

Cue Player Lighting Help

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Cue Player Lighting

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Introduction

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Introduction

Introducing Cue Player Lighting

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Cue Player Lighting came about as a need at the theater, where I serve as Technical Director, to replace our aging Horizon system. It runs via a parallel port to dmx converter box and although it served us well, the fear was that should anything happen to it we would be 'up the creek'.

I choose the Enttec Pro as a viable replacement interface and modeled the software user interface after the Horizon system and that of Cue Player Premium.

There was also the need to be able to run a show with just one booth operator. Rather than have that person go back and forth between two keyboards, Cue Player Lighting was built to be able to act as a slave to the sound program. One cue list (albeit a large one) and one keyboard.

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Getting Started

Getting Started

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The installer will create a Cue Player Lighting folder and copy in the files:

- CPLighting.exe - the main executable to run
- CPLighting.ini - the settings file (I'm not a registry fan)
- CPLighting.lfix - the fixtures data file
- CPLighting.spch - the soft patch table
- CPLighting.gels - the translation of gel numbers to colors
- CPLighting.scne - the saved scene cues
- Sample.cue - an example cue file
- Sample.fmap - a sample fixtures to dimmer map

There will also be a couple uninstaller files should you want to do that.

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Contacting Us

Contacting Us

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Main Home page - www.baxeldata.com

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About Baxel Data

Baxel Data Systems is known primarily for the [Cue Player Premium](#) software package. That software controls the sound effects and video projections in over 390 theaters, churches, and schools around the world.

Our focus is to bring comprehensive, affordable tools to the entire theater community, not just the 500 seat houses. I am technical director at a theater, the software is used and developed there, not in an office by people who have never done a live show. Any new version has gone through the run of a show at our theater before being released.

Baxel Data also has non-theater software, notably Kart Tracker. That package will time, display and announce a race of radio controlled cars at an arcade. If you go to the Baxel Data [web site](#) you will also see a variety of free tools I've developed along the way.

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Cue Player Lighting

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The Main Screen

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Tool Bar

The Tool bar has icons for most of the tasks of setting up a cue list and running a show. Patching, Fixtures, and Preferences are on the bar, but discussed under their own Help topics.



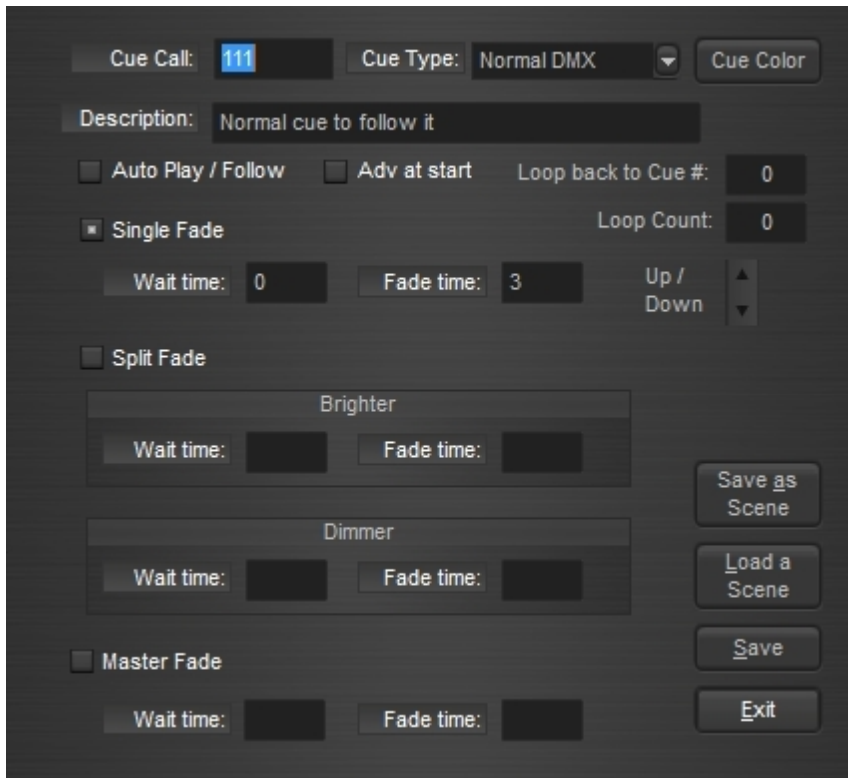
The first group is the Files section. The icons trigger the activity for creating a New cue file, Loading an existing cue file, or Saving As (for backup) the current cue file. Individual Cues in the current file are saved via the Record icon as the show is developed, so there is no Save icon.



The edit group has the triggers for Cut, Copy, Paste, and Save as.... Selecting a cue in the list will gather all the dimmer levels for that cue. Cut will remove the cue from the list, but keep the levels in memory. Selecting another cue in the list and clicking Paste will insert the the saved cue above the selection. Copy follows the same action, but keeps the current cue in place as well. Save as... will allow you to enter a cue call number and save the cue at that point. It is possible to overwrite existing cues that way, so a reminder prompt will appear in that case.

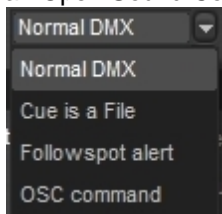


This is Add, Add Channel, Insert After, Insert Before, and Delete. Before and After would be relative to the currently selected cue. Delete will simply remove the cue from the list. The add screen will appear for both Add and Insert:



Here you can enter the cue call number, select the cue type, set the color for the Description text, and then the text itself.

The Cue Type dropdown shows 4 choices: a normal DMX cue for setting light levels or fixture settings, a cue that uses another cue file to run (nesting), a Followspot alert, using the included program 'playwin.exe', and an Open Sound Control (OSC) command to be sent.



