Cue iT Premier Cue iT Production Cue iT News

CueSpin Operation Manual

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2 Overview:

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The CueSpin allows for a Teleprompting camera hood to have remotely controlled rotation up to +/- 135 degrees using either Remote-Control Unit, Foot-Switch(es) or both.

The Remote-Control Unit allows for control of up to 9 separate CueSpin units. Each unit can have up to 9 preset positions. The Foot Switch allows for Pan Left/Right capabilities only. Multiple talents can control a single CueSpin unit using a single footswitch for each talent. An unlimited number of foot-switches can be connected to a single CueSpin body.

3 CueSpin Setup:

1) Attach the either a 75 or 100 mm VESA monitor/Teleprompting hood (not included) to the monitor adapter plate using the 4-10/32 screws included. See Figure 1 and 2.

2) Attach the VESA monitor along with the monitor adapter plate to the CueSpin's top plate. See Figure 1, 2 and 3.

3) If it is desired to limit the rotation to less than +/-135 degrees, two optional limit bolts are provided. Refer to Figure 3 and 4.

4) Plug a Ethernet cable into either of the two RJ45 inputs on the back of CueSpin unit 1. Connect the other end into the back of the Remote-Control Unit. A 15' Ethernet cable is provided; longer cables, up to 1000 feet (300 meters) can be used. Refer to Figure 6, 7 and 8 for cabling options.

5) If Foot-switch operation is desired, simply plug the R45 Ethernet cable into the back of the Foot-Switch and connect the other end into either of the RJ45 connectors on the back of the CueSpin unit. Refer to Figure 7.

6) Plug in the 3 pin XLR power supply connector located on the underside of the CueSpin. Refer to Figure 4.

7) Plug the power supply into a wall outlet, a blue power LED on the supply will be illuminated.

8) Turn power on using the Red power switch, located on the back of the CueSpin. Verify the power switch is illuminated.

3.1 Multiple CueSpin Units Setup:

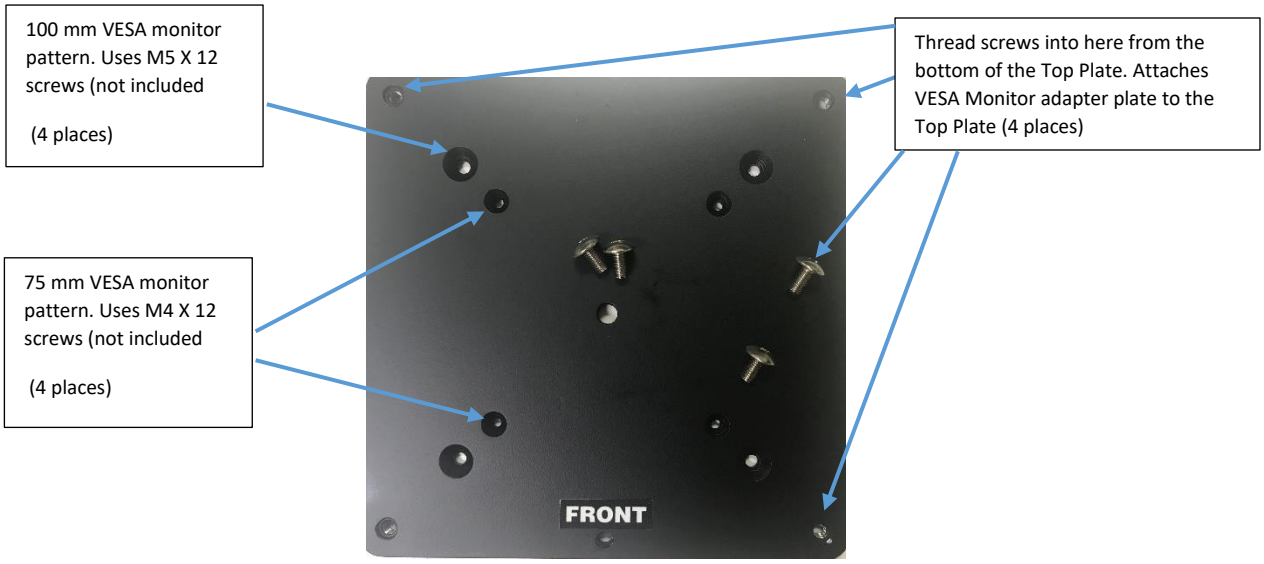
Up to 9 CueSpins can be controller from a single Remote-Control Unit. The Remote-Control unit can be connected to any CueSpin unit and into either of the two RJ45 jacks. The Unit or address number can be changed by accessing the Address Switch. See Setting CueSpin Unit Number (address) section. Address 1-9 are valid. 0 is an invalid address. There must be a CueSpin unit with Address 1 for the Remote-Control Unit to function.

Units must be addressed in sequential order. Starting with Unit 1, Unit 2, Unit 3, Unit 4 … Unit 9

