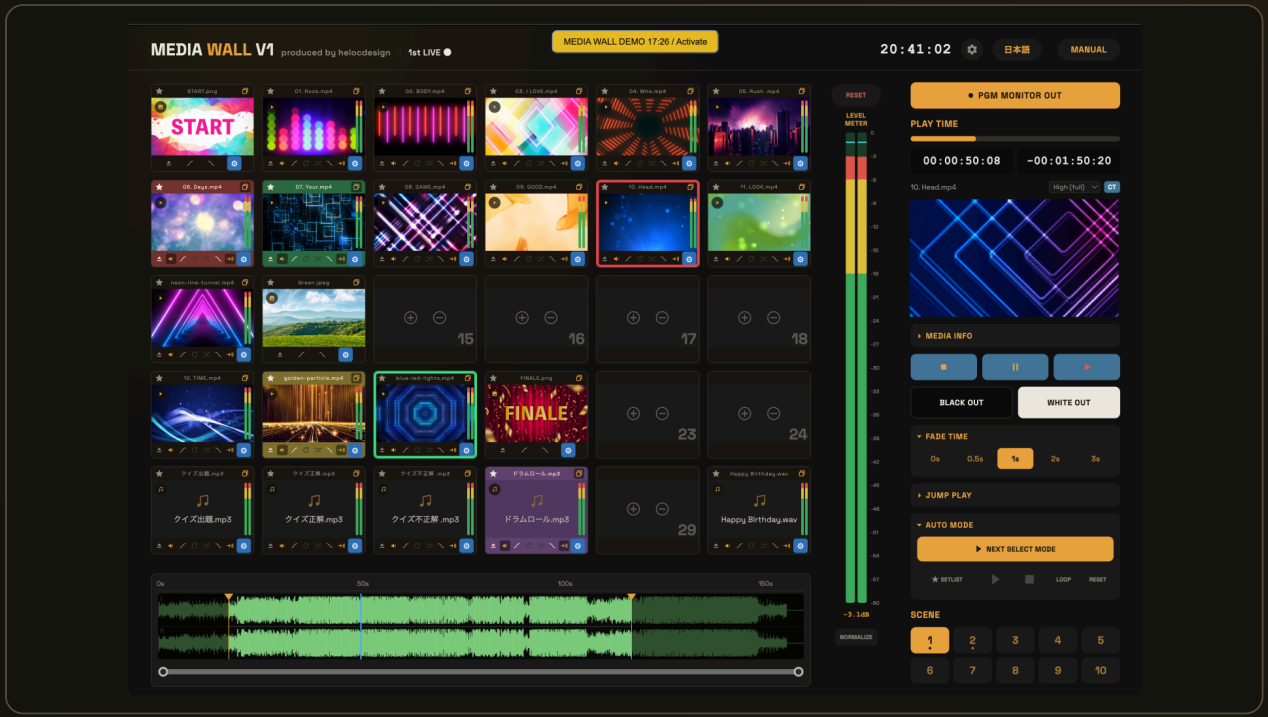
User Guide

Follow the pictures, one step at a time.



Panel Mode overview.

MEDIA WALL V1

Arrange video, sound and images.
Play the cue when you need it.

From adding media to playback, editing and saving.
Large illustrations and short steps.

v1.0.81 / guide rev33
English edition
produced by helocdesign

Contents | Down the left column, then down the right

Follow the chapter numbers, or click a title to jump directly to it.

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01 · The screen and six useful words

Start with what each area does, rather than technical terms.



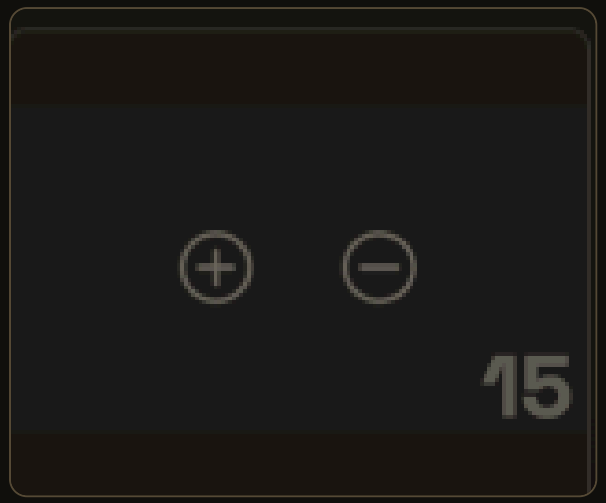
Match each number with the explanation.

1 · Tile	One slot for a media item. In List Mode it becomes a horizontal row.
2 · PREVIEW	The picture you check while operating the app.
3 · Level meter	Moving vertical bars that show sound level.
4 · SCENE	A page of 30 slots. Switch between SCENE 1–10.
5 · Waveform	A picture of sound over time. It also helps set start and end points.
6 · MANUAL	Opens this guide in a separate window.

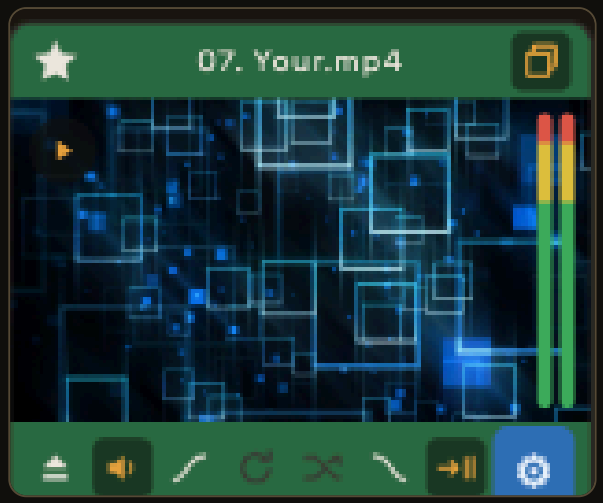
> PGM is the external picture shown to the audience. PREVIEW is your local check; PGM is the external output.

02 · Your first playback in three steps

You can try playback on the Mac before connecting an external screen.



1 · Click an empty slot



2 · Double-click the picture



3 · Pause, resume or stop

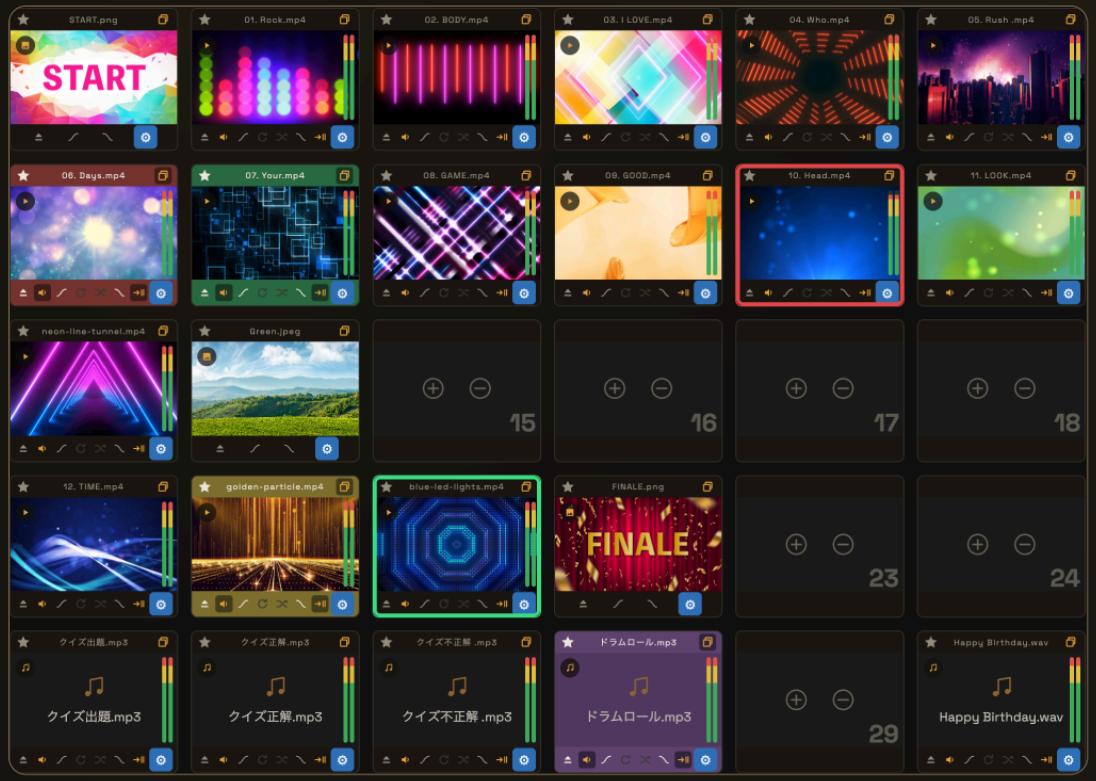
1. Click an empty slot or **+**. Choose a file in the Mac file picker.
2. **Double-click its picture**. The media appears in PREVIEW.
3. **II holds the current position. ▶ continues. ■ stops and returns to the source start.**

> A single click only selects. Double-clicking the name text renames the item instead.

