



CueScript Time Display

1) Overview

The CueScript clock performs as both a clock and as a tally indicator. The unit is plugged into a CueScript monitor or into a CueScript External VITC Module and receives power, tally signal, and decoded time code. When the tally signal is present, the color of all digits change from green to red. The clock contains a small battery to hold the current time for periods of time when it is not getting time code from the monitor or external VITC Module. The time or brightness may be set via push buttons on the clock right hand side.

2) Setting the Time

Press and hold for 2 seconds the “set” button. Release and the first two digits will turn red. Press the up or down arrow to change the time in hours. When the desired hours are set, press “set” and the hours will go back to green with the minutes now in red. Pressing the up or down arrows adjusts the minutes time. Pressing the set button will start the clock at the set time with zero seconds.

3) Setting the Brightness

Pressing and holding the up or down arrow changes the screen to red with the word “Brightness”. Subsequently pressing the up or down arrows adjusts the brightness up or down respectively. Pressing the “set” button will store the brightness level.

4) 12 or 24 Hour Time

Press and hold the 12/24 hr button for 2 seconds. Upon release, the clock will change to the opposite mode. The new mode will be stored in memory.

5) Changing the Battery

The battery is held by a removable rear cover. Unscrew the thumbscrew and remove the panel. The battery can then be replaced. Early units used 2 “AAA” cells and later units use a 3 volt button cell # 2032.

6) Indication of no time received from prompter or external VITC Module

When updated time is not received by the CueScript clock, when in 24 hour mode, the right most and lower most dot will illuminate indicating no time code is being received. Similarly, when in 12 hour mode, the middle lower dot in the “M” character will extinguish when no time code is received.