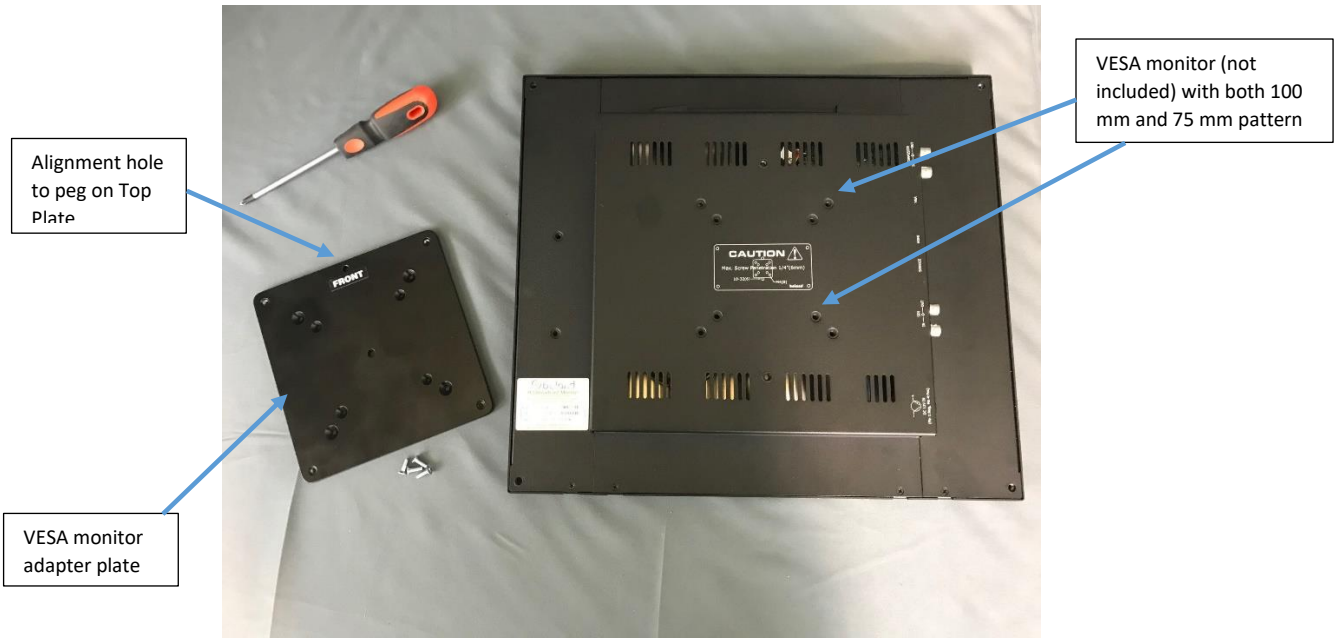
A Termination jumper must be installed on the last unit in the chain. That is, the unit that is furthest away from the Remote-Control unit. Note, only one unit should have a termination jumper installed.

Refer to “Setting the CueSpin’s Unit (address) Number and Termination Jumper” section

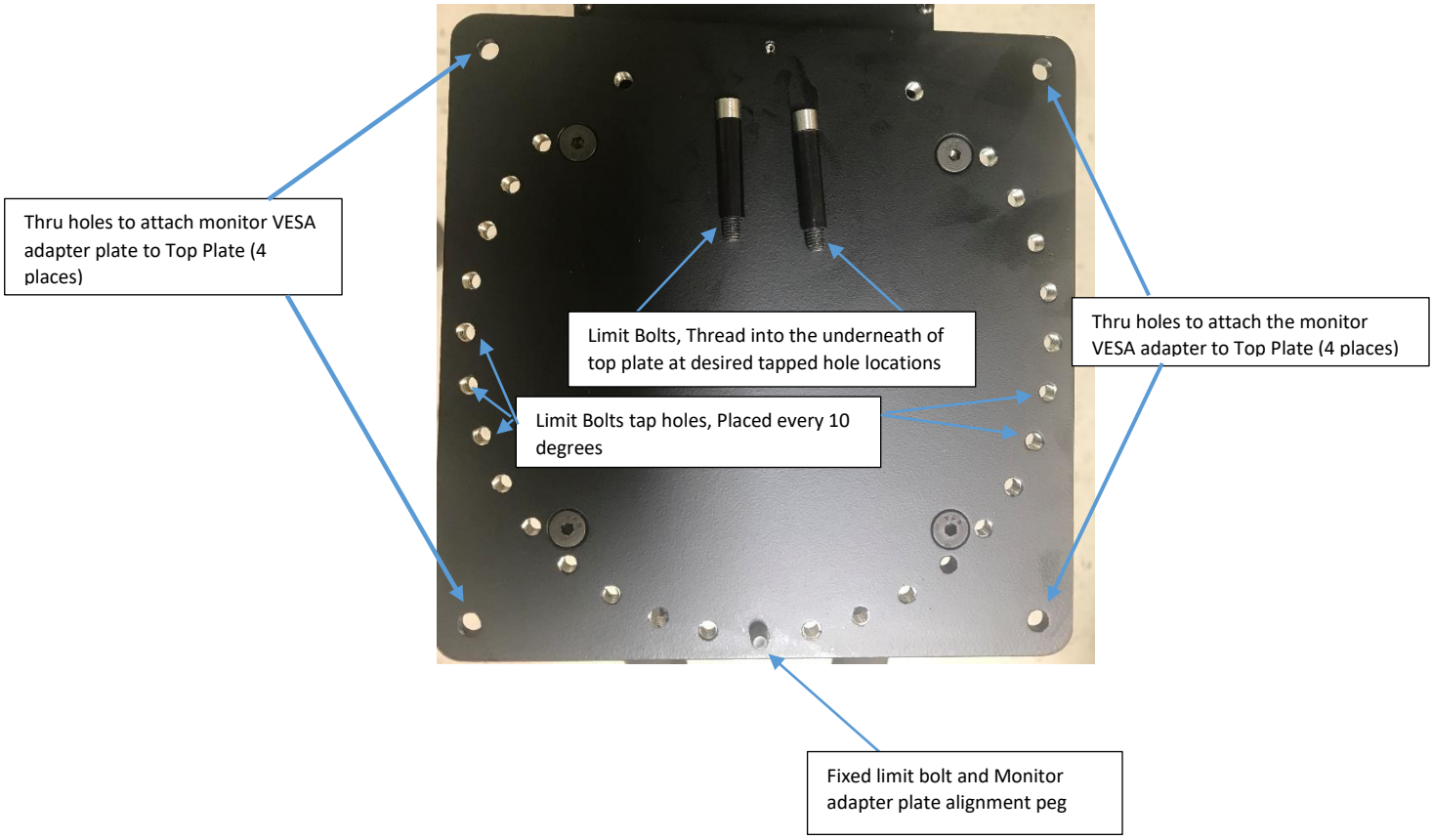
3.1 Figure 1: VESA Monitor adapter plate



