

# CUEMASTER II



***THEATRELIGHT NZ***

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## **CUEMASTER II QUICK OPERATION**

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The SCENES and GRAND Masters should be UP, the Record LED ON. If the Scenes LEDs are Off, the preset faders control Channels. If the Scenes LED for any row of faders is On, the faders are Scenemasters (1-48) or Submasters (1-24).

### **TWO PRESET OPERATION**

Both CHANNELS and PARK Masters should be moved up and down together. Start with both Masters DOWN:

- 1 With all three Scenes LEDs Off, then preset the next Scene on the Channel faders.
- 2 On cue, move both Masters UP to fade to the new cue, press [PARK], then take both Masters DOWN.

Repeat these two steps to preset and fade in the next cues.

### **MANUAL SCENES AND CHASES**

- 1 Set up a Scene on the Channel faders (Scenes LEDs Off) and press [RECORD]. Repeat the step to record a Chase.
- 2 Hold [RECORD] and press a Scenemaster Flash key to assign the recording.
- 3 For playback, set the Scene LEDs On, then fade the Scenemaster to Full, or press the Scenemaster Flash key.

### **RECORDING FADE-SCENES AND SHOWS**

- 1 Set up a Scene, set its fade time, and press [RECORD]. Repeat this step to record a Show.
- 2 Hold [RECORD] and press a Flash key to assign the recording. Flashkeys 1- 48 store Scenes only.

A recording in Submasters 1-24 is assigned as a Scene or a Chase. For auto-timed playback, you must convert the recording:

- > To convert a Manual to a Fade-Scene, hold [RECORD] and [MAN<<>>FADE], and press the Submaster Flash key.
- > To convert a Chase to a Show, hold [RECORD] and [CHASE<<>>SHOW], and press the Submaster Flash key.

### **FADE-SCENE AUTO-TIMED PLAYBACK**

- 1 Set SCENE FADE at Auto, then set the Submaster 1-24 to Full: the Scene fades up at its recorded fade time.

### **SHOW CUE AUTO-TIMED PLAYBACK**

- 1 Set SCENE FADE at Auto, SPEED at Step Mode, then set the Submaster 1-24 to Full: Cue 1 fades up at its recorded fade time.
- 2 Press [CUE GO] to cross-fade to subsequent cues at their auto fade times. To go back a cue, press [CUE BACK].

§ For further instructions, including setting up all 288 Channels, refer to the Table of Contents, or the Index.

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## CUEMASTER II CONTENTS

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<b>CUEMASTER II INTRODUCTION .....</b>	<b>1</b>
<b>CUEMASTER II FEATURES .....</b>	<b>3</b>
<b>CUEMASTER II PANEL LAYOUT .....</b>	<b>5</b>
<b>SYMBOLS .....</b>	<b>14</b>
<b>CUEMASTER II SET-UP .....</b>	<b>15</b>
<b>MANUAL OPERATION .....</b>	<b>17</b>
SETTING A SCENE .....	17
TWO PRESET OPERATION .....	17
CROSS-FADING PRESETS .....	17
FLASHING INDIVIDUAL CHANNELS .....	17
FLASHING ALL PRESET FADER CHANNELS .....	19
SETTING UP ALL 288 CHANNEL LEVELS .....	19
COMPARING EDIT LEVELS WITH ORIGINAL LEVELS .....	21
CLEARING EDITED LEVELS .....	21
KILL MODE .....	21
GRAND MASTER .....	21
BLACKOUT .....	23
<b>MEMORY OPERATION .....</b>	<b>24</b>
SCENEMASTER AND SUBMASTER RECORDINGS .....	24
RECORDING TYPES .....	24
SUBMASTER MIMIC LEDs .....	25
SCENEMASTER FLASH KEYS .....	25
SCENEMASTER AND SUBMASTER FADERS .....	25
SCENEMASTER PAGES .....	25
RECORDING METHOD .....	25
<b>RECORD AND ERASE ENABLE .....</b>	<b>27</b>
RECORD ENABLE .....	27
ERASE MEMORY .....	27
RECORD DISABLE .....	27

RECORD CLEAR .....	27
<b>MANUAL SCENE RECORDING AND PLAYBACK .....</b>	<b>29</b>
RECORDING AND ASSIGNING A SCENE .....	29
RECORDING AND ASSIGNING A SCENE BLIND .....	29
MANUAL SCENE PLAYBACK .....	29
FLASHING MANUAL SCENES .....	29
<b>FADE-SCENE RECORDING AND PLAYBACK .....</b>	<b>31</b>
CHANGING A MANUAL SCENE TO A FADE-SCENE .....	31
TIMED CROSS-FADING .....	31
HOLDING A TIMED FADE .....	31
AUTO FADE-SCENES .....	33
RECORDING AUTO FADE-SCENES .....	33
CROSS-FADING AUTO FADE-SCENES .....	33
EDITING RECORDED AUTO FADE TIMES .....	33
OVER-RIDING AN AUTO FADE TIME .....	35
HOLDING AN AUTO FADE .....	35
AUTO SNAP FADES .....	35
COMPLETING A FADE .....	35
SPLIT FADE TIMES .....	35
<b>SCENE EDITING .....</b>	<b>37</b>
EDITING PLAYBACK LEVELS .....	37
COMPARING LEVELS .....	37
CLEARING EDITED LEVELS .....	37
RECORDING MODIFIED SCENE LEVELS .....	39
PROTECTING CHANNEL USAGE .....	39
COPYING A SCENE LIVE .....	39
COPYING A SCENE BLIND .....	41
TRANSFERRING A SCENE TO ANOTHER PAGE .....	41
DELETING A SCENE .....	41
OVER-WRITING A SCENE .....	41

<b>CHASE RECORDING AND PLAYBACK.....</b>	<b>43</b>
RECORDING AND ASSIGNING A CHASE .....	43
CHASE PLAYBACK .....	43
FLASHING CHASES.....	43
STOPPING AND REVERSING CHASES .....	43
<b>CHASE EDITING .....</b>	<b>45</b>
RECORDING CHASE BEAT .....	45
RECORDING CHASE SPEED .....	45
RECORDING CHASE SPEED LIVE.....	45
DISPLAYING CHASE SPEED OR CHASE BEAT .....	45
EDITING CHASE STEP LEVELS .....	47
EDITING CHASE STEPS .....	47
DELETING CHASE STEP.....	47
INSERTING CHASE STEPS .....	47
COPYING A CHASE .....	49
DELETING A CHASE .....	49
STACKING CHASES .....	49
<b>SHOW RECORDING AND PLAYBACK .....</b>	<b>51</b>
RECORDING AND ASSIGNING A SHOW .....	51
SHOW PLAYBACK .....	51
EDITING CUE FADE TIMES.....	51
OVER-RIDING CUE FADE TIMES.....	53
HOLDING CUE FADES.....	53
SKIPPING CUES.....	53
COMPLETING A FADE .....	53
<b>SHOW EDITING.....</b>	<b>55</b>
EDITING CUE LEVELS.....	55
DELETING CUES.....	55
INSERTING CUES .....	55
INSERTING A NEW FIRST CUE.....	57
CHANGING CUE ORDER.....	57
COPYING A SHOW .....	57
DELETING A SHOW .....	59
STACKING SCENES INTO A SHOW.....	59
STACKING SHOWS AND FADE-SCENES .....	59

<b>SHOW CUE LINKS.....</b>	<b>61</b>
LINKING CHASES AND FADE-SCENES TO CUES.....	61
CUE LINK PLAYBACK.....	61
<b>AUTOMATIC PLAYBACK MODES.....</b>	<b>63</b>
AUTOMATIC SHOW MODE .....	63
CONTINUOUS CROSS-FADE MODE .....	63
<b>REMOTE SHOW PLAYBACK .....</b>	<b>64</b>
REMOTE SHOW SET-UP .....	64
REMOTE CUE FORWARD .....	64
REMOTE CUE REVERSE .....	65
SHOW RESTART .....	65
REMOTE INPUT SPECIFICATIONS.....	65
<b>CUEMASTER PREVIEW MODES .....</b>	<b>67</b>
PREVIEWING THE NEXT CUE .....	67
PREVIEWING MANUAL SCENES AND FADE-SCENES .....	67
PREVIEWING CHASES AND SHOWS.....	67
PREVIEWING PARK.....	67
<b>FLASH LATCH AND DISABLE MODES.....</b>	<b>69</b>
LATCHED CHANNELS .....	69
LATCHED SCENES Latch mode .....	69
FLASH DISABLE .....	69
<b>DMX-LINK INTRODUCTION .....</b>	<b>71</b>
DMX-LINK FEATURES .....	71
<b>PATCH LIST EDITING.....</b>	<b>73</b>
PATCH LIST LEVELS .....	73
RESETTING TO A ZERO PATCH.....	73
RESETTING TO A ONE-TO-ONE PATCH.....	75
PATCH LIST ENTRY .....	75
PATCH EDITING IN TEST MODE .....	75
<b>READING LIVE CHANNEL AND DIMMER LEVELS.....</b>	<b>77</b>
READING A CHANNEL LEVEL .....	77
READING ALL LIVE CHANNEL LEVELS .....	77

READING A DIMMER LEVELS.....	77
READING LIVE DIMMER LEVELS .....	77
<b>TEST AND FLASH MODES .....</b>	<b>79</b>
CHANNEL TEST AND FLASH MODES .....	79
DIMMER TEST AND FLASH MODES.....	79
CHANGING TEST LEVEL.....	79
TESTING ALL CHANNELS OR DIMMERS .....	81
CANCELLING TEST MODE .....	81
<b>CUEMASTER SCREEN DISPLAY .....</b>	<b>83</b>
CONNECTING THE LCD DISPLAY .....	83
CHANGING SCREEN PAGES.....	83
PAGE 1 SCREEN LAYOUT .....	85
<b>CUEMASTER ON-SCREEN HELP.....</b>	<b>89</b>
<b>CUEMASTER MEMORY CARD BACKUP .....</b>	<b>91</b>
SAVING TO SD CARD.....	91

RESTORING FROM SD CARD .....	91
<b>CUEMASTER HARD COPY PRINTOUT.....</b>	<b>93</b>
CONNECTING THE PRINTER .....	93
PRINTING THE CUE-LIST.....	93
PRINT CANCEL.....	93
<b>GLOSSARY.....</b>	<b>94</b>
<b>MAINTENANCE .....</b>	<b>97</b>
<b>SPECIFICATIONS.....</b>	<b>98</b>
<b>CONTROL CONNECTIONS.....</b>	<b>100</b>
<b>SYSTEM SETUP .....</b>	<b>101</b>
<b>INDEX.....</b>	<b>102</b>

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## CUEMASTER II INTRODUCTION

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The Theatrelight Cuemaster II is a general purpose lighting control desk for control of conventional luminaires in Theatre and TV Studios. For fast operation the Cuemaster has a fader per channel for the first 72 Channels. This single preset of 72 faders is complemented by a second preset 'Park' store facility with dipless cross-fade, which allows the Cuemaster to emulate a 72 Channel, two preset manual desk.

Additionally the 72 preset flash keys can be paged to provide fast level setting and editing of up to 288 Channels in conjunction with the Up and Down keys.

The Cuemaster II is also fitted with a built in soft-patch module which enables allocation of any of up to 1024 dimmers at any level to any of the 288 channels. The soft-patch keyboard module also provides channel and dimmer test facilities.

The 72 preset faders can also be switched from acting as Channel faders to acting as Scenemasters/Submasters (Scenes mode). Each row of the three rows of 24 faders has its own Scenes key, and can be separately switched between Channels and Scenes mode. Page Up and Down keys give access to four pages of 72 Scenemasters per page for a total of 288 Scenemasters. Page overlay memory keeps the last page active until the master is returned to zero thus allowing access to any page without change to the current lighting state.

In Scenes Mode, the top two rows of 24 faders can each record and playback a single scene—Scenemasters 1-48. The bottom row of 24 faders—Submasters 1-24, can each record and playback additional types of recordings: Fade-Scenes for automatic fades from 0.5 second to 1 hour; auto-speed Chases, each Chase having its own chase rate; or Shows, each a sequence of auto-fade cues. Each Show cue can also be programmed to link up to 16 Chases and Fade-Scenes for synchronised multi-part fades, snaps, effects lighting, colour scrollers or moving lights.

A remote control input allows cue operation for automated or Audio-Visual applications from external devices such as projector control boxes, and a variety of decoders. The Cuemaster II can also be set up to provide a self automated lighting show incorporating hundreds of snaps, fades, chases and delays for automated signage, display and exhibition purposes. Apart from controlling lighting dimmers, the channel and scene latch functions built into the desk make it suitable for the manual or automatic control of many other effects such as motors, strobes, colour scrollers, moving lights, smoke machines and pyrotechnics used in Disco and Rock lighting.

The Cuemaster II has an output for LCD colour display of levels, status, and screen Help, a memory card for backup or library purposes, and a printer socket for a hard copy of all recorded levels and times to PC standard printer.

The facilities designed into the Cuemaster II result in an easy to learn, easy to operate, hands-on control panel for Theatre, Television, Club, Rock, and Audio Visual or other automated presentations. It is ideally suited for venues where little time is allowed between plotting and performance.

CHANNELS / SCENES 1 - 24

CHANNELS / SCENES 25 - 48

CHANNELS 49 - 72 / MASTERS 1 - 24

# CUEMASTER II

SCENE MODE

CHANNEL DIMMER LEVEL

**000** **0000** **00**

EDIT TEST

CHNS 1 - 24

CHNS 25 - 48

MASTERS

CHNS 49 - 72

PAGE

EDIT FUNCTIONS

ALL DOWN UP COMPARE

REC STACK DELETE INSERT **←** EDIT **→** MODIFY

RECORD

PAGE DOWN PAGE UP KILL CHASE REV CUE BACK PREVIEW

REC CLEAR LINKS 1-16 REC DISABLE MIN FADE CHASE SHOW HELP SCREEN

SCENE MODE MASTERS STORE LATCH SCENES FADE HOLD SPEED CUE GO G.M. FLASH OFF

CHNS FLASH STORE LATCH

REC BLND REC STORE LATCH REC FADE REC SPEED FLASH OFF

1 0 9 8 7 6 5 4 3 2 1 0

1 0 9 8 7 6 5 4 3 2 1 0

1 0 9 8 7 6 5 4 3 2 1 0

1 0 9 8 7 6 5 4 3 2 1 0

1 0 9 8 7 6 5 4 3 2 1 0

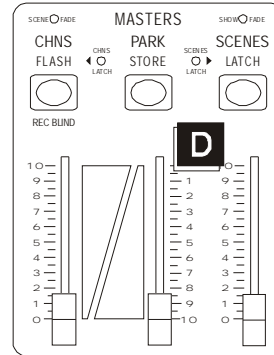
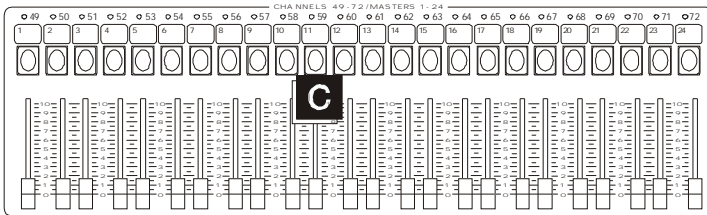
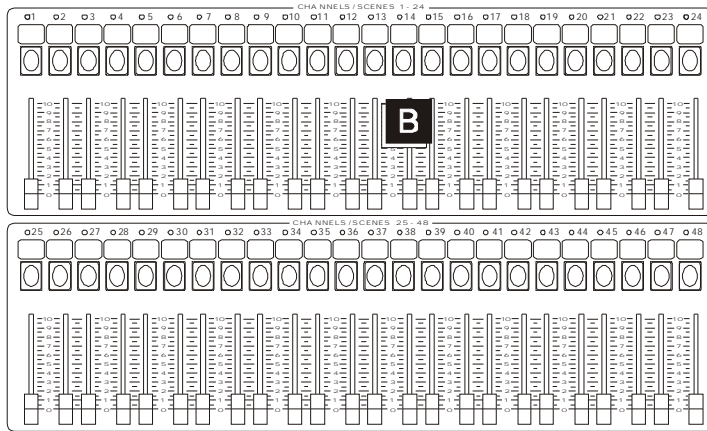
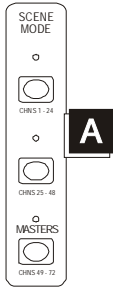
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## CUEMASTER II FEATURES

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- § Large cue capacity—over 800 cue states with 5 year memory retention during power off.
- § DMX-512 international communication standard to dimmers.
- § Channel faders for faster plotting than keyboard entry desks.
- § Fast editing of all 288 Channels via Up/Dn keys.
- § Two preset operation with dipless cross-fade between presets for the first 72 channels.
- § Flash, Add/Kill, and Latch on/off modes on both Channel and Scenes , with Flash Disable mode.
- § Up to 72 Scenemasters per page.
- § 4 pages of Scenemasters for a total of 288, with page overlay memory.
- § Scenemasters 1-48 (the top two rows of faders) can be programmed as manual scenes.
- § Submasters 1-24 (the bottom row of faders) can be programmed as a manual or auto-fade scene, a chase, or a show.
- § Independent auto-loading fade times (instant, or half second to 1 hour) for fade-scenes and show cues.
- § Single button auto-fade auto-effects cue operation simplifies complex shows.
- § Any cue of a show can link up to 16 auto-speed chases, or auto fade-scenes for split or stacked fades.
- § Chases are level sensitive, and can be of any length up to the maximum cue capacity.
- § Multiple chase speeds—up to 24 independent speed chases simultaneously.
- § Chase beat function for synchronising chase speeds to live music.
- § External control of chases or auto-fade auto-effects shows, for Audio-Visual applications or remote single button operation.
- § Auto-sequence mode allows shows to run automatically with programmable cue intervals from one tenth second to one hour.
- § Fast editing of stored cue levels, fade-times, and chase speeds, and insertion or deletion of chase steps or show cues.
- § Dust guard protection on all faders for extended life.
- § Colour display output provides live monitoring of desk operation, cue preview, and on-screen help.
- § Printer output for memory dump to PC standard parallel printer.
- § Memory card socket for memory extension, backup or library purposes.



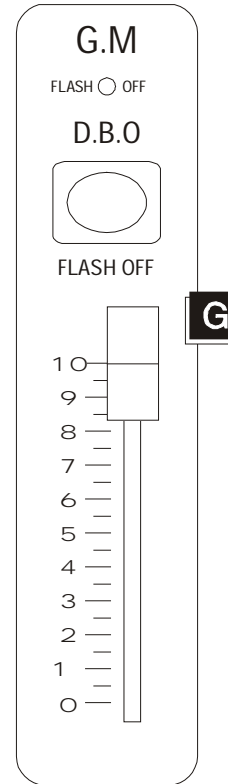
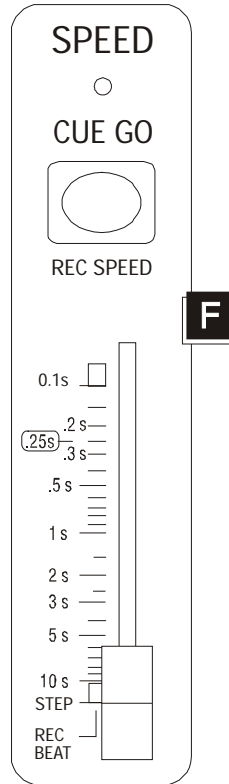
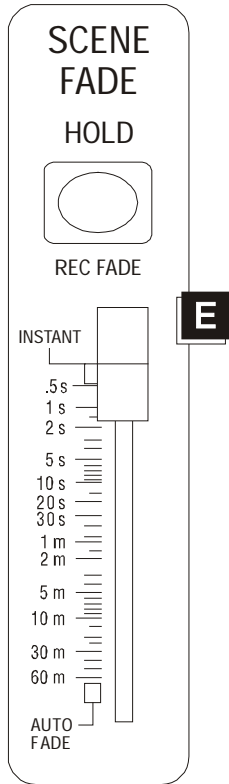


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## CUEMASTER II PANEL LAYOUT

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- A SCENE KEYS** allow changing the function of each of the 3 rows of faders to control Channels (LED Off) or Scenes (LED On).
- B FADERS 1 to 48** allow setting of Channel levels 1-48 for manual playback or recording, or can act as Scenemasters, depending on the setting of the Scenes LEDs for these two rows of faders.
- FLASH KEYS 1 to 48** give an instant flash of Channels 1-48, or Scenemasters 1-48 to Full, depending on the setting of the of the Scenes LEDs for these two rows of faders. Flashed levels are controlled by the Grand Master. The Flash keys are also used with the Up and Down keys to edit channel levels. These keys are also used to assign recorded scenes 1-48.
- MIMIC DISPLAY 1-48** shows live channel outputs 1-48, previewed channel outputs, or recorded Scenes 1-48.
- C FADERS 49 to 72** allow setting of Channel levels 49-72 for manual playback or recording, or can act as Submasters 1-24, depending on the setting of the Scenes LED for this row of faders. As Submasters 1-24, these can store a Manual Scene, an auto-timed Fade-Scene, an auto-speed Chase, or a Show with auto-timed fades and up to 16 links on every cue.
- FLASH KEYS 49 to 72** give an instant flash of Channels 49-72, or Submasters 1-24 to Full depending on the setting of the Scenes LED for this row of faders. Flashed levels are controlled by the Grand Master. These keys are also used to assign recorded cues, and to record Fade times, Chase speeds, and Show cue links into Submasters 1-24.
- MIMIC DISPLAY 49-72 / 1-24** shows live channel outputs 49-72, or the recording type of Submasters 1-24, depending on the setting of the Scenes LED for this row of faders.
- D CHANNELS MASTER FADER** controls the output of the Channel faders. When used with the Park Master, it enables split dipless cross-fades between Channel fader levels and levels stored under the Park fader, giving the Cuemaster an extra preset for the first 72 channels.
- CHANNELS MASTER FLASH KEY** instantly flashes the Channels Master to Full. With Record, this key enable blind recording from the 72 preset faders when the Channels Master is at zero.
- PARK KEY** instantly stores the current lighting levels for the first 72 channels under the Park Master Fader.
- PARK MASTER FADER** controls the output of the Park Store, in effect an extra preset. When used with the Channel Master, it enables split dipless cross-fades between Channel fader levels and levels stored under the Park fader for the first 72 channels.
- SCENES MASTER FADER** controls the output of all Scenemasters 1-48, and Submasters 1-24—Manual Scenes, Fade-Scenes, Chases, or Shows. s
- SCENE FADE LED** flashes while a timed Fade-Scene cross-fade is in progress.



**D SHOW FADE LED** flashes while a timed Show cue cross-fade is in progress.

**LATCH KEY** allows changing the Scenemaster Flash keys from the normal Momentary Flash mode to a touch on-touch off mode, either Solo (the latest key pressed cancels all others), or Latch (push on-push off latch).

**SCENES LATCH LED** indicates the state of the Scenemaster Flash keys. Off represents normal Momentary Flash mode, Green shows Scenes Solo is on, Red shows Scenes Latch mode is on. Latched Scenemasters levels are controlled by the Scenes Master fader.

**CHANNELS LATCH LED** indicates the state of the Channel Flash keys. Off represents normal instant flash to Full Momentary mode, Yellow shows that the preset Flash keys are in push on-push off Latch mode. Channels Latch mode can be turned on and off by holding the Latch key, and then touching the Channels Master Flash key. Channels Latch can be set independently of Scenes Latch mode. Latched channels are controlled by the Grand Master fader.

**E SCENE FADE MASTER** defines the fade time of all recorded Fade-Scenes, and all Show cues. The time scale extends from 0.5 second to 60 minutes, and includes an instant setting. Manual scenes and Chases are not affected by the fade timer.

**HOLD KEY** freezes the current fade while pressed. With Record, Hold enables the setting of the Scene Fade master to be recorded onto Fade-Scenes or designated cues of a Show for automatic fades. Hold key is also used to cancel a printout.

**AUTO FADE** setting of the Fade Time master enables Fade-Scenes or cues of a Show to load their pre-recorded fade times and then execute the fades automatically.

**F SPEED MASTER** controls the speed at which cues of a Show are stepped, from 10 per second (600 beats per minute) to one step every 10 seconds (6 beats per minute). Chases are initially recorded with a default speed of 288 beats per minute (0.25 second). This speed setting can be edited in any Chase, so that every Chase can play back at its own pre-recorded speed.

