A Young Lady's Illustrated Primer to Themeable items in Cakewalk

About the Theme Editor

The Cakewalk Theme Editor is an application that allows us to modify default values for Colors and Images in various parts of the Cakewalk user interface (UI). Some of these items are very obvious in form and function; others are more cryptic or overloaded with multiple effects.

Many of the color values are impossible to determine by name alone, and some are even mis-named. Other items don't appear to be used at all, either obsolete or reserved for future use.

About this document

This document illustrates where editable items are used in the Cakewalk UI, by showing the effect of changing the color or image.

- I used the standard "Mercury" theme as a baseline.
- I've applied pink color shades in the Theme Editor to highlight where in the UI each color or graphic is used.
- "Not yet identified" means that I've searched for the highlighted item in the UI and not found it. It could mean that the item is obsolete and no longer used; or it could be reserved for future use; or I just didn't activate the right part of the application to see the item.
- "TBD" (i.e. "To be done") means that I haven't looked at the item yet. Stay tuned for updates!

It is a work-in-progress. Please feel free to comment or suggest updates to it on the Cakewalk User Forum.

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Theme Editor:	v.1.2.0.14
Cakewalk	v.2019.11.0.63
Prepared by:	Colin Nicholls , with thanks to the Cakewalk Developers and the denizens of the Cakewalk User Forum: User 905133.

Known Bugs

Refreshing the UI after changing a theme ideally requires re-starting Cakewalk. Merely swiching themes in an open instance of Cakewalk may not fully respect the theme changes. Clearly there's some caching going on.

Importing changes from one theme into another does not always include all changed items. Use with caution and double-check the results.

Tips and Tricks

You can open two instances of the theme editor at once, and copy-and-paste items between two different themes. Very useful!

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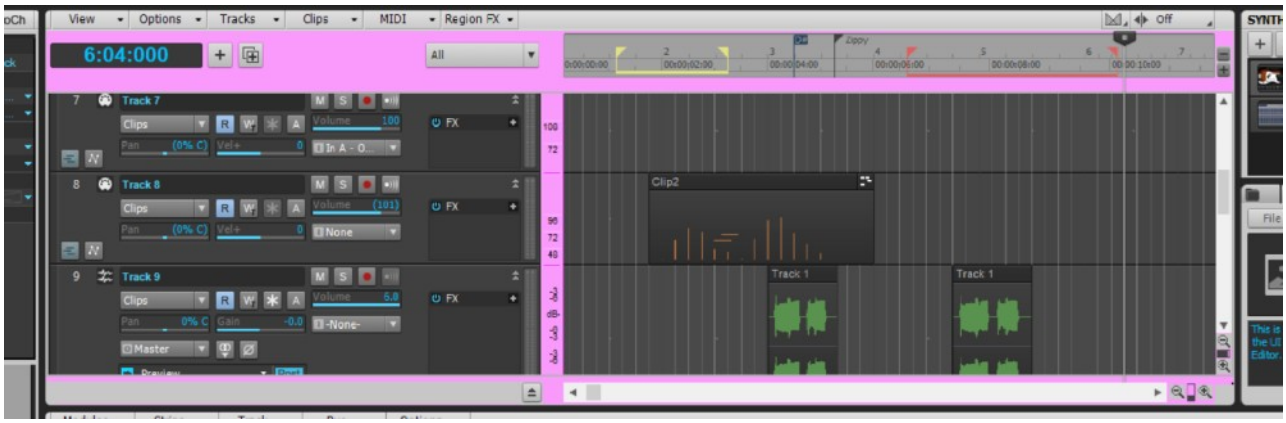
A. Items by Theme Editor Hierarchy

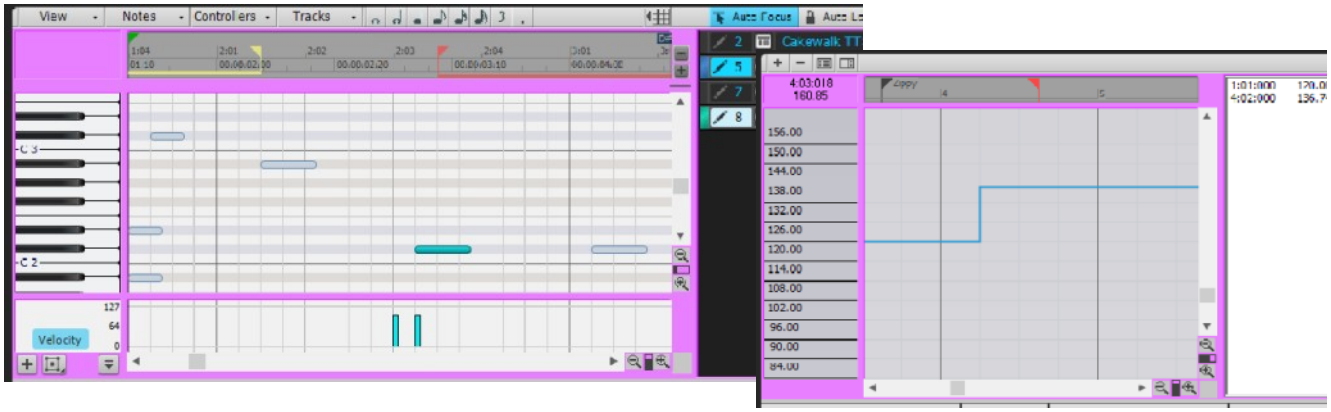
1. Global

Toolbar Background SCREEN_TOOLBAR_BKGD

Track view window frame and MIDI track note map scale values:



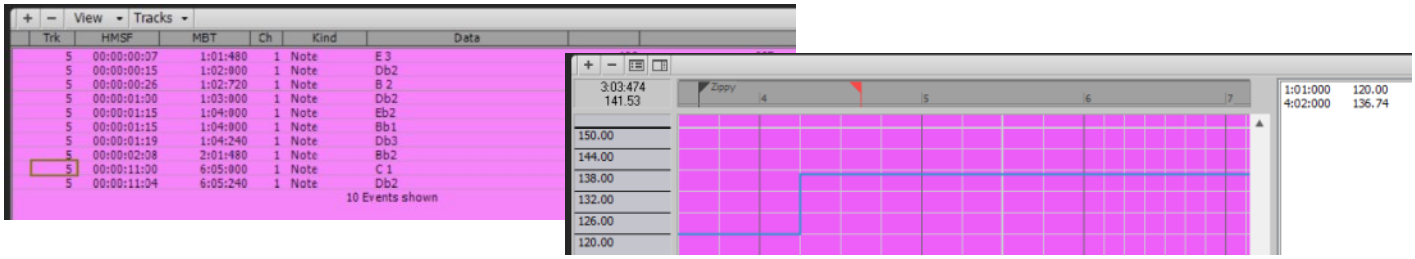
PRV and Tempo View window components:



VST windows:

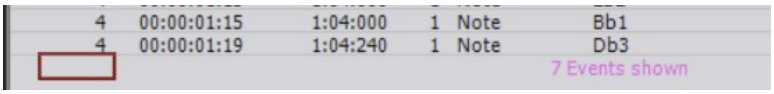
Window Background SCREEN_BK/IDR_CLR_PRESET_0

Event view , Tempo view:



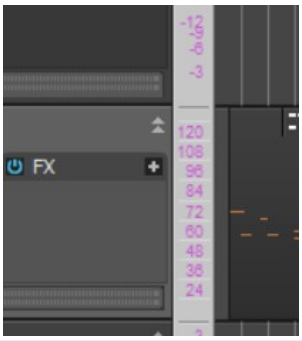
Window Text	SCREEN_TEXT

Event List footer. I can't find any other use of it.



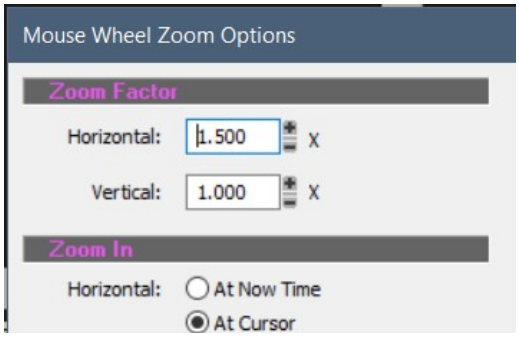
Toolbar Static Text	SCREEN_TBAR_STATICTEXT

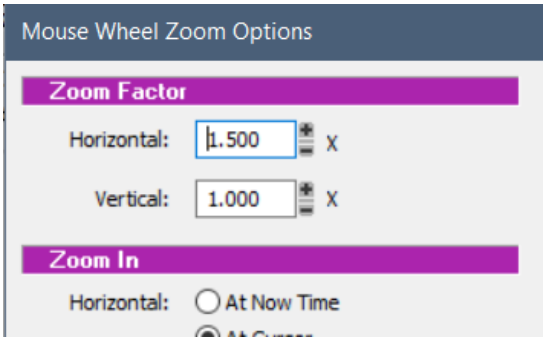
shows up in the Track View vertical rule text:



Dialog Box Banner Text	SCREEN_BANNER_TEXT
Dialog Box Banner Background	SCREEN_BANNER_BKGD

Headings in dialog boxes:





Alternative Text #1	IDR_CLR_GLOBAL_09

Selected ProChannel module header text

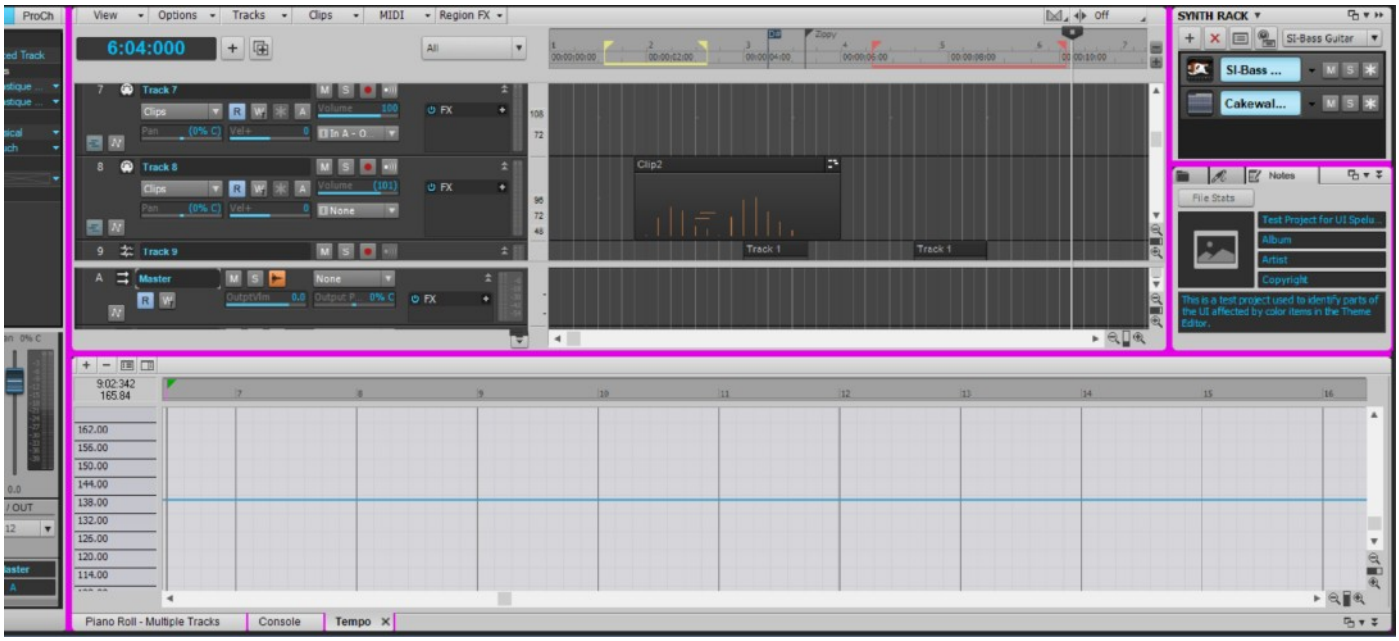
Alternative Text #2	IDR_CLR_GLOBAL_11

1. Control Bar modules:Custom, Screenset, Sync, Mix Recall, ACT, Markers:

2. Track view header strips drop-menu text (including Sends):

Sizing Bar Background IDR_CLR_GLOBAL_O2

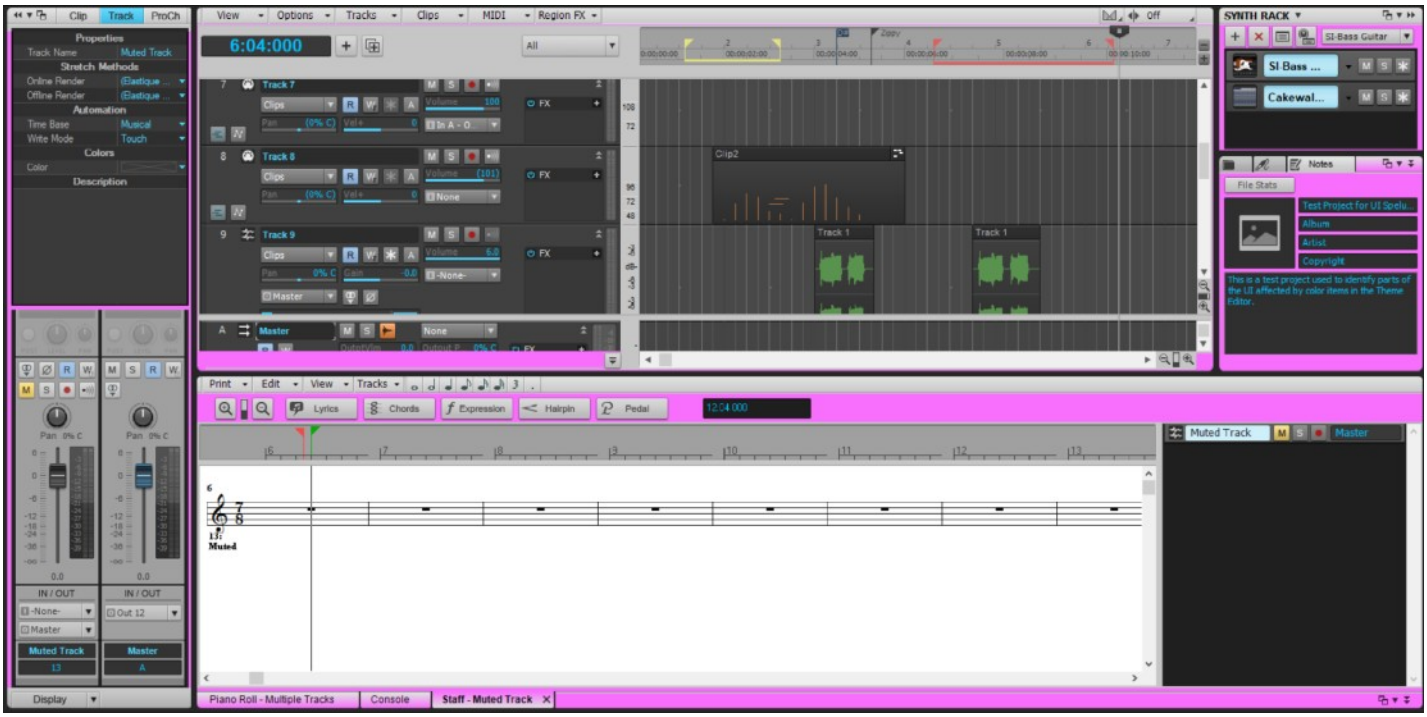
Re-sizing bars; Multi-dock tab separator lines:



Note that, in practice, anything other than a dark color is probably not going to work so well - the multi-doc tabs really need it.

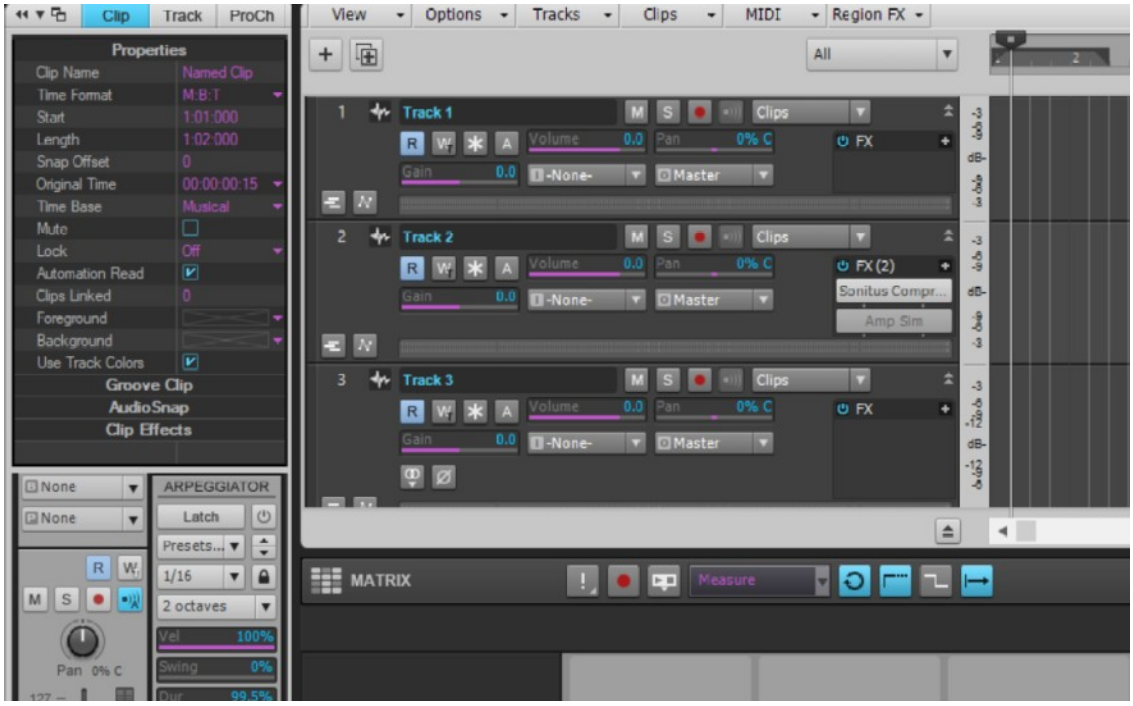
View Border IDR_CLR_GLOBAL_03

Skylight Interface borders; Multi-dock tabs; Staff view toolabar background:



Horizontal Sliders	IDR_CLR_GLOBAL_05	

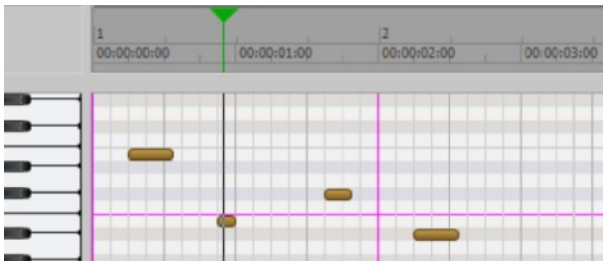
- Track View/Inspector control slider bars;
- Clip/Track/Bus property value text;
- Matrix View drop-down text:

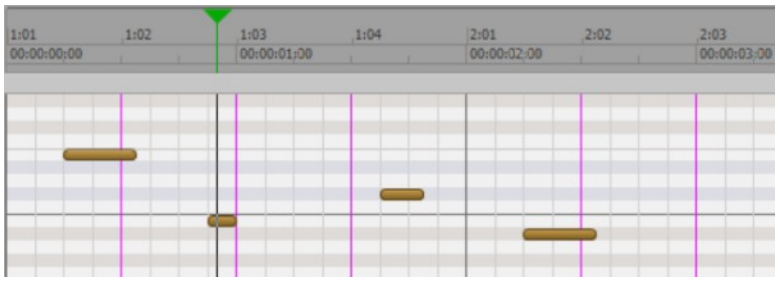


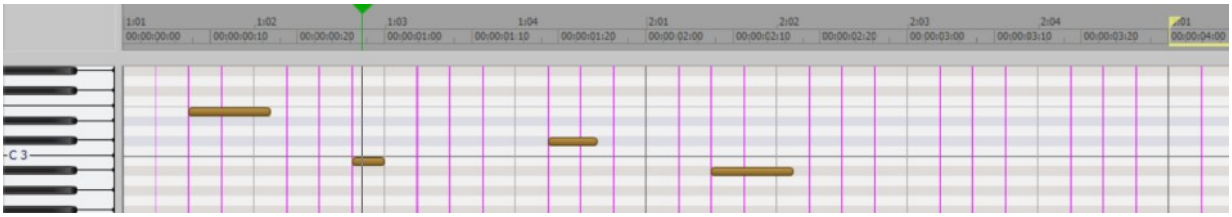
Alternative Color #1	IDR_CLR_GLOBAL_15	Not yet identified
Drop Indicator	IDR_CLR_GLOBAL_22	Not yet identified

Major Rules	SCREEN_BIGRULES
Beat Rules	SCREEN_BEATRULES
Grid Rules	SCREEN_GRID_RULES

PRV Major Rule lines, Beat lines, and minor grid lines:







Quick Group	SCREEN_WIDG_QUICKGROUP	

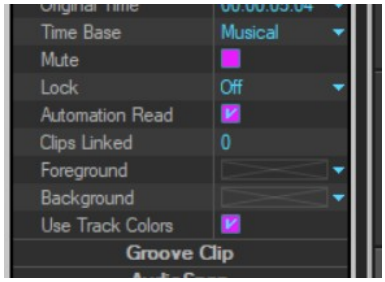
More on Quick Groups . Here is where the color shows up:

Enable/Disable Toggles	SCREEN_FX_BYPASS	Not yet identified
Zoom Fader	IDR_CLR_GLOBAL_12	

Zoom Horizontal Background	(img)	
Zoom Vertical Background	(img)	

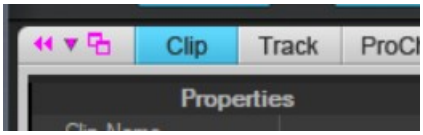
Frame Rounded Corner Bottom Left	(img)	Not yet identified
Frame Rounded Corner Bottom Right	(img)	Not yet identified
Check Box Small ON	(img)	
Check Box Small OFF	(img)	

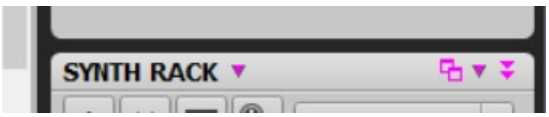
In Track/Clip properties:



Dock	(img)
Undock	(img)
Drop	(img)
Dockbar Right	(img)
Dockbar Left	(img)
Dockbar Up	(img)
Dockbar Down	(img)

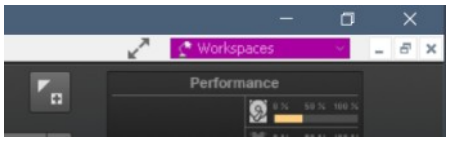
These seven items are used in several places throughout the Skylight UI for showing and hiding panels:



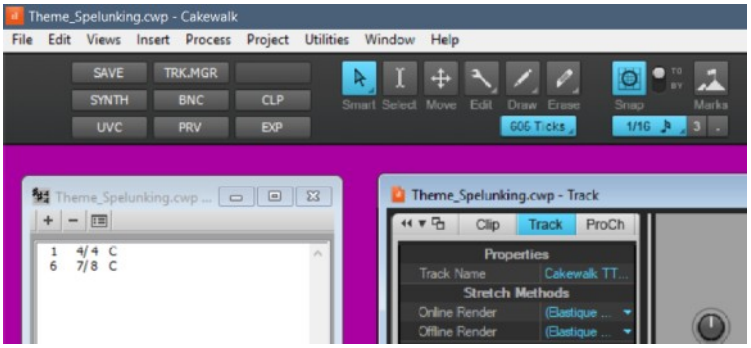


Lenses dropdown menu	(img) IDB_WORKSPACES_DRP	

The "Lenses" feature is now called "Workspaces":



Full Screen toggle	(img) IDB_FULL_SCREEN	(see image above)
Wallpaper	(img) IDB_WALLPAPER_PRODUCER	

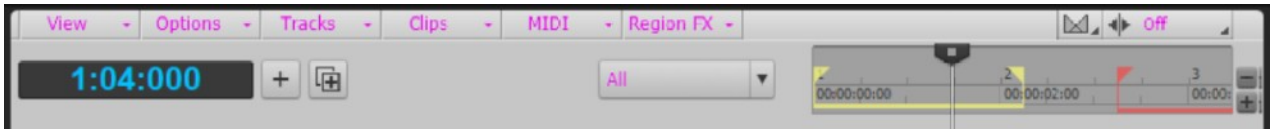


1.1. Global | Menus

View Menu Text	IDR_CLR_GLOBAL_01

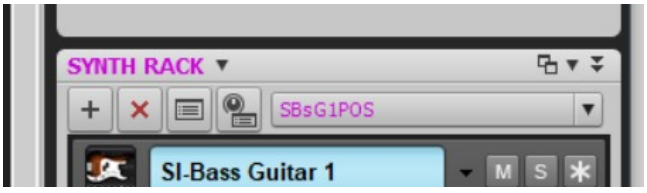
This impacts a lot of different places in the UI:

1. Track View drop-down menu text:

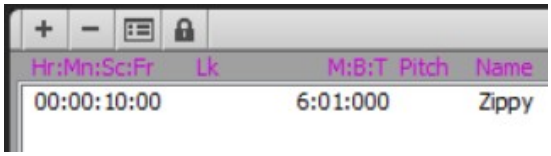


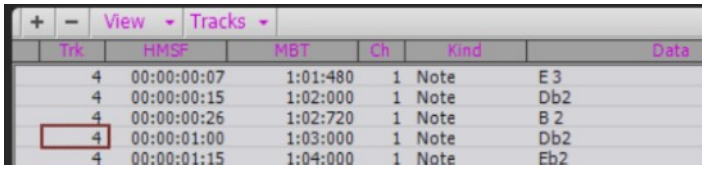
2. Multidock Tab labels:

3.Docked window titles and drop-down menu text; ProChannel text and values:

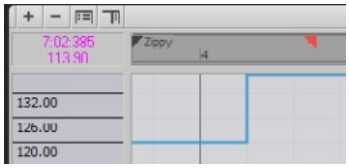


5. Marker View, and Event List View column headers:

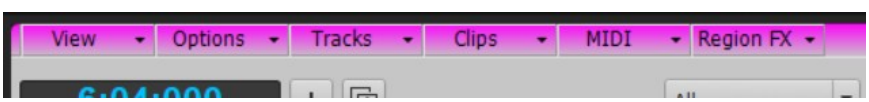


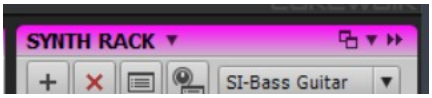


6. Tempo View mouse cursor location read-out text:

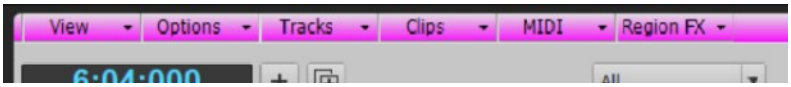


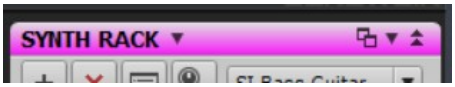
MenuBar Gradient Start	IDR_CLR_GLOBAL_16	



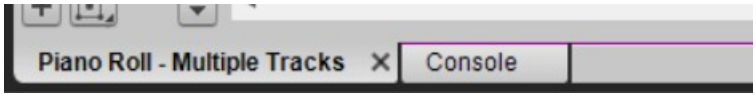


MenuBar Gradient End	IDR_CLR_GLOBAL_17	





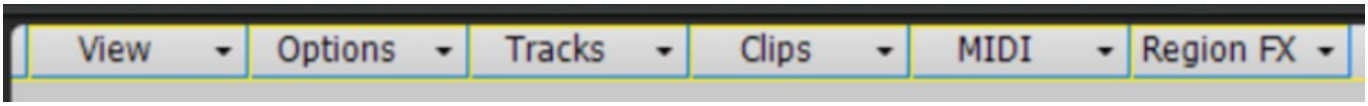
Note that Multidock tabs are NOT affected by this color item, unlike "Gradient Start" (although there is a thin line visible):



MenuBar Border Light	SCREEN_MENUBAR_BORDER_LITE	(yellow)
MenuBar Border Dark	SCREEN_MENUBAR_BORDER_DARK	(blue)

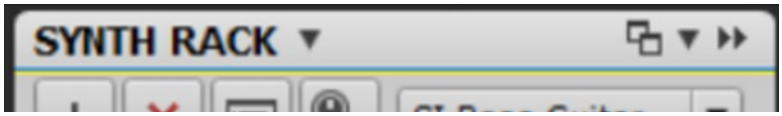
You can see how the two colors are used in various places in the UI:

Track View:



Tempo View:

Synth Rack:



1.2. Global | Scroll bars

Scroll Bar Background	IDR_CLR_GLOBAL_04	light pink:
Scroll Bar Thumb	IDR_CLR_GLOBAL_18	dark pink:

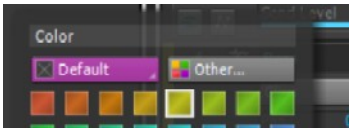
Zoom In	(img)
Zoom Out	(img)

You can see these in the previous entry, the two "magnifying glass" icons for zooming the workspace in and out.

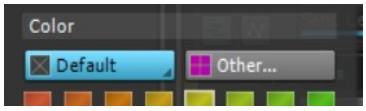
1.3. Global | Track Color Picker

Background	(img)

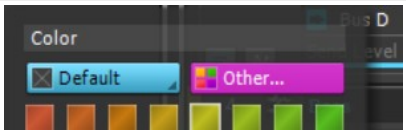
Color drop-down	(img)



Other Color Empty	(img)



Other Color Button	(img)



1.4. Global | About Box

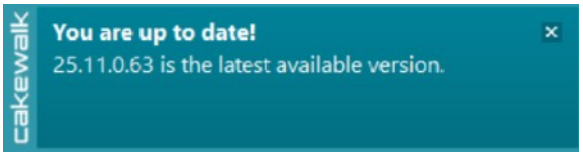
Background	(img)

I don't know where the following logos are used in the UI:

ARA logo	(img)
ReWire logo	(img)
ASIO logo	(img)
VST logo	(img)

DXi logo	(img)
Izotope Radius logo	(img)
SoundCloud logo	(img)

1.5. Global | Toast notifications



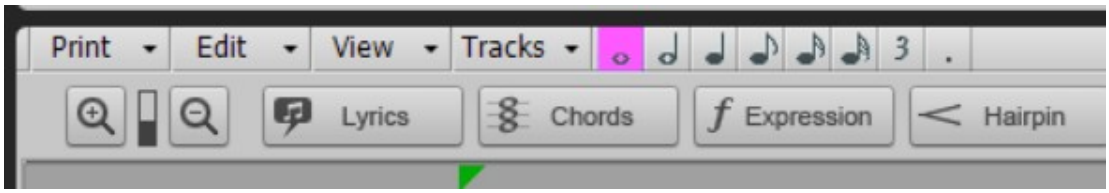
These items are all pretty obvious.

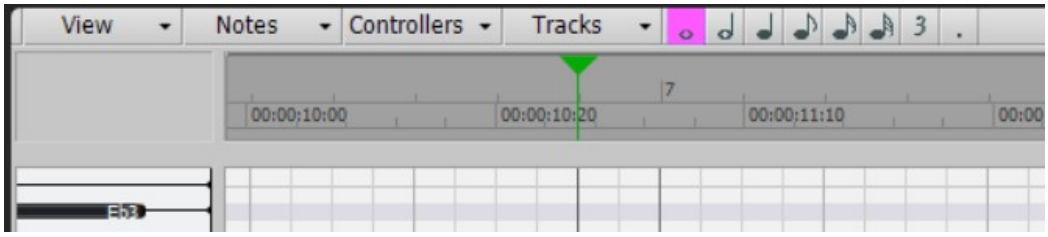
Cakewalk logo	(img)
Close button	(img)
Warning icon	(img)
Error icon	(img)

1.6. Global | Note Draw Duration Buttons

These are used in Staff view; and also the Piano Roll view:

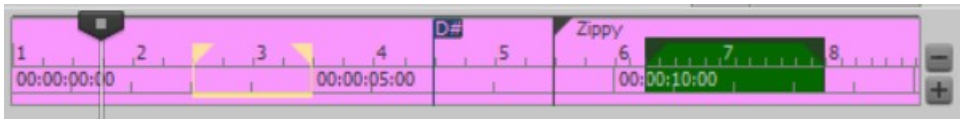
Whole	IDB_NOTE_DURATION_WHOLE
1/2	IDB_NOTE_DURATION_HALF
1/4	IDB_NOTE_DURATION_QUARTER
1/8	IDB_NOTE_DURATION_8TH
1/16	IDB_NOTE_DURATION_16TH
1/32	IDB_NOTE_DURATION_32ND
Triplet	IDB_NOTE_DURATION_TRIPLET
Dotted	IDB_NOTE_DURATION_DOTTED



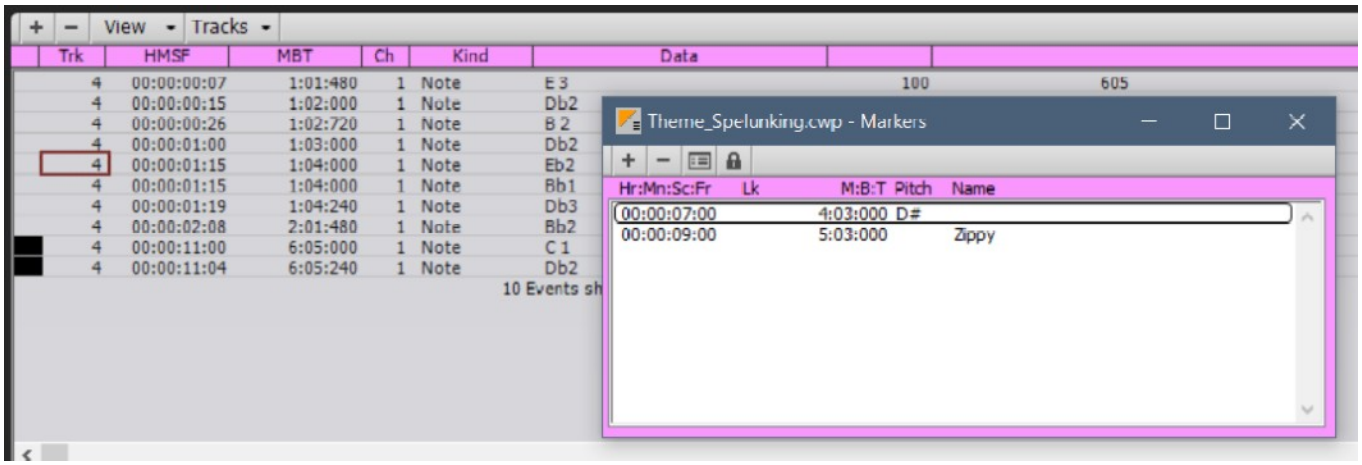


2. Time ruler

Time Ruler Background SCREEN_TV_RULER_BKGND

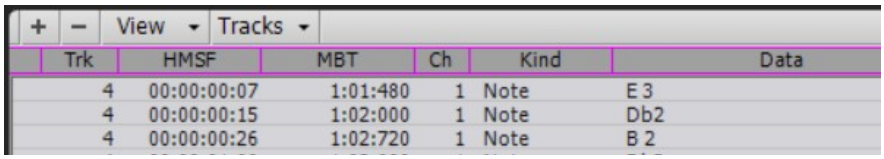


Note this also affects Marker View and Event List View:

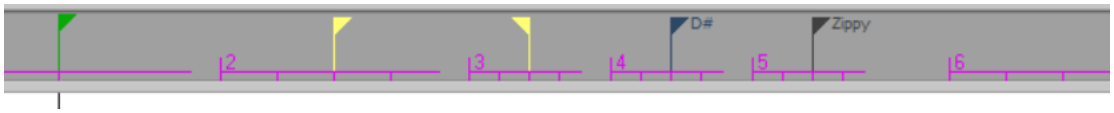


Track View Time Ruler Digits SCREEN_TV_RULER_TEXT

Note this also affects Event List View:



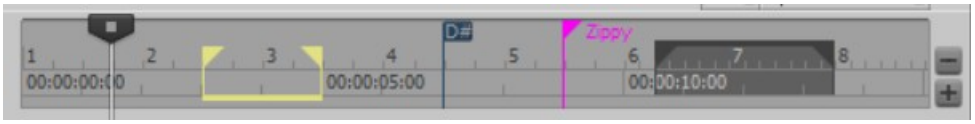
And Staff View uses this color item for both digits and tick marks:



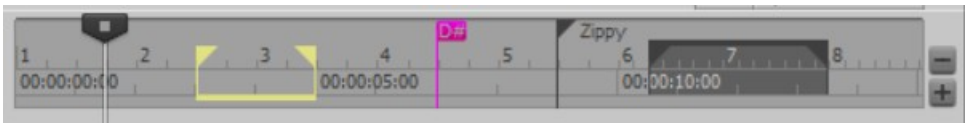
Time Ruler Tick Marks SCREEN_TIME_RULER_TIK

2.1. Time ruler | Markers

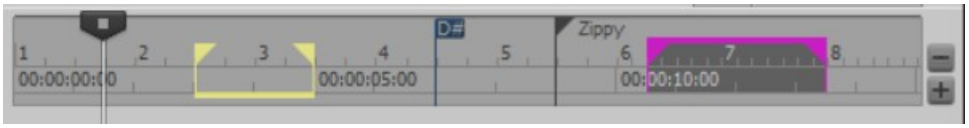
Markers	SCREEN_MARKERS



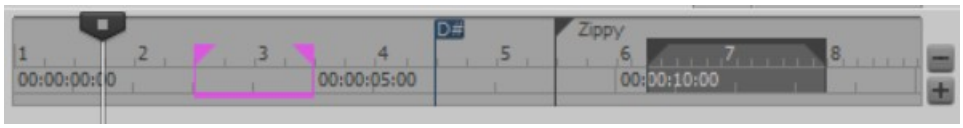
Pitch Markers	SCREEN_PITCH_MARKER



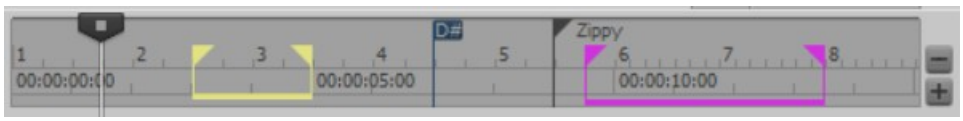
Selection Markers	SCREEN_SELPOINTS



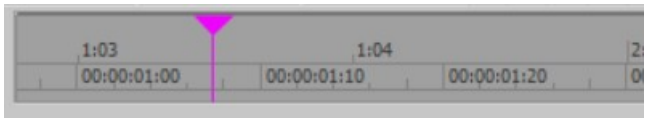
Loop Markers	SCREEN_LOOPPOINTS



Punch Record Markers	SCREEN_PUNCHPOINTS



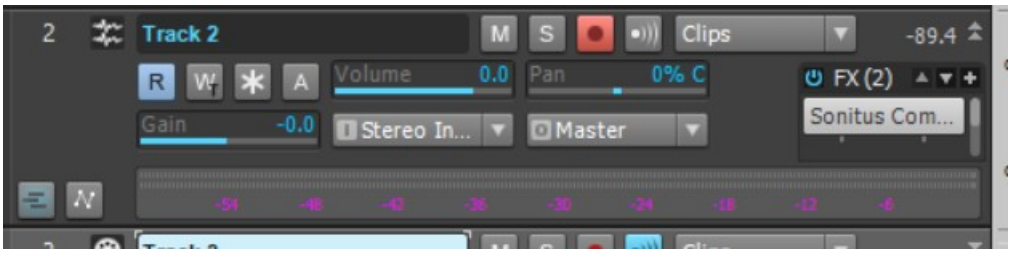
Now Time Marker	SCREEN_NOWTIME_MARKER

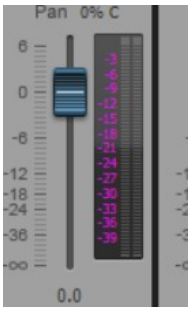


3. Meters

3.1. Meters | Segmented meters

VU Tick Marks	SCREEN_VU_TIK_TEXT	





3.2. Meters | Non-segmented meters

These colors only apply when the display is set to Non-segmented meters:

VU Lo level	SCREEN_VU_COLD	light grey
VU Hi level	SCREEN_VU_HOT	
VU Tick Marks	IDR_CLR_GLOBAL_21	pink

The Tick Marks do not appear in the Track Header strips, only the Console.

3.3. Meters | Track view meters

These items are mostly straight-forward. The images are intelligently resized along with the track strips.

Vertical Audio Meters	(img)	
Vertical Audio Meters (narrow)	(img)	
Vertical Audio Meters (very narrow)	(img)	
Vertical Audio Meter Scale background	(img)	Not yet identified
Horizontal Audio Meters	(img)	
Horizontal Audio Meters (narrow)	(img)	
Horizontal Audio Meters (very narrow)	(img)	
Horizontal Audio Meter Scale background	(img)	Not yet identified
Vertical MIDI Meters	(img)	
Horizontal MIDI Meters	(img)	
Background VR	(img)	Not yet identified

3.4. Meters | Console view meters

These items are mostly straight-forward.

Audio Meters	(img)
Meter background	(img)
Audio Meters (narrow)	(img)
Audio Meters (very narrow)	(img)
MIDI Meters	(img)

4. Control Bar

Background Fill	(img)	Not yet identified

Cakewalk logo	(img)

Appears on the far right of the control bar.

Go to First Module	(img)
Go to Previous Module	(img)
Go to Next Module	(img)
Go to Last Module	(img)

Applies to when the main window is narrower than the visible set of modules:

Go to First Module (collapsed)	(img)
Go to Previous Module (collapsed)	(img)
Go to Next Module (collapsed)	(img)
Go to Last Module (collapsed)	(img)

Same as above, only for "collapsed" control bar:

Scroll Fade	(img)

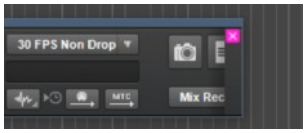
Transparent "fade out" appears when the Go to buttons are visible:

Background (collapsed)	(img)

Appears to be overlayed with the module's "collapsed background". Some kind of alpha-channel (transparency) is applied. In this case, a solid pink rectangle appears as:

Close	(img)

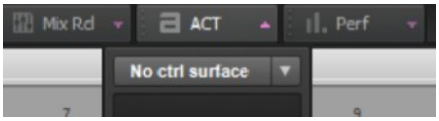
Only visible when the control bar is floating:



Scroll Go To	(img)	Not yet identified

Collapsed Background Pop-up	(img)

Little up/down arrows, only used when the control bar is "collapsed":



Left Border Grip (img)

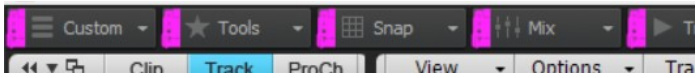
Not visible when control bar modules are"locked"

Left Border No Grip (img)

Only applies when "Lock Module Order" is selected (not visible when justified or centered):

Collapsed Vertical Background (img)

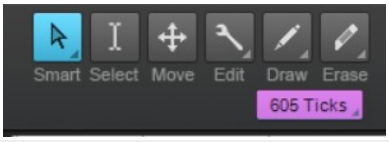
Collapsed Vertical Background Left Grip (img)



Collapsed Vertical Background Left (img) Not yet identified

Menu Button (img)

I've only seen this used on the Tools module:



Menu (wide) (img)

Looks as though this is used in Sync, Mix Recall, ACT, and Marker modules:

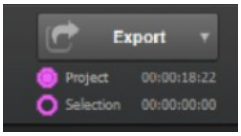
Menu (medium) (img)

Used by the Sync module when sized to "Small":

Menu (narrow) (img)

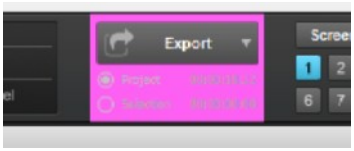
Used in Mix Recall and ACT when modules are resized to "Small":

Radio Button	(img)	



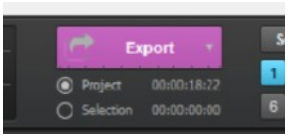
4.1. Control bar| Modules | Export

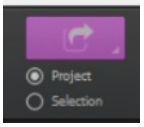
Background (large)	(img)	
Background (small)	(img)	



Background (collapsed)	(img)	

Icon	(img)	Not yet identified
Menu Button (large)	(img)	
Menu Button (small)	(img)	





4.2. Control bar | Modules | Tools

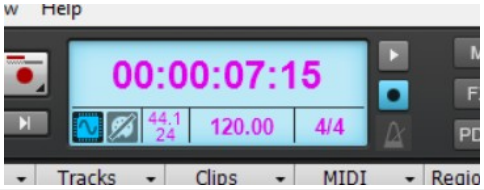
Background	(img)	TBD
Demo Background	(img)	TBD
Background (small)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Smart Tool	(img)	TBD
Smart Tool (customized)	(img)	TBD
Select Tool	(img)	TBD
Move Tool	(img)	TBD
Edit Tool	(img)	TBD
Timing Tool	(img)	TBD
Comp Tool.png	(img)	TBD
Split Tool	(img)	TBD
Draw Tool	(img)	TBD
Pattern Tool	(img)	TBD
Line Tool	(img)	TBD
Sine Tool	(img)	TBD
Triangle Tool	(img)	TBD
Square Tool	(img)	TBD
Saw Tool	(img)	TBD
Random Tool	(img)	TBD
Erase Tool	(img)	TBD
Mute Tool	(img)	TBD
Tools Module HUD background	(img)	TBD

4.3. Control bar | Modules | Snap

Background	(img)	TBD
Background (medium)	(img)	TBD
Background (small)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Smart Grid	(img)	TBD
Standard Grid	(img)	TBD
To/By toggle	(img)	TBD
Landmarks button	(img)	TBD
Menu	(img)	TBD
Triplets button	(img)	TBD
Dotted Note button	(img)	TBD
Whole Note	(img)	TBD
1/2 Note	(img)	TBD
1/4 Note	(img)	TBD
1/8 Note	(img)	TBD
1/16 Note	(img)	TBD
1/32 Note	(img)	TBD
1/64 Note	(img)	TBD
1/128 Note	(img)	TBD
Whole Note (small)	(img)	TBD
1/2 Note (small)	(img)	TBD
1/4 Note (small)	(img)	TBD
1/8 Note (small)	(img)	TBD
1/16 Note (small)	(img)	TBD
1/32 Note (small)	(img)	TBD
1/64 Note (small)	(img)	TBD
1/128 Note (small)	(img)	TBD

4.4. Control bar | Modules | Transport

Text	IDR_CLR_CB_01	



Background	(img)	TBD
Background (small)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Rewind	(img)	TBD
Rewind (small)	(img)	TBD
Stop	(img)	TBD
Stop (small)	(img)	TBD
Play	(img)	TBD
Play (small)	(img)	TBD
Pause	(img)	TBD
Pause (small)	(img)	TBD
Forward	(img)	TBD
Forward (small)	(img)	TBD
Record	(img)	TBD
Record (small)	(img)	TBD
Record Overwrite	(img)	TBD
Record Overwrite (small)	(img)	TBD
Record Sound on Sound	(img)	TBD

Record Sound on Sound (small)	(img)	TBD
Step Record	(img)	TBD
Step Record (small)	(img)	TBD
RTZ	(img)	TBD
Go to End	(img)	TBD
Now Slider	(img)	TBD
Metronome During Playback	(img)	TBD
Metronome During Record	(img)	TBD
Metronome Settings	(img)	TBD
Viewport Background	(img)	

Only appears during project load and mixdown and similar temporary processes:

Audio Engine	(img)	TBD
Dropout Indicator	(img)	TBD
MIDI Panic	(img)	TBD
Progress Bar Cancel	(img)	

See image under "Viewport Background" above.

