

### **USER MANUAL**



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## **OVERVIEW**

The **CueGo** plugin for the QSC® Q-SYS<sup>™</sup> platform, paired with our proprietary hardware, the CueGo Relay Station, provides a convenient way for show operators to wirelessly trigger up to 8 cues in up to 16 shows. Cues can consist of stop/start of show audio tracks, stop/start of BGM tracks, and show recall. Additionally, 8 GPIO triggers and extensive Control Pins allow cues to trigger other actions within the Q-SYS environment. BGM (if specified) automatically starts when a show is loaded and stops when a cue is fired. And both show cues and BGM can be set for optional time-adjustable crossfades.

**CueGo** allows for local logging of the last 100 actions which can be added to a UCI and long-term logging of all actions directly in the Event Log on the Q-SYS core.

The CueGo Relay Station is PoE powered and is mounted in a rugged IP56 rated Hoffman enclosure.

The CueGo plugin requires a license key to function but can be used in demo mode for 10 minutes to evaluate the plugin. The 10-minute period can be restarted by restarting the Q-SYS design. Use of the plugin in demo mode for commercial purposes is prohibited.

eGo						
.ow 1	2 3 4 5 6 7	7 8 9	10 11	12 13 14 15 16 Confi	ig	
		(		Cue 90!		
Sele	ct Show 🧧	2 10	3 11	4 5 6 12 13 14	7 15	8 16
N	laster —	Play	hack s	status — — —	Cue-	
	Gain OdB Playe	r Stopped		-100	STOP	•
		00110	and the second second second	In the second second		
	_	- BGM P	laybac	k Status —	BGM -	
	OK: 4	– BGM P 4.1kHz, 16-b	laybac	k Status —— ——	BGM — BGM ST	OP
	ОК: 4	– BGM P 4.1kHz, 16-b	laybac	k Status —— ——	BGM — BGM ST	OP
	OK: 4	– BGM P 4.1kHz, 16-b	laybac	k Status — — — — — — — — — — — — — — — — — — —	BGM — BGM ST	OP
	OK: 4	– BGM P	ilaybac bit, stereo — Sho	k Status — — — — — — — — — — — — — — — — — — —	BGM —	OP
Name	OK: 4	– BGM P 4.1kHz, 16-b	it, stereo Str. Shr Audio Di	k Status — — — — — — — — — — — — — — — — — — —	BGM — BGM ST Fa	<b>OP</b> detime
Name	OK: 4 Character Meet & Gre	– BGM P 4.1kHz, 16-b «t	ilaybac ilt, stereo Audio Di	k Status — — — — — — — — — — — — — — — — — — —	BGM ST	OP detime 2.00
Name	OK: 4 Character Meet & Gre	- BGM P 4.1kHz, 16-b	laybac it, stereo Audio Di Audio Di BG	k Status —	BGM ST	OP detime 2.00
Name BGM N	OK: 4 Character Meet & Gre	– BGM P 4.1kHz, 16-b	ilt, stereo Audio Di Audio Di BC Playing	k Status —	BGM — BGM ST	OP detime 2.00 Gain
Name BGM N	OK: 4 Character Meet & Gre gme Spectaculand BGM	– BGM P 4.1kHz, 16 b 4.1kHz, 16 b	it, stereo 	k Status	BGM ST	OP detime 2.00 Gain
Name BGM N	OK: 4 Character Meet & Gre arme Spectaculand BGM	– BGM P 4 1kHz, 16-b et	Haybac sit, stereo Audio Di Playing	k status —	BGM ST	OP detime 2.00 Gain OdB
Name BGM Ni	DIC 4 Character Meet & Gre arme Spectaculand BGM	- BGM P 4.1kHz, 16-b 4.1kHz, 16-b 4.1kHz, 16-b		k Status —		OP detime 2.00 Gain 0dB
Name BGM N	Dic 4 Character Meet & Gre game Spectaculand BGM ye Name Lan of Spec	- BGM P 4.1kHz, 16b et Play	- Sha Audio Di Playing - Cu Playing	k status	BGM ST	detime 2.00 Gain OdB Gain
Name BGM Ni Cu	OK 4 Character Meet & Gree Spectaculand BGM Spectaculand BGM Jop of Show Extense	et	Haybac sit, stereo Audio Di Playing Playing	k Status	BGM ST	detime 2.00 Gain OdB Gain
Name BGM No Cu 1	DK: 4 Character Meet & Gre Spectaculand BGM Je Norme Top of Show Entrance Distore	et	Haybac sit, stereo Audio Di Playing Playing	k Status	Fa	OP detime 2.00 Gain OdB Gain OdB OdB
Name BGM N Cu 1	Character Meet & Gre Character Meet & Gre Spectaculand BGM Jee Nome Tog of Show Entrance Dialogue Datos Sector	et	Haybac	k Status	Fa	OP detime 2.00 Gain 048 048 048
Name BGM N Cu 1 2 3 4	Character Meet & Gree Oharacter Meet & Gree Spectaculand BOM Joe Norme Entrance Date Secton Est	et	Haybac	k Status	Fa	OP detime 2.00 Gain 048 Gain 048 048 048 048
Name BGM N/ Cu 1 2 3 4 5 6	Character Meet & Gre Character Meet & Gre Spectaculand BGM Jop Nome Top of Scow Entrance Dialogue Dialogue Dialogue Ent of Scow	et	Audio Di Audio Di Playing Cu Playing	k Status Nectory Audio/File BEM war BEM war	EGM -	OP detime 2.00 Gain 048 048 048 048 048 048
Name BGM N 1 2 3 4 5 6 6	Character Meet & Cre came Spectaculand BGM Spectaculand BGM Top of Sove Entrance Dialogue Darco Section Ent Ent of Slove Entrance	et	Audio Di Audio Di Playing CL Playing	k Status Addo' Addo' M Audo File BCM war IOS Addo File Character: new Charter Daloga Rie Lefs Al Disacter: new See Ya Fiel Scon war See Ya Fiel Scon war See Ya Fiel Scon war	BGM -	detime 2.00 Gain 048 048 048 048 048 048 048 048 048 048



