



PT Markers Editor

User Manual

Version 1.1 | macOS

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1. Overview

PT Markers Editor (PTME) is a native macOS application designed for Pro Tools® users who need to manage large numbers of Memory Location markers efficiently. It connects directly to a running Pro Tools® session via the PTSL SDK, allowing real-time import and export of markers without leaving your workflow.

PTME provides a clean, purpose-built interface for editing marker names, icons, colors, track assignments, and General Properties — operations that are tedious or impossible to perform in bulk within Pro Tools® itself.

Key Features

- Direct PTSL integration — import and export markers from a live Pro Tools® session
- Text file import/export — compatible with the standard Pro Tools® marker text format
- Batch renumber — resequence selected markers by timecode order
- Find & Replace — search and replace text across all marker labels
- Prepend / Append — add text to multiple marker labels at once
- General Properties (GP) — preserve zoom, visibility, window, and group settings
- Icon support — assign emoji icons compatible with the Pro Tools® PTSL SDK
- Color assignment — set all 16 Pro Tools® marker colors
- Label format control — choose between full, label-only, or number-only display
- Undo / Redo — full history for all editing operations

2. System Requirements

| Requirement | Minimum |
|--------------|-----------------------------------|
| macOS | 13.0 Ventura or later |
| Architecture | Apple Silicon (M1+) |
| Pro Tools® | 2025.6 or later with PTSL enabled |
| Python | 3.9 (system — /usr/bin/python3) |
| Disk Space | ~150 MB |

3. Installation & Licensing

Installation

PT Markers Editor is distributed as a signed and notarized macOS application. To install, drag PT Markers Editor.app into your /Applications folder. On first launch, macOS may ask you to confirm opening the app — click Open to proceed.

Note: *The app is code-signed with a Developer ID certificate and notarized by Apple. You should not see any Gatekeeper warnings on a standard macOS installation.*

Licensing

PT Markers Editor requires a valid license after the trial period. On first launch, the app enters Demo Mode, which allows full use of all features with a limited number of markers. To activate a full license:

- Purchase a license from www.diegetixsound.com

- Launch PT Markers Editor

- When prompted, enter your license key in the activation dialog

- Click Activate — the app will verify the key and unlock all features

4. Interface Overview

The PT Markers Editor window is divided into two main areas: the Sidebar on the left and the Marker Table on the right.

Sidebar

The sidebar contains session information, statistics, and all batch operation panels:

- Session Info — displays session name, sample rate, bit depth, timecode start, and format
- Stats — shows total marker count and ruler/track breakdown
- Operations — Add New Marker and Delete Selected buttons
- Batch Renumber — renumber selected markers sequentially by timecode
- Find & Replace — search and replace text in marker labels
- Prepend / Append — add text before or after marker labels
- Ruler Names — view and rename PT ruler tracks
- Color Names — view the PT color palette reference
- Label Format — control how marker names are displayed and exported
- Search — filter markers by text or number range

Toolbar (bottom of sidebar)

- Check All / Uncheck All — select or deselect all visible markers
- View Selected / View All — filter the table to show only selected markers
- Undo / Redo — step through edit history

Marker Table

The main table displays all markers with the following columns:

| Column | Description |
|-------------------------------------|---|
| <input checked="" type="checkbox"/> | Selection checkbox |
| # | Memory location slot number (read-only) |
| Icon | Emoji icon — select from the dropdown |
| Color Code | Pro Tools® marker color |
| Location | Timecode position (read-only — reflects PT's value) |
| Label | Marker name (240 Characters max.) |
| Track | Ruler or track name |
| Type | Marker type: Ruler, Track, Selection, or None |
| Comments | Optional comments field |
| GP | General Properties flags: Z R V H G W |

5. Session Management

5.1 Importing from a Pro Tools® Text File

PTME can open the standard marker text file exported by Pro Tools® (File → Export → Session Info as Text UTF-8). To import:

- In the menu bar, select File → Open (⌘O), or drag a .txt file onto the app window
- PTME reads the session header (sample rate, timecode format, session start) and all markers
- The marker table populates immediately — no Pro Tools® connection is required

Note: *The text file must be in the standard Pro Tools® export format. Pro Tools® does not export Markers General Properties flags (Z, R, V, H, G, W) and do not export Markers whose Time Properties are set to “Selection” or to “None”.*

5.2 Importing Directly from Pro Tools® (PTSL)

When Pro Tools® is running with an opened session, PTME can import markers directly via the PTSL scripting connection. Click the Import All button in the toolbar. PTME will:

- Connect to the running Pro Tools® instance
- Read session info: name, sample rate, timecode format, and session start
- Import Memory Locations whose Time Properties are set to “Markers” and “None”.
- Convert sample positions to timecode using the session's exact frame rate

Note: *Pro Tools® must be running and a session must be open. If PT is not detected, the Import All button will be disabled. The PT connection status is shown in the bottom-right of the window. Markers whose Time Properties are set to “Selection” are not supported.*

5.3 Importing from a Cue List TXT/CSV File

This function allows you to import a cue list from an external document directly into PT Markers Editor.

Supported formats:

- Plain text (.txt) with tab-separated columns
- CSV (.csv) with comma-separated columns

Go to File Menu → Import Cue List

Step 1 — File & Session Settings

- Session Name — Required. This name will appear in the session header.
- Sample Rate — Select the sample rate of your Pro Tools® session (48000 Hz default).
- Bit Depth — Select 16, 24, or 32 bit.
- TC Format — Select the frame rate matching your session (23.976, 24, 25, 29.97, 30 fps).



- TC Start — Enter the session timecode start (colons are inserted automatically).
- Click Choose File → to select your cue sheet file.

Step 2 — Column Mapping

PT Markers Editor displays a preview of the first three rows of your file and automatically detects whether the first row is a column header.

Map your document columns to the following fields:

Location — The timecode column (required). Must contain values in HH:MM:SS:FF format.

Label — The primary text column (required). Limited to 240 characters.

Comments — An optional secondary text column. Leave set to — none — if not needed.

5.4 Saving & Auto-Save

PTME automatically saves the current session state to a local JSON file after every edit. This state is restored on the next launch. To explicitly save as a Pro Tools® text file, use File → Save (⌘S) or the Export as Text button.

6. Working with Markers

6.1 The Marker Table

The marker table is the central workspace. Each row represents one Pro Tools® Memory Location. Rows are color-coded: edited rows are highlighted in amber. Selected rows are highlighted in blue.

Click any row to select it (checkbox toggles). Click a cell to edit it directly. The Location column is read-only — it reflects the timecode as received from Pro Tools® or calculated from the stored sample position.

6.2 Adding a New Marker

Click the + Add New Marker button in the Operations panel to open the Add Marker dialog. Fill in:

Icon — optional emoji from the dropdown

Label — marker name (required)

Location — timecode in HH:MM:SS:FF format (defaults to 01:00:00:00)

Track — ruler name (defaults to Markers)

Type — Marker, Selection, or None

Color — Pro Tools® color

Comments — optional

Click Add Marker to confirm. If Pro Tools® is connected, the new marker is automatically exported to Pro Tools® immediately.

6.3 Editing Markers

Click any editable cell to change its value. Changes are saved automatically. To change an icon, click the icon dropdown in the Icon column and select a new emoji. To change a color, click the color indicator to open the color picker dropdown.

6.4 Deleting Markers

Click the X button at the right end of any row to delete that marker. To delete multiple markers, select them using checkboxes and click X Delete Selected in the Operations panel. Deletions can be undone with ⌘Z.

6.5 Selecting Markers

Use the row checkboxes to select individual markers. The toolbar provides:

Check All — select all currently visible markers

Uncheck All — deselect all markers

View Selected — filter the table to show only selected markers

View All — show all markers

The selection count is displayed at the bottom of the window. Use the Search field to filter markers by text or number range (e.g. #5-10).