**STEP MODE** setting of the Speed Fader is used for single stepping through the cues of a Show.

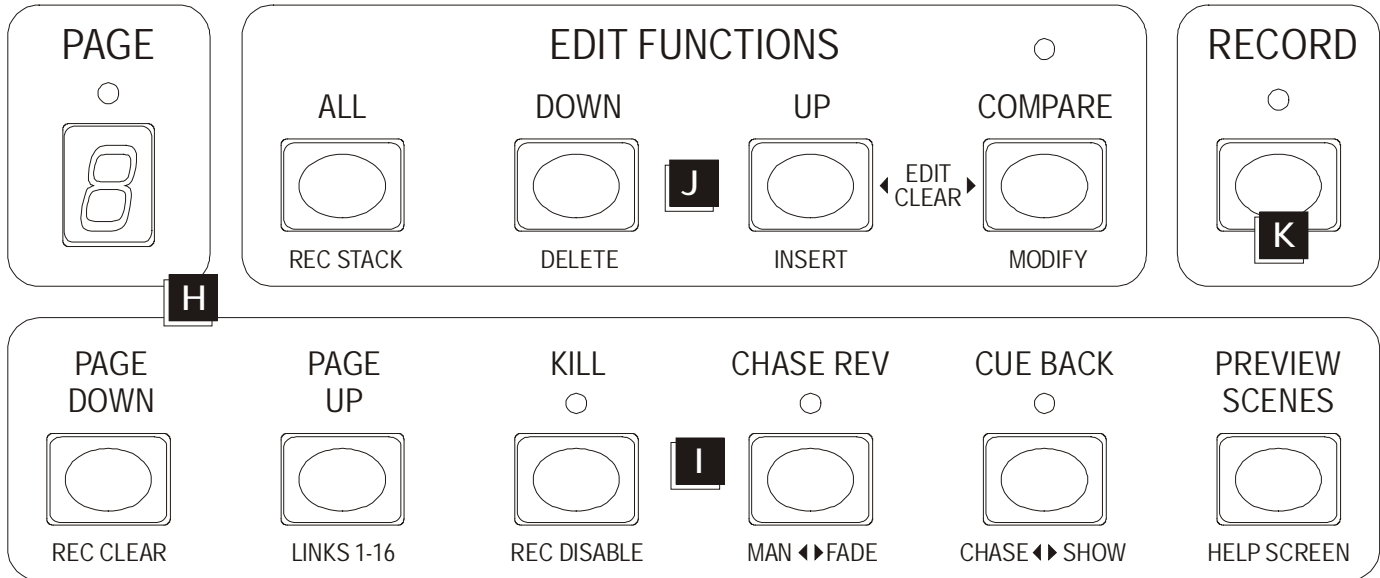
**CUE GO KEY** steps forward through the cues of the current Show if the Speed fader is set at Step Mode, and stops Show auto step if the Speed fader is up. With Record, this key allows recording of automatic Chase speeds, and Chase Beat.

**STEP LED** blinks to mimic the step rate of the Speed Master, as well as indicating cue steps from the Cue Go key.

**G GRAND MASTER FADER** controls the entire output of the desk. If set at zero, all lighting will be blacked out. The normal setting for this master is at Full.

**DBO KEY** gives a dead blackout onstage (DBO) when pressed. With Record, this key enables or disables all Flash modes.

**FLASH DISABLE LED** lights to indicate Flash modes are disabled.




- H PAGE NUMBER DISPLAY** shows the current Scenemaster page. The Page Changed LED (above the Page Number display) flashes if a Scenemaster from a previous page is still up.
- PAGE UP AND DOWN KEYS** change the current Scenemaster page. With Record, Page Down key enables the Record buffer to be cleared, and Page Up key allows linking of Chases and Fade-scenes to cues of Shows.
- I KILL KEY** sets the flash mode for channels and scenes to either Add mode or Kill mode. The Kill LED lights when Kill is on. With Record, this key disables Record mode, while the entry of a 4 digit code erases the entire memory of the desk.
- CHASE REVERSE KEY** stops all Chases when held, and reverses them when released. The Chase Reverse LED lights when Chases are reversed. With Record, this key changes Manual scenes to Fade-scenes and vice-versa.
- CUE BACK KEY** steps backwards through the cues of the current Show if the Speed fader is set at Step Mode. If the Speed fader is up, any stepped Show is stopped while the Cue Back key is held down, and reversed when released. The Cue Back LED lights when Shows are reversed. With Record, this key changes Chases to Shows and vice-versa.
- PREVIEW KEY** shows the contents of any Scenemaster recording. With Record, Preview displays on-screen Help.
- J ALL KEY**, when pressed with either the Up or the Down keys, fades all live channels up or down at the time set by the Scene Fade master. With Record, this key enables recording of cue stacks.
- UP/DOWN KEYS** enable channels selected by the channel flash keys to be edited at the rate set by the Fade master. With the Channels Edit Keys, they allow editing of all 288 channels using the preset flash keys. With Record, these keys enable insertion and deletion of cues in any Show, or steps in any Chase.
- COMPARE KEY** swaps between original and edited levels, shown by the Compare LED, for live comparison of changed levels. Pressing Up with Compare clears edited levels. With Record, this key enables modification of pre-recorded scenes.
- K RECORD ENABLE LED** shows the Record status, and can only be turned on by correct entry of a three digit record code.
- RECORD KEY** records the current output of the desk into spare memory. Record is also used as a shift key for other functions.
- L CHANNEL EDIT PAGE KEYS** C1, C2, C3 and C4 allow editing of all 288 channels using the preset flash keys with the Up and Down keys. Each key allows editing 72 channels per page for 4 pages: Key [C1] edits Channels 1-72; Key [C2] edits Channels 73-144; Key [C3] edits Channels 145-216; Key [C4] edits Channels 217-288.

○ **CUEMASTER II** **O** ○


**SCENE MODE**

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CHNS 1 - 24


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CHNS 25 - 48


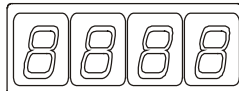
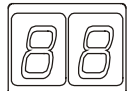
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**MASTERS**



























CHNS 49 - 72

CHANNEL **M** DIMMER LEVEL

○ EDIT    ○ TEST

**N**

					 1-72
					 73-144
					 145-216
					 217-288

**L**

**M CHANNEL DISPLAY** I shows the currently selected channel number for patch editing, channel flash, level read, and test modes. The Channel display is also used when programming the split between the total of 288 channels from the two DMX inputs. When Scenes are edited this display shows S. to indicate an addressed Backup Scene number.

**DIMMER DISPLAY** shows the currently selected dimmer number for patch editing, dimmer flash, level read, and test modes. When Scenes are edited this shows an addressed Backup Scene channel number.

**DIMMER END POINT** indicates the last dimmer patched to the current channel when reading Patch List levels.

**LEVEL DISPLAY** shows channels, dimmers, and test levels as a percentage, from 0 to F (Full). If both Channel and Dimmer displays are showing a valid number with the Edit LED on, then the level shown is the recorded Patch List level. The Level display also shows live channel or dimmer output levels, and test levels in both Channel and Dimmer Test modes. 1

**EDIT LED** indicates a valid Patch edit state. This LED is a warning that any level changes to dimmer levels (in Patch Edit mode) will be immediately written to memory.

**TEST LED** shows that a channel or dimmer level has been modified by a Test operation.

**N CL KEY** (Clear Key) is used to clear the Channel and Dimmer number display, and to reset Test mode.

**CH KEY** (Channel Key) is used to enter channel numbers for Patch editing, reading channel levels, and testing channels.

**DM KEY** (Dimmer Key) is used to enter enter dimmer numbers for Patch editing, reading dimmer levels, and testing dimmers.

**AT KEY** sets Patch levels, and interrogates channel and dimmer levels, and Patch List dimmer levels.

**NUMBER KEYS** are used for entry of Channel and Dimmer numbers, and levels.

**0 KEY** (Zero Key) sets levels off, and with the DIM and AT keys sets dimmers of the current Patch List to zero.

**F KEY** (Full Key) sets levels to full, and with the DIM and AT keys sets all dimmers of the Patch List as a One to One patch.

**TS KEY** (Test Key) allows testing of channels or dimmers. Test direction may be changed using [TD], the test down key.

**TP KEY** (Test Pause) is used to pause auto test mode.

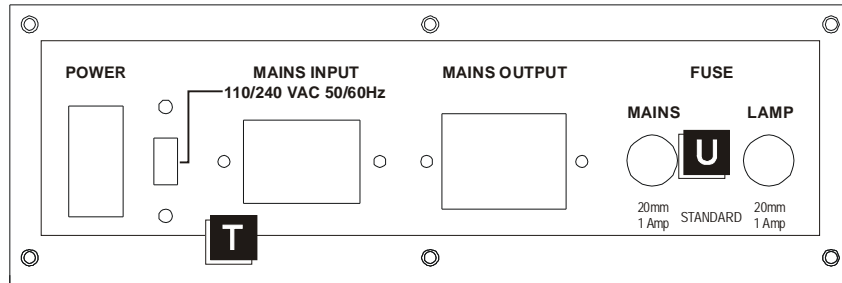
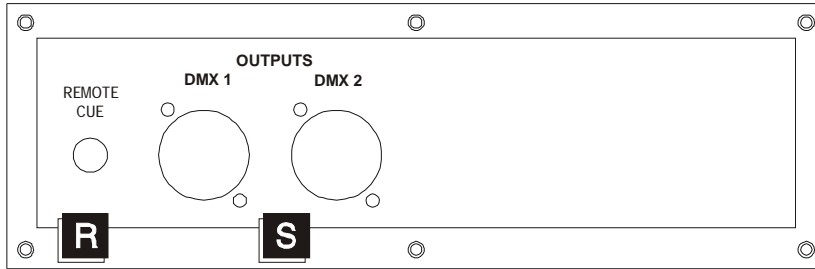
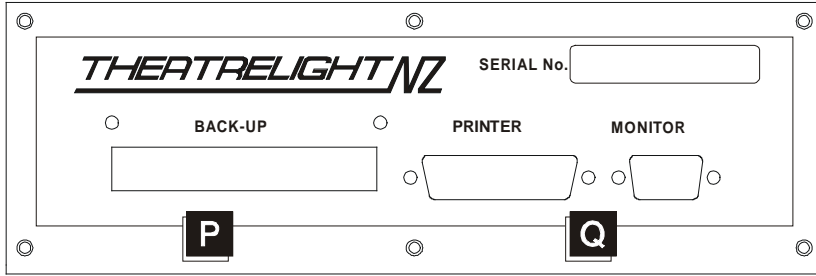
**TD KEY** (Test Down Key) is used for testing channels and dimmers in reverse direction.

**5 KEY** (Screen Up key) increments the current Screen page on the LCD display.

**6 KEY** (Screen Down key) decrements the current Screen page on the LCD display.

**O DESK LIGHT SOCKETS** are provided for plug-in goose-neck working lights.



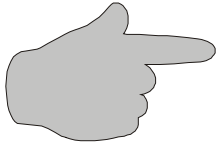


- P MEMORY CARD** socket takes standard 5 year life lithium battery powered Memory Cards for secure backup.
- Q PRINTER AND DISPLAY PORTS** provide outputs to a LCD display monitor, and to an IBM compatible printer for hard-copy print-outs of all recorded levels and fade times. t
- R REMOTE STEP** socket enables show control from a push-button, or from external Audio-Visual, Midi, or SMPTE decoders.
- S DMX-512 OUTPUTS** from the Cuemaster carries multiplexed dimmer levels to the remote dimmers.
- T POWER SUPPLY** socket can be switched for 120 or 230 volts AC, 50/60 Hertz supplies.
- U FUSES** are provided for mains and work lights power.

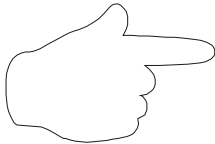
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## SYMBOLS

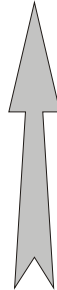
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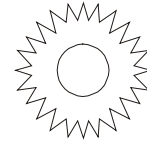
Hold down the indicated key and keep it held down for the following operation



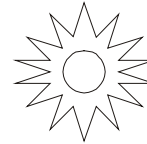
Press the indicated key once and then release it



Move the indicated fader in the direction of the arrow



**LED MUST** be On before starting the operation



LED is on

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## CUEMASTER II SET-UP

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The Cuemaster II has a 110/230 volt power select switch on the back panel. Check that the switch is correctly set for your mains supply. Plug up one or two correctly wired DMX-512 cables between the Cuemaster II and the dimmers, and power up the dimmers and the desk. The Cuemaster powers up in the state in which it was last turned off—for a clean start, set the following:

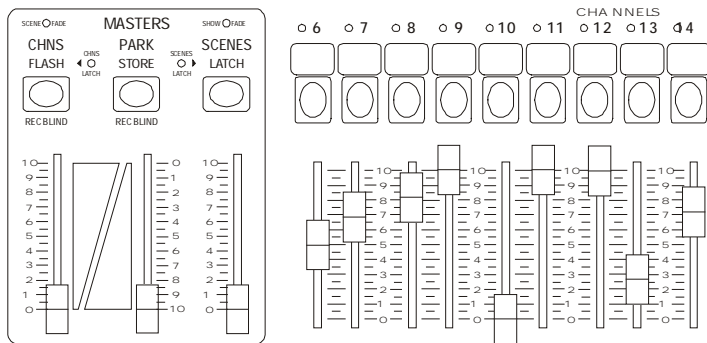
- 1 **Set all three Scenes keys so the LEDs are OFF. This sets the Preset faders to control Channels.**
- 2 **Press the Channels Edit key [C1] so the Patch Display is Off. This sets the Preset faders to control Channels 1-72**
- 3 **Set all Channel faders DOWN.**
- 4 **Set the Channels, Park, Scenes, Scene Fade, and Grand Master faders UP.**
- 5 **Set the Speed Master down (at Step Mode).**
- 6 **If the Kill LED is on, press the Kill key to turn the LED off.**
- 7 **If the Chase Rev LED is on, press the Chase Rev key to turn the LED off.**
- 8 **If the Cue Back LED is on, press the Cue Back key to turn the LED off.**
- 9 **If the Solo/ Latch LED is on, press the Latch key once or twice to turn the LED off.**
- 10 **If the Channels Latch LED is on, hold the Latch key, then touch the Chns Flash key to turn the LED off.**
- 11 **If the Compare LED is on, hold the Compare key, then touch the Up key to turn the LED off.**
- 12 **Press Page Up or Page Down to select Page 1 in the Page display.**
- 13 **Press the Park Park key to clear levels stored under the Park master.**

***THIS PROCEDURE IS NECESSARY FOR CORRECT OPERATION OF THE EXAMPLES ON THE FOLLOWING PAGES***

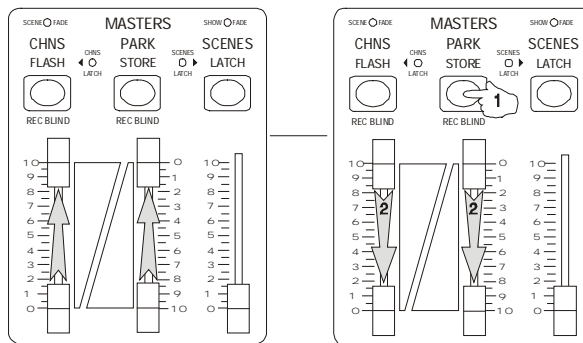
§ The symbols opposite are used to describe operation on the the following pages.

## CROSS-FADING PRESETS

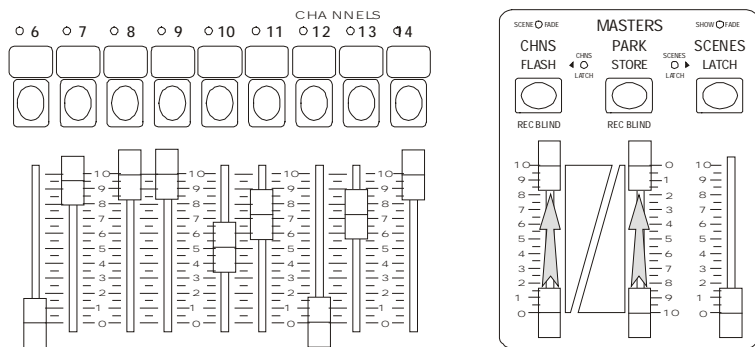
### STEP 1



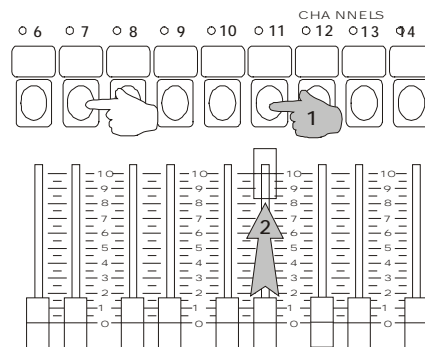
### STEP 2



### STEP 3



### FLASHING CHANNELS



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## MANUAL OPERATION

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### SETTING A SCENE

You can set up a lighting state (a Scene) on the first 72 channels by setting levels on the Channel faders:

- 1 Ensure that the Channels Master and the Grand Master are at Full, and that all three Scenes LEDs are off so that the preset faders are in channel mode.**
- 2 Move some Channel faders up: the levels on stage fade up.**
- 3 Move the Channels Master down then up: all the levels on stage fade together.**

Live channels are shown by the Channel Mimic LEDs. Channel Fader output is not affected by the Scene Fade timer.

### TWO PRESET OPERATION

The Park function allows the Cuemaster II to emulate the operation of a 72 channel two preset desk. Pressing the Park key copies the levels of the first 72 channels into a single scene memory, the Park store, which is controlled by the Park Master. The Park Master thus provides a memorised 'Preset' to hold the current levels while the 72 Channel faders are set to the next scene levels. The Park fader is intentionally upside down to make dipless cross-fades easier to operate.

### CROSS-FADING PRESETS

Both CHANNELS and PARK Masters should be moved up and down together. Start with both Masters DOWN:

- 1 Preset the next (new) Scene on the Channel faders.**
- 2 On cue, fade UP both Masters together, press [PARK], and take both Masters DOWN together.**
- 3 Repeat these two steps to pre-set and cross-fade to the next cue.**

Park-Channel cross-fades are not affected by the time fader.

§ If the Park Master is left at Full, new flash or fader levels can be added to the total by pressing the Park key after each addition.

§ The Park key is always active, and can be used for an instant 'snapshot' recording of the first 72 channels at any time.

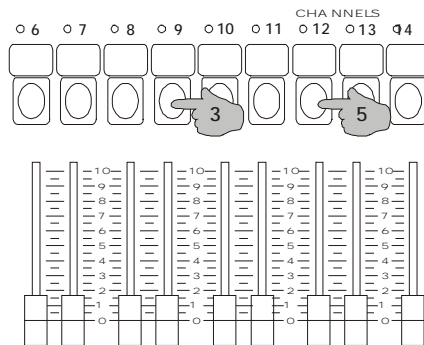
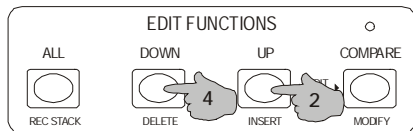
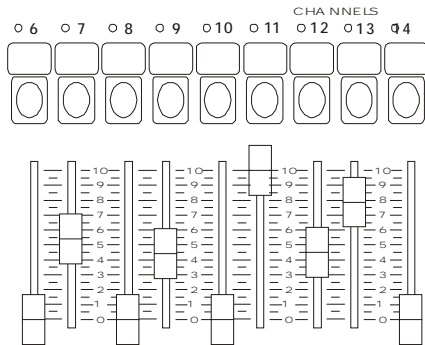
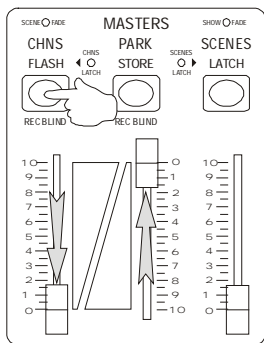
The Park store is designed to work only with the 72 preset faders.

### FLASHING INDIVIDUAL CHANNELS

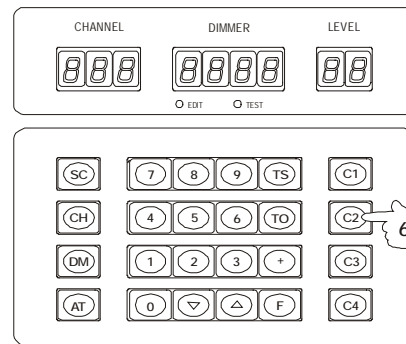
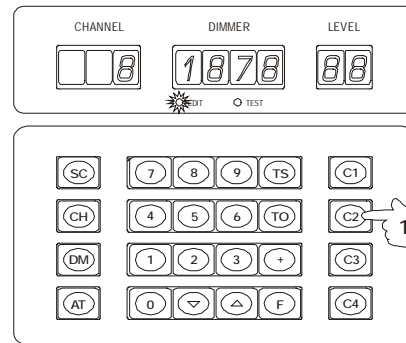
If the Scenes LEDs are off, then pressing any of the Channels Flash keys 1-72 sets the output level of that channel at Full instantly:

- 1 Press any Channel Flash keys: those channels flash instantly to Full.**
- 2 To flash a channel and hold it on, press the Flash key and raise the fader to full.**

### FLASHING CHANNELS



### SETTING UP CHANNEL 81 AND 85



## **FLASHING ALL PRESET FADER CHANNELS**

If you press the FLASH key (the key above the Channels Master) the Channels Master is set instantly to Full:

- 1 **Set the Channels Master at zero.**
- 2 **Move some channel faders up.**
- 3 **Press [FLASH]. The channels flash instantly to the level of the channel faders.**

## **SETTING UP ALL 288 CHANNEL LEVELS**

Access to all 288 Channels of the Cuemaster II is provided by four Edit Channels Page keys (C1, C2, C3, and C4) at the right of the patch keyboard, together with the Up and Down keys. The top Edit Channels Page key (C1) enables flashing or editing of channel levels 1-72 using the preset flash keys and the Up and Down keys. The other Edit Channels Page keys (C2-C4) access the rest of the 288 channels, each a page of 72 channels at a time as follows:

- § Edit Channels Page Key [C1]: Up/Dn edit of Channels 1-72 (Channels Edit Page 1)
- § Edit Channels Page Key [C2]: Up/Dn edit of Channels 73-144 (Channels Edit Page 2)
- § Edit Channels Page Key [C3]: Up/Dn edit of Channels 145-216 (Channels Edit Page 3)
- § Edit Channels Page Key [C4]: Up/Dn edit of Channels 217-288 (Channels Edit Page 4)

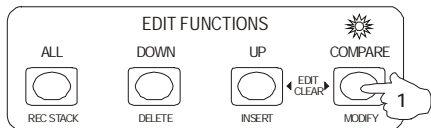
In Channels Edit mode the Up, Down, and All keys fade selected channel levels at the rate set by the Scene Fade timer, excepting if the time is set to Instant, when a four second default fade rate is imposed to prevent obvious errors on stage. Channels which have been edited by the Up and Down keys over-ride normal playback levels.

- 1 **Press the Channels Edit Page Key [C1]. The Patch display above shows “1-72 P1” indicating that Channels Edit Page 1 mode is on. The Mimic LEDs above the preset faders show live channels. The LCD display if connected changes page to show the levels of all 288 channels, with the page 1 channels highlighted.**
  - 2 **Hold [UP], and press any channel flash key: Channels 1-72 will fade up. The Channel and Level display above shows the edited channel number and level, while the Dimmer display shows ChP1 to indicate you are in Channels Edit mode. The LCD display marks edited channel levels in Red.**
  - 3 **Hold [DOWN] and press any channel flash keys: Channels 1-72 will fade down.**
  - 4 **Hold [ALL], and press [UP] or [DOWN]: all live channels will fade up or down together. When Up, Down or All are pressed, the Mimic LEDs display all channels which have been edited.**
  - 5 **Press the Channels Edit Page Keys [C2], [C3], or [C4] to edit the rest of the 288 channel levels. To end Channels Edit mode, press the same key again so the Channel display is blank. The mimic LEDs and LCD screen revert to normal.**
- § For fast identification when plotting, you can also flash up any channel by pressing its flash key.

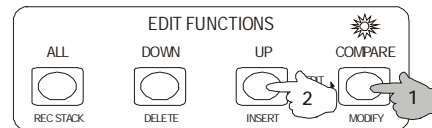


### COMPARING EDIT AND ORIGINAL LEVELS

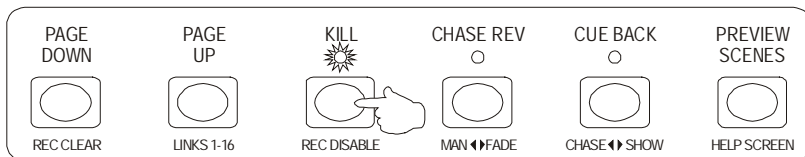
Green = Original levels  
Red = Edited levels



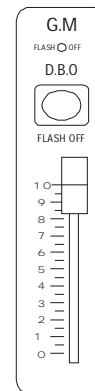
### CLEARING EDITED LEVELS



### KILL MODE



### GRAND MASTER



## **COMPARING EDIT LEVELS WITH ORIGINAL LEVELS**

Editing any channel level sets the LED above the Compare key to Red. If you press the Compare key, the edited levels are swapped with the original levels, allowing an instant comparison of any changes made. When the LED is Green the original levels are live on stage—when the LED is Red, edited levels are live levels.

- 1 **After editing levels as above, press [COMPARE]: the lighting reverts to the original levels (Green LED).**
- 2 **Press [COMPARE] again: the edited levels are live (Red LED).**

## **CLEARING EDITED LEVELS**

You can clear edited levels as follows:

- > **Hold [COMPARE], then press [UP]: the Compare LED flashes while the levels fade back to the original state.**

Levels are restored at the fade rate set by the Scene Fade master, with a default 4 second fade imposed if the time is set at instant. When the levels are equal, the LED above the Compare key goes out—the over-ride has been cancelled. If the Compare LED is Green before an Edit Clear, the over-ride is cancelled immediately with no change in the lighting. The Compare and Up keys can be pressed in any order for an Edit Clear function. Edited channels can be faded out by the Grand Master or blacked out by the DBO key if necessary. Otherwise, they remain at their modified levels until cleared or recorded. This can be used to advantage—you can use the Up and Down keys to set a level for orchestra or work lights, or to kill a light fitting knocked off focus during the performance.

## **KILL MODE**

Normally, pressing a Channel Flash key sets that channel to Full without affecting other levels (Add Mode). If Kill is on, all other output is blacked out while the key is held down. Pressing Kill again cancels Kill Mode and restores the normal Add Mode.

