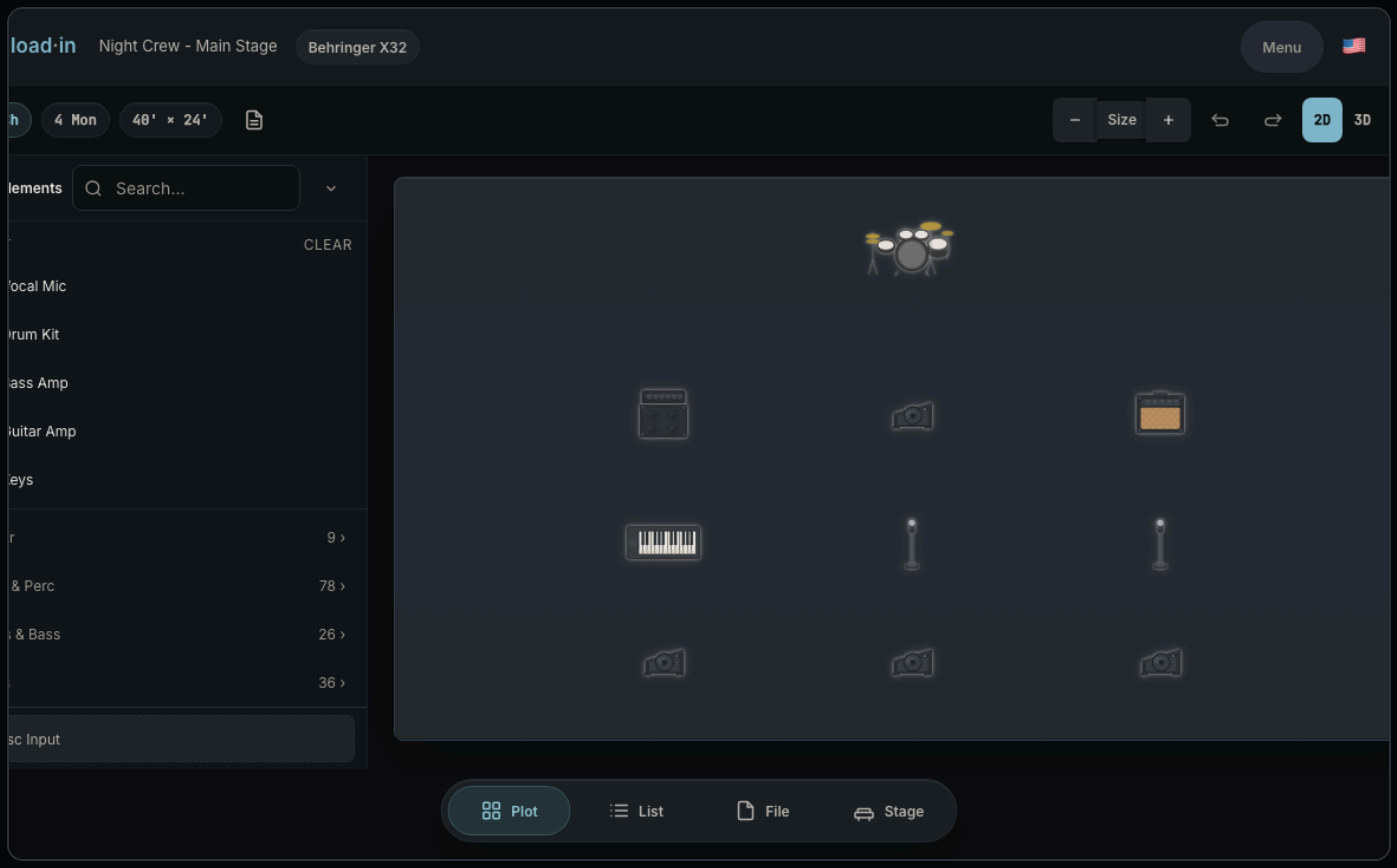
load·in

USER MANUAL · VERSION 1.4

Build the plot. Keep the patch. Verify the file.

A practical guide to stage plots, input lists, channel processing notes, native console workflows, DAW templates, and portable projects on iPhone, iPad, and the web.



