



Technical Reference

ATTACCA 1.0.0 — 2026-09-09

Technical reference. Tier and shortcut tables in this document are generated from the application code at build time.

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About this document

This is the technical reference for **ATTACCA 1.0** — the short companion to the full *ATTACCA User Manual*. It collects the facts an installer, a venue IT contact or an operator setting up a machine needs in one place: what each cue type does and which tier it needs, how the lighting, OSC, MIDI, Web Remote and collaboration surfaces are configured and which ports they use, the default keyboard shortcuts, and how licensing, activation and deactivation work. Everything here describes the application as built: the tier tables and the shortcut table are generated from the program's own enforcement and shortcut code when this document is produced, not typed.

What ATTACCA is

ATTACCA is a Windows-native show control application for theatre and live events. It plays audio, video, images and text; controls lighting rigs over Art-Net, sACN and USB-DMX — including recording a lighting console's DMX output and replaying it as a cue; and speaks the languages of a modern show network: OSC, MIDI and MIDI Show Control, Lua scripting, serial and HTTP. A show is a list of cues; **GO** fires the next one.

System requirements

Requirement	Details
Operating system	Windows 10 or Windows 11, 64-bit
Runtime	None to install — ATTACCA is fully self-contained (no .NET download, no codec packs)
Memory	8 GB RAM recommended
Audio	Any Windows audio output device, chosen inside ATTACCA (View → Audio Output Device)
Video	A DirectX 11-capable GPU. Video decoding is done in software, so a faster CPU helps with high-resolution video. A second display for video output is strongly recommended
Lighting / network	A wired network interface is recommended for Art-Net and sACN. Enttec DMX USB Pro interfaces are supported over USB
MIDI	Standard Windows MIDI devices (USB interfaces, virtual ports such as loopMIDI)

Installing

ATTACCA ships as a signed Windows installer (**ATTACCA.msi**) that installs to **C:\Program Files\ATTACCA** and registers the **.atca** workspace extension. Updates are checked at launch (at most once per 24 hours) and offered through the **Update Available** window; a downloaded update is verified — release host, size, SHA-256 checksum and the publisher's code signature — before it is allowed to run. Per-machine data (license, shortcuts, logs, backups) lives under **%APPDATA%\ATTACCA** ; show data lives wherever you save the workspace.

Cue types and tiers

ATTACCA is sold in three tiers. Each tier includes everything below it:

- **Free** — audio playback, the control and structure cues, the Show Timer. Never expires.
- **Standard** — adds the video family (Video, Camera, Image, Text) with display mapping and output windows, audio markers, and the Web Remote.
- **Pro** — adds the show network: lighting (Art-Net, sACN, USB-DMX, patching, the Light Dashboard, DMX recording), MIDI, OSC control, Lua scripting, Serial and HTTP cues, collaboration and broadcast output.

Cue types above your tier are never hidden or deleted. They sit in the cue list dimmed with a padlock; the padlock's tooltip names the tier that unlocks them. Tier enforcement refuses to *start* things — it never stops a cue that is already running, and a workspace saved on a lower tier still carries every cue and setting.

Generated, not transcribed. The two tables below are produced at build time from the enforcement code itself (the `DumpEnforcedMatrix` contract test), so they cannot drift from what the app enforces.

Cue type reference

Cue type	Tier	Shortcut	What it does
Arm	Free	—	Arms a target cue.
Audio	Free	<code>Ctrl+1</code>	Plays an audio file (WAV, MP3, AIFF, FLAC, OGG, WMA, M4A) with level, trim, loops, named markers, an effects chain and integrated fades. Multi-channel files play without downmix.
Disarm	Free	—	Disarms a target cue so it will not fire.
Fade	Free	<code>Ctrl+7</code>	Fades a target cue's audio level, video opacity or geometry over time; can stop the target when done.
GoTo	Free	—	Moves the playhead to a target cue.
Group	Free	<code>Ctrl+0</code>	Container for other cues. Seven modes: List, Start First Enter, Start First, Timeline, Start Random, Cart, Playlist.
Load	Free	—	Loads a target cue so it starts instantly when fired.
Memo	Free	—	A labelled note in the cue list. Fires nothing.
Pause	Free	—	Pauses a target cue.
Reset	Free	—	Resets a target cue.
Start	Free	—	Starts a target cue.
Stop	Free	—	Stops a target cue.
Timer	Free	—	Controls the Show Timer window (countdowns, messages, elapsed time).

