

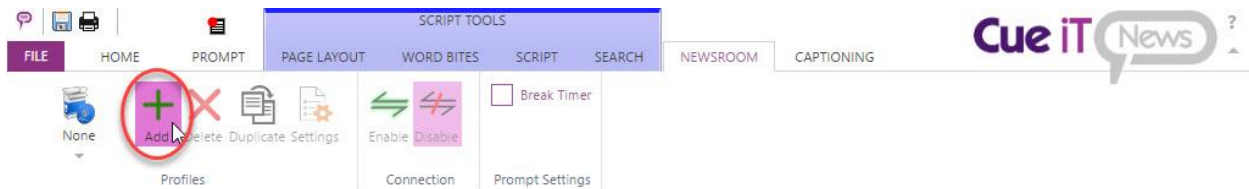
Connecting to a Newsroom

How to connect to a Newsroom System (NRCS):

1. Select the Newsroom Tab



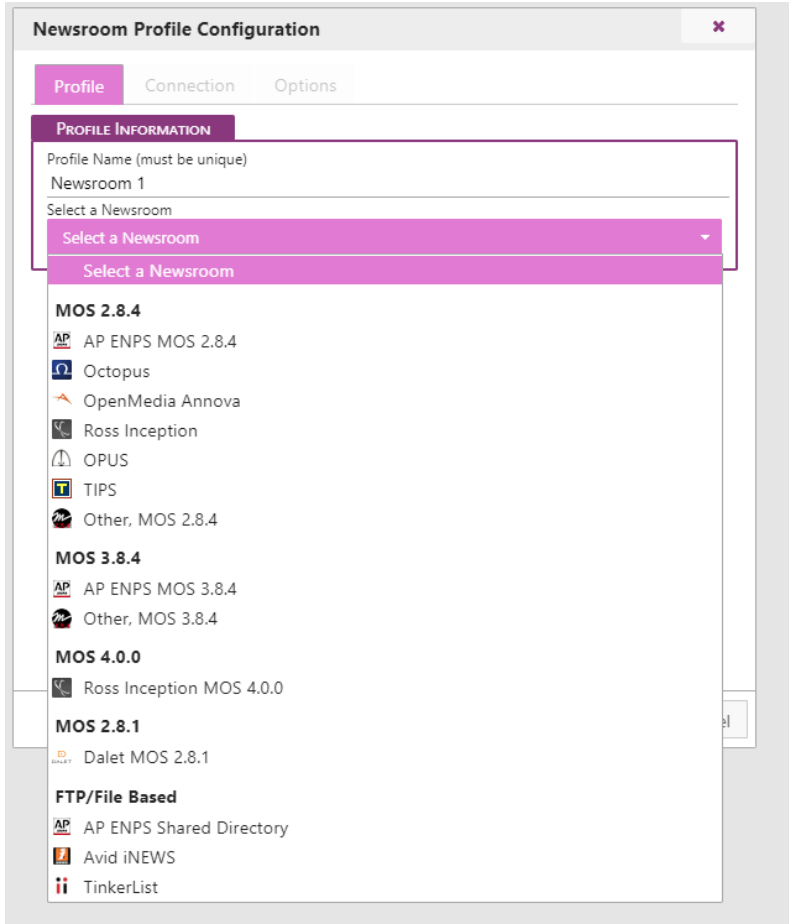
2. Select Add from the Profiles section to add a new Newsroom Profile connection.



3. Now the Newsroom Profile Configuration page will open. First, name your newsroom profile any unique friendly name.



4. Then select the Newsroom type from the Select a Newsroom drop-down:



5. Next move to the Connection Tab. Each newsroom has different setting requirements as described below:

MOS 2.8.4:

This connection type includes the following newsroom profile types:

- AP ENPS MOS 2.8.4
- Octopus
- OpenMedia Annova
- Ross Inception
- OPUS
- TIPS
- Other, (any MOS 2.8.4 compliant newsroom)

Before editing the settings in CueiT for MOS connections a MOS Device needs to be created in your Newsroom server, and the MOS ID needs to match the device setup on your newsroom. The default value of CueiT's MOS ID is CUESCRIPT.

