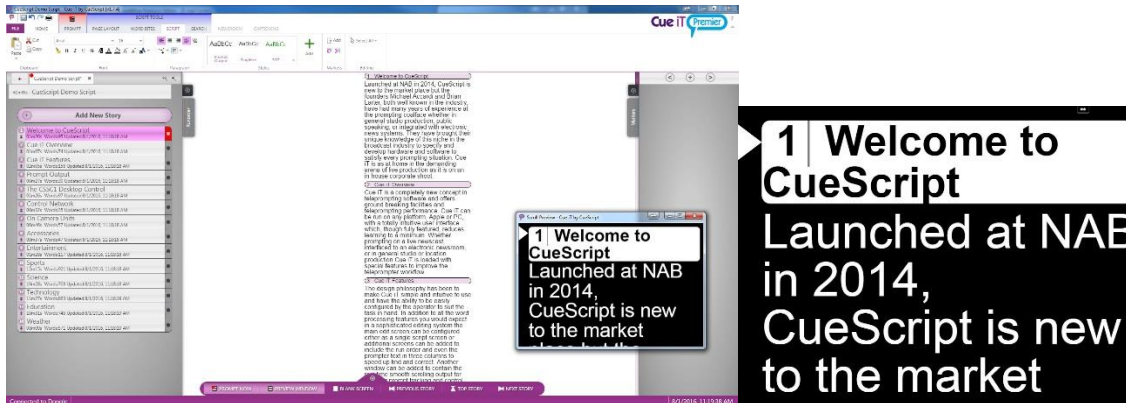# CueiT Premier Quick Start

CueiT Premier was designed as a dual-screen application. The main monitor will act as your CueiT software interface and the secondary monitor will be the video output to prompter.
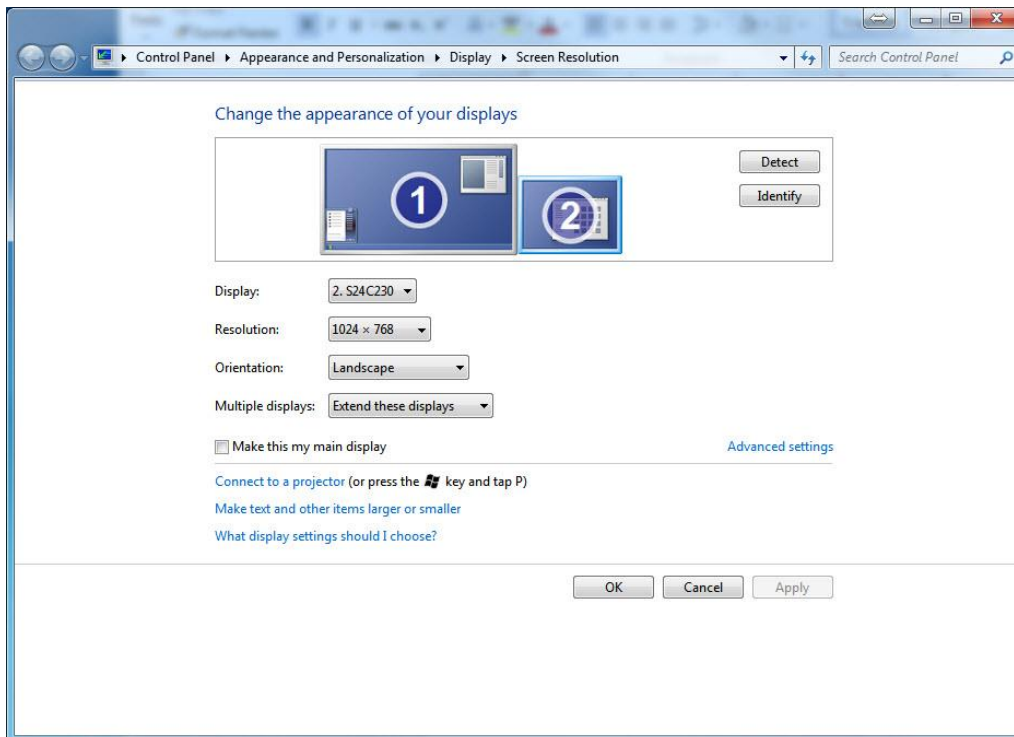
Monitor 1 Example: *Monitor 2 Example:*

Windows typically uses a wide-screen resolution for most video-output, however, optimally the secondary monitor should have a 4:3 resolution if it is going out to a traditional on-camera prompter monitor. As this format best fits prompt screen sizes. 1280 x 1024 is preferred.