A file cue could be something like a chase or lightning that you created as a separate cue file. With an additional monitor connected to this computer, the Followspot alert will show the cue description on that monitor in the background color of the cue text here. The network connection is defaulted to port 5200 for host 127.0.0.1 (the local machine).

Selecting an OSC command will change the window to this:

The screenshot shows the configuration window for a cue. At the top, the 'Cue Call' is set to '116' and the 'Cue Type' is 'OSC command'. The 'Description' field contains 'OSC command'. Below this, there are several options: 'Auto Play / Follow' (unchecked), 'Adv at start' (unchecked), 'Loop back to Cue #' (0), 'Single Fade' (checked), and 'Loop Count' (0). The 'Wait time' and 'Fade time' are both set to 0. There are 'Up / Down' arrow buttons for navigation. Below these are sections for 'Brighter' and 'Dimmer', each with 'Wait time' and 'Fade time' fields. A 'Master Fade' section is also present with similar fields. On the right side, there are buttons for 'Save as Scene', 'Load a Scene', 'Save', and 'Exit'. At the bottom, the 'OSC Command' section shows the 'Command' field with '/cpsound/play 18', 'IP Address' set to '127.0.0.1', and 'Port #' set to '4444'.

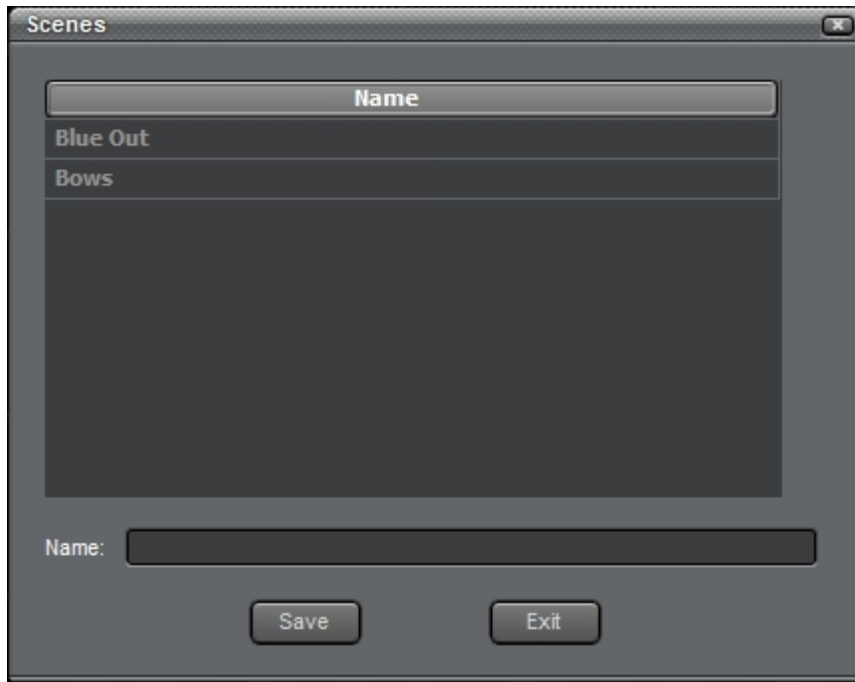
The parameters for the OSC command are the command itself, the IP address of the receiving device, and the port number that device is listening to.

Following that are the characteristics of the cue itself. If Auto Play is checked, the cue will execute when clicked or after the previous cue has completed. Advancing at start allows for running several fades at once. The cue will start and if the next cue is set to Auto Play, then it too, will run. Looping over several cues is allowed. The number of the starting cue and how many loops can be entered. The loop can be stopped immediately by the Stop button on the toolbar or the Pause/Break key. If the Space Bar is pressed, then the loop will finish a cycle before moving on.

The currently selected cue can be moved up or down in the cue list via the arrows.

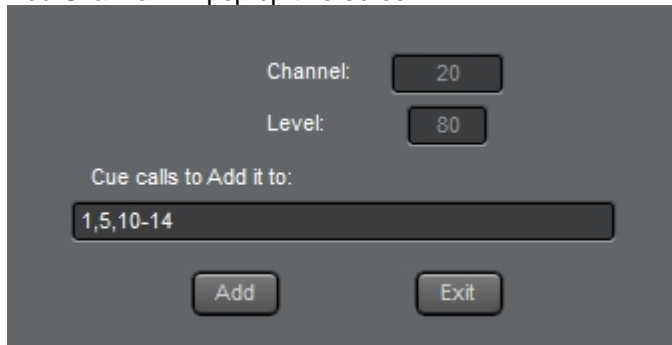
Cues can be a Single fade, Split fade or Master fade. A Single fade starts after the Wait time and proceeds over the Fade time to move all the selected dimmers to their new values, brighter or dimmer. A Split fade will treat the dimmers going brighter and those going dimmer differently according to the values set in the Wait and Fade values. A Master fade will fade out all channels, including any settings of an active submaster. All transitions are stored by channel so multiple scene fades can be active at the same time.

The current channel values can be stored in their entirety as a scene for future use. This screen will open to allow additions and selection:

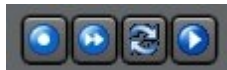


When you save a scene you may name it what you wish, Save, and it will appear as the next line item. When recalling a scene, click on one of the listed lines. To delete a scene, blank out the name. The leftmost button will change titles from Save to Delete. If you select a scene, buttons will appear to allow you to Overwrite the current channel levels with the ones from the scene, or to Add the scene levels to the current ones.

Add Channel will pop up this screen:



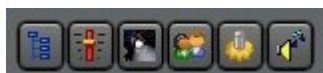
This allows you to add a channel setting to existing cues. In this case, Channel 20 will be set to 80 for cues 1, 5, and 10 through 14. Useful when a light is added to or removed (level=0) from existing cues.