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READ FIRST

The show-file safety rule

load·in can reduce repetitive setup work. It does not replace the target console, current official editor, or a controlled show-file backup.

> **WARNING**
> Never overwrite or discard the only copy of a console show. Import a copy. Export to a new file. Keep the source unchanged.

Before every console export

- [ ] Confirm the exact console model and firmware used for the show.
- [ ] Select that console in the File tab.
- [ ] Read the live capability panel. Treat it as the contract for this export.
- [ ] Resolve every limit or packaging warning shown by the app.
- [ ] Export to a new name. Keep the imported source file unchanged.
- [ ] Open the result in the current official editor or on the target desk.
- [ ] Check every field you changed before show use.

> **CAUTION**
> Compatibility varies by desk, model, firmware, file origin, and selected workflow. “Available” does not mean every setting is writable. Cross-desk generation does not translate every source-console parameter.

Three kinds of project data

Plot data

Stage elements, positions, labels, requirements, and dimensions.

Patch data

Inputs, outputs, stereo relationships, colors, DCAs, scenes, and supported Strip values.

Native data

Console-specific content preserved or patched only where the selected workflow supports it.

QUICK START

Build one working show

1. **Open load·in.**
   Start free without signing in.

2. **Create a plot.**
   Choose a starter template or begin with a blank stage.

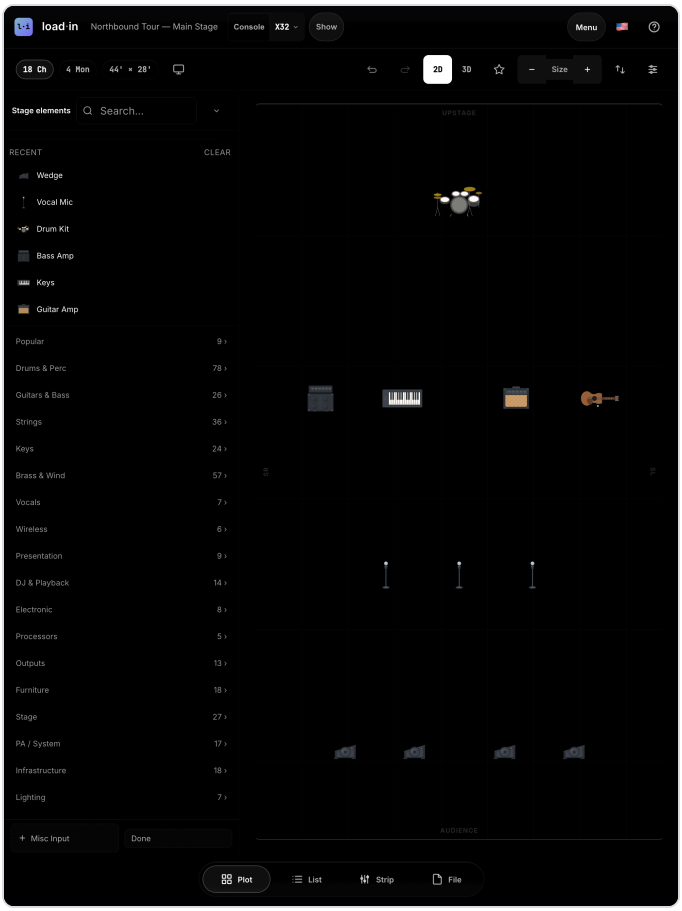
3. **Add stage elements.**
   Tap an item in the palette. Elements with audio inputs create channels automatically.

4. **Arrange the stage.**
   Drag elements. Use Size –/+ to scale the plot. Keep every element inside the stage bounds.

5. **Check the List tab.**
   Rename, color, pair, reorder, and review channels.

6. **Select a console.**
   Open File, choose the target desk, then read the capability panel.

7. **Export and verify.**
   Save a new file. Open it in the official editor or on the target console.



Plot tab on iPad. The palette stays separate from the fixed-format stage canvas.

> **NOTE**
> The Help button opens the tour for the current tab. Reopen it whenever the controls or the selected console change.