You can try playback in demo mode. **Project saving requires purchase activation.**

03 · Add video, audio, images and PDF pages

A media item is a file you want to play or display.



You can also drop files onto an empty slot.

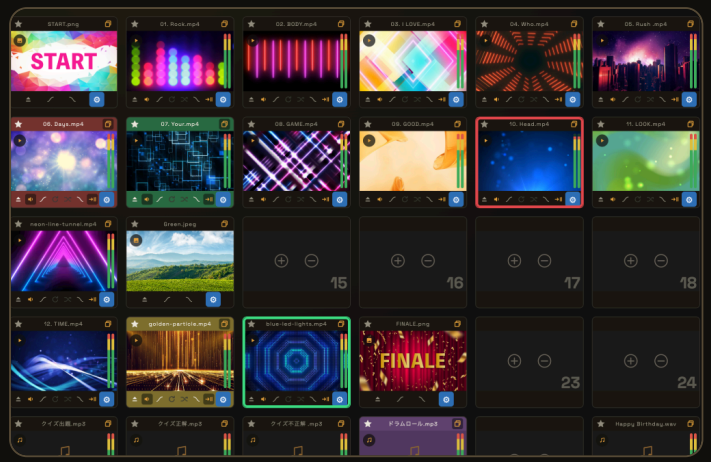
1. Click an empty slot or **+**, or drag files from Finder onto a slot.
2. You can select several files. They are placed in order from the chosen slot.
3. A PDF becomes **one image per page**. Leave enough free slots for its pages.

Video	MP4, MOV and M4V. Supported ProRes MOV plays directly without full-length conversion.
Audio	WAV, AIFF, MP3, M4A, FLAC and more.
Images	JPEG, PNG, TIFF, HEIF/HEIC, GIF and PDF page images.

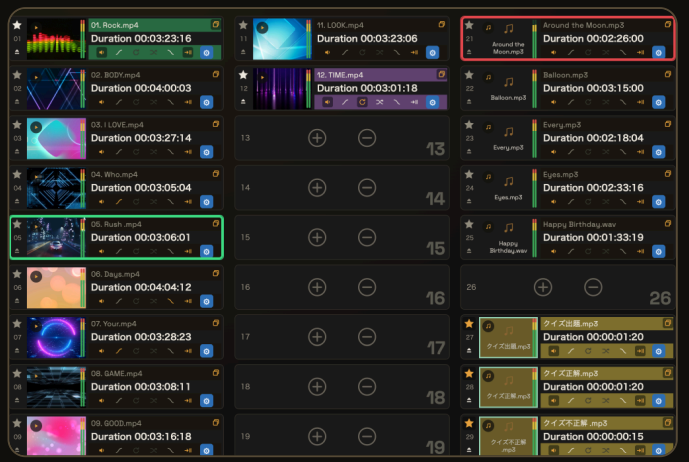
> The format inside a file affects playback and conversion, even with the same extension. Large or long files may need time to load and analyze.

04 · Choose a layout for each SCENE

Changing the layout keeps the same media, order and playback.



Panel example: SCENE 1 (6 × 5)



List example: SCENE 2 (3 × 10)

1. Open the **SCENE** you want to change.
2. In the Mac menu bar, choose **View → Operation Style → Panel Mode / List Mode**.
3. Each SCENE restores its own layout when you return to it.

Keyboard shortcut: 1–9 → SCENEs 1–9; **0 → SCENE 10**. Disabled while typing or when a settings dialog is open.

For example, use Panel Mode in SCENE 1 and List Mode in SCENE 2. Saving the project records all ten layouts.

Per-SCENE layouts require v1.0.49 or later. Scroll when using a smaller window.

Startup and new projects default to Panel Mode. Opening a saved project restores its per-SCENE layouts.

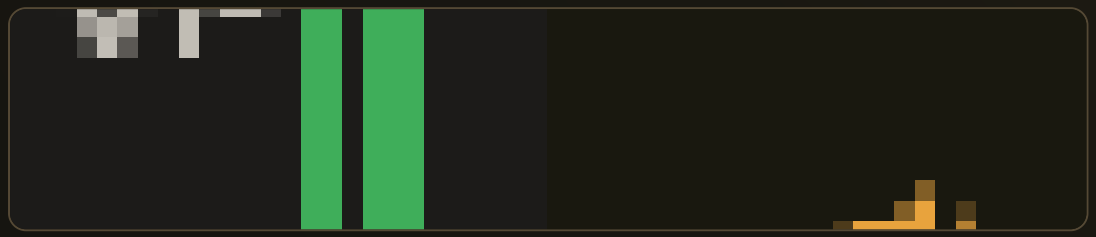
These pictures show different SCENEs. Switching the layout within one SCENE does not replace its media.

05 · List order and empty rows

Read down the left column, then down the middle and right columns.



Filled row: picture, name, duration and controls.



Empty row: centred + / – controls and a number at bottom-right.

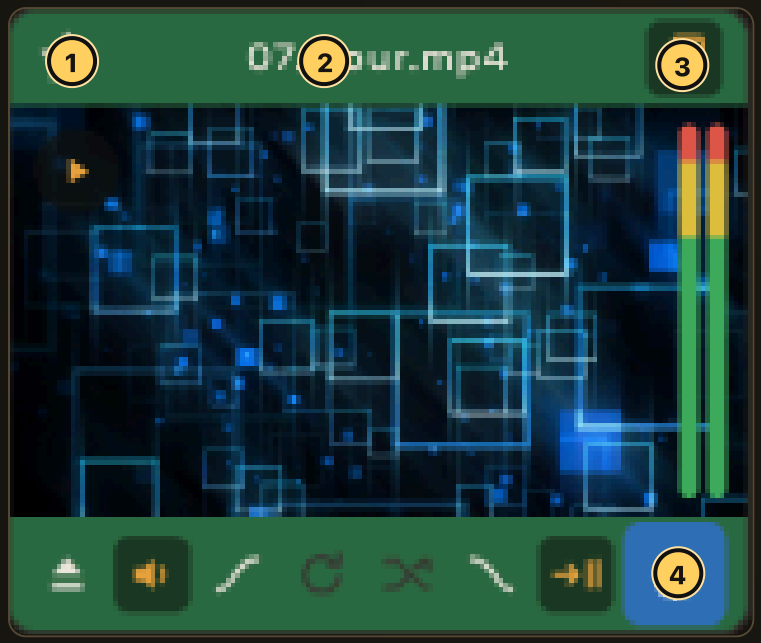
1 · LEFT	2 · MIDDLE	3 · RIGHT
01	11	21
02	12	22
…	…	…
10	20	30

+ / Empty row	Opens the media picker.
–	Removes an empty slot and shifts later media back. Items can move across SCENE boundaries.
Duration	Small upper row: source length or still display time. The larger lower row shows the media name.

> The first horizontal row is 1, 11, 21. Switching layouts does not change the numbered order.

06 · What the small tile buttons do

The same buttons work in Panel Mode and List Mode.

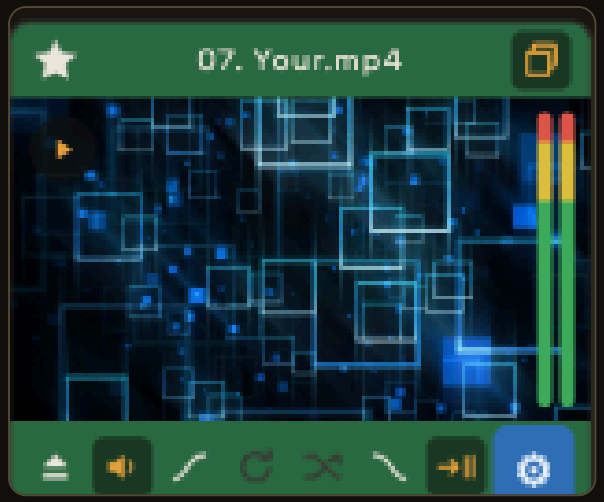


Star, name and copy are at the top. Settings and removal controls are below.

SET LIST	Marks an item for the playlist.
Copy	Adds a copy while keeping the original.
Remove	Removes media from a tile after confirmation.
Sound	Turns this item's sound on / off.
Fade in	Brings picture and sound up gradually.
Loop	Repeats the same item / range.
Crossfade	Overlaps while advancing to the next item.
Fade out	Brings picture and sound down gradually.
Pause at end	Stops at the end. Can be combined with Crossfade.
Item settings	Volume, timing, size, position and more.

