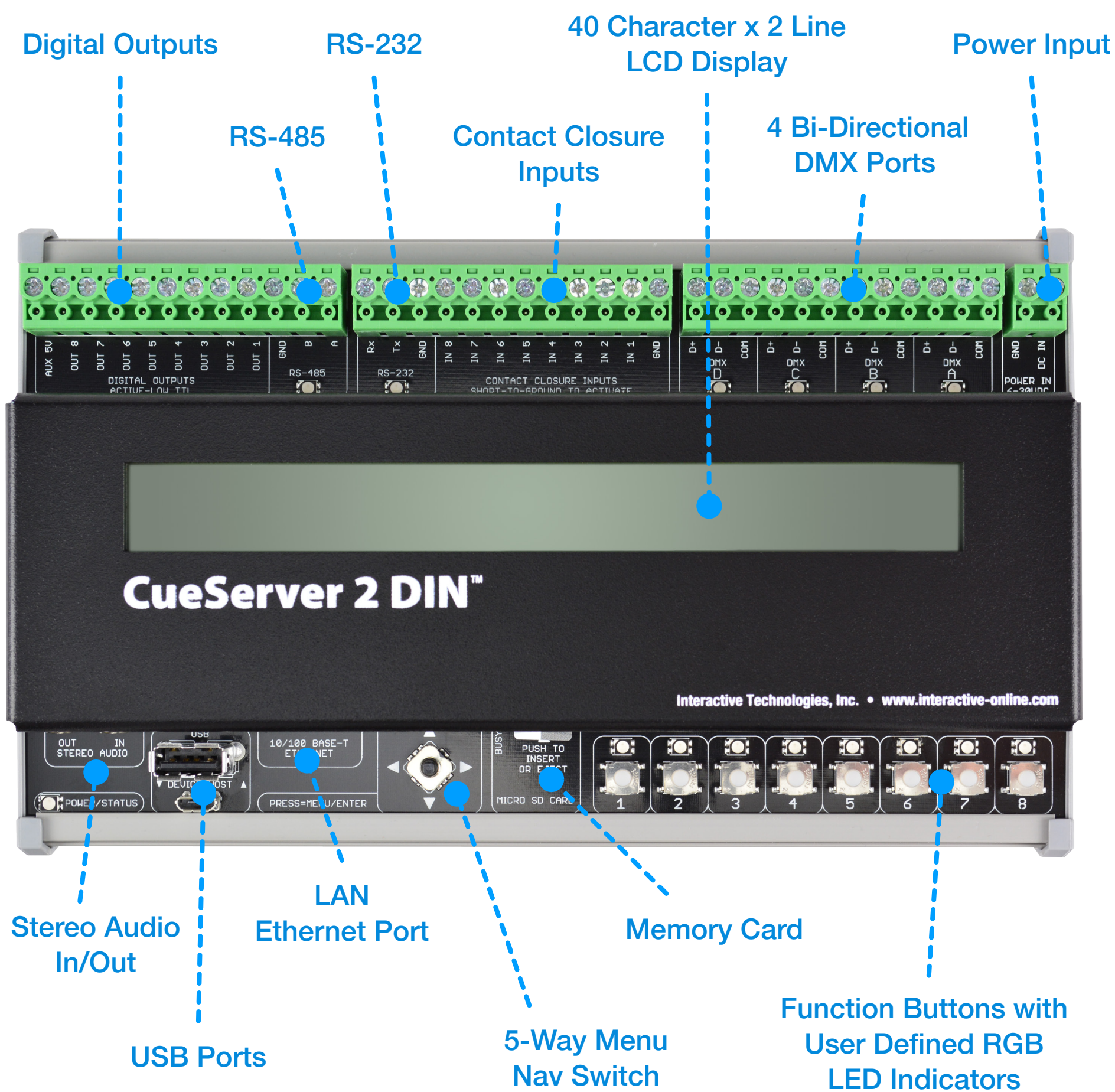




Hardware Overview



First Startup Procedure

- 1**  Connect one end of Ethernet cable to the LAN port of the CueServer.

A Connect the other end of the Ethernet cable to a DHCP router. CueServer will automatically obtain IP address from the router during startup.

B Or, connect the other end of the Ethernet cable to Ethernet switch or directly to an Ethernet port of your computer. This requires the IP addresses of CueServer and your computer to be configured manually after startup (see step 3).
- 2**  Apply power to CueServer.
- 3** *This step only applies if you chose option B in step 1.*

The default (factory) IP address of CueServer is **10.0.1.234**. The IP address of your computer will need to be changed to something that belongs to the same subnet as your CueServer, or vice-versa. Use the menu buttons to change the IP address of CueServer. The first three fields of the IP address will need to match the IP address of the CueServer and the fourth field will need to differ from the one used by CueServer, while being within 1 - 254 range. In the default IP example, it would be **10.0.1.235**.
- 4** Your CueServer 2 is now ready to use.