4.5. Control bar | Modules | Mix

Background	(img)	TBD
Background (medium)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Mute/Unmute All Tracks	(img)	TBD
Mute/Unmute All Tracks (small)	(img)	TBD
Solo/Unsolo All Tracks	(img)	TBD
Solo/Unsolo All Tracks (small)	(img)	TBD
Arm/Unarm All Tracks	(img)	TBD
Arm/Unarm All Tracks (small)	(img)	TBD
Input Echo On/Off All Tracks	(img)	TBD
Input Echo On/Off All Tracks (small)	(img)	TBD
FX	(img)	TBD
FX (small)	(img)	TBD
PDC	(img)	TBD
PDC (small)	(img)	TBD
Exclusive Solo	(img)	TBD
Exclusive Solo (small)	(img)	TBD
Dim Solo Mode	(img)	TBD
Dim Solo Mode (small)	(img)	TBD
Envelope/Offset Mode	(img)	TBD
Envelope/Offset Mode (small)	(img)	TBD
Plug-in Upsampling	(img)	TBD
Plug-in Upsampling (small)	(img)	TBD
Read Automation	(img)	TBD
Read Automation (small)	(img)	TBD
Clear All Automation Write Enables	(img)	TBD
Clear All Automation Write Enables (small)	(img)	TBD

4.6. Control bar | Modules | Loop

Background (large)	(img)	TBD
Background (small)	(img)	TBD

Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Loop On/Off	(img)	TBD
Set Loop Points to Selection	(img)	TBD

4.7. Control bar | Modules | Performance

Background 4 Cores	(img)	TBD
Background 8 Cores	(img)	TBD
Background 16 Cores	(img)	TBD
Background 32 Cores	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Disc Lamp	(img)	TBD
Meters (Normal)	SCREEN_CB_PERF_MTR_NORMAL	TBD
Meters (Warn)	SCREEN_CB_PERF_MTR_WARN	TBD

4.8. Control bar | Modules | Select

Background (large)	(img)	TBD
Background (small)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Set From = Now	(img)	TBD
Set Thru = Now	(img)	TBD

4.9. Control bar | Modules | Punch

Background (large)	(img)	TBD
Background (small)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Auto-Punch Toggle	(img)	TBD
Set Punch Points To Selection	(img)	TBD

4.10. Control bar | Modules | Screenset

Background (large)	(img)	TBD
Background (medium)	(img)	TBD
Background (small)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Drop-down Menu (large)	(img)	TBD
Drop-down Menu (medium)	(img)	TBD
Screenset 1	(img)	TBD
Screenset 2	(img)	TBD
Screenset 3	(img)	TBD
Screenset 4	(img)	TBD
Screenset 5	(img)	TBD
Screenset 6	(img)	TBD
Screenset 7	(img)	TBD
Screenset 8	(img)	TBD
Screenset 9	(img)	TBD
Screenset 10	(img)	TBD

4.11. Control bar | Modules | ACT

Background	(img)	TBD
Background (small)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Properties	(img)	TBD
Properties (small)	(img)	TBD
ACT Learn Mode	(img)	TBD
ACT Learn Mode (small)	(img)	TBD
ACT Lock	(img)	TBD
ACT Lock (small)	(img)	TBD

4.12. Control bar | Modules | Markers

Background	(img)	TBD
Background (small)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Previous Marker	(img)	TBD
Previous Marker (small)	(img)	TBD
Next Marker	(img)	TBD
Next Marker (small)	(img)	TBD
Insert Marker	(img)	TBD
Insert Marker (small)	(img)	TBD

4.13. Control bar | Modules | Event Inspectors

Background	(img)	TBD
Background (small)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD

4.14. Control bar | Modules | Sync

Background	(img)	TBD
Background (small)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Internal Sync	(img)	TBD
MIDI Sync	(img)	TBD
SMPTE Sync	(img)	TBD
Audio Sync	(img)	TBD
Transmit MIDI Clock	(img)	TBD
Transmit MIDI Clock (small)	(img)	TBD
Transmit MTC	(img)	TBD
Transmit MTC (small)	(img)	TBD

4.15. Control bar | Modules | Custom

Background (large)	(img)	TBD
Background (medium)	(img)	TBD
Background (small)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD

Custom Button	(img)	

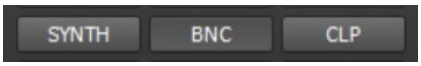
This is worth some research.

In **Mercury**, the button image is:

Let's see how that is reflected in the rendered UI:

From left to right we have: Normal; Mouse-over; and Un-assigned:

From left to right we have: Normal; Mouse Down/Clicked; and Normal:



So I'm going to conclude that the function of each sub-image is, from left to right:

- Normal
- Clicked/Mouse-down
- Mouse-over / Hover
- not used? not identified
- Blank / No function assigned

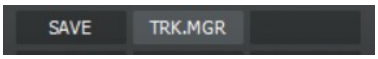
Let's compare:

In **Tungsten**, the button image is:

Interesting, we have some transparency/alpha-channel in play:

Let's see how that is reflected in the rendered UI:

From left to right we have: Normal; Mouse-over; and Un-assigned:



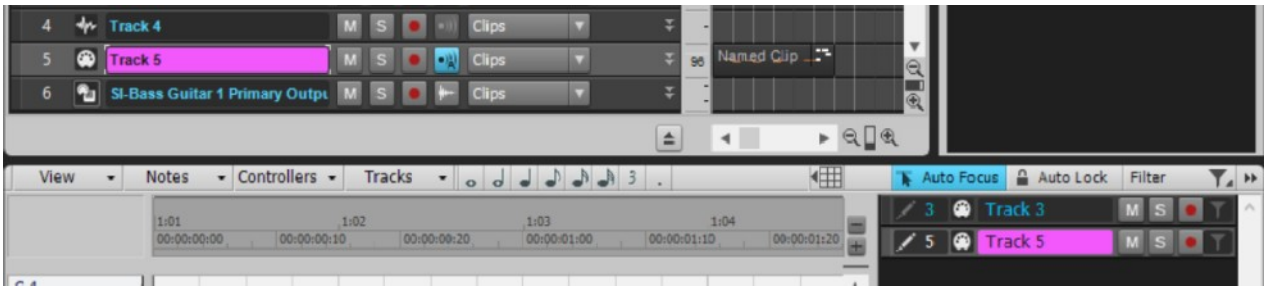
From left to right we have: Normal; Mouse-down/Clicked; and Normal:

4.16. Control bar | Modules | MixRecall

Background (large)	(img)	TBD
Background (medium)	(img)	TBD
Background (small)	(img)	TBD
Background (collapsed)	(img)	TBD
Icon	(img)	TBD
Save Scene	(img)	TBD
Save As New Scene	(img)	TBD
Previous Scene	(img)	TBD

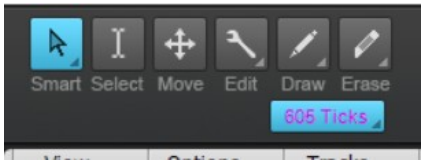
5. Track view

Focused Track Background IDR_CLR_GLOBAL_06



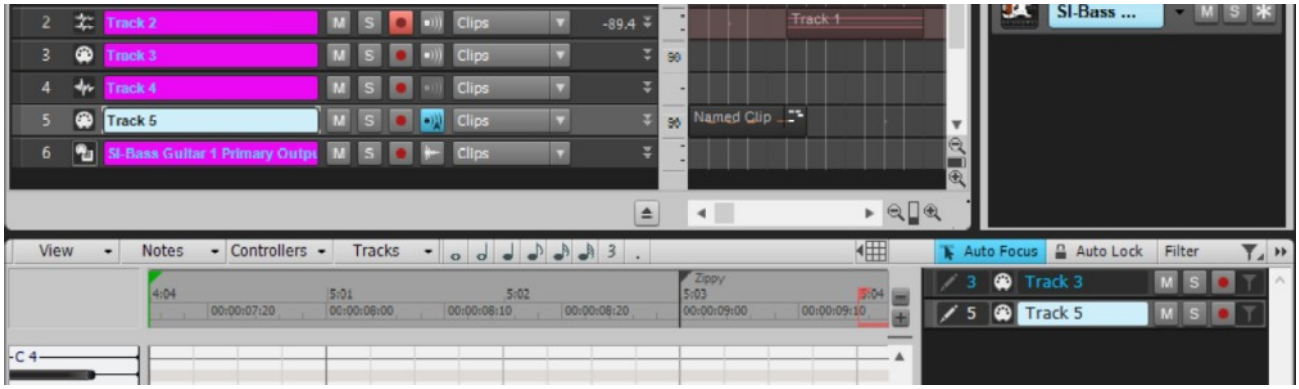
Focused Track Text IDR_CLR_GLOBAL_07

And note also: the **Tools Module** draw duration drop-down menu text



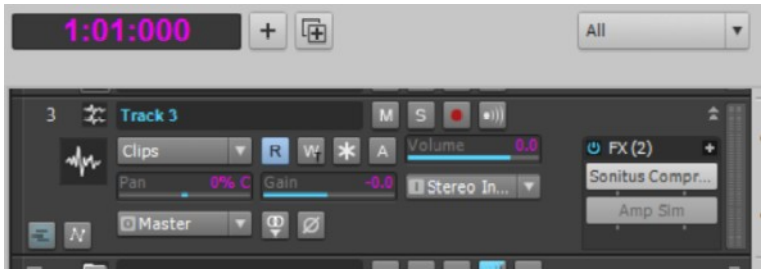
Unfocused Track Background IDR_CLR_GLOBAL_08

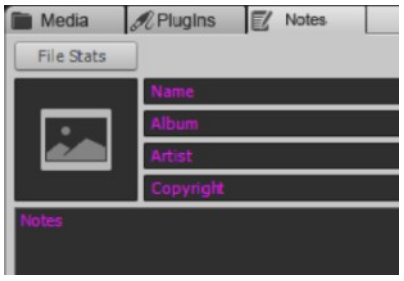
Track Name background. Note that it does **not** get used in the PRV for un-selected tracks:



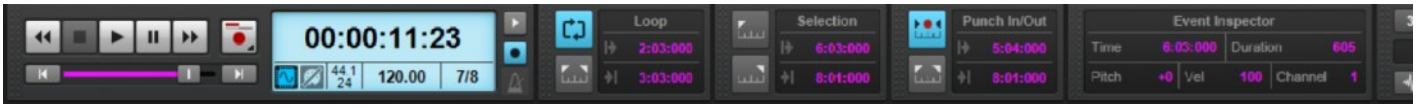
Unfocused Track Text IDR_CLR_GLOBAL_10

Although you might expect this to be Track View "unfocused track name", in fact those are controlled by a set of track type values (see below). This color item affects many, many other unrelated UI items: Control Value, Notes text; Help module text:

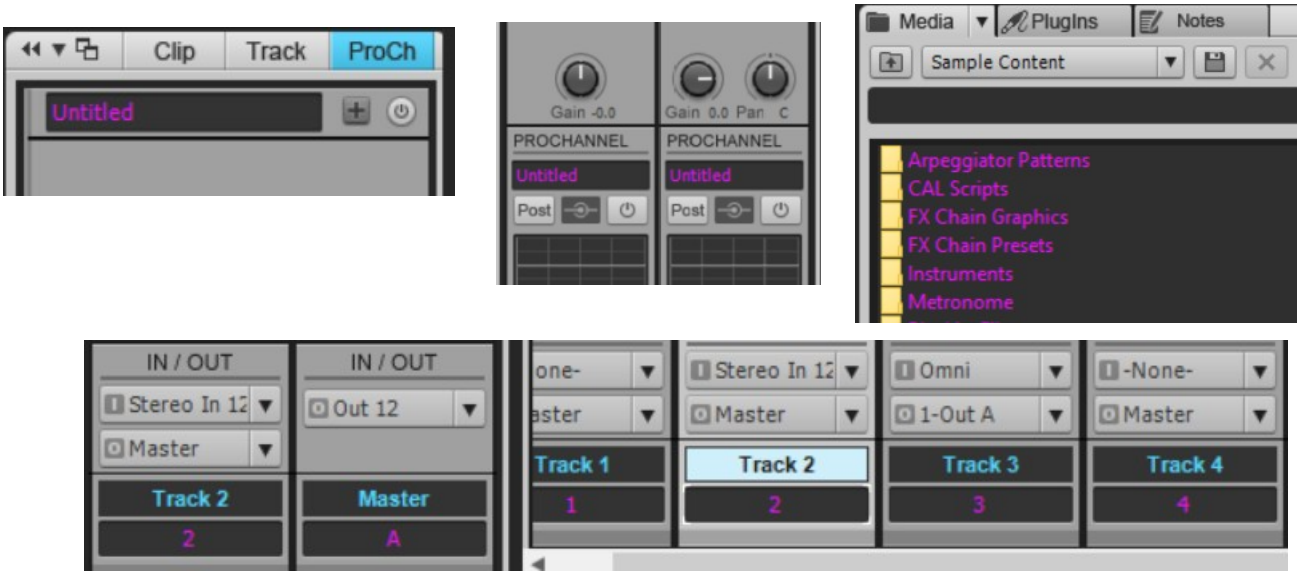




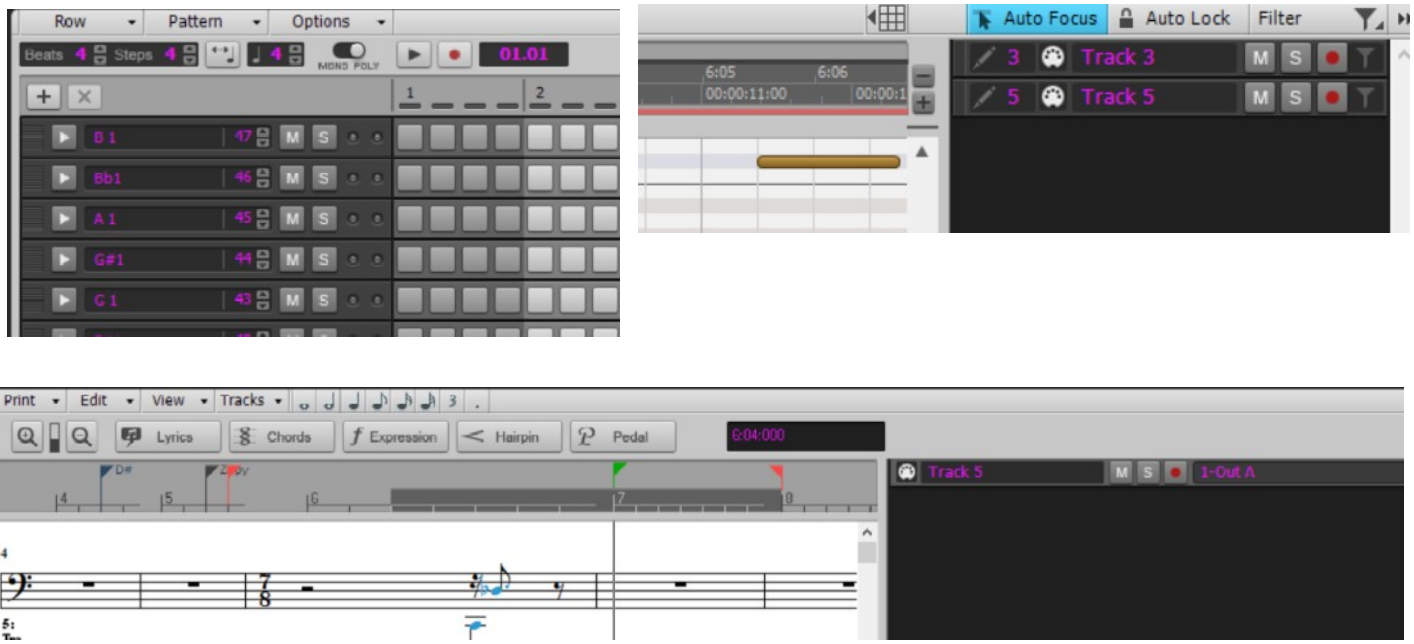
Transport Module Scroll bar; Control Bar module values:



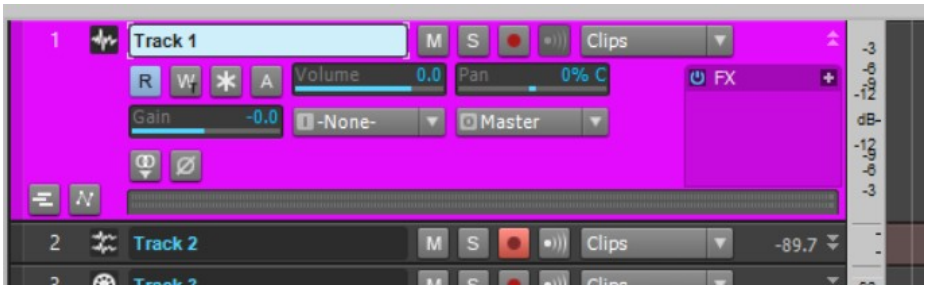
Media Browser Text; ProChannel preset name text; Track/Bus ID:



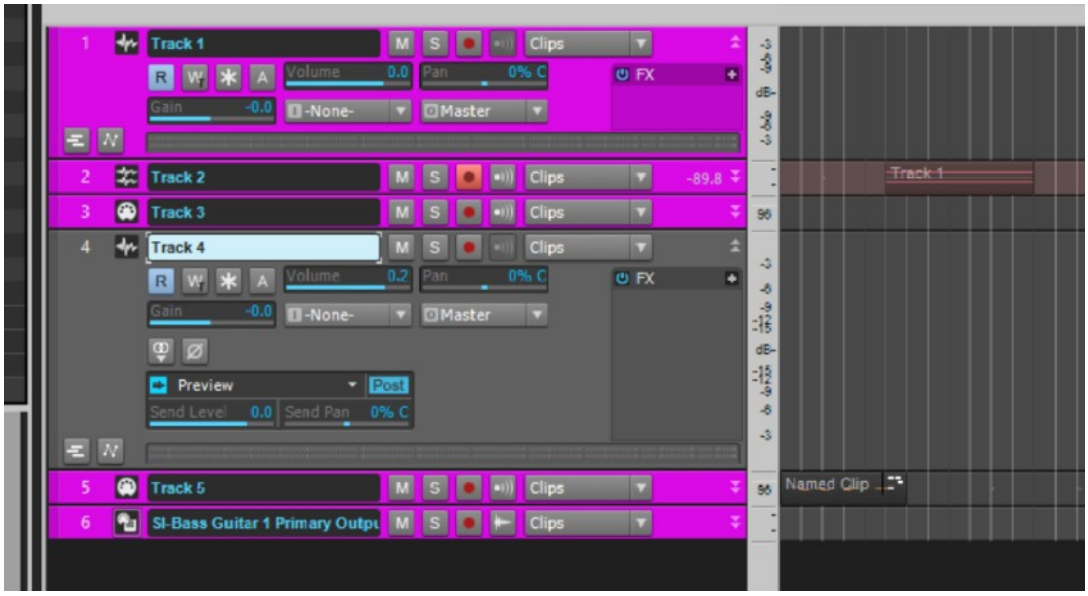
Step Sequencer values; and finally, unfocused track name text in PRV and Staff View (and values):



Focused Strip Background IDR_CLR_TV_06



Unfocused Strip Background IDR_CLR_TV_04

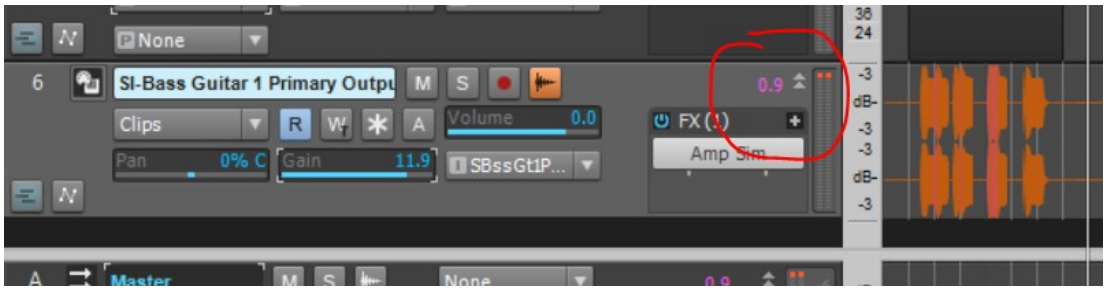


Track View Header Selected Track Number SCREEN_TVSTRIP_TRKNUM_SEL

Text of the selected track number digit:

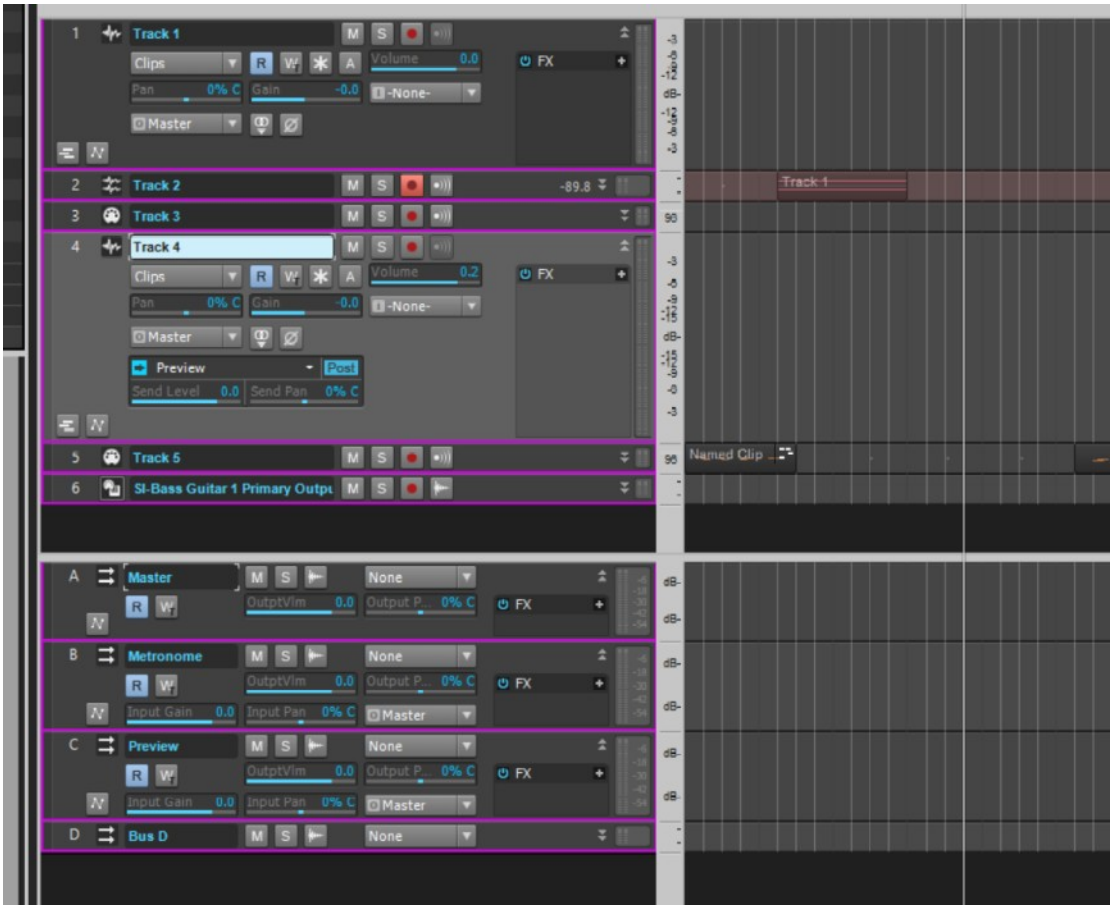
Track View Header Warning Text SCREEN_TVSTRIP_WARNTEXT

Appears to be the clipping value:



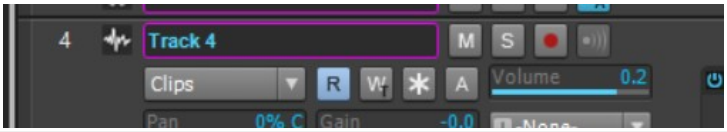
Track View Menu Bar Background SCREEN_MCB_BKGD Not yet identified

Pane Background	IDR_CLR_TV_05

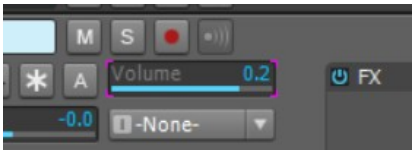


Control Outline	SCREEN_TVSTRIP_OUTLINE

Just the Track Name? Can this be right?

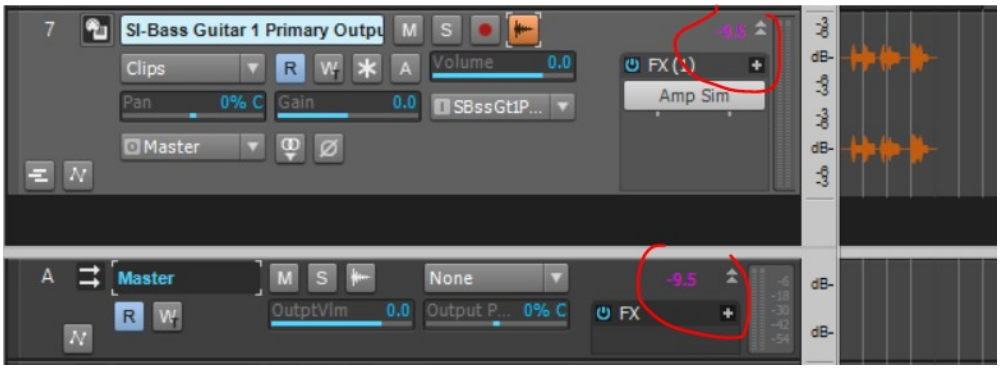


Current Control Outline	SCREEN_TVSTRIP_OUTLINE_HIGHLIGHT

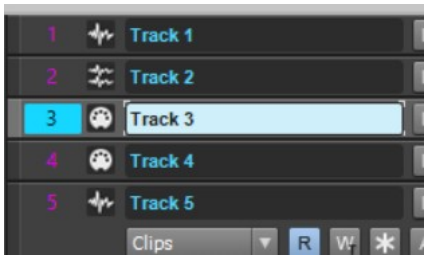


Strip Background	SCREEN_TVSTRIP_BKGND	Not yet identified
Control Background	SCREEN_TVSTRIP_BKGND_SHADE	Not yet identified
Control Text and Values	SCREEN_TVSTRP_TEXT	Not yet identified
Disabled Control Text	SCREEN_TVSTRP_TEXT_DISABLED	Not yet identified

Header Peak Text	SCREEEN_TVSTRIP_PEAKTEXT	



Header Track Number	SCREEN_TVSTRIP_TRKNUM

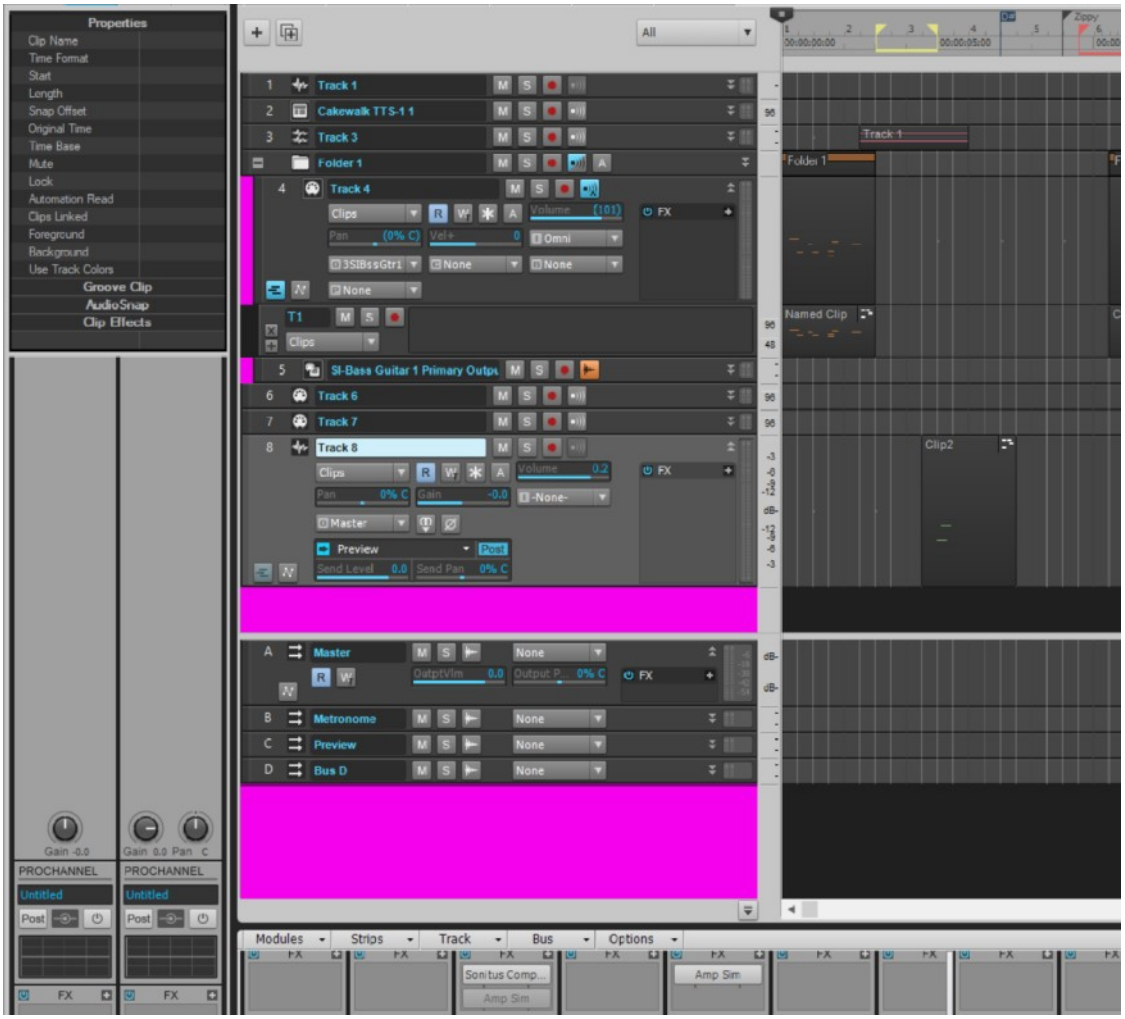


Note that this is not used by PRV track list. (See instead "Unfocused Track Text", above)

Bus Name Text	SCREEN_TVSTRIP_NMTEXT	red
MIDI Track Name Text	SCREEN_TVSTRIP_NMTEXT_MID	yellow
Audio Track Name Text	SCREEN_TVSTRIP_NMTEXT_AUD	green
Instrument Track Name Text	SCREEN_TVSTRIP_NMTEXT_INSTR	blue
Folder Name Text	SCREEN_TVSTRIP_NMTEXT_FOLDER	pink

Note that selected track uses selected track name color for all track types.

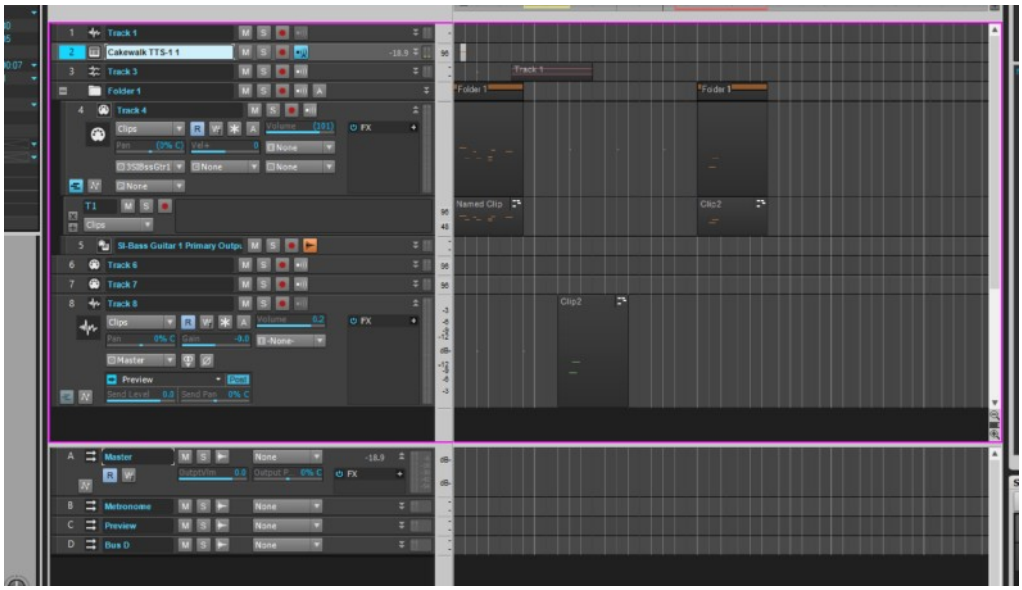
Strip Under	SCREEN_TVSTRIP_UNDER	



Track Icons Background	SCREEN_TVSTRIP_ICON_BKGD	Not yet identified
Control Icon	SCREEN_TVSTRIP_WIDGET_ICON	Not yet identified

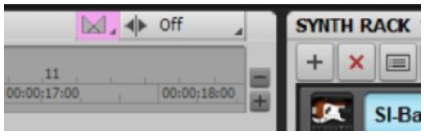
Active Outline	SCREEN_TV_ACTIVE_OUTLINE

It's a box that outlines either the Track or Bus pane. depending on whether a Track or Bus is selected:

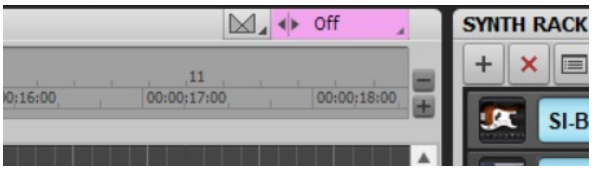


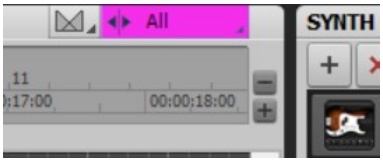
Slider Background	SCREEN_TV_SLIDER_BG	Not yet identified
Track Name Outline	SCREEN_TV_BUTTON_OUTLINE	Not yet identified
Track Inspector Background	SCREEN_TI_BKGD	Not yet identified
Header Time Display	SCREEN_TRKHEADER_FONT	Not yet identified

Auto Crossfade Button (img)



Ripple Edit Button (img)

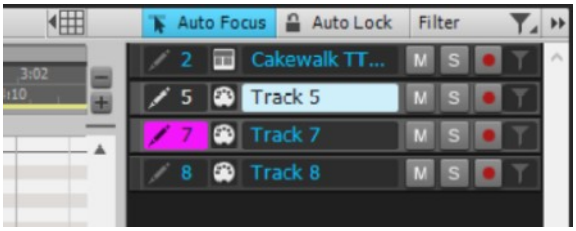




5.1. Track view | Track Pane

Active Track	SCREEN_CURRENT_TRACK	Not yet identified
Selected Track	SCREEN_SELECT_TRACK	

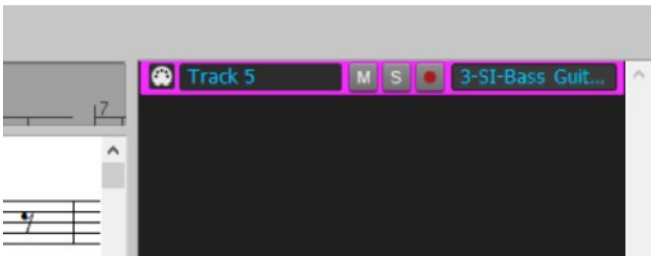
Also used in PRV:



Strip Selection	SCREEN_SELECT_STRIP	Not yet identified

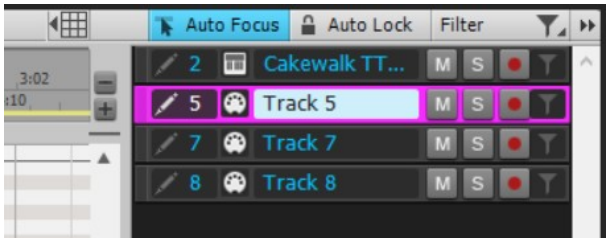
Strip Background (img)

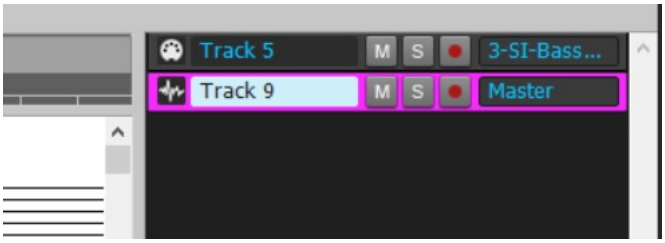
PRV and Staff view:



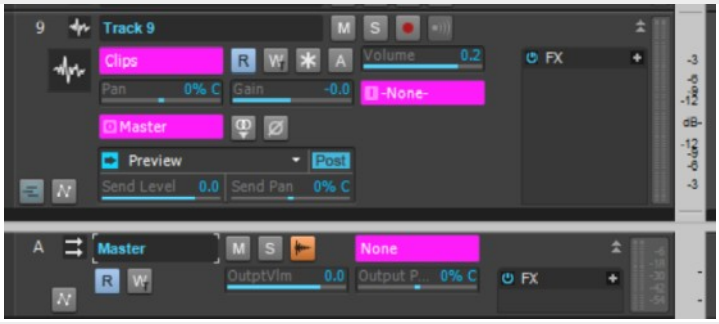
Active Strip Background (img)

PRV and Staff view:



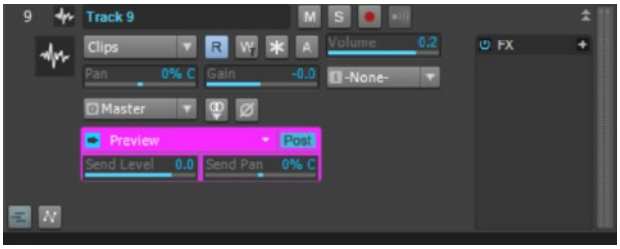


Menu Button (img)



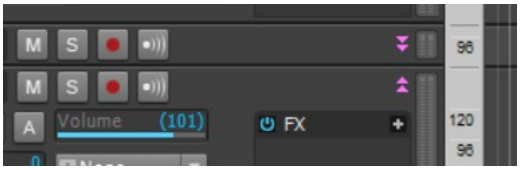
Description Field (img)

Track view Send background (!):



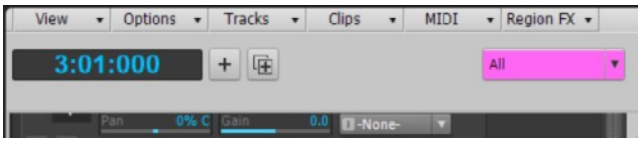
Why not the other controls (pan, volume, etc)?

Minimize/Expand Strip (img)



Duplicate Track button (img) TBD

Edit Filter (img)



Read Automation (img)

Eight possible states:

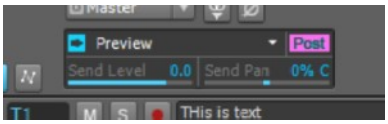
- Enabled, Inactive (Off)
- Mouse down (pressed) when Inactive
- Mouse over (highlight) when initially Inactive
- Enabled, active (On) - this is the defalt state for "Read Automation")
- Mouse down (pressed) when Active
- Mouse over (highligh) when initially Active
- unknown state (disabled?)
- Indicates that there are multiple take lanes with different Read Automation states

Global Read Automation Disable (img)

Compare with previous item. Also:

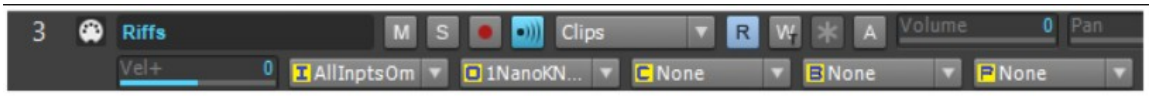
Left: Global Override=Enable (default); Right: Global Override=Bypass

Write Automation	(img)	TBD
Write Automation Latch	(img)	TBD
Write Automation Overwrite	(img)	TBD
Write Automation Touch	(img)	TBD
Freeze	(img)	TBD
Archive	(img)	TBD
Mute	(img)	TBD
Mute Automation	(img)	TBD
Mute Tri-state	(img)	TBD
Solo	(img)	TBD
Solo Tri-state	(img)	TBD
Arm for Recording	(img)	TBD
Arm for Recording Tri-state	(img)	TBD
Input Echo	(img)	TBD
Input Echo Tri-state.png	(img)	TBD
Interleave	(img)	TBD
Phase	(img)	TBD
Send Enable	(img)	TBD
Send Pre/Post	(img)	



Input Control Icon	(img)	"I"
Output Control Icon	(img)	"O"
Channel Control Icon	(img)	"C"
Bank Control Icon	(img)	"B"
Patch Control Icon	(img)	"P"

See the items here in yellow:



Show/Hide Take Lanes	(img)	

Six possible states:

- No take lanes exist
- Pressed (when no take lanes exist)
- Mouse over (when no take lanes exist)
- Take lanes open and visible
- unknown state (disabled?)
- Take lanes exist but not currently expanded

Add Lane	(img)	TBD

Remove Take Lane	(img)	TBD
Show/Hide Automation Lanes	(img)	TBD

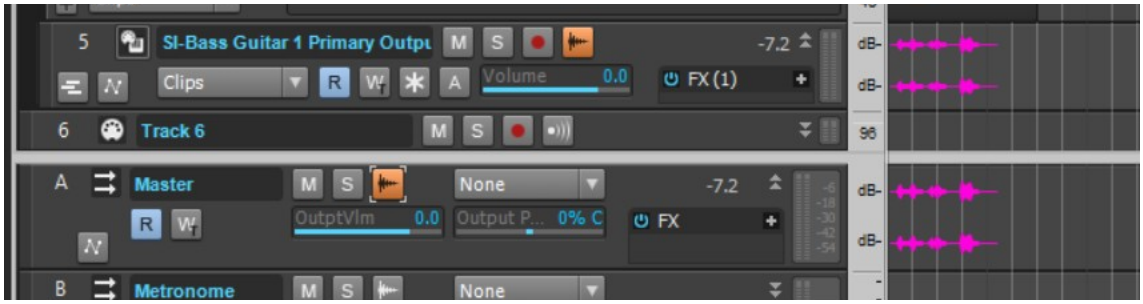
Open Synth Properties	(img)	Not yet identified

It's possible this used to be an overlay on the track header icon for VST instruments, but is no longer used for that purpose.

5.2. Track view | Bus Pane

Bus Waveform Preview	SCREEN_BUS_WAVERFORM_PREVIEW

Both Track and Bus waveform preview:



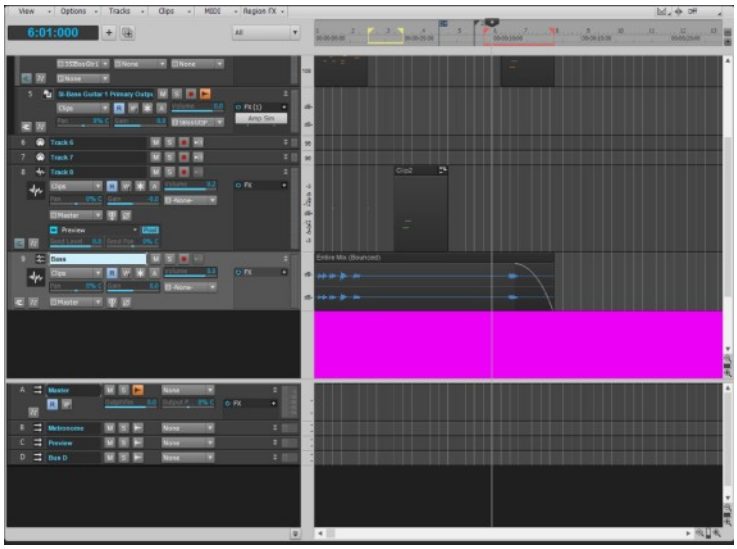
Waveform Preview	(img)	

This is the button in the track strip that enables the waveform preview.