The runtime group has buttons to turn Blind mode on or off, Autoadvance on or off, to Record the current cue levels (the Enter key will also record), and to Play a cue. The space bar will also Play the cue. To Play a cue immediately, without fades, right click the Play button. Pressing the space bar and the Ctrl key together will also play the cue immediately. Turning Blind and/or Autoadvance off is useful during cue setup and can be toggled with the F4 and F5 keys so you don't have to use the mouse.



The first X will break out of a loop or stop a running cue. The Pause/Break key will also. The second X is the Blackout button. All dimmers will be set to their minimum value, which may or may not be zero. The ESC key will also do a blackout.



These buttons are for the additional functions of setting up Softpatches, Submasters, Fixtures (LED lamps), Groups, Preferences, and Connecting to Cue Player Premium. These functions are explained under their own Help topic.

Cue List

Cue List

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Call	Description	Time	
30	Normal cue to follow	0	
10	dummy	2	▶
15	loop middle	2	▶
20	loop test	2	↻
30	Normal cue to follow	3	
40	This is a test of the length of the cue descri	0	
50	Our first loop cue!	2	
60	And then what?	5	
70	Timed fade	10	⬇
80	Follow on dim	4	▶

The Cue list has 4 columns. The first is the Cue Call or the number of the cue that the stage manager will call to be played. The second is the description of the cue as it relates to the show, where the light is, what action is taking place, etc. The third is the Time or duration of the cue, in seconds or tenths of seconds. If the cue is a split fade, both times will show. The final column displays a blue play icon if the cue is an autoplay cue. The description will also be indented by one for an autoplay cue. An Advance at Start cue is indicated by the blue down arrow. A Loop cue will show the curved arrow. The cue you are sitting in (has been played) is marked in orange. A playing/in process cue will be colored blue and a progress bar will appear at the top where the 0 is now.

111	Normal cue to follow it	3	
116	OSC command	0	OSC
121	File cue	3	📁

An Open Sound Control (OSC) cue will be indicated by a small block 'OSC', a cue that runs another cue file will show a file folder icon.

Channels

Channels

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Each channel has its own level box. The channel number is shown, along with a red alert icon indicating that it is selected for level setting or not, and finally, a field for the level itself. Cue Player Lighting will support up to 1024 channels. The number of channels displayed depends on the screen size and will automatically display as many as it can based on the window size. The additional (leftover) channels will appear on subsequent tabs across the top. The total number of channels is set in Preferences under "# of Channels".

Channels are selected in the same manner as items in a list in other Windows programs: single click in the box will select just that dimmer, Ctrl-Click will select individual dimmers, keeping previous ones, and Shift-Click will select the range of dimmers from the first to the one Shift-clicked. A right-click on a selected channel will unselect it. Holding the mouse down and dragging will select the channels the mouse rolls over. The Delete key or clicking any clear area on the main screen will clear all selected channels.

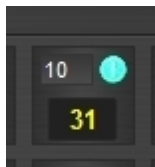
The level can be set by typing a number in the level field, or from the keyboard. Up and Down arrows for a change of one, Page Up/Page Down for a change of 10, and Home/End for a change of 100. The mouse wheel can also be used to scroll values up and down.



A channel can be locked by double-clicking the box. Once locked, it will not change from its current value as cues are run. The intended use is for an emergency or burn-out recovery during a performance.

Levels for intensity go from 0 to 100. Levels for colors of LED fixtures and scrollers can go from 0 to 255. That is also a Preferences setting.

Commonly used groups of channels can be defined. See the Groups topic for more information.



Active Submaster channels will have a turquoise colored dot. If the submaster is taken down to 0, the dot will disappear.

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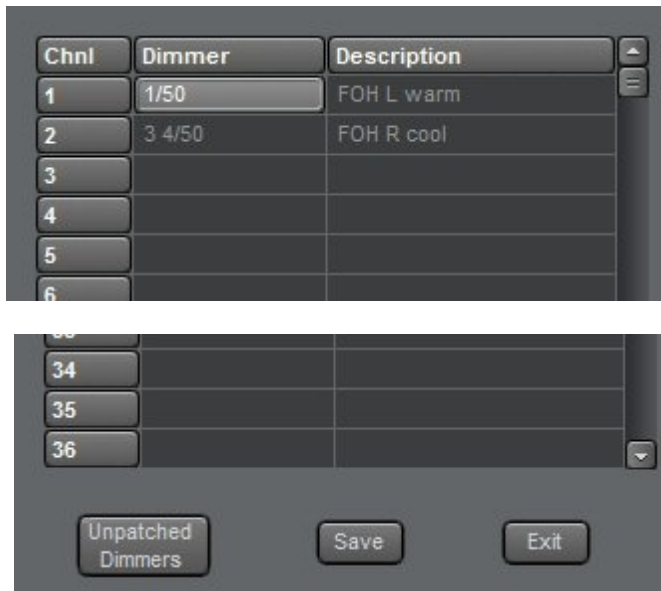
Softpatch

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Softpatch

Softpatch

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This shows the top and bottom of the softpatch screen. The actual height will depend on the height of the main screen. Softpatching is a powerful way to customize how you control your lights. If you are not familiar with it, simply, it is the way to have one or more dimmers controlled by a single channel on the main screen. If there are several lights aimed at a particular portion of the stage at various angles, this allows you to set the light level with one channel. The ability to do this is enhanced by the feature of proportional dimming. If you look at Channel 2 in the picture, you will see that dimmers 3 and 4 are being set. Channel 4 has the extra notation of /50 meaning that it will, at most, go to 50% of total brightness. Taking channel 2 from 0 to 100 will therefore have the effect of changing dimmer 3 from 0 to 100 and dimmer 4 from 0 to 50.