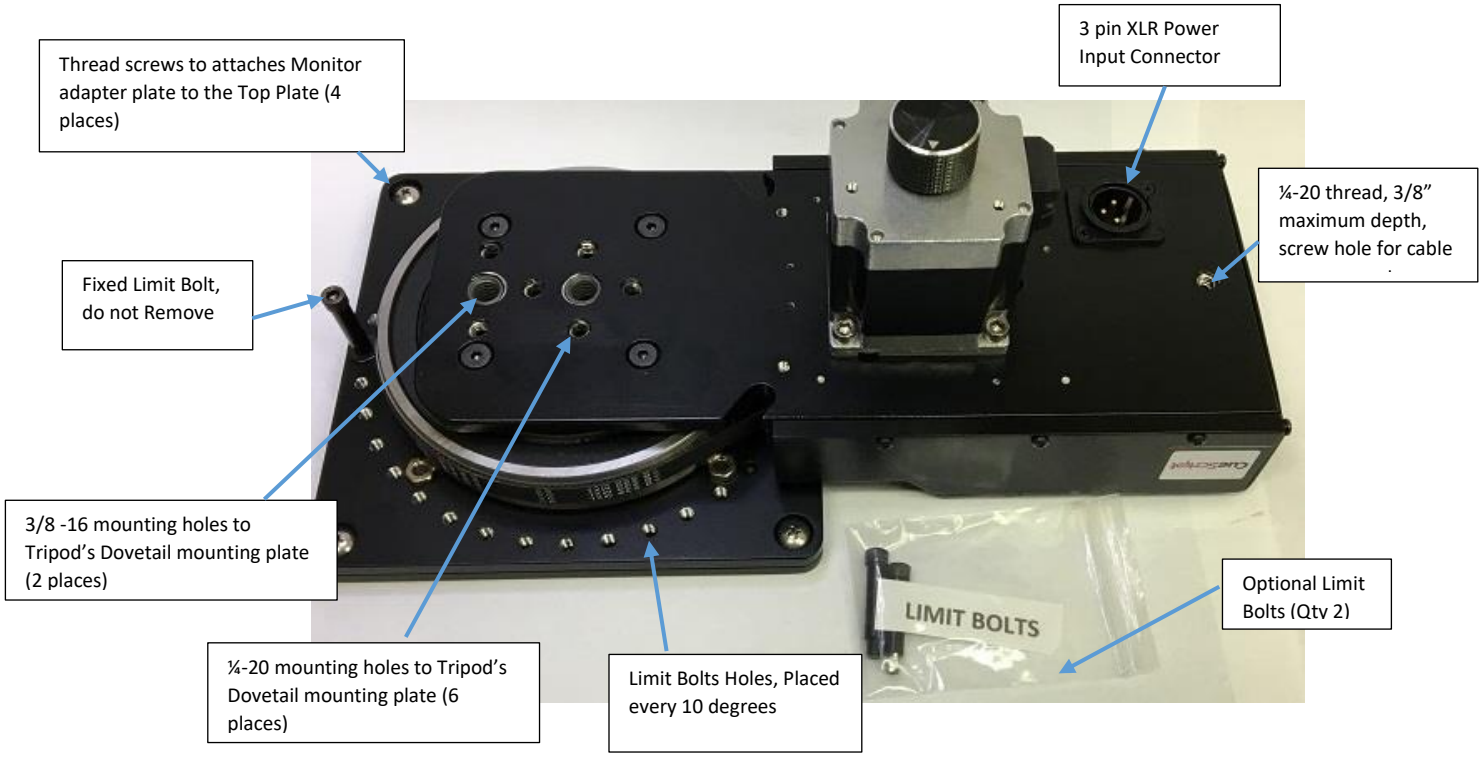
3.2 Figure 2: VESA Monitor adapter plate with Monitor