Connection:

The screenshot shows the 'Newsroom Profile Configuration' dialog box with the 'Connection' tab selected. The dialog is divided into three sections: 'SERVER INFORMATION', 'MOS CONFIGURATION', and 'SONY ELC AUTOMATION'. The 'SERVER INFORMATION' section includes fields for 'Server IP/Hostname' (with a red prompt to enter the IP or hostname), 'Server Port' (set to 10541), and 'MOS NCSID' (with a red prompt to enter the MOS Newsroom ID). The 'MOS CONFIGURATION' section includes 'MOS ID' (set to CUESCRIPT), 'Cue iT MOS Port' (set to 10541), and a checked 'Use BUDDY SERVER' checkbox. The 'SONY ELC AUTOMATION' section includes a checked checkbox, 'Sony ELC IP/Hostname' (with a red prompt to enter the IP address), and 'Sony ELC Port' (set to 10752). 'OK' and 'Cancel' buttons are at the bottom right.

Server Information

- **Server IP/Hostname:** Please enter the IP address or Hostname of your NRCS server.
- **Server Port:** Default this is 10541, this is only necessary to change should your NRCS server have a different port set, in which case, this needs to match.
- **MOS NCS ID:** Please enter your Newsroom Computer System ID for your NRCS server.



Use Buddy Server – (when checked)

Buddy server information is optional if this is a feature of your NRCS.

- **Buddy Server IP/Hostname:** Please enter the IP address or Hostname of your NRCS buddy server.
- **Buddy Server Port:** Default this is 10541, this is only necessary to change should your NRCS buddy server have a different port set, in which case, this needs to match.
- **MOS NCS ID:** Please enter your Newsroom Computer System ID for your NRCS buddy server.

MOS Configuration

- **MOS ID:** Please enter the MOS ID you've set up in your NRCS for your CueiT software. (Please note this IS case sensitive).
- **CueiT Port:** Default this is 10541, this is only necessary to change should your NRCS server have a different port set, in which case, this needs to match.

Sony ELC Automation - (when checked)

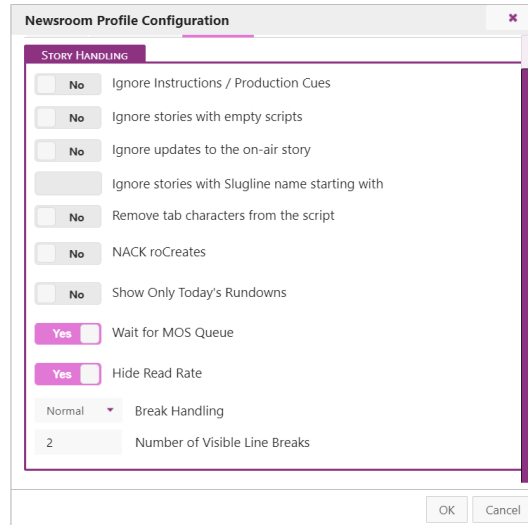
Note: Cue-iT is compatible with eGPI Controller App 6.3+

Sony ELC information is optional if using Sony ELC software.

Please configure a CueScript device in Sony ELC.

- **Sony ELC IP/Hostname:** Please enter the IP address or Hostname that Sony ELC is running on.
- **Sony ELC Port:** Default is 10752, should only need to change if Sony ELC has a different port set.

