its target and value.
- The scheduler checks once per second; the master switch and the row switch must both be on.
- It saves automatically; **Export** the JSON to keep a copy.
- Rehearse with `-1h/+1h/-1d/+1d`, then **Reset**.
- For predictable cues use explicit values (`true`/`false`, scene ids), not toggles.