

→ Quick start · Get connected

- 1** Drop the AbleShow device on its own **muted MIDI track**, directly on the track, not inside a rack.
 - 2** Read the `ws://` address from the device panel's top-right readout.
 - 3** Type it into the phone app's **Connection** field and press **Save**. The port is optional. 8765 is added automatically.
 - 4** Look for **CONNECTED** on the phone and the **LIVE** marker on the glasses.
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Name a clip on the cue track and that text appears on the glasses while it plays. **Tags add effects.**

AT A GIG

Pocket the phone. It can stay locked and pocketed all set.

Reconnect is automatic. Drops heal themselves. Nothing to press.

Calm mode kills all tag effects. Toggle it on the phone or from the glasses menu.



Tag reference

RENDER MODE

@big	Cue as large block letters, up to 6 characters (A to Z, 0 to 9, . ! ? ' -).
@count @count:N	Beat count-in at clip end. The cue word lands big on the downbeat. Optional N sets count length (1 to 8).
@marquee	Scrolls a long cue. A cue that fits doesn't move.

FRAMING

@lines	Rule lines above and below for the whole cue.
@box	Box around the cue. Drops the sides if the word is too wide.

FLASH GROUP

@flash	Blinks over the last few beats, rule lines above and below.
@flashing	Blinks for the whole clip, no rule lines.

ADDITIVE

@slam	One-shot full-panel flash before the cue appears.
@bar	Shrinking bar under the cue toward the clip end.

At most one tag per group. Conflicts fall back safely and warn at soundcheck.

FULL MANUAL AT [ABLESHOW.APP](#) · [HELLO@ABLESHOW.APP](#)