Options:



- **Ignore Instructions / Production Cues:** If Yes, All instruction tags and production cue text will be hidden in CueiT. If No, all instruction and production cues will be displayed as the “Production Cue” style text, which is defaulted to inverse.
- **Ignore stories with empty scripts:** If Yes, blank stories in will NOT be displayed in CueiT. If No, blank stories will appear as regular stories within the run order.
- **Ignore updates to the on-air story:** If Yes, updates to the story you are currently prompting in will not appear until you have moved past to another story. If No, updates will appear in the currently prompted story while you are stopped, scrolling very slowly, or reversing. On-air updates will never update the currently prompted story if scrolling is at reading speed. Updates will automatically appear after prompting has moved into another story.
- **Ignore Stories with Slugline name starting with:** If any characters are placed in the field, CueiT will ignore (hide) all stories which Sluglines start with specified characters.
- **Remove tab characters from the script:** If Yes, tab characters (paragraph indents) will be removed from story body text.
- **NACK roCreates:** If Yes, CueiT will reject all roCreate messages from NRCS and reply with NACK MOS message. Loading rundown will only be possible via user action on newsroom panel by double-click – CueiT will then send roReq MOS message to NRCS.
- **Use Ready to Air Flag:** *“NACK roCreates” option must be enabled.*
 - When CueiT receives the “roReadyToAir” YES command, CueiT will load the Rundown that is Ready to Air with an roReq command (this Rundown has to be already MOS Activated in NRCS).
 - When CueiT receives the “roReadyToAir” NO command, and Rundown is loaded into CueiT, CueiT will close this Rundown tab.



- **“Auto Prompt”:** *“Use Ready to Air Flag” must be enabled.*
 - When Enabled & CueiT is in Prompt OFF mode & “Ready to Air Flag” is received; CueiT will load this Rundown into tab and automatically start Prompting from the beginning of this Rundown.
- **Show Only Today’s Rundown’s:** If Yes, CueiT will only display available Rundowns with today’s date in Newsroom Panel.
- **Wait for MOS Queue:** If Yes, when connection to NRCS is initiated, CueiT will receive roListAll message, then filter-out all MOS messages that can be waiting in MOS queue - "Downloading MOS Queue Please Wait" message will be displayed. Once all MOS messages filter-out, message will disappear and CueiT will be ready for normal newsroom operation. *This setting is to prevent Rundown mismatches when CueiT (MOS Device) is switched off for longer period of time and MOS Queue builds up on NRCS side.*
- **Hide Read rate:** If Yes, read rate in ENPS next to anchor's name will be hidden.
- **Number of visible Line Breaks:** Value (1-10) will define the maximum number of consecutive Carriage Returns (CRs) in story body.
- **Break Handling:**
 - **Normal:** Breaks will appear in prompter and editor as normal stories.
 - **Cloaked:** Breaks will appear greyed in the editor and will not appear on prompt output.
 - **Hidden:** Breaks will not appear in the editor or on prompt output, they will be ignored.



MOS 3.8.4:

This connection type includes the following newsroom profile types:

- AP ENPS MOS 3.8.4
- Other, (any MOS 2.8.4 compliant newsroom)

Before editing the settings in CueiT for MOS connections a MOS Device needs to be created in your Newsroom server, and the MOS ID needs to match the device setup on your newsroom. The default value of CueiT's MOS ID is CUESCRIPT.

Connection:

Server Information

- **Server IP/Hostname:** Please enter the IP address or Hostname of your NRCS server.
- **Server Port:** Default this is 10543, this is only necessary to change should your NRCS server have a different port set, in which case, this needs to match.
- **MOS NCS ID:** Please enter your Newsroom Computer System ID for your NRCS server.

Use Buddy Server – (when checked)

Buddy server information is optional if this is a feature of your NRCS.

- **Buddy Server IP/Hostname:** Please enter the IP address or Hostname of your NRCS buddy server.
- **Buddy Server Port:** Default this is 10543, this is only necessary to change should your NRCS buddy server have a different port set, in which case, this needs to match.
- **MOS NCS ID:** Please enter your Newsroom Computer System ID for your NRCS buddy server.

