LogiCue 6 Manual

NuDelta Digital
info@NuDeltaDigital.com

Overview

The LogiCue 6 is a compact, easy to use digital cue light controller that is part of the LogiCue Digital Cue Light System.

Specifications

- 6 individual cue light channels
- 6 “Standby” buttons
- 6 “Go” buttons
- 6 multi-color LED indicators
- 18 Volt DC power supply

IMPORTANT SAFETY INSTRUCTIONS

1 Read these instructions.

2 Keep these instructions.

3 Heed all warnings.

4 Follow all instructions.

5 Do not use this apparatus near water.

6 Clean only with dry cloth.

7 Do not block any ventilation openings. Install in accordance with the manufacturer’s instructions.

8 Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.

9 Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10 Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.

11 Only use attachments/accessories specified by the manufacturer.

12 Use only with the cart, stand,

tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/ apparatus combination to avoid injury from tip-over.

13 Unplug this apparatus during lightning storms or when unused for long periods of time.

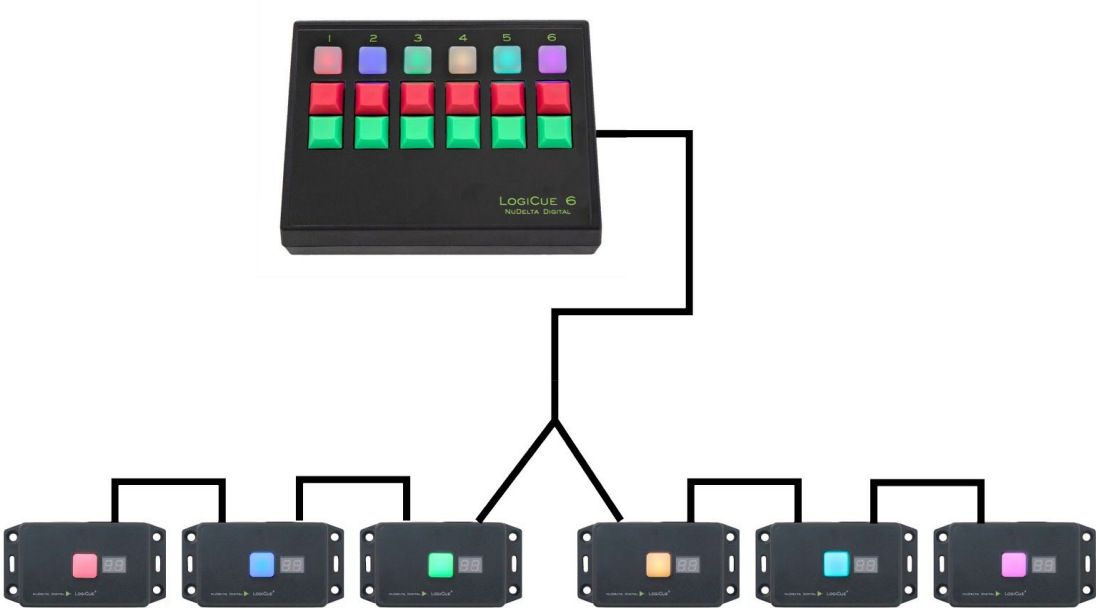
14 Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

15 This product is not intended for residential use. This product contains small parts that may be harmful to children

Installation

The LogiCue 6 controller can be connected to up to six cue lights. The signal can go from the controller to the cue lights and “daisy chain” from one cue light to the next.

The signal for the LogiCue System can also be split using “Y” cables or other passive splitting devices (not included). The signal cannot go through transformer isolated splitters or digital audio snakes.



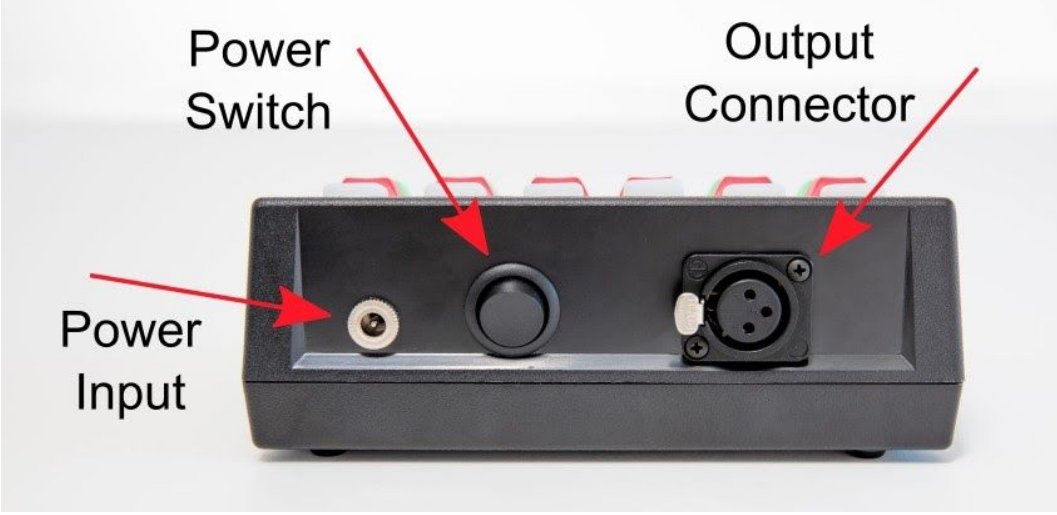
The LogiCue System is designed to be connected together with standard microphone cable. Not all microphone cables meet our standards. We have found low cost microphone cable that when analyzed, only had one single strand of copper carrying the signal in some spots. While this type of cable may carry an audio signal a short distance, the LogiCue signal requires enough current to power the cue lights and therefore may not work with poor quality cable.