Bus Pane Hide	(img)	TBD
Bus Pane Show	(img)	TBD

5.3. Track view | Clips Pane

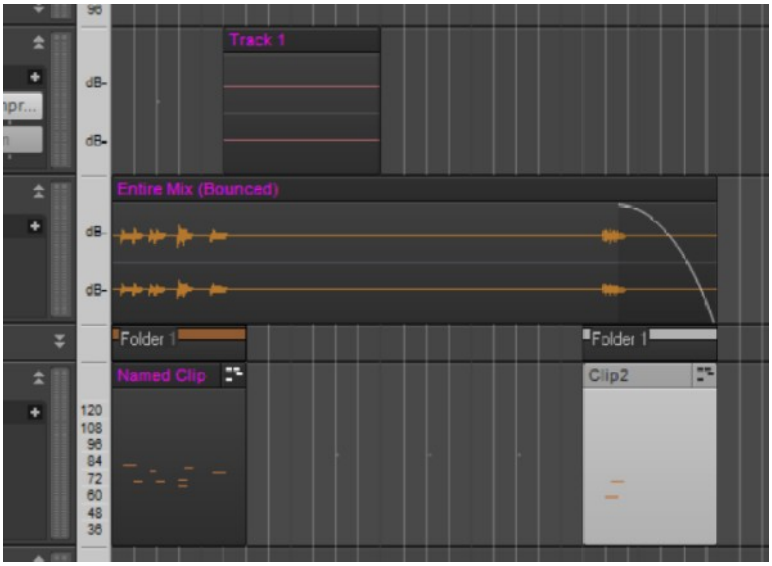
Aim Assist Line	SCREEEN_TV_AIMASSIST	TBD
Track View Clips Pane Background	SCREEN_TVBKGD	

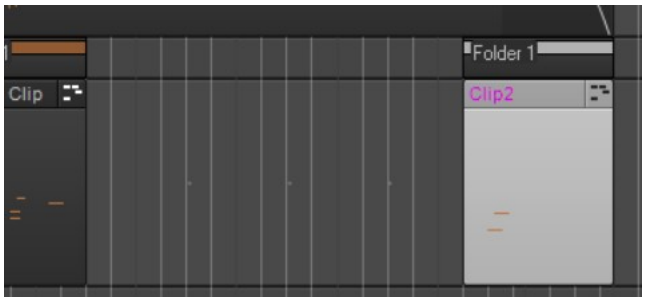


Clips Pane Ellipse	SCREEN_CLIP_ELLIPSE	TBD
View Background (odd)	SCREEN_TV_CLIPSPANE_BKGD_ODD	TBD
View Background (even)	SCREEN_TV_CLIPSPANE_BKGD_EVEN	TBD

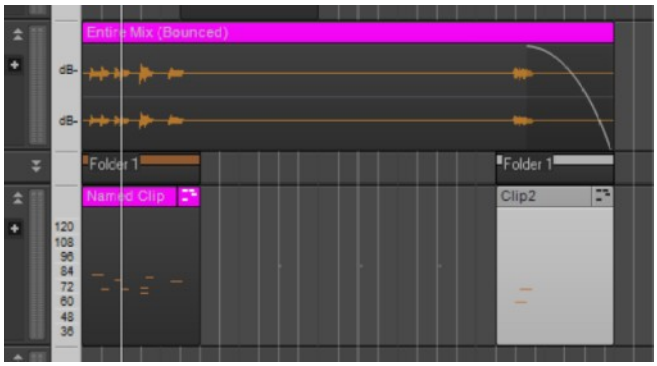
5.4. Track view | Clips Pane | Clips

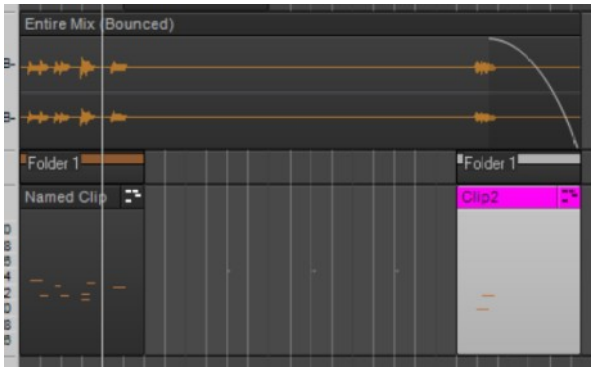
Clip Name	IDR_CLR_CLIPS_02
Clip Name (selected)	IDR_CLR_CLIPS_01



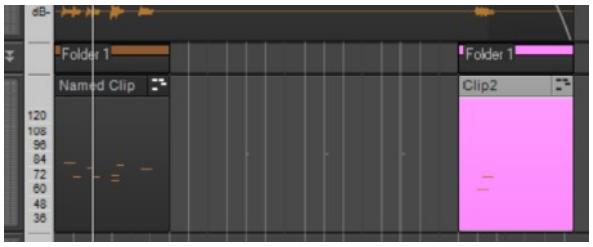


Clip Events	SCREEN_CLIPEVENTS	TBD
Clip Header	SCREEN_TV_CLIP_HEADER_BKGD	
Clip Header (selected)	SCREEN_TV_CLIP_HEADER_BKGD_SEL	

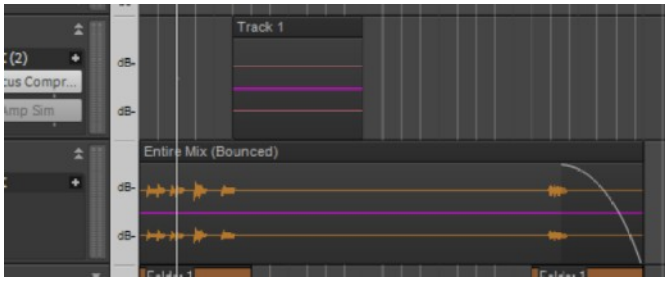




Clip Background (selected)	SCREEN_TV_CLIP_BKGD_SEL



Clip Zero Amplitude Line	SCREEN_ZERO_AMPLITUDE



Audio Tracks 1,11,21... Foreground	SCREEN_TRACK1	TBD
Audio Tracks 2,12,22... Foreground	SCREEN_TRACK2	TBD
Audio Tracks 3,13,23... Foreground	SCREEN_TRACK3	TBD
Audio Tracks 4,14,24... Foreground	SCREEN_TRACK4	TBD
Audio Tracks 5,15,25... Foreground	SCREEN_TRACK5	TBD
Audio Tracks 6,16,26... Foreground	SCREEN_TRACK6	TBD
Audio Tracks 7,17,27... Foreground	SCREEN_TRACK7	TBD
Audio Tracks 8,18,28... Foreground	SCREEN_TRACK8	TBD
Audio Tracks 9,19,29... Foreground	SCREEN_TRACK9	TBD
Audio Tracks 10,20,30... Foreground	SCREEN_TRACK10	TBD
Tracks 1,11,21... Background	SCREEN_AUDBK_TRACK1	TBD
Tracks 2,12,22... Background	SCREEN_AUDBK_TRACK2	TBD
Tracks 3,13,23... Background	SCREEN_AUDBK_TRACK3	TBD
Tracks 4,14,24... Background	SCREEN_AUDBK_TRACK4	TBD
Tracks 5,15,25... Background	SCREEN_AUDBK_TRACK5	TBD
Tracks 6,16,26... Background	SCREEN_AUDBK_TRACK6	TBD
Tracks 7,17,27... Background	SCREEN_AUDBK_TRACK7	TBD
Tracks 8,18,28... Background	SCREEN_AUDBK_TRACK8	TBD
Tracks 9,19,29... Background	SCREEN_AUDBK_TRACK9	TBD
Tracks 10,20,30... Background	SCREEN_AUDBK_TRACK10	TBD
MIDI Tracks 1, 11, 21.. Foreground	SCREEN_MIDI_TRACK1	TBD
MIDI Tracks 2, 12, 22.. Foreground	SCREEN_MIDI_TRACK2	TBD
MIDI Tracks 3, 13, 23.. Foreground	SCREEN_MIDI_TRACK3	TBD
MIDI Tracks 4, 14, 24.. Foreground	SCREEN_MIDI_TRACK4	TBD
MIDI Tracks 5, 15, 25.. Foreground	SCREEN_MIDI_TRACK5	TBD
MIDI Tracks 6, 16, 26.. Foreground	SCREEN_MIDI_TRACK6	TBD
MIDI Tracks 7, 17, 27.. Foreground	SCREEN_MIDI_TRACK7	TBD
MIDI Tracks 8, 18, 28.. Foreground	SCREEN_MIDI_TRACK8	TBD
MIDI Tracks 9, 19, 29.. Foreground	SCREEN_MIDI_TRACK9	TBD
MIDI Tracks 10, 20, 30.. Foreground	SCREEN_MIDI_TRACK10	TBD

It appears as though the "MIDI Track Background" colors are no longer used. Instead, the "Track Background" colors above apply to both Audio and MIDI tracks.

MIDI Tracks 1, 11, 21.. Background	SCREEN_MIDIBK_TRACK1
MIDI Tracks 2, 12, 22.. Background	SCREEN_MIDIBK_TRACK2
MIDI Tracks 3, 13, 23.. Background	SCREEN_MIDIBK_TRACK3
MIDI Tracks 4, 14, 24.. Background	SCREEN_MIDIBK_TRACK4
MIDI Tracks 5, 15, 25.. Background	SCREEN_MIDIBK_TRACK5
MIDI Tracks 6, 16, 26.. Background	SCREEN_MIDIBK_TRACK6
MIDI Tracks 7, 17, 27.. Background	SCREEN_MIDIBK_TRACK7
MIDI Tracks 8, 18, 28.. Background	SCREEN_MIDIBK_TRACK8
MIDI Tracks 9, 19, 29.. Background	SCREEN_MIDIBK_TRACK9
MIDI Tracks 10, 20, 30.. Background	SCREEN_MIDIBK_TRACK10

Frozen Track Background	SCREEN_FROZEN_TRACK_BKGD	TBD
Clip Icon FX	(img)	TBD
Clip Icon V-Vocal	(img)	TBD
Clip Icon AudioSnap	(img)	TBD
Clip Icon AudioStretch	(img)	TBD
Clip Icon Piano Roll	(img)	TBD
Clip Icon Staff View	(img)	TBD
Clip Icon Event List	(img)	TBD
Clip Icon Step Sequencer	(img)	TBD
Clip Icon Lock All	(img)	TBD
Clip Icon Lock Position	(img)	TBD
Clip Icon Lock Data	(img)	TBD

5.5. Track view | Folders

Open/Close Folder	(img)	

5.6. Track view | Video Thumbnails

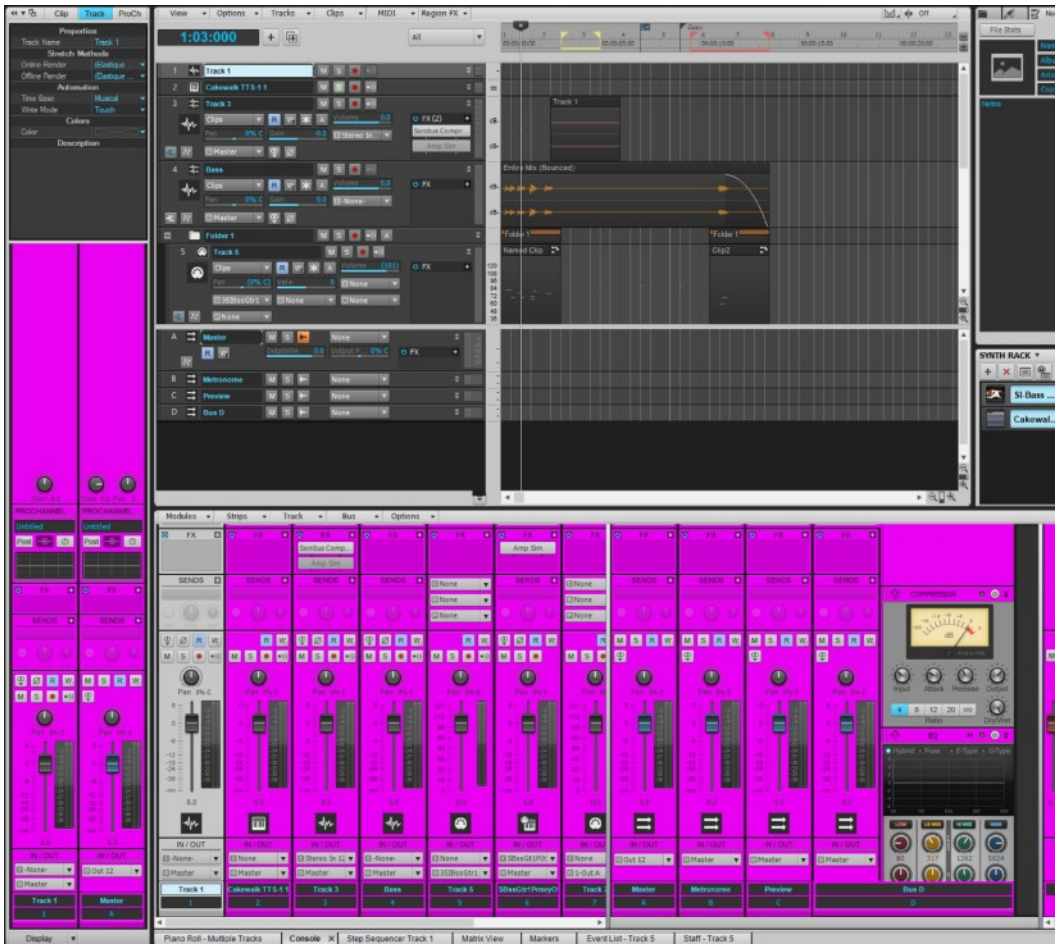
Show/Hide Video Thumbnails	(img)	TBD
Show/Hide Video Frame Numbers	(img)	TBD
Video Display Port	(img)	TBD

5.5. Track view | Add Track flyout

Background	(img)	TBD
Background Bottom Panel	(img)	TBD
Advanced (Arrows)	(img)	TBD
Audio Tab	(img)	TBD
Instrument Tab	(img)	TBD
Create button	(img)	TBD
Number of Tracks Background	(img)	TBD
Less Tracks	(img)	TBD
More Tracks	(img)	TBD
Drop-down Menu	(img)	TBD
Drop-down Menu (narrow)	(img)	TBD
Drop-down Menu (narrow 2)	(img)	TBD
Check Box	(img)	TBD
Add Track Button	(img)	TBD

6. Console view

Unfocused Strip Background IDR_CLR_CV_09



Note the selected strip, and also that it does not apply to the Track View.

Focused Strip Background IDR_CLR_CV_10

Strip Label Text	SCREEN_CV_LABEL_TXT	Not yet identified
Strip Background	SCREEN_CONSOLESTRIP	Not yet identified

Control Text and Values	SCREEN_CVCTL_TEXT

This color item is also used for Inspector collapsed heading text:

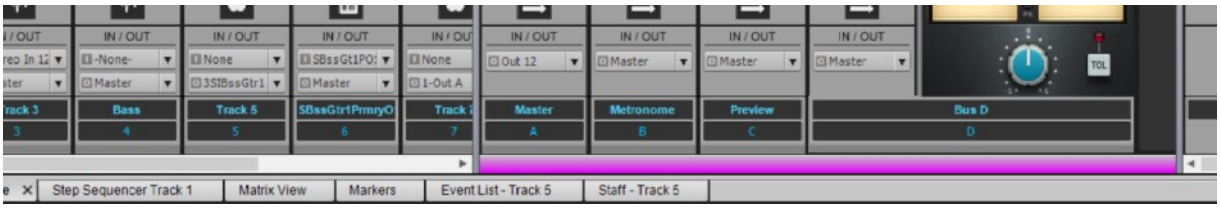
Slider	SCREEN_CVSLIDER	Not yet identified
Slider Background	SCREEN_CONSOLE_SLIDER_CTRLS	Not yet identified

Splitter Gradient (Top)	IDR_CLR_GLOBAL_23

Splitter Gradient (Bottom)	IDR_CLR_GLOBAL_24

Footer Gradient Start	IDR_CLR_CV_05
Footer Gradient End	IDR_CLR_CV_06

Looks like the footer only appears when a horizontal scrollbar doesn't overlay it:



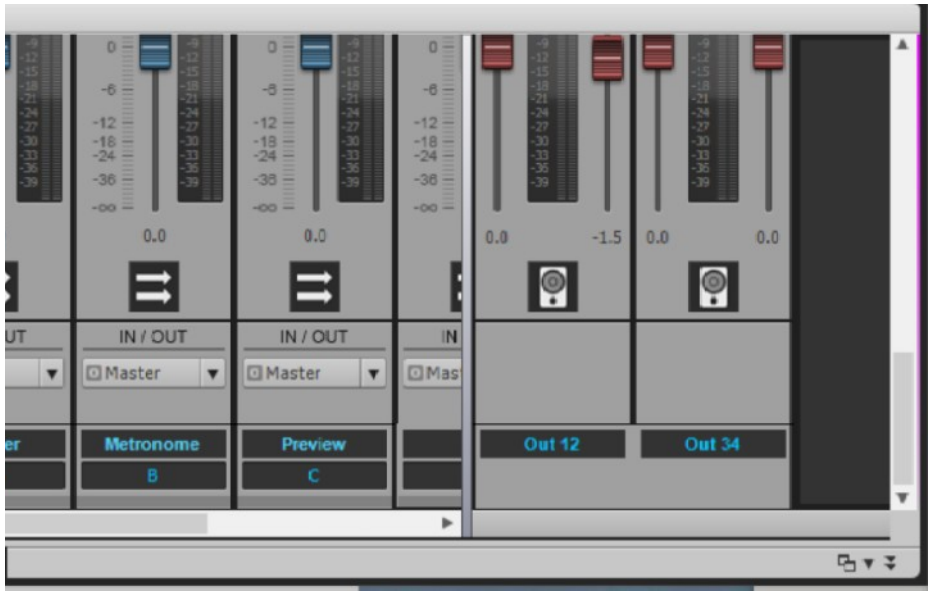
Background #1	IDR_CLR_CV_01

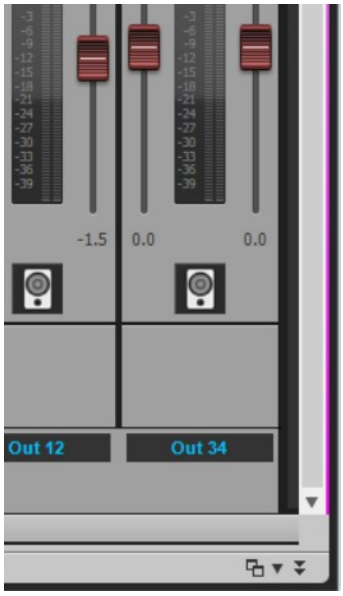
Background #2	IDR_CLR_CV_02

Vertical Scroll Strip Background Gradient (top)

Vertical Scroll Strip Background Gradient (bottom)

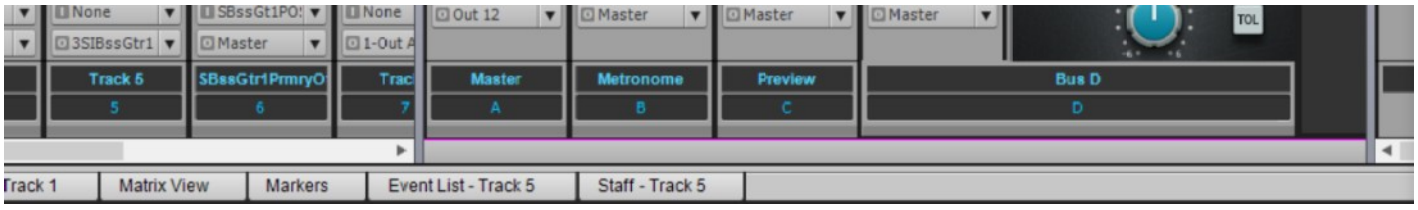
Subtle on the far right:





Horizontal Scroll Strip Background (top)

Only visible when not overlayed by horizontal scroll bar:



Knob	(img)	TBD
Knob Unipolar	(img)	TBD
Knob (small)	(img)	TBD
Knob Unipolar (small)	(img)	TBD

Menu	(img)	pink
Menu (pressed)	(img)	dark pink

Fascinating - the "pressed" or "non-pressed" state is used for different buttons, not different states:

Menu (pressed) is used mostly(!), only MIDI tracks use *Menu* for a couple of controls. What about "narrow"?