07 · Play, pause and stop

The selected item can be different from the item currently playing.



Double-click the picture → Play



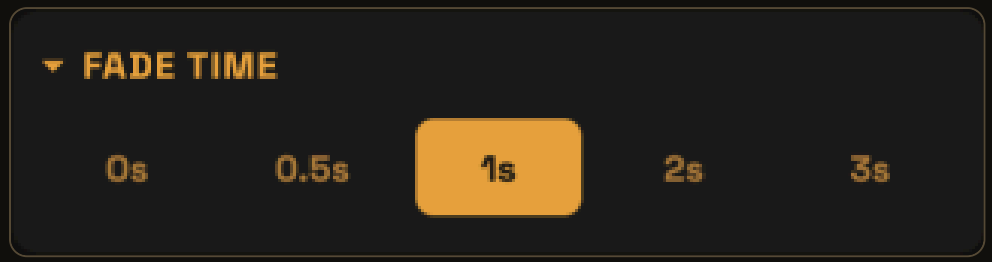
II Pause / ▶ Resume / ■ Stop

Single click	Select the item without starting it.
Double-click picture	Play that item.
II / ▶	Pause or resume the current transport.
■	Stop the current video/audio and return to the source start.
Time readouts	Current position and remaining source time. The remaining time is not necessarily the time to a trim end.

> By default, Space plays/pauses the selected item. See Keys, quality and language for other keyboard options.

08 · Show only the controls you need

Click a section heading to collapse or expand its controls.



Expanded example: B/W FADE TIME



Collapsed example: JUMP PLAY

1. **B/W FADE TIME and JUMP PLAY** start collapsed. Click a heading to open or close it. AUTO MODE starts open.
2. Click the heading again to show the controls.
3. All three sections start **expanded** on launch.

> Collapsing changes visibility only. Playback, SET LIST and settings continue unchanged. Collapse state is not saved for the next launch.

MEDIA INFO	Also collapsible. Shows name, location, duration, picture size and other available metadata.
Keyboard	Tab to a heading and press Space / Enter to toggle it.

09 · Show the picture on an external screen

PREVIEW is your local check. PGM is the audience picture.

Connect a screen to the Mac

↓

Choose extended display in macOS

↓

Turn PGM MONITOR OUT on

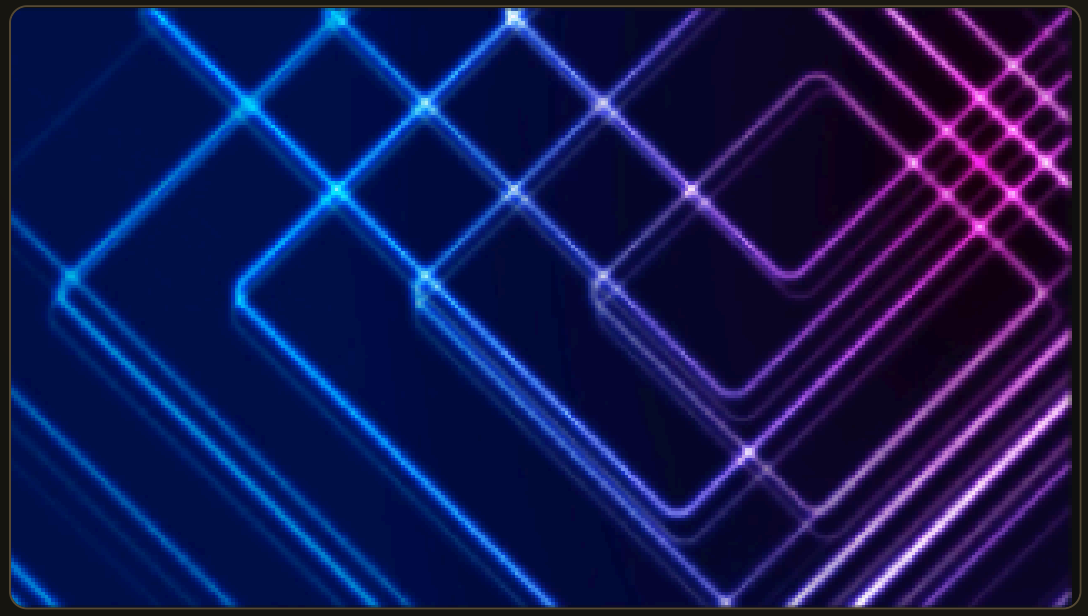


Illustration of the picture sent to the external screen.

1. Connect an external screen and select **extended display** in macOS.
2. Choose the destination under **View → Output Display** when needed.
3. Play a cue and turn **PGM MONITOR OUT** on. Check the external screen.

> Turning PGM off keeps media playing. Use ■ to stop playback. Audio-only items show a black PGM picture.

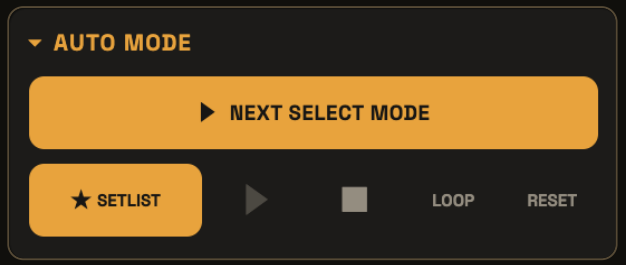
Also check the audio output device and volume in macOS and your connected equipment.

10 · Play starred cues in order

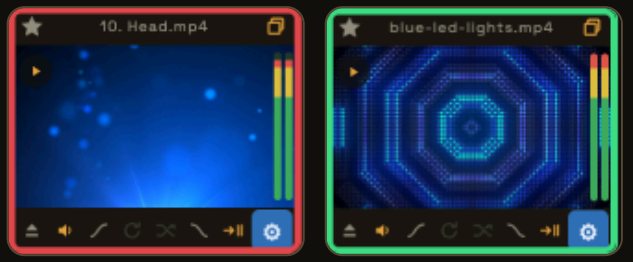
Play only starred items in the SCENE open when playback starts. Other SCENEs are excluded.



Star the cues to include



SET LIST ON → ▶



Red: playing now

Green: next cue

SET LIST frame meanings (schematic)

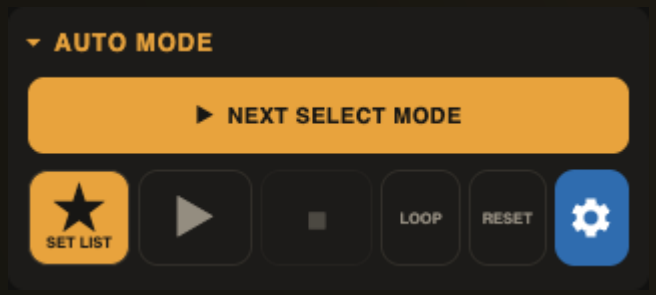
1. Turn ★ on for the cues you want.
2. Enable ★ **SET LIST** inside AUTO MODE. This arms the mode but does not start playback.
3. Press its ▶ to play starred cues in numbered order. Its ■ stops SET LIST.

> Playback and LOOP stay within the starting SCENE in tile order. Changing the displayed SCENE does not change the running list. Stop and start in another SCENE to play its starred items.

Red frame	The cue currently playing.
Green frame	The next cue, rather than the normal selected-item frame.

11 · SET LIST options and NEXT SELECT

These controls have different jobs.