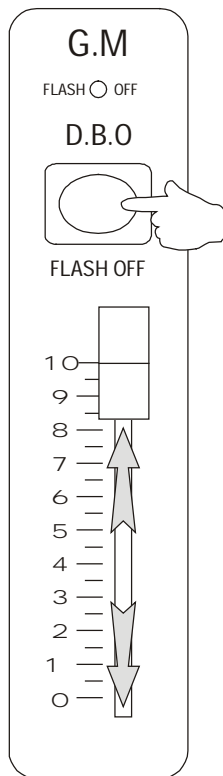
- 1 **Press [KILL]: the Kill LED lights red to show that Kill Mode is on.**
- 2 **Set some levels live on stage using the Channel faders, with the Channels Master at Full.**
- 3 **Press a Channel Flash key: the selected channel goes instantly to Full, and all other levels are blacked out.**
- 4 **Release the Channel Flash Key: the original lighting is restored.**
- 5 **Press [KILL] again to cancel Kill Mode and restore normal Add Mode.**

§ Note that pressing a channel with no light connected on stage will cause a blackout in Kill Mode. Kill mode (sometimes called Solo) is often used for highlighting performers.

## **GRAND MASTER**

The Grand Master fader controls the entire output of the Cuemaster, including flashed and latched channels, and edited levels. The Grand Master is left at Full for normal operation, and used only for an overall fade to Blackout. If the Grand Master is at zero, there will be no light on stage.

## BLACKOUT



## **BLACKOUT**

Pressing the DBO key gives an instant dead blackout (DBO) on stage: the blackout is held as long as the key is down, and the original lighting restored instantly when the key is released. If you want to remain in a blackout, you can set the Grand Master to zero before releasing the DBO key:

- 1 With some Channel faders live on stage, hold [DBO] down: the lighting will go immediately to black.**
- 2 Release the DBO key: the original lighting is restored.**
- 3 To blackout and hold the blackout, press the DBO key and take the Grand master fader to zero.**
- 4 To restore instantly, press the DBO key, raise the Grand master fader to full, then release the DBO key on cue.**

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## MEMORY OPERATION

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### **SCENEMASTER AND SUBMASTER RECORDINGS**

The Cuemaster II has 4 pages of memory playback masters. Each fader in the top two rows of faders (Channels 1-48) can store a Manual Scene— Scenemasters 1-48. Each fader in the bottom row of faders (Submasters 1-24/Channels 49-72) can store a Manual Scene, a Fade-Scene, a Chase, or a Show. The total number of recordable masters over the four pages is 288.

Playback of the recorded levels under any of the 72 masters on the page is controlled by the Scenes keys to the left of the Patch keyboard- if the Scenes LED for that row of faders is On, playback of recorded scenes is enabled. If the Scenes LED for that row of faders is Off, playback of recorded scenes is disabled.

### **RECORDING TYPES**

Each recording under a Scenemaster is composed one cue state listing all Channel levels. Each recording under a Submaster may be composed of one or more cue states, and may also include a Fade time, a Chase speed and a Link descriptor. Manual Scenes and Fade-Scenes are one Cue long, while Chases and Shows must have a minimum count of two Cues. The maximum Cue count of a Chase or a Show is limited only by the cue memory capacity of the desk.

**MANUAL SCENE:** A Manual Scene is a single Cue recording of all Channel levels under a Scenemaster or Submaster. Manual Scenes fade at the same speed that the fader is moved and are not affected by the Scene Fade timer. The top two rows of presets, Scenemasters 1-48, can store Manual Scenes only.

**FADE-SCENE:** A Fade-Scene is a single Cue recording of all Channel levels with an fade time recorded under a Submaster. Fade-Scene playback is affected by the setting of the Scene Fade timer, and if this is set to Auto position, raising a Fade-Scene fader loads the timer with its recorded fade time and then executes the fade.

**CHASE:** A Chase is a number of Cues recorded under a Submaster. Each Cue lists all Channel levels. In addition each Chase can be recorded with a separate Chase Speed, which automatically cycles the Chase through all the Cues. Chases fade up and down at the same speed that the fader is moved. Chase playback is not affected by the Scene Fade timer.

**SHOW:** A Show is a number of Cues recorded under Submaster 1-24 on the bottom preset. Each Cue of a Show lists all Channel levels, a recorded Fade time, and a Link descriptor. Show playback is affected by the setting of the Scene Fade timer, and if this is set to Auto position, each Cue loads the timer with its recorded fade time and then executes the fade. The Link descriptor of each Cue of a Show in Submasters 17 to 24 can be programmed to drive any or all of 16 Chases or Fade-Scenes under Submasters 1-16 on the same page.

## **SUBMASTER MIMIC LEDS**

For easy identification the type of recording under each Submaster is indicated by the colour of the LED above it:

<b>OFF</b>	<b>Empty</b>
<b>GREEN</b>	<b>Manual Scene (as for Scenemasters 1-48)</b>
<b>GREEN FLASH</b>	<b>Chase</b>
<b>AMBER</b>	<b>Fade-Scene</b>
<b>AMBER FLASH</b>	<b>Show</b>

## **SCENEMASTER FLASH KEYS**

If the Scenes LEDs are on, then the Scenemaster or Submaster flash keys can be used for instant flash to Full of any Manual Scenes, Fade-Scenes, or Chases. To decrease the possibility of mistakes, Flash key playback of Shows is disabled, while all flash functions can be optionally disabled. Scene Flash keys can also be set to two types of latched operation.

## **SCENEMASTER AND SUBMASTER FADERS**

If the Scenes LED is on for any of the the three rows of faders, then those faders can play back recorded scenes. You can have any number of Manual Scenes live on the top two rows of faders up at once, and any number of Manual Scenes or Chases live on the bottom row of faders. Fade-Scenes are normally cross-faded in pairs—the new scene up with the old scene down. If you are running a Show using the Cue Go key, only one Show fader should be up at a time.

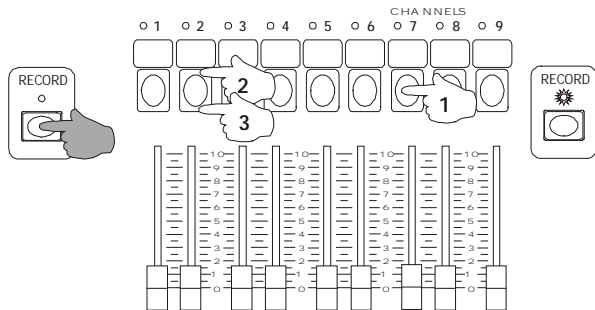
## **SCENEMASTER PAGES**

You can change the current Page of Scenemasters and Submasters by pressing the Page Up or Page Down keys. The Page memory feature ensures that the playback of any Scenemasters or Submasters which are up remain unaffected, but the Page LED flashes to show that masters are still live on the previous page. New masters can be faded up the on the new page to add to those from the previous page. When all the previous page masters are returned to zero, the Page LED stops flashing.

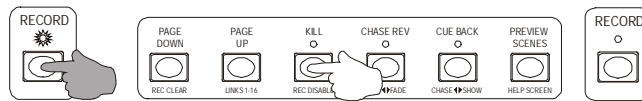
## **RECORDING METHOD**

Each time the Record Key is pressed, the current output channels levels and the time setting of the Scene Fade master are stored in spare memory. Pressing Record again adds another Scene to that already in memory. In this way you can record either one or a number of Scenes, each with a fade time. This single or multiple recording must then be assigned to a master for playback by holding Record and selecting a master Flash key. Scenemasters 1-48 can store single recordings only. A single Scene is always assigned as a Manual Scene, while multiple Scenes are always assigned as a Chase. Manual Scenes can then be changed to Fade-Scenes if required for auto fade operation. Similarly Chases can be changed to Shows and vice versa for ease of editing levels, and inserting and deleting cues. All recording operations can only be performed if the Record LED is lit.

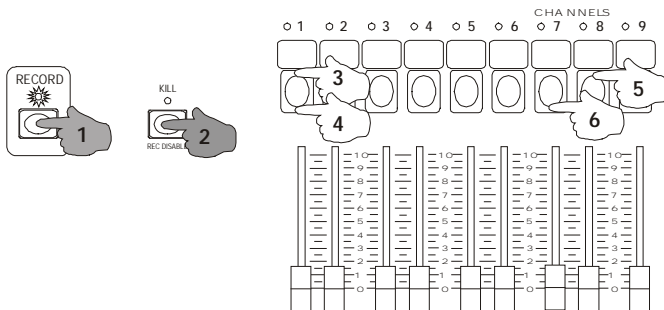
## RECORD ENABLE



## RECORD DISABLE



## ERASE MEMORY



## RECORD CLEAR



---

## RECORD AND ERASE ENABLE

---

Before you can record scenes the Record Enable LED must be set on using a key code.

### **RECORD ENABLE**

To allow any change to the permanent memory, the LED above the Record key must be on; if it is off all recordings are protected from modification. To turn on this LED (if it is off), enter the code as follows: (if for example Record Code is 622):

- > **Hold down [RECORD], then press 6, then 2, then 2 in succession on the top row of Channel Flash keys: after a Mimic flash, the Record LED will light to show Record is enabled.**

### **ERASE MEMORY**

Every Cuemaster has a 4 digit code for erasing all recordings. This is only necessary if you are planning to record a completely new show. If your Erase code is for example, 1187:

- 1 **Ensure that the Record LED is lit by correct entry of the Record code.**
- 2 **Hold down [RECORD] and [KILL], then press 1, 1, 8, and 7 in succession on the top row of Channel Flash keys.**
- 3 **Release [RECORD] and [KILL]: a long Mimic flash indicates that all previous recordings have been erased.**

As with the Record code, the Erase code can only be entered on the Channel Flash keys, 1 through 9. Entering the wrong Erase code affords extra protection by cancelling the Record LED, which must be enabled again before attempting an erase.

### **RECORD DISABLE**

To protect your recordings, you can disable Record (if it is on) as follows:

- > **Hold [RECORD] then press [REC DISABLE] (the Kill key): after a Mimic flash the Record LED will be turned off.**

Recording or modifying recorded scenes is now disabled.

### **RECORD CLEAR**

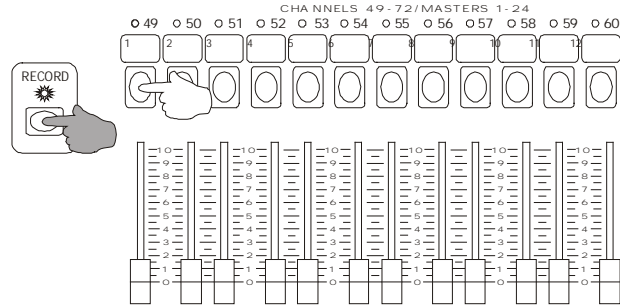
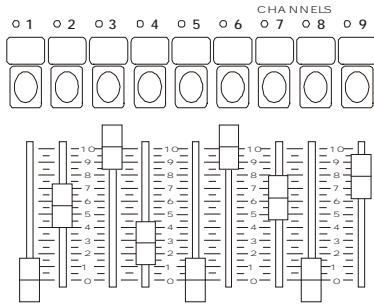
If you press Record while enabled, the Record LED will flash to indicate a Recorded Scene. You can clear the recording as follows:

- > **Hold [RECORD] then press [REC CLEAR]: after a Mimic flash the Record LED will stop flashing.**

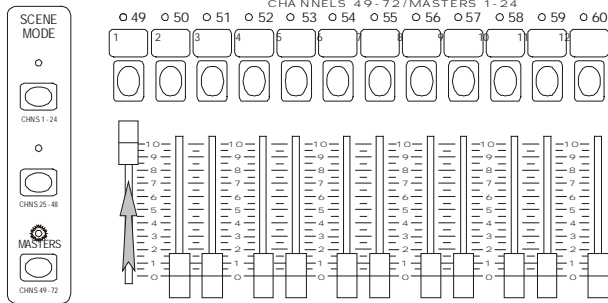
Only the Record Buffer memory is cleared. This function is useful if you make a mistake in recording, or if you press the Record key accidentally.



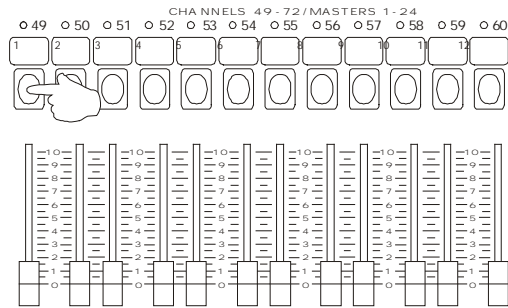
## RECORDING AND ASSIGNING A SCENE



## MANUAL SCENE PLAYBACK



## FLASHING MANUAL SCENES



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## MANUAL SCENE RECORDING AND PLAYBACK

---

### **RECORDING AND ASSIGNING A SCENE**

- 1 **Set up a lighting state for the first 72 channels on the Channel faders (all Scenes LEDs Off), or for all 288 channels by using the Edit Channels Page keys and the Up/Down keys as described earlier on Page 19.**
- 2 **Press and release [RECORD] to record the scene in spare memory.**
- 3 **Hold [RECORD] and press any Scenemaster flash key on the top two presets, or a Submaster flash key on the bottom preset to assign the recording.**

Note that the state of the Scenes LEDs does not affect this action. After a short mimic flash, the Record LED stops flashing—the Record Buffer memory is now empty, its contents having been recorded under the Scenemaster. A Scene is always recorded initially as a Manual Scene. Manual Scene playback is not affected by the setting of the Scene Fade master.

### **RECORDING AND ASSIGNING A SCENE BLIND**

You can also set up a Scene blind (not showing on stage) on the Channel Faders for the first 72 channels with the Channels Master at zero, and then record and assign it to a Scenemaster as follows:

- 1 **Set the Channels Master at zero, then set up a lighting state on the Channel faders for the first 72 channels.**
- 2 **Hold [RECORD], then press [FLASH] the key above the Channels Master, and release both keys.**
- 3 **Hold [RECORD] and press a Scenemaster flash key to assign the recording.**

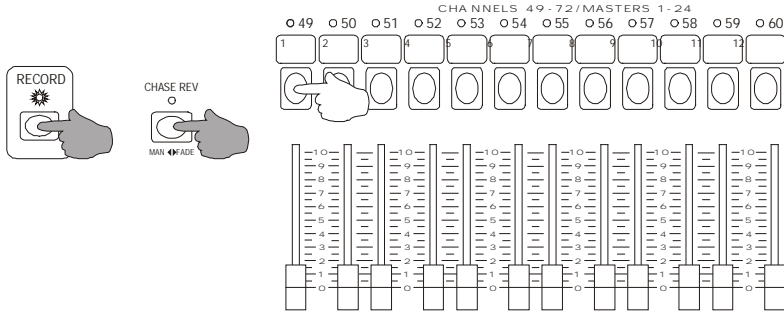
### **MANUAL SCENE PLAYBACK**

Playback of recorded scenes is controlled by the Scenes LED for that preset of faders—the LED for the preset must be on. Then, raising the fader level of a Manual Scene brings up the levels of that scene at the same speed as you move the fader. Manual Scenes add levels on a highest takes precedence basis, and all levels are controlled both by the Scenes and the Grand Master faders. When the Scenes LED for row of faders is On, Manual Scenes show as Green in the LED mimic display.

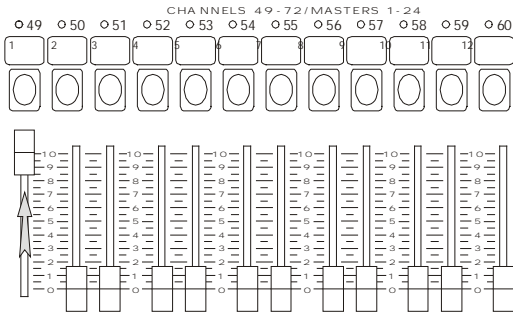
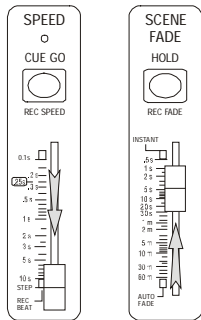
### **FLASHING MANUAL SCENES**

If the Scenes LED for the row of faders is On, pressing the Flash key of a Manual Scene instantly recalls the levels of that scene. A flashed Manual Scene adds levels on a latest takes precedence basis—flashed levels over 5% over-ride any other output level. This mode of operation is useful for turning some channels effectively off (flashed scene levels recorded at 5%), while others are turned on. Flashed levels are only controlled by the Grand Master Fader. As in Channels Kill mode, if the Kill LED is on, pressing any Scene Flash key blacks out all other output, leaving only that Scene.

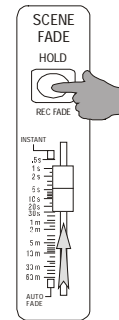
### CHANGING A MANUAL SCENE TO A FADE SCENE



### TIMED CROSS-FADING



### HOLDING A TIMED FADE



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## **FADE-SCENE RECORDING AND PLAYBACK**

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Manual Scenes are not affected by the time fader. For applications requiring accurate fade times, the Cuemaster has provision for changing any Manual Scene on the bottom preset to a Fade-Scene, allowing fade times from .5 second to 60 minutes duration.

### **CHANGING A MANUAL SCENE TO A FADE-SCENE**

To use timed fade playback, you must first record a Manual Scene and assign it to a Submaster on the bottom preset as described previously on page 29, then change it to a Fade-Scene as follows:

- > **Hold [RECORD] and [MAN<>>FADE] (the Chase Reverse Key), then press the Submaster Flash key on the bottom preset.**

After a short mimic flash the LED above the selected Submaster turns from Green to Yellow: the Manual Scene has now been changed to a Fade-Scene, and on playback will be affected by the setting of the Scene Fade Master.

### **TIMED CROSS-FADING**

You can play back a Fade-Scene recorded as above using a timed fade as follows:

- 1 Set the Speed fader to Step Mode, then set a suitable fade time, say 5 seconds, on the Scene Fade Master.**
- 2 Set the Submaster with the Fade-Scene to Full: the Scene Fade LED (above the Channels Master) flashes to show a fade in progress, and at the end of 5 seconds, goes off to indicate the fade is complete.**

The Fade time can be changed during the fade—the fade will continue at the latest fade rate selected. Fade-Scenes can be cross-faded by first pre-setting the time, then raising the new master QUICKLY to full, and then taking the last master QUICKLY to zero. A timed scene playback will always give a dipless cross-fade, but where thermal lag of higher wattage lamps is a problem, the new scene can be warmed by setting it at 10% for a few seconds, or raised a second before the last scene is taken out. Note that the Speed Master must be down to use a manually selected fade time.

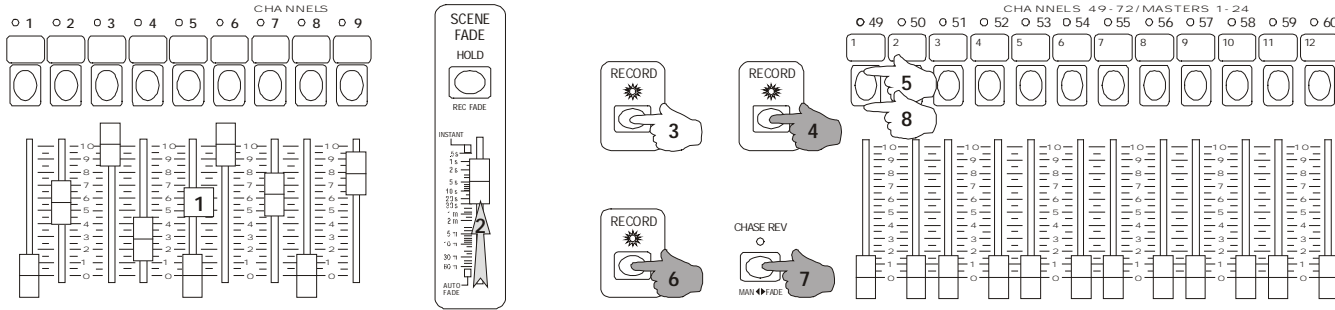
### **HOLDING A TIMED FADE**

While the Hold key remains down, the action of the fade timer is halted, and the current output lighting state will be held until the key is released. You can use the Hold key to stop a fade in progress, or to cue fades (and snap cross-fades) of scenes:

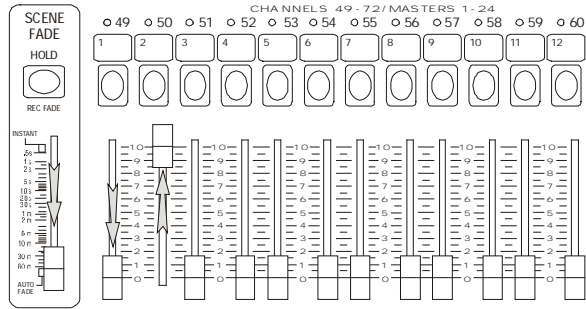
- 1 Set the Scene Fade master at Instant.**
- 2 Set a Fade-Scene at Full.**
- 3 While keeping [HOLD] down, set a new Fade-Scene at Full, and set the last one off.**
- 4 On cue, release [HOLD]: the lighting will snap instantly to the new scene.**

Fade-Scenes can be flashed instantly to full (in Add or Kill Mode), exactly as for Manual Scenes.

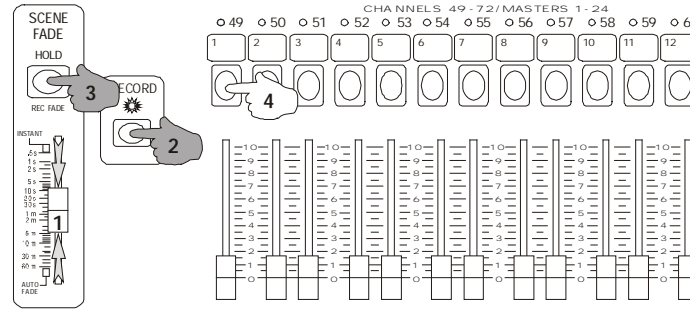
### RECORDING AUTO FADE-SCENES



### CROSS-FADING AUTO FADE-SCENES



### EDITING RECORDED AUTO FADE TIMES



## **AUTO FADE-SCENES**

You can record Fade-Scenes with Up and Down fade time so that in Auto Fade mode, each new Fade-Scene loads and executes at its own pre-recorded fade times. Auto fade playback occurs when the Scene Fade Master is set to Auto—the bottom of the scale.

### **RECORDING AUTO FADE-SCENES**

Every press of the Record Key records the Channel levels and the current setting of the Scene Fade timer as both Up and Down fade times. When Manual scenes on the bottom preset are changed to Fade-Scenes, and the Scene Fade time set to Auto Fade, raising the Fade-Scene Submaster will load the recorded Up and Down fade times and initiate a new cross-fade.

- 1 Set up a scene on the Channel Faders (or using the Channel Edit Page keys and the Up/Down keys), and set a fade time on the Scene Fade master. Use the time displayed on the LCD screen for accuracy.**
- 2 Press [RECORD] to record both the levels and the fade time setting as Up and Down fade times.**
- 3 Hold [RECORD] and press a Submaster Flash key to assign the scene to a Submaster on the bottom row of faders.**
- > Repeat the first three steps for a number of scenes in order on the page under different Submasters.**
- 4 Hold [RECORD] and [MAN<>>FADE], then press the Flash keys of the Submasters you have recorded.**

After a short Mimic flash, the Submaster LEDs change from Green to Yellow—the Manual Scenes have now been changed to Fade-Scenes and are now affected by the setting of the Scene Fade master.

### **CROSS-FADING AUTO FADE-SCENES**

You can play back a number of Fade-Scenes (recorded as above) using their recorded times as follows:

- 1 Set the Scene Fade timer at Auto.**
- 2 Set the first Submaster to Full: the Scene Fade LED starts flashing to show a fade is in progress.**
- 3 When the first fade is complete, raise the next Submaster to Full and take out the previous Submaster.**

Repeating this operation gives a series of dipless cross-fade between scenes, each new scene introducing its own pre-recorded fade time. Auto time fading works on a latest takes precedence basis, that is all levels fade at the latest fade time.

§ Note that if the Speed Master is up, an Auto time fade is performed regardless of the setting of the Scene Fade master.

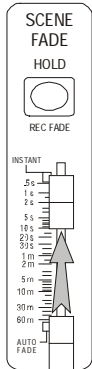
### **EDITING RECORDED AUTO FADE TIMES**

You can change both the Up and Down fade times, or set different Up and Down times on any Fade-Scene as follows:

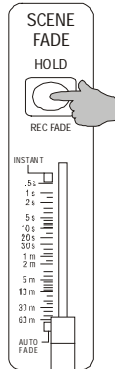
- 1 Set the Scene Fade master to the new fade time. Use the time displayed on the LCD screen for accuracy.**
- 2 Hold [RECORD] and [REC FADE] (the Hold key), then press the selected Submaster Flash key on the bottom preset.**
- 3 For different Up or Down times, .press [REC][REC FADE] then [UP] or [DN, ] and then the Flash key**

A short Mimic flash shows the time/s have been recorded. When the Fade-Scene is next changed, it will fade at the new time/s.

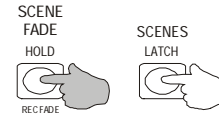
### OVER-RIDING AN AUTO FADE TIME



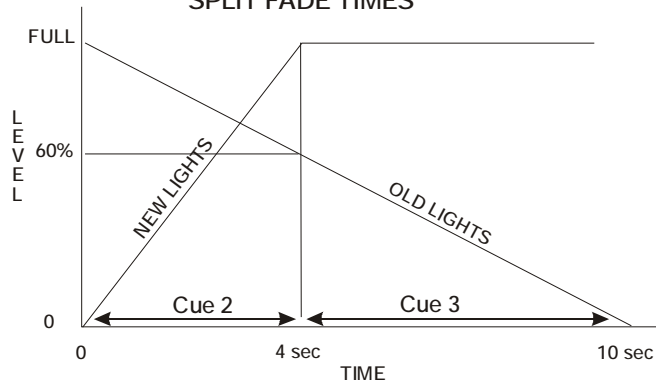
### HOLDING AN AUTO FADE



### COMPLETING A FADE



### SPLIT FADE TIMES



## **OVER-RIDING AN AUTO FADE TIME**

During an auto fade you can move the Scene Fade master to a new time—the fade will continue at the new rate. You should then reset the time to Auto for the next cue. Alternatively, if you need a preset time or a different time for a fade out, you can add a Fade-Scene recorded as a blackout with the required fade time—this will change the fade time, but not the levels.

