

Appendix A: CueScript Command Summary

The following table is a quick reference of the commands in the CueScript programming language used by CueServer.

Both simple and complex command sequences can be executed by CueServer by simply typing them into one of CueServer's web pages, or as a result of one of CueServer's triggers (such as timers, buttons, contact closures, cues, and more) or from external sources (such as custom web pages, Flash objects, LCD touchscreens or via the serial, MIDI or Ethernet ports).

For a complete description of each command, please refer to the CueScript Command Language chapter.

Command	Description	Examples
At <i>[unit] (value)</i> A or @	Sets the value of selected object(s). Works with Channels, Fixtures, Groups, Buttons and Outputs. By default, channel values are expressed in percentages. Decimal values can be specified with the # character, hexadecimal values can be specified with the \$ character. The FL expression is a shortcut for 100%.	Channel 1 At 50 Fixture 5>8 At 75 Group 3 At FL Button 4 At #255 Output 5 At \$FF Time 5 Channel 1>10 At 33
At <i>(array of values)</i> A or @	Sets the values of selected object(s) to an array of values. Similar to the regular At command, but multiple values are given in an array, which are assigned to each selected Channel, Button or Output in a sequential pattern.	Channel 1>3 At {10,20,30} Fixture 4 At {0,50,FL} Group 10 At {#255,0,\$80}
At <i>(+/-) [unit] (offset)</i> A or @	Sets the values of selected object(s) to an offset (+/-) from their current values. Similar to the regular At command, but values are assigned as a relative offset from the current value(s). All values are pinned to 0 and 100% (i.e. the values do not wrap around).	Channel 1 At +5 Channel 5>8 At -10 Group 3 At +25 Fixture 4 At -50 Channel 1 At +#10 Channel 2 At -\$0C
At Cue <i>(cue number)</i> [/ (level)] AQ or @Q	Sets the values of selected object(s) to data stored in a cue. Useful for recalling only parts of a cue into the current playback. An optional level may be specified that scales the recalled levels from the cue.	Channel 1>10 At Cue 7 Fixture 3 At Cue 101 Group 4 Time 10 At Cue 99 Button 1 At Cue 1 Group 2 At Cue 1/50
At Input AIN	Sets the values of selected object(s) to the current levels available on the DMX Input port. Useful for taking a snapshot of the DMX Input.	Channel 1>512 At Input Fixture 1+3+5 At Input Output 1 At Input

Command	Description	Examples
At Playback (<i>number</i>) AP	Sets the values of selected object(s) to the current levels in one of the four playback faders.	Channel 1>512 At <u>Playback 4</u> Group 3 At <u>Playback 2</u>
Break BR	Stops executing CueScript commands that follow the Break command. Useful for use with variables to conditionally execute commands.	{{MyEnable}} Cue 101 Go * <i>The MyEnable variable may be empty or contain the "Break" command</i>
Button (<i>range</i>) B	Selects one or more buttons for setting the indicator LED or enable states.	<u>Button 1</u> At FL <u>Button 5</u> >8 On Button 3.4 At #235 <u>Button 1+3+5</u> Enable
Channel (<i>range</i>) C	Selects one or more channels. Used for setting and releasing channel levels, enabling, disabling, parking, unparking and other similar functions.	<u>Channel 1</u> At 50 <u>Channel 10</u> >25 At 75 <u>Channel 10+20+30</u> Release <u>Channel *</u> Disable <u>Channel 1</u> >4+21>24 Park
Clear CL	Clears the selected playback fader. All channels (except parked channels) will be released, cue list information and timing values will be reset.	Playback 3 <u>Clear</u>
Contact (<i>range</i>) CO	Selects one or more contacts for setting their enable states.	<u>Contact 1</u> Disable <u>Contact 2+5</u> Enable
Cue (<i>cue number</i>) CU or Q	Specifies the cue to be executed by the next Go command.	<u>Cue 1</u> <u>Cue 2</u> Go <u>Cue 10.5</u> Fade 7 Go
Delete (<i>object</i>) DEL	Deletes Cues or Groups.	<u>Delete Cue 1</u> <u>Delete Group 2</u>
Device (<i>range</i>) DEV or !	Targets one or more CueServers (by Device ID) for receiving CueScript commands. Typically used in conjunction with the ""* syntax for broadcasting messages to remote CueServers over the network.	" <u>Device 7</u> Cue 1 Go"* " <u>Device 5</u> >8 Output 1 On"*
Disable DIS	Disables currently selected Channels, Buttons or Contacts.	Channel 1>10 <u>Disable</u> Button 4 <u>Disable</u> Contact * <u>Disable</u>
Enable ENA	Enables currently selected Channels, Buttons or Contacts	Channel 1>10 <u>Enable</u> Button 4 <u>Enable</u> Contact * <u>Enable</u>
Fade (<i>time</i>)	Changes the currently selected playback fader's cue crossfade time. Times from 0 to 6500 seconds may be specified in 0.1 second increments. Split fade times are expressed with a "/" separator.	<u>Fade 5</u> Cue 1 <u>Fade 10</u> Go Cue 5 <u>Fade 2.5/5</u> Go

