

CUELUX MANUAL



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Chapter 1

Introduction

Welcome to the Cuelux users manual, this document describes the Cuelux software and the basics of lighting programming.

This manual is written for Cuelux version 1.3.97.

1.1 Overview

Cuelux is a DMX-512 lighting controller for intelligent lights, LED, dimmers, lasers and various other effects. The program is platform-independent and available on macOS, Microsoft Windows and Ubuntu Linux. The software is shipped with a USB-to-DMX adapter cable. Key to the design of Cuelux is its intuitive graphical user-interface; it is specially designed to reduce the amount of time required to learn how to operate the software.

1.2 Features

- macOS, Windows & Ubuntu Linux
- Industry standard cuelist system
- Plug & Play MIDI controller mapping
- 100% touch screen compatible
- 512 channels DMX512 + Art-Net
- 48 Fixtures (10 sub-fixtures per fixture)
- Unlimited cuelists and groups
- 64 playback faders + 64 buttons
- Shape generator
- Remote App for iOS and Android
- Multi language

- 3500+ Personality files
- 32-bit and 64-bit hardware drivers
- Editor for Personality-files

1.3 User-Interface

This manual will use the names as shown in figure 1.1 to refer to the various sections in the Cuelux user-interface.

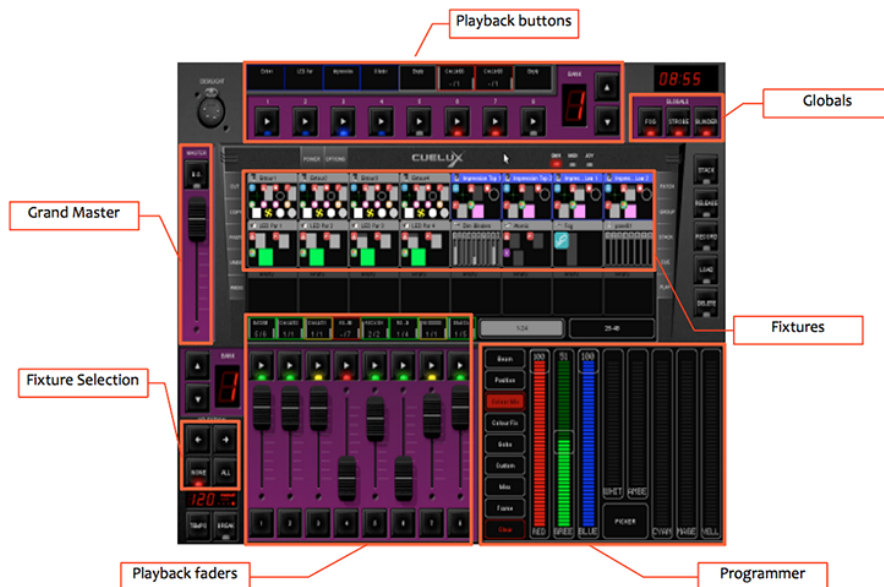


Figure 1.1: User-interface

1.4 System Requirements

Please make sure your system has at least the following specifications.

- Intel i5 processor or equivalent
- 4GB RAM
- minimal screen resolution of 1280 x 800.

The following operating systems are supported:

- Windows 7
- Windows 8
- Windows 10

- MacOS 10.11
- MacOS 10.12
- Ubuntu Linux 16.04 (amd64)

Although CueluxPro might run on older OS versions, this is not covered by Visual Productions' technical support.

1.5 Further Help

If, after consulting this manual, you still have questions then you can obtain additional information and help through the on-line support forum. CueluxPro users and employees of Visual Productions share their experiences and tips on this forum. You can find the forum at <http://forum.visualproductions.nl>.

Chapter 2

Installing Drivers

This chapter provides step-by-step instructions for installing the USB driver for the CueCable (figure 2.1) interface.



Figure 2.1: CueCable

2.1 macOS and Linux

Just connect the CueCable to a free USB port on your Apple or Linux computer; macOS and Linux do not require a specific driver for the CueCable.

2.2 Windows

Cuelux comes with drivers for both 64-bit and 32-bit versions of Windows 10, 8 and 7. The drivers are bundled with the application and copied to your computer by our installer tool (see figure 2.2). Please use this tool for installing the drivers and ignore any 'New Hardware Found' popup dialogs from Windows.

The installer will automatically detect whether your Windows system is 64-bit or 32-bit and select the appropriate drivers.

If you have already installed the driver before and you would just like to install an update for the Cuelux application then you can skip installing the drivers again.



Figure 2.2: Installer

2.2.1 Installing under 64-bit

Follow the instruction in the installer-wizard shown in figure 2.3. During the installation of the driver Windows might prompt you several times to confirm if you would like to install the driver from 'Jungo'; this is the name of the vendor of this specific driver. Please confirm that you would like to install this driver.

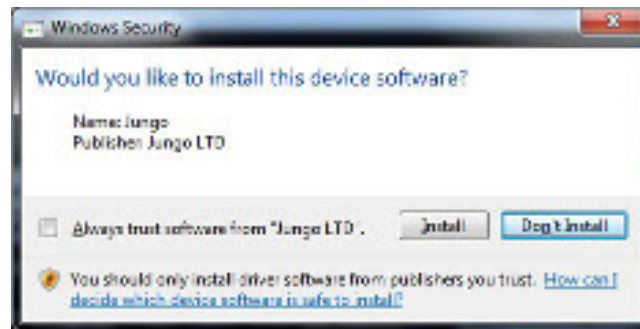


Figure 2.3: 64-bit driver

2.2.2 Installing under 32-bit

Please make sure your CueCable is connected to the computer for installing the 32-bit driver and follow the instructions on your screen (figure 2.4).



Figure 2.4: 32-bit driver

2.3 Verifying the driver

Run Cuelux and check in the OPTIONS ->HARDWARE (figure 2.5) that the CueCable is detected.

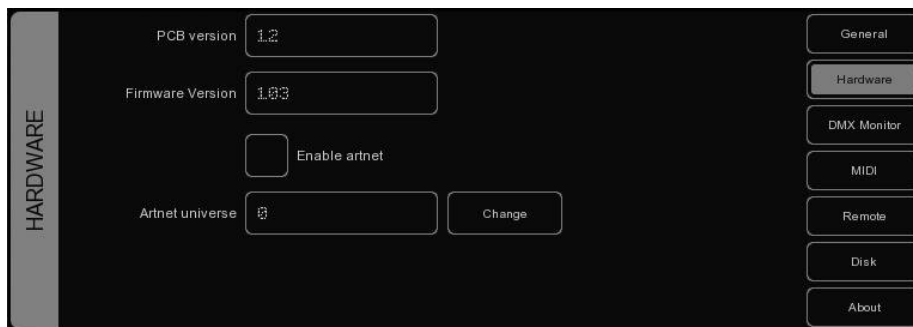


Figure 2.5: Verifying driver installation

Chapter 3

Options

The Options menu enables you to change preferences and view various settings.