Cue type	Tier	Shortcut	What it does
Wait	Free	—	Waits for its duration, then continues the sequence.
Camera	Standard	Ctrl+4	Shows a live capture device (webcam / capture card) on an output display.
Image	Standard	—	Shows a still image on an output display with hold time, opacity and fades.
Text	Standard	Ctrl+5	Renders styled text (supertitles, notices) on an output display.
Video	Standard	Ctrl+3	Plays a video file to an output display with geometry, effects, loop count, hold-last-frame and fades.
Effect	Pro	—	A generated lighting effect (chase, colour chase, waveforms) running on patched fixtures.
HTTP	Pro	—	Sends an HTTP/REST request (GET, POST and friends) to an internet host.
Light	Pro	Ctrl+6	A DMX look: patched channel levels and colours with a fade curve - or a recorded console take played back frame for frame, with loop modes, fades and an On finish action.
MIDI	Pro	Ctrl+9	Sends a MIDI message: voice (note, CC, program change), MIDI Show Control, or SysEx.
MIDI File	Pro	—	Plays a Standard MIDI File to a MIDI output at an adjustable rate.
OSC	Pro	—	Sends a single OSC message over UDP or TCP.
Script	Pro	—	Runs a Lua script in ATTACCA's sandbox.
Serial	Pro	—	Sends an ASCII or hex command to an RS-232 COM port.
Timecode	Pro	—	Generates MTC (over MIDI) or LTC (as audio) so other devices can chase ATTACCA.

27 cue types: 14 Free, 4 Standard, 9 Pro. Tiers are cumulative.

Every cue type has a button on the cue toolbar; the types with a default shortcut can also be created from the keyboard (all shortcuts are remappable in Preferences → Keyboard Shortcuts).

Modules

Module	Tier	What it covers
Audio	Free	Audio playback engine (all tiers).
AudioEffects	Free	Per-cue audio effects chain (EQ, compressor and friends).
AudioMarkers	Standard	Named markers on audio cues, the Until column, and marker triggers.
Camera	Standard	Camera cues.
Video	Standard	Video, Image and Text cues, display mapping, geometry and output windows.
WebRemote	Standard	The browser-based Web Remote monitor and control page.

Module	Tier	What it covers
Broadcast	Pro	MSC / OSC broadcast of show events to other systems.
Collaboration	Pro	Sharing a workspace to read-only observers on the LAN.
Lighting	Pro	Art-Net / sACN / USB-DMX output, Light Patch, Light Dashboard, DMX Status, DMX recording.
MIDI	Pro	MIDI devices, triggers, MIDI Learn, MSC, MIDI and MIDI File cues.
Network	Pro	Network messaging cues (OSC, Serial, HTTP).
OSC	Pro	The OSC server (remote control of ATTACCA).
Scripting	Pro	Lua scripting and Script cues.
Timecode	Pro	Timecode cues (MTC / LTC generation).

Pricing

Tier	Price	Notes
Free	\$0	Never expires
Standard	\$199 one-time	
Pro	\$399 one-time	
Standard → Pro upgrade	\$200	Your existing key becomes Pro — no new key is issued
Update plan	\$49 / year	Optional. Only needed for new versions; the version you own keeps working forever

There is no monthly subscription.

Network, lighting and control setup

Lighting output (sACN / Art-Net / USB-DMX)

Where it lives. Open **Edit** → **Preferences...** → **Lighting** (or **View** → **Lighting Settings...**). Output settings belong to *this computer*, not to the show file: they are saved per user in `%APPDATA%\ATTACCA\lighting-output.json`. Opening a workspace never changes them and saving one never carries them along. The settings that *do* travel with the show file are **Universe Count**, **Start Universe**, **Merge Mode** and the Light Patch.

Fail-closed by design. A fresh install transmits **nothing** — both protocols are off and no interface is chosen — until you enable a protocol here, pick the interface and click **Save** once. Do this once per computer:

1. Under **Network Interface**, choose the adapter that is actually wired to the lighting network (click **Refresh** if it is not listed). On a machine with more than one network, never leave it on “all interfaces”.
2. Enable **sACN output** or **Art-Net output** and choose its mode. **sACN multicast is the default** and the normal way to run a rig; Art-Net defaults to broadcast. Unicast plus a target IP is for a single node.
3. Click **Save**.
4. Open any Light cue’s **Recording** tab and read the **Playback output:** line — it should name the protocol and the interface (`sACN multicast – Ethernet 10.101.10.5 – set in Preferences → Lighting`). If it says “none enabled”, go back to step 2.