What's Included:

- CS-950 Processor
- DIN Rail Mount Feet
- Panel Mount Feet
- Quick Start & Specifications



CueServer 2 can be used to meet California Title 24 requirements.



CueServer 2 is proudly designed, engineered, and manufactured in the USA.



Download and install **CueServer Studio 2** software to start editing content in the CueServer. It is available for both Mac OS X and Windows, and it may be downloaded from www.cueserver.com/download. CueServer 2 user's manual is available online at www.cueserver.com/manual. For more information about CueServer 2, visit www.cueserver.com.

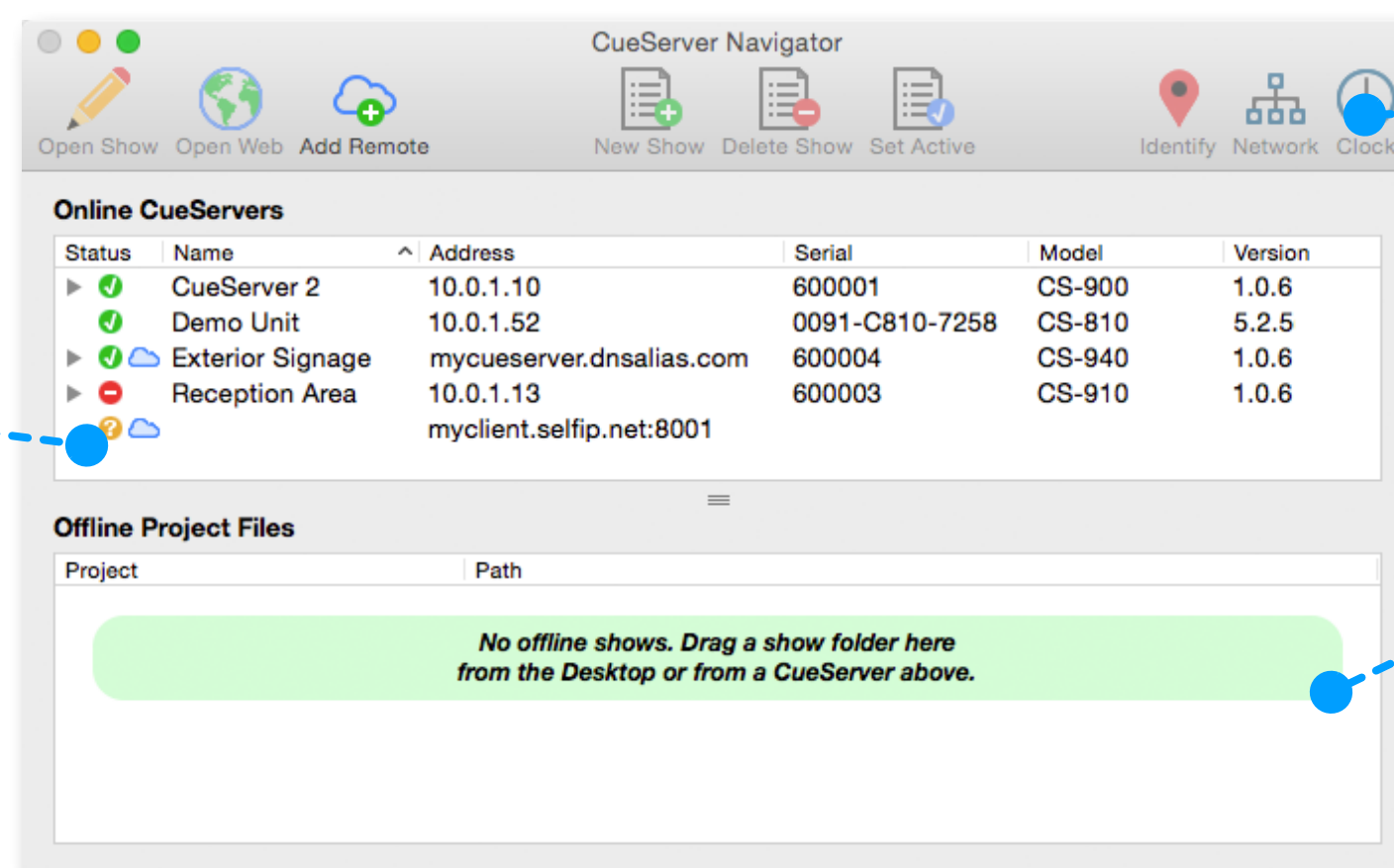
continue on page 2 

First Startup Procedure (continued)

5 Open CueServer Studio 2. The **Navigator Window** appears when CueServer Studio 2 opens. Use the Navigator Window to view available CueServers, manage basic settings, change the active show, identify individual devices, update firmware, and more.