3.1 General

This tab (see figure 3.1) enables you to choose a language and a screen resolution.

Cuelux is updated regularly to provide you with improved features, bug-fixes and new or improved personality-files. To check for updates, click CHECK NOW . To have Cuelux check automatically at startup - only once a day you should enable the CHECK FOR PROGRAM UPDATES check box.



Figure 3.1: General options

The COLOUR MIX HTP check box sets the HTP or LTP mode for the Colourmix RGB attribute. When enabled, the highest RGB Colour Mix value out of all active cuelists will be outputted. The highest colour is white (RGB 255,255,255). When disabled, the most recently changed value for RGB Colour Mix will be outputted (LTP).

3.2 Hardware

In the hardware tab (figure 3.2) you can check that the CueCable is properly connected. You can also enable Art-Net (a protocol to send DMX data over the network). Art-Net is a very useful protocol to connect Cuelux to third-party visualizers (e.g. WYSIWYG or Capture). The Art-Net protocol supports up to 256 universes whilst Cuelux only supports 1 universe, so the ARTNET

UNIVERSE field allows you to select on which ArtNet universe Cuelux will broadcast its one and only universe. The default value is 0.



Figure 3.2: Hardware options

Please take into account that the Art-Net feature is only enabled while a CueCable is connected.

3.3 DMX Monitor

This tab (figure 3.3) shows you the DMX values that are currently sent out.

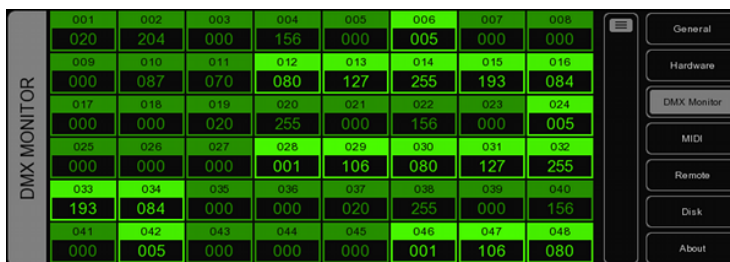


Figure 3.3: DMX Monitor

3.4 MIDI

Cuelux supports various MIDI control surfaces; it allows you to control Cuelux' user interface (UI) through the buttons and faders on the MIDI controller. The software ships with a list of predefined Midi-maps. A midi-map file describes the MIDI controller and how its features (buttons, faders, etc) are mapped to the Cuelux UI.

To set up Cuelux for use with your MIDI controller, select the appropriate INPUT DEVICE and optionally an OUTPUT DEVICE. The output device is used by Cuelux to provide feedback to MIDI controller's LEDs and motorized faders. Then select the MAP that corresponds to your MIDI controller. See figure 3.4.

Please take into account that the MIDI controller needs to be connected to the computer before Cuelux starts up; Cuelux only scans for MIDI devices at start up. After that you would need to use the REFRESH button to scan again.



Figure 3.4: MIDI options

Please refer to page 24 for diagrams describing the layout of various Midi-maps. Also, an overview of all supported MIDI controllers can be found at the Cuelux website: <http://www.cuelux.com/features/#midi>.

3.5 Remote

The Remote feature (figure 3.5) allows you to trigger the playback-buttons from an external app; the Cuetly Remote.

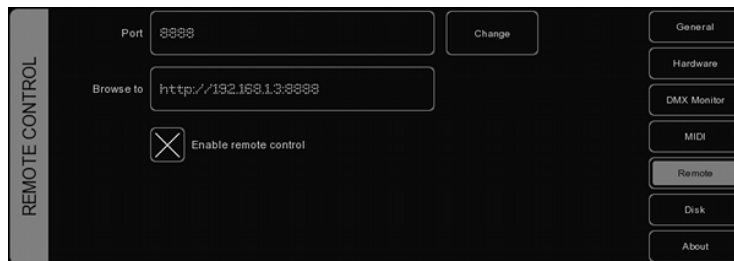


Figure 3.5: Remote options

To connect the Cuetly Remote with Cuelux you would need to make sure that the checkbox is enabled.

Please refer to page 45 for instructions to set-up the Cuetly Remote app.

3.6 Disk

The Disk tab (figure 3.6) allows you to load and save show-files. A show-file contains all information about the patch, playback assignments, cuelists, etc. You don't need to save your show-file as Cuelux will check for changes every few seconds and automatically save the file if needed.

By saving manually and choosing a name for the show-file you can manage different lighting projects or create backup versions. The show-files are stored in XML format at the following locations:

Microsoft Windows		\Users\[username]\Documents\Visual Productions\Cuelux
macOS		/Users/[username]/Visual Productions/Cuelux
Ubuntu Linux		/home/[username]/Visual Productions/Cuelux



Figure 3.6: Disk options

By copying the show-file you can easily transfer your show between different computers or even Operating Systems.

3.7 About

This tab displays the software's version number.

Chapter 4

Patch

The PATCH view allows you to setup the DMX fixtures which are connected to Cuelux.

4.1 Add

Click ADD to open the Add Fixture dialog shown in figure 4.1. Browse the manufacturers list, and choose the MANUFACTURER of the first fixture you would like to add.

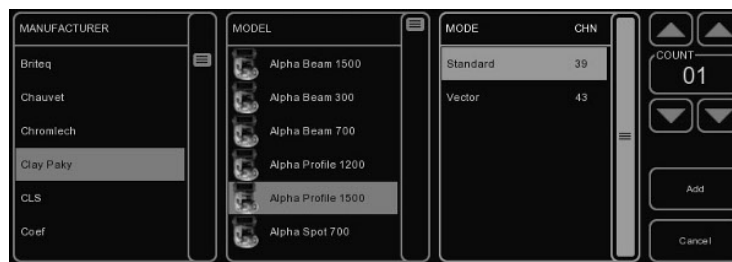


Figure 4.1: Add dialog

To quickly find a manufacturer, start typing the name of the manufacturer you're looking for on your keyboard. While typing, the list will jump to the correct manufacturer in the list. Browse the MODELS for the selected manufacturer and choose one by clicking it. To quickly find a model in a long list, click on the model list and start typing the name of the model you're looking for.

If you would like to choose a fixture that is not present in these lists then please refer to page 30 to see how to obtain new personality files.

4.2 Remove

To remove one or more fixtures from the patch, select them in the Patch view by clicking or dragging and click REMOVE. To remove all fixtures, click REMOVE and keep the button pressed for at least 1 second.