6.6 Undo / Redo

PTME maintains a full edit history. Press ⌘Z to undo or ⌘⇧Z to redo. The Undo and Redo buttons are also available at the bottom of the sidebar. Undo history is preserved across editing sessions.

7. Batch Operations


7.1 Batch Renumber

The Batch Renumber panel allows you to reassign slot numbers to selected markers, sorted in ascending timecode order. This is useful after adding or rearranging markers that are no longer in sequential order.

How to use:

- Select the markers you want to renumber using the checkboxes
- Expand the Batch Renumber panel in the sidebar
- Enter the Start number (the first number to assign)
- Click Renumber

PTME sorts the selected markers by timecode and assigns sequential numbers starting from the specified start value. If the new numbers would conflict with non-selected markers, a warning dialog appears and the operation is aborted — choose a different start number and try again.

After renumbering, click the  Export button that appears in the panel to push the renumbered markers to Pro Tools®. Only the selected (renumbered) markers are exported — other markers in PT are not affected.

Note: *Markers with General Properties (GP flags) are handled specially during export to ensure their stored zoom, visibility, and window settings are preserved correctly.*

7.2 Find & Replace

The Find & Replace panel searches across all marker labels and replaces matching text. It operates on all markers unless filtered.

- Find — text to search for (case-sensitive)
- Replace — replacement text (can be empty to delete matches)
- Click Replace to apply

7.3 Prepend / Append

The Prepend / Append panel adds text to the beginning or end of selected marker labels.

- Enter text in the Prepend field to add it before each label
- Enter text in the Append field to add it after each label
- Click Apply to process selected markers


7.4 Sort Markers

Use the column headers in the marker table to sort by any field. Click the Location header to sort by timecode. Click Icon to sort alphabetically by icon. An arrow indicator shows the current sort direction.

8. Exporting to Pro Tools®

PTME provides two ways to send marker data back to Pro Tools®. All export operations require Pro Tools® to be running with a session open.

8.1 Export Selected Markers

Click  Export Selected in the toolbar to push only the currently selected markers to Pro Tools®. For each selected marker, PTME:

- Recalls the existing slot (if GP flags are active) to capture stored settings
- Clears the existing slot
- Creates the marker at the same slot with updated name, color, location, and comments

















8.2 Export as Text File

Use File → Save (⌘S) to export the current session as a Pro Tools®-compatible text file. This file can be imported into any Pro Tools® session using File → Import → Session Data. The exported file includes the full session header (sample rate, timecode format, session start) and all markers in standard PT format.

9. Icons & Colors

9.1 Icon Reference

PTME supports a curated set of emoji icons that are compatible with the Pro Tools® PTSL SDK. The icon is prepended to the marker name in the format: Icon.Number. Label

| Icon | Name | Icon | Name |
|---|---------------|---|--------------|
|  | Check Mark |  | Plus |
|  | Warning |  | Minus |
|  | Rewind |  | Star |
|  | Fast Forward |  | Black Square |
|  | Question Mark |  | No Entry |
|  | Exclamation |  | Alarm Clock |
|  | Circle |  | Hourglass |
|  | Cross Box |  | Hot Beverage |

Note: To display no icon, select ** (the first option in the dropdown). The ** placeholder indicates an empty icon field.


9.2 PT Color Palette

Pro Tools® supports 16 marker colors. PTME displays them by name and maps them to the correct PT color index on export:

| Index | Name | Index | Name |
|-------|---------|-------|-------|
| 1 | Purple | 9 | Tea |
| 2 | Violet | 10 | Green |
| 3 | Rose | 11 | Sky |
| 4 | Pink | 12 | Blue |
| 5 | Red | 13 | Ocean |
| 6 | Apricot | 14 | White |
| 7 | Orange | 15 | Grey |
| 8 | Yellow | 16 | Black |

10. Label Format

The Label Format setting controls how marker names are constructed when exporting to Pro Tools®. Expand the Label Format panel in the sidebar to choose:

| Format | Example Output | Description |
|-------------|--|-------------------------------------|
| Full |  3. Scene A | Icon + number + label (default) |
| Label Only | Scene A | Label text only — no icon or number |
| Number Only | 3. Scene A | Number + label, no icon |