## **HOLDING AN AUTO FADE**

While the Hold key remains down, the action of the fade timer is stopped, and the current output lighting state will be held until the key is released. You can use this if a fade is progressing too fast for the action on stage.

## **AUTO SNAP FADES**

For a snap fade (or a short cross-fade), better results may be obtained in auto fade mode by using the Hold key than by moving the Scenemaster faders. You can cue Fade-Scenes recorded with an Instant or very fast fade time as follows:

- 1 **Prior to the cue, keep [HOLD] down and set the new Fade-Scene at Full, and the last Fade-Scene off.**
- 2 **On cue, release [HOLD]: the lighting will snap instantly (or fast fade) to the new scene.**

## **COMPLETING A FADE**

During rehearsal, you may need to instantly go to a new scene state without waiting for the auto fade to complete. You can do this by moving the Scene Fade timer to Instant, or by using the Hold and Latch keys as follows to complete the fade instantly:

- > **Hold down [HOLD], then press [LATCH]: the lighting will snap instantly to the new scene.**

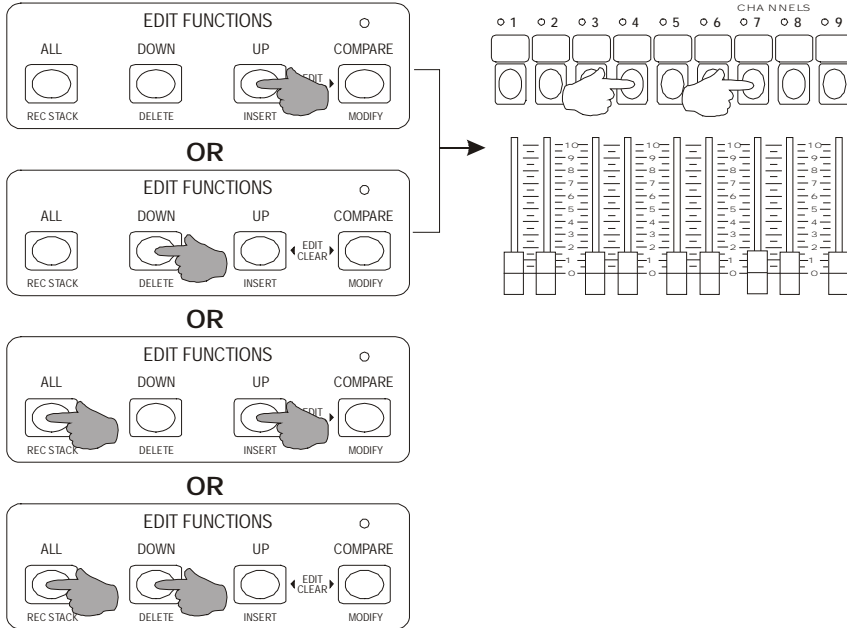
## **SPLIT FADE TIMES**

The Cuemaster can perform split fade cues by recording under two Submasters, the second master being a follow-on cue. Take as example a new cue up time of 4 seconds with an old cue fade out time of 10 seconds. In this case, when the new cue is complete after 4 seconds, the old cue has come down 40% and still has 6 seconds to fade out completely. Assume the old cue is in Submaster 1:

- 1 **Plot levels for the new cue, and set the fade time at 4 seconds, the new cue up time.**
- 2 **Add Master 1 at 60% (i.e. down 40%) to the new cue levels, record, and assign to Master 2 (new cue up).**
- 3 **Set Master 1 off, set the fade time at 6 seconds, record, and assign to Master 3 (old cue down).**

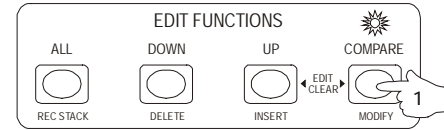
Operating the split fade is then simple: on cue, set Master 2 Full and Master 1 Off; when the Scene Fade LED stops flashing (after 4 seconds), follow on by setting Master 3 Full and Master 2 Off, so that the old cue has taken a total of 10 seconds to fade out. Using this proportional technique, all types of split fades may be executed.



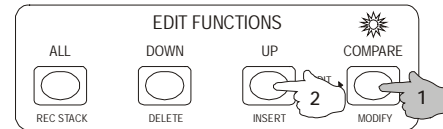


## COMPARING LEVELS

Green = Original levels  
Red = Edited levels



## CLEARING EDITED LEVELS



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## SCENE EDITING

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You can edit the playback levels of any Manual or Fade-Scene using the Channel Edit Page Keys together with the Up and Down keys, and then modify the original scene. Editing must be done with the scene live on stage. Record must be enabled for level editing.

### EDITING PLAYBACK LEVELS

You can edit the levels of all 288 Channels of the Cuemaster II by using the four Channels Edit Page keys at the right of the patch keyboard as previously described on page 19. In Channels Edit mode the Up, Down, and All keys fade selected playback levels at the rate set by the Scene Fade timer, excepting if the time is set to Instant, when a four second default fade rate is imposed to prevent obvious errors on stage. All edited levels over-ride normal playback.

- 1 **Press the Channels Edit Page Key C1. The Patch display above shows 1-72 P1 indicating that Channels Edit Page 1 mode is on. The Mimic LEDs above the preset faders show live channels.**
- 2 **Hold [UP], and press any flash key: the level will fade up. The Channel and Level display above shows the edited channel number and level, while the Dimmer display shows ChP1 to indicate you are in Channels Edit mode.**
- 3 **Hold [DOWN] and press any flash key: that level will fade down.**
- 4 **Hold [ALL], and press [UP] or [DOWN]: all live channels will fade up or down together. Whenever Up, Down or All are pressed by themselves, the Mimic LEDs display all channels which have been edited NOT levels.**
- 5 **Press the other Channels Edit Page Keys to edit the rest of the 288 channel levels. To end Channels Edit mode, press the same key again so the Channel display is blank. The LCD screen also reverts to the normal screen display.**

### COMPARING LEVELS

Editing any channel level using the Up, Down, and All keys sets the LED above the Compare key to Red. If you press the Compare key, the edited levels are alternated with the original levels, allowing an instant comparison of changes.

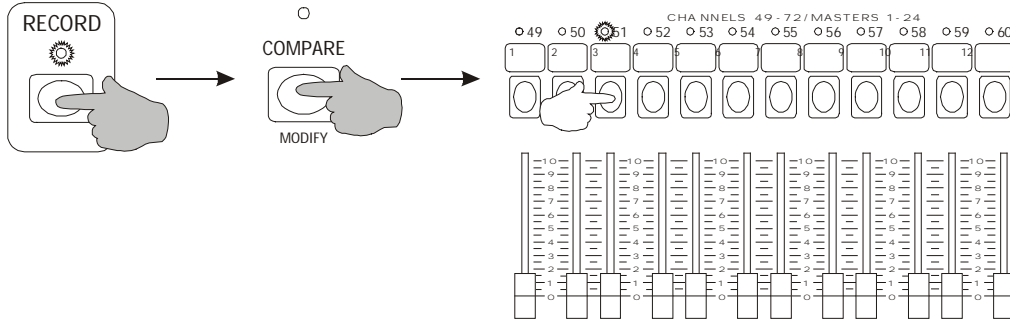
- 1 **After editing levels as above, press [COMPARE]: the lighting reverts to the original levels (Green LED).**
- 2 **Press [COMPARE] again: the edited levels are shown (Red LED).**

### CLEARING EDITED LEVELS

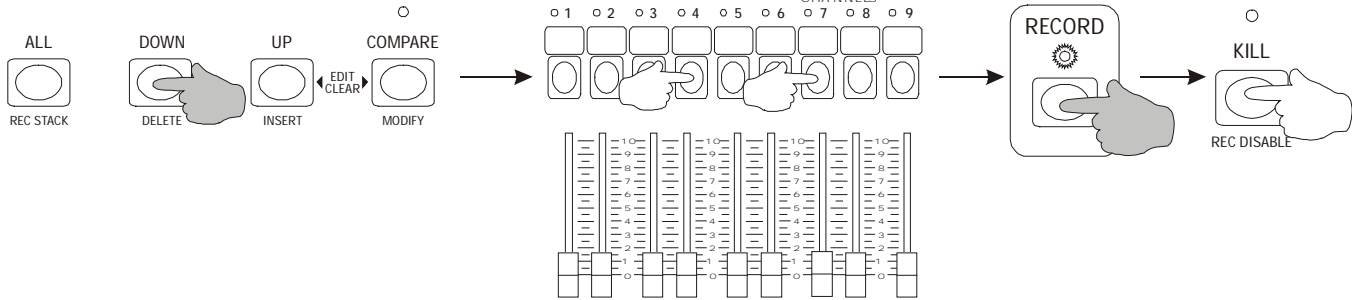
You can clear edited levels as follows:

- > **Hold [COMPARE], then press [UP]: the Compare LED flashes while the levels fade back to the original state.**

## RECORDING MODIFIED LEVELS



## PROTECTING CHANNEL USAGE



## **RECORDING MODIFIED SCENE LEVELS**

Having edited the playback levels of a Manual Scene or Fade-Scene as above, you can modify the recorded levels as follows:

- > **Hold [RECORD] and [MODIFY], then press the Scenemaster or Submaster Flash key.**

A Mimic flash indicates that the Scene has been modified, and the Compare LED is turned off at the same time. Fade-Scenes modified in this way do not change their recorded auto fade times.

## **PROTECTING CHANNEL USAGE**

Channel over-ride using the Down key provides a convenient way of protecting any lighting circuits from unauthorised use; the Up and Edit Clear functions are not enabled if the Record LED is off, hence channels set 'Down' cannot be used by any other operator if Record is disabled. You can lock Channels off as follows:

- 1 Hold [DOWN], then select the Channel flash keys you want to protect. Use the Channel Edit Page keys to access channels 73 to 288 if required.**
- 2 Hold [RECORD] and press [KILL] to disable Record: the Record LED will go off.**

The Edit Clear and Up functions are now inactive, and the disabled channels cannot be used without re-enabling Record, and clearing the edit state. The Down key is left active when Record is disabled to allow you to kill a knocked light during the show.

§ Before continuing with these examples you should re-enable Record, and clear the edited channels with the Compare key.

## **COPYING A SCENE LIVE**

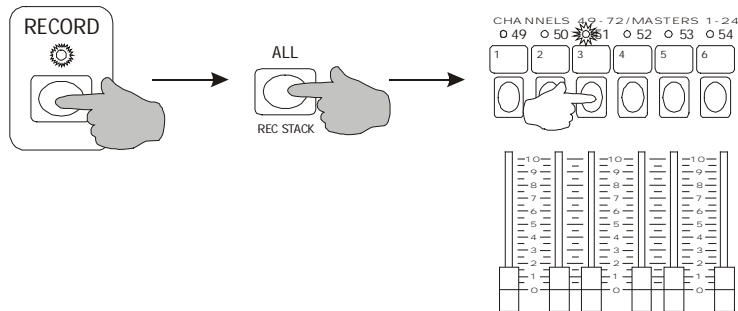
You can copy a Manual Scene or Fade-Scene (or any combination) to another master by playing it back live, recording the output of the desk with or without adding or editing levels, and then assigning the recording as follows:

- 1 Set the Scenemaster or Submaster to copy at Full. Add other Scenemasters or Submasters at any level if required.**
- 2 Edit levels using the Channel Edit Page keys and the Up and Down keys, or add new levels from the Channel faders.**
- 3 Press [RECORD] to record the levels.**
- 4 Hold [RECORD], then press the Flash key above the new Scenemaster or Submaster to assign the recording.**
- 5 If you have used the Up or Down keys, clear edit levels by holding [COMPARE], then pressing [UP].**

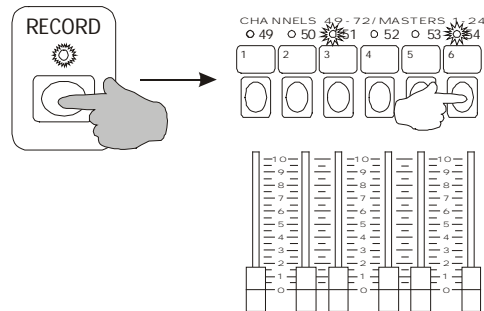
The new Scene is recorded as a Manual Scene. If you recorded it on the bottom preset you can change it to a Fade-Scene if required. Times recorded on Fade-Scenes are not transferred. If required, you can set the fade time on the Scene Fade master before pressing Record, or edit the time later. If an auto fade time must be transferred as well, the Fade-Scene should be copied using the Copy Blind method mentioned next.

## RECORDING MODIFIED LEVELS

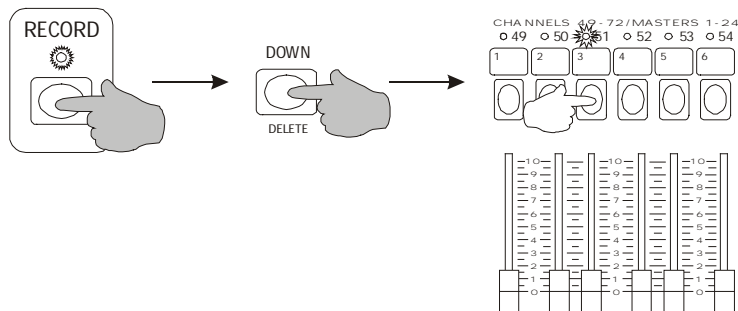
### STEP 1



### STEP 2



## DELETING A SCENE



## **COPYING A SCENE BLIND**

You can copy a Manual Scene or Fade-Scene to any other Scenemaster without it showing on stage:

- 1 Hold [RECORD] and [REC STACK] (the All key), then press the Flash key of the Master to be copied.**
- 2 Hold [RECORD], then press the Flash key above the new Master to assign the recording.**

The new Scene is always recorded as a Manual Scene. If you copy a Fade-Scene from the bottom preset to another master on the bottom preset, you will need to change the copied Scene back to a Fade-Scene. Then, you will find it has the same auto fade time as the original Fade-Scene. The original recording is not changed by this operation. The first operation using the Record Stack key copies the recorded levels and fade time of the Scenemaster to the Record Buffer memory, a useful technique which can also be applied to stacking a number of Scenes, Chases, and Shows as described later.

## **TRANSFERRING A SCENE TO ANOTHER PAGE**

You can also copy a Scene to any other page as follows:

- 1 Hold [RECORD] and [REC STACK], then press the Flash key of the Scene to be copied.**
- 2 Press [PAGE UP] or [PAGE DOWN] to move to another page.**
- 3 Hold [RECORD], then press the Flash key above the new Scenemaster or Submaster to assign the recording.**

Again, the new Scene is recorded as a Manual Scene, and it is on the bottom preset and changed to a Fade-Scene, it will have the same auto fade time as the original Fade-Scene.

## **DELETING A SCENE**

You can delete any Manual Scene or Fade-Scene as follows:

- > Hold [RECORD] and [DELETE], then press the Flash key of the Scene to be deleted. A short Mimic flash indicates the Scene has been deleted, and the LED above the Scenemaster is turned off.**

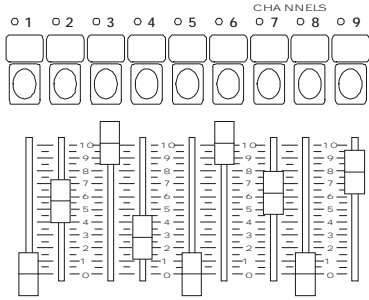
## **OVER-WRITING A SCENE**

You can over-write any Manual Scene or Fade-Scene with a new Scene as follows:

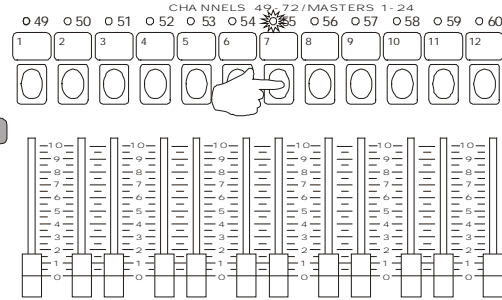
- 1 Set up a new Scene using the Channel faders, or by using the Up and Down keys, and set the fade time if needed for an auto Fade-Scene.**
- 2 Press [RECORD] to record the levels.**
- 3 Hold [RECORD], and press the Flash key of the old Scene. Wait for a long Mimic flash, then press it again.**

The long Mimic flash after the first press of the Scenemaster Flash key is a warning that the Scenemaster holds a recorded Scene. The short Mimic flash on the second press indicates the new Scene has been assigned, and the old Scene over-written.

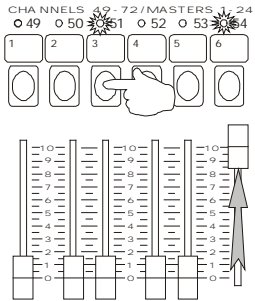
## RECORDING AND ASSIGNING A CHASE



Repeat this operation for the next steps of the Chase



## CHASE PLAYBACK



## STOPPING A CHASE



## REVERSING A CHASE



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## CHASE RECORDING AND PLAYBACK

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### **RECORDING AND ASSIGNING A CHASE**

You can record a Chase under any Submaster on the bottom preset in a similar fashion to a scene. Every time you press the Record key, the current output of the desk is recorded in spare memory. Chases are recorded by pressing the Record key after each scene set-up, and then assigning the recording to a Submaster for playback:

- 1 **Set up a lighting state on the Channel faders or by using the Up and Down keys as described on page 19, then press [RECORD]. Repeat this for each step of the Chase. You can also record a simple Chase by pressing a Flash key, then pressing Record while holding the Flash key down.**
- 2 **Hold [RECORD] and press a Submaster flash key on the bottom preset to assign the recording.**

After a short Mimic flash, the Scenemaster Mimic LED flashes Green to indicate a Chase recorded under the Scenemaster.

### **CHASE PLAYBACK**

If the Scenes LED for the bottom preset is On, raising the fader level of a Chase fades up the levels of the Chase steps. The Chase plays forward from the first step of the Chase if the Chase Reverse LED is off, or in reverse from the last step of the Chase if the Chase Reverse LED is on. Subsequent steps forward or reverse are played back at an initial default playback speed of 0.25 seconds per step, (4 per second, or 288 steps per minute). This can be edited as described in the next section. Chases raised by the Submaster fader add levels on a highest takes precedence basis, and all levels are controlled both by the Scenes Master and the Grand Master. Chases are not affected by the Scene Fade timer.

### **FLASHING CHASES**

If the Scenes LED for the bottom preset is On, pressing the Flash key of a Chase instantly adds levels on a latest takes precedence basis—flashed Chase levels over 5% over-ride any other output level. This mode of operation is useful for turning some channels effectively off (5%) while others are turned on. The Chase plays forward from the first step of the Chase if the Chase Reverse LED is off, or in reverse if the Chase Reverse LED is on. Flashed Chase levels are only mastered by the Grand Master Fader.

### **STOPPING AND REVERSING CHASES**

The Chase Reverse key stops all Chases while it is held down; when released it reverses all Chase directions:

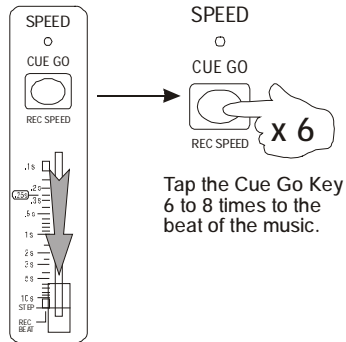
- 1 **With a Chase running, hold down [CHASE REV]: the Chase will stop.**
- 2 **Release [CHASE REV]: the Chase will continue but in the reverse direction—Chase Reverse LED on.**
- 3 **Tap the [CHASE REV] key: the Chase reverses with each tap of the key.**

§ Chases may be of any number of steps, up to the maximum cue capacity of the Cuemaster, and are level sensitive.

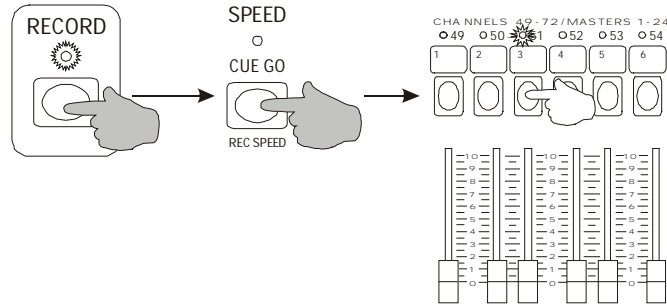


## RECORDING CHASE BEAT

### STEP 1

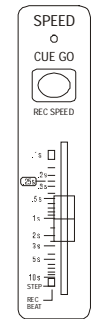


### STEP 2

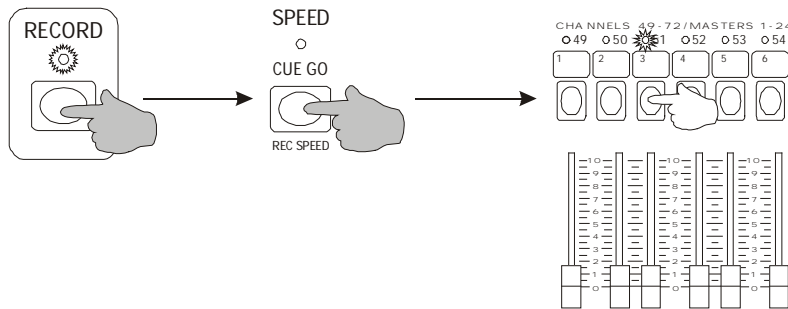


## RECORDING CHASE SPEED

### STEP 1



### STEP 2



---

## **CHASE EDITING**

---

Up to 24 Chases can be run simultaneously, each at its own pre-recorded speed. When first recorded, the playback speed of a Chase is always set to a default speed of 0.25 seconds per step (240 beats per minute). You can change this speed as follows:

### **RECORDING CHASE BEAT**

You can set a Chase under any Submaster on the bottom preset to the same step rate as live music as follows:

- 1 **Set the Speed master to Rec Beat (the bottom of the scale), and tap [CUE GO] to the beat 6 to 8 times.**
- 2 **Hold [RECORD] and [REC SPEED], and press the Flash key of the pre-recorded Chase.**

When you play back the Chase, the step rate will be the average rate which you tapped on the Cue Go button.

### **RECORDING CHASE SPEED**

You can set a Chase under any Submaster to the same speed as the Speed Master as follows:

- 1 **Set the Speed master to say 1 second.**
- 2 **Hold [RECORD] and [REC SPEED], and press the Flash key of the pre-recorded Chase.**

When you play back the Chase, the time between steps will be 1 second—60 beats per minute.

### **RECORDING CHASE SPEED LIVE**

You can view a Chase at a variable rate defined by the Speed Master, and then record the speed on the Chase as follows:

- 1 **Set the Chase Submaster at Full so the Chase is playing onstage, and set the Scene Fade master at Instant.**
- 2 **Hold [RECORD] and [CHASE<<>>SHOW], and press the Submaster flash key to change the Chase to a Show.**
- 3 **The step rate is now under the control of the Speed Master. Adjust it to a suitable speed.**
- 4 **Hold [RECORD] and [REC SPEED], and press the Flash key of the Submaster.**
- 5 **Hold [RECORD] and [CHASE<<>>SHOW], and press the Submaster flash key to change the Show back to a Chase.**

The Chase continues to step at the new speed, which is now recorded.

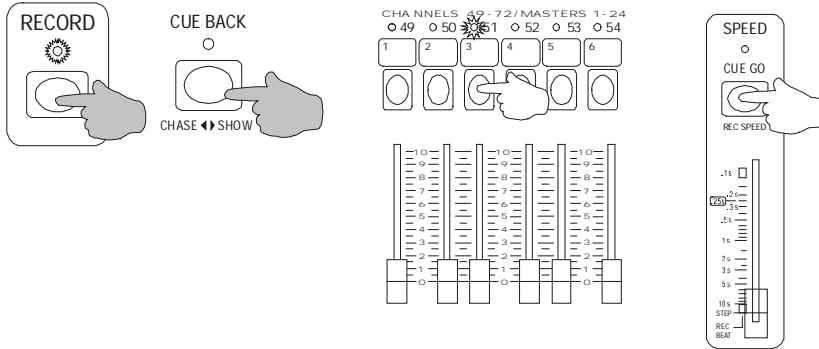
### **DISPLAYING CHASE SPEED OR CHASE BEAT**

You can display the Speed Master rate as time interval in seconds or Beats per Minute on the LCD display screen :

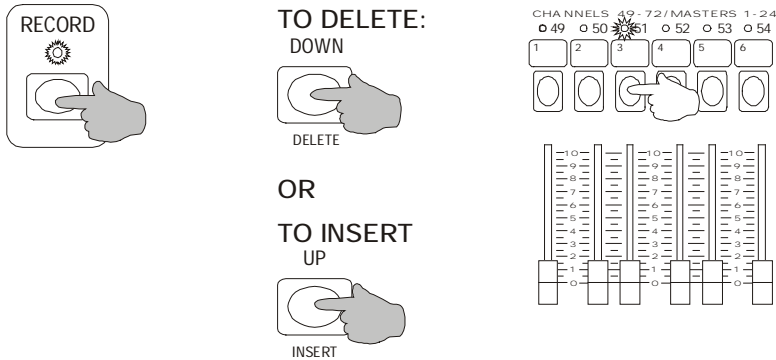
- > **Hold [RECORD] and press [CUE GO] to toggle between seconds and BPM on the LCD display.**

Dance music generally ranges from 90 to 130 beats per minute, with 120 beats per minute, or 0.5 second interval the most common.