The Description column has the text that will appear as a hint when the mouse is hovered over a channel box on the main screen. If the word "bump0" is in the description, then that channel will bump to 100% when the F9 key is pressed. "bump1" works with F10, "bump2" with F11, and "bump3" with F12.

At the bottom of the screen, the Unpatched Dimmers button will show a window with a list of all the available or unassigned dimmers. Save will record any changes and Exit will close the screen without saving.

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Submasters

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Submasters

Submasters

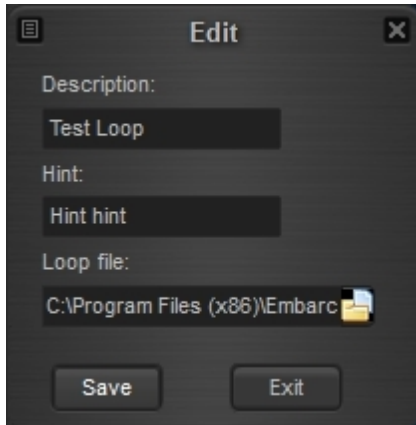
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There are 8 submasters available in Cue Player Lighting. When the Record button is clicked, any channels with an active red dot will be recorded into the submaster at their current level. The sequence would be to have the scene you want to have on the sub be visible, have the sub slider

at the top and then click Record. The submasters are additive with a Higher Takes Precedence based on the previously run cue.

The Add/Edit screen looks like this:



It is opened by clicking in any of the 8 top description boxes. The Description is shown as the top line for that submaster, the Hint when the mouse is over that top line. A submaster can also run a loop file independently of the main channel settings. This allows you to bring up an effect without changing the rest of the stage.

Submasters can be assigned to a channel via Softpatch. Submasters are numbered after the total channel count. That is, if there are 128 channels in the main display, the subs are numbered 129 to 136 and can be softpatched to any of the other 128 channels. An example use would be to have a chase effect as a cue/loop file assigned to Sub 1 (129), patched to 120. If 120 is in a cue the chase is dimmed and brightened according to 120's value in the cue(s).

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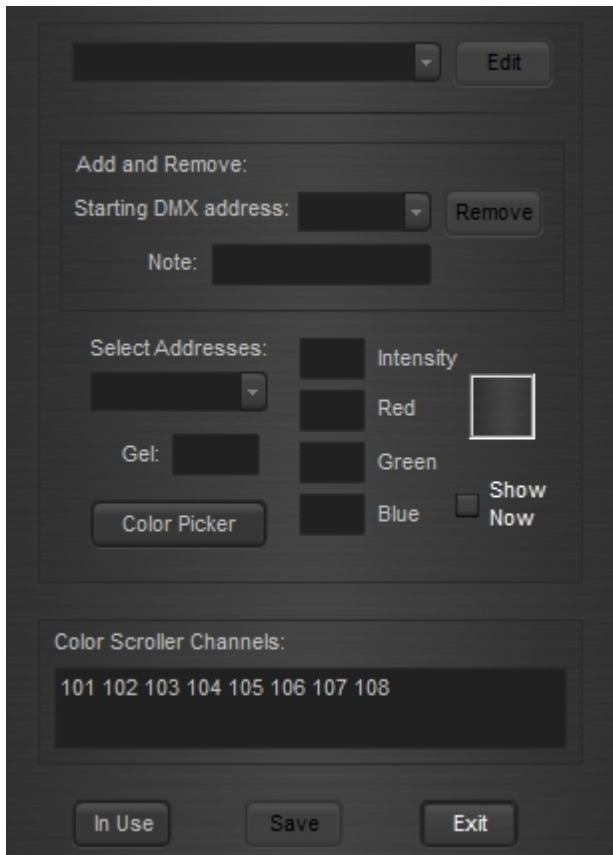
Fixtures

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Fixtures

Fixtures

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The Fixtures screen is designed to work with the newer LED lighting instruments and any color scrollers you may have. The first step is to select a particular fixture from the top dropdown. One of the options there is to Add a new fixture. Unfortunately, there are only about 8 profile files included in this install. If you add fixtures, it would be great if you could forward their settings back to me and I will include them in future software releases. Having selected a fixture, the starting DMX address of an installed fixture of that type and a Note to be used as a hint on the main screen would be entered and Save clicked.

Adding or editing a fixture will bring up this screen:

Fixture Name:

Fixture Description:

Chnl.	0-??	Description
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

Total # of Channels:

Minimum Intensity: (0-255)

Intensity Channel:

Red Channel:

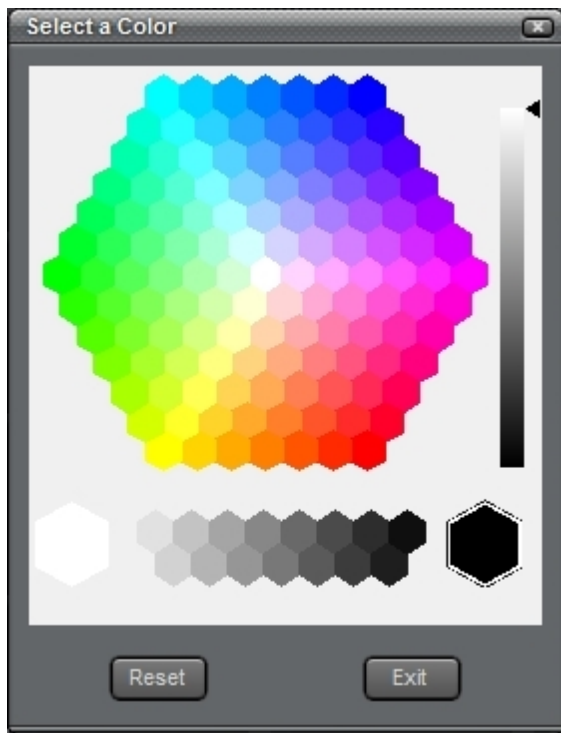
Green Channel:

Blue Channel:

Save Exit

The Name and Description are the text you want to recognize the unit by. Known fixtures that have a profile already can be loaded via the Load from File button. The DMX channels for the colors, intensity levels, and movements need to be entered, as well as the total number of channels to set aside for this fixture. The minimum setting for Intensity can also be entered. You can select whether the display goes from 0 to 100 or 0 to 255 and enter a channel description that will show up as a hint for that channel on the main display. When you Save, a file will be written you can use to Add.