Note: *The Label Format setting applies globally to all export operations. It does not affect how markers are displayed within PTME — only how they are written to Pro Tools®.*

11. General Properties (GP Flags)

Pro Tools® Memory Locations can store General Properties — session-wide settings that are recalled when you trigger the memory location. PTME displays and preserves these flags as six checkboxes in the GP columns of the marker table.

| Flag | Name | Description |
|------|------------|-----------------------------------|
| Z | Zoom | Recalls zoom state |
| R | Roll | Recalls pre/post roll times |
| V | Visibility | Recalls track visibility settings |
| H | Heights | Recalls track height settings |
| G | Group | Recalls group enable states |
| W | Window | Recalls window configuration |

When exporting markers with GP flags enabled, PTME uses a recall-before-write sequence to preserve the stored settings:

- Recall the original memory location slot — this activates the GP state in PT
- Wait for Pro Tools® to apply the settings (0.75 seconds)
- Clear the original slot
- Create the marker at the new slot — Pro Tools® captures the active GP state

12. Ruler Names

Pro Tools® supports multiple named marker rulers (Markers, Markers 2, Markers 3, etc.). PTME reads the ruler names from the connected session and displays them in the Ruler Names panel in the sidebar.

When assigning a track to a marker, type the exact ruler name in the Track column, or select it from the autocomplete list that appears as you type. The ruler name determines which ruler track the marker appears on in Pro Tools®.

13. Go To Location

The → Go to button in the toolbar moves the Pro Tools® playhead to the timecode position of the currently selected marker. This requires Pro Tools® to be connected.

Select a single marker in the table and click → Go to. Pro Tools® will move its playhead to that timecode position immediately.

14. Keyboard Shortcuts

| Shortcut | Action |
|---|--|
| ⌘O | Open text file |
| ⌘S | Save / Export as text file |
| ⌘Z | Undo |
| ⌘⇧Z | Redo |
| ⌘Q | Quit PT Markers Editor |
| ⌘H | Hide PT Markers Editor |
| ⇧⌘H | Hide Others |
| ⌘W | Close Window (app continues running) |
| ⌘? | Open Help (PT Markers Editor Help) |
| ⌘M | Toggle Check Mark box |
| ⇧ + Click <input checked="" type="checkbox"/> | Shift + Click Range Selection |
| ⇧ + Click "Icon" | Applies to all Selected Markers |
| ⇧ + Click "Color" | Applies to all Selected Markers |
| ⇧ + Click "Track" | Shows picker with all Rulers and Track Names, applies to all Selected Markers |
| ⇧ + Click "GP" | Option + Click on any General Properties <input checked="" type="checkbox"/> applies to all Selected Markers |

15. Troubleshooting

"Could not Connect" on launch

The Flask server failed to start. Quit the app, wait 5 seconds, and relaunch. If the problem persists, check that `/usr/bin/python3` is available on your system.

"Run install_sdk.sh first" error

The PTSL protocol buffer files are missing from the bundle. This should not occur in a properly installed version. Re-download and reinstall the application.

Import All returns no markers

Verify that Pro Tools® is running and a session is open. Check that PTSL is enabled in Pro Tools® preferences. The PT connection indicator at the bottom-right of the window should show green.

Wrong timecode after import at 23.976fps

Ensure you are running the latest version of PTME.

Export creates markers at wrong timecodes

This can occur if the session timecode format changed between import and export. Re-import from Pro Tools® before exporting to ensure the session info is current.

GP settings not preserved after renumber

The recall-before-write sequence requires Pro Tools® to be responsive. Avoid interacting with Pro Tools® during export. If settings are still lost, try exporting fewer markers at a time.

App is damaged or cannot be opened

The app bundle may have been corrupted during transfer. Re-download the original zip file and reinstall. Do not modify the app bundle contents after installation.