Setting	Default
Enable sACN output	Off
sACN Multicast mode	On (uncheck to unicast to Unicast Target)
sACN Source Name / Priority	<code>ATTACCA</code> / 100
Enable Art-Net output	Off
Art-Net Broadcast mode	On (uncheck to unicast to Target Address)
Network Interface	Auto (all interfaces) — pick a real adapter
Merge Mode (show file)	LTP
Universe Count / Start Universe (show file)	1 / 1

Standard ports: sACN **UDP 5568**, Art-Net **UDP 6454**. USB-DMX (Enttec DMX USB Pro or compatible FTDI widget) devices are added on the same page and output alongside the network protocols. Output streams continuously at ~44 frames per second on the network (~40 on USB).

Recording a console (DMX capture)

A Light cue’s **Recording** tab captures the DMX your console outputs (sACN multicast or Art-Net, up to 50 universes) and plays it back on GO — no console needed afterwards.

Run Signal Check before every recording session. The **Signal Check** section (► **Check Signal**) listens with exactly the receive path Record uses and shows, per universe, where packets come from, how fast they arrive and whether values are moving, plus a **lost** count per universe and a **Dropped:** total. Both should read 0; if nothing arrives it says so and names the two things that can be wrong — the universes and the interface in Preferences → Lighting. Fix the network *before* running the sequence, not after an empty take. ■ **Stop Monitor** ends it.

Reception is *interface + universes*: the console's own IP address is never needed and there is no field for it. The **Interface:** line on the tab is read-only and mirrors Preferences → Lighting.

Capture is packet-driven and lossless. Every packet the console sends is stored, up to the maximum rate sACN allows (44 per second per universe); loss is counted and a take with any loss is flagged ("Dropped: N packet(s) — NOT a faithful capture; re-record if it matters"). Takes are saved as **.dmxrec** files in a **recordings** folder next to the workspace file. Capture auto-stops at 200,000 frames or 30 minutes and keeps the take.

Playback. The newest recorded cue takes over any universe it shares with a running one, in a single step — GO from one recorded cue straight into the next, no Stop in between. Per cue: **Loop mode** (Off / Loop as recorded / Auto-trim loop), **Crossfade (ms)**, **Fade in** and **Fade out** in **seconds** (0 = instant cut), and **On finish** (Hold last frame — the default — / Blackout / Go to cue).

Stop and Panic, honestly. A raw DMX recording has no fixture knowledge: ATTACCA cannot tell a pan channel from an intensity channel. So **Stop and Panic send every recorded channel to zero** — on a rig with moving lights that swings the movers to their end stop. A single Panic (**Esc**) fades all DMX to black over the panic fade time; a second **Esc** within one second zeros every channel of every universe immediately and holds it. This is the emergency stop and everything-off is what it should mean. **For controlled darkness, use a Park cue:** record a few seconds of the rig parked (movers home, intensity 0), name it PARK or STANDBY, and GO it to end a sequence — its frames put every fixture exactly where you parked it. Give it a short **Fade in** for a smooth glide home.

OSC (remote control of ATTACCA)

- **Off by default, fail-closed.** A fresh install listens on nothing. Enable it in **Preferences** → **OSC** (or **View** → **OSC Settings...**) with **Enable OSC Server**, then **Save**. The OSC server requires **Pro**; below Pro the status reads "Stopped (requires Pro)".
- **Ports:** UDP **53000** (listen), TCP **53000** (SLIP-framed, the QLab convention), plain-text UDP **53535**; replies go to UDP **53001** on the sender.
- **Passcode model.** Without a passcode every remote client gets **View** access only (queries, no firing) and no firewall rule is added. Type a **Passcode** on the OSC page and **Save** to allow **Control**; clients authenticate with **/connect <passcode>**. The passcode is stored only as a salted hash in the workspace, and a hash loaded from a show file does *not* grant control by itself — the passcode must be re-entered in Preferences on the machine running the show, each session, by the person at the keyboard. Only then are the inbound Windows Firewall rules ("ATTACCA OSC ...") created.

MIDI

Every device is opt-in. In **Preferences** → **MIDI** (or **View** → **MIDI Settings...**), check the device under **Input Devices** / **Output Devices**, confirm **Enable MIDI input (receive)** / **Enable MIDI output (send)**, and **Save**. Percue triggers use **MIDI Learn** on the Triggers tab. Incoming MIDI Show Control is enabled with **Respond to incoming MSC** plus an **MSC Device ID**. MIDI requires **Pro**.