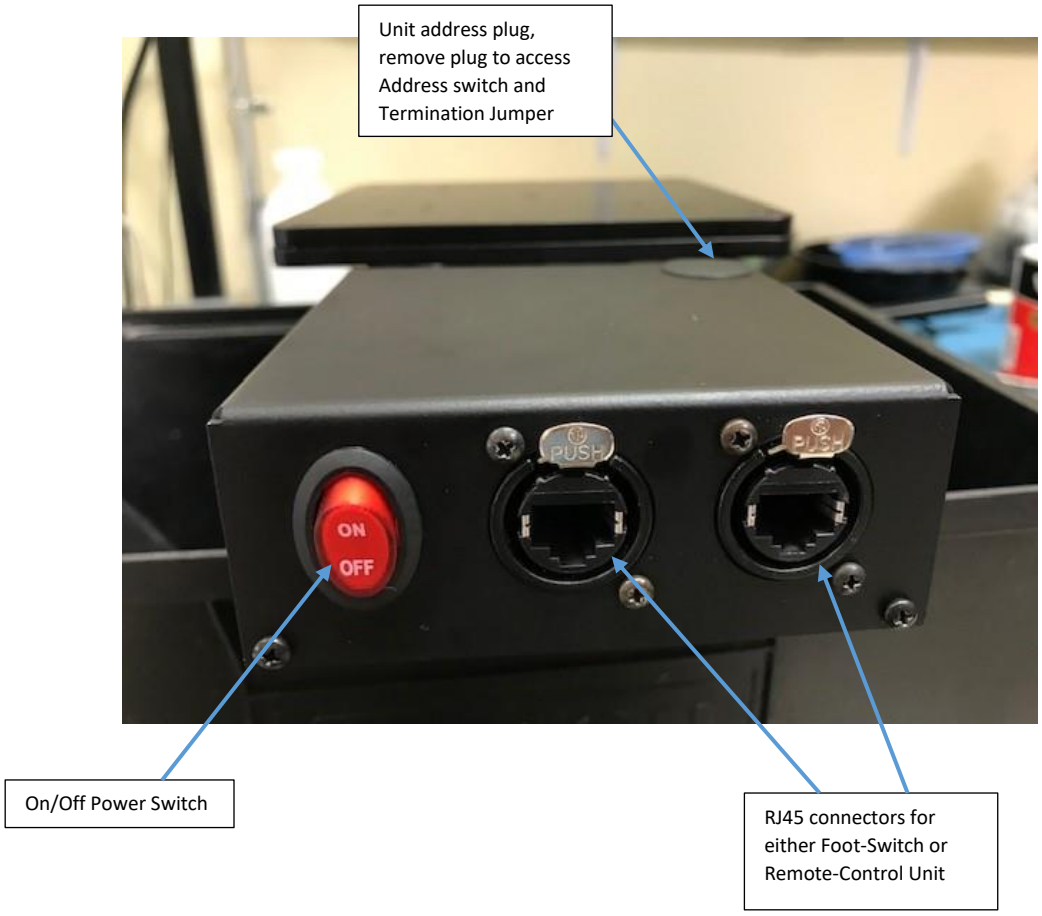
3.3 Figure 3: CueSpin's Top Plate



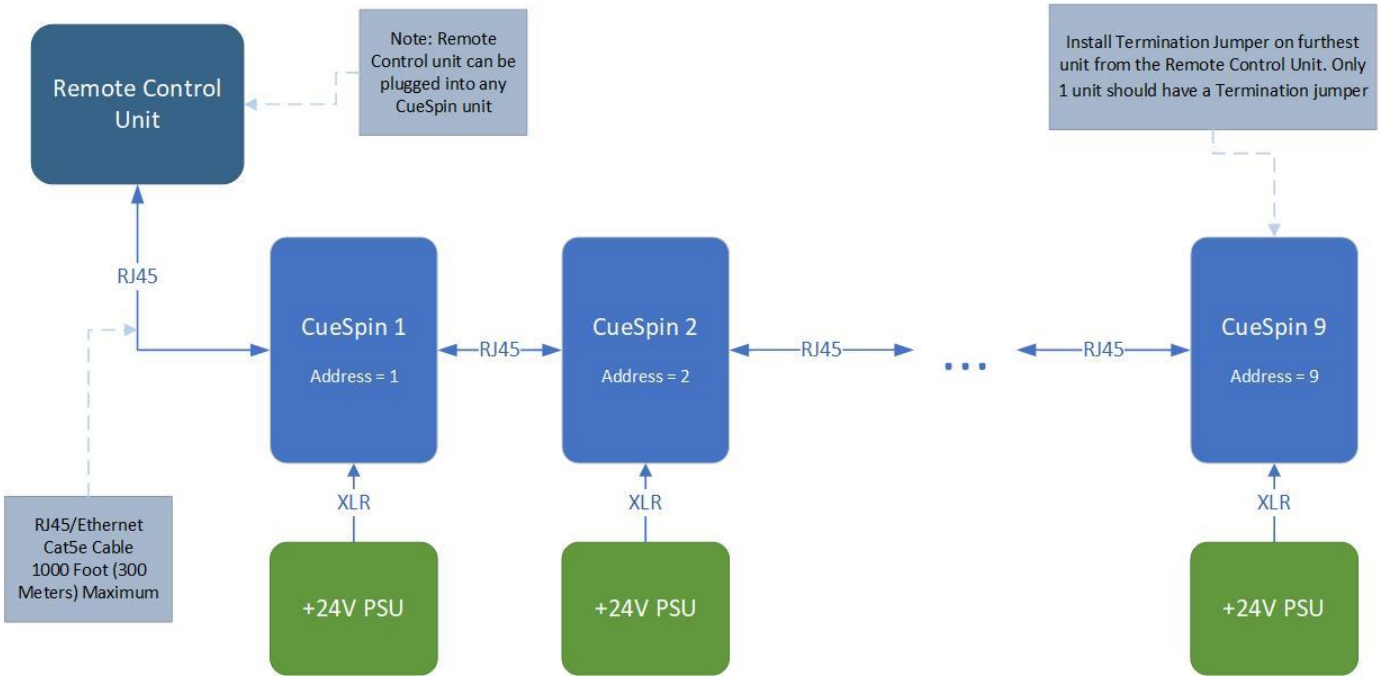
3.4 Figure 4: CueSpin Bottom View



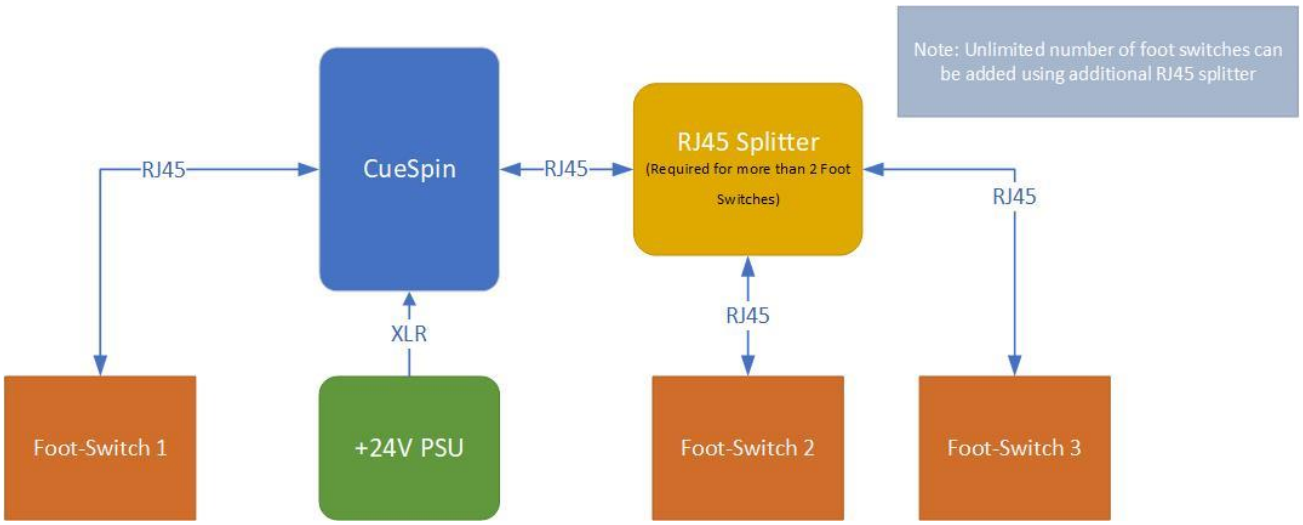
3.5 Figure 5: CueSpin's Rear View



3.6 Figure 6: Cabling, Remote-Control Unit with up to 9 CueSpins



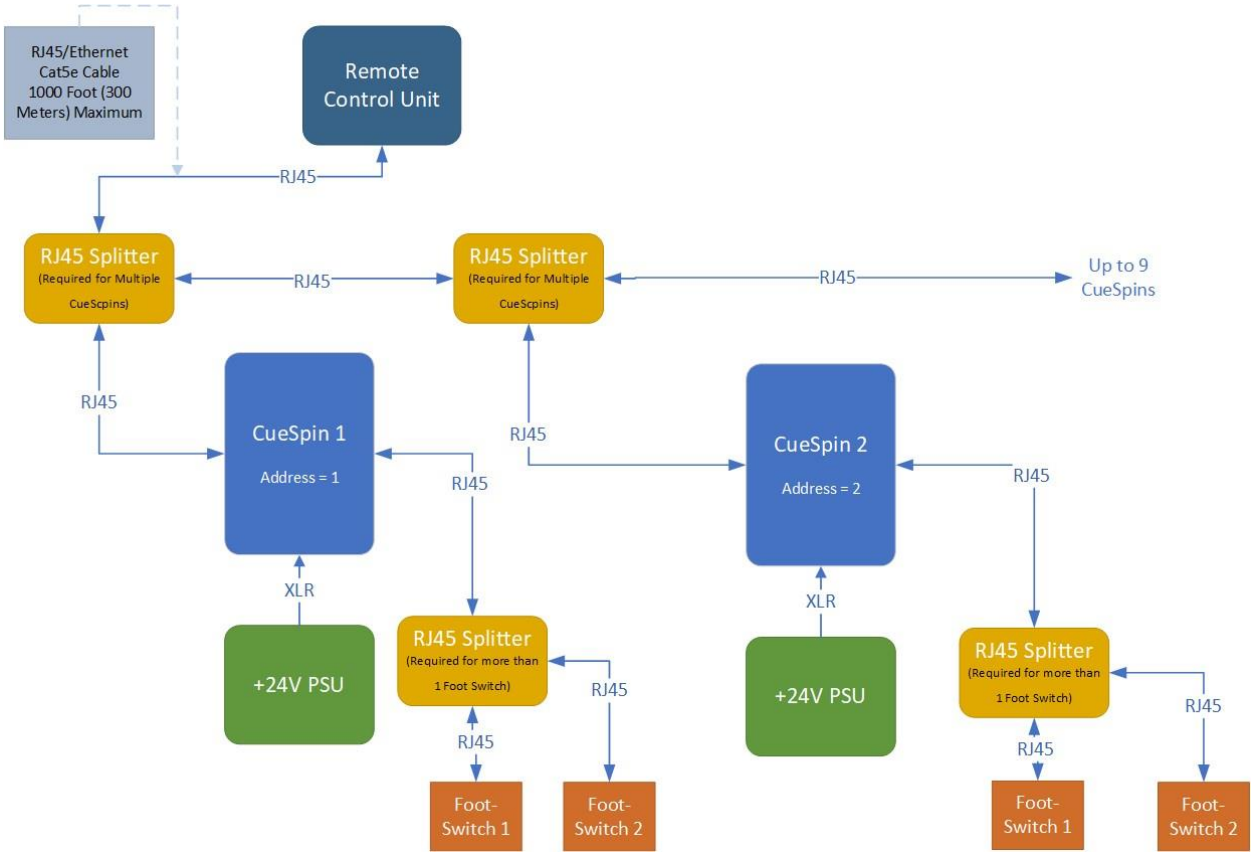
3.7 Figure 7: Cabling, Cue Spin with Foot Switch(s)



Notes:

1) Unlimited Number of Foot Switches can be added using multiple RJ45 Splitters
2) Note: Do not combine Remote Control unit and Foot-Switches on the same RJ45 splitter line. Otherwise, the Foot-Switch will control multiple CueSpin units

3.8 Figure 8: Combined Remote-Control Unit and Foot-Switch Control



Notes:

1) Unlimited Number of Foot Switches can be added using multiple RJ45 Splitters