### CHANGING A CHASE TO A SHOW



### DELETING OR INSERTING CHASE STEPS



## **EDITING CHASE STEP LEVELS**

You can edit the playback levels of any Chase step, and subsequently modify the original step. Level editing of a step can only be carried out with the Chase stopped. To stop the Chase you must temporarily change it to a Show, and step through it using the Cue Go and Cue back keys. You can then use the Up and Down keys to edit the step levels as previously described under Scene Editing, before changing the modified steps back to a Chase. Record must be enabled for level editing.

- 1 Set the Scene Fade timer at Instant, and the Speed Master at Step Mode.**
- 2 Hold [RECORD] and [CHASE<<>>SHOW], and press the Scenemaster flash key to change the Chase to a Show.**
- 3 Set the Submaster at Full so the first step is live onstage.**
- 4 Press [CUE GO] or [CUE BACK] to select the step to edit. (You can use the Speed master for faster access).**
- 5 Use the Edit Channels Page keys with [UP] or [DOWN] and channel flash keys to edit levels for all 288 channels.**
- 6 Hold [RECORD] and [MODIFY], then press the Submaster Flash key to modify the step.**
- 7 Hold [RECORD] and [CHASE<<>>SHOW], and press the Submaster flash key to change the Show back to a Chase.**

Pre-recorded Chase speeds are not changed. Remember that the [UP], [DOWN], and [ALL] keys fade channel levels at the rate set by the Scene Fade timer. If the time is set to Instant, a four second default fade rate is imposed.

## **EDITING CHASE STEPS**

You can delete Chase steps, insert one or more new steps, copy Chases, or stack a number of Chases either forward or reversed. In order to insert or delete Chase steps, the Chase must be changed temporarily to a Show as for level editing.

## **DELETING CHASE STEP**

You can delete steps of a Chase one at a time by temporarily changing it to a Show, and setting the step live on stage using the Cue Go and Cue back keys as at Instruction 4 in the example above. Then proceed as follows:

- 5 Hold [RECORD] and [DELETE], then press the Flash key of the Submaster to delete the current step.**
- 6 Hold [RECORD] and [CHASE<<>>SHOW], and press the Submaster flash key to change the Show back to a Chase.**

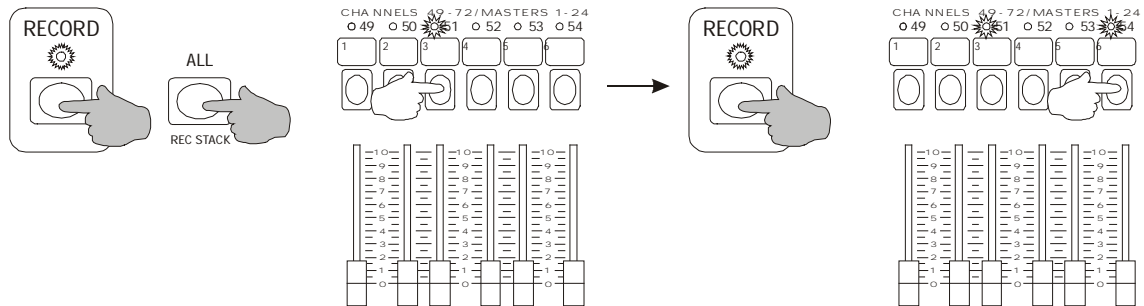
## **INSERTING CHASE STEPS**

You can insert one or more new steps from the Record buffer into a Chase AFTER the current step. The new steps may be recorded from the channel faders, or by using the Record Stack feature (see page 49) to stack other pre-recorded Scenes, Chases, or Shows. Assuming you have one or more steps recorded in the Record Buffer, proceed from Instruction 4 in the example above:

- 5 Hold [RECORD] and [INSERT], then press the Flash key of the Submaster to insert the new steps.**
- 6 Hold [RECORD] and [CHASE<<>>SHOW], and press the Submaster flash key to change the Show back to a Chase.**

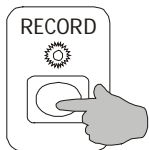
§ Note that you must have previously recorded any insert steps before using this method.

## COPYING A CHASE

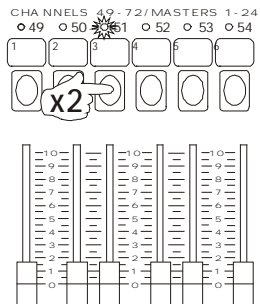


## DELETING A CHASE

### STEP 1



### STEP 2



## **COPYING A CHASE**

You can copy a Chase either Forward or Reversed to any other Submaster in the same or any other page as follows:

- 1 Press [CHASE REV] to set the recording direction: LED off is Forward, LED on is Reverse.
- 2 Hold [RECORD] and [REC STACK], then press the Flash key of the Chase to be copied.
- 3 Press [PAGE UP] or [PAGE DOWN] to move to another page.
- 4 Hold [RECORD], then press the Flash key above the new Submaster to assign the recording.

The original Chase is not changed by this operation. The Chase speed of the new Chase is set at the default speed and may be edited to suit.

## **DELETING A CHASE**

You can delete any Chase to free up memory as follows:

- > Hold [RECORD], and press the Flash key of the Chase. Wait for a long Mimic flash, then press it again.

The long Mimic flash after the first press of the Submaster Flash key is a warning that the Submaster holds a recording—the old Chase.

The short Mimic flash on the second press indicates the old Chase has been over-written, indicated by the Submaster LED going Off.

Note that the Record buffer must be empty (Record LED not flashing) to delete the old Chase.

## **STACKING CHASES**

The Record Stack function allows a number of ways of recording Chases. The following example shows how to over-write a Chase with a new Chase which is an auto-reversing version of itself with two extra steps:

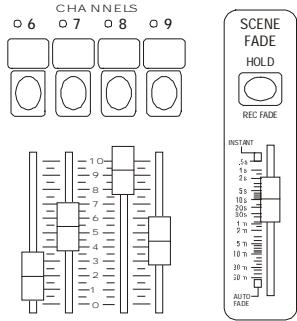
- 1 Record a 10 step Chase, say Channel 1 at Full through Channel 10 at Full, and assign it to Submaster 1.
- 2 Set Channel faders 1 to 10 at Full, and press [RECORD]. This records the first step of the new Chase.
- 3 If the Chase Reverse LED is on, press [CHASE REV] to turn it off.
- 4 Hold [RECORD] and [REC STACK], then press the Flash key of Submaster 1 to record the old Chase forwards.
- 5 Press [RECORD] to record Channels 1-10 at Full as step 12 of the new Chase.
- 6 Press [CHASE REV] to reverse the recording direction.
- 7 Hold [RECORD] and [REC STACK], then press the Flash key of Submaster 1 to record the old Chase reversed.
- 8 Hold [RECORD], and press the Flash key of Submaster 1. Wait for a long Mimic flash, then press it again.

The long Mimic flash after the first press of the Submaster Flash key is a warning that the Submaster holds a recording. The short Mimic flash on the second press indicates the new 22 step Chase has been assigned, and the old Chase over-written.

§ The Record Stack function may be used to stack any sequence of cue steps recorded from Scenemasters 1-48, or Submasters 1-24, whether Manual Scenes, Fade-Scenes, Chases, or Shows, mixed with live recordings.

## RECORDING AND ASSIGNING A SHOW

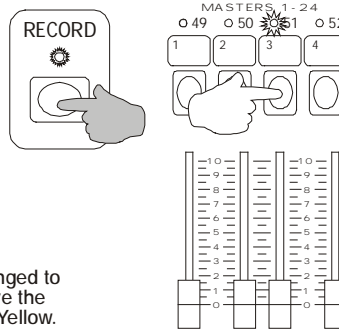
### STEP 1



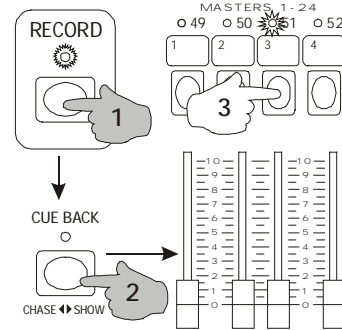
Repeat these steps for the next cues of the Show.

- When a Chase is changed to a Show, the LED above the Scenemaster flashes Yellow.

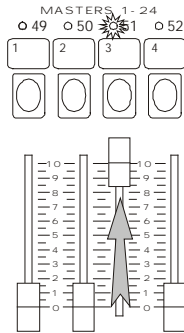
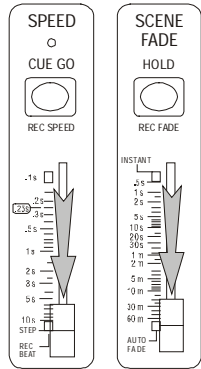
### STEP 2



### STEP 3



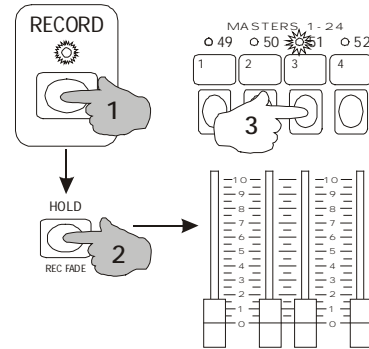
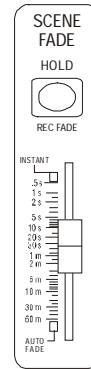
## SHOW PLAYBACK



OR



## EDITING CUE FADE TIMES



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## SHOW RECORDING AND PLAYBACK

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### RECORDING AND ASSIGNING A SHOW

You can record a Show under any Scenemaster as follows

- 1 **Set up a lighting state, set its fade time, then press [RECORD]. Repeat this for each Cue of the Show.**
- 2 **Hold [RECORD] and press a Submaster flash key to assign the recording.**
- 3 **Hold [RECORD] and [CHASE<<>>SHOW], and press the Submaster flash key to change the Chase to a Show.**

After a short Mimic flash, the Submaster Mimic LED flashes Yellow to indicate a Show recorded under the Submaster.

### SHOW PLAYBACK

When the Scene Fade master is set at Auto, raising the fader level of a Show loads the recorded fade time into the Show cross-fade timer and then fades up the levels of the first cue. Subsequent cues are introduced by pressing the Cue Go key:

- 1 **Set the Scene Fade timer at Auto, and the Speed Master at Step Mode.**
- 2 **If the Cue Back LED is on, press [CUE GO] to turn it off.**
- 3 **Set the Show Submaster to Full: the Show Fade LED starts flashing to show Cue 1 fade is in progress.**
- 4 **For subsequent cues, press [CUE GO].**
- 5 **To go back a cue press [CUE BACK].**

Repeated pressing of the Cue Go key gives a series of dipless cross-fades between cues, each new cue introducing its own pre-recorded fade time. Auto time fading works on a latest takes precedence basis, that is all levels fade to the latest cue state at the latest fade time. Only one Show should be up at a time. Note that if the Cue Back LED is on when the Show fader is set to full, the LAST cue of the Show will come up. For safer operation of Shows, the Flash keys of Show Submasters are disabled.

### EDITING CUE FADE TIMES

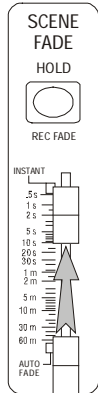
You can change both the Up and Down fade times, or set different Up and Down times on any cue of a Show as follows:

- 1 **Set the Speed Master at Step Mode, and set the Scene Fade Master at Instant (for quick stepping through cues).**
- 2 **Set the Show Submaster to Full.**
- 3 **Press [CUE GO] or [CUE BACK] to select the cue. You can use the Speed master for faster access to the cue.**
- 4 **Once the cue is selected, set the Scene Fade master to the new fade time.**
- 5 **Hold [RECORD] and [REC FADE] (the Hold key), then press the Show Submaster Flash key.**
- 6 **For different Up or Down times, .press [REC][REC FADE] then [UP] or [DN, ] and then the Flash key**

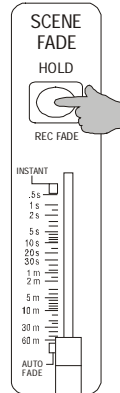
A short Mimic flash shows the time/s have been recorded. When the cue is next used, it will fade at the new time/s.



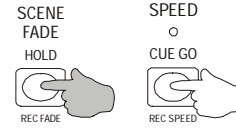
### OVER-RIDING AN AUTO FADE TIME



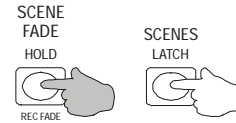
### HOLDING AN AUTO FADE



### SKIPPING CUES



### COMPLETING A FADE



## **OVER-RIDING CUE FADE TIMES**

During a cue fade you can move the Scene Fade master to a new time—the fade will continue at the new rate. You should then reset the fade time to Auto for the next cue.

## **HOLDING CUE FADES**

While the Hold key remains down, the action of the Show fade timer is halted, and the current output lighting state will be held until the key is released. This is useful if a slow fade is progressing too fast for the action on stage.

## **SKIPPING CUES**

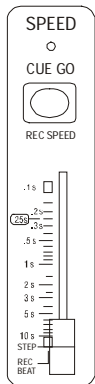
If you need to skip a cue or two, or go back several cues, keep the Hold key down while you press the Cue Go or Cue Back keys. Alternatively you can move the Scene Fade master to say 50 minutes until you have found the right cue, and then move the lever to a suitable fade time to introduce the new levels. You should then reset the fade time to Auto for the next cue.

## **COMPLETING A FADE**

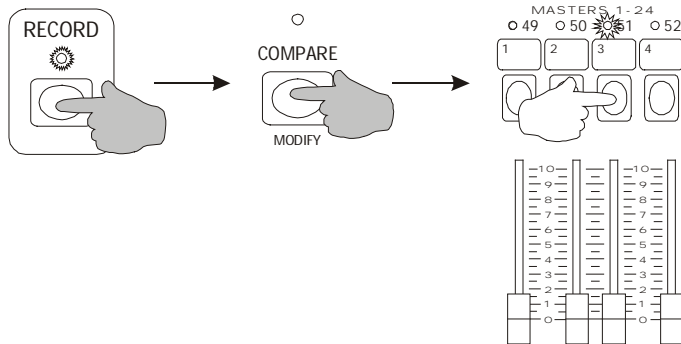
During rehearsal, you may need to go to a new cue state without waiting for the auto fade to complete. You can do this by moving the Scene Fade lever to Instant, or by using the Hold and Latch keys as follows to complete the fade instantly:

- > **Hold down [HOLD], then press [LATCH]: the lighting will snap instantly to the new cue state.**

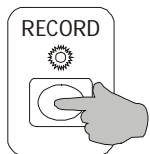
## EDITING CUE LEVELS



Press Cue Go or Cue Back to select the cue, then edit the cue as described opposite.



## DELETING OR INSERTING CUES



TO DELETE:

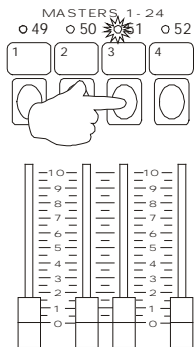
DOWN



OR

TO INSERT:

UP



---

## SHOW EDITING

---

You can edit the playback levels of any cue of a Show, and subsequently modify the original cue. You can delete cues, insert new cues, and chain Fade-Scenes into a Show, or chain Shows under different faders into a push button operated Show under a single master. Shows may also be split up into Fade-Scenes complete with their original fade times for manual operation if required.

### **EDITING CUE LEVELS**

Level editing of a cue can only be carried out with the cue live on stage using the Cue Go and Cue back key keys to find the cue. You can then use the Up and Down keys to edit the cue levels as described on page 37. Record must be enabled for level editing.

- 1 Set the Scene Fade time at Instant, and the Speed Master at Step Mode.**
- 2 Set the Show Submaster at Full so the first cue is live onstage.**
- 3 Press [CUE GO] or [CUE BACK] to select the cue. You can use the Speed master for faster access to the cue.**
- 4 Use the Edit Channels Page keys with [UP] or [DOWN] and press channel flash keys to edit all 288 channels.**
- 5 Hold [RECORD] and [MODIFY], then press the Submaster Flash key to modify the step.**

A short Mimic flash indicates the cue has been modified. Pre-recorded cue fade times are not changed. Remember that the Up, Down, and All keys fade channel levels at the rate set by the Scene Fade timer. If the time is set to Instant, a four second default fade rate is imposed. Modifying a cue automatically performs an Edit Clear operation.

### **DELETING CUES**

You can delete cues of a Show one at a time by setting the cue live on stage using the Cue Go and Cue back keys as per Instruction 3 in the example above. Then proceed as follows:

- > Hold [RECORD] and [DELETE], then press the Flash key of the Submaster to delete the current cue. A short Mimic flash indicates the cue has been deleted and the cue left live on stage is the cue before the deleted cue.**

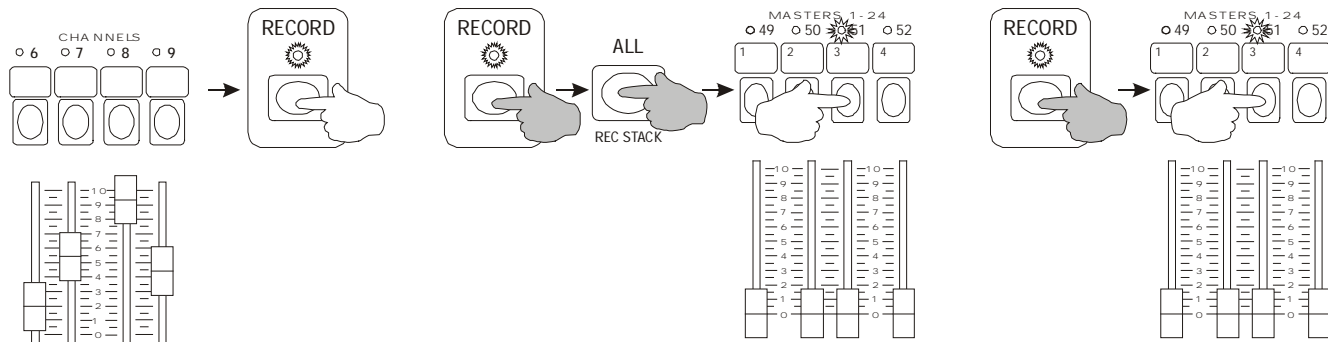
### **INSERTING CUES**

You can insert one or more new cues into a Show AFTER the current cue. The new cues may be recorded from the channel faders, from edited levels, or by using the Record Stack feature (see page 49) to stack other pre-recorded Scenes, Chases, or Shows. Assuming you have one or more cues recorded in the Record Buffer, proceed from Instruction 3 in the example above:

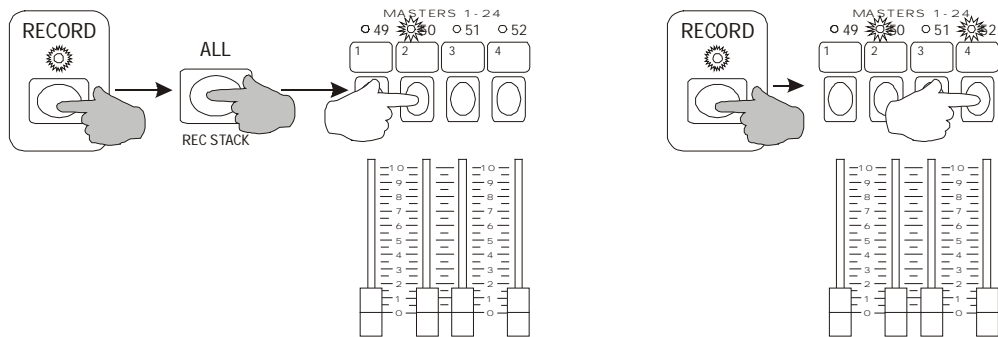
- > Hold [RECORD] and [INSERT], then press the Flash key of the Submaster to insert the new cues.**

§ Note that you must have previously recorded any insert cues before using this method. You can insert cues into Manual Scenes and Fade-Scenes on Submasters 1-24 as well. To insert steps in a Chase, change it to a Show and set the Speed master at Step Mode.

### INSERTING A NEW FIRST CUE



### COPYING A SHOW



## **INSERTING A NEW FIRST CUE**

The Insert operation inserts AFTER the current cue. Use the following method if you need to insert a new first cue in a Show:

- 1 **Set up the new Cue 1 levels on the Channel faders or by using the Edit Channels Page keys and the Up/Down keys, and set the Cue 1 fade time on the Scene Fade master.**
- 2 **Press [RECORD] to record the new first cue.**
- 3 **If the Chase Reverse LED is on, press [CHASE REV] to turn it off. This sets the recording direction forward.**
- 4 **Hold [RECORD] and [REC STACK], then press the Flash key of the Show to record the rest of the cues.**
- 5 **Hold [RECORD], and press the Flash key of the Show to assign the new Show under the old Submaster. Wait for a long Mimic flash, then press the Flash key again.**

The long Mimic flash after the first press of the Submaster Flash key is a warning that the Submaster holds a recording—the old Show. The short Mimic flash on the second press indicates the new Show has been assigned, and the old Show over-written.

## **CHANGING CUE ORDER**

You can change the cue order in a Show by using the Record Buffer as a temporary store for the cue to be transferred:

- 1 **Set the Scene Fade master at Auto, the Speed Master at Step Mode, and the Show Submaster at Full.**
- 2 **Press [CUE GO] or [CUE BACK] to find the cue to be moved. (Use the Speed master for faster access to the cue).**
- 3 **With the cue selected live on stage, press [RECORD] to record the cue levels.**
- 4 **Hold [RECORD] and [DELETE], then press the Submaster Flash key to delete the cue from the old position.**
- 5 **Press [CUE GO] or [CUE BACK] to find the cue BEFORE the new position for the transfer cue.**
- 7 **Hold [RECORD] and [INSERT], then press the Submaster Flash key to insert the cue into the new position.**

With the Scene Fade master set at Auto, the cue auto fade time will be recorded with the transferred cue.

## **COPYING A SHOW**

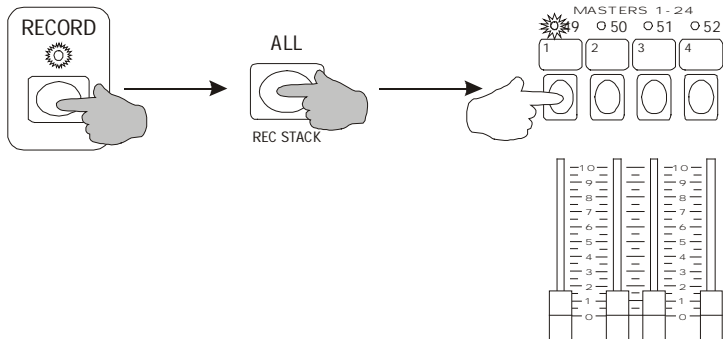
You can copy a Show to any other Scenemaster in the same or any other page as follows:

- 1 **If the Chase Reverse LED is on, press [CHASE REV] to turn it off. This sets the recording direction forward.**
- 2 **Hold [RECORD] and [REC STACK], then press the Flash key of the Show to be copied.**
- 3 **Press [PAGE UP] or [PAGE DOWN] to move to another page.**
- 4 **Hold [RECORD], then press the Flash key above the new Submaster to assign the recording.**

§ Note that any Linked Chases or Fade-Scenes if used will need to be moved to the same page. The original Show is not changed by this operation, and may be deleted if required.

STACKING SCENES OR CHASES INTO A SHOW

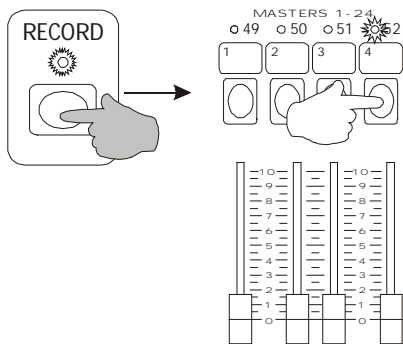
STEP 1



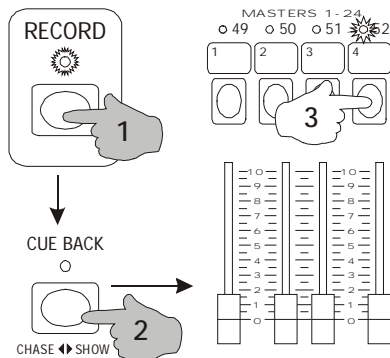
STEP 2

Repeat Step 1 to add any other Scenes to the Show recording.

STEP 3



STEP 4



## **DELETING A SHOW**

You can delete a Show to free up memory as follows:

- > **Hold [RECORD], and press the Flash key of the Show. Wait for a long Mimic flash, then press it again.**

The long Mimic flash after the first press of the Submaster Flash key is a warning that the Scenemaster holds a recording. Note that the Record buffer must be empty (Record LED not flashing) to delete any recording under a Submaster.

## **STACKING SCENES INTO A SHOW**

It is often convenient to plot levels and record cue states as Fade-Scenes for rehearsal purposes. When the levels are fixed you can stack all the Fade-Scenes (with their fade times) into a Show under one fader for simple push-button operation in auto-fade mode:

- 1 **Hold [RECORD] and [REC STACK], then press the Flash key of the first Fade-Scene, then release all keys.**
- 2 **Repeat step 1 to record all Fade-Scenes, changing to a new page where necessary.**
- 3 **Hold [RECORD], and press the Flash key of the selected Submaster to assign the recording.**
- 4 **Hold [RECORD] and [CHASE<<>>SHOW], and press the Submaster flash key to change the recording to a Show.**

After a short Mimic flash, the Submaster Mimic LED flashes Yellow to indicate a Show recorded under the master. You can now run the Show by setting the Submaster to Full for the opening lighting, and pressing the Cue Go key for all subsequent cues.