MOS Configuration

- **MOS ID:** Please enter the MOS ID you've set up in your NRCS for your CueiT software. (Please note this IS case sensitive).
- **CueiT Port:** Default this is 10500, this is only necessary to change should your NRCS server have a different port set, in which case, this needs to match.
- **Cue iT MOS Webservice (click to highlight – copy this into your Newsroom MOS settings):** This is your IP address field to be entered into your NRCS MOS Configuration. This should take your main IP address for your active network port of the CueiT computer. Please verify the IP information is correct, which this is found after http:// and before the port designation :10500. This section is only a helpful hint, this cannot be edited.



Sony ELC Automation - (when checked)

Note: Cue-iT is compatible with eGPI Controller App 6.3+

Sony ELC information is optional if using Sony ELC software.

Please configure a CueScript device in Sony ELC.

- **Sony ELC IP/Hostname:** Please enter the IP address or Hostname that Sony ELC is running on.
- **Sony ELC Port:** Default is 10752, should only need to change if Sony ELC has a different port set.

Options:

- **Ignore Instructions / Production Cues:** If Yes, All instruction tags and production cue text will be hidden in CueiT. If No, all instruction and production cues will be displayed as the "Production Cue" style text, which is defaulted to inverse.
- **Ignore stories with empty scripts:** If Yes, blank stories in will NOT be displayed in CueiT. If No, blank stories will appear as regular stories within the run order.
- **Ignore updates to the on-air story:** If Yes, updates to the story you are currently prompting in will not appear until you have moved past to another story. If No, updates will appear in the currently prompted story while you are stopped, scrolling very slowly, or reversing. On-air updates will never update the currently prompted story if scrolling is at reading speed. Updates will automatically appear after prompting has moved into another story.
- **Ignore Stories with Slugline name starting with:** If any characters are placed in the field, CueiT will ignore (hide) all stories which Sluglines start with specified characters.
- **Remove tab characters from the script:** If Yes, tab characters (paragraph indents) will be removed from story body text.
- **Use Ready to Air Flag:** *"NACK roCreates" option must be enabled.*
 - When CueiT receives the "roReadyToAir" YES command, CueiT will load the Rundown that is Ready to Air with an roReq command (this Rundown has to be already MOS Activated in NRCS).
 - When CueiT receives the "roReadyToAir" NO command, and Rundown is loaded into CueiT, CueiT will close this Rundown tab.
- **"Auto Prompt":** *"Use Ready to Air Flag" must be enabled.*
 - When Enabled & CueiT is in Prompt OFF mode & "Ready to Air Flag" is received; CueiT will load this Rundown into tab and automatically start Prompting from the beginning of this Rundown.
- **Hide Read rate:** If Yes, read rate in ENPS next to anchor's name will be hidden.



- **Number of visible Line Breaks:** Value (1-10) will define the maximum number of consecutive Carriage Returns (CRs) in story body.
- **Break Handling:**
 - **Normal:** Breaks will appear in prompter and editor as normal stories.
 - **Cloaked:** Breaks will appear greyed in the editor and will not appear on prompt output.
 - **Hidden:** Breaks will not appear in the editor or on prompt output, they will be ignored.



MOS 4.0.0

This connection type includes the following newsroom profile types:

- Ross Inception

Before editing the settings in CueiT for MOS connections a MOS Device needs to be created in your Newsroom server, and the MOS ID needs to match the device setup on your newsroom. The default value of CueiT's MOS ID is CUESCRIPT.

Connection:

Server Information

- **Server IP/Hostname:** Please enter the IP address or Hostname of your NRCS server.
- **Server Port:** Default this is 80, this is only necessary to change should your NRCS server have a different port set, in which case, this needs to match.
- **MOS NCS ID:** Please enter your Newsroom Computer System ID for your NRCS server.

Security

- **Use Secure Websockets:** When checked, secure websockets connection will be used. Please make sure that your NRCS supports this.

Authentication

- **Username:** Provide NRCS Username
- **Password:** Provide NRCS Password

Use Buddy Server – (when checked)

Buddy server information is optional if this is a feature of your NRCS.