4.3 Replace

If you have pre-programmed a show with your fixtures, and find out these fixtures are running in a different mode or are even a completely different fixture when on location, the REPLACE tool can help you. Select the fixtures you would like to replace by clicking or dragging in the Patch view and click REPLACE. This will open the CHANGE FIXTURE dialog, which is similar to the ADD FIXTURE dialog. Choose another mode for the same model, or choose even another model.

4.4 Rename

To give your fixtures a more clear name, select 1 or multiple fixtures and press RENAME. Type a new name for the fixture and click OK or press ENTER. If youve renamed multiple fixtures, Cuelux will automatically add 01, 02, 03 etc. to the name you have entered.

4.5 Address

Cuelux automatically sets the DMX address when adding fixtures to the patch, by finding the first available DMX channel in your configuration. However, if you want to change the address, select one or multiple fixtures and click ADDRESS. Enter the new address and click OK (see figure 4.2).

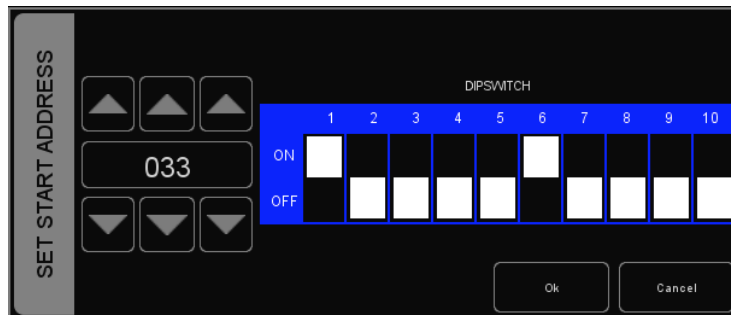


Figure 4.2: Address dialog

If you had multiple fixtures selected, Cuelux will set the entered address for the first selected fixture and will automatically have the next selected fixtures follow the previous ones. For example, if you select four 8-channel dimmers in the patch, click ADDRESS and enter 101. This will result in addresses 101, 109, 117 and 125 for the selected dimmers.

4.6 Properties

Selecting a fixture and clicking on the PROPERTIES button will pop up the Fixture Properties window (figure 4.3).

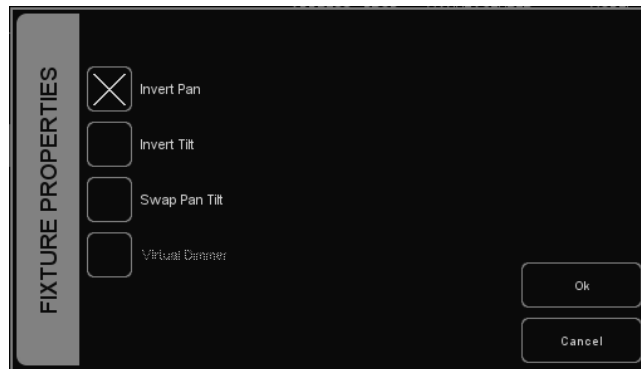


Figure 4.3: Properties dialog

This window allows you to enable INVERT PAN, INVERT TILT and SWAP PAN TILT in case the fixture is a moving light.

If the fixture has RGB colour mixing but no DMX channel for intensity, you can enable VIRTUAL DIMMER. This option will give the fixture dimmer capability separate from the RGB control.

Chapter 5

Playbacks

Playbacks are an important element in a cuelist based lighting controller like Cuelux. Cuelists are not activated directly, instead they are assigned to a playback. The playback allows the user to start (give the playback a 'Go') and stop ('release' the playback) the cuelist, as well as controlling other parameters like intensity, speed, attack, etc. Playbacks can also contain stacklists and groups.



(a) Playbacks Faders



(b) Playback Buttons

Figure 5.1

There are two types of playbacks, playback faders (figure 5.1a) and playback buttons (figure 5.1b). They work in a similar way, the difference is that a playback button does not feature the intensity fader and the flash button. Therefore the playback button takes up less space in the Cuelux user-interface. Playback buttons are more suitable for controlling cuelists that have fixed-value attributes like fixed colours, gobo, prism and shutter. On the other hand, playback faders are better suited for controlling cuelists containing level-value attributes like dimmer, RGB colour, iris, strobe, etc.

5.1 Assignment

You can assign a playback in three ways.

Firstly, you open the PLAY menu, select a cell corresponding to playback and press the ASSIGN button (see figure 5.2). The dialog that will pop-up guides

you through selecting a cue list, stack list or group to assign to this playback. The PLAY menu also enables you to Copy/Paste and SWAP assignments.



Figure 5.2: Assignment via Play menu

Alternatively, you can double-click on the 'indicator' just above a playback to bring up the Playback Settings view. Pressing the ASSIGN button in this dialog will bring up the assignment dialog. See figure 5.3.



Figure 5.3: Assignment via Indicator

Finally, you can also assign by creating a new cue list, stack list or group in main view, this implicitly assigns the new cue list, stack list or group to a playback. Please refer to the Cue list, Stack list or Group chapter for an explanation on how this is done.

5.2 Indicator

The small rectangle above the playbacks (figure 5.4) are called 'indicators', they provide some basic feedback on the contents of the playback.

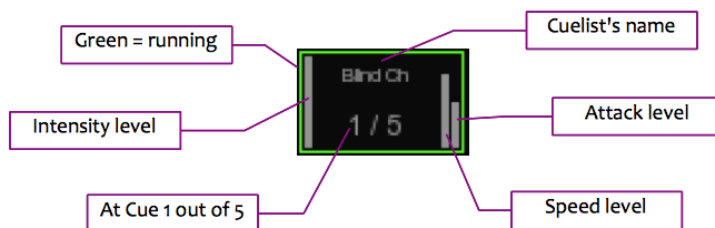


Figure 5.4: Playback Indicator

5.3 Release

To stop a running playback you need to 'release' it. There are a few ways how to do this:

- Long-press the playback's 'Go' button.
- Enable the 'Release' button and then press a playback's 'Go' button.
- Long-press the 'Release' button; this will stop all playbacks.
- Enable the 'Release' button and then press on a bank (up or down) button. This will release all playbacks within that bank.

5.4 Background

If a playback is set to 'background' then it will start running automatically at the software's startup. Also, it will not be released by the 'release all' command (a 'release all' is performed when the 'Release' button is pressed for over one second).

The background feature is useful for cuelists controlling fixtures that should not be turned off during a show, e.g. 'work' lights backstage.

5.5 Fader Start

With Fader start enabled, the playback will automatically be triggered when the corresponding fader is being moved up or the flash button is pressed. The playback will also be released as soon as the fader is back at the bottom or when the flash button is released.

5.6 Bundle

You bundle playbacks together so they work mutually exclusive; i.e. only one playback is active at the same time. Whenever you start a playback it will automatically release any other playback in the same bundle. You can set up up to 20 different bundles, see figure 5.5.

