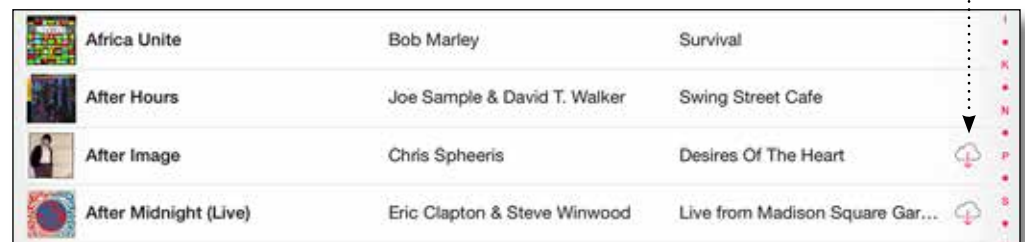




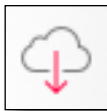
Sometimes when I click on a cue I just created and push the play button, nothing happens. What's up?

From what I can tell, the problem results from selecting a cue song that has not been downloaded from iCloud to the device itself. You can easily determine which songs have been downloaded and which ones haven't by looking at each song in the music app.

Here's a screenshot of the music app on my iPad that shows two songs—*After Image* and *After Midnight*—not currently in the music library on my device but available for download.



Apple
media
browser
screenshot



To be able to use either one for a cue, I'd have to tap the "download from iCloud" icon. The song would then download to my music library, the iCloud icon would disappear, and the song would be available to use as a cue song.

Unfortunately, you can't tell which ones are actually available when you look at songs in the Music Cue app. Here's a screenshot of the Music Cue app from my iPad. It shows what I saw when I was selecting a song for a new cue.



Music Cue
media
browser
screenshot

Consequently, I could select *After Image* as the cue song. The app would then take me back to the cue creation screen so that I could save my newly created cue. After I tapped the Save button, the cue would appear in my cue list.

However, when I selected the new cue and tapped the play button, the app would have nothing to play—the song is not in the device's library—and would just revert to the main screen.

I'm going to contact the development team about a quick update that will alert the user whenever a cloud-only song is being selected. It would also make sense to have a yes/no option for downloading the song without having to leave the Music Cue app.