PLOT

Place elements and generate inputs

Add an element

1. Open **Plot**.
2. Search or open a palette category.
3. Tap **+** beside the required element.
4. Drag the new element to its stage position.
5. Open Properties to rename, resize, or delete it.

Understand inputs

Instruments and microphones can create one or more input channels. Visual items such as amps, stands, risers, cases, and notes can remain plot-only.

A drum kit creates a practical starting block of drum channels. Keys and other stereo sources can create linked left/right channels.

Keep touch targets usable

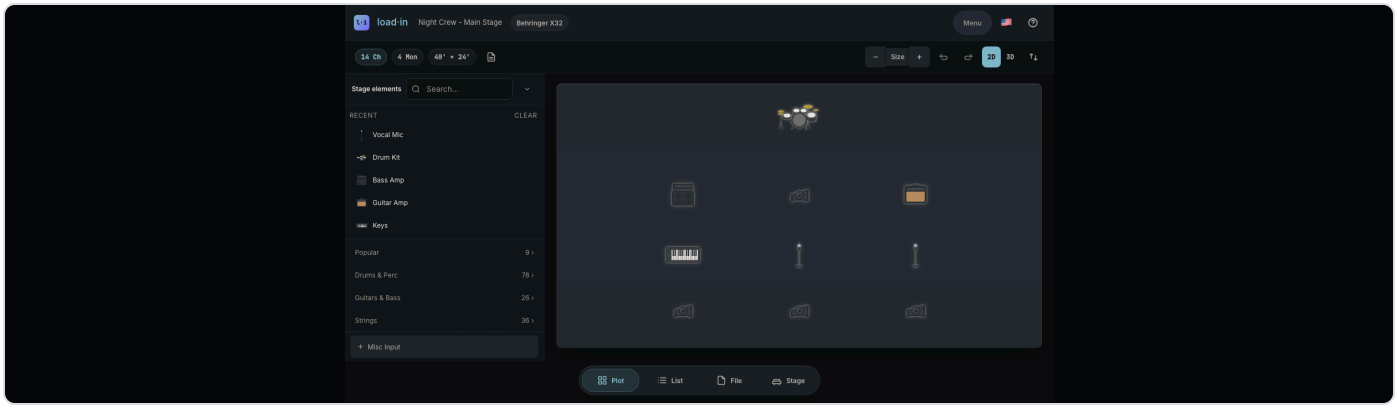
Size –/+ scales the plot as a group. Touch selection uses an accessible hit area even when the drawn icon is smaller. If elements are crowded, enlarge the group or spread the layout before fine editing.

> **CAUTION**
> Imported desktop plots may be dense on a phone. Review the full stage after import. Do not assume a visually small icon is easy to select in every cluster.

Plot controls

- **Undo / Redo:** move through edit history.
- **2D / 3D:** change the working view.
- **Touch select mode:** select and move crowded items deliberately.
- **Stage View:** change stage orientation.
- **Properties:** edit the selected element.

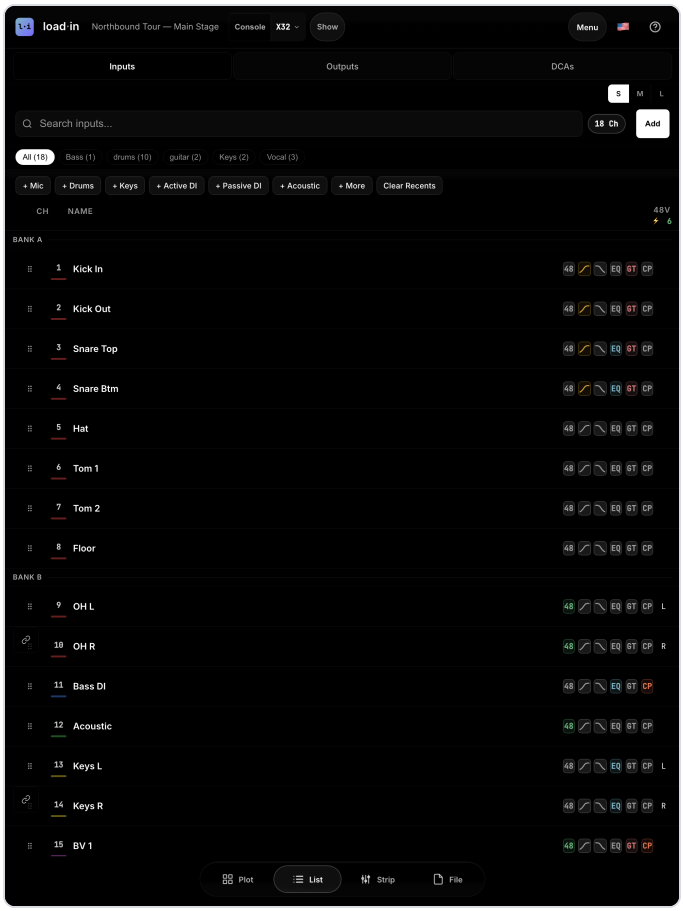
> **RESULT**
> The channel count, monitor count, input list, and stage requirements update from the plot.