The Navigator Window constantly scans the local network and displays any CueServers that are available. These devices will automatically appear in the upper list and will have a green status icon.

Remote CueServers can also be added to the upper list manually. These CueServers will appear with a cloud icon as part of their status.



The toolbar in the Navigator Window contains several controls for managing CueServers.

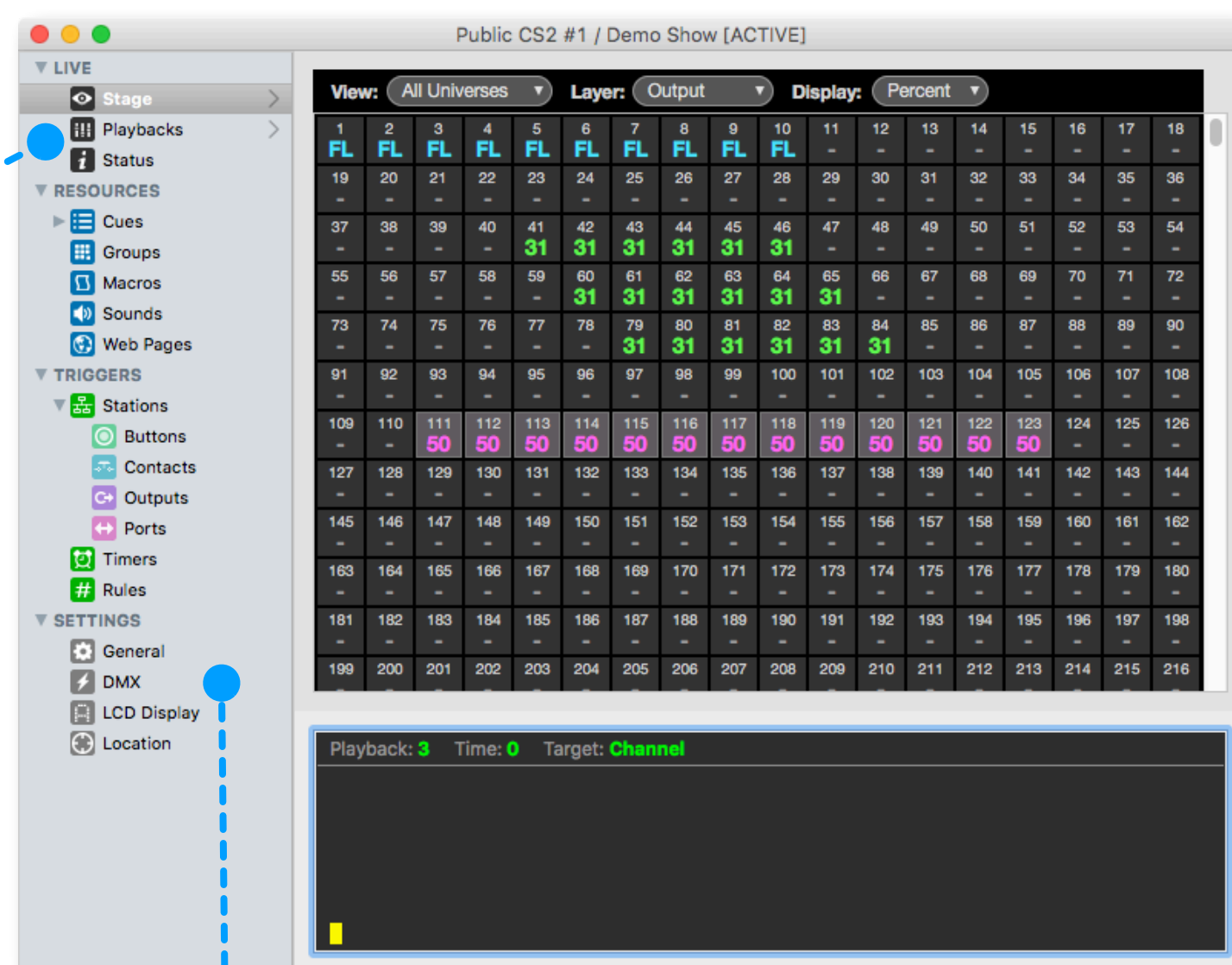
The bottom pane of the window is used as a working area to hold offline show files.

This pane makes it easy to open and edit show files that are on the local computer, or to copy shows between a CueServer and the local computer.