- **Buddy Server IP/Hostname:** Please enter the IP address or Hostname of your NRCS buddy server.
- **Buddy Server Port:** Default this is 80, this is only necessary to change should your NRCS buddy server have a different port set, in which case, this needs to match.
- **MOS NCS ID:** Please enter your Newsroom Computer System ID for your NRCS buddy server.

MOS Configuration

- **MOS ID:** Please enter the MOS ID you've set up in your NRCS for your CueiT software. (Please note this IS case sensitive).



Sony ELC Automation - (when checked)

Note: Cue-iT is compatible with eGPI Controller App 6.3+

Sony ELC information is optional if using Sony ELC software.

Please configure a CueScript device in Sony ELC.

- **Sony ELC IP/Hostname:** Please enter the IP address or Hostname that Sony ELC is running on.
- **Sony ELC Port:** Default is 10752, should only need to change if Sony ELC has a different port set.

Options:

- **Ignore Instructions / Production Cues:** If Yes, All instruction tags and production cue text will be hidden in CueiT. If No, all instruction and production cues will be displayed as the “Production Cue” style text, which is defaulted to inverse.
- **Ignore stories with empty scripts:** If Yes, blank stories in will NOT be displayed in CueiT. If No, blank stories will appear as regular stories within the run order.
- **Ignore updates to the on-air story:** If Yes, updates to the story you are currently prompting in will not appear until you have moved past to another story. If No, updates will appear in the currently prompted story while you are stopped, scrolling very slowly, or reversing. On-air updates will never update the currently prompted story if scrolling is at reading speed. Updates will automatically appear after prompting has moved into another story.
- **Ignore Stories with Slugline name starting with:** If any characters are placed in the field, CueiT will ignore (hide) all stories which Sluglines start with specified characters.
- **Remove tab characters from the script:** If Yes, tab characters (paragraph indents) will be removed from story body text.
- **NACK roCreates:** If Yes, CueiT will reject all roCreate messages from NRCS and reply with NACK MOS message. Loading rundown will only be possible via user action on newsroom panel by double-click – CueiT will then send roReq MOS message to NRCS.
- **Use Ready to Air Flag:** *“NACK roCreates” option must be enabled.*
 - When CueiT receives the “roReadyToAir” YES command, CueiT will load the Rundown that is Ready to Air with an roReq command (this Rundown has to be already MOS Activated in NRCS).
 - When CueiT receives the “roReadyToAir” NO command, and Rundown is loaded into CueiT, CueiT will close this Rundown tab.
- **“Auto Prompt”:** *“Use Ready to Air Flag” must be enabled.*
 - When Enabled & CueiT is in Prompt OFF mode & “Ready to Air Flag” is received; CueiT will load this Rundown into tab and automatically start Prompting from the beginning of this Rundown.
- **Hide Read Rate:** If Yes, read rate in ENPS next to anchor's name will be hidden.



- **Number of visible Line Breaks:** Value (1-10) will define the maximum number of consecutive Carriage Returns (CRs) in story body.
- **Break Handling:**
 - **Normal:** Breaks will appear in prompter and editor as normal stories.
 - **Cloaked:** Breaks will appear greyed in the editor and will not appear on prompt output.
 - **Hidden:** Breaks will not appear in the editor or on prompt output, they will be ignored.



MOS 2.8.1:

This connection type includes the following newsroom profile types:

- Dalet

Before editing the settings in CueiT for MOS connections a MOS Device needs to be created in your Newsroom server, and the MOS ID needs to match the device setup on your newsroom. The default value of CueiT's MOS ID is CUESCRIPT.

Connection:

Server Information

- **Server IP/Hostname:** Please enter the IP address or Hostname of your NRCS server.
- **Server Port:** Default this is 10541, this is only necessary to change should your NRCS server have a different port set, in which case, this needs to match.
- **MOS NCS ID:** Please enter your Newsroom Computer System ID for your NRCS server.