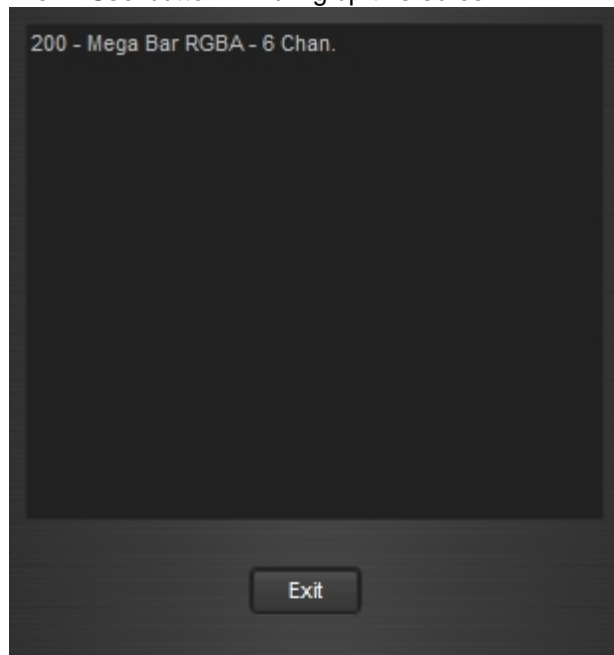
Going back to the Fixtures screen, having selected a fixture, the address or addresses of where these fixtures are installed is entered in the Add and Remove box.



Next, using one or more of those addresses, a color picker can be displayed to choose the combination of RGB needed to produce the color you want. Also, entering either a Roscoe (Rxx) or Lee (Lxx) gel number will show its color and corresponding RGB values. If the Show Now checkbox is checked, the colors will be sent to the fixture as you move the mouse. When the Save button is clicked, these values will be written to all the correct locations for the fixtures you selected.

Entering in the addresses of the scroller channels will allow them to be set from 0-100 or 0-255 as per your Preferences and not be affected by a Blackout command.

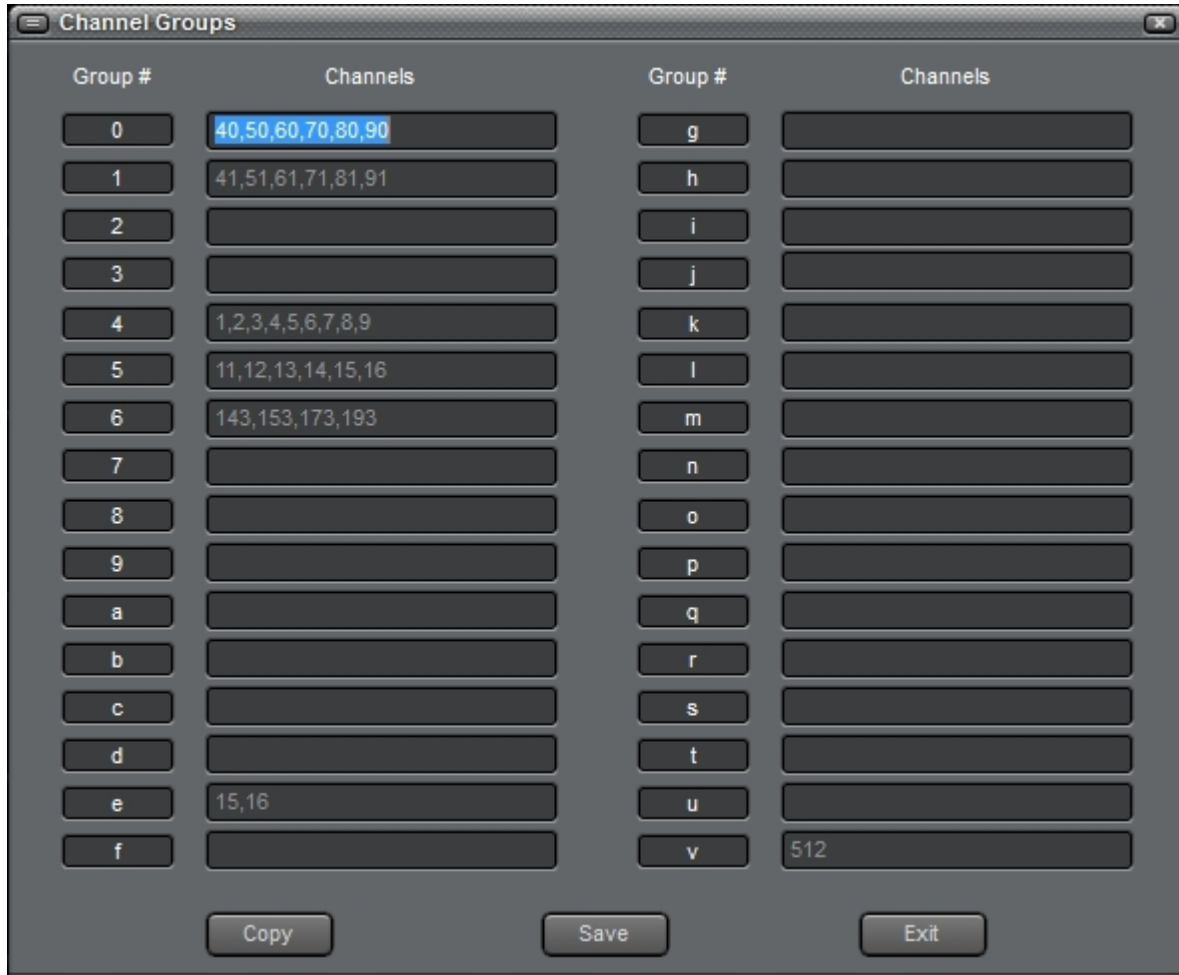
The 'In Use' button will bring up this screen:



A list of the currently assigned channels and their fixture names serves as an aid to adding new instruments.