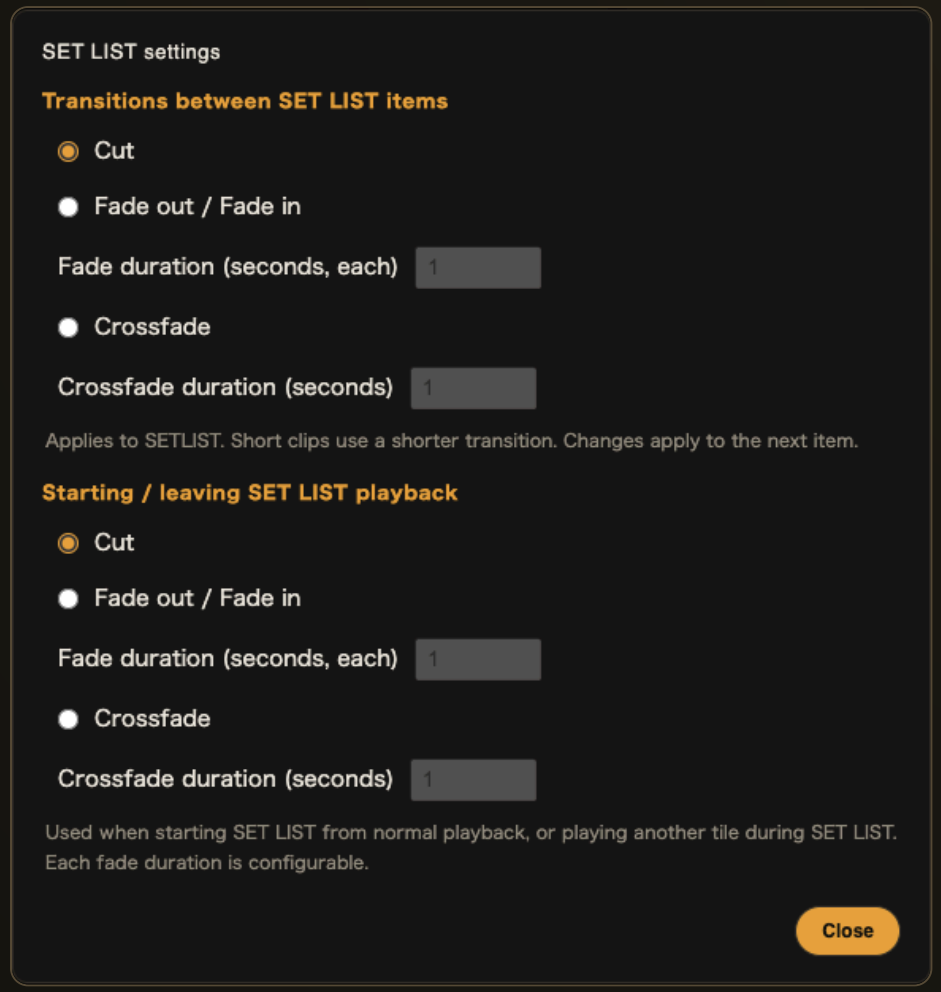
AUTO MODE (English)

NEXT SELECT MODE	Selects the next cue after the current one ends. **You still start the next cue yourself.**
SET LIST LOOP	Returns from the end of the list to its start.
SET LIST RESET	Clears stars across all SCENEs. It keeps the media.
Reorder during playback	Continues from the current item to later starred items in the new placement.
Manual playback	Double-clicking another tile or using a clicker returns to normal playback using the starting / leaving transition.

> Start with Star → SET LIST on → ▶. Add LOOP and other options after you are comfortable.

12 · Choose how one cue changes to the next

Choose Cut, Fade out / Fade in, or Crossfade.



1. Click the **blue gear beside SET LIST**.
2. Select separate radio options for **between items** and **starting / leaving playback**.
3. Enter fade durations. Choices save immediately and apply at the next transition.

Between items	Automatic progression to the next starred SET LIST item.
Starting / leaving	Start SET LIST from normal playback, or play another tile during SET LIST.
Defaults	Both Cut. All four durations default to 1 second (0.1–30). Your saved choices are kept.
Fade	Fade the old item down → black → fade the new item up. Duration is per phase.
Crossfade	Overlap the old and new media. Audio transitions too.

> Stored on this Mac. Separate from B/W FADE TIME and tile fades. STOP and BLACK OUT also cancel a pending switch.

13 · Jump near the end with JUMP PLAY

The buttons count back from the playback end, not forward from the current position.



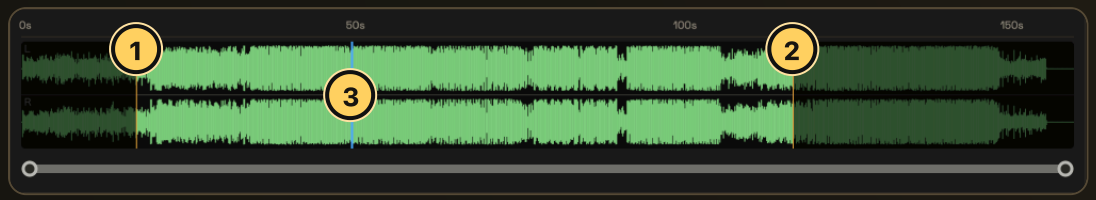
JUMP PLAY: 10 / 20 / 30 seconds before the end

Action	Seeks to the chosen number of seconds before the current item's playback end.
Playing / paused	Playing media keeps playing. Paused media stays paused.
Trimmed item	Uses its trim end and never seeks before its trim start.
Short item	Clamps to the playback start when there is not enough length.
Unavailable	Before valid duration is known, or for a still image without audio.

> The target is the current playback item even if another tile is selected. Works with PGM output and SET LIST.

14 · Use the waveform to set a playback range

Trimming chooses which part of the source to play.



Yellow marks the start / end; blue is the playhead.

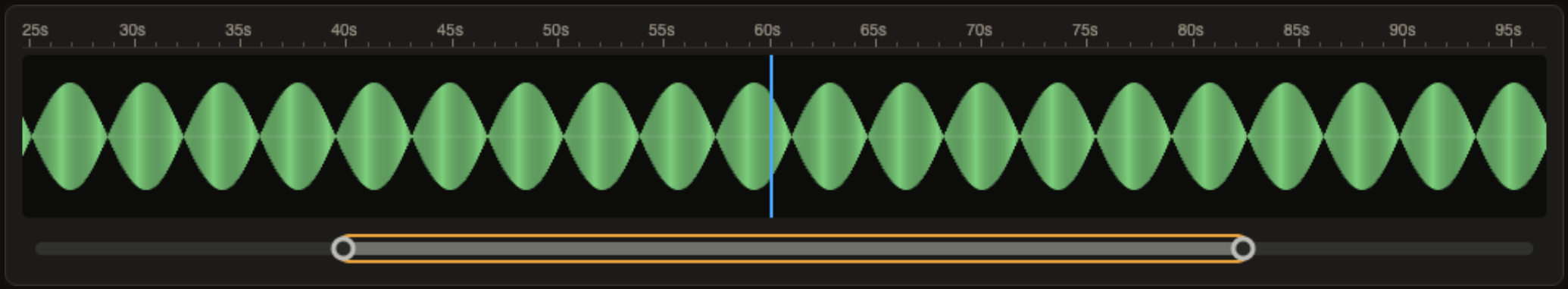
1. Select an item with audio to show its **waveform** below the grid.
2. Drag the **left yellow marker** for the start and the **right marker** for the end.
3. Click the waveform to move the playhead when the same item is the current transport.
4. Right-click the waveform at the desired video frame and choose **Screenshot**. The PREVIEW picture is copied as a PNG. Click a red + on a tile to paste it. PGM OUT can be off.

> This records a playback range. It does not cut or overwrite the original media file.

L / R	Left and right channels of stereo audio.
Flat line	Can indicate a video without an audio track. An analysis error is shown separately.

15 · Zoom and move around the waveform

Use the navigation bar beside the timeline ruler. More frequent time labels and finer minor ticks adapt to the available width and zoom level.



Time labels and minor ticks in a zoomed waveform

1. Drag a **rounded end handle inward** to zoom around the playhead.
2. Move the handles outward to see more of the source.
3. Drag the **middle of the bar** to move the visible area without changing the zoom.

> Yellow markers set the playback range. Rounded handles set the view range. They have different jobs.

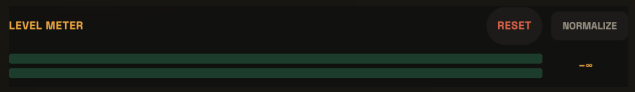
Long media or slow storage may fill the waveform progressively. Faster local storage can help.

16 · Check sound and fade the output

Check the sound you hear as well as the meter.