The same portable project opens across the web app and iOS app.

LIST

Build and control the patch



Channels created by the plot appear in the List tab.

Inputs

- Use the row handle to reorder channels.
- Long-press a row on touch, or right-click on desktop, for rename, color, stereo, and delete actions.
- Use **+ Add** or a quick chip for talkback, spare DIs, and channels that do not need a plotted element.
- Adjacent left/right sources can form a stereo relationship.

Mons and DCAs

- Add wedges, IEMs, fills, and other monitor mixes under Mons.
- Name DCAs and assign channels per scene.
- Imported files may provide existing mix and DCA labels where supported.

> **CAUTION**
> HPF, EQ, Gate, Comp, and 48V badges show app state. They do not prove that the selected console workflow writes every switch or value. Read the export preview.

> **WORKING RULE**
> The visible list order is the patch order. Review numbering after every insert, delete, reorder, or import.

STRIP

Edit channel processing intentionally

Open the Strip

1. Open a channel from its processing badge or the selected element’s Properties panel.
2. Choose Filter, EQ, Gate, Comp, or Sends.
3. Select the exact console first; ranges and available controls can change by desk.

Shape EQ

- Drag a point horizontally for frequency.
- Drag vertically for gain.
- Use Q to change width.
- Cut filters move horizontally because they do not have gain.

Compare and commit

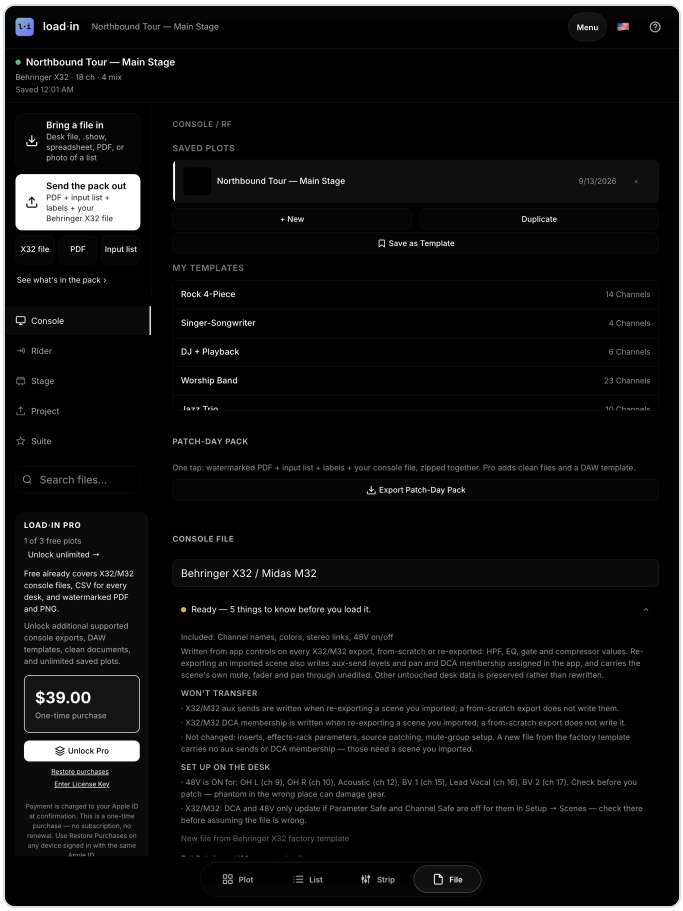
Use A/B to compare settings. Use the control to set On or Bypassed. Confirm the resulting badges in the List.