Menu (narrow)	(img)	pink
Menu (narrow pressed)	(img)	dark pink

Only the "pressed" state seems to be used for the narrow strips:

Surround Pan Send	(img)	TBD
Separator	(img)	TBD

6.1. Console view | Modules | Input Gain

Background	(img)	TBD
Background (selected)	(img)	TBD
Background (narrow)	(img)	TBD
Background (narrow selected)	(img)	TBD
Bus Background	(img)	TBD
Bus Background (selected)	(img)	TBD
Background.png	(img)	TBD
Background (narrow)	(img)	TBD
Bus Background	(img)	TBD

6.2. Console view | Modules | ProChannel

EQ Plot Grid	SCREEN_EQPLOT_GRID	Not yet identified
EQ Plot Graph	SCREEN_EQPLOT_PLOT	Not yet identified
Background	(img)	TBD
Background (narrow)	(img)	TBD
Background (selected)	(img)	TBD
Background (narrow selected)	(img)	TBD
Global Enable	(img)	TBD
Global Enable (narrow)	(img)	TBD
EQ Plot (narrow)	(img)	TBD
EQ Knob Black	(img)	TBD
EQ Knob Black Bipolar	(img)	TBD
EQ High Band Knob	(img)	TBD
EQ High Band Knob Bipolar	(img)	TBD
EQ Low Band Knob	(img)	TBD
EQ Low Band Knob Bipolar	(img)	TBD
Gray Knob	(img)	TBD
Compressor Button (narrow)	(img)	TBD
EQ Button (narrow)	(img)	TBD
Post Button (narrow)	(img)	

Inactive/Off Clicked MouseHover Active/On Disabled

Saturation Button (narrow)	(img)	TBD

6.3. Console view | Modules | EQ

Background	(img)	TBD
Background (narrow)	(img)	TBD
Background	(img)	TBD
Background (narrow)	(img)	TBD
Background (selected)	(img)	TBD
Background (narrow selected)	(img)	TBD
EQ Plot Background	(img)	TBD
EQ Plot Background (narrow)	(img)	TBD

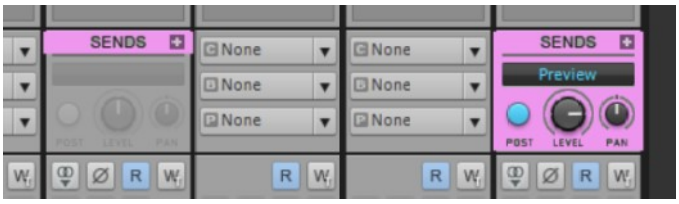
6.4. Console view | Modules | FX Rack

FX Rack Background	(img)	TBD
FX Rack Background (narrow)	(img)	TBD
FX Rack Background (narrow selected)	(img)	TBD

FX Rack Background (narrow selected)	(img)	TBD
FX Rack Background	(img)	TBD
FX Rack Background (narrow)	(img)	TBD

6.5. Console view | Modules | Sends/Bank/Patch

Open Insert Send Menu	(img)	TBD
Scroll Sends Down	(img)	TBD
Scroll Sends Up	(img)	TBD
Background	(img) (1)	Not yet identified
Background (narrow)	(img)	TBD
Background	(img) (2)	



Note:

- The background image is overlayed with another image when there are no active sends.
- The image includes the Send Destination Backround color (black with a 3D gloss tint, by default)

Background (narrow)	(img)	TBD
Background (selected)	(img)	TBD
Background (narrow selected)	(img)	TBD
Enable Send	(img)	TBD
Pre/Post Toggle	(img)	TBD
Sends Drop-down Menu	(img)	TBD
Sends Drop-down Menu (narrow)	(img)	TBD
Surround Send Background	(img)	TBD
Send Module Background Tile	(img)	

This is the image that overlays the lower portion of the normal, active send module, "grey-ing it out"

Send Module Background Tile (narrow)	(img)	TBD
Surround Send Module Background Tile	(img)	TBD

Bank Control Icon	(img)
Channel Control Icon	(img)
Patch Control Icon	(img)

You can see these in the screen shots above, for "Background" and "Send Module Background Tile".

6.6. Console view | Modules | MSR

Stereo/Mono Interleave	(img)	TBD
Phase Invert	(img)	TBD
Read Automation	(img)	TBD
Write Automation	(img)	TBD
Write Automation Latch	(img)	TBD
Write Automation Overwrite	(img)	TBD
Write Automation Touch	(img)	TBD

Mute	(img)	TBD
Mute (Automated)	(img)	TBD
Solo	(img)	TBD
Arm for Recording	(img)	TBD
Input Echo	(img)	TBD
Hardware Out Background	(img)	TBD
Hardware Out Background (narrow)	(img)	TBD
Hardware Out Link Channels	(img)	TBD

6.7. Console view | Modules | Pan

Background	(img)	TBD
Background (narrow)	(img)	TBD
Background (narrow selected)	(img)	TBD
Background	(img)	TBD
Background (narrow)	(img)	TBD

6.8. Console view | Modules | Volume

Fader	(img)	TBD
Fader (narrow)	(img)	TBD
Bus Fader	(img)	TBD
Bus Fader (narrow)	(img)	TBD
Hardware Out Fader	(img)	TBD
Hardware Out Fader (narrow)	(img)	TBD
Fader Background	(img)	TBD
Audio Fader Scale	(img)	TBD
MIDI Fader Scale	(img)	TBD

6.9. Console view | Modules | In/Out

Background	(img)	TBD
Background (narrow)	(img)	TBD
Background (selected)	(img)	TBD
Background (narrow selected)	(img)	TBD
Background	(img)	TBD
Background (narrow)	(img)	TBD
Input Control Icon	(img)	TBD
Output Control Icon	(img)	TBD

6.10. Console view | Track names and numbers

Audio Track Name Text	SCREEN_CV_AUD_NAMETXT	

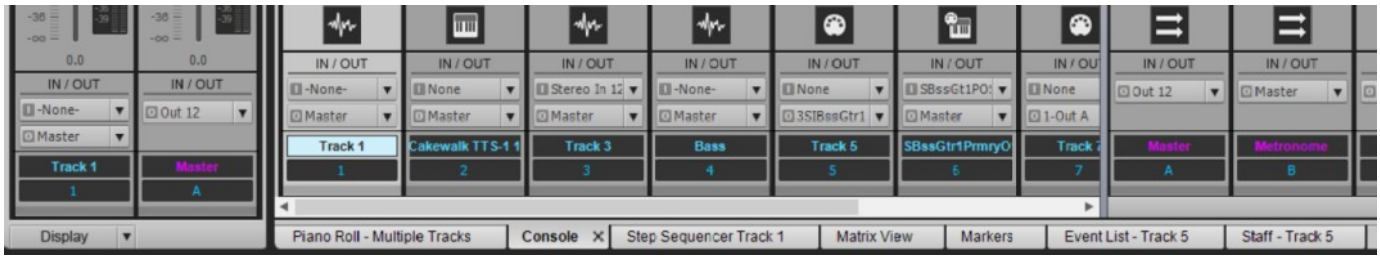
Looks like it is used for Audio, Instrument, and MIDI tracks:

Audio Track Name Background	SCREEN_CV_AUD_NAMEBK	Not yet identified
MIDI Track Name Text	SCREEN_CV_MIDI_NAMETXT	Not yet identified
MIDI Track Name Background	SCREEN_CV_MIDI_NAMEBK	Not yet identified
Instrument Track Name Text	SCREEN_CV_INSTR_NAMETXT	Not yet identified

Instrument Track Name Background	SCREEN_CV_INSTR_NAMEBK	Not yet identified

Synth Track Name Text	SCREEN_CV_DXI_NAMETXT

Synth Track Name Background	SCREEN_CV_DXI_NAMEBK	Not yet identified
Bus Name Text	SCREEN_CV_BUS_NAMETXT	



Bus Name Background	SCREEN_CV_BUS_NAMEBK	Not yet identified
Hardware Output Name Text	SCREEN_CVLABEL_TEXT	Not yet identified

Note: Hardware Output name text color is actually set by Track View | *Unfocused Track Text* .

Hardware Output Name Background	SCREEN_CV_MAIN_NAMEBK	Not yet identified

Track Name Background	(img)

Used for Inspector, tracks, busses, hardware:

Track Name Background Focused	(img)

Track Number Background	(img)

The item contains both selected and un-selected variations:

Track Number Background (narrow) (img)

The item contains both selected and un-selected variations:

Track Number ProChannel Background (img)

The item contains both selected and un-selected variations:

Track Number Inspector Background (img)

The item contains both selected and un-selected variations:

7. ProChannel

Background	(img)	TBD
EQ Plot	(img)	TBD
EQ Background	(img)	TBD
Saturation Meter	(img)	TBD
Top Background	(img)	TBD
Add Module	(img)	TBD
Save Preset	(img)	TBD
Load Preset	(img)	TBD
Zoom Module	(img)	TBD
Open ProChannel	(img)	TBD

Pre/Post Toggle	(img)	

Inactive/Off Clicked MouseHover Active/On Disabled

Global Meter	(img)	TBD
Saturation Meter	(img)	TBD
Enable	(img)	TBD
Preset Background	(img)	TBD
Preset Load	(img)	TBD
Preset Save As	(img)	TBD
Switch (horizontal)	(img)	TBD
Switch (vertical)	(img)	TBD
Switch (horizontal inverted)	(img)	TBD
Clip Lamp	(img)	TBD
VU Background	(img)	TBD
Missing	(img)	TBD
Compressor	(img)	TBD
EQ	(img)	TBD
Saturation	(img)	TBD
Compressor Meter	(img)	TBD
Routing Icon Compressor	(img)	TBD
Routing Icon EQ	(img)	TBD
Routing Icon Saturation	(img)	TBD

7.1. ProChannel | Modules | PC4K S-Type Bus Compressor

Background	(img)	TBD
Background	(img)	TBD
VU Meter	(img)	TBD
VU Meter Needle	(img)	TBD
Ratio Knob	(img)	TBD

7.2. ProChannel | Modules | PC76 U-Type Channel Compressor

Background	(img)	TBD
Background	(img)	TBD
VU Meter	(img)	TBD
VU Meter Needle	(img)	TBD
Ratio 4	(img)	TBD
Ratio 8	(img)	TBD
Ratio 12	(img)	TBD
Ratio 20	(img)	TBD
Ratio Inf	(img)	TBD

Type	(img)	TBD
Knob	(img)	TBD
Screw	(img)	TBD

7.3. ProChannel | Modules | Equalizer

High	(img)	TBD
Hi Mid	(img)	TBD
HP Enable	(img)	TBD
Low	(img)	TBD
Lo Mid	(img)	TBD
LP Enable	(img)	TBD
Gloss	(img)	TBD
Style	(img)	TBD
Slope Knob	(img)	TBD

7.4. ProChannel | Modules | QuadCurve Equalizer

Background	(img)	TBD
Background (compact)	(img)	TBD
Background (lite)	(img)	TBD
Gloss	(img)	TBD
High	(img)	TBD
Hi Mid	(img)	TBD
HP Enable	(img)	TBD
Low	(img)	TBD
Lo Mid	(img)	TBD
LP Enable	(img)	TBD
Style	(img)	TBD
Slope Left Knob	(img)	TBD
Slope Right Knob	(img)	TBD
Hi Mid Knob	(img)	TBD
Hi Mid Knob Bipolar	(img)	TBD
Lo Mid Knob	(img)	TBD
Lo Mid Knob Bipolar	(img)	TBD
Switch	(img)	TBD
Switch Inverted	(img)	TBD
Graph Scale 0-6	(img)	TBD
Graph Scale 0-12	(img)	TBD
Graph Scale 0-18	(img)	TBD

7.5. ProChannel | Modules | QuadCurve Equalizer fly-out

Background	(img)	TBD
Shadow Bottom Left	(img)	TBD
Shadow Bottom	(img)	TBD
Shadow Bottom Right	(img)	TBD
Shadow Right	(img)	TBD
Shadow Top Right	(img)	TBD
Pin Zoom Window	(img)	TBD
Close Zoom Window	(img)	TBD
Low Band Gain Knob	(img)	TBD
Lo Mid Band Gain Knob	(img)	TBD
Hi Mid Band Gain Knob	(img)	TBD
High Band Gain Knob	(img)	TBD
Low Band Knob	(img)	TBD
Lo Mid Band Knob	(img)	TBD
Hi Mid Band Knob	(img)	TBD
High Band Knob	(img)	TBD

Switch	(img)	TBD
HP Enable	(img)	TBD
LP Enable	(img)	TBD
Gloss	(img)	TBD
Meter	(img)	TBD
Enable	(img)	TBD
Style	(img)	TBD

7.6. ProChannel | Modules | Tube Saturation

Background	(img)	TBD
Background	(img)	TBD
Type Switch	(img)	TBD

7.7. ProChannel | ProChannel Category

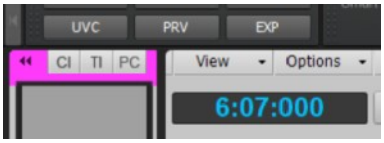
Default Category	(img)	TBD
Frequency Category	(img)	TBD
Dynamics Category	(img)	TBD
Simulation Category	(img)	TBD
Distortion Category	(img)	TBD
Time Category	(img)	TBD
Modulation Category	(img)	TBD
Imaging Category	(img)	TBD
FX Chain Category	(img)	TBD
Analysis Category	(img)	TBD

7.8. ProChannel | ProChannel Menu Icons

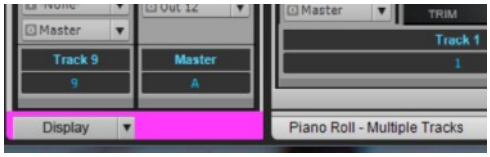
PC4K Bus Compressor Menu Icon	(img)	TBD
PC76 Compressor Menu Icon	(img)	TBD
Tube Saturation Menu Icon	(img)	TBD
FX Chain Menu Icon	(img)	TBD

8. Inspectors

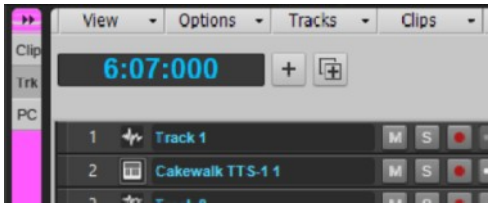
Frame Header 2x	(img)
Frame Header 1x	(img)



Frame Footer x2	(img)
Frame Footer x1	(img)



Frame (collapsed)	(img)



Clip Tab	(img)	TBD
Clip Tab (small)	(img)	TBD
Clip Tab (collapsed)	(img)	TBD
Track Tab	(img)	TBD
Track Tab (small)	(img)	TBD
Track Tab (collapsed)	(img)	TBD
Bus Tab	(img)	TBD
Bus Tab (small)	(img)	TBD
Bus Tab (collapsed)	(img)	TBD
ProChannel Tab	(img)	TBD
ProChannel Tab (small)	(img)	TBD
ProChannel Tab (collapsed)	(img)	TBD
MixStrip Tab	(img)	TBD
MixStrip Tab (small)	(img)	TBD
MixStrip Tab (collapsed)	(img)	TBD
Display Menu	(img)	TBD
Audio Tab	(img)	TBD
MIDI Tab	(img)	TBD
Chorus/Reverb Background	(img)	TBD
Snap To Scale Background	(img)	TBD
Snap To Scale Piano	(img)	TBD
MIDI Menu	(img)	

MIDI Menu Pressed	(img)	Not yet identified
MIDI Enable Button	(img)	TBD
Input Quantize Background	(img)	TBD
Arpeggiator Background	(img)	TBD
Arpeggiator Latch	(img)	TBD
Down Button	(img)	TBD
Up Button	(img)	TBD
Arpeggiator Lock Rate Button	(img)	TBD
Time+ Background	(img)	TBD
Patch Browser Button	(img)	TBD

8.1. Inspectors | ProChannel | Modules | QuadCurve EQ

Lo Label	IDR_CLR_EQ_BAND_1_LBL	pink
Lo Mid Label	IDR_CLR_EQ_BAND_2_LBL	yellow
Hi Mid Label	IDR_CLR_EQ_BAND_3_LBL	green
High Label	IDR_CLR_EQ_BAND_4_LBL	blue

Only one image needed to illustrate this, I think.

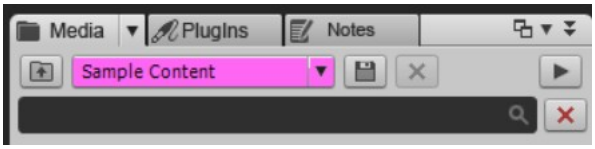
9. Browser

Media Tab	(img)	TBD
Media Tab (narrow)	(img)	TBD
Media Tab (no corner)	(img)	TBD
Media Tab (narrow no corner)	(img)	TBD
Media Tab (collapsed)	(img)	TBD
PlugIns Tab	(img)	TBD
PlugIns Tab (narrow)	(img)	TBD
PlugIns Tab (collapsed)	(img)	TBD
Notes Tab	(img)	TBD
Notes Tab (narrow)	(img)	TBD
Notes Tab (collapsed)	(img)	TBD
Synth Rack Tab	(img)	TBD
Synth Rack Tab (narrow)	(img)	TBD
Synth Rack Tab (collapsed)	(img)	TBD
Help Module (collapsed)	(img)	TBD
Search Icon	(img)	TBD

9.1. Browser | Media Browser

Clear Search	(img)	TBD
Delete Content Location Preset	(img)	TBD
Save Content Location Preset	(img)	TBD
Move Up One Level	(img)	TBD
Start/Stop Previw	(img)	TBD
Content Location Menu	(img)	

Synth Rack and Media Browser are each affected:



9.2. Browser | Plug-in Browser

Plug-in Tree Text	IDR_CLR_BROWSER_VST3
VST2 Text	IDR_CLR_BROWSER_VST2
32-bit Plug-ins Text	IDR_CLR_BROWSER_32BIT

Plug-in Tree Icons	(img)	TBD
Audio FX Button	(img)	TBD
Instruments Button	(img)	TBD
MIDI FX Button	(img)	TBD
ReWire Button	(img)	TBD
Audio FX Button (narrow)	(img)	TBD
Instruments Button (narrow)	(img)	TBD
MIDI FX Button (narrow)	(img)	TBD
ReWire Button (narrow)	(img)	TBD

9.3. Browser | Plug-in Brower | PlugIn Types

DirectX FX	(img)	TBD
VST2 FX 32-bit	(img)	TBD
VST2 FX 64-bit	(img)	TBD
VST3 FX 32-bit	(img)	TBD
VST3 FX 64-bit	(img)	TBD
DirectX Synth	(img)	TBD
VST2 Synth 32-bit	(img)	TBD
VST2 Synth 64-bit	(img)	TBD
VST3 Synth 32-bit	(img)	TBD
VST3 Synth 64-bit	(img)	TBD

9.4. Browser | Notes Browser

Control Background	(clr)
Control Border	(clr)
Button Text Color	(clr)
Button Text Color (Highlighted)	(clr)

Note: The text color is controlled by Track View |**Unfocused Track Text** (IDR_CLR_GLOBAL_10)

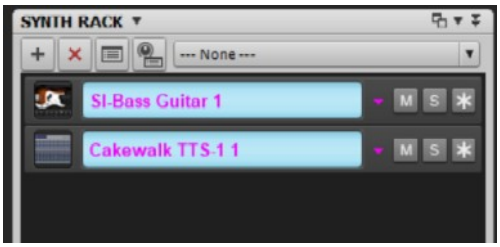
File Stats Button	(img)	TBD
OK and Cancel Buttons	(img)	TBD
Add Project Icon	(img)	TBD
Clear Project Icon	(img)	TBD

9.5. Browser | Synth Rack

Insert Synth	(img)	TBD
Delete Synth	(img)	TBD
Insert Synth Options	(img)	TBD
Synth Properties	(img)	TBD

9.6. Browser | Synth Rack | Synth Strips

Connect/Disconnect Synth (undocked)	IDB_SYNTHRACK_POWER (img)	TBD
Synth Name Text	SCREEN_SYNRACK_TEXT	

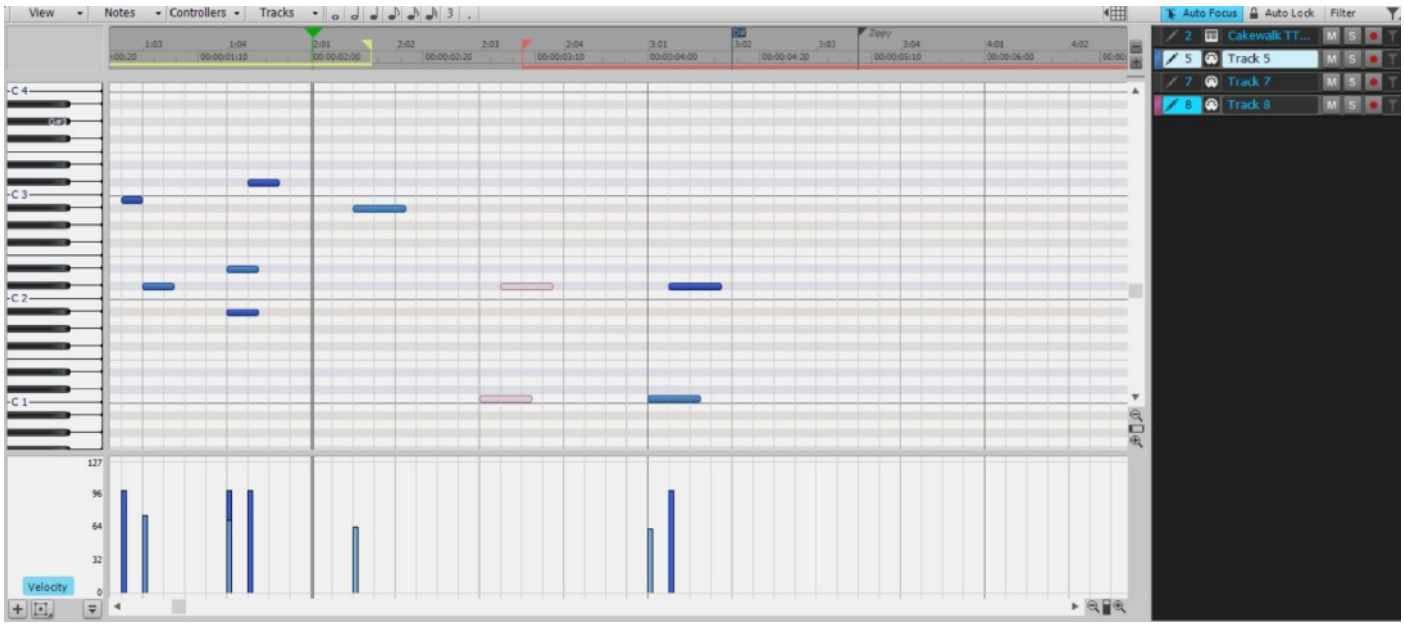


Note the drop-down menu icon is also affected.