Command	Description	Examples
Fixture (<i>range</i>) F	Selects one or more fixture's channels. The <code>Fixture</code> command works similarly to the <code>Channel</code> command, but it selects all channels of a fixture at a time.	<u>Fixture 1</u> At 50 <u>Fixture 2+4+6+8</u> At 75 <u>Fixture 1>5</u> At {50,FL,0} <u>Fixture 3</u> Park
Follow (<i>time</i>) FO	Changes the currently selected playback fader's cue auto-follow time. Times from 0 to 6500 seconds may be specified in 0.1 second increments.	<u>Follow 10</u> Cue 1 <u>Follow 15</u> Go
Follow Clear FOCL	Clears the follow timer from the current playback fader.	<u>Follow Clear</u> Playback 2 <u>Follow Clear</u>
Go G	Causes the next cue in the current playback fader to execute.	<u>Go</u> Cue 1 <u>Go</u> Cue Fade 5 <u>Go</u>
Group (<i>group number</i>) GR or U	Recalls a set of channels saved in a group. Can be used similarly to the <code>Channel</code> or <code>Fixture</code> commands.	<u>Group 1</u> <u>Group 2</u> At 33 <u>Group 3</u> Release
HTP	<i>Deprecated. Use Merge instead.</i>	
IF ... THEN ... [ELSE ...] ENDIF	Conditionally executes statements depending on a boolean value. May optionally contain an ELSE statement for execution if the boolean is false.	<u>IF</u> {{enabled}} <u>THEN</u> Cue 1 <u>Go</u> <u>ENDIF</u> <u>IF</u> {{showMode}} <u>THEN</u> Macro 1 <u>ELSE</u> Macro 2 <u>ENDIF</u>
Input (<i>enable state</i>) IN	Enables or disables the influence of the DMX Input port on the playback faders.	<u>Input Enable</u> <u>Input Disable</u>
Input Update INUP	Forces all DMX Input Triggers to execute their action commands.	<u>Input Update</u>
Join (<i>station number</i>)	Logically joins the selected station(s) with the station specified by the Join command. See also <code>Unjoin</code> .	Station 1 <u>Join 2</u> Station 1>10 <u>Join 15</u>
Link (<i>cue number</i>) L	Changes the cue that will follow the current cue. By default, cues execute in numerical order. This command can allow any cue to follow the current cue.	<u>Link 1</u> Cue 1 <u>Link 101</u> Go
Log (<i>string</i>)	Adds the given string to the System Log.	<u>Log "Hello World!"</u> <u>Log "Variable x = {{x}}"</u>
LTP	<i>Deprecated. Use Override instead.</i>	
Macro (<i>macro number</i>) M	Executes a user-defined macro.	<u>Macro 1</u>