Web Remote (Standard and Pro)

A browser page served by ATTACCA — nothing to install on the phone. In **Preferences** → **Network: Enable Web Remote** (localhost only until you also check **Allow remote (network) access**, which adds the “ATTACCA Web Remote” firewall rule), **Port** (default **8080**), and a **Password**. **Control Mode** (GO / STOP / PAUSE / PANIC from the phone) is off by default and **cannot be enabled without a password** — ATTACCA refuses to save otherwise. View Mode is read-only; check **Require Password for View Mode** to protect it too. The toolbar shows the live URL, e.g. `http://192.168.1.50:8080` (`/control` for the control page).

Collaboration (Pro)

View → **Collaboration...** shares your workspace to read-only observers on the LAN (one Primary, up to 20 Observers, port **53600**). **A passcode is required to share** — Start Sharing refuses without one, and observers must enter it to connect. Observers receive a snapshot and then follow the primary’s playhead and property edits; they cannot push changes back.

Network ports

Port	Protocol	Used for	Where configured
53000	UDP	OSC listen port	Preferences → OSC
53000	TCP	OSC over TCP (SLIP-framed)	Preferences → OSC
53001	UDP	OSC replies (and the default OSC Broadcast destination port)	Preferences → OSC / Broadcast
53535	UDP	Plain-text OSC-style connections	Preferences → OSC
8080	TCP (HTTP)	Web Remote pages	Preferences → Network
53600	TCP	Collaboration	Collaboration window
6454	UDP	Art-Net DMX output	Preferences → Lighting
5568	UDP	sACN (E1.31) DMX output and recording input	Preferences → Lighting

The ATTACCA-specific ports (OSC, Web Remote, Collaboration) are changeable; Art-Net and sACN use their industry-standard ports.

Keyboard shortcuts

Default bindings, extracted at build time from the application's shortcut table

(`ShortcutManager.BuiltInDefaults`) — never retyped. Every binding except the two show-safety keys can be changed in **Preferences** → **Keyboard Shortcuts**; per-machine overrides are stored in

`%APPDATA%\ATTACCA\shortcuts.json` , and a workspace may carry its own bindings on top of those.

GO (`Space`) and Panic (`Esc`) are not rebindable. They are show-safety controls: Preferences refuses to reassign them, and a shortcuts file that tries is ignored. `Enter` , `Tab` and the bare arrow / paging keys are reserved for navigation and cannot be bound on their own either.

Action	Default key	Rebindable
GO	<code>Space</code>	No (show-safety)
Panic	<code>Esc</code>	No (show-safety)
Stop Selected Cue	<code>S</code>	Yes
Pause / Resume Selected Cue	<code>P</code>	Yes
Pause All	<code>[</code>	Yes
Resume All	<code>]</code>	Yes
Undo	<code>Ctrl+Z</code>	Yes
Redo	<code>Ctrl+Y</code>	Yes
Copy	<code>Ctrl+C</code>	Yes
Cut	<code>Ctrl+X</code>	Yes
Paste	<code>Ctrl+V</code>	Yes
Duplicate	<code>Ctrl+D</code>	Yes
Delete	<code>Del</code>	Yes
Select All	<code>Ctrl+A</code>	Yes
Arm / Disarm Selected Cue	<code>Ctrl+Shift+A</code>	Yes
Enter Show Mode	<code>Ctrl+Shift+]</code>	Yes
Enter Edit Mode	<code>Ctrl+Shift+[</code>	Yes
Toggle Show / Edit Mode	<code>Ctrl+E</code>	Yes
Search Cues	<code>Ctrl+F</code>	Yes
Move Playhead Up	<code>Alt+Up</code>	Yes
Move Playhead Down	<code>Alt+Down</code>	Yes