This setting can be set in: **Control Panel\Appearance and Personalization\Display\Screen Resolution**

REV: 2.2

To Prompt

First ensure your USB CueiT Dongle is plugged into the computer and recognized within CueiT.

To enable prompt use the Prompt button in the top-left of the program. This will turn RED when prompt is ON.

Prompt Button   Prompt ON:

Alternatively:
CTRL+. (Shortcut Keys)
"Prompt Now" in the Prompt Tab
"Prompt Now" in the quick toolbar at the bottom of the program.

Scroll Preview

With the first Prompt ON CueiT displays two windows, the "Prompt Window" and "Scroll Preview"

These windows will appear by default in front of the CueiT program side by side. The larger of the two will be the Prompt Window.
To output full screen on your secondary monitor, drag the Prompt Window to the secondary monitor and press F11 to full screen the display. This will maximize output and hide all toolbars.
The second Scroll Preview is a duplicate and a reference for the prompt operator to use as confidence monitor.

To Note:

Both windows will start in the same position as they were closed in. So long as they are not moved before prompt is turned Off, at next Prompt On they will resume the same positions.

REV: 2.2

If the Prompt Window is closed for any reason, prompt will also be turned off in CueiT. The Scroll Preview can be turned on and off with the preview window button in the program, and does not affect prompt status.

Troubleshooting

If Prompt Output appears in the main monitor when Prompt ON is pressed, check the secondary monitor connection, or repeat the steps above to bring the window to output.

Scroll Controllers:

CueiT Premier comes standard with a CSSC Hand Scroll Controller, however, additional controllers can be purchased as necessary. CueiT Premier can utilize 3 out of the 4 interface connections on all controllers.

USB

The USB connection is directly into the CueiT computer. This gives both scroll data and power. Drivers will automatically install, and restart is not required. Please allow 2-5 minutes for drivers to fully install the first time.

The USB connection also enables the Settings menu in CueiT. This allows changes such as naming, sensitivity, Command buttons and Static IP.

Ethernet

The Ethernet connection is directly on the same network as the CueiT computer. *(It is NOT a direct connection to the computer.)* This allows the controller to sit anywhere in the studio. This connection requires a XLR Power supply.

By default, all controllers are setup for DHCP. If a static IP is required, refer to the manual on Controllers (Section 3.3.5). This will need to be set using the USB cable one-time.
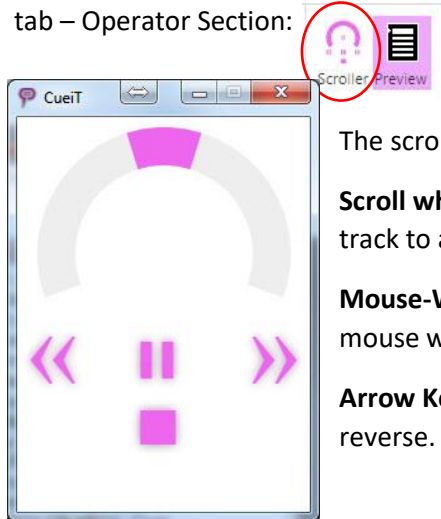
RJ11

The RJ11 connection is to connect a foot controller to a hand controller. RJ11 will supply power to the secondary controller, so long as the first controller has a power source. RJ11 works with any primary connection (Ethernet only to the first controller).

BNC

The BNC connection on the controller is for CAN bus. This is ONLY supplied from the CueB hardware which accompanies the Production and Studio Suites. And it is NOT a video output.

On-Screen Scroller:

Should your controller be unavailable CueiT offers an on-screen Scroller. This is found under the Prompt tab – Operator Section:

The scroller can be controller in 3 ways:

Scroll wheel – Click and drag the pink speed indicator on the grey half-circle track to advance or reverse in the script.

Mouse-Wheel – Hover the cursor within the Scroller window and use the mouse wheel to advance or reverse in the script.

Arrow Keys – Utilize the arrow keys (Up/Down or Left/Right) to advance or reverse. (*Note: the Scroller window has to be the active window).*