Groups

Groups

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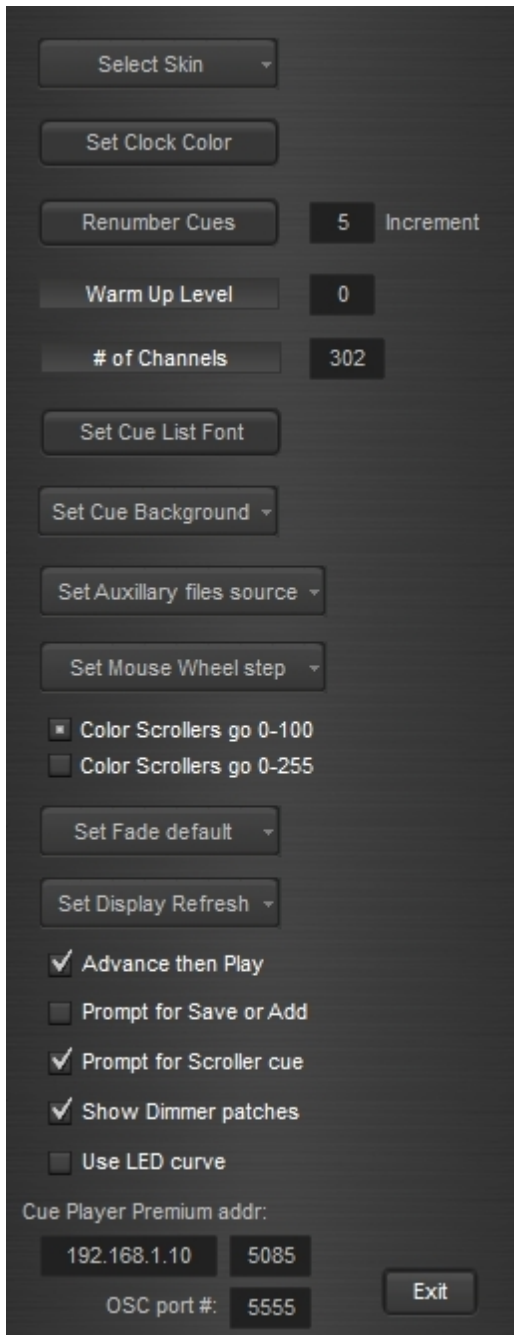
Groups of channels can be defined to quickly select those channels instead of individually clicking them. For example, if your blue back lights are in channels 11-16, typing "g5" on the keyboard will automatically select and show the red dot of all of those channels. Typing "g/" will select all non-zero active channels in a cue. The entries can come from a file specific to the show's cue file or from a generic file linked to the program. That is a choice on the Preferences screen. If it is clear and you want to start with the generic file, click Copy.

Preferences

Preferences

Preferences

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This window controls the operational settings for the program.

First, you may select the skin, or appearance of the program. The Help file pictures were taken with Smart Style selected. Snow Leopard will give an Apple computer look. Setting the Clock color will affect the running clock in the upper right corner of the main screen. After a cue list is written, it can be renumbered by the increment indicated. A Warm Up Level other than 0 can be specified and would be the minimum level for incandescent lamps.

The number of channels used or displayed can be set up to a limit of 1024 depending on the USB interface. Most interfaces are limited to one universe or 512 channels. It is recommended to set it to the actual number of channels you have at your venue.

The font and font size of the cue list can be set to what pleases you. The background color of the cue list can be lighter or darker.

The source of the soft patch file, fixture map file, Submasters, Scenes, and Groups can be set to be either common to CP Lighting or to the current cue file. If you are in a fixed location, "By program" makes sense, if using a laptop at multiple venues then "By Cue file" may work better for you. When you create a new cue file, you may choose existing files to be copied as a start.

The change amount for levels at each movement of the mouse wheel can be set to 1, 2, 5, or 10.

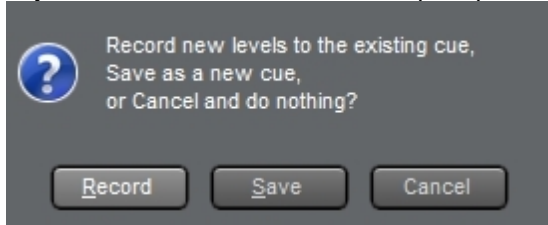
Your color scroller levels can go from 0-100 or 0-255. If 100 is maximum, then they are internally multiplied by 2.55.

Set Display Refresh determines how frequently, or if, the level settings of the channels scroll to their new

levels as a cue is being played.

Advance then Play will have the cue list behave in a similar fashion to an ETC board. That is, if you are sitting in cue 50, for example, and the space bar is hit, the program will advance to the next cue and start playing it. If Advance and Play is unchecked, then the program will behave more like Cue Player Premium and play the cue line selected.

Prompt for Save or Add will bring up a message box asking if you want to save the current values to the current cue or add them as a new cue when Enter is pressed. The setting can be toggled by using the Ctrl key in addition to Enter. This is the prompt:



If you have any color Scrollers listed in the Fixtures screen, Prompt for Scroller cue will bring up a prompt whenever a cue has a color change asking if you would like to add a cue prior to it to change the colors before you bring up the intensity.