Regular width



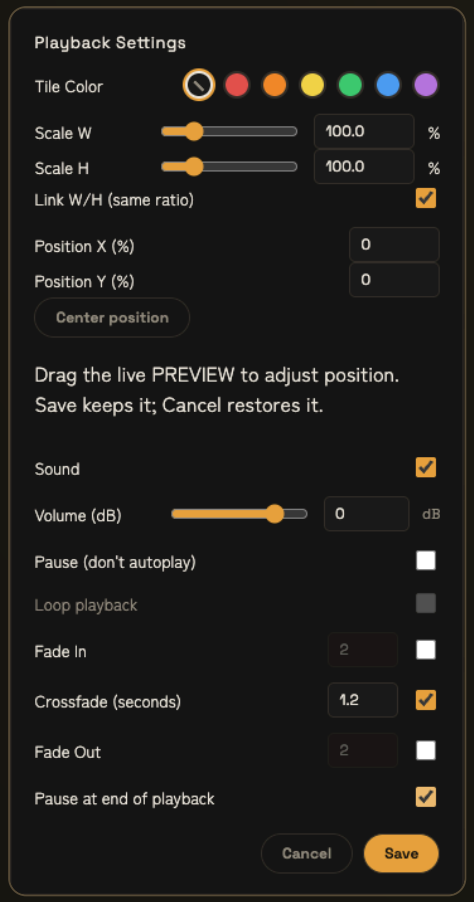
Horizontal in a narrow window

Sound / Volume	Adjust each item under ⚙. dB is a level change; 0 is the original reference.
Meter	The meter resizes with window height and adjusts tick spacing. Narrow windows use a horizontal meter. Check sound level and avoid sustained excessive level.
NORMALIZE	Levels audio-bearing items. Do this during preparation, then listen to the result.
BLACK / WHITE OUT	Fades the picture to black / white. Playing video/audio fades to silence, then pauses.
Press the same OUT again	Releases the output fade and resumes the paused transport and level.
Play another item during OUT	Select a standby tile during SET LIST playback; its frame turns green. The next automatic SET LIST item has a light-blue frame. BLACK OUT stops list progression and keeps this selection. Press ▶ on the right to play the selected item without showing the previous picture again.
B/W FADE TIME	0 / 0.5 / 1 / 2 / 3 seconds. Separate from SET LIST transition timing.

> PGM MONITOR OUT off only releases the external picture. It is different from BLACK / WHITE OUT.

17 · Set playback rules for each item

The blue ⚙ changes that item only. Drag a popup's title to move it.



Enlarged video playback settings. Fields depend on media type.

Sound / Volume	Use the slider or enter a value (−60 to +15 dB, 0.1 steps). 0 is the original reference. Save to apply. Excessive gain may cause clipping.
Pause	Open this item paused when starting it next time.
Loop	Repeat the same source or trimmed range.
Fade in / out	Gradually bring picture and sound up / down. Both default to 2 seconds; existing values are preserved.
Pause at end	ON: stop at the end. OFF: play the next tile automatically. Crossfade can remain ON; Loop is locked.
Crossfade	Turn on the small tile icon to overlap picture and audio when switching to another item. Set the duration from 0.1 to 30 seconds in that tile's settings (2 seconds by default). Available on still-image tiles, too. The outgoing tile decides: ON overlaps manual and automatic switches; OFF cuts. End Stop ON still allows manual crossfade. This is separate from SET LIST transition timing.

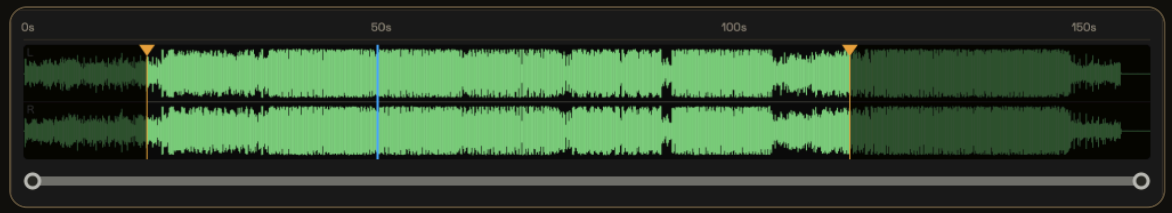
> Start with Pause at end on to avoid unintended automatic advance. SET LIST follows its own list progression.

Save commits settings; **Cancel** closes them. Image-audio attachment changes take effect immediately; see the image/audio page.

18 · Choose a recognisable thumbnail with CT

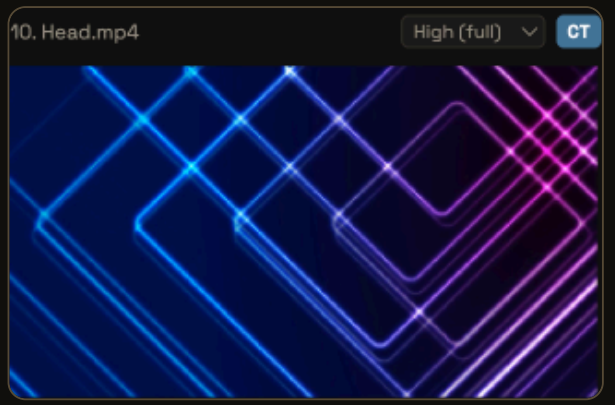
Use a frame from the video as the tile's cover picture.

1 · Click the waveform to choose a frame



The blue line marks the current position. PREVIEW shows the frame at that position.

2 · Check the frame, then press CT





3 · This frame becomes the tile cover

Illustration of the saved thumbnail

1. Play the video, then **pause with II**.
2. **Click the waveform** to find the frame you want. Wait for PREVIEW to show it. The **blue line** marks your chosen position.
3. Press the **blue CT button above PREVIEW** to use that frame as the tile cover.

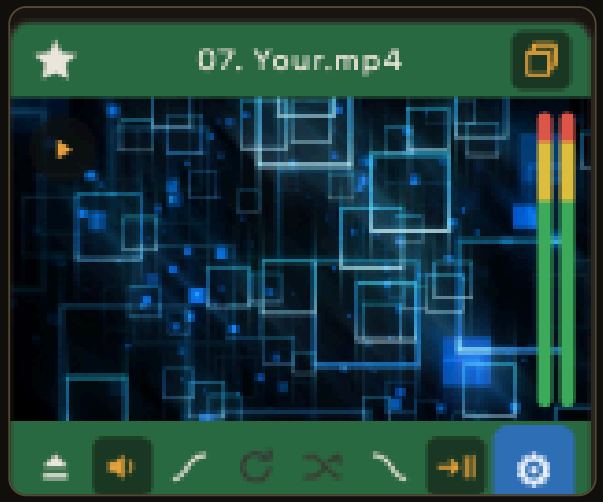
> CT sets a custom thumbnail: a cover that helps you recognise the item. It does not edit the source video or change its start/end points. In an activated app, save the project to keep it.

19 · Colour-code tiles so they are easy to find

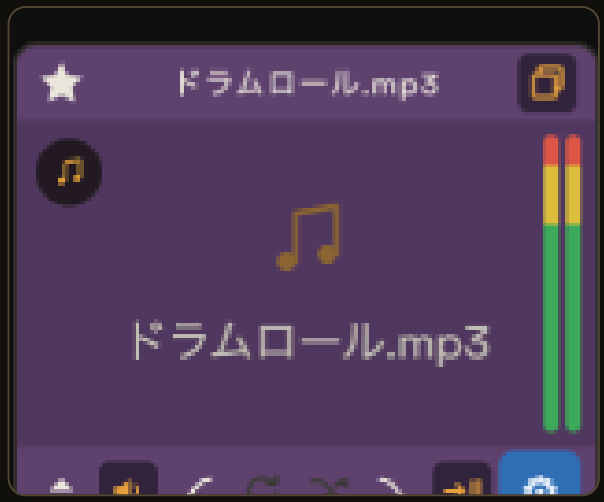
Use your own colours for talks, video cues or background music.



⚙ → **Choose a colour and save**



Colour example: green



Colour example: purple

1. Press ⚙ on the tile you want to colour.
2. Choose a colour under **Tile colour** in the settings.
3. Press **Save**. Check the colour behind the name and lower controls.

> Choose the slashed circle to remove the colour. This organises your controls; it does not recolour the external picture. SET LIST's red current / green next outlines are separate.

20 · Resize the picture

Make the displayed picture smaller or larger.

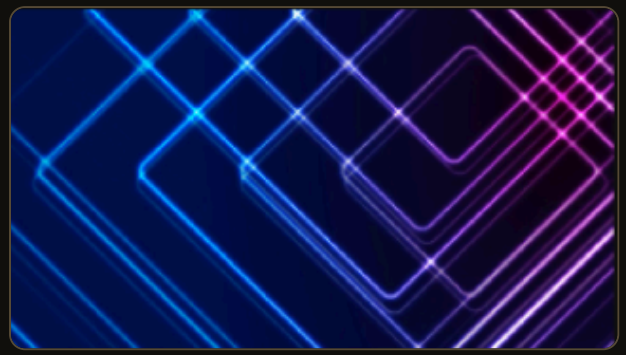


1. Open ⚙ for the item.
2. Set width and height from **0–500%**. Link them to preserve the proportions while resizing.
3. Press **Save** and check PREVIEW and PGM.