## **STACKING SHOWS AND FADE-SCENES**

The Record Stack function also allows you to stack parts of a Show with Fade-Scenes under one fader for push-button operation. The following example shows how to stack two Fade-Scenes, say the Opening Preset lighting and the Interval Preset, with the Act 1 Show and the Act 2 Show, and record them all in order with their auto fade times under the old Act 1 Show:

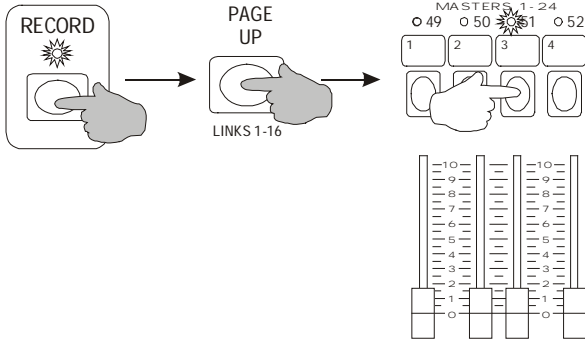
- 1 **If the Chase Reverse LED is on, press [CHASE REV] to turn it off. This sets the recording direction forward.**
- 2 **Hold [RECORD] and [REC STACK], then press the Flash key of the Opening Preset Fade-Scene.**
- 3 **Hold [RECORD] and [REC STACK], then press the Flash key of the Act 1 Show.**
- 4 **Hold [RECORD] and [REC STACK], then press the Flash key of Interval Preset Fade-Scene.**
- 5 **Hold [RECORD] and [REC STACK], then press the Flash key of the Act 2 Show.**
- 6 **Hold [RECORD], and press the Flash key of the Act 1 Scenemaster. Wait for a long Mimic flash, then press it again.**
- 7 **Hold [RECORD] and [CHASE<<>>SHOW], and press the Scenemaster flash key to change the recording to a Show.**

You can now run the Show by setting the Show Submaster at Full for the first cue, and pressing Cue Go for all subsequent cues.

- § In Auto-fade mode, Record picks up the Auto time last loaded. This allows you to split Show cues back to Fade-Scenes with their recorded fade times—with the Scene Fade at Auto, press Record after each Cue Go when the fade is complete, and assign the Scene. When changed to a Fade-Scene, the auto fade time will be that of the original cue.

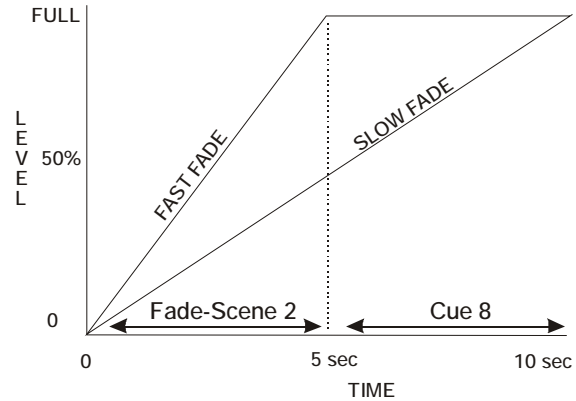
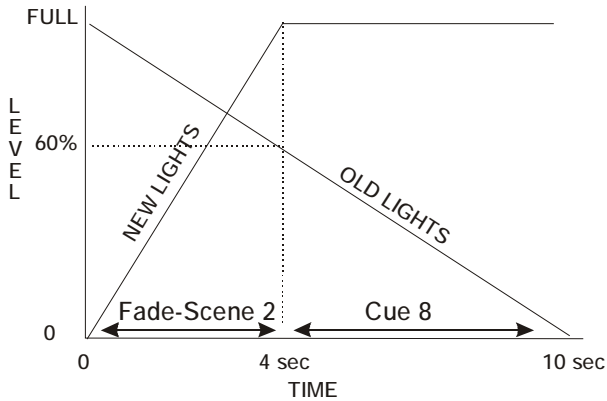


### LINKING CHASES AND FADE-SCENES TO CUES



- When a Linked Chase or Fade-Scene is active, the LED above the Scenemaster flashes Red.

### SPLIT FADES



---

## SHOW CUE LINKS

---

The cues of a Show recorded under Submasters 17 to 24 can each link in automatically any or all of the first 16 Submasters which hold an auto-speed Chase, or an auto-fade Fade-Scene. You can use this to either fade Chases up or down on Show cues, or to fade or snap a separate Fade-Scene up or down with a different time to the cue fade time.

### **LINKING CHASES AND FADE-SCENES TO CUES**

Suppose you have recorded a Show under one of Submasters 17 to 24 on the bottom row of faders, and up to 16 Chases or Fade-Scenes under Submasters 1 to 16 which you want to link to different cues in the Show:

- 1 Set the Scene Fade timer at Auto, the Speed Master at Step Mode, and the Show Submaster at Full.**
- 2 Press [CUE GO] or [CUE BACK] to find the cue which requires a linked Chase or Fade-Scene.**
- 3 Hold down [RECORD] and [LINKS 1-16], then press Submaster Flash keys in the range 1 to 16 to link the Chase or Fade-Scene to the current cue.**
- 4 Repeat steps 2 and 3 for any other cues which require linked Chases or Fade-Scenes.**

The LEDs of linked Chases or Fade-Scenes flash RED. Links which are on can be turned off by selecting the same link again—the action is push-on push-off. Note that Manual Scenes and Shows in Submasters 1-16 cannot be linked and that links can only be recorded on cues of a Show which is in Submasters 17 to 24.

### **CUE LINK PLAYBACK**

Shows using linked Chases and Fade-Scenes can be played back exactly as for non-linked Shows:

- 1 Set the Scene Fade timer at Auto, and the Speed Master at Step Mode.**
- 2 If the Cue back LED is on, press [CUE GO] to turn it off.**
- 3 Set the Show Submaster to Full: the Show Fade LED starts flashing to show Cue 1 fade is in progress.**
- 4 For subsequent cues, press [CUE GO].**

Each new cue introduces its levels at its own auto fade time, and at the same time any linked Chases or Fade-Scenes. Linked Chases fade up and down at the same rate as the cue auto fade time, whereas a linked Fade-Scene fades up and down at its own pre-recorded fade time which may be from Instant to 60 minutes—it is completely independent of the Show cue fade time. This makes Linking an ideal method of performing single button split fades for example by having a 10 second Show Cue linked to a 30 second Fade-Scene. If you require Chases or Fade-Scenes to be up for several cues of the Show, you must record the link on each of the cues. You can link any or all of 16 Chases to a cue, but only one Fade-Scene to ensure correct operation of the scenes timer. If 16 linked Chases or Fade-Scenes are not enough, split the cues over several Shows on different pages—moving to a new page allows a further 16 links, for a total of 64 linked Chases if the entire performance is split over 4 Show Submasters, one on each page.

---

**MASTERS CONTROLLING PLAYBACK MODE**


---

The following table lists which masters control levels and fade-times from the various playback sources of the Cuemaster

<b>PLAYBACK SOURCE</b>	<b>CHNS MASTER</b>	<b>PARK MASTER</b>	<b>SCENES MASTER</b>	<b>FADE TIME</b>
CHANNEL FADER	YES			
CHANNEL LATCH				
CHANNEL FLASH / MASTER FLASH				
PARK STORE		YES		
UP / DOWN / ALL KEYS, EDIT CLEAR				YES
MANUAL SCENE FADER			YES	
MANUAL SCENE LATCH			YES	
MANUAL SCENE FLASH				
CHASE FADER / LINK			YES	
CHASE LATCH			YES	
CHASE FLASH				
FADE-SCENE FADER / LINK			YES	YES
FADE-SCENE LATCH			YES	YES
FADE-SCENE FLASH				
SHOW FADER			YES	YES
SHOW LATCH			YES	YES

- If the Speed Master is up, Fade-Scenes default to Auto Fade Mode.
- Speed Master controls Show cue step rate playback only. Chases step at their recorded speeds
- Grand Master and DBO key control ALL levels, including Flashed and Edit levels. Shows cannot be Flashed

---

## AUTOMATIC PLAYBACK MODES

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### **AUTOMATIC SHOW MODE**

The Cuemaster can run an automatic Show hundreds of cues long, with linked Fade-Scenes and Chases, and delay times up to 60 minutes between each cue. With the Scene Fade at Auto, and the Speed Master set at a continuous chase rate, the Show cue advance is inhibited until the last fade is complete. The minimum time between cues is set by the Speed fader—if it is set at .1 second, the next cue will be introduced almost immediately at its own auto fade rate. You can make a time delay between cues by recording the same cue levels with a different fade time—the next cue waits until this delay fade is complete:

- 1 Record a cue, with a fade time of say 1 second—the fade up time.**
- 2 Record the same cue with a time of 10 seconds—the delay time.**
- 3 Repeat the first 2 steps for a number of pairs of cues with different fade and delay times.**
- 4 Assign the recording as a Chase, and change it to a Show.**
- 5 Set the Scene Fade Master to Auto, and the Speed Master at .1 seconds.**

Setting the Show to Full then starts a continuous automatic show. Cue fade times can be from Instant to 60 minutes, while Delay times can be from .5 second to 60 minutes between cues. Linked Chases will fade at the cue fade rate, while Fade-Scenes can be linked to any cue at an independent auto fade rate. Moving Lights, Product Displays, Exhibitions, and Display Signs are just a few of the applications of this mode.

### **CONTINUOUS CROSS-FADE MODE**

If the Speed fader is set at any speed between .1 second and 10 seconds, any Show which is up will be stepped at that rate. If the Scene Fade Master is set to the same time as the Speed Master, a continuous cross-fade will take place.

- 1 Record 3 cues, say Channel 1 at Full, 2 at Full, 3 at Full, then assign the Chase, and change it to a Show.**
- 2 Set the Scene Fade Master to 5 seconds, and the Speed Master to 5 seconds.**
- 3 Set the Show to Full to start a continuous cross-fade between cues.**
- 4 Press [CUE GO] to stop the step, or hold and release [CUE BACK] to stop then reverse direction.**

Note that if you are running a push-button show, you will need to move to Manual Scene or Fade-Scene operation while using the continuous cross-fade mode. The Show can include linked Chases, and linked Fade-Scenes. Since all Fade-Scenes default to Auto Fade Mode if the Speed Master is up, you can program different fade times (including snaps) into the Show. Also, if several Shows of differing numbers of cues are up, the lighting will vary depending on the synchronisation of the cues. The number of different 'looks' can be very large: 3 shows of 8, 9, and 10 steps will produce 720 (8x9x10) combinations. This mode is useful on Product Displays, Exhibitions, or for example to continuously cycle a number of lights through a series of colour combinations.

---

## REMOTE SHOW PLAYBACK

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You can operate a Show recorded under any Submaster from a remote location by manual push button or musician's foot-switch, or by electronic control from a microphone, daylight sensor, Audio Visual decoder box, SMPTE time decoder, Midi decoder, computers, or a tone decoder from a taped sound-track. Control is provided for Forward Cue, Reverse, and Home—reset to Cue 1. Since Linked Chases and Fade-Scenes can be incorporated in the cues, a very complex sequence of effects can be operated. These events can include not only lighting cues but motor control, colour scroller control, moving light parameters, smoke machines, pyrotechnics etc. The large memory capacity of the Cuemaster II will be found very useful in such automated presentations. The Forward, Reverse and Restart commands require a simple three wire connection to two low current make-to-earth contacts, which can be a pair of manual push buttons, small relays, or computer logic outputs. The technical specifications are listed below. In the following example, assume the remote lines are connected to two push buttons marked Forward and Reverse.

### REMOTE SHOW SET-UP

You should record the complete Show in a Submaster in the range 17 to 24 so that Chases and Fade-Scenes on Submasters 1 to 16 on the same page can be linked to the Show cues if required. Only one Show can be operated remotely at one time, and the 16 linked Chases or Fade-Scenes must be recorded on the same page as the Show. You can record up to other Remote Auto Shows on other pages if needed, but the Page must be manually changed. Once the Show is recorded, proceed as follows:

- 1 If the Cue Back LED is on, press [CUE GO] to turn it off.**
- 2 Plug the stereo phone jack connected to the remote pushbuttons (or controller) into the Remote Control socket on the back panel of the Cuemaster.**
- 3 Set the Scene Fade master at Auto, and the Speed Master at Step Mode.**
- 4 Set the Show Submaster to Full. This sets Cue 1 live on stage.**

The first cue state in automatic mode is more than likely to be a blackout or a reset state which may include public area lighting such as Houselights. The second cue state would then be the true start of the performance. Once the remote lead is connected, the Show can be controlled from the remote contacts, and from the Cuemaster Cue Go and Cue Back keys.

### REMOTE CUE FORWARD

If you press the Forward push-button briefly (50 milliseconds to 1 second), the Show will step forward one cue. Repeating pressing of the Forward button gives a series of dipless cross-fade between cues, each new cue introducing its levels at its own pre-recorded fade time with any linked Chases, and any linked Fade-Scene at its own (different) pre-recorded fade time. Cue stepping works on a latest takes precedence basis, that is all cue levels fade to the latest cue state at the latest cue fade time, while Fade-Scenes fade at the latest Fade-Scene auto time.

## **REMOTE CUE REVERSE**

If you press the Reverse push-button briefly (50 milliseconds to 1 second), the Show will step backwards one cue, the new cue introducing its own pre-recorded fade time, and any linked Chases or Fade-Scenes at the same time.

## **SHOW RESTART**

If you hold the Forward push-button down for a period exceeding 2 seconds, the Show will step immediately forward one cue and after 2 seconds reset to Cue 1. Since the Cuemaster cycles back from the last cue to the first cue there will be a smooth restart to the Cue 1 state at the Cue 1 fade time.

## **REMOTE INPUT SPECIFICATIONS**

The remote control input requires a stereo phone jack with the following connections as shown opposite:

<b>TIP</b>	<b>Forward connection</b>
<b>RING</b>	<b>Reverse connection</b>
<b>SLEEVE</b>	<b>Common connection (chassis earth)</b>

The Forward, Reverse and Restart commands are given to the Cuemaster as follows:

**Forward Cue** Connect tip to sleeve for a period of not less than 50 milliseconds and no greater than 1 second.

**Reverse Cue** Connect ring to sleeve for a period of not less than 50 milliseconds and no greater than 1 second.

**Restart Show** Connect tip to sleeve for a period of 2 seconds or more.

The sleeve is connected to the Cuemaster chassis and is at Earth potential. The Forward and Reverse inputs have an internal pull-up resistor of 2200 ohms to 5 volts, and hence may be safely activated by any external switch such as a push-button, relay contact, or computer logic output including TTL, LS-TTL, CMOS, NMOS, open collector transistor output, or any other device which can sink 2 milliamps.

### PREVIEWING THE NEXT CUE

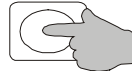
PREVIEW  
SCENES



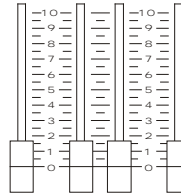
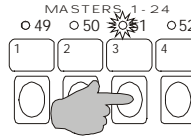
HELP SCREEN

### PREVIEWING SCENES, CHASES OR SHOWS

PREVIEW  
SCENES



HELP SCREEN

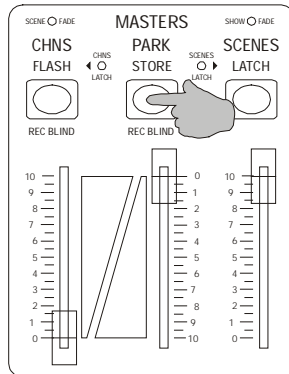


### PREVIEWING PARK LEVELS

PREVIEW  
SCENES



HELP SCREEN



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## CUEMASTER PREVIEW MODES

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Using the Preview key, you can view the contents of any Scenemaster or the Park Master on the Mimic LEDs and on the LCD display (if installed).

### **PREVIEWING THE NEXT CUE**

You can view channels and links (if any) in the next cue when playing back a Show in Step Mode. Only Show cues in Submasters 17-24 are previewed.

- 1 **With the Scenes LED for the bottom preset On, set any Submaster in the range 17-24 recorded as a Show to Full.**
- 2 **Press and hold [PREVIEW].**

After a short Mimic flash, the Channel LEDs light to show levels on in the next cue, while the Scenemaster Mimic LEDs black out to show links recorded on the next cue. The information is reproduced on the LCD display.

### **PREVIEWING MANUAL SCENES AND FADE-SCENES**

You can view channels in any recorded Manual Scene or Fade-Scene:

- > **Hold [PREVIEW]. then press the Scenemaster Flash key for Scenes 1-48, or the flash keys of Submasters 1-24 for Manual Scenes or Fade-Scenes.**

### **PREVIEWING CHASES AND SHOWS**

You can view the steps of any Chase or the cues of any Show in sequence:

- > **Hold down [PREVIEW], and then press the Submaster Flash key of the Chase or Show.**

The Mimic LEDs show the channels of each cue as it is stepped forward three times a second from the first step to the last step.

### **PREVIEWING PARK**

You can view channels stored under the Park Master:

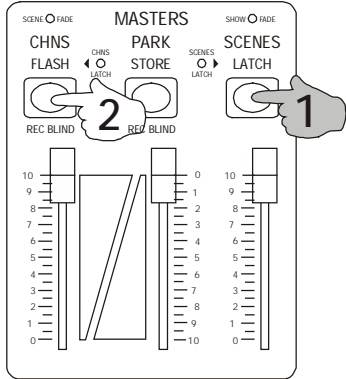
- > **Hold [PREVIEW], then press [PARK].**

§ In all Preview operations, the lighting levels on stage are not affected.

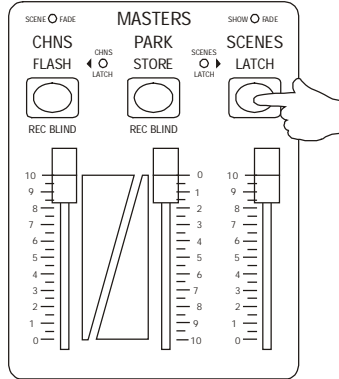
§ Full data including levels, fade time, speed, links, etc., are shown on the LCD display.



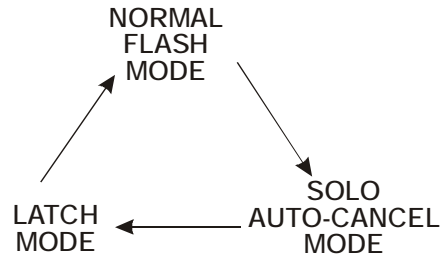
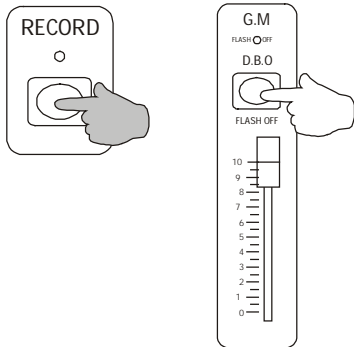
### LATCHED CHANNELS



### LATCHED SCENES



### FLASH DISABLE



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## FLASH LATCH AND DISABLE MODES

---

### LATCHED CHANNELS

You can set the Channel Flash keys to a push on-push off operation—Latch Mode for the first 72 channels, useful for single channel on-off control of a variety of devices such as motors, strobe lights, smoke machines, and special effects.

- 1 Hold [LATCH], then press [FLASH], the key above the Channels Master: the Channels Latch LED will light.**
- 2 Touch any of the Channel Flash keys to turn the channels on or off.**
- 3 To cancel all Latched Channels simultaneously, hold [LATCH], then press [FLASH].**

Note that the Mimic LEDs flash to indicate channels which are latched on. To reduce confusion, only latched channels are shown on the Channel Mimic display in this mode. Setting Channel Latch mode cancels Kill mode, and vice-versa—a double press of the Kill key can be used to cancel Channels Latch mode. Latched channel levels are only affected by the Grand Master.

### LATCHED SCENES LATCH MODE

You can set the Scenemaster Flash keys to either of two latch modes useful for special effects: SOLO AUTO-CANCEL—a single, latched, last takes precedence mode, or LATCH—a push-on push-off, highest takes precedence mode.

- 1 Press [LATCH]: the Latch LED lights GREEN to show SOLO AUTO-CANCEL Mode.**
- 2 With the Scenes LED for that preset On, touch any Scenemaster or Submaster Flash key to turn it on and turn off the previous selection (AUTO-CANCEL action).**
- 3 Press [LATCH] again: the Latch LED will light RED to show LATCH Mode.**
- 4 Touch any Scenemaster or Submaster Flash key to turn it on or off (LATCH on-off action).**
- 5 To cancel all Latched Scenes simultaneously, press [LATCH] again: the Latch LED is turned off.**

The Mimic LEDs of Latched Scenemasters flash, while Latched Submasters show RED when on. Scenemasters or Submasters not recorded (LED Off) cannot be latched. Setting Scenes Latch Mode cancels Kill mode, and vice-versa—a double press of the Kill key can be used to cancel Scenes Latch mode. Latched Scenes are affected by the Scenes Master and the Grand Master.

### FLASH DISABLE

To prevent unwanted flashes of light, or unwelcome blackouts on stage, you can disable all Flash functions including DBO :

- 1 Hold [RECORD], then press [DBO]. The Flash Off LED will light green to show all Flash functions are disabled.**
- 2 Press any Channel Flash key, or the DBO key: note that no output level is changed.**
- 3 To re-enable Flash Mode, hold [Record], then press [DBO] to turn off the LED.**

The Record LED may be on or off. Flash Disable automatically cancels Kill mode, and both Channels and Scenes Latch Mode.

CHANNEL                      DIMMER                      LEVEL

○ EDIT      ○ TEST

CL	7	8	9	TS	C1	1-72
CH	4	5	6	TP	C2	73-144
DM	1	2	3	TD	C3	145-216
AT	0	▽	△	F	C4	217-288

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## DMX-LINK INTRODUCTION

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The Theatrelight DMX-Link is a Patch and Backup module built into the Cuemaster II.

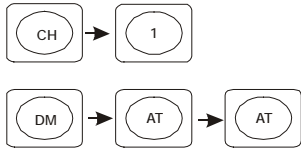
The patch list can store any of the 1024 dimmers at any level to any of the 288 input channels. Multiple dimmers at different levels can be patched to any channel, so each channel can represent a "scene" of dimmers. enables more than one dimmer to be operated from a channel fader—of particular use for example when each colour of a Cyclorama requires a number of dimmers. Since each dimmer patched to a channel may be set to a different level (proportional patching), the lighting across the Cyclorama may be evenly balanced. A multi-dimmer proportional soft-patch in effect turns each channel into a Scene of dimmers.

Before editing, the Patch List may be set to either a One-to-One patch (Channel 1 drives Dimmer 1 at Full etc.), or a Zero patch, in which no dimmers are connected to the channels.

### **DMX-LINK FEATURES**

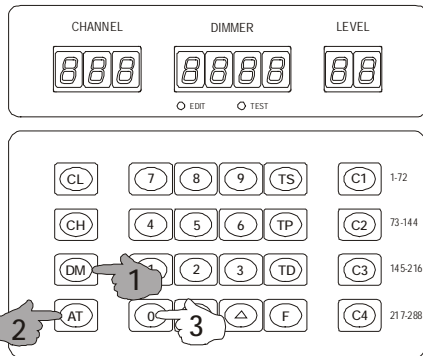
- § The soft-patch enables allocation of any of up to 1024 dimmers at any level to any of the 288 input channels.
- § Dedicated keyboard for fast set-up of the soft-patch list.
- § Patch List editing can start from either a One-to-One patch (Chn 1 drives Dimmer 1 at Full etc.), or a Zero patch.
- § Easily visible LED displays for Channel number, Dimmer number, and Level.
- § Fast read-back of all Patch List channel numbers with their dimmers and levels.
- § Read-back of all live channel and dimmer levels.
- § Fast auto-step Test of both channels and dimmers for pre-show checks.
- § All channels or all dimmers may be tested to the level of the Channels Master Fader for pre-show checks.
- § Flash On/Off over-ride of any channel or dimmer for instant spot checks, focusing, and lamp/dimmer identification.

### INTERROGATING PATCH LIST LEVELS



### RESETTING TO A ZERO PATCH LIST

ENSURE THAT  
RECORD LED  
IS ON



---

## PATCH LIST EDITING

---

Patch set-up is normally designed and entered into memory before plotting levels on a show. Once the Cuemaster II is erased, the Patch List is reset to a One-to-One patch by default. This may either be used directly, or used as a convenient start point and edited to suit. You also have the option of starting from a Zero patch, where no dimmers are assigned to any of the channels. This may be faster in some circumstances.

§ Note that before you can edit the Patch List, the Record Enable LED must be set on as described above.

### **PATCH LIST LEVELS**

After an Erase, the Patch List can be viewed to verify that the One-to-One setting has been installed as follows:

- 1 Ensure the Channel display is clear: press [CL] if necessary.**
- 2 Press [CH], then [1], then [DM], then [AT]: the Dimmer display will show `1.' and the Level display will show `F', showing that Channel 1 is driving Dimmer 1 at Full.**
- 3 Press [AT] again to show Channel 2, Dimmer 2, Level Full.**

The point after the last digit of the Dimmer display shows that the dimmer is the last (and this case the only) Dimmer/ Level listed for that channel. If you continue to press the At key, the display will show the whole list until the last dimmer listed for the last channel. Pressing [AT] again then turns off the displays.