### CONFIGURATION

The Forward Thinking Designs CueGo plugin must be properly set up before use.

### Properties

Property	Function	Choices
License Key	Enter the license key here to activate the plugin.	
Shows	Specifies the number of shows.	2 - 16
Playback Channels	Specifies the number of playback channels.*	1 - 16
Crossfade Capable	Specifies crossfade between cues.	Yes No
BGM Capable	Specifies BGM capability.	Yes No
BGM Playback Channels	Specifies the number of channels for BGM playback.*	1 - 16
BGM Crossfade Capable	Specifies crossfade into and out of BGM.	Yes No
Show Debug	Allows you to turn on and off the plugin debug window.	Yes No

\*CueGo can play a maximum of 32 channels combined only with installation of the MTP-32 license.

Properties		
CueGo Properties		^
License Key		
Shows	16	
Playback Channels	2	
Crossfade Capable	Yes 🔻	
BGM Capable	Yes	
BGM Playback Channels	2	
BGM Crossfade Capable	Yes 🔻	
Show Debug	No 🗸	



#### Setup

To configure the CueGo plugin follow these steps:

- 1. Enter your License Key given to you with the purchase of the plugin in the Properties window. Without a license the plugin will only function for 10 minutes.
- 2. Select the number of shows that you want to be controlled by CueGo. Value must be between 2 and 16.
- 3. Set the number of playback channels. CueGo can play between 1 and 16 channels. Playback of more than 16 total channels requires an upgrade to MTP-32, MTP-64 or MTP-128.
- 4. Select whether CueGo is crossfade capable. This will crossfade between show tracks.
- 5. Select whether CueGo is BGM capable. Selecting "Yes" will display additional BGM settings. Selecting "No" will hide these settings in CueGo Properties.
  - a. Select the number of BGM playback channels. CueGo can play between 1 and 16 channels of BGM. Playback of more than 16 total channels requires an upgrade to MTP-32, MTP-64 or MTP-128.
  - b. Select whether CueGo is BGM crossfade capable. This will crossfade into and out of BGM.
- 6. Congratulations, CueGo is now ready to use!