Bundles come in handy if you have a couple of playbacks controlling cuelists for the same fixtures, especially if those cuelists contain HTP attributes like dimmer.

5.7 Sub-masters

When you attach a Group to a playback button, the playback button allows you to quickly select the fixtures in that group. When attached to a playback fader, the PLAY-button of the playback fader acts as the selection button and the fader becomes a live intensity fader for the group.



Figure 5.5: Bundle dialog

5.8 Banksafe

Some cuelists or sub-masters you will need to change so frequently, that you would like to access them from each bank. In the PLAY menu, you can achieve this quickly by selecting the playback's cell in the table and clicking BANKSAFE.

Chapter 6

Groups

The Group menu enables you to create groups with fixtures and/or sub-fixtures. This makes selection of groups or (sub) fixtures easy and, when assigned to a playback, allows you to use sub-masters per group (see page 17 for more information on playbacks).



Figure 6.1: Group menu

6.1 Creating a group

Add a group with the ADD button on the left. Select the newly created group and add fixtures to it by clicking on the ADD button on the right. The dialog in figure 6.2 will pop-up.

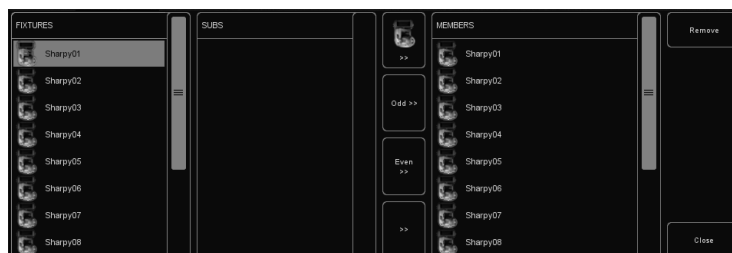


Figure 6.2: Group dialog

Select fixtures in the FIXTURES or SUBS list . Click >> to add the selected fixtures to the group.

You can also create a group directly in the main view by recording your current fixture selection to a playback, the group is then automatically assigned

to this playback. To achieve this, execute the following steps:

1. Make sure the programmer is cleared (press CLEAR twice)
2. Select fixtures
3. Press RECORD
4. Press the GO button of an empty playback

6.2 Auto class & Auto model

The software can automatically create groups for you. Click AUTO CLASS in the GROUP menu and the software will automatically create groups per fixture-type. Click AUTO MODEL and the software creates groups per model.

6.3 Sub-fixtures

Cuelux uses the concept of sub-fixtures. This means that some fixtures consist of multiple sub-fixtures, like a 10-channel dimmer rack is - in our terms - just one fixtures with 10 sub-fixtures. This also works for LED fixtures with multiple segments/pixels. In this manner the maximum of 48 will not be reached that quickly (you can add $48 \times 10 = 480$ dimmer channels). The reason behind the concept of sub-fixtures is that it makes patching easier; you only add the physical fixtures to your patch and you don't have to worry about setting starting addresses per dimmer channel, or worse, per LED segment.

Chapter 7

Cuelists

A lighting scene is stored in a 'Cue' and cues are stored in 'Cuelists'. Each cuelist can contain one or more cues. You can create multiple cuelists that each control a part of your show, or you can create one single cuelist that addresses all your lights.

You can either create and change cues in the main view or use the CUE menu. This chapter discusses both approaches.

7.1 Tracking

Cuelist based lighting controllers can be either tracking or non-tracking. Cuelux is a tracking console. Tracking means that in a cuelist, only changes need recording. If a light has the same value in two consecutive cues you don't need to store the second value, instead you make sure the second contains 'no' value so the first value remains unchanged through those cues.

7.2 Creating cuelists in the Main view

The fastest way to create cuelists is to do it in the Main view. Special buttons like RECORD, LOAD and DELETE are provided to make this process intuitive.

7.2.1 Programmer

When recording cues, you first have to create a lighting scene which will be then stored in the cue. The Programming window (figure 7.1) is the place where you create the scene. First you select a fixture, the programming window will update to show you the capabilities of that fixtures and enables you to set the different parameters, e.g. set a dimmer level, pick a colour or gobo. You can now also deselect the fixture and select a new one; the values will be kept in the programming window's memory.

7.2.2 Clear

Any values that reside in the programming windows' memory have priority. For example you might have a cuelist running that sets a certain dimmer to 50% but

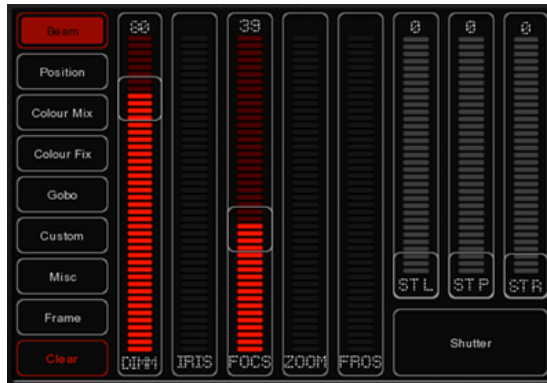


Figure 7.1: Programmer

if the programming window contains a dimmer level of 10% for that particular fixture, then this dimmer will be set 10%. Therefore it is important to clear the programmer once you're finished recording cues.

Press the CLEAR button once for clearing all values for the currently selected fixtures and press it twice for clearing all values, even for fixtures currently not selected.

7.2.3 Remove attributes

To remove an attribute from the Programmer-memory to make sure that it will not be recorded in a Cue, press the DELETE button and click the Attribute or Attribute-page in the Programmer to knock it out.

7.2.4 Fine Adjustments

Some fixtures support 16-bit values for controlling their attributes. To make small changes to a value in order to take use of very fine 16-bit control, you can use the CTRL key in combination with the mouse wheel to fine tune a fader's value.

7.2.5 Flip

A moving light of the yoke type not a scanner is, by using its fork and head, able to reach a certain position through two different pan/tilt configurations. When the programmer is containing position values for one or more fixtures you can use the FLIP button to reach exactly the same position by using the opposite pan/tilt values.

7.2.6 Record a cue

Once you've built up a scene in the programming window you can transfer the values to a new cue by following the next steps.

1. Press the RECORD button

2. Press the GO button of an empty playback

This will create a new cuelist with one cue that contains the scene from the programmer. The cuelist is automatically assigned to the playback. You can repeat this process to add new cues to the cuelist.

7.2.7 Edit a Cue

To edit the cue, first make sure the cue is outputted by activating the cuelist and stepping to the cue you want to edit using the PLAY button. Select the fixtures you want to change and change the attributes in the Programmer. You can also add other attributes by changing the attributes for the selected fixtures. Other fixtures can also be added: Select them and change the values you would like to store in the cue.



Figure 7.2: Record Method dialog

Press RECORD and click on the PLAY button of the cuelist where the cue you want to edit is active. A window will popup (figure 7.2), asking you what to do. Choose MERGE to merge the active information in the Programmer with the cue.