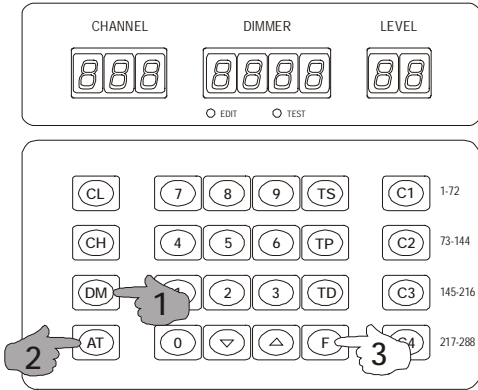
### **RESETTING TO A ZERO PATCH**

The current Patch List may be set to a Zero patch at any time as follows:

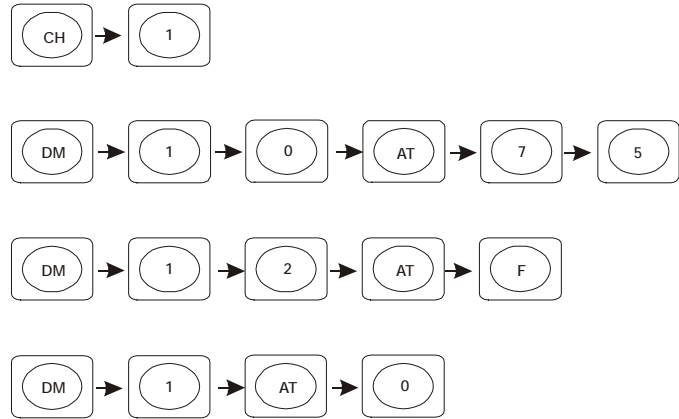
- 1 Ensure the Record LED is on. If necessary enter the Record Code.**
- 2 Hold [DM] and [AT], then press [0]. After a brief Mimic flash, the Patch List will be set to a One-to-One lookup list.**

Since this can have a catastrophic effect on a well worked out patch list, the instruction is made purposely difficult— all three keys must be pressed at the same time for correct operation. A Zero patch list may be edited in the same fashion as a One-to-One list, but in this case no dimmers will show on any channel until the dimmers and levels have been set up by key entry for each channel.

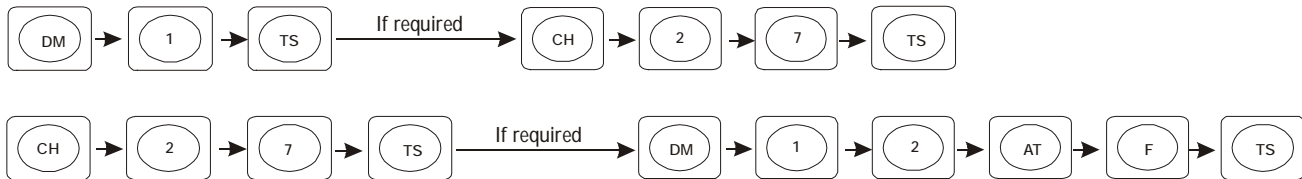
### RESETTING TO A ONE-TO-ONE PATCH



### PATCH LIST EDITING



### PATCH EDITING IN TEST MODE



## **RESETTING TO A ONE-TO-ONE PATCH**

The current Patch List may be set to a One-to-One patch at any time as follows:

- 1 **Ensure the Record LED is on. If necessary enter the Record Code.**
- 2 **Hold [DM] and [AT], then press [F]. After a brief Mimic flash, the Patch List will be set to a One-to-One lookup list.**

## **PATCH LIST ENTRY**

While the Record LED is lit, you can enter any dimmer/level combination for a channel. The Edit LED will light to warn you that levels entered will immediately modify the current Patch List. The following example sets both dimmers 10 and 12 at different levels on Channel 1, and sets Dimmer 1 off:

- 1 **Ensure the Channel display is clear: press [CL] if necessary.**
- 2 **Press in order [CH] [1] [DM] [1] [0] [AT] [7] [5]. This sets Dimmer 10 at level 75 on Channel 1.**
- 3 **Press [DM] [1] [2] [AT] [F]. This sets Dimmer 12 at level Full on Channel 1.**
- 4 **Press [DM] [1] [AT] [0]. This sets Dimmer 1 at level 0 on Channel 1.**

If you now raise Channel 1 to Full on a live preset of the Cuemaster, Dimmer 1 will not show, but Dimmer 10 will come up to level 75 and Dimmer 12 to Full. The process may be repeated for any combination of Channels, Dimmers, and Levels. A dimmer may be driven from any number of channels; in this case the final dimmer level is the highest level of any combination. Patched Dimmers and their levels must be entered one at a time.

## **PATCH EDITING IN TEST MODE**

As often happens in an 'Off the Cuff' show, little time is left to plot levels, let alone plan a patch list. As an aid to fast patching, you can test the dimmers or channels one at a time, and allocate them to a channel quickly and simply. This method is particularly useful if you are presented with an unknown connection of circuits to dimmers.

- 1 **Hold [DM] and [AT], then press [0]. This sets up a Zero patch on the current Patch List.**
- 2 **Press [CL] to clear the Channel display. Press [DM] [1] [TS]: the circuit on Dimmer 1 will light at Full.**
- 3 **To patch Dimmer 1 to Channel 27, press [CH] [2] [7]. Press [TS] to test the next dimmer.**

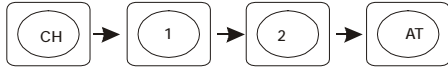
Repeating the last instruction will enable you to quickly identify the dimmers and patch them to the channels at the same time. Alternatively you can test channels and edit their patched dimmers live as follows:

- 1 **Press [CL] to clear the Channel display. Press [CH] [1] [TS]: any dimmers patched to Channel 1 will light up.**
- 2 **Press [DM] [AT] to read the first dimmer patched to Channel 1: enter a new level if required.**
- 3 **Press [AT] to read (and edit if required) the next dimmer level, or to test the next channel and edit its dimmers.**

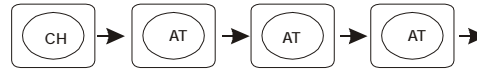
§ For further help using Test mode see page 79.



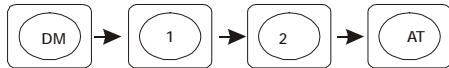
### READING A CHANNEL LEVEL



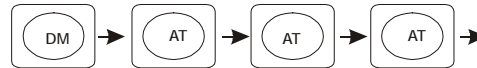
### READING LIVE CHANNEL LEVELS



### READING A DIMMER LEVEL



### READING LIVE DIMMER LEVELS



---

## READING LIVE CHANNEL AND DIMMER LEVELS

---

### READING A CHANNEL LEVEL

You can find the playback level of any particular channel, for example Channel 12:

- 1 Ensure the Channel display is clear: press [CL] if necessary.
- 2 Press [CH] [1] [2] [AT]. The Level display will show the current level of Channel 12.

### READING ALL LIVE CHANNEL LEVELS

You can find the playback levels of all live channels as follows:

- 1 Ensure the Channel display is clear: press [CL] if necessary.
- 2 Press [CH] [AT]. The Channel display will show the first channel up, and its current level.
- 3 Press [AT] again. The Channel display will show the next channel up, and its current level.
- 4 Press [AT] again to show all live channels in order.

At the end of the list both displays are blanked out. If you want a continuous read-out of a fading channel level, keep your finger on the AT key.

### READING A DIMMER LEVELS

You can find the playback level of any particular dimmer, for example Dimmer 12:

- 1 Ensure the Channel display is clear: press [CL] if necessary.
- 2 Press [DM], then [1] [2], then [AT]. The Level display will show the current level of Dimmer 12

### READING LIVE DIMMER LEVELS

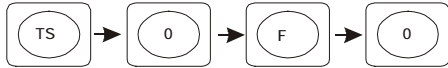
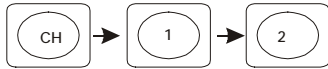
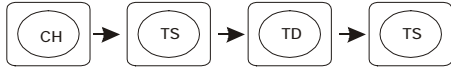
You can find the current levels of all live dimmers as follows:

- 1 Ensure the Channel display is clear: press [CL] if necessary.
- 2 Press [DM] [AT]. The Dimmer display will show the first dimmer up, and its current level.
- 3 Press [AT] again to show all live dimmers in order.

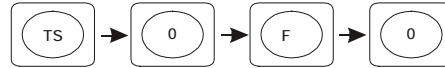
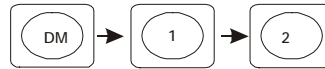
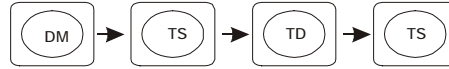
At the end of the list both displays are blanked out. If you want a continuous level read-out, keep your finger on the AT key.

§ Note that if a dimmer number is entered when a channel number is in the Channel display, all levels shown will refer to patch listings, NOT the live dimmer levels.

### CHANNEL TEST AND FLASH MODES



### DIMMER TEST AND FLASH MODES



### CHANGING TEST LEVEL



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## TEST AND FLASH MODES

---

### CHANNEL TEST AND FLASH MODES

You can test and flash on or off each channel (and its patched dimmers) to check for correct operation. The Test LED lights as a warning that a channel level may have been over-ridden. To test all Channels in succession:

- 1 Press [CH], then [TS] repeatedly. Each channel is turned on at Full in order live on stage.
- 2 Press the [TD] key to go back a channel, press the [TS] key to go forward again.
- 3 Press [TS] for 2 seconds then release for an auto test forward at 1 second intervals.
- 4 To pause the auto test, hold the [TP] key.
- 5 To temporarily reverse the direction of the auto test, hold the [TD] key.
- 6 Press [TS] or [CL] to stop the test.

To test or flash any particular channel for example Channel 12:

- > Press [CH] [1] [2], then [TS]. Then press [0], then [F] repeatedly: Channel 12 will flash off and on.

### DIMMER TEST AND FLASH MODES

You can test and flash on or off each dimmer for correct operation. The Test LED lights as a warning that a dimmer level may have been over-ridden using this mode. To test all Dimmers in succession:

- 1 Press [DM], then [TS] repeatedly. Each dimmer is turned on at Full in order live on stage.
- 2 Press the [TD] key to go back a dimmer, press the [TS] key to go forward again.
- 3 Press [TS] for 2 seconds then release for an auto test forward at 1 second intervals.
- 4 To pause the auto test, hold the [TP] key.
- 5 To temporarily reverse the direction of the auto test, hold the [TD] key.
- 6 Press [TS] or [CL] to stop the test.

To test or flash any particular dimmer for example Dimmer 12:

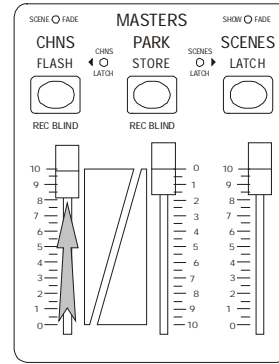
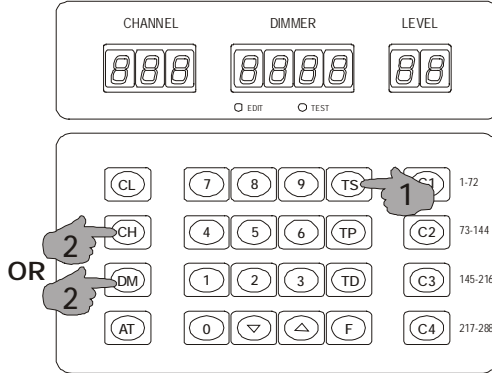
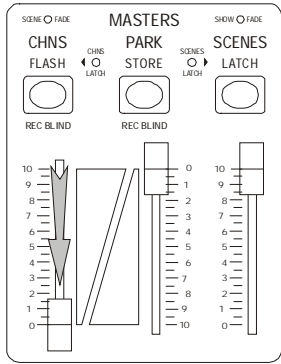
- > Press [DM] [1] [2], then [TS]. Then press [0], then [F] repeatedly: Dimmer 12 will flash off and on. Press [TS] or [CL] to stop the test.

### CHANGING TEST LEVEL

You can set the Test level to any 10% value including Off and Full as follows:

- > Press [CL] to clear the Channel display, then hold [TS] and [AT] and press a number: 0, 1 through F. This test level is reset to Full if the desk is turned off or if the memory is erased.

## TESTING ALL CHANNELS OR DIMMERS



## CANCELLING TEST MODE



## **TESTING ALL CHANNELS OR DIMMERS**

You can test all Channels or Dimmers to the level of the Channels Master fader as follows:

- 1 **Set the Channels Master Fader to Off. This is important as otherwise the entire lighting rig may be suddenly turned on.**
- 2 **Press [CL] to clear the Channel display, then hold [TS] and CH] to test all Channels, or [TS] and [DM] to test all dimmers.**
- 3 **Slowly raise the Channels Master Fader to view all Channels or Dimmers at the master level.**
- 4 **Press [TS] or [CL] to stop the test.**

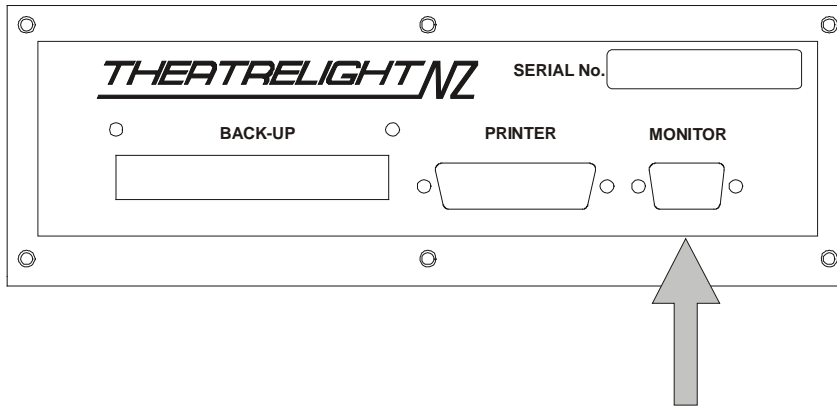
## **CANCELLING TEST MODE**

Since Test mode over-rides all other channel or dimmer levels, you must cancel Test mode to avoid leaving lights up on stage:

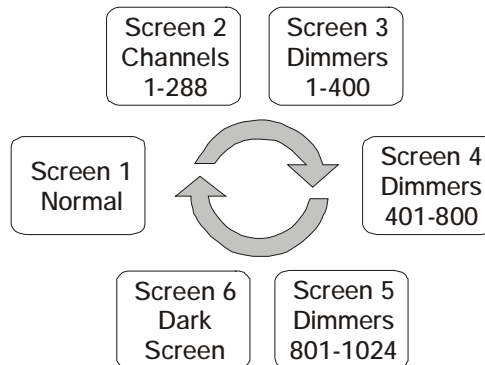
- > **Press the [CL] key.**

§ You can also edit the Patch list while live testing either channels or dimmers—see page 75.

### CONNECTING THE DISPLAY



### CHANGING SCREEN PAGES



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## CUEMASTER SCREEN DISPLAY

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While the Cuemaster can be operated satisfactorily without any other display assistance, you will find that busy shows are easier to operate using the Screen display.

### CONNECTING THE LCD DISPLAY

The Cuemaster II is fitted with a video display card suitable for use with any colour LCD monitor. A suitable size of screen is a 15 inch display.

- 1 Plug the monitor video cable into the 15 pin D connector at the back of the Cuemaster II.**
- 2 Connect power to the monitor, and adjust the screen size, contrast and brilliance for correct display.**

Several pages of information provide data on output channel levels, master state, fade state, and output dimmer levels.

### CHANGING SCREEN PAGES

You can move between the various screen pages at any time as follows:

- 1 Press [ 5 ], the Screen Up key to move up a page.**
- 2 Press [ 6 ], the Screen Down key, to move down a page.**

The following pages are available:

- SCREEN PAGE 1:** Normal default screen display, shows 72 Channel levels, Submasters, Fade Scene and Show Cue status. This screen is described at more length overleaf.
- SCREEN PAGE 2:** Channel levels 1-288. This same page used in Channels Edit Page mode. In this mode the 72 channels of that page are highlighted for easy identification.
- SCREEN PAGE 3:** Dimmer levels 1-400. The page shows the live dimmer levels being transmitted down the DMX-512 line in blocks of 100.
- SCREEN PAGE 4:** Dimmer levels 401-800.
- SCREEN PAGE 5:** Dimmer levels 801-1024.
- SCREEN PAGE 6:** Operator's dark screen, a special low brilliance page. Pushing the screen down button from the normal screen page settings turns the screen black, and is more convenient than turning off the monitor.

§ The Screen Page display cycles through all the display pages in either direction. You can also restore the screen to the normal default page 1 from any other page by pressing the [CL] key.





**PAGE 1 SCREEN LAYOUT**

At power up, or after a memory erase, the Cuemaster is reset to display Page 1, the normal display page.

**A TOP STATUS BAR**

MEMORY	Memory used status.
FLASH OFF	Flash Disable status.
CENTRE TITLE	Specifies type of display levels with Preview key.
RECORD	Record status. Flashes number of cues to assign or insert when recording.

**B CHANNEL LEVELS**

LEVELS	Channel levels display. Edited channel levels are displayed in bold reversed text.
ORIGINAL/EDIT ON	Compare key status. Also indicates Hold key status.
LATCH	Channels Latch key status. Also indicates Kill mode.

**C SCENEMASTER STATUS BAR**

RECORDING TYPE	Scenemaster Record type: Ms = Manual Scene, Fs = Fade-Scene, Ch = Chase, SH = Show.
PAGE NUMBER	Current Page number.

**D SCENEMASTER LEVELS**

SCENEMASTER LEVELS	Displays levels of Submaster faders in % levels and bargraph form.
LATCH	Scenes Latch status. Also duplicate Kill status.
LEVELS	LEVELS shows when no Last page master is up. Also flashes Last page number active status.

**E FADE-SCENE STATUS**

SCENE NUMBER	Scenemaster number and Page number of latest Fade-Scene.
FADE TIME	Active fade time (either current or recorded auto fade time) of latest Fade-Scene.
FADE STATE	Progress state of the Scenes auto cross-fader as bargraph and percentage.
AUTO FADE TIME	Recorded auto fade time of latest Fade-Scene.
NEXT SCENE	Master and Page number of next recorded Fade-Scene.
NEXT FADE	Auto time of next recorded Fade-Scene.

Mem 5%		Flash Off		THEATRELIGHT CUEMASTER												Record								
EDIT ON																								
1	2	3	4	5	6	7	8	9	10	11	12	1 - 24	13	14	15	16	17	18	19	20	21	22	23	24
F	50	70	F	20	F	F	F	10	50	F	50	LATCH												
25	26	27	28	29	30	31	32	33	34	35	36	25-48	37	38	39	40	41	42	43	44	45	46	47	48
1	2	3	4	5	6	7	8	9	10	11	12	SCENES	13	14	15	16	17	18	19	20	21	22	23	24
Ms	Fs		Ch				Ch				PAGE 1				SH									
1	2	3	4	5	6	7	8	9	10	11	12	LATCH												
F	75		50				F				LEVELS				F									

<p><b>FADE-SCENE STATUS</b>          Scene 2 of Page 1          AUTO: 2.2 secs             &gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;             100% complete          Auto Fade : 2.2 secs          Next Scene : 2, page 1          Next Fade : 10 secs</p>	<table> <tr> <td>Chns Mst</td> <td>Park Mst</td> <td>Scenes Mst</td> <td>Fade Time</td> <td>Seq Speed</td> <td>Grand Mst</td> </tr> <tr> <td>Full</td> <td>Off</td> <td>Full</td> <td>AUTO</td> <td>STEP</td> <td>Full</td> </tr> </table>	Chns Mst	Park Mst	Scenes Mst	Fade Time	Seq Speed	Grand Mst	Full	Off	Full	AUTO	STEP	Full	<p><b>SHOW 24/1 CUE STATUS</b>          Cue 5 of 57          AUTO: 25 secs             &gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;             100% complete          Auto fade: 25 secs          Links: . 2 . . 5 . . . . . . . .          Next Cue: 6, 3 secs</p>	<span style="background-color: #cccccc; border: 1px solid black; padding: 2px 5px;">F</span>
Chns Mst	Park Mst	Scenes Mst	Fade Time	Seq Speed	Grand Mst										
Full	Off	Full	AUTO	STEP	Full										
<span style="background-color: #cccccc; border: 1px solid black; padding: 2px 5px;">G</span> <span style="background-color: #cccccc; border: 1px solid black; padding: 2px 5px;">H</span>															

**F SHOW CUE STATUS**

SHOW NUMBER	Scenemaster number and Page number of latest Show.
CUE NUMBER	Current cue number and total cues in Show. Cue number with E indicates End cue (last cue) of Show.
FADE TIME	Active fade time (either current or recorded auto fade time) of current cue.
FADE STATE	Progress state of the Show auto cross-fader as bargraph and percentage.
AUTO FADE TIME	Recorded auto fade time of current cue.
LINKS	Link numbers 1 to 16 recorded on current cue.
NEXT CUE	Number and auto fade time of next recorded cue.

**G MASTER LEVELS**

CHANNELS MASTER	Bargraph and percentage level of Channels Master.
PARK MASTER	Bargraph and percentage level of Park Master. Flashes as warning if Park Master is up.
SCENES MASTER	Bargraph and percentage level of Scenes Master. Flashes as warning if Scenes Master is not at Full.
FADE TIME	Bargraph and fade time of Scene Fade Master. Indicates Step Mode.
CHASE SPEED	Bargraph and step time in seconds or BPM (Beats per Minute) of Speed Master. Indicates BPM when the Cue Go key is tapped when recording Chase Beat (only if Scene Fade is set at Instant).
GRAND MASTER	Bargraph and percentage level of Grand Master. Flashes as warning if Grand Master is not at Full.

**H MEMORY STATUS**

When you press the Record key, the Masters Levels box is replaced with a Memory Status display:

SHOWS	Total number of recorded Shows.
CHASES	Total number of recorded Chases.
FADE-SCENES	Total number of recorded Fade-Scenes.
MANUAL SCENES	Total number of recorded Manual Scenes.
SCENEMASTERS SPARE	Total number of Scenemasters yet to be recorded.
MEMORY SPARE	Memory spare as percentage.
CUE STEPS TOTAL	Total count of all Show cues, Chase steps, Fade-Scenes, and Manual Scenes.

Major Functions

RECORD BACKUP SCENE

Set scene levels - Press [RECORD]

ASSIGN BACKUP SCENE

Hold [RECORD], press Backup Flash key

RECORD KEY

RECORD ENABLE

Hold [RECORD], enter Record Code  
on Backup Flash keys 1-9

RECORD CLEAR

Hold [RECORD], press [0]

RECORD DISABLE

Hold [RECORD], press [HOLD]

ERASE MEMORY

Hold [RECORD] & [HOLD], enter Erase  
Code on Backup Flash keys 1-9

FOR MORE RECORD HELP

Press other control keys

Other Functions

For Help on a key function, press the key while keeping Help held...

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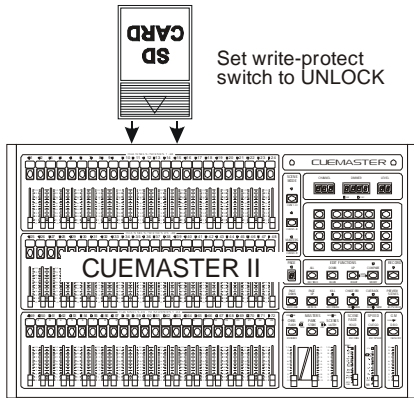
## CUEMASTER ON-SCREEN HELP

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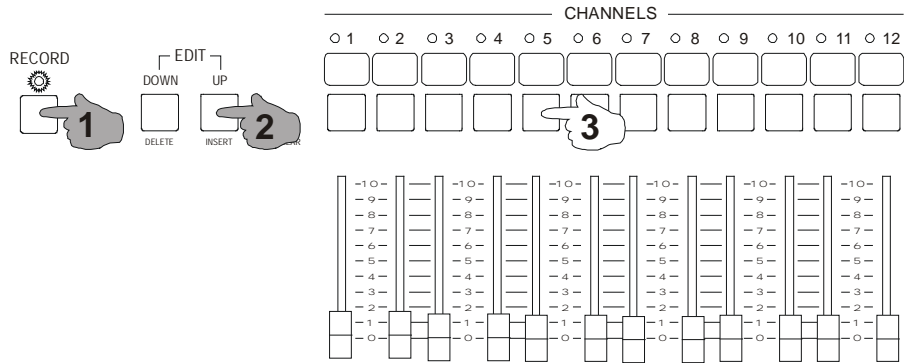
On-screen Help is available for all key functions similar to the sample pictured opposite. You can access Help as follows:

- 1 **Hold [RECORD] and press [PREVIEW], then release [RECORD]. Keep your finger on the Preview Key.**
- 2 **For Help on other control keys, keep [PREVIEW] held and press the control keys one after the other.**

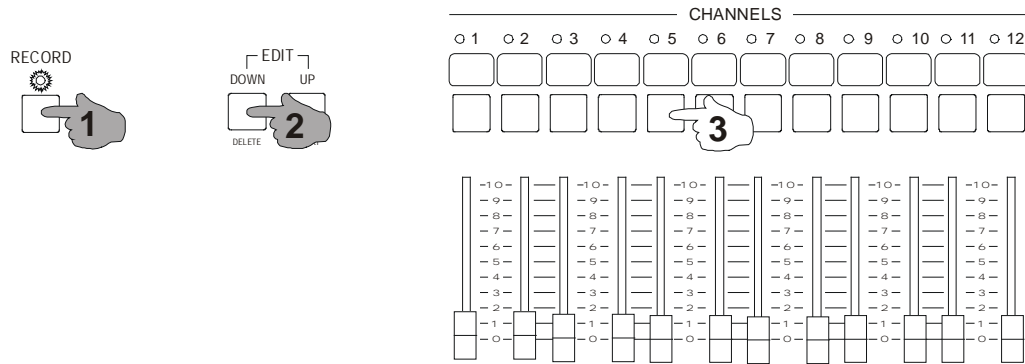
### INSERTING THE CARD



### SAVING TO CARD



### LOADING FROM CARD



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## CUEMASTER MEMORY CARD BACKUP

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The Cuemaster II can save the entire memory (all the scenes, chases, and shows on all pages) to an SD Card for backup or library purposes, and restored later. Moreover each SD card can save 24 different copies (“volumes”) of the memory to the one card

### **SAVING TO SD CARD**

You can save the entire Cuemaster II memory to an SD card volume as follows (Record must be on):

- 1. Set the write protect switch on the SD card to Unlock (towards the contact end of the card)**
- 2. Push the SD card, label uppermost, into the socket at the back of the Cuemaster**
- 3. With the Record LED ON, hold [RECORD] and [UP], then press any Flash key on the top preset**

After a short Mimic flash, the screen shows “Saving to card”. If you pressed flash key 1, the memory is saved to volume 1 in the card, while pressing flash key 5 saves to volume 5 in the same card etc. You can then remove the SD card (push to remove). To prevent accidental overwrites, set the write protect switch on the card to the Lock position. As each card can store up to 24 volumes in the same card, it is advisable to *make a written note of the card and the volume numbers used*.

