

CUEPal - Cue Light System

CUEPal CueLights will connect automatically if connected to the same WiFi network as the **CUEPal** Console. Once connected the **CUEPal** Console can issue 'standby' and 'go' commands. Additionally you can receive 'standby' acknowledgements and name changes from a **CUEPal** CueLight. You can also lock connected CueLights to certain channels and stop name changes.

MUSICAL DIRECTOR	Name of remote	ID	DRUMS	SFX	Save Show: Press to save remote names, lock status, check in time and port used.			SAVE SHOW
STANDBY	Standby: Press to standby connected remote. Flashing = Standby Solid = Acknowledged				Master Standby: All channels selected with preset will be issued a standby once pressed.			STANDBY PRESETS
PRESET	Preset: Select a channel for a multiple standby or go issued by the master section.				PRESET	PRESET	PRESET	RESET PRESETS
GO	Go: Press at any time to issue a go to the connected remote.				GO	GO	GO	GO PRESETS
UNLOCKED	Lock: Locking a channel stops a connected remote from changing its name and reserves the channel for a specific remote name.				Master Go: All channels selected with preset will be issued a go once pressed.			GO PRESETS
LOCK ALL		RESET IPS			SETTINGS			RESET ALL (HOLD)

Connecting CueLights

All you need to do to get **CUEPal** up and running is create a local WiFi network to which all of the **CUEPal** CueLights and **CUEPal** Console can connect. No special settings are required and most WiFi routers with a DHCP server will work correctly. Initially **CUEPal** Console listens out for a multicast message from a CueLight over 224.0.0.251:8888 then sends unicast messages directly. If you have issues connecting CueLights make sure you can send multicast messages and use port 8888. Please note the user can change the port used on both the Console and CueLights. Additionally a **CUEPal** CueLight user can manually input the **CUEPal** console's IP address if multicast discovery is not working. Once a **CUEPal** CueLight is connected to a channel an IP address will appear at the

bottom of that channel in green. The **CUEPa/** CueLight and the **CUEPa/** Console constantly send check-in messages to each other to confirm connectivity. If a connection is broken this is displayed as a yellow IP address. Please be aware that if you issue a new 'standby' or 'go' to a **CUEPa/** CueLight who's IP address is yellow it is not receiving commands. However when a connection is broken both the Console and CueLight will constantly search for each other. Once the connection is re-established the Console will update the CueLight on the latest command issued.

Manual Connections

In some circumstances the multicast message sent by the **CUEPa/** CueLight to search for the **CUEPa/** Console can not be received. Usually this is a symptom of devices connecting to a WIFI network that has both 2.4GHz and 5GHz. Multicast messages on some WIFI networks are handled in isolation to each device connected to different frequency bands. For example a device using **CUEPa/** CueLight on a 2.4GHz band may not be able to send a multicast message to a device using **CUEPa/** Console on 5GHz. In this circumstance **CUEPa/** CueLight has a function to send direct messages to an IP address. To access this feature press the cog (settings window) in the top right hand corner of the "name for CueLight" window which is the first window when starting **CUEPa/** CueLight. The settings window for **CUEPa/** CueLight has two input boxes which change two parameters for the connection to the **CUEPa/** Console. Firstly the port is set to 8888 as default but this can be changed. This only needs to change if you have a network that specifically requires a change of port from 8888. Secondly the 'Console IP' can be set to 'AUTO' or you can specify an IP address if you have issues connecting to the **CUEPa/** Console. The IP Address for the **CUEPa/** Console can be found from the settings window next to 'IP Address of console'. This address can be inputted to the **CUEPa/** CueLight's 'Console IP' which then sends direct messages to the **CUEPa/** Console and bypasses the initial multicast discovery process.

CueLight Names

If a CueLight has the same name as a channel on the **CUEPa/** Console it will connect to that channel. If the CueLight has a unique name it will connect to the first available channel. A locked channel can only be connected by a CueLight with the exact same name. If all channels are locked or all channels are occupied and a CueLight tries to connect it will be told that the console has no more capacity.

If you try to change the channel's name to invalid characters an error in red will replace the IP address until corrected. Please note only up to 16 characters (no numbers or symbols) can be used as a name. All names are automatically changed to uppercase. Once your show is up and running and you want to keep the same position of CueLights on channels lock all channels and save the show. As long as the **CUEPa/** CueLights keep their same name regardless of their IP address they will appear on the same channel show after show.

Standby and Go

Once a CueLight is connected you can issue a 'standby' command. If received by the **CUEPal** CueLight the IP address will remain green. A 'standby' state is displayed on the **CUEPal** Console and CueLight as a flashing 'standby' button. Once ready, the user of the **CUEPal** CueLight can 'acknowledge' the 'standby' by pressing the flashing 'standby' button. If this is received by the **CUEPal** Console this will be displayed as a solid red 'standby' button. Whilst the **CUEPal** Console can issue a 'go' command at any time it is best practice to issue the 'go' command after the CueLight has 'acknowledged' the 'standby'. An acknowledged 'standby' can also be displayed as a solid red button with 'acknowledged' displayed on the button. This can be changed in the settings window under the 'An 'ACKNOWLEDGED' command is displayed as:' section. This is useful for operators unfamiliar with the usual display of a solid 'standby' button as 'acknowledged'.

Presets

The 'preset' button on a channel selects that channel for a group 'standby' or 'go'. Once all of the 'presets' have been made the **CUEPal** Console can give multiple 'standbys' or 'gos' by pressing the master 'standby' or master 'go' button. The master 'preset' button resets all of the 'presets' to off.

By default presets reset after each master command. This behavior can be changed in the settings window with the 'Reset Presets After' section. "Any" resets presets after each master command. 'Go' resets presets after only a master 'Go' command. 'None' never resets presets.

Resetting the CuePal Console

To reset all of the channel states to idle (no 'standby', 'presets' or 'go') you must press and hold the reset all button for 2 seconds. Additionally in the settings you can reset all states and IP addresses.

Save Show

Pressing the save show button will save all of the current names (if valid) of the channels, lock state, check in time and port used. The save show button will become red once pressed if there is an issue with any of the names on the channels. Currently you can only save one show with **CUEPal** Console. This is saved to a text file on the local device. If this file is not found default settings will be used.

Extra Settings

In the settings you can change the port that is used for communication and the time between check ins between the **CUEPal** Console and the CueLights. These should only be changed if a problem has been found which requires these settings to change.