

CueScript Controllers

Connecting a CueScript Hand or Foot Controller

CueScript Foot Controller



CueScript Hand Controller

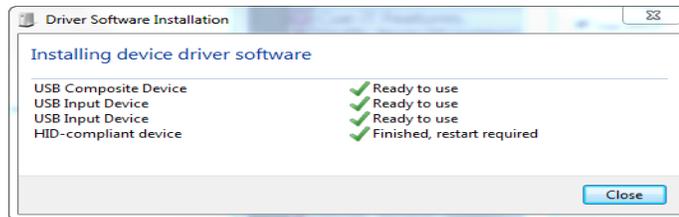


How to connect a CueScript Controller:

Both controllers can be connected the following ways:

USB

1. Plug USB B into the Controller and then the USB A into the computer running Cue iT
2. Drivers for the Controller will begin to install automatically



CAN bus

1. Connect the Controller to CueB via coaxial cable
2. Plug in XLR power supply into the controller

Ethernet

1. Connect the controller via Ethernet into a network that can communicate with the CueB and CueiT (usually this is the same network, but this can be different VLANs, depending on your network structure. Please contact your IT department for networking help.)
 - a. Alternatively, if you have limited network connections, you may connect the controller into the second ethernet port of the CueB, if the CueB is connected via Ethernet. The Ethernet ports on the CueB cannot be used for controller connections if the CueB is connected via USB.
2. Plug in XLR power supply into the controller.

RJ11

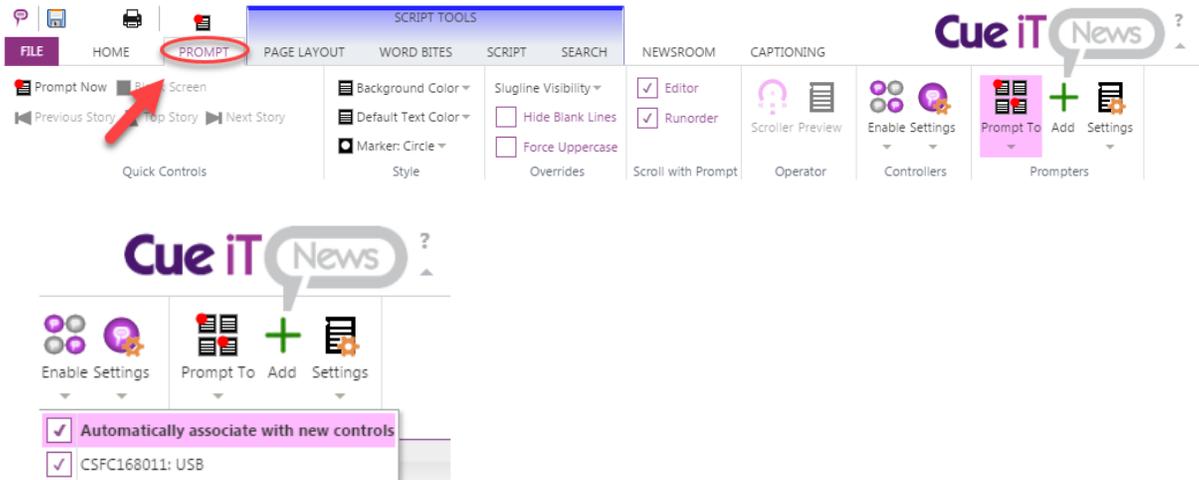
1. Connect an RJ11 cable between an already connected controller. This will pass both data and power to the controller, from the primary controller.
 - a. Please note, RJ11 is not compliant when using a USB connection on the primary controller. RJ11 should be reserved for connection via CAN bus or Ethernet on the primary.

Controller Settings

Once the controller is connected you should see an indication of a controller or controllers number that CueiT recognizes, this information is displayed in the bottom left corner or CueiT's information bar:



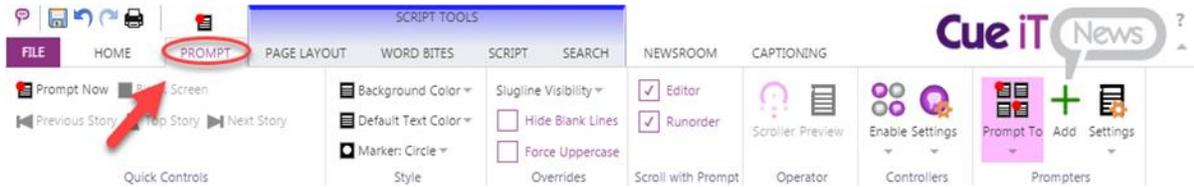
1. To enable a controller, go to the Prompt tab, Controllers section and select Enable drop down menu. In here you will see all available controllers. Those with a check next to them are active to control that CueiT.
 - a. To disable automatically connecting controllers, uncheck "Automatically associate with new controllers". All controllers that CueiT sees at this point will be unchecked and need to be checked to connect and control.