The LogiCue System has been tested with cable distances up to 1000 feet of combined cable between the controller and the last cue light. Exceeding this distance may cause the signal to be intermittent or not work at all.

The connection between the LogiCue 6 controller and the cue lights can be a single long cable or multiple cables connected end to end. A passive audio snake can also be used. Be aware that some audio snakes are made with very small gauge wires that may not be able to power multiple cue lights. If you find that the number of cue lights that can run at the end of your audio snake is limited, try running the signal down two separate channels of the snake. This will expand the amount of power that can run down the audio snake.

Operation

Connect the output connector to the cue lights. Insert the power connector plug into the power connector socket on the back of the LogiCue 6. Turn the power switch on by pushing the switch to the up position.



Output Connector Pins:

1. Signal ground
2. +18 Volts DC
3. Signal

When the power is turned on, the LED indicators should turn one of two colors:

- If there is a cue light plugged in and addressed, the LED indicator on that channel will turn green.
- If there is no cue light addressed, the LED indicator on that channel will be red.

Standby Buttons

Pressing one of the red “Standby” buttons will put the corresponding channel into standby mode. The color of the LED indicator will vary depending on the color mode of the corresponding cue light. In other words, the color of the cue light determines the standby color of the controller. Changing the color of the cue light is explained on page 6.

Go Button

When one of the Go buttons is pressed, the corresponding LED on the controller will either turn off or turn green depending on the color mode.

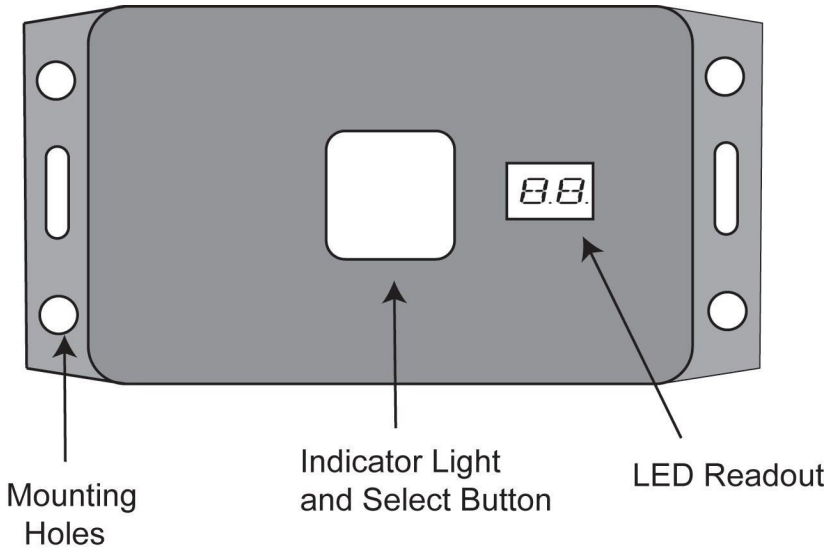
Acknowledge Feature

The acknowledge feature allows for a person on stage to acknowledge that they saw the cue light, so the stage manager or person running the controller, knows that the person on stage is ready. To use the acknowledge feature, simply press the standby button on any of the channels twice. The first time the standby button is pressed, the LED on the controller is illuminated and the corresponding cue light turns on (or turns red