> **WARNING**
> The Strip is also a planning surface. Only fields listed as writable in the selected console’s export preview are expected to reach that native file.

Channel EQ on iPhone. The selected desk is shown at the top.

FILES

Import, export, and move a show



The File tab places the capability statement beside the export controls.

Import a console file

1. Open **File → Console**.
2. Select the exact console.
3. Tap **Import Console File**.
4. Choose whether the import replaces the current plot.
5. Review channels, mixes, DCAs, and Strip values that the workflow exposes.

Export a console file

1. Read **Verified / Writes / Preserves / Check**.
2. Resolve capacity and packaging warnings.
3. Export to a new file name.
4. Use the share sheet to save or transfer the result.
5. Open and inspect it in the official editor or target desk.

> **CAUTION**
> Folder-based SQ and dLive workflows require their stated storage layout. Keep every generated folder and follow the post-export instructions.

PORTABLE PROJECT

Use .show files across devices

The load·in `.show` file carries the project between iPhone, iPad, and the web/PWA. It is separate from the console's native file.

Save a project

1. Open **File → Project**.
2. Enable **Password protect .show** when the project includes rider, contact, or other sensitive information.
3. Tap **Save .show**.
4. Store the result in Files or another controlled location.
5. Send the password through a separate channel.

Open a project

1. Open **File → Project**.
2. Tap **Import .show**.
3. Select the project file.
4. Enter the password when requested.
5. Review the selected console and export scope before creating a native file.

> **WARNING**
> A native console file and a load·in `.show` file serve different purposes. Give the desk its native format. Use `.show` to continue editing in load·in.

Protect sensitive show information

- [ ] Use password protection before saving riders or personal contact data.
- [ ] Do not post a protected file and its password in the same public message.
- [ ] Keep an offline backup of the source project and the native desk file.
- [ ] Delete unneeded shared copies after the event.

Offline behavior

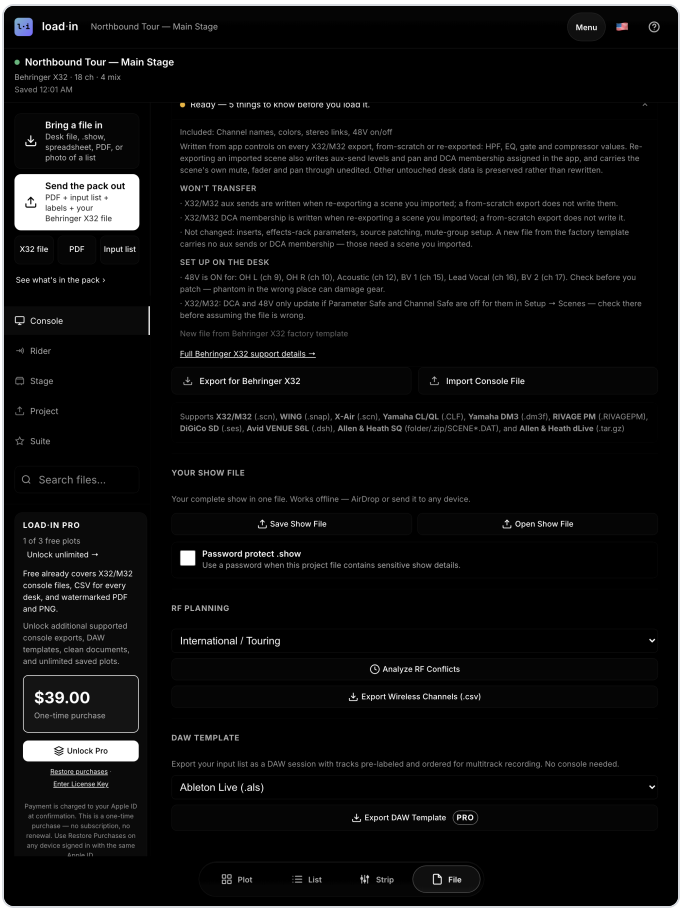
After the PWA is cached, core plot editing and local `.show` work can continue offline. Purchases, account features, sharing, and some import/export workflows require a connection.