## CONTROLS

### Show (each)

1 100						
IOW I	2 3 4 5 6 7	8 9	10 11	12 13 14 15 16 Confi	ig	
		4		Cue 90!		
Sele	ect Show 9	2 10	3 11	4 5 6 12 13 14	7 15	8 16
N	Aaster —	Play	hack s	status — — —	Cue -	
		- Truy	DUCK C		Cue –	
	T layer	Stopped		-1206	STOP	•
		BGM P	lavbac	k Status —— ——	BGM-	
				it otatao		
	OKAN	1442 16 1	it stores			
	ОК: 44	.1kHz, 16-b	iit, stereo		BGM ST	OP
	ОК: 44	.1kHz, 16-b	iit, stereo		BGM ST	ΌΡ
	ОК: 44	.1kHz, 16-b	it, stereo		BGM ST	OP
Nama	ОК: 44	.1kHz, 16-b	iit, stereo Shc	ow 1	BGM ST	OP
Name	OK: 44	.1kHz, 16-b	it, stereo Shc Audio Di	Dw 1	BGM ST	OP detime
Name	OK: 44 Character Meet & Greet	.1kHz, 16-b	it, stereo Sho Audio Di	Dw 1	Fa	OP detime 2.00
Name	OK: 44 Character Meet & Greet	.1kHz, 16-b	Audio Di	Dw 1 rectory Audio/	Fa	OP detime 2.00
Name BGM N	OK: 44 Character Meet & Greet	.1kHz, 16-b	Audio Di BC Playing	DW 1 rectory Audio/ GM Audio File	Fa	OP detime 2.00 Gain
Name BGM N	OK: 44 Character Meet & Greet Character John Spectaculand BGM	.1kHz, 16-b	Audio Di BC Playing	DW 1 rectory Audio/ GM Audio File BGM.wav	Fa	OP detime 2.00 Gain OdB
Name BGM N	OK: 44 Character Meet & Greet Character John Spectaculand BGM	.1kHz, 16-b	Audio Di BC Playing	DW 1 rectory Audio/ GM Audio File BGM.wav Les	Fa	OP detime 2.00 Gain OdB
Name BGM N	OK: 44 Character Meet & Greet Iame Spectaculand BGM Je Name	t Play	Audio Di Audio Di Playing Ctu Playing	Audio / BGM.wav Les Audio File	Fa	detime 2.00 Gain Gain
Name BGM N Cu	OK: 44 Character Meet & Greet Character Meet & Greet Spectaculand BGM Je Norme Top of Show	Play		Audio File  Audio File  Audio File  Stop BGM-	Fa	detime 2.00 Gain OdB
Name BGM N Cu 1	OK: 44 Character Meet & Greet arme Spectaculand BGM Je Narme Top of Show Entrance	Play	Audio Di Audio Di Playing Playing	Audio File BGM.wav Les Audio File Stop BGM- March of the Characters.wav	Fa	detime 2.00 Gain OdB Gain OdB
Name BGM N Cu 1 2 3	OK: 44 Character Meet & Greet armo Spectaculand BGM ue Narme Top of Show Entrance Dialogue	Play	Audio Di Audio Di Playing CL Playing	Audio/ Audio/ Audio/ Audio File BGM.wav IPS Audio File  Audio File  Audio file  Audio File  Audio file  Audio file	Fa	COP detime 2.00 Gain OdB Gain OdB OdB OdB
Name BGM N Cu 1 2 3 4	OK: 44 Character Meet & Greet Character Meet & Greet Spectaculand BGM Spectaculand BGM Use Name Top of Show Entrance Dialogue Dance Section	Play	Audio Di Playing Playing	Audio/ Audio/ Audio/ Audio File BGM.wav Ies Audio File Stop BGM- March of the Characters.wav Character Dialogue flac Let's All Dance.wav	Fa	OP detime 2.00 Gain 0dB 0dB 0dB 0dB 0dB
Name BGM N 2 3 4 5	OK: 44 Character Meet & Greet Como Spectaculand BGM Spectaculand BGM Dialogue Dialogue Dialogue Dialogue Exit	Play	Audio Di Playing Playing	Audio / BM.wav Person Audio / BM.wav Person Audio File Person Audio File Audi	Fa	OP detime 2.00 Gain 0dB 0dB 0dB 0dB 0dB 0dB
Name BGM N 2 3 4 5 6	Character Meet & Greet Character Meet & Greet Spectaculand BGM Spectaculand BGM Je Norme Entrance Dialogue Dance Section Exit End of Show	Play	Audio Di Audio Di Playing CL Playing	Audio / BM Audio / BM Audio / BM Audio File BGM.wav Jess Audio File Stop BGM- March of the Characters wav Character Dialogue flac Lefa All Dance.wav See Ya Real Scon.wav - Stop All-	Fa	OP detime 2.00 Gain 0dB 0dB 0dB 0dB 0dB 0dB 0dB 0dB 0dB
Name BGM N 1 2 3 4 5 6 7	Character Meet & Greet Character Meet & Greet Spectaculand BGM Spectaculand BGM Dance Section Entrance Dialogue Dance Section Exit End of Show Start BGM	Play	Audio Di Audio Di Playing CL Playing	Audio File BGM.wav Hess Audio File BGM.wav Hess Audio File Stop BGM- March of the Characters wav Character Dialogue.flac Lef's All Dance.wav See Ya Real Soon.wav Step All- -Restart BGM-	Fa	OP detime 2 200 Gain 0dB 0dB 0dB 0dB 0dB 0dB 0dB 0dB 0dB 0dB