Command	Description	Examples
Merge ME	Changes the currently selected playback fader's DMX combine mode to "merge", which combines the fader's levels with the previous levels in a "highest-takes-precedence" (HTP) manner.	<u>Merge</u> Playback 3 <u>Merge</u>
Next ++	Shifts the current selection to the next logical group of objects.	<u>Next</u> At FL Channel 1 At 10 <u>Next</u> At 20 Fixture 1 At FL <u>Next</u> At 50
Off	A special CueScript token that is equivalent to the command At 0. Can be used to set the value of any object.	Channel 1 <u>Off</u> Output 2+4 <u>Off</u> Button 1>5 <u>Off</u>
On	A special CueScript token that is equivalent to the command At FL. Can be used to set the value of any object.	Channel 1 <u>On</u> Output 2+4 <u>On</u> Button 1>5 <u>On</u>
Output (<i>range</i>) O	Selects one or more outputs for setting their output value.	<u>Output 1</u> At FL <u>Output 2+4+6</u> At 0 <u>Output 1>8</u> Off
Override OV	Changes the currently selected playback fader's DMX combine mode to "override". When a fader is in override mode, any active channels in the fader replace the levels of other faders before it.	<u>Override</u> Playback 2 <u>Override</u>
Park	Parks the currently selected DMX channels. When a channel is parked, it is no longer affected by setting or releasing channels or cue playback. Parked channels become "frozen" at their current level until they are unparked.	Channel 1 <u>Park</u> Channel 101>200 <u>Park</u> Fixture 3 <u>Park</u> Group 7 <u>Park</u>
Playback (<i>number</i>) P	Selects one of the four playback faders as the target for all subsequent commands that operate on a fader.	<u>Playback 1</u> <u>Playback 2</u> Override <u>Playback 3</u> Cue 1 Go <u>Playback 4</u> Clear Playback 2 At 50
Previous PREV or --	Shifts the current selection to the previous logical group of objects.	<u>Previous</u> At 0 Channel 2 At 20 <u>Previous</u> At 10 Fixture 2 At 50 <u>Previous</u> At FL
Reboot	Reboots the CueServer. All show playback is immediately interrupted.	<u>Reboot</u>
Record Cue <i>[option] (cue number)</i> RQ	Records a cue into memory with the given cue number. Any cue number from 0.1 through 6499.9 may be used. By default, all 512 channels are recorded into the cue. To record only selected channels, use the '\$' option. To record no channels, use the '#' option.	<u>Record Cue 1</u> <u>Record Cue 101.5</u> Channel 1>10 <u>Record Cue \$5</u> <u>Record Cue #7</u>

Command	Description	Examples
Record Group (group number) RU	Records a group into memory with the currently selected channels included in the group.	<u>Record Group 1</u> Channel 1+3+5+7 <u>Record Group 2</u>
Record Stop RSTO	Stops any streaming cue that is currently being recorded.	<u>Record Stop</u>
Record Stream (cue number) RSTR	Begins recording a streaming DMX cue into memory with the given cue number. Any cue number from 0.1 through 4999.9 may be used. See the detailed description of Record Stream for details about its advanced options.	<u>Record Stream 101</u> "_triggerchannel"=512; "_streamlength"=20.5; <u>Record Stream 102</u>
Release REL or Z	Removes the influence of the currently selected DMX channels from the currently selected playback fader. If no channels are selected, the Release command releases all channels in the playback fader.	<u>Release</u> Channel 1>10 <u>Release</u> Playback 2 Group 3 <u>Release</u>
Reset	Resets all four playback faders and the CueScript command interpreter to power-on values. Also resets Timecode and the command queue.	<u>Reset</u>
Scale SC	Changes the currently selected playback fader's DMX combine mode to "scale". When a fader is in scale mode, any active channels in the fader are used as a proportional scaling factor for values coming from the previous fader. Use scale mode to create grand masters or submasters.	<u>Scale</u> Playback 4 <u>Scale</u>
Self SE	Refers to the Button or Contact that resulted in the execution of the command.	<u>Self On</u> <u>Self At 4</u> <u>Self Disable</u>
SMPTE Reset SMPTE Start SMPTE Stop SMPTE Clear SMPTE "hh:mm:ss.ff"	Manages the internal generation of timecode. Allows the timecode generator to be reset to zero, started, stopped, cleared or sets the timecode to a user-specified value.	<u>SMPTE Reset</u> <u>SMPTE Start</u> <u>SMPTE Stop</u> <u>SMPTE Clear</u> <u>SMPTE "01:23:45.30"</u>
Start STA	Resumes normal timing operation of the current playback fader. Start resumes any crossfades, streaming cues or auto-follow timers that have been paused by the Stop command.	<u>Start</u> Playback 4 <u>Start</u>
Station (range)	Selects one or more stations for joining or unjoining with other stations.	<u>Station 1 Join 2</u> <u>Station 1>10 Join 15</u>

