



Straight forward thinking



# CueSystem

Flexible cue light systems for the theatre and event industry

## CueSystem | DIGITAL

Controller channels come in multiples of 4

The GDS digital RS485 controllers come in the same reliable form factor as the analogue controllers, but offer transportation of all the cue light channels down a standard CAT5 Cable. The digital controllers are used in conjunction with the digital rack mounting 12 way I/O nodes . 12 way nodes are rack mountable, using RS485 that allows for multiple point connections of a single system within an installation, this is particularly useful for venues with many plug in points, and significantly reduces physical cabling, the digital system is scalable from 4 to 24 channels.

The system comes standard with professional features such as:

- Series operation - so the controller only lights if the outstation does
- Single preset mastering and cancel options for all channels
- Left and right hand mastering for all controllers over 4 channels
- Multi voltage IEC mains input
- Robust Carry handle on desk version

The operation of all controllers can be simply configured:

- Flashing or static operation - for the red standby
- Green Momentary - for latching or non-latching green
- Green Dual Function - push and hold or latching
- Lose red on go - keep or lose red standby after a go
- Red Toggle - Bring back red after a go
- Clear Preset - Clear or keep preset after a go



RJ45 Cable from controller to NODE



XLR Cable To CueLight



## CueSystem | COMPONENTS

Desk controllers  
scalable in multiples of  
4 channels



Rack mount controllers  
scalable in multiples of  
4 channels



4 Way I/O nodes



12 Way I/O Nodes



TCP-IP playback  
module: Deskmount



TCP-IP playback  
module: Rackmount  
(OEM available)



Cue Light outstation



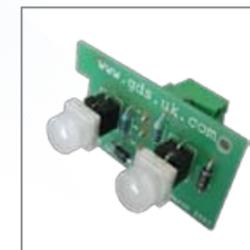
Large Cue Light  
outstation



90 degree Cue Light  
outstation



OEM Cue Light  
outstation



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UK Reg'd Design 4003261 - Cue Light Unit

# CueSystem | ANALOGUE

Controller channels come in multiples of 4

The analogue cue system range uses standard 3 pin XLR connectivity with all cue light outstations. The controllers come as standard in 4, 8 or 12 way configurations, with rack or desk mount option. Each cue light outstation plugs directly into the controller.

The system comes standard with professional features such as:

- Series operation - so the controller only lights if the outstation does
- Single preset mastering and cancel options for all channels
- Left and right hand mastering for all controllers over 4 channels
- Multi voltage IEC mains input
- Robust Carry handle on desk version

The operation of all controllers can be simply configured:

- Flashing or static operation - for the red standby
- Green Momentary - for latching or non-latching green
- Green Dual Function - push and hold or latching
- Lose red on go - keep or lose red standby after a go
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XLR Cable to CueLight



# CueSystem | TCP-IP

Controller channels come in multiples of 4

The TCP-IP controllers run on a standard TCP-IP network and use the TCP-IP 4 and 12 way output nodes with all GDS outstations to complete the system. By using an output node mesh approach to the TCP-IP cue system, single point of failure is significantly reduced.

The software has the following features:

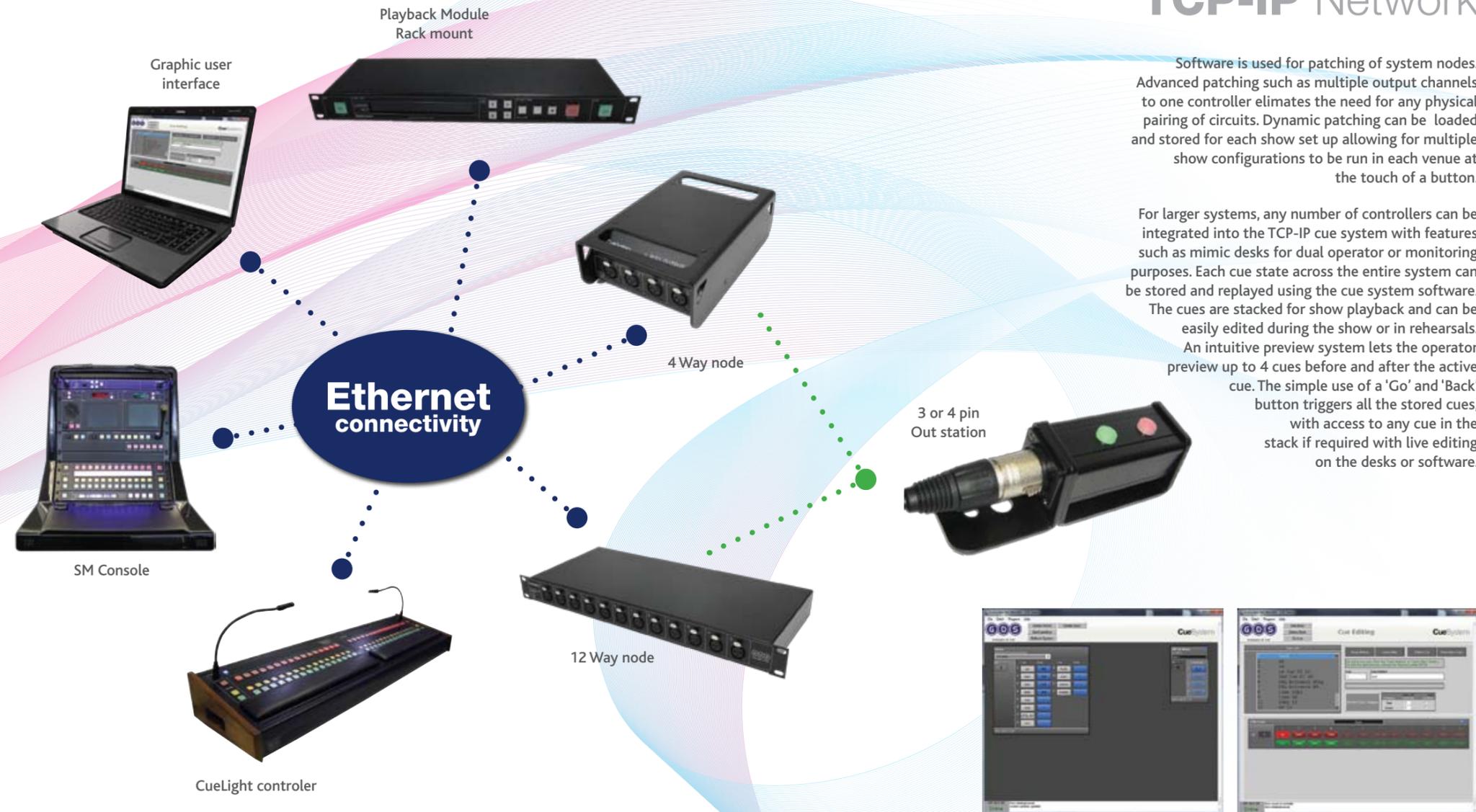
- System wide dynamic patching
- Complete programmability for storing of cues
- Simple playback with live editing
- Load/save any number of patch/show files
- RS232 for triggering external devices such as sound cues

The Controllers come as standard with professional features such as:

- TCP-IP Network connectivity
- Series operation - so the controller only lights if the outstation does
- Single preset mastering and cancel options for all channels
- Left and right hand mastering for all controllers over 4 channels
- Multi voltage IEC mains input
- Robust Carry handle on desk version
- RS232 on individual channel control

The operation of all controllers can be simply configured:

- Flashing or static operation - for the red standby
- Green Momentary - for latching or non-latching green
- Green Dual Function - push and hold or latching
- Lose red on go - keep or lose red standby after a go
- Red Toggle - Bring back red after a go
- Clear Preset - Clear or keep preset after a go



# TCP-IP Network

Software is used for patching of system nodes. Advanced patching such as multiple output channels to one controller eliminates the need for any physical pairing of circuits. Dynamic patching can be loaded and stored for each show set up allowing for multiple show configurations to be run in each venue at the touch of a button.

For larger systems, any number of controllers can be integrated into the TCP-IP cue system with features such as mimic desks for dual operator or monitoring purposes. Each cue state across the entire system can be stored and replayed using the cue system software. The cues are stacked for show playback and can be easily edited during the show or in rehearsals.

An intuitive preview system lets the operator preview up to 4 cues before and after the active cue. The simple use of a 'Go' and 'Back' button triggers all the stored cues, with access to any cue in the stack if required with live editing on the desks or software.