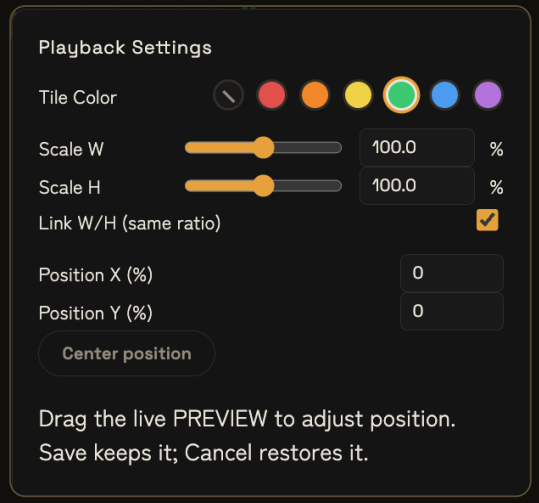
100% fits the picture to a 1920×1080 (16:9) frame. Large sources shrink and small sources enlarge, centered with their aspect ratio preserved. Unused space is black. The source file is not rewritten.

21 · Move the picture to the right place

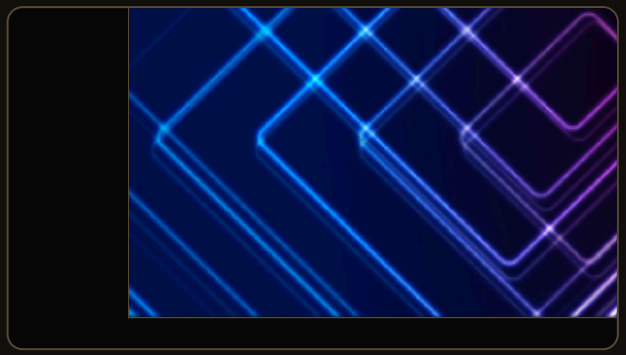
Each item can have its own size and position.



Centred (schematic)



⚙ → Adjust position



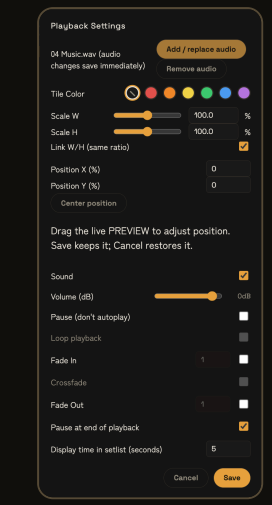
Right and up (schematic)

1. Open ⚙ for the item.
2. X moves left/right; Y moves up/down, from **–200 to 200%**. For the current item, you can also drag the picture in PREVIEW while settings are open.
3. Press **Save**. Use the centring control to reset the position.

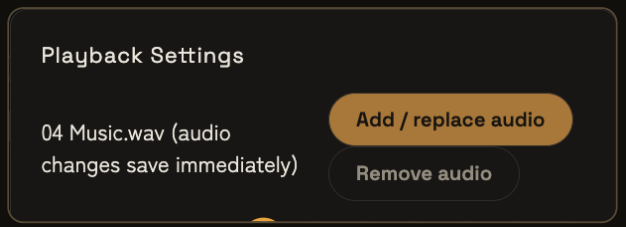
> This example uses X = 20%, Y = –10%. Move in small steps: moving outside the screen can hide the picture.

22 · Attach sound to a still image

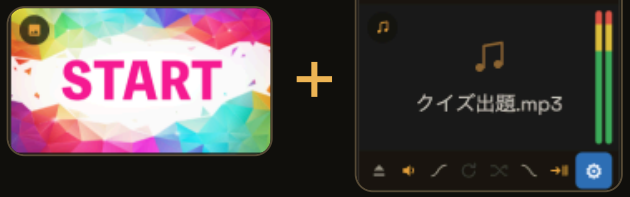
Combine a title image and music as one cue.



Open the image's ⚙



Attach an audio file



Picture + sound (schematic)

1. Add an image or PDF page image and open its ⚙.
2. Click **Add / replace audio** and choose an audio file.
3. Double-click the picture to play the image and sound together.

> Audio attachment/removal takes effect immediately, including if you later cancel settings. Changing attached audio resets its trim points.

Remove audio	Returns to an image-only cue. It does not delete the source audio file.
Display time	SET LIST display length for an image without audio; default five seconds. An attached-audio image follows its audio transport.

23 · Reorder, copy, duplicate and cut

Use a right-click / secondary click to open the tile menu.



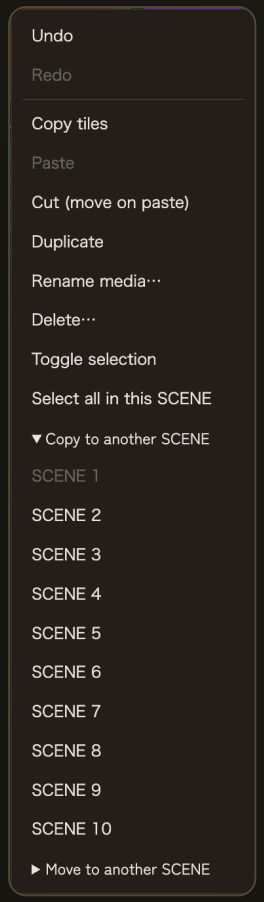
The edit menu opens from a tile's secondary click.

Reorder	Move to an empty tile. On an occupied tile, insert and shift following media to the next empty tile.
Copy → Paste	Keeps the source and adds another item at the chosen destination.
Duplicate	Adds a copy. The copy's playback settings can then be changed independently.
Cut → Paste	Moves on paste. Cutting alone does not remove the item.
Select several	Shift-click, or use Toggle selection in the context menu.
Select All	Selects media in the current SCENE.

> The original copy-icon → destination's red + workflow also works. Follow the message if there is not enough free space.

24 · Copy or move media to another SCENE

Copy keeps the original. Move takes it to the destination.



Secondary click → Copy / Move to another SCENE → destination.

1. Select one item, or Shift-select several.
2. Secondary-click and open **Copy to another SCENE** or **Move to another SCENE**.
3. Choose a SCENE number and check the destination.

Copy

Leaves the original in place. Useful for another sequence using the same source.

Move

Removes it from its old position and places it in the destination.

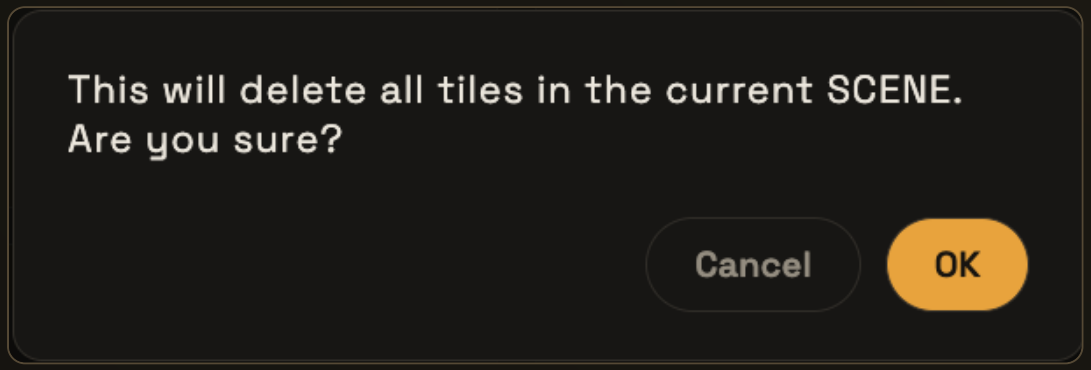
> The destination needs enough free slots. Its Panel / List setting is separate from copying media.

25 · Delete, Undo and the two RESET buttons

Similar-looking actions affect different things.



Review the confirmation before removing tile media.



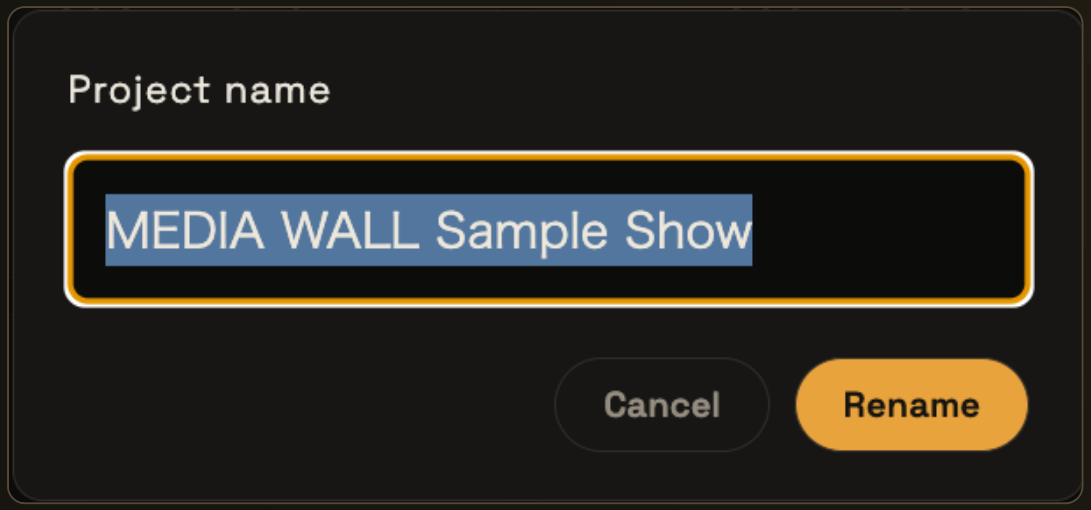
RESET above the meter clears the current SCENE.