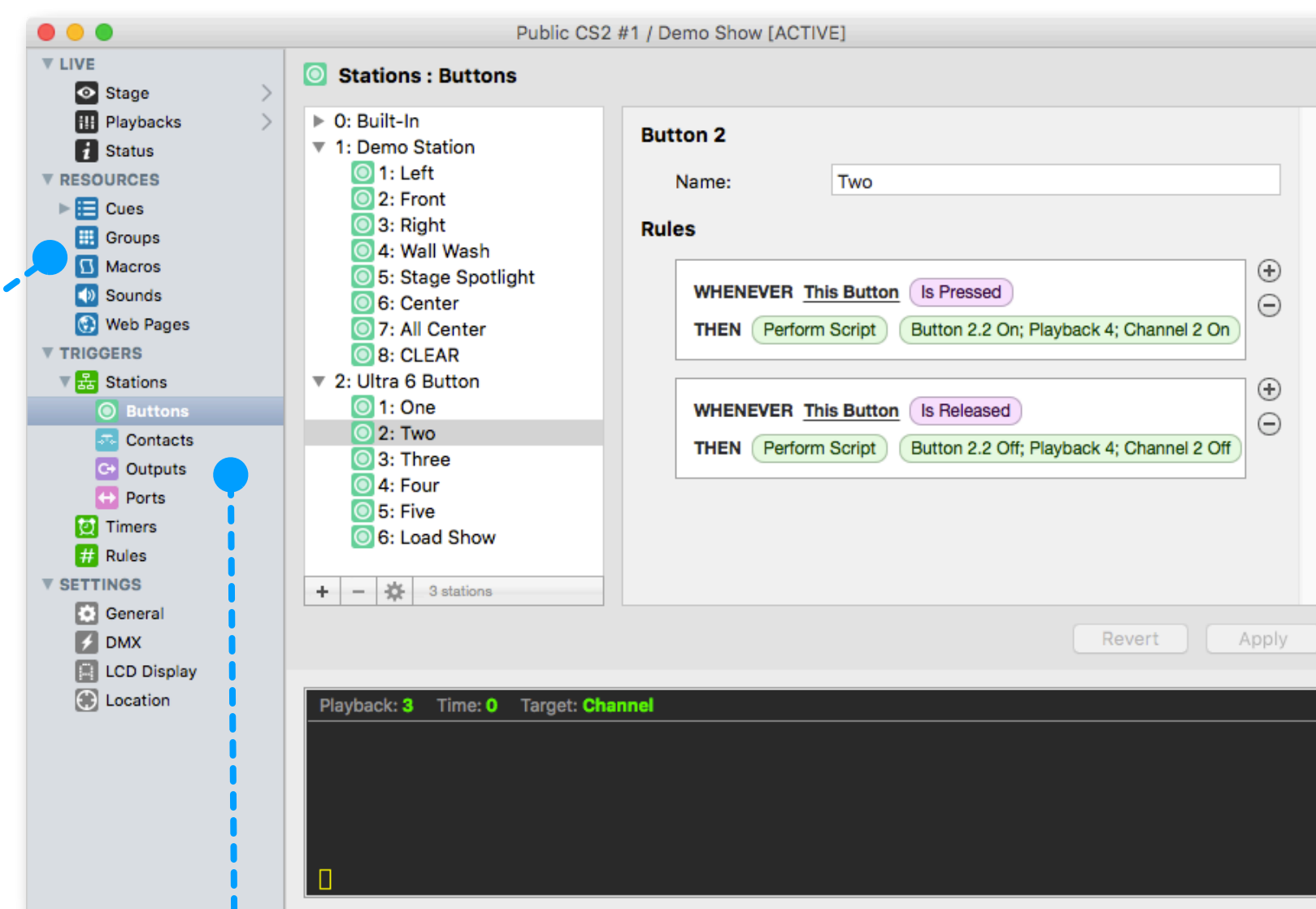
Opening the listbox under a CueServer reveals the available and active show file in the CueServer. Options are available to manage the active show, and to create new, delete and rename shows.

Double clicking a CueServer or clicking on the Open Show icon opens that CueServer's **Editor Window**, which is used to program and configure the CueServer.

The **Live** section of the navigator contains views that show the Stage, Playback Operation, and System Status of the CueServer. Each of these views show dynamic screens that are updating "live" as the CueServer is performing its operations.



The **Resources** section of the navigator is used to edit Cues, Groups, Macros, Sounds and Web Pages in the CueServer project.



The **Triggers** section is used to edit Buttons, Contacts, Digital Outputs, Ports, Timers and general CueServer Rule Triggers.

The **Settings** section is used to edit DMX resources, universe and playback settings, LCD Display and Location settings.