7.2.8 Remove values or fixtures from a cue

To remove values or fixtures from a cue, were going to load the complete cue into the programmer, make the changes, and store the programmer back into the cue by replacing the old information.

Make sure the cue is active by activating the cuelist and stepping to the cue you want to edit using the PLAY button.

Load the cue into the Programmer by pressing LOAD and clicking on the PLAY button of the cuelist. All information in the current cue is now loaded into the Programmer.

To remove a fixture from the Programmer, select the fixture and press CLEAR in the Programmer once. To remove one or more attributes, select the fixtures, press DELETE and click on the attribute or the attribute-page; this action will delete the attribute or the complete attribute page from the programmer.

To store the Programmer back into the cue, press RECORD and click the PLAY button of the cuelist where the cue you want to edit is active. In the pop-up window, choose REPLACE to replace the cue with the information in the Programmer.

7.3 Modifying a Cuelist via the menu

Next to working in the Main view, you can also edit cuelists via the CUE menu. Although you can create a new cuelist in the CUE menu, the menu is more setup for modifying cuelists once created in the Main view.

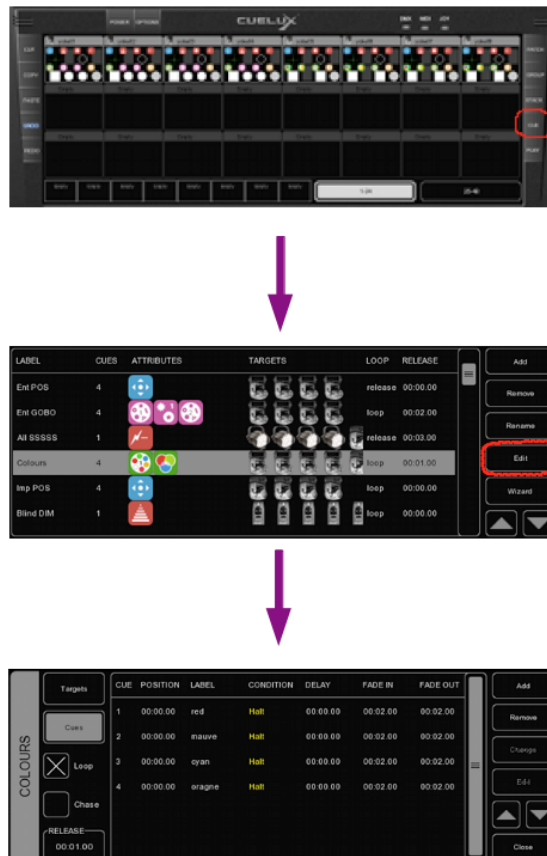


Figure 7.3

To change an existing cuelist, open the CUE menu. Select a Cuelist and click EDIT to open the Cuelist editor. Here you can edit the properties of the CUELIST and the individual cues. See figure 7.3.

The following properties can be set for the cuelist:

7.3.1 Loop

The Loop checkbox determines what the cuelist does when it finishes its last cue. With the checkbox enabled it will continue playing the first cue. When disabled, it will automatically release.

7.3.2 Chase

When CHASE is enabled, the cuelist will no longer follow the cues timings and conditions. The cuelist will be played back as a chase. The cross-fade can be changed using the ATTAK slider. The speed of the chase is linked to the main Chase tempo, which can be found at the bottom left of the Cuelux window. All cuelists set to CHASE will run synchronous to this tempo.

In the Cuelist Editor, you can also specify a tempo divider for the chase.

8/1	Chase will step further eight times per beat
4/1	Chase will step further four times per beat
2/1	Chase will step further twice per beat
1/1	Chase will step further on every beat of the main chase tempo.
1/2	Chase will step further once in every 2 beats of the main chase tempo.
1/4	Chase will step further once in every 4 beats of the main chase tempo
1/8	Chase will step further once in every 8 beats of the main chase tempo

7.3.3 Speed

Speed controls the playback speed of the cuelist. 50% reflects normal playback speed, with the programmed timing per cue. Changing the playback speed will scale the timing for all cues in the cuelist.

7.3.4 Release Time

The release time defines the behaviour when the cuelist releases. If the time is set to 0s then the cuelist will shut off immediately. Otherwise the values will gradually fade out over the duration set by the release time field.

7.4 Modifying a Cue via the menu

The following properties can be set per cue:

7.4.1 Label

The label is the name of the cue for your reference.

7.4.2 Condition

The condition specifies when the cue will be triggered. There are 3 possible conditions:

Halt	The cue will be triggered when you press the GO button.
Follow	The cue will be triggered as soon as the previous cue has finished fading.
Wait	The cue will be triggered automatically after the previous cue has been triggered.

7.4.3 Cue Timing

To explain the different timings in combination with the Cue Condition, see the diagram in figure 7.4.

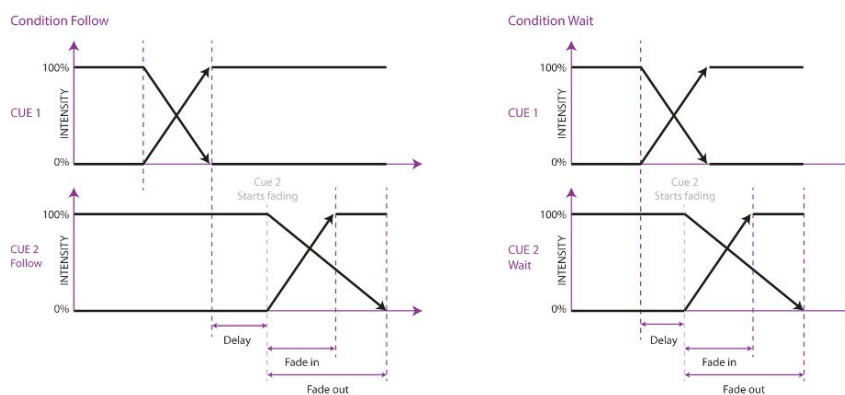


Figure 7.4: Cue Timing

7.4.4 Delay

The delay time (in seconds) is the time between the cue being triggered, and the cue actually starting to fade.

7.4.5 Fade In

The Fade In time (in seconds) is the fade time for all dimmers fading in (dimmer values going UP) in the cue and all other fading attributes (e.g. colour mix, position).

7.4.6 Fade Out

The Fade Out time (in seconds) is the fade time for all dimmers fading out (dimmer values going DOWN) in the cue.

Click and drag to select multiple properties for multiple cues, e.g. fade in for multiple cues or delay & fade in for multiple cues

7.4.7 Edit

The values in a cue can also be edited in the Cue Editor. Select a Cue and click EDIT.

7.4.8 Insert

Use Insert to add an attribute to the cue.