Delete media	Use the eject icon / context-menu Delete. You can cancel the confirmation. Source files are kept.
Undo / Redo	Reverses supported tile edits, deletion and reordering. Up to 50 steps in the current session.
ALL RESET in header	Located left of the clock. Removes media from the current SCENE after confirmation.
RESET in SET LIST	Clears stars across all SCENEs, keeping media.
Empty-slot –	Closes the empty gap by shifting later items back.

> Undo does not cover every action. History does not persist across app exit, New Project or opening another project.

26 · Rename cues and the project

Use clear display names while keeping source filenames unchanged.



Click the project name in the header to rename it.

1. **Cue name:** double-click the name text, or use Rename media in the context menu.
2. **Project name:** click the header name, or use Rename Project in the File menu.
3. In the activated version, **save** to record the display names.

> Renaming the display does not rename an existing .mediawall file. Use Save As to change its filename.

For example, show “Opening” instead of “001_final_v3.mov” inside the app.

27 · Save, reopen and move a project

Keep both the project and its original media.

show.mediawall

Layout, settings, display names and per-SCENE layouts

↓

References the original video / audio locations

↓

Original media files

Keep them in place. Moving Macs requires the media too.

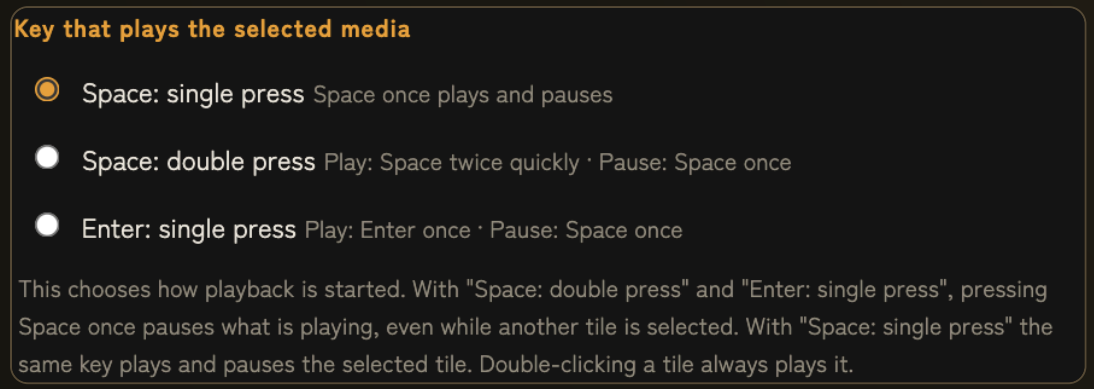
1. After purchase activation, use **File → Save** to create a .mediawall file.
2. Use **Open Project** or open the file from Finder. Check it opens in the latest app.
3. Connect the original media / external drive and check layout and settings.

Save As	Creates a project with another filename. A ● beside the name marks unsaved changes.
New Project	Starts a fresh workspace. Save work you need first.

> A project is not an all-media portable bundle. Moving or deleting sources, or changing drives, can break references. Demo mode cannot save projects.

28 · Keys, PREVIEW quality and language

Choose controls that suit how you operate.



Choose one of three ways to start playback.



Choose what PREVIEW shows while PGM is open.

Number keys 1–9 / 0	Switch to SCENEs 1–9 / 10. Press 0 for SCENE 10.
Single Space · default	Play / pause the selected item.
Double Space	Two presses within 0.5 seconds start. A single Space pauses the current transport.
Single Enter	Enter starts; Space pauses.
PREVIEW with PGM	Choose live media, the playing cue's thumbnail, or the selected cue's thumbnail.
PREVIEW quality	Can lighten local monitoring while PGM is open. Separate from source picture quality.
Frame colours	Choose normal play / selection colours. SET LIST: red for current, light blue for automatic next, green for manual standby.
Language / manual	Switch Japanese / English in the header. MANUAL opens the matching language.

> Keyboard pause input is guarded for the first second after playback starts. Text entry and open settings take priority over playback shortcuts.

29 · Menus and useful shortcuts

Use the menus at the top of the Mac screen.

Q	Cue the current item to its start
W / E / R	Jump to 10 / 20 / 30 seconds before the end
T	STOP: stop and return to the beginning; also stop SET LIST progression.
Y	Pause at the current position. Press ▶ to resume.
O	BLACK OUT：ON / OFF
P	PGM MONITOR OUT：ON / OFF
Single click	Select a tile without starting it
Double click	Play the tile

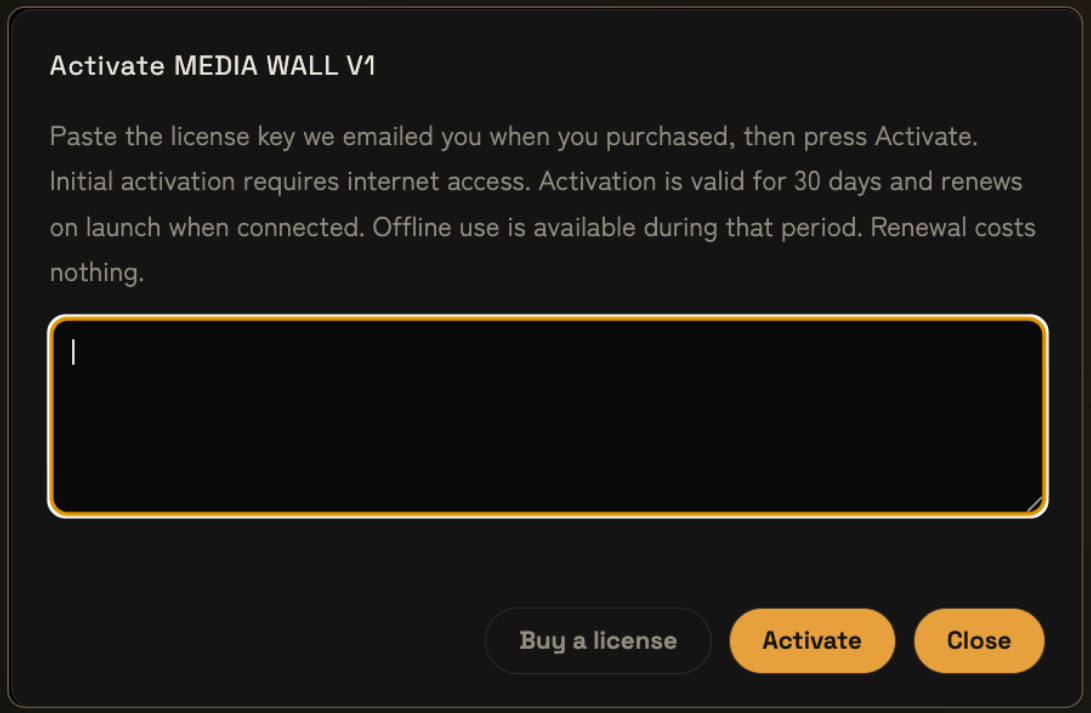
> Q seeks to the trim start and preserves play/pause state. Shortcuts are inactive during text entry, settings, or with modifier keys.

⌘N / ⌘O	New / Open Project
⌘S / ⇧⌘S	Save / Save As after activation
⌘Z / ⇧⌘Z	Undo / Redo
⌘C / ⌘V / ⌘X	Copy / Paste / Cut
⌘D / ⌘A	Duplicate / Select all in current SCENE
Delete / Backspace	Confirm removal of selected media
1–9 / 0	Go to SCENE 1–9 / 10
Arrow keys	Select cues. In List Mode, up/down changes rows and left/right changes columns.

> ⌘ means Command; ⇧ means Shift. In a text field these shortcuts edit text. A clicker sending PageDown / PageUp can play next / previous media.

30 · Demo, activation and three different periods

Try the same app, then enter a purchase key to remove demo restrictions.



Actual activation dialog. Keep your purchase key private.

Demo availability	30 days from first use. No purchase or account registration is needed to start.
Each demo launch	30 minutes. PGM watermark, audio announcement every 30 seconds, no project saving.
Purchased usage right	The purchased v1.x right does not expire after 30 days.
Device activation	Valid for 30 days; renews on launch when connected. Offline use works within validity. No renewal charge.