Action	Default key	Rebindable
Expand All Groups	.	Yes
Collapse All Groups	,	Yes
New Workspace	Ctrl+N	Yes
Open Workspace...	Ctrl+O	Yes
Save Workspace	Ctrl+S	Yes
Save Workspace As...	Ctrl+Shift+S	Yes
Export Show Report...	Ctrl+Shift+E	Yes
Toggle Show Timer	Ctrl+T	Yes
Toggle Inspector	Ctrl+I	Yes
Open Preferences...	Ctrl+,	Yes
Open Renumber Cues...	Ctrl+R	Yes
Toggle Flagged	F	Yes
Cycle Continue Mode	C	Yes
Copy Effects	Ctrl+Shift+C	Yes
Paste Effects	Ctrl+Shift+V	Yes
New Group Cue	Ctrl+0	Yes
New Audio Cue	Ctrl+1	Yes
New Video Cue	Ctrl+3	Yes
New Camera Cue	Ctrl+4	Yes
New Text Cue	Ctrl+5	Yes
New Light Cue	Ctrl+6	Yes
New Fade Cue	Ctrl+7	Yes
New MIDI Cue	Ctrl+9	Yes
Group Selected Cues	Ctrl+G	Yes

Per-cue **hotkey triggers** (any key that fires one specific cue) are set on the cue's Triggers tab and are separate from this table.

License and activation

Where the License window is

Open **View** → **License...** (also reachable from **View** → **About ATTACCA...** → **Manage License...**, and from the **Enter License Key** button on the tier-gate dialog). The window is titled **ATTACCA License**. There is no license entry anywhere in Preferences or under a Help menu.

Activating

1. Paste your key exactly as it was sent — keys are long by design; surrounding spaces and line breaks are ignored.
2. Click **Activate**.

ATTACCA contacts the license server once, registers this computer against the license and shows the result: your **tier**, **Licensed to** (the purchase email), **Purchased** and **Updates until**. The new tier applies immediately — locked cues unlock where they sit, nothing restarts. Below the **Current License** row are the buttons **Refresh License** and **Deactivate This Machine**; while the license is Standard an **Upgrade to Pro...** button is shown as well.

The two-machine rule

A license may be active on **two computers at once**. Trying to activate a third shows **“All machine seats are in use”** with the list of machines currently holding a seat and the date each was activated. Free a seat (either path below) and activation of the machine in front of you retries automatically.

Refresh License

Refresh License re-validates the license online and re-reads your tier. It is how a Standard → Pro upgrade bought on the website appears in the app — no new key is issued; your existing key becomes Pro. The **Upgrade to Pro...** button starts that purchase from inside the app (it verifies the license online first, then opens checkout in your browser with the key filled in); when you are done, click **I’ve completed my upgrade** — **Refresh License** in the same window, or **Refresh License** on the License window.

Offline use after activation

Once activated, the license is stored on this computer with a cryptographic proof of purchase (`%APPDATA%\ATTACCA\keygen-license.json`) and **ATTACCA never needs the internet again**: starting the app, opening a workspace, running the show, GO and Panic all work fully licensed, with no grace period counting down and no re-validation deadline. When a connection happens to be available at startup, ATTACCA quietly

re-checks the license in the background — that is what picks up an upgrade or a seat freed from another machine; a failed check changes nothing. Exactly four actions need a connection: **activating**, **Refresh License**, **deactivating**, and **starting a Standard → Pro upgrade**.

Deactivating — two ways to free a seat

(a) On the website — the [attacca.co](https://attacca.co/account/licenses) dashboard. Sign in at attacca.co/account/licenses. Each license shows its key (masked), tier, purchase date, updates-until date and a **Machines (N of 2)** list; each machine has a **Deactivate** button with an inline confirmation that frees the seat immediately, so you can activate elsewhere. At 2 of 2 the dashboard prompts you to deactivate one. The machine you removed keeps working on its stored license until it next re-checks online, at which point it reverts to Free. *[WEBSITE TO CONFIRM: the exact path attacca.co/account/licenses and the “Machines (N of 2)” wording are as supplied by the website team; they are not visible from the app.]*

(b) In the app. Two in-app actions release seats, both in the License window and both requiring an internet connection:

- **Deactivate This Machine** frees *this* computer’s seat. You are asked to confirm (“Deactivate this machine? ATTACCA will revert to the Free tier here, and the seat becomes available for another computer.”); on success the stored license is removed, ATTACCA drops to Free immediately and the key box returns. If the server cannot be reached the seat is **not** freed and ATTACCA says so (“Could not reach the license server — the seat was NOT freed. Try again when you’re online.”).
- **Deactivate Selected Machine** appears on the **All machine seats are in use** panel when you activate one machine too many: select one of the listed machines and click it to free *that* machine’s seat from here, after which activation of this computer retries by itself. The other machine is not contacted; it keeps running until its next online check.

Neither downgrade stops anything that is already running, and nothing in your workspace files is deleted or changed.