Next, you can choose to always show the patched address of a softpatched channel when it is clicked on the Softpatch screen or not. The address is very useful after a cue file is built, but gets tiresome during construction.

The last option checkbox will have the program use the dimmer values from a file 'led.txt' in your install directory. Rather than a straight line dim, the dmx values sent as you approach zero will be more exponential to give a soft landing to dim. There is nothing that can be done to overcome the 1 to 0 level dip in inexpensive LED fixtures, but this may help the visual perception of it.

The network address and port number of a computer running Cue Player Premium can be entered and when the Connect to Cue Player tool bar button is clicked, a connection to that computer will be established. This will allow that computer to have lighting cues in its cue list so that one operator can control both sound and lights.

Finally, the port number used to listen for OSC commands from other devices can be set. See the OSC help topic for details.

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Connections

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Connecting to CPP

Connecting

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Connecting to Cue Player will display an orange dot at the end of the tool bar. The address and port must have been set in the Preferences tool previously. Cue Player Premium itself will display a Cue Player Lighting icon at the top of it's main screen to indicate it is connected.

This program will or can continue to run just as if it is not connected. Cues can be selected, edited, run, etc. without any regard to the connection. If, however, a command from Cue Player Premium is received, it will execute immediately. There are only 6 commands it will receive: Play ##, where ## is a cue call number, Goto ##, Stop to stop a loop, Black, which causes a blackout, Next And Back to play either the next or previous cue. As an example, if you are sitting in cue 40 and the command to "Play 70" comes in, the software will jump to that line and play the cue.

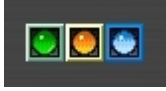
The default port for network connections is 5085.

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Connecting to Video and Remote

Connecting to Video and Remote

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Several options for connections to CP Lighting are possible. If connected, their circle will appear.

As described in the previous topic, a connection to CP Premium for triggering of cues from that program is indicated by the orange circle.

A connection to the video player for remote display of followspot cues is indicated by the green circle. If there is a followspot cue in the cue list, the video player window will open automatically and you can send it to the second monitor. The default port is 5205.

A connection to the remote control app, for either Windows or Android tablets, will show the blue circle. The default port is 5200.

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OSC

Connecting to OSC (Open Sound Control)

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Cue Player Lighting can be a client to another OSC application such as Cue Player Premium or a sound mixer or conventional lighting console.

As delivered, CPL will listen for commands on port 5555 addressed to "/cplight". Valid commands are "play xx", "goto xx", and "black", where xx is the cue line number of a cue list. The network settings can be changed by editing the CPLighting.ini file.

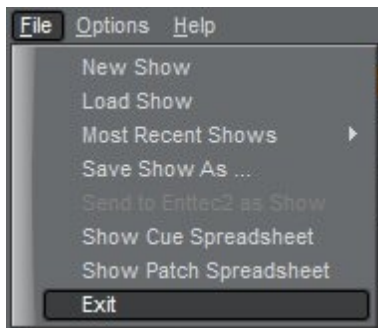
There is an [OSC test program](#) available on the web site to aid in setup.

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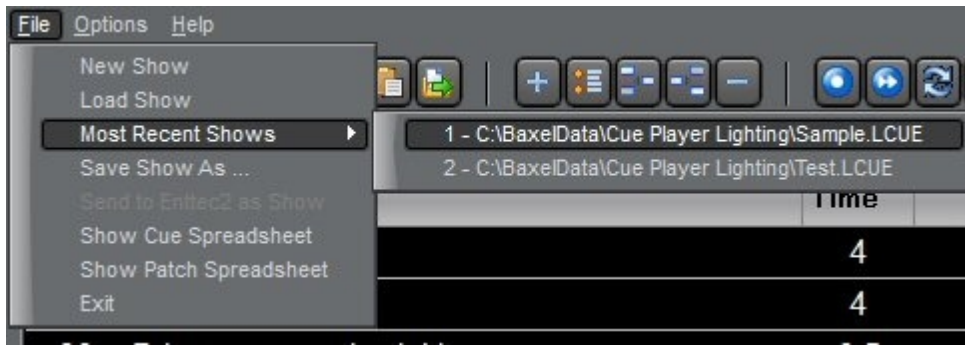
File Menu

File Menu

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The File menu deals mostly with the creating and loading of cue files. A New Show creates a blank cue file and Load brings up a file browser to locate an existing file. Up to the last 8 show's cue files will be listed as Most Recent Shows. It will look like this:



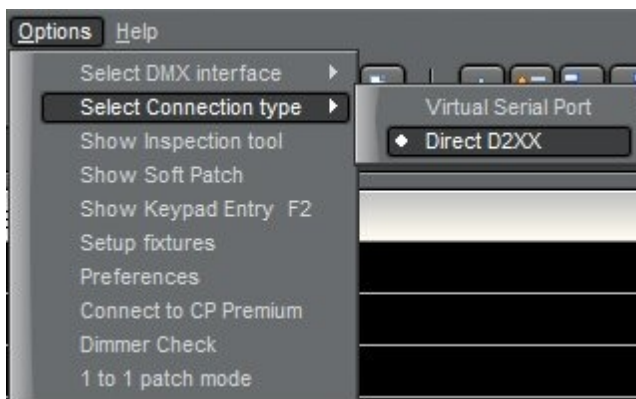
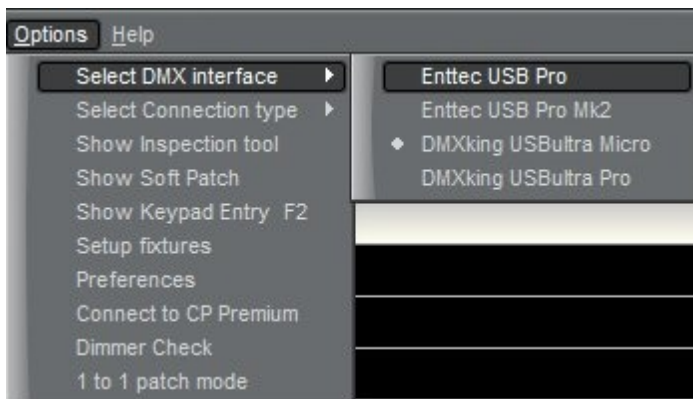
Saving Show as ... is used to create your own backup of the currently open cue file. Changes to the current file are saved as they are made so there is no plain Save option. Each time the program is shutdown, a copy of the cue file is made and named xxx_1.lcue, xxx_2.lcue, etc. Up to 4 previous versions are saved. Show Cue Spreadsheet will display the current cue list as a spreadsheet which can be used for documentation. There are buttons on that screen that allow export of the contents as either an Excel spreadsheet or as a comma separated values (CSV) text file. In the same manner, Show Patch Spreadsheet will display the soft patches so they can be exported.

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Options Menu

Options Menu

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The options menu repeats several of the toolbar icons: Soft Patch, Fixtures, Preferences, and Connect to Cue Player.

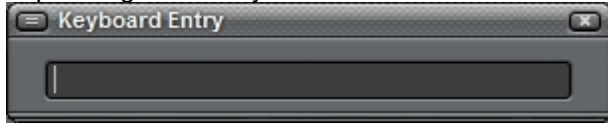
The DMX hardware interface can be chosen. Changing it will dictate a restart of the program.

The DMX connection type can be either via a virtual serial port which is more universal, or via direct calls to the FTDI interface library which is more efficient.

Show Inspection tool opens a viewing window and activates a logging function so you can see all the

commands being sent to the DMX interface. It was used mostly during development of the program, but may prove useful.

Keypad entry of channel levels is enabled by showing the keypad entry window, either by clicking the menu or pressing the F2 key.



This window can be positioned anywhere and its last position is remembered. The syntax for entry is: "channels*level". A range of channels is written "start/end". For example, "2/10-5+12*80" would set channels 2,3,4,6,7,8,9,10,12 at 80.

The Dimmer check goes channel by channel and runs the values up and down so you can check the lights before a show. You can select automatic advance or manual. Press Esc to exit the check at any time.

1 to 1 patch mode bypasses the softpatch file and maps channel 1 to dimmer 1, 2 to 2, etc.

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Keyboard Summary

Keyboard Summary

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The keyboard can be used in the following manner:

Esc - clicks the Blackout button, stops a dimmer check

F2 - displays the Keyboard entry window

F4 - toggles the Blind/Live button

F5 - toggles the AutoAdvance button

F9-F12 - the Bump buttons

Pause/Break - clicks the Loop Break button, stops a cue

Home - adds 100 to all active channels

End - subtracts 100 from all active channels. If a cue is running, completes the fade.

Page Up - adds 10 to all active channels

Page Down - subtracts 10 from all active channels

Up Arrow - adds one to all active channels

Down Arrow - subtracts one from all active channels

g# - (where # is 0 thru v) - selects the channels of that group number

g/ - selects all non-fixture channels with greater than warmup value

b or **Backspace** - runs the previous cue with timer

Space Bar - runs the next cue with timer, completes running loop

Ctrl - used with b, Backspace, or Space Bar - runs the cue immediately,
Toggles the Record cue mode between Save and Add

Delete - clears all selected channels

Enter - records the current levels or saves the current timings/description

Shift - used with Enter adds a cue with current levels

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Help Menu

Help Menu

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The Help menu has options to redirect you to this file, show you your Registration details, and to bring up a window with the version and copyright information.

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Keyboard entry

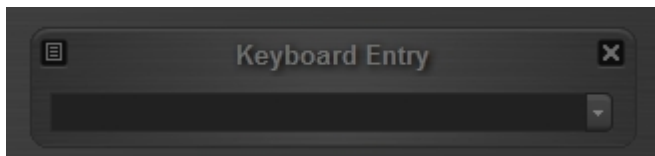
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Num Pad entry

Num Pad entry

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If you work with a keyboard faster than a mouse, pressing the F2 key will open this window:



The syntax for entry is: startchannel/finishchannel +- channel * level. That is "1/10 -4 *80" would set channels 1 thru 10, except 4, at level 80.

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FAQ

FAQ

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How or where can I get an interface to use with your software?

The Enttec Pro can be purchased from [Enttec](#) or several distributors on the web. [DMX King](#) also makes a compatible interface that has proven reliable.

I already have an XYZ2000 (or whatever) hardware interface for DMX. Can I use it with your software?

If the interface says it is "Enttec compatible" then it should work with the program. If not and you send me the make, model and the communication source code for the device, I will make every effort to translate it for Cue Player Lighting.

You say in the feature list that the Velleman interface has limitations. What are they?

Unlike the Enttec interface that gets all the lighting levels in one message, the Velleman VM116

requires that each channel level is transmitted one at a time. This results in delays that makes the dimming steps noticeable. At the present time, using the VM116 is not recommended for use with more than 32 channels with Cue Player Lighting. That may change in the future. As of version 1.9.1, the Velleman interface was removed from the selection menu.

How do I run the program as a non-Administrator? - The program needs to be "Run as Administrator" during the registration process. Once you have your registration key and have registered the program, you may remove or rename the file "cplighting.exe.manifest" in the installed directory.

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How To Buy

How To Buy

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Cue Player Lighting is \$99.95 and you can purchase a license key from [Share-It](#).

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