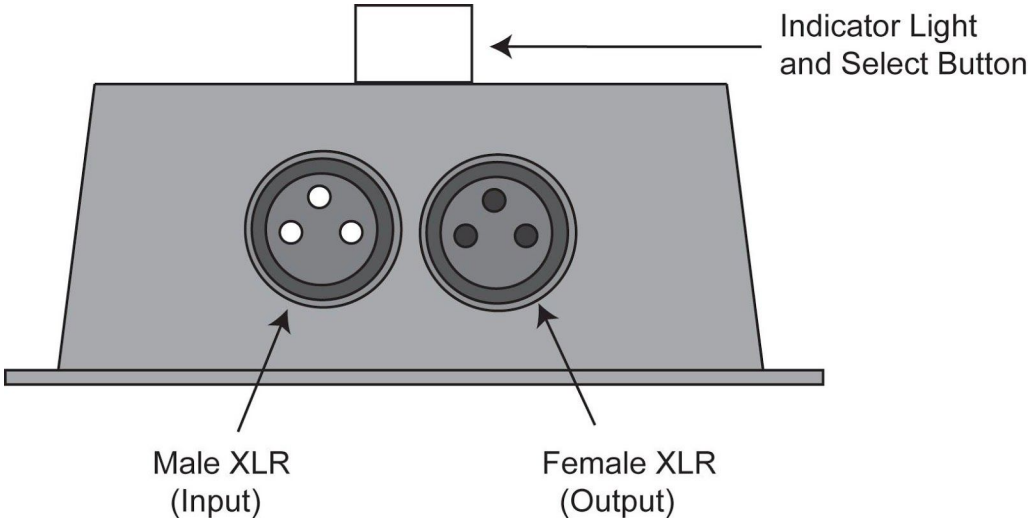
if the cue light is in red/green/blue or red/green mode). If the standby button is pressed a second time, the LED on the controller will blink on and off and the corresponding cue light will blink on and off. When the button on the cue light is pressed, the cue light and the corresponding LED on the controller will stop blinking. The go button on the controller will cause the corresponding cue light to turn off (or turn green if it is in red/green/blue or red/green mode). If the standby button is pressed a third time, the blinking stops and the channel is toggled back into standby mode.

Cue Lights

Top View



Side View



Mounting Holes

The cue lights can be screwed to flat surfaces or tied using these holes.

Indicator Light/ Select Button

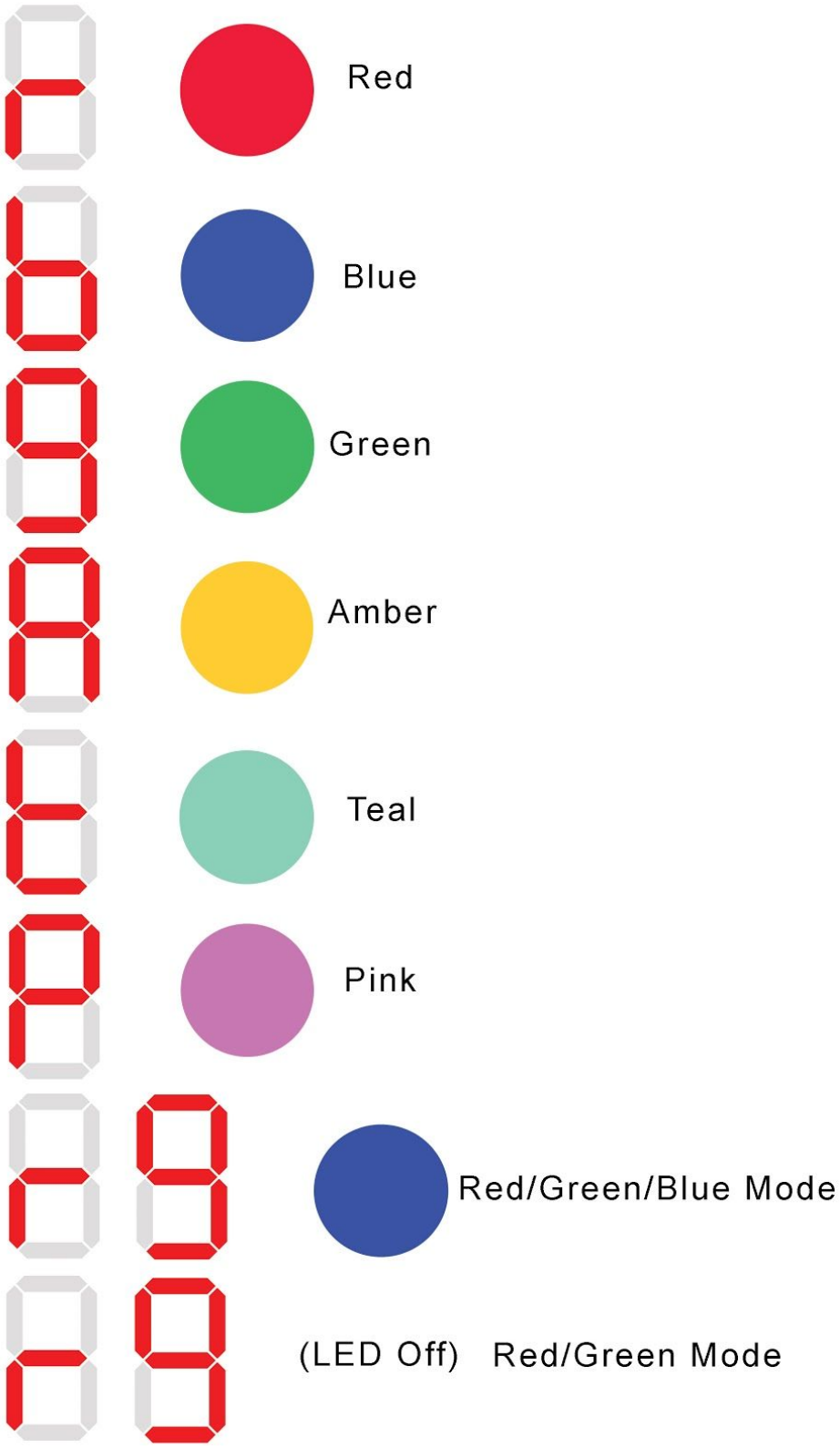
The indicator light is a tri-color LED covered with this diffuser which also acts as the select button. See the menu options section for more information.