Use Buddy Server – (when checked)

Buddy server information is optional if this is a feature of your NRCS.

- **Buddy Server IP/Hostname:** Please enter the IP address or Hostname of your NRCS buddy server.
- **Buddy Server Port:** Default this is 10541, this is only necessary to change should your NRCS buddy server have a different port set, in which case, this needs to match.
- **MOS NCS ID:** Please enter your Newsroom Computer System ID for your NRCS buddy server.

MOS Configuration

- **MOS ID:** Please enter the MOS ID you've set up in your NRCS for your CueiT software. (Please note this IS case sensitive).
- **CueiT Port:** Default this is 10541, this is only necessary to change should your NRCS server have a different port set, in which case, this needs to match.

Sony ELC Automation - (when checked)

Note: Cue-iT is compatible with eGPI Controller App 6.3+

Sony ELC information is optional if using Sony ELC software.

Please configure a CueScript device in Sony ELC.

- **Sony ELC IP/Hostname:** Please enter the IP address or Hostname that Sony ELC is running on.
- **Sony ELC Port:** Default is 10752, should only need to change if Sony ELC has a different port set.



Options:

- **Ignore Instructions / Production Cues:** If Yes, All instruction tags and production cue text will be hidden in CueiT. If No, all instruction and production cues will be displayed as the “Production Cue” style text, which is defaulted to inverse.
- **Ignore stories with empty scripts:** If Yes, blank stories in will NOT be displayed in CueiT. If No, blank stories will appear as regular stories within the run order.
- **Ignore updates to the on-air story:** If Yes, updates to the story you are currently prompting in will not appear until you have moved past to another story. If No, updates will appear in the currently prompted story while you are stopped, scrolling very slowly, or reversing. On-air updates will never update the currently prompted story if scrolling is at reading speed. Updates will automatically appear after prompting has moved into another story.
- **Ignore Stories with Slugline name starting with:** If any characters are placed in the field, CueiT will ignore (hide) all stories which Sluglines start with specified characters.
- **Remove tab characters from the script:** If Yes, tab characters (paragraph indents) will be removed from story body text.
- **NACK roCreates:** If Yes, CueiT will reject all roCreate messages from NRCS and reply with NACK MOS message. Loading rundown will only be possible via user action on newsroom panel by double-click – CueiT will then send roReq MOS message to NRCS.
- **Use Ready to Air Flag: “NACK roCreates” option must be enabled.**
 - When CueiT receives the “roReadyToAir” YES command, CueiT will load the Rundown that is Ready to Air with an roReq command (this Rundown has to be already MOS Activated in NRCS).
 - When CueiT receives the “roReadyToAir” NO command, and Rundown is loaded into CueiT, CueiT will close this Rundown tab.
- **“Auto Prompt”:** *“Use Ready to Air Flag” must be enabled.*
 - When Enabled & CueiT is in Prompt OFF mode & “Ready to Air Flag” is received; CueiT will load this Rundown into tab and automatically start Prompting from the beginning of this Rundown.
- **Show Only Today’s Rundown’s:** If Yes, CueiT will only display available Rundowns with today’s date in Newsroom Panel.
- **Wait for MOS Queue:** If Yes, when connection to NRCS is initiated, CueiT will receive roListAll message, then filter-out all MOS messages that can be waiting in MOS queue - "Downloading MOS Queue Please Wait" message will be displayed. Once all MOS messages filter-out, message will disappear and CueiT will be ready for normal newsroom operation. *This setting is to prevent Rundown mismatches when CueiT (MOS Device) is switched off for longer period of time and MOS Queue builds up on NRCS side.*
- **Hide Read rate:** If Yes, read rate in ENPS next to anchor's name will be hidden.
- **Number of visible Line Breaks:** Value (1-10) will define the maximum number of consecutive Carriage Returns (CRs) in story body.