2) Note: Do not combine Remote Control unit and Foot-Switches on the same RJ45 splitter line. Otherwise, the Foot-Switch will control multiple CueSpin units

3.9 Reducing the CueSpin's travel

If desired, the user can optionally limit the rotation to less than the maximum of +/-135 degrees. Place the included two extra limit bolts and thread into the desired location on the underside of the top plate. Normally, one limit bolt will be place on one side of the fixed limit bolt and the other on the other side of the fixed bolt for symmetric limits. Hand tighten and then use a 5/32 hex key to fully tighten. Note: Do not remove the fixed limit bolt placed at the 0-degree position

4 Remote Unit Operation

4.1 Figure 9: Remote-Control Unit

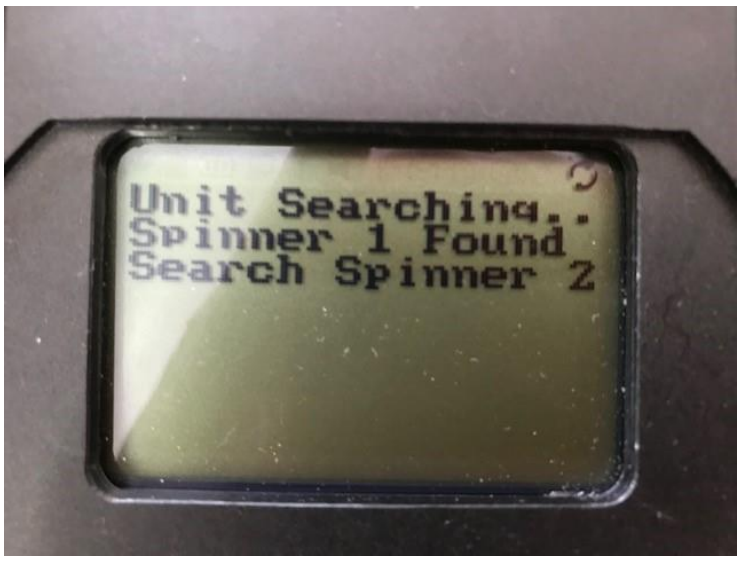
4.2 Start Up Sequence

Once the Remote-Control Unit is powered-up, by powering on any of the connected CueSpin units, the boot up sequence is as follows:

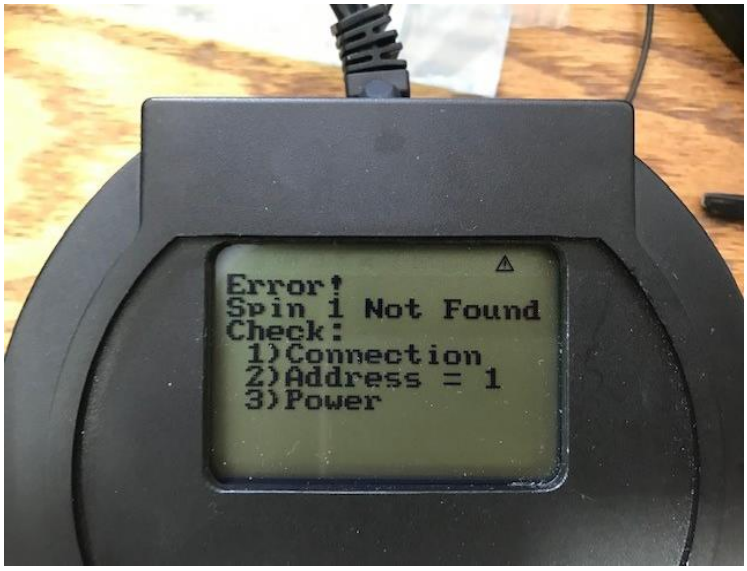
1) Firmware version displayed for a few seconds; all 4 preset buttons will light up for a few seconds
2) The following message will be displayed

If Multiple Cue spin units are connected, ensure that they are all powered-up. Then press any key. The Remote-Control unit will now search for all connected units. Once this is complete, each CueSpin unit will be commanded to move the home position

3) The Remote-Control unit will search for connected and powered up CueSpin units in sequential order. Starting with CueSpin Unit 1, CueSpin Unit 2 and so on up to CueSpin Unit 9. If a unit is not found, all searching will stop



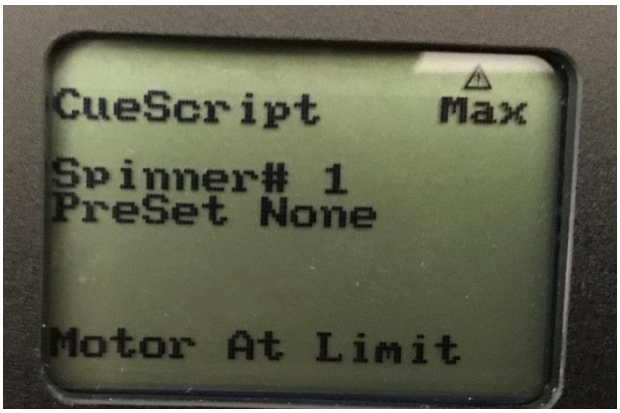
Note, there must be CueSpin unit 1, if not the following error message will appear



4.3 Pan Left or Right:

1) Use the Paddle switch on the top of the Remote-Control to pan left or right
2) Note, there is a fixed limit switch at +/- 135 degrees to prevent over rotation.
   Optional user Limit Flags can reduce the total amount of rotation allowed

3) Note: if CueSpin is at the rotational limit, and thus cannot be panned any further, the LCD will Display “Motor At Limit”



4.4 Setting the Preset positions using the 4 Preset buttons

1) Pan to the desired position using the Pan Left/Pan Right toggle switch.
2) Press and hold the desired Preset button, for approximately 4 seconds, until the button blinks rapidly, or the LCD display indicates the Preset is stored. Release the button and it will stay illuminated.
   If the CueSpin is panned off the Preset, the respective Preset button illumination will turn off.
   Also, note the LCD display also indicates the Preset position

   Notes:

   a) If the CueSpin is bumped or somehow manually moved, the Preset positions are no longer valid. The unit must be rehomed. This can be accomplished by cycling the power on all of the connected CueSpin units, or removing and re-plugging in the Ethernet cable located on the back of the Remote-Control unit
   b) The presets are non-volatile. That is, they will retain their values if the power is cycled

4.5 Panning to the CueSpin's Preset position using the 4 Preset buttons

1) Press and release any of the 4 Preset buttons to move to the stored Preset . If the button is held down for approximately 4 seconds, the current position will override the previous Preset position
2) The Preset button will illuminate when at, or moving to, the Preset position. The LCD display will also indicate when the unit is in motion and the Preset position

4.6 Remote-Control Unit's Keypad operation

The 12 key Keypad allows for 4 operations:

1) Pan to any of the 9 Preset positions, including those set with the 4 Preset buttons
2) Set any of the 9 Preset positions
3) Select any of the 9 CueSpin units to control
   Note: Panning or Setting any of the Preset Position 1-4 with the Keypad, will override the Preset buttons.
4) Setting the CueSpin rotational speed

1) Panning to the CueSpin's Preset position using the Keypad
    a. Press desired Preset Position key 1-9
    b. Press the * key to move to desired preset
    c. Note: Preset position is updated on LCD display, if Preset position 1 -4 is selected, the corresponding Preset button will light up