#### Show Tab

Selects the show to be set up.

CueGo																	
Show 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Config	



#### Select Show

Selects the show cues currently being triggered by the key fob remote or plugin controls.

Select Show	1	2	3	4	5	б	7	8
Select Show	9	10	11	12	13	14	15	16

#### Master



**Gain** – Adjusts the master gain for all outputs of CueGo – both Cue and BGM. Adjustable from -100dB to +10dB.

#### **Playback Status**

Displays information about the track currently being played.





#### Cue



Meter – Displays the level of the track currently being played.

Stop – Stops (or fades) the currently playing cue.

#### **BGM Playback Status**

Displays information about the BGM track currently being played.



#### BGM



Meter – Displays the level of the BGM track currently being played.

BGM Stop – Stops (or fades) the currently playing BGM.



### Show 1 (for each)

	Show 1	
Name	Audio Directory	Fadetime
Meet & Greet	Audio/	2.00

Name – Type in the name of the show.

Audio Directory – Click for a drop-down menu of available audio directories.

Fade Time – Sets the fade time, in seconds, between cues if Crossfade Capable is selected. If Crossfade Capable is not selected CueGo will still fade out of BGM or a Cue based on this time when the Stop button is pressed. Variable from 0.0 to 10.0 seconds.

#### BGM



BGM Name - Type in the name of the BGM.

Playing - Lights to indicate when the BGM track is playing.

Audio File - Click for a drop-down menu of available audio tracks.

Gain – Sets the gain for the BGM separate from the master gain.

#### Cues

Cues								
	Cue Name	Play	Playing	Audio File	Loop	Gain		
1	Top of Show			-Stop BGM-	3	OdB		
2	Entrance			Entrance March.wav	3	OdB		
3	Dialogue			Dialogue.wav	3	OdB		
4	Dance Section			Let's All Dance.wav	3	OdB		
5	Exit			Time to Go.wav	3	OdB		
6	End of Show			-Stop All-	3	OdB		
7	Start BGM			-Restart BGM-	3	OdB		
8	Go To Show 2			Tone - 1kHz.mp3	3	OdB		

Cue Name - Type in the name of the cue.