- **Break Handling:**
 - **Normal:** Breaks will appear in prompter and editor as normal stories.
 - **Cloaked:** Breaks will appear greyed in the editor and will not appear on prompt output.
 - **Hidden:** Breaks will not appear in the editor or on prompt output, they will be ignored.



FTP/File Based:

This connection type includes the following newsroom profile types:

- AP ENPS Shared Directory
- Avid iNEWS
- TinkerList

AP ENPS Shared Directory

Connection:

Directory Configuration

- **Directory:** Please pick the folder location that ENPS dumps rundowns files to.

Options:

- **Ignore Instructions / Production Cues:** If Yes, All instruction tags and production cue text will be hidden in CueiT. If No, all instruction and production cues will be displayed as the “Production Cue” style text, which is defaulted to inverse.
- **Ignore stories with empty scripts:** If Yes, blank stories in will NOT be displayed in CueiT. If No, blank stories will appear as regular stories within the run order.
- **Ignore updates to the on-air story:** If Yes, updates to the story you are currently prompting in will not appear until you have moved past to another story. If No, updates will appear in the currently prompted story while you are stopped, scrolling very slowly, or reversing. On-air updates will never update the currently prompted story if scrolling is at reading speed. Updates will automatically appear after prompting has moved into another story.
- **Ignore Stories with Slugline name starting with:** If any characters are placed in the field, CueiT will ignore (hide) all stories which Sluglines start with specified characters.
- **Remove tab characters from the script:** If Yes, tab characters (paragraph indents) will be removed from story body text.
- **Number of visible Line Breaks:** Value (1-10) will define the maximum number of consecutive Carriage Returns (CRs) in story body.



Avid iNEWS:

Server Information

- **Server IP/Hostname:** Please enter the IP address or Hostname of your iNEWS server.
- **Server Port:** Default this is 21, please adjust where necessary if a different port is setup in your iNEWS server.
- **Root Directory:** Enter the top most folder in your iNEWS directory you would like to look down from.

Note: If you would like to start browsing from iNews root directory you need to use iNews server name in square brackets i.e [iNEWS6X] in this field.

Authentication

- **Username:** Please enter your iNEWS username.
- **Password:** Please enter your iNEWS password.

Polling

- **Refresh Time (seconds):** This is the polling interval at which CueiT will check for Rundown updates on iNews server. (1-10 seconds, 3 seconds default).

Use Buddy Server – (when checked)

Buddy server information is optional if this is a feature of your iNEWS setup.

- **Server IP/Hostname:** Please enter the IP address or Hostname of your iNEWS server.
- **Server Port:** Default this is 21, please adjust where necessary if a different port is setup in your iNEWS server.
- **Root Directory:** Enter the top most folder in your iNEWS directory you would like to look down from.

Buddy Server Authentication

- **Username:** Please enter your iNEWS username
- **Password:** Please enter your iNEWS password.

Sony ELC Automation - (when checked)

Note: Cue-iT is compatible with eGPI Controller App 6.3+

Sony ELC information is optional if using Sony ELC software.

Please configure a CueScript device in Sony ELC.

- **Sony ELC IP/Hostname:** Please enter the IP address or Hostname that Sony ELC is running on.
- **Sony ELC Port:** Default is 10752, should only need to change if Sony ELC has a different port set.



Options:

- **Ignore Instructions / Production Cues:** If Yes, All instruction tags and production cue text will be hidden in CueiT. If No, all instruction and production cues will be displayed as the “Production Cue” style text, which is defaulted to inverse.
- **Ignore stories with empty scripts:** If Yes, blank stories in will NOT be displayed in CueiT. If No, blank stories will appear as regular stories within the run order.
- **Ignore updates to the on-air story:** If Yes, updates to the story you are currently prompting in will not appear until you have moved past to another story. If No, updates will appear in the currently prompted story while you are stopped, scrolling very slowly, or reversing. On-air updates will never update the currently prompted story if scrolling is at reading speed. Updates will automatically appear after prompting has moved into another story.
- **Ignore Stories with Slugline name starting with:** If any characters are placed in the field, CueiT will ignore (hide) all stories which Sluglines start with specified characters.
- **Remove tab characters from the script:** If Yes, tab characters (paragraph indents) will be removed from story body text.
- **On Air Runorder Change Mode:**
 - When option is disabled (default):
 - When on air-story (currently prompting story) is floated, CueiT will jump to next story in runorder.
 - When on air-story (currently prompting story) is moved, CueiT will stay with on-air story and story will be moved to requested place in runorder.
 - When option is enabled:
 - When on-air story (currently prompting story) is floated, CueiT will jump to next story in runorder.
 - When air-story (currently prompting story) is sitting on its Slugline or within its first 3 body lines of text and is moved, CueiT will jump to the next story in runorder and requested story will be moved to requested place in runorder.
 - When air-story (currently prompting story) is sitting on 4th or further body lines of text and is moved, CueiT will stay with on-air story and story will be moved to requested place in runorder.
- **On Air Adjacent Flip (default set to 0):**
 - For Example:

Assume the initial script has 8 stories with the Run Order 1,2,3,4,5,6,7,8. If story 5 is On Air with its Slugline at or near the top of the screen and the Run Order is changed to 1,2,3,4,7,8,5,6 prompting will be restarted from story 7.

In most cases it is easy to determine if the On-Air story has moved. However, consider the case from the above scenario where story 5 is moved below story 6. The result is the same as if story 6 was moved above story 5. This is treated as a special case and prompting remains on story 5.



- **Number of visible Line Breaks:** Value (1-10) will define the maximum number of consecutive Carriage Returns (CRs) in story body.
- **Break Handling:**
 - **Normal:** Breaks will appear in prompter and editor as normal stories.
 - **Cloaked:** Breaks will appear greyed in the editor and will not appear on prompt output.
 - **Hidden:** Breaks will not appear in the editor or on prompt output, they will be ignored.



Tinkerlist Shared Directory

Connection:

Directory Configuration

- **Directory:** Please pick the folder location that TinkerList dumps rundowns files to.

Options:

- **Ignore Instructions / Production Cues:** If Yes, All instruction tags and production cue text will be hidden in CueiT. If No, all instruction and production cues will be displayed as the “Production Cue” style text, which is defaulted to inverse.
- **Ignore stories with empty scripts:** If Yes, blank stories in will NOT be displayed in CueiT. If No, blank stories will appear as regular stories within the run order.
- **Ignore updates to the on-air story:** If Yes, updates to the story you are currently prompting in will not appear until you have moved past to another story. If No, updates will appear in the currently prompted story while you are stopped, scrolling very slowly, or reversing. On-air updates will never update the currently prompted story if scrolling is at reading speed. Updates will automatically appear after prompting has moved into another story.
- **Ignore Stories with Slugline name starting with:** If any characters are placed in the field, CueiT will ignore (hide) all stories which Sluglines start with specified characters.
- **Remove tab characters from the script:** If Yes, tab characters (paragraph indents) will be removed from story body text.
- **Number of visible Line Breaks:** Value (1-10) will define the maximum number of consecutive Carriage Returns (CRs) in story body.



6. Once configured, select OK to save the profile and then “Enable” to connect to your newsroom:



7. Once connected you should see a tab on the right panel open labeled with your Newsroom, and a folder. Click the folder to expand all active shows. Double click the show you would like to bring into CueiT. You should now be successfully connected to your newsroom!

*(Should you not connect or receive an error please see **Troubleshooting Your Newsroom Connection** below).*

Troubleshooting Your Newsroom Connection:

- Should you have issues connecting to your newsroom please click on the message bar at the bottom of CueiT for further instructions and troubleshooting steps. This help menu will highlight in Red the issue the software is having, and what steps it needs to resolve this.
- MOS servers, if there are no active run orders, you will need to activate a run order with a story send selected for your CueiT MOS device, before CueiT will see any run orders.