LED Readout

The LED readout is used to indicate the color or address when navigating the menus. The second decimal point in the readout is illuminated when the cue light is powered on and receiving a signal. This is useful for troubleshooting cable problems.

Color Mode Selection

Selecting the color mode on the cue light is simple. Hold the select button down while plugging in the cable coming from the controller or hold the select button down while turning on the power switch to the controller. The indicator light will turn red and a lower-case r will appear on the LED display. Release the button and press it again to advance to the next color. Continue to do so until the color you want is visible. Once you get to the color you prefer, unplug the cue light or turn the power off. When you turn it back on or plug it in, it will operate with the color mode you have selected. The cue light will remember its color mode for many years. The diagram on the next page shows each of the colors and what the display indicates for each color mode.


1
Red
2
Blue
3
Green
4
Amber
5
Teal
6
Pink
7 8
Red/Green/Blue Mode
7 0
(LED Off) Red/Green Mode

Red/Green and Red/Green/Blue Modes

When a cue light is put into Red/Green/Blue mode, the indicator light will illuminate red when the cue light is put into standby mode. The indicator light will illuminate green when put into go mode. The indicator light will illuminate blue when the go button is pressed a second time or when the master clear is pressed on the controller. When a cue light is put into Re/Green mode, the operation will be the same as the Red/Green/Blue mode except instead of the indicator light being blue; the indicator light will be off.

Address Selection

The cue lights have 12 different addresses (all LogiCue digital cue lights are compatible with both the LogiCue 6 and LogiCue 12 controllers) so that each unit can be controlled separately regardless of the order that they are plugged in.
In order for the address to be changed, the cue light must be plugged in and the controller must be powered on. Once the cue light is on and is displaying a single decimal point (to indicate that it is receiving power and signal), press and hold the select button until a number appears on the LED display. The first number that appears on the display is the last address number that was programmed into the cue light. Release the selector button and press the button again to advance to the next channel. Once you have reached the channel that you prefer, wait for approximately 5 seconds, the address will be recorded to the internal memory and the display will go back to a single decimal point.

Self-Test Feature

The self-test feature lets the cue light system operator know that all of the cue lights are plugged in and properly addressed. Once the system has been set up and all of the cue lights have their address, simply turn the power switch off and back on again. The green led above each go button will illuminate on a channel that has a cue light plugged in and addressed. If a system has twelve cue lights on twelve different channels, then all twelve green leds on the controller will be illuminated. If a system has six cue lights on channels one through six plugged in and addressed, then the six leds for those channels will be illuminated. If any of the red standby leds on the controller come on when the power is first switched on, then a cue light is possibly unplugged or not addressed properly.

Troubleshooting

Controller will not turn on

If the controller will not turn on, unplug the output cable going to the cue lights. Turn the controller off and back on again. If the controller turns on, then the problem is a bad cable. Start by plugging in a known good cable to the controller, plug in the first cue light and unplug all of the other cue lights. If the controller and the first cue light work, check the rest of the cables one at a time until the bad cable is found.

Controller will turn on but the cue lights do not work.

Start by plugging in a known good cable to the controller, plug in the first cue light and unplug all of the other cue lights. If the first cue light works, check the rest of the cables one at a time until the bad cable is found. The display should have a single decimal point to indicate that the cue light is receiving power and signal.

All of the cue lights respond to standby and go on channel number one.

When the cue lights are manufactured, they are set at number one by default. Once you set the address, it will be recorded in the memory and remain there for years.

One or more of the leds are not coming on in green when power is turned on.

You should have a green led for every cue light that is powered on and addressed. For example, if the green light on the go button, on channel one of the controller is not coming on, it could be that cue light number one is unplugged or it could be that the address for cue light one was accidently changed to another number. Confirm that all cue lights are plugged in, powered on, and addressed properly.