2) Setting Preset Positions
    a. Press desired Preset Position key 1-9
    b. Press 0 to set the current position to the Preset
    c. Press 0 to confirm. Note: this will override any previous setting. Press any other key to exit without saving
    d. Note: Preset position undated on LCD display, if Preset position 1 -4 is selected, the corresponding Preset button will be illuminated

3) Setting which individual CueSpin unit to control
    a. Press desired CueSpin Unit number using keys 1-9
    b. Press the # key to select the CueSpin unit to control
    c. Note: CueSpin unit undated on LCD display
    d. If the desired CueSpin Unit was not discovered during the boot-up sequence, an error message will be displayed

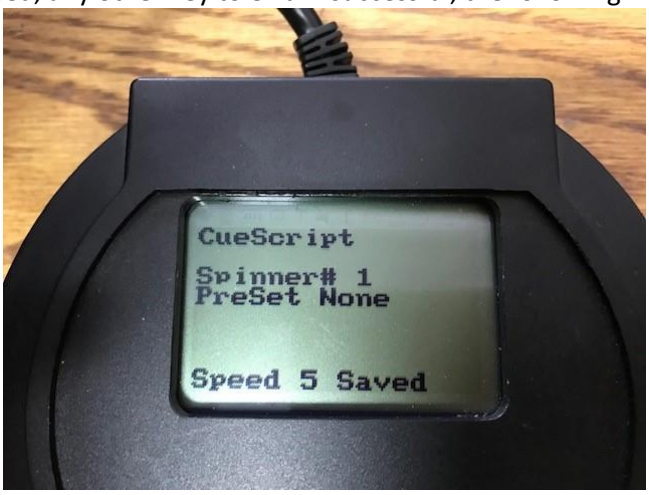
4) Setting the CueSpin's speed

    The rotational speed of each individual CueSpin unit can be modified. This speed setting in non-volatile, that is it will be in effect even when the power is cycled. Speed Settings are 1 through 9. 1 is the slowest and 9 is the fastest. The factory default is 5, which corresponds to approximately 11 seconds for a full 270-degree travels

Speed Setting	**Rotational time of 270-degree travel (approx.)**
1 (slowest)	5.5 (½ of default)
2	6.9
3	8.3
4	9.6
5 (factory default)	***11***
6	13.8
7	16.5
8	19.3
9 (fastest)	22 (2X of default)

    a. Press "9"
    b. Press "9" again
    c. The following Speed menu will be displayed

d. Press desired Speed 1-9
e. Press * to set speed, any other key to exit. If successful, the following will be displayed

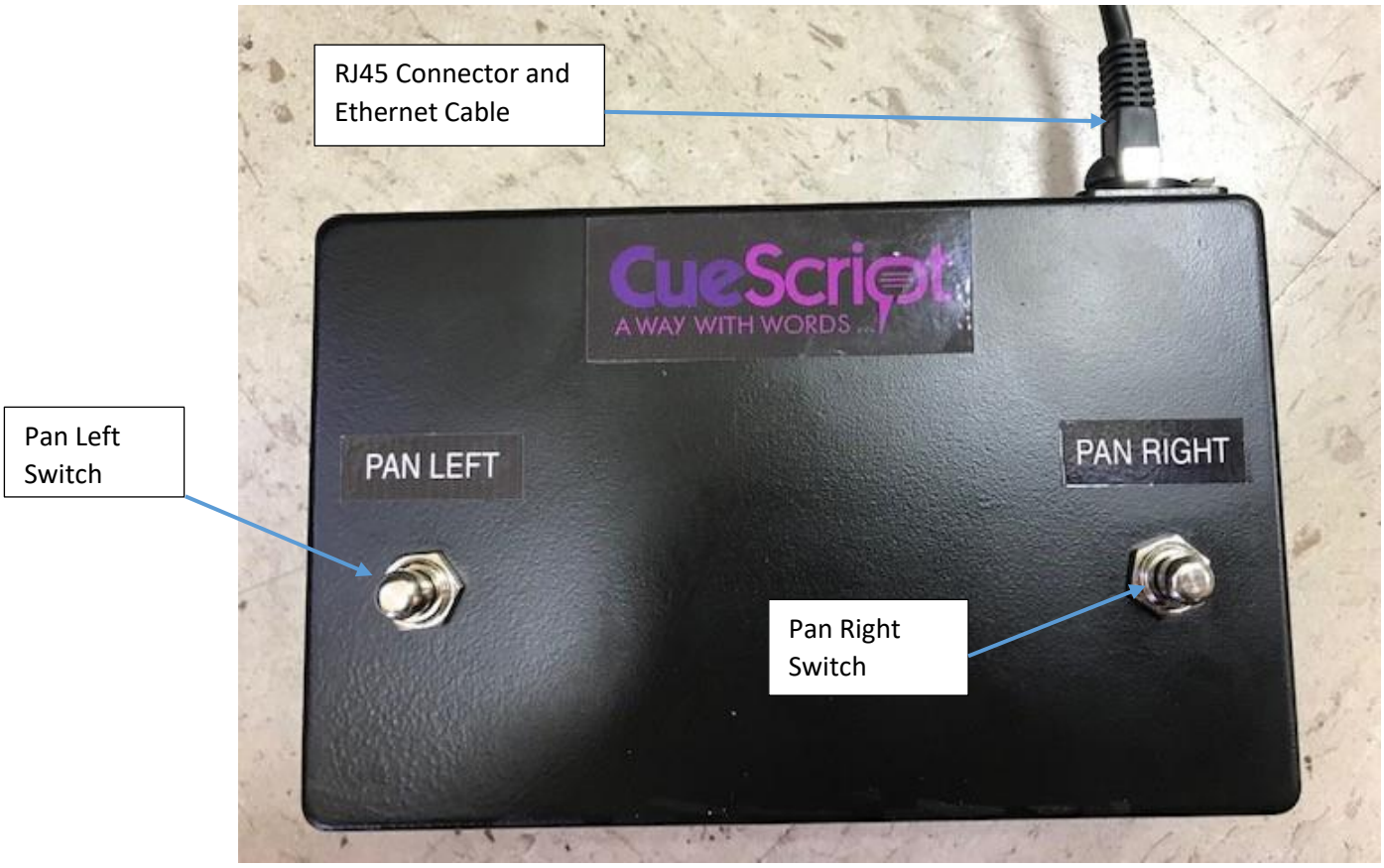


4.7 Rehoming the CueSpin if manually moved

If the CueSpin is manually moved or bumped out of position, the Preset position settings are no longer valid. To rehome the unit(s), simply follow the start-up sequence by either unplugging and reconnecting the Remote-Control Unit or by cycling the power on all the connected CueSpin units