7.4.9 Delete

Use Delete to remove an attribute from the cue. The attribute's column will still show until it is removed from every cue.

7.4.10 Change

Select one or multiple values and click Change to change the value.

7.5 Wizard

The wizard (figure 7.5) can automatically create typical cuelists that might have taken quite a while to program if done by hand.

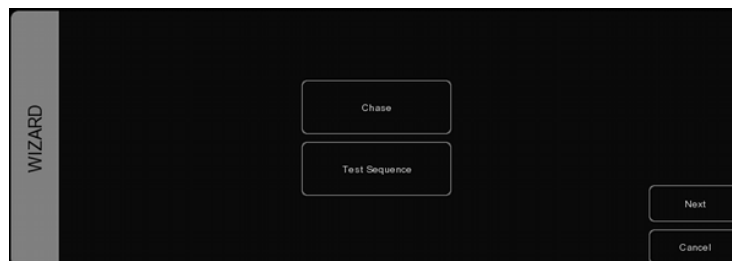


Figure 7.5: Wizard

To use the generated cuelist, it still has to be assigned to a playback fader or button. See page 17 for instructions.

7.6 Chase

The wizard can create a chase over multiple fixtures. You can select any of the attributes that is supported by the fixtures you have selected. The wizard also offers different orders in which the chase can run e.g. Forward, Reverse, Zig Zag, Synchronous or Random. See figure 7.6.

7.7 Test Sequence

The wizard can make you a cuelist that contains a sequence of steps for testing fixtures. Based on the personality file of the selected fixture it will generate cues

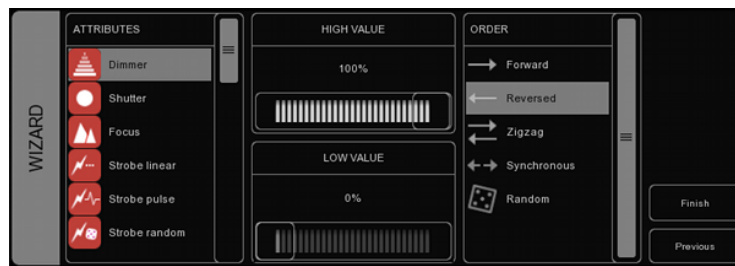


Figure 7.6: Chase

for each attribute the fixture features. It is advised to create one test sequence per type of fixture. See figure 7.7.

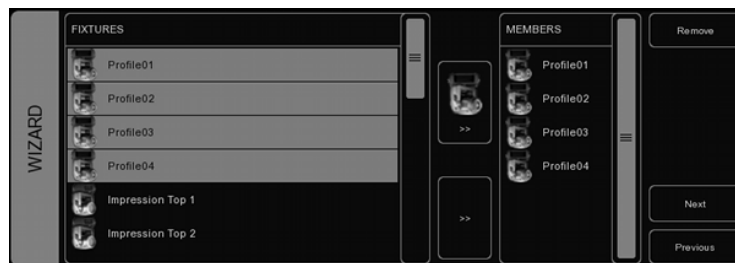


Figure 7.7: Test Sequence

Chapter 8

Stacklists

Stacks can be used to combine multiple cuelists into one effect. You could use it on-the-fly to start multiple cuelists in sync, or you can program a stacklist and assign it to a playback. The 'Stack' menu displays an overview of all stacklists (figure 8.1).



Figure 8.1

8.1 Using stacks live

To trigger multiple playbacks at the same time during live operating, press the STACK button and click on the PLAY buttons of the playbacks you want to trigger at the same time. As soon as you press STACK again, the selected playbacks will trigger simultaneously.

8.2 Recording stacklists

If you want to repeatedly trigger the same playbacks, recording to a stack in a stacklist comes in handy. Press the STACK button. Click on the PLAY buttons of the playbacks you want to trigger at the same time and press RECORD. Now click on the PLAY button of an empty playback fader or button. A new stacklist will be created containing the new stack. You can record multiple stacks on the same playback fader or button.

8.3 Edit a stacklist

To edit a stacklist, go to the Stack menu or double-click on the Playback Indicator above the playback button or playback fader where the stacklist is recorded. This brings up the dialog in figure 8.2.



Figure 8.2: Stacklist editing

The Stacklist has several properties you can change:

- The **Loop** checkbox controls whether the stacklist will release after running the last stack or whether it will go back to the first stack and keep looping until it is released manually.
- You can give each stack a **label** for your own reference.
- Similar to making cues, you can set a **condition** for each stack. Although for stacks only 'Halt' and 'Follow' are supported.
- A **delay** time can be set between triggering the stack and when the cuelists will become active.

Chapter 9

Globals

On the main screen of Cuelux, you'll notice 3 GLOBALS for FOG, STROBE and BLINDER (figure 9.1). These buttons can be instantly used without programming individual cuelists. When patching fixtures, the software automatically recognises strobes and fog generators and allocates them directly.



Figure 9.1: Global Playbacks

9.1 Fog

All fog machines in the configuration will be activated for as long as you keep the button pressed. TIP: Would you like to use the FOG global only for a selection of fog machines? Create a group, rename it fog and add the fog machines of your choice to that group to have them responding to the FOG global.

9.2 Strobe

All strobes in the configuration will strobe while keeping the button pressed TIP: Need more strobe-power? Create a group, rename it strobe and add fixtures to that group. Dont forget to add the strobes manually to the strobe-group too!

9.3 Blinder

All fixtures in the group blinder will flash at 100% intensity as long as the button is pressed. Because Cuelux doesnt know to which dimmer-channels the blinders have been connected to, you have to create a group with the name blinder and include the dimmer-channels or fixtures you wish to use.

Chapter 10

Tempo

All Cuelists with property CHASE enabled, are synced to the Tempo. You can find the controls for the Tempo on the bottom left of the Cuelux window (see figure 10.1). By default, the tempo control is in 'manual' mode.



Figure 10.1: Manual mode

Using the TEMPO button below the tempo display, you can tap to the music to change the tempo in Cuelux. You can also click the tempo display and drag up (tempo UP) or to the right (tempo DOWN).

10.1 Break

Click the BREAK button below the tempo display to pause all chases. Click again to continue all chases.

10.2 MIDI Clock

When the MIDI Input device you've selected in the MIDI Options (see chapter MIDI Controllers) sends out MIDI Clock messages, the Tempo will be automatically locked to the MIDI Clock tempo. This allows exact tempo matching when controlling Cuelux from sequencer software for example at a concert.

In order for the tempo to be controlled by the MIDI Clock, the display should be set to 'midi' mode (see figure 10.2). Press the TEMPO button for



Figure 10.2: MIDI mode

more than one second to switch to 'midi' mode. Press the TEMPO again to switch back to 'manual' mode.