### **RESTORING FROM SD CARD**

You can restore the entire Cuemaster II memory from a SD card volume:

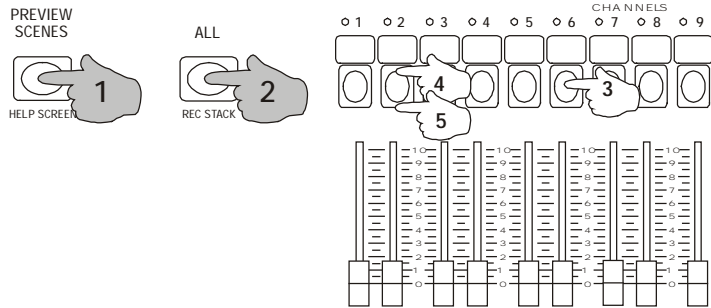
- 1. Push the SD card, label uppermost, into the socket at the back of the Cuemaster II**
- 2. With the Record LED ON, hold [RECORD] and [DOWN], then press a Flash key on the top preset of any previously saved volume**

After a short Mimic flash, the memory starts restoring from the card. If you pressed flash key 1, the memory is restored from volume 1 of the card. If you pressed flash key 5, the memory is restored from volume 5 of the same card etc.

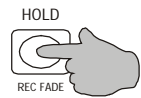
- § A long flash of the Mimic display indicates an error. Error codes are shown in the screen display at the top of the page.
- § Saved volumes can only be restored to the same model and channel size.
- § As save and restore take a few seconds to complete, avoid SD card operations with lights live on stage.
- § Each SD card volume may be written 100,000 times without degradation. Read operations are unlimited.
- § SD card size for the Cuemaster II can be from 32MB to 1GB. The Cuemaster saves its data to SD card addresses starting at 600000H (6MB) so that if the card is no longer required for backup purposes, it may be re-used in a PC (after re-formatting).



## PRINTING THE CUE-LIST (RECORD CODE: 622)



## PRINT CANCEL



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## CUEMASTER HARD COPY PRINTOUT

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The Cuemaster II can provide a full printout of all recorded levels, fade times, cues and links, chase speeds, and the patch status on a PC compatible parallel printer.

### **CONNECTING THE PRINTER**

The Cuemaster is designed to print on cut-sheet or fan-fold paper on PC compatible printers. You can use any other printer which emulates this standard.

- 1 **Plug the printer cable into the 25D printer socket at the back of the Cuemaster.**
- 2 **Load a sufficient supply of fan-fold or cut-sheet paper in the printer and switch the printer on.**
- 3 **Set the printer to draft mode if available for faster printout.**
- 4 **If using fan-fold paper, press the printer Load key to set the first page in correct position.**
- 5 **Set the printer On-line.**

### **PRINTING THE CUE-LIST**

You can now print the levels of all Manual Scenes, Fade-Scenes, Chases and Show cues, with cue links and fade times, and chase speeds in both seconds and beats per minute, followed by the Patch listing:

- > **Hold [PREVIEW] and [ALL], then enter the Record Code on the Channel flash keys above the top row of faders.**

A space is left at the top of the printout to fill in the production name and date if required. Only valid Scenemaster recordings and channel levels are printed to conserve paper. The printout ends with a Memory Status summary of Scenemasters and memory used, and totals for all Manual Scenes, Fade-Scenes, Chases, Shows, and Cue steps.

§ Command key operation is disabled during printing, but all fades and chases in progress are maintained without interruption.

§ If there is a printer fault, the Mimic LEDs will give a long flash before the desk restores normal key operation.

### **PRINT CANCEL**

You can cancel a long printout at any time during the printing:

- > **Press the [HOLD] key.**

The Cuemaster will return to the keyboard command mode after a long Mimic flash.

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**GLOSSARY**

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ADD MODE	Mode in which pressing a channel Flash key adds the channel to the other lighting.
ANALOGUE	A smooth changing voltage (as opposed to digital)
ASSIGN	Allocate a recording to a Scenemaster or Submaster.
AUTO-FADE	Applied to Scenes or Cues which fade at a pre-recorded fade time.
AUTO-SPEED	Applied to Chases which step at a pre-recorded rate.
BACKUP SCENE	Memory lighting scenes used primarily as backup lighting.
BLACKOUT	All lights out on stage.
BLIND	Not showing on stage.
BO	Blackout; all lights out on stage.
BPM	Beats per minute: applied to music rhythms.
CHANNEL	One of the controlled output lines from a lighting desk; or a dimmer channel.
CHASE	A repetitive pattern of lighting changes.
CROSS-FADE	A smooth change from one lighting state to another.
CUE	An action or time event which results in new lighting on stage; the lighting state following the cue
DBO	Dead Black-out: no light on stage.
DIMMER	A power controller which changes the brilliance of lights connected to it.
DIPLESS	Applied to a cross-fade where a dimmer up at the same level on both the new and the old lighting states does not change level during the cross-fade.
DMX-512	A method of transmitting dimmer levels digitally over a two wire cable. (Digital MultipleX, 512 dimmers)
EEPROM	Electrically Erasable Programmable Read Only Memory: otherwise know as Flash Memory.
EMI	Electro-Magnetic Interference. Electrical noise.
ERASE	To clear and reset the memory.
FADER	A slider control.
FADE- SCENE	In the Cuemaster, a set of recorded levels and a fade time which may be automatically faded.

FADE TIME	The time taken to complete a fade from full off to full on.
FLASH KEY	Any key which flashes a channel or scene to Full. Sometimes called Bump keys (USA).
GRAND MASTER	A master fader which controls the final output levels of a lighting desk.
HTP	Highest Takes Precedence: the highest command level is used as the controlling level
KILL	Turn off a light.
KILL MODE	Mode in which pressing a Flash key turns off all other lighting. Sometimes called Solo or Swap mode.
LATCH MODE	In the Cuemaster, a push-on, push-off function of the Scene flash keys.
LCD	Liquid Crystal Display
LED	Light Emitting Diode.
LEVEL	The brightness of a channel or dimmer as a number from 0 (off), to 10 (full on), or from 0% to 100%.
LINK	In the Cuemaster, a Submaster on the same page operated by a Show cue.
LTP	Latest Takes Precedence: the latest command level is used as the controlling level
MANUAL SCENE I	n the Cuemaster, a set of recorded levels which must be manually faded.
MASTER	A fader which has overall control of a number of levels or some other major function.
MCB	Miniature Circuit Breaker- a re-settable current protection device.
MIMIC DISPLAY	A display often using Light Emitting Diodes (LEDs).
NON-DIM	A dimmer set to Non-dim acts like a switch: on or off
ONE TO ONE PATCH	A Patch look-up list where Channel 1 drives Dimmer 1 at Full and so on for all channels.
PAGE	A set of Scenemasters.
PARK STORE	A single memory store of all channel levels in the Cuemaster. Sometimes called Grab.
PATCH	To connect a number of dimmers at differing levels to a channel.
PATCH LIST	A look-up list enabling each channel to drive a number of selected dimmers at differing levels.
PRESET	A row of faders representing all the channels in a scene; to set up faders in advance of a cue.
PREVIEW	To view a set of recorded levels without showing on stage.
RECORD BUFFER	In the Cuemaster, spare memory used for recording levels before assigning them to a Scenemaster.
SCENE	A recording which stores a single set of all channel levels.

SCENEMASTER	A master fader which controls the playback of a scene of recorded levels.
SCR	Silicon Controlled Rectifier. A unidirectional power switch used in dimmers
SEQUENCE	A repetitive pattern of lighting changes.
SHOW	A performance. In Theatrelight control panels, a Scenemaster which stores a sequence of cues.
SOFTSTART	A minimum fade up time programmed into a dimmer to enhance lamp life.
SOLO MODE	Another name for Kill mode.
SNAP FADE	An instant change from one lighting state to another.
STEP	To change from one scene or cue to another. Also, one scene of a Show or Chase.
SUBMASTER	A master fader which controls the playback of a scene of recorded levels.
TRIAC	A bidirectional power switch. Dimmers using triacs should be used with care on inductive loads.
USITT	United States Institute of Theatre Technicians. Arbiters of the DMX-512 standard.
ZERO PATCH	A Patch look-up list where each channel drives no dimmers.

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## MAINTENANCE

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To keep your Cuemaster II looking and working well take note of these points:

- § Keep the dust cover on when you are not using the desk: dust is detrimental to fader life.
- § Do not drink, eat or smoke over the desk.
- § Do not use excessive pressure on fader knobs or keys, or lean your elbows on active area of the desk.
- § Never use contact cleaner or other solvents on the panel. Touring desks should travel in a sturdy road case with adequate protection from dust and vibration.
- § Take care that all connections are firmly in place when operating the desk.
- § If your local power supply is subject to low voltage or electrical noise, power the desk from a UPS.
- § After plotting, always save to card and make a printed backup of the Cuemaster and patch states.
- § If liquids are spilt on the front panel, the desk must be turned off immediately, disassembled, the wetted parts rinsed in clean warm water, air blasted, and dried thoroughly in hot air before reassembly.
- § Note that if the CPU card is wet, the Lithium battery must be disconnected before washing. Contact Theatrelight or your agent if necessary.

If you have any questions or suggestions about the Cuemaster II or this operation manual, please contact Theatrelight or your Theatrelight agent with the following information:

- § Your name and address.
- § Your application of the Cuemaster, and your questions or suggestions.

**THEATRELIGHT LTD**

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**NEW ZEALAND**

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**website: [www.theatrelight.co.nz](http://www.theatrelight.co.nz) email: [sales@theatrelight.co.nz](mailto:sales@theatrelight.co.nz)**

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## SPECIFICATIONS

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### CONSTRUCTION

Extruded, black anodised aluminium frame with polished wooden ends.

Front panels are 2mm thick aluminium, finished and anodised black, three colour screened in abrasion resistant two pot epoxy ink.

### FADERS

60mm stroke long life linear faders with custom moulded ABS knobs.

All faders are protected by a built-in dust shield.

### FLASH KEYS

Gold contact long life computer keys with custom moulded 19mm keycaps.

### ELECTRONICS

CMOS microprocessor with 5 year lithium battery backed CMOS internal memory.

Plug in external memory card with replaceable 5 year lithium battery and write protect switch.

Eight bit (256 step) record and playback of channel levels.

### POWER SUPPLY

The Cuemaster and DMX-Link are switchable 120/288 VAC, 50-60Hz. Power consumption is less than 10 watts.

### DIMMER OUTPUT

USITT DMX-512 1990 Digital multiplex system requiring twin twisted shielded cable approved for RS-422/485 of up to 600 metres for transmission to remote dimmers. Dimmer data rate is greater than 20,000 dimmer levels per second.

### DMX DECODERS

DMX-512 analogue output receivers can be supplied by Theatrelight to drive any make of dimmer requiring plus or minus 10, 12, or 15 volts, with or without diode offset. Each receiver may be programmed with a channel offset. Up to ten of these 64 channel receivers can be used in larger installations. TLRX Receivers are available in either 19 inch, 1 U rack mounting configuration, or as a standalone portable version.

### DMX SPLITTERS

DMX-512 splitters and isolators can be supplied by Theatrelight to drive multiple DMX lines for larger installations. The splitter re-shapes and buffers the received DMX signal. Theatrelight DMX Splitters are available in either 19 inch, 1 U rack mounting configurations, or as a standalone portable versions.

**EXTERNAL CONNECTIONS**

POWER	Switchable 120/288 VAC 50/60 Hz, 30 watts, via IEC 630 male sockets.
DIMMER OUTPUTS	EIA-485 250 K Baud to DMX-512 via 5 pin Cannon XLR female sockets.
REMOTE STEP	Two channel short to earth via 6.25 mm Stereo jack socket.
PRINTER PORT	25D female socket for PC compatible parallel printers.
VIDEO PORT	Standard VGA D type female socket.
DESK LIGHTS	BNC sockets for Littlite model 12G or equivalent gooseneck fittings. Bulbs are 24 volt, 2.8 watt Lucas LLB865 or equivalent
MEMORY CARD	256 KByte write-protectable card. Replaceable long life Lithium battery.

**DIMENSIONS**                      **Length    Depth    Height    Weight**

Cuemaster II Dimensions	750mm	490mm	115mm	15kg
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**DESK LIGHTS**

The Cuemaster II is fitted with sockets for BNC goose-neck working lights. Please note the following points:

**The bulbs specified for use in the Littlight fittings are 24 Volt, 2.8 Watts, Lucas LLB 865 or equivalent, and are easily obtainable at any automotive electrical supply house.**

§ If you attempt to use bulbs of a lower voltage, or higher wattage than that specified, the desk light fuse on the back panel may blow.



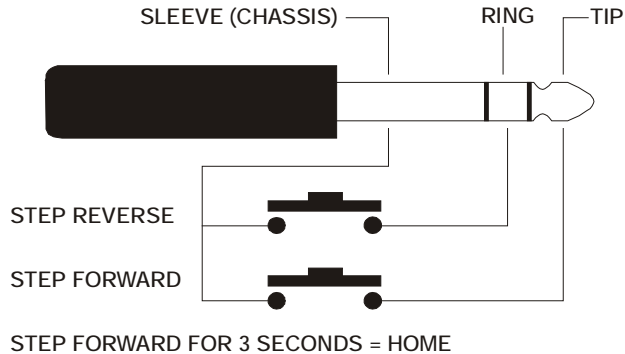
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## CONTROL CONNECTIONS

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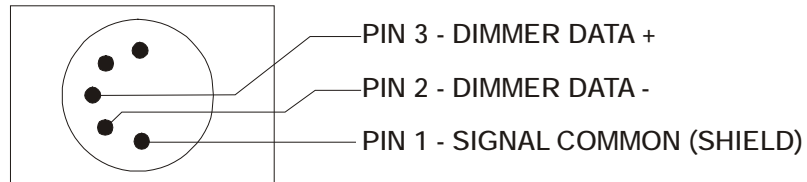
### REMOTE CONTROL

#### 6.25mm STEREO JACK



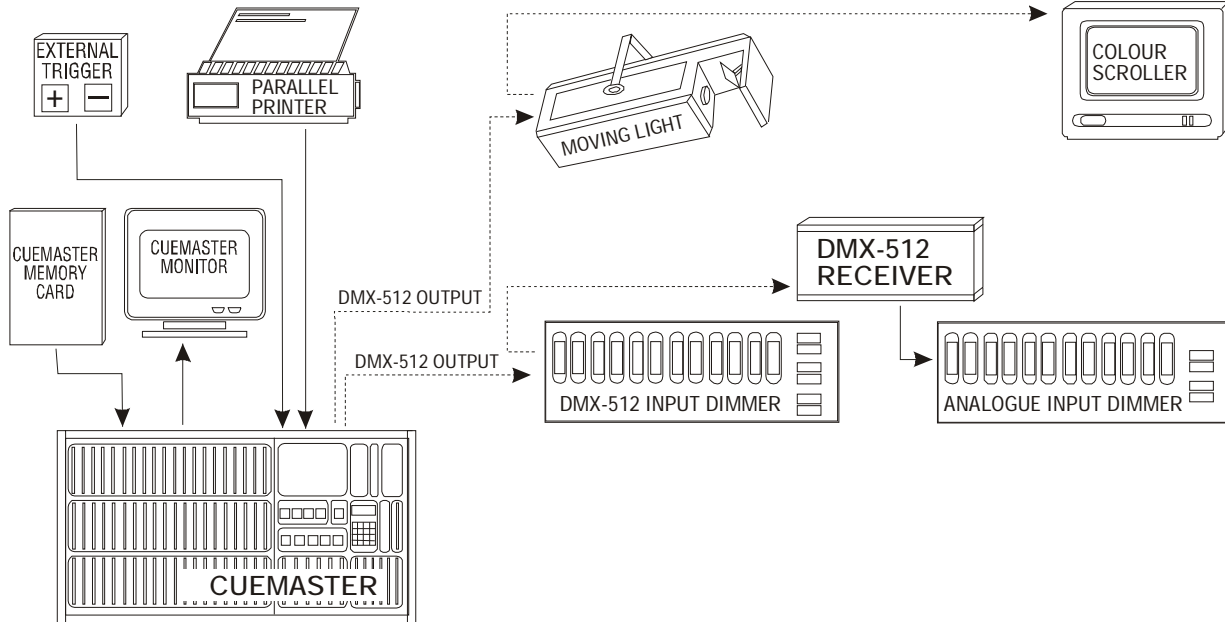
### DIMMER MULTIPLEX OUTPUT

#### USITT DMX-512 1990 PROTOCOL



USE SHIELDED TWISTED PAIR CABLE  
APPROVED FOR RS-422 / RS-485

## SYSTEM SETUP



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**INDEX**


---

Add mode.....	9, 21, 31	Stopping.....	43
All key .....	9, 19, 37, 41	Clear key .....	11, 73, 75, 77, 79, 83
At key.....	11	Clearing edited levels.....	9, 21, 37, 39
Auto fade .....	7, 33, 35, 59, 63	Compare key .....	9, 21, 37, 39
Blackout .....	7, 21, 23, 69	Comparing .....	21
Blind recording .....	5, 29, 41	Comparing levels .....	37
Changing		Copying	
Chases to Shows .....	45, 47, 51, 59	Chases.....	49
Cue order .....	57	Fade-Scenes.....	39
Manual Scenes to Fade-Scenes .....	33	Manual Scenes .....	39
Shows to Chases .....	45, 47	Shows .....	57
Changing Manual Scenes to Fade-Scenes .....	31	Cross-fading	
Channel display .....	11	Continuous Shows .....	63
Channel faders.....	5, 17, 29	Cues .....	51
Channel flash keys.....	5, 17, 69, 91, 93	Fade-Scenes.....	31
Channel key.....	11	Presets.....	5, 17
Channel mimic display .....	5, 17, 67, 69	Remote Cues .....	64
Channels Edit Page keys .....	9, 37	Scenes .....	25, 31, 33
Channels latch mode .....	7, 21, 69	Cue back key .....	9, 47, 51, 55
Channels Master .....	5, 17, 19, 29	Cue definition .....	24
Channels Master flash key .....	5, 7, 19, 69	Cue go key.....	7, 45, 47, 51, 55, 59, 64
Chase reverse key .....	9, 43, 49, 57, 59	Cues	
Chases.....	24	Changing order .....	57
Copying.....	49	Completing a fade .....	53
Deleting.....	49	Deleting.....	55
Deleting steps .....	47	Editing levels.....	55
Displaying speed or beat .....	45	Holding fades .....	53
Editing levels .....	47	Inserting .....	55
Flashing .....	25, 43	Linking .....	5, 9, 24, 61, 63, 64, 93
Inserting steps.....	47	Over-riding fade times.....	53
Linking.....	61	Playing back.....	51
Playing back.....	43	Recording.....	51
Recording.....	43, 45	Skipping .....	53
Reversing.....	43	DBO key .....	7, 21, 23, 69
Stacking .....	49	Deleting	

Chase steps .....	47	Over-riding fade times .....	35
Chases .....	49	Playing back.....	31
Cues .....	25, 55	Recording.....	31, 33
Fade-Scenes .....	41	Snap fades .....	35
Shows.....	59	Split fades .....	35
Desk lights.....	11, 99	Transferring.....	41
Desk set-up .....	15	Flash disable.....	69
Dimmer display.....	11	Flash key .....	19
Dimmer end-point.....	11, 73	Flash mode .....	7
Dimmer key .....	11	Flashing	
Display port .....	83	Channels.....	17, 79
Displays		Chases .....	25, 43
Channel .....	11	Dimmers .....	79
Dimmer .....	11	Fade-Scenes .....	25
Dimmer end point .....	11, 73	Manual Scenes .....	25, 29
Level.....	11	Preset channels .....	19
DMX-512 .....	13, 15	Shows .....	25, 51
Down key .....	9, 19, 37	Full key .....	11, 73, 75
Edit Channels Page keys .....	19	Fuses .....	13, 99
Editing		Glossary.....	94
Chases .....	45, 47	Grand master .....	7
Cues .....	51, 55	Grand Master .....	21
Fade-Scenes .....	37	Help key.....	9
Manual Scenes .....	37	Help screens .....	89
Patch list.....	73	Hold key.....	7, 51, 53, 93
Shows.....	55	Holding fades .....	31, 35, 53
Erase code .....	9, 91	Inserting	
Erase memory .....	9, 91	Chase steps .....	47
Fade-Scenes .....	24	Cues.....	25, 55
Blind recording.....	41	Kill key .....	9
Completing a fade .....	35	Kill mode .....	21, 69
Copying .....	39	Latch key .....	7
Cross-fading .....	31, 33	Latch mode .....	69
Editing levels .....	37	LCD display.....	13, 45, 67, 83
Flashing.....	25	LEDs	
Holding fades .....	31	Channel mimic display .....	5
Linking.....	61	Channels Latch .....	7, 69

Chase reverse.....	9	Modifying levels .....	39
Compare .....	9, 21, 37	Number keys.....	11
Cue back .....	9, 51	One-to-on patch.....	73
Edit.....	11	Overwriting scenes .....	41
Flash off .....	7, 69	Page display .....	9
Kill .....	9, 21, 29	Page down key .....	9
Page change.....	9	Pages .....	25
Record .....	9, 27	Park key.....	5, 17
Scene.....	5	Park master .....	5, 17
Scene fade .....	5	Patch list	
Scenemaster mimic.....	25	Editing.....	73, 75
Scenes Latch .....	7, 69	One-to-one patch .....	73
Show fade .....	7, 51	Reading levels .....	73
Step.....	7	Zero patch.....	73, 75
Test.....	11	Playing back	
Level display .....	11	Chases.....	43
Links .....	24, 61	Fade-Scenes.....	31
Loading from memory card .....	91	Manual Scenes .....	29
Maintenance .....	97	Shows .....	51
Manual operation .....	17	Power select switch .....	15
Manual Scenes .....	24	Power supply .....	13
Blind recording .....	41	Preview key .....	9
Copying.....	39	Preview modes .....	67
Editing levels .....	37	Print cancel.....	93
Flashing .....	25, 29	Printer por .....	13
Playing back .....	29	Printer port.....	93
Masters		Printing the cue list.....	93
Channels .....	5	Protecting channel usage .....	39
Grand master .....	21	Reading channel and dimmer levels .....	77
Grand Master .....	7	Record clear .....	27
Park.....	5, 17	Record code .....	27
Scene Fade.....	7	Record disable.....	27
Scenes .....	5	Record enable .....	27
Speed.....	7, 47	Record key.....	9
Memory card.....	13, 91	Recording	
Memory erase.....	9, 91	Blind.....	29
Memory operation .....	24	Chases.....	43

Fade-Scenes .....	31, 33	Continuous .....	63
Manual Scenes .....	29	Copying .....	57
Shows .....	51	Cue links .....	61
Recording method .....	25	Cue Links .....	61
Remote show control .....	64	Deleting .....	59
Remote step .....	13, 64	Deleting cues .....	55
Saving to memory card .....	91	Editing cue levels .....	55
Scene Fade master .....	7	Editing fade times .....	51
Scene keys .....	5, 17, 29	Flashing .....	25, 51
Scene LEDs .....	29	Holding fades .....	53
Scenemaster faders .....	25	Inserting cues .....	55
Scenemaster flash keys .....	5, 25	Over-riding fade times .....	53
Scenemaster mimic display .....	5, 25	Playing back .....	51
Scenemaster pages .....	25	Recording .....	51
Scenemaster recordings .....	24	Remote control .....	64
Scenes		Skipping cues .....	53
Blind recording .....	41	Stacking .....	59
Copying .....	39	Snap fades .....	35
Deleting .....	41	Specifications .....	98
Editing fade times .....	33	Speed master .....	7, 47
Editing levels .....	37	Split fades .....	61
Latch mode .....	69	Stacking	
Linking .....	61	Chases .....	49
Over-riding fade times .....	35	Scenes .....	59
Overwriting .....	41	Step mode .....	7, 47, 51
Solo mode .....	69	Submaster faders .....	5
Stacking .....	59	Test all levels .....	81
Transferring .....	41	Test down key .....	11
Scenes master .....	5	Test key .....	11, 79
Screen display .....	13, 67, 83	Test level .....	79
Screen Help .....	89	Test mode .....	79
Screen up/down keys .....	11, 83	Test mode patch set-up .....	75
Setting a scene .....	17	Test pause key .....	11
Shows .....	25	Two preset operation .....	17
Automatic .....	63	Up key .....	9, 19, 21, 37
Changing cue order .....	57	Zero key .....	11
Completing a fade .....	53	Zero patch .....	73, 75