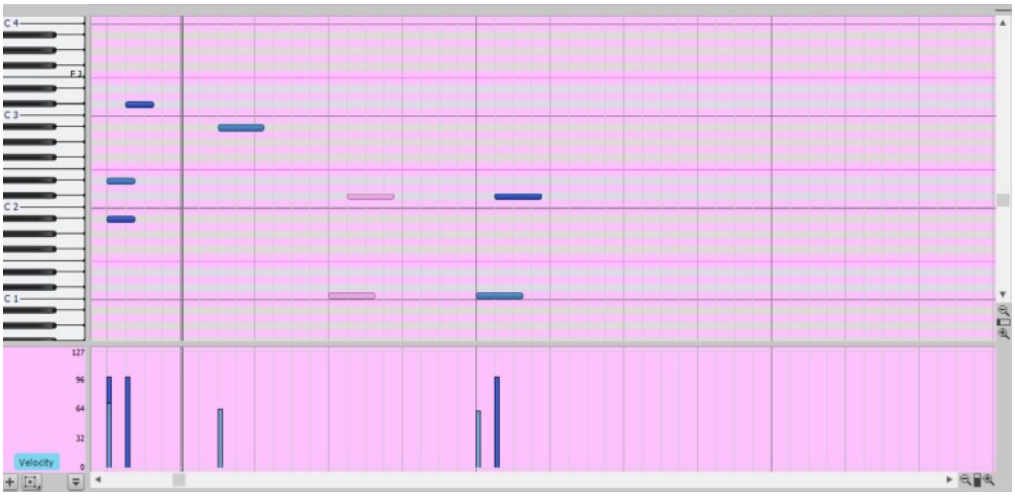
Synth Name Bezel (docked)	(img)	TBD
Synth Name Bezel (undocked)	(img)	TBD
Previous Preset	(img)	TBD
Next Preset	(img)	TBD
Assign Controls	(img)	TBD
Show/Hide Assigned Controls	(img)	TBD
Linear Knob	(img)	TBD

10. Piano Roll view

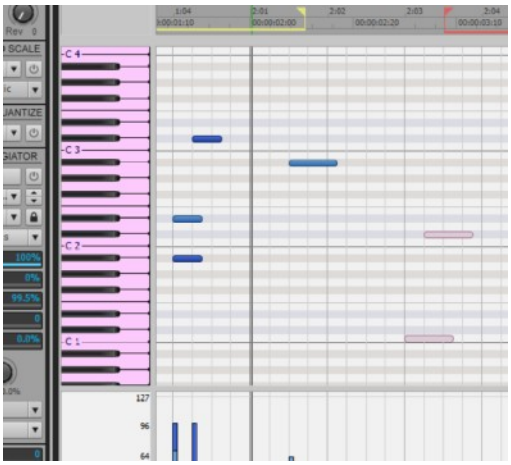
Default appearance:



Grid Background	SCREEN_PRV_GRID_BKGD

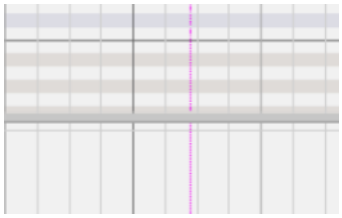


Grid Label Background	IDR_CLR_PRV_GRID_LABEL_BKG



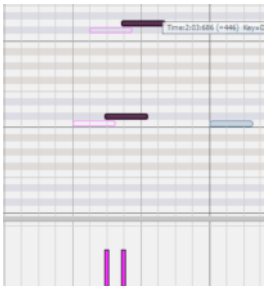
Black Keys Background (Db/Eb)	SCREEN_PRV_GRID_SHARPS2
Black Keys Background (Gb/Ab/Bb)	SCREEN_PRV_GRID_SHARPS3

PRV Aim Assist line	SCREEN_PRV_AIMASSIST

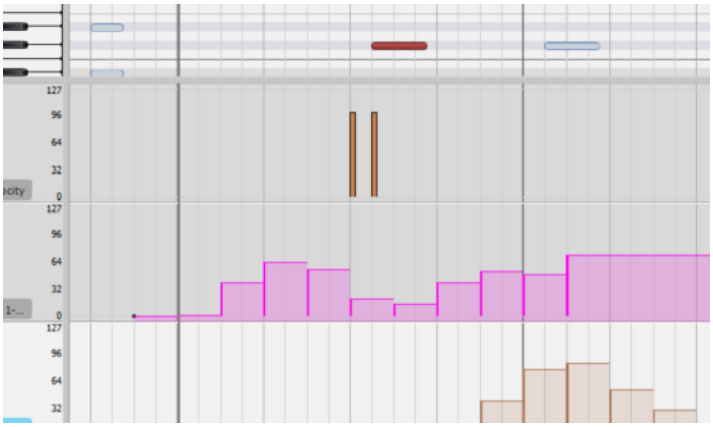


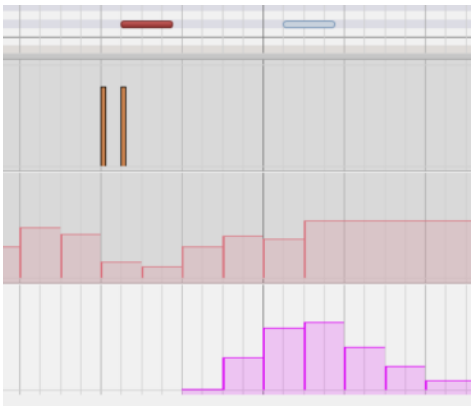
Muted MIDI Clip Data	SCREEN_MUTED_MIDI_CLIP_DATA	Not yet identified

PRV Drag Contents	SCREEN_PRV_DRAG

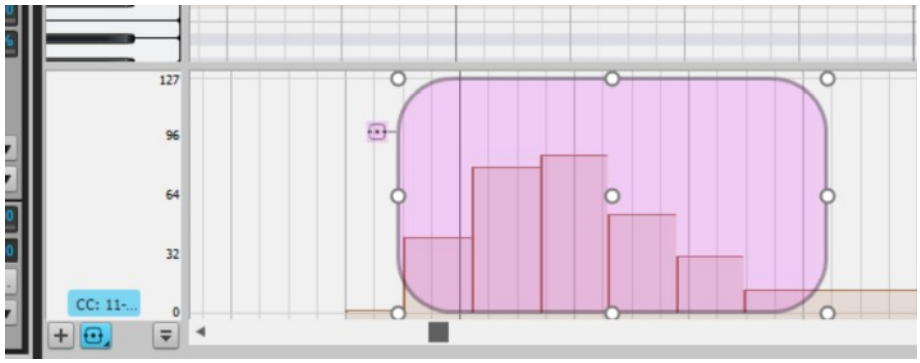


Continuous Event 1	SCREEN_PRV_CONT_EVENT1
Continuous Event 2	SCREEN_PRV_CONT_EVENT2
Continuous Event 3	SCREEN_PRV_CONT_EVENT3
Continuous Event 4	SCREEN_PRV_CONT_EVENT4
Continuous Event 5	SCREEN_PRV_CONT_EVENT5
Continuous Event 6	SCREEN_PRV_CONT_EVENT6
Continuous Event 7	SCREEN_PRV_CONT_EVENT7
Continuous Event 8	SCREEN_PRV_CONT_EVENT8





Shown above are temporary color alterations to **Event 3** (left) and **Event 5** (right), because those appeared to be the ones used by the two CC lanes I added.

Transform Bounding Box	IDR_CLR_PRV_TRANSFORM_BOX	
		
PRV Snap Override	(img)	TBD
Snap Musical Menu	(img)	TBD
Snap to MIDI Events	(img)	TBD
Snap to Markers	(img)	TBD
Add New Controller	(img)	TBD
Transform Tool	(img)	TBD
Transform Tool Small	(img)	TBD
Transform Tool Soft	(img)	TBD
Transform Tool Soft Small	(img)	TBD
Transform Normal	(img)	TBD
Transform Soft	(img)	TBD
Show/Hide Controller Pane	(img)	TBD

10.1. Piano Roll view | Track Pane

Auto Focus	IDB_PRV_AUTO_FOCUS_TRACKS (img)	TBD
Auto Lock	IDB_PRV_AUTO_LOCK_TRACKS (img)	TBD
Filter	(img)	TBD
Add track to filter	(img)	TBD
Select track for editing	(img)	TBD

11. Step Sequencer

Step Bar	IDR_CLR_GLOBAL_19	TBD
Step Bar (Playing)	IDR_CLR_GLOBAL_20	TBD
Step Button (Off)	IDR_CLR_SS_BTN_BAR_OFF	TBD
Step Button (On)	IDR_CLR_SS_BTN_BAR_ON	TBD
Control Header Background	(img)	TBD
Control Ruler Background Top	(img)	TBD
Control Ruler Background Bottom	(img)	TBD
Play Position Lamp	(img)	TBD
Track Background (Odd)	(img)	TBD
Track Background (Even)	(img)	TBD
Fit to Quarters	(img)	TBD
Mono/Poly Switch	(img)	TBD
Play	(img)	TBD
Step Record	(img)	TBD
Insert Row	(img)	TBD
Delete Row	(img)	TBD
Track Control Background	(img)	TBD
Track Control Background (selected)	(img)	TBD
Expand Row	(img)	TBD
Collapse Row	(img)	TBD
Value Spinner	(img)	TBD
Mute Button	(img)	TBD
Solo Button	(img)	TBD
Green Lamp	(img)	TBD
Orange Lamp	(img)	TBD
Step Button	(img)	TBD
Track Control Background Expanded	(img)	TBD
Knob	(img)	TBD
Menu	(img)	TBD
Controller Background	(img)	TBD
Ruler Background Top	(img)	TBD
Ruler Background Bottom	(img)	TBD

12. Matrix

Background Header Left	(img)	TBD
Background Header	(img)	TBD
Background Header Right	(img)	TBD
Stop All Cells	(img)	TBD
Capture Matrix Performance	(img)	TBD
Follow Transport	(img)	TBD
Trigger Resolution Menu	(img)	TBD
Global Loop Mode	(img)	TBD
Global Latch Mode	(img)	TBD
Retrigger Mode	(img)	TBD
Cell Start	(img)	TBD
Cell MIDI Trigger Enable	(img)	TBD
Matrix Options	(img)	TBD
Column Trigger	(img)	TBD
Row Background (empty)	(img)	TBD
Row Background	(img)	TBD
Row Background (selected)	(img)	TBD
Direct Mode	(img)	TBD
Row Mute	(img)	TBD
Row Solo	(img)	TBD
Row Destination Track Menu	(img)	TBD
Cell Background (empty)	(img)	TBD
Cell Background	(img)	TBD
Cell Play	(img)	TBD
Cell Loop Mode	(img)	TBD
Cell Latch Mode	(img)	TBD
Cell Trigger A/B	(img)	TBD
Cell MIDI Learn	(img)	TBD

13. Staff view

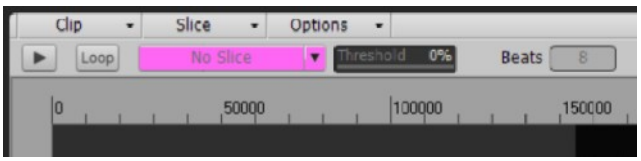
Zoom In	(img)	TBD
Zoom Out	(img)	TBD
Lyrics	(img)	TBD
Chords	(img)	TBD
Expression	(img)	TBD
Hairpin	(img)	TBD
Pedal	(img)	TBD
Now Time Display	(img)	TBD

13.1. Staff View | Guitar Fretboard

Rosewood Wood Grain (hi res)	(img)	TBD
Rosewood Wood Grain (lo res)	(img)	TBD
Ebony Wood Grain (hi res)	(img)	TBD
Ebony Wood Grain (lo res)	(img)	TBD
Maple Wood Grain (hi res)	(img)	TBD
Maple Wood Grain (lo res)	(img)	TBD
Pearl Fret Dots	(img)	TBD
Black Fret Dots	(img)	TBD

14. Loop Construction view

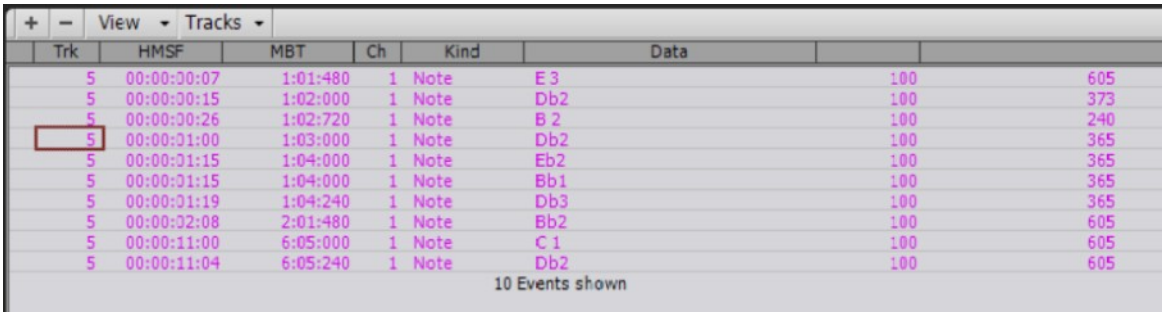
Play	(img)	TBD
Loop	(img)	TBD
Resolution Menu	(img)	



Pitch	(img)	TBD
Pitch Drop-down Menu	(img)	TBD

15. Event List view

Note Events	SCREEN_EVTNOTE

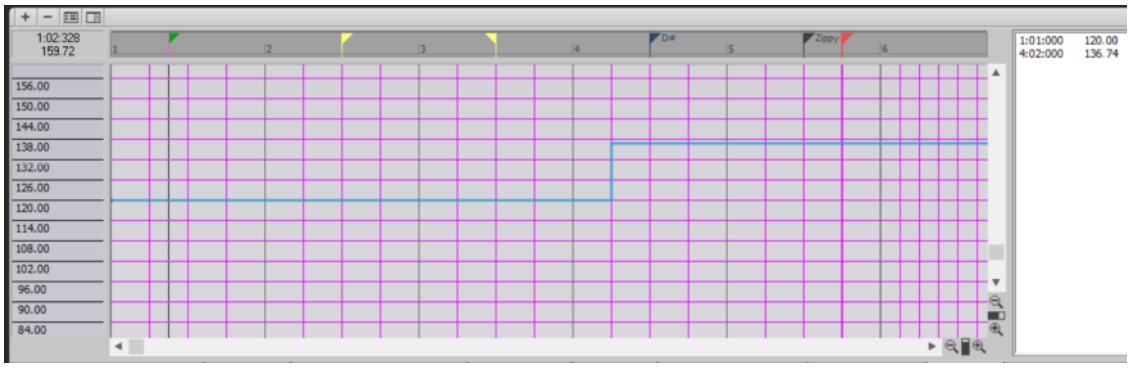


16. Markers view

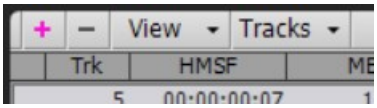
Lock/Unlock Marker	(img)	TBD

17. Tempo view

Rules	SCREEN_RULES



Insert Tempo	(img)	Normal(Transparent):Depressed

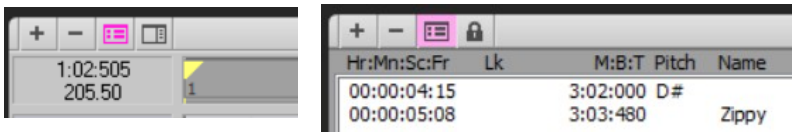


Note that this item is also used in the Event List view, and Markers view.

Delete Tempo	(img)

Note that this item is also used in the Event List and Markers views.

Tempo Properties	(img)



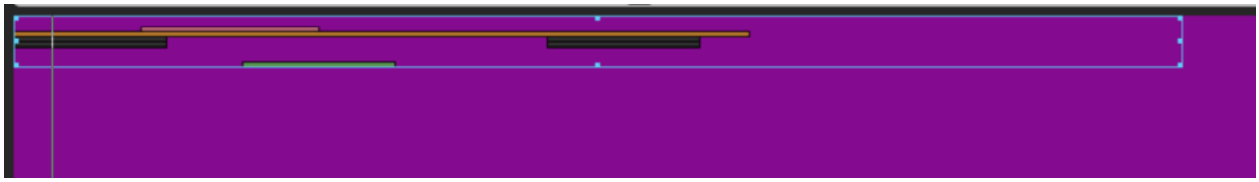
Note that this item is also used in the Markers view (as shown).

Tempo List	(img)

See previous entries for location

18. Navigator

Background	SCREEN_DEFENDER_BKGD



19. Surround

Large Surround Panner	(img)	TBD
Speaker 0	(img)	TBD
Speaker 0 Off	(img)	TBD
Speaker 30	(img)	TBD
Speaker 30 Off	(img)	TBD
Speaker 45	(img)	TBD
Speaker 45 Off	(img)	TBD
Speaker 60	(img)	TBD
Speaker 60 Off	(img)	TBD
Speaker 90	(img)	TBD
Speaker 90 Off	(img)	TBD
Menu	(img)	TBD
LFE Button	(img)	TBD
Surround Quad	(img)	TBD
Surround 5.1	(img)	TBD
Surround 6.1	(img)	TBD
Surround LRCS	(img)	TBD
Surround LCR	(img)	TBD
Surround XXX	(img)	TBD

20. Virtual Controller

Piano Key Range	(img)	TBD
Background	(img)	TBD
Modulation 1	(img)	TBD
Modulation 2	(img)	TBD
Modulation 3	(img)	TBD
Modulation 3	(img)	TBD
Modulation 4	(img)	TBD
Modulation 5	(img)	TBD
Hold (Tab)	(img)	TBD
W	(img)	TBD
E	(img)	TBD
T	(img)	TBD
Y	(img)	TBD
U	(img)	TBD
O	(img)	TBD
P	(img)	TBD
A	(img)	TBD
S	(img)	TBD
D	(img)	TBD
F	(img)	TBD
G	(img)	TBD
H	(img)	TBD
J	(img)	TBD

K	(img)	TBD
L	(img)	TBD
Semi-Colon	(img)	TBD
Apostrophe	(img)	TBD
Octave Down (Z)	(img)	TBD
Octave Up (X)	(img)	TBD
Velocity Down (C)	(img)	TBD
Velocity Up (V)	(img)	TBD
Play/Stop (Spacebar)	(img)	TBD
Octave Down (Left Arrow)	(img)	TBD
Velocity Up (Up Arrow)	(img)	TBD
Velocity Down (Down Arrow)	(img)	TBD
Octave Up (Right Arrow)	(img)	TBD

21.1. Virtual Controller | Piano

Sustain (Hold)	(img)	TBD
Octave Down	(img)	TBD
Piano Keys Unlit	(img)	TBD
Piano Keys Lit	(img)	TBD
Octave Up	(img)	TBD
Take All Keystrokes	(img)	TBD

21. Play List

Enable Play List	(img)	TBD
Next Song	(img)	TBD
Repeat List	(img)	TBD
Add Song	(img)	TBD
Remove Song	(img)	TBD
Delay	(img)	TBD
Keep Focus on Top	(img)	TBD

22. AudioSnap

AudioSnap Pool Lines	SCREEN_TRANS_POOL_LINE	TBD
Musical Snap Pool Lines	SCREEN_MUSICAL_SNAP_POOL_LINE	TBD
Snap Assist Line	SCREEN_SNAP_ASSIST	TBD
Active Snap Assist Line	SCREEN_SNAP_ASSIST_ACTIVE	TBD

22.1. AudioSnap | AudoSnap Palette

Background	(img)	TBD
Enable/Disable AudioSnap on Selected Clips	(img)	TBD
Copy AS MIDI	(img)	TBD
Split Beats Into Clips	(img)	TBD
Set Clip Time Base	(img)	TBD
Set AudioSnap Options	(img)	TBD
Set Project Tempo From Clip	(img)	TBD
Clip Follows Project	(img)	TBD
Edit Clip Map	(img)	TBD
Quantize	(img)	TBD
Extract Groove	(img)	TBD
Apply Groove	(img)	TBD
Menu Arrow	(img)	TBD

23. Icons

23.1. Icons | Track icons

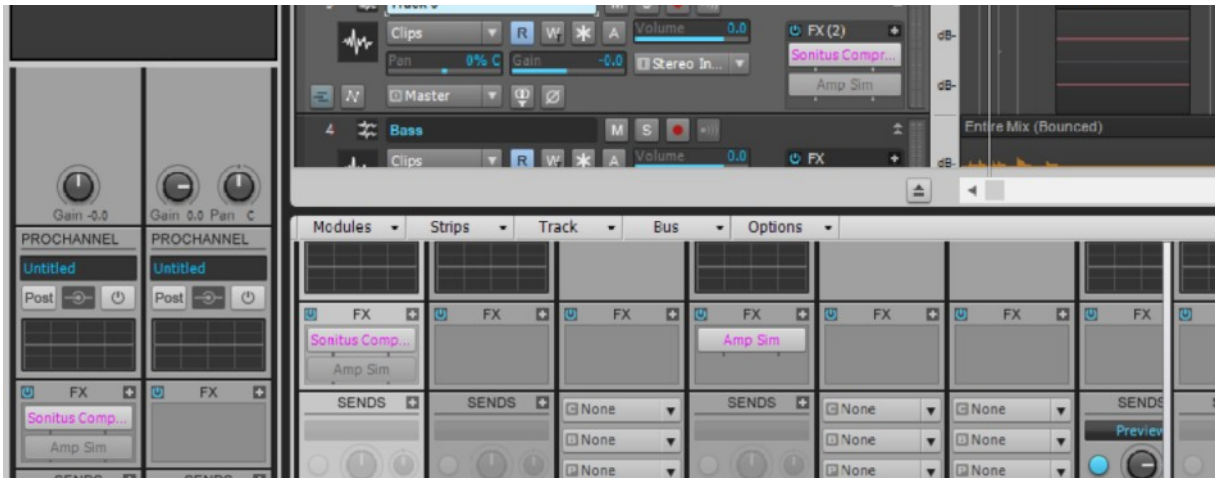
Audio Track Icon	(img)	TBD
MIDI Track Icon	(img)	TBD
Instrument Track Icon	(img)	TBD
Synth Track Icon	(img)	TBD
Aux Track Icon	(img)	TBD
Bus Icon	(img)	TBD
Surround Bus Icon	(img)	TBD
Hardware Out Icon	(img)	TBD
Track Folder Icon	(img)	TBD
Video Thumbnail Icon	(img)	TBD

23.2. Icons | Track Header icons

Audio Track Header Icon Stereo	(img)	TBD
Audio Track Header Icon Stereo	(img)	TBD
Audio Track Header Icon Mono	(img)	TBD
Audio Track Header Icon Mono Frozen	(img)	TBD
Audio Track Header Icon Mono Thawed	(img)	TBD
Audio Track Header Icon Stereo Frozen	(img)	TBD
Audio Track Header Icon Stereo Thawed	(img)	TBD
MIDI Track Header Icon	(img)	TBD
MIDI Track Header Icon	(img)	TBD
MIDI Track Header Icon Frozen	(img)	TBD
MIDI Track Header Icon Thawed	(img)	TBD
Synth Track Header Icon	(img)	TBD
Synth Track Header Icon Frozen	(img)	TBD
Synth Track Header Icon Thawed	(img)	TBD
Instrument Track Header Icon	(img)	TBD
Instrument Track Header Icon Frozen	(img)	TBD
Instrument Track Header Icon Thawed	(img)	TBD
Bus Header Icon	(img)	TBD
Surround Bus Header Icon	(img)	TBD
Track Folder Header Icon	(img)	TBD

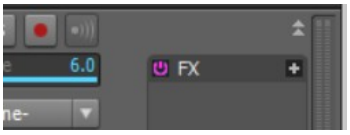
24. FX Rack

Track Inspector FX Rack	SCREEN_CONSOLEFXBIN	Not yet identified
FX Name	IDR_CLR_GLOBAL_13	



Bypassed FX Name	IDR_CLR_GLOBAL_14	

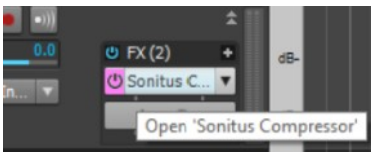
Bypass FX Rack	(img)	



Name Background	**(**img)	pink (enabled), dark pink (disabled)

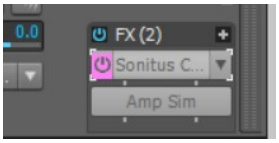
Name Background (ACT Focus)	(img)	TBD
Bypass Plug-in	(img)	

Mouse-over an enabled plug-in to view:



Bypass Plug-in (ACT Focus)	(img)	TBD
Bypass Plug-in Enabled	(img)	

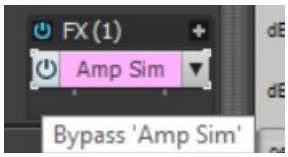
Mouse-over a disabled plug-in to view:

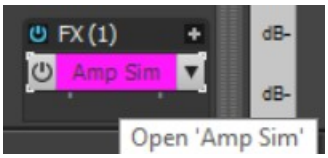


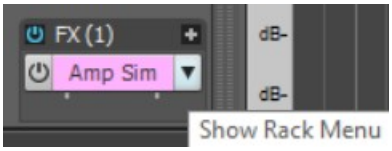
Bypass Plug-in Enabled (ACT Focus)	(img)	TBD
Open Plug-in UI	(img)	

Assigning an image with three shades of pink:

We observe: A: mouse-over by-pass button; B: mouse-over middle; C: click on middle; D: mouse-over menu button (or right-click):



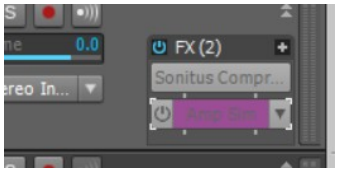




It appears that the use of the three variations in the image is counter-intuitive...