Chapter 11

Hotkeys

Depending the current view, menu or dialog, the most used mouse operations are also assigned to the keyboard's keys. Using these 'hot-keys' can speed up your tasks significantly. Below is a summary of the major views in Cuelux.

Main view

F1-F8	playback button go
F9-F10	playback button bank down-up
1-8	playback fader go
Q-I	playback fader flash
Page down/up	playback fader bank down-up
Home	Page 1-24
End	Page 25-48
/*-	globals
pause/break	break
ctrl+S	stack
backspace	release
INS	record
ctrl+L	load
DEL	delete
Tab	tempo tap
left/right	selection left/right

Patch menu

INS	add
DEL	delete
F2	rename
Enter	address
F3	props

Group menu

Ins add group/member
Del remove group/member
F2 rename
Tab switch focus

Stack menu

Ins add
Del remove
F2 rename
Enter edit

Cue menu

Ins add
Del remove
F2 rename
Enter edit
W wizard

Play menu

Tab switch buttons/faders
Enter assign
Del clear
B bundle
S swap

Chapter 12

MIDI

Cuelux supports various MIDI control surfaces. The buttons and faders on those controllers are assigned to features in the Cuelux User-interface in a pre-defined midi-map. The following diagrams illustrate those assignments. Generic Midi-map Next to the hardware specific midi-maps, Cuelux also offers a generic midi-map in which all the software functions that can be controlled through MIDI are assigned to Note or Control Change message. This midi-map is intended for use with external MIDI software like sequencers or DAWs.

12.1 Elation Midicon

The Elation Midicon (figure 12.1) is supported Plug & Play.



Figure 12.1: Elation Midicon

12.2 Elation Midicon2

The Elation Midicon2 (figure 12.2) is supported Plug & Play.

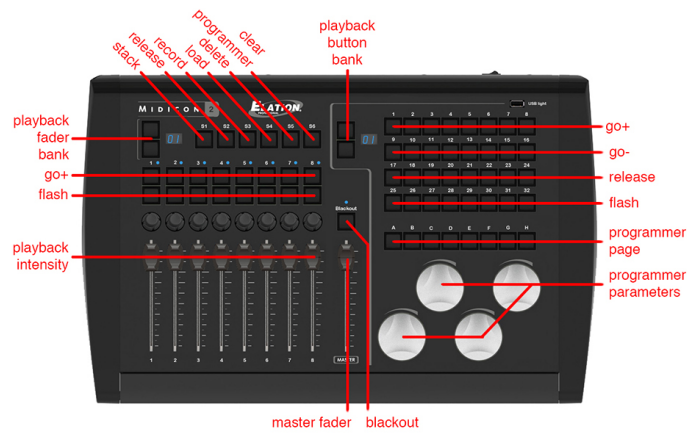


Figure 12.2: Elation Midicon2

12.3 Elation MidiconPro

The Elation MidiconPro (figure 12.3) is supported Plug & Play.

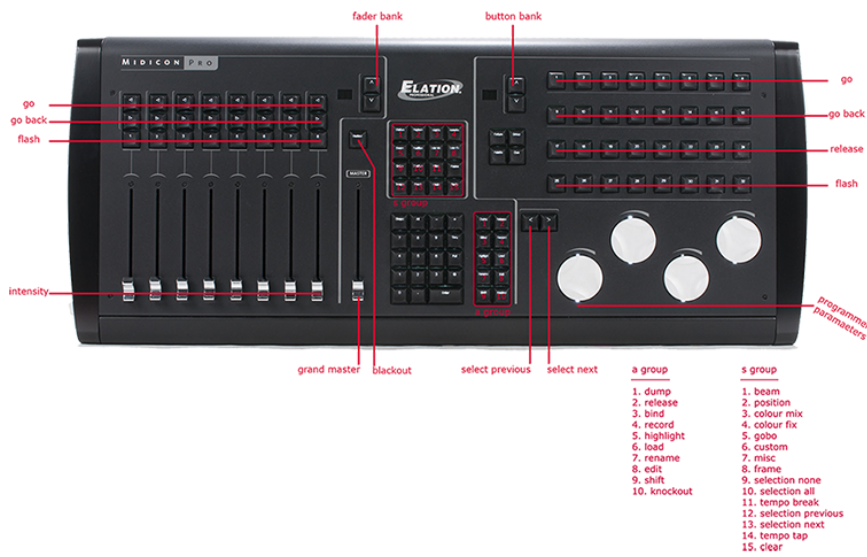


Figure 12.3: Elation MidiconPro

12.4 Behringer BCF-2000

The Behringer BCF-2000 (figure 12.4) is supported Plug & Play: However, for optimal use we've included a Sysyex-file that can either be found in the Program

Files/Visual Productions/CueluxPro/Sysex/ folder on Windows systems, or it can be obtained via the technical support forum.

The Sysex file can be uploaded to the BCF-2000 using one of the following (free) tools:

- Midi-OX for Windows: <http://www.midiox.com>
- SyEx Librarian for Mac OS X: <http://www.snoize.com/SyExLibrarian>

After sending the Sysex file to the BCF-2000, please notice that the received preset is in a temporary memory. If you switch off the BCF-2000, the preset will be lost. When you've received the preset on the BCF-2000, press STORE, use the PRESET buttons to choose a preset number for storing the preset, and press STORE again. The preset will be saved in the BCF-2000.

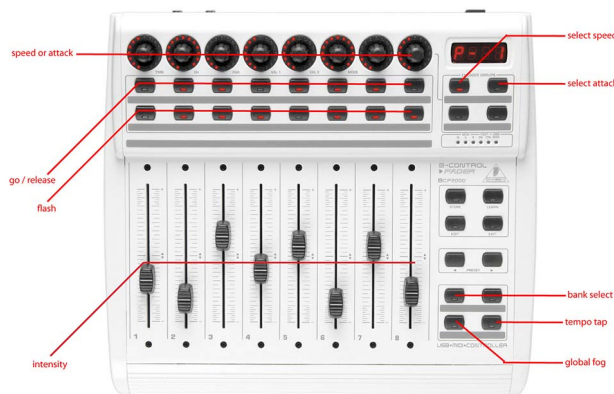


Figure 12.4: Behringer BCF-2000

12.5 Behringer X-Touch Compact

The Behringer X-Touch Compact (figure 12.5) is supported Plug & Play.

12.6 Livid Instruments Ohm64

The Livid Instruments Ohm64 (figure 12.6) is supported Plug & Play.

12.7 Novation Launchpad

The Novation Launchpad (figure 12.7) is supported Plug & Play.