The update plan

Buying a tier buys that version forever. The optional **\$49 / year** update plan buys *newer* versions; the **Updates until** date on the License window is where you check it. An expired plan never disables anything: newer builds are simply not offered, and installing one is refused with “Your update plan has ended. Renew it to install newer versions of ATTACCA.” If you run a build newer than your plan, a dismissible amber bar with **Renew...** and **Dismiss** explains this — never during a show (it is suppressed in Show Mode and while cues run). After renewing, open **View → License...** and click **Refresh License**.

Files, formats and support

Where things are stored

What	Where	Notes
Workspace	<code>YourShow.atca</code> (wherever you save it)	The entire show, as plaintext JSON. Saves are atomic (<code>.tmp</code> then rename), so a crash mid-save cannot corrupt the existing file. Files over 256 MB refuse to load.
Autosave	<code>YourShow.atca.autosave</code> , next to the workspace	Written on the autosave interval (default 1 minute; Preferences → General). Offered for recovery on open when newer than the workspace.
Backups	<code>%APPDATA%\ATTACCA\Backups\<name>_<id>\</code>	A timestamped copy each time you save over an existing workspace; the 10 most recent are kept per workspace.
DMX recordings	<code>recordings\cue_<number>_<timestamp>.dmxrec</code> , next to the workspace	Console takes attached to Light cues. They travel with the show folder. Files over 1 GB refuse to load.
License	<code>%APPDATA%\ATTACCA\keygen-license.json</code>	The activated license and its signed offline proof. Release the seat with Deactivate This Machine rather than deleting the file.
Keyboard shortcuts	<code>%APPDATA%\ATTACCA\shortcuts.json</code>	Per-machine remaps; a workspace may carry its own on top.
Lighting output settings	<code>%APPDATA%\ATTACCA\lighting-output.json</code>	Per-machine protocol / interface settings (never in the show file).
Logs	<code>%APPDATA%\ATTACCA\logs\attacca-YYYYMMDD.log</code>	One file per day. Attach the current day's log to a bug report.
Crash and freeze diagnostics	<code>%APPDATA%\ATTACCA\crashes\</code> , <code>crash.txt</code> , <code>freeze_*.dmp</code>	Written automatically; include them with a report.
MIDI profiles	<code>%APPDATA%\ATTACCA\midi-profiles\</code>	Named MIDI mapping profiles (<code>.atca-midi-profile</code>).

Supported media

Media	Formats	Notes
Audio	<code>.wav</code> <code>.mp3</code> <code>.aiff</code> <code>.aif</code> <code>.flac</code> <code>.ogg</code> <code>.wma</code> <code>.m4a</code>	BASS audio engine. Multi-channel files play with every channel, without downmix; speaker assignment follows the Windows speaker configuration of the output device.
Video	<code>.mp4</code> <code>.mov</code> <code>.avi</code> <code>.mkv</code> <code>.wmv</code> <code>.webm</code> <code>.m4v</code>	Bundled FFmpeg — no codec packs. H.264, H.265/HEVC, ProRes (incl. 4444), HAP, VP8/VP9, AV1, DNxHD/HR, CineForm, MJPEG and more; in-file audio plays too.
Images	<code>.png</code> <code>.jpg</code> <code>.jpeg</code> <code>.bmp</code> <code>.webp</code> <code>.gif</code> <code>.tif</code> <code>.tiff</code> <code>.ico</code>	Still images with hold and fades.
MIDI files	<code>.mid</code> <code>.midi</code>	Played out a MIDI patch at an adjustable rate.

The Panic system

Esc is **Panic** and cannot be rebound. A single press fade-stops everything — audio, video and DMX — over the panic fade duration set in Preferences → General (default 2 s, “Instant” available). A second press within one second is a hard stop: everything stops immediately and every DMX channel of every universe is zeroed and held until a cue writes something new. On a lighting rig with moving lights, that zeroing swings the movers — see *Stop and Panic, honestly* under *Network, lighting and control setup* for the Park-cue pattern that gives you controlled darkness instead.

Getting help

- **Website:** attacca.co — downloads, pricing, the license dashboard (attacca.co/account/licenses) and support contact. *[WEBSITE TO CONFIRM: the support contact address or form the site publishes.]*
- **When reporting a problem,** include the ATTACCA version (View → About ATTACCA...), the current day’s log from `%APPDATA%\ATTACCA\logs` , and any `crash_*.json` or `freeze_*.dmp` files from the same folder.