- Play Push to play the cue from the plugin.
- Playing Lights to indicate when the cue is playing.
- Audio File Click for a drop-down menu of available audio tracks or actions.
- Loop Click to enable looping playback of the audio track.
- Gain Sets the gain for the audio track separate from the master gain.



### Config



- Control IP Enter the IP address of the CueGo hardware box.
- Port Enter the Port for the CueGo hardware box.
- **Status –** Indicates the status of the plugin network connection to the hardware box.
- Inputs Allows triggering of the 8 inputs. These are identical to the buttons on the key fob remote.

Control IP	172.1	6.0.132	Port	502	Statu	s	ОК	
Inputs	1	2	3	4	5	6	7	8



#### Log

Displays the last 100 actions triggered in the CueGo plugin. This log is stored locally within the plugin and can be used on a UCI.

log	
2021/07/29 15:07:35 - Source: LOCAL GPIO, Show: 1, Cue: 8, Cmd: File Playing - Stop player.	$\sim$
2021/07/29 15:07:34 - Source: LOCAL GPIO, Show: 1, Cue: 8, Cmd: Play - Audio/Tone - 1kHz.mp3	
2021/07/29 15:07:34 - Source: LOCAL GPIO, Show: 1, Cue: 8, Cmd: File Playing - Stop player.	
2021/07/29 15:07:29 - Source: LOCAL GPIO, Show: 1, Cue: 8, Cmd: Play - Audio/Tone - 1kHz.mp3	
2021/07/29 15:07:29 - Source: LOCAL GPIO, Show: 1, Cue: 8, Cmd: File Playing - Stop player.	
2021/07/29 15:07:28 - Source: LOCAL GPIO, Show: 1, Cue: 8, Cmd: Play - Audio/Tone - 1kHz.mp3	
2021/07/29 15:07:11 - Source: LOCAL GPIO, Show: 1, Cue: 7, Cmd: Restart bgm.	
2021/07/29 15:07:11 - Source: LOCAL GPIO, Show: 1, Cue: 7, Cmd: Restart bgm.	
2021/07/29 15:07:10 - Source: LOCAL GPIO, Show: 1, Cue: 7, Cmd: Restart bgm.	
2021/07/29 15:07:10 - Source: LOCAL GPIO, Show: 1, Cue: 7, Cmd: Restart bgm.	
2021/07/29 15:07:09 - Source: LOCAL GPIO, Show: 1, Cue: 7, Cmd: Restart bgm.	
2021/07/29 15:07:03 - Source: LOCAL GPIO, Show: 1, Cue: 6, Cmd: Stop all.	
2021/07/29 15:07:02 - Source: LOCAL GPIO, Show: 1, Cue: 6, Cmd: Stop all.	$\sim$
System Loading ON Plugin Name Forward Thinking Designs	_
System Logging None Forward Thinking Designs	

System Logging – When enabled the plugin will log all actions to the Q-SYS Core Event Log.

Plugin Name – Designates the name of the plugin for identification in the Event Log.