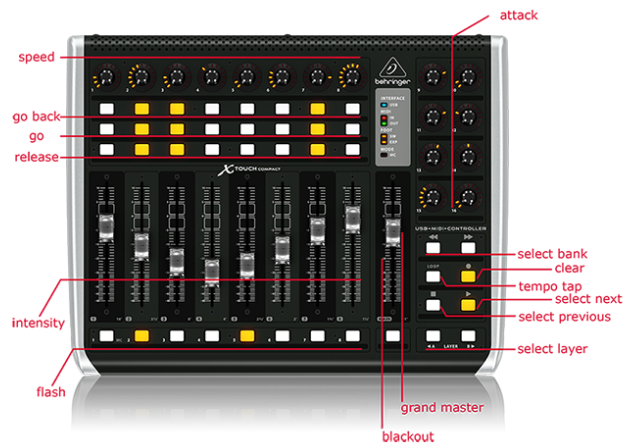


Figure 12.5: Behringer X-Touch Compact

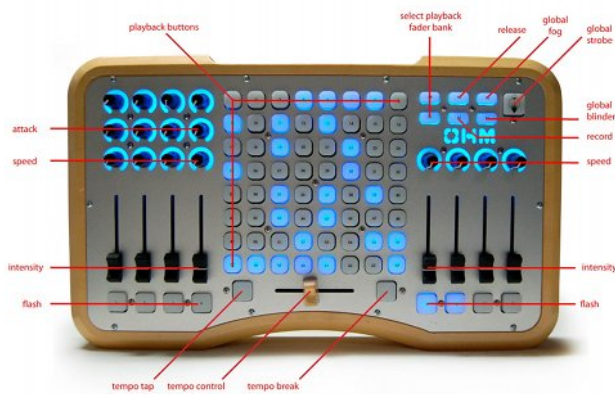


Figure 12.6: Livid Instruments Ohm64

12.8 Korg nanoKontrol

The Korg nanoKontrol (figure 12.8) and nanoKontrol2 are supported Plug & Play.

12.9 Akai APC Mini

The Akai APC Mini (figure 12.9) is supported Plug & Play.



Figure 12.7: Novation Launchpad

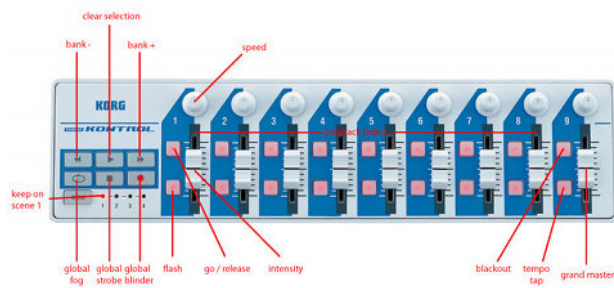


Figure 12.8: Korg nanoKontrol

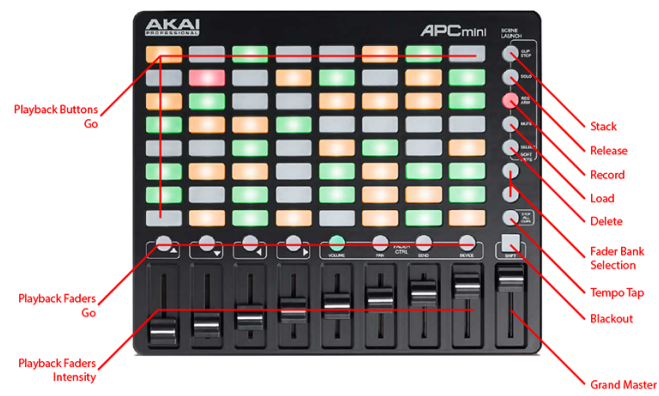


Figure 12.9: Akai APC Mini

Chapter 13

Remote

Cuelux can be remote controlled by the Cuety Remote App. This app runs on phones (figure 13.1), tablets (figure 13.2) and desktops. The Remote can only operate the Playback Buttons; it cannot reach any other controls and it cannot edit any settings or values.



Figure 13.1: Remote on a phone

13.1 OS

The Remote app is available on the following operating systems:

- iOS
- Android
- macOS
- Windows



Figure 13.2: Remote on a tablet

- Ubuntu Linux

The app can be downloaded from the appropriate app-stores and/or <http://www.visualproductions.nl/downloads>.

Chapter 14

Personality Files

Most fixtures differ in the way how they are controlled by DMX. Cuelux reads 'personality files' (sometimes referred to as 'profiles') to determine a fixture's DMX traits. When you patch a fixture you need to choose your fixture from a list of supported personalities (as described on page 14). This chapter describes how to obtain additional personality files in case your fixture is not yet present in our list.

14.1 Generic

Some types of fixtures typical have identical DMX traits. These common fixtures (e.g. Dimmers, fog generators, RGB LED fixtures) are represented in the 'Generic' collection in our library.

14.2 Request new personalities

Visual Productions provides a free-of-charge service for creating personality files on request. Please make the request on the Visual Productions Forum (<http://forum.visualproductions.nl>) and include a link to the user-manual or DMX-chart of your fixture.

When you receive the file from Visual Productions it needs to be copied into the following location, before starting up Cuelux:

Windows	C:\Users\[username]\Documents\Visual Productions \Common\Personalities\Factory
macOS	/Users/[username]/Visual Productions/Common/Personalities/Factory
Ubuntu Linux	/home/[username]/Visual Productions/Common/Personalities/Factory

14.3 Create your own

Sometimes it is better to create your own personality file, maybe you need it urgently and you're outside office hours. Or perhaps you don't have a manual available so you would need to create a file through trial-and-error, testing it on the physical fixture.

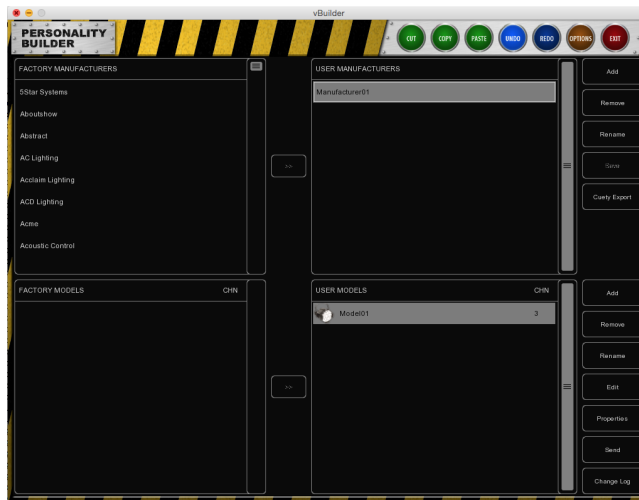


Figure 14.1: vBuilder

For any of these cases we supply an editor for creating the personalities yourself; vBuilder (figure 14.1). It is an external tool for creating and modifying the personality files used by Cuelux. The vBuilder is supplied free-of-charge for all Cuelux users and can be downloaded from <http://www.visualproductions.nl/downloads>.

For a detailed description of this editor please read the vBuilder user manual.

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