Since, Foot-Switch operation has no Presets, homing is not necessary

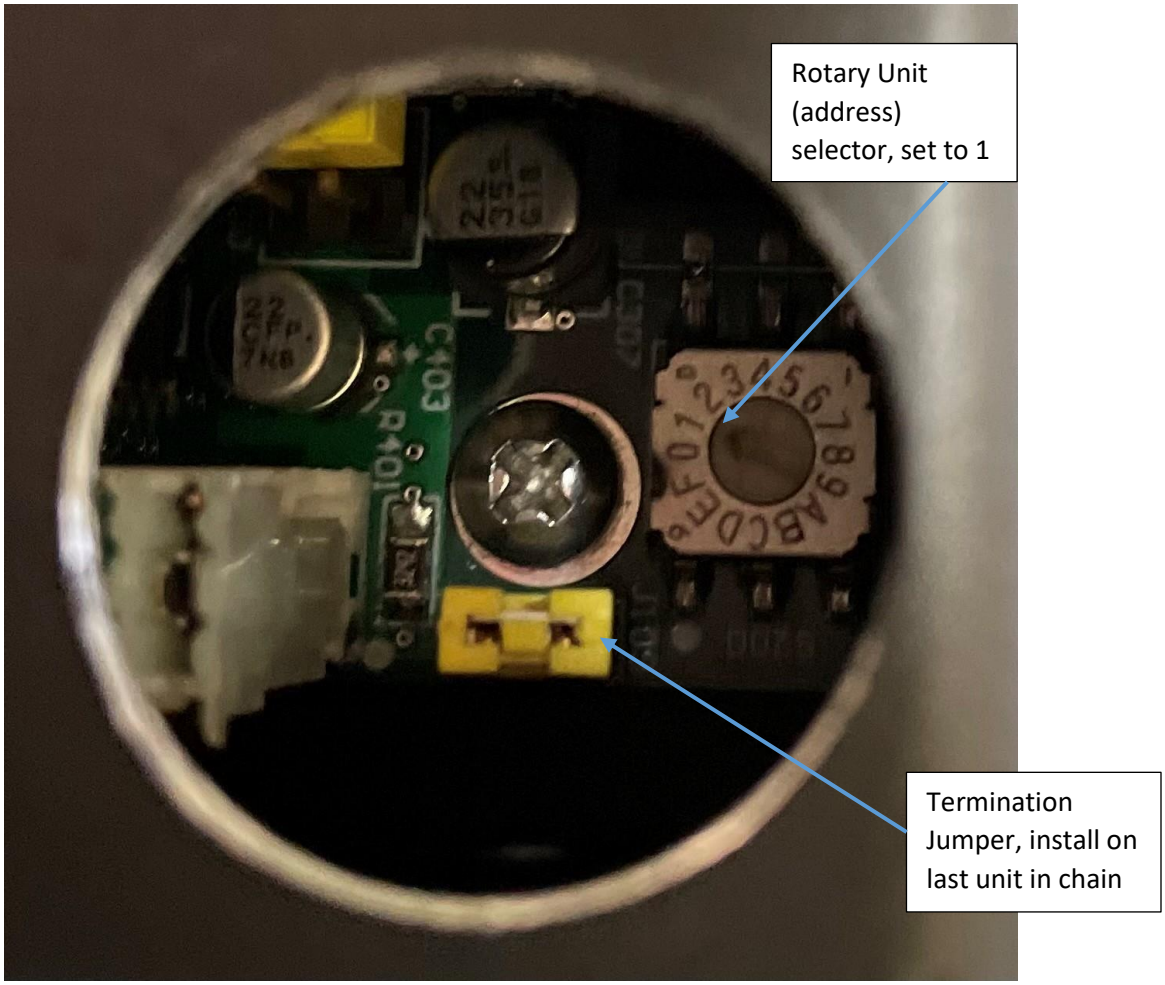
5 CueSpin Footswitch Operation



Use either the Left or Right switch to Pan Left/Right. Note, if multiple footswitches are connected to a single CueSpin unit and there are conflicting commands, that is one footswitch is panning left and the other is panning right, the CueSpin will ignore the footswitches and no motion will result

6 Setting the CueSpin's Unit (Address) Number and Termination Jumper

Note : Before adjusting the Address switch or Termination jumper, touch anywhere on the body of the chassis to ensure no static energy will be discharged into the electronics .



The CueSpin Unit number can set by removing the rubber plug from the top of the unit. Using a small screwdriver, turn the rotary switch to the desired address. Address positions 1 – 9 are valid. 0, A, B, C, D, E are not valid.

Note, to use the Remote-Control unit, there must be a Unit #1. Each CueSpin must have a unique address and must be in sequential order, Unit 1, Unit 2, Unit 3 and so on up to Unit 9.

If the address is changed, the power must be cycled to take effect

The Termination jumper must be installed on the last unit in the chain. That is unit that is furthest away from the Remote -Control unit. Note, only one unit should have a termination jumper installed

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Contact CueScript

US OFFICE
555 Lordship Blvd
Stratford
CT, 06615
T: +1(203)763-4030

UK OFFICE
Unit 15, 1st Quarter Business
Blenheim Road
Epsom, Surrey, KT19 9QN
T: +44 (0) 20 3757 8880

24 Hour Support: +1(203) 692 4856
support@cuescript.tv
www.cuescript.tv

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