DAW templates and paperwork

DAW template

1. Complete and order the input list.
2. Open **File → Console**.
3. Choose Reaper, Ableton Live, Adobe Audition, Cubase/Nuendo, or Ardour/Mixbus.
4. Tap **Export DAW Template**.
5. Open the result in the selected DAW and save a working copy.

> **NOTE**
> A DAW template contains ordered, pre-named tracks. It does not contain recorded audio, plugins, routing guarantees, or a finished recording session.



DAW format selection in the File tab.

Documents

- CSV gives a universal reference input list.
- PDF and PNG provide the stage plot and paperwork.
- The Patch-Day Pack groups available console, input-list, label, plot, and DAW deliverables.
- Free documents carry a watermark. Pro documents are clean.

> **CAUTION**
> Open every generated template in the target DAW before the session. Save it under a new name before recording.

COMPATIBILITY

Current console posture

This table is a public summary dated 1 August 2026. The in-app capability panel is newer and more specific. If the two differ, follow the app.

CONSOLE	FORMAT	POSTURE	IMPORTANT LIMIT
Behringer X32	`.scn`	**Verified**	Detailed writes depend on workflow and imported-scene context.
Midas M32	`.scn`	**Validation pending**	Verify in M32-Edit or on the surface.
X-Air XR12/16/18	`.scn`	**Model-specific**	Do not infer X32 processing/send coverage.
Behringer WING	`.snap`	**Validation pending**	WING `.scn` is refused for preservation safety.
Yamaha CL/QL	`.CLF`	**Verified**	Matrix labels and detailed processing are outside the public claim.
Yamaha DM3	`.dm3f`	**Names only**	Editor validation pending.
Yamaha RIVAGE PM	`.RIVAGEPM`	**Limited / unverified**	Generate-only stated container; no RX/RX-EX round trip.
DiGiCo SD7/8/9/10/11	`.ses`	**Per-model verified limits**	Channel and mix-label limits vary by model; SD11i/SD12 warn separately.
Allen & Heath SQ	folder / `.zip`	**Verified**	Keep the desk-required folder structure.
Allen & Heath dLive	`.tar.gz`	**Version-14 round trip**	Start from a real archive; validate selected writeback in Director.
Avid VENUE S6L	`.dsh`	**Imported-file workflow**	Colors/48V are preserved rather than authored; source file required.

WARNING

Never treat one desk's verified behavior as evidence for another desk. Names, color, stereo, processing, sends, DCAs, routing, gain, patch, and headamp state are separate capabilities.

When the target desk is not listed

Export CSV as a reference. Do not rename a generic reference file to a native extension or present it as a desk-loadable show.

ACCESS AND SUPPORT

Free, Pro, restore, and troubleshooting

Free

- Up to 3 saved plots
- CSV export
- Watermarked PDF and PNG
- Stated X32/M32 native scene workflows
- No sign-in required to start

Pro · $59 one-time

- Unlimited saved plots
- Additional supported console workflows
- DAW templates
- Clean PDF and PNG
- No subscription or recurring charge

Restore Pro on iPhone or iPad

1. Open **File**.
2. Open the Pro area.
3. Tap **Restore purchases**.
4. Use the Apple ID that made the purchase.
5. Confirm that Pro controls unlock after the restore completes.

If a console file does not open

1. Stop. Keep the original source and failed export.
2. Confirm model, firmware, extension, and required folder layout.
3. Try the exported copy in the current official editor.
4. Record the exact warning or behavior. Do not “repair” bytes manually.
5. Email goforshowio@gmail.com with the console model, firmware, workflow, and what the official editor reported.

> **SUPPORT**
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