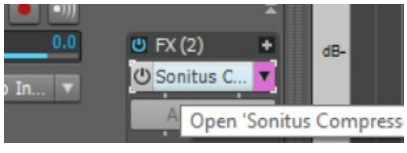
Open Plug-in UI (narrow)	(img)	TBD
Open Plug-in UI (ACT Focus)	(img)	TBD
Open Plug-in UI (narrow ACT Focus)	(img)	TBD
Open Plug-in UI Bypassed	(img)	

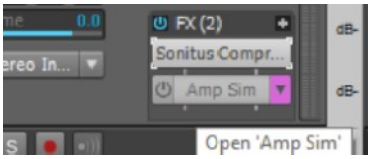
Mouse over and click on a disabled plug-in to view:



Open Plug-in UI Bypassed (narrow)	(img)	TBD
Open Plug-in UI Bypassed (ACT Focus)	(img)	TBD
Open Plug-in UI Bypassed (narrow ACT Focus)	(img)	TBD
Show Rack Menu Drop-down	(img)	
Show Rack Menu Drop-down Bypassed	(img)	

Mouse-over the enabled or disabled plugin to view:





Show Rack Menu Drop-down (ACT Focus)	(img)	TBD
Show Rack Menu Drop-down Bypassed (ACT Focus)	(img)	TBD

25. Plug-in property page

Host Bypass button	(img)	TBD
Preset Name drop-down menu	(img)	TBD
Decrement Preset button	(img)	TBD
Increment Preset button	(img)	TBD
Save Preset button	(img)	TBD
Delete Preset button	(img)	TBD
VST Preset Options button	(img)	TBD
ACT Learn button	(img)	TBD
Access Piano Roll	(img)	TBD
Access Staff View	(img)	TBD
Access Event List	(img)	TBD
Access Step Sequencer	(img)	TBD
Solo button	(img)	TBD
Automation Read	(img)	TBD
Automation Write	(img)	TBD
Give all Keystrokes to Plug-in	(img)	TBD
Pin Plugin Window	(img)	TBD
Link Surround Automation Controls	(img)	TBD

25.1. Plug-in property page | Control Surface property page

ACT Learn OFF	(img)	TBD
ACT Learn ON	(img)	TBD

26. FX Chains

In separator	(img)	TBD
Out separator	(img)	TBD
Separator	(img)	TBD
Next button	(img)	TBD
Previous button	(img)	TBD
Vintage Bright button	(img)	TBD
Fader	(img)	TBD
Fader background	(img)	TBD
Vintage Bright knob	(img)	TBD
Routing power	(img)	TBD

26.1. FX Chains | ProChannel module

Header Background Top	IDR_CLR_PC_FXC_BG_HEADER

Controls Background	IDR_CLR_PC_FXC_FX_RACK)	

Page Button	(img)	TBD
Button	(img)	TBD
Fader Background	(img)	TBD

27. External Insert

External Insert background	(img)	TBD

28. VocalSync

VocalSync background	(img)	TBD
Bypass button	(img)	TBD
Close button	(img)	TBD
Guide Track menu	(img)	TBD
Strength knob	(img)	TBD
NF knob	(img)	TBD
NF button	(img)	TBD
Apply button	(img)	TBD

29. Step Record

Whole Note	(img)	TBD
1/2 Note	(img)	TBD
1/4 Note	(img)	TBD
1/8 Note	(img)	TBD
1/16 note	(img)	TBD
1/32 Note	(img)	TBD
1/64 Note	(img)	TBD
Dotted Note Step	(img)	TBD
Double Dotted Note Step	(img)	TBD
Custom Value	(img)	TBD
Step Backward	(img)	TBD
Step Advance	(img)	TBD
Beat Backward	(img)	TBD
Beat Advance	(img)	TBD
Measure Backward	(img)	TBD
Measure Advance	(img)	TBD
Switch to Advanced Mode	(img)	TBD
Switch to Basic Mode	(img)	TBD
Activate Step Record	(img)	TBD

30. Profiling

Profile 1	(img)	TBD
Profile 2	(img)	TBD
Profile 3	(img)	TBD
Profile 4	(img)	TBD
Profile 5	(img)	TBD
Profile 6	(img)	TBD
Profile 7	(img)	TBD
Profile 8	(img)	TBD
Profile 9	(img)	TBD
Profile 10	(img)	TBD
Profile 11	(img)	TBD
Profile 12	(img)	TBD

B. Case Studies

1. Control Bars

I have not found the correct attribute to change to control the background of the Control Bar. However we can work around this.

"Tungsten Slate"

I quite like this effect where each module is clearly distinct, even when the "center and justify" option is selected. This is actually a minimal customization of "Tungsten": The only thing changed is the **Background (large)** item for each module, flood-filling with the slate blue color.

For example, the MixRecall module:

Note that the image actually has a transparent border on three sides, and we are not changing that. Our blue-grey fill is constrained to the existing border.

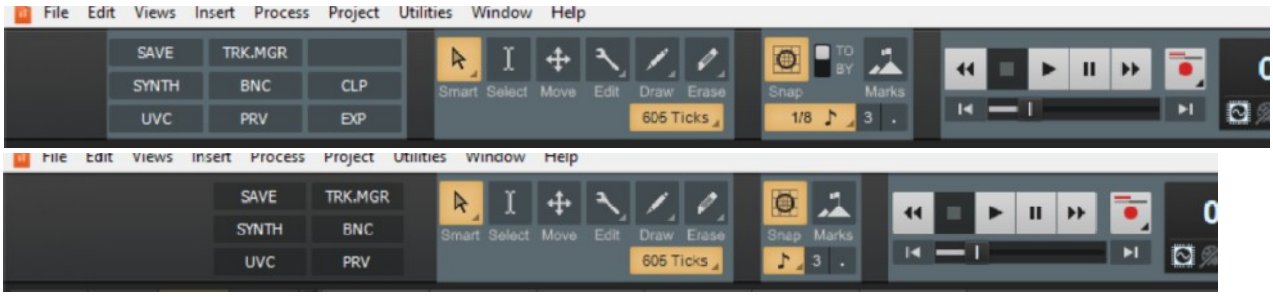
This is cool. I went ahead and customized the remaining background images for the modules (for medium and small sizes), but after I'd finished, the Control Bar suddenly changed:

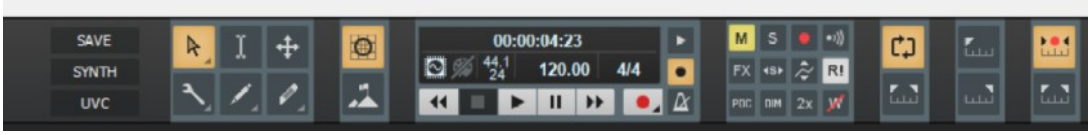
See how the background is now a continuous slate blue instead of the individual modules position on a black background? This is a nice look, but something must have triggered this rendering difference...

On a hunch, I reverted the following images from **Control Bar | Modules**, and saved the theme:

Custom | Background (medium)	(img)
Custom | Background (small)	(img)

Now I see:



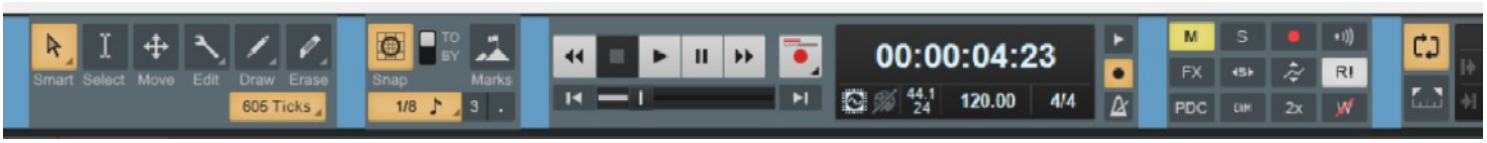


Of course, the Custom module now doesn't have the slate blue background at medium and small sizes, as expected.

When I carefully re-implemented the slate blue background for the **Custom | Background (medium)** item, the Control Bar background once again flood-filled with the blue.

It is only the (medium) size that exhibits this side-effect. Setting a custom background color on the (small) background behaves as expected.

This is almost certainly a bug but it does give us a way to flood-fill the Control Bar Background with a specific color... it just has to be the color of that image (**Custom | Background (medium)**). Here, I set it to blue:



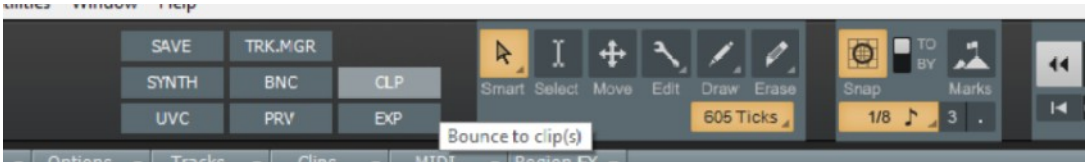
Yeah, although this behavior probably won't change, I don't think I'll be leveraging it.

Aside

Interesting - in the example on the previous page, do you see how the custom buttons have also changed color? This is a feature of how the custom button item is implemented in **Tungsten**. (See 4.15 above for a detailed comparison with **Mercury**).

This gives me an idea... what if we revert all of the background images (normal, medium, small) and instead, adjust the button image to use the slate blue color:

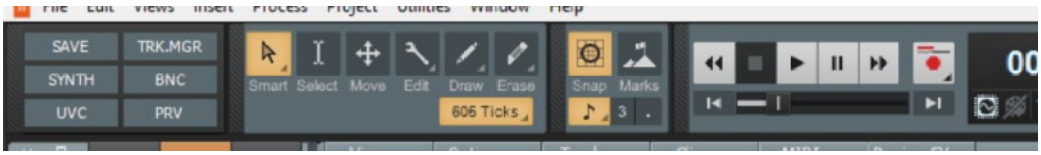
This results in the following:



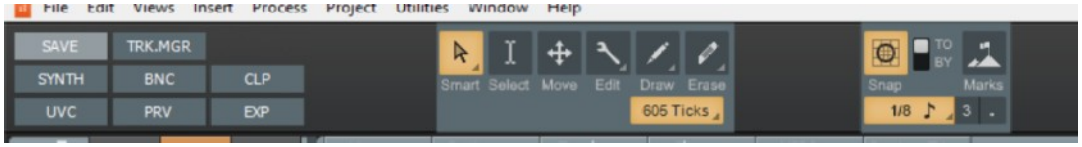
You know, that's pretty sexy. The mouse is hovering over the CLP button of course.

How does this look if we try some other Control Bar display modes?

Normal:



Lock order and Justify:



Nice. I like it. I think that's a keeper.

2. Clip Colors

One of the first things I did after playing around with color options in earlier versions of Cakewalk was to try and make the clips look like other DAWs that I admired. This can be an uphill battle because Cakewalk doesn't expose every possible color used by the application to indicate clip state. And there are a lot of variations:

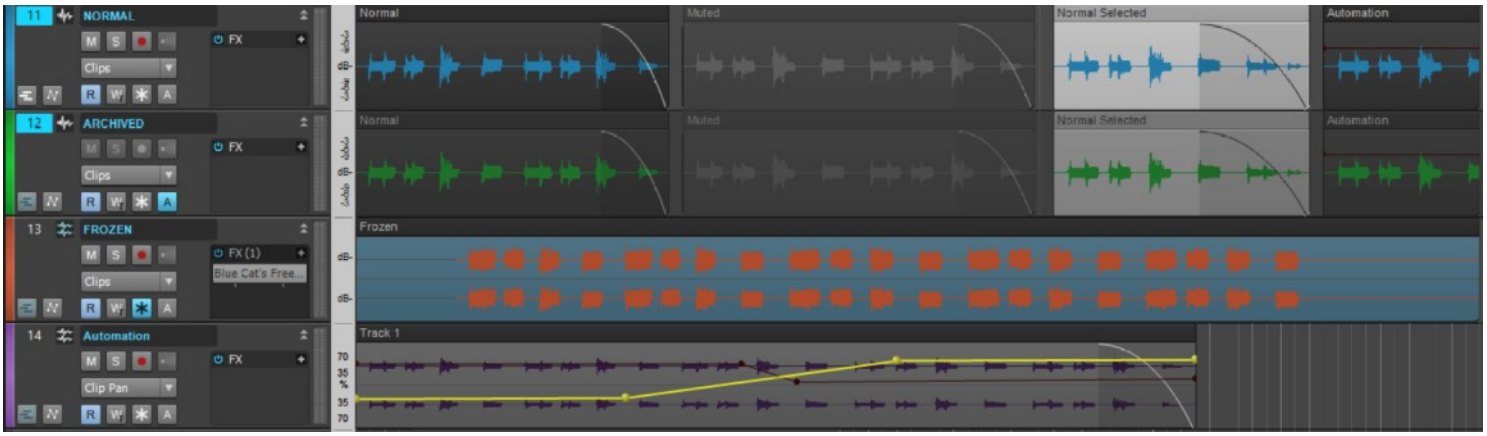
You have to consider:

- Clip headers and names;
- Clip fades and cross-fades;
- Selected and or Muted clips ;
- Archived and Frozen tracks

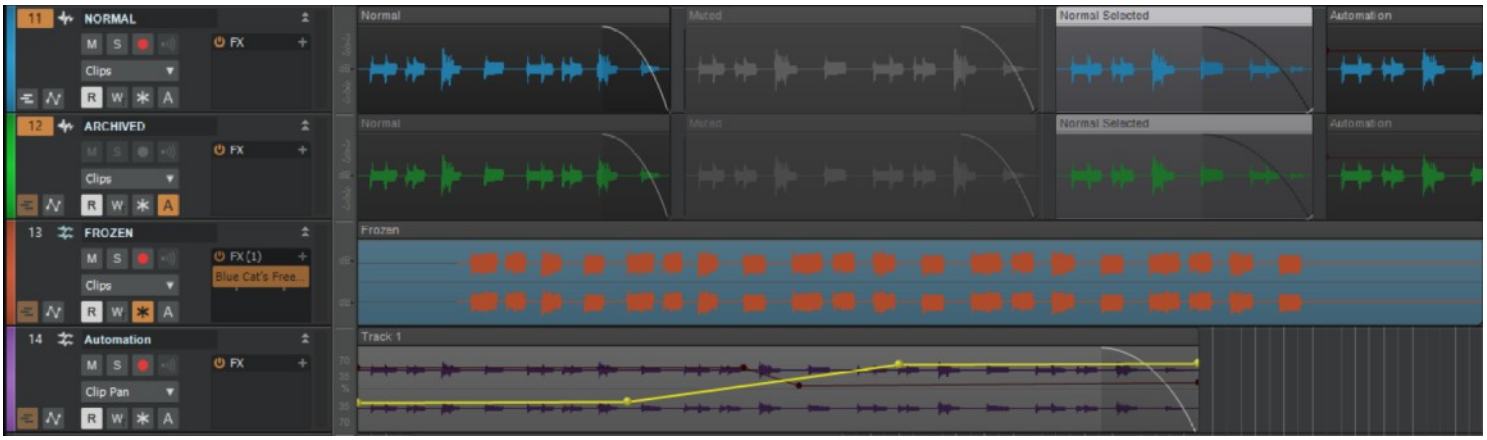
...and probably more.

For clarity, you're really better off exploring the possibilities within the "Cakewalk way" of coloring clips. Obviously you can't stop a user from customizing the foreground and background colors on a per-clip- or -track basis, but you should try to make the defaults work in a reasonable way.

2.1 Mercury (default)



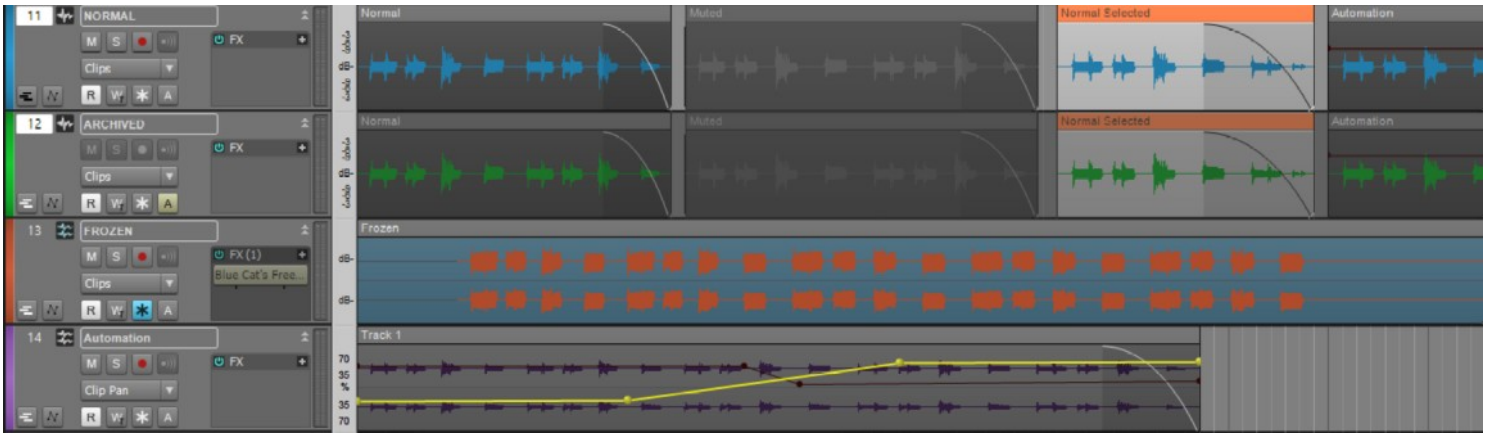
2.2 Tungsten (default)



I think the clip background is too dark by default - you can't really see the clip automation at all in the unselected clips at right.

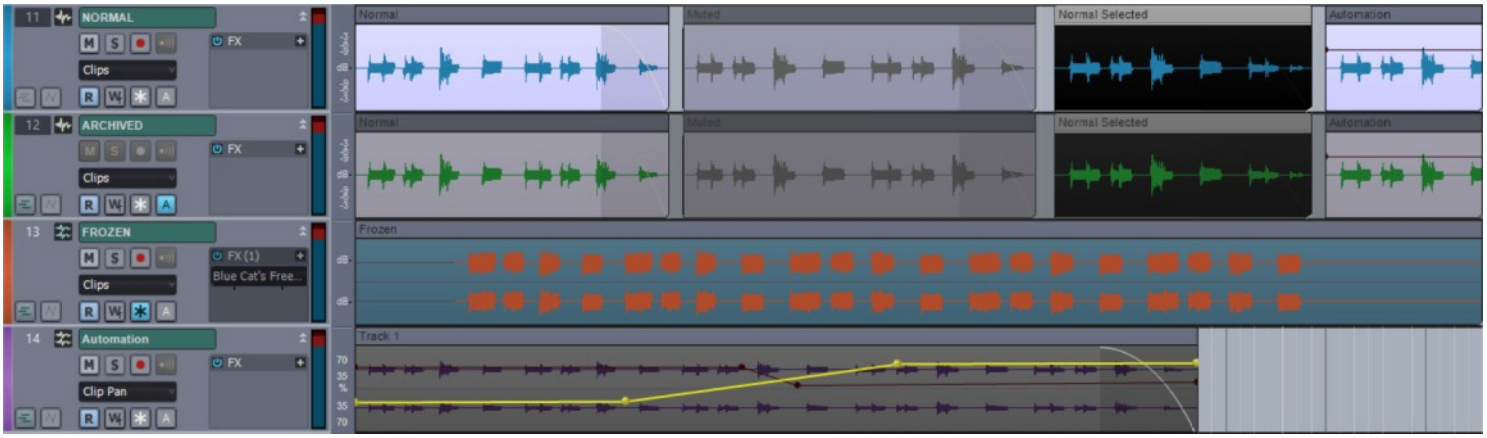
2.3 Boston Flowers (custom)

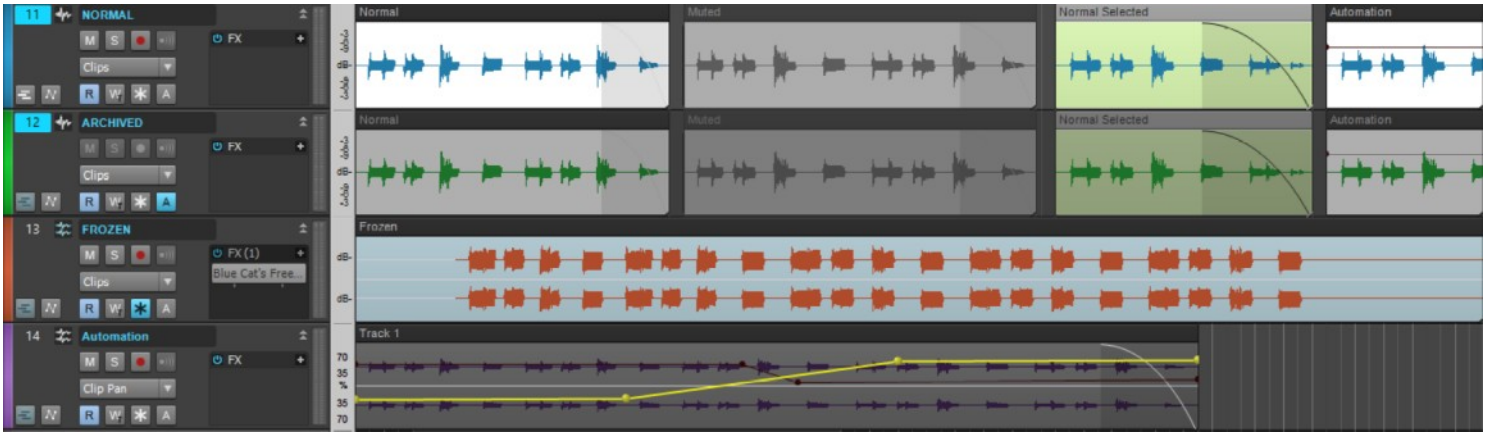
MarianoGF obviously put some thought into how clips are colored by default, and it works:



2.4 Sonar 85 (custom)

Trance-Canada did a good job with this one, it's very clear, even though light-colored backgrounds can make clip fades hard to see:



2.5 "White Clips" (experimental)

I used a bright white default background, and a pale green for "selected":