



**The most comprehensive combination of stand-alone show playback, architectural features, show control and web-based integration in a single, easy-to-use package.**

CueServer is a unique lighting control solution. At it's heart, it's an Ethernet-based lighting console with all of it's controls accessible via easy to use built-in web pages. Additionally, CueServer is a powerhouse of stand-alone, architectural and show control features that can be mixed together to produce elaborate playback systems.



CueServer is perfect for many lighting control applications, such as LED displays, architectural lighting, retail projects, museum attractions, theme parks, trade show exhibits, sign animation, churches, water fountains and much more. CueServer easily scales from the smallest single-fixture project to large-scale networked solutions.

CueServer provides features not found in other lighting playback devices such as complete web-based operation, which means that nearly any PC, Mac or even your Apple® iPhone or touchscreen iPod<sup>1</sup> can connect to CueServer and turn it into a full-featured wireless lighting console or remote focus tool<sup>2</sup>.



Use CueServer as a simple stand-alone playback controller, or as an architectural lighting processor, or as a show controller or even a wireless remote lighting console. CueServer is an elegant platform for flexible lighting control that can be customized to suit the needs of system integrators, lighting technicians, consultants, show programmers, automation experts and more.



**Features At A Glance:**

- Completely self-contained lighting playback controller
- Seamlessly handles static scenes, crossfading and real-time "streamed" DMX playback
- Web enabled "live" programming and operation
- Powerful CueScript scripting language
- Handles up to 4 independent timelines
- Locally program lighting scenes or snapshot from external consoles
- Network multiple CueServer units together to control a large number of channels or devices
- Synchronize playback to MIDI Timecode or SMPTE (via MTC)
- On-board real-time clock with astronomical functions and 365-day calendar events
- System integration via Ethernet, RS-232, Digital I/O and MIDI<sup>3</sup>
- Easily interfaces with Crestron®, Vantage®, AMX® and other automation systems
- Huge onboard memory and removable memory card
- Available in five different configurations, including rack mount, surface mount, DIN-rail and more

## CueServer Family Overview:



**CS-800**  
Rack-Mount Processor



**CT-400**  
CueTouch LCD Panel



**CS-840**  
DIN-Rail Processor



**CS-816**  
Express Processor



**CS-810**  
Mini Processor



**ST-UD6-CW-RGB**  
CueStation 2-Wire,  
6 Button, RGB Indicators,  
Ultra Series

## What Is CueServer?

In short, CueServer is a hybrid product that has many strengths. It can operate as a live lighting console accessible via most any web browser, or as a stand-alone show playback device or as a full-featured architectural control processor.

A lighting project may only require one or two of CueServer's features, while other projects may need to tie together a sophisticated collection of controls, events, logic, timers, and more.

### Virtual Lighting Console

CueServer is a virtual lighting console that presents all of its screens and controls via advanced built-in web pages, so you can use CueServer as a lighting controller or remote focus tool from nearly any Mac, PC, Tablet, PDA or cell phone.<sup>1</sup> Any CueServer application can be remotely controlled via CuePad and Fignant, our native apps for any iOS device.

### Stand-Alone Playback Device

You can think of CueServer as a stand-alone lighting playback controller on steroids. It seamlessly mixes static looks, crossfading cues and real-time streaming DMX record and playback into single cue list. Hours of show playback can be easily triggered by many different events, including timers, user input, contacts, serial commands, SMPTE Timecode and more. CueServer also sports 4 independent crossfaders and 5 layers of HTP/LTP merging.

### Architectural Lighting Controller

A robust mixture of Architectural features, including astronomical time functions, 365-day calendar events, system networking and scalability, zone partitioning, digital I/Os, scripting language, event model, direct button station interface, serial port and more make CueServer a great choice for architectural lighting control projects. Make lights turn on at sunset, follow special holiday schedules, respond to commands from the building management system and much more.

<sup>1</sup> Many common web browsers are supported, including Internet Explorer, Safari, Firefox and others.

<sup>2</sup> Using CueServer wirelessly requires customer supplied wireless Ethernet equipment.

<sup>3</sup> Some models do not contain all features.

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## Show Control Processor

CueServer easily handles many types of show control with its flexible CueScript scripting language, support for SMPTE and MIDI Timecode, and direct access to digital I/Os, serial communications, Ethernet, and MIDI. Control everything from museum exhibits, to Vegas spectacles, to water fountains.

## Web-Based Programming

Instead of relying on proprietary "designer" software, CueServer displays all of its setup and programming controls (cue lists, stage views, patching, console controls, event settings, timers, macros and more) through built-in web pages. CueServer is entirely Ethernet based, embracing web standards and an open architecture to make it as easy as possible to set up, operate, customize and integrate.

## Custom User Interfaces

Use your favorite web-authoring tools to create custom web pages that directly link to the CueServer hardware. Or, for the ultimate in fully interactive, live web-based controls, use Adobe's Macromedia Flash® to author really spectacular front-ends for your CueServer project. Using this technology, CueServer can deliver amazing usability to the end-users of a CueServer-based lighting control system.

## System Integration

All of CueServer's subsystems (DMX, MIDI, Ethernet, Digital I/O, Serial, Front-Panel Controls, etc.) are all connected to one another by an event/action model exposed by CueServer's CueScript scripting language. By changing what events trigger which actions, CueServer can be configured to interface with nearly any external device. For example, CueServer can convert MIDI to DMX, or have cues send serial strings, or have timecode events trigger cues, or allow Ethernet messages to manipulate the Digital I/Os, and so on. CueServer can act as a conduit between equipment of many different types.

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