Event Log			Clear Events
Severity: All $\checkmark$ Category: All $\checkmark$ Source: All $\checkmark$ Start date $\rightarrow$ End date $\boxminus$ Search Message	es Q		
1-200 of 1068 events Time Zone:	Browser (UTC-04:00) 🗸 🗸	Show 200	events $\lor$ per page
Message	Date & Time	Category	Source
Sorward Thinking Designs - Source: LOCAL, Show: 1, Cue: 4, Cmd: Play - Audio/Let's All Dance.wav	30 Jul 2021, 12:01:26	User	Core
🔮 Forward Thinking Designs - Source: LOCAL, Show: 1, Cue: 3, Cmd: Play - Audio/Dialogue.wav	30 Jul 2021, 12:01:25	User	Core
📀 Forward Thinking Designs - Source: LOCAL, Show: 1, Cue: 2, Cmd: Play - Audio/Entrance March.wav	30 Jul 2021, 12:01:23	User	Core
Forward Thinking Designs - Source: LOCAL, Show: 1, Cue: 1, Cmd: Stop bgm.	30 Jul 2021, 12:01:21	User	Core
Forward Thinking Designs - Source: LOCAL, Cmd: Select Show 1	30 Jul 2021, 12:01:16	User	Core
Forward Thinking Designs - Source: LOCAL, Cmd: Select Show 2	30 Jul 2021, 12:01:09	User	Core
Forward Thinking Designs - Source: REMOTE, Cmd: Select Show 2	30 Jul 2021, 12:00:55	User	Core
Forward Thinking Designs - Source: REMOTE, Show: 1, Cue: 7, Cmd: Restart bgm.	30 Jul 2021, 12:00:52	User	Core
Forward Thinking Designs - Source: REMOTE, Show: 1, Cue: 6, Cmd: Stop all.	30 Jul 2021, 12:00:50	User	Core
Forward Thinking Designs - Source: REMOTE, Show: 1, Cue: 5, Cmd: Play - Audio/Time to Go.wav	30 Jul 2021, 12:00:48	User	Core
📀 Forward Thinking Designs - Source: REMOTE, Show: 1, Cue: 4, Cmd: Play - Audio/Let's All Dance.wav	30 Jul 2021, 12:00:45	User	Core
Forward Thinking Designs - Source: REMOTE, Show: 1, Cue: 3, Cmd: Play - Audio/Dialogue.wav	30 Jul 2021, 12:00:43	User	Core
Forward Thinking Designs - Source: REMOTE, Show: 1, Cue: 2, Cmd: Play - Audio/Entrance March.wav	30 Jul 2021, 12:00:40	User	Core
Forward Thinking Designs - Source: REMOTE, Show: 1, Cue: 1, Cmd: Stop bgm.	30 Jul 2021, 12:00:35	User	Core

### **APPENDIX A: CONTROL PINS**

BGM					
Pin Name	Control Type	Value Range	Pin Direction		
Meter	Indicator	-120dB – 20dB	Output		
Status	Indicator	0-6, String	Output		
Stop	Button	NA	Input		
Control					
Pin Name	Control Type	Value Range	Pin Direction		
Input (1 – 8)	Text Indicator	String	Input / Output		
IP Address	Text	String	Input / Output		
Port	Knob	(Default 502)	Input / Output		
Selected Show	Knob	1 – {set number of shows}	Input / Output		
Playback					
Pin Name	Control Type	Value Range	Pin Direction		
Gain	Knob	-100dB – 10dB	Input / Output		
Meter	Indicator	-120dB – 20dB	Output		
Status	Indicator	0-6, String	Output		
Stop	Button	NA	Input		
Show BGM					
Pin Name	Control Type	Value Range	Pin Direction		
Filename	Text	String	Input / Output		
Gain	Knob	-100dB – 10dB	Input / Output		
Label	Text	String	Input / Output		
Playing	Indicator	String	Output		
Show Cue (each)					
Pin Name	Control Type	Value Range	Pin Direction		
Eil	<b>T</b> ,	Obline			

Pin Name	Control Type	value Range	PIN DIRECTION
Filename	Text	String	Input / Output
Gain	Knob	-100dB – 10dB	Input / Output
Label	Text	String	Input / Output
Loop	Button	NA	Input / Output
Play	Button	NA	Input / Output
Playing	Indicator	True / False	Output
Audio Directory	Text	String	Input / Output
Fadetime	Text	0 - 10	Input / Output
Name	Text	String	Input / Output
Select	Button	NA	Input / Output



#### CueGo User Manual

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#### Show General

Pin Name	Control Type	Value Range	Pin Direction
Audio Directory	Text	String	Input / Output
Fadetime	Text	0 - 10	Input / Output
Name	Text	String	Input / Output
Select	Button	NA	Input / Output

General			
Pin Name	Control Type	Value Range	Pin Direction
Disable	Boolean	True / False	Input / Output
Status	Indicator	0-6, String	Output



## **SUPPORT**

For plugin support and feedback please contact us at:

ForwardThinkingDesigns.com

support@forwardthinkingdesigns.com

+1 407-850-8093

+1 800-4840-FTD

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