1. Enter the emailed purchase key in the **activation dialog**.
2. Initial activation needs internet. After success, demo restrictions lift and saving becomes available.

> The 30-day demo, 30-minute session and 30-day device activation are different. Connect to the internet when activation renewal is required.

31 · Move to another Mac or get support

Use this flow when the same purchaser changes Macs.

Sign in to My Account with the purchase account

↓

Release the old Mac registration

↓

Enter the key on the new Mac and activate online

↓

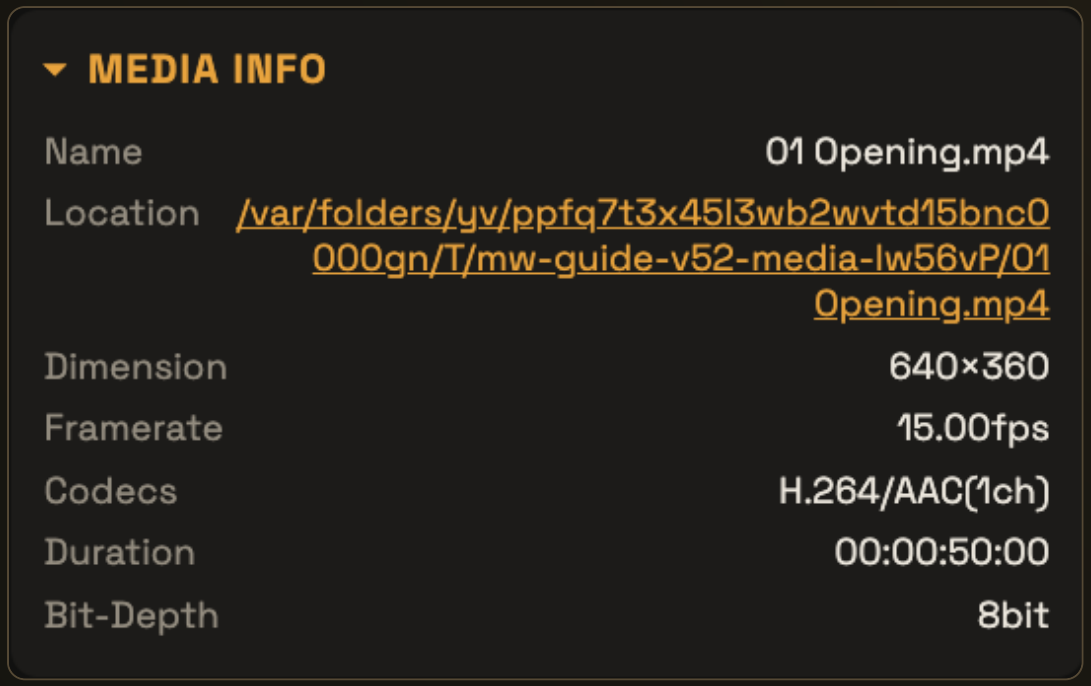
Prepare the project and original media, then check playback

One licence	One registered Mac at a time. If another Mac is refused, check existing registration.
My Account	Use the shop purchase account. The app activation popup does not contain a My Account button.
Support	support@helocdesign.net / Japanese and English.
Reply guide	Usually within three business days from the next business day, JST, excluding Japanese weekends/holidays. This is an initial reply guide, not a resolution deadline.

> Provide app version, macOS version, media format and reproduction steps. Do not post the purchase key in screenshots or chat.

32 · If something does not work

Start with the row closest to the symptom.



MEDIA INFO helps check a source location and format.

Missing source	Check the external drive, original location and any ⚠ marker.
Partial waveform	Allow analysis to finish. Long / large sources or slow storage take longer.
ProRes waiting	Supported MOV uses direct playback. Thumbnail and waveform preparation are separate. Use CT to choose a new picture.
No sound	Check the item sound switch, macOS output, equipment volume and OUT state.
No PGM picture	Check connection, extended display, output destination and PGM MONITOR OUT.
Grey controls	Check media type, duration availability, mode and Pause at end locks.
Finder opens an old app	Use Get Info → Open with to select the latest version.

> Intel Macs are not hardware-tested and are outside the support scope. Check on a supported Mac.

33 · Check these before you use the show

Rehearse from start to finish with the actual media, screen and sound system.

1 · PREPARE

Gather sources → Save → Reopen

2 · PICTURE / SOUND

Check PGM, audio output and level

3 · CONTROLS

Check stars, order, trim, transitions and LOOP

4 · REHEARSE

Run from beginning to end as planned

1. Reopen the saved project and check all original sources are available.
2. Check actual PGM and audio output by looking and listening.
3. Use manual play, NEXT SELECT and SET LIST intentionally.
4. Check ends, JUMP PLAY, Stop, OUT and cue transitions.

> The sample demo watermark and announcement are removed after purchase activation. Check saving and reopening in an activated environment.

Provided v1.x updates carry no extra charge. Future macOS support or unlimited updates/support are not guaranteed.

34 · Check for updates

Update between sessions, after stopping playback. Check manually from the menu.

① MEDIA WALL menu
Check for Updates

② Review the new release
Update / Later

③ Check unsaved changes
Save and Update / Cancel

④ Download and verify
Restart and install

1. Stop media and SET LIST playback. Finish saving or importing files.
2. Choose MEDIA WALL → Check for Updates in the menu bar. A message confirms when you are up to date.
3. Review the release notes and choose Update. Save unsaved changes when prompted. Cancelling or failing to save cancels the update.
4. After download and verification, the app restarts automatically. Your activation, settings and saved projects are retained.

> Controls are locked during updating. Update Without Saving discards edits. In the demo, choose to discard changes or cancel.

Updating from v1.0.55 or earlier to an updater-enabled release is manual once. Avoid updating just before a show; check your media and outputs afterwards.

35 · NORMALIZE: balancing tile volumes

Adjust tile Volume settings without rewriting source files.

Steps	Stop playback and save → click NORMALIZE near the meter → wait for completion → listen and fine-tune → save.
Scope	Video and audio tiles across ALL SCENEs, regardless of stars or mute. Images, PDFs and audio attached to images are excluded.
Analysis	The whole source is analyzed to estimate loudness and target −14, in 1dB steps within −60 to +15dB. Analysis is not limited to the trimmed region.
Skipped sources	Silent or unsupported sources remain unchanged. Sources above the Mac analysis limit, or fetched data above 300MB, are skipped. Check the completion count.
Click again	When ON in the same session, clicking again sets ALL video/audio tile volumes to 0dB. It does not restore individual values from before normalization.
Save and listen	Volume results can be saved in the project. The ON state resets on relaunch or project change. This is not a peak limiter, a guarantee against clipping or a guarantee of identical perceived loudness. Listen and adjust.

36 · Updating v1.0.55 and earlier

The first update from a version without automatic updates is manual.

1 · Save and quit	Save your project and quit MEDIA WALL.
2 · Download	Download and extract the latest official release ZIP.
3 · Replace	Copy MEDIA WALL.app to the current app's location and replace it.
4 · Verify	Launch, check the version and open your saved project. Check layout, playback, PGM and sound.
Preserve data	Activation, settings and saved projects are designed to carry over. Do not deactivate or delete settings. Repurchase or re-entry of the purchase key is normally unnecessary.
Next time	Official v1.0.56 and later offer Check for Updates. Owner builds use a dedicated Owner ZIP. Allow time for verification before a show.

37 · Reducing load without lowering output quality

Prepare media in advance so playback has priority.

PGM and audio	These optimizations do not lower PGM resolution, playback speed, audio sample rate or audio quality settings.
Automatic posters	Automatic tile posters use a maximum long edge of 640px. Source video, PGM output and manual CT captures retain their original dimensions.
Still and paused output	Repeated copies of the same PGM image are skipped. Fades and updates when playback resumes continue.
Level meters	Display updates are capped at about 30 per second. Video and audio playback rates are separate.
Prepare first	Wait for waveform and poster preparation, and run NORMALIZE before the show. Calculation runs off the UI thread; reading and decoding still consume CPU and memory.
Local PREVIEW	Quality and thumbnail options affect local monitoring, not PGM resolution or audio quality. Rehearse with your actual sources, external devices and other apps.
Waveform display	Reuses drawing buffers and skips unchanged time-ruler updates. Waveform detail and PGM video/audio quality are preserved.
ProRes sync	Prepares frames using the playback clock and measured processing time, then presents them in PREVIEW and PGM. Draws full-size bitmaps directly and releases used frames. Discards pre-seek responses; adds no fixed audio delay. Zero latency or accuracy within 1ms across display/audio hardware is not guaranteed. Verify on your actual setup.