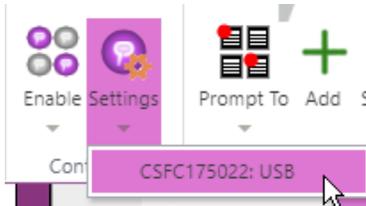
Foot Controller Settings:

To change the settings of the Foot Controller:

1. In Cue iT, go to the Prompt Tab then under the Controllers section select the Settings drop down.



2. From the Settings drop down, click on the Foot Controller name.



3. After clicking on the controller's name a box should appear with the control settings

Edit control settings for CSFC175022 [FW: 11]

GENERAL SETTINGS

Friendly Name (only numbers, letters, hyphen and underscore):
CSFC175022

Scroll Sensitivity:

LED Brightness:

IP CONFIGURATION

Use DHCP

IP Address:

Subnet Mask:

Gateway IP:

NETWORK BEHAVIOR

Use Broadcast Messages

Cue iT IP Addresses to send to:

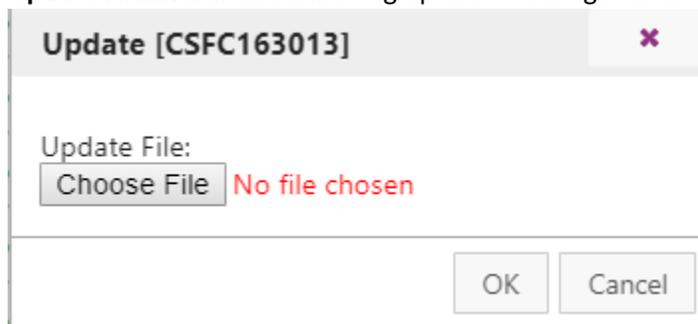
- **Friendly Name:** The display name of the controller, this name is seen under the Controllers section under the Enable and Settings drop downs.
- **Scroll Sensitivity:** Adjusts the throttle at which speed is achieved of the controller. Increasing the sensitivity causes the scrolling to be faster and decreasing the sensitivity causes the scrolling to be slower. Setting to a “0” value will disable to controller knob.
- **LED Brightness:** Adjusts the brightness of the red LED light on the Foot Controller.
- **IP Configuration:** Sets the static IP (if necessary) for the controller over Ethernet. Should a static IP address be necessary, please use the USB connection on the controller before using Ethernet, as the controllers are defaulted to DHCP.
- **Network Behavior:**

Use Broadcast Messages: When checked this option sets the controller to multicast over the network for automatic connection to any available CueiT.

When unchecked, set the IP address of the CueiT computer that the controller should connect to. This will set the CueB to send a unicast message to only the CueiT’s specified in the IP Address fields and turn off all multicast messages.

Remember: these settings are set on the controller once saved. They are NOT saved in the configuration of CueiT.

- **Update Firmware:** This will bring up the following menu:

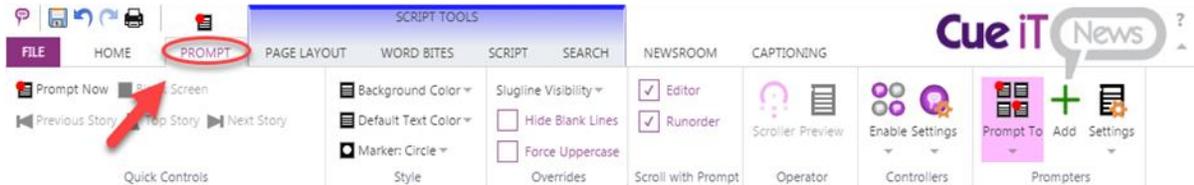


Use the “Choose File” button to upload a “.cuf” file for the associated controller. (Please see a support specialist for this file.)

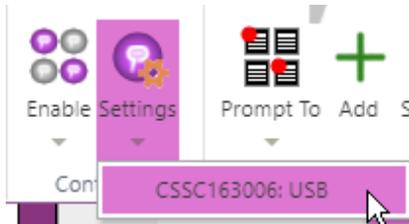
Hand Controller Settings:

To change the settings of the Hand Controller:

1. In CueiT, go to the Prompt Tab then under the Controllers section select the Settings drop down.



2. From the Settings drop down, click on the Hand Controller name.



3. After clicking on the controller's name a box should appear with the control settings

Edit control settings for CSSC163006 [FW: 11] ✕

GENERAL SETTINGS

Friendly Name (only numbers, letters, hyphen and underscore):

Scroll Sensitivity:

Reverse Dial Direction

PROGRAMMABLE COMMAND BUTTONS

Button	While prompting...	While <i>not</i> prompting...
Command 1	Prompt off	Prompt on
Command 2	Add marker at current line	Save active script

IP CONFIGURATION

Use DHCP

IP Address:

Subnet Mask:

Gateway IP:

NETWORK BEHAVIOR

Use Broadcast Messages

Cue iT IP Addresses to send to:



- **Friendly Name:** Any human-readable name for reference. Default is the controller serial number.
- **Scroll Sensitivity:** Adjusts the throttle at which speed is achieved of the controller. Increasing the sensitivity causes the scrolling to be faster and decreasing the sensitivity causes the scrolling to be slower. Setting to a “0” value will disable to controller knob.
- **Reverse Dial Direction:** Will change the forward direction to be counter-clockwise rotation direction of the controller.
- **Command 1 & 2 Buttons:** Sets the buttons on the hand controller to the specified choice in the drop down.

Prompt Off/On: Prompting will be disabled or enabled depending on current state.

Add marker at current line: Marker will be added in editor at the Cue Marker position.

Toggle slugline at current line: Adds a slugline in the editor at the Cue Marker position.

Jump to next file tab: Will bring the next tab within CueiT to the editor.

Jump to previous file tab: Will bring the previous tab within CueiT to the editor.

Enable/Disable closed captioning: Will toggle closed captioning On or Off depending on current state.

Save Script As: Will open the save script as window to save the script.

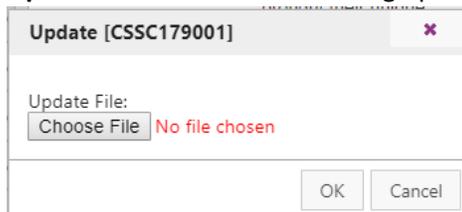
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