Command	Description	Examples
Stop STO	Suspends the timing operation of the current playback fader. Any crossfades, streaming cues or auto-follow timers are paused. This function is useful for loading cues that are part of chases for editing.	<u>Stop</u> Playback 3 <u>Stop</u>
Time (<i>time</i>) T	Specifies the crossfade time of any channel values that are set with the <code>At</code> command. The <code>Time</code> command does not affect cue playback. Any time from 0 through 6500 may be specified in 0.1 second increments. A time of 0 (zero) indicates that values snap immediately to their desired levels.	<u>Time 5</u> <u>Time 10</u> Channel 1>10 <u>At FL</u> <u>Time 1.5</u> Fixture 3 <u>At 50</u>
Toggle (<i>level</i>) TOG	Toggles the level or value of the selected object(s) between 0 (zero) and the specified level.	Channel 1 <u>Toggle FL</u> Group 1 <u>Toggle 33</u> Button 1 <u>Toggle 1</u> Playback 1 <u>Toggle 100</u>
Unjoin (<i>station number</i>)	Removes the logical connection between stations as created by the <code>Join</code> command.	Station 1 <u>Unjoin 2</u> Station 1>10 <u>Unjoin 15</u>
Unpark	Unparks the currently selected DMX channels. See the <code>Park</code> command for more details.	Channel 1 <u>Unpark</u> Channel 101>200 <u>Unpark</u> Fixture 3 <u>Unpark</u> Group 7 <u>Unpark</u>
Update Cue <i>[option] (cue number)</i> UP	Updates the DMX levels in a cue. Similar to recording a cue, but does not affect the cue name, timing parameters, link or command string. To update using only selected channels, use the '\$' option. To update with no channels, use the '#' option. To merge only selected channels, use the '~' option.	<u>Update Cue 1</u> Channel * <u>At FL Update Cue 2</u> Channel 5 <u>Update Cue \$3</u> <u>Update Cue #4</u> Group 1 <u>Update Cue ~5</u>
Wait (<i>time</i>) W	Inserts a delay into command execution. Any commands that appear after the <code>wait</code> command will be placed in a special Wait Queue for execution in the future.	<u>Wait 30</u> Cue 1 <u>Go</u> Button 1 <u>On Wait 5 Off</u> Cue 1 <u>Go Wait 1 Go Wait 1 Go</u>
Wait Clear	Clears all currently waiting commands in the Wait Queue.	<u>Wait Clear</u>
+ (<i>and</i>)	Used to extend the current selection.	<u>+10</u> Channel 1 <u>+3</u> Button 1>4 <u>+8</u>
- (<i>except</i>)	Used to remove objects from the current selection.	<u>-5</u> Channel 1>10 <u>-4</u> Button 1>4 <u>-2</u>

Command	Description	Examples
> (<i>through</i>)	Used to specify a range of objects.	<u>>10</u> Channel 101 <u>>201</u> Output 1 <u>>4</u>
* (<i>wildcard</i>)	Used to select all objects of a given type.	Channel <u>_</u> At FL Button <u>*</u> On Output <u>*</u> Off Device <u>_</u> Cue 1 Go
"(command string)"*	Used to broadcast CueScript commands to other CueServers on the local network.	<u>"Cue 1 Go"*</u> <u>"Output 1>8 Off"*</u> <u>"Device 7 Release"*</u>
"(string)"~ (<i>string location</i>)	Stores a given string into a special location. Used to write to the LCD Display, serial ports, MIDI port, and Ethernet broadcast packets. See the command's documentation for details.	<u>"Hello World!"~0</u> <u>"Begin Show"~4</u>
"(variable)"="(value)"	Stores a value into a variable. Variables may be user-defined or system defined. The quotes around the value are optional if the value is a number.	<u>"x"=3</u> <u>"myCueNumber"=10.5</u> <u>"myPrompt"="Press Start"</u> <u>"_backlight"=50</u>
{{(variable)}}}	Substitutes the value of a variable or system function into the command line.	Group <u>{{x}}</u> At 33 Cue <u>{{myCueNumber}}</u> Go <u>{{myPrompt}}</u> "~0 Log "Light = <u>{{_backlight}}</u> " Cue <u>{{_rand(1,10)}}</u> Go
;	The semicolon (;) is for visually separating parts of a long string of CueScript commands to help make CueScript more readable. CueServer ignores semicolons in commands.	Group 1 At 33; Group 2 At 50 Channel 1>10; Record Cue \$101 Button 1 On; Wait 10; Off

